

**MINUTES - PUBLIC ART DESIGN COUNCIL
NOVEMBER 10, 2016 – CITY HALL**

1. **Call to Order** – Present: Justin Combs, Charles Johnston, Jim Heck, Lovella Kelley, Kari Mailloux, Mark Rassette, Rudy Rodriguez (V. Chair) and Meryl Dye (staff liaison). Absent: Jana McCarron, Kelly McMurphy, Teresa Preston and Jim Seitnater.
2. **Oral Communications** – None.
3. **Approval of Minutes** – Charles Johnston said his correct title in the September 8th minutes needs to read Producing Artistic Director. Combs made a motion to approve September 8, 2016 minutes as corrected. Kelley seconded the motion, and the motion passed.
4. **Reports**
 - A. **Project Updates** – Dye provided a hand-out on project updates. Koryn Rolstad and Thomas Miller traveled to Hutchinson for an on-site visit to the **Sports Arena** on September 28th. Meetings were held throughout the day to review final plans (75% drawings) and tour the building. Preston and Heck attended one of the design review meetings. A notice to proceed was issued with the 2nd partial payment. On November 3rd, a conference call with the artist and her architect was held with representatives of SJCF, JE Dunn, and the City. Details were reviewed for the installation of the suspended sculpture in the South lobby. Johnston requested to see the template for percent for public art plaques. There were no updates on other projects.
 - B. **Council Chamber Art Gallery Exhibit** – Dye reported that 5 artists submitted 33 pieces of art, and 8 were selected through voting on each piece by the Design Council. The current exhibit is for 12 weeks. After some discussion, the group decided to continue with the same voting method and to consider holding a reception prior to a City Council meeting to promote the art.
 - C. **SculptureWalk** – Dye gave budget update on SculptureWalk 2017. A call for artists requires entries by December 9th. Eight pieces will be selected for the one-year exhibit starting next June. Stipends will be increased from \$750 to \$1000, and cash awards of \$1000 each will be given for the People’s Choice and Juror’s Awards. There will not be a purchase of the People’s Choice winner from the 2017 exhibit. A reception is planned for June 15, 2017. A brochure will be produced. The Design Council will need to request funds from the City Council in order to continue SculptureWalk in 2018 and beyond.
5. **Unfinished Business** – Mailloux said she has talked to several businesses that would like to **paint crosswalks** near their businesses. Some indicated they would approach the city soon. Such projects would fall under the Citizen-Initiated Public Art Guidelines.
6. **New Business** – Michele Silsbee, Stormwater Plan Coordinator in the City’s Engineering Department, presented a prospectus for a program to **paint stormwater inlets** in the downtown area. The new program called “**Drain Doodles**” is intended to promote education on the need to keep waterways free of debris. Silsbee met with Preston, Mailloux and Dye to work out details. Six inlets in the downtown area have been identified. Several community groups with young artists will

be invited to participate. The groups will be asked to paint a design on the inlet assigned to them after submitted at least 3 designs for consideration. The Design Council would assist Silsbee in selecting the final designs. Each group will receive a small cash award from Stormwater funds. Paint and supplies will also be paid for using stormwater funds. Also, the student with a winning design would receive a Downtown gift certificate. The prospectus includes a timeline for the project, paint colors to be used, and examples of similar projects in other cities. The Design Council suggested inviting more groups. Rodriguez suggested that Silsbee make a brief presentation to the school board to gain support.

7. There was no other business or communications.
8. **Adjournment** – Johnston made a motion to adjourn. Heck seconded the motion and it passed.

Minutes prepared by Meryl Dye

Next Meeting January 12, 2016 – 3:30 p.m. – City Hall, Executive Conference Room
