Jason Sullivan

From: Lynn Richardson [lynn.richardson@ncmail.net]
Sent: Thursday, September 06, 2007 1:13 PM
To: Jason Sullivan
Subject: FW: Briar Chapel modification (UNCLASSIFIED)

Jason, please post to Briar Chapel, Ph 2, preliminary. Thanks, L

From: Matthews, Monte K SAW [mailto:Monte.K.Matthews@saw02.usace.army.mil]
Sent: Tuesday, September 04, 2007 1:31 PM
To: lynn.richardson@ncmail.net
Cc: Matthews, Monte K SAW
Subject: Briar Chapel modification (UNCLASSIFIED)

Classification: **UNCLASSIFIED**

Caveats: NONE

Hello Lynn;

It was good to talk to you today. I hope the following can help with any questions you may have with the Briar Chapel modification request. Please keep in mind that we are still early in the public comment period, therefore my comments are more general in nature.

Usually, the level of review for a permit modification is straightforward when compared to that of the original permit. In the case of Briar Chapel, the Corps completed an Environmental Assessment which evaluated the proposal against all regulatory requirements as well as several public interest factors. The state followed a similar project review process, and I assume the county evaluated Briar Chapel prior to the issuance of any local permits/approvals. I believe all permanent impacts proposed with this modification fall within locations previously approved for impacts; i.e. extensions to permitted culverts, etc. Hopefully this can give a certain amount of credibility when evaluating the proposal against factors such as endangered species, historical features, and other pertinent items.

Because of the amount of federal, state, and local government review that has already occurred with the original permit and since this is a permit modification with relatively minor additional impacts, I hope to be able to make a permit decision relatively quick.

If you have any questions or concerns that I can help with just call or email.

Monte Matthews
US Army Corps of Engineers
919-876-8441 x30

Classification: **UNCLASSIFIED**

Caveats: NONE