

# GPAC Noise Element Subcommittee – Agenda – December 6, 2024

**Time:** 12/6/2024, 3:00 - 5:00 pm

**Location:** City Hall, Bay 1B, “Newport Beach” meeting room (in person) / also online ([details](#))

## 1. Roll call

## 2. Status of Noise Support Contract?

- The City is in the process of considering an update to the community noise survey and noise projections that are supposed to underlie the Noise Element according to the [state guidelines](#).
- **Objective:** Ben will be asked to update the committee on any progress made completing and implementing the contract for consultant support of the subcommittee effort.

## 3. Review of the Existing Noise Element Goals and Organization

- The primary purpose of this meeting is to review the [existing Noise Element](#), and in particular, its goals and policies.
- Newport Beach’s current Noise Element policies are organized under [five](#) broad goals; its [previous Noise Element](#) was organized under [four](#).
- The revised Element is expected to be part of a General Plan with a new more streamlined format.
- **Objective:** Committee members to consider the new format and what goals the new Noise Element should be organized under.

## 4. Review Of Existing Noise Element Policies

- The existing Noise Element presents 34 policies under its five goals, as well as establishing noise standards referenced within selected policies.
- Some of the policies seem non-controversial. Others are unclear in their intent. And some that are needed may be missing.
- **Objective:** Try to identify areas needing discussion, questions for the consultant, and any additional topics that should be addressed.

## 5. Next Steps/Open Discussion

- This is an opportunity for attendees to suggest future direction.

## 6. Future Meetings

- Set date for next meeting.

## Useful links:

Other Noise Elements:

- [Huntington Beach](#) (2017, and [noise ordinance](#))
- [Costa Mesa](#) (2015, and [noise ordinance](#))
- [Orange County](#) (? and [noise ordinance](#))
- [Long Beach](#) (2023, and [noise ordinance](#))