

Valley County Planning & Zoning Commission Invites You to Participate in a PUBLIC HEARING

P.U.D. 98-1 Tamarack Resort Update and Extension Request

Applicant: Tamarack Resort Two LLC

Location: Tamarack Resort

T.15N, R2E; T.16N, R.2E, and T.16N, R.3E,

Boise Meridian, Valley County, Idaho

Project Description:

Tamarack Resort Two LLC will present a summary of the progress to date and planned improvements at Tamarack Resort for the next three years

Information includes:

- summary of original plan
- · progress made
- explanation of what has yet to be completed
- updated completion dates.

Specific topics include:

- number of dwelling units
- commercial space
- public transportation and parking
- utilities
- employees and employee housing
- ski mountain statistics
- recreation (winter, golf, & summer activities)

Applications and the contents of the files can be reviewed at the Planning and Zoning office located in the Valley County Courthouse at 219 North Main Street in Cascade, Idaho.

More information, including the application and staff report will be posted online at:

www.co.valley.id.us

PUBLIC HEARING December 8, 2022

6:00 p.m.

Valley County Courthouse 2nd Floor 219 North Main Street Cascade, Idaho

You are invited to participate in the public hearing and/or comment on the proposal.

You may view the hearing by going to our website, www.co.valley.id.us, and click on "Watch Meetings Live".

The meeting is in-person. We no longer provide call-in service. This service was discontinued by our provider.

You may comment in person, by U.S. Postal Service mail, or by email. Written comments greater than one page must be received at least seven days prior to the public hearing. To be included in the staff report, comments must be received by 5:00 p.m., Wednesday, Nov. 30, 2022.

If you do not submit a comment, we will assume you have no objections.

Direct questions and written comments to:

Cynda Herrick, AICP, CFM Planning & Zoning Director PO Box 1350 Cascade, ID 83611 208-382-7115 cherrick@co.valley.id.us