

Town of Londonderry Parks Board Meeting Minutes
12.8.20
5:30 pm zoom meeting

Attendees - Nadine, Kelly, Marge, Steve, Matt, Taylor

Kelly called to order 5:34

- Review minutes- Marge motioned to approve. Matt seconded All in favor
- Tennis courts- Review Jane and Rob's quotes. Will need an RFP. Should start the process soon. It will be right around 10K. Marge motioned we increase to 15K Steve seconded. All in favor
- Plowing Signed contract for 1,480
- We all agreed that allowing holiday lights in Williams park was a nice idea. Marge said she would let us know if they need help
- Trail Markers- Marge motioned to spend \$400 on trail markers. Steve seconded. All in favor
- Memorial Park- Pond update. No proposals in at the time of the meeting
- Mowing proposal- Dryden has submitted one to the town.
- There was a discussion about revisiting the flood committee. What it might involve. Improvements to Williams. Wifi, electricity, walk ways , parking. Nadine and Kelly are able to be involved. All agree any improvements are great. The dam issue is still being researched. Windham Regional commission could be a resource
- We should talk to the Farmer market about the future. Should they pay something to use the space?
- Waste water- Pingree has been named a possible location for a waste water system. The town's attorney is reviewing the deed to see if it would be allowed. The board agrees that the park is not an ideal location for a wws. We are dedicated to keeping our parks land for recreation. Kelly will work on a letter to the SB stating our opposition. Once it is turned into a wws sight there will be no going back.
- Financials- we have not spent any money
- Budget- Tweek the tennis/pickleball 15K , plowing 1,500, Steve motioned 5 K for Nadine seconded .All in favor
- Discussed the possibility of a public works position which might mean the loss of our parks position. We cannot make any decisions until the SB and town vote on the addition of this new position.

Adjourn - 6:52

Next meeting 12/29 5:30 Zoom