RESOLUTION NO. 2025-20

A RESOLUTION OF THE CITY COUNCIL OF THE CITY OF COACHELLA, CALIFORNIA ADOPTING THE CITY OF COACHELLA SPEED HUMP POLICIES, GUIDELINES AND PROCEDURES.

WHEREAS, City Staff regularly receive and process speed hump petitions for the installation of speed humps throughout the City; and

WHEREAS, Current speed hump petitions are subject to review and approval of both city staff and the Fire Marshal; and

WHEREAS, the City seeks to provide clarity for both City staff and the community for the appropriate installation of speed humps; and

WHEREAS, City staff has reviewed speed hump and traffic calming guidelines and procedures from various Riverside County Cities and State wide California Department of Transportation Guidance; and

WHEREAS, City staff has determined that speed humps should be limited in number by regulating approvable sped hump locations through an officially adopted policy to improve the travel time distances of emergency vehicles; and

WHEREAS, City staff seeks to address community concerns regarding speeding, traffic safety and traffic calming through various engineering means and methods; and

WHEREAS, City staff has consulted with the Fire Marshal for the drafting of a City of Coachella Speed Policy, Guidelines, Procedures and Standard Drawings; and

NOW, THEREFORE, BE IT RESOLVED, DETERMINED, AND ORDERED by the City Council of the City of Coachella, that it approve the City of Coachella Speed Hump Policy, Guidelines, and Procedures.

PASSED, APPROVED and **ADOPTED** this 14th day of May, 2025.

Steven A. Hernandez	
Mayor	
ATTEST:	
Angela M. Zepeda	
City Clerk	

APPROVED AS TO FORM:

Best Best and Krieger City Attorney

COUNTY OF RIVERSIDE) ss.
CITY OF COACHELLA)
I HEREBY CERTIFY that the foregoing Resolution No. 2025-20 was duly adopted by
the City Council of the City of Coachella at a regular meeting thereof, held on the 14 th day of May
2025, by the following vote of Council:
AYES:
11125.
NOES:
A D C ENT.
ABSENT:
ABSTAIN:
Delia Granados
Deputy City Clerk

STATE OF CALIFORNIA)