CITY OF GONZALES MUSEUM ADVISORY BOARD GONZALES MUNICIPAL BUILDING—820 ST. JOSEPH STREET AGENDA THURSDAY, FEBRUARY 28, 2019 5:30 P.M.

CALL TO ORDER AND CERTIFICATION OF QUORUM

APPROVAL OF MINUTES

1. Approval of the January 3, 2019 Museum Advisory Board Meeting Minutes.

ITEMS TO BE CONSIDERED

- 2. Discuss, Consider & Possible Action regarding Restoration Priorities and Grant Opportunities for the Gonzales Memorial Museum.
- 3. Discuss, Consider & Possible Action regarding Fundraising Projects, Events, and Promotions.
- 4. Discuss, Consider & Possible Action regarding Public Relations Activities and Promotions.
- 5. Discuss, Consider & Possible Action regarding Agenda Items for the Next Meeting of the Gonzales Memorial Museum Advisory Board meeting.
- 6. Discuss, Consider & Possible Action regarding Setting the Meeting Date, Time and Location of the Next Museum Advisory Board meeting.

BOARD/STAFF REPORTS

- 7. Clint Hille, Tourism Director, to report on tourism activities and scheduled upcoming events.
- 8. Gary Schurig, Museum Director, to report on events, activities, and the number of visitors at the Gonzales Memorial Museum for the months of January and February and upcoming events and activities for the month of March 2019.

I certify that a copy of this agenda of the Gonzales Museum Advisory Board was posted on the City Municipal Building bulletin board and City of Gonzales website at <u>www.gonzales.texas.gov</u> the 25th day of February, 2019 at 5:00 p.m.; and remained posted continuously for at least 72 hours before the scheduled time of the meeting and was removed _______. I further certify that the following News Media were properly notified of the above stated meeting: The Gonzales Inquirer

Kristina Vega, City Secretary

The meeting facility is wheelchair accessible and accessible parking spaces are available. Request for accommodations or interpretive services must be made 48 hours prior to this meeting. Please Contact the City Secretary's office at (830)672-2815 for further information.