# Streamlining Urban Growth Boundary Decisions

## HB 2253 and HB 2254

#### Step 1 (Forecast Population Growth) HB 2253

Population forecast made for each city, and updated every 4 years.

The forecast is the basis for determining the amount of land needed for urban growth.

# Step 2 (Convert Population Forecast into Forecast of Land Need) HB 2254

City determines land need based on: (a) Forecast of population change over next 14 years; and (b) Range (e.g. middle 80 percent) of ratios of the rate of population change to the rate of change in urban land area for cities in the same area. *Example*: Population is forecasted to grow by 1000 in next 14 years. Most cities in region have added between 2.5 and 5 acres for every 100 new residents. City may chose between 25 and 50 acres as its land need.

### Step 3 (Existing Land Supply and Net Land Need) HB 2254

City determines how much of the land need can be met inside its existing UGB:

- Infill calculated based on inventory of vacant and partiallyvacant lots.
- Redevelopment calculated based on LCDC rules that set ranges drawn from actual development experience.

Net Land Need is Land Need less existing land supply

### Step 4 (Location) HB 2254

City studies all adjacent land within a set distance for possible addition to UGB, *excluding*:

- Lands that are not feasible to serve w. urban services;
- Lands w.i. particular hazard categories; and
- Lands w.o. required site characteristics (if the land is for an industrial use w. specific requirements).

### Step 5 (Location) HB 2254

City adds lands from study area according to the following priorities:

- Exception, non-resource and urban reserves added first;
- Lower-value resource lands next;
- High-value resource lands last.

#### **Key Features**

- Assures that cities maintain a supply of land that is ready for development.
- Reduces costs and litigation, significantly, and speeds review if there is a challenge.
- Replaces periodic review.
- Protects farm and forest lands by tracking trends and adjusting if needed.