

SHP TRAIL MANAGEMENT COMMITTEE AGENDA COMMITTEE WORKSHOP June 16th, 2021 6:00 P.M.

Hutton Room, Stratham Municipal Center 10 Bunker Hill Avenue- Stratham, NH 03885

This meeting of the SHP Trail Management Committee will be held in the Hutton Room of the Stratham Municipal Center

The public may access this meeting at the date and time above using this conference call information. Please dial the conference number (877) 205 7349 and input 2254 when prompted for a user pin/code.

COVID Public Meeting Notice

This meeting is scheduled to be held "in person" at the Stratham Municipal Center. In accordance with this notice, if the Chair makes a determination to hold this meeting remotely notice will be published by 3:30 p.m. on the day of the meeting.

Per NH RSA 91-A:2 III (b) the Chair has declared COVID-19 Outbreak an emergency and has waived the requirement that a quorum be physically present at the meeting pursuant to the Governor's Executive Order 2020-04, Section 8, as extended by Executive Order 2020-20, and Emergency Order #12, Section 3. Members will be participating remotely and will identify their location and any person present with them at that location. All votes will be by roll call.

If at any time during the meeting you have difficulty hearing the proceedings, please e-mail shickey@strathamnh.gov.

To access materials related to this meeting, please see this link: https://www.strathamnh.gov/parks-recreation/stratham-hill-park-trail-management-advisory-committee

- I. Call to Order
- II. Roll Call
- III. Adoption of Minutes from May 24th, 2021 meeting
- IV. Review of Committee Purpose
 - A. Review of Committee Charge
 - B. Review of Key Aspects of Trail Report
 - C. Review of Park/Trail Rules, Covenants, Easements, etc.
- V. Discussion of Format and Content of Interim Report to Select Board
- VI. Plan for Community Engagement and Public Forum
 - A. Date
 - B. Structure/Format

- C. Notice RequirementsD. Presentation of Information and Timing of Same
- VII. Miscellaneous
- VIII. Adjournment