

Public Notice Format

The Recreational Trails Program grant applicant listed below provides this courtesy notice. If you have any questions or comments about the proposed project, please contact the grant applicant. Grant applicants should post this notice for at least four weeks prior to the application deadline.

Posting Date: September 12, 2018

1. Grant Applicant Contact Information:

Name of Organization or Agency: Tsalteshi Trails Association

Contact Person: Bill Holt

Mailing Address: PO Box 4076, Soldotna, Alaska

Phone: 907-398-4412

Fax:

Email: bill.t.holt@gmail.com

2. Project Title: Tsalteshi Lighting Addition

3. Project Description Summary:

Tsalteshi Trails Association will extend an additional circuit of LED lighting to include the uphill section of the Rabbit loop and the Eastern edge of the Skyview Middle School soccer field. Additional lighting will be added to the existing circuits on the Moose, Weasel, Rabbit and Wolf loops as well. This lighting is needed to better facilitate the Tsalteshi Youth Ski Program, KPBSD school ski team training and events as well as the growing number of nighttime community trail users.

Tsalteshi will be applying for a Recreational Trails Grant administered by Alaska State Parks to purchase 30 LED 60 bulb street lamps, 3,000' 1/0 triplex wire, junction boxes, connectors, other electrical supplies and salvaged utility poles to complete the project. TTA will be applying for \$75,000 RTP grant funds to cover 90% of project cost. Tsalteshi will provide volunteer labor and employee labor to provide for the 10% matching cost.

This project will complete all the lighting circuit possibilities available with the two service entrances that were placed for the Arctic Winter Games in 2006.

4. Project Location:

A. Identify the nearest community(ies). Soldotna and Kenai, Alaska

B. **Attach a map** showing the location of your proposed project (page two of this notice).

C. Provide the meridian, township(s), range(s) and section(s) from a USGS topographical map.