

March 13, 2026

TO: Commissioners Gilbertson, Herzog, Jeske, Redmann, and President Zimmerman

FROM: Kevin Klipfel, Executive Director *(KK)*

SUBJECT: March 19, 2026 Park Board Meeting Agenda

Commissioners:

The Board of Park Commissioners will convene for their regular meeting on March 19, 2026 at 5:15 pm at the Tom Baker Meeting Room at 221 North 5th Street, Bismarck, ND 58501. The agenda is as follows:

- Item 1.** Call Meeting to Order and Roll Call
- Item 2.** Pledge of Allegiance
- Item 3.** Approve Agenda
- Item 4.** Featured Partners and Programs - Capital Curling Club
- Item 5.** Disposition of Bids
 - World War Memorial Roof
 - General Sibley Day Use Road Project
- Item 6.** Tyler Coulee Regional Stormwater Project
- Item 7.** Clairmont Road Sidewalk Project
- Item 8.** Recreation Center Feasibility Study
- Item 9.** City of Bismarck Fire Station Land
- Item 10.** Bismarck's Red, White and Boom Proposal
- Item 11.** Mahatma Gandhi Statue Gift
- Item 12.** 2027 Budget Development Schedule
- Item 13.** Consent Agenda
 - Consideration of February 19 and February 23, 2026 Board Meeting Minutes
 - Request Approval to Submit Recreation Trail Program Grant Application

A nationally accredited park and recreation agency.

- Satchel Paige Statue Request to Call for Bids
- Request to Dispose of Obsolete Equipment

Item 14. Approval of Bills

Item 15. Consideration of Executive Director Applicants and Possible Executive Session
The Board must pass a motion to go into executive session if you wish to discuss confidential applications. The Park Board has the authority to go into executive session for this purpose pursuant to NDCC 44-04-18.27.

Individuals or organizations who wish to appear before the Board on an existing agenda item will also make the request in writing or emailed, delivered to the Bismarck Parks and Recreation District office by 12:00 noon, 2 days prior to the regular monthly meeting of the Board of Park Commissioners.

Next Regular Board Meeting: April 16, 2026 at 5:15 pm in the Tom Baker Meeting Room