

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

C. U.P. 22-57 Lamon Multiple Residences

Applicant: Jim Lamon

Property Owners: Joe Kennedy and Tracey Kennedy

Location: Corral Creek Road

Parcel RP13N04E150006

in the E ½ Section 15, T.13N R.4E, Boise Meridian, Valley County, Idaho

Project Description:

Jim Lamon is requesting a conditional use permit for three residential homes on a 320-acre parcel.

Proposed size of two homes is 7,500-sqft each. The other home would be 3500-sqft in size.

Individual wells and septic systems are proposed. Diesel generator(s) would be used until Idaho Power can install underground power to the homes.

Access would be from Corral Creek Road, a public road.

Attached are the agenda, additional information such as maps and proposed site plans, and a page that details the public hearing process.

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 February 9, 2023 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.

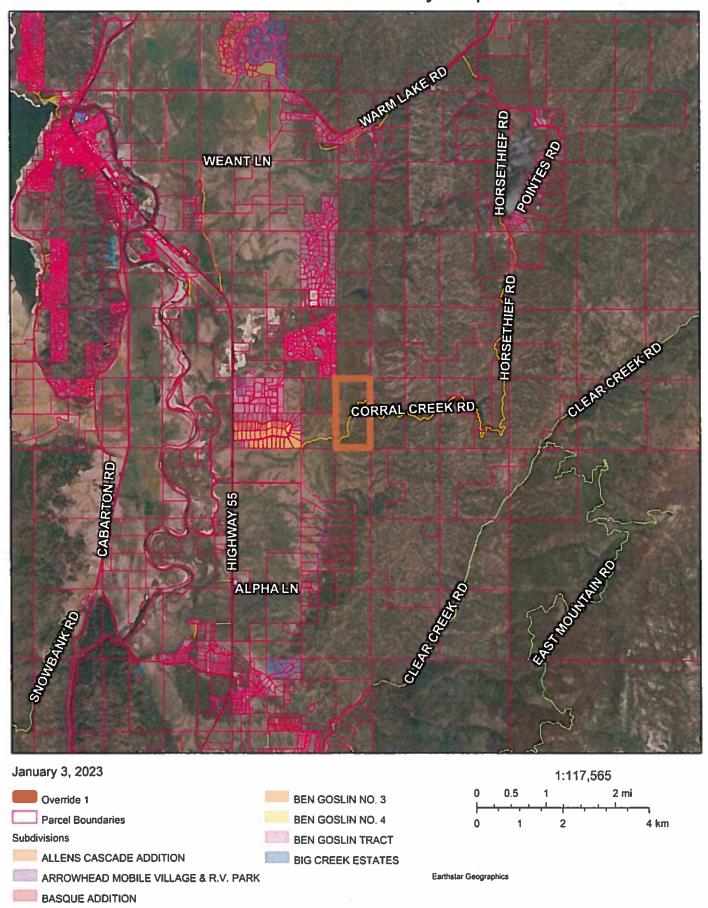
You may comment in person, by U.S. Postal Service mail, or by email. Written comments greater than one page must be received at least seven days prior to the public hearing.

To be included in the staff report, comments must be received by 5:00 p.m., Wednesday, Feb. 1, 2023.

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

C.U.P. 22-57 Vicinity Map



BEN GOSLIN NO. 2

C.U.P. 22-57 Aerial Map

