

Travel Costa Mesa Special Executive Committee Meeting Agenda Avenue of the Arts, A Tribute Portfolio Hotel, 3350 Avenue of the Arts, Costa Mesa, CA 92626 Wednesday, March 29, 2023, start time 3:00 pm – 4:00 pm **This is an in-person meeting**

<u>NOTICE TO PUBLIC</u> -You are welcome and encouraged to participate in this meeting. *Public comments can be emailed to Jessica Placentia at <u>iplacentia@travelcostamesa.com</u> before 11:00 am on Wednesday, March 29, 2023, to be read to the <i>Executive Committee*. The order of Agenda items is listed for reference and may be taken in any order deemed appropriate by the Executive Committee. The agenda provides a general description and staff recommendations; however, the Executive Committee may take action other than what is recommended.

<u>BROWN ACT</u> -California Government Code 54950 (The Brown Act) requires a brief description of each item to be transacted or discussed to be posted at least 72 hours before the regular meeting. Action may not be taken on items not posted on the agenda.

Meeting facilities are accessible to persons with disabilities. If you require special assistance to participate in the meeting, notify Jessica Placentia at <u>iplacentia@travelcostamesa.com</u> at least 24 hours prior to the meeting.

2:00 pm - Call to Order

Public Comment-public comment for all items not otherwise on the agenda

1.	 Discuss the organization's 28 years of operation a. job descriptions/staffing b. salaries c. bonus criteria d. positions to be bonused e. accountability 	Executive Committee & Paulette Lombardi-Fries
2.	Performance criteria for the new VP of Marketing	Paulette Lombardi-Fries
3.	TCM Destination Sales Executive – goals – (address Cvent leads)	Paulette Lombardi-Fries
4.	Discussion of recommendations to the Board to increase President's salary and bonus on a scale for the next 3 years	Executive Committee
5.	James Agency duties vs that of VP of Marketing	Paulette Lombardi-Fries
6.	Review of how digital marketing is handled	Paulette Lombardi-Fries