



**Civic Arts Commission
Minutes
Monday, November 13, 2017
7:15 p.m.**

Commissioners Present: Jeffrey Day, Nikhil Joshi (Alternate), Maya Makker, Zinzi Raymond, Carol Smith, Sarah Zimmerman (Chair), Samantha McCarthy

Commissioners Absent: Diane Carlson

City Council Liaison: Will Arnold, absent

Staff: Rachel Hartsough, Arts & Culture Manager

1. Call to Order & Roll Call

Meeting called to order at 7:30 by Commissioner Zimmerman. Commissioner Smith arrived at 7:32.

2. Approval of Agenda

Action: Commissioner Joshi moved and Commissioner Day seconded approval of the agenda as presented. Motion passed unanimously.

3. Public Comment. Timothy Nutter shared feedback during public comment:

- Congratulated commission on the installation of Imago in Walnut Park
- Encouraged funding for ACME Theatre and Davis Media Access
- Discouraged funding Ground and Field Theatre Festival and other UC Davis-based programs
- Glad to see more dance appearing on the list of grant applicants
- Encouraged City to support increased spending to improve the patio adjacent to the Pence Gallery.
- Encouraged the commission to consider the Nutcracker production presented by the City, and expressed his concerns about inappropriate use of Vet's Theatre for this purpose, as well as the Direction of the production, and appropriateness of the roles for children.

Public comment was cut off, as the allotted time had been expended, and a discussion ensued among commissioners on the appropriate role of public comment, and placement of this item on a future agenda.

4. Consent Calendar

All matters listed under the Consent Calendar are considered routine and non-controversial, require no discussion, as items are expected to have unanimous support, and may be enacted by one motion.

A. Approval of Minutes from October 9, 2017

Action: Commissioner Day moved and Commissioner Raymond seconded approval of the minutes as presented. Motion passed unanimously.

5. Regular Items

A. Community Arts Grant Review

Commissioners did a preliminary review of the applications submitted for Community Arts grant funding for 2018. 21 applications were received for a total of \$86,528. Since \$50,000 is available, commissioners discussed various funding options. Commissioners discussed the applications and developed a list of supplemental questions that staff will share with applicants. Answers to these are due prior to the next commission meeting and will be used to conduct the final analysis of grants in order to recommend funding. Staff will share applicants' feedback, as well as budgetary options and considerations prior to the next meeting.

Commissioners discussed with staff the current formatting for the Budget section, and suggest redesigning this for next year.

B. Public Art Installation

The City has entered into an arrangement with Artech, out of Reno, to place several temporary works of public art originally designed and built for the Burning Man. On November 6th-9th Imago was installed in Walnut Park, and on November 13th Good Luck Horseshoe was installed at Playfield Park.

C. Maintenance Update

Pathways to Employment is a program that employs homeless individuals in temporary part-time work supporting Downtown maintenance and beautification. Staff is exploring a relationship with this program to help with simple maintenance of Downtown artwork.

Maintenance and Inventory history is being conducted by staff, with the goal of creating an integrated spreadsheet containing all inventory information, maintenance history, and GIS locational information on each piece of art in the City's collection.

Quercus, Bike tunnel was power washed and graffiti coated.

Burka Boarder will need to be removed and relocated from in front of ACE homewares.

6. Brief Commission and Staff Communications

7. **Adjourn.** The meeting was adjourned at 9:50, to the next meeting on **December 4, 2017**. Please note that this is scheduled a week earlier than the regularly scheduled meeting. Location TBD.

Respectfully Submitted,
Rachel Hartsough
Arts & Culture Manager
City of Davis