



UGB Adoption Package Summary

Community Vision

Eugene's urban growth boundary proposal is the result of over 6 years of community input, technical analysis, and City Council direction.

In Oregon, urban growth boundaries define the areas around a city in which urban development can occur. The UGB helps protect farms and forests from urban sprawl and promote the efficient use of land, public facilities, and services inside cities.

As Eugene continues to grow, it is important to plan how and where that growth will happen. The UGB is part of our plan for how we will grow as a community, providing enough land for homes, jobs, schools, and parks. Over the next twenty years, our population will grow by about 20%, but our land area will grow by only about 3%.

Our community vision and the Envision Eugene pillars guide the UGB proposal, which aims to promote a livable, prosperous, and equitable future for all.

UGB Proposal

The proposal will create Eugene's own urban growth boundary, separate from Springfield, and includes a new Eugene-specific comprehensive land use plan and policies. This includes establishing a program to monitor development and adjust our growth strategies and assumptions if needed.

The proposed UGB includes 20 years-worth of land for jobs, parks, schools and housing for Eugene.

- The Clear Lake Road expansion area includes 924 acres for 3,000 jobs in the Bethel neighborhood, a community park and a school. A Clear Lake Overlay Zone is also proposed to preserve larger employment sites and limit environmental and health impacts.
- The Santa Clara expansion area includes 35 acres adjacent to Madison Middle School for a community park, between Wilkes Drive and River Loop 2.

Over the next 20 years, about 90% of our new homes will fit on currently vacant or underdeveloped land across the city. Based on City Council direction, the proposal includes the following strategies for fitting the remaining 10% of new homes:

- Accommodating about 1,000 additional high density homes downtown by continuing existing programs and development incentives for higher density apartments and condominiums
- Accommodating 600 additional medium density homes by amending the zoning code to require a higher minimum number of homes to be built in areas zoned for medium density housing (from 10 to 13 dwellings per acre).



This plan establishes a robust growth monitoring program. Once the UGB is adopted and acknowledged by the state, the city will move right into growth monitoring reporting, code updates, and planning for urban reserves to inform the next UGB update.

Adoption Process

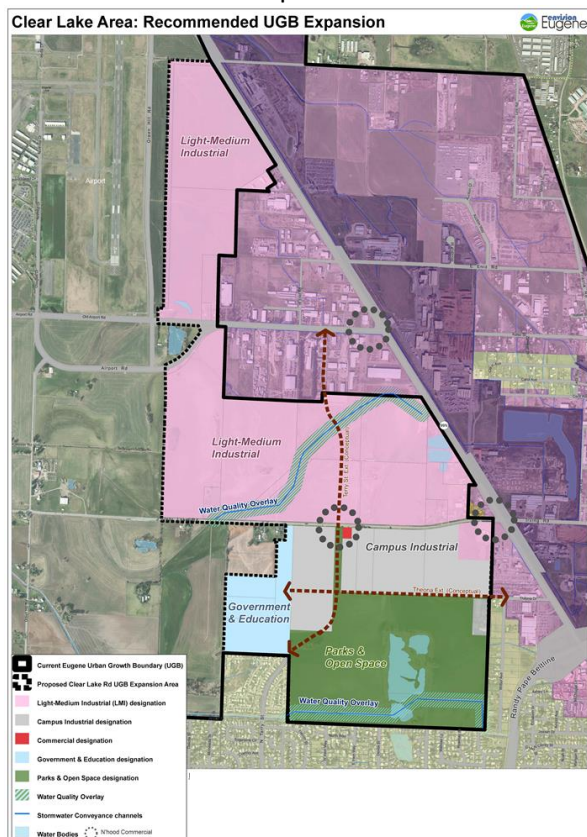
Both the City and the County will review and make a decision about Eugene’s UGB proposal.

The Planning Commissions were the first step in the adoption process. Work sessions, a public hearing, and deliberation sessions were held from January through April, with the Planning Commissions recommending approval of both the jobs, parks, and schools ordinance and the residential ordinance to their respective elected bodies. The Eugene Planning Commission made numerous revisions to the adoption package materials, including strengthening the language of the Clear Lake Overlay zone to protect large employment sites. They also suggest that proactive steps be taken after UGB adoption to promote economic development in the Clear Lake area and to address housing supply and affordability issues citywide.

The City Council and Lane County Board of Commissioners will hold work sessions in May and June. The joint public hearing is scheduled for June 27. Decisions could be made as soon as July. Once the state acknowledges the City’s and County’s local decisions, the UGB becomes effective.

Any aspect of the adoption package can be commented on during the City Council process. Newer components include the new Clear Lake Overlay zone, changes to the R-2 Medium Density Residential zone, changes to the Metro Plan, and new Envision Eugene Comprehensive Plan policies. Learn more at www.envisioneugene.org

Clear Lake Expansion Area



Santa Clara Expansion Area

