

LAND STEWARDS NEEDED

Skagit Land Trust conserves important land for wildlife habitat, and natural areas for people to experience and enjoy. The Trust currently owns and manages 38 Conservation Areas, protects 35 properties in partnership with private landowners, and has facilitated conservation of dozens of other properties across Skagit County. Become a Volunteer Land Steward to help protect one of Skagit's special places, a new Conservation Area.



Marblemount

Douglas Island - 13.2 acres. The Douglas Island Conservation Area is directly across the Skagit River from the Marblemount Boat Launch and south of Skagit County's Pressentin County Park. Douglas Island protects maturing high-quality riparian forest, providing habitat and valuable ecosystem services for salmon rearing, refuge for

mink, beaver, deer and river otter in a larger connected landscape of protected Skagit river properties, and is entirely within FEMA's identified 100-year flood plain.

Rockport

WA Eddy - 17.75 acres. Washington Eddy Conservation Area is located just beyond Rockport and is within the Bald Eagle Natural Area. WA Eddy is bounded on the north by a back channel of the Skagit River. Washington State Department of Fish and Wildlife owns lands to the east, south, and west, access is often from the south. WA Eddy contains a feeding bar important to wintering bald eagle populations, channel habitats for rearing salmon and is connected with a larger conserved complex of WDFW lands.

Skagit River Kahn - 10 acres. Skagit River Kahn Conservation Area is upstream from the town of Rockport along Highway 20; across from the Cascadian Farms produce stand and west of the artificial logjam in Skagit River. Use extreme caution to access due to having to cross the highway. SRK is primarily composed of native vegetation species, used by bald eagles during the winter months and the riverfront is good salmonid habitat. A variety of other wildlife including mammals, use the property. Skagit River Kahn is a popular fishing spot by locals.

