



Katahdin Trust Names Lauren Carpenter Branch Manager of Scarborough

SCARBOROUGH, Maine (June 25, 2021) – Katahdin Trust, a community bank with 16 locations across Maine, is pleased to announce the promotion of Lauren Carpenter to Branch Manager and Retail Services Officer. Lauren will be responsible for retail lending, business development, and the daily branch management of the Bank’s Scarborough location.

“Since joining the bank, Lauren has exhibited all of the qualities of being a great Branch Manager,” said Billi Griffeth, Regional Vice President, Retail Banking. “With her focus on providing a good customer experience and banking knowledge, she is ready to serve our customers in the Greater Portland market.”

Carpenter joined Katahdin Trust in 2020 as a Community Banker. In February of 2021, she was named Interim Manager, a position she held until this most recent promotion.

A Standish resident, Carpenter is an active member of her community, serving on the board for the Standish Sno-Seekers Snowmobile Club.

“Lauren excelled in her role as Interim Manager for us and I’m excited to announce her promotion,” said Angela Butler, EVP, Retail and Business Banking. “She’ll play an integral role in our growth in southern Maine.”

About Katahdin Trust

Founded in 1918, Katahdin Trust is a community bank based in Houlton, Maine with more than \$941 million in assets that offers financial services to individuals and businesses from 16 branches throughout northern Maine and the greater Bangor and Portland regions with a suite of digital banking solutions. The Bank has nearly 180 employees and, in 2020, was named one of the Best Places to Work in Maine for the third year in a row. Katahdin Bankshares Corp., parent company of Katahdin Trust Company, common stock is quoted on the OTC Markets (OTCQX) under the symbol KTHN. Learn more about the Bank at www.katahdintrust.com and follow Katahdin Trust on Facebook, Twitter, LinkedIn, and Instagram.



*Lauren Carpenter, Branch Manager
and Retail Services Officer*