



CITY OF PROVIDENCE
Jorge O. Elorza, Mayor

2015 Meeting Schedule and Filing Deadlines

The Providence Historic District Commission has adopted the following schedule of regular public meetings for the 2015 Calendar Year:

Meeting Date	14-Day Filing Deadline	30-Day Filing Deadline
January 26, 2015	January 12, 2015	December 26, 2014
February 23, 2015	February 9, 2015	January 23, 2015
March 23, 2015	March 9, 2015	February 23, 2015
April 27, 2015	April 13, 2015	March 27, 2015
May 18, 2015	May 4, 2015	April 17, 2015
June 22, 2015	June 8, 2015	May 22, 2015
July 27, 2015	July 13, 2015	June 26, 2015
August 24, 2015	August 10, 2015	July 25, 2015
September 28, 2015	September 14, 2015	August 28, 2015
October 26, 2015	October 12, 2015	September 25, 2015
November 23, 2015	November 9, 2015	October 23, 2015
December 14, 2015	November 30, 2015	November 16, 2015

Meeting Information

Time 4:45 p.m.

Location Joseph A. Doorley, Jr. Municipal Building
1st Floor Conference Room
444 Westminster Street, Providence, RI 02903

Agendas Meeting agendas are published one week in advance of the meeting and are available for public review at the City Clerk's office and on the following websites:

- <http://www.providenceplanning.org>
- <http://sos.ri.gov/openmeetings/>

If you do not have internet access, please contact the Department of Planning and Development at 401.680.8517 to request a paper copy of the agenda.

Filing Information

Filing Deadline	Application Type
14 Days in advance of meeting	<ul style="list-style-type: none"> ▪ Alterations ▪ New Construction
30 Days in advance of meeting	<ul style="list-style-type: none"> ▪ Demolition ▪ Economic Hardship Claim

Complete applications must be filed by the above-referenced dates to be considered by the PHDC at the regular monthly meeting. Applicants are encouraged to meet with the PHDC staff before preparing an application for submittal. If you have any questions or to make a pre-application appointment, please contact Jason Martin at 401.680.8517 or jmartin@providenceri.com.