CALIFORNIA	COASTAL	COMMISSION
SOUTH CENTRAL COAST AREA		
89 SOUTH CALIFORNIA S	T., SUITE 200	
VENTURA, CA 93001		
(805) 585-1800		

## Th 20a



## **TO:** Commissioners and Interested Persons

- **FROM:** John Ainsworth, Deputy Director
- SUBJECT: City of Oxnard LCP Amendment No. OXN-MAJ-1-10 Time Extension to be heard at the May 12, 2011 Commission Hearing in Santa Rosa.

On January 4, 2010, the City of Oxnard submitted an amendment to the Oxnard Coastal Land Use Plan, Mandalay Bay Specific Plan, and the Coastal Zoning Code to allow a school use within the Mandalay Bay plan area.

On March 11, 2011, the Executive Director determined that the City's amendment submittal was in proper order and legally adequate to comply with the submittal requirements of Coastal Act Section 30510(b). Pursuant to Coastal Act Section 30512 and California Code of Regulations Section 13522, an amendment to the certified LUP portion of the LCP must be scheduled for a public hearing and the Commission must take action within 90 days of a complete submittal. The 90<sup>th</sup> day after filing the complete submittal is June 9, 2011.

Coastal Act Section 30517 and California Code of Regulations Section 13535 (c) state that the Commission may extend for good cause the 90-day time limit for a period not to exceed one year. Commission staff is requesting an extension to the 90-day time limit in order to allow adequate time to review and analyze the amendment. Therefore, staff recommends that the Commission extend the 90-day time limit to act on the City of Oxnard LCP Amendment No. OXN-MAJ-1-10 for a period not to exceed one year.

## STAFF RECOMMENDATION

Staff recommends that the Commission vote to extend the deadline for Commission action for one year.

MOTION: I move that the Commission extend the 90-day time limit to act on the City of Oxnard LCP Amendment No. OXN-MAJ-1-10 for one year.

**RECOMMENDATION:** Staff recommends a **YES** vote. An affirmative vote of a majority of the Commission present is needed to pass the motion.