

2023 Watershed Roundtable Agenda
November 17, 2023
Deering Building, 90 Blossom Lane, Augusta

8:30 – 9:00 Networking and Breakfast Snacks

9:00 – 9:15 Welcome and Introductions

9:15 – 10:15 Climate Resiliency in Maine Watersheds

- Bringing it Home: Climate Predictions and Resiliency Planning in Maine – Nathan Robbins, DEP
- Climate Resiliency Funding and Watershed Projects: Using Community Action Grant Funds for Strategic Watershed Planning – Theresa Galvin, Town of Falmouth (*tentative*)
- Accepting the Rise of the Sea: Road Removal Project for Spurwink Marsh Restoration – Maureen O'Meara, Town of Cape Elizabeth

10:15 – 10:45 Penobscot Nation Water Quality Data Collection: Utilizing Apps & QR Codes
– Angie Reed, Penobscot Indian Nation

10:45 -11:00 BREAK

11:00 – 11:45 Making a Difference One Stream Crossing at a Time

- 'Success'fully Improving Stream Connectivity in Success, NH, Northern NH and Western ME – Jeff Stern, Androscoggin River Watershed Council
- It Can Be Done! Improving a Private Road Stream Crossing Using 319 Funds and Persistence – Heather Hunt, CCSWCD

11:45- 12:15 Unraveling In-Stream Habitat Impacts from Yesteryear
– Steve Koenig, Project SHARE

12:15 – 1:15 Potluck Lunch

1:15 – 2:15 Full Group Roundtable - A Sharing of Minds

Come prepared to share information about projects, events, publications, and initiatives.

2:15 – 2:30 BREAK

2:30 – 3:20 Lightning Round Talks

- The Plot Thins: Agricultural Erosion in Aroostook County – Kirsten Thompson, DEP
- 100 Resilient Yards: Protecting the Health of our Community and Environment – Fred Dillion, City of South Portland and Amren Frechette, CCSWCD
- Nature-Based Solutions for Bank Stabilization and Stream Restoration – John Field, Field Geology
- Mapping Out Eelgrass and Water Quality Connections – Cheyenne Adams, DEP
- Working with Landowners and Contractors for Reduced Winter Salt Use: Using the SWiM Program in the Long Creek Watershed – Pete Carney, Long Creek Watershed Management District

3:20 – 3 :30 Final Remarks and Wrap Up