

# Item 7 TA 20-03 Zoning Code Text Amendments to Inclusionary Housing

City Council Meeting October 19, 2021



### **Background**

- The Zoning Code Text Amendments is a request from Mike Badner with Williams Homes
- Williams Homes recently received approval from the Planning Commission last month for a 257 residential unit development (River Terrace)
- The amendments proposed would be Citywide

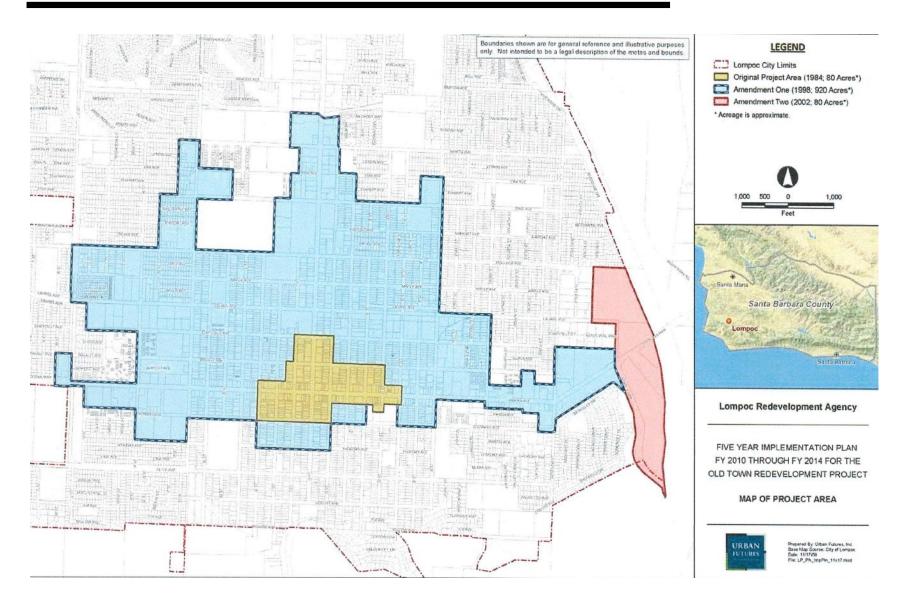


### Request/Project Area

- The proposed amendments to inclusionary housing requirements are within Old Town Redevelopment Amendment No. 2 Area
- This area has specific requirements that does not allow alternative methods of compliance (i.e. payment of in-lieu fees and off-site construction) to satisfy affordable housing requirements

### Amendment No. 2 Area







### **Staff Analysis**

- The proposed amendments would still allow the implementation of State Laws (Gov't Code Section 65580) facilitating the development of housing
- Maintains 15% Affordable Requirement in Area No. 2
- Facilitates more flexible affordable housing regulations (in-lieu fees, off-site construction)
- Consistent with 2030 General Plan Housing Element



# Staff Analysis -Con't

- Strengthen the Home Buyer Assistance Program
- Further the Goals/Objectives of the Redevelopment Implementation Plan



# Staff Analysis -Con't

- It is acknowledged that affordable housing could be reduced (new construction)
- Most affordable units would be built on-site (due to cost and land availability)
- The benefits (flexible regulations) may exceed costs (reduction of affordable units on-site)



### **Environmental Review**

- An Addendum to EIR 04-01 was prepared for the amendments as part of the River Terrace project
- The Addendum was reviewed by the Planning Commission at the September 22, 2021 Special Meeting.



### **Staff Recommendation**

 Introduce Ordinance No. 1685 (21) for first reading by title only (with further reading waived), to allow Zoning Code Text Amendments to Chapter 17.324 (Inclusionary Housing);

OR

Provide other direction