TOWN OF FRANKLIN

AGRICULTURE AND CONSERVATION COMMISSION FRANKLIN TOWN HALL 7 MEETINGHOUSE HILL RD. FRANKLIN, CT 06254

MEETING MINUTES Thursday, October 19, 2023, 7:30 PM

Call to Order: Chairman Mike Miner called meeting to order at 7:30PM

Members Present: Mike Miner, Craig Staebner, Roland Mihok, Gail Miller.

Alternate Member Present: Mackenzie Beckwith. Guests present: Irene Mihok.

<u>Approval of Minutes</u>: Craig Staebner moved to make a MOTION to approve minutes of April 20, 2023. Gail Miller seconded. Motion Passed Unanimously.

Old Business:

Social Media Update: Looking for Fall & Halloween themed picture submissions this month. Submissions can be emailed to mackenziebeckwith@gmail.com.

Facebook page name: "Franklin Agriculture and Conservation"

Instagram page name: "FranklinCTAgCon"

<u>New Business</u>: Craig Staebner moved to make a MOTION to approve Agriculture and Conservation Commission Ordinance as amended; omit highlighted sentence "No member of the Commission may simultaneously serve as a member of the Planning and Zoning Commission, Inland Wetlands Commission, or Zoning Board of Appeals." Gail Miller seconded. Motion Passed Unanimously.

Ordinance with amendments shall be forwarded to Board of Selectman for review.

AgCon Budget Discussion: Current copy of AgCon budget to be provided at next meeting. Commission members discussed spending funds for areas of interest such as advertising & signs, events, scholarships, and farmer's market.

Question: Can unused money from AgCon assigned budget be accumulated and rolled-over into Open Space Fund and can such funds then be used by AgCon?

Question: When property is sold in town & land is set aside for conservation/or payment is made to the town for conservation, where does the money go? How is the land managed?

Next Meeting: November 16th 7:30PM at Town Hall.

Adjournment: Craig Staebner moved to make a MOTION to adjourn at 8:33PM. Chairman Miner seconded. Motion Passed Unanimously.

Respectfully submitted, Mike Miner & Sherry Pollard