



huu ay aht

ANCIENT SPIRIT, MODERN MIND

## APPLICATION FOR AN INTEREST IN HUU-AY-AHT LANDS

(Land Act, s. 20)

February 8, 2017

### **PUBLIC NOTICE** is hereby given that:

HFN Forestry LP has made an application under *the Land Act*, s. 18 for Non-Replaceable Timber Licence.

The purpose of the interest applied for is to cut and remove up to 50,000 cubic meters of timber from the approximately 74.3 ha of Huu-ay-aht Lands designated on the attached map. HFN Forestry LP has proposed three (3) timber harvest cutblocks (863402, 962103, 962401) and associated road(s) right-of-ways located within Huu-ay-aht Treaty Lands.

Map and report can be viewed at the Huu-ay-aht Government Offices in Anacla (170 Nookemus Road) and Port Alberni (4644 Adelaide St.). If more information is required a request can be made through the Director of Lands Resource and Infrastructure.

HFN Forestry LP may be contacted at Unit B – 4644 Adelaide Street, Port Alberni. Atten: Tracy Walker email: [tracy.w@huuayaht.com](mailto:tracy.w@huuayaht.com)  
Mailing address: PO Box 87 Port Alberni BC V9Y 7M6

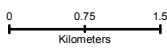
Please send any comments on the proposed application via email to: Stephen Rayner, Director of Lands, Resources and Infrastructure, [stephen.r@huuayaht.org](mailto:stephen.r@huuayaht.org) or submitted written comments to Stephen's attention either Huu-ay-aht Government Office **before February 23, 2017.**

Yours truly,

Stephen Rayner; Director  
Lands, Resources & Infrastructure  
Huu-ay-aht First Nations



1:75,000



Map Projection: BC Albers

Base Datum: NAD83

MAP PRODUCED BY:



Date: 07-Feb-2017 (A. Forey)

Legend

- ★ Log Sort
  - Point of Interest
  - Built Road
  - - - Proposed Road
  - Stream
  - Area of Interest
  - Waterbody
  - Parks
- Tenure:
- Island Timberlands Property
  - HFN Private Lands
  - Treaty Settlement Lands
  - HFN Community Forest K3N
  - First Nations Woodland Licence N1A

Document Path: M:\Huu-ay-aht\_FirstNation\General\_Maps\GeneralMaps\_GIS\_Projects\50000\_Blocks-Area\_of\_Interest11x17.mxd

