

MINUTES

**Eugene City Council
Harris Hall, 125 East 8th Avenue
Eugene, Oregon 97401**

**January 21, 2020
7:30 p.m.**

Councilors Present: Mike Clark, Jennifer Yeh, Chris Pryor, Betty Taylor, Emily Semple, Claire Syrett, Alan Zelenka, Greg Evans

Mayor Vinis opened the January 21, 2020, public hearing of the Eugene City Council.

1. PUBLIC HEARING: An Ordinance and Resolutions Adopting Modifications to the Parks and Recreation System Development Charge Methodology

Proposed Resolution Adopting the Parks and Recreation SDC Project Plan; Repealing Resolution No. 4863; and Providing an Effective Date.

Proposed Resolution Adopting Amendments to the System Development Charge Methodologies (General Methodology and Appendices A and F) Originally Adopted by Resolution No. 4900; Replacing Appendix E to the System Development Charge Methodologies Originally Adopted by Resolution No. 4900; Repealing Resolution No. 4929; Providing a Phased SDC Increase; and Providing an Effective Date.

City Manager Pro Tem Sarah Medary introduced the item and gave background about the Public Hearing topics.

Testimony

1. Ed McMahon – proposed that council wait two years before implementing new parks SDCs.
2. Tiffany Edwards – said the Chamber is not in support of increasing parks SDCs at this time.
3. Michael Gannon – spoke about using undeveloped park sites for the unhoused.
4. John Barofsky – encouraged council to step back and think about balancing priorities.

Discussion

- Councilor Clark – said that council learned from staff that the City can build fifty-one new park projects without raising the current SDCs; said he would prefer not raising the SDCs at all, but that to meet in the middle he planned to make the motion to postpone raising the SDC for two years.
- Councilor Syrett – asked for staff to provide information at the work session about what the impact would be on the project list if council were to postpone raising the SDCs for two years and if that would allow for modification of the phase-in strategy; asked about the administrative fees collected with SDCs and what the plan would be for that money if the SDCs were raised and more administrative money was coming in.
- Councilor Semple – said she loves parks and wants to move forward on the project list, but she’s not sure that the time frame is essential; said she’s concerned that the City is not incentivizing housing and instead is increasing fees to build housing.
- Councilor Zelenka – said he’s interested in not disincentivizing low- and moderate-income housing; said he’d like to see if there could be a waiver or lower amount for houses under a

certain amount, whatever number was used with the CET; said he'd like to see this analysis done for the work session.

2. Public Hearing and Possible Action: A Resolution Annexing Land to the City of Eugene (Assessor's Map 17-04-23-42, Tax Lot 3900 Located West of 830 Willow Avenue)(City File: Steinhouse, Elizabeth; A 19-7)

City Manager Pro Tem Sarah Medary introduced the item and gave background about the Public Hearing topic.

Testimony

1. Elizabeth Steinhouse – spoke in support of the annexation.

Discussion

- Councilor Clark – responded to the speaker and said that sometimes council schedules a hearing about an annexation to give neighbors an opportunity to express their concerns.
- Councilor Zelenka – asked a question about how the property would be accessed.
- Councilor Syrett – thanked the property owner for coming the public hearing; explained that there had been an objection to the annexation at a public forum in November and council decided to schedule a public hearing to give sufficient time for people to make comments if there were concerns.

Mayor Vinis closed the public hearing and the record.

MOTION AND VOTE: Councilor Semple, seconded by Councilor Yeh, moved to adopt a resolution approving the proposed annexation request, consistent with the applicable approval criteria. **PASSED 8:0.**

The meeting adjourned at 7:58 p.m.

Respectfully submitted,



Beth Forrest
City Recorder

(Recorded by Elena Domingo)