



City of Mayer

Agenda for the Parks and Recreation Commission

Tuesday, December 9th, 2025 – 6:30 P.M.

Opening Items

1. Call Meeting to Order
2. Pledge of Allegiance

Approval of Agenda

3. Consider Approval of Agenda

Consent Agenda

4. Consider Approval of November 18th, 2025 Meeting Minutes

Business Items

5. Review Christmas Tree Lighting Event
6. Review Christmas Decorating Contest Event
7. Consider Approval of Winners for the Annual Christmas Coloring Contest

Commissioner Reports

8. Commissioner Individual Reports and Items

Adjournment

9. Adjourn Meeting

A regular meeting of the Parks and Recreation Commission for the City of Mayer, Minnesota was held on November 18th, 2025 at 6:30pm in the City Council Chambers.

Members: Ryan Kusske, Lauren Stifter, Emily Jackson, Eric Vogel

Absent: Mike Wegner

Visitors: Nicholas Johnson, City Administrator

The meeting was called to order.

The Pledge of Allegiance was recited.

The agenda was reviewed. A motion was made by Vogel and seconded by Jackson to approve the agenda. All voted in favor. None voted against. The motion was carried.

The consent agenda was reviewed. A motion was made by Jackson and seconded by Stifter to approve the consent agenda. All voted in favor. None voted against. The motion was carried.

Consent Agenda:

1. Consider Approval of October 14th, 2025 Meeting Minutes

The Board discussed the Christmas Tree Lighting event. Everything is set for the December 7th date.

The Board discussed the Christmas Decorating Contest event. Board Member Vogel reviewed the current sign-ups as well as extending the deadline if need be.

The Board reviewed a request to determine the future use of the concession stand by the ballfields at Old Schoolhouse Park. The concession stand has not been rented for years and is underutilized. The Board will come back at a future meeting with recommendations.

A motion was made by Jackson and seconded by Vogel to adjourn the meeting. All voted in favor. None voted against. The motion was carried.

City Administrator