

**Recreation Advisory Board
2014 Goals**

<u>Focus Area: Communications</u>	
<u>Goal #1:</u> Develop relationship with City Council	Barry Mundt
<u>Action Steps</u>	
1. RAB build and enhance relationship with City Council liaison	
2. City Council liaison represent RAB with full Council	
3. RAB establish relationships with all Council members	
<u>Goal #2:</u> Represent RAB with stakeholders	
<u>Action Steps</u>	
1. Represent RAB with Buncombe County Library & Recreation Services	Hutch Kerns
2. RAB appoint exofficio to the Asheville Parks and Greenways Foundation	Josh O'Conner
3. RAB engage with Friends of the WNC Nature Center	Bob Pierce
<u>Focus Area: Community Outreach and Public Engagement</u>	
<u>Goal #1:</u> Develop a process to engage with members of the public and community outreach	Kim Reed Ashley Arrington
<u>Action Steps</u>	
1. RAB host public engagement sessions with neighborhoods	
2. RAB participate in public forums on parks and recreation projects	
3. RAB attend and serve in an official capacity in parks and recreation functions such as grand opening, groundbreaking and donation ceremonies	
4. Periodically conduct monthly RAB meetings in parks and facilities	
<u>Focus Area: Partnerships</u>	
<u>Goal #1:</u> Enhance partnerships with Asheville Parks and Recreation Department	
<u>Action Steps</u>	
1. RAB host annual volunteer community service work day in a park or facility in conjunction with a community partner	Ashley Arrington
2. RAB consider hosting a partnership expo to bring all partners together in a central location to demonstrate their partnership with the City	Josh O'Conner Todd Dunnuck
<u>Focus Area: Finance and Budget</u>	
<u>Goal #1:</u> Participate in the Parks and Recreation Department capital improvement budget process	Staff Hutch Kerns Josh O'Conner
<u>Action Steps</u>	
1. RAB review and adopt annual capital improvement priorities and budget proposal	
2. RAB represent adopted capital improvement priorities and budget proposal to City Council Liaison and to all Council members	