

# CREATIVE PORTLAND

P.O. Box 4675 | Portland, ME | 04112 | 207-370-4784

## **Board of Directors Meeting**

Wednesday, April 6, 2022

3:30 PM

**Via Zoom**

### **AGENDA**

#### **1. Zoom Public Meeting Information**

A. Click on the link below to join the meeting:

<https://us02web.zoom.us/j/87230650137?pwd=RUIZNHgrOXZjR0psZkFXamQ1SVovZz09>

Meeting ID: 872 3065 0137

Passcode: meet

One tap mobile

+13017158592,,87230650137#,,, \*988760# US (Washington DC)

+13126266799,,87230650137#,,, \*988760# US (Chicago)

Dial by your location

+1 301 715 8592 US (Washington DC)

+1 312 626 6799 US (Chicago)

+1 646 558 8656 US (New York)

+1 253 215 8782 US (Tacoma)

+1 346 248 7799 US (Houston)

+1 669 900 9128 US (San Jose)

Meeting ID: 872 3065 0137

Passcode: 988760

Find your local number: <https://us02web.zoom.us/j/87230650137?pwd=RUIZNHgrOXZjR0psZkFXamQ1SVovZz09>

#### **2. Welcome and President's Comments**

#### **3. Consent Agenda**

A. February Minutes - see attached draft Minutes.

B. March Financials - see attached.

**ACTION:** Vote to accept Consent Agenda

#### **4. Executive Director Update**

A. HEDD Director Update

- B. Operations (plumbing, facade improvement)
- C. Program Updates:
  - FFAW
  - Summer Stage Series for First Friday Art Walk
  - Art Banners for Revival - Round 2
  - AEP6 Survey/Economic Impact Study (18 months)
  - Cultural App & Website
  - Creative Bus Shelters 2
  - Arts & Culture Summit - Sept. 20
  - Monday Morning Drop By - May & June - Resume in Fall
  - Arts Community Advocacy Group - dates and tasks, Advancement Program
  - Grant Pursuits/Advancement - Bangor Savings, MTI, MAC, MOT
  - Fiscal Sponsorship Update: The Studio Portland, East Shore Arts, BOM
  - Fellowship or Intern Program (TBD)
  - Hear Here 2023 (to be discussed)

**5. Budget**

- A. Office of Creative Portland FY23 Budget currently includes FY22 TIF increase request.
- B. DRAFT #1 - FY23 Work Plan and Budget Discussion

**6. Board Share and Comments**

FY22 Board Meeting Remaining Dates: May 4, June 1