



**Agenda**  
**Superior Historical Commission (SHC)**  
**Friday, December 19, 2025**  
**10:00 a.m.**  
**Superior Community Center**  
**1500 Coalton Road**

*The Council meeting will be held in person and online. Members of the public may [participate in the meeting via Zoom \(instructions\)](#) or [view the meeting on YouTube](#) (closed captioning available). The recording of the meeting will be made available on [YouTube](#) and at [SuperiorColorado.gov](http://SuperiorColorado.gov) after the meeting.*

1. Call Meeting to Order
2. Preliminary Matters
  - a. Roll Call
  - b. Approval of Agenda
  - c. Public Comment (limit 5 minutes/person)
3. Work Plan Check-in
  - a. Discussion Items
    - i. Finalize 2026 Work Plan
    - ii. Cemetery quarterly 2026 open days and hours
    - iii. Miner statue final design input
    - iv. Work session date for January
    - v. 2026 Annual Spring Program planning
    - vi. Purchase a campaign ribbon for the marine uniform (vote)
  - b. Upcoming Events
    - i. No January 3 open museums, 10 a.m. - 2 p.m.
4. General Updates, & Debriefing
  - a. Debriefing
    - i. December 6 open museum
    - ii. December 5 work session
5. Staff Updates
  - i. Hello Superior January 21 content deadline for Apr/May/June issue. Superior 130, Historic Walk and Cemetery will be featured. Spring Program will appear on calendar insert but not as a feature.
  - ii. Cemetery and museum signage
  - iii. Budget report and holiday lunch expense
6. Other:
  - i. Heritage Roundtable and ANFRM
  - ii. Donor(s), Lions Club, & recent donations
  - iii. Correspondence, completed/required

- iv. Collection management: Superior Storage items
- v. Marshall Fire Remembrance, all advisory group subcommittee, via CAPS
- vi. Marshall fire exhibit at Asti Museum and 5th Anniversary
- vii. RFI log and Mass Media list
- viii. Stroll and Scroll Walking Tour; review copy content
- ix. QR code signage and partnership with CAPS
- x. Volunteer update

7. Adjourn

Next meeting: Friday, January 16, 2026 at the Superior Community Center