

WETLANDS COMPONENT (With the Request from the Conservation Commission)

Thu, Apr 22,  
12:35 PM

to me, Ron

Hi, Kristen,

A question from the Conservation Commission:

We are embarking on a Natural Resources Inventory. But first, we're trying to assess what info we already have.

We have the Hardwick 2019 Plan Maps, the Hardwick Property Maps, and the ANR Natural Resources Atlas.

Do you have other maps/materials that the Conservation Commission should also have concerning Natural Resources?

Do you have a need for any information you DON'T have that a Natural Resources Inventory should include?

We're trying to figure out what the "holes" are that we need to get filled. Once we know that, we plan to get professional help to do that.

Thanks. Norma Wiesen, Hardwick Conservation Commission member

**Hello Vermont Zoning Administrators, due to interest and questions, the Vermont Wetlands Program (Charlie Hohn) is offering a quick training on using iNaturalist!**

**Charlie is the lead on the bioassessment and mapping components of the Wetland Program, an avid iNaturalist user and an advocate for its use for citizen science with real contribution to data.**

**Help Find Wetlands with iNaturalist**

**Tune in May 18<sup>th</sup> at 7pm. [Click here to join](#)**

Wetlands are important landscape features that protect us from flooding, water pollution, and provide habitat. Would you like to help the Vermont Department of Environmental Conservation (DEC) map wetlands throughout the state? There is now a way to send DEC on-the-ground data on wetlands you discover, using your smartphone (or a GPS and camera) and the free iNaturalist citizen science app. This training will offer a quick overview of how to use the iNaturalist app and how specifically to collect

data we can use to map wetlands.

Check out our overview video: <https://www.youtube.com/watch?v=rNgiaLX5OL4>

Also, of note, there is a new

**ANR Wetlands Viewer / Wetlands Inventory Map:**

<https://anrmaps.vermont.gov/websites/WetlandProjects/default.html>