



AD HOC SENIOR/RECREATION CENTER COMMITTEE AGENDA

MAY 8, 2024

3:00 PM

CITY COMMISSION ROOM

151 MARTIN STREET, BIRMINGHAM

<https://bhamgov-org.zoom.us/j/81985761455>

A. Introductions

Elaine McLain, Vice-Chair	City Commissioner
Anthony Long	City Commissioner
Dan Share, Chair	Planning Board
Pam Graham	Parks & Rec Board
Cris Braun	Next Representative
Kelly Stubbe	YMCA Representative
Bert Koseck	Architect
Donald Rogers	Contractor
Jason Emerine	Engineer

B. Approval of minutes from April 24, 2024

C. Update from NORR

D. Resilience Hubs - Harvey Bell, Ad Hoc Environmental Sustainability Committee

E. Miscellaneous Communications

- Owners Representative Responses due **Friday, May 10, 2024**
- Revised Needs Assessment Report on **Wednesday, May 15, 2024**
- Architect/Engineer Qualifications Responses due **Thursday, May 16, 2024**
- Community Town Hall – NORR Presentation of Needs Assessment on **Wednesday, May 22, 2024**

F. Meeting Open to the Public for items not on the Agenda

Notice: Due to Building Security, public entrance during non-business hours is through the Police Department—Pierce St. Entrance only. Individuals with disabilities requiring assistance to enter the building should request aid via the intercom system at the parking lot entrance gate on Henrietta St.

Persons with disabilities that may require assistance for effective participation in this public meeting should contact the City Clerk's Office at the number (248) 530-1880, or (248) 644-3405 (for the hearing impaired) at least one day before the meeting to request help in mobility, visual, hearing, or other assistance.

Las personas con incapacidad que requieren algún tipo de ayuda para la participación en esta sesión pública deben ponerse en contacto con la oficina del escribano de la ciudad en el número (248) 530-1800 o al (248) 644-5115 (para personas con discapacidad auditiva) un día antes de la reunión para solicitar ayuda a la movilidad, visual, auditiva, o de otras asistencias. (Title VI of the Civil Rights Act of 1964).