

Nampa Auditorium District
Board Meeting
April 13, 2026
12:30 p.m.

Attendees: Jay Snyder, Erica Hernandez, Mitch Minnette, Beth Ineck, and Chelsea Johnson

Absent: n/a

Guests: Matthew A. Johnson, Andrew Luther, Randy Rieken, Nic Miller, Ashley Smith, and Itzel Lopez

Approval of minutes for March 9, 2026

Chelsea motioned to approve. Erica seconded, all were in favor.

Mitch joined the meeting at 12:36

Update on administrative items

Matt went over the minor change in the bylaws and Beth moved to adopt the bylaws and Chelsea seconded. The board reviewed the press release and made one minor change and authorized to post and distribute to media. Itzel provided an update on the hotel remittances, The Tax Commission transition and reminder letters, and demand letters to hotels. Itzel updated everyone on the financial report. Matt spoke to the board about the formation costs and Beth moved to approve the payment to White Peterson of \$15,000 for formation costs. Mitch seconded, all were in favor. Mitch motioned to approve accounts payable and Beth seconded, all were in favor.

Review of Admin RFP and potential selection

The board received two RFP's from K1 Consulting and the City of Nampa. Beth presented the applicants and the group discussed. Mitch motioned to go into contract with the City of Nampa at legal's direction. Erica seconded, all were in favor.

Review of Funding Solicitation and potential selection

The board received one solicitation from the City of Nampa for the Nampa Civic Center. The board discussed the application. Mitch motioned to allocate \$250,000 to the Nampa Civic Center theatre and for legal to prepare a notice of intent to award and JPA committing and finalizing by the end of the summer.

Requests for future agenda items

Jay requested adding Carrie Hughes from Visit Boise for a presentation and request for funding. Matt added the contractor agreement with economic development.

Adjourned 1:39 p.m.

These Minutes were approved on the 11th day of May 2026.



Jay Snyder, Chairman