Foster Land Trust Agenda

April 2, 2024 7:30 PM

Ben Eddy Building, 6 So. Killingly Rd, Foster, RI

The public is welcome to any meeting of the Foster Land Trust. If communication assistance (readers/interpreters/captions) or any other accommodation is needed to ensure equal participation, please contact the Town Clerk's Office (392-9200) at least two (2) business days prior to the meeting.

- 1) 7:00 PM Open Meeting: Call to order /roll call
- 2) Minutes, March 5: discussions/actions
- 3) Public Comments
- 4) Correspondence: discussions/actions
- 5) Public relations: discussions/actions
 - Recreation Committee collaboration
 - Libraries of Foster collaboration
 - RI Tourism, Troll structures
- 6) New Business: discussions/actions
 - Town Charter: Land Trust Act review
 - Charter Changes to consider
- 7) Old Business: discussions/actions
 - Work in progress: properties data and street numbers
 - Safety Guidelines for field work on FLT properties: trustees and volunteers
- 8) Stewardship all properties: discussions/actions
 - Updates on work done and to be done
- 9) Reports: discussions/actions
 - Financial:
 - Reimbursements
 - > Treasurer liaison report
 - Capital and Operational budgets f/y_24/25
 - Grants:
 - ➤ 2021 RIDEM Recreational Trails Grant update and progress report; work still needed: kiosks, signage, HA bench
 - Liaison Reports:
 - Planning Board
 - Conservation Commission
- 10) Professional Development: discussions/actions
 - Land and Water Conservation Summit, March 9, report
- 11) Future Agenda Items: discussions/actions
- **12) Next meeting date:** May 7 is Town Financial Meeting: *discussions/actions*
- 13) Call for Executive Session. Close public meeting.
- 14) Executive Session: discussions/actions re:
 - § 42-46-5(a)(5): acquisition of real property for public purposes: P13, L46
 - § 42-46-5 (a)(2) dam #526 maintenance/necessary repairs/litigation
- 15) Adjourn Executive Session
- 16) Reopen public meeting
 - Announcement of Executive Session votes, if any
- 17) Adjourn public meeting