

# Landscape Architect Bd PUBLIC Agenda

## Minutes

Landscape Architects Board Jan 10, 2024 at 9:00 AM EST @ 7 Eagle Square, Concord, NH, USA

## **Attendance**

#### Present:

Members: R. Gordon Leedy, Gregory Rusnica, Leo Urban (remote), Katherine Weiss Guests: Tina Kelley-Rulemaking Coordinator, Rahkiya Medley-Board Counsel (remote), Brenda Rines-Board Administrator

I. Call To Order

Chair, R. Gordon Leedy called the meeting to order at 9:01 am

II. Remote Participation - Leo Urban

Out of state for business travel

#### Motion:

Upon a motion by K. Weiss and G. Rusnica to approve the remote participation by roll call vote.

III. Review of Public Minutes from November 29, 2023:

## **Motion:**

Upon a motion by K. Weiss and seconded by G. Rusnica to approve the minutes as submitted. Motion passed unanimously by roll call vote.

IV. New Business

Board member, K. Weiss spoke to the board about the GSLA meeting. It was suggested to set up a meeting with GSLA to only include board chair, G. Leedy and board counsel, R. Medley to learn more about the GSLA meeting. K. Weiss will coordinate this meeting.

- V. Licensure:
  - A. LARE Applicants: None
  - B. Direct to State Applicants:
  - C. CLARB Applicants:
    - 1. Emily E. Stewart, #00232, 12/01/2023, Ridley Park, PA

### Motion:

Upon a motion by K. Weiss and seconded by G. Rusnica to ratify licensure. Motion passed unanimously by roll call vote.

#### VI. Administrative Rules

- A. Lsa 300 Adoption Cover Letter for Board Chair to sign
- B. Lsa 300 Adoption Text for Board to review and vote on

#### Motion:

Upon a motion by G. Rusnica and seconded by L. Urban to adopt Lsa 300 as presented. Motion passed unanimously by roll call vote.

- C. Lsa 400 Adoption Cover Letter for Board Chair to sign
- D. Lsa 400 Adoption Text for Board to review and vote on

## Motion:

Upon a motion by G. Rusnica and seconded by K. Weiss to adopt Lsa 400 as presented. Motion passed unanimously by roll call vote.

## VII. Legislative Updates

Board Counsel, Rahkiya Medley reviewed the current Senate and House bills that may have an impact on the Landscape Architect Board.

- A. HB 1408 Proposed merging of various board including the merging of Architects with Landscape Architects. Board concluded there was a need to have a conversation with the Architects Board Chair to have a conversation on what this should look like if HB 1408 were to go through Board voted upon a motion by K. Weiss and seconded by G. Rusnica to have the landscape architect board chair to have a conversation with the architect board chair. The board counsel for both boards, both board administrators and both board chairs would be present during this meeting.
- B. The following Senate and House bills will be monitored by board counsel-HB 1676, HB 1272, HB 1320, HB 1324, HB 1425, HB 1503, HB 1620, HB 1521, SB 369, SB 485 and SB 533.

## VIII. Non-Public Session

Non-Public session conducted for the purpose of discussing investigations of alleged licensee misconduct and other confidential Board business. Such a non-public session is authorized by RSA 91-A:3, II (c) & (e), RSA 91-A:5, IV, Lodge v. Knowlton, (1978), and the Board's executive and deliberative privileges.

## Motion:

Upon a motion by K. Weiss and seconded by G. Rusnica to go into a non-public session by roll call vote at 10:09 am.

IX. Resume Public Session

Resumed public session at 10:14 am.

X. Seal The Minutes of the Non-Public Session

Minutes of the non-public session are sealed to maintain the privacy of the items discussed in non-public session pursuant to RSA 91-A:3, II (c), on the grounds that public disclosure may adversely affect the reputation of a person other than a Board member or render the proposed action ineffective.

#### Motion:

Upon a motion by G. Rusnica and seconded by L. Urban to seal the non-public minutes. Motion passed unanimously by roll call vote.

XI. Adjournment - Next Board meeting will be held on January 24, 2024, at 2:00 pm. unless another meeting is required sooner due to rule changes.

Meeting adjourned at 10:18 am