

Free Urban and Community Forestry Workshops - Coming Soon!

The City is pleased to offer a series of Urban and Community Forestry Workshops for the seventh consecutive year. Come learn about tree care and landscaping techniques at one of these upcoming workshops:

Understanding Your Trees: Basics of Tree Biology & Structure

Saturday, May 11, 10:30 a.m. – 12 p.m.

Learn about basic tree biology and structure so that you can better understand how to manage the trees on your property. From roots to canopy, discover what trees need to stay healthy and safe. This workshop will be led by ISA Certified Arborist Damon Schrosk, owner of Treecology.

Landscapes that Lower Your Energy Bill

Saturday, June 8, 10 – 11:30 a.m.

Your garden and yard can be used to reduce your energy bills! Explore various vegetated and non-vegetated strategies to reduce energy demand inside your home with Maria Cahill, owner of Green Girl Land Development Solutions.

Tree Protection & Removal Permits

Thursday, July 18, 11 a.m. – 12:30 p.m.

Learn about the City's tree code requirements for tree protection and tree removal permits with Planning Department staff. An ISA Certified Arborist will also be there to talk about tree protection during construction. This workshop includes an indoor presentation and outdoor demonstration.

Invasive Plants & Trees

Saturday, August 10, 10:30 a.m. – 12 p.m.

Does invasive plant removal seem overwhelming in your yard or neighborhood open space? Join Planning and Parks Department staff to learn which species are known to be invasive locally, and techniques for proper removal and replacement.

All workshops are free and open to the public with pre-registration. Please call 503-635-0290, for free registration. Workshops will be held at the West End Building, 4101 Kruse Way.

For more information, visit www.ci.oswego.or.us/planning or email nature@ci.oswego.or.us.

Source URL (retrieved on 12/17/2017 - 11:25am):

<http://ci.oswego.or.us/planning/free-urban-and-community-forestry-workshops-coming-soon>