RESOLUTION NO. 2022-111

A RESOLUTION OF THE CITY COMMISSION OF THE CITY OF COCONUT CREEK, FLORIDA, APPOINTING ONE (1) REGULAR MEMBER AND ONE (1) ALTERNATE MEMBER TO THE PARKS AND RECREATION ADVISORY BOARD, PURSUANT TO SECTIONS 2-191, "AUTHORITY OF CITY COMMISSION TO APPOINT BOARD MEMBERS; TERM OF OFFICE OF BOARD MEMBERS," AND 2-208, "MEMBERSHIP" OF THE CITY'S CODE OF ORDINANCES FOR A TERM ENDING WITH THE NEXT APPOINTMENT IN 2023; AND PROVIDING AN EFFECTIVE DATE.

WHEREAS, in accordance with Section 2-191(b) of the City's Code of Ordinances, the City Commission shall appoint board members at the second regularly-scheduled Commission meeting each April; and

WHEREAS, on April 28, 2022, the City Commission appointed four (4) regular members and one (1) alternate member to the Parks and Recreation Advisory Board; and

WHEREAS, at the time of appointment, the District D Commission seat was vacant; and

WHEREAS, John Brodie was subsequently appointed by the City Commission to fill the District D Commission seat; and

WHEREAS, the Mayor deferred his alternate member appointment at the April 28, 2022, City Commission meeting.

NOW, THEREFORE, BE IT RESOLVED BY THE CITY COMMISSION OF THE CITY OF COCONUT CREEK, FLORIDA:

<u>Section 1</u>: That the City Commission hereby nominates the following individual as regular member of the Parks and Recreation Advisory Board, pursuant to Section 2-208, Code of Ordinances, for a term ending with the next appointment in 2023:

Brodie: <u>Steven LaMay</u>

the alternate memb	er of the Par	ks and Recre	ation Adviso	y nominated by the Mayor as bry Board, pursuant to Section at appointment in 2023:
	Alternate:	Alfred Delga	do	
Section 3: appointed to member				ons 1 and 2 above are hereby lvisory Board.
Section 4: its adoption.	That this res	solution shall b	oe in full forc	e and effect immediately upon
Adopted this	s <u>12th</u>	day of	May	_, 2022.
Attest:			Joshua Rydell, Mayor	
Joseph J. Kavanagl	h, City Clerk	_		
			Rydell Welch Tooley Railey Brodie	Aye Aye Aye Aye Aye Aye Aye