

The regular meeting of the Tree Board of the City of Seward, Nebraska was held on Tuesday, July 12th, 2022, at 5:30 p.m. Seward Memorial Library, (Main Level Conference Room), 233 S 5th St, Seward, which meeting will be open to the public. Present: Larry Goldsmith, Charles Matzke, Ken Schmieding, and Thomas Suhr. Absent: Kregg Einspahr. Others in Attendance: Mike Oneby & Bob Miers.

Notice of meeting was given in advance thereof by posting in the following places” City Hall, Civic Center and Seward Public Library. Availability of the agenda was communicated in the advance notice of this meeting. All proceedings hereafter shown were while convened meeting was open to the attendance of the public.

1. DISCUSSION OF ADDING & REMOVING TREES TO/FROM THE APPROVED STREET TREE LIST.

- Tabled until October meeting.

2. REVIEW OF DRAFT UPDATE TO CITY CODE 364-TREES.

- Increasing the dollar amount of provided by the re-leaf program from \$75 to \$150/tree
- Create a draft to be presented at the next Tree Board meeting for increasing the setback for the re- leaf program
- Create a draft of a secondary recommended tree list for front yards of residences that are not in the city ROW.

Moved by Goldsmith, second by Matzke.

Aye: Goldsmith, Matzke, Schmieding, Suhr

Nay: None

Absent: Einspahr - Motion carried.

3. SUMMER/FALL 2022 CITY TREES FOR REMOVAL

- A list of trees that have been damaged, dying, or dead was brought forward by Bob Miers to receive approval to be removed for overall public safety (see attached)

Moved by Goldsmith, second by Schmeiding.

Aye: Goldsmith, Matzke, Schmieding, Suhr

Nay: None

Absent: Einspahr - Motion carried.

4. FUTURE AGENDA ITEMS-SUGGESTIONS/RECOMMENDATIONS FROM BOARD

- Discussion of doing a city-wide tree count/tree survey

5. CONSENT ITEMS

- Minutes (January 11, 2022)

6. Adjourn Meeting

Motion To Adjourn the Meeting.

Moved by Goldsmith, second by Matzke

Aye: Goldsmith, Matzke, Schmieding, Suhr

Nay: None

Absent: Einspahr - Motion carried.

Meeting Adjourned at 6:30pm.