

The project involves a revision to the previously approved Tentative Tract Map No. 34249 to subdivide the 81.32-acre portion into 133 single-family residential lots, three open space lots, two water quality/detention basins, and one 5.82-acre park and the design and construction of 133 single-family homes and related site improvements located within the Canyon Hills Estates Specific Plan. The proposed project is consistent with the Canyon Hills Estates Specific Plan, Single Family Residential-1 (SF-1) and Single Family Residential-2 (SF-2) Land Use Designations.

3. *Limitation. This section is subject to the limitation that a specific plan undergoes an event, such as, but not limited to: a substantial change to the proposed project is made that requires major revisions of the previous EIR; new circumstances under which the project is undertaken that will require major revisions to the previous EIR; or new information has been found resulting in new significant effects or increasing the severity of a significant effect that were not known at the time of the previous EIR. Should one or more of these events occur, this exemption shall not apply until the city or county which adopted the specific plan completes a subsequent EIR or supplement to a previous EIR.*

Pursuant to CEQA Guidelines Section 15162, the project would not have a significant effect on the environment and no new environmental documentation is necessary because all potentially significant effects have been adequately analyzed in a previously adopted Environmental Impact Report (SCH No. 2006051073) prepared for the Canyon Hills Estates Specific Plan. A CEQA Exemption Study has been prepared for the project. All potentially significant effects have been avoided or mitigated pursuant to the EIR and none of the conditions described in Section 15162 have occurred. EIR (SCH No. 2006051073) was adopted by the City Council on January 27, 2007.

Contact Person: Damaris Abraham

Telephone Number: (951) 674-3124 x 913

Signed: *Damaris Abraham*

Title: Community Development Director