

October 16, 2016

The City of New Meadows

401 Virginia Street

New Meadows, Idaho 83654

Dear Mayor Koberstein and Members of the City Council,

BMA Towers LLC has submitted cell tower documentation stating that no evidence of risk has been established regarding emissions. That is not the same as stating there is not a problem. Years from now if a problem develops it will be too late for New Meadows residents and their children.

A noticeable cell tower, painted and outfitted with a 24 hour light and less than 100 feet high is located in the industrial complex on Deinhard Road, McCall, Idaho. Generators are used with the McCall cell tower on Deinhard Road. What type of back-up generators will BMA Towers LLC install? Loud generators could be a nuisance factor that would not be compatible with the City of New Meadows Comprehensive Plan.

If the proposed tower is built, the owner, BMA Towers LLC will receive income from large corporations such as Verizon and AT&T. The land owner receives rent but what does New Meadow receive for this 182 foot fixture that will remain in New Meadows for years to come? The community will bear the burden of lowered property values, possible future health risks although unknown at this time, possible sound disturbance and the possibility of additional antennas placed on the tower resulting in greater visual prominence. The applicant would like to build a 182 foot cell tower using our existing city infrastructure, receive monetary compensation for the cell tower services, yet not live here to see that tower every day. Meanwhile our community struggles to find resources to meet the community's needs. Fortunately New Meadows has developed a comprehensive plan that addresses sustaining a rural atmosphere, maintaining property values by protecting the attributes that make this valley so special. The 182 foot cell tower is incompatible with the vision outlined in the established plan.

I respectfully submit this letter and thank you for your consideration.

Sincerely,

Mary Boone

