

OKLAHOMA LANDMARKS INVENTORY NOMINATION

Oklahoma Historic Preservation Survey, Oklahoma State University, 502 Math-Science Bldg., Stillwater, OK 74078

SOURCE OF NOMINATION: Contract Survey

SIMS SCHOOL

LOCATION: Vicinity of Webbers Falls, Oklahoma 040, Muskogee County 101; SW 1/4, Sec. 4, T 11 N, R 20 E

CLASSIFICATION: building; public; public acquisition--N/A; occupied; unrestricted; present use--social welfare

OWNER: Sims Community, Rural Route, Webber Falls, OK 74470

LOCATION OF LEGAL DESCRIPTION: Muskogee County Courthouse, Muskogee, OK 74401

DESCRIPTION: good condition; altered; original site

The Sims School building is a single story, rectangular structure constructed of tooled but uncoursed native stone blocks. The mortar is beaded. The roof is hipped with an intersecting cross center gable that extends to cover a recessed front entryway of two single doors. A rear on the north end of the west wall is reached by steps lined by sidewalls. On the rear window openings extend to the eaves. Unfortunately those windows have been enclosed with cinder blocks and smaller, energy efficient windows installed. This alteration has compromised the integrity of the building.

SIGNIFICANCE: 1939; builder/architect: Okla. State Dept. of Education Pattern Book

The Sims school is another example of a structure that had a two fold purpose: to improve the quality of education in a rural and remote area and to provide jobs for unemployed and unskilled workers so that they could provide for their families and in so doing stimulate the depressed economy of the local business community. The Sims school did both. Architecturally it is notable for its cut but unrusted stone blocks and for its portrayal of WPA vernacular styles.

GEOGRAPHICAL DATA:

Acreage: one acre

Quadrangle: Holt Mountain
1:24,000/7.5 min.

UTM: Undetermined

VERBAL BOUNDARY DESCRIPTION: Go four miles west and three miles south of Webbers Falls, the school property being a 208 square foot tract in the southwest corner of Sec. 4, T 11 N, R 20 E.

PICTURE REFERENCE: none