



HISTORICAL COMMISSION AGENDA

January 12, 2022

7:30pm

VIRTUAL MEETING

The Town of Acton in response to the COVID-19 (Corona Virus) is currently following the guidance from the Acton Board of Health, Massachusetts Department of Public Health and the CDC regarding the virus and steps communities can take to prevent the spread.

To Participate Remotely:

From a computer: please click on the link below to join the public meeting

<https://actonma.zoom.us/j/83311551661>

From a telephone: dial (646) 876-9923 and enter Webinar ID: (83311551661)

Telephone users may dial *9 to request to speak after joining the meeting. Computer and app users may use the “raise hand” feature to request to speak.

Join Zoom Meeting

I. Regular Business

1. Review of meeting minutes from November
2. Citizen concerns
3. Any ZBA/Planning Board projects on the CRL?
4. Bridge project between Rail Trail and TTT at old Davis Road update
5. Archeological By-Law Update
6. 53 River Street update
7. Status of converting CRL to MACRIS
8. Discuss Open Space and Recreation Plan

II. New/Special Business

1. 84 Piper Lane renovation review & applicability discussion
2. 53 River Street Report
3. Woodlawn Cemetery Chapel accessibility project

III. Consent Items

1. None

Additional materials can be found here [LINK to docushare – if applicable]

*The listed agenda items are those reasonably anticipated by the Chair. Not all items may in fact be discussed and other items not listed may also be brought up for discussion to the extent permitted by law. Reasonable accommodations for people with disabilities are available upon request. Include a description of the accommodation you will need, including as much detail as you can and include a way we can contact you if we need more information. Please allow advance notice. Send an e-mail to **manager@actonma.gov** or call Town Manager's Office (978)929-6611*

For more information about the Historical Commission please contact William Dickinson, Chair at bill@dickinsonarc.com or call 978-341-8267