# 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.