

County of El Dorado

Vacation Home Rental (VHR) Program – Seeking Board Direction on VHR Clustering

April 6, 2021

Why a Clustering Policy?

- Combats commercialization of neighborhoods
- Combats loss of sense of community
- Combats nuisance issues like noise

Buffering Options

- 300' and 500' buffers around existing VHRs no other VHRs allowed, plus
- 1,000' buffer around large VHRs with 12 or more occupants - no other large VHRs allowed

Buffering's Effect on VHR Numbers

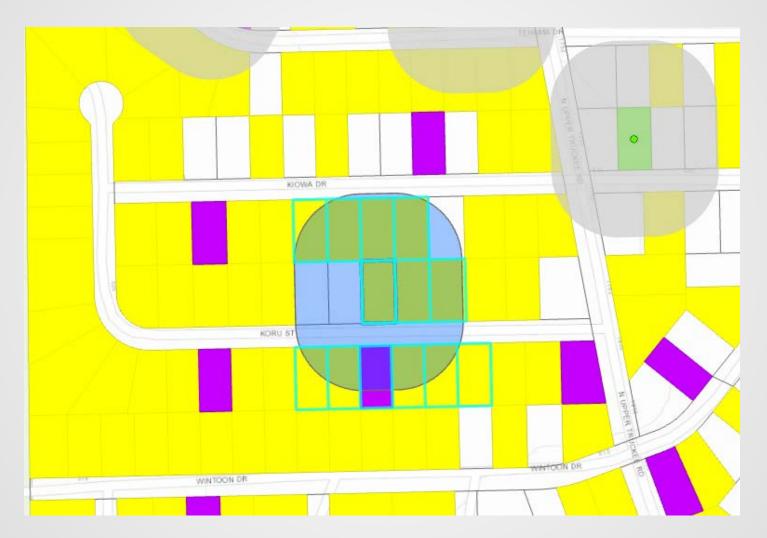
Buffer Distance	Existing (VHRs in place or Pending)	Candidate (Developed Residential)	Potential (Vacant Residential Buildable)	Eligible (Existing + Candidate + Potential)	Average Impact (Eligible lots removed per buffer)	Maximum (Estimated VHR total)
No Buffer	753	7,987	1,031	9,771		9,771
150ft	753	4,086	470	5,309	6	1,649
300ft	753	2,259	225	3,237	9	1,126
500ft	753	1,364	99	2,216	10	974

1000' Buffer's Effect on Large* Homes

- 300' + 1,000' buffers = 1,651 parcels could have a large VHR and 833 parcels are excluded from having a large VHR
- 500' + 1,000' buffers = 1,169 parcels could have a large VHR and 294 parcels are excluded from having a large VHR

* Defined as hosting 12 or more guests

150' Buffer



Excludes 13 Parcels

300' Buffer



Excludes 31 Parcels

500' Buffer



Also Excludes 31 Parcels (due to overlap and unbuildable lots)

Economic Impacts

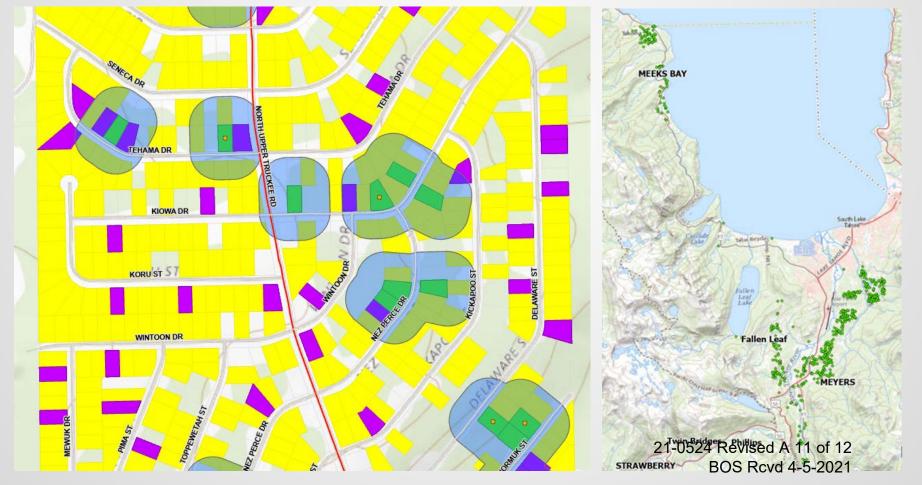
- A VHR on Average (Mean) generates \$5,200 in TOT/Year
- A 300'/1,000' Combined Buffer potentially eliminates 2 VHRs therefore \$10,400 TOT/Year
- A 500'/1,000' Combined Buffer potentially eliminates 5 VHRs therefore \$26,000 TOT/Year
- VHRs affect neighborhood character and home values

Resource Needs

- Technical resource needs are forecasted to be low
- Additional staffing resources are needed:
 - One Senior Development Technician
 - One Code Enforcement Officer
- TOT revenue can help offset costs

GIS Demonstration

• Staff from the Surveyor's Office will now perform a demonstration of these buffers in their web app



Questions, Discussion and Board Direction