## **Doug Bradshaw**

From: KWB&T <kwbt@bellsouth.net>
Sent: Monday, December 22, 2014 2:26 PM

**To:** Doug Bradshaw; Jeremy Ashby; shenson@kiw-keywest.com;

michael.knowles@hilton.com; Jimmy Lane

**Subject:** Re: Historic Seaport- Sign/Logo options

I like the vintage logo with the boats.

Chris King Key West Bait & Tackle

Sent from my iPhone

On Dec 22, 2014, at 1:45 PM, Doug Bradshaw < dbradshaw@cityofkeywest-fl.gov > wrote:

Boards Members and General Public,

Attached are several concept uses for the 3 Key West Historic Seaport logos that the Bight Board selected. Bill Horn has inserted the logos on signs, shirts, letterhead, etc in order to see how the logo displays on these uses. It is staffs intent to discuss the logos at the next Bight Board meeting Jan 14 and hopefully have the Bight Board make a selection of one or more of the logos and how they are used. We ask that you review the logos and provide input to members of the Bight Board. Forward the email to your friends and ask what they think. The logo(s) selected will be how the Historic Seaport is recognized to our visitors and our locals and is an extremely important decision in our branding effort. So again we encourage you to take the time to review them and provide input. If you have questions or need copies of the logos please do not hesitate to contact me.

## **Thanks**

Please note my new Email Address and update your contact information (<u>dbradshaw@cityofkeywest-fl.gov</u>).

Doug Bradshaw Director Port and Marine Services City of Key West 201 William Street Key West, FL 33040 305-809-3792

From: WPHORN@aol.com [mailto:WPHORN@aol.com]

Sent: Friday, December 19, 2014 8:43 AM

To: Karen Olson; Doug Bradshaw

**Subject:** Historic Seaport- Sign/Logo options

Karen & Doug,

Please see the logo/sign options for review.

## Thanks, Bill

<Concept-in-context-apparel.pdf>

<Concept-in-context-letterhead.pdf>

<KW-SIGN-OPTS-A\_12.18.14.pdf>

<KW-SIGN-OPTS-D1\_12.18.14.pdf>

<KW-SIGN-OPTS-D2\_12.18.14.pdf>

<KW-SIGN-OPTS-H\_12.18.14.pdf>