



Gulf of Maine Proposed Sale Notice

Public Open-House Meetings

May 29, 2024, Portsmouth, NH – Urban Forestry Center

(Please note that BOEM will also hold similar meetings in Portland, ME on May 28 and in Danvers, MA on May 30, as well as an all-day meeting of the Gulf of Maine Intergovernmental Renewable Energy Task Force on May 31 in Plymouth, MA at the Hotel 1620. More details [here](#)¹.)

Purpose

- To exchange information and provide opportunities for feedback and public comment regarding the Proposed Sale Notice for the Gulf of Maine and an update on the Maine Research lease.

Agenda

TIME	TOPIC
5:00pm – 5:30pm	Poster session with BOEM staff <ul style="list-style-type: none">• Opportunity to speak directly with BOEM staff• Opportunity to provide written public comments
5:30pm – 5:45pm	Official welcome, introductions, and meeting format
5:45pm – 6:20pm	Posters and information engagement <ul style="list-style-type: none">• Opportunity to speak directly with BOEM staff• Opportunity to provide written public comments
6:20pm – 6:45pm	BOEM presentation on the Proposed Sale Notice – lease areas, bidding credits, lease stipulations – and Research Lease
6:45pm – 7:30pm	Questions and Informal Comments
7:30pm – 8:00pm	Final poster session <ul style="list-style-type: none">• Opportunity to speak directly with BOEM staff• Opportunity to provide written public comments

¹ <https://www.boem.gov/renewable-energy/state-activities/gulf-maine-proposed-sale-notice-psn-public-meetings>

Regarding public comments: These meetings are being held during a public comment period for the Proposed Sale Notice. During the meeting there will be an opportunity to provide written comment that will be entered in Regulations.gov, with staff members assisting participants to enter the comments directly into the website. Verbal feedback provided during the plenary session will not be recorded as official public comments from individuals, but rather will be summarized thematically. The summary will be entered into Regulations.gov.