

## City of Saint Paul

City Hall and Court House 15 West Kellogg Boulevard Phone: 651-266-8560

## Legislation Details (With Text)

File #: RES 18-1260 Version: 1

Type: Resolution Status: Passed

In control: City Council

**Final action:** 8/8/2018

Title: Authorizing the Department of Parks and Recreation to rename Scheffer Recreation Center to

Frogtown Community Center.

**Sponsors:** Dai Thao

Indexes:

Code sections:

## Attachments:

| Date     | Ver. | Action By      | Action  | Result |
|----------|------|----------------|---------|--------|
| 8/9/2018 | 1    | Mayor's Office | Signed  |        |
| 8/8/2018 | 1    | City Council   | Adopted | Pass   |

Authorizing the Department of Parks and Recreation to rename Scheffer Recreation Center to Frogtown Community Center.

WHEREAS, a new community center is currently under construction at Scheffer Park and the new facility provides additional and improved programmatic opportunities and facilities for all ages, interests, and backgrounds to better suit the diverse community; and

WHEREAS, surveys of Scheffer Recreation Center building and park users suggested that the name of the facility be changed to Frogtown Community Center to be more reflective of the neighborhood and would help the neighborhood create a fresh start and identity for the new facility; and

WHEREAS, the City of Saint Paul Parks and Recreation Commission Policy #7, Naming Parks and Recreation Sites, 2012 Update, provides criteria for naming of parks, and this recommendation complies with the spirit of the policy; and

WHEREAS, the Saint Paul Parks and Recreation Commission ("Commission") is an appointed body established to advise the Mayor and City Council on long-range and city-wide matters related to Parks and Recreation; and voted at their July 12, 2018 meeting by 7-0, in favor of changing the name from Scheffer Recreation Center to Frogtown Community Center; now, therefore, be it

RESOLVED, City Council approves renaming Scheffer Recreation Center to Frogtown Community Center.