IDAHO DEPARTMENT OF LANDS DIRECTOR'S OFFICE 300 N. 6th Street Suite 103 PO Box 83720 Boise, ID 83720-0050 Phone (208) 334-0200 Fax (208) 334-5342



MICK THOMAS, DIVISION ADMINISTRATOR SECRETARY TO THE COMMISSION IDAHO OIL AND GAS CONSERVATION COMMISSION Betty Coppersmith, Chair Ray Hinchcliff, Vice Chair Jim Classen Dustin Miller Jennifer Riebe

January 23, 2023

Michael R. Christian Hardee, Piñol & Kracke PLLC 1487 S. David Lane Boise, Idaho 83705

via e-mail: mike@hpk.law

Re: Integration Application Received, – Docket CC-2023-OGR-01-001, T8N R5W Section 24 Payette County Idaho

Dear Mr. Christian:

This letter serves as acknowledgement that the Idaho Department of Lands (IDL) received the above-referenced integration application (Application) on January 23, 2023. As described in Idaho Code § 47-328(3)(a), "The department shall notify the applicant within five (5) business days of receipt of an application if additional information is required for the department to evaluate the application." IDL will review the submitted application and exhibits and notify you by the close of business Tuesday, January 31, 2023 if additional information, or clarification of the information submitted is needed to evaluate the Application.

Per Idaho Code § 47-320 (4), an application requesting integration must contain certain information. IDL has not made a determination regarding the completeness of the application as it pertains to the necessary information as provided in statute. The department reserves the right to seek additional information from the applicant prior to, or at a hearing for the integration request.

If you have any questions, you can reach me at (208) 334-0243 or <u>ithum@idl.idaho.gov</u>. Thank you for your assistance.

Sincerely,

Junes Them

James Thum Idaho Department of Lands Division of Minerals, Public Trust, Oil & Gas

Michael Christian January 23, 2023 Page 2

Ecc: Mick Thomas, Division Administrator, Idaho Department of Lands Kourtney Romine, Workflow Coordinator, Idaho Department of Lands