

ORDINANCE 2013-02

AN ORDINANCE ESTABLISHING A NASHVILLE ARTS AND ENTERTAINMENT FUND (NAEF) FOR THE TOWN OF NASHVILLE

WHEREAS, the Town Council of the Town of Nashville, Indiana has created the Nashville Arts and Entertainment Commission; and

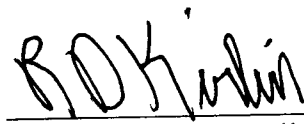
WHEREAS, the Nashville Arts and Entertainment Commission's responsibilities include but are not limited to: Develop and maintain strong relationships within the art community of the Town of Nashville and its region; Encourage, assist, advise, and coordinate an arts, cultural, and entertainment district within the Town of Nashville; Study and recommend guidelines and procedures to develop and encourage:


- Education
- Events
- Innovation and community participation in visual literary and performing arts
- Public Art

WHEREAS, the Nashville Arts and Entertainment Commission was given the authority to solicit and accept donations as well as grants from state and federal agencies as described in Ordinance 2012-08. All monies received must be deposited by the Clerk-Treasurer of the Town of Nashville. These funds, after appropriation by the Town Council, may be used to fund the responsibilities of the Nashville Arts and Entertainment Commission as designated by Ordinance 2012-08. Monies remaining in the fund at the end of the year shall not revert to any other fund but shall continue in the Nashville Arts and Entertainment Commission (NAEC) Fund.

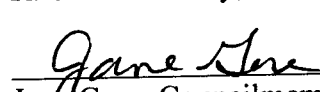
NOW, THEREFORE, BE IT UNANIMOUSLY RESOLVED by the Council of the Town of Nashville that Nashville Arts and Entertainment Commission Fund is established.

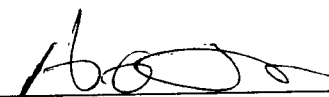
PASSED AND ADOPTED by the Town Council of the Town of Nashville, Indiana, this 28th day of February, 2013.


Robert Kirlin, Council President ☒ yea nay abstain

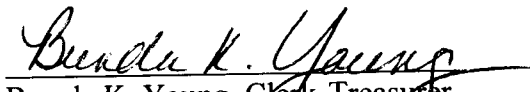

Charles B. King, Council Vice-President ☒ yea nay abstain

R. Sean Cassiday, Councilmember yea nay abstain


Jane Gore, Councilmember ☒ yea nay abstain


Arthur Omberg, Councilmember ☒ yea ☐ nay ☐ abstain

ATTEST:


Brenda K. Young, Clerk-Treasurer