

**SKAGIT COUNTY PLANNING AND DEVELOPMENT SERVICES NOTICE OF DEVELOPMENT APPLICATION
File # PL20-0130**

Notice is hereby given that on March 16, 2020, Washington State Department of Fish and Wildlife filed a Shoreline Substantial Development/Variance/Conditional Use Permit application PL20-0130 to repair a spur dike by raising and widening to return it to the original height and width. The spur dike needs repair and maintenance in order to continue to serve its purpose as part of the drainage infrastructure of Dike District #22 and as the main public access trail at the Headquarters Unit.

The proposed project is located within a portion of the property described as parcel P16106 and P16113. The site is located at 21961 Wylie Road within a portion of Section 25, Township 33 North, Range 3 East, W.M., Skagit County, WA.

The full application for this proposal is on file with Skagit County Planning and Development Services (PDS), and will be reviewed under the provisions of Skagit County Code (SCC). This information is available to the public on request. Other permits may be necessary in the development of the project but are not included in this application grading permit, floodplain development permit.

A public hearing before the Skagit County Hearing Examiner is required for this project.

Any person desiring to comment on or to be notified of the decision on this application should notify PDS in writing within thirty days of the date of final publication of this notice, which is January 14, 2021. Skagit County accepts comments online only through the form at www.skagitcounty.net/pdscomments. To ensure comments are received and processed properly, comments are not accepted via email.

Written comments must be received by 4:30 pm, February 15, 2021.

Submit comments to:

Leah Forbes
c/o Skagit County Planning and Development Services
1800 Continental Place
Mount Vernon, WA 98273
(360) 416-1320

Transmitted to the Skagit Valley Herald January 5, 2021.
Please publish January 7, 2021 and January 14, 2021.