



**NOTICE OF PUBLIC HEARING**

The **ST. BOTOLPH AREA ARCHITECTURAL CONSERVATION DISTRICT COMMISSION** will hold a public hearing:

**DATE:** 1/18/2023  
**TIME:** 5:15 P.M.  
**ZOOM:** <https://zoom.us/j/93853734639>

**RECEIVED**  
By City Clerk at 10:40 am, Jan 04, 2023

Subjects of the hearing will be applications for Certificates of Design Approval on the agenda below, reviews of architectural violations, and such businesses as may come before the commission, in accordance with Chapter 772 of the Acts of 1975, as amended. Applications are available for review during business hours at the office of the Environment Department. Applicants or their representatives are required to attend, unless indicated otherwise below. Sign language interpreters are available upon request.

**ATTENTION:** This hearing will only be held virtually and NOT in person. You can participate in this hearing by going to: <https://zoom.us/j/93853734639> or calling 1 (929) 205-6099 and entering meeting id # 938 5373 4639. You can also submit written comments or questions to [StBotolphACDC@boston.gov](mailto:StBotolphACDC@boston.gov)

**I. DESIGN REVIEW**

**APP # 23.0523 SB 158, 162, 164, 166, 168, 172, 174, 177, 185 ST. BOTOLPH STREET**

Applicant: Mark Van Brocklin  
Proposed Work: Replace existing metal and glass door, transoms, and sidelights with new, remove and relocate mailboxes.

**II. RATIFICATION OF 11/16/2022 PUBLIC HEARING MINUTES**

**III. STAFF UPDATES**

**IV. PROJECTED ADJOURNMENT: 6:00PM**

**DATE POSTED:** 1/4/2022

**ST. BOTOLPH ARCHITECTURAL CONSERVATION DISTRICT COMMISSION**

*Member: S. Trowbridge, F.Elise, R. Henderson, D. Miller, Vacancy*

*Alternate: B. Leefman, Vacancy*

*Cc: Mayor/ City Council/ City Clerk/ Boston Planning and Development Authority/ Law Department/ Parks and Recreation/ Inspectional Services Department/ Boston Art Commission/ Neighborhood Services/ Owner(s)/ Applicants/ Abutters/ Civic Design Commission/ Commissioners/ Office of Persons with Disabilities/ Architectural Access Board/*