

WHAT'S WRONG WITH GPU4

The recent Rodeo/Motocross weekend brought 200,000 people to Monterey County.

Imagine that kind of traffic everyday.

Monterey County's fourth attempt to update its General Plan (GPU4) is completely out of sync with the expressed desires of county residents. Nothing more vividly illustrates this than GPU4's designation of Rancho San Juan as a fully urbanized Community Area, despite its rejection last fall by 76% of county voters.

But GPU4 doesn't stop with Rancho San Juan. In addition to six more community centers – Pajaro, Boronda, Castroville, East Garrison at Fort Ord, Chualar & San Lucas – it also designates:

- 11 Rural Centers – Prunedale, River Road between Pine Canyon and Las Palmas, Carmel Valley, Valley Road, San Benancio/Corral de Tierra, Toro Park Estates/Serra Village, Del Monte Forest, Lockwood, Pleyto, Bradley, San Ardo and Pine Canyon near King City.

To make matters worse, there's no way to know with any certainty just how much more development will occur.

- GPU4 allows Community Area and Rural Center boundaries to be enlarged during the planning process.
- Subdivision is allowed on properties outside of Community Areas and Rural Centers according to criteria to be developed after GPU4 is adopted.
- GPU4 requires no meaningful protection against subdivisions on productive farmland, even on the most productive land in the county.

GPU4 says "yes" to further subdivision & development in 7 Community Areas and 11 Rural Centers, and it says "maybe" everywhere else.

TRAFFIC

Here are some of the existing conditions residents complained about and how they are addressed in GPU4

- Although the County's standard for road Level of Service (LOS) is LOS C under the '82 plan, many major County roads have fallen below LOS D and LOS F – gridlock.
 - Instead of making things better, GPU4 lowers the county standard for road Levels of Service to D. LOS D means that there is little maneuverability and that roads would be gridlocked by an accident. Ironically, the goal of GPU4 is to reach LOS D by 2026.
 - Community Areas, many of them adjacent to or bisected by regional roads and highways, would be allowed to reduce their levels of service to LOS F.
- The County is \$200 million short of funds needed to maintain and repair its existing roads, but new roads will be needed to serve all the growth induced by GPU4.
- The County needs \$930 million to build new roads and expand capacity of existing roads. New development would only pay \$279 million, leaving existing residents to shoulder the remaining \$651 million. In other words, sprawl has outstripped our ability to pay for it by at least \$651 million.

WATER

All the major watersheds in Monterey County are in peril. GPU4 does not require developers to “secure” the necessary water before project approval. A responsible General Plan ought to require a “permanent” water supply as a condition of new development. GPU4 does not. Projects are being approved based upon water projects that do not exist.

- The Salinas Valley Water Project (SVWP) is un-built and unproven.
- Even so, the project's EIR/EIS states that it will only be effective through 2030, at which time a \$42 million direct distribution system would need to be built.
- Cal-Am has just received the go-ahead to build a test desalination plant at Moss Landing. Cal-Am would depend upon the water-cooled Moss Landing Electric plant for discharge. However, the state may soon insist that all electric plants on the coast of California be air-cooled.

GPU4 will result in sprawling development, eliminating the distinction between rural & urban areas, and the vast majority of the housing produced will be unaffordable for the working families of Monterey County.

In short, GPU4 is a planning disaster!
It will allow a few property owners & developers
to make a fortune
and the rest of us will pay for it!