

Town Beautification Committee Members:

Carolyn Harris
Lenore Jogmen
Brian Kanyer
Nick Meyer
Jane Starr Neulieb
Becky Tiedemen
John Tiedemen

Meetings: Town Beautification Committee Meetings: 1st Thursday of every month at 7 p.m. (Town Hall)

Mission Statement

The mission of the Long Beach Beautification Committee is to work collaboratively - under the Comprehensive Plan - with the various Town government bodies and residents to improve and protect the beauty of Long Beach by proposing, identifying and providing guidance for efforts and opportunities that will enhance the aesthetic nature of the Town.

Goals

- Establish a solid working relationship with the Town and residents
- Prioritize beautification projects in the Town and establish a long-term plan
- Ensure coordination with the other Town Boards, Commissions and Committees - primarily the Streets Commission, Parks and Recreation Committee and the Community Center Committee
- Seek to work collaboratively with the Garden Club and Civic Association on improvement projects
- Work to ensure engagement and feedback from residents on project proposals
- Establish a process to seek and accept community input and involvement

Functions

The functions of the Committee are to primarily:

- Review proposals and projects being conducted by Long Beach town government to advise on beautification efforts
- Address areas of the town property which need beautification
- Propose and lead efforts to further beautify the Town (require Town Council approval)
- Consider and support recommendations for residents

Authority

The Town Beautification Committee will serve as an Advising Body to the Advisory Plan Commission and Town Council. While this committee can propose projects and improvement opportunities, it must seek the approval of the Town Council for any funding or the ability to proceed. For other improvement projects and investments proposed by other Town Boards or Committees, the Town Council may request coordination with the Town Beautification Committee.

