



To: Mayor and Town Council
From: Clint Kinney, Town Manager
Date: September 19, 2025
Re: Info Update

LETS START MODELING

We are underway, the Town, the Wildfire Collaborative, and Roaring Fork Fire Rescue Authority are launching a wildfire risk modeling project in Snowmass Village that will help the community better understand its exposure to wildfire and identify the most effective steps to protect homes and neighborhoods. The Town is paying the bills and the Collaborative and Fire Authority are providing their wisdom and insights.

At the center of the effort is the AGNI-NAR model (*Asynchronous Graph Nexus Infrastructure for Network Assessment of Wildland-Urban Interface Risk*), developed by Dr. Hussam Mahmoud, and colleagues at Vanderbilt. AGNI-NAR is a graph-theory-based model that represents homes and vegetation as “nodes” in an interconnected network to simulate how fire spreads through both the natural landscape and the built environment. Unlike traditional models, AGNI-NAR simulates how a fire could move through both the landscape and the built environment— as influenced by details such as wind speed and direction to capture home-to-home ignition, where embers will land, and potential evacuation challenges. This model goes beyond predicting flames on a map—it integrates fire behavior, infrastructure vulnerability, and community layout to simulate how wildfire interacts with the built environment and open space fuel. The Village will gain a clear, evidence-based understanding of which areas and structures are most vulnerable — and which mitigation strategies will most effectively reduce risk. Information gathering is underway.

We will be asking citizens to add information about their respective homes to increase the accuracy of the model. The survey can be found here: [Snowmass Wildfire Risk Survey](#). Over the coming weeks, HOA and community meetings across Snowmass Village will help build awareness and ensure broad participation in the data collection effort. We hope to have the model operational in about 6 months ish.

TID BITS:

- They laughed, they cried they felt every range of human emotion.....the Finance Advisory Board dedicated a three hour meeting earlier this week (in additon to all of the preperation work) reviwing the proposed 2026 budget. The FAB members shared a lot of strong opinions on a lot of issues and at the end developed a number of recommendations they will present to the Council in October. The Council will see the budget on October 6.
- Speaking of exciting things, construction crews are continuing the coping maintenance on our outdoor pools. They are expected to be closed for one more week.

- Along with lots of building activity underway, our Building Officials are also working to update and modernize the TOSV building code. This remains an important, yet arduous and demanding project.
- Event season isn't over yet. Oktoberfest and the Golden Leaf and others are still coming up. Most exciting of all..... Ski Season is getting close.
- Speaking of ski season, we are hiring for our winter positions.
- The lottery for Gold & Senior Parking Permits for the 2025/2026 winter season is now open. The number of available Gold & Senior Parking Permits is 100 for the season (15 gold/85 senior).
- The closing for the Mobile Home Park purchases continues to inch forward. With a tremendous number of partners involved, there continues to be a lot of coordination.
- There will be another vote on the Airport this November. In order for the County to issue the necessary debt to build the runway and terminal, a vote of the people is required. That question will go before voters this November. Then, no matter the outcome of that vote, the airport will be closed for about 30 days again starting in about mid April 2026 for annual maintenance. Then in 2027, steps are being taken to close the airport for about 9 months from April of 2027 into November of 2027. This is expected to be enough time to construct the required new runway and get the new terminal underway (but not finished).

CC: Department Directors