

A photograph of a forest in autumn. The ground is covered in fallen yellow and orange leaves. Many trees have thin, grey trunks. In the lower right foreground, a young child with short blonde hair, wearing a dark jacket with a white pattern, is seen from behind, looking towards the forest. A semi-transparent white circle is overlaid on the right side of the image, containing text.

Recommended
2018 Falmouth
Open Space Plan:
*Honoring Our Legacy,
Now and for Our Future*

Town Council Presentation
October 10, 2018

Overview of the Plan

- Update of 2006 *Greening of Falmouth* Plan
- Guide for Town's open space efforts over next 10+ years
- Incorporated community outreach efforts
- Included 6 goals and 32 action items
- Focused on conservation

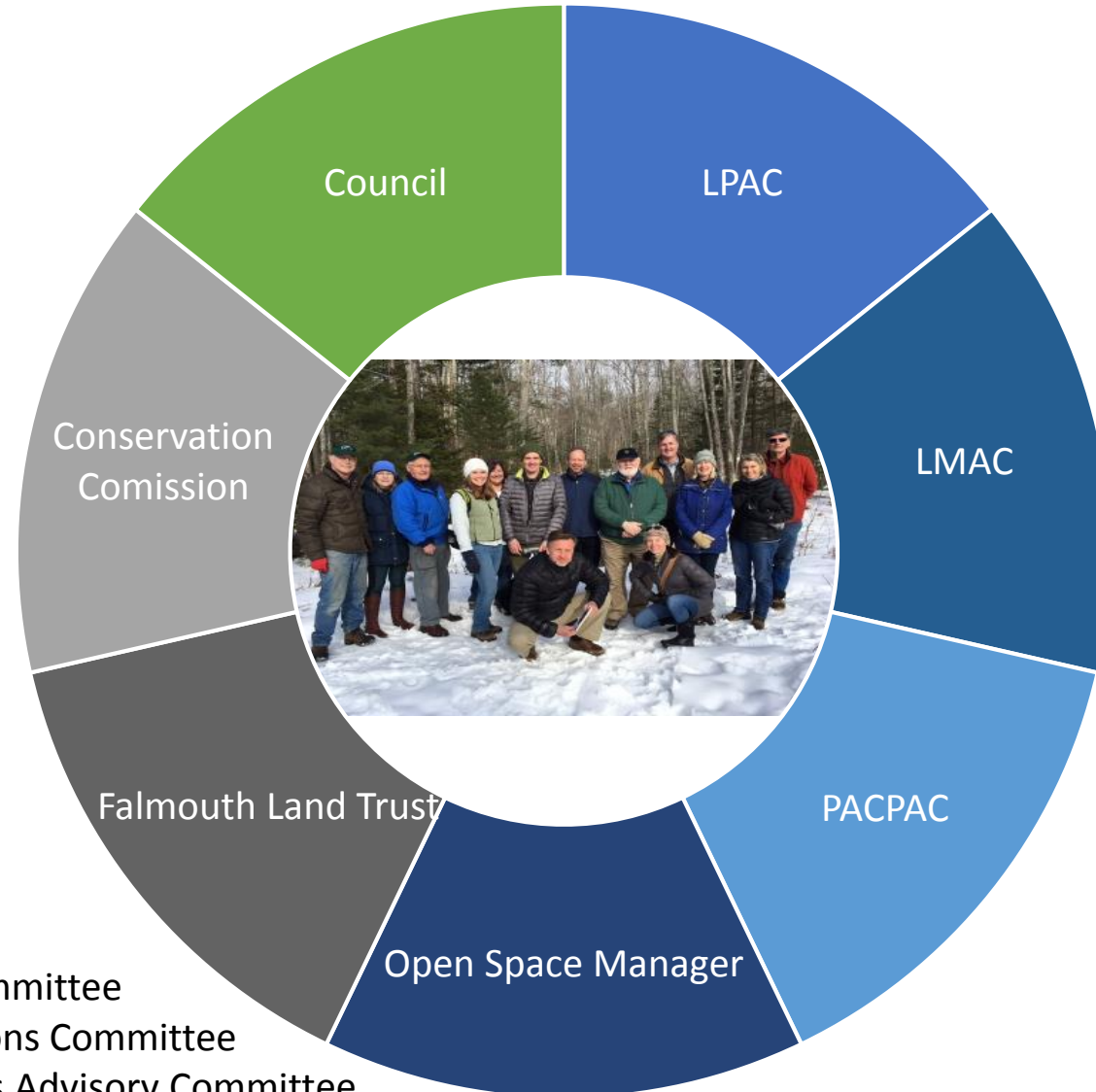




How plan was developed

- LPAC+ held 29 meetings
- Open space site visits around Falmouth
- Analysis of Town data and maps
- Evaluation of recent accomplishments
- Fall 2017 - On-line, town-wide open space survey (458 responses)
- June 2018 - On-line, town-wide feedback survey (32 responses) & Open Space Forum

LPAC + involved multiple interests



LPAC: Long Range Planning Advisory Committee

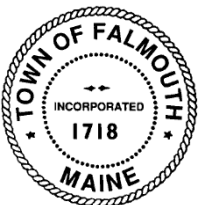
LMAC: Land Management and Acquisitions Committee

PACPAC: Parks and Community Programs Advisory Committee



6 Goals of the Plan

Protect	Protect our Natural Resources and Open Spaces
Provide	Provide a Range of Open Spaces and Experiences for a Diverse Population
Ensure	Ensure that Protected Open Spaces are Available throughout the Entire Town
Utilize	Utilize Open Space Acquisition as a Land Use Growth Management Tool
Ensure	Ensure the Utility and Longevity of Open Spaces Through Good Management
Educate	Educate the Public about the Presence, Functions, and Values of Open Space





Key Messages of the Plan

- Forward looking, building on accomplishments from the past
- Essential to maintain a balance between managed growth and strategic preservation and management of open space
- All types of open spaces are important to the well-being of the community

