



Agenda

Thursday, September 18, 2025

Bonner County Zoning Commission

Location: Bonner County Administration Building, 1500 Hwy 2, Sandpoint, ID, Online Zoom Teleconference and YouTube Livestream

5:30 p.m.

Public Meeting

Zoning Commission Call to Order

Pledge of Allegiance

Roll Call / Determination of a Quorum

Changes in Agenda

Approval of Minutes – **August 21, 2025**

Action Items:

File MOD0003-24 – Modification – Modification of CUP0006-20, SS0006-20, and MOD0001-22

The applicant is requesting to modify approvals of Conditional Use Permit CUP006-20, Subdivision File SS0006-20, and Modification MOD0001-22. The proposed modifications include:

- (1) enlargement of the upland open space and common area by 0.51 acres through the retention of the manmade islands, (2) replacement of the 0.43 acre common recreational lot with a 0.46 acre single-family residential lot, (3) reduction of the number of boat slops in the proposed marina to 88 from 105, (4) provision of public lease slips in the proposed marina, (5) a timeline extension request to summer of 2028 for final plat and CUP issuance, (6) acknowledgement in the application of the transfer of +/-5.79 acres of abutting land including the mouth of Trestle Creek to the Kalispel Tribe, (7) restoration of the North Branch of Trestle Creek to restore its natural outflow to the lake.

Discussion:

- 1) October 23, 2025 Agenda Items
- 2) Zoning Commission and Staff Updates

If interested in participating, please visit our website for details at: bonnercountyid.gov/zoningcommissionhearings
Please be advised the referenced start time stated above reflects the beginning of the hearings. File start times and hearing durations will vary. Staff reports are available at the Planning Department or may be viewed at <http://bonnercountyid.gov/> prior to the scheduled hearing. Any person needing special accommodations to participate in the public hearing should contact the Bonner County Planning Department at (208) 265-1458 at least 48 hours before the hearing.