

Summary Form for Electronic Document Submittal

Form F

Lead agencies may include 15 hardcopies of this document when submitting electronic copies of Environmental Impact Reports, Negative Declarations, Mitigated Negative Declarations, or Notices of Preparation to the State Clearinghouse (SCH). The SCH also accepts other summaries, such as EIR Executive Summaries prepared pursuant to CEQA Guidelines Section 15123. Please include one copy of the Notice of Completion Form (NOC) with your submission and attach the summary to each electronic copy of the document.

SCH #: _____

Project Title: Annexation No. 2024-04 and General Plan Amendment No. 2024-05

Lead Agency: City of Visalia

Contact Name: Colleen A. Moreno

Email: colleen.moreno@visalia.city Phone Number: 559-713-4031

Project Location: Visalia, Tulare County
City *County*

Project Description (Proposed actions, location, and/or consequences).

Annexation No. 2024-04 is a request by the City of Visalia to annex two parcels totaling approximately 10.4 acres into the city limits of Visalia. Upon annexation, the site area would be zoned QP (Quasi-Public), which is consistent with the General Plan Land Use Design. General Plan Amendment No. 2024-05 is a request by the City of Visalia to expand the Urban Growth Boundary by annexing two parcels into the City limits, and to change approximately one acre on the site from Residential Very Low Density land use designation to Parks/Recreation land use designation. The Annexation and the General Plan would facilitate the development of a city dog park and associated parking lot within the project site.

Identify the project's significant or potentially significant effects and briefly describe any proposed mitigation measures that would reduce or avoid that effect.

N/A

If applicable, describe any of the project's areas of controversy known to the Lead Agency, including issues raised by agencies and the public.

None.

Provide a list of the responsible or trustee agencies for the project.

Caltrans District #6