



# CITY OF CONCORD

## REPORT TO MAYOR AND THE CITY COUNCIL

**FROM:** David Gill, Director, Parks and Recreation Department

**DATE:** October 29, 2015

**SUBJECT:** Perkins Chapel Recommend Repairs

### **Recommendation**

The Department recommends acceptance of this report.

### **Background**

The City of Concord Parks and Recreation Department plans to market the Perkins Chapel to increase both use and revenue. Before this can be fully implemented needed repairs and improvements are recommended.

### **Discussion**

The Recreation and Parks Advisory Committee have approved the concept of marketing and increasing the use of the Perkins Chapel located in Blossom Hill Cemetery. The Clara B. Perkins Memorial Chapel was donated to the City of Concord in 1904 in her memory by daughter Susan George Perkins. Susan George Perkins was a generous Concord philanthropist who was the sister of Commodore George Hamilton Perkins; his statue stands behind the New Hampshire State House. The intended use of the Chapel was for funeral services, and at one time was quite busy with this type of service; however the use gradually slowed as the chapel has fallen into disrepair.

Several renovations have occurred to the chapel over the years, with the latest occurring in 2009 with repairs being made to the slate roof. With the latest repairs completed, the Perkins Chapel was included in the National Register of Historic Places in 2010.

Before proceeding with the marketing plan, several repairs and improvements are recommended: add a portable handicap ramp (\$8,950), repairing plaster and painting the interior of the building (\$6,000), add outdoor lighting (\$4,000), and leveling the parking area and pathway to the main entrance by the Chapel. Staff will be investigating grants to help offset some/all of the cost of the repairs and additions. There are also funds available in the Chapel donation account to offset some minimal costs.

By accepting this report staff will update the City of Concord Capital Improvement Plan.