



Town of Bedford
HISTORIC DISTRICT COMMISSION AGENDA
May 4, 2021
| 7:00 P.M. |

Due to the Coronavirus crisis and in accordance with Governor Sununu's Emergency Order #12 pursuant to Executive Order 2020-04, the Historic District Commission is using the Zoom platform to conduct this meeting electronically. Please note that there is no physical location for this meeting and the BCTV building is closed to the public.

The Town of Bedford is providing public access to the meeting live on BCTV, streaming at www.Bedfordnh.org/393/BCTV, and by calling into the meeting. Please email planning@bedfordnh.org or call 603-472-5243 to receive the call-in information.

Planning staff will also be accepting questions and comments by email at planning@bedfordnh.org throughout the meeting. Please notify staff by email if there are technological issues with the audio transmission during the meeting.

I. Call to Order, Roll Call, and Acceptance of Agenda

II. Old Business:

1. **Frank Robertson (Owner)** – Request to amend a previous approval for the construction of a new single-family residence and associated improvements on a vacant lot at 324 Wallace Road, Lot 14-67-1, Zoned R&A. *Historic District Commission approval originally granted on October 1, 2019. Postponed from April 6, 2021 meeting*

III. New Business:

1. **Jason and Elizabeth Climer (Owners)** – Request for renovation to the exterior including doors, shutters, steps and the addition of an overhang on the front entrance, located at 29 North Amherst Road, Lot 20-60, Zoned R&A.
2. **Election of Historic District Officers for 2021-2022**

IV. Approval of Minutes from Previous Meeting

V. Communications

VI. Members Comments and Concerns

VII. Adjournment

Applicants should be prepared for presentation at 7:00 PM. Any person with a disability who wishes to attend this public meeting and needs to be provided reasonable accommodations in order to participate, please call Christine Szostak at 472-5243 at least 72 hours in advance so that arrangements can be made.