

Parks & Recreation Commission – Meeting Agenda

For the regular meeting of:

Date: **Tuesday, April 14, 2026**

Time: **5:30 p.m.**

Commission Chair:

Samantha Wagner

Commission Vice Chair:

Janelle Hickey

Commissioner:

Nancy Hawkins

Commissioner:

Kaitlyn Lusk

Commissioner:

Jacob Olson

Location: **City Hall West, Council Chambers – 707 W Acequia, Visalia CA**

Call Meeting to Order and Roll Call

1. Public Comment or Written Communication

At this time, those in the audience are encouraged to address the Commission on any item not already included on tonight's agenda. The Commission cannot legally act on a matter that is not on the agenda. However, the Commission can investigate an issue and respond within a reasonable period.

The Commission asks that you keep your comments concise and positive. Creative criticism, presented with appropriate courtesy, is welcome.

Speakers will be limited to a 3-minute presentation unless granted additional time by the Commission Chairperson. Please begin your comments by stating and spelling your name and providing your city of residence.

2. Review and Approve the Minutes of the Regular Meeting of March 10, 2026

3. Recreation Division Winter 2025/2026 Recap Presentation – Presentation by Laurissa Roggenkamp, Recreation Manager, Eric Ferreira, Recreation Supervisor, and Holly Ellis, Recreation Supervisor

4. Annual Review and Recommendation: Recreation Division Fees and Charges for Fiscal Year 2026/2027 – Laurissa Roggenkamp, Recreation Manager

5. Update on City Council Reports and City Staff Announcements

a) **Recreation Programs and Special Events – Laurissa Roggenkamp, Recreation Manager**

b) **Parks, Urban Forestry, Facilities – Projects, Programs, and Special Events – Ivan Nicar, Parks & Facilities Manager**

c) **Animal Care Center – Candace Harrington, Animal Services Manager**

d) **Administrative Items – Jason Glick, Parks & Recreation Director**

6. Commissioners' Requests and Comments

7. Adjourn to the Regular Meeting of Tuesday, May 12, 2026