**Recreation Committee**

**Wednesday May 20, 2020**

**4:00PM, Virtual**

Pursuant to Governor Baker’s March 12, 2020 Order Suspending Certain Provisions of the Open Meeting law, G.L. c. 30A Section 18, and the Governor’s March 15, 2020 Order imposing strict limitations on the number people that may gather in one place, this meeting of the Sturbridge Recreation Committee will be conducted via remote participation to the greatest extent possible.  Specific information and the general guidelines for remote participation can be found on the Town’s website at <https://www.sturbridge.gov/town-administrator/pages/how-access-virtual-meeting>.  For this meeting, members of the public who wish to listen and or watch the meeting either online via the Town’s on demand video broadcast, on cable television on channel 191, or dial into the meeting at 774-304-1455, enter 1428# for the meeting number and 12345 for the access code.  (This phone number is only active for the public during public meetings).  No in-person attendance of members of the public will be permitted, but every effort will be made to ensure that the public can adequately access the proceedings in real time, via technological means.  In the event that we are unable to do so, despite best efforts, we will post of the Town’s website an audio or video recording, transcript, or other comprehensive record of the proceedings as soon as possible after the meeting.

**OPENING OF MEETING**

**ROLL CALL QUORUM CHECK**

**APPROVAL OF MEETING MINUTES** 4-16-20

**NEW BUSINESS**

1. Concept Plans for 60 Cedar St.
2. Review Governors update relevant to Recreation Programming if received
3. Sport League Funding Allocations

**OLD BUSINESS**

1. Little League Lighitng Project

**PROPERTY USAGE REQUESTS**

**ADJOURMENT**

**The items listed which may be discussed at the meeting are those reasonably anticipated by the Chair. Not all items listed may in fact be discussed and other items not listed may also be brought up for discussion to the extent permitted by law.**