

City of Biddeford
Climate Change task Force
February 27, 2023 6:00 PM City Council Chambers & Zoom
<https://biddeford.zoom.us/j/93386677409?pwd=VFQ4QzdpWkZoNmIga1pIdDdxMWpXUT09>
Webinar ID 933 8667 7409 Passcode 700560

Status: Climate Change Task Force-Monday, February 27th at 6:00 PM -City Council Chambers & Zoom

- 1. Member Attendance**
- 2. Welcome Guests-No guest scheduled**
- 3. Approve Minutes**
 - 3.1. Approve Meeting Minutes from 1-17-23 & 2-13-23
[DRAFT 1-17-2023 BCTF Meeting Minutes.pdf](#)
[DRAFT 2-13-2023 BCTF Meeting Minutes.pdf](#)
- 4. Additions & Amendments**
- 5. Old Business**
 - 5.1. Report-out; Community Outreach Subcommittee (Team: Tim, Beverly, Max)
Updates from Outreach subcommittee (Tim, OSC members)
 - 5.2. 2023 Scheduled SMPDC/ICLEI/Cohort Activities and Events Calendar
Completed
 - * Feb 16 at 8am: Chamber of Commerce presentation (Meaghan & Brad to discuss)
 - * Feb 21 at 6pm: Zoom meeting with Carol Morris, Zoe Miller and Karina Graeter.Attended by Brad, Meaghan & Steve (member discussion)
Scheduled
 - * March 2 at 10am: meeting to discuss Earth Day * event with Heart of Biddeford and Saco Valley Land Trust at Biddeford Public Library (Brad)Note: Earth Day is April 22, Saturday
 - * Mid-March (TBD): Project Team meeting with SMPDC and ICLEI-Discussion of draft vulnerability analysis and draft strategy matrix provided by SMPDC.
 - * Beginning of April (TBD): Cohort-wide meeting held by SMPDC (Zoom)
 - 5.3. ICLEI Race to Zero*
 - *Next Steps-One High Impact Action to be taken in 2023 (team discussion continued from Jan 17th meeting)
 - * Note: time to be allotted for this agenda item to ensure that there is adequate time for discussion.
 - 5.4. Photo Voice Event at Engine
 - * Planned for mid-April 2023 at Engine, status update (Brad)
 - * Meditation session suggested by Sarah Lafortune, Engine Acting Director (Steve to discuss)

- 5.5. Vision Statement/Strategy Plan
Status & Discussion
- 5.6. Draft Comp Plan
Status update if any (Brad)
- 6. **New Business**
- 7. **Adjourn**