



Historic Preservation Commission Budget Meeting Agenda

Tuesday, July 27, 2021 at 7:00 AM

City Hall, 102 Sherman Street, Deadwood, SD 57732

1. **Call Meeting to Order**
2. **Roll Call**
3. **Deadwood Historic Preservation Commission Budget Session**
 - a. Budget Overview
 - Projected Gaming Revenues
 - Bond Payment & Future Bonding
 - City of Deadwood Impact Funds
 - b. Historic Preservation Office
 - Wages & Salaries
 - Taxes, Insurance & Benefits
 - Professional Services
 - Operations of Office
 - Machinery/Equipment
 - Archives
 - Archaeology
 - Geographic Information Systems (GIS)
 - Public Education/Advocacy
 - Century Awards & Scholarship Program
 - c. Grant Programs
 - Cemetery Headstones
 - Not-for-Profit Grants
 - Retaining Wall Program
 - Outside-of-Deadwood Grants
 - Paint Program
 - d. Fixed Capital Assets
 - City Retaining Walls
 - General Maintenance
 - City Hall
 - Library
 - Interpretive Center
 - Adams House
 - Adams Museum
 - Rodeo Grounds
 - Historic Lighting
 - e. Visitor Management & Information
 - Trolley Management

- Marketing/Chamber of Commerce
- History & Information Center

f. Historic Interpretation

- Adams Museum
- Adams House
- Days of '76 Museum
- Days of '76 Rodeo
- Historic Collections/Acquisitions
- Deadwood Alive
- Fassbender Photographic Collection

g. Professional Services

- Current Expenses
- Legal Services
- Neighborworks
- Neighborhood Block Clubs
- State Historic Preservation Office

h. Revolving Loan Funds

i. **Budget Attachments and Supporting Documents**

4. **Items from Citizens not on Agenda**

(Items considered but no action will be taken at this time.)

5. **Staff Report**

(Items considered but no action will be taken at this time.)

6. **Adjournment**

Note: 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 regularly scheduled Historic Preservation Commission Meeting.

Please practice the CDC's social distancing recommendations