

## **NOTICE OF PUBLIC HEARINGS**

January 14, 2025

RE: GOLDEN VIEW SUBDIVISION; Planning Project # PL20240076

**Dear Property Owner:** 

FINCH FAMILY TRUST 11/1/2021 has filed an application with the Routt County Planning Department for a LOT LINE ADJUSTMENT, CONSOLIDATION, and VACTION-EASEMENT, specifically related to property located at 27200 GOLDEN VIEW TRL, ROUTT, CO 80428, and more generally at multiple lots on the NE corner of County Road 129 and Miners Dream Dr, accessed from Golden View Trl. A map, showing the location of the property, has been attached to this notice.

You are receiving this notice because our records indicate that you own property adjacent to the subject property. If you have any comments or suggestions, please submit them to me. Please be advised that any response to this letter will become a matter of public record and may be forwarded to the applicant for their consideration. Your response is considered your consent to the distribution of your response.

The following are the relevant dates and times for this application. Hearings will take place in the Historic Courthouse in the Board of County Commissioners' Hearing Room at 522 Lincoln Ave., Steamboat Springs, CO or remotely. This application will be heard on the Planning Commission and Board of County Commissioner consent agenda. It will only be discussed if it is pulled from the consent agenda for discussion.

**Scheduled Review:** 

Planning Commission
Board of County Commissioners

Date:

February 06, 2025 at 6:00 pm February 18, 2025 at 9:30 am

Please refer to the agenda published the week before the hearing for the order items will be heard and location of the hearing. A link to the application materials is on the 'Pending Applications' section of the Routt County Planning Department website. Should you desire further information, please contact me at (970) 870-5326 or mfitz@co.routt.co.us.

Sincerely,

Michael Fitz, Planner II

**Routt County Planning Department** 

Michael Fity

## **Map of Subject Property**

