



## **NOTICE OF PREPARATION**

### **City of Burlingame**

### **2040 General Plan EIR (Envision Burlingame)**

**Date:** August 2, 2017

**To:** State Clearinghouse  
State Responsible and Trustee Agencies  
County Clerk  
City Departments  
Federal Agencies  
Interested individuals and organizations

**Subject:** Notice of Preparation for the City of Burlingame 2040 General Plan Environmental Impact Report

The City of Burlingame is the California Environmental Quality Act (CEQA) Lead Agency for the 2040 General Plan EIR Environmental Impact Report (EIR).

**Project Title:** 2040 General Plan (Envision Burlingame)

**Project Applicant:** City of Burlingame

**Project Location:** City of Burlingame, San Mateo County

**Project Description:** The City of Burlingame is comprehensively updating its General Plan and revising the zoning ordinance (Title 25 of the Municipal Code) and the Bayfront, North Burlingame/Rollins Road and Downtown specific plans to ensure consistency with the updated General Plan. The General Plan update involves all mandatory elements except the Housing Element, as well as optional elements/element components addressing economic development, public health, historic preservation and scenic resources. The proposed project involves adoption of these updated policy and regulatory documents. The Draft EIR environmental topic chapters (aesthetics, biological resources, traffic, noise, etc.) will include the General Plan policies relevant to the topic.

Burlingame is located on the San Mateo Peninsula, approximately 16 miles south of San Francisco, and is surrounded by the cities of Millbrae to the north, San Mateo to the south, the Town of Hillsborough to the west, and the San Francisco Bay to the east. The 5.8-square-mile area covered by the General Plan consists of the corporate City limits (Figure 1 - Planning Area) as well as the City's designated sphere of influence (SOI). About three-quarters (76 percent) of the city is considered developable land. The remaining 24 percent includes portions of San

Francisco Bay within the City limits and the Mills Canyon Preserve. The existing land use plan presented in Figure 2, and the proposed land use plan for the 2040 General Plan is presented in Figure 3.

**Purpose of the NOP:** This Notice of Preparation (NOP) requests comments regarding the scope and content of the environmental review from responsible and trustee agencies, federal agencies, and any other person or organization interested in the potential environmental effects associated with adoption and long-term implementation of the project.

Pursuant to CEQA Guidelines §15082 (b), you have 30 days from the date of receipt of this NOP to respond. Please send your comments by the earliest possible date, but **no later than 5:00 p.m. September 1, 2017**. Please send your responses to:

Kevin Gardiner, Planning Manager  
City of Burlingame Planning Division  
501 Primrose Road  
Burlingame, CA 94010  
[kgardiner@burlingame.org](mailto:kgardiner@burlingame.org)

Make sure you include **"2040 General Plan EIR NOP"** to the title of your letter or in the subject line of your email. Agency responses should include the name of a contact person at the agency.

In addition, comments may be provided at the **EIR Public Scoping Meeting**. The EIR Public Scoping Meeting will be held as part of the regularly scheduled City of Burlingame Planning Commission meeting on **August 14, 2017** at 7:00pm at the Burlingame City Hall Council Chambers at 501 Primrose Road, Burlingame, CA 94010.

Additional project information is available on the City of Burlingame's 2040 General Plan project website: [www.envisionburlingame.org](http://www.envisionburlingame.org).

Signature:   
William Meeker, Community Development Director  
City of Burlingame

Date: 8/2/2017



Figure 1 Planning Area



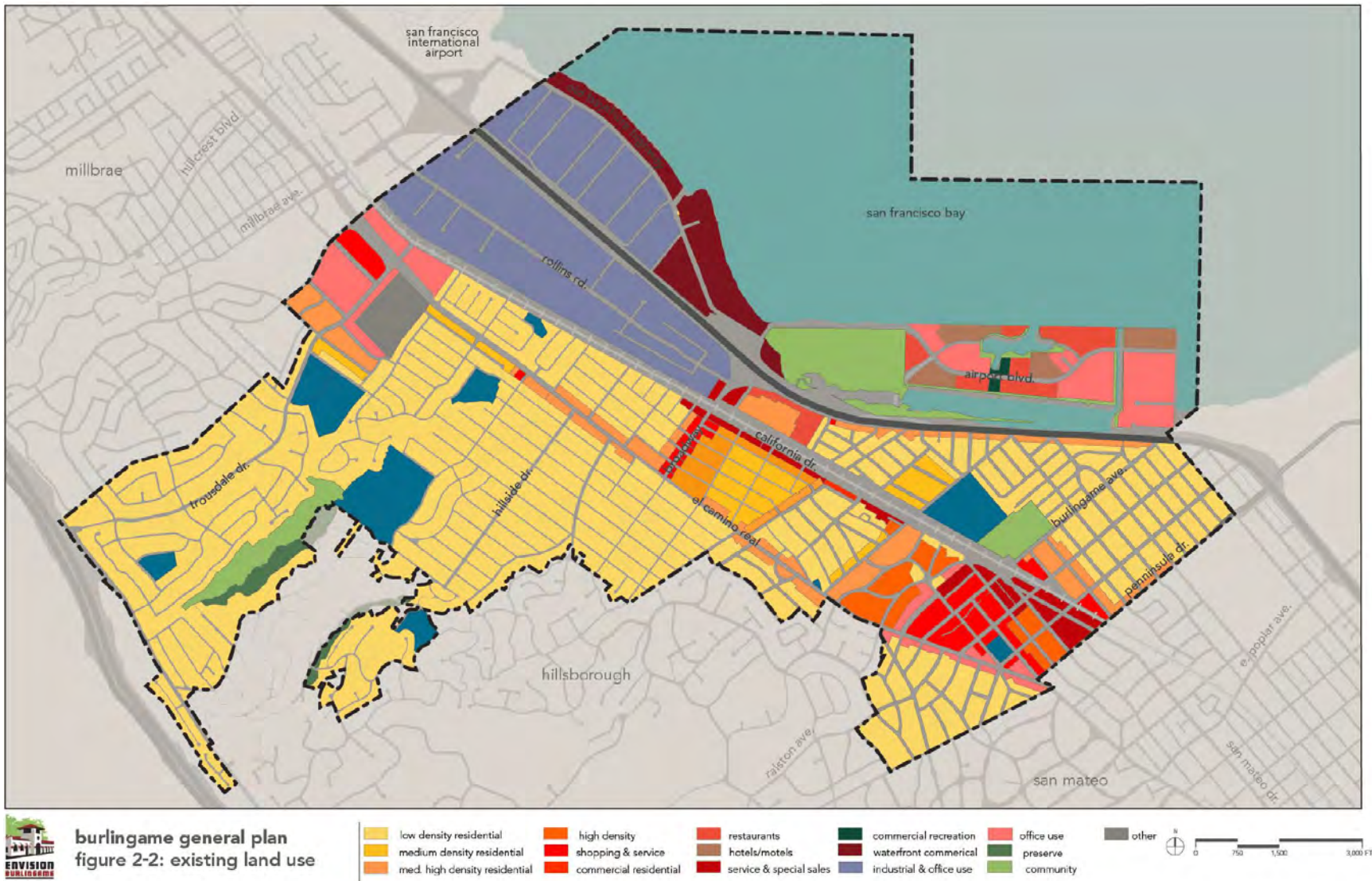
**burlingame general plan**  
figure 2-1: planning area boundary

- planning area boundary
- freeway
- +++ rail line
- major road





**Figure 2 Existing Land Use Plan**





**Figure 3 Proposed Land Use Plan**

