



Historical Buildings & Sites Commission February 10, 2022 at 5:15 PM

The Historical Buildings & Sites Commission will hold their scheduled meeting on February 10, 2022 at Grants Pass City Hall – 101 NW A St, Grants Pass, OR – in the **Council Chambers** at 5:15 PM with social distancing.

The meeting will be broadcasted via [Microsoft Teams](#), please contact Community Development at 541-450-6060 if you would like to join. You can call in if you wish to listen by phone.
Phone# 1 (971) 279-6431
Phone Conference ID: 149 674 459#

COMMISSION MEMBERS:

Ward Warren (Chair)
Arden McConnell (Vice Chair)
Nathan Miller
Virginia Ford
Shirley Holzinger
Sandra Crowder
Vacant

STAFF/LIAISON MEMBERS:

Brad Clark – Director Community Development
Jason Maki – Associate Planner

COUNCIL LIAISON:

Joel King

1. Roll Call

2. Introductions

3. **Public Comment:** This is an opportunity for the public to address the Commission on items not related to a public hearing or action item. The intent is to provide information that is pertinent to the City's jurisdiction. Each speaker will be given three minutes to address the Commission as one body, not to individuals. The Commission may consider items brought up during this time later in our agenda during Matters from Commission Members and Staff.

4. Approval of Minutes:

- a. Meeting Minutes – December 23, 2021 (Special meeting)
- b. Meeting Minutes – January 13, 2021

5. Action Items:

- a. Local Landmark Invite Letter
- b. Discussion and possible action on adding National Register properties to the Local Landmarks list

6. Matters from Commission Members and Staff

- a. New Member Appointment
- b. Strategic Planning Update
- c. New Local Landmark Applications
 - i. 121 NE B Street
 - ii. 961 SE 8th Street
 - iii. Caveman Bowl (1230 Rogue River Highway)
 - iv. Wonder Bur (116 SW H Street)
- d. Status of New Sign at Riverside Park
- e. Historic District Map
- f. Downtown Taskforce Update

7. Future Agenda Building for Next Meeting:

8. Adjourn

Next Meeting: March 10, 2022