TOWN OF BRANFORD PARKS AND OPEN SPACE AUTHORITY

MEETING AGENDA JULY 6, 2022 @ 6:00 PM OUTDOOR MEETING – SUPPLY PONDS MEADOW PARKING AREA

or

Branford Community House in case of bad weather

WARDENS REPORT: Don Kacenski

- General report
- Police Radio request DONE!
- Kiosk repairs P.O. Issued

SUPPLY PONDS:

-Pine Gutter Brook

- P.O.'s issued for Sed Pond excavation, regrade of Green & Yellow Trails, remove tree at Scott's Bench.
- Bridge replacement Budget approved. Contractors set. Need to check w/ Engineering & Building Department. Est. time for Pole delivery 12–16 weeks after order received (Oct/Nov).

Erosion Control- Met w/ Witkowski, IWC, & Matt Davison, Certified Professional in Erosion & Sediment Control". Matt will review study, walk the brook, & provide initial report GRATIS!

- Supply Pond Meadow – Cut fallen trees & clear around perimeter. Will meet with DEEP forester regarding potential rehab of meadow.

- Peninsula Kiosk – Done

- Pond treatment. DEEP finally issued permit with requirement a study by done after the first treatment to ensure no impact on Alewives population. P.O. to conduct study for \$500 has been issued. First treatment to be done within the next 2 weeks.

- Requested estimate to touch up parking lot lines in Supply Ponds.

QUEACH PROPERTY:

- No report

PISGAH BROOK & SALTONSTALL MTN.:

- Boulder placement and trail regrade past DeLeo field to start very soon. (ha)

BEACON HILL:

- Update on Goat Lady?

QUARRY:

- No report

TRAIL MAINTENANCE:

- Trail boardwalk construction:

- Discussions with Land Trust to help construct boardwalks on Blue Trail in upper Queach and on Green Trail off Hilltop Rd. POA supplies material, BLT provides labor. Exploring using fiberglass grating instead of wood.

OTHER/NEW BUSINESS:

- Branford Trail status– Judy miller to review trail submission with Board of Selectman 7/6/22.
- Parks & Open Space Facebook page Status update.
- Brushy Plain RWA Property No Report

NEXT MEETING:

Wednesday, August 3, 2022 at 6:00 pm. Ka

Kaczynski property – Helen Road