

History Council Agenda

Tuesday, January 3, 2023

Arts & Culture Center

6:00 PM – Meeting call to order

Old Business:

- Stamp Act Remembrance Day is getting a larger audience each year.
Need to contact reenactors i.e. 33rd Regiment of Foot to 'lock in' date.
Appearance prior to Camden Reenactment; change date to remember both Stamp Act Remembrance and Battle of Dills Bluff
- Status of June 10th Skirmish (battle) Historic Marker
- Re Historic Marker **10-90 COASTAL PATROL BASE #8 RIVERLAND DR. APPROXIMATELY ½ MILE WEST OF INTERSECTION WITH GRIMBALL ROAD, JAMES ISLAND.** Where is it? Marker listed as existing 11/21 but not on site today.

New Business:

- Additional members for History Council
- Need recording secretary of Council meetings
- New Web Page- place for Councils, specifically History Council, its members and mission

Begin planning for three History Council Events:

- **First Shot Day suggest Sunday April 16, 2023** – re-title **First and Last Shot Day** – incorporate First Shot of Civil War from Fort Johnson (4/12/1861) and 'last shot' of Civil War – Lincoln's assassination (4/14/1865).
- **Celebrate Juneteenth** - Actual day June 13th, 1865 in Galveston, Texas. , now a national day of remembrance. **Schedule for Sunday, June 11, 2023** at Pinckney Park.
Celebration should include Arts & Culture Center, McLeod Museum, Fisherman's, and Farmer's Lodge. Slave Dwelling Project, (Joe McGill), SC African American Commission; Gullah-Geechee Heritage Corridor, representative of Pinckney family
- **Stamp Act Remembrance Day** - Need to contact reenactors i.e., 33rd Regiment of Foot to 'lock in' Appearance prior to Battle of Camden Reenactment; change date to remember both Stamp Act Remembrance and Battle of Dills Bluff, **perhaps Sunday October 29, November 5 or 19.**
- Develop sites of Historic Markers e.g., (a)James Island Airport;
(b)site of first airborne reconnaissance (June 1862),
- Continue developing Historic Pathway – set meeting date January 12?

Adjournment

Next Meeting February 7, 2023