

VILLAGE 3 CORE MASTER PRECISE PLAN

December 2016

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VILLAGE 3 CORE MASTER PRECISE PLAN

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TABLE OF CONTENTS

I. Introduction..... 3

- A. Background And Purpose.....3
- B.Village Core Concept.....4
- C. Related Documents.....5
- D. Design Review6
 - 1. Process.....6
 - 2.Master Developer Review.....6
 - 3.City Of Chula Vista - Major Design Review7
 - 4.City Of Chula Vista - Minor Design Review7
 - 5. Appeals.....7

II. Guiding Principles11

- A.Purpose / Role 11
- B. Urban Character 12
- C. Guiding Principles 13
- D.Village Core Components 15
 - 1.Village Green District..... 15
 - 2.Secondary Village District..... 18
- E.Master Precise Plan Illustration 19
- F.Site Plan And Architectural Review 19

III. Site Plan Elements23

- A.Village Green District..... 23
- B.Secondary Village District 28
 - 1. Mandatory Site Plan Elements 28
 - 2. Conceptual Site Plan Elements 33

IV. Site Design Guidelines37

- A.Village Green District..... 38
 - 1.Building Design And Siting 38
 - 2.Pedestrian & Vehicular Access..... 39
- B.Secondary Village District..... 45
 - 1.Building Design And Siting 45
 - 2.Pedestrian / Bicycle / Vehicle Access..... 46
- C.General Village Core Area Requirements 52
 - 1. Architecture..... 52
 - 2. Landscape Architecture 59
- D. Lighting/Signage/Street Furnishings 70
 - 1. Lighting 70
 - 2. Signage..... 77
 - 3. Street Furnishings..... 88

TABLE OF CONTENTS

V. Design Review Checklists	95
Mixed Use Are (MU-1)	96
Mixed Use Area (MU-2) & Community Purpose Facility (CPF-1)	98
Residential Area R-13.....	100
Residential Area R-14 & R-15.....	102
Residential Area R-16.....	104
Residential Area R-17	106
Residential Area R-19.....	108
School Site S-1	110
Park Site P-1	112
Community Purpose Facility CPF-3.....	114

EXHIBIT LIST

Exhibit 1 - Vicinity Map.....	3
Exhibit 2 - Village 3 Land Use Plan.....	4
Exhibit 3 - Village Core 10 Minute Walk Plan	12
Exhibit 4 - Design Districts	14
Exhibit 5 - Village 3 Core Master Precise Plan Illustration.....	20
Exhibit 6 - Mandatory Site Plan Elements: Village Green District.....	24
Exhibit 7- Mandatory Site Plan Elements: Secondary Village District.....	30
Exhibit 8 - Conceptual Site Plan Elements	34
Exhibit 9 - Avenida Escaya Amenities	41
Exhibit 10 - Village Green District Building Setbacks.....	42
Exhibit 11 - Secondary Village Building Setbacks	44
Exhibit 12 - Secondary Village Building Setbacks	47
Exhibit 13 - Parking Orchard Concept	49
Exhibit 14 - Core Pedestrian/Bicycle Circulation.....	50
Exhibit 15 - Vehicular Access	51
Exhibit 16 - Theme Wall.....	66
Exhibit 17 - Lighting Plan	76
Exhibit 18 - Village Core Street Amenities.....	89
Exhibit 19 - Village Core Building Materials & Finishes	90

Village 3 Core Master Precise Plan

I. INTRODUCTION



I. INTRODUCTION

A. BACKGROUND AND PURPOSE

HomeFed Village III, LLC (or its assignee) is the Master Developer of the Village 3 Core, a component of the Otay Ranch Village 3 and a Portion of Village 4 Sectional Planning Area (“Village 3 SPA Plan”), which is also subject to the Otay Ranch Village 3 and a Portion of Village 4 Planned Community District Regulations (“Village 3 PC District Regulations”). It has been envisioned as one of several urban, pedestrian-oriented areas designed within a “village” context, where core activities are centrally located in the community. The “village,” an essential building block of the Otay Ranch project, is vital to its success as a planned community and is intended to foster a premier quality of life for Otay Ranch residents and their neighbors.

This Master Precise Plan (“MPP”) is required by the Village 3 SPA Plan and provides the entitlement bridge linking the approved policies and land use designations of the SPA Plan with subsequent project-level approvals within the Village 3 precise planning area. It serves as a framework document by which future “Individual Precise Plans” will be evaluated for compliance with the approved Master Precise Plan concepts, which encompass site planning, access, architecture, landscape architecture, signage and lighting guidelines. This Master Precise Plan is consistent with and must also implement the requirements of the Fire Protection Plan for University Villages - Village 3 and a portion of Village 4, and Village 3 and a Portion of Village 4 Preserve Edge Plan and subsequent amendments.

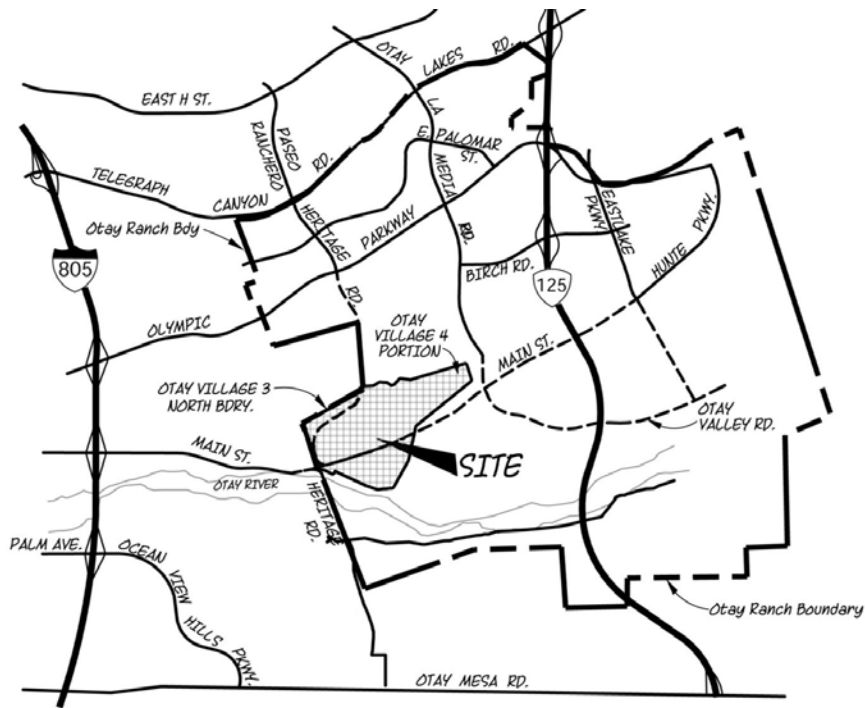


EXHIBIT 1 - VICINITY MAP



I. Introduction

B. VILLAGE CORE CONCEPT

The “village” concept was first approved by the City of Chula Vista in October of 1993, with the approval of the Otay Ranch General Development Plan (GDP/SRP). This concept was further developed in the Otay Ranch Overall Design Plan approved by the City of Chula Vista in June of 1996. Village specific guidelines are contained in the Village 3 Design Plan.

The “village” concept serves as the basic building block in organizing land uses within Otay Ranch, whereby villages are separated into two basic components: a core of more intense land uses, known as the Village Core, and surrounding residential use areas, known as the Secondary Area. The Village 3 Core, located in the central portion of the planning area and the subject of this Master Precise Plan, is organized within three design districts: a Village Green District, an Office District and a Secondary Village District.

The Village 3 Core is the commercial and social activity center of the village, and it is comprised of a variety of land uses and development intensities.

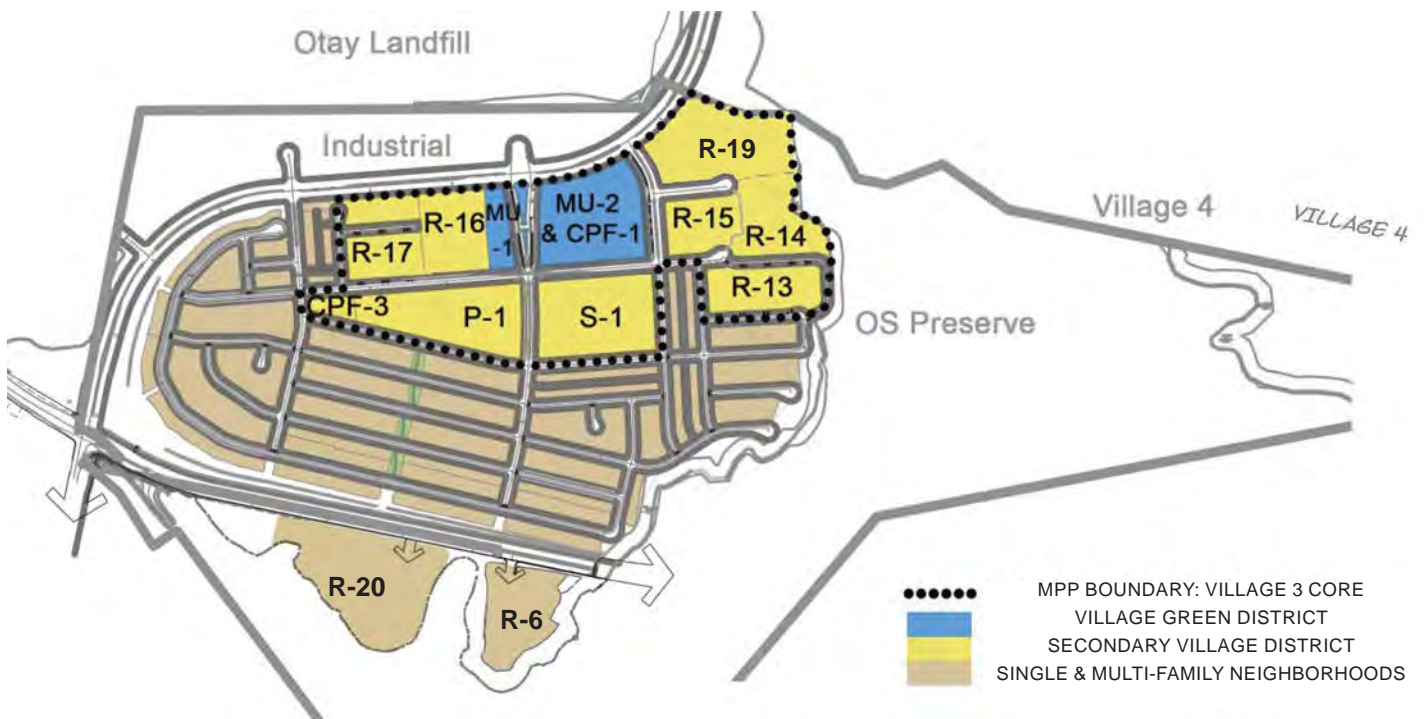
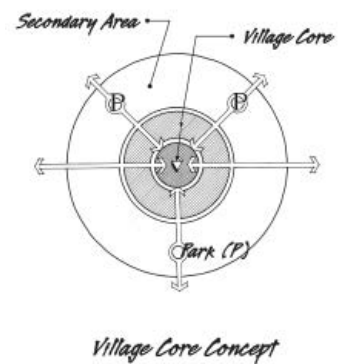


EXHIBIT 2 - VILLAGE 3 LAND USE PLAN

C. RELATED DOCUMENTS

The GDP-defined “village” core is guided by several documents which provide increasing levels of detail for implementing the goals, objectives and policies established by the Otay Ranch GDP, Overall Design Plan, and subsequent Village 3 SPA and Design Plan. The Otay Ranch GDP and Overall Design Plan provide community-wide land use designations, policies and design guidance. The Village 3 Design Plan, on the other hand, addresses the design issues particular to Village 3 and further refines the village identity and character by addressing design issues that are site specific and related to land use, circulation, landscape and architecture.

This Master Precise Plan is a component of the Village 3 implementation package which includes the SPA Plan, PC District Regulations, Village 3 Design Plan, Public Facilities Finance Plan; Parks, Recreation, Open Space and Trails Master Plan; and other documents. Together, these documents guide development proposed for Village 3 and provide a village-specific design framework that bridges the gap between the Otay Ranch GDP and individual precise plans.



I. Introduction

D. DESIGN REVIEW

The design review process for the Village 3 Core involves a two-part, integrated procedure: design review and approval by the Master Developer, and Design Review and approval by the City of Chula Vista. The emphasis of this document is on City review of Design Review submittals following the adoption of this Master Precise Plan.

1. Process

Formal design review processes have been established in the Village 3 PC District Regulations to ensure all development within Otay Ranch is consistent with City of Chula Vista policies and development standards, Otay Ranch GDP Overall Design Plan, Village 3 Design Plan and PC District Regulations. The process requires preparation of site, landscape and architectural plans that will be reviewed and approved by the Master Developer, City of Chula Vista Director of Development Services and/or City of Chula Vista Planning Commission, depending on the type of proposed project. The various review processes are described in greater detail in Chapter X, Implementation & Administration of the Village 3 PC District Regulations.

2. Master Developer Review

The Village 3 infrastructure and building lots will be developed by the Master Developer. Most of the elements described in Section II of this document, including landform grading, village entries and streets will be implemented by the Master Developer. The development of commercial, multifamily and single family residential neighborhoods will be by Merchant Builders and/or builder(s) affiliated with the Master Developer. A design review process has been created to facilitate development within the unique village planning concepts of the Otay Ranch planned community.

The design review process includes two integrated procedures: preliminary design review by the Master Developer and review and approval by the City of Chula Vista. The process requires the Merchant Builder to

formulate the design for their parcel and complete review with the Master Developer prior to formal application and review by the City. The review requirements of the Master Developer are intended to ensure that the builder's intended product and designs meet the standards and criteria for the entire planned community. The Merchant Builder's design submittal package will consist of preliminary site, landscape and architectural plans. Following review of the Merchant Builder's schematic design, a continuing exchange of information between the Master Developer and the Merchant Builder will be expected as the design is finalized and the City's review process begins. A copy of final, approved plans shall be provided to the Master Developer.

3. City of Chula Vista - Major Design Review

All proposals for attached residential products within the RM-1 zone with more than 200 units and projects within the RM-2 zone, are subject to the Major Design Review process as described in CVMC Sections 19.14.570 (through 19.14.600). The Planning Commission shall review plans as required by the Village 3 PC District Regulations, Chapter X, Implementation & Administration. Findings shall be based on the City's Design Manuals, the Village 3 Design Plan and this Master Precise Plan.

4. City of Chula Vista - Minor Design Review

The Development Services Director is authorized to approve applications as provided in CVMC Section 19.14.030 and described in greater detail in the Village 3 PC District Regulations, Chapter X, Implementation & Administration. The Minor Design Review process shall be used for the single family detached units on lots served by courtyards in the RM-1 zone and multi-family detached units with less than 200 units.

5. Appeals

An appeal to the City Council on a decision of the Planning Commission may be filed as provided for in Section 19.14.58 of the CVMC.

Village 3 Core Master Precise Plan

II. GUIDING PRINCIPLES



II. GUIDING PRINCIPLES

A. PURPOSE / ROLE

The Master Precise Plan provides design direction and establishes a detailed framework for the following:

- Building Design & Siting - Locations of proposed structures.
- Pedestrian, Bicycle & Vehicle Access - Identification of pedestrian, bike and vehicle access and circulation for all planning areas within the Village Core.
- Urban Character & Architecture - Identification of architectural style and key urban elements.
- Lighting, Signage & Street Furnishings - Specifications for lighting fixtures, signage and street furnishings.

The MPP establishes parameters within which design solutions can be developed for the Village Core area, ensuring that overall community design objectives are met. Specific mandatory criteria are established for features, elements and/or items deemed essential to establishing a unifying design theme for the Village Core and for achieving the Village's intended character and land use mix.

General design recommendations are provided to promote a well-designed and functional project, while allowing for individual project expression within the framework of the Village 3 Design and Master Precise Plans.

In addition to providing site developers and designers with a framework plan as a basis for their projects, the Master Precise Plan and subsequent Individual Precise Plans, serve as important tools for reviewing and evaluating schematic, preliminary and final plans for individual projects. This document does not provide precise design solutions but merely establishes guidelines to insure that, over time, the Village Core is developed as a cohesive, integrated community. Revisions to individual site plans may occur during final engineering and design, and will not require revisions to this MPP. The MPP must be approved and adopted prior to the issuance of building permits for the first multifamily or mixed-use development within the Village Core area. Clarification of ambiguities of the provisions of the Village 3 Core Master Precise Plan is at the sole discretion of the Director of Development Services.

II. Guiding Principles

B. URBAN CHARACTER

The historical agrarian use of the land within Otay Ranch is the inspiration for the theme and character of Village 3. An eclectic approach to community thematic architecture captures Transitional Spanish, Farmhouse and Ranch styles.

These architectural styles are fresh and reinterpreted in a more contemporary way. Simple forms with an earthy palette comprised of colored stucco, stone, clay tile and wood accents establish this architectural theme. The landscape design will also evoke Otay Ranch’s agrarian past with canopy trees, groves, citrus trees, ornamental grasses, raised wood and stone planters arranged in a less formal design.

The defining agrarian architectural features are particularly applicable to the pedestrian and multi-modal transportation design of the Village 3 Village Core. The “Main Street” will be designed with arcades and outdoor seating and gathering spaces. Design elements may include awnings, trellises and a variety of street trees to define and highlight the created spaces. In addition to trees, the landscaping may include planting areas with a variety of colorful shrubs, groundcover and vines, as well as potted and hanging accent plants. Architecture in the Village Core mixed use commercial/residential area will allow for variety but maintains a strong basis in Farmhouse and Ranch architecture. The agrarian design theme will extend to village-serving buildings such as elementary school and recreational facilities.

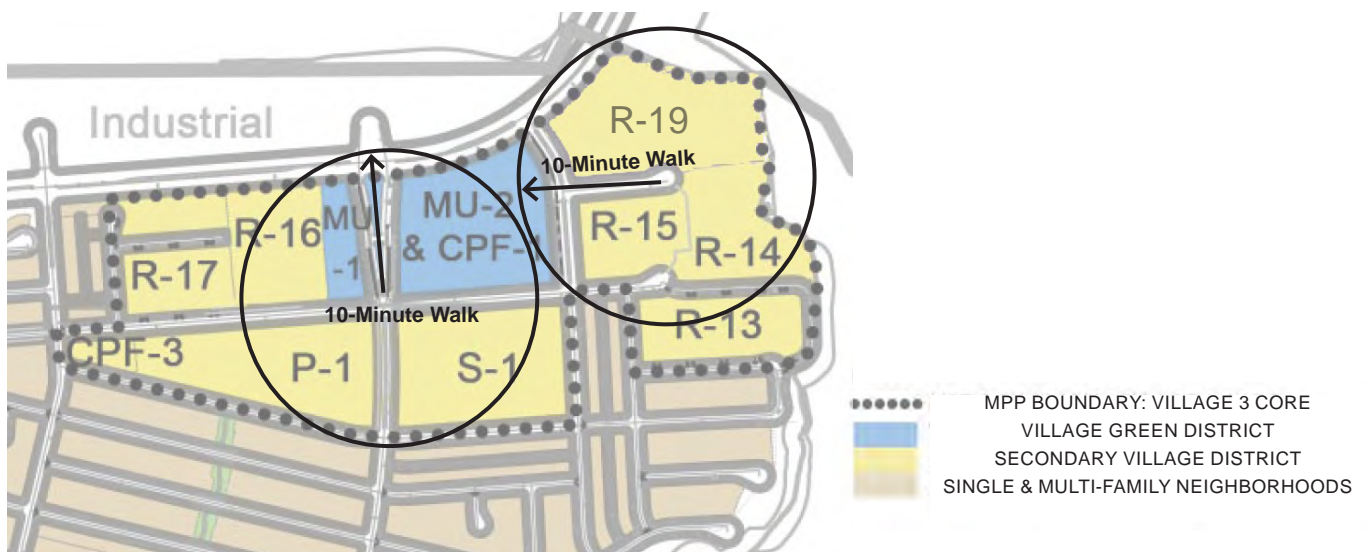


EXHIBIT 3 - VILLAGE CORE 10 MINUTE WALK PLAN

C. GUIDING PRINCIPLES

The Village 3 Core is a mixed-use area with related land uses configured in a pedestrian-friendly environment. It is the commercial, social and community focal point for the village. The following summarizes the guiding principles and components established for the Village Core.

1. The Village Core mix and intensity of residential, retail, park and public uses, all within a 10-minute walking distance of each other, should be designed to encourage non-vehicular modes of transportation, providing convenient access for residents, visitors and employees alike.
2. The Village Core should contain both active and passive uses that consider the needs of children, adolescents, young adults, couples and the elderly, that are interwoven with work, shopping and the residential areas.
3. The arrangement of uses within the Village Core should be responsive to market viability and phasing considerations. Uses that can be economically developed early in the development program should be arranged to allow for a logical progression of development within the Core over time.
4. The Village Core shall contain clearly defined architectural gateways and focal elements to provide orientation within the village for visitors and residents alike.
5. Implement sustainable community strategies that include water and energy conservation measures and alternative transportation opportunities. Promote healthy lifestyles by providing active and passive recreation facilities within walking distance of every home. Provide a convenient, safe and pleasant pedestrian network with connections throughout the village that encourages walking and biking and discourages auto use for local trips. Utilize sustainable building materials wherever possible. The project must comply with the current California Green Building Standards Code and the California Building Energy Efficiency Standards.
6. The design criteria in the Village 3 Design Plan shall be applied in the design of each development parcel.

EXHIBIT 4 - DESIGN DISTRICTS



D. VILLAGE CORE COMPONENTS

The Village 3 Core consists of two (2) Design Districts grouped according to their function within the Village Core. The two (2) Design Districts include (See Exhibit 4 - Village 3 Core Design Districts):

- Village Green District
- Secondary Village District

The primary focus of this document is on the Village Green District, as it contains the greatest intensity and diversity of uses. However, its relationship to the surrounding residential areas (Secondary Village District) is important and also addressed within this document. The residential guidelines contained in the Village 3 Design Plan shall be applied to the design of these residential parcels within and outside of the Village Core.

1. VILLAGE GREEN DISTRICT

The Village Green District (see Exhibit 4, Design Districts) is comprised of street-level, commercial storefront uses with diagonal parking in front and residences above, in a mixed-use “main street” configuration. The District is punctuated by a primary village entry consisting of special architectural character elements which serve as a gateway to the Village Core. A wide, landscaped median within Avenida Escaya functions as a “Village Green” open space amenity, creating a sense of identity for the village and a gathering space for the community. The Village Green is flanked by a village “Main Street” (Avenida Escaya), which captures the ethos of the agrarian approach with planters, seating and a variety of plant material. A series of outdoor plazas along the main street will be crafted for outdoor dining and/or social gatherings. Varied building setbacks, a strongly defined retail base, plazas and seating areas define the “Main Street” character and create a pedestrian-oriented urban shopping experience. Broad sidewalks (Village Pathway) with street trees, planting pockets, seat walls, street furnishings, paving enhancements, and agrarian-inspired plantings and architecture reflect the pedestrian design and urban character of the village.

II. Guiding Principles



The Village Green District offers a clean, contemporary Transitional Farmhouse and Ranch style. Mixed-use buildings along Avenida Escaya should maintain a strong, urban retail base which helps define the Village Pathways at the ground level. Buildings may feature simple geometries, a textured materials palette and the judicious use of ornamentation and trimwork. A contemporary materials palette, including metal details, standing seam roofs, may be incorporated with traditional features, such as stucco, masonry, awnings and trellises.



Landmark architecture provides pedestrian orientation and articulation for the “main street” streetscape. Landmark architecture is more prominent than the surrounding architecture and may include, but is not limited to, vertical architectural elements, such as two or three-story round or square towers, elaborated chimney tops, one and two-story covered porches, open and roofed balconies with wood or iron railing, arcaded wing walls and revival dormers and parapets. Landmark architecture may include enhanced facade materials, details and finishes at appropriate locations. Secondary landmark architecture may include, but is not limited to, pedestrian-scale architectural and landscape elements, which may include fountains, seating areas, pilaster entry features, small outdoor plazas, special lighting and enhanced paving and landscape materials.



VILLAGE GREEN DISTRICT

II. Guiding Principles

The “main street” design shall recognize the desire to create “windows” to storefronts, but not at the expense of a unified and consistent landscape with amenities along the street. Planting areas will be clustered together in ‘island or nodes’ to create a few larger planter areas instead of a large amount of small planter areas. The design concept is to place canopy street trees and pedestrian scale trees along walks with understory accent shrubs. These planter areas will feature hardscape elements/wall and site amenity furniture for pedestrians as a place to rest.

Skyline trees or palm trees will be located within tree wells along the Village Pathway between parking and building fronts to add another height level to the streetscape. These palm trees will be placed to frame the street-facing windows/storefronts. Additional planters may be used between the Village Pathway and buildings to create ‘bistro or gathering’ areas for the shops/restaurants and to address grade changes.



II. Guiding Principles



2. SECONDARY VILLAGE DISTRICT

The Secondary Village District (see Exhibit 4, Design Districts) consists of higher density multifamily residential areas located east and west of the Village Green District. This district consists of pedestrian-friendly corridors along Village Pathway and Promenade Trails, landscaped parkways and paving enhancements. The design detailing for the streetscapes will be complementary to the other districts, however, the agrarian inspired landscape and architecture will provide the cohesive thread that links the districts together.

Architecturally, the Secondary Village District will include an eclectic mix of multi-family configurations in Spanish, Ranch and Farmhouse styles.



E. MASTER PRECISE PLAN ILLUSTRATION

The Master Precise Plan Illustration, Exhibit 5, graphically depicts a generalized design solution for the Village 3 Core and conceptually illustrates the overall land use, diversity, and building/parking/open space/pedestrian relationships within the Village 3 Core and adjoining areas. Annotations are included to identify the important elements, many of which are mandatory. Because of the diversity of uses within the Village 3 Core and the importance of unifying themes and designs implemented over an extended development period, the Master Precise Plan Illustration described in this section is utilized to ensure overall project consistency.

F. SITE PLAN AND ARCHITECTURAL REVIEW

Site plans and architecture for the Village 3 Core must be generally consistent with the Master Precise Plan Illustration and the site-specific design criteria contained in this document. While projects will be evaluated for consistency with this document, findings of consistency need not be made based on identical appearance with the Master Precise Plan Illustration, but on compatibility with the character and intent of the plan. Revisions to individual site plans may occur during final engineering and design.

Site plans and architectural drawings shall be reviewed for consistency with the guidelines contained in the Village 3 Design Plan and this document. Site plan and architectural drawings shall be consistent with the Master Precise Plan Illustration in the following areas:

- Access and circulation patterns, both vehicular and non-vehicular (including parking)
- Major landscape, hardscape, signage, color and material themes
- Complementary architectural design, building scale, and orientation
- Design Plan Elements / Site Design Guidelines in Chapter IV.

EXHIBIT 5 - VILLAGE 3 CORE MASTER PRECISE PLAN ILLUSTRATION



Village 3 Core Master Precise Plan

III. SITE PLAN ELEMENTS



III. SITE PLAN ELEMENTS

Certain site plan elements are required to implement community design themes or functions within the Village 3 Core. The mandatory site plan elements are listed below, by district, and are graphically depicted on the Mandatory Site Plan Elements exhibits that follow as Exhibits 3, 4 and 5 (specific or preferred locations as noted). There are also conceptual site plan elements within the Secondary Village District described below.

A. VILLAGE GREEN DISTRICT

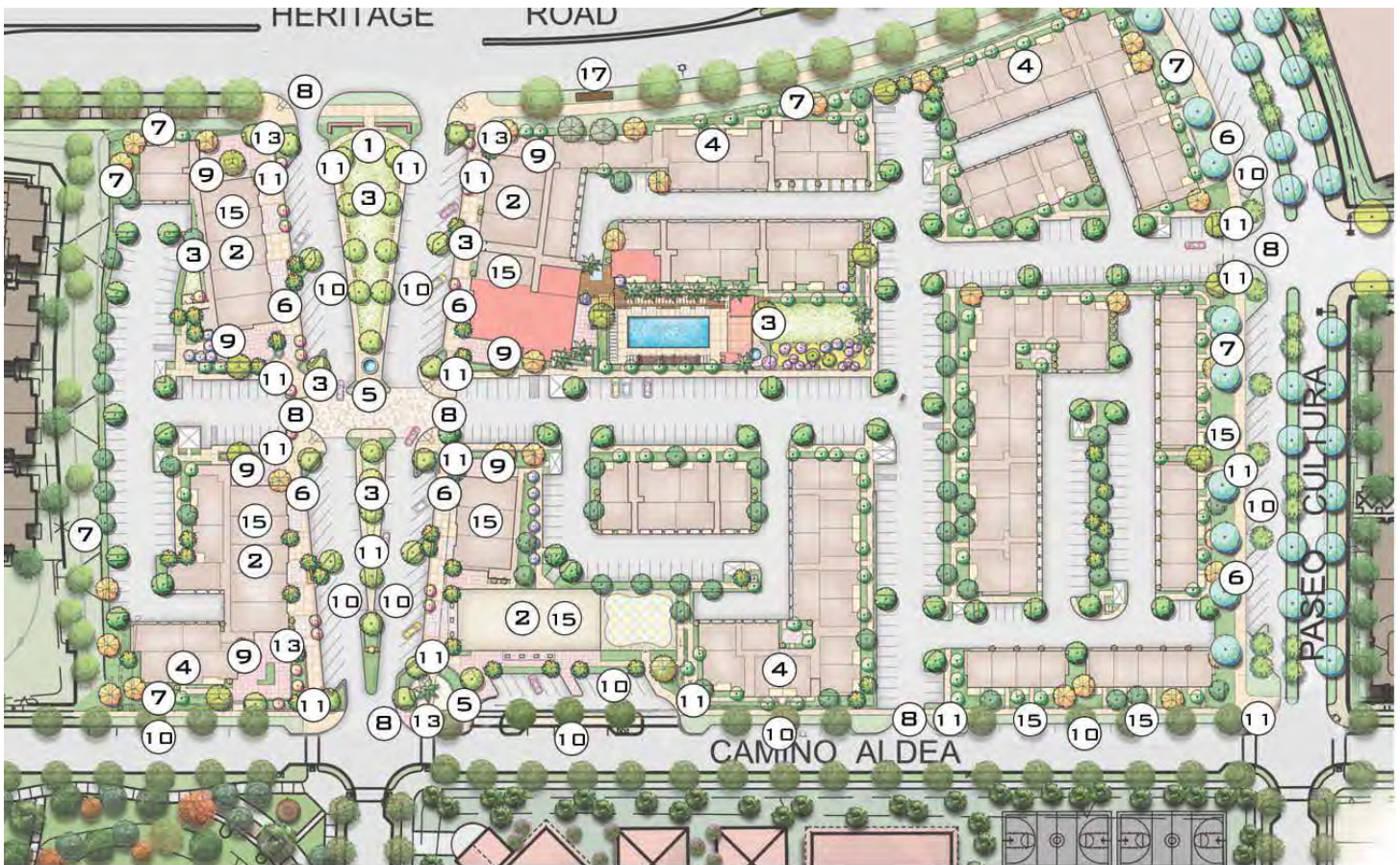
The Village Green District is composed of the MU-1, MU-2 and CPF-1 parcels, and shall include the Mandatory Site Elements depicted on Exhibit 6. This district contains the commercial/retail uses intended to serve Village 3, as well as surrounding villages. The Village Green District shall:

- Implement the pedestrian-oriented “main street” concept per the Village 3 Design Plan guidelines. The “main street” along Avenida Escaya shall provide a strong and well-defined pedestrian connection along the north-south axis of the district (a Village Pathway), including a mid-block crosswalk located at the driveway entrances to the MU-1 and MU-2 parcels.
- Utilize formal landscape and hardscape schemes. The Village Pathway should define the pedestrian corridors and allow groups to comfortably pass each other. Frequent opportunities to sit, relax and observe should be provided with the inclusion of benches, steps, planters and low walls integrated along the pedestrian walk.
- Pedestrian scaled lighting shall be implemented adjacent to the Village Pathway.
- Encourage the inclusion of pedestrian plazas for outdoor dining, social gatherings and relaxation within the Village Green District. Plazas may flank mixed-use buildings along the Village Pathway, and shall be well defined, utilizing a textured hard surface or paving accents which create interesting patterns to identify the plazas as focal areas. Site furnishings, which may include tables and chairs, bike racks, trash and recycling receptacles, raised planters, seating walls and other decorative landscape elements are highly encouraged to create an environment conducive to public interaction.
- Locate mixed-use/commercial building entrances along the street edge and closely space retail uses to increase articulation and interest along the pedestrian walk. Storefronts should incorporate display windows to create interest and encourage window shopping. Uses not conducive to such exposure should be located away from the street-level shopping corridor. Storefront window tinting is prohibited in the Village Green District.

Exhibit 6

MANDATORY SITE PLAN ELEMENTS

VILLAGE GREEN DISTRICT



LEGEND

- | | |
|---|---|
| ① ARCHITECTURAL GATEWAY ELEMENT | ⑨ PLAZA SEATING |
| ② LANDMARK BUILDING WITH ARCHITECTURAL FOCAL ELEMENT | ⑩ DIAGONAL / PARALLEL PARKING |
| ③ VILLAGE LANDSCAPE ACCENT/ COMMON USEABLE OPEN SPACE | ⑪ PEDESTRIAN LINK |
| ④ ENHANCED ELEVATIONS | ⑫ PROMENADE TRAIL |
| ⑤ SECONDARY VILLAGE LANDMARK | ⑬ ARRIVAL PLAZA |
| ⑥ VILLAGE PATHWAY | ⑭ ORCHARD PARKING |
| ⑦ LANDSCAPE BUFFER | ⑮ ENHANCED ELEVATION WITH FRONT DOOR ACCESS |
| Ⓑ VEHICLE ACCESS POINT | ⑯ PASSIVE GATHERING/ SEATING AREA |
| | ⑰ PLANNED TRANSIT STOP |

Exhibit 6 continued

MANDATORY SITE PLAN ELEMENTS

AVENIDA ESCAYA



LEGEND

- ① ARCHITECTURAL GATEWAY ELEMENT
- ② LANDMARK BUILDING WITH ARCHITECTURAL FOCAL ELEMENT
- ③ VILLAGE LANDSCAPE ACCENT/ COMMON USEABLE OPEN SPACE
- ④ ENHANCED ELEVATIONS
- ⑤ SECONDARY VILLAGE LANDMARK
- ⑥ VILLAGE PATHWAY
- ⑦ LANDSCAPE BUFFER
- ⑧ VEHICLE ACCESS POINT
- ⑨ PLAZA SEATING
- ⑩ DIAGONAL / PARALLEL PARKING
- ⑪ PEDESTRIAN LINK
- ⑫ PROMENADE TRAIL
- ⑬ ARRIVAL PLAZA
- ⑭ ORCHARD PARKING
- ⑮ ENHANCED ELEVATION WITH FRONT DOOR ACCESS
- ⑯ PASSIVE GATHERING/ SEATING AREA
- ⑰ PLANNED TRANSIT STOP

III. Mandatory Site Plan Elements



MIXED-USE RENDERING

- Face primary pedestrian entries to retail spaces toward the public street to improve the streetscene.
- Provide a Village Green to establish village identity and provide an open, recreational gathering space for Village 3 residents and visitors. The Village Green shall include enhanced landscaping and serve as public space for community gatherings, recreation and relaxation. The area shall be maintained by either the Master HOA or Business Association.
- Site a landmark Community Purpose Facility (CPF) building in a visually prominent location within the Village Green District. The use of the CPF shall be compatible with surrounding uses and fulfill an immediate community need. Uses shall be consistent with the Village 3 PC District Regulations.
- Provide buildings with “landmark” qualities to establish identity and orient users. Architectural/building focal points shall be provided at the corner of Heritage Road and Avenida Escaya at the northern entrance of the Village Green District, as well as at the corner of Avenida Escaya and Camino Aldea at the southern entrance of the Village Green District.
- Apply enhanced architectural elevations to buildings along the Village Pathway.
- Locate a gateway monument at the northern entrance of the Village Green District along Heritage Road and Avenida Escaya, to create a defined entry and arrival point for visitors entering the Village 3 Core.

- Locate secondary landmark elements within the Village Green to enhance the visibility and identity of this focal community gathering space within the Village Green District. Secondary landmark elements may include fountains, seating areas, enhanced landscaping, architectural elements, etc. Secondary landmark elements are conceptually located on Exhibit 6; however, the exact location will be determined during final design review.
- Provide parallel and angled parking along Avenida Escaya to support commercial activities and provide visitors with convenient and efficient access to retail venues.
- Orient loading and service areas associated with commercial/mixed-use buildings away from adjacent residential uses wherever possible.
- Provide non-vehicular circulation connections to the Secondary Village District and the remainder of Village 3, such as sidewalks and bicycle lanes.



COMMUNITY PURPOSE FACILITY BUILDING

III. Mandatory Site Plan Elements



B. SECONDARY VILLAGE DISTRICT

1. Mandatory Site Plan Elements

The Secondary Village District is comprised of residential parcels R-13, R-14, R-15, R-16, R-17, and R-19. The residential parcels must include Mandatory Site Plan Elements depicted in Exhibit 7. The Secondary Village District shall:

- Present multi-family residential with enhanced, well-articulated architectural elevations when oriented toward and/or visible from public streets.
- Where front door access to public or private streets is not feasible, provide a pedestrian oriented feature, such as a gate, trellis, arch, enhanced walls etc., to create an enhanced pedestrian entryway with direct access to streets.
- Provide a variety of roof forms, building elements and offsets to avoid monotony.
- Orient building and unit entries toward pedestrian walkways.
- Provide private open space as required by the Village 3 PC District Regulations.
- Design all auxiliary uses, such as carports, mailboxes and trash enclosures to complement the architectural style of the development.
- Load garages from alleys or within parking courts, wherever possible.
- Provide landscape buffers to screen parking areas from view for residences as well as between multi-family and single-family uses.

- Locate secondary landmark elements at the neighborhood entrances along Camino Aldea and Corte Nueva. Each development shall provide a well-articulated, identifiable pedestrian entry oriented toward the village street such as, monument walls with enhanced landscaping and lighting.
- Provide non-vehicular circulation connections between adjacent multi-family neighborhoods, and the Village Green District.



PLAN 1 REAR ELEVATION, ELEVATION B, RANCH
SCALE: 1/8" = 1'-0"



PLAN 1 RIGHT ELEVATION, ELEVATION B, RANCH
SCALE: 1/8" = 1'-0"



PLAN 1 FRONT ELEVATION, ELEVATION B, RANCH
SCALE: 1/8" = 1'-0"



Exhibit 7

MANDATORY SITE PLAN ELEMENTS

SECONDARY VILLAGE DISTRICT



LEGEND

- | | |
|---|---|
| ① ARCHITECTURAL GATEWAY ELEMENT | ⑨ PLAZA SEATING |
| ② LANDMARK BUILDING WITH ARCHITECTURAL FOCAL ELEMENT | ⑩ DIAGONAL / PARALLEL PARKING |
| ③ VILLAGE LANDSCAPE ACCENT/ COMMON USEABLE OPEN SPACE | ⑪ PEDESTRIAN LINK |
| ④ ENHANCED ELEVATIONS | ⑫ PROMENADE TRAIL |
| ⑤ SECONDARY VILLAGE LANDMARK | ⑬ ARRIVAL PLAZA |
| ⑥ VILLAGE PATHWAY | ⑭ ORCHARD PARKING |
| ⑦ LANDSCAPE BUFFER | ⑮ ENHANCED ELEVATION WITH FRONT DOOR ACCESS |
| Ⓑ VEHICLE ACCESS POINT | ⑯ PASSIVE GATHERING/ SEATING AREA |
| | ⑰ PLANNED TRANSIT STOP |

Exhibit 7 continued

MANDATORY SITE PLAN ELEMENTS
SECONDARY VILLAGE DISTRICT



LEGEND

- | | |
|---|---|
| ① ARCHITECTURAL GATEWAY ELEMENT | ⑨ PLAZA SEATING |
| ② LANDMARK BUILDING WITH ARCHITECTURAL FOCAL ELEMENT | ⑩ DIAGONAL / PARALLEL PARKING |
| ③ VILLAGE LANDSCAPE ACCENT/ COMMON USEABLE OPEN SPACE | ⑪ PEDESTRIAN LINK |
| ④ ENHANCED ELEVATIONS | ⑫ PROMENADE TRAIL |
| ⑤ SECONDARY VILLAGE LANDMARK | ⑬ ARRIVAL PLAZA |
| ⑥ VILLAGE PATHWAY | ⑭ ORCHARD PARKING |
| ⑦ LANDSCAPE BUFFER | ⑮ ENHANCED ELEVATION WITH FRONT DOOR ACCESS |
| Ⓑ VEHICLE ACCESS POINT | ⑯ PASSIVE GATHERING/ SEATING AREA |
| | ⑰ PLANNED TRANSIT STOP |

III. Mandatory Site Plan Elements

Exhibit 7 continued

MANDATORY SITE PLAN ELEMENTS

SECONDARY VILLAGE DISTRICT



LEGEND

- | | | | |
|---|--|---|---|
| ① | ARCHITECTURAL GATEWAY ELEMENT | ⑩ | DIAGONAL PARALLEL PARKING |
| ② | LANDMARK BUILDING WITH ARCHITECTURAL FOCAL ELEMENT | ⑪ | PEDESTRIAN LINK |
| ③ | VILLAGE LANDSCAPE ACCENT/ COMMON USABLE SPACE | ⑫ | PROMENADE TRAIL |
| ④ | ENHANCED ELEVATIONS | ⑬ | ARRIVAL PLAZA |
| ⑤ | SECONDARY VILLAGE LANDMARK | ⑭ | ORCHARD PARKING |
| ⑥ | VILLAGE PATHWAY | ⑮ | ENHANCED ELEVATION WITH FRONT DOOR ACCESS |
| ⑦ | LANDSCAPE BUFFER | ⑯ | PASSIVE GATHERING SEATING AREA |
| ⑧ | VEHICLE ACCESS POINT | ⑰ | PLANNED TRANSIT STOP |
| ⑨ | PLAZA SEATING | | |

2. Conceptual Site Plan Elements

The P-1 Public Park is included within this Master Precise Plan to provide context and the location of pedestrian and vehicular connections between this important public area and the adjacent mixed use area. Final park design shall be determined during the City's Park Master Plan process. See Exhibit 8, Conceptual Site Plan Element.

The CPF-3 parcel is a private recreation facility within the Village Core. The design presented within this Master Precise Plan is conceptual. Final design is subject to Administrative approval per the Village 3 PC Regulations, Chapter III Residential Districts. See Exhibit 8, Conceptual Elements.

The site designated for an elementary school is included in this Master Precise Plan for reference only. Site planning and school facility architectural design are subject to the Chula Vista Elementary School District and California Division of State Architect's Approval. See Exhibit 8, Conceptual Site Plan Element.

EXHIBIT 8- CONCEPTUAL SITE PLAN ELEMENTS
SECONDARY VILLAGE DISTRICT



LEGEND

- | | | | |
|---|---|----|---|
| 1 | ARCHITECTURAL BATEWAY ELEMENT | 9 | PLAZA SEATING |
| 2 | LANDMARK BUILDING WITH ARCHITECTURAL FOCAL ELEMENT | 10 | DIAGONAL / PARALLEL PARKING |
| 3 | VILLAGE LANDSCAPE ACCENT/ COMMON USEABLE OPEN SPACE | 11 | PEDESTRIAN LINK |
| 4 | ENHANCED ELEVATIONS | 12 | PROMENADE TRAIL |
| 5 | SECONDARY VILLAGE LANDMARK | 13 | ARRIVAL PLAZA |
| 6 | VILLAGE PATHWAY | 14 | ORCHARD PARKING |
| 7 | LANDSCAPE BUFFER | 15 | ENHANCED ELEVATION WITH FRONT DOOR ACCESS |
| 8 | VEHICLE ACCESS POINT | 16 | PASSIVE GATHERING/ SEATING AREA |
| | | 17 | PLANNED TRANSIT STOP |

IV. SITE DESIGN GUIDELINES



IV. SITE DESIGN GUIDELINES

The preceding chapters identified the Village 3 Core, described the Design Review processes and presented an overview of the Design Districts and Master Precise Plan. This chapter provides additional detailed guidelines for the two (2) design districts in the Village 3 Core. Projects will be evaluated for consistency with the following design elements:

- 1) Building Design & Siting
- 2) Pedestrian, Bicycle, Vehicular & Transit Access
- 3) Urban Character, Architecture & Landscape Architecture

Projects must also demonstrate consistency with Exhibits 6 & 7 (Mandatory Site Plan Elements), Exhibit 14 (Core Pedestrian Circulation) and Exhibit 15 (Vehicular Access). These exhibits must be consulted to determine vehicular and pedestrian access requirements, as well as required site plan elements for Village Core neighborhoods.

The following sub-sections provide an overview of each design district, followed by a discussion of the guidelines and required/desired responses to be addressed in each Design Review application.

IV. *Site Design Guidelines*

A. VILLAGE GREEN DISTRICT

The Village Green District includes the commercial / mixed-use development sites fronting a formally designed Village Green in the median of Avenida Escaya. The Village Green, in conjunction with special architectural elements, serves as a focal point and reinforces the pedestrian design of the village. This is the most structured and urban area within the Core and has a strong pedestrian orientation. With limited vehicle speeds and diagonal and parallel retail parking, this district will function as a traditional “main street,” fronted by pedestrian-scaled storefronts and shops linked by wide Village Pathways, planters and street furnishings (Exhibit 8), with coordinated architecture and signage. Subordinated vehicle activity and a pedestrian-friendly urban environment define the character of the streetscape.

1. BUILDING DESIGN AND SITING

These guidelines should be applied most stringently to the buildings fronting Avenida Escaya, due to the high level of visibility of these edge conditions. Special attention shall also be given to buildings visible from Heritage Road, Camino Aldea and Paseo Cultura, where initial impressions of the Village Core will be established. Less visible edges are given less attention, as they are less critical to the overall concept. Consequently, the application of these guidelines should consider the range of building exposures. It is likely that a variety of character/orientation solutions will be incorporated into the design plan.

The following guidelines apply to building design and siting within the Village Green District:

- Multiple story buildings (up to 3 stories - may be taller for architectural features subject to Design Review) with a strong retail base articulated at street level. Residential uses above the retail are permitted and encouraged.
- Buildings fronting Avenida Escaya shall be set as close to the street as possible to encourage interaction between building activities and passersby, enhancing the urban character of the area.
- Building clusters shall utilize plazas as focal points.
- Each project shall comply with California Building Energy Efficiency Standards with regard to solar orientation and electric vehicle charging stations.

- Building corners shall be well-defined with vertical elements, to help define public spaces and improve orientation within this district.
- Primary building entrances shall be located on the Avenida Escaya edge, overlooking the Village Green, and shall be closely spaced with varying depths to increase articulation and interest. Design emphasis on the entries improves the street scene and helps distinguish individual shops in a multi-tenant building.
- Storefronts shall incorporate display windows to create interest and encourage window shopping along the pedestrian walk. Display windows increase visibility into shops during the daylight hours and enhance the pedestrian experience at night by increasing lighting along the storefronts. Uses which are not conducive to such exposure shall not be located along Avenida Escaya.
- A minimum of 50% (or as determined during the Design Review process) of the storefront shall be comprised of glazing.
- Each project use shall provide a well-articulated, identifiable entry from the street/walkway to buildings for both the pedestrian and vehicle. Project entries and connections to and into buildings shall be enhanced with landscaping, hardscape detail and architectural accents.
- Canopies and roof overhangs may project a maximum of five (5) feet into the right-of-way and/or be set back five (5) feet from the right-of-way in an amount not to exceed thirty (30) percent of the building length as measured along the right-of-way. These projections shall maintain a minimum of eight (8) feet in clearance as measured from the sidewalk to the bottom of the structure.

2. PEDESTRIAN & VEHICULAR ACCESS

- Vehicle access shall be clearly subordinated to pedestrian access in this area. Single back door access to the building's rear shall be allowed for each tenant space. In addition to the diagonal and parallel parking along Avenida Escaya, parking shall be located behind buildings fronting the Avenida Escaya edges on these parcels.
- All service and loading areas shall be accessed from an alley or rear parking area. No loading shall occur on the street or pedestrian oriented sides of a building. No garage type loading doors shall be located on a building facade directly facing a public street.

IV. Site Design Guidelines



- Parking areas, walkways and courtyards shall be designed at a human scale. Special paving, lighting, signage and landscaping shall be utilized to promote pedestrian movement and reduce the impersonal expansiveness of large spaces.
- The Village Pathway along Avenida Escaya in front of commercial and retail use areas shall function as multi-use pathway allowing for comfortable shared pedestrian circulation, while consistently maintaining the 10' wide Village Pathway without permanent obstructions. There shall be 6' clear of any obstructions maintained along the Village Pathway. Frequent opportunities to sit, relax and observe shall be provided with the inclusion of benches, steps, planters and short walls with and adjacent to these corridors.
- Pedestrian routes to the Village Green and secondary plazas shall be maximized.
- Pedestrian routes along the Village Pathway shall provide convenient access to the planned future transit stops on Heritage Road. The architecture of these stops shall be consistent with the remaining district.
- Where uses have predictable time cycle parking demands and where supported by appropriate traffic/parking studies, shared parking is encouraged as a means to reduce total parking lot area. The criteria and standards provided in Shared Parking published by the Urban Land Institute (ULI), or similar objective requirements, may be utilized to assess parking needs and formulate shared parking agreements.
- Amenities planned along the Avenida Escaya corridor may include, but are not limited to, the lighting and furnishings conceptually depicted on Exhibit 9, Avenida Escaya Amenities. The Master Developer may utilize alternative amenities that are generally consistent with these amenities.

Exhibit 9
AVENIDA ESCAYA AMENITIES*



ENTRY MONUMENT ELEVATION



PEDESTRIAN LIGHT FIXTURE



Heritage Road

Transit Stop



VILLAGE FOUNTAIN



PLANTING GROUP



Avenida Escaya



BENCH



TRANSIT STOP

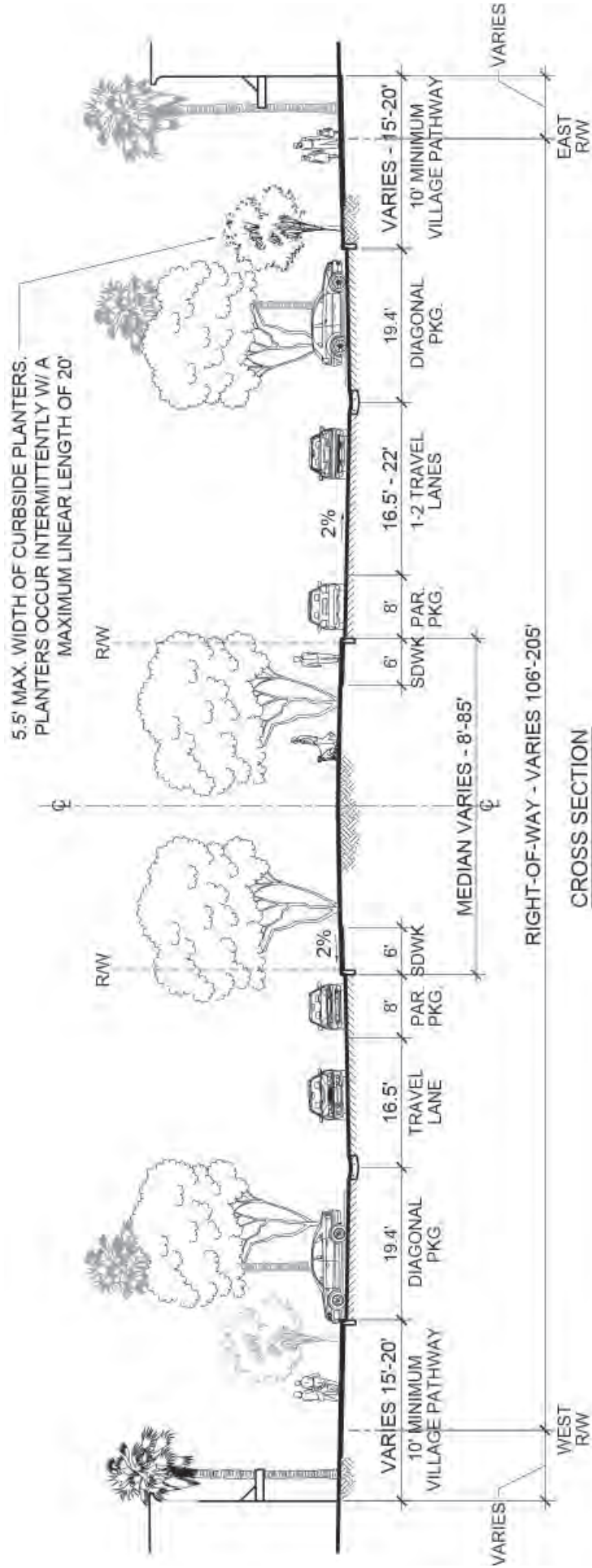


POTS



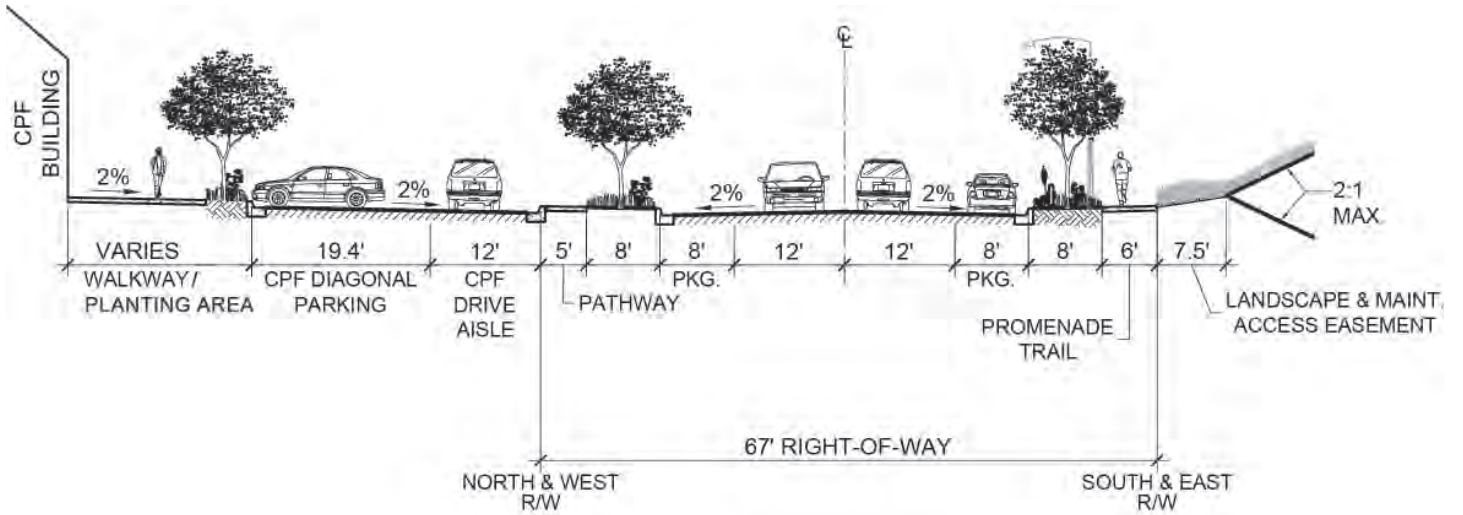
***MASTER DEVELOPER MAY PROPOSE ALTERNATIVE STREET FURNISHINGS SIMILAR TO THE ITEMS DESCRIBED ABOVE.**

EXHIBIT 10
VILLAGE GREEN DISTRICT BUILDING SETBACKS

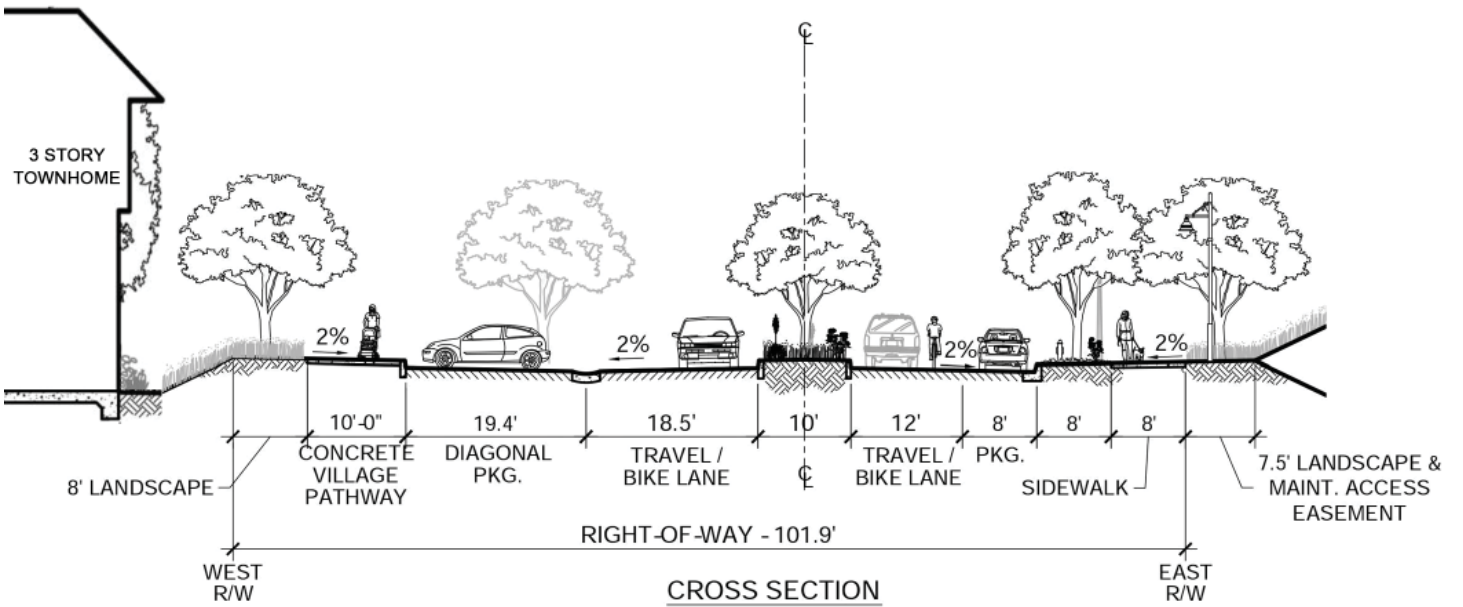


MU-1 AND MU-2 ACROSS AVENIDA ESCAYA

EXHIBIT 10 CONTINUED
 VILLAGE GREEN DISTRICT BUILDING SETBACKS

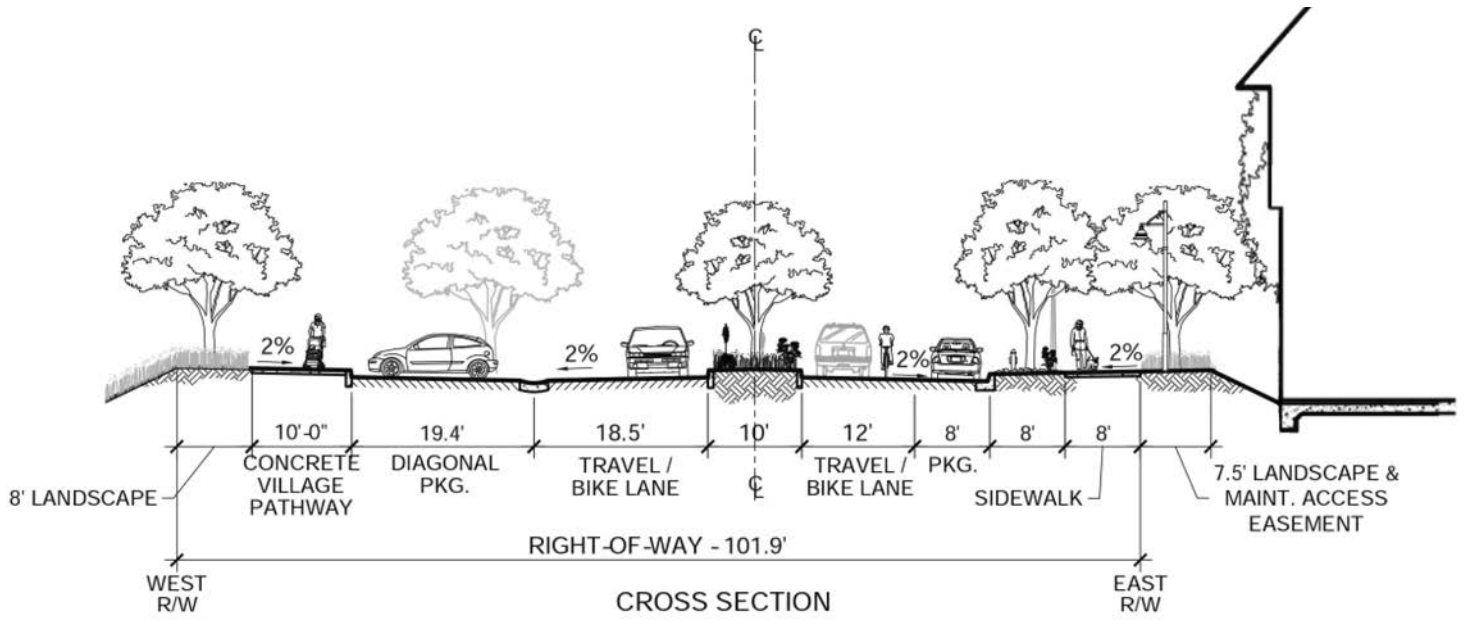


CPF-1 ACROSS CAMINO ALDEA

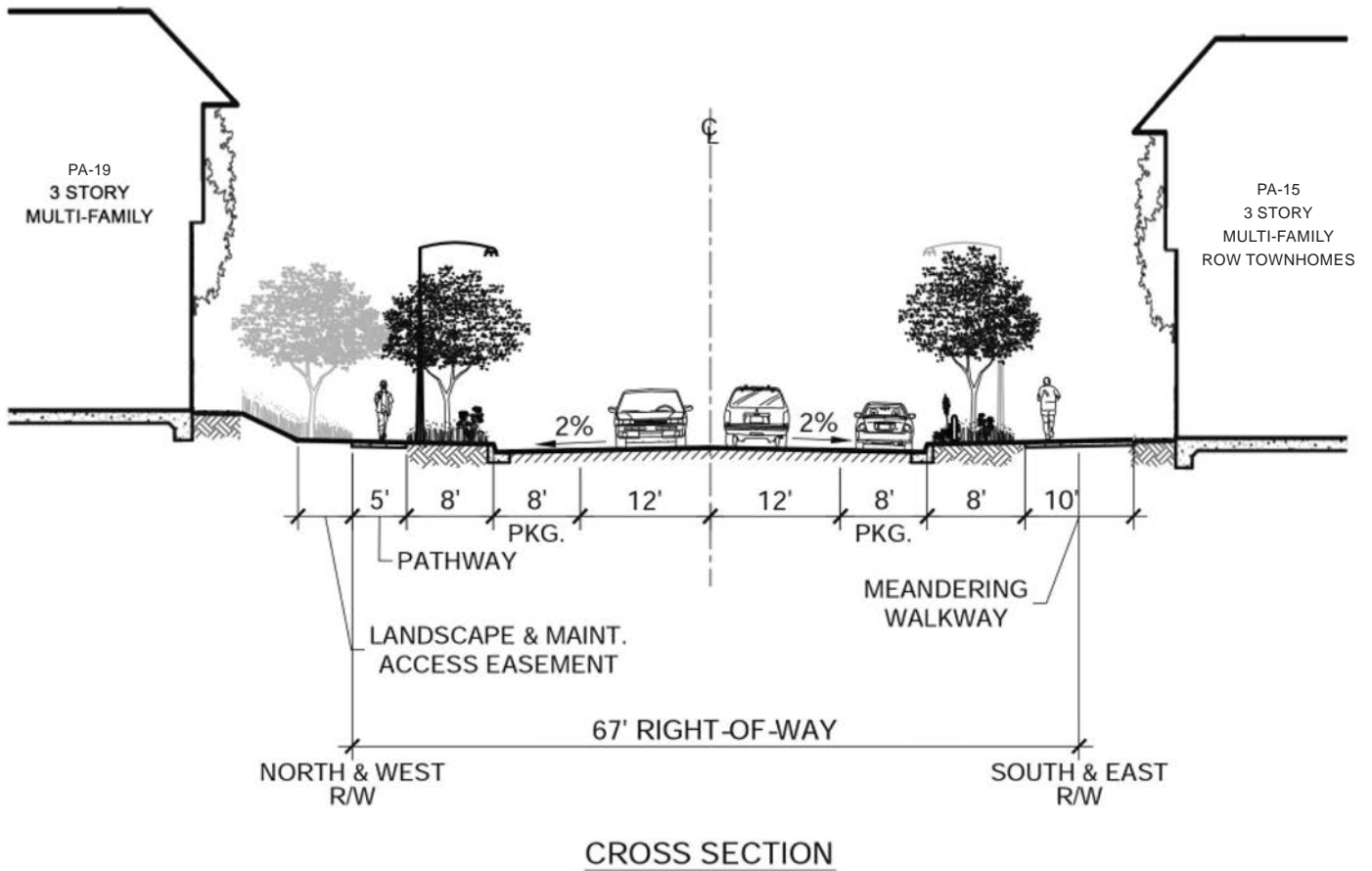


MU-2 ACROSS PASEO CULTURA

EXHIBIT 11
 SECONDARY VILLAGE BUILDING SETBACKS



R-19 ACROSS PASEO CULTURA



R-19 ACROSS CORTE NUEVA

B. SECONDARY VILLAGE DISTRICT

The Secondary Village District (see Exhibit 4, Design Districts) includes the residential neighborhoods of R-13, R-14, R-15, R-16, R-17, and R-19 and the P-1 Park, S-1 School and CPF-3 sites. This district contains many of the design elements of the adjoining Districts, such as a pedestrian-friendly corridor consisting of broad sidewalks with street trees, landscaped parkways and paving enhancements. Agrarian landscape and architecture further link the district with the remaining Core areas.

1. BUILDING DESIGN AND SITING

These guidelines should be applied most stringently to building facing Heritage Road, Camino Aldea, Paseo Cultura and Corte Nueva. The following guidelines apply to development within the Secondary Village District:

- Multiple story buildings (up to 3 stories) are permitted and encouraged, in accordance with the Village 3 PC District Regulations.
- Buildings fronting Camino Aldea, Paseo Cultura and Corte Nueva shall be set as close to the street as possible to encourage interaction between building activities and passersby and to enhance the urban character of the area.
- A fifteen foot (15') landscape buffer shall be provided where multi-family land uses abut single family uses (Village 3 PC District Regulations).
- Multi-family buildings shall be sited as close as practical to the streets to create and enhance the urban form and character.
- Exterior residential patios shall abut landscaped areas where possible.
- Canopies, awnings, balconies and roof overhangs may project a maximum of five (5) feet into the building setback.



IV. *Site Design Guidelines*

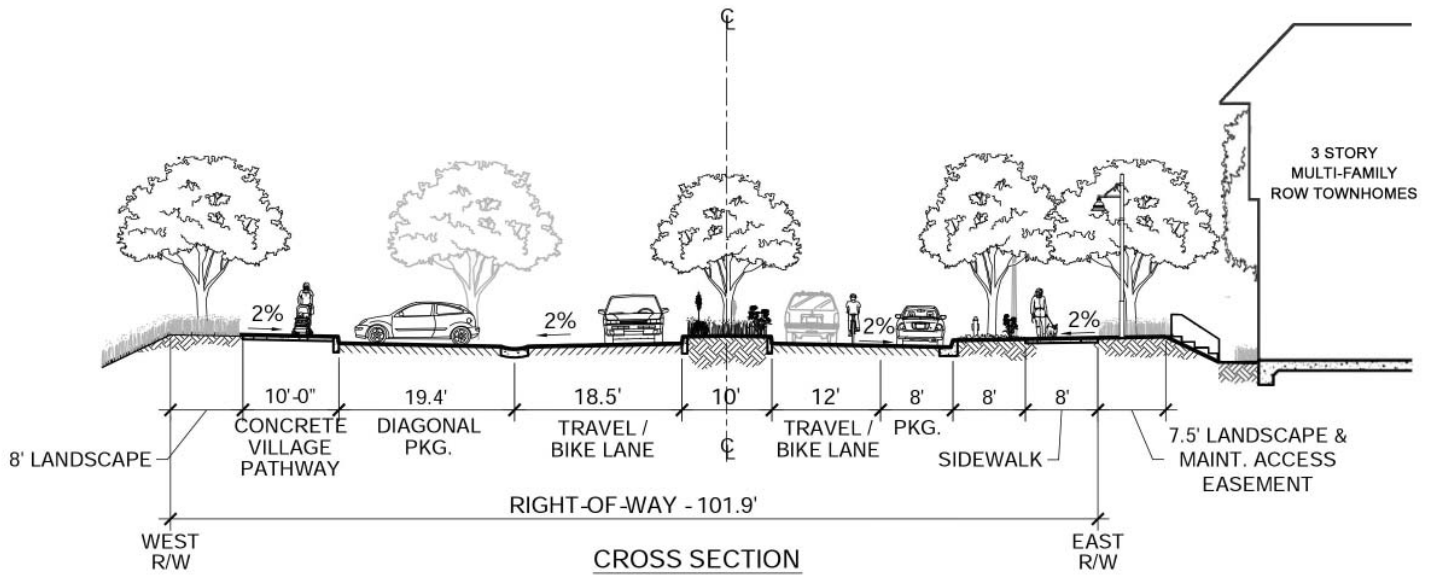
2. PEDESTRIAN / BICYCLE / VEHICLE ACCESS

Balancing pedestrian, vehicular and transit access within the Secondary Village District will create an effective overall circulation system and enhance pedestrian circulation. The following circulation guidelines apply to the Secondary Village District:

- Pedestrian walkways shall connect directly with the front entrances to buildings along Village Pathways (Avenida Escaya and Paseo Cultura) and Promenade Streets (Camino Aldea).
- These sites shall provide direct pedestrian access to the Village Green District.
- Parking and vehicle access shall be located to the rear of each site and separated from the pedestrian-oriented street frontage.
- Secondary Landmark Elements at pedestrian access points are required at the project entrances.

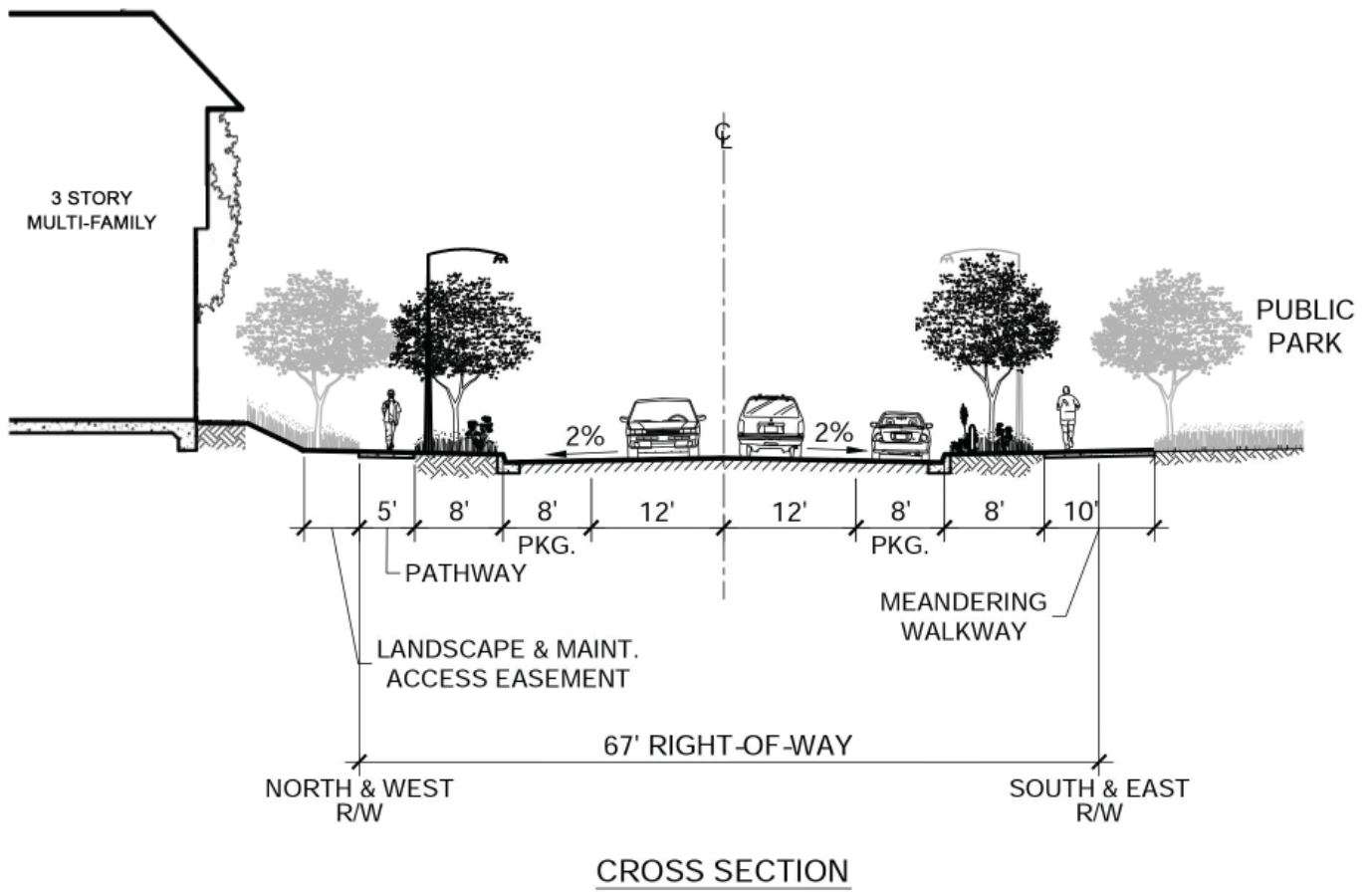


EXHIBIT 12
 SECONDARY VILLAGE BUILDING SETBACKS



R-15 ACROSS PASEO CULTURA

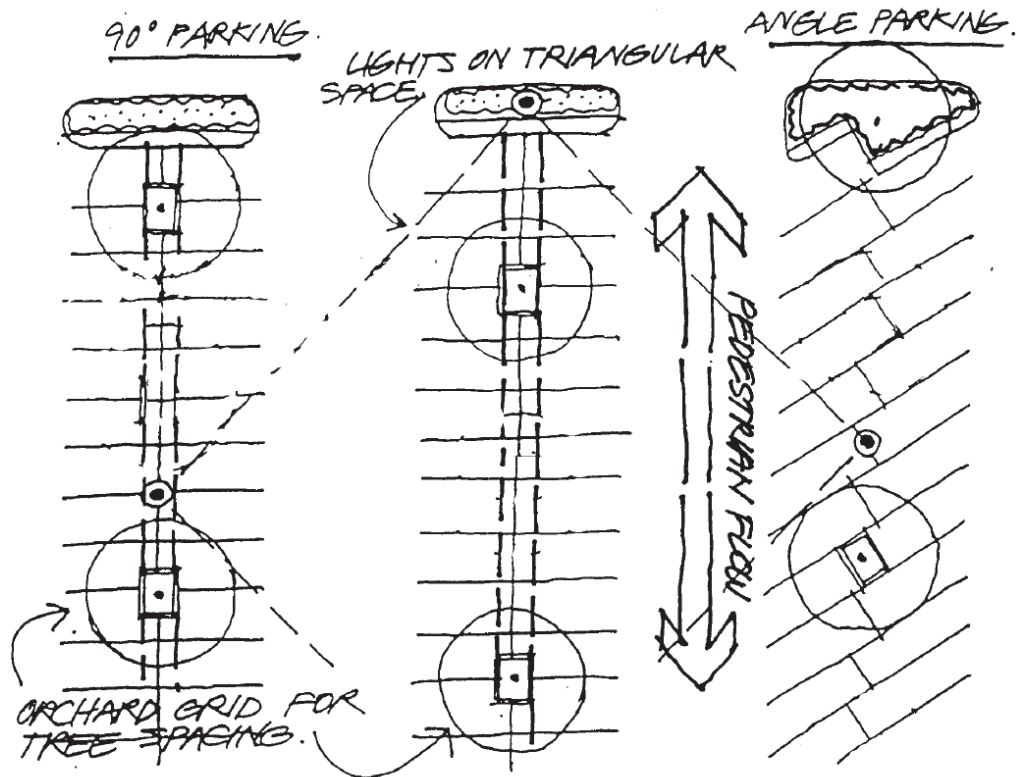
SECONDARY VILLAGE BUILDING SETBACKS



R-16 ACROSS CAMINO ALDEA

Exhibit 13

PARKING ORCHARD CONCEPT



NOTE: Tree planting must comply with the City's Shade Tree Policy, No. 576-19. Pedestrian circulation and special paving to be determined during site-specific design review.

EXHIBIT 1 4
CORE PEDESTRIAN/BICYCLE CIRCULATION



EXHIBIT 15 VEHICULAR ACCESS



IV. *Site Design Guidelines*

C. GENERAL VILLAGE CORE AREA REQUIREMENTS

The preceding chapters describe specific Village Core District requirements. The following guidelines and requirements apply to all Districts within the Village Core unless specified otherwise.

1. ARCHITECTURE

The Transitional Spanish, Ranch and Farmhouse architectural themes selected for the Village 3 Core reflect reinterpretations of historic architectural styles that developed in moderate climates, while blending in modern architectural vocabulary. In these areas, architectural forms developed that share common traits and use of materials such as stone, stucco for wall surfaces and roof tiles, along with milled lumber. The traditions that developed conveyed a handmade quality in design and detail, resulting in simple forms articulated by the judicious use of ornamentation. Other features including muted, naturalistic colors, exposed stone and woodwork, ironwork and tile work, canvas awnings, benches, fountains, arbors, signage, lighting, and paving and landscaping.

Site planning often emphasizes outdoor environment, such as plazas, with somewhat formal planting. The design of parking lots and various auxiliary structures, including trash enclosures, are also consistent with these design themes.



The following general architectural guidelines apply to buildings proposed within the Village Core.

- Buildings within the Village Core shall strive to incorporate sustainable features/materials wherever possible.
- Building designs shall reference historic Californian architectural vernacular in form and/or organizing philosophy.
- The volumes which comprise a building shall be broken up subtly into smaller units so as to better relate to the scale of the Village Green District.
- The surfaces of the buildings shall be dominated by muted colored stucco in earth tones, and a judicious use of such features as balconies, decorative moldings, cornices, columns, piers, pilasters, light fixtures, awnings, decorative tile, accent colors and signage, and also by the patterns and colors of adjacent landscape design.
- Roof forms shall relate primarily to buildings forms, to the stucco surfaces and related walls, and make a positive contribution to adjacent structures. Rooftop mechanical equipment shall be screened from view in a traditional manner. Roof forms shall echo, but not necessarily replicate, traditional and historic roofing solutions.
- In larger buildings or groups of buildings, horizontal massing shall be interspersed with taller vertical elements such as towers.
- Larger towers shall signify focal elements and meeting/ activity places, and are encouraged where landmark architectural features are required.
- The architecture shall provide shade, indoor and outdoor spaces, and people-gathering areas such as courtyards and plazas. Pedestrian ‘nodes’ with seating shall be incorporated into projects.



IV. Site Design Guidelines



- Exterior building elevations shall incorporate a range of scaledefining elements that relate larger building masses to the pedestrian. Elements may include columns, archways, doorways, upper floor windows and balconies.
- Overhead features that create a sense of enclosure and encourage visitors to linger and enjoy the area are desirable aspects of plazas and pedestrian walkways. Features such as trellis, awnings, canopies and roof overhangs can achieve these objectives and also provide a measure of weather protection when necessary.
- Buildings shall be constructed using materials with good insulating value and shall incorporate natural materials.
- A variety of building height and massing shall be achieved, either grouped or as individual buildings.
- Window, entries and doors shall vary in size, shape and detail.
- Architectural features such as arches, columns, trellises, moldings and build-up planters may be used to soften and humanize buildings.
- Outdoor refuse and storage containers shall be completely screened. No refuse collection or storage areas shall be located between a street and the front of a building or in pedestrian corridors. The exact location of outdoor refuse or storage containers shall be determined at the Individual Precise Plan level. Trash and recycling receptacles shall be provided along streets within the mixed-use area.
- Mechanical and electrical equipment, utility connections and antennas shall be mounted within the interior of a building whenever practical. When interior mounting is not practical, equipment shall be screened from public view. Any screening shall be architecturally integrated into the building.

- Structures shall blend and harmonize with surrounding buildings
- Buildings should be unique but address and/or share certain fundamental architectural characteristics consistent with the elements that distinguish individual design districts.
- Architectural style along with the same street or within a complex shall include buildings of similar but varying height which share one or more distinctive elements: materials, window style, door style, detailing, porches, arcades, overhangs, roofing, color etc.
- The highest use pedestrian areas shall have the highest level of design detail (e.g. courtyards, plazas and base story).
- Relieved arches, balconies, balustrades, chimneys, cupolas, belt course, ceramic tile, raised concrete or plaster mouldings, reveals or splays, wrought iron, handrails, window sills, decorative lighting fixtures, finials, bridge caps etc., may be used as accent elements in the architecture.
- For multi-family residential architecture, rear elevations shall be articulated when visible from adjacent public and private streets to help reduce the visual impact of repetitive rooflines and box shaped massing.
- Carports and garages shall be architecturally treated and designed to match the architectural style of the residential buildings.
- Gutters and downspouts shall be integrated into the architecture and outlet into adjacent planters, wherever possible.
- Chimneys should be of varying heights and designed to create visual interest.





The following feature-specific guidelines apply to architecture within the Village Green and Secondary Village Districts. However, these permanent features may not interfere with the 10' Village Pathway.

a. Arches

- Full or flat arches of appropriate scale are preferred over pointed arches.
- Arches and their supports shall convey appropriate depth.
- Careful consideration shall be given to the wall surface above the arch, so that sufficient wall surface is present between the key of the arch and the next architectural element above.

b. Awnings

- Canvas awnings should generally be a simple angled surface, preferably with open sides and plain or decorative valances.
- Curved awnings may only be used in those instances where they are appropriate to an arched opening. The awning should be placed within the arch so that form and depth of the arch is still visually apparent. All awnings shall relate to the architectural elements of the building facade.
- Internally lit awnings are prohibited.

c. Trellis

- Trellis structures with the appearance of heavy timber or metal should be utilized to create enhanced pedestrian-oriented entrances and seating areas.
- Trellis attached to building facades should be utilized to provide shade-covered walkways and plaza areas.

d. Exterior Staircases

- Exterior staircases shall be compatible with the architectural character of the building.
- Exterior staircases shall visually read as a volume integral to the building or as a significant defined architectural accent.

e. Ground Mounted Equipment

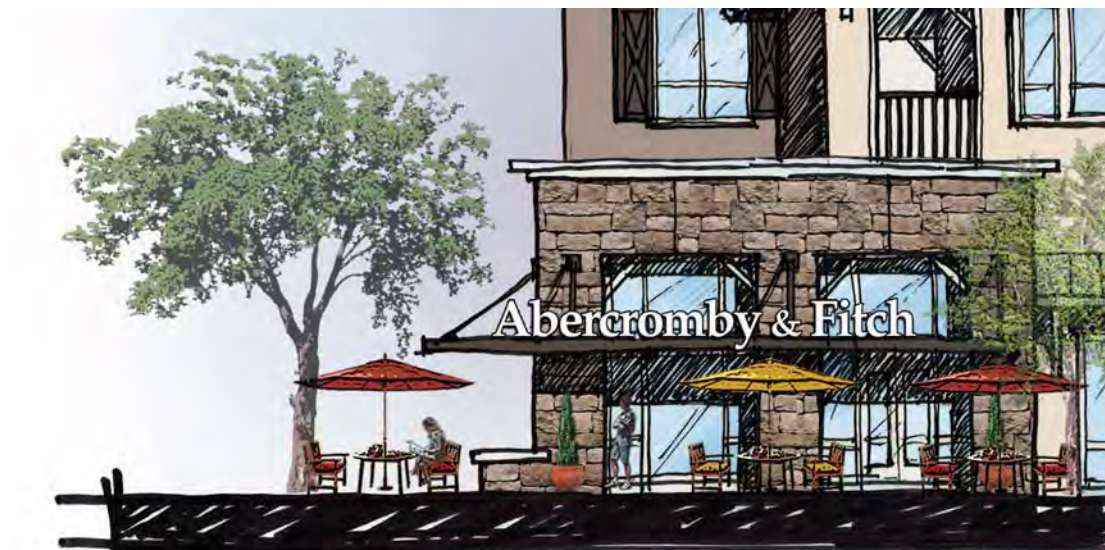
- Small ground-mounted equipment shall not be readily visible from public view.
- Where the equipment is potentially visible from public view, it shall be screened with an enclosure that is consistent with the architecture of the building.
- The equipment shall not be a multiple type equipment installation that requires a large enclosure.

f. Ground Surfaces

- Surfaces should be broken up into appropriately scaled geometric patterns that are related to the design of the building, to the general area within which the building is located or to the planting surrounding the surface.
- Large uninterrupted paved horizontal surfaces shall be avoided. If such cases occur, the surfaces shall be broken up and closely coordinated with the design of adjacent structures.

g. Pedestrian-Oriented Building Entrances

- Architectural features such as an arch, trellis or recesses may be utilized to identify the location of the pedestrian access/front door.
- Colors and materials shall be compatible with the overall architecture and materials of the building.
- Front doors at the ground floor shall face and be visible from the street.





h. Roofs

- Flat roofs are only acceptable when used in conjunction with other roof forms.
- A parapet that is suitably articulated shall surround all flat roofs. Such parapets shall be of a height that will hide any rooftop equipment.
- Projecting cupolas, towers and varied chimney forms may be utilized. In many cases, such roof projections can be used to house ventilation and other heating and cooling equipment.
- When solar collectors are used, they shall be integrated into the roof surface, placed behind projecting parapets, atop carports and other structures, or fully enclosed into roof wells.
- Parapet heights shall be high enough to screen roofmounted equipment from adjacent roadways. Changes in parapet heights shall be encouraged to enhance tenant entries, provide tenant individualization and articulated building components.



i. Window and Door Openings

- Mullions may break up glass areas so that their scale is compatible with the buildings.
- A minimum of 50% of the storefront shall be comprised of glazing, subject to Design Review.
- Large unbroken expanses of glass or other shiny or reflective surfaces are prohibited.
- Ground floor windows along storefronts may not be tinted.



2. LANDSCAPE ARCHITECTURE

The Farmhouse and Ranch design theme selected for the Village 3 Core relies on the design of the landscape as much as that of the buildings. The design of the Core relies on a play of symmetry of elements, axes, cross axes, termination of vista, interruption by features such as fountains, etc. Externally, this tradition tends to be focused on native vegetation, whereas courtyards, plazas or patios often exhibit a wide array planting materials. Water features such as fountains and narrow water channels may occur. Landscape elements include not only planting, but also elements such as arbors, trellises, ponds, fountains, walks, pavilions, curbs, light standards, landscape lighting, benches, bike racks, trash and recycling receptacles, tables, sculptures, wall graphics, hedges, boulders of appropriate character and placement, masonry garden walls (free-standing or retaining), tile and stone paving, textured and patterned colored concrete paving, wood fences, gates, ironwork fences and railings, garden pots, urns and sculptural figures. Trees shall be incorporated into the pedestrian plazas and pathways, planted flush to ground level with overhead branches creating canopies and shade where needed. All landscaping within the public right-of-way shall be approved by the City and installed in accordance with City standards.



a. Village Green District

The following landscape architectural guidelines apply to the Village Green District:

- The general use of a balanced planting layout is encouraged (i.e. with symmetrical and asymmetrical plan forms, axis use, etc.).
- Raised planters in a variety of configurations shall be used. Seat walls associated with raised planters are encouraged. Raised planters may not obstruct views into plaza areas from adjacent street.



IV. *Site Design Guidelines*

- Informal or asymmetrical plan layout may be combined with formal plan layout. • Environmental factors (i.e. provision of deciduous trees to allow for summer shade and winter sun on southwesterly exposures) should be taken into consideration.
- Create opportunities for small “planned surprises” in which unexpected accent elements are located along pedestrian walkways, next to buildings or in plazas, which are colorful and interesting. These elements may be decorative tile, stonework, dry fountains or accent urns that are unique yet still work within the overall design theme.
- Systematic widening of public sidewalks.
- The Village Pathway shall be comprised of a minimum 10’ width (colored Adobe Tan concrete) but may meander among planters, seat walls etc. The Village Pathway shall not be reduced in width due to permanent uses and 6’ should remain clear of obstructions at all times.
- Intersections shall be designed as shared spaces and extensions of the sidewalk.
- Horticultural specifics to be considered include soil type, water availability, type of maintenance available etc., to provide optimal growth conditions for plants.
- Use of annual flower beds and topiary may be considered.
- Use of the espalier form of trees and shrubs may be appropriate.
- Use of fragrant plant materials in appropriate locations.

- Low water use plant material is highly encouraged. The project must comply with the City's Landscape Water Conservation Ordinance (LWCO) (CVMC 20.12).
- The use of steps, retaining walls and structures for grade separations in this district is preferred to landscaped banks, to emphasize the urban character and provide sitting areas.
- Turf areas are limited to the Avenida Escaya median (POS 16 & 17) and recreational areas.
- Adjacent parking areas shall be buffered from the pedestrian paths with landscape screening. Systematic concrete access points to allow pedestrian access from parking areas to the sidewalk is encouraged.
- Parking lots shall be designed to incorporate the "orchard concept" of tree planting, and must comply with the City's Shade Tree Policy No. 576-19.

c. Secondary Village District

Landscaping, consisting of both hardscape and softscape in this district, is somewhat less formal than the Village Green District. However, the landscape shall relate to the ordered, structured patterns in areas that are visually prominent within the district. In general, the landscaping in this district serves as a backdrop to the more urban areas of the Village Core. The following special landscape requirements apply to multi-family sites within the Secondary Core District.

- All landscaping within the public right-of-way shall be approved by the City and installed in accordance with City standards.
- Residential streets (promenade) within the Secondary Village District provide a wider tree-shaded walkway on one side of the street. Special pedestrian-scaled lighting and a double row of evenly spaced canopy trees comprise the featured side of the street.
- Parking lots shall be designed to incorporate “orchard concept” tree planting, as depicted in Exhibit 13 Parking Orchard Concept and must comply with the City’s Shade Tree Policy No. 576-19.

d. Paving

The following paving guidelines apply to all areas within the Village Core area:

- The ground surface should be broken up into appropriately scaled geometric patterns which are related to the design of the building, to the general area within which the building is located and to plantings.
- Encourage enhanced paving at key pedestrian crossings, paths, entry drivesways etc.
- Brick, tile and stone are the preferred surface materials. Where concrete is used, it should be appropriately colored, textured and designed in geometric patterns.
- Large uninterrupted paved horizontal surfaces should be broken up so as to be closely coordinated with the design of adjacent structures.

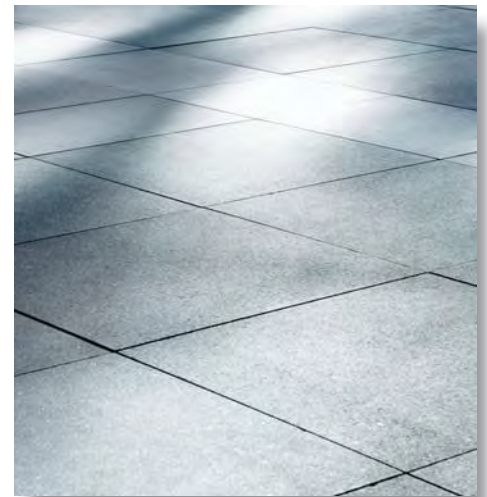
Paving materials are subject to the following additional requirements:

Permitted Materials

- Conventional sidewalk: natural color concrete - light broom finish.
- Village Pathway: Integral color concrete, “Adobe Tan” L.M. Scofield C-21, light broom finish.
- Banding: Tile Saltillo tiles; natural color concrete or integral color concrete.

Plazas & Special Outdoor Areas:

- Washed aggregate: natural color 3/8” aggregate (match median protective walks). Saw-cut pattern.
- Natural stone paving complementary to color and material palette for Otay Ranch.
- Interlocking pavers, pattern and color compatible with color and material palette for Otay Ranch.



IV. *Site Design Guidelines*

- Natural Stone Unit Pavers.
- Integral colored concrete (colors to complement architecture) with textured finishes.
- Stamped or patterned concrete (colors to complement architecture)
- Fired clay pavers
- Pre-cast concrete pavers (natural stone finishes and colors to complement architecture).
- Terrazzo
- Ceramic tile accents
- Decomposed granite
- Ackerstone - Holland Stone I

Prohibited materials:

- Common gravel
- Asphalt or asphaltic concrete
- Intense primary colored paving

Note: Asphalt or asphaltic concrete is permitted in parking lots throughout the Village Core.

e. Walls and Fencing (freestanding patio and/or landscape walls and retaining walls)

Where open or solid fence/wall treatments are visible and/or adjacent to a public right-of-way within the Village Core area, the approved Otay Ranch Village 3 Theme Wall shall be used. Heights are limited to 6 feet except where a combination retaining wall and wall/fence are within 4' of each other, the height may be as high as 8.5 feet. Sound barriers taller than 8.5 feet must be a combination of a wall at 8.5 feet and berm. Other fence/wall treatments are subject to the following:

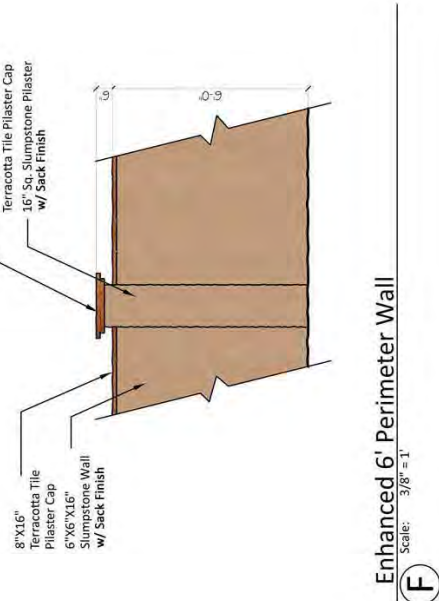
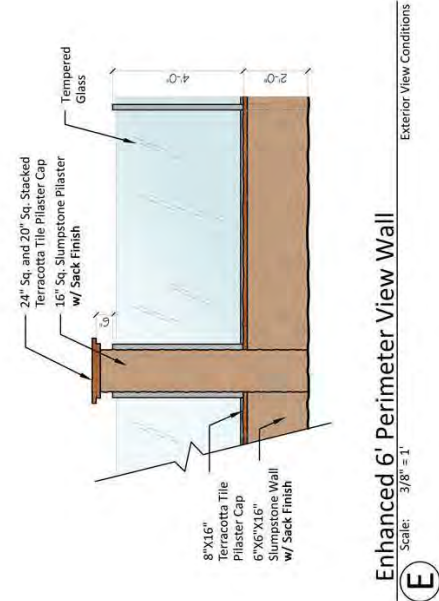
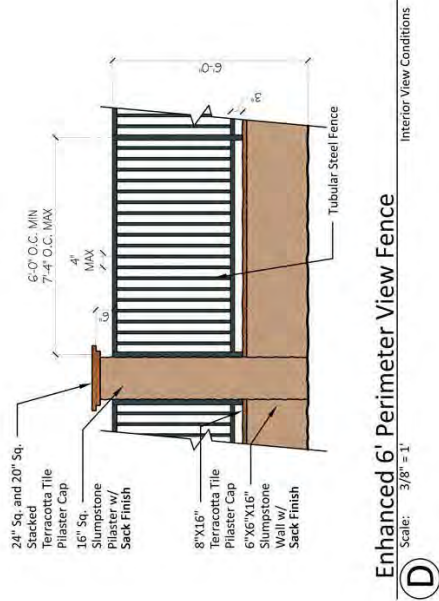
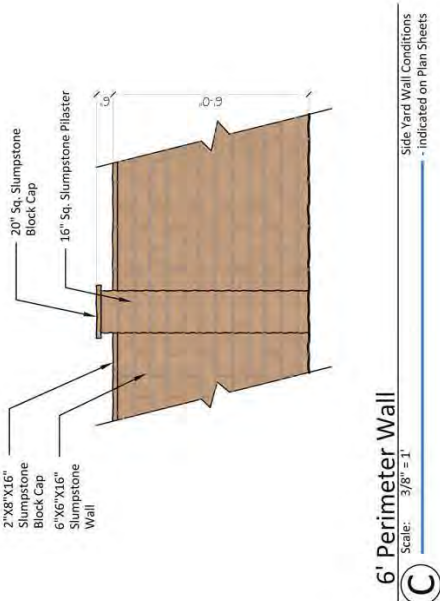
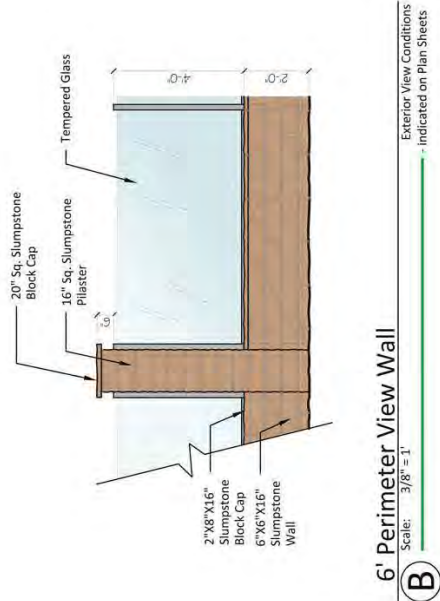
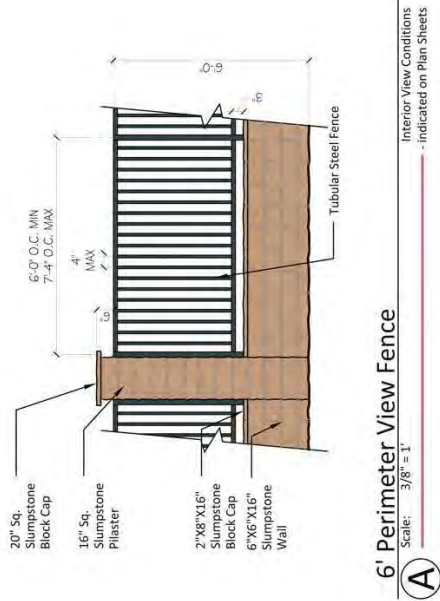
Permitted Materials:

- Otay Ranch Village 3 Theme Wall (masonry/tubular steel)
- Wrought Iron (with approved finishes)
- Decorative steel or aluminum (with approved finishes)
- Decorative wood
- Adobe Block (coated)
- Natural Stone
- Otay Ranch natural and precast stone
- Block or steel framed stucco (smooth, dash coat, bumpy-smooth sac and slump, combed or sand finish only).
- Pre-cast concrete
- Brick
- Slump stone
- Plaster coated block wall to match adjacent buildings
- Wood lathe
- Split rail
- Decorative tile

Prohibited materials:

- Wood structural walls
- Chain link
- Plastic
- Other “styles” not in keeping with the architectural theme

Exhibit 16 THEME WALL



1. Block to be ORCO Block "La Paz" or RCF "Beige"
2. All tubular steel fencing and hardware to be Frazee Paint color #AC093N Alligator or approved equal.
3. All vinyl fencing color to be Tan or approved equal
4. All wood fencing to have Frazee M409 (Manzanita) Exterior Semi-transparent Stain.

NOTE: The Village Green District will feature select areas of decorative fencing in a style consistent with the architectural themes.

f. Permitted Plant Materials

This list is not exhaustive. Other plant materials may be proposed, subject to approval of the Director of Development Services and the Fire Marshal. The plant palette just comply with the City’s Landscape Water Conservation Ordinance (LWCO). The Master Developer may propose alternative plant materials similar to the items described below.

Village Entry (Heritage Road at Avenida Escaya)

Trees:

<u>Calodendrus decurrens</u>	Incense Cedar
<u>Cedrus deodora</u>	Deodar Cedar
<u>Cupressus arizonica</u>	Arizona Cypress
<u>Cupressus macrocarpa</u>	Monterey Cypress
<u>Pinus elderica</u>	Afghan Pine
<u>Pinus pinea</u>	Italian Stone Pine
<u>Pinus torreyana</u>	Torrey Pine

Shrubs:

<u>Agapanthus africanus</u>	Lily-of-the-Nile
<u>Bougainvillea “Oh-la-la”</u>	Bougainvillea
<u>Dietes vegeta</u>	Fortnight Lily
<u>Grevillea “Noellii”</u>	No Common Name
<u>Limonium sinuatum</u>	Sea Lavender
<u>Phormium tenax “Jack Spratt”</u>	Dwarf New Zealand Flax
<u>Rhaphiolepis indica “Clara”</u>	India Hawthorn

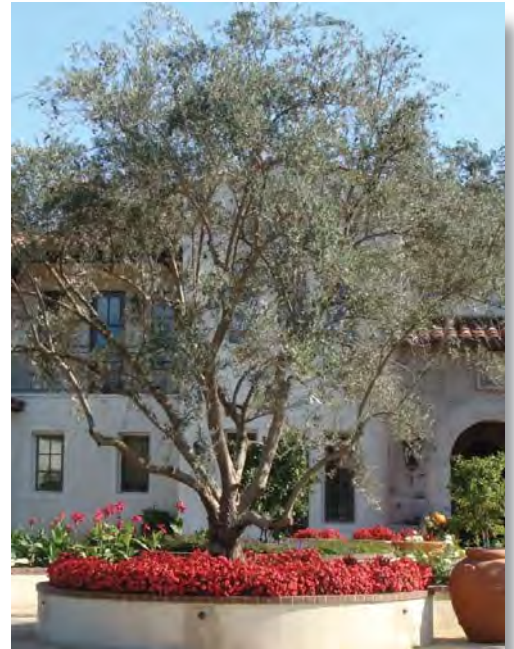
Groundcovers:

<u>Carex pansa</u>	California Meadow Sedge
<u>Marathon 2e</u>	Dwarf Tall Fescue
<u>Myoporum parvifolium</u>	“Putah Creek”

Village Green District

Street trees:

<u>Olea europaea</u>	Olive
<u>Tristania Conferta</u>	Brisbane Box
<u>Arbutus ‘Marina’</u>	Strawberry Tree



IV. Site Design Guidelines



Accent / Shade Trees:

Muhlenbergia Rigens	Deergrass
Syagrus romanzoffi anum	Queen Palm
Chamaerops humilis	Mediterranean Fan Palm
Cupaniopsis anacardioides	Carrotwood
Jacaranda mimisifolia	Jacaranda
Lagerstroemia hybrids	Crape Myrtle
Laurus nobilis	Sweet Bay
Phoenix dactylifera	Date Palm
Platanus acerifolia "Columbia"	London Plane Tree
Quercus ilex	Holly Oak
Prosopis chilensis	Thornless Chilean Mesquite
Betula pendula	European White Birch
Trachycarpus fortunei	Windmill Palm

Shrubs & Miniature:

Agapanthus africanus	Lily-of-the-Nile Agave
Agave species	Agave
Aloe species	Aloe
Buxus species	Boxwood
Bougainvillea "Oh-la-la"	Bougainvillea
Dianella species	Flax Lily
Dietes vegeta	Fortnight Lily
Dracaena species	Dracaena
Echeveria species	Echeveria
Elymus condensatus "Canyon Prince"	Giant Rye Grass
Hemerocallis species	Day Lily
Lantana montevidensis	Lantana
Ligustrum J. texanum	Waxleaf Privet
Lomandra longifolia	Breeze Dwarf Mat Rush
Muhlenbergia rigens	Deergrass
Phormium tenax	Dwarf New Zealand Flax
Pittosporum species	Tobira
Raphiolepis indica "Clara"	India Hawthorn

Rosa F. "Trumpeter"	Red Trumpeter Rose
Rosmarinus prostrate	Prostrate Rosemary
Strelizia reginae	Bird of Paradise
Trachelospermum asiaticum	Asian Jasmine

Median Groundcover:

Hybrid Bermuda

Parkway Groundcover:

Carex pansa	California Meadow Sedge
Senecio serpens	Blue chalksticks

Vertical Tree:

Tristania conferta	Brisbane Box
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Other Districts

Plant list under Village Green District will be a part of the Secondary Village District in addition to this list:

Acacia redolens	Dwarf Acacia
Buxus m. japonica	Japanese Boxwood
Callistemon V "Little John"	Dwarf Battlebrush
Echium fastuosum	Pride of Madera
Heteromeles arbutifolia	Toyon
Muhlenbergia rigens	Deergrass

Parking Lot Tree

Rhus lancea	African Sumac
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Excluded from Other districts outside of Village Green District:

Dracaena Species	Dracaena
Rosa F. "Trumpeter"	Red Trumpeter Rose

g. Prohibited Plant Materials

See Fire Protection Plan for University Villages - Village 3 and a portion of Village 4, adopted by the Chula Vista City Council on December 2, 2014.

D. LIGHTING/SIGNAGE/STREET FURNISHINGS

1. LIGHTING

The following lighting guidelines apply to the Village 3 Core. All lighting located within the public right-of-way shall be approved by the City of Chula Vista and installed in accordance with City standards. Deviations from the approved Village Core Lighting Fixtures, Exhibit 17, shall be prohibited unless otherwise approved by the Master Developer and the City of Chula Vista.

a. Purpose

At night, lighting is an integral component of the built and natural environment. It is important that illumination is intelligently planned to complement this environment, is subtle and avoids over lighting and provides a cohesive appearance for the Village 3 Core. Safety and security for persons and property are also of paramount concern, and it is necessary to recognize the importance of quality of light versus quantity.

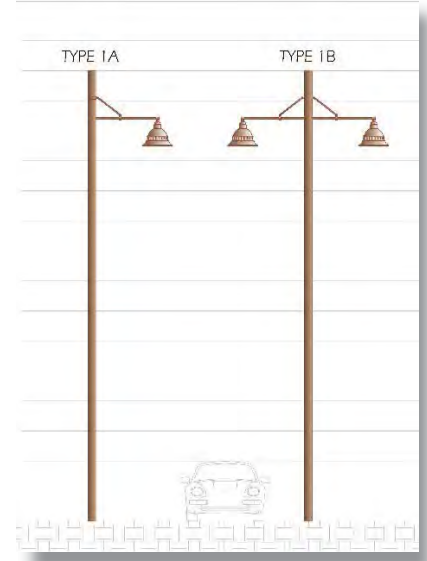
The goal of this guideline is to promote a high standard of quality for lighting in the Village Core area, and to assist architects, lighting designers, and applicants with an understanding of the concepts behind good lighting design and a means to achieve that goal by establishing parameters to enable reviewers to determine that the intent of the guidelines has been met.

b. General Guidelines

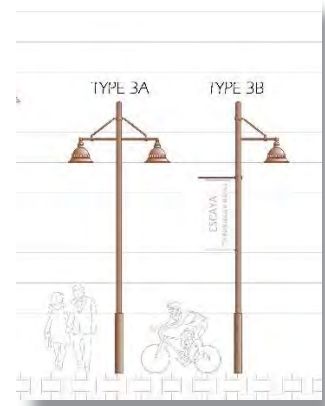
- Lighting fixtures shall be appropriate to the style of architecture or aesthetically concealed from view.
- Illumination levels shall be appropriate to the type of use proposed, the architectural style of the structure and the overall neighborhood.
- Festoon lighting attached to buildings and over outdoor plazas are encouraged within the Village Green District. Festoon lighting may be installed permanently across streets, provided that sufficient vertical clearance is provided for truck circulation.
- Lighting of building facades shall be considered for appropriateness.

IV. Site Design Guidelines

- Lighting shall be designed to control glare, minimize light trespass onto adjacent properties, minimize direct upward light emission, promote effective security, and avoid interference with safe operation of motor vehicles. The minimum intensity needed for the intended purpose shall be used. The use of decorative lantern fixtures with visible lamps is not precluded, provided they meet other provisions of these guidelines.
- Blinking, moving and changing intensity of illumination; illumination of roofs; and internal illumination of awnings are prohibited.
- In all residential areas, illumination levels shall be compatible with residential uses. Lighting for commercial installations proximate to residential uses should be designed to be compatible with residential illumination levels.
- Lighting of signs shall be consistent with these guidelines.
- Other laws or ordinances may require minimum illumination levels for specific applications and may conflict with these guidelines. In such cases, those laws or ordinances shall govern.



25' ROADWAY LIGHTING



14' PEDESTRIAN LIGHTING

c. Specific Guidelines

Parking Lots and Traffic Areas

Goal: To provide a cohesive and homogenous general illumination for parking lots and traffic areas that is similar to the color quality of incandescent lighting.

- The use of LED and Deluxe HPS lamps is encouraged to provide high color rendering ability.
- To meet minimum industry-recommended light levels for safety and uniformity, but avoid glare and over lighting. Higher light levels than stated below may be considered, where necessary in limited areas, for additional safety and security.
- To promote the use of cut-off type fixtures for area lighting, and decorative lanterns for lower level accents.
- Lighting shall be LED, High Pressure Sodium (HPS), Standard or Deluxe.
- Lamps in cut-off type fixtures should be a maximum of 400 watts. Horizontal lamp mounting and fl at glass lens are preferred over vertical lamp mounting. "Sag" or "drop" lenses result in excessive glare and are not acceptable. Additional shielding of fixtures may be required to avoid fixture glare viewed from adjacent residential properties.
- Lamps in decorative lantern type fixtures should be a maximum of 100 watts.
- Fixtures should be in scale with the proposed pole height. Elevations of the building with poles and fixtures superimposed shall be provided for review.
- Pole lighting fixtures shall also be shown on the landscape plan to demonstrate coordination of fixtures and tree planting.
- Lighting installations shall be equipped with controls for photocell on and timer off. Plans submitted shall specify the off time proposed. This requirement shall not preclude a provision for reduced light levels or reduced number of fixtures for after-hours security.

Exterior Sales and Service Areas

- Lighting shall be High Pressure Sodium (HPS), Metal Halide (MH), LED or Fluorescent.
- Pole mounted fixtures shall have 400 watt maximum HPS or MH lamp in cut-off type fixtures. Horizontal lamp mounting and flat glass lens are preferred over vertical lamp mounting. "Sag" or "drop" lenses result in excessive glare and are not acceptable. Additional shielding of fixtures may be required to avoid fixture glare viewed from adjacent residential properties.
- Fixtures should be in scale with the proposed pole height. Provide an elevation of the building with poles and fixtures superimposed.
- Lighting installations shall be equipped with controls for photocell on and timer off. Plans submitted shall specify the proposed off time. This requirement shall not preclude a provision for reduced light levels or reduced number of fixtures for after-hours security.
- Fixtures mounted in service station canopies should be fully recessed, where feasible, and with flush or recessed diffusers. Where the underside of a canopy is sloping, fixtures should be of a type to permit aiming straight down. All fixtures shall be designed to control glare.
- Pole lighting fixtures shall also be shown on the landscape plan to demonstrate coordination of fixtures and tree planting.

IV. *Site Design Guidelines*

Landscape and Building Lighting

- Lighting should be High Pressure Sodium (HPS), Metal Halide (MH), LED, Fluorescent, or Incandescent. Mercury Vapor (MV) may be used for illuminating landscaping.
- Landscape and building lighting should be carefully shielded to avoid view of the source and aimed to avoid spill light onto adjacent properties or into the night sky.
- Lighting should be subtle. LED, HPS, MH or MV sources should not exceed 175 watts, and incandescent sources should not exceed 300 watts.
- Lighting installations shall be equipped with controls for photocell on and timer off. Plans submitted shall specify the proposed off time. This requirement shall not preclude a provision for reduced light levels or reduced number of fixtures for after-hours security.

Security Lighting

- Security lighting is exterior lighting installed solely to enhance the security of people and property.
- Security lighting should meet the above guidelines, and especially should be designed to control glare and direct view of illumination sources, and to confine illumination to the property on which the fixtures are located.
- Lighting fixtures that are aimed at a building are much more effective for security than fixtures that are mounted on the building and that can blind observers of the property (police, neighbors or others).
- Security lighting shall be High Pressure Sodium (HPS), LED or Incandescent.

d. Exceptions to Guidelines

- Nothing in these guidelines shall preclude the Planning Commission from reviewing and approving, or conditionally approving, an exception to these guidelines. Exceptions may include, but are not limited to, illuminance level, illumination source, or pole height. The Planning Commission shall include findings in their approval, such as references to historical authenticity, special circumstances, existing installation or other similar findings as deemed appropriate. The approval of an exception shall not be construed to establish a precedent.
- Sport court lighting and security lighting within public parks are exempt from lighting guidelines.

Exhibit 17
LIGHTING PLAN



2. SIGNAGE

a. General Guidelines

These general sign guidelines apply to all signs within the Village Core.

- All signs must comply with and incorporate all of the standard provisions of CVMC 19.60.050 and the approved Village 3 Planned Sign Program, where applicable.
- Signs must be thoughtfully designed, placed and proportioned to the individual architectural facade on which they are placed. Care in the design and installation of store signs will enhance customer's appreciation of individual tenants and contribute to the project's overall success.
- Natural stone, masonry and metal shall be incorporated in the permanent signs when feasible.
- Only those sign types provided for in the sign guidelines or otherwise approved by the Master Developer and the City of Chula Vista will be allowed.
- All signs shall be in scale with the surrounding buildings. Colors and materials may be compatible with the established architectural and landscape architectural vernacular.
- All permanent signs shall be made of durable rust-inhibited materials.
- No wall signs (in windows or in exterior of windows) shall cover windows, frames, stripes or other architectural details. Wall signs shall fit comfortably into open wall surfaces leaving ample margins.
- No fascia signs shall be allowed on angled walls or mansard roofs, or on equipment screens.

IV. *Site Design Guidelines*

- Temporary signs are permitted in accordance with the provisions of the Comprehensive Sign Regulations found within the Village 3 PC District Regulations. Temporary marketing signs are not required to conform to their surroundings in color, context or style.
- Sign structures, supports and hardware shall be concealed or integrated into the signage design. Architectural screening surrounding signposts shall not be calculated as part of the sign face area.
- All logo images and type styles shall be accurately reproduced on all signs. Lettering which approximates type styles is not acceptable. A sign that incorporates logos, business identity and/or designates the type of business (e.g. Jewelry, Flowers, Coffee, etc) is encouraged.
- All dimensional letters shall be affixed individually and without visible means of attachment, unless attachments make an intentional statement. No lighted signs or light fixtures shall have exposed conduits or raceways.
- Temporary ground monument signs, as well as permanent monument signs which are perpendicular to the street, shall be allowed up to and abutting the property line. When signs are present in setback areas, signs shall be positioned to maintain safe sight distances at entrances to the public right-of-way.
- The ground surrounding monument sign may be bermed, and walls with signs attached may be stepped, if necessary, in order to elevate the signs.
- Vinyl lettering is prohibited on pedestrian-oriented signs.
- Indirect lighting (e.g. edge lighting or front lighting) shall be arranged so that light sources is not visible from any normal viewing angle (e.g., from the street, sidewalk, parking lot, and storefront approach or from other perimeter locations). In the case of hanging or projecting signs, visibility of light sources shall be minimized as much as possible.

- Silhouette-illuminated or backlighted forms shall be free of lighting leaks.
- Underwriter's Laboratory-approved labels shall be affixed to all electrical fixtures.
- Surfaces with color mixes and hues prone to fading (e.g. pastels, fluorescent, complex mixtures, and intense reds, yellows and purples) shall be coated with ultra violet-inhibiting clear coat in a matte, gloss or semi-gloss finish.
- Joining of materials (e.g. seams) shall be finished in such a way as to be unnoticeable.
- Visible welds shall be continuous and ground smooth.
- Rivets, screws and other fasteners that extend to visible surfaces shall be flush, filled and finished so as to be unnoticeable.
- Finished surfaces of metal shall be free from canning and warping.
- All sign finishes shall be free of dust, orange peel and drips, and shall have a uniform surface conforming to the highest standards of the industry.
- Only professional sign fabricators and installers approved by the Landlord who are well qualified in the techniques and procedures required to implement the sign design concept shall be used.
- Any building with double frontage shall have addresses on both frontages.

b. Specific Requirements

Village Green District

A unified thematic sign program is required for the Mixed-Use sites. The specific sign guidelines that follow pertain to the commercial and retail uses unless noted otherwise, and supplement but do not replace the Comprehensive Sign Regulations found within the Village 3 PC District Regulations.

- Signs may be designed within a neo-traditional, eclectic context, encompassing a diversity of design styles, as a collection of the best elements from the past, present and future.
- Tenant signs should be sculptural as well as informative. They should be imaginative, combining or juxtaposing forms, finishes and lighting to make a statement that extends beyond the meaning of words and letters. Signage should contain both unified and contrasting elements so that storefronts display a sense of dynamic tension that sparks interest and excitement while achieving compatibility with the architectural vernacular.
- A variety of sign types and treatments is encouraged for each tenant storefront, including:
- Multi-media signs, combining two or more materials, forms and lighting techniques.
- Innovative technologies (e.g. laser and fiber optics).
- Fusion of contemporary with traditional elements to create a unique, avant garde appearance.

Primary Store Tenant Identification:

- All tenants are allowed one primary identification sign typically located above the store entrance in a specific area within the confines of the tenant's storefront.
- Suites that have building elevations facing multiple exposures may incorporate one additional primary identification sign per exposure, subject to City's and Landlord's approval.
- Signs may identify the business name and a minimum generic word description of the service.
- Sign size is based upon the tenant's leased frontage, as measured in a straight line from lease line to lease line for each elevation. Tenants are allowed one(1) sign per store frontage.



A minimum of one of the approved sign types for use within the commercial areas of the Village Core shall be provided for each storefront public entrance. These basic sign types approved for the commercial areas of the Village Core are described below:

Blade Signs

Blade signs, which are suspended or which project perpendicular to the storefront, enhance the pedestrian experience. Blade signs shall incorporate expressive, non-traditional graphic forms. Playful combinations of geometric shapes are encouraged. Designs are encouraged which enrich the pedestrian environment with a creative use of color and material combined with a strong store name identification. The following requirements shall apply when blade signs are used:

- Blade signs may be illuminated or non-illuminated. Illuminated signs may have an internal or external light source.

IV. *Site Design Guidelines*

- Bracket design shall be highly creative and shall be integrated with the form of the sign face to create a unified design.
- The blade sign may not be the primary store identification sign and will not be included in the calculation for the overall sign area permitted/required.

Other Sign Styles

Creative and imaginative signage is strongly encouraged and will be the standard upon which all sign design submittals are reviewed/approved.

There are many acceptable sign treatments, however a mixed-media, three-dimensional approach combining several different fabrication and lighting techniques is preferred. Tenants are strongly encouraged to consider the specific architectural style of their facade, the overall concept of the project, the scale of the proposed sign and the critical viewing angles, sight lines and surrounding architectural treatments, when designing appropriate graphics and signs for the storefront.

Acceptable sign styles include, but are not limited to:

- 5" deep standard channel letters.
- Front and halo 5" illuminated channel letter (Note: acrylic face, internally illuminated channel letters will not be permitted unless successfully used as a part of an approved mixed media three-dimensional sign).
- 3" deep halo illuminated letters.
- Mix media/3 dimensional signs using images, icons, logos, etc.
- Signs painted gold, silver or copper leaf.
- Neon accents will be approved at the discretion of the City and the Landlord and should be proposed only if a part of the overall tenant design concept.
- Dimensional, geometric shapes.

- Sand blasted, textured and/or burnished metal-leaf faced dimensional letters, pin mounted from facade.
- Signs mounted to hard canopies, eyebrows or other projecting architectural elements utilizing screens, grids or mesh and/or etched, polished, patina or abraded materials.

Notes: Mixed Media signs are signs employing two or more illumination and fabrication methods (for example, halo lit reverse channel letters with exposed neon accents).

Although simple rectangular cabinet signs are generally not allowed, mixed media signs may be composed of several elements, one of which may be a cabinet. With the City's and Landlord's approval, complex shaped (i.e. polyhedron) sign cabinets may be used alone if they incorporate dimensional elements such as punch-thru letters and/or exposed neon.

Type Styles and Logos:

The use of logos and distinctive type styles is encouraged for all tenant signs. Sign lettering should be combined with other graphic and/or dimensional elements denoting the type of business. The typeface may be arranged in one or two lines of copy and may consist of upper and/or lower case letters.



IV. *Site Design Guidelines*

Prohibited Sign Styles & Elements

- Unadorned rectangular cabinet signs with translucent or opaque faces.
- Temporary wall signs.
- Window signs of any type including box signs hanging in display windows, are not allowed.
- Gold leaf treatment on windows, box signs and exposed neon window displays without approval.
- Signs using trim-cap retainers that do not match the color of the letters and logo returns (polished gold, silver or bronze trim caps are not permitted).
- Pre-manufactured signs, such as franchise signs, that have not been modified to meet these criteria.
- Paper, cardboard or Styrofoam signs, stickers or decals hung around or behind storefronts.
- Flashing, oscillating, animated lights and other moving sign components.
- Rooftop signs or signs projecting above roof lines or parapets.
- Advertising or promotional signs on parked vehicles
- Exposed raceway, unless it forms a creative design element of the sign.

Colors:

The following guidelines are for selecting colors for Tenant's signing. The colors of the underlying architecture must be considered when choosing sign colors.

- Signs may incorporate regionally and nationally recognized logo colors.
- Sign colors should be selected to provide sufficient contrast against building background colors.
- Sign colors should be compatible with and complement building background colors.

- Sign colors should provide variety, sophistication and excitement.
- Color of letter returns shall match the face of the letter or match the wall surface color.
- Interior of open channel letters should be painted dark when placed against light backgrounds.
- Accent neon colors should complement related signing elements.

Lighting:

Tenant signs should be creatively illuminated using a variety of lighting techniques. One or more of the following are allowed:

- Front and halo illuminated channel letter;
- Halo illuminated pin-mounted reverse channel letters;
- Reverse channel neon with silhouette illumination;
- Fiber optics;
- Incandescent light bulbs;
- Internally illuminated signs with seamless opaque cabinets and pushed-thru lettering and/or neon;
- Cove lighting

Note: Exposed neon tube may not be less than 13mm in diameter.

All front lighting must be baffled and obscured from direct visibility with recessed channels, which are fully integrated into the building facade elements. Decorative shrouds or housing which are custom designed and fabricated to maintain or enhance the architectural integrity of the building may be used to conceal “off the shelf” standard fixtures subject to the City’s and landlord’s approval. Visible standard (non-custom) “gooseneck” lamps and similar fixtures will not be approved. All housings and post for exposed neon signs must be painted to match or complement the building facade color immediately behind and adjacent to the sign.

IV. *Site Design Guidelines*

Address Signs:

Varied solutions are encouraged: window addresses, addresses inset in pavement and address signs on doors or awnings. The following provisions shall apply:

- Each tenant shall provide an address sign at their primary entrance.
- Letter heights shall be 3" minimum and 6" maximum.
- Any building with a double frontage shall have address signs on both frontages.

c. Village Core - Non-Commercial Areas

Two non-commercial (residential and CPF) sign types are approved for use within the Village Core District. They are described below.

1. Freestanding Monument Signs: Single or double-sided, freestanding monuments located perpendicular or parallel to the street near a site entrance or on a corner.
2. Wall Mounted Signs: Signs incorporated into entry walls and located on one or both sides of a site entry.

Allowable sign area shall be as regulated by the CVMC Section 19.60.530 Signs: CN-Neighborhood Commercial Zone and 19.60 CVMC signs, or as otherwise approved by the City of Chula Vista.

Submittals

There is a formal process for the design review and approval of signs within the Village Core District. This process involves review by the Master Developer and the City of Chula Vista to determine conformance with these guidelines. In addition, it shall be the owner or tenant's responsibility to submit a sign permit application to the City of Chula Vista, at which time plans will be reviewed by city staff to assure consistency with these sign guidelines and other City codes and ordinances.

Preliminary Design Submittal & Review

The owner or tenant shall submit two (2) sets of preliminary drawings of any proposed sign to the Master Developer or designated representative for review. The submittal must include:

- Storefront or building exterior elevations at 1/2" scale clearly identifying the materials and lighting and the size and location of each sign for which a concept design is being proposed.
- Scaled colored mock-up of the front elevation of each sign type indicating sizes, materials and lighting techniques.
- Materials, colors, details and form for each sign, as well as its integration into the overall storefront will be evaluated.

Submittals deemed unacceptable shall be revised and resubmitted before proceedings with final plans.

Final Design & Working Drawings

Once preliminary designs are approved, the owner or tenant may proceed with the submittal of final designs and working drawings. A full set of final plans must be approved by The Master Developer and City of Chula Vista prior to issuance of a sign permit, if required, pursuant to Chapter 19.60.030 CVMC (Signs: Intent). No alterations, additions or changes may be made without review and approval by The Master Developer and the City of Chula Vista.

The following plans and information shall be submitted in triplicate:

- Dimensioned scaled drawings depicting front elevations, side views and sections for all signs (including copy layouts).
- Specifications for materials, colors, finishes, coatings, type styles, lighting techniques, means of attachment, structural elements and details.
- Storefront or building elevation showing exact location, size and placement of each sign on the building.


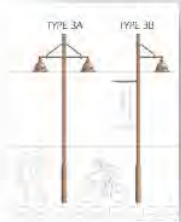









3. STREET FURNISHINGS

a. General Guidelines

Street furniture, depicted on Exhibit 18, has been selected for the Village 3 Core areas to provide a continuity of design unique to the Village. Deviations from the approved street furniture shall be prohibited unless otherwise approved by the Master Developer and the City of Chula Vista. Street furnishings located within the public right-of-way must meet with City approval. Street furnishings located in privately owned areas must be approved by the Master Developer.

Exhibit 18

VILLAGE CORE STREET AMENITIES

<p>Street Light (Avenida Escaya):</p> 	<p><i>Custom Fixture</i></p>	<p>Pedestrian Light (Village Pathway & Promenade Trail):</p> 	<p><i>Custom Fixture</i></p>
<p>Trash / Recycle Receptacle:</p> 	<p><i>-Du Mor 22-Gallon Receptacle 148 in Black</i> <i>-Du Mor 22-Gallon Receptacle 148 with RC "Recycle" Lid in Black</i></p>	<p>Bike Rack:</p> 	
<p>Bench:</p> 	<p><i>DuMor Bench 162</i></p>		<p><i>Precast Paver</i></p>
<p>Concrete Bench:</p> 	<p><i>Quickcrete precast concrete bench #Q2PS84B</i> <i>Natural color with Light Sandblast Finish</i></p>	<p>Precast Pots/Barriers:</p> 	<p><i>Various</i></p> 
<p>Tree Grate:</p> 	<p><i>5' Square "OT-Title-24" tree grate by Urban Accessories</i></p>	<p>Trench Grate:</p> 	<p><i>6" wide "OT-Title-24" trench grate by Urban Accessories</i></p>

NOTE: MASTER DEVELOPER MAY PROPOSE ALTERNATIVE STREET FURNISHINGS SIMILAR TO ITEMS DESCRIBED ABOVE.

Exhibit 19

VILLAGE CORE BUILDING MATERIALS & FINISHES

R = Recommended

A = Acceptable

P = Prohibited

Village Green District

Secondary Village District

	Mixed-Use	Residential	CPF	Spanish	Farmhouse	Ranch	Notes	
ROOFING								
Flat Concrete Tile	R	R	R	A	R	R	Only for ancillary structures	
Galvanized Corrugated Metal	A	A	A	A	A	A		
Galvanized Metal Fascia (Painted)	A	A	A	P	A	A		
Standing Seam Metal	R	R	R	P	A	A		
Wood Fascia	R	R	R	R	R	R		
Slate	R	R	R	R	R	R		
Copper	P	P	P	P	P	P		
Flat Built Up Roof	P	P	P	P	P	P		
S Barrel Tile	P	P	P	R	P	P		
Pan Mission Tile (round or flat)	P	P	P	R	P	P		
Wood Shake	P	P	P	P	P	P		
Wood Shingles	P	P	P	P	P	P		
Asphalt Shingle	P	P	P	P	P	P		
Wood Rafter Tails	R	R	R	R	R	R		
Wood Brackets	R	R	R	R	R	R		
EXTERIOR WALLS AND SIDING								
Stone/Brick Veneer	R	R	R	A	R	R		
Wood Battens (Horizontal or Vertical)	R	R	R	A	R	R		
Wood Siding	R	R	R	R	R	R		
Stucco	R	R	R	R	R	R		
Community Block	A	A	A	A	A	A		
Modular Tile System	A	P	A	P	P	P		
Wood Shingle	P	P	P	P	P	P		
Chain Link	P	P	P	P	P	P		
STUCCO FINISH								
Smooth Trowel Finish	R	R	R	R	R	R		
Machine Applied Color Coat	R	R	R	R	R	R		
Splatter Finish	P	P	P	P	P	P		
Pebble Dash	P	P	P	P	P	P		
Modern American	A	A	A	A	A	A		
Floated Finish (adobe like)	P	P	P	R	P	A		
WINDOWS								
Multi-Paned	A	A	A	A	A	A		
Wood Mullions	A	A	A	A	A	A		
Anodized Metal Mullions	A	A	A	A	A	A		
Vinyl	R	R	R	R	R	R		
Aluminum	A	A	A	A	A	A		
Wood Shuttered	R	R	R	R	R	R		
Wood Bay	A	A	A	R	A	A		
Large Expanse of Glass	R	A	R	A	A	A		
DOORS								
Wood Frames	R	R	R	R	R	R	Only on ancillary structures Metal, non-streering fronting For residential: only for community amenities	
Metal Framed	R	R	R	R	R	R		
Louvered	R	R	R	R	R	R		
Roll-Up	R	R	R	R	R	R		
Galvanized Steel	A	A	A	A	A	A		
Glass	A	A	A	A	A	A		
Non-tempered Glass	P	P	P	P	P	P		

Exhibit 19 continued

VILLAGE CORE BUILDING MATERIALS & FINISHES

R = Recommended

A = Acceptable

P = Prohibited

Village Green District

Secondary Village District

COLUMNS

	Mixed-Use	Residential	CPF	Spanish	Farmhouse	Ranch	Notes
Stone/Veneer	R	R	R	R	R	R	
Wood	R	R	R	R	R	R	
Concrete	A	P	A	P	P	P	
Metal	A	A	A	P	A	A	
Ceramic Tile Accents	A	A	A	A	A	A	
Raw Metal	A	P	A	P	P	P	
Stucco	R	R	R	R	R	R	

AWNINGS

Canvas	R	R	R	R	R	R	
Anodized Sheet Metal	A	P	A	P	P	P	
Plastic	P	P	P	P	P	P	
Domed	A	P	A	P	P	P	
Internally Lit	P	P	P	P	P	P	

TRELLISES

Metal	R	R	R	R	R	R	
Wood	R	R	R	R	R	R	

ARCADES

Stone	R	R	R	R	R	R	
Wood	R	R	R	R	R	R	
Stucco Finish	R	R	R	P	P	P	
Ceramic Tile Accents	A	A	A	A	A	A	
American Modern Stucco Finish	A	A	A	A	A	A	
Splatter Stucco Finish	P	P	P	P	P	P	
Pebble Dash Finish	P	P	P	P	P	P	

GATES

Metal	R	R	R	R	R	R	
Wrought Iron	R	R	R	R	R	R	
Steel	R	R	R	R	R	R	
Raw Metal	P	P	P	P	P	P	
Wood	A	A	A	A	A	A	
Chain Link	P	P	P	P	P	P	

STOREFRONT WINDOWS

Multi-Paned	R	R	R	R	R	R	
Wood Mullions	A	A	A	A	A	A	
Metal Mullions	A	A	A	A	A	A	
Large Expanse of Glass	A	A	A	A	A	A	

For residential: only for community amenities

MISC.

Metal Canopy	R	R	R	P	A	A	
Metal Railing	R	R	R	A	A	A	
Wood Railing	A	A	A	R	R	R	
Decorative Vent	R	R	R	R	A	A	
Cable Railing	A	P	A	P	R	R	
Coach Lights	R	R	R	R	R	R	

Note: Not all recommended materials will be applied to all elevations.

V. DESIGN REVIEW CHECKLISTS



V. DESIGN REVIEW CHECKLISTS

This chapter summarizes the important site planning and design issues for each of the various Individual Precise Plan areas within the Village 3 Core. It does not address phasing of development, construction responsibility or other important implementation and site development issues. These issues will arise in the review of each Design Review Submittal and are addressed in the Village 3 SPA and Public Facilities Finance Plan and/or other adopted planning documents and agreements. Revisions to individual site plans may occur during final engineering and design.

The conceptual designs depicted on overall and individual parcel graphics have been prepared based on the most current information available. Subsequent changes may be proposed based on changing market conditions and other considerations.

Although the Village Core will function as a unified component of Village 3, specific areas shall incorporate specific design concepts based on land use and/or geographic location. The design of the Village Green site (POS 16 and 17) will be determined in conjunction with the MU design review process.

Checklists are provided for the following Planning Areas:

1. MU-1
2. MU-2 / CPF-1
3. R-13
4. R-14/15
5. R-16
6. R-17
8. R-19
9. S-1
10. P-1
11. CPF-3

V. *Design Review Checklist*

Mixed Use Are (MU-1)

- Design District:**
 - Village Green
- Location:**
 - Portion of the Village Green District at the southwest corner of Avenida Escaya and Heritage Road.
- Planned Use:**
 - Mixed-use commercial and multi-family.
- Permitted Use:**
 - Per PC District Regulations – MU District.
- Mandatory Site Plan Elements:**
 - Architectural Gateway Element (1) at Avenida Escaya.
 - Design elements and architectural style per Village Design Plan.
 - Village Landscape Accents (3).
 - Orient commercial buildings along Village Pathway (6) along Avenida Escaya and oriented toward the Village Green within Avenida Escaya median.
 - Secondary Village Landmark element (5) at Village Green.
 - Landscape Buffer (7) along Heritage Road.
- Building Design & Siting:**
 - Building design shall be compatible with Transitional Farmhouse and Ranch architectural styles.
 - Landmark Buildings with Architectural Focal Point (2).
 - Enhanced elevations with Front Door Access (15) along Avenida Escaya.
 - Enhanced architectural elevations where buildings are visible from public streets (4).
 - Village Landscape Element/Common Useable Open Space (3) at Avenida Escaya median (Village Green).
 - Plaza Seating (9) at key locations with direct access to Village Pathway.
- Pedestrian Access:**
 - Orient buildings and provide well-defined pedestrian access and circulation along Village Pathway (11).
 - Pedestrian connections to Village Green (11)
 - Pedestrian connections to Village Pathway (6) streetscape at Avenida Escaya.
- Vehicular Access/Parking:**
 - Diagonal and parallel parking along Avenida Escaya and Camino Aldea (10).
 - Vehicular Access via mid-block driveway entry at Avenida Escaya (8).
- Transit Access:**
 - Pedestrian connection via Village Pathway to planned future transit stop along Heritage Road.
- Urban Character:**
 - Formal, articulated transitional agrarian style buildings, plazas and pedestrian spaces oriented toward the Village Pathway along Avenida Escaya and Village Green in Avenida Escaya median.



LEGEND

- ① ARCHITECTURAL GATEWAY ELEMENT
- ② LANDMARK BUILDING WITH ARCHITECTURAL FOCAL ELEMENT
- ③ VILLAGE LANDSCAPE ACCENT/ COMMON USEABLE OPEN SPACE
- ④ ENHANCED ELEVATIONS
- ⑤ SECONDARY VILLAGE LANDMARK
- ⑥ VILLAGE PATHWAY
- ⑦ LANDSCAPE BUFFER
- ⑧ VEHICLE ACCESS POINT
- ⑨ PLAZA SEATING
- ⑩ DIAGONAL / PARALLEL PARKING
- ⑪ PEDESTRIAN LINK
- ⑫ PROMENADE TRAIL
- ⑬ ARRIVAL PLAZA
- ⑭ ORCHARD PARKING
- ⑮ ENHANCED ELEVATION WITH FRONT DOOR ACCESS
- ⑯ PASSIVE GATHERING/ SEATING AREA
- ⑰ PLANNED TRANSIT STOP

V. Design Review Checklist

Mixed Use Area (MU-2) & Community Purpose Facility (CPF-1)

- Design District:**
 - Village Green
- Location:**
 - Portion of the Village Green District at the southwest corner of Avenida Escaya and Heritage Road.
- Planned Use:**
 - Mixed-use commercial, multi-family and CPF.
- Permitted Use:**
 - Per PC District Regulations – MU and CPF Districts.
- Mandatory Site Plan Elements:**
 - Architectural Gateway Element (1) at Avenida Escaya.
 - Design elements and architectural style per Village Design Plan.
 - Village Landscape Accents (3).
 - Orient commercial buildings along Village Pathway (6) along Avenida Escaya and oriented toward the Village Green within Avenida Escaya median.
 - Orient residential buildings front doors to Paseo Cultura and Avenida Aldea (15).
 - Secondary Village Landmark element (5) at Village Green.
 - Landscape Buffer (7) along Heritage Road and Paseo Cultura.
- Building Design & Siting:**
 - Building design shall be compatible with Transitional Farmhouse and Ranch architectural styles.
 - Retail commercial storefront appearance on first floor of mixed use buildings.
 - Landmark Buildings w/Architectural Focal Point (2).
 - Enhanced elevations w/Front Door Access (15) along Avenida Escaya.
 - Enhanced architectural elevations where buildings are visible from public streets (4).
 - Village Landscape Element/Common Useable Open Space (3) at Avenida Escaya median (Village Green).
 - Plaza Seating (9) at key locations with direct access to Village Pathway.
- Pedestrian Access:**
 - Orient buildings and provide well-defined pedestrian access and circulation along Village Pathway (11).
 - Pedestrian connections to Village Green (11).
 - Pedestrian connections to Village Pathway (6) streetscape @ Avenida Escaya.
- Vehicular Access/Parking:**
 - Diagonal and parallel parking along Avenida Escaya, Camino Aldea and Paseo Cultura (10).
 - Vehicular Access via mid-block driveway entry at Avenida Escaya (8) and from Paseo Cultura.
- Transit Access:**
 - Pedestrian connection via Village Pathway to planned future transit stop along Heritage Road (17).
- Urban Character:**
 - Formal, articulated farmhouse/ranch style buildings, plazas and pedestrian spaces oriented toward the Village Pathway along Avenida Escaya and Village Green in Avenida Escaya median.



LEGEND

- | | |
|---|---|
| ① ARCHITECTURAL GATEWAY ELEMENT | ⑨ PLAZA SEATING |
| ② LANDMARK BUILDING WITH ARCHITECTURAL FOCAL ELEMENT | ⑩ DIAGONAL / PARALLEL PARKING |
| ③ VILLAGE LANDSCAPE ACCENT/ COMMON USEABLE OPEN SPACE | ⑪ PEDESTRIAN LINK |
| ④ ENHANCED ELEVATIONS | ⑫ PROMENADE TRAIL |
| ⑤ SECONDARY VILLAGE LANDMARK | ⑬ ARRIVAL PLAZA |
| ⑥ VILLAGE PATHWAY | ⑭ ORCHARD PARKING |
| ⑦ LANDSCAPE BUFFER | ⑮ ENHANCED ELEVATION WITH FRONT DOOR ACCESS |
| ⑧ VEHICLE ACCESS POINT | ⑯ PASSIVE GATHERING/ SEATING AREA |
| | ⑰ PLANNED TRANSIT STOP |

V. *Design Review Checklist*

Residential Area R-13

- | | |
|--------------------------------------|---|
| Design District: | <ul style="list-style-type: none">• Secondary Village. |
| Location: | <ul style="list-style-type: none">• South of Camino Carmelo, East of Avenida Andanza, North of Camino Avalon. |
| Planned Use: | <ul style="list-style-type: none">• Single Family Detached Residential, Courtyard Homes |
| Permitted Use: | <ul style="list-style-type: none">• Uses per PC District Regulations — RM-1 District. |
| Mandatory Site Plan Elements: | <ul style="list-style-type: none">• Design elements and architecture per the Village Design Plan. |
| Building Design & Siting: | <ul style="list-style-type: none">• Buildings shall be a maximum of two stories.• Access to garage provided via courtyard driveway (8).• Maximum of six homes may be served by courtyard driveway.• Buildings must have front elevation architectural treatment and front door must face and have direct access to Camino Avalon / Camino Carmelo (15).• Building design shall be consistent with the architectural theme identified in the Village Design Plan.• Buildings fronting on Camino Avalon and Camino Carmelo shall implement a variety of elevations to create an interesting streetscape.• Provide for undulating building massing, including sing story elements.• Provide special paving within courtyards.• Transitional Farmhouse, Spanish and Ranch architectural styles.
• Building construction should utilize sustainable materials/features where possible/feasible. |
| Pedestrian Access: | <ul style="list-style-type: none">• Pedestrian access from Camino Carmelo and Camino Avalon (11). |
| Vehicular Access: | <ul style="list-style-type: none">• Vehicular access via Camino Avalon and Camino Carmelo (8). |
| Transit Access: | <ul style="list-style-type: none">• No requirement. |
| Urban Character: | <ul style="list-style-type: none">• No requirement. |



LEGEND

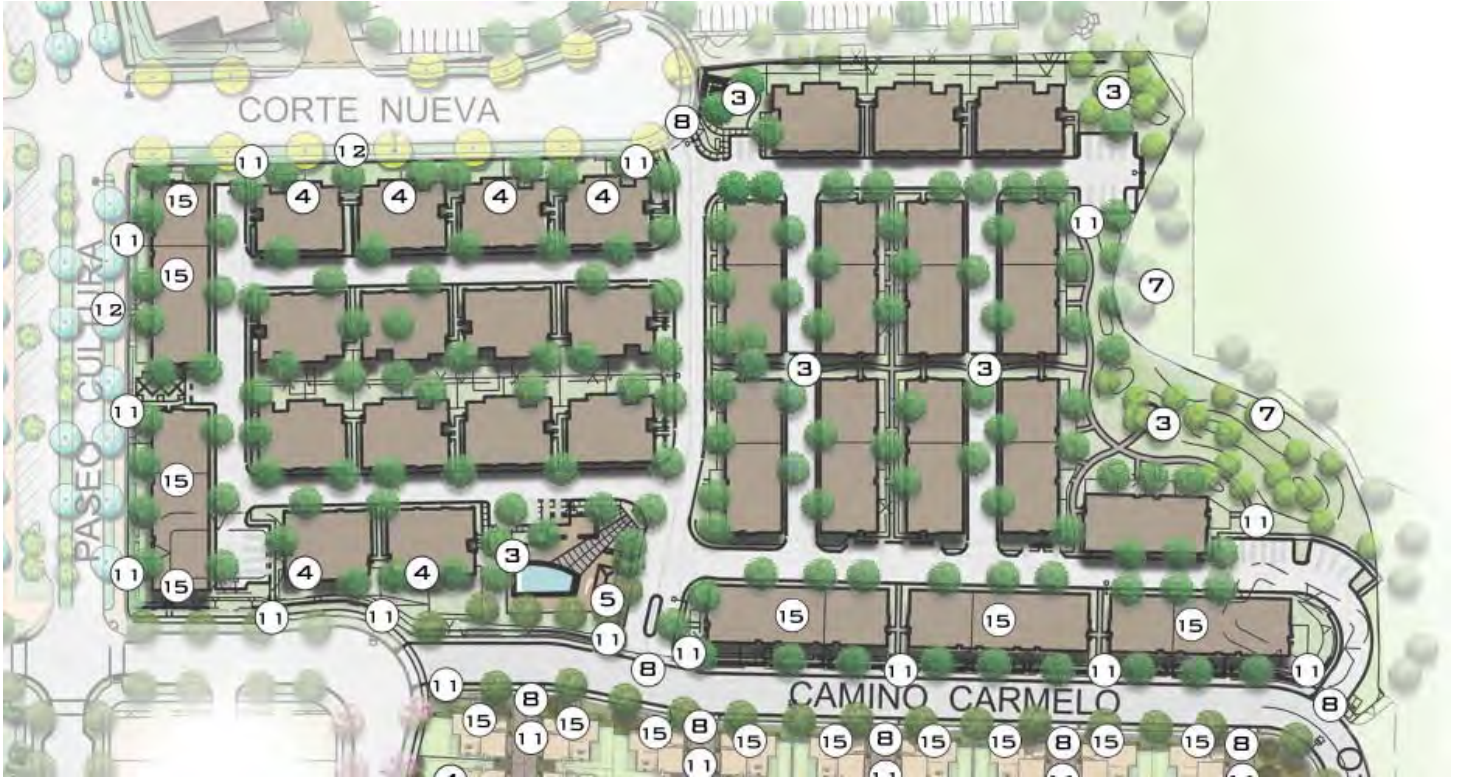
- ① ARCHITECTURAL GATEWAY ELEMENT
- ② LANDMARK BUILDING WITH ARCHITECTURAL FOCAL ELEMENT
- ③ VILLAGE LANDSCAPE ACCENT/ COMMON USEABLE OPEN SPACE
- ④ ENHANCED ELEVATIONS
- ⑤ SECONDARY VILLAGE LANDMARK
- ⑥ VILLAGE PATHWAY
- ⑦ LANDSCAPE BUFFER
- Ⓑ VEHICLE ACCESS POINT

- ⑨ PLAZA SEATING
- ⑩ DIAGONAL / PARALLEL PARKING
- ⑪ PEDESTRIAN LINK
- ⑫ PROMENADE TRAIL
- ⑬ ARRIVAL PLAZA
- ⑭ ORCHARD PARKING
- ⑮ ENHANCED ELEVATION WITH FRONT DOOR ACCESS
- ⑯ PASSIVE GATHERING/ SEATING AREA
- ⑰ PLANNED TRANSIT STOP

V. Design Review Checklist

Residential Area R-14 & R-15

- Design District:**
 - Secondary Village District
- Location:**
 - South Office parcels (O-1 & O-2), and Corte Nueva, north of Camino Carmelo, east of Paseo Cultura and west of Open Space Preserve (OS-1).
- Planned Use:**
 - Multi-family residential – Row Townhomes and Triplex Homes.
- Permitted Use:**
 - Per PC District Regulations – RM-1 District.
- Mandatory Site Plan Elements:**
 - Design elements and architectural style per Village Design Plan.
 - Village Landscape Element/Common Useable Open Space (3).
 - Landscape Buffer (7) at interface with Preserve.
 - Secondary Village Landmark at main project entry (5).
- Building Design & Siting:**
 - Building shall be a maximum of three stories.
 - Buildings to have enhanced architectural treatment and front door access from Camino Carmelo and Paseo Cultura (15). Where front door access is not feasible, provide enhanced pedestrian gateway element (11) along street (4) – Location to be determined during site-specific design review.
 - Buildings fronting along public/private streets without front door access to have enhanced elevations along streets (4).
 - Building design shall be compatible with Transitional Farmhouse, Spanish and Ranch architectural styles.
 - Building construction should utilize sustainable materials/features where possible/feasible.
- Pedestrian Access:**
 - Pedestrian connections (11) between R-14 and R-15 neighborhoods, wherever possible.
 - Pedestrian connections (11) to adjacent public/private streets - Camino Carmelo, Paseo Cultura and Corte Nueva, wherever possible.
 - Pedestrian connection to Village Promenade (12) along Paseo Cultura.
- Vehicular Access:**
 - Shared vehicular access (8) to R-14 and R-15 neighborhoods via Corte Nueva and Camino Carmelo.
- Transit Access:**
 - No requirements.
- Urban Character:**
 - No requirements.



LEGEND

- ① ARCHITECTURAL GATEWAY ELEMENT
- ② LANDMARK BUILDING WITH ARCHITECTURAL FOCAL ELEMENT
- ③ VILLAGE LANDSCAPE ACCENT/ COMMON USEABLE OPEN SPACE
- ④ ENHANCED ELEVATIONS
- ⑤ SECONDARY VILLAGE LANDMARK
- ⑥ VILLAGE PATHWAY
- ⑦ LANDSCAPE BUFFER
- ⑧ VEHICLE ACCESS POINT

- ⑨ PLAZA SEATING
- ⑩ DIAGONAL / PARALLEL PARKING
- ⑪ PEDESTRIAN LINK
- ⑫ PROMENADE TRAIL
- ⑬ ARRIVAL PLAZA
- ⑭ ORCHARD PARKING
- ⑮ ENHANCED ELEVATION WITH FRONT DOOR ACCESS
- ⑯ PASSIVE GATHERING/ SEATING AREA
- ⑰ PLANNED TRANSIT STOP

V. *Design Review Checklist*

Residential Area R-16

- Design District:**
 - Secondary Village.
- Location:**
 - South of Heritage Road, north of Camino Aldea, west of MU-1 and east of R-17.
- Planned Use:**
 - Multi-Family Residential
- Permitted Use:**
 - Per PC District Regulations – RM-1 District.
- Mandatory Site Plan Elements:**
 - Design elements and architectural style per Village Design Plan.
 - Village Landscape Accent/Common Useable Open Space (3).
 - Landscape Buffer along Heritage Road (7).
- Building Design & Siting:**
 - Building design shall be compatible with Transitional Farmhouse, Spanish and Ranch architectural styles.
 - Buildings to have enhanced architectural treatment and front door access (15) from Camino Aldea.
 - Buildings shall have enhanced elevations along public and private streets (4).
 - Building construction should utilize sustainable materials/features where possible/feasible.
- Pedestrian Access:**
 - Pedestrian access (11) from Camino Aldea.
 - Pedestrian connection to R-17 along Camino Marcela (11).
- Vehicular Access:**
 - Vehicular access (8) via Camino Aldea and via Camino Marcela through adjacent R-17.
- Transit Access:**
 - No requirement.
- Urban Character:**
 - No requirement.



CAMINO ALDEA

LEGEND

- | | |
|--|--|
| <ul style="list-style-type: none"> ① ARCHITECTURAL GATEWAY ELEMENT ② LANDMARK BUILDING WITH ARCHITECTURAL FOCAL ELEMENT ③ VILLAGE LANDSCAPE ACCENT/ COMMON USEABLE OPEN SPACE ④ ENHANCED ELEVATIONS ⑤ SECONDARY VILLAGE LANDMARK ⑥ VILLAGE PATHWAY ⑦ LANDSCAPE BUFFER ⑧ VEHICLE ACCESS POINT | <ul style="list-style-type: none"> ⑨ PLAZA SEATING ⑩ DIAGONAL / PARALLEL PARKING ⑪ PEDESTRIAN LINK ⑫ PROMENADE TRAIL ⑬ ARRIVAL PLAZA ⑭ ORCHARD PARKING ⑮ ENHANCED ELEVATION WITH FRONT DOOR ACCESS ⑯ PASSIVE GATHERING/ SEATING AREA ⑰ PLANNED TRANSIT STOP |
|--|--|

V. *Design Review Checklist*

Residential Area R-17

- Design District:**
- Secondary Village.
- Location:**
- South of Heritage Rd., north of Camino Aldea, west of R-16 and east of R-18.
- Planned Use:**
- Single Family Detached, Courtyard Homes
- Permitted Use:**
- Per PC District Regulations – RM-1 District.
- Mandatory Site Plan Elements:**
- Promenade Trail Streetscape along Camino Aldea (12)
 - Village structure design elements consistent with the Village Design Plan
- Building Design & Siting:**
- Buildings shall be a maximum of two stories.
 - Access to garage provided via courtyard driveway (8).
 - Maximum of six homes may be served by courtyard driveway.
 - Buildings must have enhanced front elevation architectural treatment and front door must face and have direct access to Camino Aldea (15).
 - Buildings shall have enhanced elevations along public and private streets (4).
 - Building design shall be consistent with the architectural theme identified in the Village Design Plan.
 - Buildings fronting on Camino Aldea shall implement a variety of elevations to create an interesting streetscape.
 - Provide for undulating building massing, including sing story elements.
 - Provide special paving within courtyards.
 - Transitional Farmhouse, Spanish and Ranch architectural styles.
 - Building construction should utilize sustainable materials/features where possible/feasible.
- Pedestrian Access:**
- Pedestrian access (11) from Camino Aldea along Promenade Trail (12).
 - Pedestrian connection to R-16 along Camino Marcela (11).
- Vehicular Access:**
- Vehicular access (8) via Camino Aldea and via Camino Marcela through adjacent R-16 parcel.
- Transit Access:**
- No requirement.
- Urban Character:**
- No requirement.



LEGEND

- | | |
|---|---|
| ① ARCHITECTURAL GATEWAY ELEMENT | ⑨ PLAZA SEATING |
| ② LANDMARK BUILDING WITH ARCHITECTURAL FOCAL ELEMENT | ⑩ DIAGONAL / PARALLEL PARKING |
| ③ VILLAGE LANDSCAPE ACCENT/ COMMON USEABLE OPEN SPACE | ⑪ PEDESTRIAN LINK |
| ④ ENHANCED ELEVATIONS | ⑫ PROMENADE TRAIL |
| ⑤ SECONDARY VILLAGE LANDMARK | ⑬ ARRIVAL PLAZA |
| ⑥ VILLAGE PATHWAY | ⑭ ORCHARD PARKING |
| ⑦ LANDSCAPE BUFFER | ⑮ ENHANCED ELEVATION WITH FRONT DOOR ACCESS |
| ⑧ VEHICLE ACCESS POINT | ⑯ PASSIVE GATHERING/ SEATING AREA |
| | ⑰ PLANNED TRANSIT STOP |

V. *Design Review Checklist*

Residential Area R-19

- Design District:** • Secondary Village District.
- Location:** • South of Heritage Road, north of Parcels R-14 and R-15 and northeast of MU-2 site.
- Planned Use:** • Multi-family residential – Apartment Homes.
- Permitted Use:** • Per PC District Regulations – RM-2 District.
- Mandatory Site Plan Elements:** • Design elements and architectural style per Village Design Plan.
• Village Landscape Element/Common Useable Open Space (3).
• Landscape Buffer (7) at interface with Preserve.
- Building Design & Siting:** • Building shall be a maximum of three stories.
• Buildings to have enhanced architectural treatment along Heritage Road, Paseo Cultura and Corte Nueva (4).
• Building design shall be compatible with Transitional Farmhouse, Spanish and Ranch architectural styles.
• Building construction should utilize sustainable materials/features where possible/feasible.
- Pedestrian Access:** • Pedestrian connection(s) (11) to R-14/15 neighborhoods, wherever possible.
• Pedestrian connections (11) to adjacent Paseo Cultura and Corte Nueva, wherever possible.
• Pedestrian connection to Village Promenade (12) along Paseo Cultura, wherever possible.
- Vehicular access:** • Vehicular access (8) via Corte Nueva.
• Secondary vehicular may be included as determined during design review.
- Transit Access:** • No requirements.
- Urban Character:** • No requirements.



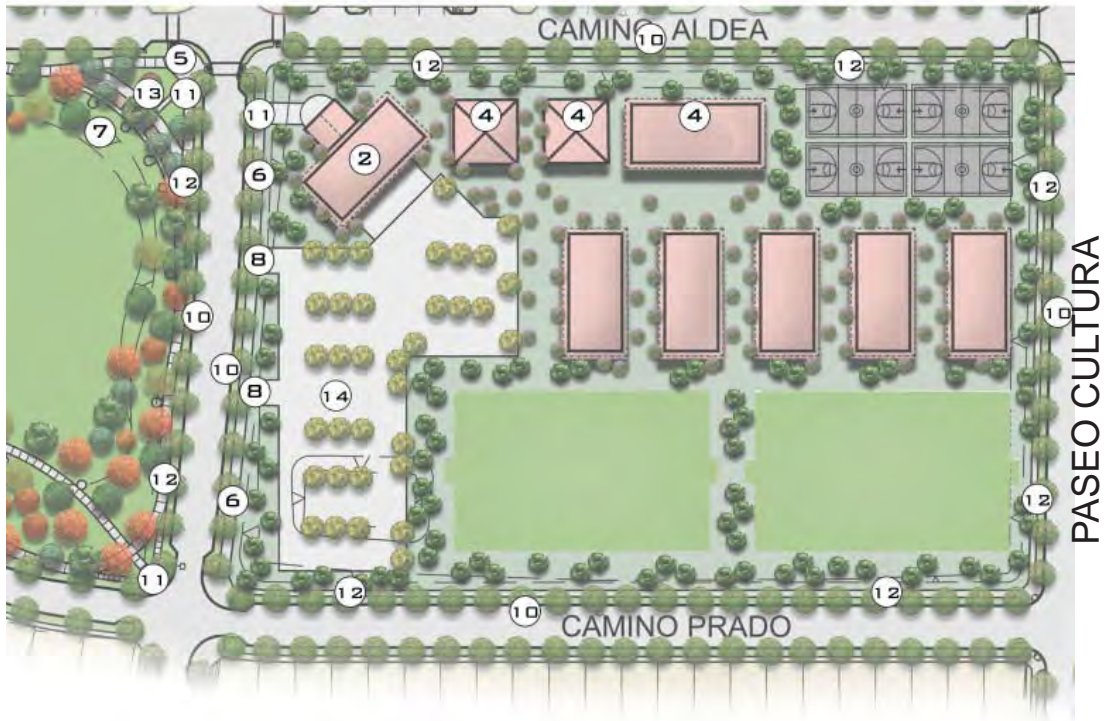
LEGEND

- | | | | |
|---|--|---|--|
| ① | ARCHITECTURAL GATEWAY ELEMENT | ⑩ | DIAGONAL PARALLEL PARKING |
| ② | LANDMARK BUILDING WITH ARCHITECTURAL FOCAL ELEMENT | ⑪ | PEDESTRIAN LINK |
| ③ | VILLAGE LANDSCAPE ACCENT/
COMMON USABLE SPACE | ⑫ | PROMENADE TRAIL |
| ④ | ENHANCED ELEVATIONS | ⑬ | ARRIVAL PLAZA |
| ⑤ | SECONDARY VILLAGE LANDMARK | ⑭ | ORCHARD PARKING |
| ⑥ | VILLAGE PATHWAY | ⑮ | ENHANCED ELEVATION WITH FRONT
DOOR ACCESS |
| ⑦ | LANDSCAPE BUFFER | ⑯ | PASSIVE GATHERING SEATING AREA |
| ⑧ | VEHICLE ACCESS POINT | ⑰ | PLANNED TRANSIT STOP |
| ⑨ | PLAZA SEATING | | |

V. *Design Review Checklist*

School Site S-1

- | | |
|---------------------------------------|---|
| Design District: | <ul style="list-style-type: none">• Secondary Village. |
| Location: | <ul style="list-style-type: none">• South of Camino Aldea, north of Camino Prado, east of Avenida Escaya and west of Paseo Cultura. |
| Planned Use: | <ul style="list-style-type: none">• Elementary School |
| Permitted Use: | <ul style="list-style-type: none">• Per PC District Regulations – RM-1 / RM-2 Districts. |
| Conceptual Site Plan Elements: | <ul style="list-style-type: none">• Village Pathway streetscape along Avenida Escaya (6).• Promenade Trail streetscape along Camino Aldea, Paseo Cultura and Camino Prado (12). |
| Building Design & Siting: | <ul style="list-style-type: none">• Site core administration buildings at the corner of Avenida Escaya and Camino Aldea (2).• Building design consistent with architectural theme per Village Design Plan. |
| Pedestrian Access: | <ul style="list-style-type: none">• Pedestrian access at perimeter (11). |
| Vehicular Access: | <ul style="list-style-type: none">• Vehicular access via Avenida Escaya (8). |
| Transit Access: | <ul style="list-style-type: none">• No requirement. |
| Urban Character: | <ul style="list-style-type: none">• No requirement. |



LEGEND

- | | |
|---|---|
| ① ARCHITECTURAL GATEWAY ELEMENT | ⑨ PLAZA SEATING |
| ② LANDMARK BUILDING WITH ARCHITECTURAL FOCAL ELEMENT | ⑩ DIAGONAL / PARALLEL PARKING |
| ③ VILLAGE LANDSCAPE ACCENT/ COMMON USEABLE OPEN SPACE | ⑪ PEDESTRIAN LINK |
| ④ ENHANCED ELEVATIONS | ⑫ PROMENADE TRAIL |
| ⑤ SECONDARY VILLAGE LANDMARK | ⑬ ARRIVAL PLAZA |
| ⑥ VILLAGE PATHWAY | ⑭ ORCHARD PARKING |
| ⑦ LANDSCAPE BUFFER | ⑮ ENHANCED ELEVATION WITH FRONT DOOR ACCESS |
| ⑧ VEHICLE ACCESS POINT | ⑯ PASSIVE GATHERING/ SEATING AREA |
| | ⑰ PLANNED TRANSIT STOP |

V. *Design Review Checklist*

Park Site P-1

- | | |
|---------------------------------------|---|
| Design District: | <ul style="list-style-type: none">• Secondary Village. |
| Location: | <ul style="list-style-type: none">▪ North of Camino Prado, south of Camino Aldea, west of Avenida Escaya and east of Santa Maya. |
| Planned Use: | <ul style="list-style-type: none">• Public Neighborhood Park |
| Permitted Use: | <ul style="list-style-type: none">• Per PC District Regulations – Park District. |
| Conceptual Site Plan Elements: | <ul style="list-style-type: none">• Promenade Trail streetscape along Camino Aldea and Avenida Escaya (12).• Park facilities per P-1 Park Concept Plan in SPA Plan. |
| Building Design & Siting: | <ul style="list-style-type: none">• Entry plaza at Camino Aldea and Avenida Escaya (13).• Centrally located park buildings and parking rea.• Building design consistent with architectural theme per Village Design Plan.• Site facilities to ensure compatibility with adjacent CPF-3 site. |
| Pedestrian Access: | <ul style="list-style-type: none">▪ Pedestrian access along Camino Aldea, Camino Prado and Avenida Escaya (11). |
| Vehicular Access: | <ul style="list-style-type: none">• Vehicular access via Camino Prado (8). |
| Transit Access: | <ul style="list-style-type: none">• No requirement. |
| Urban Character: | <ul style="list-style-type: none">• No requirement. |

CAMINO ALDEA



LEGEND

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|---|---|
| ① ARCHITECTURAL GATEWAY ELEMENT | ⑨ PLAZA SEATING |
| ② LANDMARK BUILDING WITH ARCHITECTURAL FOCAL ELEMENT | ⑩ DIAGONAL / PARALLEL PARKING |
| ③ VILLAGE LANDSCAPE ACCENT/ COMMON USEABLE OPEN SPACE | ⑪ PEDESTRIAN LINK |
| ④ ENHANCED ELEVATIONS | ⑫ PROMENADE TRAIL |
| ⑤ SECONDARY VILLAGE LANDMARK | ⑬ ARRIVAL PLAZA |
| ⑥ VILLAGE PATHWAY | ⑭ ORCHARD PARKING |
| ⑦ LANDSCAPE BUFFER | ⑮ ENHANCED ELEVATION WITH FRONT DOOR ACCESS |
| ⑧ VEHICLE ACCESS POINT | ⑯ PASSIVE GATHERING/ SEATING AREA |
| | ⑰ PLANNED TRANSIT STOP |

V. *Design Review Checklist*

Community Purpose Facility CPF-3

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|---------------------------------------|--|
| Design District: | <ul style="list-style-type: none">• Secondary Village. |
| Location: | <ul style="list-style-type: none">• North of Camino Prado, south of Camino Aldea, west of Santa Maya and east of Santa Maya. |
| Planned Use: | <ul style="list-style-type: none">• Community Purpose Facility – Private Recreation Facility. |
| Permitted Use: | <ul style="list-style-type: none">• Per PC District Regulations – CPF District. |
| Conceptual Site Plan Elements: | <ul style="list-style-type: none">• Promenade Trail streetscape along Camino Aldea and Santa Maya (12). |
| Building Design & Siting: | <ul style="list-style-type: none">• Building design consistent with architectural theme per Village Design Plan.• Private recreational facility building will provide landmark architecture reflective of the Agrarian village architectural theme (2). |
| Pedestrian Access: | <ul style="list-style-type: none">• Pedestrian access via Santa Maya (11). |
| Vehicular Access: | <ul style="list-style-type: none">• Vehicular access via Santa Maya. |
| Transit Access: | <ul style="list-style-type: none">• No requirement. |
| Urban Character: | <ul style="list-style-type: none">• No requirement. |

CAMINO ALDEA



LEGEND

- | | |
|---|---|
| ① ARCHITECTURAL GATEWAY ELEMENT | ⑨ PLAZA SEATING |
| ② LANDMARK BUILDING WITH ARCHITECTURAL FOCAL ELEMENT | ⑩ DIAGONAL / PARALLEL PARKING |
| ③ VILLAGE LANDSCAPE ACCENT/ COMMON USEABLE OPEN SPACE | ⑪ PEDESTRIAN LINK |
| ④ ENHANCED ELEVATIONS | ⑫ PROMENADE TRAIL |
| ⑤ SECONDARY VILLAGE LANDMARK | ⑬ ARRIVAL PLAZA |
| ⑥ VILLAGE PATHWAY | ⑭ ORCHARD PARKING |
| ⑦ LANDSCAPE BUFFER | ⑮ ENHANCED ELEVATION WITH FRONT DOOR ACCESS |
| ⑧ VEHICLE ACCESS POINT | ⑯ PASSIVE GATHERING/ SEATING AREA |