

County of Monterey

Board of Supervisors Chambers 168 W. Alisal St., 1st Floor Salinas, CA 93901

Board Report

File #: PC 18-106, Version: 1

REF180015 - ACCESSORY DWELLING UNITS REGULATIONS UPDATE

Request for a continuance of the public hearing to adopt an ordinance amending Title 21 (non-coastal zoning ordinance) to update the County's inland zoning regulations for accessory dwelling units.

Proposed Location: County-wide (Non-coastal)

Proposed CEQA Action: Statutorily Exempt from the California Environmental Quality Act pursuant to Public Resources Code section 21080.17 and CEQA Guidelines section 15282(h).

separate cover.

RECOMMENDATION:

It is recommended that the Planning Commission continue the public hearing on amendments to the Title 21 Accessory Dwelling Unit Ordinance (non-coastal zoning ordinance) from September 26, 2018 to a date uncertain.

PROJECT INFORMATION:

Planning File Number: REF180015 (Inland, Accessory Dwelling Unit Regulations)

Plan Area: Inland Areas (Non-coastal)

SUMMARY:

On June 27, 2018, RMA staff presented a report to the Planning Commission on needed amendments to County regulations for Accessory Dwelling Units (ADUs) to update the County Code in light of state legislations that went into effect in January 2017 and January 2018. At the June meeting issues were raised regarding parking, the use of modular homes/tiny homes and consistency of the ordinance with the 2010 General Plan. The 2010 General Plan contains nine Area Plans (AP)/Master Plans (MP): Cachagua AP, Carmel Valley MP, Central Salinas Valley AP, Greater Monterey Peninsula AP, Fort Ord MP; Greater Salinas AP, North County, Inland AP, South County AP and Toro AP. Staff is requesting a continuance to a date uncertain to allow completion of a consistency analysis not only with the 2010 General Plan, but also the nine Area/Master Plans contained within the 2010 General Plan.

Prepared by: Jacqueline R. Onciano, RMA Chief of Planning Reviewed/Approved by: John M. Dugan, FAICP, RMA Deputy Director of Land Use and Community Development