

*****ACTIONS*****
INLAND WETLANDS AND WATERCOURSES COMMISSION
SPECIAL MEETING
WEDNESDAY JUNE 3, 2020

CALL TO ORDER: Chairman Morando called the meeting to order at 7:011 p.m. via zoom (<https://us02web.zoom.us/j/83081108458>)

Present: Commissioners Lou Morando, Marlene Towers, Ruth Jefferis, Adam Schibley, Richard Williams, Kevin Washington and Paul St. Amand. A quorum was established. Also present were Environmental Planner Emily Perko.

Absent: Commissioner Steven Fraysier

Public Communications: None

Minutes: Commissioner St. Amand made a **motion to approve the minutes as corrected for the May 4, 2020 meeting.** Commissioner Towers seconded the motion.

Vote 6-0-1.

New Business:

Commissioner Schibley made a motion to **accept application 20-114_175 West Street –Jamaal Providence – 55 ft. retaining wall within the upland review area and delegate to the agent.** Commissioner Towers seconded the motion.

Vote 7-0-0

Old Business:

Commissioner Schibley made a motion to **approve the application 20-113_72 Windbrook Drive – AFS Consulting LLC – Create trench for drainage improvements with standard conditions.** Commissioner Towers seconded the motion.

Vote 7-0-0

Commissioner St. Amand made a motion to **approve the application 20-112_73 Alden Road – [REDACTED] – Shed on gravel base with curtain drain with standard conditions.** Commissioner Jefferis seconded the motion.

Vote 6-0-1

Public Hearing:

Proposed amendment to the Windsor Inland Wetlands and Watercourses Regulations:

Commissioner Schibley made a motion that the **proposed amendments being considered at the public hearing be altered by deleting section 20 of the regulations and renumbering the sections the follow accordingly.** Commissioner Jefferis seconded.

Vote 7-0-0

Commissioner Schibley made a motion to **approve the amendments proposed to the regulations.** Commissioner St. Amand seconded the motion.

Vote 7-0-0

Commissioner Schibley made the motion to adjourn at 7:54 PM.
Commissioner St. Amand seconded the motion.

Vote: 7-0-0