

BASSETT CREEK WATERSHED MANAGEMENT COMMISSION

NOTICE OF PUBLIC HEARING

Proposed Improvements Contained in the

Bassett Creek Watershed Management Commission's 2015 Watershed Management Plan

NOTICE IS HEREBY GIVEN that the Bassett Creek Watershed Management Commission (BCWMC) will hold a public hearing during its regular meeting on

Thursday, September 16, 2021 at 8:30 a.m.

Online Via Zoom; Visit <http://www.bassettcreekwmo.org/meeting-events> for log in details

Interested persons are invited to attend. The purpose of the hearing is to hear testimony and comments on two capital improvements proposed to begin in 2022.

- 1. SEA School – Wildwood Park Flood Reduction Project, Golden Valley:** Reduce flooding around DeCola Ponds D, E, and F by creating 8.5 acre-feet of flood storage; improve water quality in ponds and Bassett Creek by removing pollutants; and create 2.3 acres of wetland and prairie habitat. Total estimated cost: \$3.1M. Of this, \$1.3M will come from a Minnesota Flood Reduction Grant from the MnDNR, \$0.4M will come from city funds or other grants, and \$1.3M will come from the BCWMC's Capital Improvement Program funds through 2022 and 2023 ad valorem property taxes collected by Hennepin County on property within the Bassett Creek Watershed. Learn more at: www.bassettcreekwmo.org/projects/all-projects/sea-school-wildwood-park-flood-reduction-project.
- 2. Medley Park Stormwater Treatment Facility, Golden Valley:** Reduce flood risk to surrounding homes by creating 8.3 acre-feet of flood storage; improve water quality in Medicine Lake by removing pollutants; create 1.1 acres of wetland and prairie habitat. Total estimated cost: \$2.0M. Of this, up to \$0.5M would to come from the city while \$1.5M will come from the BCWMC's Capital Improvement Program funds through 2022, 2023, and 2024 ad valorem property taxes collected by Hennepin County on property within the Bassett Creek Watershed. Learn more at: <https://www.bassettcreekwmo.org/projects/all-projects/medley-park-stormwater-treatment-facility>.