

Building and Grounds Committee

Date and type of meeting 17 May 2022, phone conference

Members all members present

Meeting start (convening) time: 1030

Strategic Goal(s) addressed: Capitalize on the Bennington Asset

Contents and summary of discussions: This meeting was held with no public calling into the meeting. The primary goal of the meeting was to discuss the Land Use Policy. Of note:

1. All agreed the current land use policy is good, though dated.
2. It is recommended that the user of the grounds have environmental accidents added to their required liability insurance.
3. Jon Endres felt that the staff takes good care of the grounds and that people who do use the grounds usually clean up after themselves.
4. It was noted that the High School takes care of the grounds they use for sports with no issues
5. Minor edits will be done to the current policy and submitted.

Other issues/concerns addressed:

1. There is a great amount of pedestrian traffic cutting through the grounds and driving way too fast. This goes along with Pete Niles brief regarding security at the last Board meeting. It appears most of the traffic is at the beginning and end of the school Day a is split between parents and students.
2. Added signage will not help the situation. It was discussed if a gate on Park ST could be added with the new security measures using a key punch and badge system, which would be the most viable solution, though would make delivery people slow down.
3. Mr. Niles will contact Bennington PD about increased patrols.

Findings and Recommendations: It is concerning with the increased traffic through the grounds of VVH with no intention of staying on the grounds, but to use as a throughway. Ms. Jackson put in a letter to the editor in the Bennington Banner regarding this subject. Though our goal is to capitalize on VVH being an asset for Bennington, we cannot let that compromise the safety of staff, residents, and visitors.

Attachments none

Meeting end time (adjournment): 1105

Peter Niles 19 May 2022

Committee Chair