

## 2020 Hampton Street • Room 3063A Columbia, SC 29204 (803) 576-2080 Meeting Agenda September 18, 2023 3:30–5:00pm In Person – 4<sup>th</sup> Floor Conference Room

1.	Call to Order		
2.	Approval of Agenda	John Grego	3:30
3.	Approval of August Minutes	John Grego	3:35
4.	Report of the Chair	John Grego	3:40
	<ul> <li>Land Development Code – update</li> </ul>		
	Griffins Creek Mitigation Bank - update		
	<ul> <li>Congaree Biosphere Region – update</li> </ul>		
	<ul> <li>Advocacy – update</li> </ul>		
5.	Report from Community Planning & Development	Aric Jensen	3:50
	<ul> <li>Land Development Code–Remapping Restart – update</li> </ul>		
	<ul> <li>Columbia Rowing Club Operating Agreement – update</li> </ul>		
6.	Treasurer's Report	Robert Squirewell	4:00
	<ul> <li>FY23–24 General Budget – update</li> </ul>		
7.	Historic Preservation Committee (HPC) Report	Khali Gallman	4:05
	<ul> <li>Heritage Tourism Marketing Plan – update</li> </ul>		
	<ul> <li>Historic Preservation Plan – update</li> </ul>		
	• St. Peters Baptist Church Cemetery (8909 Wilson Blvd) – update		
	<ul> <li>Cemetery Protection Ordinance – update</li> </ul>		
8.	Natural Resources Committee (NRC) Report	Charles Weber	4:15
	• Ag + Art Tour - action item		
	<ul> <li>Lake Elizabeth Conservation Easement - update</li> </ul>		
	<ul> <li>Scout Motors – update</li> </ul>		
	<ul> <li>Potential Property Purchase – update</li> </ul>		
	<ul> <li>Mill Creek Bridge – update</li> </ul>		
	<ul> <li>Bates Old River – update</li> </ul>		
	<ul> <li>Mitigation Bank Credits – update</li> </ul>		
	<ul> <li>Forestry Stewardship Plan – update</li> </ul>		
9.	Conservation Program Analyst's Report	John McKenzie	4:30
	<ul> <li>Benedict College Grant – update</li> </ul>		
	• FY23–24 RCCC Grants – update		
	• Events – update		
10.	Conservation Manager's Report	Quinton Epps	4:40
	<ul> <li>Staff vacancies – update</li> </ul>		
	New Business	John Grego	4:50
	Public Input	John Grego	4:55
13.	Adjournment	John Grego	5:00

Next meeting: October 16, 2023 at 3:30 to 5:00 pm – 4th Floor Conference Room