

October 11, 2024

Ben Zdeba City of Newport Beach

#### Subject: Add Service for the City of Newport Beach General Plan Update

Dear Ben Zdeba:

Dudek is pleased with the opportunity to continue and expand upon our work with the City of Newport Beach on the General Plan Update. As part of this update, Dudek has reviewed and provided a summary of our recommendations to the City for updates to the Noise Element (NE). Further, the original scope of work only anticipated meetings with the full General Plan Advisory Committee (GPAC), but did not include meetings and coordination with the GPAC Subcommittees. Below describes additional services to be added to the General Plan Update. The Dudek team proposes an update to the City's General Plan Noise Element as well as additional coordination with the GPAC's various subcommittees.

# Scope of Services

# TASK 1 NOISE ELEMENT UPDATE

The following services are proposed for the update of the NE component of the GP. We understand that development of the Noise Section of the EIR has already been completed and is not needed within this scope.

#### **Task 1.1 Establish Baseline Conditions**

Dudek will conduct a sound monitoring survey that includes sound pressure level measurements and concurrent traffic volume counts, as appropriate, to determine the existing sound levels at representative locations throughout the City and to validate the sound model developed in Task 1.2. The sound monitoring survey will include up to twenty (20) short-term (15-minute duration) and up to three (3) long-term (24+-hour duration) measurement locations. Candidate survey locations will be selected in consultation with City planning staff. Sound pressure levels (SPL) will be measured using instruments that satisfy the American National Standards Institute (ANSI) standards for a Type 1 or Type 2 sound level meter (SLM).

#### Task 1.1 Cost......\$8,640

#### Task 1.2 Sound Propagation Modeling and Sound Contour Mapping

a. Existing and Future Roadway Traffic Noise Levels – A City-wide traffic sound model will be developed using the Federal Highway Administration (FHWA) Traffic Noise Model algorithms, as implemented within

the CadnaA software. CadnaA is a three-dimensional sound mapping software that takes into account varying terrain, source spectral content, and a number of other factors that have an effect on sound attenuation and propagation. Inputs to the model will include roadway centerlines, terrain, ground type, and buildings, if desired. The sound model will be validated with data gathered from the sound monitoring survey conducted in Task 1.1. Following model validation, 24-hour Community Noise Equivalent Level (CNEL) contours will be developed for the 104 roadway segments included in the EIR for two scenarios: Existing and General Plan Buildout conditions. The sound level contours will be available for import into the City's GIS system and will be provided graphically within the Noise Element document. Traffic noise levels along these roadways will also be provided in tabular form. Traffic volumes, speed, and mix information will be utilized from the traffic study. This task assumes that the City will provide roadway centerlines, topographical information, and buildings, if desired, in a format suitable to be imported into the sound modeling software (i.e., ArcGIS or dxf format).

- b. John Wayne Airport (JWA) Sound levels from the John Wayne Airport will be evaluated based upon sound level contour mapping from the corresponding Airport Land Use Compatibility Plan (ALUCP). Sound level contours provided in the ALUCP will be reproduced for use within the Noise Element in a separate map than the ground transportation sources due to differences in mitigation strategies needed for these different types of sources.
- c. Other Sound Sources Dudek will assess any major newly identified (by the City) sound sources that may have been developed since the release of the adopted NE to determine the level to which these sources should be included in the sound modeling or measurement (Task 1.1) efforts. It is anticipated that sound levels generated from localized sources, such as water vehicles, recreational activities, mechanical equipment, landscape maintenance, etc., will be discussed qualitatively within the background section of the NE only, similar to how they are discussed in the adopted NE. However, Dudek's approach to newly identified sources will be on a case-by-case basis, depending on the source.

#### Task 1.2 Cost.....\$14,690.00

# **Task 1.3 Update Noise Element Policies**

Dudek will update the NE goals and policies following the previously made Dudek recommendations for relevance, completeness, and consistency of the NE with the Municipal Code and any recommendations made within the Nosie Section of the EIR to mitigate any identified significant impacts. This task assumes one 2-hour virtual meeting with the City to discuss City objectives, the development of draft updated goals and policies, and the response to one round of City comments. The Final updated goals and policies will be provided within the Updated Noise Element document.

# Task 1.3 Cost......\$5,370.00

# **Task 1.4 Noise Element Amendment**

Dudek will draft an updated noise element document to include background information on sound, a narrative describing existing background sound sources throughout the City that includes any newly identified noise sources that may have been developed since the release of the adopted NE, updated Community Noise Contour Maps for existing and future General Plan Buildout conditions for ground transportation sources, sound contour maps from the ALUCP depicting John Wayne Airport (JWA) sound contours, and updated goals, policies, and



implementation procedures following previously made recommendations. Sound levels generated from localized sources, such as water vehicles, recreational activities, mechanical equipment, landscape maintenance, etc., will be discussed qualitatively within the background section of the document only, similar to how they are described within the adopted NE. This task assumes our response for two total rounds of consolidated comments from the City, the GPAC, or other interested parties.

Task 1.4 Cost.....\$14,330.00

# TASK 2GPAC SUBCOMMITTEE COORDINATION

As the General Plan Update progresses and with the addition of the Noise Element Update, it has become apparent that additional coordination with the GPAC and its subcommittees is needed. The original scope of work anticipated 34 GPAC meetings up to 1-hour each, with Kearns and Wests participation at 6 meetings. However, to-date, the Dudek team has attended a total of 23 GPAC and subcommittee meetings, all of which have lasted between 1.5-2.25 hours. Further, Kearns and West has been in attendance at 12 of these meetings. To continue to engage with the GPAC and subcommittees throughout the General Plan Update process, the following scope of services is proposed as an add service to the existing contract.

# Task 2.1 GPAC Subcommittee Meetings and Support

To support coordination with the various GPAC subcommittees, the Dudek team will attend 12 GPAC Subcommittee meetings including attendance by the Dudek project manager and up to 2 additional members of the Dudek team at each meeting. Additionally, in support of these meetings, Dudek will develop PowerPoint presentations, as well as meeting minutes following each meeting. Of the 12 GPAC subcommittee meetings, Dudek anticipates 8 will be in-person and 4 will be virtual. Staff attendance is anticipated in accordance with the following:

- Project manager attendance at 12 meetings (virtual and in-person)
- One Kearns and West representative attendance at 5 meetings (in-person)
- One Dudek Technical Representative (i.e. Coastal Planner, Acoustician, or similar role) at 12 meetings (virtual and in-person)

Task 2.1 Cost\$35,450	0.00

TOTAL COST......\$78,480.00

Our team looks forward to discussing the proposed add service. Should you have any questions, feel free to contact me at edickson@dudek.com or (760) 479-4846.

Sincerely,

Elizabéth Dickson, AICP Planner/Senior Project Manager

