

PRESCOTT BIA BOARD OF MANAGEMENT

AGENDA

March 13th, 2023 | 6:00 p.m.

Council Chamber, 360 Dibble Street West (2nd Floor), Prescott, ON (Board and Staff)

Public Access via Fort Town TV -

https://www.youtube.com/channel/UCligB93IqnjmXN8mQ7XOENA

1. Call to Order

2. Approval of the Agenda

Recommendation: "That the agenda be accepted as presented"

- 3. Declarations of Interest
- 4. Delegations/Presentations
- 5. Minutes of the Previous Meeting

Recommendation: "That the minutes dated November 8th, 2022, be accepted as presented."

6. Financial Report

Recommendation: "That the Board defer the Financial Report to the April 2023 meeting."

7. Closed Session

a. Board Member Orientation & Review

Recommendation: "That the BIA Board of Management move into Closed Session under Section 239 (3.1) of the Municipal Act, 2001, for the purpose of educating or training the members with regard to Board Orientation; and That at the meeting, no member discuss or otherwise deal with any matter in a way that materially advances business or decision-making of the Board of Management; and That the CAO, Economic Development Officer and Business Development Officer/BIA Coordinator remain in the room for the proceedings."

8. Agenda Items

a. Election of BIA Board Officer Positions

b. Downtown Lighting Fixtures – Design Choices

Recommendation: "That the Board directs staff to proceed with the selected design."

- c. Committee Appointments
 - i. Marketing and Promotions Committee
 - ii. Placemaking Committee
- d. Future Meeting Dates and Locations

Recommendation: "That future Board of Management meetings be set to the		
of the month at	p.m. for the duration of this term."	

9. Staff Updates

- a. BIA Coordinator Update
- b. Staff Updates
 - i. Community Awards Business of the Year
 - ii. Downtown Business & Development Update

10. Committee Roundtable

- a. New Business from Members
- b. Upcoming Committee Meetings
 - i. Marketing and Promotions Committee Date TBD
 - ii. Placemaking Committee Date TBD

11. Adjournment