



The Week in Review

City Manager Grace K. Leung
September 27, 2019

Upcoming Events

Saturday, September 28 Newport Beach Art in the Park

Civic Green
100 Civic Center Drive
10 a.m. - 4 p.m.

Sunday, September 29 Concert at Marina Park – Neil Diamond Tribute with Jason Lohrke

Marina Park
1600 W Balboa Blvd.
4 p.m. - 5:30 p.m.

Tuesday, October 1 Parks, Beaches and Recreation Commission Meeting

City Hall, City Council
Chambers
100 Civic Center Drive
6 p.m.

Thursday, October 3 Kareem Abdul-Jabbar: Author event

Friends Meeting Room,
Central Library
1000 Avocado Ave.
7 p.m.

Update on Addressing Homelessness

At the City Council meeting on September 24, 2019, the City Council took a set of actions, which allows staff to move forward with conceptual work to develop a temporary shelter at the City's Corporation Yard. At the same meeting, following the closed session, the City Attorney reported that discussions are continuing with Costa Mesa to partner for services. The City Council is currently pursuing three paths for a homeless shelter: 1) Negotiate with the owners of 4200 Campus Drive in the airport area; 2) Engage neighboring cities for a regional approach to a shelter; and 3) Provide a shelter located at 592 Superior Avenue, the site of the City's Corporation Yard. Staff is preparing a Scope of Services document to present to potential shelter operators. Stipulations for shelter operators include 24/7/365 on-site security, a reservation-only referral model of access, and on-site case management for long-term housing placement.

The results of enforcing no trespassing during the hours the OCTA transportation center is closed has reduced the number of times the police were on site in the past week from 44 to 23 with one disturbance call and two arrests. The Newport Beach Police Department continues to monitor the area and the night trespassing has been almost completely eliminated. The Irvine Company is currently improving the landscaping in the area which will enhance the facility.

Regional Housing Needs Assessment (RHNA) Update

On September 13, 2019, the public review and comment period ended regarding the Southern California Association of Governments' (SCAG) three proposed options for allocating the regional housing needs determination. During the review period, SCAG received over 248 comments from local jurisdictions, advocacy organizations, residents, and the general public. As a result of public comments received, SCAG staff is in the process of revising their draft allocation methodology and held a [workshop](#)

Visit the City's website for a complete listing of meetings and events at
newportbeachca.gov/events.

**Thursday, October 3
Water Quality Coastal
Tidelands Committee
Meeting**

City Hall, Crystal Cove
Conference Room (Bay 2D)
100 Civic Center Drive
3 p.m.

**Thursday, October 3
Planning Commission
Meeting**

City Hall, City Council
Chambers
100 Civic Center Drive
6:30 p.m.

**Sunday, October 6
Fire Department Open
House**

Fire Station 7
20401 Acacia Street
11 a.m. – 2 p.m.

**Monday, October 14
City Council Ad Hoc
Committee on Election
Reform Public Input
Meeting**

[Proposed NBMC Revisions](#)

Friends Room, Central
Library
1000 Avocado Avenue
5 p.m. – 6 p.m.

on Monday, September 23, to preview the framework of a revised methodology. The revised methodology appears to incorporate various elements of the prior proposed options but will also include new adjustment factors such as jobs accessibility and opportunity indexes. Early next week, SCAG staff has committed to releasing their agenda for the October 7 RHNA Subcommittee meeting, which will include a staff report detailing the revised allocation methodology and an updated tool that can be used to calculate the City's anticipated RHNA.

General Plan Update Steering Committee (GPUSC) Meeting

On September 25, 2019, the GPUSC met in the Council Chambers to continue the discussion on the community engagement and outreach program (*Listen & Learn*) from its September 12 meeting. The Committee reviewed and accepted the format and anticipated cost for the October 26 communitywide launch event. With a fun community fair atmosphere, this will not be your average opportunity to participate in local government -- the event will have live music, food, informational booths, activities for all ages, educational opportunities to learn about the General Plan, and even prizes. All of these elements will be thoughtfully designed in order to engage the community and officially *launch* the Listen & Learn, which will include workshops, pop-up booths at events, stakeholder meetings, and go-to meetings at various locations.

Also at the GPUSC meeting, the City's outreach consultant, Kearns & West, presented a walkthrough of the draft interactive web platform. While it is not ready for primetime, the draft includes educational tools such as a document library and information on the General Plan, as well as interactive engagement tools like a "Q&A" section and an idea/suggestion wall. When it is published, this web platform will be an innovative resource to help activate and maintain participation of a broad spectrum of the community through digital engagement.

To end the evening, the GPUSC and members of the public were given a thorough presentation of the latest news regarding the Regional Housing Needs Assessment (RHNA). In case you are interested in hearing more on this topic, the Planning Commission will hear a similar presentation at its meeting on October 3.

The GPUSC will meet again on October 16, at 6 p.m. in the City Council Chambers. For additional information, the Committee's page is found [here](#). You can also check out the General Plan Update webpage at www.newportbeachca.gov/gpupdate

Letter Proposals for On-Call Contracts Now Online

To provide greater transparency regarding the services the City contracts for, effective September 29th, the City will begin attaching letter proposals for projects in excess of \$10,000 related to on-call contracts for public viewing and access. On-call contracts contain a series of services and tasks that may be

performed by a contractor or consultant at a compensation rate defined in the contract. The actual services requested by the City under on-call contracts vary in frequency and magnitude and these contracts do not guarantee or imply any specific volume of work. In the event the City requires services under an on-call contract, the contractor is required to submit a letter proposal detailing the work to be performed, which staff must approve and accept after confirming the deliverables and compensation align with the terms listed in the contract. The Letter proposals and their respective contracts, can be viewed on the City's website:

<https://newportbeachca.gov/agreements>

Pavement Rehabilitation Update

Paving work for the MacArthur Boulevard and University Drive Pavement Rehabilitation Project is nearing completion with only minor appurtenant work remaining. This project is along MacArthur Boulevard, from Ford Road/Bonita Canyon Drive to State Route 73, and University Drive, from Jamboree Road to the east city limit. The contractor, R.J. Noble, has completed the paving operation on University Drive and MacArthur Boulevard, and is now in the process of installing new traffic detector loops and traffic signing and striping. Existing utilities such as manholes and water valve boxes will also need to be adjusted to the new asphalt surface elevation. All construction work is scheduled to be completed in October 2019.

While this project is under construction, please be aware of intermittent traffic lane closures along University Drive, Bison Avenue and MacArthur Boulevard. MacArthur Boulevard is the City's busiest arterial with over 67,000 vehicles trips per day. To minimize traffic impacts and public inconvenience, most of the paving operation was completed during night hours. Traffic striping and the majority of the traffic detector loops on MacArthur Boulevard will be installed at night.

The entire Public Works staff would like to thank everyone for their continued patience and understanding throughout construction.

