

DISPOSAL

1. A recommendation for disposal of any Public art Work can come to APPB from any person, source, or Board member. The Board, in an open Public meeting, will decide whether to proceed with recommending the disposal of the Public Work of Art or to dismiss the proposed disposal. Generally, a Work of Art may be considered for disposal if one or more of the following conditions apply:
 - a. It has received consistent adverse reactions on the part of the Public.
 - b. It is duplicative in the County's Public Art Collection.
 - c. It possesses faults of design or Workmanship.
 - d. It requires excessive or unreasonable maintenance.
 - e. It is damaged irreparably or to an extent where repair is unreasonable or impractical.
 - f. It represents a threat to Public safety or unduly encumbers Public land.
 - g. A suitable place for display no longer exists.
 - h. The Work is not, or is rarely, displayed.

2. If APPB decides to proceed with recommending to Council the disposal of a Work of Art, the Board will:
 - a. Gather information from the Public and Community Members and discuss the results at an APPB meeting. If possible, the artist whose Work is being considered for disposal will be notified by reasonable means of the meeting.
 - b. If the Board decides to recommend disposal of the Work of Art, a plan for the path forward will be developed reflecting input from the Public and Community Members and the artist. The role of the artist is advisory only. The current monetary value of the Art, if available, will be included in the plan along with a description of the applicable conditions listed above.
 - c. Notify the Council Liaison of the recommended plan for Council approval and disposition. Disposal of any Public Work of Art requires Council approval, so the Board Chair, the Council Liaison, and the Staff Liaison will formulate a plan and path forward for final Council decision.

3. Disposal by any means of County-owned Public Art shall comply with all applicable County and State legal requirements.