## CITY OF SAN DIEGO HISTORICAL RESOURCES BOARD POLICY SUBCOMMITTEE

## Monday, May 9, 2011, 3:00 PM to 4:00 PM

5<sup>th</sup> Floor Large Conference Room City Administration Building

202 C Street, San Diego, CA

The Policy Subcommittee is a subcommittee of the City of San Diego's Historical Resources Board. It is primarily composed of Historical Resources Board members who are interested in policy matters. In general, the Subcommittee is not a voting entity, but rather a forum for discussing issues and policy matters related to historic resources and their preservation. Comments at the meeting do not predispose future positions on any matter by the Historical Resources Board.

Members of the public will be allowed an opportunity to speak, for up to one minute each, at the end of the Subcommittee's discussion on an agenda item. Each member of the public is required to state their name and the organization (if any) that they represent prior to their one minute presentation.

## **MEETING AGENDA**

- 1. Introductions
- 2. Public Comment (on matters not on the agenda)
- 3. Issues:

3a. <u>Preservation Fund.</u> A programmatic approach for spending a portion of the available funds that have accumulated in the Preservation Fund will be presented and discussed. Two of the proposals relate to the archaeological collections from the Presidio and have previously been discussed at the Archaeology Subcommittee (implementation of the initial task discussed in the Presidio Collections Management Plan and partial funding of a Bird Bone Study.) Other proposed expenditures include signs for historic districts, Certified Local Government training, technical support for public access to survey and project review data, and homeowner and public education related to appropriate treatment of historic properties.

4. Adjourn

Next Policy Subcommittee Meeting will be on Monday, June 13, 2011 at 3:00 PM.

For more information, please contact Cathy Winterrowd by phone at (619) 235-5217 or email at <u>cwinterrowd@sandiego.gov</u>