

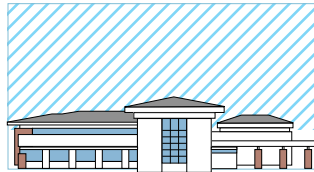
# BRAZEAU COUNTY ACTIONS ON Bighorn Country Proposal

## CHRONOLOGY



November 23

Province announces Bighorn Country Proposal



November 26

Council passes the following motion: "Moved by M. Gressler that Council oppose the Bighorn Country Tourism proposal as presented by the Minister."



December 19

Open Letter sent to Premier Notley and form letter made available for residents



January 14

RMA Pembina Zone Board passes the following motion: "THEREFORE BE IT RESOLVED that the Rural Municipalities of Alberta (RMA) urge the Province of Alberta to put the Bighorn Country Proposal on hold until an inclusive and comprehensive consultation process that includes and respects First Nations, municipalities, stakeholder groups and residents of Alberta can be developed"



January 16

Brazeau County hosts public input session



January 25

Transmission of letter and 100+ questions to Minister Phillips



February 1

Members of Council attend government public input session in Drayton Valley



February 6

Letter to Minister Phillips requesting responses to questions from the January 16 session, and asking to be invited to proposed stakeholder invite-only sessions



February 14

Hand delivery of residents' letters to the legislature

REACH: **103,471**  
(AVERAGE 3,337)  
NUMBER OF PEOPLE WHO SAW THE POST

ENGAGEMENTS: **10,525**  
(AVERAGE 339.5)  
ACTIONS ON POSTS (CLICKS, LIKES, SHARES, COMMENTS)

SHARES: **1276**  
(AVERAGE 41)

LIKES: **445**  
(AVERAGE 14)

COMMENTS: **68**  
(AVERAGE 2.2, ONE IN FAVOUR OF BIGHORN)

**31**  
SOCIAL MEDIA POSTS



RESIDENT LETTERS DELIVERED TO LEGISLATURE

**949**



**4** LETTERS SENT TO PREMIER AND MINISTER OF ENVIRONMENT AND PARKS

**300+**

ATTENDEES AT JANUARY 16TH QUESTION SESSION

**46**

SPEAKERS AT JANUARY 16TH QUESTION SESSION

**108**

QUESTIONS ASKED AT JANUARY 16TH QUESTION SESSION



MAJOR MEDIA OUTLETS SEEKING COMMENT FROM REEVE BART GUYON

**4**

**1st**

BRAZEAU COUNTY WAS THE FIRST MUNICIPALITY TO OPPOSE THE BIGHORN COUNTRY PROPOSAL