

**CITY OF CEDARBURG
LANDMARKS COMMISSION
November 12, 2020**

A regular meeting of the Landmarks Commission, City of Cedarburg, Wisconsin, will be held at 7:00 p.m. on Thursday, November 12, 2020, City Hall, W63N645 Washington Avenue, upper level, Council Chambers.

AGENDA

1. **CALL TO ORDER** - Chairperson Judy Jepson
2. **ROLL CALL:** Present - Chairperson Judy Jepson, Council Member Barbara Lythjohan, James Pape, Tom Kubala, Robert Ross, Tomi Fay Forbes, Jeffrey Ellmaker, Doug Yip (alt.)

Also Present - City Planner Jon Censky

3. **STATEMENT OF PUBLIC NOTICE**
- *4. **APPROVAL OF MINUTES** – October 8, 2020
5. **COMMENTS AND SUGGESTIONS FROM CITIZENS**
6. **REGULAR BUSINESS**
 - * A. Consider new sign plan for Creekside Antiques located at N69W6335 Bridge Road; and action thereon.
 - * B. Consider sculpture in honor of Paul Yank to be installed at Boy Scout Park located at W62N715 Riveredge Drive; and action thereon.
 - * C. Consider new sign plan for Frannie's Market located at N61W486 Washington Avenue; and action thereon.
 - * D. Discussion of the community message board at Washington Avenue and Columbia Road.

7. **ADJOURNMENT**

* *Information attached for Board Members; available through City Clerk's office.*

City of Cedarburg is an affirmative action and equal opportunity employer. All qualified applicants will receive consideration for employment without regard to race, color, religion, sex, disability, age, sexual orientation, gender identity, national origin, veteran status, or genetic information. City of Cedarburg is committed to providing access, equal opportunity and reasonable accommodation for individuals with disabilities in employment, its services, programs, and activities. To request reasonable accommodation, contact the Clerk's Office at (262) 375-7606 or via email: cityhall@ci.cedarburg.wi.us.

**MEMBERS – PLEASE NOTIFY CITY CLERK'S
OFFICE IF UNABLE TO ATTEND MEETING.**

*Social distancing guidelines will be adhered to during the meeting
All attendees are required to wear face masks inside the building*