



PUBLIC ARTS COMMITTEE AGENDA
Thursday, April 21, 2022 - 8:30 AM
Council Chambers

All public meetings of the City of Newport will be held in the City Council Chambers of the Newport City Hall, 169 SW Coast Highway, Newport. The meeting location is accessible to persons with disabilities. A request for an interpreter, or for other accommodations, should be made at least 48 hours in advance of the meeting to Peggy Hawker, City Recorder at 541.574.0613, or p.hawker@newportoregon.gov.

All meetings are live-streamed at <https://newportoregon.gov>, and broadcast on Charter Channel 190. Anyone wishing to provide written public comment should send the comment to publiccomment@newportoregon.gov. Public comment must be received four hours prior to a scheduled meeting. For example, if a meeting is to be held at 3:00 P.M., the deadline to submit written comment is 11:00 A.M. If a meeting is scheduled to occur before noon, the written comment must be submitted by 5:00 P.M. the previous day. To provide virtual public comment during a city meeting, a request must be made to the meeting staff at least 24 hours prior to the start of the meeting. This provision applies only to public comment and presenters outside the area and/or unable to physically attend an in person meeting.

The agenda may be amended during the meeting to add or delete items, change the order of agenda items, or discuss any other business deemed necessary at the time of the meeting.

A. CALL TO ORDER

B. APPROVAL OF MINUTES

B.1 Approval of Minutes of the Meeting of March 24, 2022

[March 24, 2022 Notes.pdf](#)

C. DISCUSSION ITEMS

C.1 Maintenance of Eckstein Sculptures - Frank Geltner

C.2 Committee Orientation

[Public Arts Committee Orientation 2022.pdf](#)

C.3 Discussion of Dedication of Public Art Event

C.4 Discussion Regarding Potential Video Showcasing Public Art in the City

C.5 Travel Oregon Beautification Grants - Discussion

D. PUBLIC COMMENT

E. COMMITTEE COMMENT

F. CONFIRM NEXT MEETING DATE

F.1 May 26, 2022 (Fourth Thursday)

G. ADJOURNMENT