DEADWOOD HISTORIC PRESERVATION COMMISSION

Wednesday, January 10, 2018 ~ 5:00 p.m.

City Hall, 108 Sherman Street, Deadwood, South Dakota

- 1. Call meeting to Order
- 2. Approval of HPC Meeting Minutes
 - a. December 27, 2017 Regular Meeting
- 3. Voucher Approval
- 4. HP Programs and Revolving Loan Program
 - a. HP Program Grant Extension Requests Exhibit A
 - i. Lee Thompson 47 Forest Windows Program
 - ii. Lee Thompson 47 Forest Siding Program
 - iii. Lee Thompson 47 Forest Elderly Resident Program
 - iv. James Herron 57 Forest Foundation Program
 - v. James Herron 57 Forest Windows Program
 - vi. Kurt & Dawn Bialas 24 Raymond Windows Program
 - vii. Kurt & Dawn Bialas 24 Raymond Siding Program
 - viii. Kurt & Dawn Bialas 24 Raymond Foundation Program
 - ix. Kris Fenton 27 Lincoln Siding Program
 - x. Kris Fenton 27 Lincoln Foundation Program
 - xi. Art & Georgeann Silvernail 47 Burnham Elderly Resident Program
 - xii. Luella Krebs 77 Stewart Foundation Program
 - b. Revolving Loan Program Exhibit B
 - i. Dennis Bammer 10 Van Buren Extension Request
- 5. Old or General Business
 - a. Main Street Initiative update
 - b. Recordation and Tree Ring Analysis Project, Cadillac Jacks Expansion Project Exhibit C
 - c. Confidentiality Agreement Exhibit D
- 6. New Matters before the Deadwood Historic District Commission
 - a. COA H1801 Lead-Deadwood School District Masonry Tuck-Pointing Exhibit E
- 7. New Matters before the Deadwood Historic Preservation Commission
- 8. Items from Citizens not on agenda (Items considered but no action will be taken at this time.)
- 9. Staff Report (Items considered but no action will be taken at this time.)
- 10. Committee Reports (Items will be considered but no action will be taken at this time.)
- 11. Other Business
- 12. Adjournment

*All Applications **MUST** arrive at the City of Deadwood Historic Preservation Office by 5:00 p.m. MST on the 1st or 3rd Wednesday of every month in order to be considered at the next Historic Preservation Commission Meeting.

03/31/20 12:01 PM