

Wallington Board of Recreation

Meeting Agenda

April 5, 2022

- Call to Order/Pledge of Allegiance at \_\_\_\_\_
- Roll Call

Voting Members

Bogusz	_____
Brynczka	_____
Graham (P)	_____
Kassteen	_____
Preinfalk (T)	_____
Roman (S)	_____
Wesolowski (VP)	_____

Non-Voting Members

Alternate #1:	Melfi	_____
Alternate #2:		
Recreation Director:	Popek	_____

- Approval of the Prior Meeting's Minutes (March 1)

Motion to accept was made by \_\_\_\_\_ at \_\_\_\_\_, and seconded by \_\_\_\_\_

**Roll Call:**

Bogusz	_____	Brynczka	_____	Graham	_____	Kassteen	_____
Preinfalk	_____	Roman	_____	Wesolowski	_____		

- Treasurer's Report

Motion to accept was made by \_\_\_\_\_ at \_\_\_\_\_, and seconded by \_\_\_\_\_

**Roll Call:** Bogusz \_\_\_\_\_ Brynczka \_\_\_\_\_ Graham \_\_\_\_\_ Kassteen \_\_\_\_\_  
Preinfalk \_\_\_\_\_ Roman \_\_\_\_\_ Wesolowski \_\_\_\_\_

- Presentations

-Michael Lazzara and/or Christopher Dunn (Rutherford Swimming Association)

-Gerald McKeown (Urban Initiative – Players Development Academy)

-Richard Ray (President of Wallington Jr. Football/Cheer)

-Charlie Vellis (Director of Summer Recreation)

- Old Business

- 1) recreation programs

- 2) Easter event

- New Business

- Communications to the Board

- Use of Facility Requests

- Open to the Public

Motion to open was made by \_\_\_\_\_ at \_\_\_\_\_, and seconded by \_\_\_\_\_

**Roll Call:** Bogusz \_\_\_\_\_ Brynczka \_\_\_\_\_ Graham \_\_\_\_\_ Kassteen \_\_\_\_\_  
Preinfalk \_\_\_\_\_ Roman \_\_\_\_\_ Wesolowski \_\_\_\_\_

Motion to close was made by \_\_\_\_\_ at \_\_\_\_\_, and seconded by \_\_\_\_\_

**Roll Call:** Bogusz \_\_\_\_\_ Brynczka \_\_\_\_\_ Graham \_\_\_\_\_ Kassteen \_\_\_\_\_  
Preinfalk \_\_\_\_\_ Roman \_\_\_\_\_ Wesolowski \_\_\_\_\_

- Tabled Matters

- Adjournment

Motion to adjourn was made by \_\_\_\_\_ at \_\_\_\_\_, and seconded by \_\_\_\_\_

**Roll Call:** Bogusz \_\_\_\_\_ Brynczka \_\_\_\_\_ Graham \_\_\_\_\_ Kassteen \_\_\_\_\_  
Preinfalk \_\_\_\_\_ Roman \_\_\_\_\_ Wesolowski \_\_\_\_\_