

MEMORANDUM

To:

Douglas Downtown Development Authority

From:

Tim Kettlehut

Date:

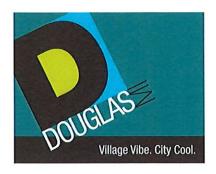
November 23, 2022

RE:

Community Events Promotions Application

At the October meeting, DDA members were provided a draft application for the Community Events Promotions Application. Authority members are being asked to provide their final comments on the form prior to its implementation.

Discussion item



Douglas Downtown Development Authority COMMUNITY EVENTS FUNDING PROGRAM GUIDELINES

The DDA is seeking a partner relationship with event presenters to help promote Douglas's Downtown District.

- Local Organizations planning to present a public event(s) in Downtown Douglas
 may submit an application for funding in accordance with these Guidelines.
 The Douglas DDA intends to support qualified downtown events with funding to
 promote the downtown district and increase foot traffic. Funding recommendations
 are reviewed at the end of each quarter.
- 2.) To qualify for Douglas DDA funding events must:
 - Include participation of local downtown businesses
 - Market the event as well as promote Douglas's Downtown
 - Be open to the public
 - Preference will be given to events which attract a diversity of participation
- 3.) Community Organizations receiving Douglas DDA funding **must comply with the following**:
 - DDA monies awarded must be used towards marketing the event, Douglas's Downtown, and Local Businesses.
 - All necessary insurance and security must be provided by the event.
 - Event organizers must work with City of Douglas City Council/Administration /DPW/Police and Fire on road closures, use of public space and services, and other issues. Event organizations must receive City Council approval for their Special Events Application.
 - Event must use the DDA logo on all materials and to link to the DDA website (if applicable).
 - Event organizer must complete an Application Form and provide contact information.
 - Funds cannot be used for events restricted to private or exclusive participation.
 - Funds cannot be used for fundraisers.
 - Itemized receipts must be presented equaling amount requested
 - Organizations receiving DDA event funding must submit a written final report on the events and how DDA funds were used prior to consideration of a new application.
 - Funded organizations may be asked to appear and submit their report at a DDA meeting following the event.

Douglas DOWNTOWN DEVELOPMENT AUTHORITY APPLICATION COMMUNITY EVENTS FUNDING PROGRAM

Please Review Attached Guidelines

ORGANIZATION REQUEST FOR DDA FUNDS

Please review the attached Community Event Funding Program Guidelines. Reply to each section completely; additional sheets may be attached

Submit complete application to the DDA office, City Hall, 86 W Center St, Douglas MI 49406

Submission Date: Name of Organization: Address: Contact Name:		
Phone Number:		
I ORGANIZATION MISSION	OR PURPOSE	
Date received	_ Meeting review date	Recommendation:
II DDA FUNDING HISTORY		
A. Is this the first time you've B. If Yes, how many times ha		
NOTE: Organizations which rece event including how DDA funds v		ously, must make a final written report on the on of a new application.
III EVENT DESCRIPTION		
Event Name		
Event Date(s)		
Location Click		
Event Description/Activities	Planned:	

IV DOWNTOWN BENEFIT

A. How the proposed activity will benefit Douglas's Downtown and Local Businesses:
B. List Local Businesses involved, include How Businesses are participating in the event.
V PROMOTION and PUBLICITY
A. How many participants expected: B. Participant demographics (ages, special interests, where coming from, etc.):
C. List your methods to advertise and promote the event, plus Downtown and Local Businesses:
VI BUDGET Note: Please attach an Itemized Budget for the Event to Your Application.
Budget Summary:

TOTAL COST:
City of Douglas EVENT APPROVAL
Have you submitted a Special Event Application to the City of Douglas for approval? Y \square N \square
Has your Special Event Application to the City been approved by Douglas City Council? Y \square N \square