

# EIR Impact Categories

- **Aesthetics** – *changes to views and visual quality*
- **Agricultural Resources** – *impacts to farm/forest lands*
- **Air Quality** – *changes in pollutants from traffic*
- **Biology** – *impacts on any adjacent sensitive areas or wildlife species, trees*
- **Cultural Resources** – *changes to historic buildings and archaeological resources*
- **Geology and Soils**– *risk from geologic hazards, risk of liquefaction and landslides, flooding*
- **Greenhouse Gas Emissions** – *changes in levels of carbon dioxide due to infrastructure and equipment*
- **Hazards and Hazardous Materials** – *proximity to wild lands and urban fire hazards; proximity to methane zones and other toxics*
- **Hydrology and Water Quality** – *groundwater recharge, drainage/changes in surface runoff, water quality, runoff during construction*
- **Land Use and Planning**– *changes to land use and zoning, changes in density*
- **Mineral Resources** – *changes to areas containing oil deposits*
- **Noise** – *changes in noise levels from traffic or proposed uses*
- **Population, Housing, and Employment** – *population growth, jobs/housing balance, displacement of existing housing*
- **Public Services and Recreation** – *impacts on schools, police/fire, recreation/parks*
- **Transportation/Circulation** – *changes in traffic on roadways and intersections*
- **Tribal Cultural Resources** – *impacts to the resources of local Native American tribes*
- **Utilities/Service Systems** – *impacts on stormwater, wastewater, water supply*