BEFORE THE WASHINGTON STATE UTILITIES AND TRANSPORTATION COMMISSION 1-360-664-1222

In re Application of)	
)	DOCKET TV-101849
CASCADE POLE & LUMBER CO.)	
)	ORDER 01
for a permit to operate as a motor freight)	
carrier)	ORDER DISMISSING APPLICATION
)	

- 1 Cascade Pole & Lumber Co., (Cascade Pole & Lumber Co.), has filed an application with the Washington Utilities and Transportation Commission (Commission) for a permit to operate as a motor freight carrier within the state of Washington.
- On December 9, 2010, Cascade Pole & Lumber Co., notified the Commission that it does not wish to proceed with the application for a common carrier permit and requested that this application be withdrawn and the proceeding dismissed.

ORDER

- 3 **THE COMMISSION ORDERS** the application of Cascade Pole & Lumber Co., filed in Docket TV-101849, is dismissed.
- The Commission has delegated authority to the Secretary to enter this Order under RCW 80.01.030, and WAC 480-07-903(1)(c).

DATED at Olympia, Washington, and effective December 9, 2010.

WASHINGTON UTILITIES AND TRANSPORTATION COMMISSION

DAVID W. DANNER Executive Director and Secretary **NOTICE:** This is an order delegated to the Secretary for decision under RCW 80.01.030 and WAC 480-07-903(1)(c). You may seek Commission review of this decision by filing a request for Commission review of this order no later than twenty (20) days after the service date of the order.

The Commission will schedule your request for review by issuing a notice of hearing to be held before an administrative law judge. The Commission, at its discretion, may consider your request for review in an adjudicative proceeding under RCW 34.05 Part IV, or in a brief adjudicative proceeding under RCW 34.05.482 through .494. Following hearing, the administrative law judge will enter an initial order. If you wish to seek review of the initial order, you may file a petition for administrative review under RCW 34.05.464, or if the matter is heard in a brief adjudicative proceeding, under RCW 34.05.491.