



AGENDA
PUBLIC, EDUCATIONAL, AND GOVERNMENT (PEG) CHANNEL COMMITTEE
REGULAR MEETING
OCTOBER 2, 2023
5:30 PM
CITY COMMISSION CHAMBERS
204 ASH STREET
FERNANDINA BEACH, FL 32034

- 1. CALL TO ORDER**
- 2. PLEDGE OF ALLEGIANCE**
- 3. ROLL CALL**
- 4. APPROVAL OF MINUTES**
 - 4.1 May 5, 2023.
- 5. OLD BUSINESS**
- 6. NEW BUSINESS**
 - 6.1 Check PEG email account.
- 7. PUBLIC COMMENT**
- 8. NEXT MEETING DATE**
 - 8.1 November 6, 2023.
- 9. ADJOURNMENT**

All members of the public are invited to be present and be heard. Persons with disabilities requiring accommodations in order to participate in this program or activity should contact the City Clerk at (904) 310-3115 or TTY/TDD 711 (for the hearing or speech impaired). All interested parties may appear at said meeting and be heard as to the advisability of any action, which may be considered with respect to such matter. For information regarding this matter, please contact the City Attorney.

In attendance: Andrew Schmidt, Anthony Anderson, Judie Mackey.

Quorum established.

Anthony makes a motion to approve the minutes.

Judie seconds the motion.

All approved.

Mary will forward White House Chronical Minutes and minutes from PEG.

Judie submitted two videos and a poster for submission to PEG. Judie will cover the cost of programming.

Judie's programming on Nicole Simpson will be best for October. Also for October: Darren's videos about Halloween.

Shrimp Fest parade will be two hours, Mary will take snippets of the parade or photos and put together a video. Other members will take photos and will collaborate for a slideshow. Mary will create a google drive for everyone to submit photos.

Andrew moves to post slide about Sounds on Centre on the channel, Anthony seconds. All in favor.

Public comment:

Julie Ferreira- post on Facebook for kids to submit content on their view of Shrimp Festival.

Mary will put photos up of Shrimp windows.

Next meeting is June 5.

Andrew motions to end the meeting, Anthony seconds. All approved.

Meeting adjourns at 5:52pm.