

LEGISLATIVE DIGEST

[Initiative Ordinance - Administrative Code - Surplus City Property Ordinance]

Motion ordering submitted to the voters an Ordinance amending the Administrative Code to update provisions of the Surplus City Property Ordinance, expand the affordability criteria for housing developed on property acquired for affordable housing under the Ordinance, restrict for 120 days any other disposition of surplus City property being considered for transfer to the Mayor’s Office of Housing and Community Development for development of affordable housing under the Ordinance, provide for implementation of the State Surplus Property Statute, and provide for amendment of the initiative ordinance by the Board of Supervisors, at an election to be held on November 3, 2015; and affirming the Planning Department’s determination under the California Environmental Quality Act.

Existing Law

The City has a “Surplus City Property Ordinance” that governs the disposition of surplus City property, favoring the use of that property for the development of affordable housing and housing for the homeless.

The State’s “Surplus Property Statute” governs the disposition of surplus property by local public agencies, also favoring the use of the property for the development of affordable housing, among other uses.

Amendments to Current Law

The proposal is an initiative ordinance that would amend the Surplus City Property Ordinance. The proposal would expand the definition of “homeless” for purposes of the Ordinance, and expand the affordability requirements for housing developed under the Ordinance. It would also update and expand the procedures used by the City to identify surplus and underutilized property and to make such property available for the development of affordable housing. Finally, the proposal would add procedures to facilitate local implementation of the State Surplus Property Statute.

The proposal would authorize the Board of Supervisors to amend the provisions of the initiative to further its purposes.