



**PARKS AND RECREATION DEPARTMENT  
LAND, FACILITIES AND PROGRAMS COMMITTEE  
December 12, 2011– 6:00 P.M.  
City Hall, Room 1029 (Bull Pen)  
301 West Second Street  
Austin, Texas**

**CURRENT BOARD MEMBERS:**

**Hill Abell, Chair  
Lynn Osgood**

**Jerry Perales  
Jane Rivera, ex-officio**

**AGENDA**

**MEETING CANCELLED; NEXT SCHEDULED MEETING, January 9, 2012**

**A. CALL TO ORDER**

**B. APPROVAL OF MINUTES**

Approve the minutes of the Land, Facilities and Programs Committee regular meeting of November 14, 2011.

**C. CITIZEN COMMUNICATION: GENERAL**

The first 10 speakers signed up prior to the meeting being called to order will each be allowed a three-minute allotment to address their concerns regarding items not posted on the agenda.

**D. DISCUSSION AND ACTION ITEMS**

**1. Action Item Make a recommendation to the Board regarding**

Presenter:

Location:

Request:

Staff:

**2. Action Item Make a recommendation to the Board regarding**

Presenter:

Location:  
Request:  
Staff:

**3. Action Item Make a recommendation to the Board regarding**

Presenter:  
Location:  
Request:  
Staff:

**4. Action Item Make a recommendation to the Board regarding**

Presenter:  
Location:  
Request:  
Staff:

**E. ITEMS FROM BOARD MEMBERS**

**F. STAFF BRIEFINGS**

**G. FUTURE AGENDA ITEMS**

**H. ADJOURNMENT**

The City of Austin is committed to compliance with the American with Disabilities Act. Reasonable modifications and equal access to communications will be provided upon request. Meeting locations are planned with wheelchair access. If requiring Sign Language Interpreters or alternative formats, please give notice at least 4 days before the meeting date. Please call Robert Brennes at the Parks and Recreation Department, at 974-9472, for additional information; TTY users route through Relay Texas at 711.

For more information on the Land, Facilities and Programs Committee, please contact Gregory Montes at [Gregory.Montes@austintexas.gov](mailto:Gregory.Montes@austintexas.gov) or by phone at 974-9458.