

City of South Portland
Arts and Historic Preservation Committee
Meeting
February 1, 2017
Planning Department, Sawyer & Ocean Sts.
MINUTES

Present: Adrian Dowling, Doreen Gay, Tex Haeuser, Hannah Holmes (minutes recorder), Liz Salamone, Scott Whitaker, Alessa Wylie

Absent: Kathy DiPhilippo, Aimee Turner

Scott called the meeting to order at 8:03am.

1: Minutes reviewed and accepted.

2: Mill Creek design update: Nothing new to report (Tex).

3: Portland Public Art Committee will visit today (Scott).

4: Public art sub-committee of this committee will hold its initial meeting Feb 16 at 6 pm, 80 Brick Hill Ave, community room. Still seeking and welcoming more artists and other interested souls (Adrian). South Portland art teachers have been contacted (Liz). Reminder of two existing public art opportunities at Armory and Mill Creek (Scott).

5: Armory: Tex, Adrian, and Scott had a productive walk-through with developer (Scott).
(Adrian): Signage for martial arts seems anachronistic. Developer agreed to address. Interior has limited aesthetic potential, but exterior work looks good. Developer has been very receptive to input.
(Doreen): Current signage seems excessive.
(Discussion):
-- Signs comply with zoning
-- This committee already requested and received adjustments to the signage.
-- City might consider special code for historic building signage.
-- The larger context is that we as a community found a creative way to restore and repurpose an historic building.

6: Councillor to be appointed to committee? (Discussion): No

7: Portland Public Art committee visitor: Didn't visit.

7a: New biz:

(Alessa): Book review: Max Page, *Why Preservation Matters*.

(Hannah): Proposal of a form for recording or nominating buildings to historic status. Group liked the form.

(Doreen): Submitted some lists of historic places, neighborhood names, tours.

(Discussion): Named neighborhoods and potential for neighborhood signs.

8: Next meeting date: March 1 at Armory, side door with martial arts sign.

9: Adjourned: 8:49