

Meeting of the Mural Panel of the City of Visalia

Wednesday, February 15, 2023 8:30 a.m.

City Hall East Conference Room No. 4 315 E. Acequia Avenue, Visalia, CA 93291

<u>A G E N D A</u>

1. Welcome

2. New applications

a) A mural application request from Leadership Visalia for one mural proposed on the south-facing facade of the Valley Strong Stadium (Rawhide ballpark) located at 300 N. Giddings Street.

3. Discussion item

 a) Discussion regarding efforts by the Visalia Veterans Committee to refurbish the Greatest Generation World War II Mural located on a block wall located at 26644 S. Mooney Blvd.

4. Panel and Staff Comments

5. Adjourn

About Murals and the Mural Panel...

The Mural Panel is a group of appointed individuals approved by the City Manager to review applications to place murals in public places prior to presentation to the City Council.

The Mural Panel is comprised of:

- one (1) representative from the Arts Consortium,
- one (1) representative from Arts Visalia, and
- one (1) representative appointed by the Mayor.

In all cases, the person appointed should have no involvement/conflict of interest with the mural under consideration.

For questions about this agenda or about murals in the City of Visalia, contact staff representative Brandon Smith by phone at (559) 713-4636 or by email at <u>brandon.smith@visalia.city</u>. More information can be found at the website:

http://www.visalia.city/depts/community_development/planning/mural_guidelines_and_application.asp

About this Meeting...

In compliance with the American Disabilities Act, if you need special assistance to participate in this meeting call (559) 713-4512 forty-eight (48) hours in advance of the meeting. For the hearing impaired, call (559) 713-4900 (TDD) twenty-four (24) hours in advance of the meeting to request signing services. For the visually impaired, if enlarged print or a Braille copy of materials is desired, please request in advance of the meeting and services will be provided as possible after the meeting.