



Halloween Spooktacular

Location: Virtual Forum

Zoom link: https://us02web.zoom.us/webinar/register/WN_2fmlzopqToyD4gl71hV7_Q

Time: 6:00 PM –7:00 PM

Date: Wednesday, October 7, 2020

We want to hear your opinions about the future direction of Page Park!

The City of Bristol Department of Parks, Recreation, Youth and Community Services is hosting their second Parks Master Plan virtual public meeting on Wednesday, October 28th from 6:00-7:00 pm. The purpose of the meeting is to provide updates on the parks planning process and to solicit community feedback on the new site design for Page Park.

It is the mission of the City of Bristol Department of Parks, Recreation, Youth and Community Services to provide a wide range of recreational opportunities to enhance the quality of life for all Bristol residents. The department is committed to meeting the diverse needs of the Bristol community and ensuring everyone has access to well-maintained and attractive facilities. The Department of Parks, Recreation, Youth and Community Services believes that everyone deserves a great park - regardless of age, ability, ethnicity, gender, and socioeconomic status.

In January, the City hired Activitas and Pros Consulting, nationally recognized planning firms to help develop a comprehensive city wide Parks, Recreation, Youth and Community Services Master Plan. In May, community members logged on to have their opinions heard and participated in real time feedback exercises. This plan will help the department develop strategic direction for the parks, assess community needs, implement national trends, and establish future project costs and priorities.

Similarly to the first Master Plan meeting in May, due to the public gathering restrictions with Covid-19 we are moving forward with this meeting virtually. The public participation component is essential to the development of a plan that meets the city's current and future recreational needs. We look forward to members of the public calling in and having their ideas heard.