

CITY OF MERIDIAN

RESOLUTION NO. 23-2370

BY THE CITY COUNCIL:

**BORTON, CAVENER, HOAGLUN,
OVERTON, PERRAULT, STRADER**

A RESOLUTION OF THE CITY COUNCIL OF THE CITY OF MERIDIAN, ADOPTING THE CITY OF MERIDIAN PARKS AND RECREATION MASTER PLAN; AUTHORIZING THE PARKS AND RECREATION STAFF TO IMPLEMENT THE MASTER PLAN; AND PROVIDING AN EFFECTIVE DATE.

WHEREAS, the updated City of Meridian, Idaho Parks and Recreation Master Plan, attached hereto as *Exhibit A* (“Master Plan”), was prepared following collection of input from City staff, community stakeholders and analysis of inventory, level of service, operations, and finances;

WHEREAS, on January 11, 2023, the Meridian Parks and Recreation Commission reviewed the Master Plan and recommended its approval and adoption by City Council;

WHEREAS, City Council finds that the Master Plan establishes the necessary framework for the Parks and Recreation Department to continue providing exceptional parks, recreation, and pathway services by realizing organizational efficiencies, financial opportunities, and programming, service, and amenity enhancements; and

WHEREAS, the Mayor and City Council find that it is in the best interest of the health, safety, and welfare of the people of Meridian to approve and adopt the Master Plan;

NOW THEREFORE, BE IT RESOLVED BY THE CITY COUNCIL OF THE CITY OF MERIDIAN CITY, IDAHO:

Section 1. That the updated City of Meridian, Idaho Parks and Recreation Master Plan attached as *Exhibit A* hereto is hereby approved and adopted by the City Council.

Section 2. That the Meridian Parks and Recreation Department is hereby authorized to implement and carry out the provisions of the Master Plan.

Section 3. That this Resolution shall be in full force and effect immediately upon its adoption and approval.

ADOPTED by the City Council of the City of Meridian, Idaho, this 7th day of February, 2023.

APPROVED by the Mayor of the City of Meridian, Idaho, this 7th day of February, 2023.

APPROVED:

ATTEST:

Robert E. Simison, Mayor

Chris Johnson, City Clerk