

PUBLIC NOTICE
Federal Emergency Management Agency
Draft Environmental Assessment
Payette Fire Station

The U.S. Department of Homeland Security's Federal Emergency Management Agency (FEMA) proposes to provide funding to the City of Payette Fire Department and Payette Rural Fire District for an Assistance to Firefighters Station Construction Grant project in Payette, Idaho. Funding would be provided as authorized by the American Recovery and Reinvestment Act.

The City has prepared a draft environmental assessment (EA) for the proposed project pursuant to the National Environmental Policy Act (NEPA) of 1969 and FEMA's implementing regulations found in 44 Code of Federal Regulations (CFR) Part 10. The EA evaluates alternatives for compliance with applicable environmental laws, including Executive Orders #11990 (Protection of Wetlands), #11988 (Floodplain Management), and #12898 (Environmental Justice). The alternatives evaluated in the EA are the (1) no action; and (2) proposed action, the building a new fire station.

The EA is available for review online at the FEMA environmental Web site at: <http://www.fema.gov/plan/ehp/envdocuments> under Region X. If no significant issues are identified during the comment period, FEMA will finalize the EA, issue a Finding of No Significant Impact (FONSI), and fund the project. Unless substantive comments are received, FEMA will not publish another notice for this project. However, should a FONSI be issued, it will be available for public viewing at <http://www.fema.gov/plan/ehp/envdocuments> under Region X.

The draft EA is also available for review on May 19, 2010 at the Payette City Hall located at 700 Center Avenue, Payette, Idaho 83661 between the hours of 08:00 am and 05:00 pm.

Written comments on the draft EA should be directed no later than 5 p.m. on Wednesday June 23, 2010 to Mark Eberlein, Regional Environmental Officer, FEMA Region X, 130 228th Street SW, Bothell, WA 98021, or by e-mail at mark.eberlein@dhs.gov. Comments also can be faxed to 425-487-4613.