

3M Settlement Priority 2 Project Update

Intent of the settlement

Priority 1 is to ensure safe and sustainable drinking water in the Twin Cities East Metropolitan Area. Priority 2 is to replace, protect or enhance natural resources and services that have been lost.

“... projects that restore and enhance aquatic resources, wildlife, habitat, fishing, resource improvement and outdoor recreational opportunities in the East Metropolitan Area and in downstream areas of the Mississippi and St. Croix Rivers.”

- Priority 2 projects will be solicited via a competitive, public Request for Proposals (RFP) process. \$20 million dollars is available.
- Project co-trustees (DNR and MPCA) will select the projects that best meet Priority 2 goals.
 - **Goal 1** – Restore, protect and enhance aquatic and terrestrial resources, wildlife and habitats.
 - **Goal 2** – Increase understanding of fish tissue contamination, improve communication about PFAS-based fish consumption advisories, and identify and enhance alternative, non-contaminated fishing areas.
 - **Goal 3** – Improve and enhance outdoor recreational opportunities.

RFP process and Timeline

The RFP will be a two-part application:

- Letter of intent—brief project description to determine whether a project qualifies for Priority 2 funding.
- Full application—proposals to be evaluated using criteria.

Timeline:

Late Spring 2024	<ul style="list-style-type: none"> • RFP letter of intent for qualification screening • Q and A opportunity
Late Summer 2024	<ul style="list-style-type: none"> • Full RFP opens for projects that passed screening
Fall 2024	<ul style="list-style-type: none"> • Public grant application workshop • Full RFP grant application due
Winter 2024-2025	<ul style="list-style-type: none"> • Applicants notified
Spring 2025	<ul style="list-style-type: none"> • Project start

[Settlement webpage](https://3msettlement.state.mn.us) – 3msettlement.state.mn.us

Questions? Email 3mpriority2@state.mn.us

GovDelivery – sign up on the Settlement webpage, to receive project updates