

# **AGENDA REQUEST & STAFF REPORT**

MEETING DATE: July 24, 2024

**SUBJECT:** Senate Bill 80 - Draft Statewide Wildfire Hazard Mapping and Rules Discussion

#### **RECOMMENDED MOTION:**

None—presentation only.

#### **BACKGROUND AND POLICY IMPLICATIONS:**

Staff will provide a summary to the Board of County Commissioners (Board) as it pertains to the newest draft of the Statewide Wildfire Hazard Map created by the Oregon Department of Forestry (ODF) and Oregon State University (OSU). Staff last provided the Board with a formal update on the hazard mapping process on September 13, 2023.

In 2022, ODF and Oregon State University (OSU) developed administrative rules and a statewide wildfire risk map required under Senate Bill (SB) 762. The rules, adopted by the Board of Forestry, established the criteria by which the map was developed, updated, and maintained. The map also showed what properties in Oregon fall within the wildland-urban interface (WUI), as defined by the Board of Forestry in rule in 2021. The initial draft of the wildfire hazard map was released on June 30, 2022. However, on August 4, 2022, the draft wildfire hazard map was temporarily withdrawn for further refinement. SB 80, passed in the 2023 Oregon legislative session, outlined changes that ODF was required to make to the map before it was released to the public again.

The newest draft version of the hazard map will be made public on July 18, 2024. Staff will provide some details and statistics from the draft map as it relates to Deschutes County. ODF anticipates that a final version of the hazard map, and all associated regulatory standards associated with the map, will be released on October 1, 2024.

In addition, ODF is currently receiving comments on proposed updates to Oregon Administrative Rules that update definitions, notice requirements, appeal options, and make other technical edits related to wildfire hazard mapping.

### **BUDGET IMPACTS:**

None

## **ATTENDANCE:**

Will Groves, Planning Manager Kevin Moriarty, Deschutes County Forester