

CCAC Members and Friends

I am forwarding this email request to you about ACTION WE NEED TO TAKE NOW to prevent Burrtec Waste Industries from shipping ALL the TRASH collected in the City of Santa Clarita and Surrounding Areas in, and out, of Canyon

Country/ Newhall. This TRASH FACILITY called a Material Recovery Facility and Transfer Station will be located on Sierra Highway South of Golden Valley Road generating over 860 TRUCK TRIPS PER DAY on Sierra Highway. If that were not bad enough, the facility is being sized at 75 ACRES allowing for FUTURE EXPANSION as the valleys population and Burrtec's business grows. All this and it is proposed in an area zoned RESIDENTIAL.

So let's listen to Joe and support this effort to keep CANYON COUNTRY/NEWHALL from becoming the TRASH CENTER or the Santa Clarita Valley.

Joe Thompson wrote:

We are off to a great start, but the battle has just begun. We will win this thing, but we are going to have to make our collective voices heard - *loud and clear*.

The next step is to make a large presence at the next City Council Meeting on Tuesday, March 11 at 6 pm at the City Hall, 23920 Valencia Blvd, Santa Clarita, CA 91355, in the City Council Chambers. It is very important that we have a large group attend and as many as possible who are willing to speak about their objections to this project for 3 minutes each (or as long as you like, up to 3 minutes). Once you speak, you can leave. Or, if you stay for everyone to speak, we can leave as a group at the end of the 'Public Participation' portion of the meeting.

Joe would like a head count of:

Who will attend and speak
Who will attend and show our solidarity
Who needs a ride to and from the City Council Meeting

Please email Joe at <u>stop.the.dump4@gmail.com</u> to let him know that you will be there, ASAP, especially if you need transportation.

Again, this is very important. Please help us on this most critical effort.

SEE YOU THERE.

Alan J. Ferdman Chair, Canyon Country Advisory Committee

661 713-9344 Dated: 030508. 12:15PM Graphics added

