

Otay Ranch Village Eleven
Village Core Master Precise Plan

June 2003

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Revisions July 2007

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I. INTRODUCTION

A. BACKGROUND AND PURPOSE

The Otay Ranch Village Eleven is an urban village within the Otay Ranch Planned Community. It has been carefully designed 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 Community, 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 Village Eleven Core Master Precise Plan ("Master Precise Plan") describes the development plan and design for the Village Eleven core.

B. VILLAGE CORE CONCEPT

The village core concept was first approved by the City of Chula Vista in October 1993 with the approval of the Otay Ranch General Development Plan (GDP). This concept was further developed in the Otay Ranch Overall Design Plan approved by the City of Chula Vista in June 1996. The "village" concept serves as the basic building block in organizing land uses within Otay Ranch.

The development plan for Otay Ranch Village Eleven is described in the Otay Ranch Village Eleven Sectional Planning Area (SPA) Plan, approved by the City of Chula Vista on October 23, 2001. The plan supports the village concept by endeavoring to create a commercial and social activity core within the village. It is comprised of a variety of land uses and development intensities. Land uses in the village core include a mixed use/commercial center, town square, community purpose facility, private recreation facility, elementary school, neighborhood park, and medium to medium-high density residential units. The village core identity is based on a traditional "main street" theme that includes tree-lined streets with pedestrian amenities including bus stops, benches and lighting. The secondary area of the village includes residential neighborhoods with a range of housing types and sizes, a second community purpose facility and a middle school.

C. RELATED DOCUMENTS & THE VILLAGE CORE MASTER PRECISE PLAN

The Otay Ranch GDP-defined "village core" is guided by several documents that provide increasing levels of detail for implementing the goals, objectives and policies. The Otay Ranch GDP and Overall Design Plan provide ranch-wide land use designations, policies and design guidance. The Village Eleven Sectional Planning Area (SPA) Plan is the planning document that describes the land uses and other planning elements for Village Eleven. Development regulations (zoning) for the village are described in the Village Eleven Planned Community District Regulations, design guidelines are provided in the Village Eleven Design Plan, park and open space guidelines are provided in the Village Eleven Open Space, Parks and Trails Master Plan and implementation is described in the Village Eleven Public Facilities Finance Plan.

This Village Eleven Core Master Precise Plan provides a more specific level of detail for the design of the village core portion of Village Eleven. It provides the entitlement bridge linking the approved policies and land use designations of the Village Eleven SPA, the development standards and the design guidelines with subsequent project-level approvals within the village core. It serves as the framework design document that encompasses streetscape and landscape design, signage programs, and architectural and lighting guidelines. Each project developed within the village core will be submitted as an "Individual Precise Plan" and evaluated for compliance with this Core Master Precise Plan.

D. DESIGN FRAMEWORK

The following is a summary of the guiding principles and components established for village cores by the Otay Ranch Overall Design Plan.

- Create a design that is responsive to an established "unifying design elements" that reinforce the regional setting of the Otay Valley Parcel and that create a consistent community level design framework.
- Maintain design and planting along Olympic Parkway consistent with the approved Olympic Parkway Master Plan.
- Provide connections to the cores of adjacent villages.
- ~~Implement a mixed-use or main street design concept for the village core.~~
- Maximize connections to the village core from secondary area residential development with pedestrian and bicycle routes.
- Create a pedestrian-friendly community that encourages non-vehicular trips and that fosters interaction amongst residents.
- Create a pedestrian-friendly environment with activity, enclosure and comfort in specific areas.
- Create a sense of place with a highly identifiable character with the most visible and intensive use areas conveying the strongest design theme.

- Encourage a unified architectural style within the commercial core, which can accommodate pedestrian-oriented urban design concepts and is consistent with the established community character.

This Master Precise Plan has been prepared in order to achieve these objectives and to help ensure the successful development of the Village Core over time.

E. VILLAGE CORE GUIDING PRINCIPLES AND COMPONENTS

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

- The village core mix and intensity of residential, retail, office, park and public uses, all within a ten minute walking distance of each other, should be designed to encourage mass transit and non-vehicular modes of transportation, providing convenient access for residents, visitors and employees alike.
- 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.
- The arrangement of uses within the village 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.

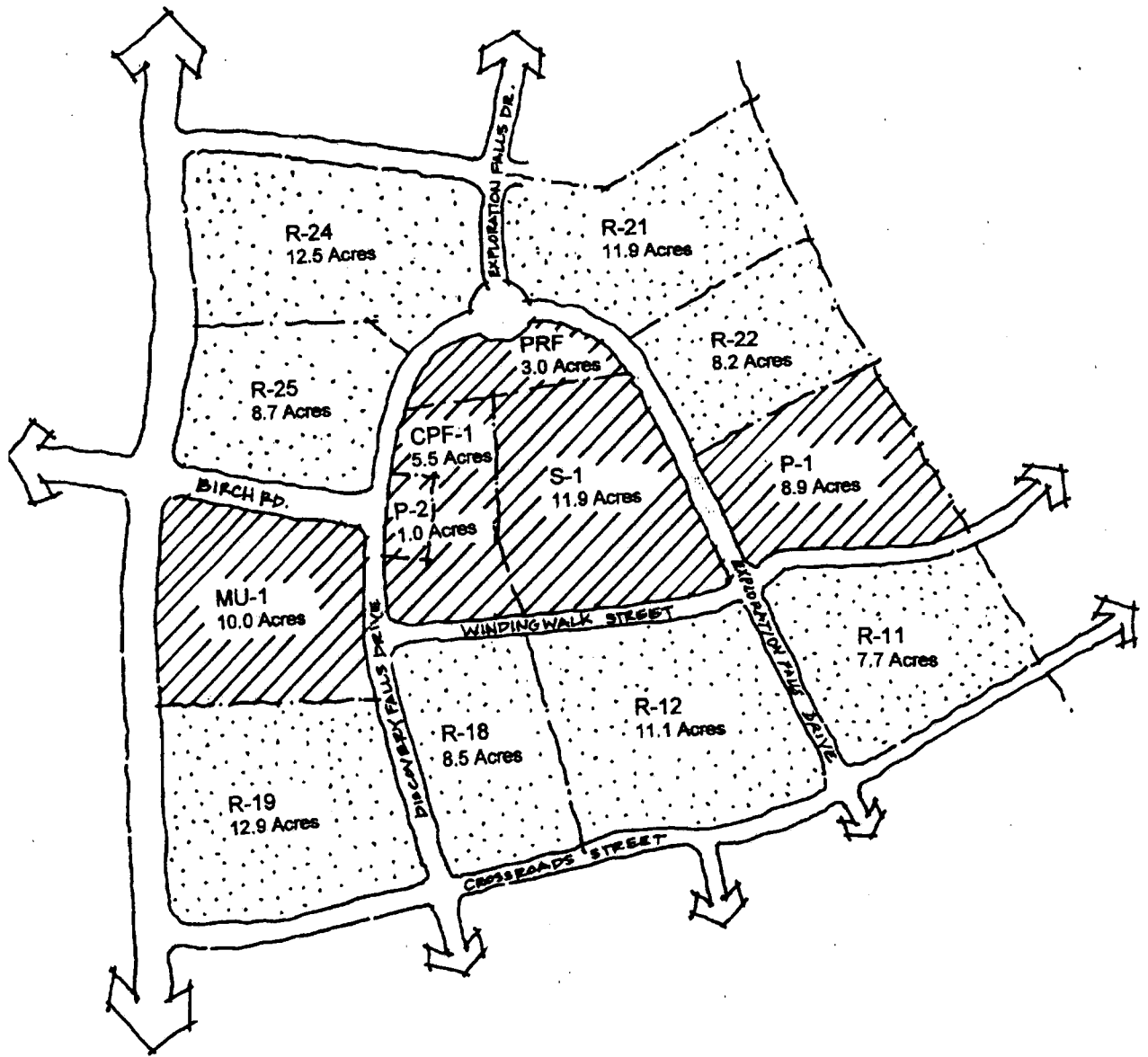
The provisions provided in the Village Eleven Design Plan shall be applied in the design of each development parcel.

1. Village Core Components

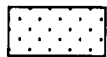
The Village Eleven Core consists of two Design Districts that group sites according to their function within the village core concept. The two Design Districts are as follows:

- Village Core District
- Village Secondary Residential District

The primary focus of this document is on the Village Core District as this area contains the greatest intensity and diversity of uses. However, the integration of the surrounding residential areas into the core is important and addressed within this document. The residential guidelines contained in the Village Eleven Design Plan shall be applied to the design of these residential parcels unless specified otherwise.

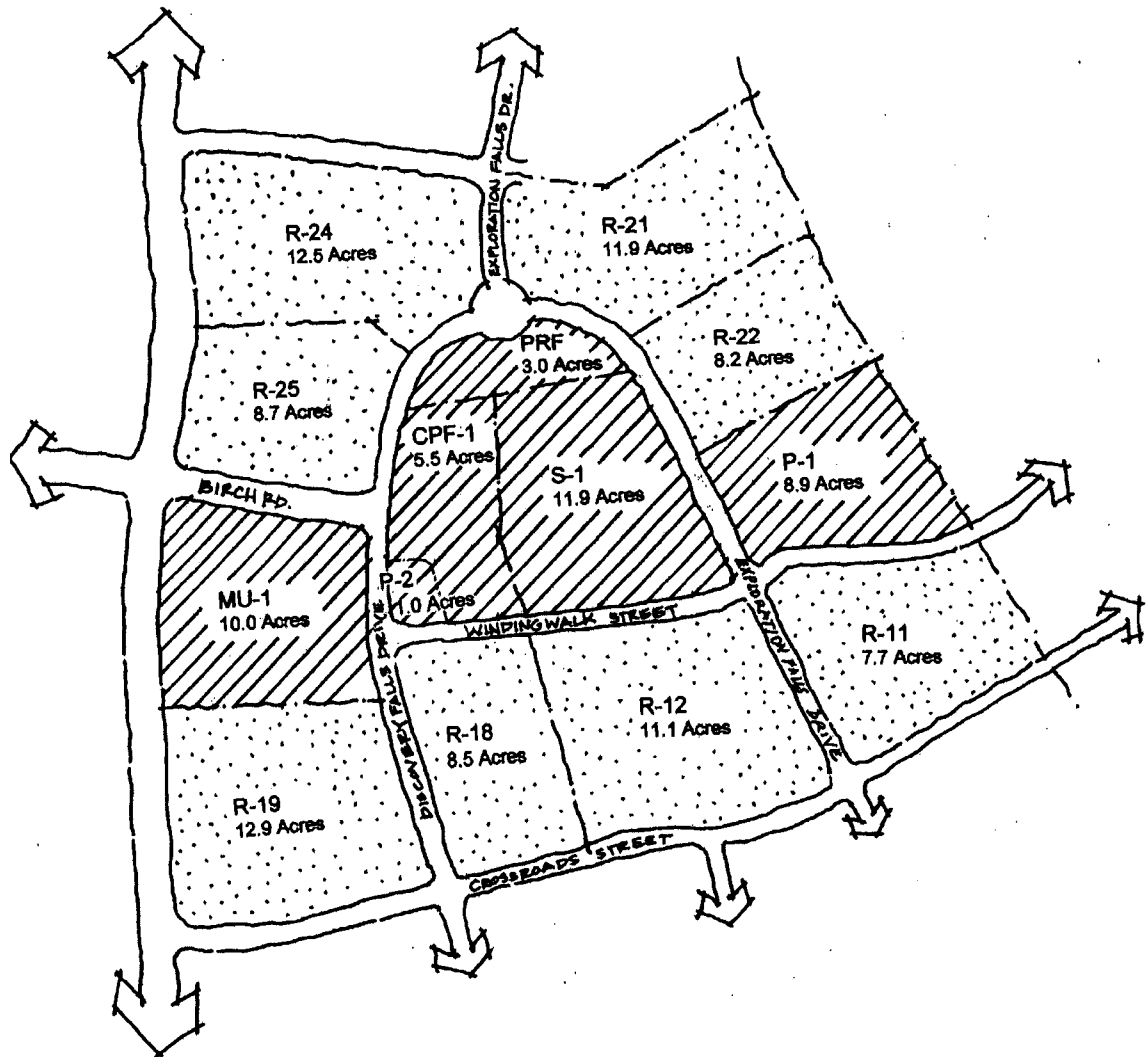


Village Core District

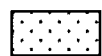


Village Secondary Residential District

Exhibit 1
 Design Districts



Village Core District



Village Secondary Residential District

**Exhibit 1
Design Districts**

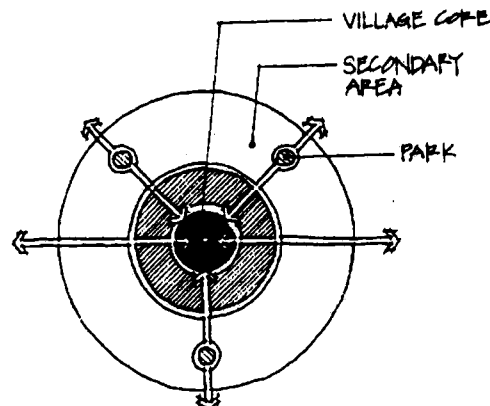
2. Master Precise Plan

This Master Precise Plan establishes a detailed framework to address the following for the village core:

- Building design/Siting – Locations of proposed structures
- Pedestrian/Vehicle/Transit Access – Identification of pedestrian, bicycle and vehicle access and circulation.
- Urban character/Architecture/Landscape Architecture – Identification of architectural style and key urban elements.
- Lighting/Signing/Street Furnishings – Specifications for lighting fixtures, signs and street furnishings.

This document establishes parameters within which design solutions can be developed, while maintaining the overall community design objectives. The Master Precise Plan contains both specific mandatory criteria and general design recommendations. Specific mandatory criteria are established for features, elements and/or standards essential to establishing a unifying design theme for the village core and for achieving the intended character and use mix. General design recommendations are provided to promote a well-designed and functional project while allowing individual project expression within the framework of the Village Eleven Design Plan and Master Precise Plans.

In addition to providing site developers and designers with a framework plan, 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 controls and guidelines to insure that the village core is developed as a cohesive, integrated community over time. Clarification of ambiguities in the provisions of the Village Eleven Core Master Precise Plan are at the sole discretion of the Director of Planning and Building.



VILLAGE CORE CONCEPT

II. DESIGN REVIEW PROCESS

A. INTRODUCTION AND SUMMARY

The design review process for all development in the Otay Ranch Village Eleven Core involves a two part, integrated procedure: 1) review and approval by the master developer and 2) and approval by the City of Chula Vista in conformance with the City's Design Review process. This document provides the criteria by which all development is reviewed for compliance with the design concepts identified by the Village Eleven SPA Plan and Design Plan.

B. MASTER PRECISE PLAN

The Village Eleven SPA Plan and Village Eleven Design Plan provide design concepts and guidance for all development within Village Eleven. This Master Precise Plan, in conjunction with the Village Eleven SPA and Design Plan, provides additional detailed criteria and establishes the framework for evaluating development within the core area of Village Eleven.

The Master Precise Plan is reviewed and approved by the City of Chula Vista Design Review Committee.

C. INDIVIDUAL PRECISE PLAN (SITE PLAN)

Each planning area or neighborhood within the Village Eleven Core is required to have an Individual Precise Plan ("Site Plan") prepared and approved through the City of Chula Vista Design Review process. The Design Review Application generally consists of site, architectural and landscape plans. All applications will be reviewed for consistency with the concepts and guidelines set forth in this Master Precise Plan, the Village Eleven Planned Community District Regulations, Village Eleven Design Plan, Chula Vista Design Manual, Landscape Manual and Zoning Ordinance, except as modified or supplemented in this text.

D. DESIGN REVIEW

In general, Design Review submittals shall be processed according to the procedures established by the City's Zoning Ordinance. Consideration for approval by the Design Review Committee shall be granted for applications that are consistent with the Village Eleven SPA Plan, Village Eleven Design Plan, the Master Precise Plan, Master Precise Plan Illustration and the mandatory provisions.

An application for approval of a Design Review application shall be accompanied by all required maps and data that identify the elements of development as listed in Chula Vista Design Manual, Landscape Manual and Section 19.14.450 of the Zoning Ordinance. All Design Review submittals shall demonstrate consistency with Master Precise Plan design guidelines, Master Precise Plan Illustration (see Section III), and Design Criteria checklists (see Section V). Projects that are inconsistent with the adopted Master Precise Plan Illustration and mandatory provisions of this Master Precise Plan, may be approved at the discretion of the Design Review Committee, however, amendments to these documents would be required prior to or concurrent with approval.

Upon approval of any Design Review application, an annotated illustration of the approved project shall be incorporated as a component of the Master Precise Plan Illustration (see Section III). This modification of the Master Precise Plan Illustration shall be an administrative action and shall not be considered an amendment.

Design Review applications shall be reviewed by the Design Review Committee, and shall be considered by the Planning Commission and City Council only on appeal, pursuant to Section 19.14.480 of the Zoning Ordinance.

**VILLAGE CORE CONCEPT PLAN
(Village Design Plan)**



MASTER PRECISE PLAN



**INDIVIDUAL PRECISE PLAN
(Future)**

III. MASTER PRECISE PLAN

A. PURPOSE/ROLE

From a community/urban design perspective, the Village Eleven Core is the most intensely developed, structured, manicured and formally designed area in the village. The design program for the core area should create a sense of identity that extends beyond its precise plan boundaries and into the less structured and less intensively developed residential areas comprising the remainder of Village Eleven.

The Village Eleven Core will consist of a variety of land uses, buildings and outdoor spaces within a pedestrian-oriented context. The Village Core District integrates varied land uses (commercial, mixed use, community purpose facility, elementary school, neighborhood park and private recreation facility) to create a vital village center. The Village Secondary Residential District consists of a variety of residential housing types within and surrounding the Village Core District.

The Master Precise Plan described in this section will be used to ensure overall design consistency with the village core. The Plan provides unifying themes that can be applied to diverse uses developed over a period a time. The Plan addresses the overall land use character, diversity and conceptual building, parking and open space relationships within the village core and adjacent areas.

B. MASTER PRECISE PLAN ILLUSTRATION

The Master Precise Plan Illustration (Exhibit 2) graphically depicts a generalized design plan for the Village Eleven Core. Although generalized, many elements are mandatory as described further in this text.



Otay Ranch Village Eleven
Village Core Master Precise Plan
Brookfield Shea Otay, LLC

Exhibit 2
Village Core Master Precise Plan Illustration

C. INDIVIDUAL PRECISE PLAN (SITE PLAN)

Individual Precise Plans ("Site Plans") of any development in the Village Eleven Core must be consistent with the Master Precise Plan Illustration and the site-specific design criteria identified in the following section. The Master Precise Plan Illustration conceptual design is used as the consistency evaluation for the character and general building/parking/pedestrian circulation relationships for individual site plans. Thus, consistency with the Master Precise Plan Illustration should not be based on identical appearance, but on compatibility in character and content.

Site Plans shall be consistent with the Master Precise Plan Illustration in the following areas:

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

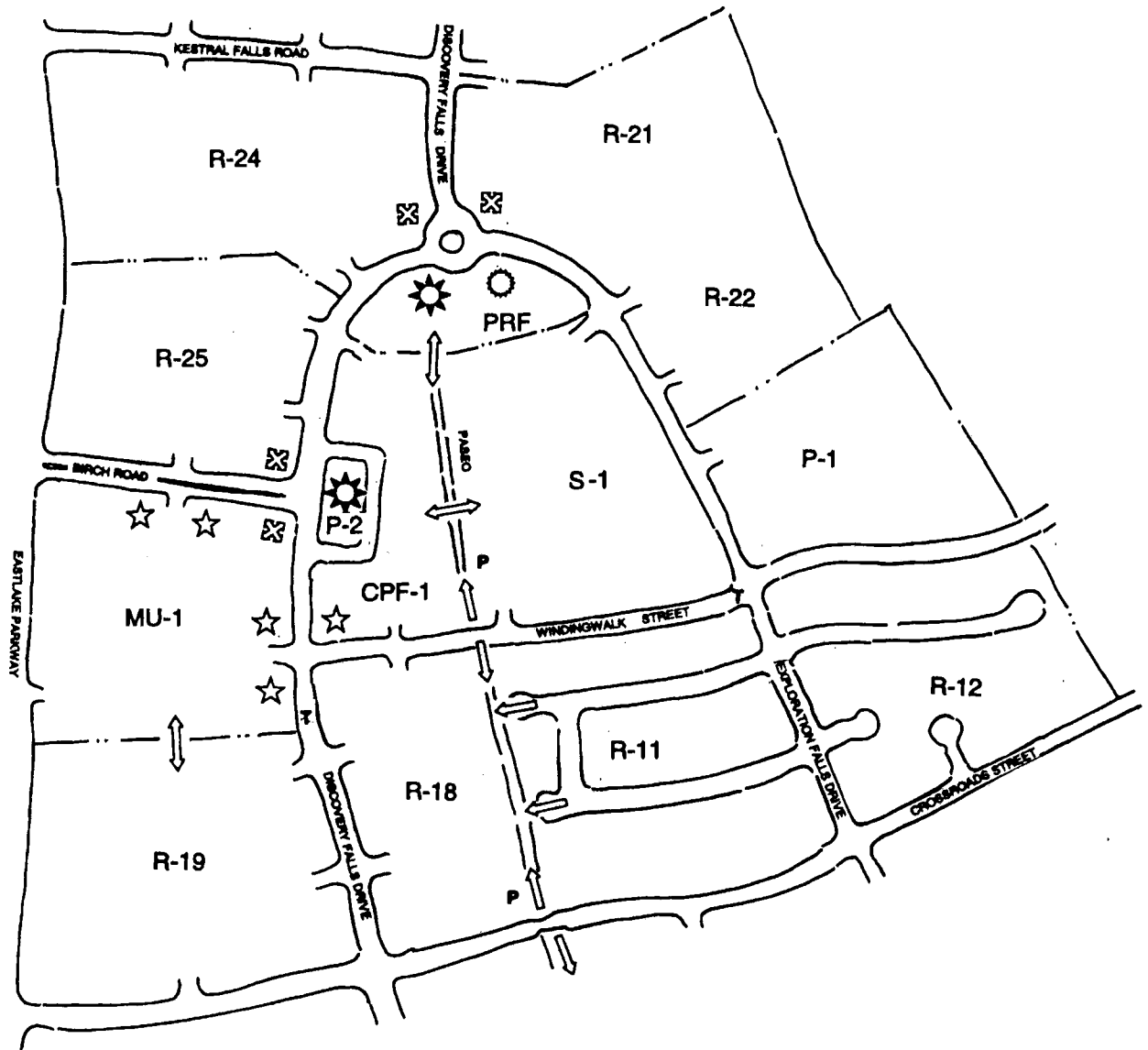
Each Site Plan submittal shall include a depiction of the adopted Master Precise Plan Illustration with the proposed project incorporated into the exhibit. The applicant shall annotate this exhibit to identify the design features that demonstrate consistency with the Master Precise Plan Illustration. Should the proposed Site Plan necessitate refinements or minor adjustments to other areas of the Village Core, the proposed refinements or adjustments shall be identified. The Master Developer and the Design Review Committee may approve design refinements to the Master Precise Plan Illustration in conjunction with the submittal of a Site Plan. Site Plans shall be reviewed for consistency with the guidelines of the Village Eleven Design Plan and this Master Precise Plan.





D. MANDATORY SITE PLAN ELEMENTS


Certain features or facilities are required to implement major community design themes or to create a specific character or aesthetic within the Village Eleven Core. The following elements must be incorporated into Site Plans and implemented in their development.

- Implement the pedestrian-oriented concepts that require specific building, walkway and paving, street furnishings, parking, orientation and setbacks.
- Provide Community Purpose (CPF), Commercial/Mixed-Use and Neighborhood Park synergy.
- Provide non-vehicular circulation connections to Secondary Areas surrounding the core.
- Implement landscape and hardscape schemes consistent with design concepts for Village Eleven.

- Architectural /building focal points shall be provided at the terminuses of the Village Entry Streets. When a building is an architectural/building focal point it should be designed to enhance the streetscape. It should be visually distinctive through the use of architectural enhancements such as vertical elements, detailing of the street-side building elevation(s), enhanced balconies, exterior window treatments, and "landmark" structures such as a tower or plaza.
- The commercial area shall include a building with "landmark" qualities to establish an identity for the village core. (H) NOES
- The building on the CPF site shall be sited and designed to serve as a village landmark and carefully coordinated with the design and architecture of the commercial/mixed-use site.
- Residential buildings shall be oriented to the Village Entry Streets, Village Core Streets and Village Core Promenade Streets wherever possible and an architectural/building focal point shall be provided at or near the Village Entry/Village Core Promenade corners.
- Residential buildings shall have enhanced architectural elevations when visible from Village Entry and Village Core Promenade Streets.
- Mandatory Precise Plan elements shall be consistent with the specifications or other requirements of the Village Eleven Design Plan. These features are graphically depicted in Exhibit 3.

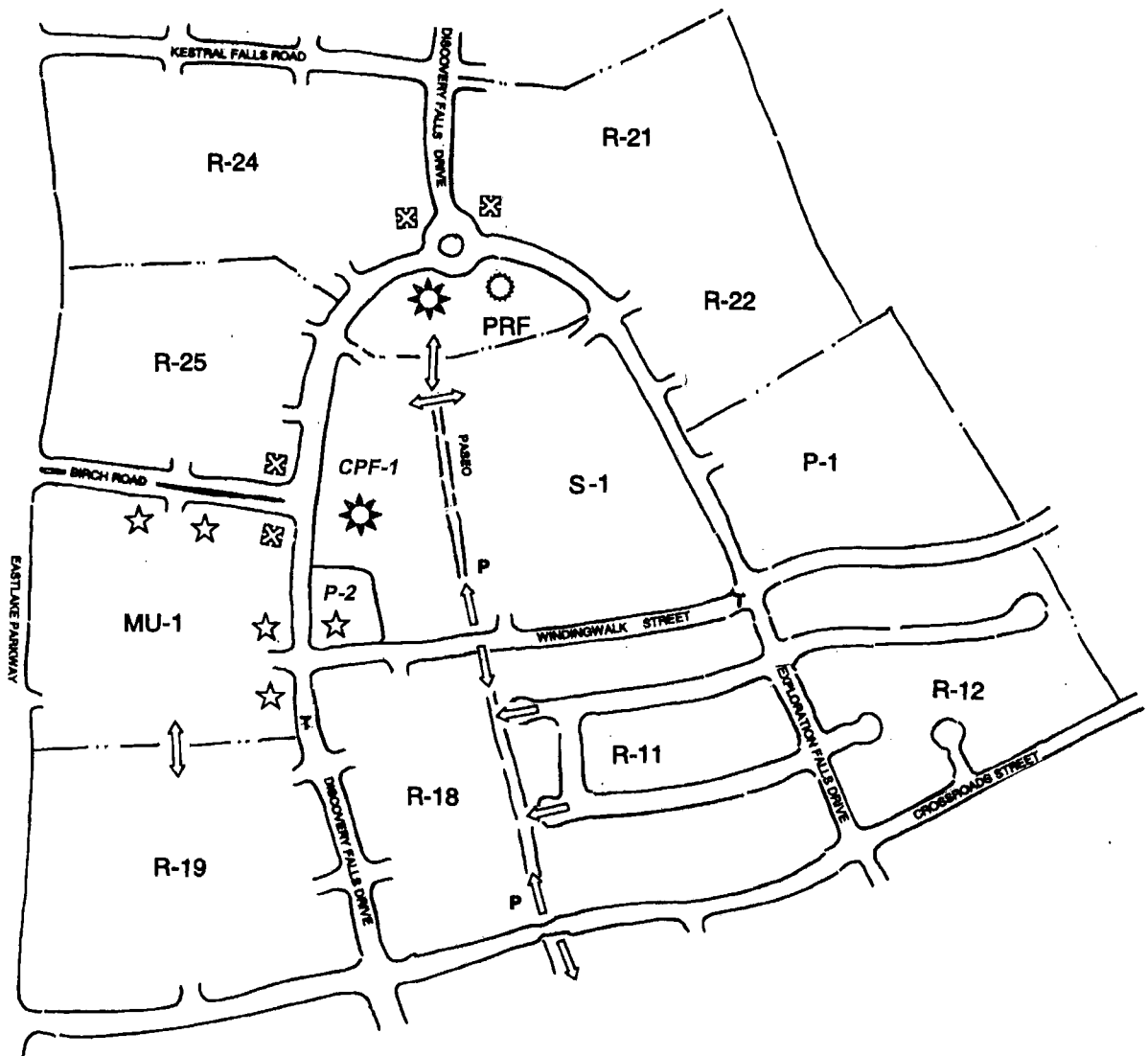






-  Village Landmark
-  Village Landmark Building
-  Focal Point
-  Secondary Landmark With Pedestrian Access

- P** Pedestrian Paseo
-  Interior Pedestrian Connection
- T** Transit Stop

MU-1 Village Mixed-Use
Main Street Commercial

Exhibit 3
Mandatory Master Precise Plan Elements



-  Village Landmark
-  Village Landmark Building
-  Focal Point
-  Secondary Landmark With Pedestrian Access

-  Pedestrian Paseo
-  Interior Pedestrian Connection
-  Transit Stop
- MU-1** Village Mixed-Use Main Street Commercial

Exhibit 3
Mandatory Master Precise Plan Elements

IV. MASTER PRECISE PLAN DESIGN GUIDELINES

A. INTRODUCTION

This section of the Master Precise Plan provides guidelines for the Village Eleven Core. Each Site Plan area within the Village Core shall be designed in conformance with these guidelines. These guidelines serve as the basis for review and evaluation of all proposed Site Plans by the Master Developer and the City Design Review Committee.

The Circulation and Parking plan and design guidelines for the Village Core are provided in the first part of this Section. The Circulation component addresses pedestrian, vehicular and transit access within the Village Core. Off-street parking area design guidelines are also provided.

Design guidelines are provided to address the distinct requirements for the Village Core District and the Secondary Residential District. Guidelines are provided for:

- Building Siting and Urban Character
- Architecture
- Landscape Architecture
- Lighting
- Furnishings
- Signage

Each of these elements contributes to the distinct identity of the Village Core. However, the specific application or required design solution may vary with the type of development and its location within the Village Core.

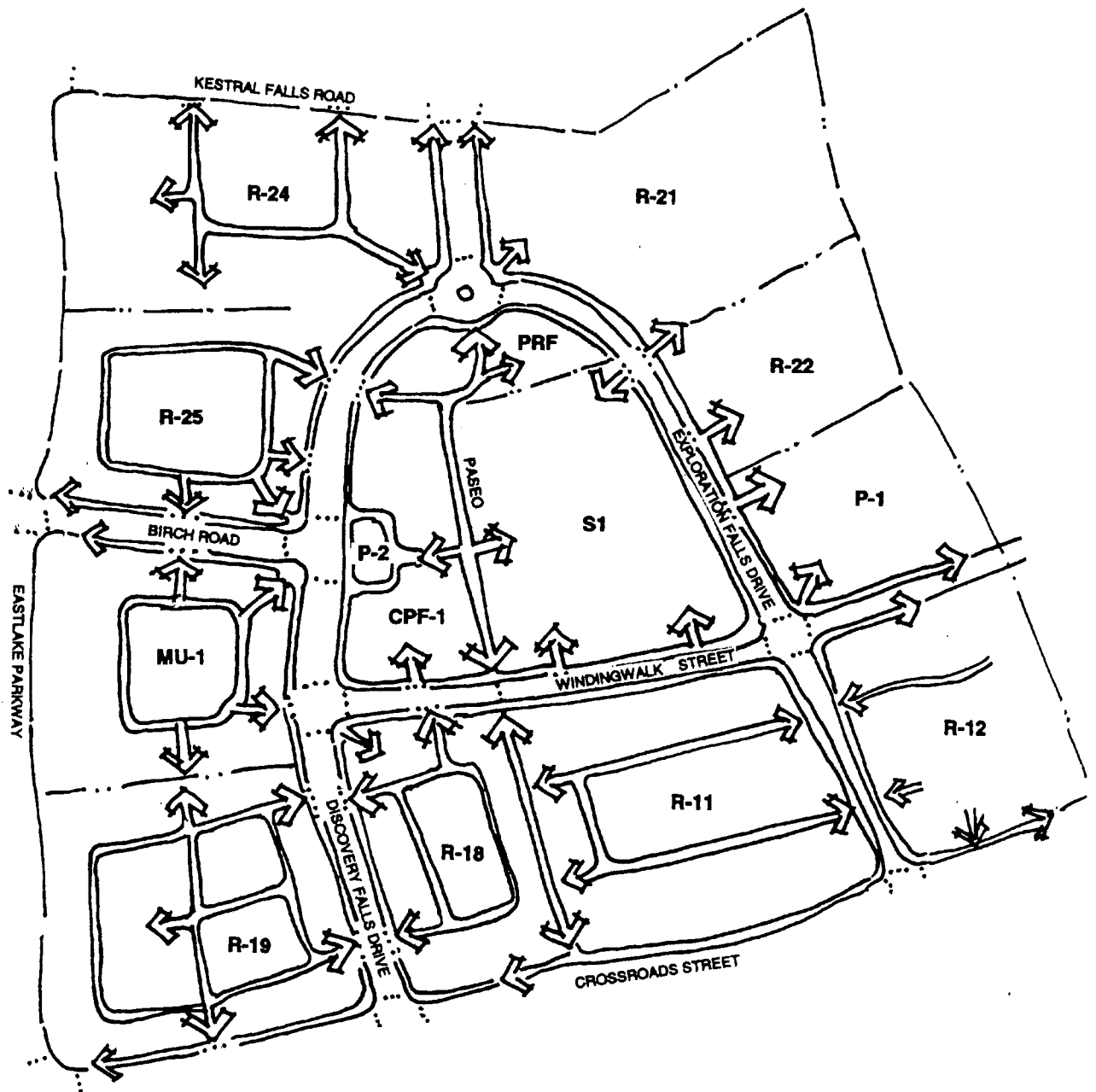
B. CIRCULATION & PARKING

The circulation plan for the Village Core adheres to the Otay Ranch "village" concept that promotes pedestrian and transit access and reduces dependence on vehicles. The following are design guidelines for circulation within the Village Core:

- Vehicle access shall be clearly subordinated to pedestrian access. Traffic shall be limited along the street. Single back door vehicle access to the rear of buildings shall be allowed, potentially under a building bridge.
- All service and loading areas shall be access 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 façade directly facing a public or promenade street.
- Parking lots, walkways and courtyards shall be designed at a human scale to promote pedestrian and bicycle movement and reduce the impersonal expansiveness of large spaces.
- A Village Pathway extends along Birch Street and a paseo through the Village Core. The Village Pathway provides a pedestrian corridor to allow groups to comfortably pass each other. Frequent opportunities to sit, relax and observe shall be provided through the inclusion of benches, steps, planters and short walls within and adjacent to the Village Pathway.
- The use of electric carts shall be promoted by providing travel ways and special parking spaces within the core.
- Pedestrian, bicycle and electric cart access routes shall be maximized. Pedestrian connections shall be provided to link the Village Core District and Village Secondary Residential District.
- Pedestrian, bicycle and electric cart access routes along the Village Pathway shall provide convenient access to the planned transit stops at the mixed use/commercial site and along Windingwalk Street.
- Transit stops should be provided with adequate walkway lighting and well-designed shelters.
- Public and private developments within the Village Core shall strive to be accessible to persons with disabilities as prescribed by the Title 24 and Americans with Disabilities Act (ADA) requirements.
- Parallel parking shall be provided on streets in the Village Core in conformance with the approved street classifications for Village Eleven.
- Parking lots shall be located to the rear of buildings or internally to individual project areas wherever possible and separated from the pedestrian-oriented street frontage.

EXTRACT SENTENCES

Exhibit 4 illustrates the conceptual pedestrian circulation plan and Exhibit 5 illustrates the conceptual vehicular circulation plan and transit stops within the Village Core.



↑ Pedestrian Access

... Crosswalk

Exhibit 4
Core Pedestrian Circulation

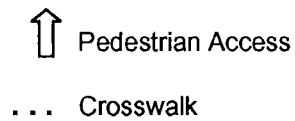
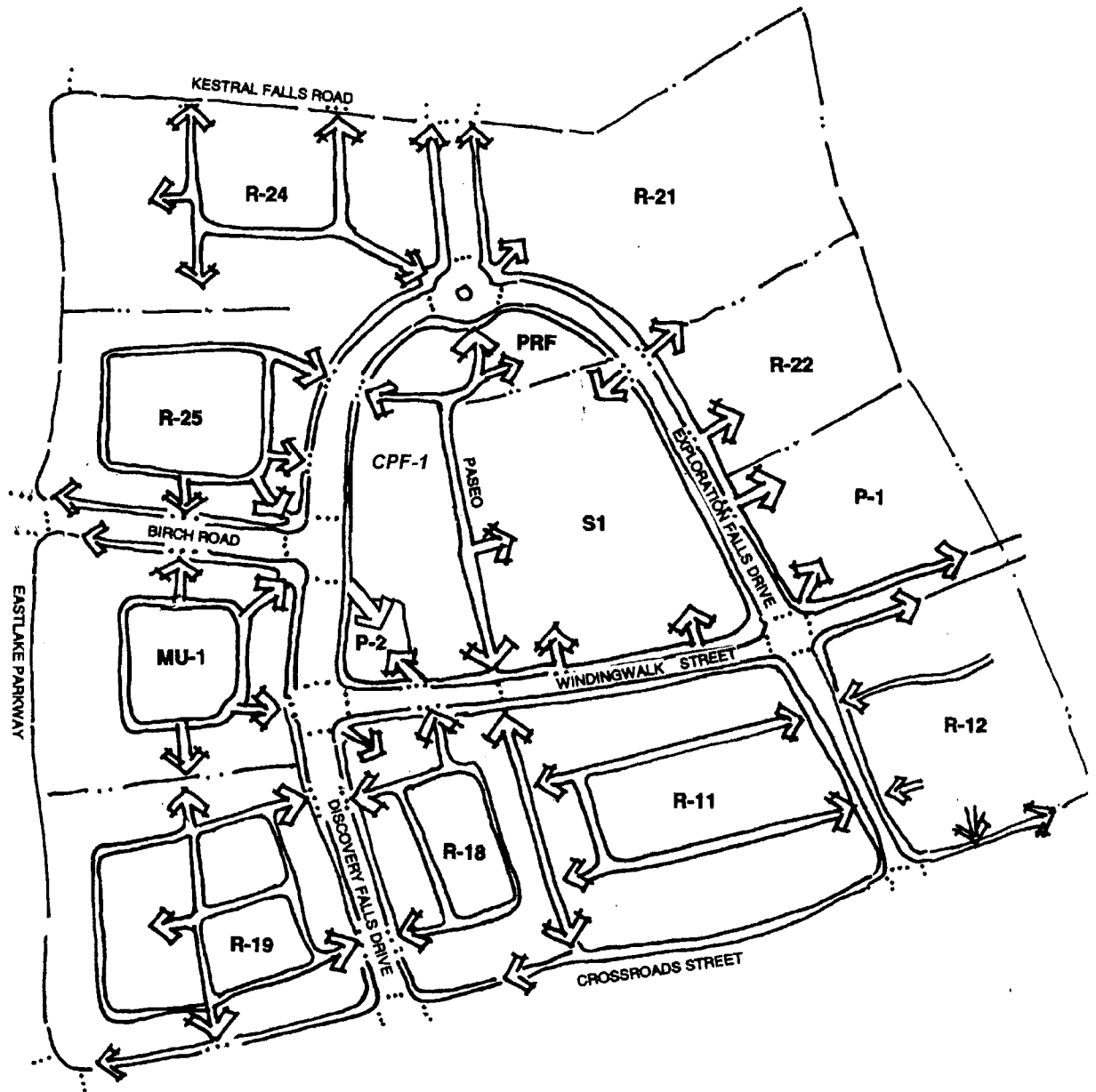
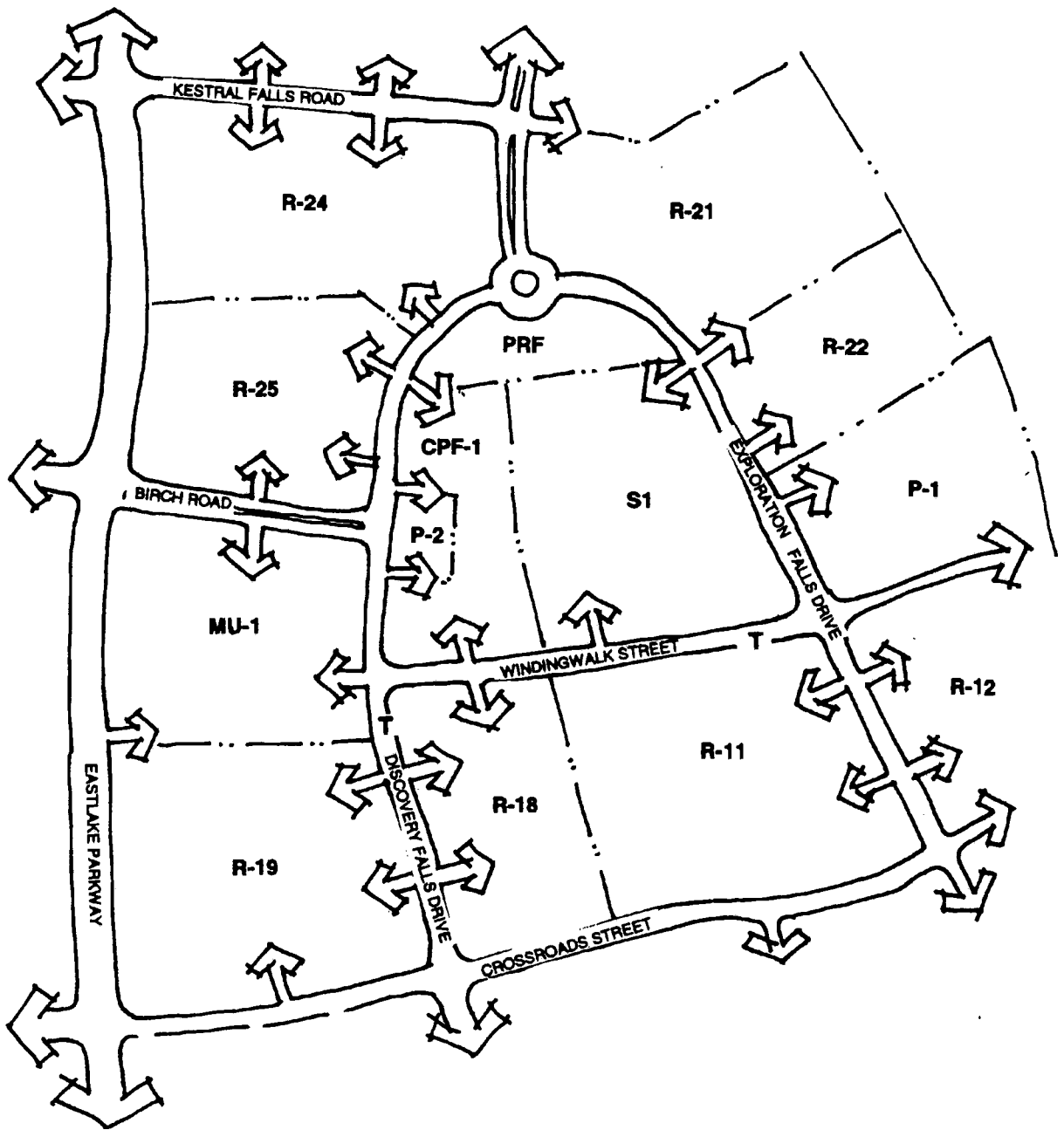
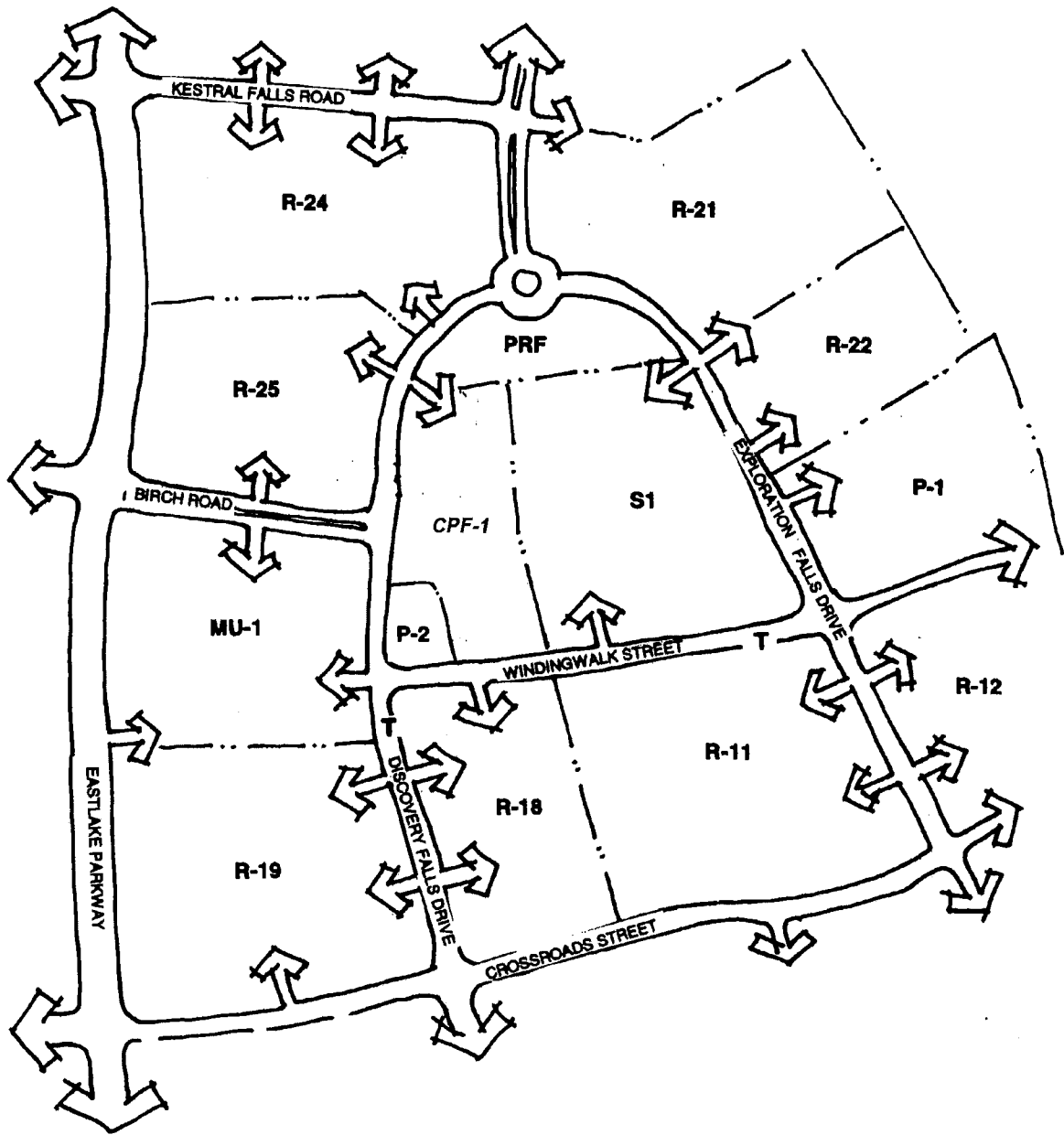


Exhibit 4
Core Pedestrian Circulation



- ↑ Vehicular Access Point
- T Transit Stop

Exhibit 5
Core Vehicular Circulation & Transit Stops



- ↑ Vehicular Access Point
- T Transit Stop

Exhibit 5
Core Vehicular Circulation & Transit Stops

C. VILLAGE CORE DISTRICT

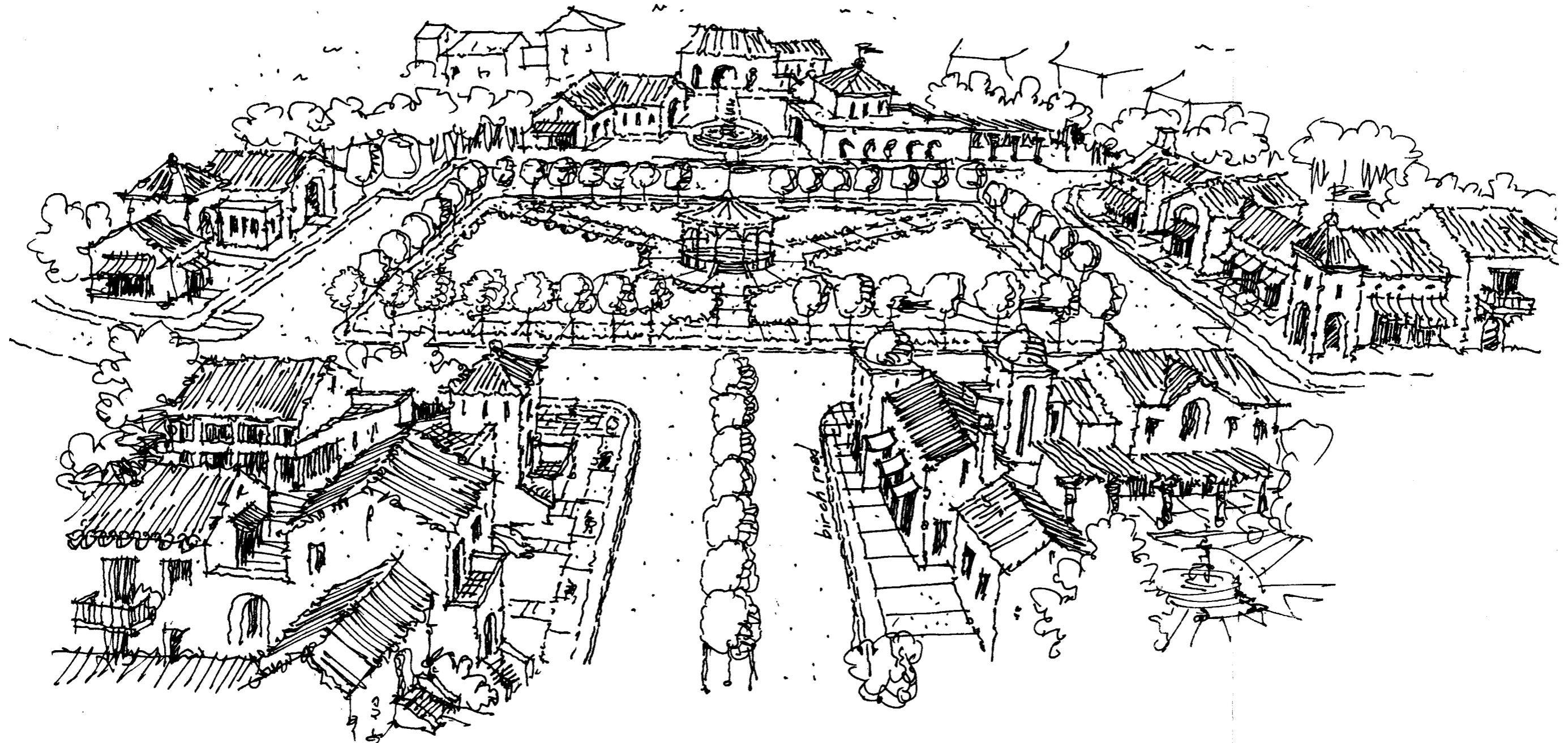
The Village Core District is composed of the Mixed-Use/Commercial, Town Square, Community Purpose Facility, Private Recreation Facility, Elementary School and Neighborhood Park sites. This district within the core is the most structured and urban area within the core. The design intent is to be primarily pedestrian-oriented with subordinated vehicular activity. Pedestrian-friendly urban design elements include pedestrian scaled storefronts and lighting, amenities such as seating and shade trees, and social interaction spaces such as outdoor cafes and plazas.

1. Building Siting and Urban Character

The organization of land uses in the Village Core provides for landmark focal points at village entries, compatible lands uses that can share pedestrian-oriented connecting open spaces, and orientation of buildings toward the street, with parking and utility areas located away from the street. The Village Core land use plan provides for the siting of land uses to adhere to the following guidelines:

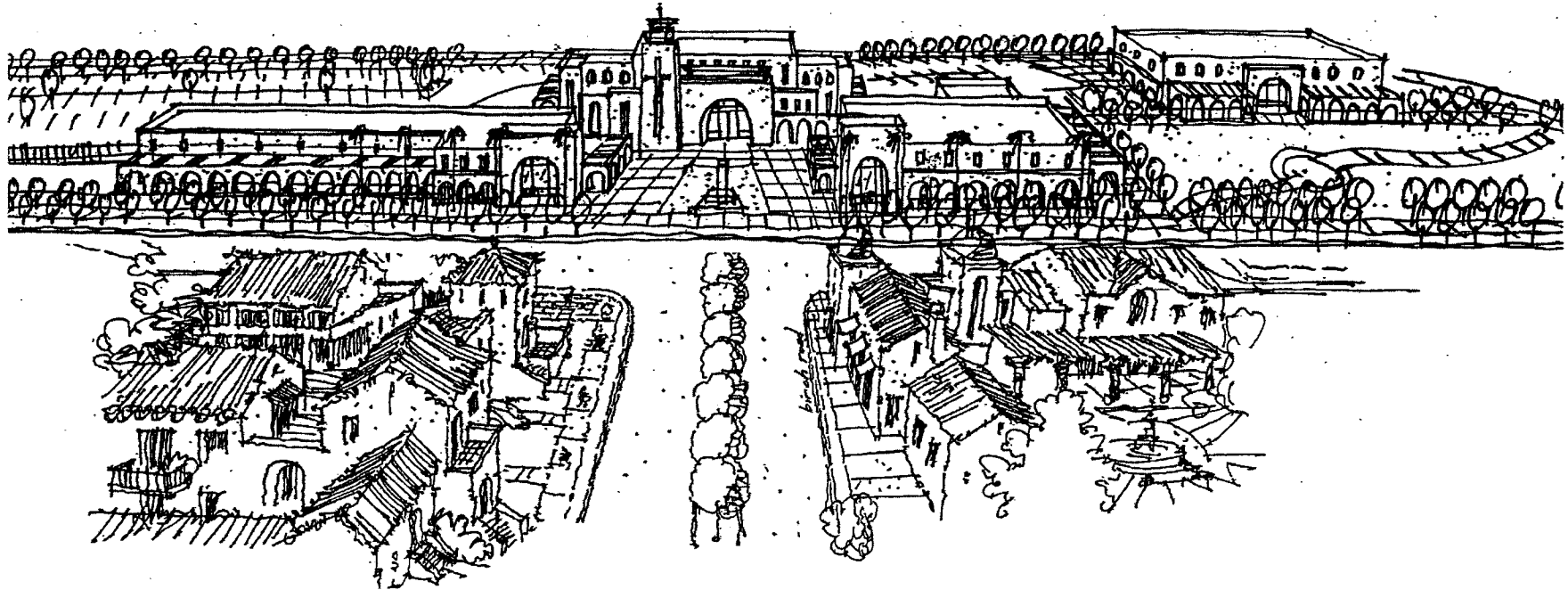
- EXTRACT
- Locate the town square as a focal point within the village and group buildings around the town square.
 - Locate landmark buildings and landscape features at the entry focal points and at prominent intersections within the Village Core.
 - Site buildings to create outdoor rooms and interconnected pedestrian paths between developments.
 - Locate buildings in proximity to the village streets to create a "main street." Building setbacks are prescribed for each street classification in the Village Eleven Design Plan. The Village Eleven PC District Regulations minimum building setback from the street is 15 feet, measured from the face of street curb.
 - Locate pedestrian entries at the street in close proximity to create articulation and interest in the street scene. 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 encourage interaction with the street scene.
 - Each project or land use shall provide a well-articulated, identifiable entry for both the pedestrian and vehicle, from street/walkway to building. Project entries and connections to and into buildings shall be enhanced with landscaping, hardscape detail and architectural accents.
 - Subordinate vehicular access by locating parking lots, loading and service areas at the rear or sides of development and away from the public and pedestrian areas.
 - Provide for a village pathway or paseo to connect neighborhoods to the Village Core and create a pedestrian connection through the core.

The following Exhibit 6 provides a perspective view of the Village Core from the Birch Road entry that illustrates these guidelines.



Note: The Irving Gill-inspired design theme allows the use of flat roofs in addition to the roof forms shown in this conceptual graphic.

Exhibit 6
Perspective View of Village Core



Note: The Irving Gill-inspired design theme allows the use of flat roofs in addition to the roof forms shown in this conceptual graphic.

Exhibit 6
Perspective View of Village Core

2. Architecture

As described in the Village Eleven Design Plan, the design theme is inspired by the architecture of Irving Gill. The design intent is not to replicate Gill architecture, but to utilize his design concepts to establish a theme for Village Eleven. Gill emphasized the relationship between indoor and outdoor spaces to create outdoor rooms through the use of pergolas, arbors, colonnades, porches and adjunct building masses. His focus in design combined the Spanish heritage of the region with the clean lines of the modernist movement. These design concepts are applicable to the mixed use/commercial, community purpose facility, schools, park and other community facilities in Village Eleven. The following guidelines shall apply to those development sites within the Village Core.

- Landmark architecture shall be located at all focal points and major intersections within the village. "Landmark architecture" should be a distinctive element that creates an accent or focal point, such as a tower.
- Primary building entries shall be oriented to the street to the extent possible.
- Commercial buildings shall be oriented to a village core street to create a traditional "main street."
- Buildings shall be arranged to create outdoor rooms, such as courtyards, wherever possible.
- Exterior building elevations shall incorporate a range of scale-defining elements that relate larger building masses to the pedestrian. Such elements 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 may be incorporated into the design. Features such as canopies, arcades and roof overhangs create the sense of enclosure and also protection from sun and rain.
- Building height and massing shall be varied.
- Roof forms shall be compatible with the architectural style and create skyline interest.
- Architecture along the same street or within a complex shall include buildings of similar but varying height and share one or more distinctive element, such as materials, window and door style, detailing, porches, arcades, overhangs, roofing, color, etc.
- Decorative detailing shall be consistent with the overall architectural style and be used as accents. Detail elements include arches, balconies, balustrades, chimneys, cupolas, ceramic tile, moldings, reveals, wrought iron, hand rails, windowsills, finials, and lighting fixtures.
- All utilitarian aspects of development, such as mechanical equipment, gutters, downspouts, storage and refuse collection areas shall be integrated into the building design so as not to be visible from pedestrian and public view areas to the extent possible.
- Exterior staircases shall be compatible with the building architecture.
- Exterior staircases shall be visually perceived as integral to the building or as a significantly defined architectural accent.

- Side and rear elevations of buildings exposed to view shall be articulated or enhanced to provide a pleasing appearance from public or neighboring use views.

The following feature-specific guidelines apply to the architecture within the District:

Arcades and Loggias

- Arcades and loggias are a major architectural element and should be used to support the design theme of interconnecting indoor and outdoor spaces.
- Traditional ratios and proportions between columns, the diameter and height of columns and the width of the arch need to be carefully considered.

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.

Awnings

- Canvas awnings should generally be simple angled surface, preferably with open sides and plain or decorative valances.
- Horizontal segmented curved awnings and domed awnings are generally prohibited. 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 the form and depth of the arch is still visually apparent.
- Internally lit awnings are prohibited.

Exterior Staircase

- 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.

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.

Ground Surfaces

- Surfaces shall 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 plantings 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.

Roofs

- Roof forms shall be appropriate to the style of the building.
- Flat roofs shall be surrounded by a parapet of a height that will screen any rooftop equipment.
- Projecting cupolas, towers, varied chimney forms or similar features are required for landmark buildings. 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 either integrated into the roof surface, placed behind projecting parapets or fully enclosed into roof wells.

Window and Door Openings

- Openings shall be designed to suggest the thickness of traditional masonry wall surfaces.
- Doors and windows that occur in the openings shall be recessed away from the outer wall surfaces.
- Mullions shall break up glass areas so that their scale is compatible with the buildings.
- Large unbroken expanses of glass or other shiny or reflective surfaces are prohibited.

Exhibits 7 through 12 illustrate conceptual architectural design for the Village Core District. Table 1 provides a list of preferred, acceptable and prohibited building materials and finishes.

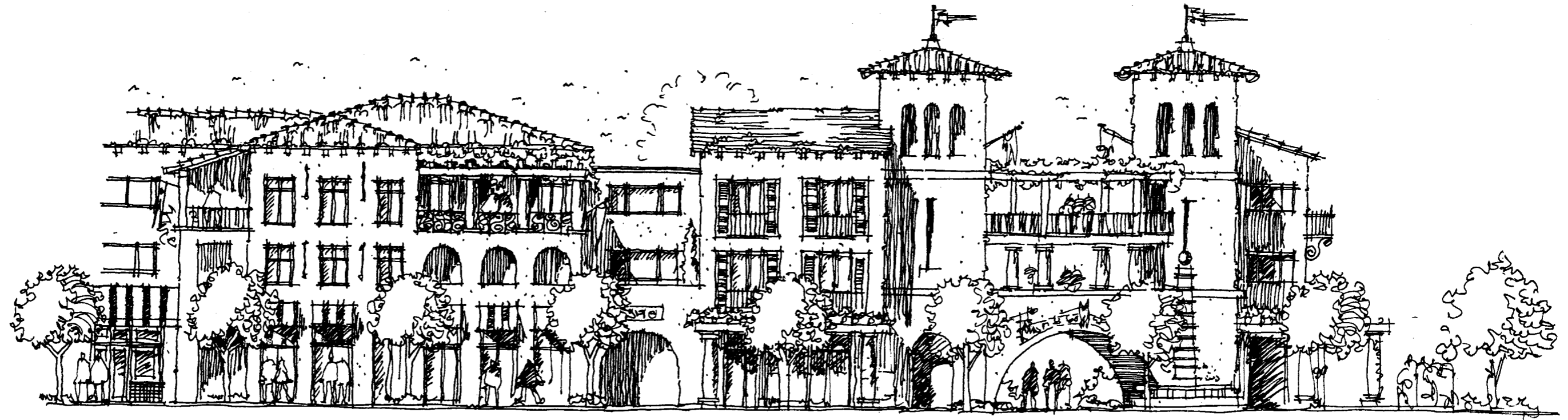


Exhibit 7
Mixed Use Architectural Character

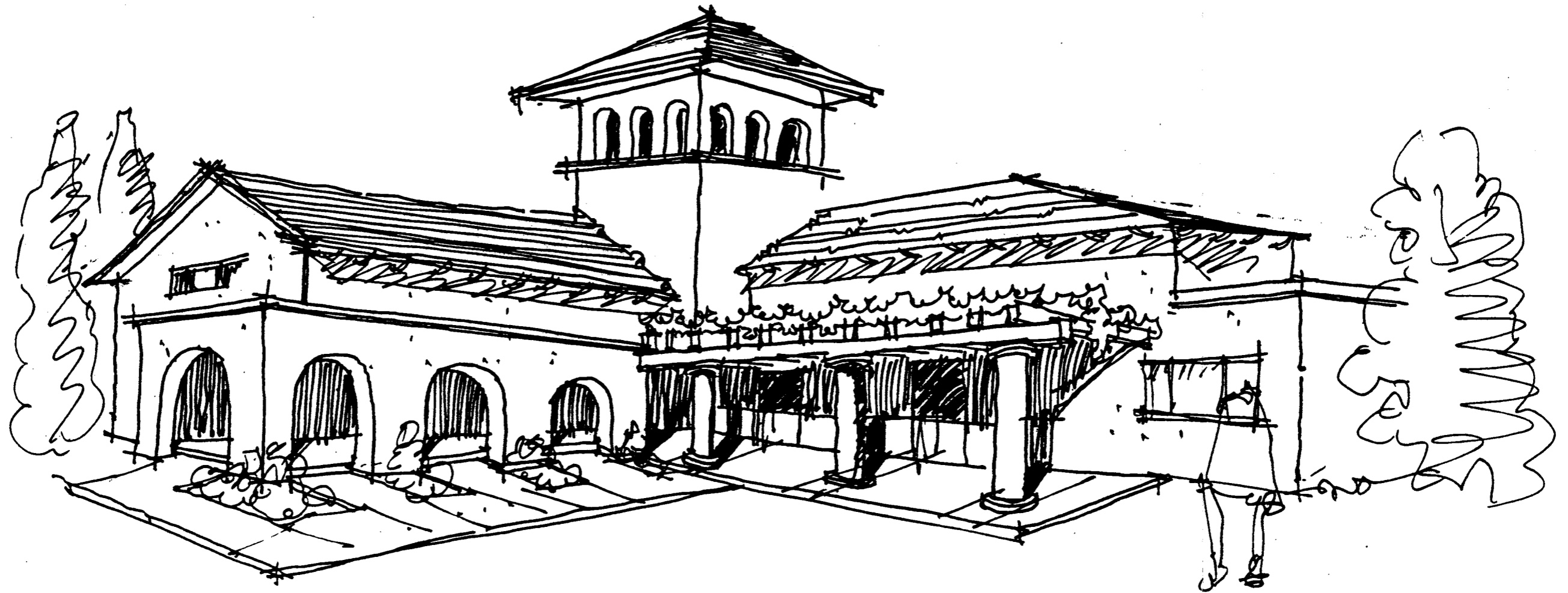
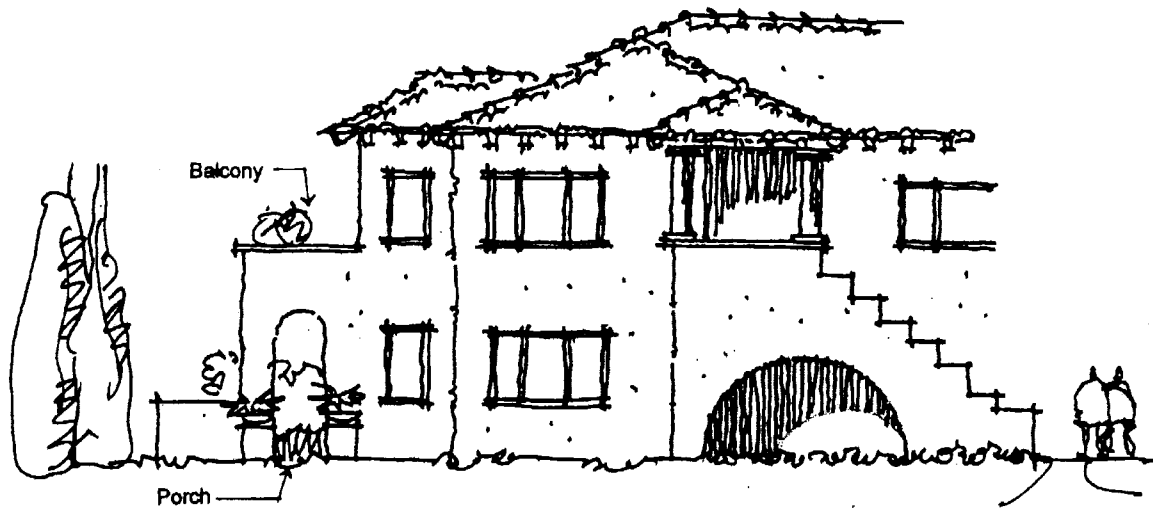
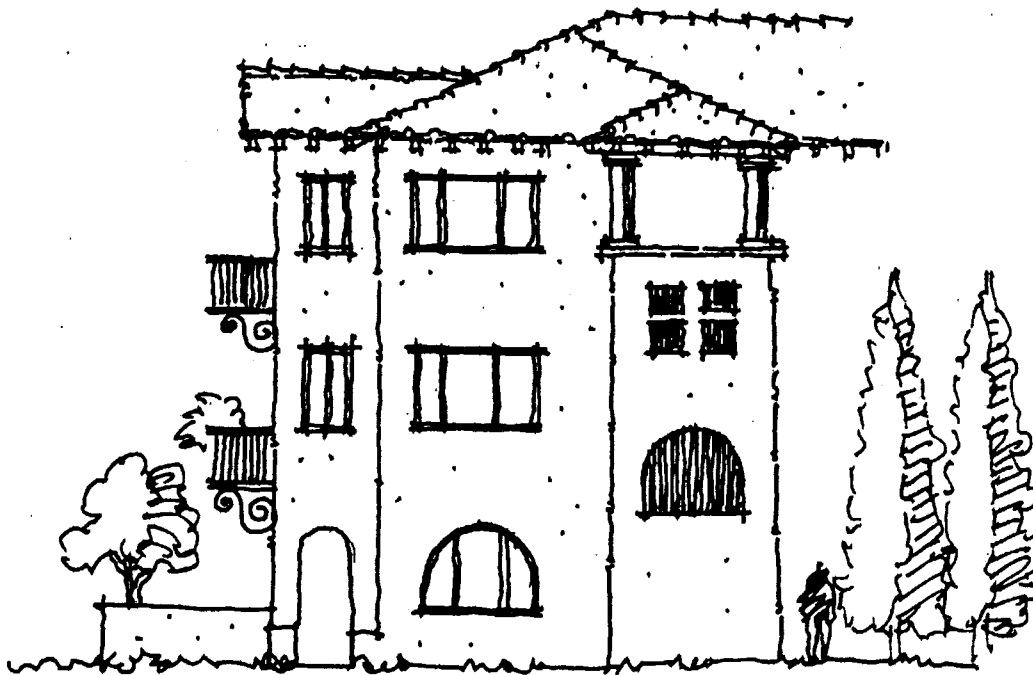


Exhibit 8
Community Purpose Facility Architectural Character



2-story stair element incorporating exterior stairs into building architecture.



3-story stair element incorporating exterior stairs into building architecture

Exhibit 9
Exterior Stair Examples

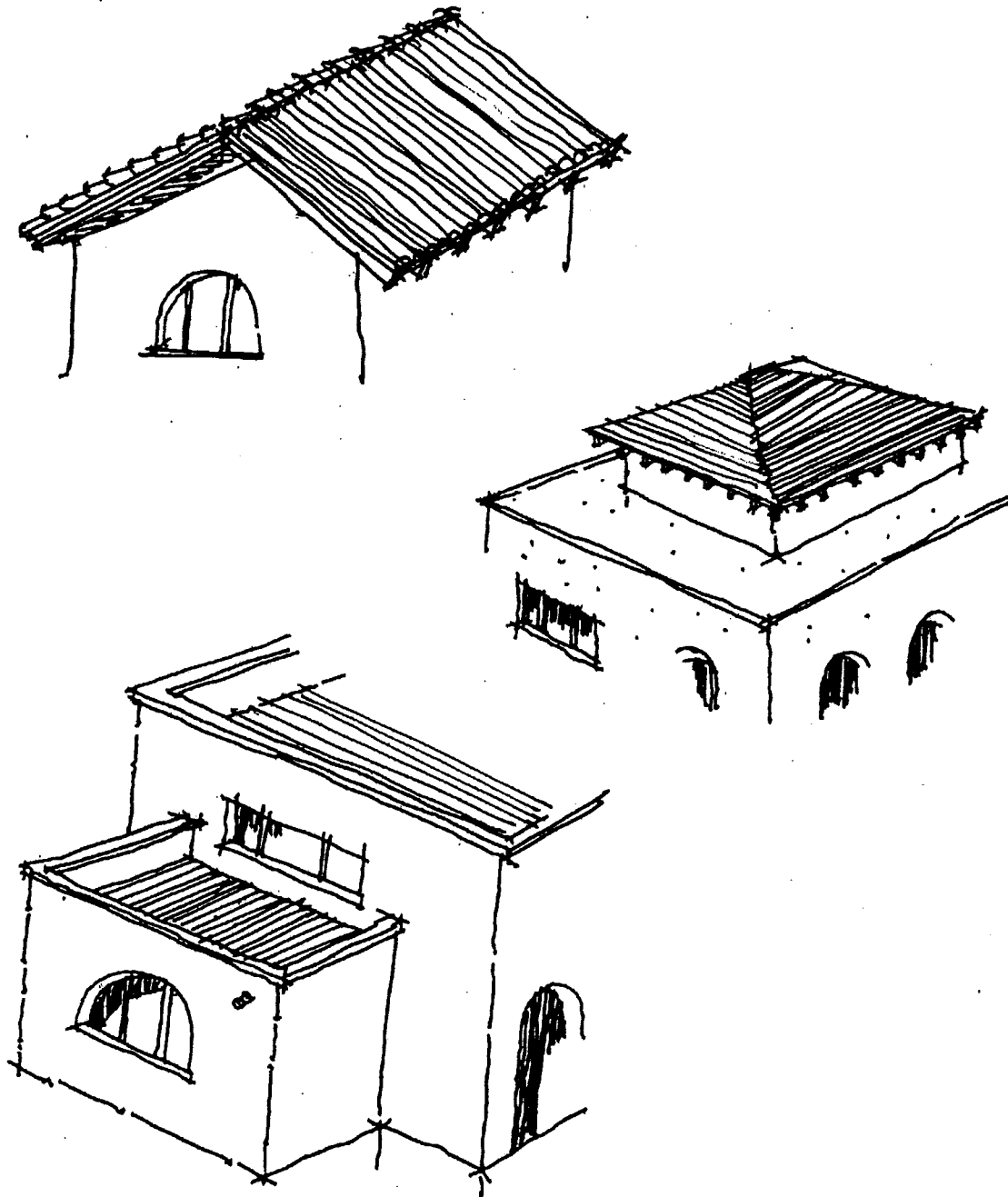
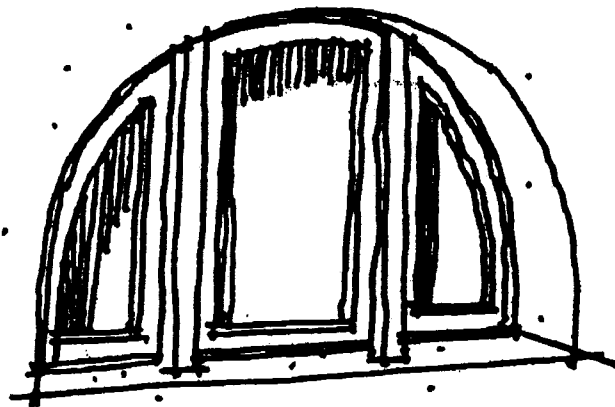
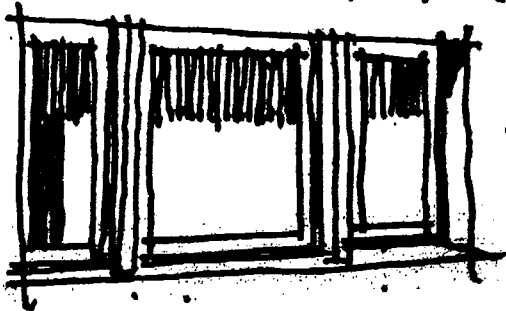


Exhibit 10
Preferred Roof Forms



FEATURES:

- Horizontality
- Fixed center lights wit narrow, operable windows to each side
- Flat or arched head

Exhibit 11
Preferred Window Configurations

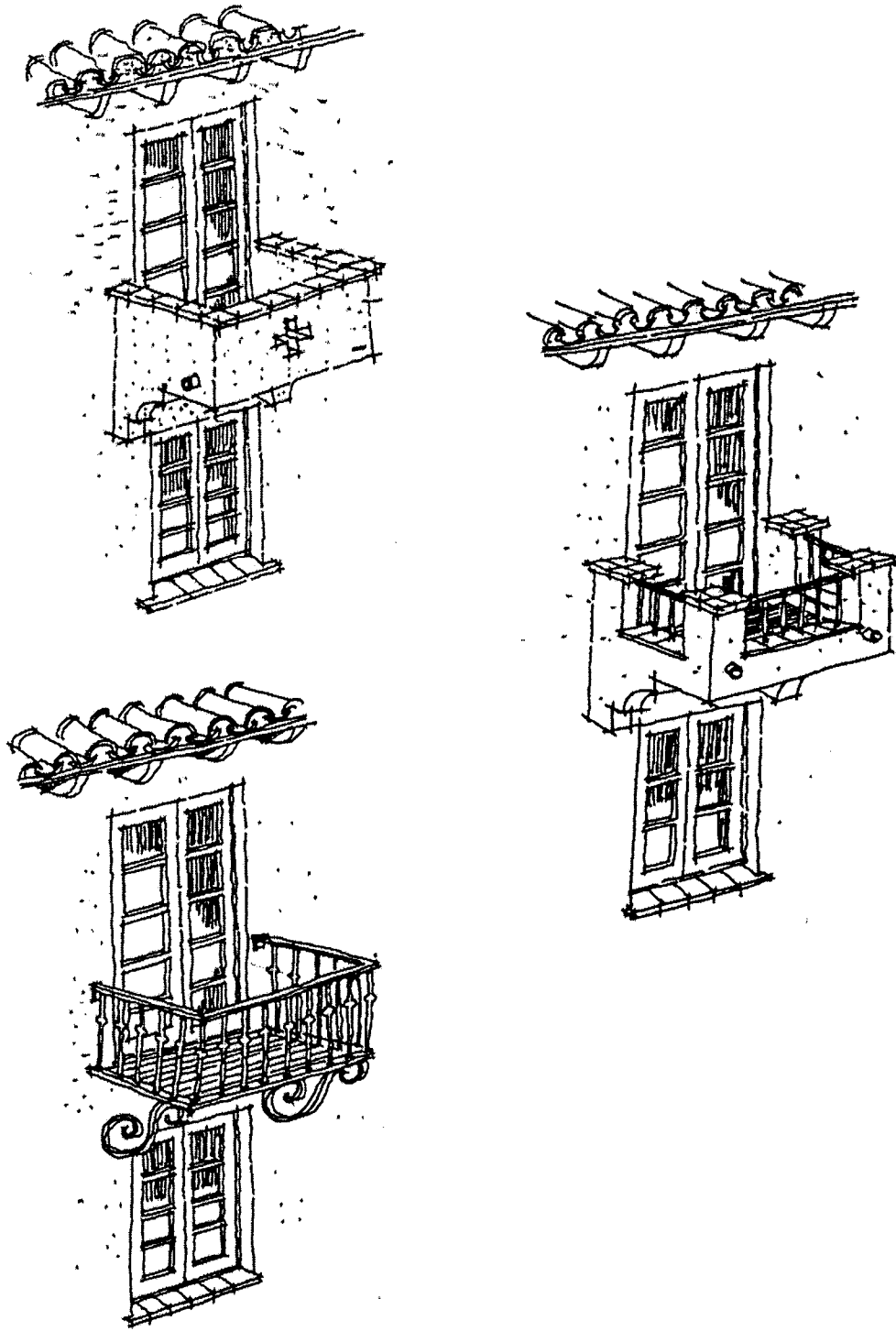


Exhibit 12
Balcony Treatments

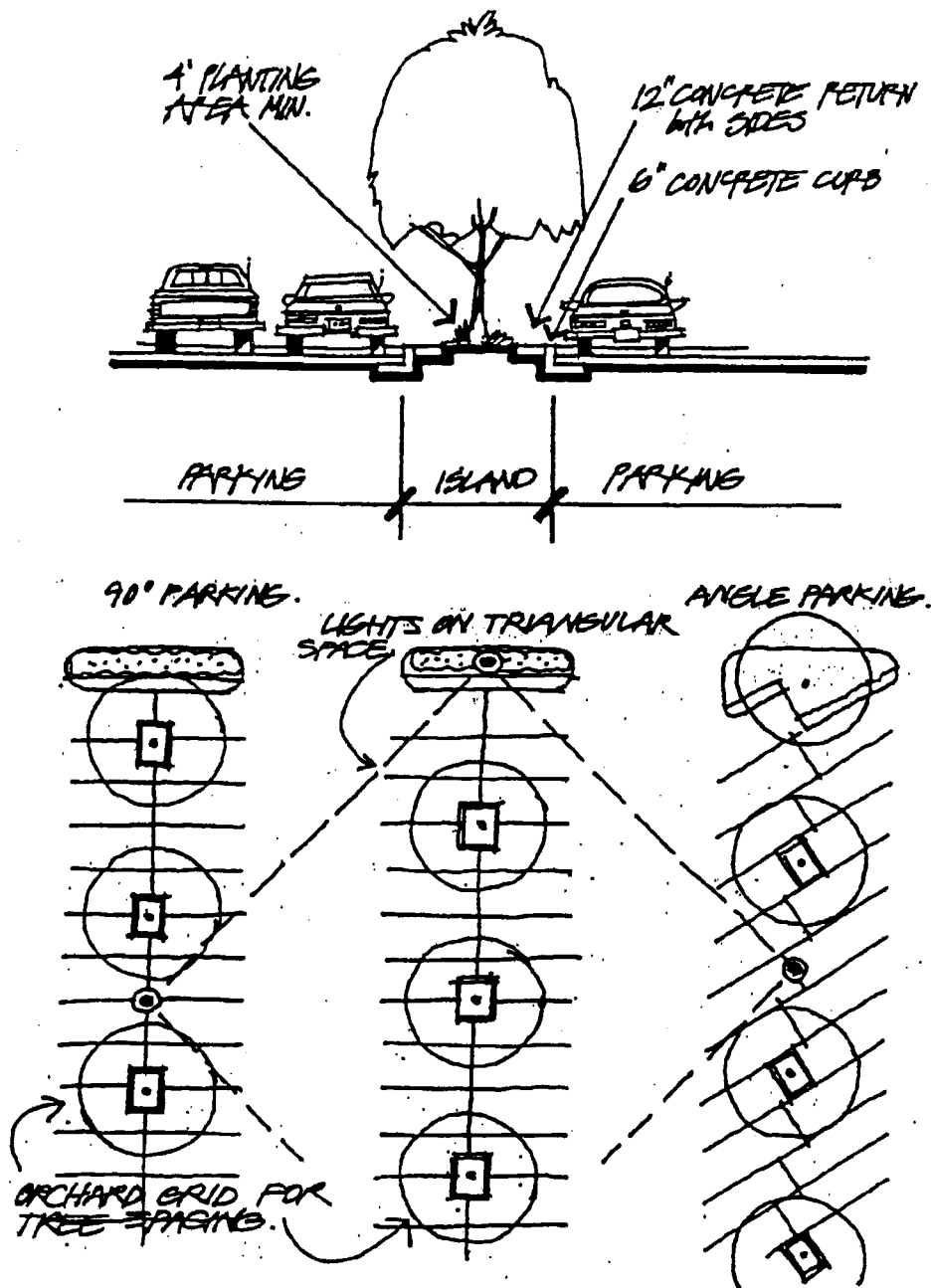
TABLE 1 Village Core District Building Materials & Finishes				
Material/Finish	Preferred	Acceptable	Prohibited	Notes
ROOFING				
Flat Concrete	X			Warm Colors
Galvanized Corrugated Metal		X		
Galvanized Metal Fascia		X		
Wood Fascia		X		
Slate		X		
Copper		X		
S Barrel Tile	X			
Pan Mission Tile	X			
Colored Ceramic Tile	X			For accent use/and or patterned roof
Bitumen		X		Flat surfaces only
Wood Shake			X	
Wood Shingle			X	
Asphalt Shingle			X	
EXTERIOR WALLS/SIDING				
Community Stone	X			Otay Ranch Utah Desert stone
Community Block	X			
Galvanized Corrugated Metal		X		24 gauge minimum
Brick Veneer		X		
Wood Battens		X		Horizontal or vertical
Wood Shingle			X	
Chain Link			X	Allowed in City Park
STUCCO				
Smooth Hand-Trowel Finish	X			
Modern American			X	
Splatter Finish			X	
Pebble Dash			X	
Machine Applied Color Chart			X	
WINDOWS				
Multi-Paned	X			Traditional character
Wood Mullions		X		Satin finish or painted, warm colors
Metal Mullions		X		Anodized
Wood Shuttered		X		Satin finish or painted, warm colors
Large Expanse of Glass			X	
STOREFRONT WINDOWS				
Multi-Paned	X			Traditional character
Wood Mullions		X		Satin finish or painted, warm colors
Metal Mullions		X		Anodized
Large Expanse of Glass			X	
AWNINGS				
Canvas	X			Simple angled; open sided preferred
Sheet Metal			X	Anodized
Plastic			X	
Domed			X	
Internally Lit			X	

TABLE 1 (continued) Village Core District Building Materials & Finishes				
Material/Finish	Preferred	Acceptable	Prohibited	Notes
TRELLISES				
Metal	X			Anodized
Wood		X		Satin finish, warm colors
ARCADES				
Community Stone	X			Otay Ranch Utah Desert stone
Wood		X		Satin finish, warm color
Stucco Finish		X		Smooth hand trowel
Ceramic Tile Accents		X		Accents only
Modern American			X	
Splatter Finish			X	
Pebble Dash			X	
Machine Applied Color Chart			X	
DOORS				
Wood Framed	X			Satin finish or painted, warm colors
Metal Framed	X			Galvanized metal
Louvered	X	X		Galvanized metal
Roll-Up	X		X	Galvanized metal, non-street facing
Steel	X		X	Galvanized metal and painted
Glass	X			Galvanized metal frame
Non-Tempered Glass			X	Traditional character
COLUMNS				
Community Stone	X			Otay Ranch Utah Desert
Wood		X		Stain finish, warm colors
Concrete		X		Smooth hand-trowel finish
Metal		X		Anodized
Ceramic Tile Accents		X		Accents only
Raw Metal			X	
GATES				
Metal	X			Galvanized and painted
Wrought Iron		X		
Tubular Steel	X			
Raw Metal			X	
Wood			X	
Chain Link			X	Allowed in City Park

3. Landscape Architecture

Landscaping consisting of both hardscape and softscape treatments shall reinforce the urban character of the District and reflect ordered, formal treatments rather than random, natural appearing solutions. Design guidelines for landscape architecture are as follows:

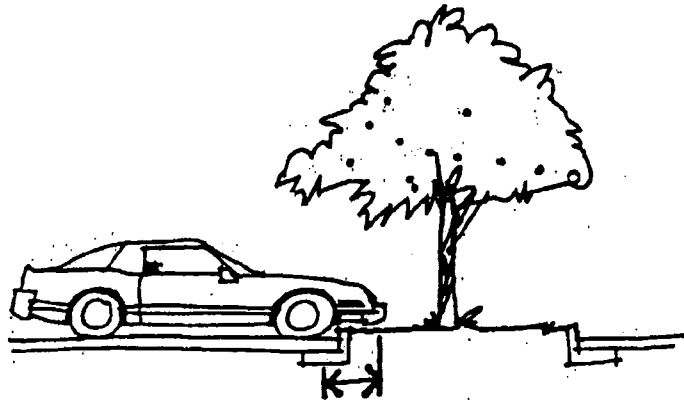
- The creation of outdoor "rooms," such as courtyards, outdoor dining areas, plazas, paseos, formalized walkways, arbors, and arcades shall be emphasized to support the Irving Gill design theme.
- Amenities such as enhanced paving, seating areas and lighting shall be incorporated into the landscape to create an atmosphere that is appropriate to shopping, socializing and recreation. Hardscape material use is described in Table 2.
- The use of steps, retaining walls and structures for grade separations in this District is preferred over landscaped banks to emphasize the urban character and to provide defined spaces for seating, etc.
- Tree design use shall include a mix of skyline, shade and colorful accent trees. A list of approved trees is provided.
- Pedestrian scaled plantings, such as colorful groundcovers, container plantings and vine covered arbors will enliven the area. A list of approved trees and shrubs is provided.
- Parking areas shall be screened by a landscape buffer that may include berms, low walls or shrubs approximately 3 feet in height to block headlight glare yet provide visual access into the areas to enhance security.
- Trees shall be planted in parking areas to provide shade and reduce glare from paving and parked vehicles. Planters shall be located in the parking areas to visually break up the expanse of paving.
- Parking area landscaping shall be in conformance with this Master Precise Plan, the Village Eleven Design Plan and the City of Chula Vista Design Manual and Landscape Manual. (see Exhibit 13)
- All village perimeter walls and fencing shall be designed in conformance with the Village Eleven Comprehensive Wall and Fence Plan (see Exhibit 14). Table 2 lists additional wall and fencing materials that may be used within individual developments.



Note:

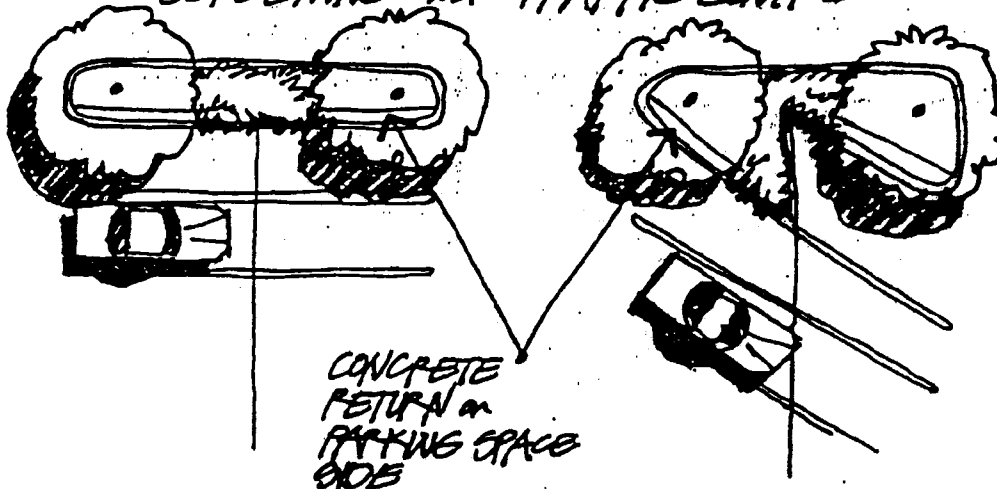
- Parking Design shall be consistent with these illustrations from the Otay Ranch Village Design Plan.
- All parking facilities shall adhere to the City of Chula Vista Design Manual and Landscape Manual requirements for landscaping within parking areas.
- All landscaped parking lot islands shall have a minimum inside dimension of four (4) feet and shall contain a twelve (12) inch wide walk adjacent to the parking stall and be separated from vehicular areas by a six (6) inch high, six (6) inch wide Portland concrete cement curbing for a total width of seven (7) feet.

Exhibit 13a
Parking Design Concept



INSTEAD OF USING PRE-CAST
CONCRETE BUMPER STOPS, EXTEND
PLANTING AREA and USE CURB
AS A WHEEL STOP.

PROVIDE SUBSTANTIAL PLANTERS
IN THE END OF PARKING BAYS for
SCREENING and TRAFFIC CONTROL



CONCRETE
RETURN on
PARKING SPACE
SIDE

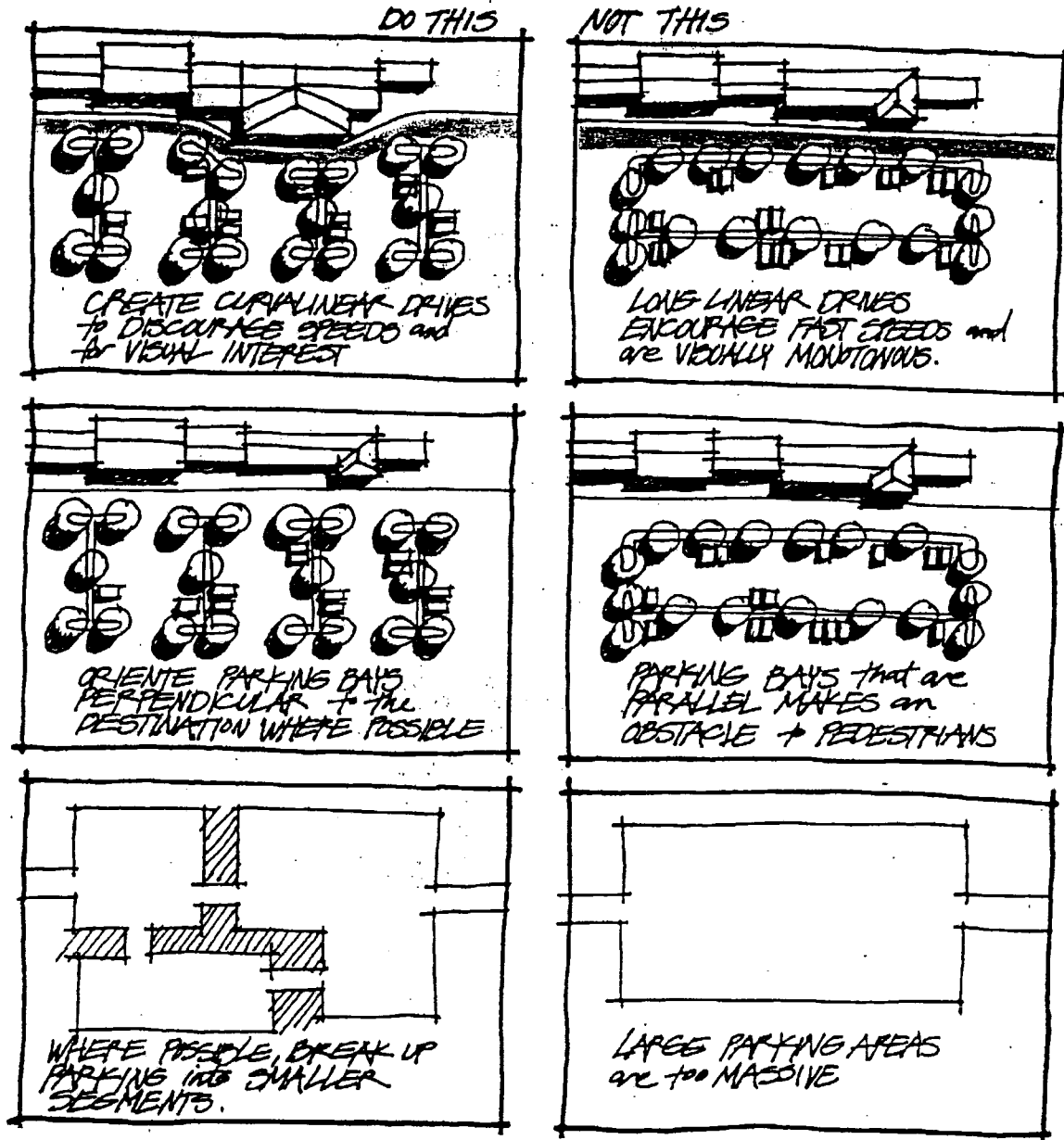


Exhibit 13c
Parking Design Concept

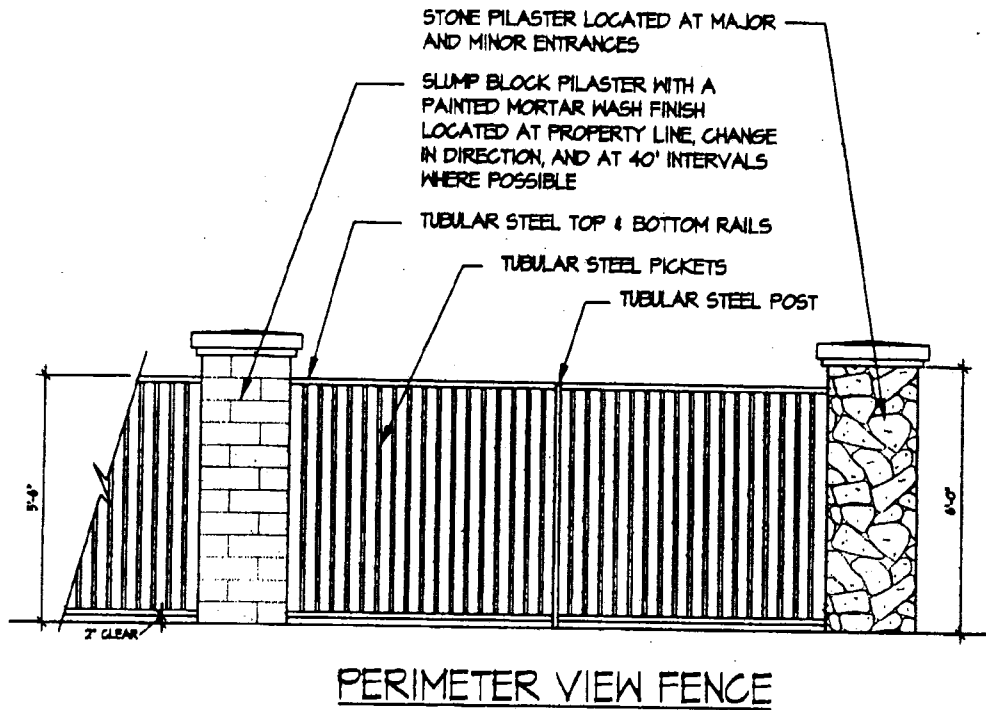
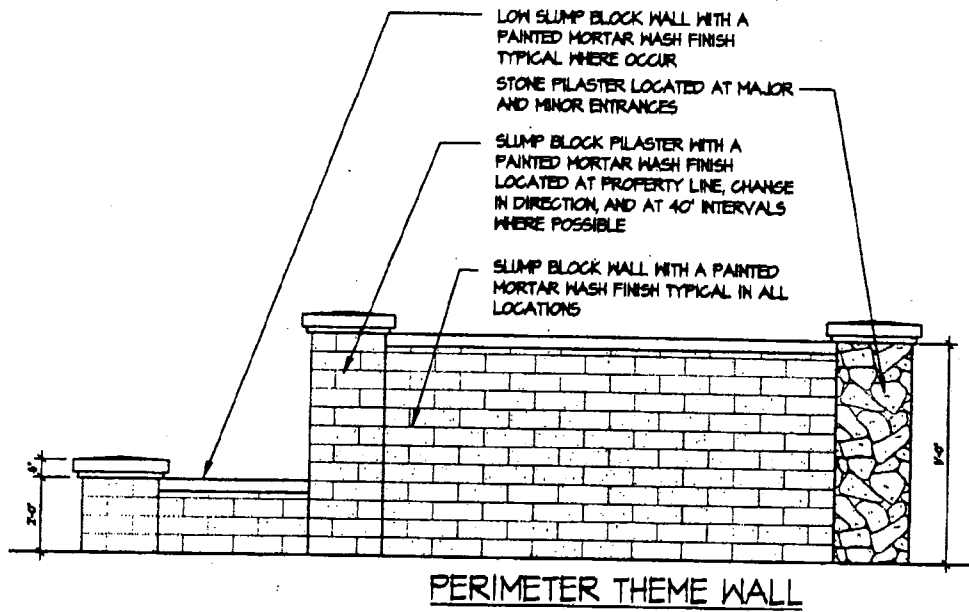


Exhibit 14
Perimeter Wall and Fencing Design

TABLE 2	
Village Core District Hardscape and Wall and Fence Materials/Finishes	
PAVING	Material/Finish
Sidewalk	Natural color concrete, broom finish
Village Pathway	Integral color "Adobe Tan" L.M. Scofield C-21, light broom finish & rumble scoring
Plazas & Special Outdoor Areas	<p><u>Permitted Materials:</u></p> <ul style="list-style-type: none"> • Washed aggregate: natural color 3/8" aggregate (match median protective walks). Saw cut pattern, 24-30" square. • Natural Stone paving complimentary to color and palette for Village Eleven. • Interlocking pavers, pattern and color compatible with color and material palette for Village Eleven. • Natural stone unit pavers. • Colored concrete (natural stone colors) with textured finishes. • Stamped or patterned concrete (natural stone colors) • Fired clay pavers. • Pre-cast concrete pavers (natural stone finishes and colors). • Terrazzo. • Ceramic Tile Accents <p><u>Prohibited Materials:</u></p> <ul style="list-style-type: none"> • Predominantly black or dark gray pavement • Intense primary colored paving • Common gravel • Asphalt or asphaltic concrete • Decomposed granite (Allowed in City Park)
WALLS & FENCING	
Walls	<p><u>Permitted:</u></p> <ul style="list-style-type: none"> • Village Eleven Perimeter Theme Masonry • Adobe Brick (coated) • Natural Stone (Otay Ranch Utah Desert or similar) • Block or steel framed stucco (smooth, dash coat, bumpy-smooth/Santa Barbara style, combed or sand finish only) • Pre-cast concrete • Brick • Slump stone (coated) <p><u>Prohibited:</u></p> <ul style="list-style-type: none"> • Wood structural walls • Other "styles not in keeping with the architectural theme"
Fencing	<p><u>Permitted:</u></p> <ul style="list-style-type: none"> • Wrought Iron (with approved finishes) • Decorative steel or aluminum (with approved finishes) • Decorative wood <p><u>Prohibited:</u></p> <ul style="list-style-type: none"> • Chain Link (Allowed in City Park) • Wood lath • Split rail • Plastic • Other "styles not in keeping with the architectural theme"

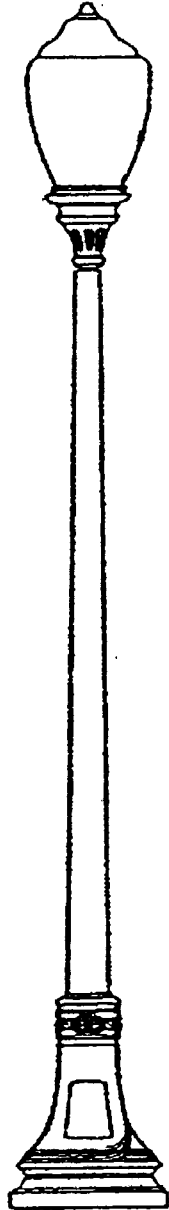
TABLE 3
Village Core District Approved Plant List

Street Trees	
<u>Exploration Falls (Olympic Parkway to Roundabout):</u>	
Prunus calleryana 'Bradfordii'	Bradford Pear (Parkway)
Jacaranda acutifolia	Jacaranda (Median)
<u>Exploration Falls Drive (From Roundabout South):</u>	
Platanus acerifolia	London Plane Tree
<u>Discovery Falls Drive (Roundabout to Hunte Parkway):</u>	
Platanus acerifolia	London Plane Tree
<u>Birch Road:</u>	
Olea europaea 'Fruitless'	Fruitless Olive (Parkway)
Phoenix dactylifera	Date Palm (Median)
<u>Windingwalk Street:</u>	
Tristania conferta	Brisbane Box
<u>Crossroads Street (Eastlake Parkway to Discovery Falls Drive):</u>	
Cinnamomum camphora	Camphor Tree
<u>Crossroads Street (From Discovery Falls Drive East):</u>	
Jacaranda acutifolia	Jacaranda (Median)
<u>Kestral Falls Road:</u>	
Cinnamomum camphora	Camphor Tree
Village Core Trees and Shrubs	
<u>Trees</u>	
Bauhinia variegata	Purple Orchid Tree
Cassia leptophylla	Gold Medallion Tree
Cinnamomum camphora	Camphor Tree
Eriobotrya deflexa	Bronze Loquat
Eucalyptus sideroxylon rosaea	Red Ironbark (requires City Arborist review)
Gleditisa tricanthos inermis	Honey Locust
Jacaranda acutifolia	Jacaranda
Phoenix canariensis	Canary Island Palm
Phoenix dactylifera	Date Palm
Platanus acerifolia	London Plane Tree
Pyrus kawakamii	Evergreen Pear
Prunus calleryana 'Bradfordii'	Bradford Pear
Tipuana tipu	Tipu Tree (requires City Arborist review)
Tristania conferta	Brisbane Box
Ulmus parvifolia 'True Green'	True Green Elm
<u>Shrubs</u>	
Agapanthus africanus	Lily of the Nile
Alyogne huegelii	Blue Hibiscus
Asparagus sprengeri	Sprenger's Asparagus
Buxus microphylla 'Japonica'	Japanese Boxwood
Calliandra inaequilatera	Pink Powder Puff
Cistus purpureus	Purple Rockrose
Cuphea hyssopifolia	Breath of Heaven
Dietes bicolor	Fortnight Lily
Diosma pulchrum	Breath of Heaven
Eleagnus pungens	Silverberry
Escallonia 'Fradesii'	Escallonia
Lantana spp	Lantana
Lavendula spp.	Lavender
Ligustrum 'Texanum'	Texas Privet
Limonium perezii	Statice
Pittosporum tobira 'variegata'	Mock Orange
Pittosporum tobira 'Wheeleri'	Dwarf Pittosporum
Plumbago auriculata	Cape Plumbago
Raphiolepis indica	Indian Hawthorne
Rosmarinus officinalis 'prostratus'	Dwarf Rosemary
Tecomaria capensis	Cape honeysuckle
Trachelospermum jasminoides	Star Jasmine
Viburnum suspensum	Sandankwa Viburnum
Viburnum tinus	Laurustinus

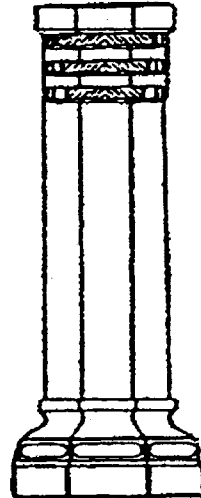
4. Lighting

A unified lighting concept utilizing thematic fixtures has been developed for the Village Core District. A low intensity, twelve (12) foot high pole mounted fixture is used along the Village Entry, Village Core Promenade, Village Core, Residential Promenade Streets and paseos. An eighteen to twenty two (18-22) foot high, pole mounted fixture is specified for parking areas. Exhibit 15 illustrates Village Core lighting fixtures. The following general lighting guidelines apply to the Village Core District:

- Lighting shall provide a safe and desirable level of illumination for both motorists and pedestrians.
- Lighting shall be directed, or shielded if necessary, to avoid intrusion into residential neighborhoods and the Salt Creek habitat.
- Lighting shall be attractive and suitable to the design theme of Village Eleven
- Lighting shall be manufactured of high quality materials that are visually compatible with design elements, such as street furniture and architecture.
- Specialty street lights may be provided by the San Diego Gas and Electric Company. The preferred design is an acorn style lamp on top of a simulated concrete pole. Specialty lighting shall be maintained by a Community Facilities District or a Homeowner's Association.
- A hierarchy of lighting levels and lighting fixtures will be used for street lights. Village entry and core streets will use taller and brighter fixtures. Residential street lighting will be smaller scale with lower lighting levels.
- Specialty lighting along pedestrian corridors shall be spaced for human scale. Examples are low pole lighting, bollard lighting, and ground-level lighting.
- Accent lighting may be used on all permanent monument or project signs and may consist of uplights, downlights, spotlights, pole lights, bollards, or bar lights.
- Accent lighting is allowed for focal features, such as fountains, trees, overhead structures, or other elements that would provide an aesthetic or safety benefit.
- Accent lighting should be limited to focal points. Subtle lighting should take precedence and over-lighting should be avoided.
- Play field lights, if provided, should provide adequate illumination directed to the play area and shielded from intruding into residential areas.



12- Foot Pedestrian Lights



Bollards

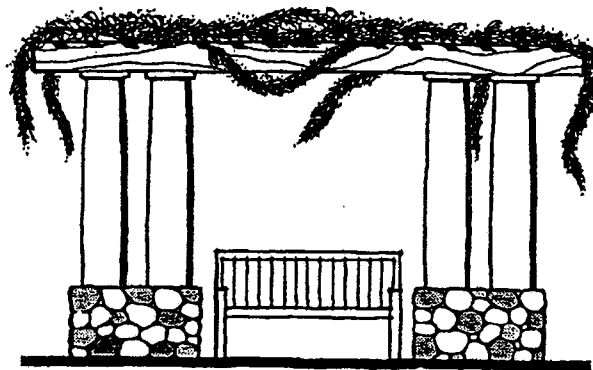
Note: Lighting fixture model, color and finishes to be as specified by Phase 1 improvement plans.

Exhibit 15
Conceptual Specialty Lighting Styles

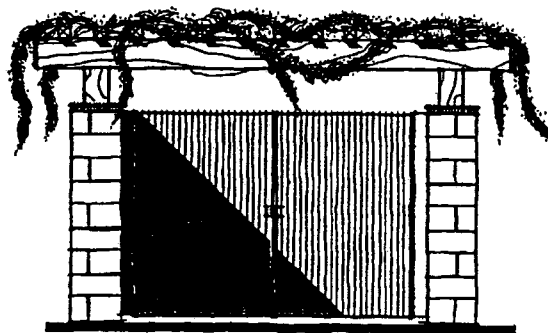
5. Furnishings

Street furnishings make an important contribution to the pedestrian-oriented village. Some furnishings, such as lighting, are necessary simply to use the outdoor space. Other furnishings, such as benches and trash receptacles, are enhancements that encourage people to walk and use the outdoor spaces. Exhibit 16 illustrates transit structures and trash enclosures and Exhibit 17 illustrates street furnishings. The following are design guidelines for furnishings:

- All street furnishings in the village will be designed or selected to promote the village design theme and will be used consistently throughout the village.
- Benches, bicycle racks, trash receptacles and tree grates will be selected to be compatible with the design theme.
- Transit shelters, trash enclosures, and special features, such as fountains, will be designed similarly to the village monument features.
- Trash and recycling receptacles shall be designed in accordance with the City of Chula Vista's policies for Recycling and Solid Waste Guidelines.

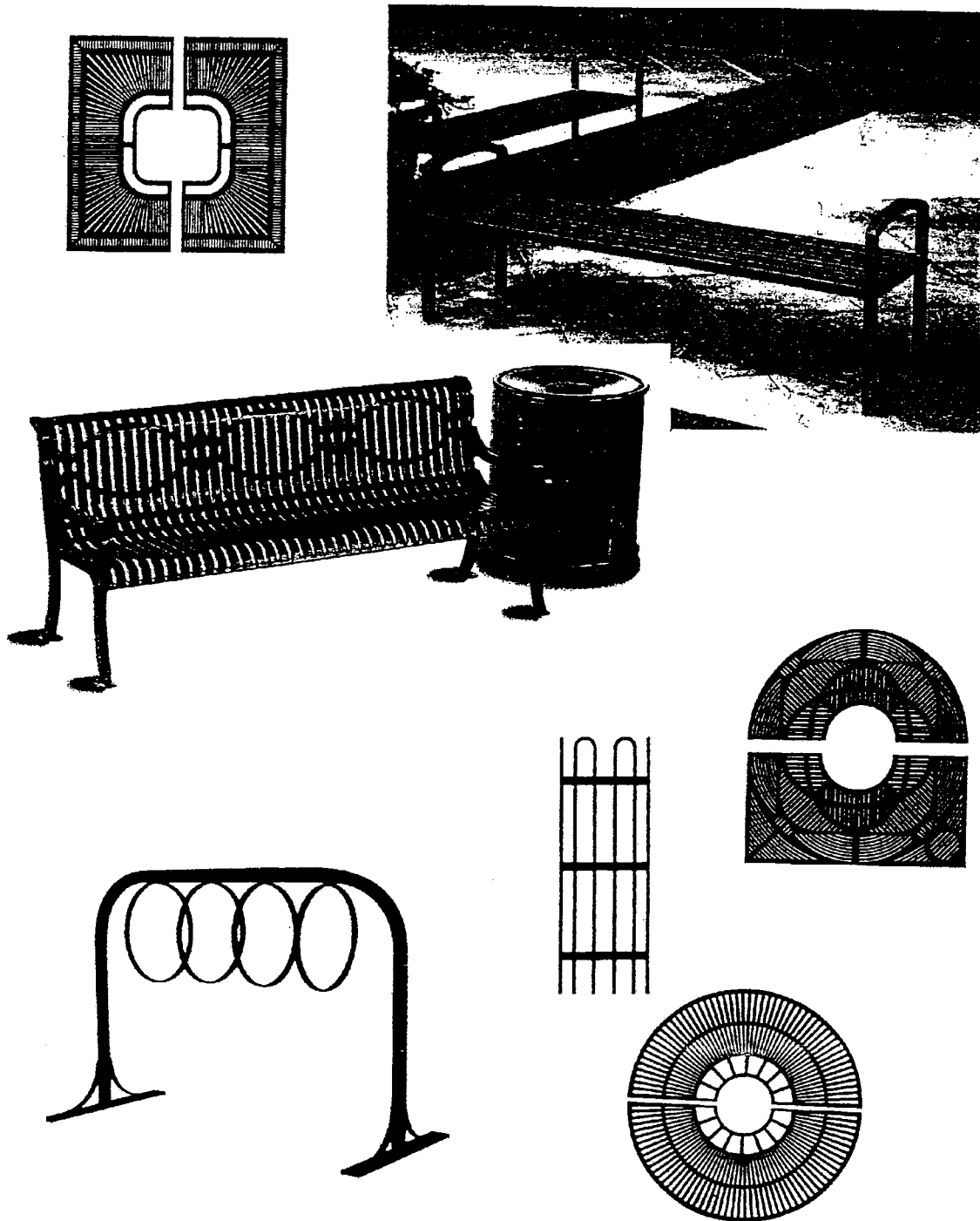


Transit shelter - cement columns with stucco finish and wood trellis
Column bases are Utah Desert Rubble stone



Masonry trash enclosure with wood or metal gates and wood trellis

Exhibit 16 Transit Shelters & Trash Enclosures



Note: Furnishing models, colors and finishes to be as specified by CPF 1 and PRF landscape plans.

Exhibit 17
Street Furnishings

6. Signage

Sign design in the Village Core will be consistent with the overall village design theme. Signs within the Village Core may consist of individual project monument signs, individual tenant signs and directional signs. Sign criteria governing the locations, number and size of such signs as well as design standards are provided in the Village Eleven Planned Community District Regulations, Comprehensive Sign Regulations Section II.3.9 and the Planned Sign Program for Village Eleven (File No. PSP-03-09).

Planned Signage Program

A Planned Signage Program is required to be approved concurrently with or as a condition of approval of the Site Plan and Design Review for the Mixed-Use/Commercial, Community Purpose Facility and Multi-family Residential uses. The purpose of the program is to integrate signs with the proposed Village Eleven architectural and landscaping design guidelines. This shall be achieved by requiring signs that:

- Use the same background color.
- Utilize no more than three different colors per sign for lettering.
- Utilize consistent structural support and materials for signs.
- Utilize a landscape setting, logos, color scheme or other methods consistent with the SPA Plan and approved by the Zoning Administrator to convey a unique Village Eleven theme.
- Use the same form of illumination for all signs, or by using varied forms of illumination determined to be compatible by the Zoning Administrator.
- Vary from the above standards if the signage can be determined by the Zoning Administrator to be compatible with the surrounding community character.

The Planned Signage Program must comply with the following criteria for the Mixed-Use/Commercial and Community Purpose Facility Sites summarized below. The Village Eleven Planned Community District Regulations and the Chula Vista Municipal Code provide complete criteria

Mixed-Use/Commercial

- Monument signs shall be consistent with the "Neighborhood Monument Sign" design as specified in the Village Eleven Planned Sign Program. Two ground or monument signs identifying the name of the mixed use center and no more than two anchor tenants. Monument signs for individual businesses are not permitted.
- Ground or monument center identification sign maximum size is 50 square feet per side, and six feet in height. Sign locations are limited to one per street frontage.

- One wall or marquee sign per street frontage, identifying the mixed use center and each individual tenant, consistent with CVMC Section 19.34.040. Marquee signs are limited to use in conjunction with an entry to a suite of tenants.
- One hanging sign per tenant per street frontage. Hanging signs, utilizing a decorative sign suspended from a structure above a walkway or sidewalk on a decorative horizontal pole or awning. These signs are attractive as an alternative or supplement to wall signs in pedestrian walkways. Where they are used, wall and other types of signage should be reduced an equivalent amount to reduce sign clutter.
- Sign sizes and locations are regulated pursuant to CVMC Section 19.34.040.
- Hanging sign maximum size is 12 square feet per side, but should not interfere with or obstruct pedestrians, vehicle site distance or required landscaping. Hanging signs are to be located near the public entrance.

Permitted Mixed-Use/Commercial Sign Types

A minimum of one type of the following twelve basic sign types approved for use within the Mixed-Use/Commercial site area shall be provided for each storefront with a public entrance. These basic sign types are described below:

Awning Signs

A variety of awning shapes and colors are encouraged. Where awnings are a part of the storefront design, signage can be applied to the awnings per the following criteria:

- Copy area shall be limited to not more than 40% of the aggregate awning area of the storefront.
- Awning graphics may be painted, silk-screened, pop-through neon, or back lighted translucent; however, awnings shall be made of non-translucent fabrics.

Dimensional Wall Signs

Wall signs shall be designed to add character, style, and dimension to the storefront. Signs composed of a mixture of media are encouraged. The following criteria apply where dimensional wall signs are used:

- Sign cabinets, where used, shall not exceed 6 inches in depth.

Painted Wall Signs

To provide design diversity, lettering and graphics may be painted directly on building walls. Painted signs may take the form of a border, patterned background, or illustration (e.g., trompe l'oeil). The following parameters shall apply:

- Flat, characterless block lettering is prohibited.
- Paint shall be high quality and fade-resistant.

Suspended Wall Signs in Archways

Suspended wall signs are for use as primary identification for storefronts that have arch shaped entrance areas. The design of the sign shall address or complement the shape of the storefront arch. The following requirements apply:

- Signs shall be rigidly attached to the lower lip of the arch in such a manner that the sign does not swing.
- Signs shall be placed a minimum of 7 feet, 6 inches above street level.

Plaque Signs

Plaques provide a smaller scale pedestrian-oriented sign that must be mounted directly on the building wall or door near the storefront entrance. Treatment of plaque signs shall be in accordance with the following criteria:

- Etched, inlaid or raised three-dimensional forms are encouraged.
- Rustic or sandblasted signs shall be prohibited.
- Appropriate materials include glass, metal, tile, granite, marble or wood with painted, polished or patina finish.

Blade Signs – Hanging or Projecting

Blade signs that are suspended or project perpendicularly to the storefront enhance the pedestrian experience. Blade signs shall incorporate expressive, non-traditional graphic forms. Playful combinations of geometric shapes are encouraged. The following requirements shall apply when blade signs are used:

- Signs shall be placed a minimum of eight (8) feet above street level.
- Sign face area, exclusive of decorative bracket elements, shall not exceed ten (10) square feet.
- Bracket design shall be highly creative and shall be integrated with the form of the sign face to create a unified design.
- Rustic or sandblasted designs are prohibited.

Storefront Banners

Fabric banners attached to storefronts may serve as the primary tenant identity element. Parallel banners are prohibited. Vertical configurations are required in accordance with the following requirements.

- Banner shall project no more than 24 inches.
- Banners shall be secured to the building at both top and bottom edges.
- Pedestrian buffers (e.g., benches or planters) shall be provided below banners that project at 7 ½ feet above street level or lower.

Storefront Flags and Banners – Projecting

Flags and banners enhance the street scene concept by providing movement, color or a festive touch. Such flags and banners should be used only in conjunction with other storefront signage. The following requirements apply to commercial uses only:

- Flags or banners resembling "used car lot" pennants are prohibited.
- No product, grand opening, or other advertising information may appear on flags or banners.
- All flags and banners shall be replaced when they show signs of fading or deterioration.

Window Signs

Window signs are intended to be pedestrian-oriented and may be located on transom glazing above the storefront entrance or in storefront windows to augment the display of

merchandise. Display window signs may be applied directly to the inside of the glass or suspended behind the glass. Lettering and graphics on glazed areas of the storefront shall conform to the following criteria:

- The total area of transom type signs shall be no larger than 50% of the transom area.
- Lettering and graphics on display windows shall not exceed 20% of the window area.
- Use of windows strictly as sign boards or backgrounds is prohibited.
- Window signs installed on the inside of the glass shall not be included in calculating the total minimum or maximum aggregate copy area per tenant storefront.
- Where window signs are back lighted, they shall be composed of translucent film or be screen printed.

Marquee Signs

Signs may be placed on or attached to an architectural projection or marquee to identify special tenant uses such as a gallery, specialty market, or restaurant. Marquee signs should contribute to the interest and vitality of the street scene. Signage may be applied to marquees per the following criteria:

- Individual letters may project above the top edge of the marquee a maximum of 12 inches.
- No sign or portions of signs shall be allowed to hang below the bottom edge of the marquee.

Paving Signs

Signs displaying the tenant name, logo or address maybe incorporated into storefront paving of risers in accordance with the following parameters:

- Signs shall be designed to integrate with the paving material.
- Identification graphics on paving signs shall not project into the public right-of-way.
- Signs shall be flush with paving and relief shall be limited to 3/8 inch to avoid conflicts with pedestrian traffic.

Address Signs

Address signage should be treated individually for each tenant storefront. 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 inches minimum and 6 inches maximum.
- Formatted address signs are prohibited.

Community Purpose Facility

- Monument signs shall be consistent with the "Neighborhood Monument Sign" design as specified in the Village Eleven Comprehensive Sign Plan. One ground or monument and one wall or marquee sign per street frontage, consistent with CVMC Section 19.34.040.
- One non-illuminated, freestanding symbol representative of a place of worship or spiritual growth.

- Size of signs or symbols not to exceed 6 feet in height or 32 square feet. Each sign face may not exceed 32 square feet.
- Locations pursuant to CVMC Section 19.34.040 and limit of one sign per street frontage.

Planned Signage Program Submittals

Preliminary Design Submittal and Review

The project 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 ½" 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.

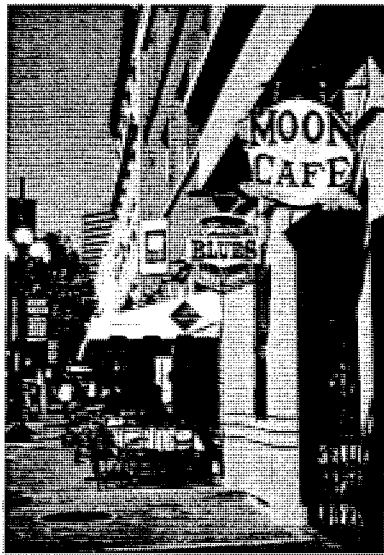
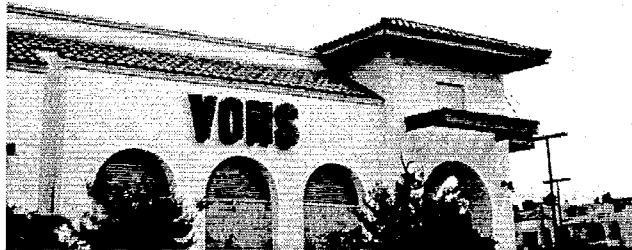
Submittals deemed unacceptable shall be revised and resubmitted before proceeding with final plans.

Final Design and Working Drawings

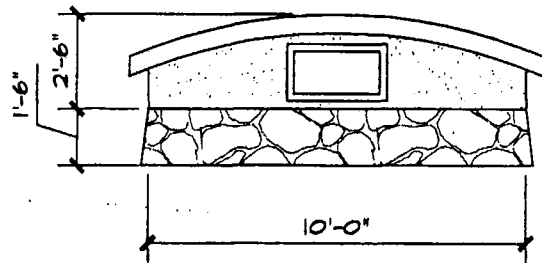
Once preliminary designs are approved, the owner or tenant may proceed with the submittal of final designs and working drawings. A full set of final plans must be approved by the Master Developer and City of Chula Vista prior to issuance of a sign permit, if required, pursuant to Section 19.60.030 of the Chula Vista Municipal Code. 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, typestyles, 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.



Wall Signs



Monument Sign

Exhibit 18
Signage Examples

D. VILLAGE SECONDARY RESIDENTIAL DISTRICT

The Village Secondary Residential District ("Residential District") surrounds and supports the urban character of the Village Core District. The design of the Residential District should be compatible with the Irving Gill design concepts of Village Eleven, primarily through the design that promotes the pedestrian-oriented village concept. Residential development in Village Eleven may include a variety of housing types, ranging from small lot, detached homes, to medium to high-density townhouses and flats.

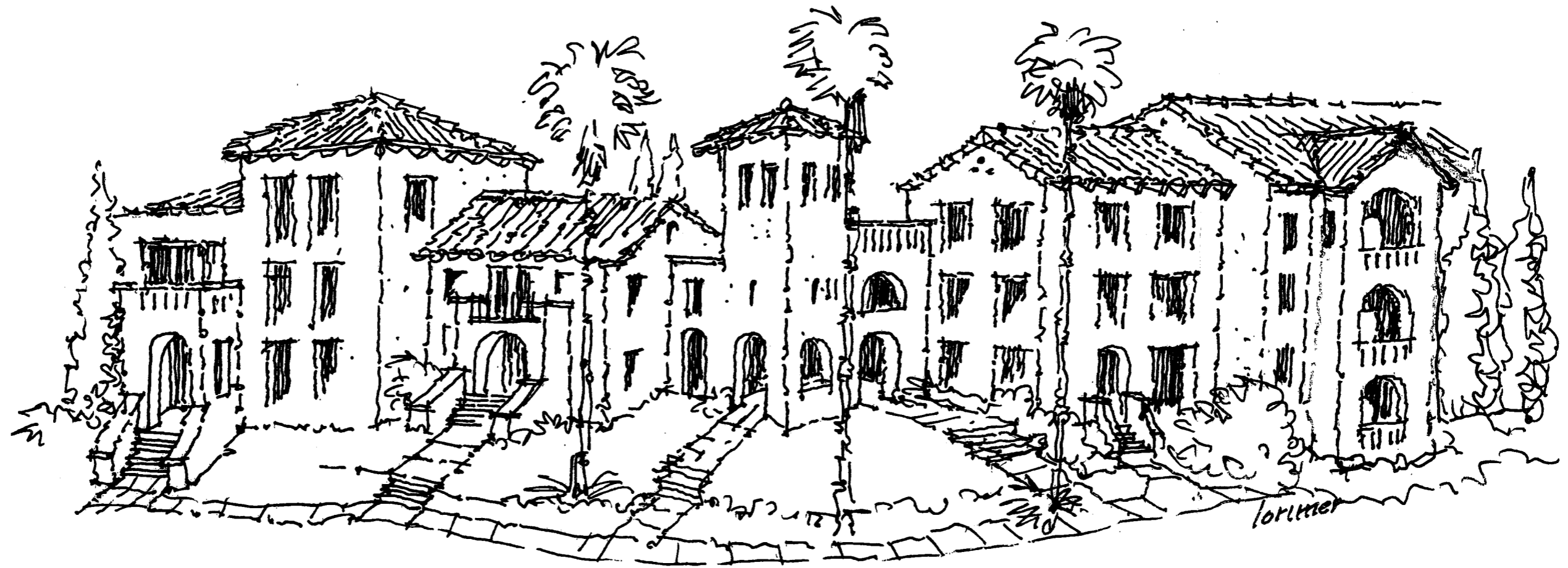
1. Building Siting and Urban Character

The site planning and plotting of residential buildings will contribute to the pedestrian-oriented village concept. Site planning which focuses on the pedestrian includes design that orients entries towards village core streets and minimizes views to garages and parking areas. The following guidelines are provided for siting and building plotting of residential developments.

- Developments fronting on to village core streets shall be oriented towards the street with reduced setbacks, multiple entries and pedestrian connections to ground floor units.
- Buildings should be oriented to create outdoor rooms, such as courtyards, connected by landscaped walkways in the Irving Gill-inspired village design theme.
- Building orientation should consider indoor and outdoor privacy, noise, solar access and overall aesthetic appearance.
- Where grade differentials occur between the street and a development, the differential may be used to create separation between the public street and private living space. Interesting entries incorporating steps, porches or landings may be integrated into the design.
- Developments adjacent to major streets surrounding the village and adjacent to village entry streets may be buffered with sound and privacy walls. Walls and view fences located along village entry streets shall incorporate inviting entry openings for both pedestrians and cars.
- The building architecture that is visible beyond sound and privacy walls shall be well-articulated with pedestrian-oriented features, such as second story windows and balconies.
- On village core streets, the use of solid masonry walls should be minimized and used primarily between buildings to screen parking areas or to enclose private entries and courtyards.
- Parking and vehicular access shall be located to the rear or within each development and separated from the pedestrian-oriented street frontage.
- Site planning and architectural treatments, such as offsets, should be used to minimize the appearance of garage corridors.
- Carports and freestanding garages shall be architecturally treated and designed to match the architectural style of residential buildings.

- All surface and covered parking within multi-family areas shall be separated from village streets, tops or toes of slopes, patios or courtyards with a landscaped buffer. The buffer shall include screening elements such as low walls or masses of shrubs to screen headlights and glare from reflective car surfaces.
- All utilitarian aspects of development, such as mechanical equipment, storage, trash and recycling collection areas shall be integrated into the site design so as not to be visible from pedestrian and public view areas to the extent possible.
- The location and design of trash and recycling facilities shall be in conformance with the City of Chula Vista's Recycling and Solid Waste Guidelines.

The following exhibits illustrate design concepts for the Village Core District. Exhibit 19 illustrates the site design and building focal point design for projects on street corners, Exhibit 20 illustrated pedestrian oriented architectural features and Exhibit 21 illustrates mandatory design elements in the Village Secondary Residential District.



FEATURES:

- Corner Focal Point
- Pedestrian Entry From Street

Exhibit 19
Corner Design Features

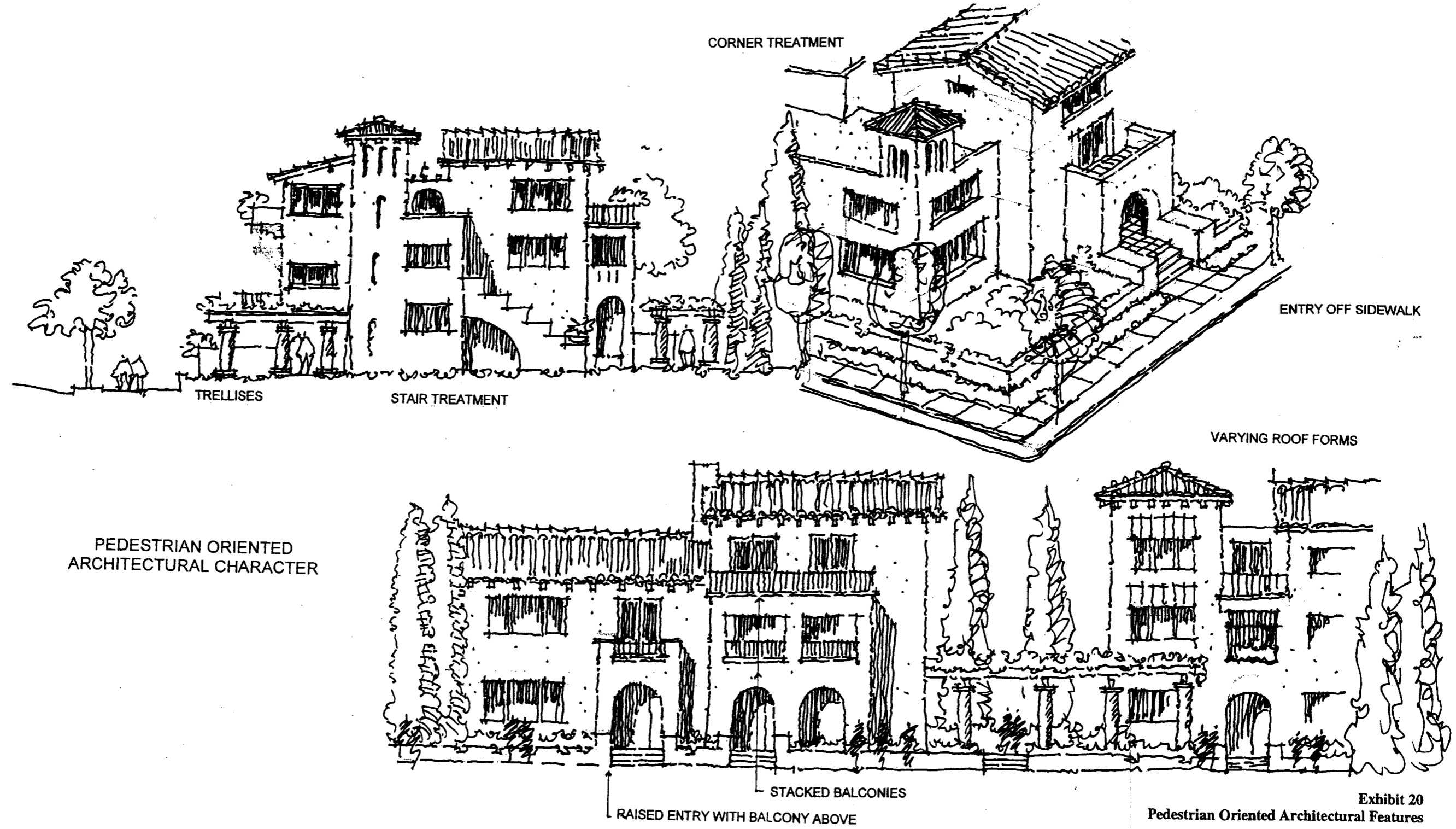
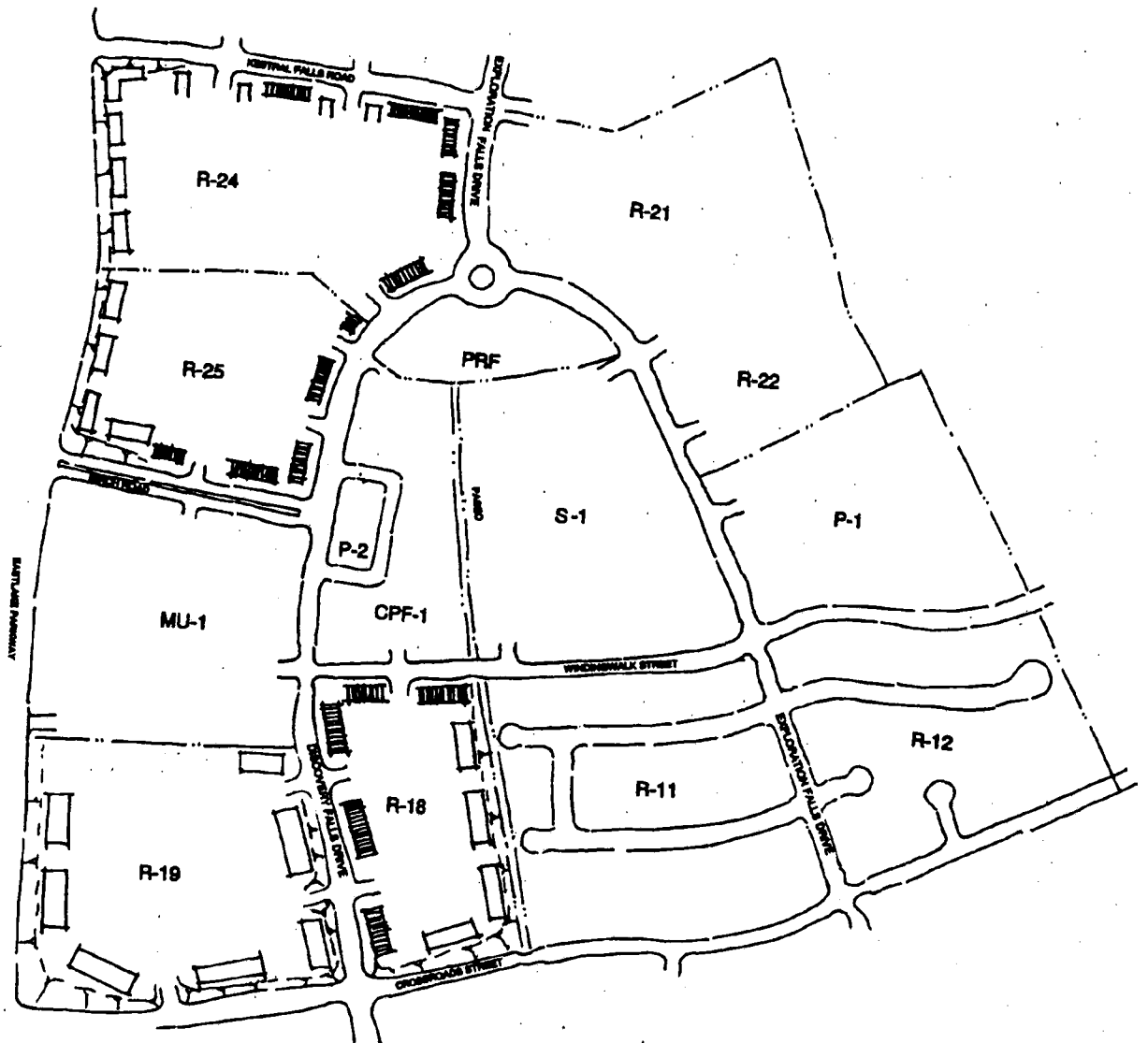


Exhibit 20
Pedestrian Oriented Architectural Features




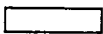
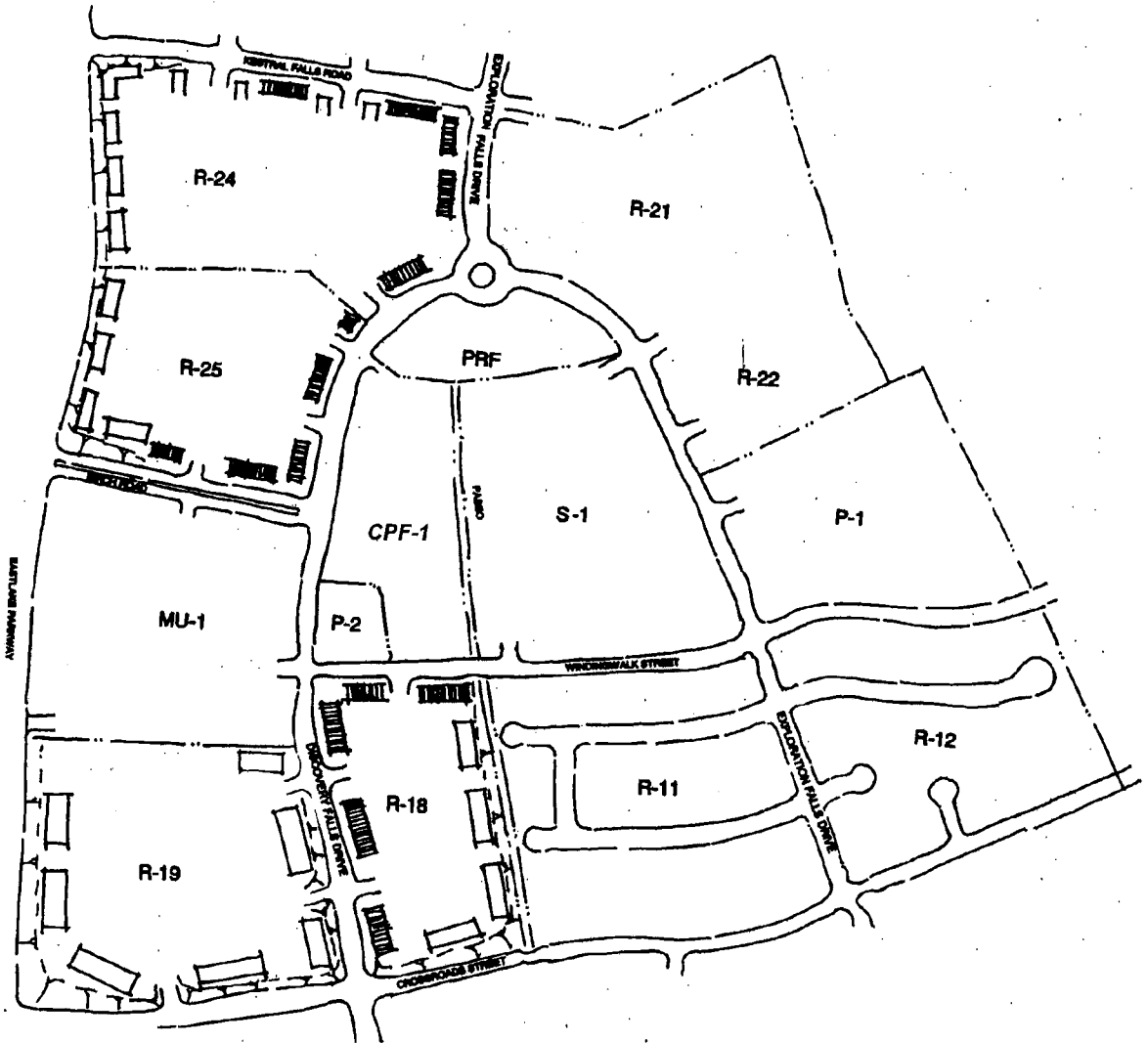
-  Front Elevation With Pedestrian Entry
-  Architecturally Treated Building

Exhibit 21
Mandatory Elements for Village Secondary Residential District





-  Front Elevation With Pedestrian Entry
-  Architecturally Treated Building

Exhibit 21
Mandatory Elements for Village Secondary Residential District

2. Architecture

As described in the Village Eleven Design Plan, the design theme is inspired by the architecture of Irving Gill. The design intent is not to replicate Gill architecture, but to utilize his design concepts to establish a theme for Village Eleven. Gill emphasized the relationship between indoor and outdoor spaces to create outdoor rooms through the use of pergolas, arbors, colonnades, porches and adjunct building masses. The building façade design contributes to the pedestrian-oriented character of the village, so particular attention should be directed to street facing or other highly visible building façades. The following guidelines shall apply to those development sites within the Village Core.

- Landmark architecture shall be located at all focal points and major intersections within the village. "Landmark architecture" should be a distinctive element that creates an accent or focal point, such as a tower.
- Primary building entries and individual residential unit entries shall be oriented to the street to the extent possible.
- Buildings shall be arranged to create outdoor rooms, such as courtyards, wherever possible.
- Exterior building elevations shall incorporate a range of scale-defining elements that relate larger building masses to the pedestrian. Such elements 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 may be incorporated into the design. Features such as canopies, arcades and roof overhangs create the sense of enclosure and also protection from sun and rain.
- Building height and massing shall be varied.
- Roof forms shall be compatible with the architectural style and create skyline interest.
- Architecture along the same street or within a complex shall include buildings of similar but varying height and share one or more distinctive element, such as materials, window and door style, detailing, porches, arcades, overhangs, roofing, color, etc.
- Decorative detailing shall be consistent with the overall architectural style and be used as accents. Detail elements include arches, balconies, balustrades, chimneys, cupolas, ceramic tile, moldings, reveals, wrought iron, hand rails, windowsills, finials, and lighting fixtures.
- All utilitarian aspects of development, such as mechanical equipment, gutters, downspouts, storage and refuse collection areas shall be integrated into the building design so as not to be visible from pedestrian and public view areas to the extent possible.
- Exterior staircases shall be compatible with the building architecture.
- Exterior staircases shall be visually perceived as integral to the building or as a significantly defined architectural accent.
- Side and rear elevations of buildings exposed to view shall be articulated or enhanced to provide a pleasing appearance from public or neighboring use views.
- Carports and freestanding garages shall be architecturally treated and designed to match the style of the residential buildings

- Gutters and downspouts shall be integrated into the architecture
- Chimneys should be of varying heights and designed to create visual interest.

The following feature-specific guidelines apply to the architecture within the District:

Arcades and Loggias

- Arcades and loggias are a major architectural element and should be used to support the design theme of interconnecting indoor and outdoor spaces.
- Traditional ratios and proportions between columns, the diameter and height of columns and the width of the arch need to be carefully considered.

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.

Awnings

- Canvas awnings should generally be simple angled surface, preferably with open sides and plain or decorative valances.
- Horizontal segmented curved awnings and domed awnings are generally prohibited. 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 the form and depth of the arch is still visually apparent.
- Internally lit awnings are prohibited.

Exterior Staircase

- 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.

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.

Ground Surfaces

- Surfaces shall 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 plantings 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.

Roofs

- Roof forms shall be appropriate to the style of the building.
- Flat roofs shall be surrounded by a parapet of a height that will screen any rooftop equipment.
- Projecting cupolas, towers, varied chimney forms or similar features are required for landmark buildings. 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 either integrated into the roof surface, placed behind projecting parapets or fully enclosed into roof wells.

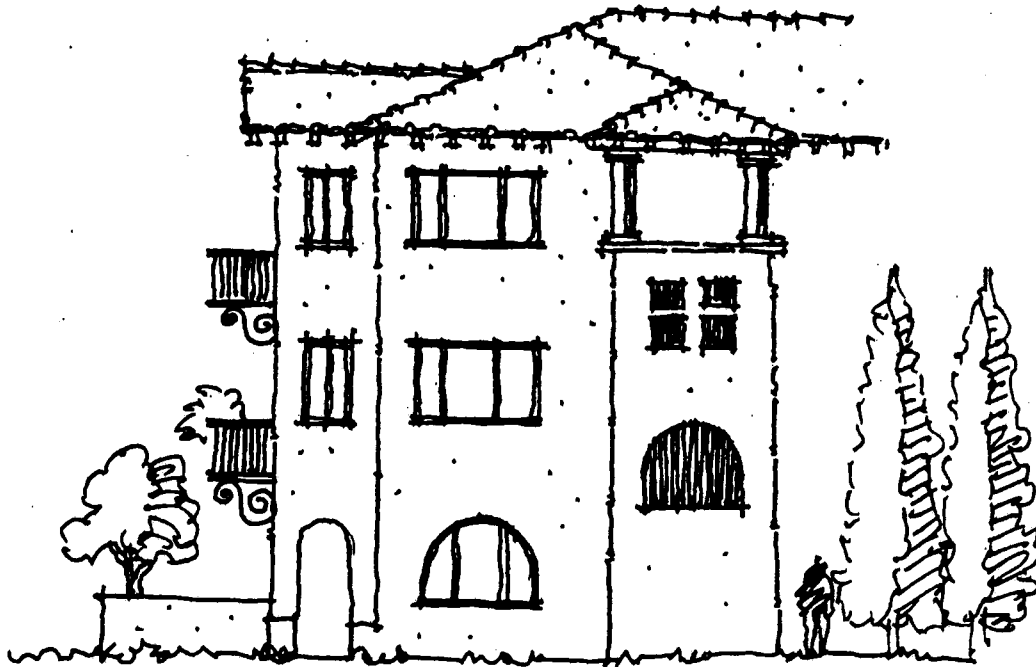
Window and Door Openings

- Openings shall be designed to suggest the thickness of traditional masonry wall surfaces.
- Doors and windows that occur in the openings shall be recessed away from the outer wall surfaces.
- Mullions shall break up glass areas so that their scale is compatible with the buildings.
- Large unbroken expanses of glass or other shiny or reflective surfaces are prohibited.

Exhibits 22 through 25 illustrate architectural design for the Village Secondary Residential District. Table 4 provides a list of preferred, acceptable and prohibited building materials and finishes.



2-story stair element incorporating exterior stairs into building architecture.



3-story stair element incorporating exterior stairs into building architecture

Exhibit 22
Exterior Stair Examples

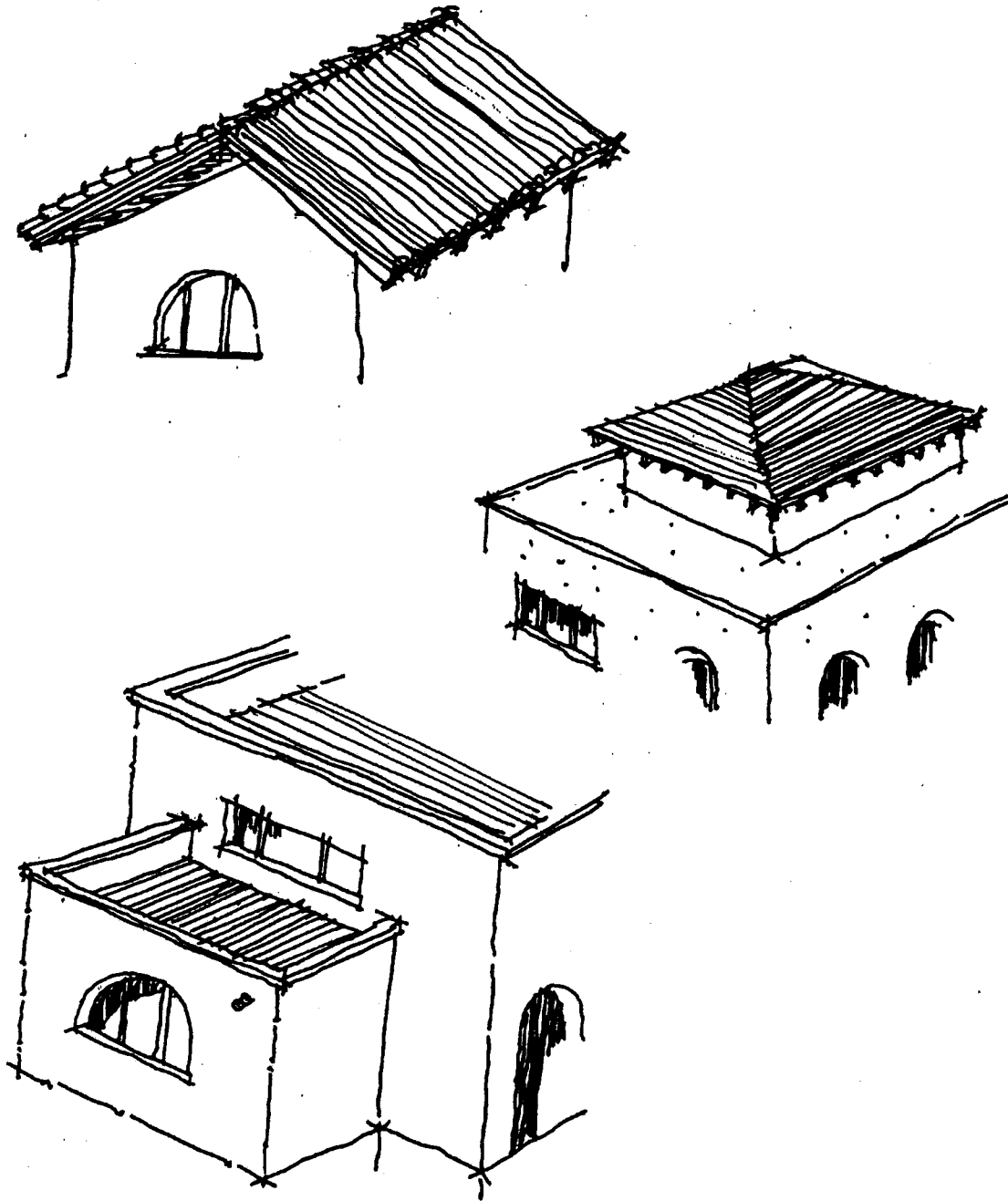


Exhibit 23
Preferred Roof Forms

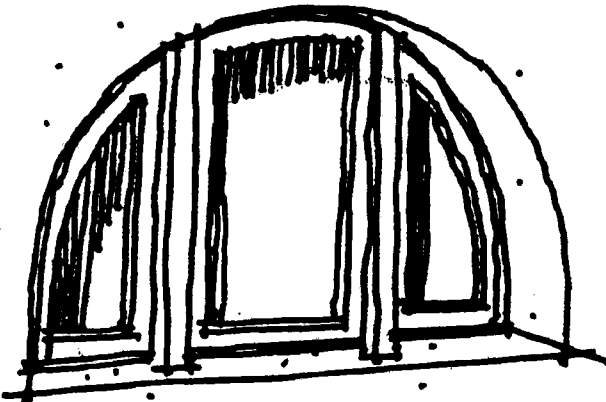
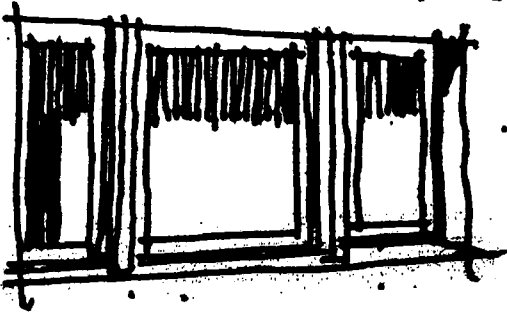


Exhibit 24
Preferred Window Configurations

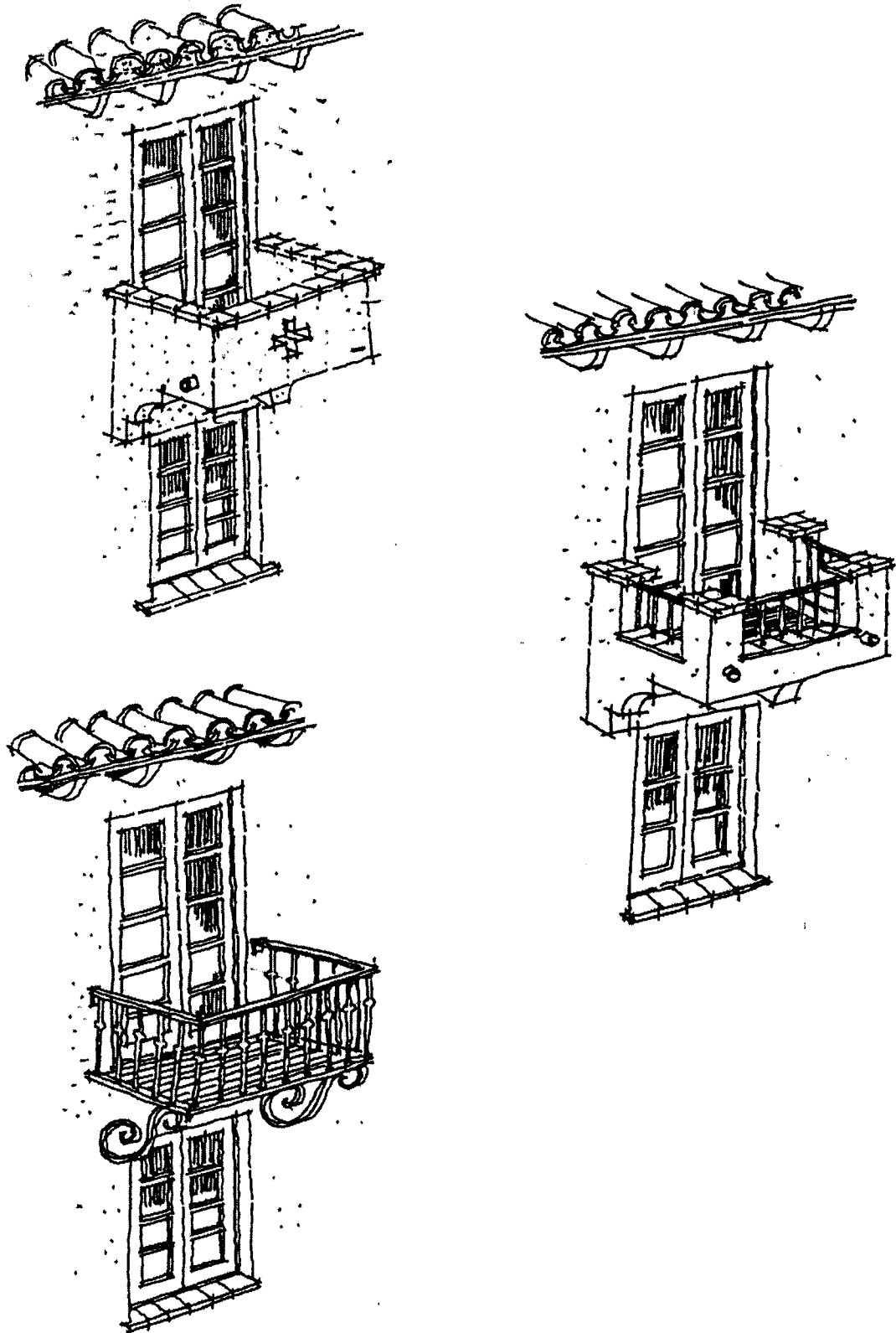


Exhibit 25
Balcony Treatments

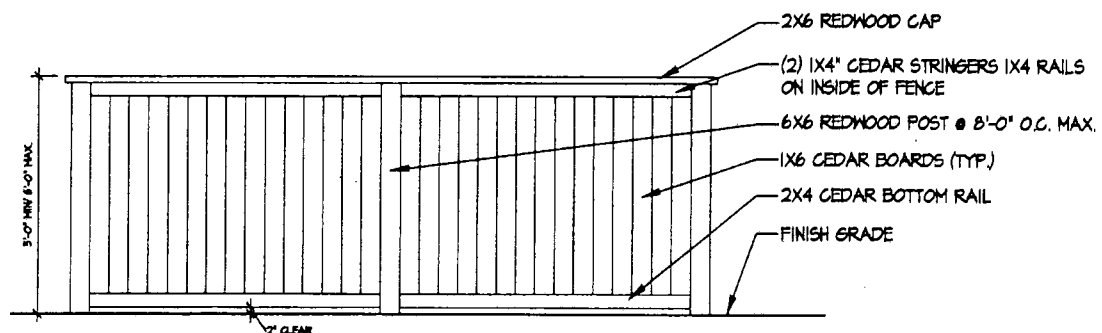
TABLE 4 Village Secondary Residential District Building Materials & Finishes				
Material/Finish	Preferred	Acceptable	Prohibited	Notes
ROOFING				
Flat Concrete	X			Warm Colors
Galvanized Corrugated Metal		X		
Galvanized Metal Fascia	X			
Wood Fascia	X			
Slate		X		
Copper		X		
S Barrel Tile		X		
Pan Mission Tile		X		
Colored Ceramic Tile		XX		For accent use/and or patterned roof
Bitumen		X		Flat surfaces only
Wood Shake			X	
Wood Shingle			X	
Asphalt Shingle			X	
EXTERIOR WALLS/SIDING				
Community Stone	X			Otay Ranch Utah Desert stone
Community Block	X			
Galvanized Corrugated Metal		X		24 gauge minimum
Brick Veneer		X		
Wood Battens		X		Horizontal or vertical
Wood Shingle			X	
Chain Link			X	(Allowed in City Park)
STUCCO				
Smooth Hand-Trowel Finish	X			
Modern American			X	
Splatter Finish			X	
Pebble Dash			X	
Machine Applied Color Chart			X	
WINDOWS				
Multi-Paned	X			Traditional character
Wood Mullions		X		Satin finish or painted, warm colors
Metal Mullions		X		Anodized
Wood Shuttered		X		Satin finish or painted, warm colors
Large Expanse of Glass			X	
STOREFRONT WINDOWS				
Multi-Paned	X			Traditional character
Wood Mullions		X		Satin finish or painted, warm colors
Metal Mullions		X		Anodized
Large Expanse of Glass			X	
AWNINGS				
Canvas	X			Simple angled; open sided preferred
Sheet Metal			X	Anodized
Plastic			X	
Domed			X	
Internally Lit			X	

TABLE 4 (continued) Village Secondary Residential District Building Materials & Finishes				
Material/Finish	Preferred	Acceptable	Prohibited	Notes
TRELLISES				
Metal	X			Anodized
Wood		X		Satin finish, warm colors
ARCADES				
Community Stone	X			Otay Ranch Utah Desert stone
Wood		X		Satin finish, warm color
Stucco Finish		X		Smooth hand trowel
Ceramic Tile Accents		X		Accents only
Modern American			X	
Splatter Finish			X	
Pebble Dash			X	
Machine Applied Color Chart			X	
DOORS				
Wood Framed	X			Satin finish or painted, warm colors
Metal Framed		X		Galvanized metal
Louvered			X	Galvanized metal
Roll-Up			X	Galvanized metal, non-street facing
Steel		X		Galvanized metal and painted
Glass			X	Galvanized metal frame
Non-Tempered Glass			X	Traditional character
COLUMNS				
Community Stone	X			Otay Ranch Utah Desert
Wood		X		Stain finish, warm colors
Concrete		X		Smooth hand-trowel finish
Metal		X		Anodized
Ceramic Tile Accents		X		Accents only
Raw Metal			X	
GATES				
Metal	X			Galvanized and painted
Wrought Iron		X		
Tubular Steel	X			
Raw Metal			X	
Wood			X	
Chain Link			X	(Allowed in City Park)

3. Landscape Architecture

Landscaping consisting of both hardscape and softscape treatments shall reinforce the urban character of the District and reflect ordered, formal treatments rather than random, natural appearing solutions. Design guidelines for landscape architecture are as follows:

- The creation of outdoor "rooms," such as courtyards, outdoor dining areas, plazas, paseos, formalized walkways, arbors, and arcades shall be emphasized to support the Irving Gill design theme.
- Amenities such as enhanced paving, seating areas and lighting shall be incorporated into the landscape to create an atmosphere that is appropriate to shopping, socializing and recreation. Hardscape material use is described in Table 5.
- The use of steps, retaining walls and structures for grade separations in this District is preferred over landscaped banks to emphasize the urban character and to provide defined spaces such as for seating.
- Tree design use shall include a mix of skyline, shade and colorful accent trees. A list of approved trees is provided in Table 6. [the approved list of street trees is provided in Table 3]
- Pedestrian scaled plantings, such as colorful groundcovers, container plantings and vine covered arbors will enliven the area. A list of approved trees and shrubs is provided in Table 6..
- Parking area landscaping shall be in conformance with this Master Precise Plan (see Exhibit 13), the Village Eleven Design Plan and the City of Chula Vista Design Manual and Landscape Manual.
- Parking areas shall be screened by a landscape buffer that may include berms, low walls or shrubs approximately 3 feet in height to block headlight glare yet provide visual access into the areas to enhance security.
- Trees shall be planted in parking areas to provide shade and reduce glare from paving and parked vehicles. Planters shall be located in the parking areas to visually break up the expanse of paving.
- All village perimeter walls and fencing shall be designed in conformance with the Village Eleven Comprehensive Wall and Fence Plan (see Exhibit 14). Table 5 lists additional wall and fencing materials that may be used within individual developments.



Residential Neighborhood Wood Fence

TABLE 5 Village Secondary Residential District Hardscape and Wall and Fence Materials/Finishes	
PAVING	
<u>Permitted Materials:</u>	
<ul style="list-style-type: none"> • Natural Stone (including but not limited to sandstone, limestone, fieldstone, flagstone, granite and slate) • Exposed aggregate, natural stone color • Natural stone unit pavers. • Colored concrete (natural stone colors) with textured finishes. • Stamped or patterned concrete (natural stone colors) • Fired clay pavers. • Pre-cast concrete pavers (natural stone finishes and colors). • Terrazzo. • Turf block, Grass Crete or similar • Ceramic Tile Accents 	
<u>Prohibited Materials:</u>	
<ul style="list-style-type: none"> • Predominantly black or dark gray pavement • Intense primary colored paving • Common gravel • Asphalt or asphaltic concrete • Decomposed granite (Allowed in City Park) 	
WALLS AND FENCING	
<u>Permitted:</u>	
<ul style="list-style-type: none"> • Village Eleven Perimeter Theme Masonry • Adobe Brick (coated) • Natural Stone (Otay Ranch Utah Desert or similar) • Block or steel framed stucco (smooth, dash coat, bumpy-smooth/Santa Barbara style, combed or sand finish only) • Pre-cast concrete • Brick • Slump stone (coated) 	
<u>Prohibited:</u>	
<ul style="list-style-type: none"> • Wood structural walls • Other "styles not in keeping with the architectural theme" 	
<u>Permitted:</u>	
<ul style="list-style-type: none"> • Wrought Iron (with approved finishes) • Decorative steel or aluminum (with approved finishes) • Decorative wood 	
<u>Prohibited:</u>	
<ul style="list-style-type: none"> • Chain Link (Allowed in City Park) • Wood lath • Split rail • Plastic • Other "styles not in keeping with the architectural theme" 	

TABLE 6
Village Secondary Residential District
Approved Plant List

Trees (See Table 3 for Approved Street Tree List)

Bauhinia variegata	Purple Orchid Tree
Cassia leptophylla	Gold Medallion Tree
Cinnamomum camphora	Camphor Tree
Eriobotrya deflexa	Bronze Loquat
Eucalyptus sideroxylon rosaea	Red Ironbark (Requires City Arborist review)
Gleditisa tricanthos inermis	Honey Locust
Jacaranda acutifolia	Jacaranda
Phoenix canariensis	Canary Island Palm
Phoenix dactylifera	Date Palm
Platanus acerifolia	London Plane Tree
Pyrus kawakamii	Evergreen Pear
Prunus calleryana 'Bradfordii'	Bradford Pear
Tipuana tipu	Tipu Tree (Requires City Arborist review)
Tristania conferta	Brisbane Box
Ulmus parvifolia 'True Green'	True Green Elm

Shrubs

Agapanthus africanus	Lily of the Nile
Alyogne huegelii	Blue Hibiscus
Asparagus sprengerii	Sprenger's Asparagus
Buxus microphylla 'Japonica'	Japanese Boxwood
Calliandra inaequilatera	Pink Powder Puff
Cistus purpureus	Purple Rockrose
Cuphea hyssopifolia	Breath of Heaven
Dietes bicolor	Fortnight Lily
Diosma pulchrum	Breath of Heaven
Eleagnus pungens	Silverberry
Escallonia 'Fradesii'	Escallonia
Lantana spp	Lantana
Lavendula spp.	Lavender
Ligustrum 'Texanum'	Texas Privet
Limonium perezii	Statice
Pittosporum tobira 'variegata'	Mock Orange
Pittosporum tobira 'Wheeleri'	Dwarf Pittosporum
Plumbago auriculata	Cape Plumbago
Raphiolepis indica	Indian Hawthorne
Rosmarinus officinalis 'prostratus'	Dwarf Rosemary
Tecomaria capensis	Cape honeysuckle
Trachelospermum jasminoides	Star Jasmine
Viburnum suspensum	Sandankwa Viburnum
Viburnum tinus	Laurustinus

4. Lighting

A unified lighting concept utilizing thematic fixtures has been developed for the Village Core District. A low intensity, twelve (12) foot high pole mounted fixture is used along the Village Entry, Village Core Promenade, Village Core, Residential Promenade Streets and paseos. An eighteen to twenty-two (18-22) foot high, pole mounted fixture is specified for parking areas. Exhibit 15 illustrates Village Core lighting fixtures. The following general lighting guidelines apply to the Village Core District:

- Lighting shall provide a safe and desirable level of illumination for both motorists and pedestrians.
- Lighting shall be directed, or shielded if necessary, to avoid intrusion into residential neighborhoods and the Salt Creek habitat.
- Lighting shall be attractive and suitable to the design theme of Village Eleven
- Lighting shall be manufactured of high quality materials that are visually compatible with design elements, such as street furniture and architecture.
- Specialty street lights may be provided by the San Diego Gas and Electric Company. The preferred design is an acorn style lamp on top of a simulated concrete pole. Specialty lighting shall be maintained by a Community Facilities District or a Homeowner's Association.
- A hierarchy of lighting levels and lighting fixtures will be used for street lights. Village entry and core streets will use taller and brighter fixtures. Residential street lighting will be smaller scale with lower lighting levels.
- Specialty lighting along pedestrian corridors shall be spaced for human scale. Examples are low pole lighting, bollard lighting, and ground-level lighting.
- Accent lighting may be used on all permanent monument or project signs and may consist of uplights, downlights, spotlights, pole lights, bollards, or bar lights.
- Accent lighting is allowed for focal features, such as fountains, trees, overhead structures, or other elements that would provide an aesthetic or safety benefit.
- Accent lighting should be limited to focal points. Subtle lighting should take precedence and over-lighting should be avoided.
- Play field lights, if provided, should provide adequate illumination directed to the play area and shielded from intruding into residential areas.

5. Furnishings

Street furnishings make an important contribution to the pedestrian-oriented village. Some furnishings, such as lighting, are necessary simply to use the outdoor space. Other furnishings, such as benches and trash receptacles, are enhancements that encourage people to walk and use the outdoor spaces. Exhibits 16 and 17 illustrate Village Core street furnishings. The following are design guidelines for furnishings:

- All street furnishings in the village will be designed or selected to promote the village design theme and will be used consistently throughout the village.
- Transit shelters, trash enclosures, and special features, such as fountains, will be designed similarly to the village monument features.
- Benches, bicycle racks, trash receptacles and tree grates will be selected to be compatible with the theme.
- Trash and recycling receptacles shall be designed in accordance with the City of Chula Vista's policies for Recycling and Solid Waste Guidelines.

6. Signage

Sign design in the Village Secondary Residential District shall be consistent with the overall village design theme. Signs within the District may consist of individual project monument signs, individual project wall signs and directional signs. Sign criteria governing the locations, number, size and design standards are provided in the Village Eleven Planned Community District Regulations and the City Zoning Ordinance.

Planned Signage Program

A Planned Signage Program is required to be approved concurrently with or as a condition of approval of the Site Plan and Design Review for Multi-family Residential uses. The purpose of the program is to integrate signs with the proposed Village Eleven architectural and landscaping design guidelines. This shall be achieved by requiring signs that:

- Use the same background color.
- Utilize no more than three different colors per sign for lettering.
- Utilize consistent structural support and materials for signs.
- Utilize a landscape setting, logos, color scheme or other methods consistent with the SPA Plan and approved by the Zoning Administrator to convey a unique Village Eleven theme.
- Use the same form of illumination for all signs, or by using varied forms of illumination determined to be compatible by the Zoning Administrator.
- Vary from the above standards if the signage can be determined by the Zoning Administrator to be compatible with the surrounding community character.

The Planned Signage Program must comply with the following specific criteria for the Multi-family Sites. Some reference is made to the Chula Vista Municipal Code.

- Monument signs shall be consistent with the "Neighborhood Monument Sign" design as specified in the Village Eleven Comprehensive Sign Plan. One ground or monument sign and one wall sign identifying the name of the development.
- Wall mounted signs shall be incorporated into entry walls and located on or both sides of the entry.

Planned Signage Program Submittals

Preliminary Design Submittal and Review

The project 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 proceeding with final plans.

Final Design and 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 Section 19.60.030 of the Chula Vista Municipal Code. 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, typestyles, lighting techniques, means of attachment, structural elements and details.
- Building elevation showing exact location, size and placement of each sign on the building.

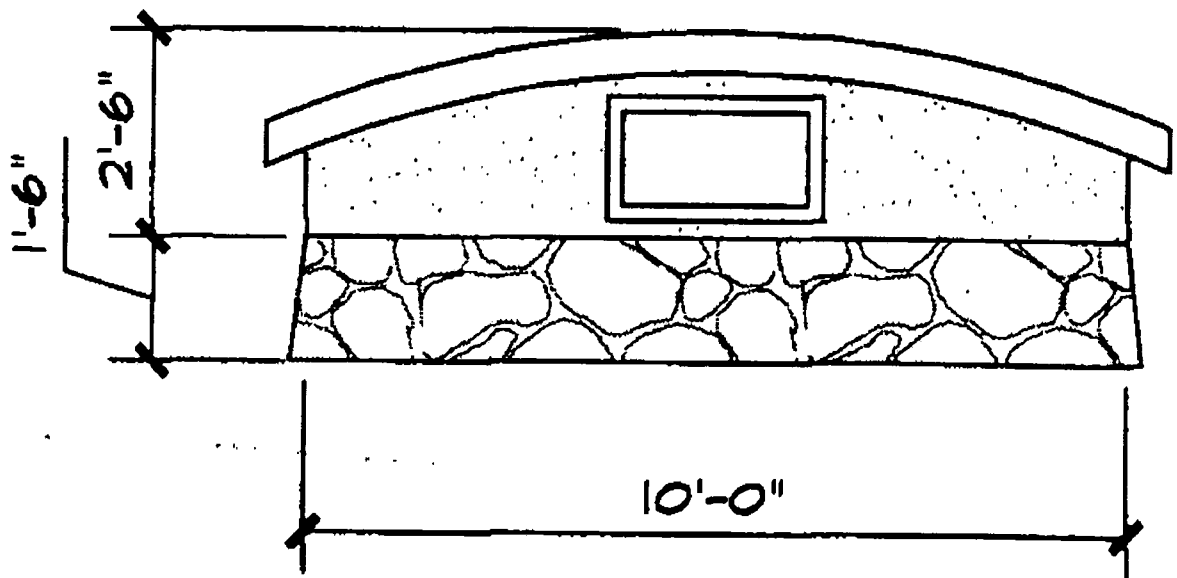


Exhibit 26
Village Eleven Neighborhood Monument Sign

V. DESIGN REVIEW CHECKLISTS

This section summarizes the important site planning and design issues for each of the various Individual Precise Plan (Site Plan) areas within the Village Core. They do not address phasing of development construction responsibility or other important implementation or site development issues not addressed in this Master Precise Plan. These issues will arise in the review of each Individual Precise Plan (Site Plan) submittal and are addressed in the Village Eleven SPA Plan, PFFP, Development Agreement and/or other adopted planning documents.

Although the Village Core will function as a unified component of Village Eleven, specific areas shall incorporate specific design concepts based on land use and/or geographic location. Each parcel should reflect the vehicular and pedestrian elements depicted on the following Exhibits:

- Exhibit 3, Mandatory Master Precise Plan Elements (page 12)
- Exhibit 4, Core Pedestrian Circulation (page 15)
- Exhibit 5, Core Vehicular Circulation & Transit Stops (page 16)
- Exhibit 21, Mandatory Elements for Village Secondary Residential District (page 50)

This section provides design checklists for the following Village Core Planning Areas:

Village Core District

- Mixed-Use/Commercial (MU-1)
- Town Square Site (P-4)
- Community Purpose Facility Site (CPF-1)
- Village Core Private Recreation Facility Site (PRF)

Village Secondary Residential District

- Residential Site Residential Sites R-21 & R-22
- Residential Site R-24
- Residential Site R-25
- Residential Site R-19
- Residential Site R-18
- Residential Site R-12
- Residential Site R-11

MIXED-USE/COMMERCIAL (MU-1)

Design District:

- Village Core

Location:

- Western area of village core at Birch Road entry and commercial exposure from EastLake Parkway.

Planned Use:

- Mixed-Use Commercial incorporating neighborhood-serving uses such as a grocery store, retail shops and offices. Residential uses are also planned in this area.

Permitted Use:

- As permitted by the Otay Ranch Village Eleven Planned Community District Regulations.

Building Design/Siting:

- Primary pedestrian oriented edges along the Village Pathway (Birch Road) and Village Core Promenade Street (Discovery Falls).
- Parking lot internal to site.

Pedestrian Access:

- Highly pedestrian oriented with well-defined access and circulation along the Village Pathway and Village Core Promenade Street with access to the interior of the site, a transit stop, and the town square.
- Secondary pedestrian access to the CPF site and neighboring residential sites.

Vehicle Access:

- Highest vehicular use area in the village requires efficient vehicular movement with minimized pedestrian conflicts.
- Parallel parking on adjacent village streets and internal parking lot.

Transit Access:

- Transit stop located at site with well-defined pedestrian circulation and amenities.

Urban Character:

- Formal, articulated and highly detailed architecture with storefronts oriented towards Village Pathway and Village Core Promenade Street.

Mandatory Site Plan Elements:

1. Secondary Village Landmark with pedestrian access at the intersection of Birch Road and Discovery Falls Drive.
2. Architectural Focal Point
3. Main Street Commercial
4. Transit stop
5. Pedestrian connections
6. Integrate design with Village Entry Street/Village Pathway streetscape
7. Integrate design with Village Core Promenade Streetscape
8. Parking lot internal to site

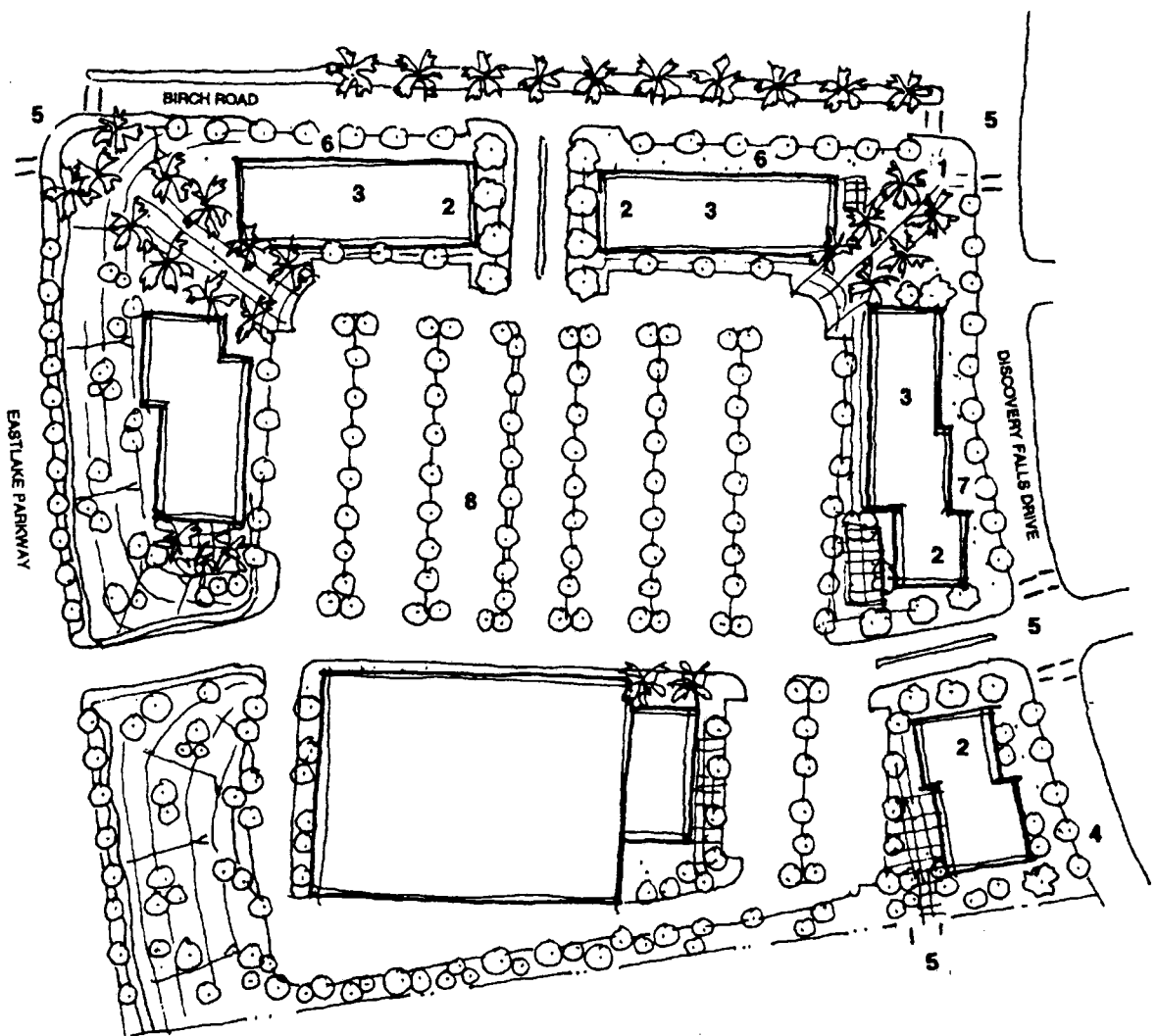


Exhibit 27
Mixed-Use Concept Plan

TOWN SQUARE SITE (P-4)

Design District:

- Village Core

Location:

- Central and focal point entry to the village at Birch Road/Village Entry Street.

Planned Use:

- Town square plaza or park.

Permitted Use:

- As permitted by the Otay Ranch Village Eleven Planned Community District Regulations.

Building Design/Siting:

- Village focal point reflecting the pedestrian design and urban character of the village.
- Traditional design reflecting importance within the village.

Pedestrian Access:

- Highly pedestrian oriented with well-defined access and circulation to the Village Pathway and Village Core Promenade Streets and the paseo.

Vehicle Access:

- Vehicular circulation around the square.
- Parking on opposite side of street from square.

Transit Access:

- Transit stop located opposite square at Mixed-Use/Commercial site.

Urban Character:

- Formal, village focal point.

Mandatory Site Plan Elements:

- Village Landmark with a strong design element such as a fountain or public art.
- Traditional design reflecting importance within the village.
- Shade and accent trees, seating areas and other pedestrian amenities.
- Integrated pedestrian circulation throughout the site.
- Integrated design with Village Promenade streetscape.

TOWN SQUARE SITE (P-4)

Design District:

- Village Core

Location:

- Central and focal point ~~entry to~~ in the village ~~core~~ at Birch Road/Village Entry Street.

Planned Use:

- Town square plaza or park.

Permitted Use:

- As permitted by the Otay Ranch Village Eleven Planned Community District Regulations.

Building Design/Siting:

- Village focal point reflecting the pedestrian design and urban character of the village.
- Traditional design reflecting importance within the village.

Pedestrian Access:

- Highly pedestrian oriented with well-defined access and circulation to the Village Pathway and Village Core Promenade Streets and the paseo.

Vehicle Access:

- Vehicular circulation around the square.
- Parking on opposite side of street from square.

Transit Access:

- Transit stop located opposite square at Mixed-Use/Commercial site.

Urban Character:

- Formal, village focal point.

Mandatory Site Plan Elements:

- Village Landmark with a strong design element such as a fountain or public art.
- Traditional design reflecting importance within the village.
- Shade and accent trees, seating areas and other pedestrian amenities.
- Integrated pedestrian circulation throughout the site.
- Integrated design with Village Promenade streetscape.

COMMUNITY PURPOSE FACILITY SITE (CPF)

Design District:

- Village Core

Location:

- Central area of village core at Birch Road/Village Entry.

Planned Use:

- Community Purpose Facility such as a church or community-serving institution.

Permitted Use:

- As permitted by the Otay Ranch Village Eleven Planned Community District Regulations.

Building Design/Siting:

- Landmark/focal point building location.
- Primary pedestrian oriented edges along the Village Core Promenade Street (Discovery Falls).
- Parking lot internal to site.

Pedestrian Access:

- Highly pedestrian oriented with well-defined access and circulation to the Village Core Promenade Street, Town Square, transit stop and paseo.

Vehicle Access:

- Vehicular access from Village Core Promenade Street.
- Parallel parking on adjacent village streets and internal parking lot.

Transit Access:

- Transit stop located across Village Core Promenade Street.

Urban Character:

- Formal, articulated and highly detailed architecture towards Village Entry Street and Village Core Promenade Street.

Mandatory Site Plan Elements:

- Architectural Focal Point
- "Outdoor rooms" such as courtyards, plazas, and arbor walkways.
- Integrate design with Village Core Promenade streetscape.
- Pedestrian connections to transit stop, Town Square, Private Recreation Facility and paseo.
- Integrated pedestrian circulation throughout the site.
- Parking lot internal to site.

PRIVATE RECREATION FACILITY SITE (PRF)

Design District:

- Village Core

Location:

- Central area of village core at Birch Road/Village Entry.

Planned Use:

- Private Recreation Facility with amenities such as a community room, swimming pool, sports courts, picnic and play areas.

Permitted Use:

- As permitted by the Otay Ranch Village Eleven Planned Community District Regulations.

Building Design/Siting:

- Landmark/focal point building location.
- Primary pedestrian oriented edges along the Village Core Promenade Street (Discovery Falls/Exploration Falls).

Pedestrian Access:

- Highly pedestrian oriented with well-defined access and circulation to the Village Core Promenade Street, Town Square, transit stop and paseo.

Vehicle Access:

- Vehicular access from Village Core Promenade Street.
- Parallel parking on adjacent village streets and internal parking lot.

Transit Access:

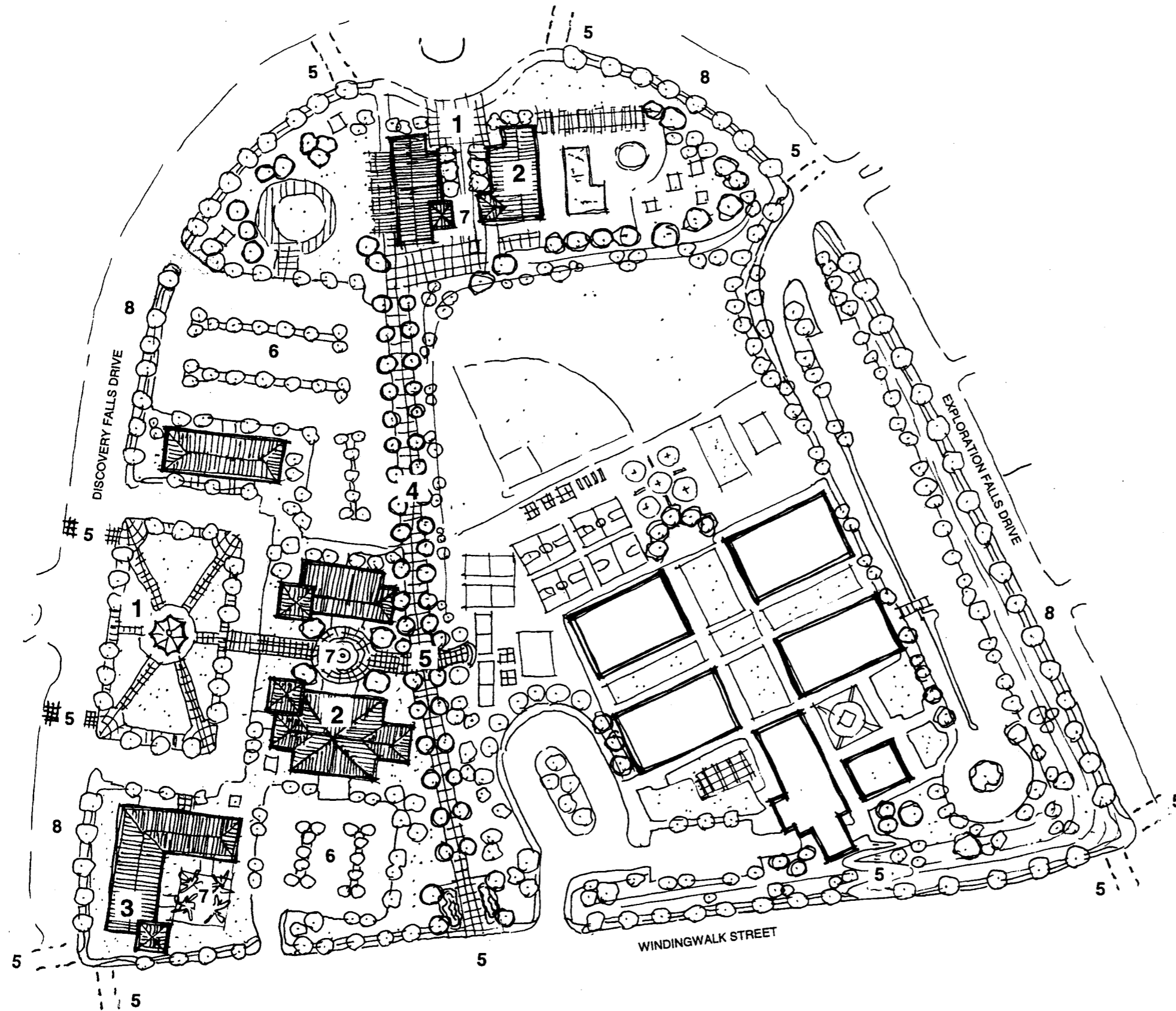
- Transit stop located across Village Core Promenade Street.

Urban Character:

- Formal, articulated and highly detailed architecture towards Village Entry Street and Village Core Promenade Street.
- "Outdoor rooms" providing social spaces, formal pedestrian connection and view corridors.

Mandatory Site Plan Elements:

- Village Landmark at intersection of Discovery Falls Drive and Exploration Falls Drive.
- Village Landmark building.
- "Outdoor rooms" such as courtyards, plazas, and arbor walkways.
- Pedestrian connections to Town Square, Community Purpose Facility and paseo.
- Integrate design with Village Entry Street and Village Core Promenade streetscapes.



Mandatory Site Plan Elements

1. Village Landmark
2. Village Landmark Building
3. Architectural Focal Point
4. Pedestrian Paseo
5. Pedestrian Connection
6. Parking Lots Internal to Site
7. "Outdoor Rooms" (courtyards, plazas, trellis walkways)
8. Village Core Promenade Streetscapes

Exhibit 28
Central Village Core Concept Plan

Mandatory Site Plan Elements

1. Village Landmark
2. Village Landmark Building
3. Architectural Focal Point
4. Pedestrian Paseo
5. Pedestrian Connection
6. Parking Lots Internal to Site
7. "Outdoor Rooms" (courtyards, plazas, trellis walkways)
8. Village Core Promenade Streetscapes

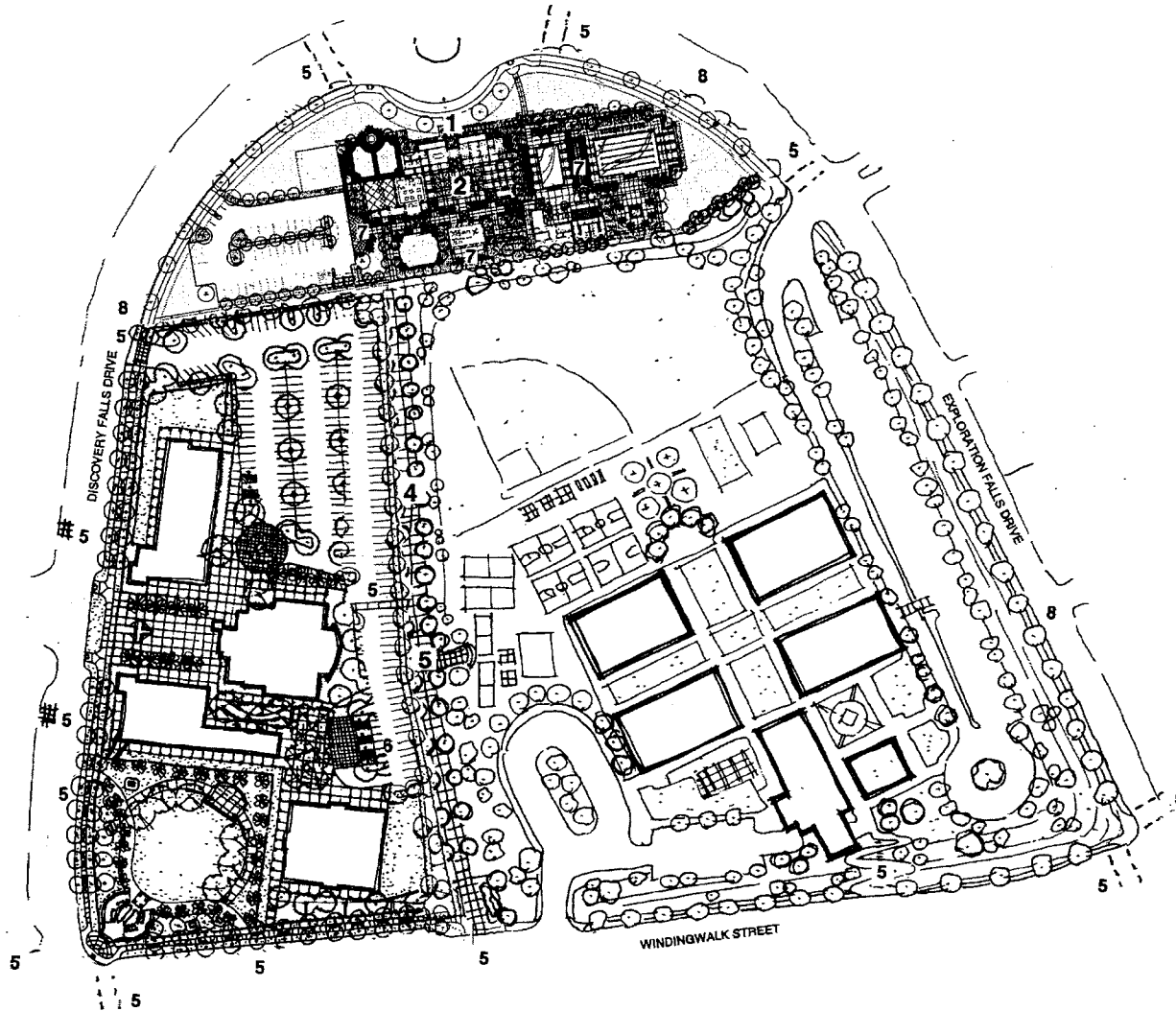


Exhibit 28
Central Village Core Concept Plan

RESIDENTIAL SITES R-21 & R-22

Design District:

- Village Secondary Residential District

Location:

- Northeast area of village core at Village Entry Street (Exploration Falls).

Planned Use:

- Multi-Family Residential.

Permitted Use:

- As permitted by the Otay Ranch Village Eleven Planned Community District Regulations.

Building Design/Siting:

- Building shall be a maximum of three stories
- Building enhancements and access along the Village Core Promenade Street (Discovery Falls/Exploration Falls).
- Building enhancements along SDGE/SDCWA easement (visible from surrounding neighborhoods)

Pedestrian Access:

- Access to the Village Core Promenade Street.
- Possible access to trail along SDGE/SDCWA easement.

Vehicle Access:

- Vehicular access from Village Core Promenade Street.
- Parallel parking on adjacent village streets and internal parking lot.

Transit Access:

- No requirements.

Urban Character:

- No requirements

Mandatory Site Plan Elements:

- Secondary Landmark with pedestrian access at intersection of Exploration Falls Drive and Discovery Falls Drive.
- Integrate design with Village Entry Street and Village Core Promenade Street streetscapes.
- Pedestrian connections to village streets.
- Parallel on-street parking and parking internal to site.



Mandatory Site Plan Element

1. Secondary Landmark with pedestrian access at roundabout.
2. Integrate design with Village Entry Street streetscape on Exploration Falls Drive.
3. Integrate design with Village Core Promenade streetscape on Exploration Falls Drive.
4. Pedestrian connections to village streets.
5. Parallel on-street parking and parking internal to site.

Exhibit 29
Residential Sites R-21 & R-22

RESIDENTIAL SITE R-24

Design District:

- Village Secondary Residential District

Location:

- Northwest area of village core at Village Entry Street (Exploration Falls).

Planned Use:

- Multi-Family Residential.

Permitted Use:

- As permitted by the Otay Ranch Village Eleven Planned Community District Regulations.

Building Design/Siting:

- Building shall be a maximum of three stories
- Building enhancements and access along the Village Core Promenade Street (Discovery Falls/Exploration Falls) and Village Core Street (Kestrel Falls).
-

Pedestrian Access:

- Access to the Village Core and Village Core Promenade Streets.

Vehicle Access:

- Vehicular access from Village Core and Village Core Promenade Streets.
- Parallel parking on adjacent village streets and internal parking lot.

Transit Access:

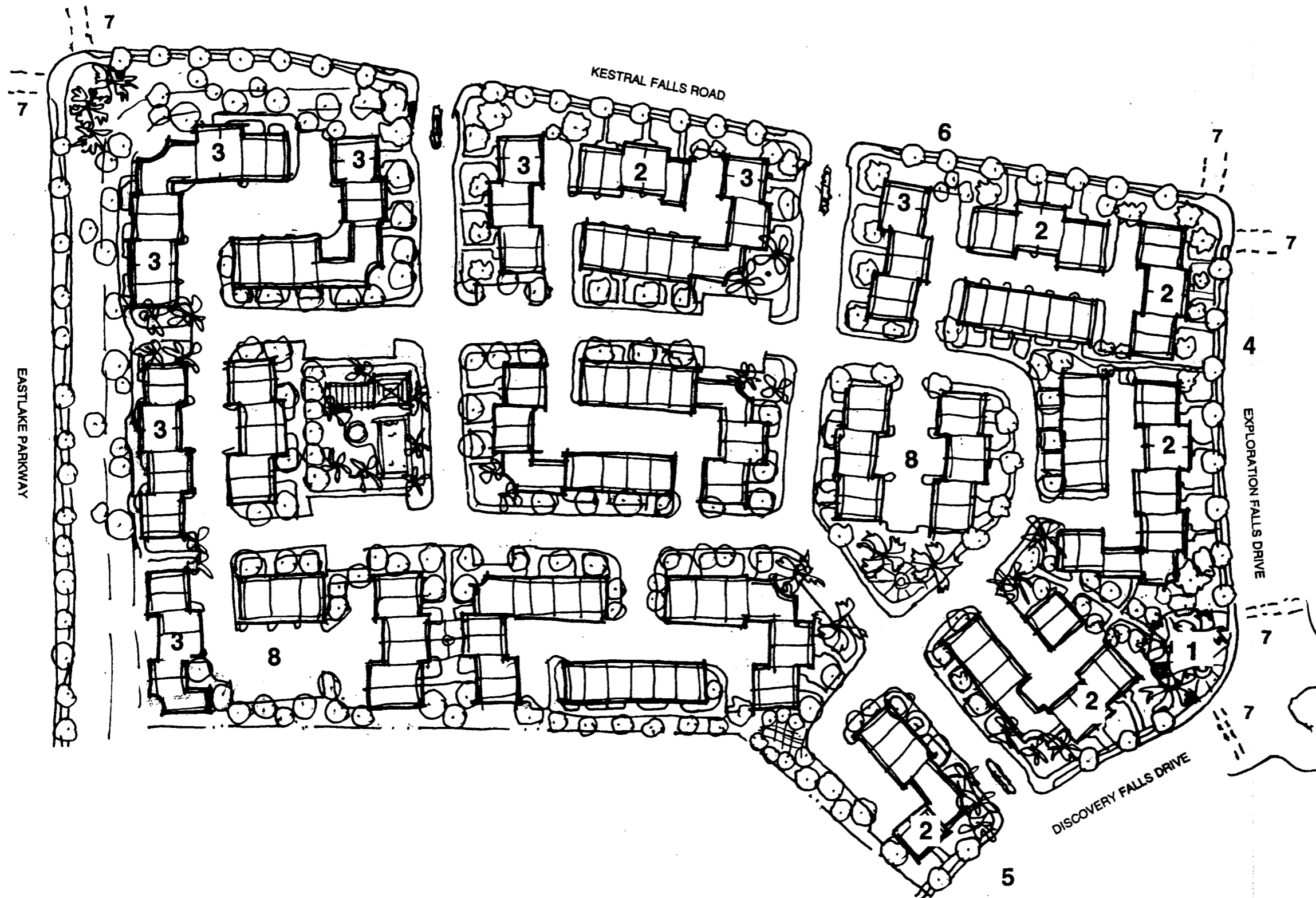
- No requirements.

Urban Character:

- No requirements

Mandatory Site Plan Elements:

- Secondary Landmark with pedestrian access at roundabout.
- Front elevations with pedestrian entries.
- Architecturally treated buildings.
- Integrate design with Village Entry Street streetscape on Exploration Falls Drive.
- Integrate design with Village Core Promenade streetscape on Discovery Falls Drive.
- Integrate design with Village Core Street streetscape on Kestrel Falls Road.
- Pedestrian connections to village streets.
- Parallel on-street parking and parking internal to site.



- 7. Pedestrian connections to village streets.
- 8. Parallel on-street parking and parking internal to site.

RESIDENTIAL SITE R-25

Design District:

- Village Secondary Residential District

Location:

- West central area of village core at Village Entry Street (Birch Road).

Planned Use:

- Multi-Family Residential.

Permitted Use:

- As permitted by the Otay Ranch Village Eleven Planned Community District Regulations.

Building Design/Siting:

- Building shall be a maximum of three stories
- Building enhancements and access along the Village Core Promenade Street (Discovery Falls) and Village Entry Street (Birch Road).

Pedestrian Access:

- Access to the Village Core and Village Core Promenade Streets.

Vehicle Access:

- Vehicular access from Village Core Promenade Street (Discovery Falls).
- Parallel parking on adjacent village streets and internal parking lot.

Transit Access:

- No requirements.

Urban Character:

- No requirements

Mandatory Site Plan Elements:

1. Secondary Village Landmark with pedestrian access at intersection of Birch Road and Discovery Falls Drive.
2. Front Elevations with pedestrian entries.
3. Architecturally treated buildings.
4. Integrate design with Village Core Promenade streetscape on Discovery Falls Drive
5. Integrate design with Village Entry Street streetscape on Birch Road.
6. "Outdoor rooms" such as courtyards, plazas, and arbor walkways.
7. Pedestrian connections to village streets.
8. Parallel on-street parking and parking internal to site.

Mandatory Site Plan Elements:

1. Secondary Village Landmark with pedestrian access at intersection of Birch Road and Discovery Falls Drive.
2. Front Elevations with pedestrian entries.
3. Architecturally treated buildings.
4. Integrate design with Village Core Promenade streetscape on Discovery Falls Drive
5. Integrate design with Village Entry Street streetscape on Birch Road.
6. "Outdoor rooms" such as courtyards, plazas, and arbor walkways.
7. Pedestrian connections to village streets.
8. Parallel on-street parking and parking internal to site.

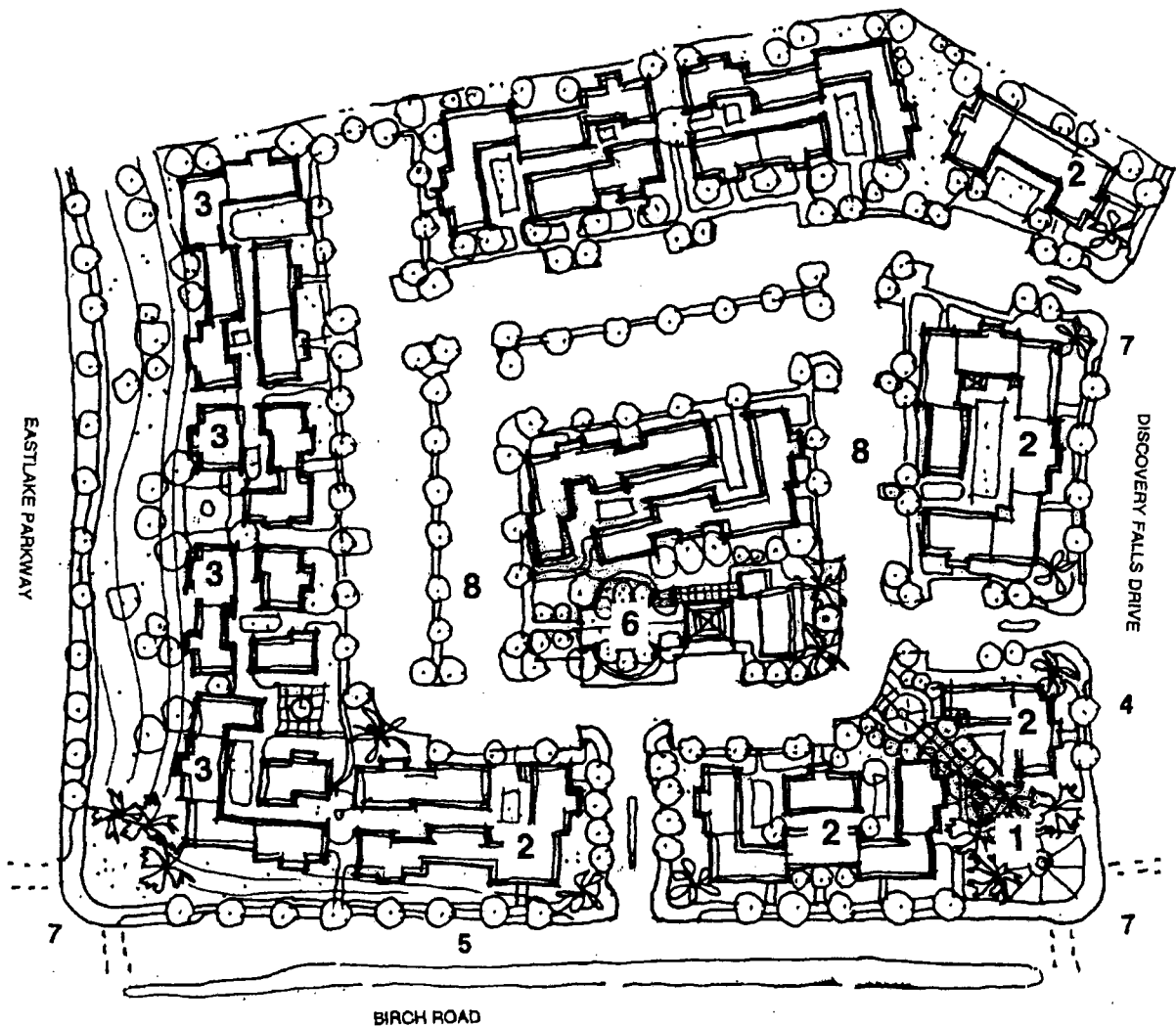


Exhibit 31
Residential Site R-25

RESIDENTIAL SITE R-19

Design District:

- Village Secondary Residential District

Location:

- Southwest area of village core.

Planned Use:

- Multi-Family Residential.

Permitted Use:

- As permitted by the Otay Ranch Village Eleven Planned Community District Regulations.

Building Design/Siting:

- Building shall be a maximum of three stories
- Building enhancements and access along the Village Core Promenade Street (Discovery Falls Drive) and Village Core Street (Crossroads Street).

Pedestrian Access:

- Pedestrian connections to Mixed-Use/Commercial site and transit stop.

Vehicle Access:

- Vehicular access from Village Core and Village Core Promenade Streets.
- Parallel parking on adjacent village streets and internal parking lot.

Transit Access:

- No requirements.

Urban Character:

- No requirements

Mandatory Site Plan Elements:

1. Architecturally treated buildings.
2. Integrate design with Village Core Promenade streetscape on Discovery Falls Drive.
3. Integrate design with Village Core streetscape on Crossroads Street.
4. "Outdoor rooms" such as courtyards, plazas, and arbor walkways.
5. Pedestrian connections to Mixed-Use/Commercial site and transit stop.
6. Parallel on-street parking and parking internal to site.

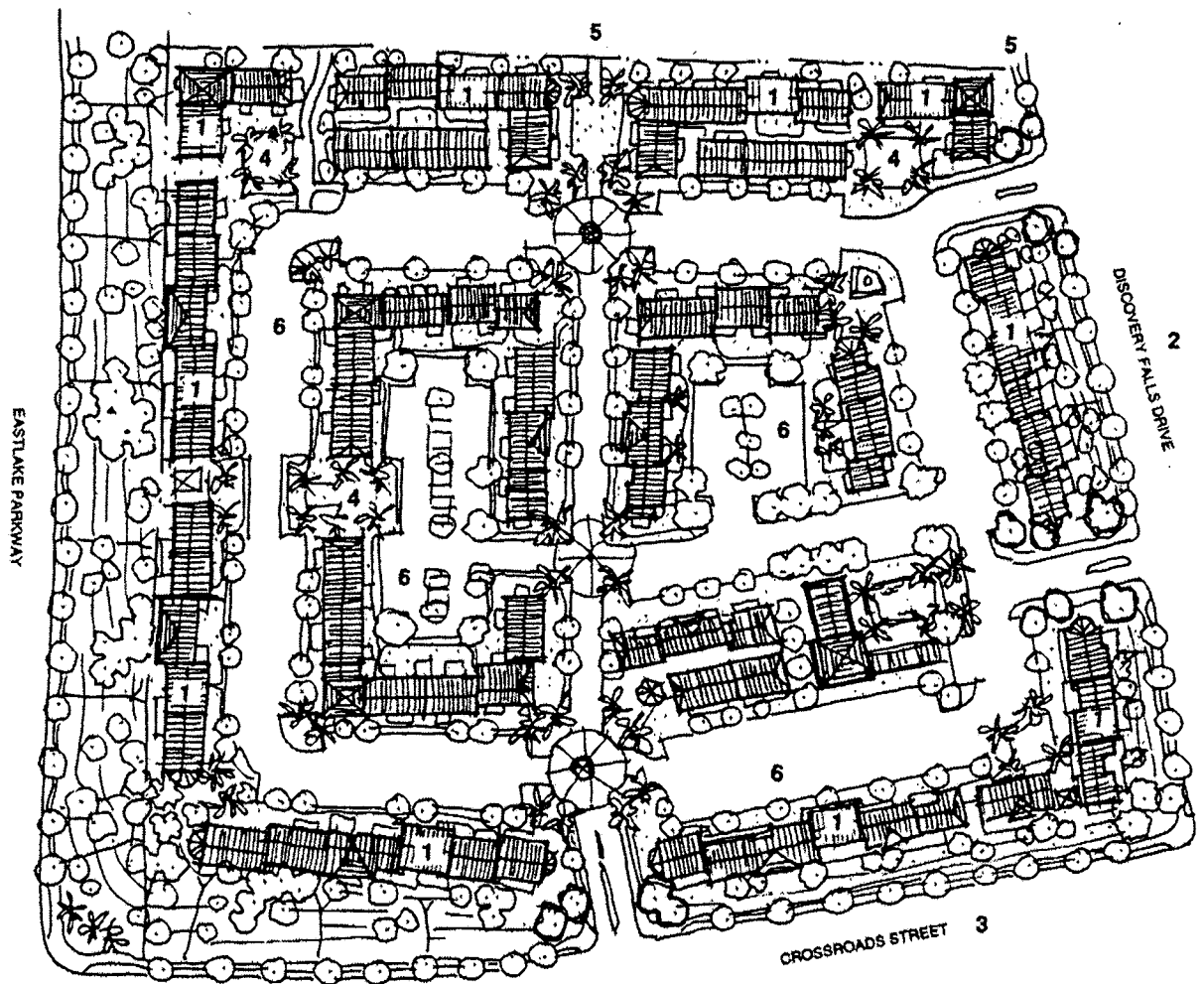


Exhibit 32
Residential Site R-19

RESIDENTIAL SITE R-18

Design District:

- Village Secondary Residential District

Location:

- Southcentral area of village core.

Planned Use:

- Multi-Family Residential.

Permitted Use:

- As permitted by the Otay Ranch Village Eleven Planned Community District Regulations.

Building Design/Siting:

- Building shall be a maximum of three stories
- Building enhancements and access along the Village Core Promenade Streets (Discovery Falls and Winding Walk) and residential street (Crossroads Street).
-

Pedestrian Access:

- Pedestrian connections to surrounding streets and paseo.

Vehicle Access:

- Vehicular access from Village Core and Village Core Promenade Streets.
- Parallel parking on adjacent village streets and internal parking lot.

Transit Access:

- No requirements.

Urban Character:

- No requirements

Mandatory Site Plan Elements:

1. Front Elevations with pedestrian entries.
2. Architecturally treated buildings.
3. Integrate design with Village Core Promenade streetscapes on Discovery Fall Drive and Windingwalk Street.
4. Integrate design with Village Residential Street streetscape on Crossroads Street.
5. "Outdoor rooms" such as courtyards, plazas, and arbor walkways.
6. Pedestrian connections to Mixed-use and Community Purpose Facility sites.
7. Parallel on-street parking and parking internal to site.

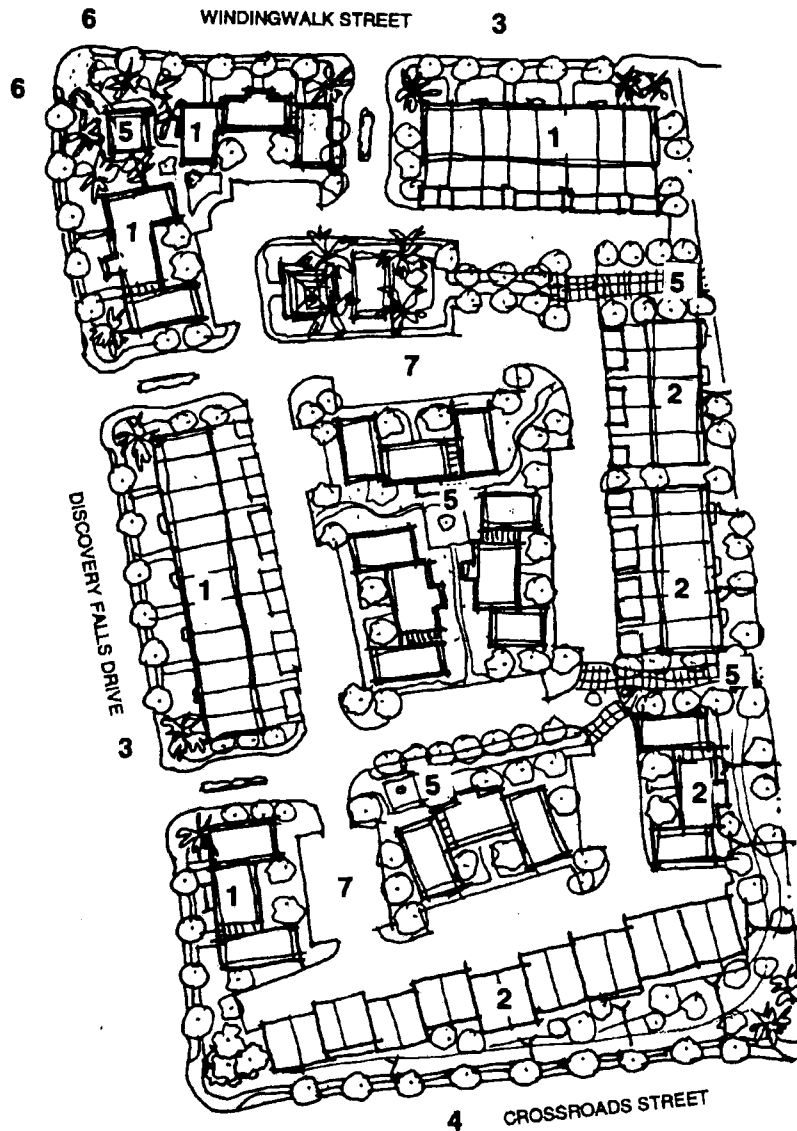


Exhibit 33
Residential Site R-18

RESIDENTIAL SITE R-12

Design District:

- Village Secondary Residential District

Location:

- Southcentral area of village core.

Planned Use:

- Single-Family Residential, small lot.

Permitted Use:

- As permitted by the Otay Ranch Village Eleven Planned Community District Regulations.

Building Design/Siting:

- Building shall be a maximum of two stories
- Building enhancements and access along the Village Core Promenade Streets (Exploration Falls and Winding Walk) and Residential Street (Crossroads Street).

Pedestrian Access:

- Pedestrian connections to surrounding streets and paseo.

Vehicle Access:

- Vehicular access from Village Core Promenade Street (Exploration Falls), and Residential Streets (Crossroads, Hummingbird and Dragonfly Streets).
- Parallel parking on adjacent village streets.

Transit Access:

- No requirements.

Urban Character:

- No requirements

Mandatory Site Plan Elements:

- Village Core Promenade streetscape on Winding Walk and Residential Promenade streetscape on Exploration Falls.
- Pedestrian connections to paseo.

RESIDENTIAL SITE R-11

Design District:

- Village Secondary Residential District

Location:

- Southeast area of village core.

Planned Use:

- Single-Family Residential, small lot.

Permitted Use:

- As permitted by the Otay Ranch Village Eleven Planned Community District Regulations.

Building Design/Siting:

- Building shall be a maximum of two stories
- Building enhancements and access along the Village Core Promenade Streets (Exploration Falls and Winding Walk) and Residential Street (Crossroads Street).
-

Pedestrian Access:

- Pedestrian connections to surrounding streets and possible trail at SDGE/SDCWA easement.

Vehicle Access:

- Vehicular access from Village Core Promenade Street (Exploration Falls), and Residential Streets (Crossroads, Hummingbird, Ladybug and Dragonfly Streets).
- Parallel parking on adjacent village streets.

Transit Access:

- No requirements.

Urban Character:

- No requirements

Mandatory Site Plan Elements:

- Village Core Promenade streetscape on Winding Walk and Residential Promenade streetscape on Exploration Falls.
Pedestrian connections to paseo.

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