

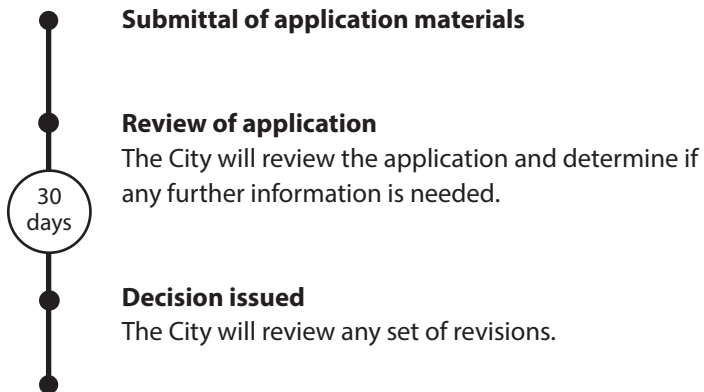
General information

A *Historic Landmark Designation* recognizes historic resources in Gresham and regulates these landmarks with the intent of protecting and preserving characteristics that make the landmark a visible link to the heritage of the community.

Code

Information about Historic and Cultural Landmarks can be found in **Section 5.0300** of the Gresham Community Development Code.

Timeline (1 month)



Application materials

- Non-refundable fee of **\$3,901**.
- A completed **development permit application**.
- A completed **narrative statement form** (attached).
- Five copies of a **site plan** showing location of existing and historic:
 - Structures
 - Utilities
 - Trees
 - Property lines
 - Driveway
 - Adjacent streets
- Current **photographs** of the structure that include:
 - All sides of structure
 - Any significant features
 - Labels with property name, address, date, and view
- **Notarized signature** of owner(s) **or** Notarized letter of authorization and notarized signature of representative.
- One copy of a **deed** or **title report** for all involved properties.

This page intentionally left blank.

A resource may be designated as a historic or cultural landmark if at least one of the following criteria is met:

- Possesses significance in the history of Gresham, Multnomah County, the State of Oregon, or the nation as evidenced by:
 - Association with people who hold historical or cultural significance.
 - Association with past events, trends, or values.
- Possesses architectural significance as evidenced by:
 - Embodiment of the distinctive characteristics of a type, period, or type of craftsmanship.
 - Development early in regard to local history.
 - Rarity of the resource type in the area.
 - Retention of the integrity of the original design.
- The resource is representative of the work of an individual who influenced the development of Gresham, the State of Oregon, or the nation.
- The resource has yielded (or may be likely to yield) information important in history.