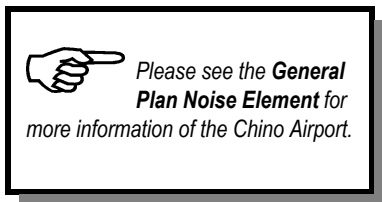





- EAP 1.14 Prohibit recreational uses that restrict stream flows in the river in order that such flows will be adequate year round for the maintenance of fish and wildlife.
- EAP 1.15 Participate in the regional planning of the Santa Ana River through the Santa Ana River Watershed Planning Authority and the Santa Ana River Watershed Group.
- EAP 1.16 Require the replacement of ponds lost during development of dairy lands.

Chino Airport Influenced Area



Chino Airport is located near the western boundary of the Eastvale area in unincorporated San Bernardino County. Portions of the airport's Safety Zone II and Safety Zone III extend into Eastvale, as shown in Figure 4, Policy Areas. Both Safety Zone areas are subject to land use restrictions, with Safety Zone II imposing the more stringent restrictions of the two. Properties within these zones are subjected to regulations governing such issues as development intensity, density, and noise. For more information on these zones and additional airport policies, please refer to the Chino Airport Comprehensive Land Use Plan, and the Noise Element of the General Plan. It is important to track development of the airport because its Master Plan is, at the time of this writing, undergoing an update. This could modify the functions of the airport and impact surrounding land in ways not presently envisioned.

Policies:

- EAP 2.1 Require property owners within the Airport Influenced Area to obtain appropriate aviation easements consistent with Chino Airport regulations at the time development applications are obtained.
- EAP 2.2 Permit non-residential, employment-related uses within Chino Airport Safety Zone II. Allow limited commercial uses as well as public uses such as utilities and drainage channels.
- EAP 2.3 Prohibit schools or similar public assembly uses within Chino Airport Safety Zone II.
-  EAP 2.4 Enhance the safety of land uses within the Chino Airport Safety Zones by adhering to policies in the Airport sections of the Land Use and Noise Elements.