

YOUTH COUNCIL AGENDA *Minutes*
COUNCIL CHAMBER
308 E. Stadium Drive
October 1, 2018
Time: 7:30 p.m.

1. Meeting called to order by: Cody Dunn, Chair
2. Pledge of Allegiance: Megan Blankenship, Secretary
3. Roll Call: Nicole Hernandez, Vice Chair
 - **Jadan Martin was absent (excused due to a church event)**
4. Approval of Previous minutes:
 - **Motion: Will F. Second: Blair T. Passed: Yes**
5. Finished business:
 - a) Projects: **Projects already in place**
 - I. **Leaf Raking- Need to get the names of people in need of the raking (Jim will handle). Thinking about doing a Saturday morning, we need to see how many people can be there at the next meeting (will be on the next agenda)**
 - II. **Kickball- Will do in the Spring again, will start working on soon**
 - III. **Freedom Park Halloween Event: Idea was brought up by Cody and Jim..... Motion: Blair T. Second: Matthew S. Passed: Yes**
Pumpkin Painting and judging costumes for the costume contest... Event is October 27th from 3-7pm. Thinking about having 2 shift: 3-5 and 5-7. Megan is in charge of talking to Carla to set up a way to get pumpkins/ paint and where and when we will be doing all of the painting, etc.
Shift:
3-5: Blair, Nicole, Bay, Ben, Harrison, Cody
5-7: Chris, Megan, Kylie, Nicole
 - b) Projects: Seasonal Approach
 - c) Projects Split into groups and discuss- **Went very well. Many ideas were brought up. Groups were given time to discuss Easter/ Spring and Christmas ideas. Gathered back together and one person from each group explained their ideas. Need to come prepared to narrow down on**

ideas for Christmas at the next meeting. Talk to Cindy Adams about a few of the ideas. We will decide at the next meeting on the projects.

d) Hand out EYC shirts: **Everyone received their shirt**

7. Announcements

a) City Council will have their next meeting on October 16, 2018

b) Any announcements from council- **None**

8. Adjournment

Motion: Grey M. Second: Larson W. Passed: Yes

October 1, 2018

Cody Dunn, Chair

Megan Blankenship, Secretary