

NOTICE OF PUBLIC MEETING PUBLIC MEETING AGENDA

TEMPE MUNICIPAL ARTS COMMISSION

October 12, 2016
6 p.m.

Tempe Public Library
Board Room (2nd Floor)
3500 S. Rural Road
Tempe, AZ 85282

AGENDA

1. Call to Order
2. Public Appearances: *The Tempe Municipal Arts Commission (Commission) welcomes public comment. According to the Arizona Open Meeting Law, the Commission may only discuss matters listed on its meeting agendas. Matters brought-up by the public under public appearances that are not listed on the meeting agenda cannot be discussed by the Commission. A three (3)-minute time limit per person will be in effect.*
3. Approval of the September 14, 2016, Commission Minutes ACTION
4. Chairperson's Report
5. Arts and Culture Deputy Director's Report
6. **Elliot Corporate Center**, Art in Private Development Presentation –Noah Smith and Chandler Eskew
7. Review City Code Changes ACTION
8. Discuss the City's NEW Boards & Commissions Annual Report
9. Update; Public Art
 - platFORM Cycle 4
 - Daley Park/WUD Mural
 - Neighborhood Art
 - Public Safety Memorial
 - Tempe Streetcar
10. Liaison Opportunities and Reports
11. Commission Members' Announcements
12. Adjournment
 - Next Meeting: 6 p.m. November 9, 2016; Tempe Public Library Board Room, 3500 S. Rural Road Tempe, AZ 85282.

A copy of the agenda for the meeting will be available at Tempe City Hall, 31 East 5th Street at least twenty-four hours in advance of the meeting. Dated October 6, 2016. Tempe Municipal Arts Commission, by Maja Aurora. According to the Arizona Open Meeting Law, the Tempe Municipal Arts Commission may only discuss matters listed on the Tempe Municipal Arts Commission agenda. The City of Tempe endeavors to make all public meetings accessible to persons with disabilities. With 48 hours advance notice, special assistance is available at public meetings for sight and/or hearing-impaired persons. Please call 480-350-2704 (voice), or 480-350-8400 (TDD), to request an accommodation to participate in the Tempe Municipal Arts Commission meeting.