Note to Commission 149 Waubesa Street – Goodman Community Center – Designated Landmark

The Goodman Community Center is proposing a comprehensive sign package for the Landmark Kupfer Ironworks Building at 149 Waubesa Street.

Sign #1: Painted Brick Sign

According to 33.19(5)(c), the proposed brick painted sign meets all criteria for the restoration of painted signs on a brick building, which allows for new wording to replace the existing lettering. It is unfortunate that a version of the sign was created without getting prior approval, considering that the quality of intermediate lettering did not match the original.

Staff recommends approval of this sign, as proposed, with the following conditions:

- 1. The paint from the temporary sign must be cleaned off, as necessary, to create a suitable painting base.
- 2. The sign may not be illuminated.
- 3. The re-painted sign must match the original dimensions, coloring, and design of the original painted sign, and must be painted with crisply delineated lettering and font to match the original "Theo Kupfer Ironworks Inc" lettering.

Sign #2: Monument Sign

Does not need Landmarks Commission approval since it is located across the street in the Community Garden. However, it has been included in your packet for informational purposes to see the entire sign package,

Sign #3: Flag Sign

Although staff will not get a chance to see the redesigned flag sign until the Landmarks Commission meeting, the proposed sign location, design, coloring and hardware are appropriate to the building. The sign itself may not protrude more than 15-inches into the right-of-way.

Depending on the character and proportions of the new 15-inch sign, staff may or may not recommend approval.

Sign #4: Gym Sign

This individually lettered sign on the new addition to the building uses the same font style as the previous two signs, and is in keeping with the character of the facade.

Staff recommends the approval of this sign.

Respectfully submitted, Rebecca Cnare & Bill Fruhling 3/17/09

