

[Service Date July 29, 2011]

July 29, 2011

**NOTICE SUSPENDING PROCEDURAL SCHEDULE**

RE: *Washington Utilities and Transportation Commission v. Cascade Natural Gas Corporation*, Docket PG-110443

TO ALL PARTIES:

On March 21, 2011, the Staff of the Washington Utilities and Transportation Commission (Commission Staff) filed a complaint against Cascade Natural Gas Corporation (Cascade) alleging that Cascade violated various regulatory requirements with regard to pipeline safety maintenance and recordkeeping duties.

On May 16, 2011, the Commission conducted a prehearing conference. In order to allow the parties time to engage in settlement negotiations, the Commission scheduled a status conference for August 2, 2011.

On July 13, 2011, the parties filed a Settlement Agreement and supporting Narrative in this case. On July 14, 2011, the parties confirmed their intent to waive an Initial Order in this docket and request a Final Order. On July 22, 2011, the parties asked that the Commission suspend the procedural schedule.

Given the parties' proposed agreed resolution to this docket, a status conference is no longer required at this time. The Commission will review all filings related to the proposed settlement and determine, in accordance with WAC 480-07-740(1)(d), whether a hearing will assist in determining whether or not to adopt the proposal. As explained in WAC 480-07-750, the Commission retains full discretion on accepting a proposed settlement as submitted, accepting a proposed settlement with conditions, or rejecting a proposed settlement.

**NOTICE IS GIVEN That the Commission strikes the August 2, 2011, status conference date from the procedural schedule in this docket and suspends all further proceedings until after the Commission reviews the Settlement Agreement and the Narrative in Support of Settlement Agreement.**

If necessary, a further Commission Notice will inform the parties of the Commission's chosen next step in this proceeding.

Sincerely,

ADAM E. TOREM  
Administrative Law Judge