

From: [Kevin Kuchenbecker](#)
To: [Leah Blue-Jones](#)
Subject: Fw: Opposition of rezone of 735 Main Street to C-1
Date: Wednesday, November 13, 2024 12:32:03 PM

FYI ... For the file and record.

[Kevin Kuchenbecker](#)
Planning, Zoning and
Historic Preservation Officer
605-578-2082

From: Amber Vogt <jajavogt@gmail.com>
Sent: Wednesday, November 13, 2024 8:27 AM
To: Dave's Yahoo <dokruth2001@yahoo.com>; mrjohns@rrv.net <mrjohns@rrv.net>;
electblakejoseph@gmail.com <electblakejoseph@gmail.com>; sharon <ramnorahs@yahoo.com>;
CharlieS.Deadwood@gmail.com <CharlieS.Deadwood@gmail.com>; Kevin Kuchenbecker
<kevin@cityofdeadwood.com>
Subject: Opposition of rezone of 735 Main Street to C-1

To All City Commissioners:

First, thank you for your willingness to serve on a public board, I know first hand that this is not an easy task and I appreciate all sides of your decisions.

Second, I am writing this email from my personal viewpoint as a citizen of Lead, but an advocate for both of our communities, plus a parent with children in the Lead-Deadwood School District.

Third, I also sit as a school board member for the Lead-Deadwood School District which operates in both the Deadwood and Lead communities. I will not utilize this email for this purpose other than to state the School Board as whole submitted a letter in opposition to this proposal already.

Lastly, I have no opposition to the current gaming industry which is a very needed benefit to our communities as they provide jobs and an industry which allows us to exist, so I fully comprehend this industry as it stands today.

I do, however, have concern for the building located at 735 Main Street being rezoned from Public Use to C-1 Commercial, only for the fact that the C-1 district would allow gaming. I strongly oppose a gaming establishment in that structure. The parking alone will be a major change and this is already an issue in the town as a whole let alone the area in question. This is a major area for the school during pick up and drop off and the general public get very confused during these times and are not looking out for the safety of our students. The history of upper main street should stay intact and not allow any additional gaming establishments, can we not keep one area of the town to be user friendly to not gaming issues, such as open containers, lights flashing in windows, and all of the negative

impacts of gaming. Let's keep gaming on main street and stop moving further into upper main street. So many people have spent thousands of dollars to re-do the beautiful old homes in this area, and the establishment of another gaming facility takes away from the somewhat residential nature of this part of main street. Also, the fact that the Lead-Deadwood School District has been in this building for 100 years and it is a part of this community as well. Some may feel as if the school should not be located here and some feel as if we should close this building and remove ourselves from Deadwood. Has anyone on the board thought about the detriment this could have to the town of Deadwood, I do feel as if the City as a whole has slowly started to forget that we are a community first that allows gaming, but gaming is not the end all be all. Honestly, the industry supports most of the school projects; they donate to all of the activities they love seeing the kids participate with things, they support the school. So why would you not want to also support the parents; community members and school when they do ask that another establishment not be allowed in this area.

This alone should be enough to deny this change of zoning, especially since the alternative CE zoning district would allow many commercial endeavors that would fit within the confines of the building as well as the current parking allowed. Again, I am opposed to 735 Main Street rezoning to C-1, but would not be opposed to a CE designation.

Thank you for your time and for reading my email in its entirety. Much appreciated.

Amber Vogt

62 1st St, Lead SD 57754

Mother of students & advocate for our communities