

Maine Climate Council

Natural and Working Lands: 30% Land Subgroup Meeting

Tuesday, January 23; 9:00 am – 12:00 pm

Marquardt Building Room 118*, First Floor, Blossom Lane, Augusta

For Zoom attendees, register in advance here:

<https://us02web.zoom.us/meeting/register/tZMocu2sqzMqHd0ngSSzE-NiEfvS8GHWsuKd>

Desired Outcomes: By the end of this meeting, we will have:

- Learn about the results of the LAPAC study to be released soon.
- Understand the perspectives and priorities of several organizations working on land conservation and forestry in Maine
- Establish sub-committees in preparation for the February 27 meeting
- Provide an opportunity for public input

**LOCATION NOTE: Marquardt is a large brick building adjacent to Deering (where many of you have met previously). It is home to DMR and other offices. You'll need to enter by a side door opposite the Deering building. Look for signs for the meeting.*

Agenda

What	When
Welcome –Andy, Adam <ul style="list-style-type: none">• Review the agenda• Quick recap of 1/10 meeting• Revisit the definition of ‘conserved lands,’ and account for lands outside that definition.	9:00–9:20
Presentation/Discussion – Results from the Land Acquisition Priorities Advisory Commission (LAPAC) analysis and report (Kristen Puryear, MNAP)	9:20–9:45
Panel Discussion –Forest and Wetland Conservation <ul style="list-style-type: none">• We’ll hear from several groups working on forestry and land conservation in Maine	9:45–10:30
BREAK	10:30-10:40
Panel Discussion (con’t) – Forest and Wetland Conservation	10:40-11:00
Q&A/Discussion – <ul style="list-style-type: none">• What are key areas of convergence among groups in terms of priorities and challenges?• What lessons can we draw on for a statewide vision?	11:00–11:30
Public Comment	11:30–11:40
Possible sub-committee meetings between now and Feb 27 <ul style="list-style-type: none">• Conservation priorities (habitat types, geographic considerations, equity considerations)• Systems/funding/capacity• Farmland Public Comment	11:40–12:00