

## **Far Views - Pattee Canyon Neighborhood Council**

Leadership Team Meeting

April 15, 2014, 7:00pm, 208 Ben Hogan Dr

### **Minutes**

**Attending:** Ray Aten and Mary Barnett (FV-PC leadership team) and Jane Kelly (Office of Neighborhoods)

**Absent:** John O'Connor (FV-PC leadership team)

**1. Public Comment:** There was not public comment.

**2. Whitaker Park Master Plan - Update:** Previous correspondence from John O'Connor noted that he "met with Parks & Rec staff and we are authorizing them to use the neighborhood grant funds to pay for the survey as they get better rates and have established relationships."

**3. Next FV-PC Neighborhood Council meeting - Plan:** It was decided to hold the next Neighborhood Council meeting on **May 29, 2014 at 7pm in the Community Room of UM's Lewis and Clark Village, 3000 S. Higgins Ave** .

The meeting will include an ice cream social and be publicized using the Office of Neighborhoods, a postcard mailing and sandwich boards. The agenda was tentatively established.

A table will have information about Missoula's City/County Neighborhood Watch Program and Smart 911.

Time will be allocated for public comment on items not on the agenda.

Presentations by (a) UM's Neighborhood Ambassadors, (b) Missoula's Urban Forester, and (c) an advocate for Missoula's Local Government Study Commission will be requested.

Neighbors will be asked to "Help set our neighborhood priorities" in an exercise lead by Jane Kelly. Priorities from the May 30, 2013 will be included. Some possible priorities include: Traffic Calming - Pattee Canyon Dr, Urban Interface (Deer, Lions, Bears, etc), Community Gardens, Park Signage, Traffic Signal Box (Phone box, Power Box) Art, the Gateway Park Project, and Leaf and Snow Removal. Other possibilities will be welcome.

Nominations and elections for up to four additional members for the leadership will be requested.

City Council representative Jon Wilkins and Caitlin Copple will be invited to speak.

**4.** The meeting was adjourned at 8:30 pm.