Supes Negotiate Growth Flap

egotiations to reduce the amount of high density housing built in Live Oak will apparently replace a move to put the County's growth management program up for another vote of the people.

Since the growth management plan was approved in 1978, nearly 80% of the required moderate income housing

units have been built in Live Oak.

In recent months, that high proportion of moderate income housing has become a focal point for area residents concerned with traffic, crowded schools and other affects of

high density development.

It appeared that the Live Oak Community Organization, Supervisor Dan Forbus and a number of longtime growth management critics would join forces to launch a petition drive putting at least parts of the program up for another vote.

But Forbus told the *Express* he has recently become confident that a solution to the problem can be negotiated with other supervisors and an initiative will probably be

necessary.

In the next few weeks, Forbus will be meeting with County Planning Director Chris Schenk to work out a list of possible moves, including the incentives for developers to build somewhere other than Live Oak or an agreement to use the lower end of general plan densities allowed in the area.

After those options are worked out, Forbus will try to get

agreement from other board members.

Supervisor Gary Patton, who wrote the growth management law and has often been at odds with Forbus on land use issues, agreed that the controversy can be negotiated. Patton said the problem has been "we respond to private developers and most of them have wanted to develop in Live Oak." He added he would be willing to support incentives to encourage developers to build elsewhere.

Live Oak Community Organization President Carl Johns said his group is supporting Forbus in the negotiations and

will wait to decide if an initiative is necessary.

Johns told the Express, "We don't object to the intent of Measure J," adding, "we aren't liberal, conservative or anything else."