

GONZALES TOURISM ADVISORY COMMITTEE MEETING

Thursday, October 16, 2014
City Hall at 12:30 P.M.

AMENDED AGENDA

1. Call to Order, Certification of Quorum.
2. Public/Citizens Comments.
3. Discuss and Approve minutes of September 11, 2014.
4. Discuss and Consider Application for funding from Central Texas Independent Cattlemen's Association.
5. Discuss and Consider Application for funding from Rusted Gingham.
6. Discuss and Consider Application for funding from Gonzales Crystal Theatre.
7. Discuss and Consider advertising at the San Antonio Stock Show and Rodeo.
8. Discuss and Consider adding additional POIs to the smart phone app and Tour Gonzales website.
9. Discuss and Consider merry Main Street Texas monthly special section.
10. Discuss and Consider TV advertising for Winterfest.
11. Report by Marketing Consultant Regarding Advertising, Smart Phone App, Billboards, and Website.
12. Discuss marketing opportunity from Buxton.
13. Report on Upcoming Events.
14. Financial Report.
15. Report from Committee Members and Staff.
16. Next regular meeting will be November 13, 2014 at 12:30 p.m.
17. Adjourn.

I certify that a copy of this agenda of the Gonzales Tourism Advisory Committee was posted on the City Municipal Building bulletin board and City of Gonzales website at www.cityofgonzales.org the 13th day of October, 2014 at 11:15 (a.m.) 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: KCTI Radio Station, the Gonzales Inquirer, and the Gonzales Cannon. This meeting may be attended by a quorum of City Council members.



Barbara Friedrich, Main Street Administrator

The meeting facility is wheelchair accessible and accessible parking spaces are available. Requests 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.