Programmatic Climate Action Plan City Council Public Hearing

January 22, 2013

Presentation Summary

Five Topics:

- Review
- Programmatic CAP
- Project Timeline
- Partners
- Approach / Steps

1. Review

- CAP Adopted in October 2012
- Target: 1990 GHG Emission Levels by 2020
- Enables Permit Streamlining
- Feb 2012 Council Resolution No. 2012-13
- Nov 2012 Contract Offered to City

2. Programmatic CAP

- Quantify GHG emissions within the City
- Establish a level (target) where GHG emissions are "less than significant"
- Identify emissions from existing actions of CAP
- Specify measures to achieve the specified emissions level
- Monitor progress and amend plan if necessary
- Adopt in a public process following environmental review

3. Project Timeline

- State Contract sets 3-year limit
- A 2-year timeline is anticipated, but it could be more
- Final schedule will be defined with selection of consultant

4. Partners

Local Community

- Builders (prior BIA support letter)
- Engineers
- Surveyors
- Chamber of Commerce
- Real Estate Industry
- Transportation / Air Quality / Health Advocates
- San Joaquin Air Pollution Control District

5. Approach/Steps

- Select Consultant
- Appoint Citizen Advisory Committee
- Narrow Potential Range of Actions

- Perform Cost-Benefit Analysis for Specified Actions
- Public/Council Review of Proposed Actions
- Craft a Monitoring Program
- Adopt Programmatic CAP

- Develop Code Concepts for Public/Council Review
- Adopt Code Amendments and Unified Design Manual

2015

2014

2013

Benefits

- CEQA Tiering Faster Permitting
- CEQA Tiering Lower Costs for Applicants and City
- Adds Certainty and Predictability
- Improved Coordination with Local Air District
- Increased Community Dialog
- User-Friendly Manual for Development Industry

The Cons/Challenges

- Careful analysis to ensure PCAP is not more Restrictive/Directive than it needs to be
- Requires a Monitoring System Issue of Resource Management
- May need to update CAP with new target
- GHG Reductions are likely to come from community and new developments

Questions?