

City of Blaine Anoka County, Minnesota

Blaine City Hall
10801 Town Sq Dr NE
Blaine, MN 55449



Meeting Agenda

Tuesday, September 20, 2016

7:20 PM

Council Chambers

Nat'l Resources Conservation Board

The Natural Resource Conservation Board is an advisory body to the City Council. The Board is charged with recommending acquisition of lands for open space and developing a Natural Resource Plan which includes environmental policy and guidelines for the maintenance and preservation of Blaine's existing and future opens spaces and trail corridors. One of the Board's functions is to hold public meetings and make recommendations to the City Council. For each item, the Board will receive reports prepared by City staff, provide the opportunity for public response, conduct Board discussions and make recommendations. The City Council, however, makes all final decisions on these matters.

THE NATURAL RESOURCES CONSERVATION BOARD WILL MEET AT THE EAST LAKE PARK PARKING LOT AT 6:30PM FOR A SHORT TOUR OF THE ADJOINING WETLAND, PART OF THE BLAINE WETLAND SANCTUARY PROJECT. THEY WILL THEN MOVE TO CITY HALL FOR THEIR REGULARLY SCHEDULED MEETING, BEGINNING ABOUT 7:20PM IN THE COUNCIL CHAMBERS.

1. **Call To Order**

2. **Roll Call**

3. **Approval of Minutes**

Approve minutes of the August 18, 2016 meeting

4. **Approval of Agenda**

5. **Open Forum for Citizen Input**

Open Forum allows an opportunity for Citizens to address the Board with their park concerns, which are not included on this agenda. Please raise your hand to be recognized by the Chairperson. Step up to the microphone on the left side of the chambers and announce your name and address before you present your comments.

6. **New Business**

6.a **Presentation on Blaine Wetland Projects by Jason Husveth, Critical Connections Ecological Services, Inc.**

6.b **Follow Up on Letter to City Council, RE: Park Dedication Fees and Open Space Fund**

6.c **Further Discussion on Blaine Wetland Sanctuary Sign**

Chair McKinley

7. **Other Business**

Adjournment