### **APPLICATION**

	Date:
Applicant/Organization Name:	
Address:	
Telephone Number:	
E-mail address:	
Available Locat	ions
Historic Downtown Gilroy (13) Gilroy Library (17)	
Desired Inscription (Maximum 4 lines/56 spablank spaces)	aces per line including

#### Please fill out the application and mail it to:

City of Gilroy City Public Art Committee c/o Gilroy Recreation Department 7351 Rosanna Street Gilroy, CA 95020

Special Note: A member of the Public Art Committee will contact you to make final arrangements.

The City of Gilroy reserves the right to remove any contribution, monument or plaque as a result of vandalism, graffiti or other damage. Plaque may need to be relocated to accommodate improvements, operational or maintenance needs at the City's discretion. The City retains the right to accept or reject any proposed contribution.

# City of Gilroy Bench Plaque Program

"Say it with a Plaque - Honor, Memorialize, Recognize"

Sponsored by City of Gilroy Public Art Committee

> 7351 Rosanna Street Gilroy, California Phone: 408 846-0460



## You are invited to participate in the Public Art Committee's City-Wide Bench Plaque Program

The Bench Plaque Program places durable zinc, bronze finished plaques on current and future benches throughout the City of Gilroy. Benches are located in Historic Downtown Gilroy and at the Gilroy Library patio. Plaques are long-term reminders of the donor or organization, in support of the Gilroy community.

All profits will be used entirely to support local public art projects.

Your participation is sincerely appreciated.

Each plaque would include names, dates, and perhaps adjectives or short phrases (especially nice for interaction with the viewer).

### Plaques:

- Size: 2" x 10"
- Maximum number of lines: 4
- Letters/spaces per line: up to 56, including blank spaces
- Cost/Donation: \$550

\*\*Actual Plaque size and sample phrases

Honor - For dedicated service to Gilroy's youth...

Memorialize - In memory of our Armed Services...

Recognize - To the citizens of Gilroy from...