

CITY OF IONIA DOWNTOWN DEVELOPMENT AUTHORITY  
BOARD OF DIRECTORS MEETING  
October 19, 2022 at 8:00AM      Council Chambers of City Hall

CALL TO ORDER

ROLL CALL OF MEMBERS

Chairperson Mike Kirgis, City Manager Precia Garland, David Cook, Margot Cook, Tim Hemenway, Cathy Hoppough, John Krueger, Paul Lentz, and Ryan Wilson.

PUBLIC COMMENTS AND INFORMATION

CONSENT AGENDA

To approve the October 19, 2022 meeting agenda.

APPROVAL OF MEETING MINUTES

To approve the minutes from August 2022 DDA Board of Directors meeting (carried over from September Board meeting as quorum was not met).

To approve the minutes from September 2022 DDA Board of Directors meeting (limited due to September meeting as quorum was not met).

FINANCIAL REPORT

To approve the Accounts Payables for the DDA:

July 26, 2022 – August 25, 2022 in the amount of \$14,590.17.

August 26, 2022 – September 25, 2022 in the amount of \$1,283.80.

To approve the Accounts Payables for the Theatre:

July 26, 2022 – August 25, 2022 in the amount of \$26,245.08.

August 26, 2022 – September 25, 2022 in the amount of \$10,376.26.

DDA DIRECTOR REPORT    See attached

THEATRE REPORT

BOARD DECISIONS AND ACTION ITEMS

1. Expense threshold for DDA Director approval – currently \$1,000
2. DDA Board meetings – cancellation of meetings process
3. 2023 City of Ionia Fireworks Display date and rain date
4. Grant Review Committee selection – annual commitment

DISCUSSION ITEMS

1. Match on Main Grant Submissions
2. Brownfield Redevelopment Authority Board of Directors
3. 2023 Fireworks Display RFP to be released once dates are secured

OTHER

- 1.

ADJOURNMENT:

**Calendar of Events**

Ionia High School Homecoming Parade Friday, October 21<sup>st</sup>

Autumn Celebration Thursday, October 27th

*\*all events subject to change*

*The Mission of the Ionia Downtown Development Authority is to promote and control economic growth which enhances the quality of life through planning and implementation of activities and projects within the Development District.*