



NOTICE OF PUBLIC HEARING

THE COUNTY OF SANTA BARBARA REQUIRES A FACE MASK BE WORN BY ALL INDIVIDUALS, WHETHER VACCINATED OR UNVACCINATED, IN INDOOR PUBLIC SETTINGS, (COUNTY HEALTH OFFICER ORDER NO. 2021- 10.4) **ALL ATTENDEES MUST WEAR MASKS AT THE CITY COUNCIL MEETING.**

The Planning Commission meeting will be broadcast live on Comcast Channel 23 and the radio at KPEG 100.9 FM and livestreamed on the internet at www.cityoflomdoc.com (Click the "City Council" button, and then "View City Council Meeting Videos").

If you wish to make a comment during oral communications or on a specific agenda item, you may **call (805) 875-8201 before the close of public comment on the agenda item.** You will be provided 3 minutes to give your public comment. Alternatively, you may submit comments via email to c_weigel@ci.lompoc.ca.us no later than 4:00 p.m. on Wednesday, October 13, 2021

NOTICE IS HEREBY GIVEN that the Lompoc Planning Commission will conduct a public hearing on **Wednesday, October 13, 2021**, at 6:30 p.m. in the City Council Chambers, City Hall, 100 Civic Center Plaza, to consider the following items:

Planning Commission consideration of recommendations to the City Council for amendments to Title 16 (Subdivisions) to allow Director approval of Lot Line Adjustments, Deletion of Certain Development Standards and Zoning Requirements for Planned Residential Developments and Residential Condominiums, Amendments to the Initial Duration and Length of Discretionary Extensions of Tentative Tract Maps, and miscellaneous revisions to outdated code references (TA 21-03).

Planning Commission consideration of amendments to Lompoc Municipal Code Sections 16.04.110 (Expiration of Tentative Map Approval), 16.08.010 (When Maps Are Not Required), 16.36.040 (Planned Residential Developments and Residential Condominiums), and other sections of Title 16 to streamline review of lot line adjustments, remove certain development standards and application processing requirements for planned residential developments and residential condominiums, remove the requirement for planned residential developments and residential condominiums of 15 units or more to be developed only in a Planned Development Overlay Zone, increase the initial duration of tentative tract maps to 24 months and allow discretionary extension of tentative tract maps for up to a total of 6 years, and update outdated or incorrect code references. This action is exempt from environmental review pursuant to Section 15061(b)(3) (the "common sense" exemption) of the California Environmental Quality Act (CEQA) Guidelines.

Staff: Brian Halvorson, Planning Manager
E-mail address: b_halvorson@ci.lompoc.ca.us

Any person may appeal a decision of the Planning Commission to the City Council within ten (10) calendar days, or as otherwise specified in the City Code, from the date of the decision. If the Planning Commission action is a recommendation, the action will be heard by City Council, and no appeal is needed. The appeal fee is \$257.80. Any person interested in an agenda item may contact the staff person noted above at the Planning Division (805) 875-8227.

Pursuant to Government Code requirements, this agenda is posted 72 hours in advance of the meeting in the lobby of City Hall and in the Lompoc Library. Any interested person may submit comments orally or in writing at the public hearing. Written comments should be addressed to the Planning Division, 100 Civic Center Plaza, Lompoc, CA 93436. Project files and environmental documentation are available for public review at the Planning Division or on the City's website at <http://www.cityoflomdoc.com/agendas/planning.htm>. Staff Reports will be available on October 8, 2021.

LOMPOC PLANNING COMMISSION
BRIAN HALVORSON, SECRETARY

If you challenge the Text Amendment in court, you may be limited to raising only those issues you or someone else raised at the public hearing described in this notice or in written correspondence delivered to the City of Lompoc at or prior to the public hearing (Government Code Section 65009).