

The County of Yuba

Community Development and Services Agency



TO: Board of Supervisors

FROM: Community Development and Services Agency, Ciara Fisher

SUBJECT: Community Development and Services: Ordinance - Hold public hearing, waive reading, and introduce ordinance repealing and re-enacting as amended Chapter 8.50 of Title VIII Regarding New Bullards Bar Recreation Area.

DATE: March 28, 2023

NUMBER: 126/2023

Recommendation

Hold public hearing, waive reading, and introduce ordinance repealing and re-enacting as amended Chapter 8.50 of Title VIII Regarding New Bullards Bar Recreation Area.

Background

Yuba County Ordinance 8.50 of Title VIII establishes regulations for the New Bullards Bar Recreation Area. The Bullards Bar Reservoir is located on the North Yuba River, north of Marysville Road, west of Highway 49, and one mile south of Camptonville. Activities include fishing, boating, water skiing, camping, hiking, and other water sports.

Discussion:

The Emerald Cove Marina, in partnership with Yuba County Water Agency, is requesting to amend Section 8.50.070 "New Bullards Bar Reservoir Houseboats, Rafts, and Floats" to allow larger houseboats on the waters of the New Bullards Bar Reservoir. Specifically, the Ordinance currently allows houseboats 60 feet in length and 15 feet wide. Emerald Cove Marina is requesting to allow larger houseboats that are 70 feet in length and 18 feet in width to be more consistent with the current market. The Yuba County Water Agency and Sheriff's Department have both reviewed and approved the requested ordinance amendment to allow larger houseboats on the New Bullards Bar Reservoir.

Staff is also requesting to amend a typo in the Title of Section 8.50.040 "Regulation of by Yuba County Water Agency". The amended Title shall omit the word "of" and change the title to "Regulation by Yuba County Water Agency".

Attachments

Chapter 8.50 Bullards Bar Recreation Area Ordinance – Clean Version

Chapter 8.50 Bullards Bar Recreation Area Ordinance – Strikethrough Version