



## East Greenwich Municipal Land Trust

**Tuesday, July 11, 2023 at 6:30 PM**

**IN-PERSON MEETING ONLY**

**Public Works Bldg., 111 Peirce Street, East Greenwich RI 02818**

Individuals requesting services for the hearing impaired must notify the Town Clerk's office at (401) 886-8604 via RI Relay #711 (800-745-5555 TTY) or in writing, at least seventy-two (72) hours in advance of the hearing date.

**Any matter listed on this agenda is subject to a decision or vote.**

### **Municipal Land Trust Agenda**

1. Call to order & roll call
2. Minutes from prior meeting(s)
3. Focal Properties—updates on active issues/projects
  - a. Briggs-Boesch Farm: updates on lease negotiations and property management ideas
  - b. Bleachery Woods: DPW/DEM remediation status; Tucker Endecott's kiosk
  - c. Hunt River Preserve: RIE project updates + accommodations, trail routing
  - d. Tanner-Clark Preserve: trail development project plan
  - e. "Pine property" (Lister Farm; Mawney Hawkins): trail development project plan
4. Other Properties—new issues/concerns?
5. Signage project updates
6. Financials—impact fees, Boesch Farm cash flow, debt balance and amortization status, grants, donations, fundraising initiatives, etc.
7. Legal
  - a. Land Trust structure:
    - i. Discussions with other RI land trusts
    - ii. reading of proposed revision of Town Code Chapter 143
  - b. Property protection status (documentation, review, priorities)
  - c. Ordinances: impact fees, land conservation
8. Strategic Planning
  - a. Deron Murphy of Historic Cemetery Commission: potential board merger
  - b. EGLT Roadmap: priorities for 2023 and beyond
  - c. Meeting with Town Council
9. Public Outreach & Engagement
  - a. Board recruitment: status of Planning Board designee
  - b. Social media plans

10. Other Land Trust Matters – topics to discuss at a future date
  - a. Upcoming meetings: Aug 8, Sep 12, Oct 10
11. Adjourn

**DATE OF POSTING: July 06, 2023 posted on the Secretary of State Website, Public Works/Planning Department board.**