

Village 3 North Business Park Design Guidelines



ADOPTED
December 6, 2016
Resolution No. 2016-254

This Page Intentionally Left Blank

Village 3 North Business Park Design Guidelines

APPLICANT:

HomeFed Village III Master, LLC
1903 Wright Place, Suite 220
Carlsbad, CA 92008
Contact; Curt Smith
(760) 918-8200

PREPARED BY:

RH Consulting Group, LLC
Contact: Ranie Hunter
(619) 823-1494
Hunsaker & Associates
Planning, Engineering, Surveying
9707 Waples Street
San Diego, CA 92121
Contact: Chuck Cater
(858) 558-4500

Tributary Landscape Architecture
2725 Jefferson Street #14
Carlsbad, CA 92008
Contact: Tom Picard
(760) 438-3304

This Page Intentionally Left Blank

TABLE OF CONTENTS

I. Introduction.....	1
A. Design Guidelines Document	1
1. Companion Documents	1
2. Design Review Process	1
3. Business Park Master Site Plan	1
4. Master Developer Review	2
5. City of Chula Vista - Minor Design Review	3
6. City of Chula Vista – Major Design Review	3
7. Appeals	3
II. Plan Area Design Guidelines.....	5
A. Plan Area Design Guidelines.....	7
1. General Design Objectives:.....	7
B. Plan Area Design.....	8
C. Landform Grading	10
D. Landscape Design.....	11
1. Business Park Plant Palette	12
2. Business Park Entries	15
3. Streetscapes	15
4. Non-Vehicular Circulation Concept	20
5. Slopes	22
6. Buffer Zones.....	23
E. Site Elements	24
1. Signage	24
2. Street Lighting	25
3. Parking Lot Lighting.....	27
4. Walls & Fencing	28
F. Maintenance Standards.....	30
1. Individual Private Property Owner Maintenance.....	30
2. Community Facilities District and Business Association.....	30
3. Public Agency Maintenance	30
4. Public Works Department.....	30
III. Project Design Guidelines	31
A. SITE DESIGN GUIDELINES	33
1. Compatibility.....	33

2. Site Entry Design	33
3. Building Siting	33
4. Vehicular Access/Circulation/Parking	34
6. Bicycle Circulation and Storage	35
7. Plazas/Courtyards and Passive Recreational Areas.....	36
8. Public Safety through Design	36
B. Architectural Design Guidelines	37
1. Building Design.....	37
2. Materials and Colors.....	38
3. Lighting	40
4. Screening	41
5. Recycling & Trash Enclosures.....	41
6. Walls & Fencing.....	41
7. Hardscape	42
8. Signage	42
C. Landscaping	43
1. General.....	43

No

EXHIBIT LIST

1	Village 3 North Site Utilization Plan	8
2	Village 3 North Aerial.....	9
3	Village 3 North Conceptual Business Park Illustrative	10
4	Circulation Plan	16
5	Industrial Street	18
6	Non-Vehicular Circulation Concept	20
7	Industrial/Residential Buffer Concept Design.....	23
8	Industrial/Mixed Use Buffer Concept Design.....	24
9	Conceptual Wall/Fence Details.....	29

I. Introduction



- A. Design Guidelines Document**
- B. Design Review Process**

A. Design Guidelines Document

The Village 3 North Otay Ranch Business Park Design Guidelines provide direction for the design of sites, buildings and landscapes within the Business Park to ensure that the quality of the adopted urban design and architectural concepts established for the overall Otay Ranch community are maintained. The Design Guidelines identify a theme for the Otay Ranch Business Park and delineate that identity through streetscape and landscape design, signage programs, and architectural and lighting guidelines.

This introductory section provides a description of the design review process for development within Village 3 North Business Park. Section II describes the Otay Ranch Business Park setting, land use plan, and the design theme.

1. Companion Documents

Otay Ranch GDP Overall Design Plan

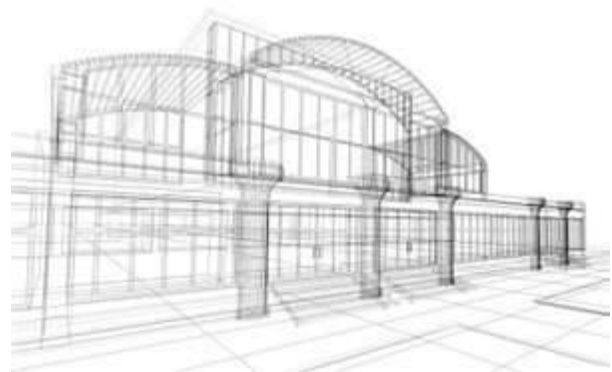
The guiding framework plan is the Otay Ranch GDP Overall Design Plan. The Overall Design Plan provides general design guidelines appropriate to the pedestrian and transit-oriented village concepts envisioned for the community.

Village 3 North Planned Community (PC) District Regulation

The PC District Regulations establish land use development standards and appropriate regulations (zoning) for all construction within the project area. All proposed developments must adhere to the land uses, setbacks, building heights and similar regulatory criteria specified in the PC District Regulations.

2. Design Review Process

Formal design review processes have been established in the Village 3 North PC District Regulations to ensure all development within Village 3 North is consistent with the City of Chula Vista policies and development standards. Otay Ranch Overall Design Plan, Village 3 North Business Park Design Guidelines and the Village 3 North PC District Regulations.



3. Business Park Master Site Plan

The Village 3 North Business Park infrastructure and building lots will be developed by the Master Developer. Most of the elements described in Section II of this document,

Village 3 North

Business Park Design Guidelines

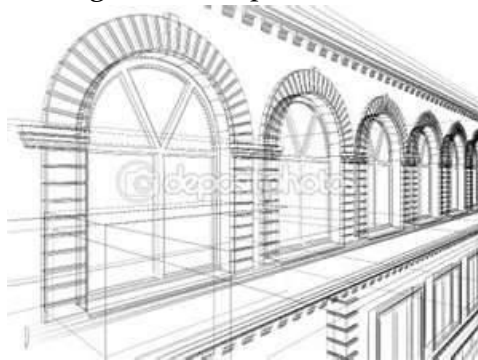
including landform grading and entries will be implemented by the Master Developer. A Business Park Master Site Plan (BP Master Site Plan) shall be prepared by either the Master Developer or Business Park Developer prior to or concurrent with the first Design Review proposal within the Business Park. The BP Master Site Plan is subject to Major Design Review.

The BP Master Site Plan shall be comprised of a 1:100' scale exhibit addressing conceptual building and parking lot/drive aisle locations, vehicular and pedestrian circulation and access, and master signage locations. Architecture, landscaping, lighting, walls, bicycle storage, internal courtyards and recreation areas, building signage shall be addressed on individual Design Review submittals. The BP Master Site Plan shall meet the requirements of the Village 3 North SPA, PC District Regulations, Village Design Plan and these Business Park Design Guidelines.

4. Master Developer Review

The development of building sites within the Business Park may be by the Master Developer or Business Park Developer. A design review process has been created to facilitate development by Business Park Developer within the unique village planning concepts of the Otay Ranch planned community.

The design review process includes two integrated procedures: preliminary review by the Master Developer and review and approval by the City of Chula Vista. The process requires the Business Park Developer to formulate the design for their parcel and review it with the Master Developer prior to formal application and review by the City. The individual parcel design must be consistent with the BP Master Site Plan described above. The review requirements of the Master Developer are intended to ensure that the builder's product and designs meet the standards and criteria for the entire planned community. The items to be included in the design submittal package to the Master Developer would typically consist of preliminary site, landscape and architectural plans. Following acceptance of the Business Park Developer's schematic design, a continuing exchange of information will be expected as the design is finalized and the City's review process begins. Final, approved plans shall be provided to the Master Developer. The Master Developer shall provide a written recommendation prior to final consideration by the City of Chula Vista. If there is no Master Developer available to facilitate this process, design review will move directly to the City, unless otherwise described in Project CC&Rs.



5. City of Chula Vista - Minor Design Review

The Development Services Director is authorized to approve applications on several subjects as provided in Section 19.14.030 of the Chula Vista Municipal Code and described in greater detail in the Village 3 North PC District Regulations, Chapter XI. Public buildings of 20,000 square feet or less in size are subject to Minor Design Review. All proposals must be consistent with the BP Master Site Plan described above.

6. City of Chula Vista – Major Design Review



All proposals over 20,000 square feet in size shall be subject to the Major Design Review process as described in CVMC Section 19.14.581 (through 19.14.600). The Planning Commission shall review plans as required by the Village 3 North PC District Regulations, Chapter XI, Implementation & Administration. Major Design Review requires Planning Commission approval. The Planning Commission shall review plans as required by the PC

District Regulations, and as provided herein. They shall base their findings on the City's Design Manuals and Village 3 North Business Park Guidelines. All proposals must be consistent with the BP Master Site Plan.

7. Appeals

An appeal to the City Council on a decision to the Planning Commission may be filed within ten days after the decision as provided for in CVMC Section 19.14.583.

II. Plan Area Design Guidelines



- A. **Plan Area Design Guidelines**
- B. **Plan Area Design**
- C. **Landform Grading**
- D. **Landscape Design**
- E. **Site Elements**
- F. **Maintenance Standards**

A. Plan Area Design Guidelines

This section provides general design guidelines and concepts for industrial development to encourage a high level of design quality and creativity. These Design Guidelines address the elements that may be implemented by the Master Developer or Business Park Developer. Those elements include the design of the overall land use plan, grading, slope planting, streets and parkways, entries, perimeter walls and fencing, lighting and street furnishings.

1. General Design Objectives:

- Contribute toward reinforcing or establishing a distinct architectural and environmental image for the business park.
- Consider the scale, proportion and character of development in the surrounding area.
- Establish attractive, inviting, imaginative and functional site arrangement of buildings and parking areas and a high quality architectural and landscape design which provides an efficient and pleasant work environment.
- Facilitate and encourage on-site pedestrian activity.
- Minimize excessive or incompatible impacts of noise, light, traffic and visual character.
- Preserve and incorporate access to views into the project development proposal.

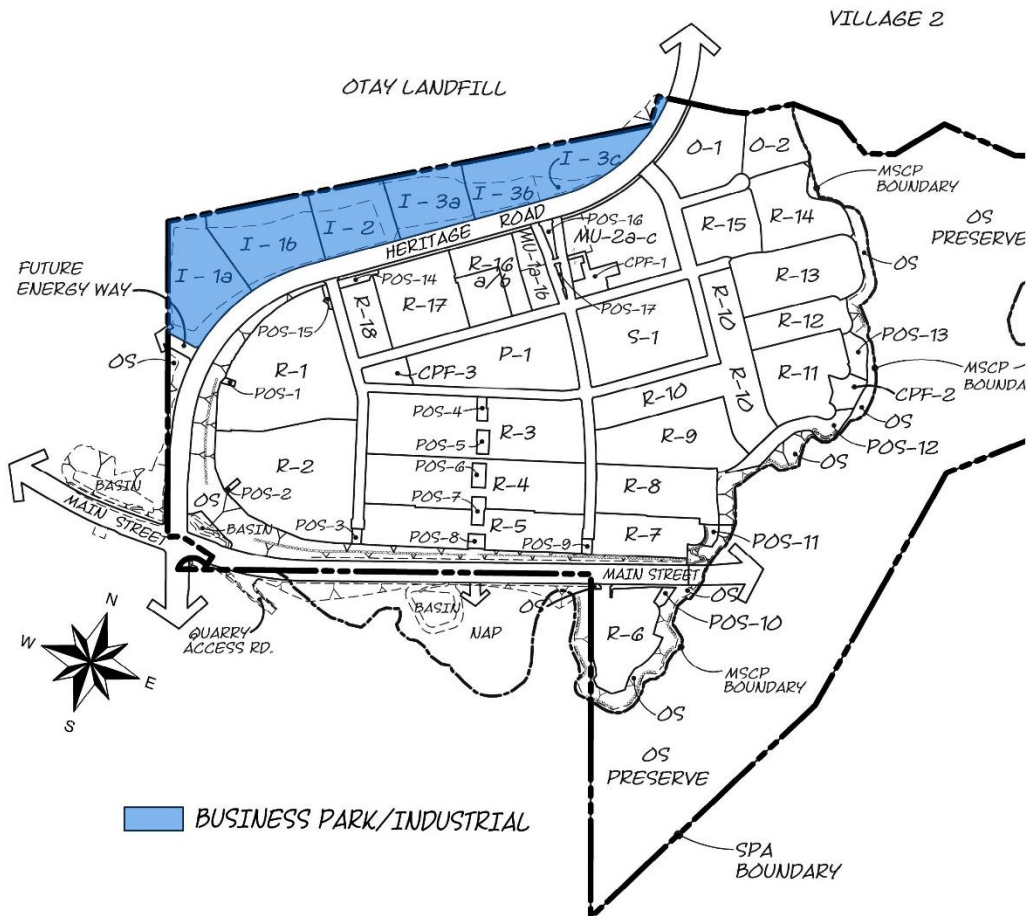


Village 3 North

Business Park Design Guidelines

B. Plan Area Design

The Village 3 North Business Park plan area is located in the southwestern portion of the Otay Ranch. The Business Park is bounded by the Otay Landfill to the north, the Village 3 North residential/mixed-use village to the south, existing industrial land uses to the west, and Wolf Canyon open space to the east. Heritage Road forms the southern boundary of the site.



Village 3 North Site Utilization Plan – Exhibit 1



Village 3 North Aerial – Exhibit 2

Unlike the more complex Urban Villages in Otay Ranch, the design of this SPA Plan area is fairly straightforward. The industrial and Business Park land uses require large, level development parcels that can accommodate office and warehouse buildings, outdoor storage areas, truck loading areas and parking for employees and visitors. Industrial pads have direct driveway access from Heritage Road. Internal circulation will be determined during the site planning process. Landscaping design provides the opportunity to unify the development and integrate it into the overall Otay Ranch design theme.

The Village 3 North Site Utilization Plan above shows land uses within the entire Village 3 North SPA Plan Area, including the Business Park. The Village 3 North Business Park Illustrative Plan is provide below. This plan depicts the conceptual layout of industrial buildings within the Business Park.

Village 3 North

Business Park Design Guidelines

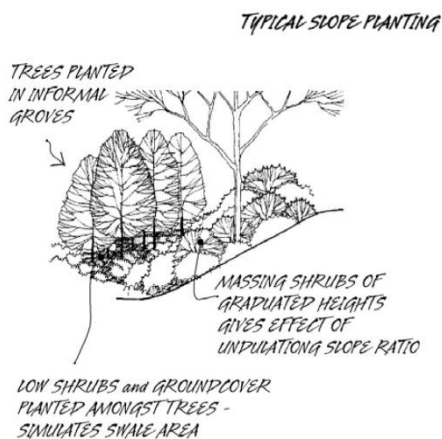


Village 3 North Conceptual Business Park Illustrative – Exhibit 3

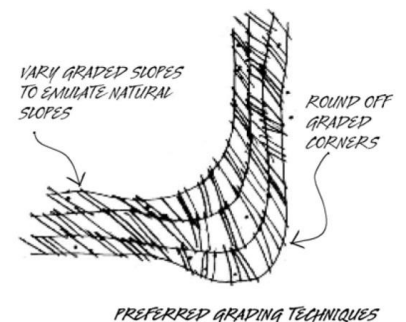
This concept plan is for illustrative purposes only. Actual site development may vary from concepts depicted in this exhibit.

C. Landform Grading

The eastern topography of the Business Park within Village Three is generally a ridge that will be lowered to create a series of large, stepped terraces from east to west. Heritage Road will be located along the southern edge of the Business Park, descending in grade from the northern area to the intersection with Main Street at the southern border of the development area.



The design proposes to utilize landform grading techniques and landscaping to minimize the manufactured appearance of slopes. Landform grading will consist of varied or contoured slopes, wherever possible. Both vertical and horizontal undulation will be integrated

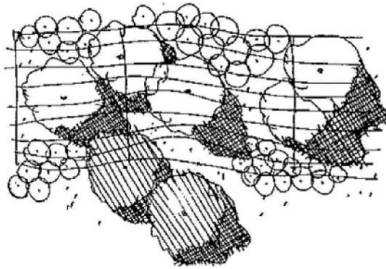


in the design. The primary treatment for creating aesthetically pleasing slopes within the business park is through landscaping.

Manufactured slopes will be planted with varied size trees, shrubs and groundcovers to create undulation on the slope face. Varied tree heights obscure the top of slopes and create skyline interest.

Guidelines to be used for grading and slope design are:

- Use grade changes between differing land uses where separation and buffering is desired.



*CONTINUE SHRUBS and GROUNDCOVER
BEYOND THE LIMITS OF SLOPE
WHERE POSSIBLE TO SOFTEN EDGES*

TYPICAL SLOPE PLANTING

- Use contour grading techniques, where appropriate on slopes over 25 feet in height.
- Use varied-height trees, shrubs and groundcovers to undulate the surface of the slope, where possible.
- Minimize surface runoff and erosion potential by planting low water consumptive and drought tolerant plants.
- Use state-of the art erosion control, irrigation and water management practices to protect slopes.
- Emphasize and accentuate scenic vistas and natural landforms.

D. Landscape Design

Guidelines are provided in this section to guide the Master Developer's landscape architects and contractors in the design and construction process for the planting and irrigation of the village. Consistent with the overall Village 3 North Design Plan, an agrarian-inspired landscape theme will be created through a comprehensive landscape plan that addresses outdoor spaces, lighting, furnishings and the use of a variety of trees, shrubs and groundcovers. The Master Developer will implement the village entries, street parkways and slope planting. These guidelines shall be used in conjunction with the Otay Ranch Overall Design Guidelines, the city of Chula Vista Design Manual and Landscape Manual, City of Chula Vista Landscape Water Conservation Ordinance (CVMC 20.12), as well as the appropriate Federal, State, and County codes:

- All landscape and irrigation plans shall be prepared by a licensed California landscape architect and shall be submitted to the City of Chula Vista, and to the Master Developer for review and approval prior to the start of construction. All submissions shall demonstrate compliance with the "Project Design and Development Guidelines, C. Landscape" section contained herein.

Village 3 North

Business Park Design Guidelines

- These guidelines are design concept guidelines only and are not intended to be used for engineering and or construction purposes. It is the responsibility of the Master Developer and/or Business Park Developer to have the appropriate consultants (civil, structural, and geotechnical engineers as well as architects, and landscape architects) provide the necessary structural details, and specifications for the construction of these fences, walls, monuments or other structures based on the concepts provided herein.

1. Business Park Plant Palette

The following plant lists have been selected to complement the Village 3 North design. This plant palette is not intended to be all-inclusive or restrictive. The use of fragrant plants should be considered during final design. Any proposed changes are subject to approval by the Fire Department and Development Services Director.

Trees:

Arbutus 'Marina'	Strawberry Tree
Brachychiton acerifolius	Australian Flame Tree
Brachychiton populneus	Bottle Tree
Cassia leptophylla	Gold Medallion Tree
Chorisia speciosa	Floss Silk Tree
Cupaniopsis anacardioides	Carrotwood
Ficus robiginosa	Rustyleaf Fig
Geijera parviflora	Australian Willow
Jacaranda mimisifolia	Jacaranda
Koelreuteria bippinata	Chinese Flame Tree
Lagerstromia inidica	Crape Myrtle
Laurus nobils 'Saratoga'	Sweet Bay
Phoenix dactylifera 'Medjool'	Medjool Date Palm
Pittosporum undulatum	Victorian Box
Podocarpus gracilior	Fern Pine
Rhus lancea	African Sumac
Tipuana tipu	Tipu Trees
Tristania conferta	Brisbane box



Shrubs & Groundcovers including, but not limited to:

Agapanthus africanus	Lily-of-the-Nile
Agapanthus Rancho White	White Lily-of-the-Nile
Aloe species	Aloe
Anaigozanthos hybrids	Kangaroo Paw
Bougainvillea species	Bougainvillea
Buxus microphylla 'Green	Dwarf Boxwood

Beauty'	Dwarf Lemon Bottlebrush
Callistemon citrinus Compacta	Prostrate Natal Plum
Carissa macrocarpa Green Carpet*	
Ceanothus species	Carmel Creeper
Chamaerops humillis	Mediterranean Fan Palm
Cistus species	Rock Rose
Cycas revoluta	Sago Palm
Dietes bicolor	Fortnight Lily
Echium fastuosum	Pride of Madeira
Euryops pectinatus	Shrub Daisy
Lantana montevidensis	Lantana
Lavendula species	Lavender
Ligustrum japonicum 'Texanum'	Texas Privet
Limonium perezii	Sea Lavender
Mimulus auranticus*	Monkey Flower
Myoporum parvifolium Putah Creek	No Common Name
Nandina domestica	Heavenly Bamboo
Philodendron x 'Xanadu'	Xanadu Cut-Leaf Philidendron
	Pigmy Date Palm
Phoneix roebelenii	Flax
Phormium species	Dwarf Tobira
Pittosporum tobira Wheelers Dwarf	
Pittosporum tobira	Common Tobira
Rosa species	Rose
Rosmarinus officinalis	Rosemary
Scenecio mandraliscae	Kleina
Strelitzia nicolia	Giant Bird of Paradise
Strelitzia reginae	Bird of Paradise
Trachelospermum jasminoides	Star Jasmine
Trachycarpus fortunei	Windmill Palm
Verbena species	Verbena
Xyosma congestum	Shiny Xylosma



Village 3 North

Business Park Design Guidelines

Grasses:

Carex spp.	Sedge
Dianella spp.	Flax Lily
Festuca ovina 'Glaucua'	Blue Fescue
Liriope musca 'Isabella'	Isabella Lily Turf
Pennisetum setaceum 'Sterile Green'	Sterile Green Fountain Grass

Turf:

Paspalum vaginatum 'Aloha' ¹	Seashore Paspalum
---	-------------------

¹ Per the City's Landscape Water Conservation Ordinance (CVMC 20.12), turf is not allowed in non-single family areas unless it is used for recreational purposes or in parkways where access to a sidewalk is necessary from adjacent street parking. If turf is used, it must be a warm season turf and is limited to 15% of the landscape area.

2. Business Park Entries

Two driveway entries into the Village 3 North Business Park are located along Heritage Road.

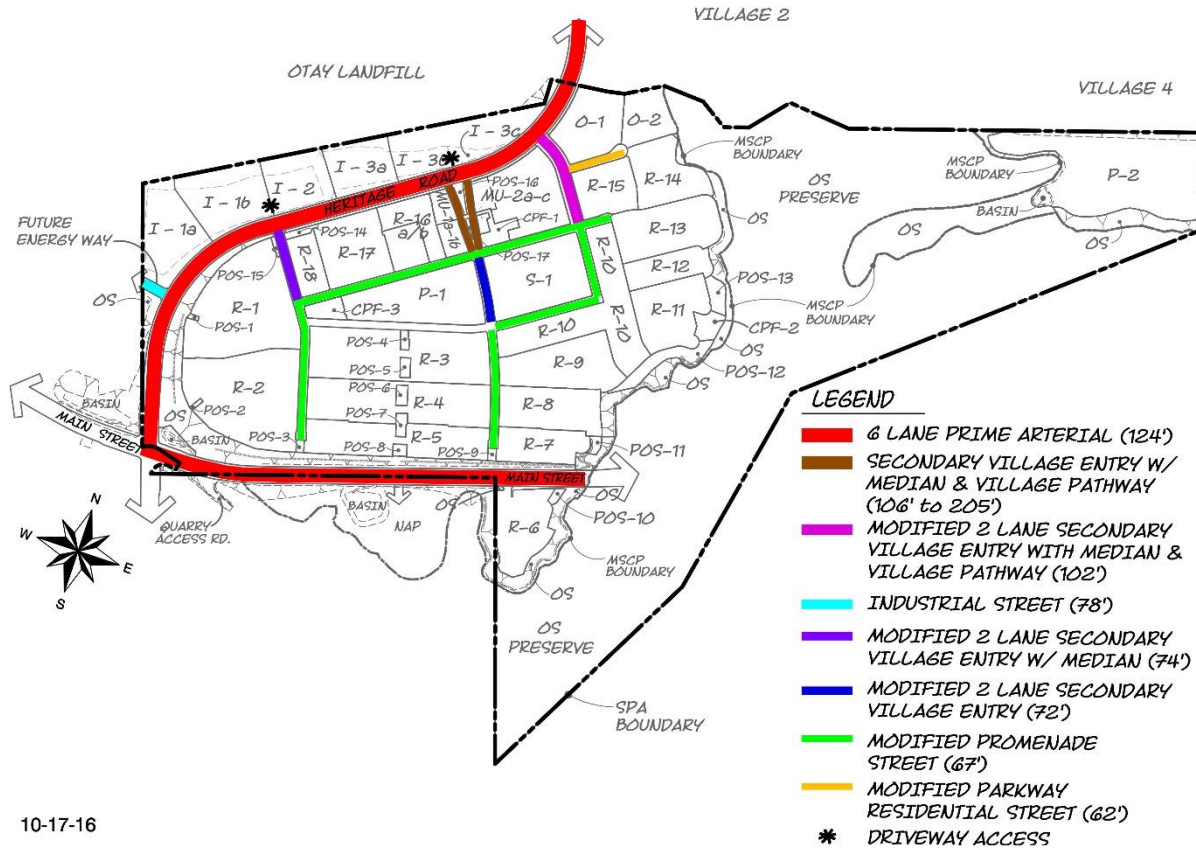
The entry landscape will consist of an informal grove of flowering trees that will contrast with the backdrop planting of the slopes behind the entries. Low walls will define the entry areas and provide locations for signage and monuments. Low shrubs and grasses will be planted in the foreground.

3. Streetscapes

The streetscapes are an important component in creating a cohesive village design theme. Streetscapes identify the edges of project and major points of entry and serve as the unifying design theme. The streetscapes for the surrounding major streets adhere to the Otay Ranch “ranch theme” landscape. Within the Village 3 North Business Park, the streetscapes will emphasize pedestrian circulation by providing tree-shaded walkways and lighting, while providing safe, adequate travel ways to accommodate large trucks and industrial users. The Village 3 North Circulation Plan shows the surrounding and internal street designations for the entire village, including the Business Park. A description of each street classification and cross sections are provided in the Village 3 North SPA Plan. Conceptual street landscape plans for the major streets and the Industrial Street are provided in the Village Design Plan. Street tree planting shall comply with the City of Chula Vista Shade Tree Policy Number 576-19. The objective is to maximize shade cover to the greatest extent possible.

Village 3 North

Business Park Design Guidelines

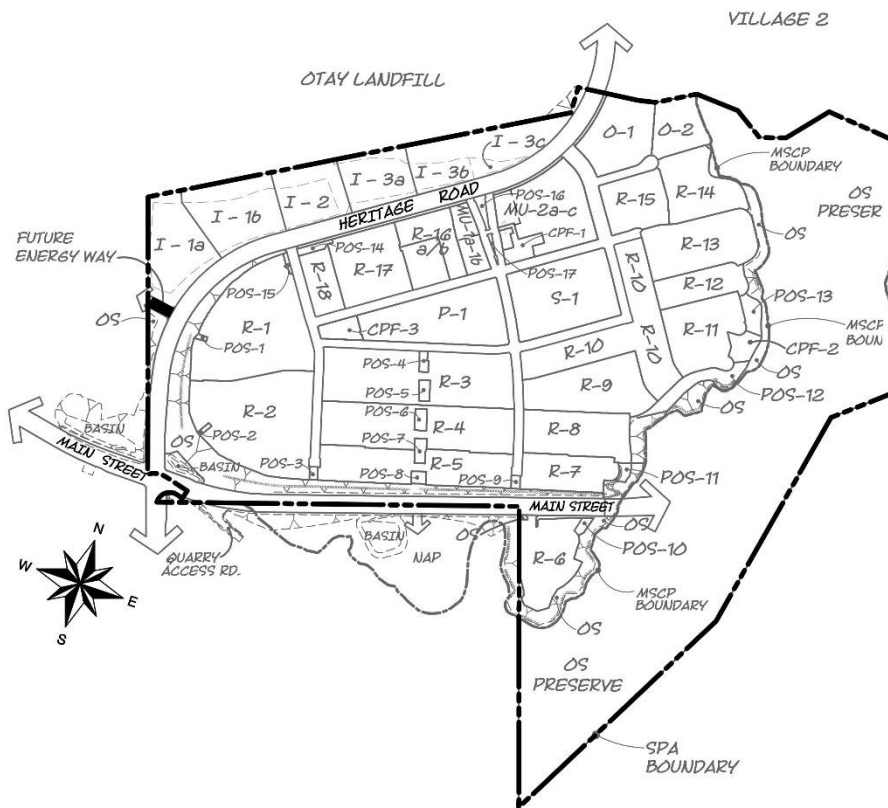


10-17-16

Circulation Plan - Exhibit 4

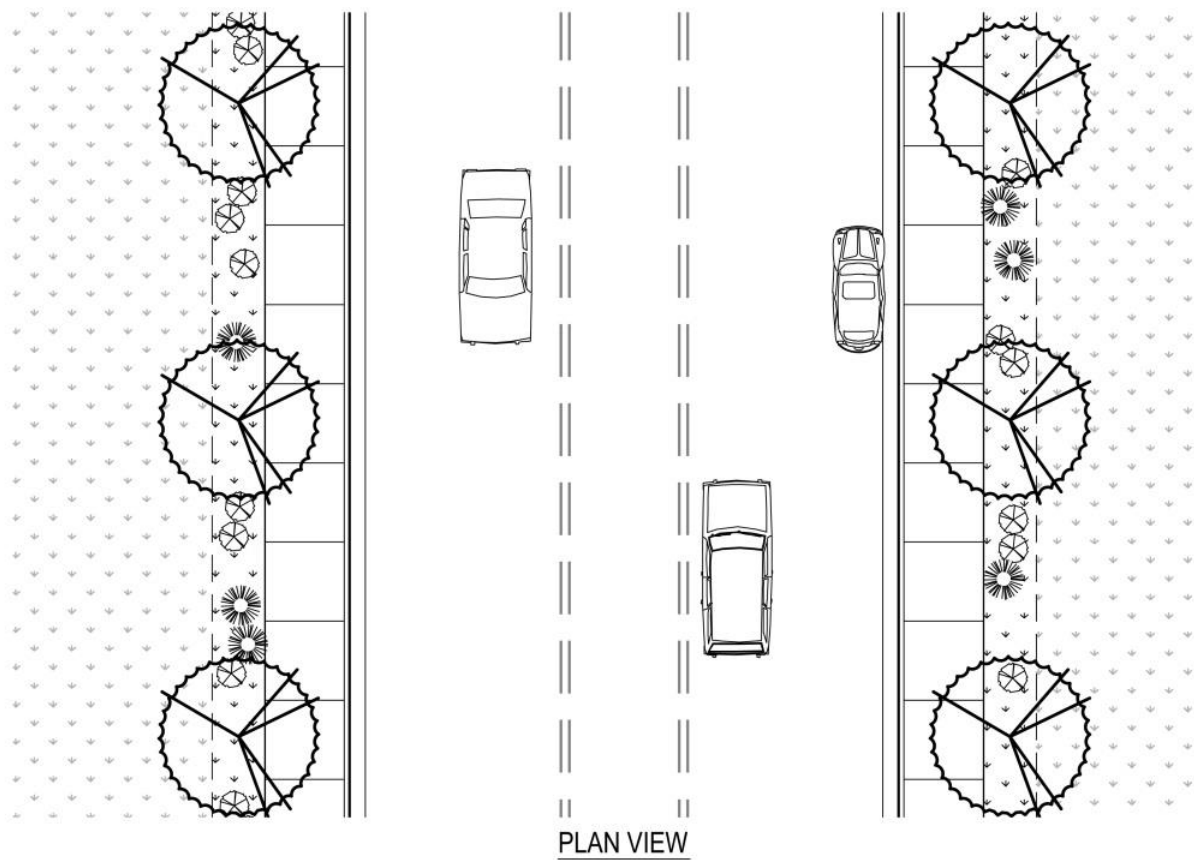
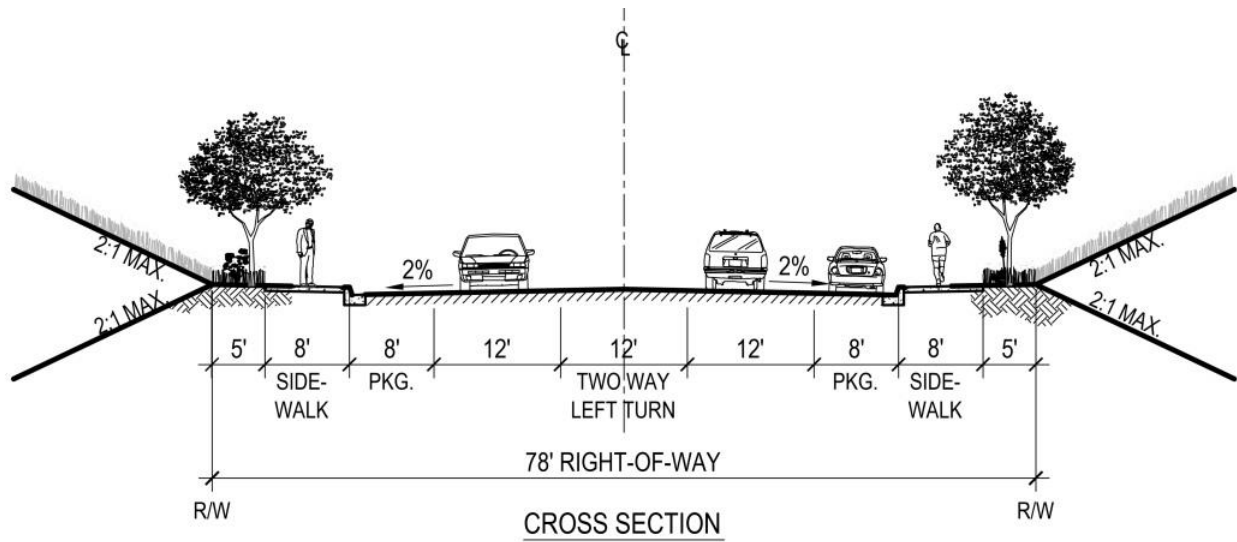
Future Industrial Street

The Future Industrial Street adjacent to the Village 3 North Business Park is designed to provide access for large vehicles traveling through the area. The street is composed of travel lanes, turn lanes, on-street parallel parking and wide sidewalks on both sides of the street. This Industrial Street may be constructed in the future by others.



Village 3 North

Business Park Design Guidelines



Future Industrial Street – Exhibit 5

Plant Palette:

Trees:

Arbutus 'Marina' Marina Mardone

Shrubs & Groundcovers:

Agapanthus africanus	Lily-of-the-Nile
Aloe species	Aloe
Bougainvillea species	Bougainvillea
Callistemon citrinus	Dwarf Lemon Bottlebrush
Compacta	
Carissa macrocarpa Green	Prostrate Natal Plum
Carpet*	
Ceanothus species	Carmel Creeper
Dietes bicolor	Fortnight Lily
Echium fastuosum	Pride of Madeira
Lantana montevidensis	Lantana
Ligustrum japonicum	Texas Privet
'Texanum'	
Limonium perezii	Sea Lavender
Myoporum parvifolium	No Common Name
Putah Creek	
Phoneix roebelenii	Pigmy Date Palm
Phormium species	Flax
Pittosporum tobira	Dwarf Tobira
Wheeler's Dwarf	
Rosmarinus officinalis	Rosemary
Scenecio mandraliscae	Kleina
Strelitzia nicolia	Giant Bird of Paradise
Strelitzia reginae	Bird of Paradise



Grasses:

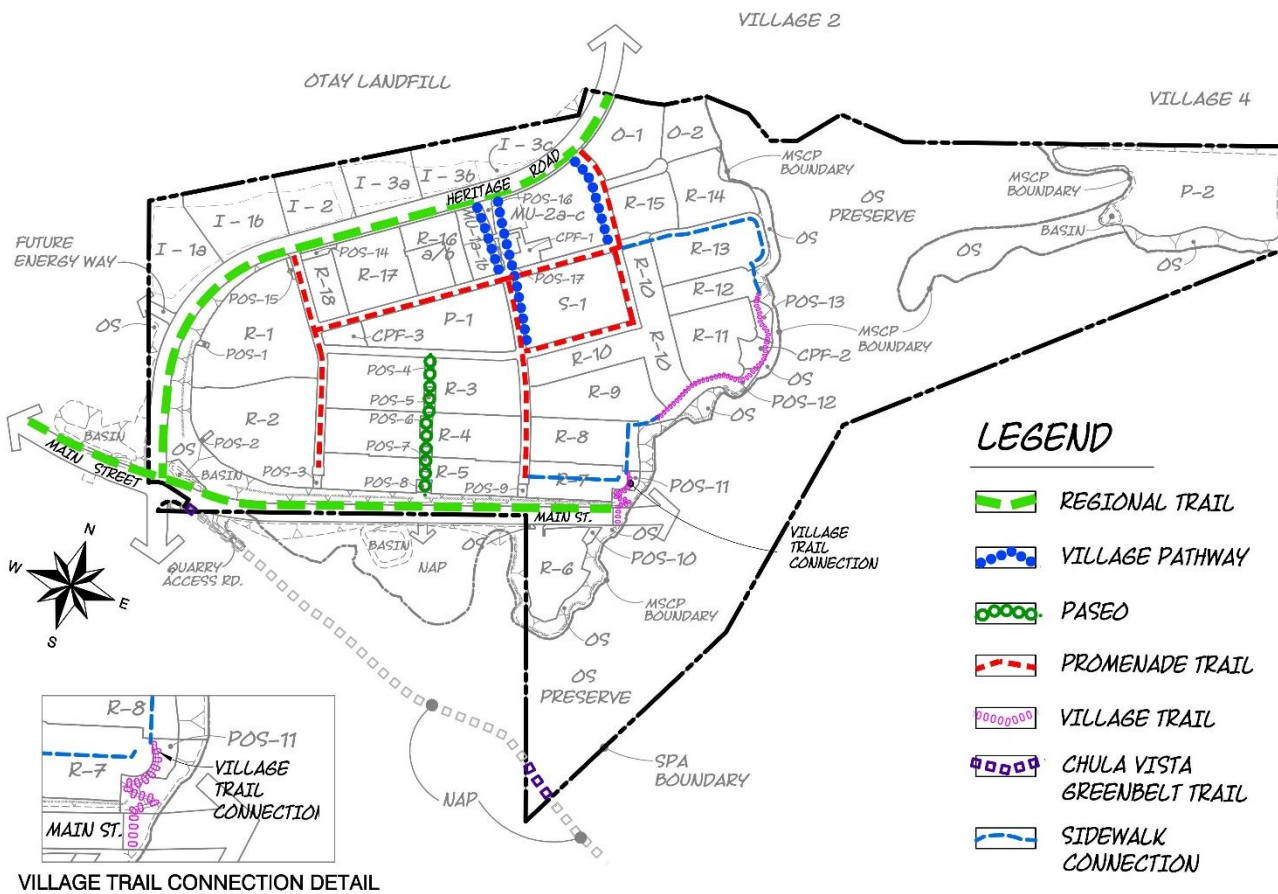
Carex spp.	Sedge
Dianela spp.	Flax Lily

Village 3 North

Business Park Design Guidelines

4. Non-Vehicular Circulation Concept

A well-designed pedestrian circulation system is a fundamental component of the village concept. This section describes the pedestrian circulation system in terms of the Otay Ranch, City and OVRP trail systems that serve the Business Park. The Non-Vehicular Circulation Concept Plan is provided below as Exhibit 6. Pedestrian oriented facilities proximate to the Village 3 North Business Park include the Chula Vista Regional Trail and Greenbelt Trail.



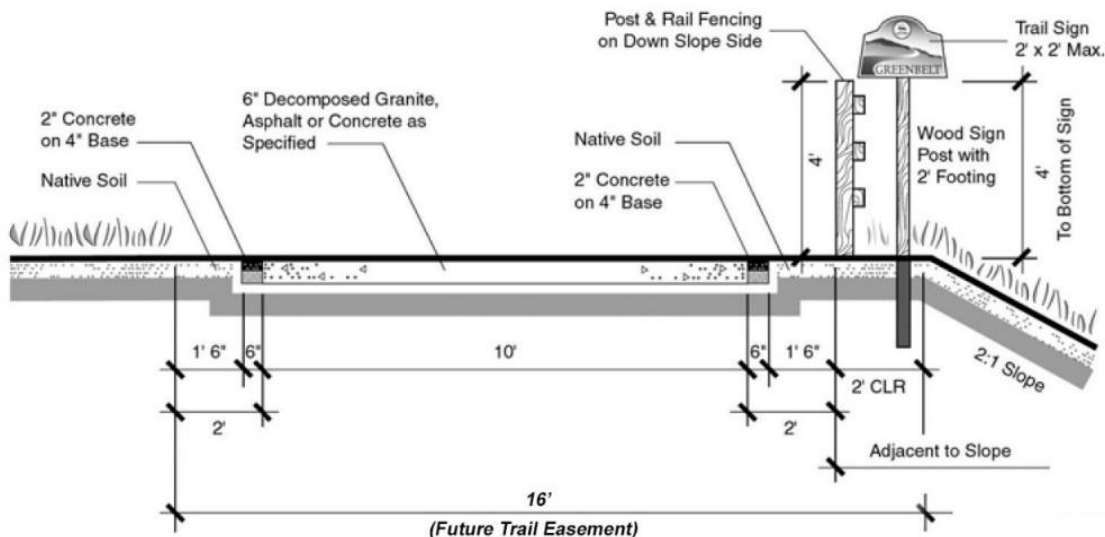
Non-Vehicular Circulation Concept – Exhibit 6

a. Chula Vista Greenbelt Trail/Otay Valley Regional Park (OVRP) Trail

As described in the Chula Vista Greenbelt Master Plan, planned multi-use trails, including equestrian trails, would extend south from Salt Creek on the east side of Village 11, connecting with the Otay Lakes Trail just south of Village 11. At least one trail will extend westerly, on a maintenance road for the Salt Creek Sewer, on the north side of the Otay River Valley. This portion of the Greenbelt Trail is located south of Village 3 North. Access to this trail network from the Village 3 North Business Park is provided via the Regional Park along Heritage Road.



The OVRP Concept Plan also identifies a multi-use trail system through the Otay River Valley. The portion of the Greenbelt Trail described above coincides with the OVRP trail. Consistent with the Chula Vista MSCP, this trail is co-located along the existing Salt Creek Sewer maintenance road to avoid impacts to sensitive habitat in the river valley and control access along the Otay Ranch Preserve edge.

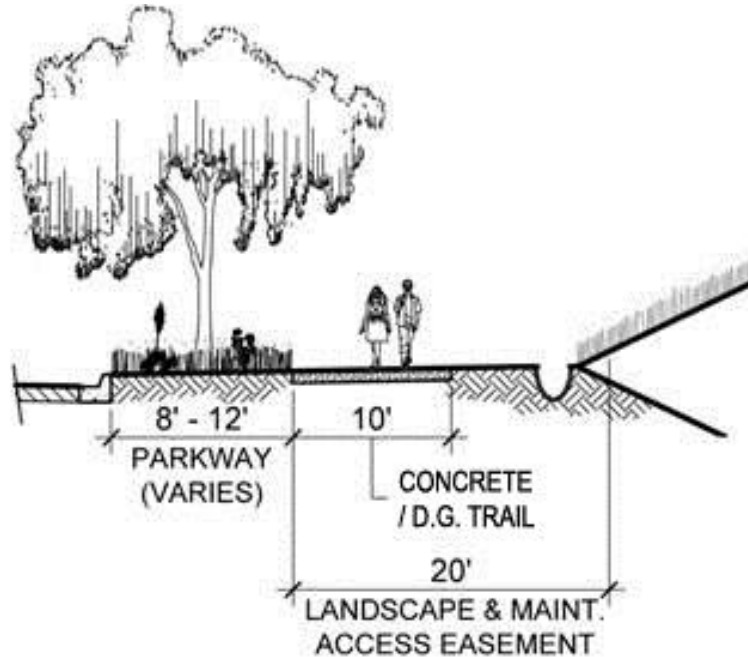


Village 3 North

Business Park Design Guidelines

b. Chula Vista Regional Trail

Regional Trails provide off-street pedestrian and bicycle connections throughout Chula Vista. Chula Vista Regional Trails are located on the south side of Main Street and south west of Heritage Road. These trails are located adjacent to the roadways within landscape buffers. The trails are 10 feet wide to accommodate both pedestrians and bicycles and may be decomposed granite or concrete, depending on gradient.



5. Slopes

The Master Builder is responsible for implementing landscape on all project slopes. Slopes consist of internal manufactured slopes between development parcels, adjacent to streets and the Otay Landfill. The design of slopes within the development and along streets will provide an aesthetic enhancement to the development, define development sites, screen unattractive views and provide shade and slope stabilization. Slopes adjacent to the Otay Landfill will provide a transition between the development and adjacent landfill properties.



The following conditions shall be applied to the design of all manufactured slopes:

- Based on the surrounding setting and design intent of the area, compatible plant material should be informally grouped to stabilize and accent the slope.
- Manufactured slopes along Heritage Road shall be planted to reinforce the Otay Ranch design theme.
- Slopes located within the development area shall be planted to provide vertical interest and buffer adjacent uses.
- Permanent, interior slopes shall be planted with a mixture of compatible, drought tolerant species and shall have a permanent automatic irrigation system.
- Individual development sites shall have permanent plantings and irrigation systems.
- Erosion control shall be required for all graded areas to protect newly created slopes or denuded areas from erosion or unsightly appearance.
- Where necessary, cut slopes shall be serrated to aid in plant revegetation and help retard erosion.

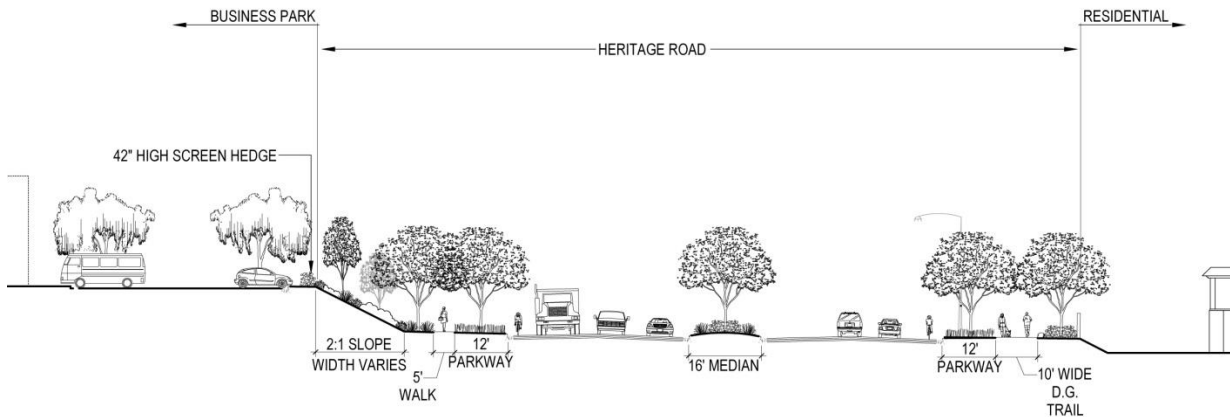
6. Buffer Zones

Industrial/Residential

The interface between residential and business park land uses occurs along Heritage Road. While Heritage Road provides a substantial buffer between land uses, additional measures will also be implemented along this corridor. Through a combination of low berms, trees and potential walls, the homes south of Heritage Road are buffered from industrial uses. In some cases, residential or secondary village entry streets provide additional separation between these uses.

Village 3 North

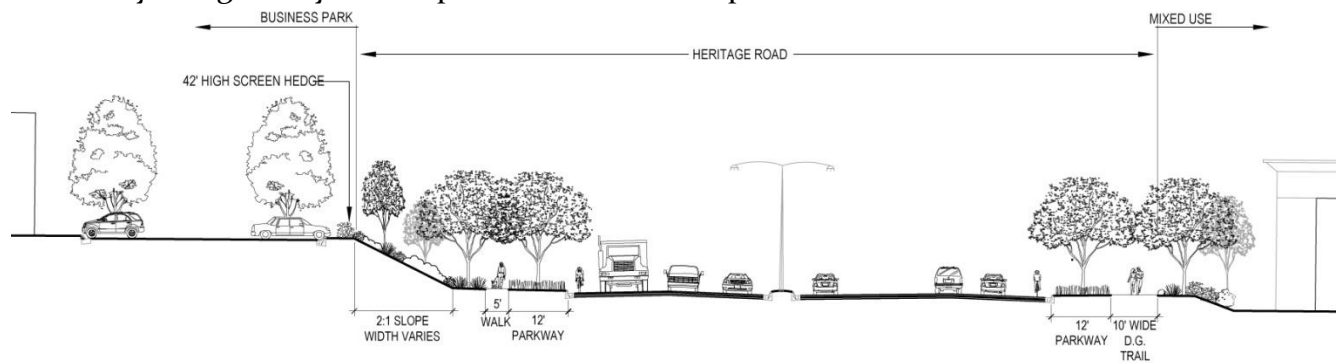
Business Park Design Guidelines



Industrial/Residential Buffer Conceptual Design – Exhibit 7

Industrial/Mixed Use

The interface between the mixed use village core and the business park uses occurs along Heritage Road. While Heritage Road provides a substantial buffer between land uses, additional measures will also be implemented along this corridor. Through a combination of low berms, trees and potential walls, the mixed use areas adjacent to Heritage Road are buffered from industrial uses to the north. In some cases, primary or secondary village entry streets provide additional separation between these uses.



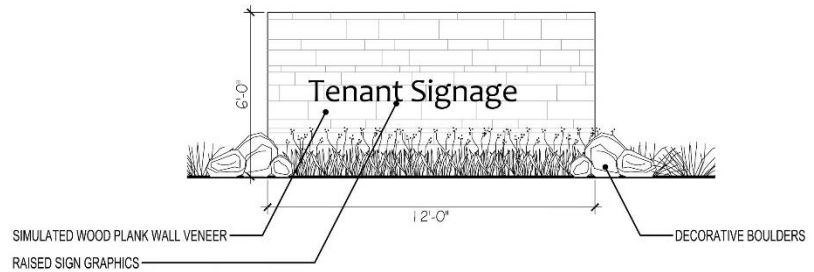
Industrial/Mixed Use Buffer Conceptual Design – Exhibit 8

E. Site Elements

1. Signage

The Master Developer will be responsible for implementation of project entry monument signs located on Heritage Road. The Master Developer will also provide appropriate street signs in the public right-of-way as identified on the street improvement plans by the City General Services Department.

A Comprehensive Sign Program shall be developed for all commercial and industrial developments consisting of four or more tenant spaces to ensure a unified design integrated with the project architecture. The Business Park Sign Program shall be in conformance with the Village 3 North PC District Regulations, Chapter IX, Comprehensive Sign Regulation, Industrial and Office (Pages 98 – 99).



The project entry monument will be integrated into the overall Village 3 North design theme through the use of similar forms, materials and colors. Monumentation signage shall adhere to the following guidelines:

- The sign location shall conform to all City requirements for sight lines and sidewalk clearance.
- The maximum sign dimensions shall be fifty (50) square feet.
- The copy area shall not exceed fifteen (15) square feet.
- Text and logos must fit proportionally into the face of the sign.
- Signs may be externally illuminated by ground level lights.

2. Street Lighting

Standard City public street lighting will be implemented during construction of Heritage Road and the future Industrial Street. The street lighting will adhere to the following guidelines:

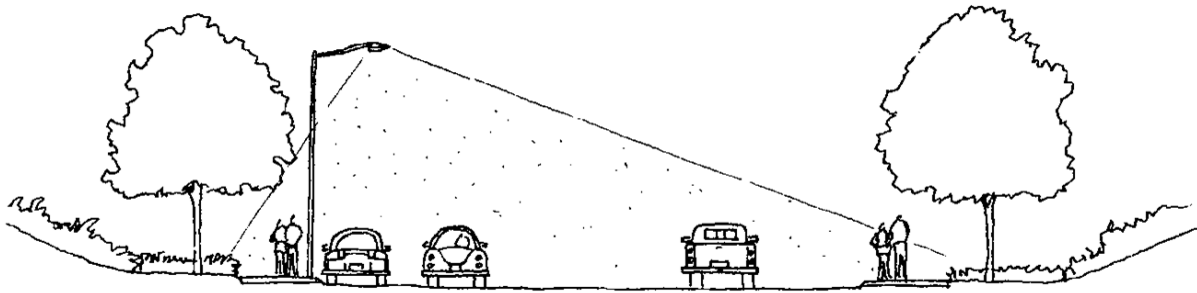
- The lighting fixtures will be in conformance with Otay Ranch and the City of Chula Vista design requirements.
- Shielded fixtures with well-defined cut-off limits shall be used where necessary to confine illumination.

Lighting concepts are illustrated below.

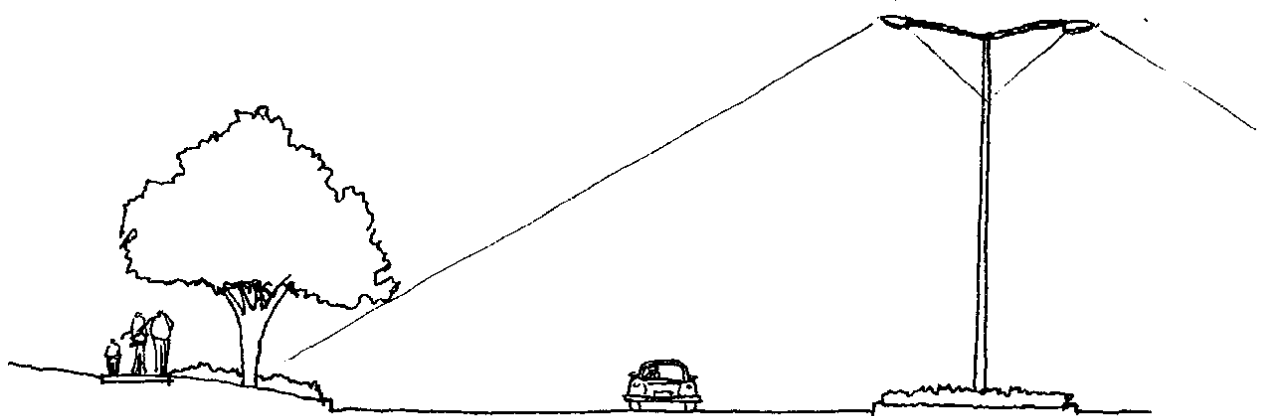
Village 3 North

Business Park Design Guidelines

Industrial Street Lighting Concept



Heritage Road Lighting Concept



3. Parking Lot Lighting

Parking lot lighting is consistent throughout the Business Park, in terms of fixture height, spacing, light source and performance characteristics. Fixture style may differ between projects if necessary. Parking lots should be adequately lighted with pole mounted fixtures. Parking lot lighting adjacent to residential uses should be located to minimize light intrusion and be adequately shielded.

Pole:

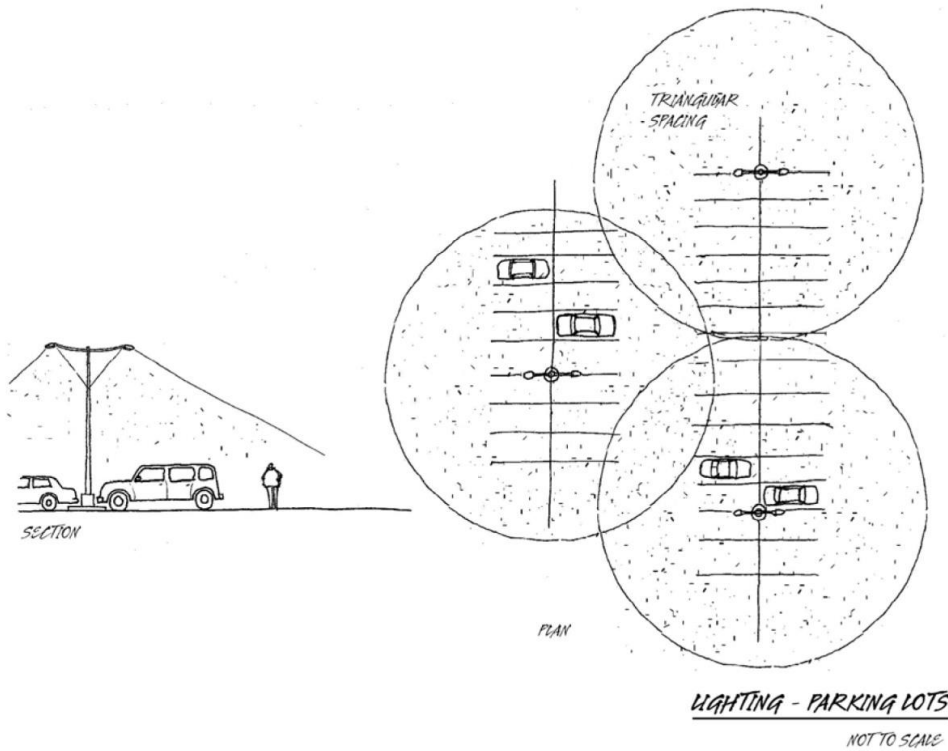
Painted metal, 20 feet tall, triangularly spaced.

Fixture Type:

Single or double mount, full cut-off fixtures.

Lamp Type:

LED Lamp



Village 3 North

Business Park Design Guidelines

4. Walls & Fencing

Walls and fencing will be designed to integrate the plan area into the overall Village 3 North community. The walls and fencing will unify the development as a common design element. The primary functions of the walls and fencing are to provide security, screening and noise attenuation. The Master Developer will implement perimeter walls and fencing at the project perimeters. The location and design of noise attenuation walls shall comply with subsequent acoustical analysis studies. View fencing may be used to create an open, welcoming image wherever noise attenuation or visual screening are not needed. The precise type of fencing will be determined when final grading and acoustical studies have been completed. The exact materials shall be selected concurrent with development of the Project Master Plan. Exhibit 9 provides a conceptual walls and fencing details. The following are guidelines for wall and fencing design:

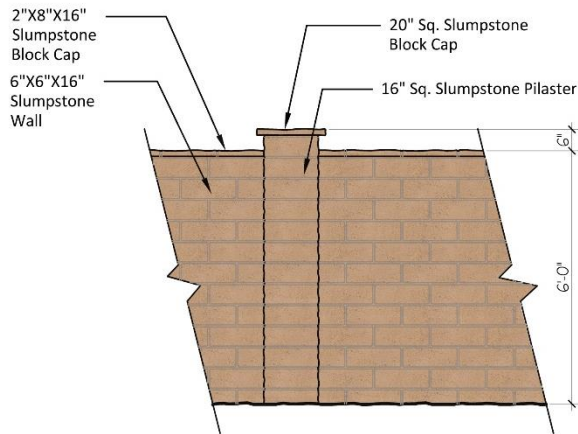
- Walls shall be made of a textured surface material that is compatible with the Otay Ranch theme.
- Walls and fences should complement the project's architecture.
- Walls and fences within front and exterior side yards of commercial sites should be avoided.



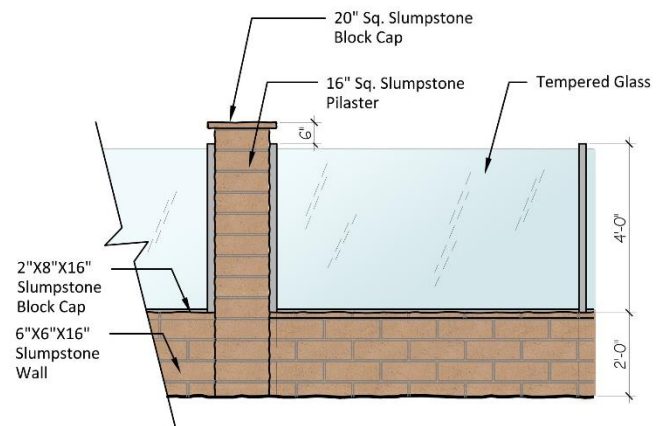
- Unless walls are required for screening or security purposes, they should be avoided.
 - Security fencing should incorporate solid pilasters, or short solid walls segments and view fencing.
 - Gates should be provided in walls or fences where necessary to allow for emergency access.
 - Long expanses of walls should incorporate recesses, offsets, pilasters or similar measures to avoid monotony.
 - Trees, shrubs and vines should be used to soften the appearance of walls and fences.
 - Wall and fencing heights shall be eight and one-half (8 ½) feet from the highest finished grade

unless additional height is required for noise attenuation. Graffiti control finishes shall be applied where appropriate.

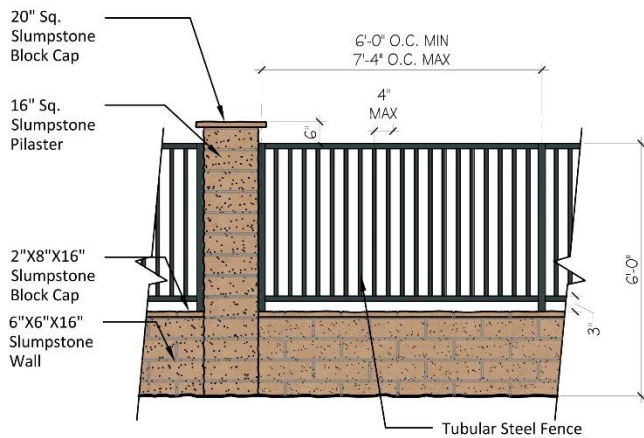
- Chain link fences should not be visible from streets.
- High perimeter walls and walls topped with barbed wire or razor wire are strongly discouraged.



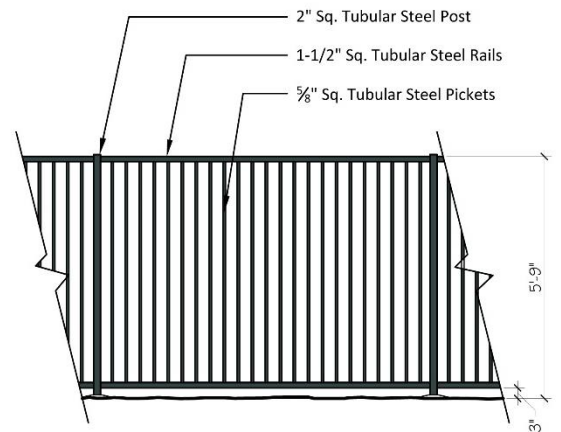
6' Perimeter Wall



6' Perimeter View Wall



6' Perimeter View Fence



5'-9" Production View Tubular Steel Fence

Note: The Master Developer or Business Park Developer may propose different fence materials, so long as the walls are compatible with the Village 3 North design concepts.

Conceptual Wall and Fence Details – Exhibit 9

F. Maintenance Standards

The developer will be responsible for site element and landscape maintenance during project implementation. Ultimate responsibility for maintenance will belong to individual private property owners, Community Facility District, Business Associations and public agencies. Definition of these responsibilities will occur during the subdivision review process. The following summarizes how landscape maintenance responsibilities are intended to be divided within the village.

1. Individual Private Property Owner Maintenance

The individual property owner will be responsible for maintenance within privately owned areas.

2. Community Facilities District and Business Association

Areas not maintained by private property owners or a public agency will be maintained through Community Facilities District (CFD) and/or Business Associations. Such areas will include common areas, common slopes areas, common open space, entry landscaping and walls facing the public right-of-way. Certain public landscaped areas may also be included, as determined by the Director of Public Works, such as detention basins and enhanced median and parkway landscaping in the public right-of-way.

3. Public Agency Maintenance

Public agencies may be responsible for maintenance on publicly owned land. These areas include landscaping within street and highway rights-of-way (unless maintained by a business association or community facilities district), Wolf Canyon Preserve and other similar public lands.

4. Public Works Department

Maintenance of facilities funded by an Open Space Maintenance District CFD shall be the responsibility of the Public Works Department unless otherwise approved by the Director of Public Works.

III. Project Design Guidelines



- A. Site Design Guidelines***
- B. Architectural Design Guidelines***
- C. Landscaping***

The following guidelines are intended to direct the individual project developer. The objective of these guidelines is to create projects that contribute to the overall design continuity of the business park while maintaining their own individuality. Guidelines are provided for site planning, architecture, landscaping, signage and lighting.

A. SITE DESIGN GUIDELINES

The Village 3 North PC District Regulations contain development standards, including allowable lot areas, setbacks, building heights and parking requirements. The following guidelines are intended to address additional practical and aesthetic considerations of site design:

1. Compatibility

- The arrangement of structures, parking and the internal street system should recognize the site characteristics and should relate to the surrounding built environment in pattern, function, scale, character, and materials.
- Residential uses should be buffered from incompatible industrial development. Intensified landscaping and appropriate setbacks and building orientation should be utilized to provide adequate separate between land uses.

2. Site Entry Design

- Entry areas to industrial developments should be enhanced by ornamental landscaping, low profile monument signage and decorative paving.

3. Building Siting

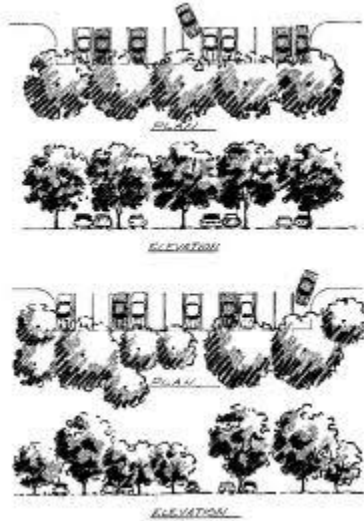
- Building siting should consider the context of the entire industrial development, the location of compatible uses, the location of major traffic generators as well as site characteristics.
- The placement and design of structures should foster pedestrian access and circulation.
- Industrial site design should provide:
 - convenient public access and visitor parking
 - service areas located at the sides and rear of buildings
 - screening of storage, work areas, and mechanical equipment
 - storage and service area screen walls, as required.
- Site buildings along industrial frontages, to the greatest extent possible. Provide variable building setbacks in order to avoid long monotonous building facades and create an interesting street scene.



- Whenever possible, new structures should be clustered to create plazas and courtyards.

4. Vehicular Access/Circulation/Parking

- Site access and internal circulation should promote safety, efficiency and convenience. Conflicts between vehicles and pedestrians should be avoided. Continuous circulation should be provided throughout the site to the greatest extent possible. Dead-end driveways should be minimized. Adequate areas for maneuvering, stacking, truck staging, and loading and emergency vehicle access should be accommodated on site.
- The number of site access points should be minimized and located as far as possible from street intersections. The



use of common or shared driveways is encouraged and in some cases may be required. Designs which encourage the use of streets for "internal circulation" should be avoided.

- Driveway entry locations should be coordinated with existing or planned median openings and driveways on the opposite side of the street.
- Loading and service areas should be provided with separate access and circulation whenever possible.
- Parking should not dominate street frontages.

Parking areas should be screened by buildings and landscaping.

- Parking lots which accommodate a significant number of vehicles should be divided into a series of connected smaller lots.



5. Pedestrian Circulation

- Placement of primary vehicle access points to the project site in close proximity to major building entries should be avoided in order to minimize pedestrian and vehicular conflicts.
- Clearly defined pedestrian paths should be provided from parking areas to primary building entrances and sidewalks along the site's perimeter.
- Design parking areas so that pedestrians walk parallel to moving cars. Minimize the need for pedestrians to cross parking aisles and landscape islands to reach building entries.
- Pedestrian walkways should be accessible, safe, visually attractive and well defined by decorative pavement, landscaping, low walls and low-level lighting.
- Safe and convenient pedestrian walkways should be provided between buildings and parking areas.
- Pedestrian access should be provided between transit stops and building entrances.



6. Bicycle Circulation and Storage

The Village 3 North Business Park has been designed to accommodate bicycle circulation. Convenient support features, such as bicycle racks and storage locker facilities may be provided within the business park. The location and scope of bicycle facilities will be determined at the site plan level and must be consistent with CalGreen standards.



7. Plazas/Courtyards and Passive Recreational Areas

- Building placement that creates opportunities for plazas, courtyards, patios or outdoor dining areas is strongly encouraged.
- Shade trees or architectural elements which provide shelter and relief from direct sunlight should be provided within plazas and courtyards.
- Landscaping, water features and public areas should be incorporated into plaza and courtyard design.



8. Public Safety through Design

Electronic surveillance and security hardware should be as invisible and unobtrusive as possible. If security grilles are necessary, they should be architecturally integrated within the overall building design theme. The use of scissor grilles is strongly discouraged.

- Lighting should be designed to satisfy functional and decorative needs. Security lighting should be designed as part of the overall lighting plan rather than a single stand-alone element.
- Safety behind buildings should be ensured through: 1) adequate security lighting for parking areas and pedestrian ways; 2) limited access (walls, fences, gates, shrubs); 3) signage; 4) introduction of activities (e.g., rear entrances for commercial activities) that increase surveillance; 5) surveillance through windows or with cameras; and 6) ongoing maintenance of storage areas and alleys.



- Building lighting should complement the architectural style of the building while providing illumination of building facades and entrances.
- Lighting should be sufficient for sidewalk and street illumination.
- Building address numbers should be visible from the public right-of-way.
- Landscaping should be planted and maintained to allow visibility and eliminate areas of potential criminal activity.
- Delineate the separation between public and private spaces with paving, building materials, grade separations or with physical barriers such as landscaping.



B. Architectural Design Guidelines

The goal of building design guidelines is to create a consistent, harmonious business park, while allowing for variety and project individuality. Design continuity can be created by sensitive location and massing of structures and a limited palette of building materials and colors.

1. Building Design

While there is no specific architectural style, detail, form, and materials requirement, each property owner is encouraged to work within the context of the Otay Ranch and Village 3 North community, adjacent properties, and individual site in establishing an architectural expression for their property.

Since the specific characteristics of each site vary widely, the Planning Commission will, in evaluating proposed improvements, seek to determine that the unique constraints and opportunities have been given adequate consideration.

- All buildings shall be designed by an architect registered in the State of California and bear his or her seal when submitted for design review.



- Special architectural attention shall be given to building elevations facing open space areas.

- No mechanical equipment or vent shall be placed on the exterior surface of any building wall that can be viewed from a public street.

- No particular architectural style

is required for industrial development. However, the architectural style shall be compatible with adjacent uses. High quality, innovative and imaginative architecture is encouraged.

- The selected architectural style/design should consider compatibility with surrounding character, including harmonious building style, form, size, color, materials and rooflines.
- The architect is expected to utilize variations in form, building details and siting in order to create visual interest. In all cases, the selected architectural style should be employed on all building elevations.
- A unified, identifiable image should be projected by individual buildings within the industrial/business parks through the use of similar and/or complementary colors, materials, roof forms, signage, decorative pavement and architectural style.

Village 3 North

Business Park Design Guidelines

- Buildings should be segmented in distinct massing elements. Building facades should be articulated with architectural elements and details. Vertical and horizontal offsets should be provided to minimize building bulk. Variable building elevations along linear street frontages are encouraged. Building entries should be readily identifiable. Use recesses projections, columns and distinctive materials and colors to articulate entrances.



- Employ various building forms to create visual character and interest.
- Long (over 100') unarticulated building facades are not acceptable. Varied front setbacks are encouraged.
- All wall surfaces visible to the public should be architecturally enhanced. Front and side wall elevations should provide building offsets and architectural details.
- Varying building heights/massing and setbacks to define different functions such as offices and warehousing are encouraged.
- Vertical architectural elements such as towers should be used as focal points.
- Stairways should be designed as an integral part of the building architecture.
- Roof design should be an integral component of the overall building architecture. Long continuous rooflines are not acceptable. Multiple roof planes and offsets are encouraged.
- Gutters and downspouts should be concealed, unless designed as a decorative architectural feature.
- The size and location of doors and windows should relate to the scale and proportions of the building elevation on which they are located.

2. Materials and Colors

Materials and colors should be used to create visual interest. When buildings are located within an industrial/business park, utilize colors and materials on individual buildings which are complementary to the design theme and consistent with the color/materials palette for the overall industrial/business park development.

The following materials are permitted:

- Tilt-up concrete with textures and colors.

- Masonry Block with textured surface.
- Steel frame with glass or masonry and glass exterior (glass shall not exceed 70% of the exterior)
- Enameled metal panels, wood, glass and stucco may be used as decorative elements with tilt-up or masonry building system.
- Tile, brick and stone accents.
- Sloped roof materials may be ribbed metal, clay or concrete tile.
- Exposed gutters should be colored to match fascia or wall materials. Exposed downspouts should be colored to match the surface to which they are attached.
- Use various types of building cladding to produce different textures, shade and shadow effects.
- Materials should be chosen to withstand abuse by vandals or accidental damage by machinery. False facades and other simulated materials and ornamentation are discouraged.



The following materials are prohibited:

- Sheet or corrugated metal, asbestos or similar materials used on exterior walls.

The following color selection guidelines should be utilized:

- Colors shall be limited to a maximum number of three, exclusive of minor trim elements.
- Colors shall be coordinated with materials and finishes on all exterior building elevations to achieve a total continuity of design.
- The predominant building color shall be light neutral, earth tone or pastel colors such as off-white, warm gray or beige.
- Accent colors may be darker tones of the main building color. Limited use of bold, bright colors, black, white or metallic may be used for accents.
- Colors should be compatible with the surrounding business park.
- Vents, louvers, exposed flashing, tanks, stacks, ductwork, overhead, rolling and service doors are to be painted.
- All screens shall be painted a neutral color or a color consistent with the building

Village 3 North

Business Park Design Guidelines

color scheme.

- Lightning protection devices shall be painted a neutral color that blends into the skyline.
- Brightly-colored buildings are discouraged

3. Lighting

General:

- All site, landscape and building exterior lighting shall be of a configuration, style and finish color that compliments the architectural theme and materials established by the building architecture.
- Shielded fixtures with well-defined cut-off limits shall be used where necessary to confine illumination to on-site areas only.
- Lighting shall be primarily for site function and security to conserve energy, support astronomical dark skies and avoid nuisance lighting.

Accent Lighting:

- Accent lighting may be used if it contributes to the overall site functional and security lighting program.
- Architectural lighting shall be integrated into building design.
- Architectural accent lighting shall originate from concealed or inconspicuous source locations.
- Accent lighting may be low-pressure sodium or mercury vapor; no color lights shall be used.
- Walkway and landscape feature lighting are encouraged as necessary or desirable for both aesthetic and security purposes.
- Pedestrian scale/decorative light fixtures are encouraged within plazas and courtyards.



Security Lighting:

- Wall mounted security light pack to be used only at rear and interior side of buildings.
- Security lighting shall use LED fixtures.

Parking and Service Yard Lighting:

- Lighting for parking and service yards shall be shielded LED directed downward, and have zero cut off.

- Fixtures shall be pole mounted, twenty-five (25) foot maximum height and located above paved surfaces.

4. Screening

- Dense landscape screening shall be used between pad elevations to minimize views of rooftops from adjacent streets and buildings.



- Dense landscape screening shall be used to minimize views of architecture, loading areas, and vehicular use areas from adjacent open space area viewsheds and adjacent roadways.

- Telephone, electric service and other utilities shall be located to be unobtrusive and screened by decorative walls and landscaping to the extent allowed by utility providers.



- All loading areas shall orient away from front primary elevations (street or side with street frontage). In no case shall these facilities be visible from any off-site location. Screening may be accomplished with solid walls, landform grading and landscaping.

5. Recycling & Trash Enclosures

- Recycling and trash enclosures shall be sited and designed pursuant to the City of Chula Vista Recycling & Solid Waste Planning Manual (Adopted by Council Resolution 2005-023 / Updated 10/25/2008 Resolution 2008-244).

6. Walls & Fencing

- All fencing or walls shall provide a sight clearance distance *as* required by the City.
- Fences and walls shall be designed to be compatible with on-site buildings in terms of color and/or materials.
- Where appropriate, walls shall be utilized to provide additional screening of buildings from adjacent roadways.
- Solid fences may be constructed of wood, brick, decorative block and stone or framed stucco with decorative metal.

Village 3 North

Business Park Design Guidelines

- Open style fencing shall be constructed of wood, ornamental iron or other similar decorative material.
- Open style fences shall be landscaped with vines, shrubs and /or trees to soften the appearance.
- The use of vinyl coated chain link is only permitted along interior side and rear property lines where not visible from the public right-of-way.
- Chain link, barbed wire, concertina wire or similar security devices are discouraged and are not acceptable in view of the public right-of-way.
- All gates shall be constructed of solid view-obscuring material except vehicular gates.

7. Hardscape

- Walkways, plazas, building entries and similar paved areas shall be designed with materials and colors that are compatible with the project architecture.
- Paving materials should complement the architectural design. The use of stamped concrete, stone, brick, pavers, exposed aggregate or colored concrete is encouraged.
- Raised planters, curbs and walkways of appropriate paving materials shall be used to define and protect landscape areas.
- Outdoor plaza and seating areas are encouraged to be provided for employee use during lunch and break periods.
- All pedestrian areas shall be designed for comfortable use, security and accessibility.
- Boulders, gravel, decomposed granite, pavers and similar materials may be incorporated into the landscape design as a water conservation measure.
- Street furniture, benches, mailboxes and seat/walls shall be integrated into the overall project design and be compatible in style, materials and colors.



8. Signage

Building mounted or marquee signage must comply with signage requirements per CVMC Section 19.60.580 Limited Industrial (LI) zone.

C. Landscaping

1. General

- These guidelines shall be used in conjunction with the Otay Ranch Overall Design Guidelines, the city of Chula Vista Design Manual and Landscape Manual, as well as the appropriate Federal, State, and County codes.
- All landscape and irrigation plans shall be prepared by a licensed California landscape architect and shall be submitted to the City of Chula Vista, and to the Master Developer for review and approval prior to the start of construction. All submissions shall demonstrate compliance with these guidelines.
- All landscape plans must comply with the City's Shade Tree Policy 576-19 and the City's Landscape Water Conservation Ordinance (CVMC 20.12).
- Landscaping should define entrances to buildings and parking lots, buffer incompatible uses and screen outdoor storage, loading and equipment areas.
- Landscaping should be in scale with adjacent buildings and of an appropriate size and maturity to accomplish its intended purpose.
- Utilize grade differential and/or berming in conjunction with landscaping to reduce the appearance of building mass and height along street frontages.
- When industrial uses are located adjacent to less intense uses, additional setbacks, walls, screening and/or landscaping should be provided to mitigate potential adverse effects to neighboring properties.
- Landscaped areas should generally incorporate planting materials utilizing a three tiered system: 1) grasses and ground cover; 2) shrubs and vines; and 3) trees.
- All areas not covered by structures, service yards, walkways, driveways and parking spaces should be landscaped, in accordance with City requirements.



The following design concepts should be utilized:

- Specimen trees in informal groupings or rows at major focal points.
 - Use of flowering vines both on walls and arbors or trellises.
 - Use of planting to create shadow and patterns against walls
 - Trees to create canopy and shade, especially in parking areas and passive open space areas, per the City's Shade Tree Policy 576-19.
- Berms, plantings and walls to screen parking lots, trash enclosures, storage areas,

Village 3 North

Business Park Design Guidelines

utility boxes, etc.

- Landscaping shall be in conformance with the City's requirements for sight lines and access.
- Design continuity in the business park will be partially achieved through the use of an established plant palette for parking areas, areas between developments or "transition zones," and screening. A recommended plant palette is included in this document.

Transition Zones:

- A uniform area of landscaping shall be located between project sites, planted with trees, shrubs and groundcovers.
- Transitions zones shall be designed to separate and identify individual developments and to provide screening and buffering between incompatible uses.

Screening:

- Screening to conceal unattractive views, such as trash enclosures and storage areas, shall be accomplished through the use of trees, vines, shrubs and earth berms in addition to walls and fences.
- Dense groves of trees and tall shrubs shall be used to provide screening and soften the appearance of walls and fences.

Parking Areas:

- Parking lot landscaping should accent driveways, frame the major circulation aisles and highlight pedestrian pathways.
- Parking areas should be planted with a grove pattern of trees. Trees should be planted in diamond planters between rows of parking spaces and along the end of parking rows. Trees must be planted per the City's Shade Tree Policy 576-19.
- Parking lots will require submittal of landscape, planting and irrigation plans.

