

RE: Incorrect Information being Disseminated to Laramie County Residents

From freelaramie

To Justin Arnold

CC Gunnar Malm
Troy Thompson
Linda Heath
Don Hollingshead
Ty Zwonitzer

BCC [REDACTED]

Date Tuesday, August 5th, 2025 at 12:24 PM

Justin,

To your point, we cannot locate any provision in the 2022 code that requires a permit specifically for a home occupation in most districts. If we're mistaken, could you please cite the exact code section demonstrating where a general zoning permit for a generic home occupation is currently required? (Professional licenses, etc., are not the point here, as those apply regardless of zoning.)

While I appreciate the technical distinction you're making with "uses-by-right," the examples of site plans or building permits for commercial businesses are not directly comparable. For one, the home being used in a home occupation is presumably already built, so building permits aren't typically triggered. The new code explicitly removes uses requiring a site plan from home occupation, a point that we do not disagree with. But again, that's not comparable, because the use-by-right aspect of a site plan is a by-right with an asterisk (*site plan required).

Unfortunately, you seem to be intent on obfuscating and prevaricating here. You know full well what the public means and understands, and you're attempting to back track and hide behind jargon.

The fact remains that the proposed changes add a new permit requirement (via 1-2-100) where none currently exists in the regulations. If one did exist, you have had numerous chances to point it out with precision. This shift increases regulation rather than deregulating, especially given clear public understanding of "by right" uses relating to home occupations.

I understand that you will not have any additional time to respond here, and look forward to reviewing the hearing.

Regards.

Sent with [Proton Mail](#) secure email.

On Tuesday, August 5th, 2025 at 10:47 AM, Justin Arnold <justin.arnold@laramiecountywy.gov> wrote: