

**NOTICE OF PUBLIC MEETING AND AGENDA OF THE
STATE LAND USE PLANNING ADVISORY COUNCIL**

A public meeting will be held on:

October 23, 2009

At the following location:
Comstock History Center
20 North E Street
Virginia City, NV 89440

9:00 am–4:30 pm

9:00 am CALL TO ORDER

Introductions
Approval of the Agenda*
Approval of Minutes of the May 29, 2009 SLUPAC meeting*

9:10 am AGENCY REPORT

A summary of activities of the Nevada Division of State Lands (NDSL) and the State Land Use Planning Agency (SLUPA) since the previous meeting of the Council.
Jim Lawrence, Administrator, Nevada Division of State Lands
Skip Canfield, AICP, Senior Planner, Nevada Division of State Lands, State Land Use Planning Agency

9:30 am DEVELOPMENT AGREEMENTS AND THEIR IMPORTANCE TO A COUNTY'S FISCAL STABILITY

Discussion on Lincoln County's "lessons learned" when it comes to formulating and implementing development agreements in a traditionally rural county experiencing development pressure on its fringes.
Clint Wertz, Planning Director, Lincoln County

10:15 am EFFECTIVE COUNTY ROLE AND VOICE IN NEPA REVIEW

Discussion regarding how a county can have an instrumental role in NEPA review through the implementation of "Use Permits".
Clint Wertz, Planning Director, Lincoln County

11:00 am THE V&T RAILROAD

Discussion on the economic development challenges and ultimate success of the re-commissioning of the V&T Railroad between Virginia City and Carson City.
Kevin Ray, Project Coordinator, Nevada Commission on the Reconstruction of the V&T Railway

11:30 am LUNCH AND RIDE ON THE HISTORIC V&T RAILROAD

The SLUPAC members will eat lunch aboard the V&T Railroad for a roundtrip ride down the canyon.
Kevin Ray, Project Coordinator, Nevada Commission on the Reconstruction of the V&T Railway
(Note: Members of the public attending the meeting are invited on the train but must provide their lunch and purchase a train ticket.)

1:45 pm THE IMPORTANCE OF THE COUNTY'S ROLE IN THE FEDERAL COOPERATING AGENCY PROCESS

Discussion regarding the benefits a county achieves by becoming a cooperating agency in the federal NEPA process.
Jake Tibbitts, Eureka County
US Forest Service Representative (TBD)
Bureau of Land Management Representative (TBD)

*** Denotes item in which the Board may take action.**

2:15 pm **COUNTY PLANNING ISSUES**

Reports on pertinent county-level planning issues and achievements. Presentations by SLUPAC members on planning related activities within their areas of representation.

4:00 pm **PUBLIC COMMENTS**

An opportunity for general comments from the public on other land use planning related topics.

Note: The Council may not discuss any subject or issue that is not on this agenda during this time.

COUNCIL MEMBER COMMENTS

COUNCIL DISCUSSION AND RECOMMENDATIONS*

Possible action on any item presented to the Council that has been identified as an action item and on which action may not have been previously taken.

FUTURE MEETING CONSIDERATIONS *

4:30 pm **END OF MEETING**

*** Denotes item in which the Board may take action.**

Times scheduled for all items are approximate. Scheduled items may begin earlier or later than the time shown. The chairperson reserves the right to take items out of order to expedite the meeting or to accommodate speakers.

Members of the public who are disabled and require special accommodations or assistance at the meeting are requested to notify Skip Canfield, AICP in writing at the Nevada Division of State Lands, 901 S. Stewart Street, Suite 5003, Carson City, Nevada 89701 or by calling 775-684-2723 no later than October 19, 2009.

Notice of this meeting was posted at the following locations:

Department of Conservation and Natural Resources, 901 S. Stewart Street, Carson City 89701
Division of State Lands, 901 S. Stewart Street, Suite 5003, Carson City 89701-5246
Virginia City Courthouse, 26 S. B Street, Virginia City 89440
Nevada State Library, 100 N. Stewart Street, Carson City 89701

In addition, this notice of meeting was posted on the Nevada Division of State Lands website at:
www.lands.nv.gov