

Health and Safety Element Executive Summary

The Health and Safety Element of GPU-3 incorporates two of the seven state-mandated General Plan elements- the safety element and the noise element.

The State General Plan Guidelines call for the safety element to address seismic hazards, flood hazards, fire hazards and landslide hazards. The Health and Safety Element contains sections dealing with each of those subjects. In addition, the Health and Safety Element covers air quality and manmade hazards.

Finally, the Health and Safety Element contains the mandatory noise element.

Key policy concepts presented by the Refinement Group in the Health and Safety Element include the following:

- Deleted policies mandating that all areas within the 100-year floodplain outside of Community Areas be designated as open space.
- Fire hazard rating shall be based on the current fire hazard rating system of the California Department of Forestry and Fire Protection.
- Deleted the requirement for a 15-minute response time for emergency services to Rural Centers and Rural Lands, but retained requirement for notice to affected owners.
- Revised policies that would render existing legal lots of record undevelopable.
- Added provisions authorizing the use of alternate fire protection measures such as automatic fire sprinkler systems, swimming pools and ponds.
- Removed restrictions on the creation and maintenance of “defensible space.”
- Revised geologic hazard map policies to assure that geologic hazard maps are adopted in accordance with state law.
- Revised policies in order to assure a systematic and scientifically-based process for objectively evaluating and mitigating geologic hazards.
- Revised noise element policies to correspond with state OPR General Plan Guidelines, including replacing Table HS-2 with the Community Noise Exposure table from the Guidelines.

- Established thresholds of significance for environmental review of noise impacts, based on the Highway Research Board standards.
- Revise noise element policies to distinguish between noise generators and noise receptors.