Auburn Conservation Commission

June 15, 2021 Commissioners Present: Sam Boss, Jane Costlow, Amy Dieterich Commissioners Absent: Adam Platz (excused), Rhyanna LaRose Guests: Dave Griswold (Community Forest Board Chair)

Members gathered shortly after 7:00. Because there was not a quorum, those present held an informal discussion of the following issues, with no action taken:

- Sam's letter of response to City staff regarding the Conservation Commission's input on proposed Form Based Code language.
- Issues surrounding the brown-tail moth in Auburn; what role the Commission might play in educating/informing the public; how to encourage the public to access information already available through various Maine state agencies.
- Possible themes/foci for next year: public awareness on invasive species; invasive species and their control in city parks and Mount Apatite; how to partner with other local conservation organizations, and tap into existing expertise at the state and local level; potential for working with local schools.
- How to define and delimit the Commission's goals and purpose within the Auburn community. Sam suggested we might see the Commission as a "mobilization group" that can convene discussions, since we're not experts ourselves. There was also discussion of the question of just how much we can realistically ask of members, given limited human resources.

Dave reported briefly on Forest Board work: more seedlings were received after Arbor Week, and about 30 trees planted (Black Walnut and Sugar Maples) in the nursery.

Amy noted the need to decide how and where meetings will continue, given that there is no longer a state of emergency (which had led to remote/zoom meetings). Guidance from City Staff should be requested.

Sam informed the commissioners that Ian Campbell is not a commissioner (it turns out he never took the oath), and Michelle Melaragno has resigned.

The meeting adjourned at 7:51

The next meeting will be held August 17, with place TBA.

Submitted by Jane Costlow, Secretary