

Oak Harbor Board of Architectural Review

Tuesday, November 16, 2010

7:00 P.M.

Chairman of the Board Roger Carpenter called the Board of Architectural Review to order at 7:00 P.M. The following members were present: Ray Blakely, Roger Carpenter, Len Gerber, Tim Piercefield and Bob Vogel.

Also in attendance were Village Administrator Rob Pauley and Administrative Assistant Deb DiMasso.

Public Attendance: Jeremy Kitchin and Joyce Gates (representative for Matt Spieldenner).

A motion was made by Bob Vogel and seconded by Tim Piercefield to approve the minutes of the October 19, 2010 meeting. All were in favor of said motion. Motion carried.

Hearing: Jeremy and Eva Kitchin (dba Jekin Properties) A request for issuance of a Certificate of Appropriateness for color of a proposed garage located at 129 N. Locust Street.

Mr. Kitchin stated that the Ottawa County Auditor's office shows that the previous garage was 24' deep but was actually 20' deep. The proposed garage is 20' deep x 14' wide.

Administrator Pauley explained that Mr. Kitchin meets all the requirements for the zoning permit. Mr. Kitchin comes before the Board for approval for the color of the garage. The color will temporarily match the current color (light green) of the house. The color will be changed to #55-07-55 (beige color) in accordance with Ordinance #24-2007.

There being no further discussion a motion was made by Bob Vogel and seconded by Len Gerber that a Certificate of Appropriateness be issued to Jeremy and Eva Kitchin for the exterior color #55-07-55 in accordance with Ordinance #24-2007, of a proposed garage located 129 N. Locust Street. All were in favor of said motion. Motion carried.

Hearing: Matt Spieldenner (Jungle Games-Arcade) A request for issuance of Certificate of Appropriateness for a sign permit located at 107 N. Locust St. (Jess Burdine, owner).

Administrator Pauley explained the request is for a projecting sign, which will come off the -wall similar to the Curiosity Shoppe's sign. The Village Zoning

Code does allow for a maximum of 2'. The Code also requires a minimum of 8' free clearance over the sidewalk. The sign will have black lettering and a white background.

The skill games that are currently located at 107 N. Locust Street are currently in compliance with the original Use Verification Permit that was issued.

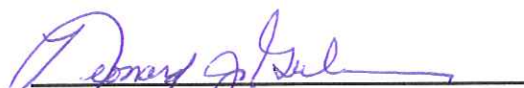
Mrs. Joyce Gates, representative (parent) for Matt Spieldenner, joined the meeting at 7:07 P.M. Administrator Pauley asked if there will going to be any other signs. Mrs. Gates stated that not at this time other than the paint on the windows. Mrs. Gates asked if the painted window sign would be considered a sign. Administrator Pauley stated that the window paint sign would also be considered a sign and that it cannot exceed the 20% of the allowable window area. Administrator Pauley requested that the information (color, size, wording and sketch with location) for the window paint sign be submitted within one week. Mrs. Gates agreed to submit the information for the on-window sign no later than Tuesday, November 23, 2010.

There being no further discussion a motion was made by Bob Vogel and seconded by Tim Piercefield that a Certificate of Appropriateness be issued to Matt Spieldenner for the exterior projecting signage with black lettering on a white background and for painted window signage with black on white lettering, not to exceed 20% of the allowable window area, located at 107 N. Locust Street. All were in favor of said motion. Motion carried.

Chairman Roger Carpenter announced that the December 21, 2010 meeting is cancelled. The next regularly scheduled meeting of the Board of Architectural Review is Tuesday, January 18, 2011, at 7:00 P.M. in the Administration Building located at 150 W. Main Street, in the small conference room.

There being no further business a motion was made by Tim Piercefield and seconded by Ray Blakely to adjourn the meeting. All members voted in favor of the motion. Motion carried. The meeting adjourned at 7:14 P.M.

Respectfully submitted,



Len Gerber, Secretary