



Town of Casco
Open Space Commission Meeting Agenda
Tuesday, August 17, 2026, 6:00 PM
Casco Community Center



1. Review and approval of the meeting agenda
2. Review and Approval of the Notes from 6-15-26 & 7-20-26
3. First 5 Minutes
 - a. Casco Village Community Workshop → September 15th
 - b. See Flyer
4. Maine Farmland Trust & Hancock Family Farm → October 6th at Select Board Meeting
5. Casco Days → Recap
6. Photo Contest – Wrapping up.
7. Budget Planning
 - a. Berry Property
 - b. COSP Implementation
 - i. COSP → Printed Copies
 - ii. Matrix to Review
8. Brimar Rattlesnake Trail Work with **Loon Echo**
9. Grant Work Updates → due June 2027
 - a. Maine Trails Program & Allison Griffin
 - i. Hancock Lumber & Smith Brook Bridge
 - b. Community Action Grant (with CEBE)
 - i. First Meeting August 31 Community Center
10. Open Space Engagement
 - a. What's next?
11. CALENDAR VIEW – PLANNING
 - a. Engagement Events
 - i. Village District Workshop – September 15
 - ii. Corn Hole Community Event – September 26
 - iii. Woodland Owners Appreciation Day – Camp Skylemar – September 19
 - b. Next Open Space Meeting:
 - i. Monday, September 21
12. Comments from the Commissioners
13. Public Participation for non-Agenda items
14. Adjournment

Zoning Rewrite for the Casco Village District

Item 3.#

Preserving the Future of Casco Village

Here's another opportunity to get involved!

Whether you live in Casco Village or elsewhere in town, the Town of Casco invites community members to participate in the next workshop focused on the future of Casco Village.

This workshop will introduce and discuss potential zoning concepts, development patterns, and regulatory approaches for Casco Village based on community input and feedback received during the May 2026 workshop.



SAVE THE DATE!

**Casco Village
Workshop #2**

September 15th

**5:30 pm at the Casco
Community Center**



For more information on the project
and ways to get involved, please visit:
<https://tinyurl.com/Casco-Village-Project>
or take a picture of the QR code!

