RESOLUTION NO. 23-05

RESOLUTION OF THE PLANNING COMMISSION OF THE CITY OF SEBASTOPOL RECOMMENDING THE CITY COUNCIL ADOPT THE OBJECTIVE DESIGN STANDARDS

WHEREAS, the City of Sebastopol completed a comprehensive General Plan update with adoption of a new General Plan on November 15, 2016; and

WHEREAS, pursuant to the California Environmental Quality Act (CEQA, codified at Public Resources Code § 21000 et seq.) and the State CEQA Guidelines (14 CCR, § 15000 et seq.), on November 15, 2016, the City Council certified and adopted an Environmental Impact Report (EIR) for the Sebastopol General Plan (the "Project"; State Clearinghouse No. 2016032001); and

WHEREAS, the project is consistent with the General Plan, in that it conforms to the following actions:

- Goal CD 1: Preserve and Enhance Sebastopol's Unique Character, Design, and Sense of Place as a Small, Compact Town
- Policy CD 1-1: Ensure that new development is constructed in a manner consistent with the City's Design Guidelines, and any design guidelines for specific areas or types of development.
- Policy CD 1-2: Ensure that new residential and commercial development is sensitive to the surrounding architecture, topography, landscaping, character, scale, and ambiance of the surrounding neighborhood.
- Policy CD 1-3: Discourage repetitive designs in residential and commercial areas, while establishing a cohesive visual relationship between structures and their surroundings.
- **Policy CD 1-6**: Maintain and enforce Zoning Ordinance provisions and design guidelines that prohibit auto-centric strip development.
- Policy CD 1-12: Require the design of new residential development to be consistent with the City's design guidelines, to ensure that new development contributes to the small town character of Sebastopol. And,

WHEREAS, the project is consistent with the following City Council Goals:

- Goal 4.1 Create a Safe, Healthy and Attractive Environment for Residents and Visitors
- Goal 7 Provide and Develop a Plan for the Future for the City of Sebastopol with the Implementation of the new General Plan
- 7.2.1 Incorporate the Small Town Character values into the City's land use policies
- 7.2.2 Review, evaluate and update the Design Review Guidelines

- **Goal 9** Enhance housing opportunities in Sebastopol and, when possible, provide assistance to housing projects.
- 9.1.3 Engage with community on housing issues and suggested review of City policies to facilitate a positive jobs/housing balance. And,

WHEREAS, in 2019 the City Council of the City of Sebastopol created the Design Review Subcommittee which includes members from the Planning Commission, Design Review Board, and City Council to review and develop Objective Design Standards for the City; and,

WHEREAS, in September 2022 the Planning Department began working with Opticos to develop the Objective Design Standards (ODS) and Senate Bill 9 (SB9) standards; and,

WHEREAS, the Design Review Subcommittee met throughout 2022 and 2023 with Planning staff to develop the Objective Design Standards; and,

WHEREAS, on February 28, 2023 the Planning Department provided a staff report and presentation to the Planning Commission update on progress on the Objective Design Standards; and,

WHEREAS, on May 23, 2023 the Planning Department provided a staff report and presentation to the Design Review Board to update on progress on the Objective Design Standards; and,

WHEREAS, on August 15, 2023 the Planning Department provided a staff report and presentation to the Planning Commission to update on progress of the Objective Design Standards; and,

NOW, THEREFORE, THE PLANNING COMMISSION DOES HEREBY ADOPT THIS RESOLUTION finding that the Objective Design Standards are consistent with the City's General Plan goals related to community design and recommending the City Council adopt the Objective Design Standards.

Approved on August 15, 2023 by the following vote:

AYES: Chair Fernandez, Vice Chair Fritz, Commissioners Burnes, Oetinger

NOES: None ABSTAIN: None ABSENT: None

Certified:

Kari Svanstrom, Planning Director