

Agenda: Introducing Green Infrastructure for Coastal Resilience

Hyannis Golf Course, 1800 Iyannough Road, Hyannis, MA

Tuesday, March 28, 2017 from 9:00 AM to 4:00 PM

“Green Infrastructure” incorporates the natural environment and constructed systems that mimic natural processes in an integrated network that benefits nature and people. A green infrastructure approach to community planning helps diverse community members come together to balance environmental and economic goals.

Session Objectives:

- Recognize green infrastructure terms and concepts that contribute to community resilience
- Understand the ecological, economic, and societal benefits of green infrastructure
- Understand the wide variety of contexts and scales of green infrastructure approaches
- Identify existing planning processes suitable for integrating green infrastructure, stakeholder engagement techniques, and potential funding opportunities
- Identify local green infrastructure activities and experts with additional information

8:30 a.m.	Participant Check-In
9:00	Welcome and Workshop Goals and Objectives (Waquoit Bay NERR and NOAA)
9:20	Section 1: Green Infrastructure Concepts and Principles (NOAA)
9:55	Section 2: The Practice of Green Infrastructure (NOAA)
10:25	Break
10:35	Local Landscape Conservation (Tom O’Shea, Trustees of Reservations)
11:05	Section 2: The Practice of Green Infrastructure – <i>continued (activity)</i> (NOAA)
11:30	Lunch
12:15	Section 2: The Practice of Green Infrastructure – <i>continued (activity debrief)</i> (NOAA)
12:30	Local Community/Site Scale Green Infrastructure (Seth Wilkinson, Wilkinson Ecological Design, Inc.)
1:00	Local Shoreline Protection (John Ramsey, Applied Coastal Research and Engineering, Inc. and Lindsay Counsell, Three Bays Preservation, Inc.)
1:30	Section 3: Implementing Green Infrastructure (NOAA)
2:05	Break
2:15	Local Plans, Regulations, or Policies Supporting Green Infrastructure (Chris Miller, Town of Brewster)
2:45	Group Discussion on Challenges and Solutions (NOAA)
4:00	Wrap-up