



# **County of Grande Prairie No.1 Recreation Advisory Committee Meeting Agenda**

Thursday March 19, 2020

10:00 a.m.

County of Grande Prairie No. 1 Administration Building

	<b>Pages</b>
<b>1. CALL TO ORDER</b>	
<b>2. ADOPTION OF AGENDA</b>	
<b>3. DELEGATIONS AND APPOINTMENTS</b>	
<b>3.1 10:00 a.m. Alberta Environment and Parks Quarterly Update</b>	<b>4</b>
<b>3.2 11:00 a.m. Recreation Fee Assistance Program 2019 Update</b>	<b>12</b>
<b>3.3 11:30 a.m. Beaverlodge Mural Foundation</b>	<b>18</b>
<b>3.4 1:00 p.m. Crosslink County Sportsplex Quarterly Update</b>	<b>26</b>
<b>4. UNFINISHED BUSINESS</b>	
<b>4.1 Pineridge Adventure Camp Operating Funding Request</b>	<b>32</b>
<b>4.2 Clairmont Arena and Community Hall</b>	<b>37</b>
<b>5. NEW BUSINESS</b>	

5.1	<b>Optimizing Alberta Parks – Provincial Government Initiative</b>	<b>39</b>
5.2	<b>2019 Capital Grant Update</b>	<b>61</b>
5.3	<b>Community Buildings &amp; Aging Infrastructure</b>	<b>70</b>
5.4	<b>Operating Assistance - Non Functioning Facilities</b>	<b>73</b>
5.5	<b>ICF impact on 2020 Operating Assistance Grants</b>	<b>83</b>
<b>6.</b>	<b>SPONSORSHIP REQUESTS</b>	
6.1	<b>Sponsorship Request - GPRC College Classic</b>	<b>85</b>
6.2	<b>Sponsorship Request - Might Peace Vintage Tractor Club</b>	<b>95</b>
6.3	<b>Sponsorship Request - North Peace Bracket Racing Association</b>	<b>102</b>
6.4	<b>Sponsorship Request - Small Town Bringdown</b>	<b>118</b>
6.5	<b>Sponsorship Request - Big Lake Charity Golf</b>	<b>123</b>
6.6	<b>Sponsorship Request - Play for Community Golf</b>	<b>128</b>
6.7	<b>Sponsorship Request - Andrea Vavrek Dance “4” HOPE</b>	<b>133</b>
<b>7.</b>	<b>INFORMATION ITEMS</b>	
7.1	<b>Clairmont Community Garden &amp; Adventure Park Update</b>	<b>136</b>
7.2	<b>2020 Campground Capital</b>	<b>140</b>
7.3	<b>Grande Prairie Regional Recreation Committee (GPRRC) Update</b>	<b>142</b>

7.4	Frostival Report	147
7.5	Spring Programming	163
7.6	RAC Project Update	166
8.	ADDENDUM	
8.1	N/A	#
10.	ADMINISTRATIVE REPORTS	
11.	CLOSED SESSION	
11.1	N/A	#
12.	ADJOURNMENT	