

## Parks Department Updates

September 2021

It is project season for the Parks Department, and we have started several already. We will be doing rehab work on all the ballfields, including the High school, including edging, tilling and leveling the clay, reseeding the infields and adjusting base placement as needed. This work is crucial to get done prior to winter to ensure that the fields will be ready to go in the early spring. We will also be mending fences, clearing leaves and brush, painting and repairing picnic tables, and doing some landscape work at the beach among other projects.

The basketball program looks to be in decent shape, as we received word from the ASRSD that they expect their gyms will be available for our upcoming season. This will likely be with a number of restrictions that will make this season a challenge, but it is gratifying to know we are at least going to be having some kind of program. The ASYB Board is scrambling to get all the preseason work done to get the season started, and registrations are already starting to come in.

The soccer season is well under way, and will continue until the last week of October. The older players (U10 and above) have resumed inter-town play after spending the last two seasons playing exclusively in Ayer and Shirley. The younger players (U4-U8) program has bounced back nicely and just reopened the Little Kickers program for players 2-3 years old. As with pretty much everything everywhere, it is a challenge getting things back to what they were, but so far things are looking better each week.

The Parks Commission voted to once again offer cutouts of snowmen and trees to the public for decoration along the perimeter path at Pirone Park during the holiday season. This was quite popular last year and we expect to get close to 100 participants again this year. The price will once again be \$20 to get a cutout, which should be available in early November. We will begin hanging decorated trees and snowmen in early December.

Jeff Thomas

Ayer Parks Director