

Village Of Bremen Park Pool and Events

Meeting Minutes

5-5-2026

Call to order: 17:02

Committee: Anthony Taylor, Billy Robinette, Tina Achenbach, Janet Schmeltzer, Nakia Bailor, Angie Young

Guests: Mary Hoffman

Business- Oktoberfest:

1. 2 quotes from Bolan Entertainment for bounce house/rides.
2. \$2800 in sponsors collected thus far. All repeat sponsors from last year.
3. Tina is currently trying to source and price mechanical bull.
4. Last year caricature artist retired.
5. Bremen Bank to be contacted to see if they would like to face paint in the shelter house again.
6. Pleasantville Lions Club will bring "smash car" again this year
7. Rushville Lions club will occupy the concession stand.
8. Pleasantville Legion is returning with dice game.
9. Currently 3 of 5 electricity provided spots are accounted for.
10. Affordable Portables returning with 1 trailer and 2 singles, 1 of which will be handicap accessible.
11. Petting Zoo discussed. The price is \$1000.
12. Cosi cannot attend.
13. Discussed 50/50 draw between each band.
14. Discussed collective raffle between craft vendors.
15. The idea was brought up to contact Bengals, Reds, and Paints to donate tickets for Chinese auction items.
16. Jess Martinez to organize the parade.

Business- Park & Pool:

1. Walking path re-work to start next week.
2. New shelter house being finished up this week, concrete next Thursday.
3. Picnic tables arriving Monday 8 regular, 1 child's, 1 handicap accessible.
4. June 16th mural work on concession stand to begin.
5. Continued attempts to contact the sign company for "Friends of Bremen" sign remake in metal.
6. Chamber of Commerce sign to convert to mural style with interchangeable sponsor signs. Sample provided and Billy facilitated with Lou and Chamber.

7. Fast Lane Foundation donating swing set to accompany MayPole and new shelter house.
8. Pool scheduled to be open for 4th Grade Pool Party. Work continues as light poles are installed, concrete deck added, and pump room wall replaced.

Meeting Adjourned 17:46