

Forest Guild 2006 Annual Meeting and Conference - *Forestry in the Headwaters - Protecting Water Through Excellent Forestry*

Boulder Junction, Wisconsin

September 27-30, 2006

Water has been called the "forgotten forest product," since nearly every aspect of forest stewardship affects our water resources. While sustainable forestry seeks to protect all parts of the forest ecosystem, including water resources, forestry and logging practices that fail to consider aquatic resources create a chain of negative effects, potentially impacting many miles downstream. The Forest Guild has dedicated its Annual Meeting and Conference to this topic this year. The unique conference event will bring foresters, forest ecologists and forest policy advocates from throughout the United States together with scientists and researchers in hydrology, fisheries science, wetlands ecology and related fields to explore the connections between our forests and the pools, ponds, streams, rivers and lakes that comprise our freshwater resources.

Forestry in the Headwaters will be keynoted by distinguished author and conservation historian Curt Meine, speaking on the history of conservation in the U.S. and the global roots of the forestry profession. Other presenters include Wisconsin State Forester Paul DeLong, University of Minnesota Ecologist Lee Frelich, and U.S. Forest Service Research Scientist Brian Palik.

The conference is open to the public, and will include field trips to working forests in Wisconsin and the nearby Sylvania Wilderness in Michigan's Upper Peninsula.

The Forest Guild is a national organization of foresters and natural resource professionals dedicated to promoting ecologically-based forest stewardship. The Guild seeks to protect healthy forests supporting many uses, and the health of the communities that depend on them.

For more information and registration, visit <http://www.foreststewardsguild.org/FGAM06.html>

Contact: Fred Clark

Forest Guild Membership Coordinator

fred@forestguild.org

(608) 356-2801