MINUTES EVENTS COMMITTEE TOWN MANAGER'S OFFICE AUGUST 21, 2019 2:00 pm

ATTENDANCE:

John Davis-Town Manager, Cody McEwen-Council Chair, Mike Madore-Councilor, Gilda Stratton-Councilor. Trisha Cyr, Tom Malcolm-Fire Chief, Kitty St. John, John Hafford Design Lab

- 1. Called to order by Tom at 1400 Hrs.
- Music on the Porch: Ben not in attendance, but Tom has been communicating with him and is all set with DJ committee will pay the \$100.00 for DJ. Tom had request from gentleman that would like to participate and sent it on to Ben. Flyers have been put out around region.
- 3. Other Items: Tom received \$300.00 donation from RH Lax Construction for the event committee. Jessica had sent us quote on "I LOVE MILLINOCKET" stickers and committee voted U to have her order them at \$189.00 plus shipping. Tom spoke on Parade of Lights and it is a go so will start to make plans for Friday, December 6th will follow the Kinkle run. Tom spoke about "Trunk or Treat" in combination with Nazarene Church for Halloween and committee is fine with it and will promote it.
- 4. 5K race Trials End: Trish thought it was not going to go this year and much discussion was held committee would like to at least give it a try even if we start small. Was decided to order 48 shirts and make it a donation race instead of charging for it.
- 5. 4th of July: Tom inquired about Anah Shrine and Mike Madore reports it is all set for now. Also talked about offering to have High School Band or Chorus for parade and offer them a set amount of money. Will talk more about this and where we would like to go.
- 6. Town of Millinocket Booth: John Hafford presented the booth they have in mind and will do table skirt to put on 8 ft table about the Town of Millinocket and will have items at Trails End to pass out. Gilda has offered to sit at the booth on Saturday, Sept. 14th.

Motion to adjourn, seconded U

Meeting was adjourned at 1450 Hrs.

Next regular meeting will be Tuesday, Sept. 10th at 2P in TM office Submitted,

Tom Malcolm Events Committee Chair