

Historic Preservation Review Committee Meeting

Monday, September 09, 2024 at 4:00 PM

Theodore D. Washington Municipal Building, Henry "Emmett" McCracken Jr. Council Chambers, 20 Bridge Street, Bluffton, SC

AGENDA

- I. CALL TO ORDER
- II. ROLL CALL
- **III. PUBLIC COMMENT**
- **IV. OLD BUSINESS**
- V. NEW BUSINESS
 - 50 Pritchard Street: A request by Ansley H. Manuel, architect, on behalf of the owner, Beth McHugh, for review of a Certificate of Appropriateness - HD for a proposed 1-story addition of approximately 595 SF, deck addition, and new metal porch roof located at 50 Pritchard Street in the Old Town Bluffton Historic District and zoned Neighborhood General - Historic District. (COFA-08-24-019280) (Staff-Charlotte Moore)
- **VI. DISCUSSION**
- VII. ADJOURNMENT

NEXT MEETING DATE: Monday, September 16, 2024

"FOIA Compliance – Public notification of this meeting has been published and posted in compliance with the Freedom of Information Act and the Town of Bluffton policies."

In accordance with the requirements of Title II of the Americans with Disabilities Act of 1990 ("ADA"), the Town of Bluffton will not discriminate against qualified individuals with disabilities on the basis of disability in its services, programs, or activities. The Town of Bluffton Council Chambers are ADA compatible. Auditory accommodations are available. Any person requiring further accommodation should contact the Town of Bluffton ADA Coordinator at 843.706.4500 or adacoordinator@townofbluffton.com as soon as possible but no later than 48 hours before the

scheduled event.

Executive Session – The public body may vote to go into executive session for any item identified for action on the agenda.

*Please note that each member of the public may speak at one public comment session and a form must be filled out and given to the Town Clerk. To submit a public comment online, please click here: <u>https://www.townofbluffton.sc.qov/FormCenter/Town-15/Public-Comment-60</u> Public comment is limited to 3 minutes per speaker.