

December 10, 2017

To My Fellow Council Members:

In updating the application for Naming/Renaming of a Park/Portion of a Park, Designated Facility, or Public Area, Here are some suggestions for the current process. The following are questions we could ask when determining what to rename a park:

- Is or was this person a resident of Venice or the Venice area?
- How long has the person been in or owned property in the Venice area?
- What significant contribution did this person/organization make to the Venice area?
- What kind of impact specifically did the person make to the community of Venice? (Monetarily, volunteering, or other work they may have contributed?)
- How long have they been contributing, either monetarily or by volunteering? This should not exclude a first time contributor or a philanthropist who is a first time contributor to the Venice area.
- How lengthy of a background check should be performed on the nominated persons?

Have contribution tiers been established for purposes to have specific recognition levels based on amounts of money donated or volunteer hours worked? For example, maybe there are 3-4 recognition levels, or sponsorship levels. These sponsors could be individuals or organizations. Some examples: Tier 1 could be a plaque on a bench with the individual or organization's name on it. Tier 2 could be planting of a tree or a landscaping design with a plaque dedicated to the person/persons. Tier 3 could be the renaming of a park or green space. The council would determine the recognition as these are just some ideas. The council would also determine the dollar amounts or volunteer hours needed for each recognition level.

Of course, if someone were to donate the land for a park, the park would be named after them.

These are just some ideas for the process, but if nothing else, I think the form should be more specific as to what a person/persons did in order to have a park named after them.

If you have any questions, please feel free to email me.

Thank you,
Angie Sutherland