

City of Richmond

City Hall Richmond VA, 23219 (p) 804.646.1110 (f) 804.646.5789

Agenda

Public Art Commission

Thursday, February 25, 2021

4:30 PM

This meeting will be held through electronic means

City Hall is closed to the public and this meeting will be held through electronic communication means pursuant to and in compliance with Ordinance No. 2020-093, adopted April 9, 2020. This meeting will be open to participation through electronic communication means by the public and closed to in-person participation by the public.

Most, if not all, Public Art Commission members and other staff will participate in this meeting by teleconference/videoconference via Microsoft Teams. Those who may be assembling for this meeting will do so in the 5th Floor Conference Room of City Hall at 900 East Broad Street in Richmond, Virginia 23219.

SPECIAL GUIDELINES FOR PUBLIC ACCESS AND CITIZEN PARTICIPATION

Accessing the Meeting

To access and/or participate in the Public Art Commission meeting on Thursday, February 25, 2021, at 4:30 PM, you have several options:

1. Access the meeting by phone

You may listen to the meeting (audio only) from your phone by dialing +1 804-316-9457 and when prompted, enter conference 679 420 615#

2. Access the meeting online by computer, tablet or smartphone (audio and video)

To access the meeting via Microsoft Teams use the following link:

https://teams.microsoft.com/dl/launcher/launcher.html?
url=%2F_%23%2Fl%2Fmeetup-join%2F19%3Ameeting_Zjl0ODFhNmMtNmM0My00YWM3LTk3MjEtZG
U2MDVjMGM3ZjJj%40thread.v2%2F0%3Fcontext%3D%257b%2522Tid%2522%253a%25223f56d663141b-4418-b66c-326033ab9ce1%2522%252c%2522Oid%2522%253a%25222d67e2ef-0599-473f-a90
0-ed71aab5fb34%2522%257d%26anon%3Dtrue&type=meetup-join&deeplinkId=4036a214-9da9-4cf3-8
226-ad50715553f9&directDl=true&msLaunch=true&enableMobilePage=true&suppressPrompt=true&pr
omptSuccess=true

3. Access the meeting online by computer, tablet or smartphone (audio only)
Audio of the meeting will be streamed via Legistar live online at the following web address:

https://richmondva.legistar.com/Calendar.aspx

To listen to the meeting's live stream at the web address provided, find and click the link that reads "In Progress" in the farthest right hand column entitled, "Video."

NOTE: This is a "listen only" option. Individuals accessing the meeting online via Legistar will not be able to participate in the meeting's public hearing.

Participating in the Meeting/Providing Public Comment

1. Provide public comment regarding items on the agenda prior to the meeting Citizens are encouraged to provide their comments in writing to susan.glasser@richmondgov.com in lieu of speaking through audio or video means during the meeting. All written comments received via email prior to 10:00 AM on Thursday, February 25, 2021, will be provided to all members of the Public Art Commission prior to the beginning of the meeting and will be included in the record of the meeting.

When submitting your comments by email, be sure to include in your email (i) your full legal name;

(ii) any organizations you represent, and;

(iii) any economic or professional relationships that would be affected by the adoption of the legislation on which you are commenting.

The person responsible for receiving written comments is Susan Glasser, Secretary to the Public Art Commission.

2. Provide public comment regarding items on the agenda during to the meeting If you are accessing the meeting by phone or via Microsoft Teams and you would like to speak during the meeting's public hearing, you will be asked to do so during the meeting at the appropriate time, and the applicable time limits will be enforced.

Call to Order

Roll Call

Approval of Minutes

Secretary's Report

Consideration of Continuances and Deletions from Agenda

CONSENT AGENDA

Matoaka/Libby Hill Proposal

Fire Station #12

Recommended Guidelines for Soliciting Artists

Project Status Report February 2021

Skatepark RFQ Draft

Community Garden RFQ Draft

REGULAR AGENDA

Reallocation of CIP Work Plan Funds

OTHER BUSINESS

Adjournment