

Agenda
Meeting of the Forest County
Land Conservation-Land Information/GIS – UWEX Committee
Thursday, September 17, 2020
ROOM 107- COUNTY BOARD ROOM, 3:00 PM

1. Call to Order
2. Roll Call
3. Approval of the Agenda
4. Public Comment on Agenda Items
5. Approval of the Last Minutes- Land Conservation-Land Information/ GIS/ UWEX Committee
6. UW Extension Update
 - 2021 UW- Madison Extension Contract
 - Community Coalition AmeriCorps Host Site Supervisor
 - Educator Reports
7. Land Conservation Program
 - Tri County Aquatic Program, Tracy Beckman, Lumberjack Resource Council
 - 2021 Budget
 - Local Cost Share Program
8. Land Information Program
 - 2021 Budget
9. Discussion on Other Issues as Identified by Committee Members - Future agenda items
10. Next Meeting Date
11. Adjourn

This meeting will be made accessible to the public by Go-To Meeting. Please find below the instructions to join the meeting in listen only mode via computer, tablet, smartphone, or by telephone. If you are unable to use any of these venues, please contact the please contact the County Clerk at (715) 478-2422 to make provisions to hear the meeting.

Please join my meeting from your computer, tablet or smartphone.

<https://global.gotomeeting.com/join/572903677>

You can also dial in using your phone.

United States: [+1 \(224\) 501-3412](tel:+12245013412)

Access Code: 572-903-677

Join from a video-conferencing room or system.

Dial in or type: 67.217.95.2 or inroomlink.goto.com

Meeting ID: 572 903 677

Or dial directly: 572903677@67.217.95.2 or 67.217.95.2##572903677

Notice was e-mailed to the media (Forest Republican) on Monday, September 14, 2020. Notice was posted to the public at the east/west entrances of the Forest County Courthouse and to the web at www.co.forest.wi.gov on Monday, September 14, 2020, posted by: Sandy Beauchaine, Forest County Zoning, Administrative Assistant.

Every effort will be made to reasonably accommodate persons with special needs. Please contact this office at 715-478-2422 to address your concerns.