

DEADWOOD HISTORIC PRESERVATION COMMISSION

Wednesday, January 11, 2017 ~ 5:00 p.m.

City Hall, 108 Sherman Street, Deadwood, South Dakota

1. Call meeting to Order
2. Approval of HPC Meeting Regular Meeting Minutes – December 28, 2016
3. Voucher Approval
4. Old or General Business
 - a. Deadwood Revitalization & Main Street Initiative Update – Exhibit A
 - b. Black Hills Mining Museum – Extension of Outside of Deadwood Grant – Exhibit B
 - c. City of Lead – Extension of Outside of Deadwood Grant – Exhibit C
 - d. 2017 GIS Maintenance Agreement – Exhibit D
 - e. 2017 Historic Preservation Rehabilitation Program – Exhibit E
 - f. Update 2003 Lidar Scanning Project at cost of \$3,500 – Exhibit F
 - g. Continue with design work for Wayfinding Phase III with Berberich Design Services at cost of \$2,500–
Exhibit G
 - h. St. Ambrose Cemetery Surveying and Mapping with Arleth Land Surveying at a cost of \$7,680 – Exhibit H
 - i. Review additional trestle sign design options – Exhibit I
 - j. Foundation Grant Program – Exhibit J
5. New Matters before the Deadwood Historic District Commission
6. New Matters before the Deadwood Historic Preservation Commission
7. Revolving Loan Fund & HP Programs Update
 - a. HP Program Extension – Exhibit K
 - i. Lori Keehn – Wood Windows and Doors Program Extension
 - ii. Lori Keehn – Siding Program Extension
 - b. Revolving Loan Program
 - c. Retaining Wall Program Disbursements
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

Executive Session for Legal Matters per South Dakota Codified Law 1-25-1 (3)

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.*