Bay Area Planning Directors Association Spring 2014 Meeting

May 30, 2014 8:30am to 1:30pm

Nile Hall, Preservation Park 668 13th Street, Oakland

"House" it Going? It's Time for Some Good News

Agenda

8:30am Registration / Continental Breakfast

9:00am Welcome and Opening Remarks

Laurel Prevetti · BAPDA Chair; Assistant Town Manager, Town of Los Gatos
Rising housing costs along with lack of funding makes it hard for cities and counties to
provide necessary housing units in their municipalities. This meeting brings together
planners and housing professionals to talk about lessons learned, and share strategies and
secrets used by other jurisdictions. Topics will include the California Environmental Quality
Act (CEQA), housing element, shelters, and impact fees.

9:15am The Best of Nexus

Moderator AnMarie Rodgers · Legislative Affairs Manager, City and County of San Francisco Lark Ferrell · Housing Manager, City of Napa

Randy Tsuda · Community Development Director, City of Mountain View
Almost all affordable housing strategies require some level of local funding. Hear how
development impact fees for affordable housing are working in different communities.

10:00am **Break / Networking**

10:30am Tools for Housing Element Implementation

Moderator Colette Meunier · Consultant

Eric Angstadt · Director of Planning, City of Berkeley

Sarah Bernstein Jones · Environmental Planning Director, City and County of San Francisco How can CEQA steamlining and zoning provisions help with affordable housing? Hear about what State law provides and what you can implement locally.

11:15am Shelter for All

Moderator Michele Rodriguez · Development Services Manager, City of San Pablo

Ray Bramson · Homeless Response Manager, City of San Jose

Amanda Stempson and Carolyn Wylie · Staff Attorneys, HomeBase

Extreme rent pressures in much of the Bay Area are displacing more people and putting them on the streets thus affecting more cities more acutely. Nonetheless, several jurisdictions have developed effective responses.

12:00pm Lunch / Networking