



Village of Waunakee PARR 3 Meeting



Thursday, May 15, 2025

Centennial Park

901 S. Holiday Drive, Waunakee, WI 53597

8:30 – 9:00 am Coffee, Juice, Snacks, and Networking at Centennial Park Shelter

9:00 – 9:15 am **Welcome and Host Report** – Todd Schmidt, Village Administrator and Jeff Skoug, Recreation Supervisor

9:15 – 9:30 am **WPRA Reports**

- Recreation Section
- Park Section
- Aquatics Section
- Diversity, Equity, & Inclusion Committee
- WPRA Board

9:30 – 10:30 am **Parks and Playground Accessibility**

John McGovern – WT Group

In 2023, the Village of Waunakee partnered with John McGovern and the WT Group to conduct an accessibility audit of all playgrounds within our park system. The process was eye-opening, involving a thorough technical review of our facilities, conversations with the public (both with and without disabilities), and discussions with elected officials. This collaborative effort has had a lasting impact on how we approach the creation of inclusive public spaces for play.

Join us as John and his team provide an overview of their important work.

10:30 am – 11:30 am **Breakout Sessions**

Recreation Round Table

From budget battles to difficult patrons, or even the dreaded 'p' word (pickleball), recreation professionals have to face it all! Join us for a lively, solutions-focused roundtable where we will share our current biggest headaches - and brainstorm together ways to turn challenges into wins!

Parks – Hands on Conversation with our Centennial Park Project Partners

Parkitecture – Blake Theisen and Katie MacDonald (project design team)

ForeverLawn Milwaukee – Jeff Plazak (synthetic turf)

MEAK Playground Surfacing – Jeremy Santori (poured-in-place playground surfacing)

Commercial Recreation Specialists – Ryan Hartberg (splashpad)

Gerber Leisure Products – Kyla Reamon/ Ree Gruber (playground)

11:30 am **Lunch provided in the Park Shelter**

Fajita / Taco Bar - various drinks and dessert.

PLEASE R.S.V.P by clicking below

[REGISTER HERE](#)

by Wednesday, May 7