



CITY OF ALPINE PARKS & RECREATION BOARD UPDATE

Tuesday, November 1st at 5:30 PM





ORDINANCE CHANGE TO ALLOW ALCOHOL AT APPROVED EVENTS IN CITY PARKS

1. PRB voted against any changes on September 21, 2022. There will be no changes to the current ordinance.
 - a. Looked at Waco, Fort Stockton, Abilene and other municipalities that allow alcohol in certain circumstances.
 - b. Alpine ordinance currently states alcohol is not allowed in Kokernot Park, Centennial Park, Medina Park, and the pool.
 - c. Ordinance changes will be cleaned up in the future to provide consistency.





PARK PRIORITIZATION AND MAINTENANCE

1. Preference to keep parks. The most maintained parks are also the most used.
2. Options to lower maintenance & labor costs.
 - a. Standardized design specs and native plant list.
 - b. Capital projects such as site-wide irrigation systems.
 - c. Public and community partnerships such as Adopt-a-Tree
3. Alpine Parks Makeup
 - a. Alpine has 12 parks with 35 total acres. Kokernot is 24 acres or about $\frac{2}{3}$ of all park acreage.





RENTAL FEES FOR CITY PARK ASSETS SUCH AS THE KOKERNOT PARK PAVILION

1. Next item for PRB review.
 - a. Look at other municipalities in Texas and compare our city park charges.
 - i. Currently charges \$25 per day for using the Kokernot Pavilion.
 - ii. Charges a rental fee for the Civic Center.
 - iii. Revenue from city pool fees.
 - b. Other opportunities to offset costs:
 - i. There is currently no cost for using sports fields such as the baseball and soccer areas. Other cities use facility lease agreements.
 - ii. Increase or create fees for certain uses or events?





UPDATE ON THE DOG PARK SHADE PROJECT

1. Received quotes from local companies. Cost of shade structure approximately 16' by 42' would be \$3,500-\$4,000.

2. Items to finalize before moving forward.
 - a. Fundraising with the Alpine Humane Society
 - b. Verify structure design with the City of Alpine
 - c. Verify project schedule with the Alpine ISD welding department. This group will be providing labor on the project.

