

Western States Wood Energy Team Forum 2016

Missoula, Montana

Reserve your hotel room here: <http://goo.gl/M591CB>; booking code: ENE

Tuesday 9/27

12:00 PM	Field Tour	<i>Biomass in Wildfire, Energy and Earth</i>
	(optional, \$35; min. 30/max. 48 participants)	- Hazardous Fuel Reduction Treatments - 2016 Roaring Lion fire, Hamilton - Fuels for Schools and Beyond - Darby School's wood chip energy system and Community Partnership fuel collection yard
5:00 PM	Adjourn	Evening on your own

Wednesday 9/28

8:00 AM	BREAKFAST at Hotel	
8:30 AM	Welcome and Opening Remarks	
8:45 AM	Keynote	Forest Management under the Big Sky: State and Federal Partnerships in Restoration
9:15 AM	Insights and Innovations from the Western State Wood Energy Teams - AK, CA, ID, OR	
10:30 AM	NETWORKING BREAK	
11:00 AM	Insights and Innovations from the Western State Wood Energy Teams - AZ, CO, MT, NE, WA	
12:00 PM	LUNCH at Hotel	
1:00 PM	Panel	The Wood Energy Calculator: Overview & Training on Project Assessment Tool
2:00 PM	Community Biomass Handbooks: Biomass Enterprise Development in the Digital Age	
2:30 PM	NETWORKING BREAK	
3:00 PM	Panel	Biomass and our Low-Carbon Energy Future
3:30 PM	Developing a National Woodchip Heating Fuel Quality Standard	
4:00 PM	Wood Utilization Team Reports from Montana and Oregon	
4:30 PM	Open Discussion	
5:00 PM	Reception at Hotel	
7:00 PM	DINNER on your own	

Thursday 9/29

8:00 AM	BREAKFAST at Hotel	
8:30 AM	Welcome and Opening Remarks	
8:45 AM	Keynote	
9:15 AM	Panel	Frontiers in Biochar
10:30 AM	NETWORKING BREAK	
11:00 AM	Panel	Integrating Sustainable Biofuels and Bio-Products into Forest Industry Supply Chains
11:30 AM	Bioenergy Alliance Network of the Rockies (BANR)	
12:00 PM	LUNCH at Hotel	
1:00 PM	Panel	Integrating Biomass in High-Performance Buildings
1:30 PM	Advanced Solid Biofuels: Torrefied & Steam Exploded Pellets	
2:00 PM	Project Development Insights	
2:30 PM	NETWORKING BREAK	
3:00 PM	Discussion	The Future of Statewide Wood Energy Teams
4:00 PM	Highlights and Take-Aways	
5:00 PM	Adjourn	