

# Production Park Flap Deepens

**T**he rift between the City of Santa Cruz and UCSC continues to harden as the campus administration moves ahead with an environmental impact report on its proposed electronics production facility.

At its Tuesday meeting the City Council approved a letter to the campus administration expressing a long list of concerns that should be studied in the environmental report on the high tech park.

The process for deciding to go ahead with the project, which could employ up to 2,000 people, is at the top of that list. UCSC is the only developer in town that has no legal obligation to conform to local land use laws.

While Chancellor Robert Sinsheimer has said he wants to work cooperatively with the community, he has been vague on what form public input will take.

The letter approved Tuesday expresses the Council's concern that campus administrators could give the go ahead to a project that would be detrimental to the community. "The city would like to know the process you envision that will allow the city to participate in the decision on EIR adequacy, mitigating measures, and project desirability," the letter states.

And vice-mayor John Laird added his concern that the university is reversing things by conducting an impact report on a project that has not yet been designed.

The *Express* has repeatedly been unable to contact Sinsheimer for response to the question of how the community will have a part in deciding about the controversial proposal.

In addition to the concern about the administration's process, the Council also raised questions about the effect of the project on traffic, water, neighborhood integrity and housing, and the extent to which the jobs created will go to people now living here.

While concern about the production park continues in town, the campus reaction to the idea has been so strong the chancellor established a committee to come up with alternative ways to make money.

There is a growing movement among both students and faculty who are critical of the project. □