



CITY OF

BIG BEAR LAKE *California*

September 28, 2023

Attn: US Forest Service

Subject: Big Bear Mountain Resort Master Development Plan Projects #63391

The City of Big Bear Lake recently learned through your website that the US Forest Service was initiating the environmental assessment of 11 proposed projects by Big Bear Mountain Resorts (BBMR) in the San Bernardino National Forest. The City has had no communication from the US Forest Service or BBMR on this project, its impacts, or the initiation of this environmental process.

In reviewing the posted information, the documents do not address the impacts to the neighboring infrastructure in Big Bear Lake, for which all visitors must access in order to get to the BBMR sites (Bear Mountain and Snow Summit). The success of this project needs to involve the City of Big Bear Lake, to ensure that the community is not negatively affected. This project will not be successful if visitors cannot park or stay overnight, due to a lack of parking and/or not enough accommodations.

Since the pandemic, the City saw has seen an unprecedented amount of tourism and visitation that strained the existing infrastructure and resources: parking, streets, services/resources, and accommodations. Additionally, the residents experienced negative impacts from this increased amount of visitation. What it showed the City and our partner agencies, was that there is a limitation to what Big Bear Lake and the Valley can accommodate. This proposed expansion of the ski resort, without proper mitigation efforts, may negatively impact the residents and the strain the existing infrastructure and resources that serve the City of Big Bear Lake.

The City would like to see these concerns addressed, as well as a collaborative discussion with all stakeholders to ensure that the right measures are in place for this project to be successful.

Thank you for your consideration and if you have any questions, please feel free to reach out to discuss further.

Sincerely,

Erik Sund
City Manager