

Maine Department of Agriculture, Conservation & Forestry
Addendum: Chapter 21 - Statewide Standards in Shoreland Areas
Forest Operations Notifications

Date: _____

Notification #: _____ **Town, TWP., or PLT.** _____ **County:** _____
Licensed Forester #: _____

I have read and understand Maine Forest Service Rule - Chapter 21, Statewide Standards for Timber Harvesting and Related Activities in Shoreland Areas. The information provided applies to the options for Standards for Timber Harvesting and Related Activities in Shoreland Areas (Sections 7 & 8) and/or Crossings of Water Bodies (Section 11).

Designated Agent Signature: _____ **Date** _____

Land Owner Signature: _____ **Date** _____

Chapter 21: Section 7, Shade and Tree Retention Standards (250-foot zone)

- Check option used: Option #1: 40% volume removal
 Option #2: 60 square foot basal area retention
 Option #3: Outcome Based (application required, submitted to **and approved by** Maine Forest Service)

Chapter 21: Section 8, Shade and Tree Retention Standards (75-foot zone)

- Check option used: Option #1: 40% volume removal
 Option #2: 60 square foot basal area retention
 Option #3: Outcome Based (application required, submitted to **and approved by** Maine Forest Service)

Chapter 21: Section 11, Crossings of Water Bodies

The following information must be attached to this Addendum form and provided to Maine Forest Service as required in Chapter 21 Rule, Section 11 for all water crossings:

- Check all that apply:** Permanent water crossing Temporary water crossing
- Map showing the location of all proposed **permanent** crossings.
 GPS location of all proposed **permanent** crossings.
 For any temporary or permanent crossing that requires a permit, attach a copy of the approved permit(s).

Required statement must be signed by the responsible party: All temporary and permanent crossings will be constructed, maintained and closed out in accordance with the requirements of Chapter 21 rules.

Responsible Party Signature: _____ **Date:** _____