



# Pinellas County

## Legislation Details (With Text)

**File #:** 19-1374A      **Version:** 1

**Type:** Appointment      **Status:** Passed

**File created:** 8/6/2019      **In control:** County Commission

**On agenda:** 9/12/2019      **Final action:** 9/12/2019

**Title:** Appointment to the Greater Seminole Area Special Recreation District (Board of County Commissioners as a whole).

**Sponsors:**

**Indexes:**

**Code sections:**

**Attachments:** 1. Greater Seminole Rec Roster REDACTED 8.23.19.pdf, 2. Applicant-worksheet Greater Seminole Rec District 9.12.19.pdf

Date	Ver.	Action By	Action	Result
9/12/2019	1	Board of County Commissioners	approved	Pass

**Subject:**

Appointment to the Greater Seminole Area Special Recreation District (Board of County Commissioners as a whole).

**Recommended Action:**

Approve one appointment to the Greater Seminole Area Special Recreation District that would complete one current four-year term that is set to expire on October, 31, 2022.

**Background Information:**

The lands described in this section of the Pinellas County Code are created as a special recreational district, which is a public corporation. The district has the right, power and authority to acquire and hold title to real property and to levy ad valorem taxes (subject to referendum approval of the voters of the district).

This district may enter into a management contract with associations or organizations whose programs are intended to serve the recreational needs of both adults and youths. The district is further authorized to expend district funds for the construction, care, maintenance, upkeep and operation of any recreational land and facilities as the board may determine to be in the best interest of the district. The board may adopt such rules and regulations as it may deem necessary in and about the transaction of its business and in carrying out the provisions of this article.

**Attachments:**

- Board Roster
- Applications/Resumes
- Worksheet/Ballot

**Partner(s):**

Tim Schuler

