Minutes of West Seneca Historical Commission Meeting 01/04/2023

6:30-Meeting Called to Order by Chairperson Raymond Ball. Members in attendance. James Pace, Jennifer Pfeiffer, Paul Lang and Raymond Ball.

Old Business: Waived reading of Meeting Minutes from 12/7/2022 Motion J. Pace, Second P. Lang carried without opposition.

New Business:

- Reported to the Commission that F. D'Amico would be reappointed to the Commission as per our recommendation on Friday, Jan. 6th 2023.
- Reported to the Commission that there has been no movement yet regarding the appointment of a secretary to the Commission.
- Motion by J. Pace, second by J. Pfeiffer to adopt a Commission policy that no permanent Deputy Chairperson be appointed by the Town of West Seneca for the Historical Commission. In the event the chairperson cannot attend, a Pro Tem Chairperson will be appointed. The Pro Tem Chairperson will be selected by a vote of the commission members in attendance for that meeting. Carried without opposition.
- Motion by J. Pace, second P. Lang to recommend that the Town of West Seneca adopt the proposal from Historic Preservation Studios for grant writing services. Carried without opposition. The commission charged P. Lang with contacting Preservation Studios to get clarification regarding fees for the grant writing services.
- Reported to the Commission that we will have a Commission email account set up by the town. Motion by J Pace second by P. Lang to adopt a policy that all commission members can acknowledge receipt of an email but conclusive responses will be withheld until the Commission meets to discuss and the Chairperson will respond with the Commission's response. Carried without opposition.
- The Historical Commission charged R. Ball with establishing contact with the Planning Board and Zoning Board to work in conjunction with issuing building permits etc. in the Town of West Seneca.

Meeting Adjourned 7:35PM Proposed by J. Pfeifer

Respectfully Submitted: Raymond Ball, Chairperson/ Recording Secretary pro tem