Montecito Village Design Plan

Otay Ranch Village Two

ADOPTED MAY 23, 2006
BY RESOLUTION NO. 2006-155

AMENDED JAN 24, 2012
AMENDED APRIL 3, 2012
AMENDED NOV 18, 2012

OTAY RANCH
A BALDWIN AND SONS COMMUNITY

THIS PAGE INTENTIONALLY LEFT BLANK

Montecito Village Design Plan

Otay Ranch Village Two

Applicant:

Baldwin & Sons
610 West Ash Street, #1500
San Diego, CA 92103
Contact: Nick Lee
(619) 234-4050

Prepared By:

Tributary 17
Landscape Architecture
2725 Jefferson Street, Suite 14
Carlsbad, CA 92008
Contact: Tom Picard
(760) 438-3304

Hunsaker & Associates
Planning, Engineering, Surveying
10179 Huennekens Street
San Diego, CA 92121
Contact: Lex Williman
(858) 558-4500

Development Design Services & GraphicAccess, Inc.
2583 Via Merano
Del Mar, CA 92104
Contact: Adam Gevanthor
(858) 793-5450

OTAY RANCH
A BALDWIN AND SONS COMMUNITY

THIS PAGE INTENTIONALLY LEFT BLANK

TABLE OF CONTENTS

I. INTRODUCTION 1

A. DESIGN PLAN DOCUMENT 3
1. Village Design Plan 3
2. Companion Documents 3
B. DESIGN REVIEW PROCESS 5
1. Process 5
2. Master Developer Review 5
3. Zoning Administrator Design Review 6
4. Planning Commission Design Review 6
5. Appeals 6

II. VILLAGE STRUCTURE 7

A. VILLAGE IDENTITY AND CHARACTER 9
1. Village Setting and Design Influences 9
2. Pedestrian/Transit Orientation 10
3. Urban Theme and Character 12
4. Landform Grading 13
5. Landscape Concept 14
B. VILLAGE PERIMETERS AND SLOPE DESIGN 16
1. Arterial Street – Village Perimeters 16
2. Olympic Parkway - Montecito West Perimeter 17
3. Interior Slopes – Montecito West 18
4. Wolf Canyon Village Perimeters 19
5. Buffer Zone (Residential/Industrial) 21
C. ENTRYWAYS/IDENTITY CONCEPT 22
1. Primary Montecito Entry – Birch Road & La Media Road 24
2. Primary Montecito Entry – Heritage Road 25
3. Primary Montecito West Entry – Heritage Road 26
4. Primary Montecito West Entry – Olympic Parkway 27
5. Secondary Montecito Entry – Heritage Road 28
6. Secondary Montecito Entries – Olympic Parkway & La Media Road 29
7. Arrival/Focal Points 29
D. STREETSCAPE DESIGN CONCEPTS 30
1. La Media Road 32
2. Heritage Road / Main Street / Rock Mountain Road 33
3. Transit Village Entry Street 34
4. Transit Village Entry Street with Parking 35
5. Village Entry Street 37
6. Secondary Village Entry Street 38

7. Residential Street (Promenade) 42
8. Parkway Residential Street 44
9. Alleys 45
10. Private Residential Streets 46
11. Roundabouts 47
E. NON-VEHICULAR CIRCULATION CONCEPT 48
1. Regional Trails 50
2. Otay Ranch Village Greenway 50
3. Village Pathway 51
4. Special Commercial Street Paths 51
5. Promenade Pathways 52
6. Open Space Trail Links 52
F. VILLAGE PARK CONCEPTS 53
1. Town Square (P-1) 55
2. Neighborhood Park (P-2) 56
3. Neighborhood Park (P-3) 57
4. Neighborhood Park (P-5) 58
5. Neighborhood Park (P-6) 59
6. Community Purpose Facilities (CPF 1, 2, 3 and 5) 61
G. WALL AND FENCE CONCEPTS 62
H. LIGHTING CONCEPTS 66
1. Transit Village Entry Street Lighting 68
2. Secondary Village Entry Street Lighting 69
3. Residential Streets (Promenade) Lighting 70
4. Parkway Residential Street Lighting 71
5. Parking Lot Lighting 72

III. VILLAGE CORE GUIDELINES 73

A. VILLAGE CORE DESIGN CONCEPT 75
B. VILLAGE DESIGN FEATURES 75
1. Site Planning and Building Orientation 79
2. Pedestrian and Vehicular Access 79
3. Urban Character (Landscape and /or Hardscape) 80
4. Lighting, Signing and Street Furnishings 81

IV. RESIDENTIAL GUIDELINES 83

A. SINGLE FAMILY RESIDENTIAL GUIDELINES 85
1. Architecture 85
2. Pedestrian-Oriented Design 92
3. Site Planning 92
4. Building/Lot Schematics 94

5. Façade Elements 105
6. Garages and Driveways 105
B. MULTI-FAMILY RESIDENTIAL GUIDELINES 106
1. Architectural Theme 106
2. Site Planning and Building Plotting 106
3. Facade Elements 119
4. Parking, Carport and Garage Design 120
5. Landscape 120

V. APPENDIX A 125

A. GDP COMPLIANCE 127
B. MONTECITO DESCRIPTION 127
C. MONTECITO POLICIES 128

VI. APPENDIX B 131

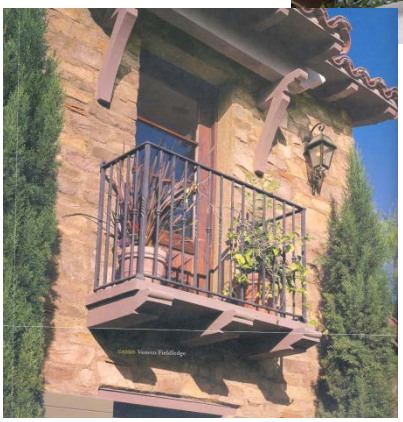
A. DETAILED LOT PLOTTING CRITERIA
9-14.0 du/ac Courtyard 4-Pack Homes 133
9-14.0 du/ac Courtyard 6-Pack Homes 133

LIST OF EXHIBITS

EXHIBIT 1 MONTECITO LAND USE PLAN 11
EXHIBIT 2 LANDSCAPE ZONE PLAN 15
EXHIBIT 3 VILLAGE ENTRY / IDENTITY CONCEPT 22
EXHIBIT 4 ENTRYWAY / IDENTITY PLAN 23
EXHIBIT 5 CIRCULATION PLAN 31
EXHIBIT 6 6 LANE RANCH ARTERIAL (PORTION OF LA MEDIA ROAD) – RANCH THEME ROAD 32
EXHIBIT 7 SIX LANE PRIME ARTERIAL 33
EXHIBIT 8 TRANSIT VILLAGE ENTRY STREET 34
EXHIBIT 9 TRANSIT VILLAGE ENTRY STREET WITH PARKING 35
EXHIBIT 10 PLAN VIEW STATE STREET 36
EXHIBIT 11 VILLAGE ENTRY STREET 37
EXHIBIT 12 SECONDARY VILLAGE ENTRY 38
EXHIBIT 13 SECONDARY VILLAGE ENTRY 39
EXHIBIT 14 SECONDARY VILLAGE ENTRY 40
EXHIBIT 15 SECONDARY VILLAGE ENTRY 41
EXHIBIT 16 RESIDENTIAL STREET (PROMENADE) 42
EXHIBIT 17 RESIDENTIAL STREET (PROMENADE) 43
EXHIBIT 18 PARKWAY RESIDENTIAL 44
EXHIBIT 19 ALLEY PRODUCT 45
EXHIBIT 20 PRIVATE RESIDENTIAL STREET 46
EXHIBIT 21 ROUNDABOUTS 47
EXHIBIT 22 NON-VEHICULAR CIRCULATION 49
EXHIBIT 23 VILLAGE PARKS PLAN 54
EXHIBIT 24 PUBLIC TOWN SQUARE (P-1) CONCEPT PLAN 55
EXHIBIT 25 PUBLIC NEIGHBORHOOD PARK (P-2) CONCEPT PLAN 56
EXHIBIT 26 PUBLIC NEIGHBORHOOD PARK (P-3) CONCEPT PLAN 57
EXHIBIT 27 PUBLIC NEIGHBORHOOD PARK (P-5) CONCEPT PLAN 58
EXHIBIT 28 PUBLIC NEIGHBORHOOD PARK (P-6) CONCEPT PLAN 59
EXHIBIT 29 COMMUNITY PURPOSE FACILITY – PRIVATE REC CONCEPT PLAN 61
EXHIBIT 30 WALL & FENCE CONCEPT PLAN 63
EXHIBIT 31 COMMUNITY WALLS 64
EXHIBIT 32 COMMUNITY WALLS 65
EXHIBIT 33 LIGHTING CONCEPT PLAN 67
EXHIBIT 34 VILLAGE CORE CONCEPT PLAN 76
EXHIBIT 35 VILLAGE CORE TOWN CENTER 77

EXHIBIT 36 VILLAGE CORE NEIGHBORHOOD CENTER 78
EXHIBIT 37 CORNER LOT DESIGN OPTIONS CONCEPT 94
EXHIBIT 38 TYPICAL CORNER LOT 95
EXHIBIT 39 34 X 85 LOT (2,890 SF) PLOTTING CONCEPTS 96
EXHIBIT 40 60/65 X 100 LOT (6,300/6,825 SF) AND 70/80 X 125 LOT (8,750/10,000 SF) PLOTTING CONCEPTS 97
EXHIBIT 41 60/65 X 100 LOT (6,300/6,825 SF) AND 70/80 X 125 LOT (8,750/10,000 SF) PLOTTING CONCEPTS 98
EXHIBIT 42 60/65 X 100 LOT (6,300/6,825 SF) AND 70/80 X 125 LOT (8,750/10,000 SF) PLOTTING CONCEPTS 99
EXHIBIT 43 70/80 X 125 LOT (8,750/10,000 SF) PLOTTING CONCEPTS 100
EXHIBIT 44 55X92 LOT (5,060 SF) PLOTTING CONCEPTS 101
EXHIBIT 45 50X85 LOT (4,250 SF) PLOTTING CONCEPTS 102
EXHIBIT 46 50X85 LOT (4,250 SF) PLOTTING CONCEPTS 103
EXHIBIT 47 35X90 (3,150 SF) 40X90 LOT (3,800 SF) PLOTTING CONCEPTS 104
EXHIBIT 48 COURTYARD PLOTTING CONCEPTS 108
EXHIBIT 49 9-14.0 DU/AC COURTYARD 4-PACK HOMES 109
EXHIBIT 50 9-14.0 DU/AC COURTYARD 6-PACK HOMES 110
EXHIBIT 51 12.5-15 DU/AC TOWNHOME PLOTTING CONCEPTS 111
EXHIBIT 52 12.5-15 DU/AC TOWNHOMES WITH CARRIAGE UNITS PLOTTING CONCEPTS 112
EXHIBIT 53 12.5-15 DU/AC TOWNHOME AND FLAT PLOTTING CONCEPTS 113
EXHIBIT 54 12.5-15 DU/AC TOWNHOME AND FLAT PLOTTING CONCEPTS 114
EXHIBIT 55 12.5-15 DU/AC TOWNHOME AND FLAT PLOTTING CONCEPTS 115
EXHIBIT 56 18-25 DU/AC TOWNHOMES AND STACKED FLAT PLOTTING CONCEPTS 116
EXHIBIT 57 18-25 DU/AC TOWNHOMES AND STACKED FLAT PLOTTING CONCEPTS 117
EXHIBIT 58 18-25 DU/AC TOWNHOMES AND STACKED FLAT PLOTTING CONCEPTS 118
EXHIBIT 59 MULTI-FAMILY DESIGN CONCEPTS 122
EXHIBIT 60 MULTI-FAMILY DESIGN CONCEPTS 123

i. Introduction



A. Design Plan Document

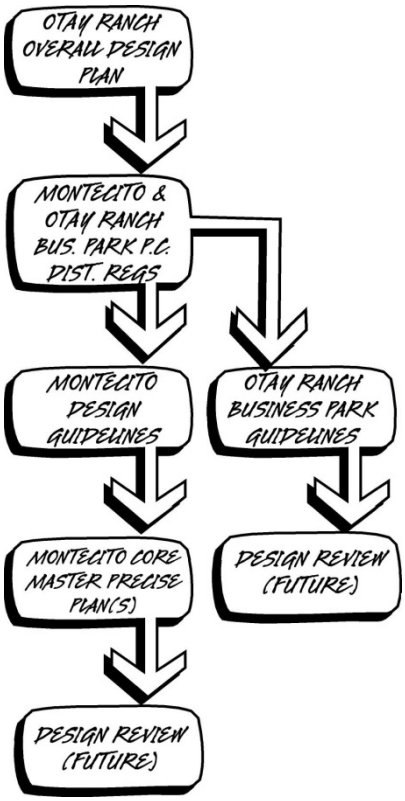
B. Design Review Process

THIS PAGE INTENTIONALLY LEFT BLANK

A. DESIGN PLAN DOCUMENT

1. Village Design Plan

The Otay Ranch General Development Plan (GDP) requires that a Village Design Plan be prepared for each village at the Sectional Planning Area (SPA) level of planning. The Village Design Plan guides planning and development by defining intended character and design elements of the village. It provides guidance for developers and designers in creating the village and it will be used by the City of Chula Vista to evaluate the village design.



The Montecito Design Plan guides the design of sites, buildings and landscapes within the village to ensure that the quality of the adopted urban design and architectural concepts established for the overall Otay Ranch community are maintained. The design plan identifies a theme for Montecito and delineates that identity through streetscape and landscape design, signage programs, and architectural and lighting guidelines. The design plan also identifies the village core design concepts that will implement Otay Ranch's planned pedestrian and transit orientation.

This introductory section of the Village Design Plan provides a description of the design review process for development within Montecito. Section II describes the Montecito setting, land use plan, and the design theme of the village. The following sections describe the overall village design features and provide guidelines for the Village Core, Town Center, and multi-family and single family residential developments. A description of the Montecito design compliance with the Otay Ranch GDP is provided in the Appendix.

2. Companion Documents

Otay Ranch GDP Overall Design Plan

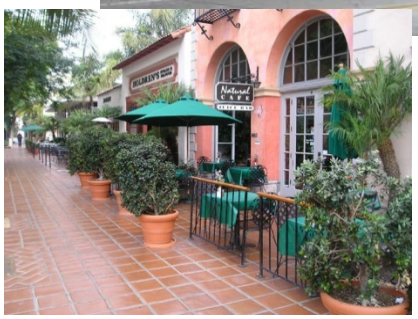
The guiding framework plan is the Otay Ranch GDP Overall Design Plan. The Overall Design Plan provides general design guidelines appropriate to the pedestrian and transit-oriented village concepts envisioned for the community.

Montecito & Otay Ranch Business Park Planned Community (PC) District Regulations

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

Montecito Core Master Precise Plan(s)

Village Core Master Precise Plan(s) will be prepared to provide additional design direction within the Village Core areas. A Master Precise Plan must be approved and adopted prior to the issuance of building permits for the first multi-family development within the corresponding Town Center or Neighborhood Center Master Precise Plan (MPP) areas.



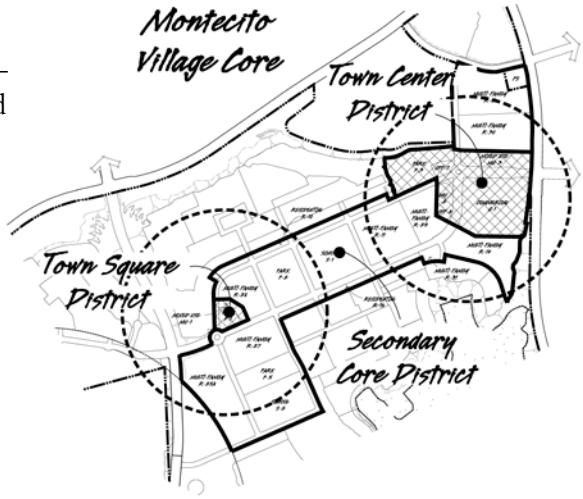
Separate Master Precise Plans for the Town Center and Neighborhood Center areas will establish a more detailed framework for implementation of the Village Core, taking into consideration the Village Core Concept Plan, yet allowing flexibility for subsequent Individual Precise Plan preparation should additional detail be necessary. Master Precise Plans shall include the following:

Building Design/Siting – Locations of proposed structures.

Pedestrian/Vehicle/Transit Access – Identification of pedestrian, bike and vehicle access and circulation.

Urban Character/Architecture – Identification of architectural style and key urban elements, including the transit station design.

Lighting/Signing/Street Furnishings – Specifications for lighting fixtures, signage and street furnishings



Village Core Areas
Not to Scale

B. DESIGN REVIEW PROCESS

1. Process

Formal design review processes have been established to ensure all development within Otay Ranch is consistent with the City of Chula Vista policies and development standards, Otay Ranch GDP Overall Design Plan, Montecito Design Plan and Montecito & Otay Ranch Business Park Planned Community District Regulations. The process requires preparation of site, landscape and architectural plans that will be reviewed and approved by the Master Developer, City of Chula Vista Zoning Administrator and/or City of Chula Vista Planning Commission, depending on the type of proposed project. The various review processes are described in the following sections.

2. Master Developer Review

The Montecito infrastructure and building lots will be developed by the Master Developer. Most of the elements described in Section II of this document, including landform grading, village entries and streets will be implemented by the Master Developer. The development of commercial and community-serving uses, multi-family and single family residential neighborhoods will be by Merchant Builders. A design review process has been created to facilitate development by Merchant Builders within the unique village planning concepts of the Otay Ranch planned community.

The design review process includes two integrated procedures: design review and approval by the Master Developer and review and approval by the City of Chula Vista. The process requires the Merchant Builder to formulate the design for their parcel and review it with the Master Developer prior to formal application and review by the City. The review requirements of the Master Developer are intended to ensure that the builder's intended product and designs meet the standards and criteria for the entire planned community. The items to be included in the Merchant Builder's design submittal package to the Master Developer would typically consist of preliminary site, landscape and architectural plans. Following acceptance of the Merchant Builder's schematic design, a continuing exchange of information will be expected as the design is finalized and the City's review process begins. Final, approved plans shall be provided to the Master Developer.

3. Zoning Administrator Design Review

The Zoning Administrator is authorized to approve applications on several subjects as provided in Section 19.14.030 of the Chula Vista Zoning Code, specifically including: Site, Architectural and Landscape Plan approval. Public buildings under 20,000 square feet in size are subject to Administrative Design Review. The Administrative approval process shall be used for all single-family detached units on lots of/or exceeding an average size of 2700 square feet, including all proposals in the SF3 and SF4 zone designations and lots in the RM1 Zone which have tentative subdivision map approval. All proposals shall be consistent with the Planned Community District Regulations and Montecito Design Plan.

4. Planning Commission Design Review

All proposals for single-family detached units on lots less than an average size of 3,000 square feet (except detached alley homes), all attached products within the RM1 and RM2 zone designations, and all proposals for non-residential land uses except (except public parks and private recreation areas), shall be approved through the Planning Commission approval process. All Public Parks shall be approved by the Parks Commission. The Planning Commission shall review plans as required by the Planned Community District Regulations, and as provided herein. They shall base their findings on the City's Design Manuals and this Montecito Design Plan. Refer to Sections 19.14.581 (through 19.14.600) of the Zoning Ordinance for additional information.

5. Appeals

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

ii. Village Structure

A. Village Identity

B. Village Perimeters

C. Entryways/Identity Concept

D. Streetscape Design Concept

E. Non-Vehicular Circulation

F. Village Park Concepts

G. Wall & Fence Concepts

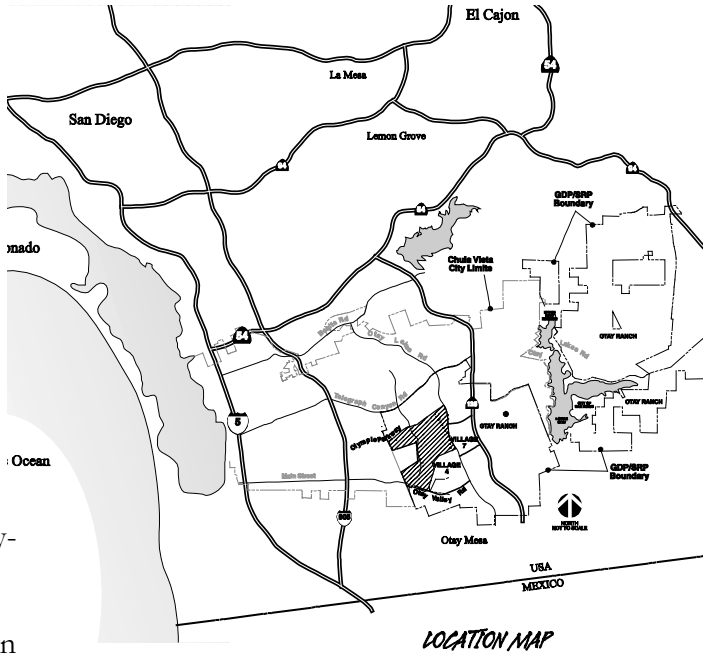
H. Lighting Concepts

THIS PAGE INTENTIONALLY LEFT BLANK

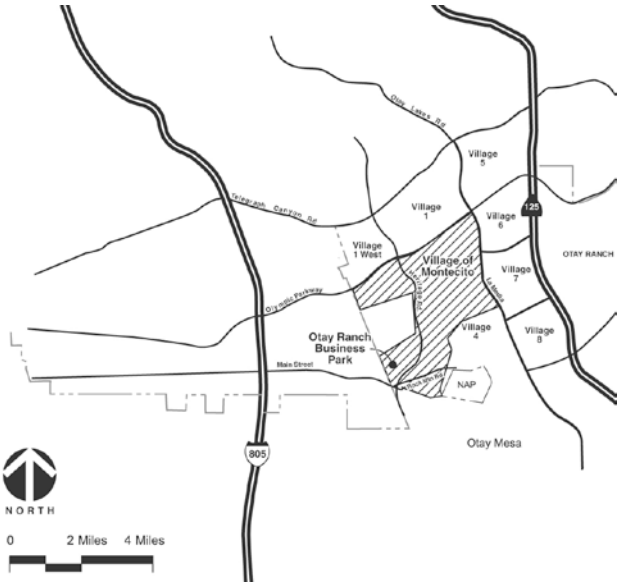
A. VILLAGE IDENTITY AND CHARACTER

1. Village Setting and Design Influences

Montecito is located on a mesa in the western portion of the Otay Valley Parcel of the Otay Ranch. The mesa topography of the site allows for the creation of a fairly level, pedestrian-oriented village in Montecito. The site provides view opportunities along the southeastern edge that borders Wolf Canyon and the northern edge that borders a riparian area adjacent to Olympic Parkway.



Heritage, the first village developed within Otay Ranch is located to the north, the Village Six Plan Area is located to the east and the Otay Ranch Business Park is located to the south. These adjacent villages provide the synergy and population base to support the creation of a community-serving Town Center in the eastern portion of Montecito. A transit stop/station is proposed in the Town Center in the village. The linear shape of the village inspired the design of a village core that extends from the Town Center to the west through the village. This design provides the opportunity for pedestrian links between village-serving land uses in the core and the larger surrounding residential neighborhoods. The village core components include an elementary school, two neighborhood parks, community purpose facilities, and higher density residential development. The village core is anchored in the western area of the village by a neighborhood-serving commercial center and Town Square. A residential area and business park are located on the west side of Heritage Road.



2. Pedestrian/Transit Orientation

The Otay Ranch pedestrian and transit-oriented design concepts have been implemented in the village design. Montecito has centrally located village-serving land uses within a grid street pattern as a basis for the pedestrian-oriented village design. The grid street pattern provides a wide variety of circulation routes through the village. The circulation system includes sidewalks separated from the roadway by parkways, tree-lined walkways, pedestrian-scaled lighting and other amenities. The pedestrian circulation system incorporates village trails, a Village Pathway through the village core and connections to the City's regional trail system. Pedestrian bridges over Olympic Parkway and La Media Road will provide off-street pedestrian connections to neighboring villages. The circulation system may include a local transit line extending through the village with strategically located stops. In addition, community serving bus rapid transit lines are proposed on Olympic Parkway and La Media Road. A transit stop is proposed in the Montecito Town Center.

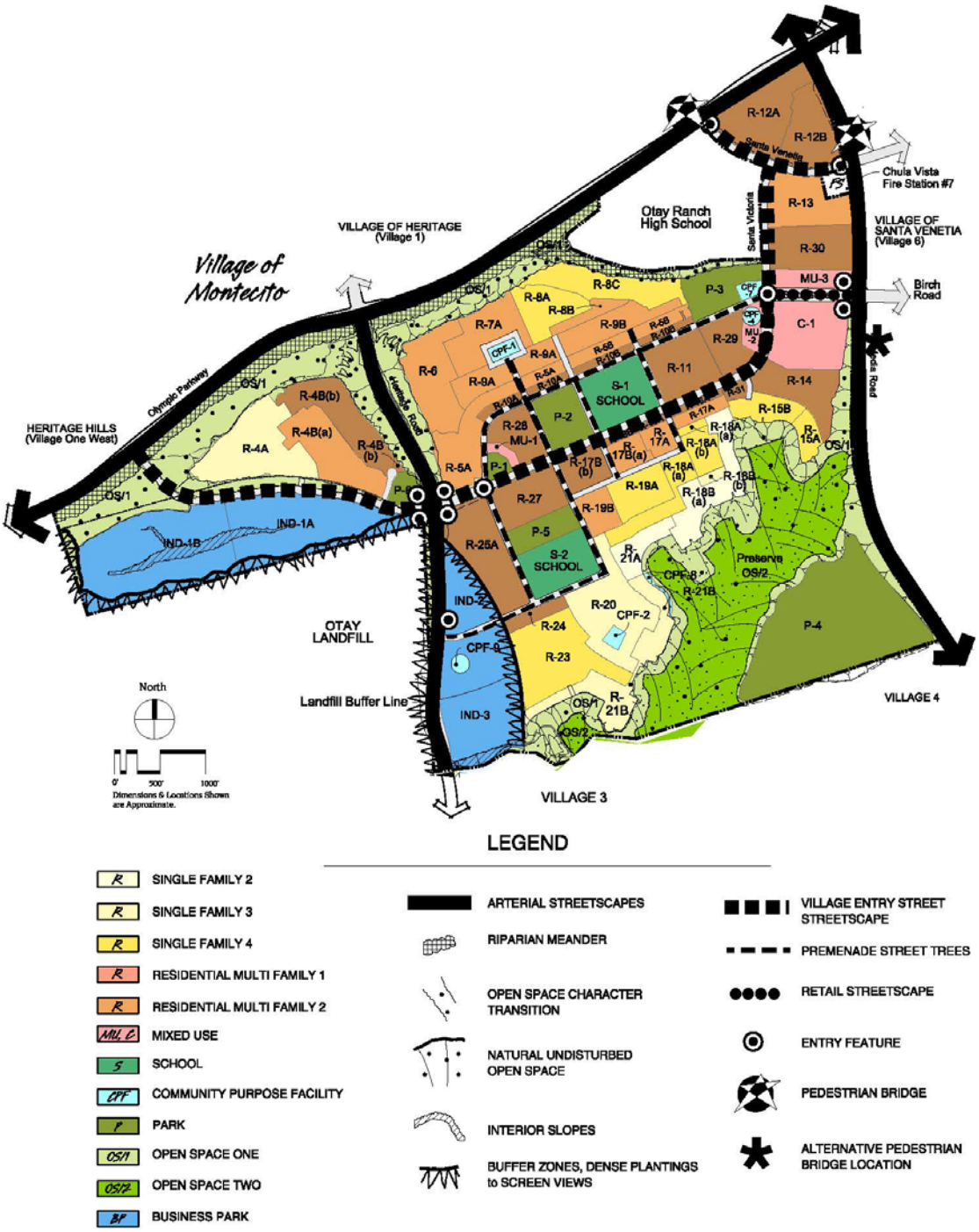
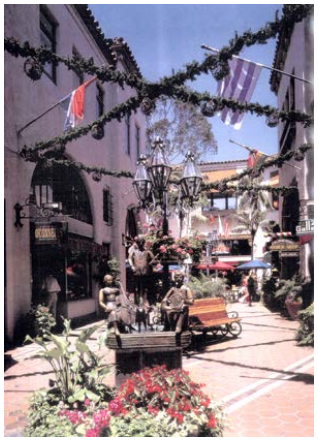


Exhibit I

Montecito Land Use Plan

3. Urban Theme and Character

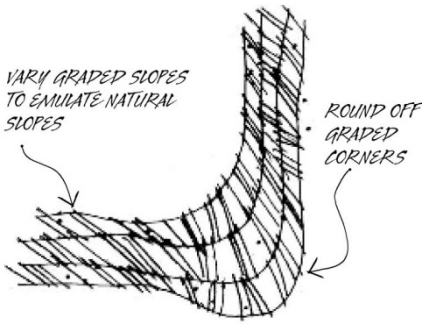
Santa Barbara, California is the inspiration for the urban theme and character of Montecito. Santa Barbara was established as a Spanish mission town and still retains many colonial historic sites and buildings. In the 1880s, Santa Barbara began to be developed as a affluent community with estates and vacation homes. A variety of architectural styles were used in that era, but the prevailing style responded to the climate with "Latin" architectural styles that incorporated outdoor living spaces. The climate supported the horticultural interests of the era and resulted in extensive estate and civic landscaping. In the early part of the 20th century there was a movement to recreate Mission and Spanish Colonial architecture. When an earthquake damaged much of Santa Barbara in 1925, civic leaders adopted a building code to ensure good design for rebuilding the town. The City adopted "Californian" architecture, defined as architecture that responds to the climate and is derived from Spanish and Mediterranean architecture. Defining features included plaster, adobe, stucco, concrete and stone building materials in light colors and low-pitched roofs covered in tile or Monterey styled wood shingles. Landscape design and horticulture were an important part of the rebuilding of the town. State Street, the "Main Street" of downtown Santa Barbara, is designed with varied sidewalk widths, porticoes, arcades, plazas and a variety of tree and plant species.



The defining design features of Santa Barbara are particularly applicable to the pedestrian-oriented design of the Montecito Town Center and Village Core. The Montecito "Main Street" will be designed with arcades and outdoor seating and gathering spaces. Design elements may include awnings, trellises and a variety of street trees to define and highlight the created spaces. In addition to trees, the landscaping will include planting areas with a variety of colorful shrubs, groundcovers, and vines, as well as potted and hanging accent plants. Architecture in the Town Center and village core commercial area will allow for variety, but maintain a strong basis in Mediterranean/Hispanic architecture. This design theme will extend to village-serving buildings such as the elementary school, community purpose facilities and recreational facilities.

4. Landform Grading

The natural mesa landform provides the opportunity to create a fairly level, pedestrian-oriented village in Montecito. On the north side of the village, the topography drops to the riparian area adjacent to Olympic Parkway. Wolf Canyon preserve open space is located below the village to the southeast. The site design of the village follows the undulating landform of the canyon.

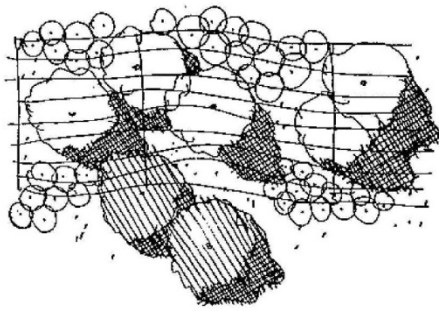


PREFERRED GRADING TECHNIQUES

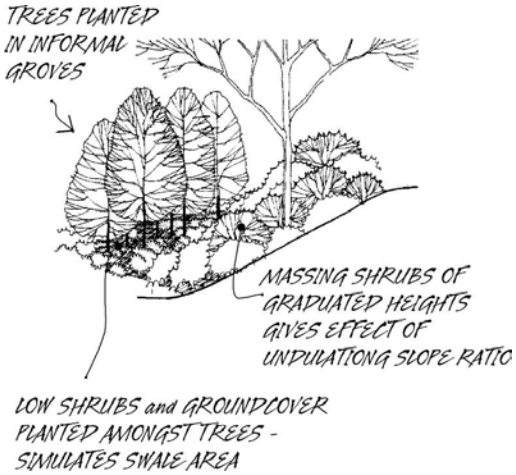
The area west of Heritage Road has been designed within the steep, undulating topography of the site. Building sites have been created in terraces and streets are located within the topography to adhere to City horizontal and vertical curve standards.

The design plan for the village strives to minimize grading and create an aesthetically pleasing landform. The following are guidelines for grading and slope design:

- Create elevation changes within the property that strive for a balance of cut and fill grading.
- Use grade changes to optimize views and a sense of spaciousness.
- Use grade changes between different land uses where separation and buffering is desired.
- Avoid, where possible, creating slopes over 25 feet in height to minimize a sense of enclosure, particularly in residential rear yards.
- Use landform grading techniques, where appropriate, in slopes over 25 feet in height.
- Use varied-height trees, shrubs and groundcovers to undulate the surface of slopes.
- Minimize surface runoff and erosion potential by planting slopes with low water consumptive and drought tolerant plants.
- Use state-of-the-art erosion control, irrigation and water management practices to protect slopes.



TYPICAL SLOPE PLANTING



5. Landscape Concept

The landscape concept is to integrate Montecito with the overall Otay Ranch design theme to create a distinct internal village design theme. The Otay Ranch design theme is addressed by extending established arterial streetscape designs and perimeter slope landscape designs into the Montecito landscape plan. Within the village, the Santa Barbara-inspired design theme will be created through a comprehensive landscape plan that addresses the design of outdoor spaces, features, furnishings and the use of a wide variety of trees, shrubs and groundcovers. The origins of the Santa Barbara design theme derive from the late 1800s when the town was a center of horticultural experimentation and from the 1920s downtown redevelopment that showcased the variety of trees and plants that could grow in the mild climate. Plant species associated with Santa Barbara "California" architecture, such as Palms, California pepper trees and bougainvillea will be used to support the design theme.

The landscape concept is illustrated in the Landscape Zone Map. Descriptions of landscapes within zones are described in the following sections. Additional information about the Montecito landscape plan is provided in the Preserve Edge Plan. The Village Landscape Master Plan and the Village Core Master Precise Plan(s), developed after the SPA Plan is approved, will provide more detailed descriptions of the Village landscapes.

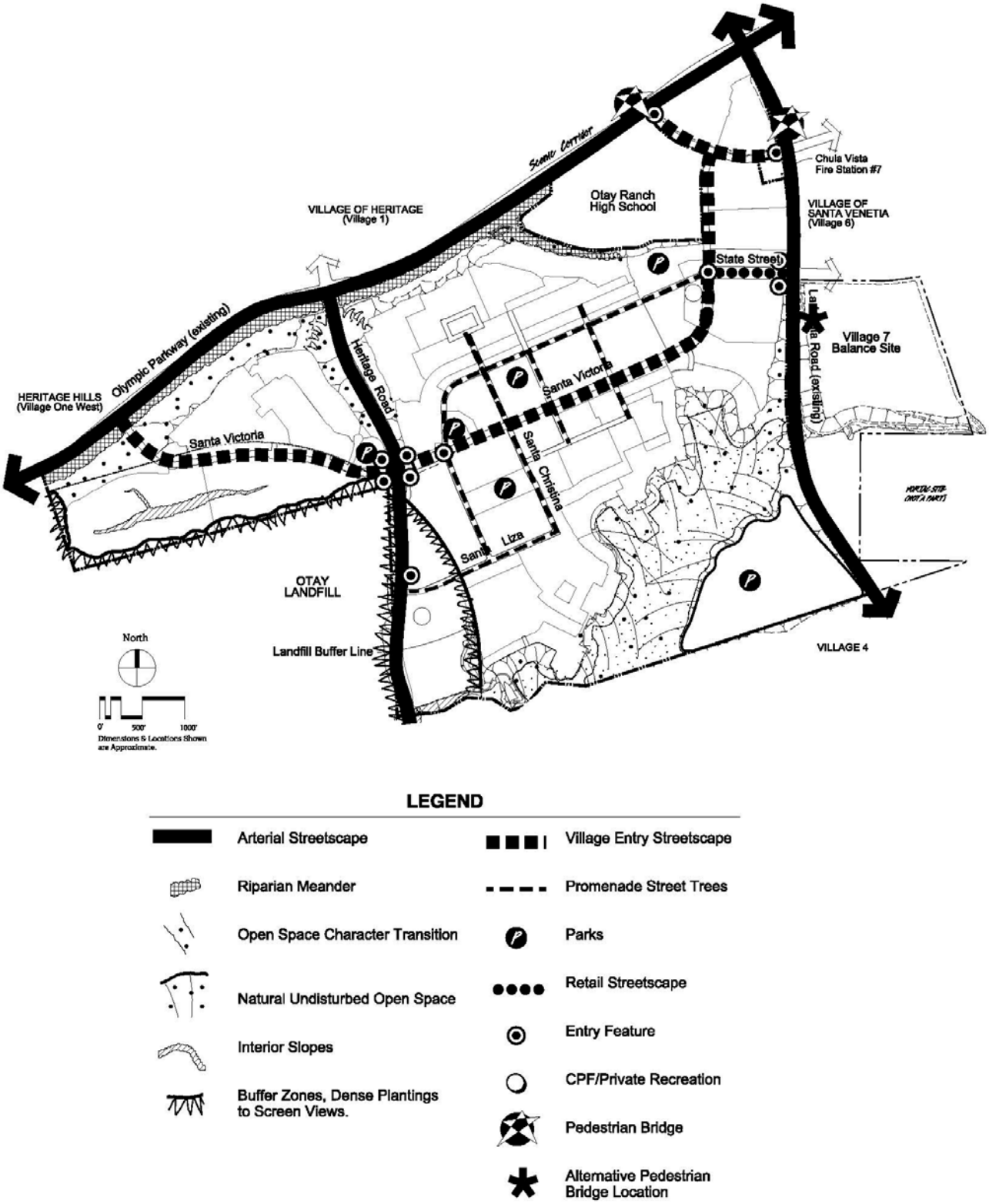


Exhibit 2

Landscape Zone Plan

B. VILLAGE PERIMETERS AND SLOPE DESIGN

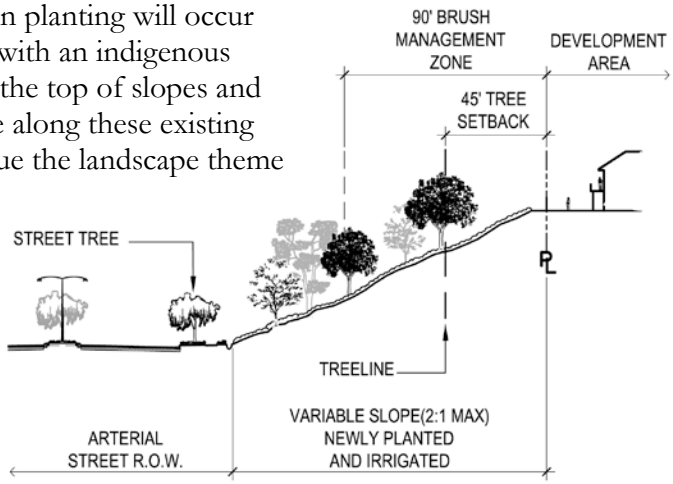
Montecito is integrated into the Otay Ranch design theme by continuation of established landscapes that are visible from outside the village. Perimeter slopes are one of the dominant landscapes visible from public view. Distinct landscape designs have been developed for the project perimeters: La Media Road to the east, Otay Landfill to the west and Wolf Canyon to the south. The following describes the design concepts and primary plant species that will create slopes complementary to the overall Otay Ranch theme. The design concepts and plant palette described below are consistent with the Fire Protection Plan, Otay Ranch Villages 2, 3 and a portion of 4 and are subject to approval by the Fire Department.

1. Arterial Street – Village Perimeters

Transition Slopes – Open Space Character

Description:

The landscape zone occurs adjacent to Olympic Parkway, Heritage Road and La Media Road. The existing Olympic Parkway streetscape and adjacent riparian habitat form the northern boundary of the Plan area. Existing La Media Road forms the eastern project boundary. Transition planting will occur on irrigated/ manufactured slopes with an indigenous landscape with taller, open trees at the top of slopes and lower trees and shrubs at mid slope along these existing arterials. Heritage Road will continue the landscape theme established on La Media Road.



Plant Palette:

Trees:

Arbutus unedo (Strawberry Tree)
Prosopis chilensis (Chilean Mesquite)
Quercus agrifolia (Coast Live Oak)
Rhus lancea (African Sumac)
Tristania conferta (Brisbane Box)
Geijera parviflora (Australian Willow)

Shrubs:
Ceanothus species (Wild Lilac)
Cistus species (Rockrose)
Bougainvillea "La Jolla" (Bougainvillea)
Carax pansa (California Meadow Sedge)
Heteromeles arbutifolia (Toyon)
Rhus integrefolia (Lemonade Berry)
Rhus ovata (Sugarbush)

Groundcovers:
Ceanothus gloriosus 'Anchor Bay' (Spreading Wild Lilac)
Cistus 'Sunset' (Spreading Rockrose)
Myoporum parvifolium 'Putah Creek' (DwarfMyoporum)

2. Olympic Parkway - Montecito West Perimeter

Open Space Character Transition

Description:

The upper portions of these existing slopes will be renovated to replace existing plant materials with transition buffer plants similar to the previously described arterial street landscape.

Plant Palette:

Trees:

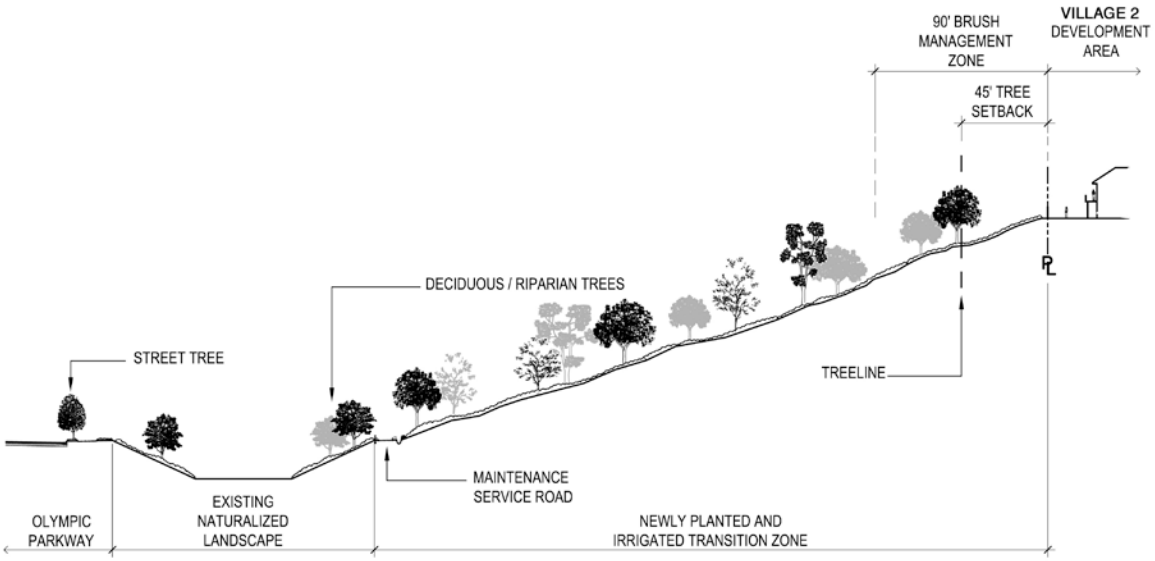
Arbutus unedo (Strawberry Tree)
Quercus agrifolia (Coast Live Oak)
Rhus lancea (African Sumac)
Tristania conferta (Brisbane Box)

Shrubs:

Ceanothus species (Wild Lilac)
Cistus species (Rockrose)
Heteromeles arbutifolia (Toyon)
Rhus integrefolia (Lemonade Berry)
Rhus ovata (Sugarbush)

Groundcovers:

Ceanothus gloriosus 'Anchor Bay' (Spreading Wild Lilac)
Cistus 'Sunset' (Spreading Rockrose)
Gazania rigens (Gazania)
Myoporum parvifolium 'Putah Creek' (Dwarf Myoporum)



3. Interior Slopes – Montecito West

Description:

Transition planting on irrigated/manufactured slopes in the western area of Montecito. Transition between streets and neighborhoods provides screening and buffering with informal groves of theme trees located near streets.

Plant Palette:

Trees:

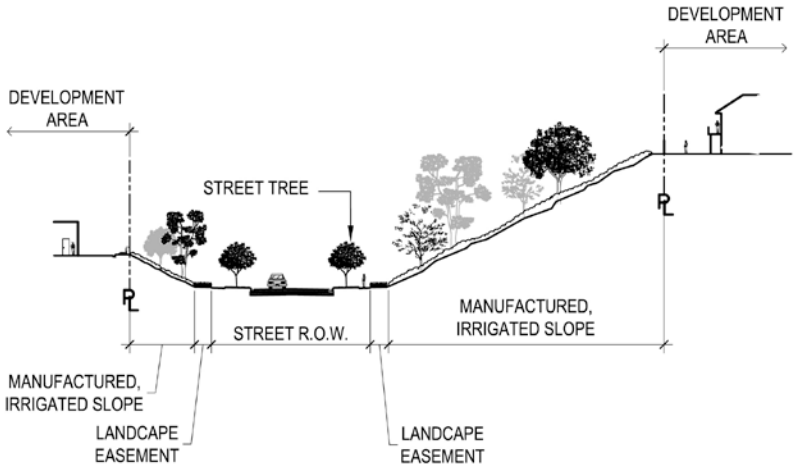
Rhus lancea (African Sumac)
Tristania conferta (Brisbane Box)

Shrubs:

Ceanothus species (Wild Lilac)
Cistus species (Rockrose)
Heteromeles arbutifolia (Toyon)
Rhus ovata (Sugarbush)

Groundcovers:

Ceanothus gloriosus 'Anchor Bay' (Spreading Wild Lilac)
Cistus 'Sunset' (Spreading Rockrose)
Gazania rigens (Gazania)
Myoporum parvifolium 'Putah Creek' (Dwarf Myoporum)
Rosmarinus officinalis 'Huntington Carpet' (Spreading Rosemary)



SANTA VICTORIA - VILLAGE TWO WEST

4. Wolf Canyon Village Perimeters

Natural Undisturbed Open Space

Description:

Transition slopes between existing natural Otay Ranch Preserve area and development area. Consistent with the Chula Vista MSCP Subarea Plan and Preserve Edge Plan, a 150' brush management zone is provided, outside of the Preserve. The 100' Preserve Buffer is provided within the 150' Brush Management Zone. Native plants (non-irrigated) will be used on manufactured slopes within the 100 foot Preserve Buffer area. However, consistent with the Chula Vista MSCP, the first 50' of the Brush Management Zone will be irrigated and planted with native-compatible plant species. Temporary irrigation may be utilized outside the first 50' of the Brush Management Zone during the plant establishment period, subject to approval of the Director of Building and Planning. The Preserve Edge Plan (Appendix A) provides detailed irrigation requirements. The plant palette provided below is subject to the requirements of the Fire Protection Plan and the approval of the Chula Vista Director of Planning & Building.

Plant Palette:

Trees:

Quercus agrifolia (Coast Live Oak)
Rhus lancea (African Sumac)
Tristania conferta (Brisbane Box)

Shrubs:

Ceanothus species (Wild Lilac)
Cistus species (Rockrose)
Cotoneaster horizontalis (Rock Cotoneaster)
Heteromeles arbutifolia (Toyon)
Malamosa laurina (Hollyleaf Cherry)
Rhamnus crocea (Red Berry)

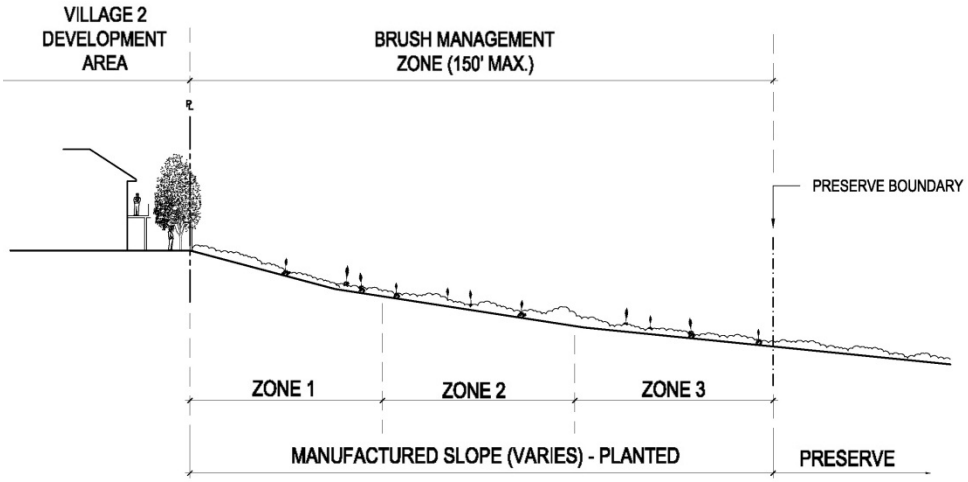
Groundcovers:

Baccharis pilularis 'Twin Peaks' (Dwarf Coyote Bush)
Ceanothus gloriosus 'Anchor Bay' (Spreading Wild Lilac)
Cistus 'Sunset' (Spreading Rockrose)

Wolf Canyon Village
Perimeter Plant Palette (continued)

Preserve Buffer:

Heteromeles arbutifolia (Toyon)*
Isomeris arborea (Bladderpod)*
Lycium andersonii (no common name)*
Prunis ilicifolia (Hollyleaf cherry)*
Rhamnus crocea (Red berry)*
Ribes speciosum (Fuchsia flowering gooseberry)*
Simmondsia chinensis (Goatnut)*
Encelia Californica (Bush sunflower)
Eriophyllum confertiflorum (Golden yarrow)
Hemizonia fasciculate (Common tarplant)
Lupinus succulentus (Arroyo lupine)
Nassella pulchra (Purple needlegrass)
Opuntia prolifera (Coast cholla)
Opuntia littoralis (Coast prickly pear)
Opuntia oricola (no common name)
Cylindropuntia californica var californica



5. Buffer Zone (Residential/Industrial)

Description:

The interface between single family residential and industrial land occurs along the western boundary of Village Two and within Village Two West. Through a combination of low berms, trees and potential walls, the homes in these areas are buffered from industrial uses. In some cases, residential or secondary village entry streets provide additional separation between these uses.

Plant Palette:

Trees:

Platens racemosa (California Sycamore)
Rhus lancea (African Sumac)
Tristania conferta (Brisbane Box)

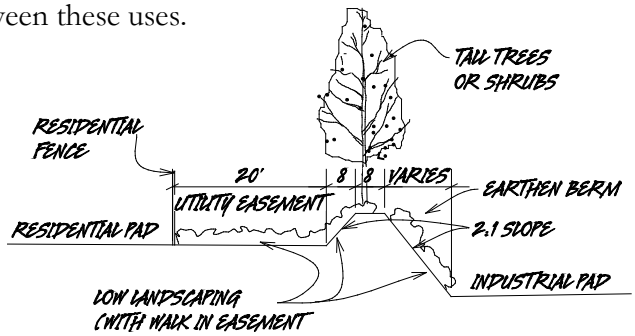
Shrubs:

Ceanothus species (Wild Lilac)
Cistus species (Rockrose)

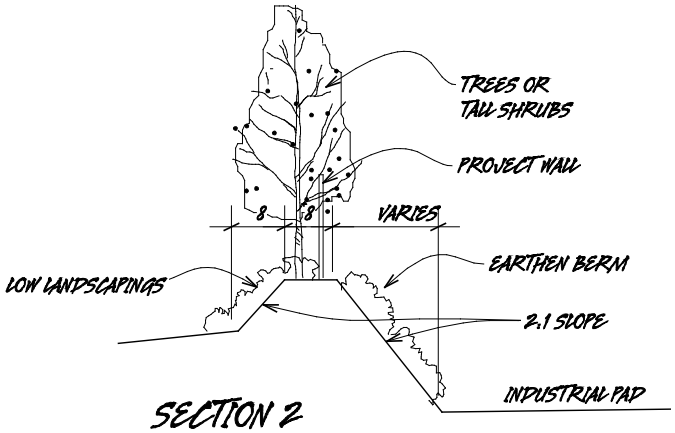
Heteromeles arbutifolia (Toyon)
Rhus integrefolia (Lemonade Berry)
Rhus ovata (Sugarbush)

Groundcovers:

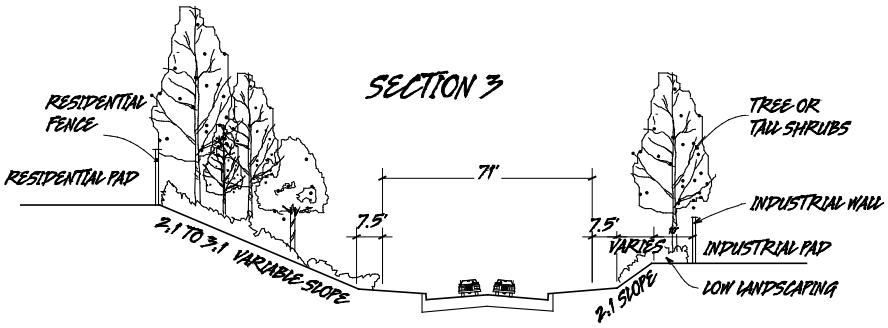
Ceanothus gloriosus 'Anchor Bay' (Spreading Wild Lilac)
Cistus 'Sunset' (Spreading Rockrose)
Gazania rigens (Gazania)
Myoporum parvifolium 'Putah Creek' (Dwarf Myoporum)
Rosmarinus officinalis 'Huntington Carpet' (Spreading Rosemary)

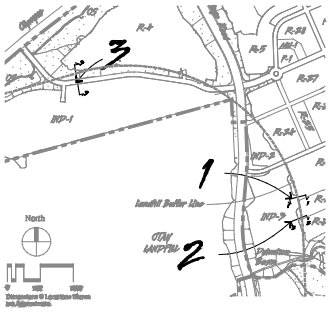


SECTION 1



SECTION 2

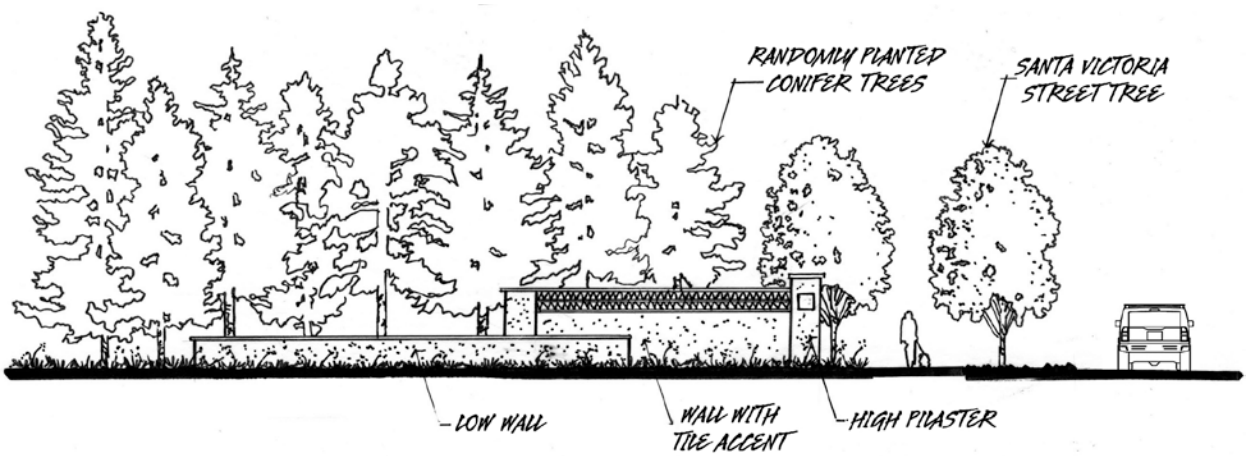




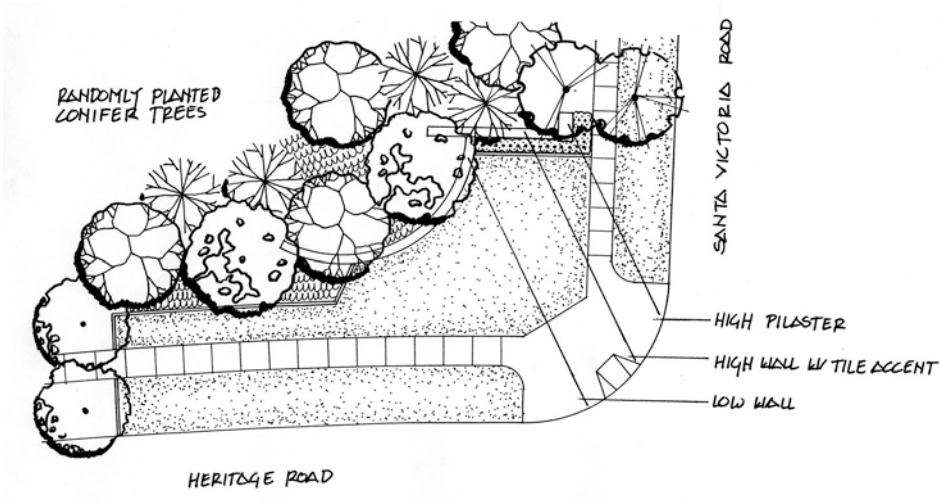
CROSS SECTION KEY MAP

C. ENTRYWAYS/IDENTITY CONCEPT

Entry landscape, features and monument signs identify the village and contribute to the establishment of the village design theme. A hierarchy of entries has been established to help direct visitors to community, village and neighborhood areas of the village. Descriptions of these entries follow.



ELEVATION



PLAN VIEW

Exhibit 3

Village Entry / Identity Concept

Not to scale

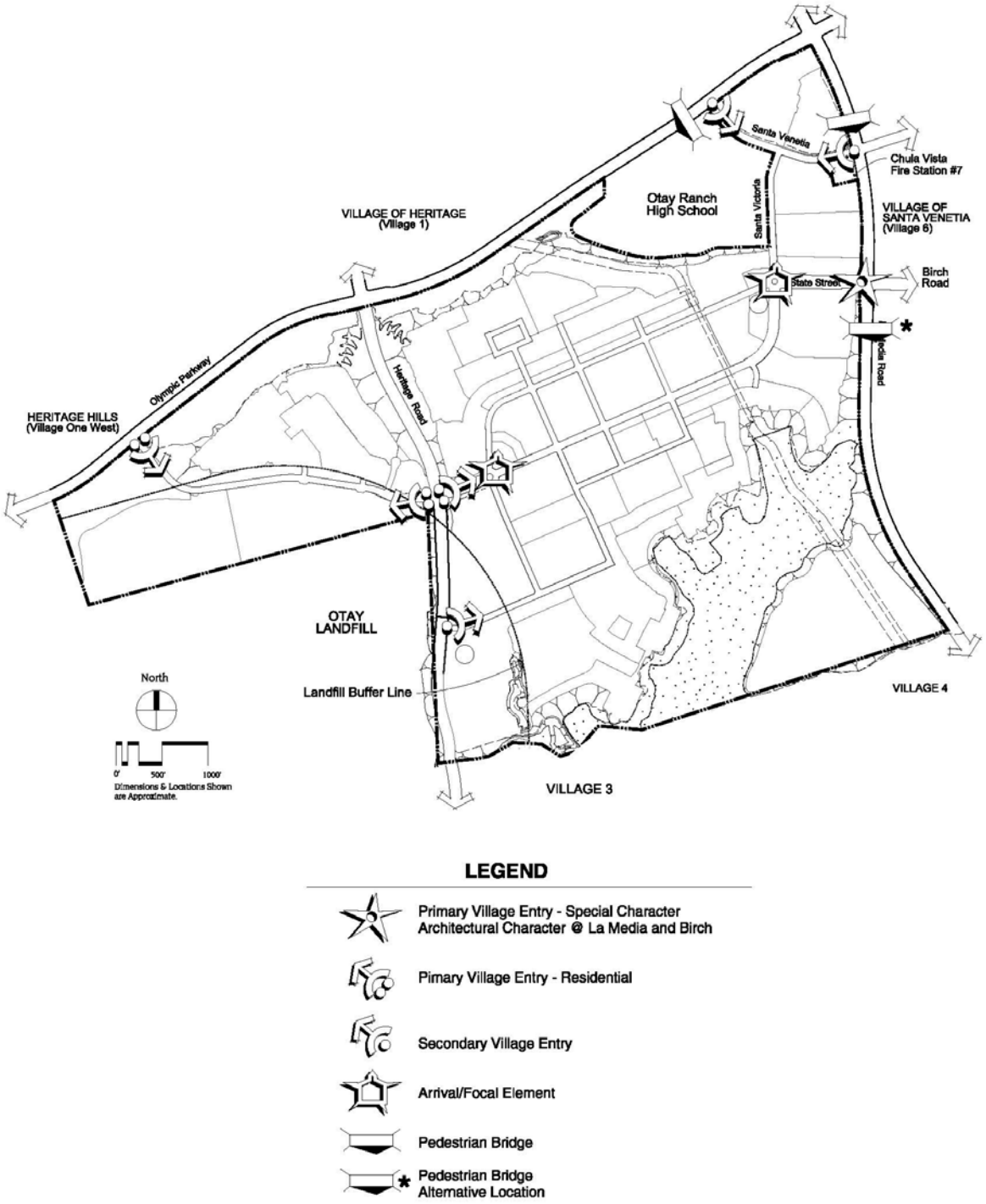


Exhibit 4

Entryway / Identity Plan

1. Primary Montecito Entry – Birch Road & La Media Road

Location:

The primary village entry will be at Birch Road and La Media Road. This entry provides access for the Otay Ranch community to the Town Center mixed-use commercial development.

Description:

Special character architecture located in close proximity to the intersection will identify the village and create a gateway into the village "Main Street." Varied building setbacks, arcades, plazas and seating areas will define the Main Street character beyond the corner feature and create a pedestrian-oriented shopping street. A variety of plant species will be used to enhance the Mediterranean character and Santa Barbara image of the Village will be determined in subsequent design phases of the development. The tree palette for the area is provided below:

Tree Palette:

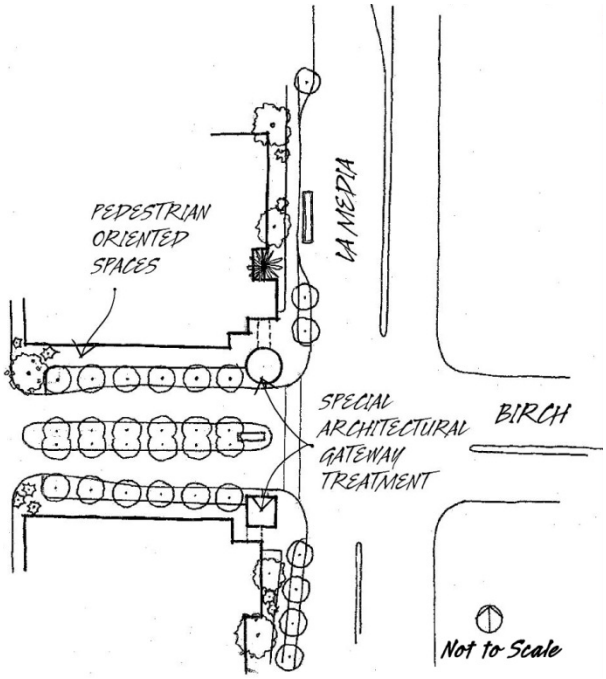
Platanus racemosa (California Sycamore)
Pinus pinea (Italian Stone Pine)
Ficus rubiginosa (Rusty Leaf Fig)
Phoenix canariensis (Canary Island Palm)
Washingtonia robusta (Mexican Fan Palm)
Jacaranda acutifolia (Jacaranda)

Street Median Tree:

Schinus molle (California Pepper)

Street/Parking Area Trees:

Fraxinus agustifolia Raywood"(Raywood Ash)
Pyrus calleryana "Bradford"(Bradford Pear)
Ulmus parvifolia "Drake" (Evergreen Elm)[1]



Concept Sketch

[1] This species is allowable because it is resistant to anthracnose.

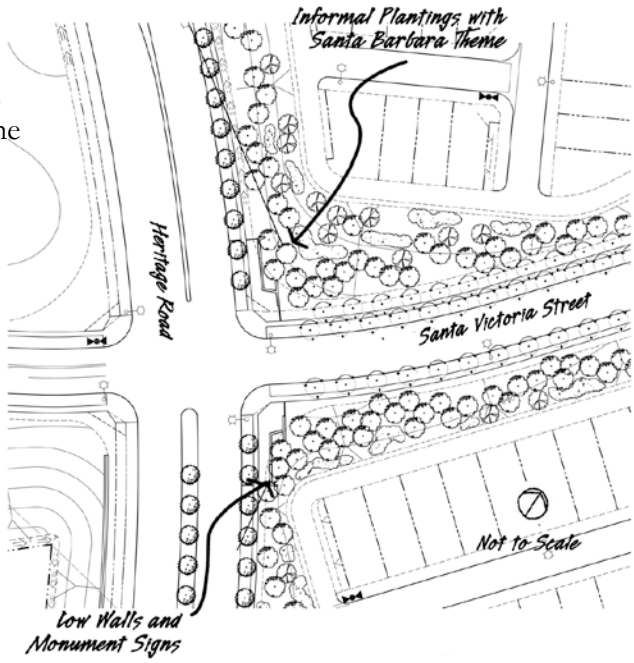
2. Primary Montecito Entry – Heritage Road

Location:

The primary village entry on Heritage Road provides access to the western portion of the Montecito Core and residential neighborhoods.

Description:

The entry is framed by large landscaped slopes rising above the street intersection. The slopes are informally planted with trees and shrubs derived from the historic rural theme of Otay Ranch. Low walls within the landscaped area will define the Santa Barbara character of the Village.



Concept Sketch

Plant Palette:

Trees:

Calocedrus decurrens (Incense Cedar)
Cedrus deodora (Deodar Cedar)
Cupressus arizonica (Arizona Cypress)
Cupressus macrocarpa (Monterey Cypress)
Pinus elderica (Afghan Pine)
Pinus pinea (Italian Stone Pine)
Pinus torreyana (Torrey Pine)

Shrubs:

Bougainvillea species (Bougainvillea)
Grevillea 'Noellii'

Groundcovers:

Baccharis pilularis 'Twin Peaks' (Dwarf Coyote Bush)
Myoporus parvifolium 'Putah Creek' (Dwarf Myoporum)

3. Primary Montecito West Entry – Heritage Road

Location:

The primary village entry on Heritage Road provides access to the industrial land and residential neighborhoods in the western area of Montecito.

Description:

The entry is framed by large landscaped slopes rising above the street intersection. The slopes are planted with tree orchards and shrubs derived from the historic rural theme of Otay Ranch. Low walls and monument signs within the landscaped area will define the Santa Barbara character of the Village.

Plant Palette:

Trees:

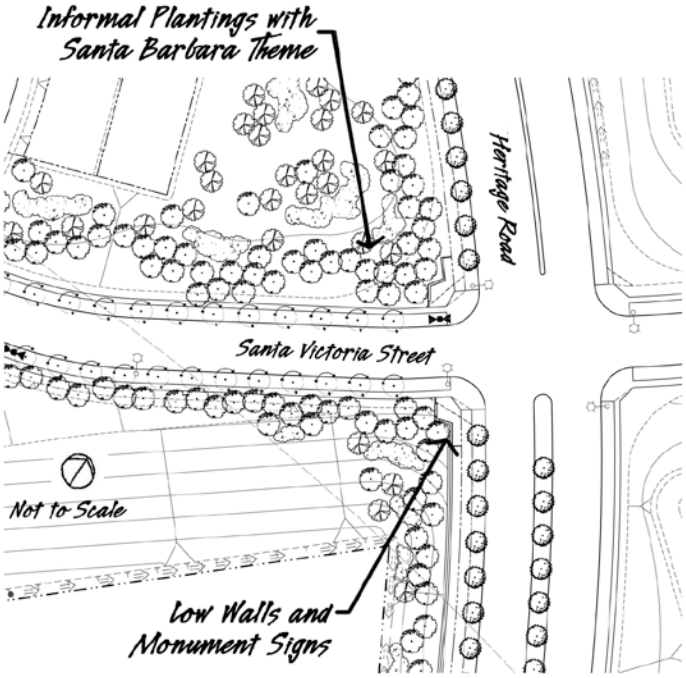
Calocedrus decurrens (Incense Cedar)
Cedrus deodora (Deodar Cedar)
Cupressus arizonica (Arizona Cypress)
Cupressus macrocarpa (Monterey Cypress)
Pinus elderica (Afghan Pine)
Pinus pinea (Italian Stone Pine)
Pinus torreyana (Torrey Pine)

Shrubs:

Bougainvillea species (Bougainvillea)
Grevillea 'Noellii'

Groundcovers:

Baccharis pilularis 'Twin Peaks' (Dwarf Coyote Bush)
Myoporus parvifolium 'Putah Creek' (Dwarf Myoporum



CONCEPT SKETCH

4. Primary Montecito West Entry – Olympic Parkway

Location:

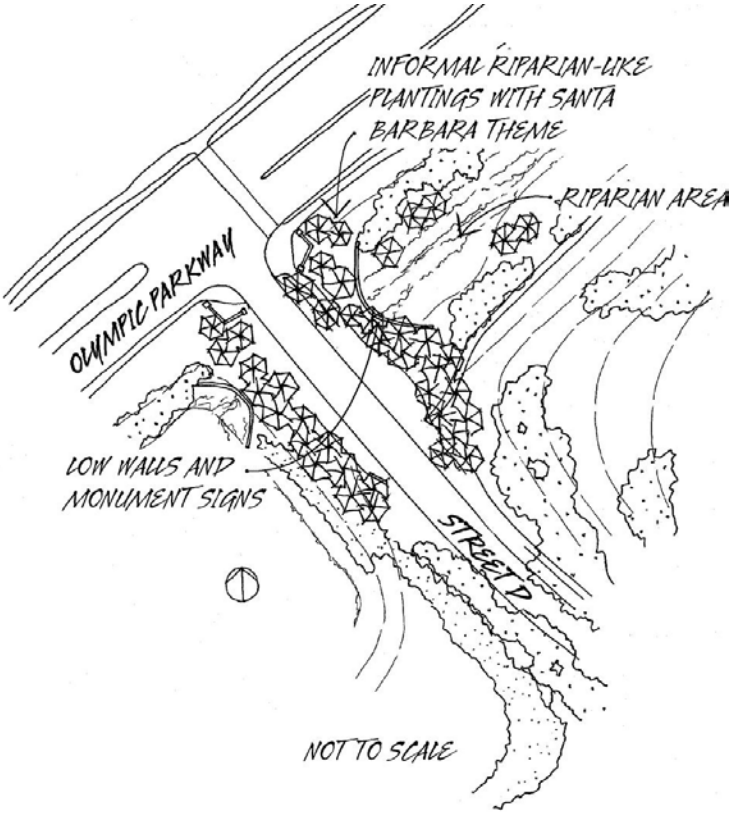
The primary village entry on Olympic Parkway provides access to the residential neighborhoods in the western area of Montecito.

Description:

The entry crosses the low-lying riparian landscape adjacent to Olympic Parkway. An informal grove of trees appropriate to both the riparian landscape and the Santa Barbara theme will provide identity for the Village. Low theme walls and monument signage will be consistent with the other Village entries.

Theme Tree:

California Sycamore
(Platanus racemosa)



CONCEPT SKETCH

5. Secondary Montecito Entry – Heritage Road

Location:

The secondary village entry on Heritage Road provides access to the residential neighborhoods of Montecito.

Description:

Low walls, monument signs and a backdrop of informally massed tall trees will define the secondary entry.

Plant Palette:

Trees:

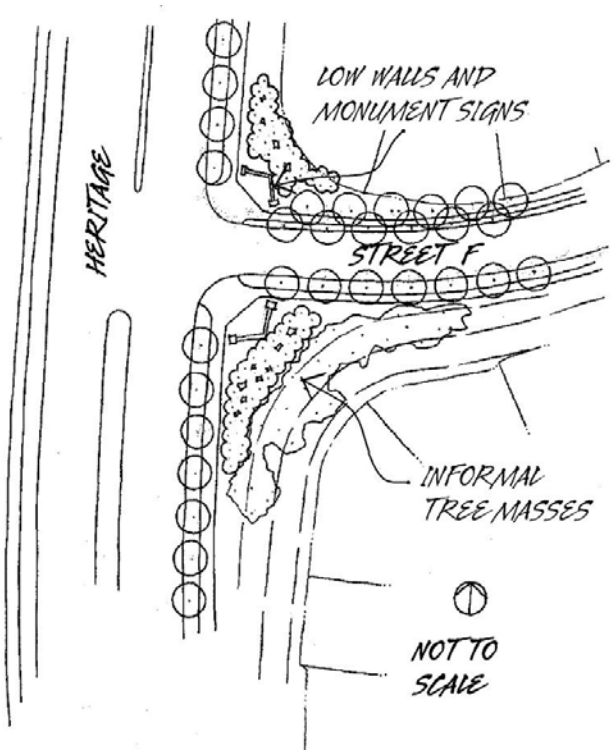
Calocedrus decurrens (Incense Cedar)
Cedrus deodora (Deodar Cedar)
Cupressus arizonica (Arizona Cypress)
Cupressus macrocarpa (Monterey Cypress)
Pinus elderica (Afghan Pine)
Pinus pinea (Italian Stone Pine)
Pinus torreyana (Torrey Pine)

Shrubs:

Bougainvillea species (Bougainvillea)
Grevillea 'Noellii'

Groundcovers:

Baccharis pilularis 'Twin Peaks' (Dwarf Coyote Bush)
Myoporus parvifolium 'Putah Creek' (Dwarf Myoporum)



CONCEPT SKETCH

6. Secondary Montecito Entries – Olympic Parkway & La Media Road

Location:

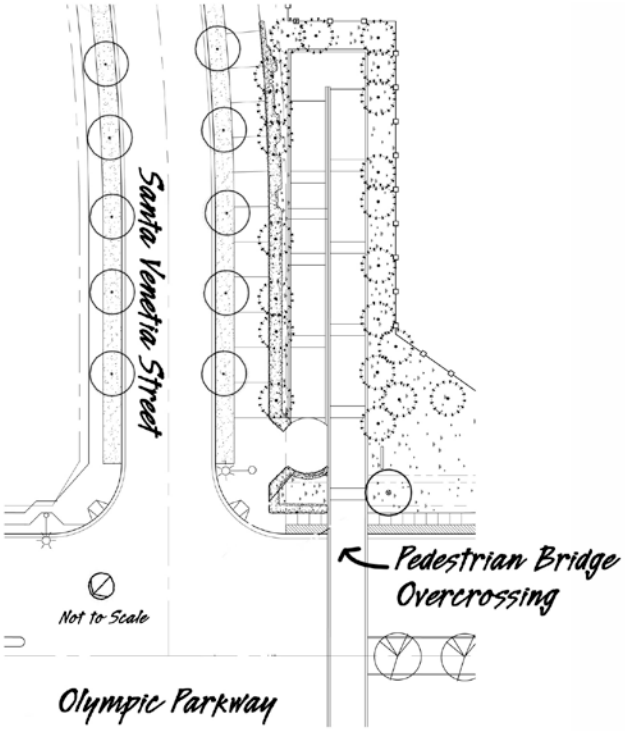
The secondary village entries in the eastern area of Montecito are on Olympic Parkway and La Media Road connecting to Santa Venetia Street. These entries provide access to Otay Ranch High School, the fire station, multi-family residential neighborhoods and the Town Center.

Description:

Each entry is located near a pedestrian bridge crossing the arterial streets. The design of the street and pedestrian bridge ramp entries will be integrated with walls and entry architecture in the Santa Barbara theme.

Theme Tree:

Chinese Pistacia chinensis



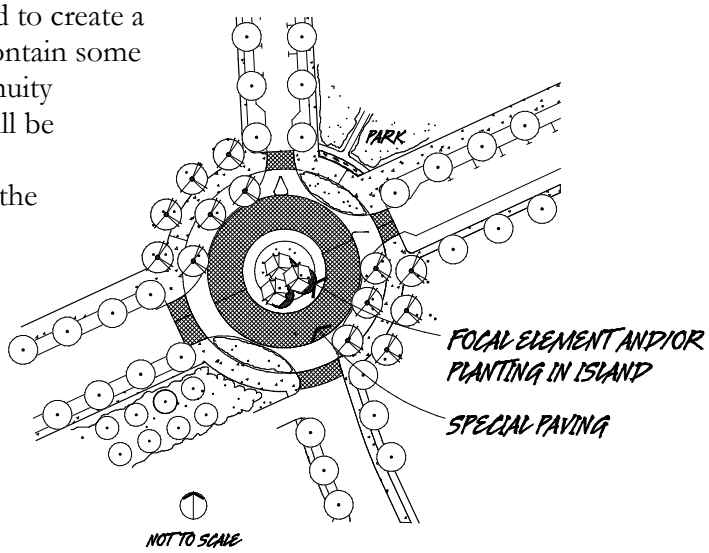
7. Arrival/Focal Points

Location:

The terminus of the Village Entry Street from Heritage Road at the Neighborhood Center and the terminus of the Birch Road Transit Village Entry Street at the Town Center.

Description:

Roundabouts are located at the terminuses of the primary village entries to enhance the sense of arrival and to create a focal point. The two roundabouts will contain some common elements to create design continuity through the Village. The roundabouts will be paved with a special theme paving material and the central planting areas will contain specimen trees and/or a focal element such as artwork, or a monument. The street trees surrounding the roundabout will be consistent with the adjacent streets, providing continuity to the streetscape landscape design.



Plant Palette:

To be determined at Master Precise Plan level.

D. STREETSCAPE DESIGN CONCEPTS

Streetscapes are an important component in creating the village design theme. Streetscapes identify the edges of project and major points of entry and they serve as the unifying design theme. The streetscapes for the surrounding major streets will adhere to the Otay Ranch "ranch theme" landscape. Within the village, the design of the streetscapes will emphasize the village pedestrian-oriented concept by providing tree-shaded walkways, lighting, and shortened or enhanced crosswalks. The Circulation Plan shows the surrounding and internal street designations for the village. A description of each street classification and cross sections are provided to illustrate the conceptual street landscape plan.

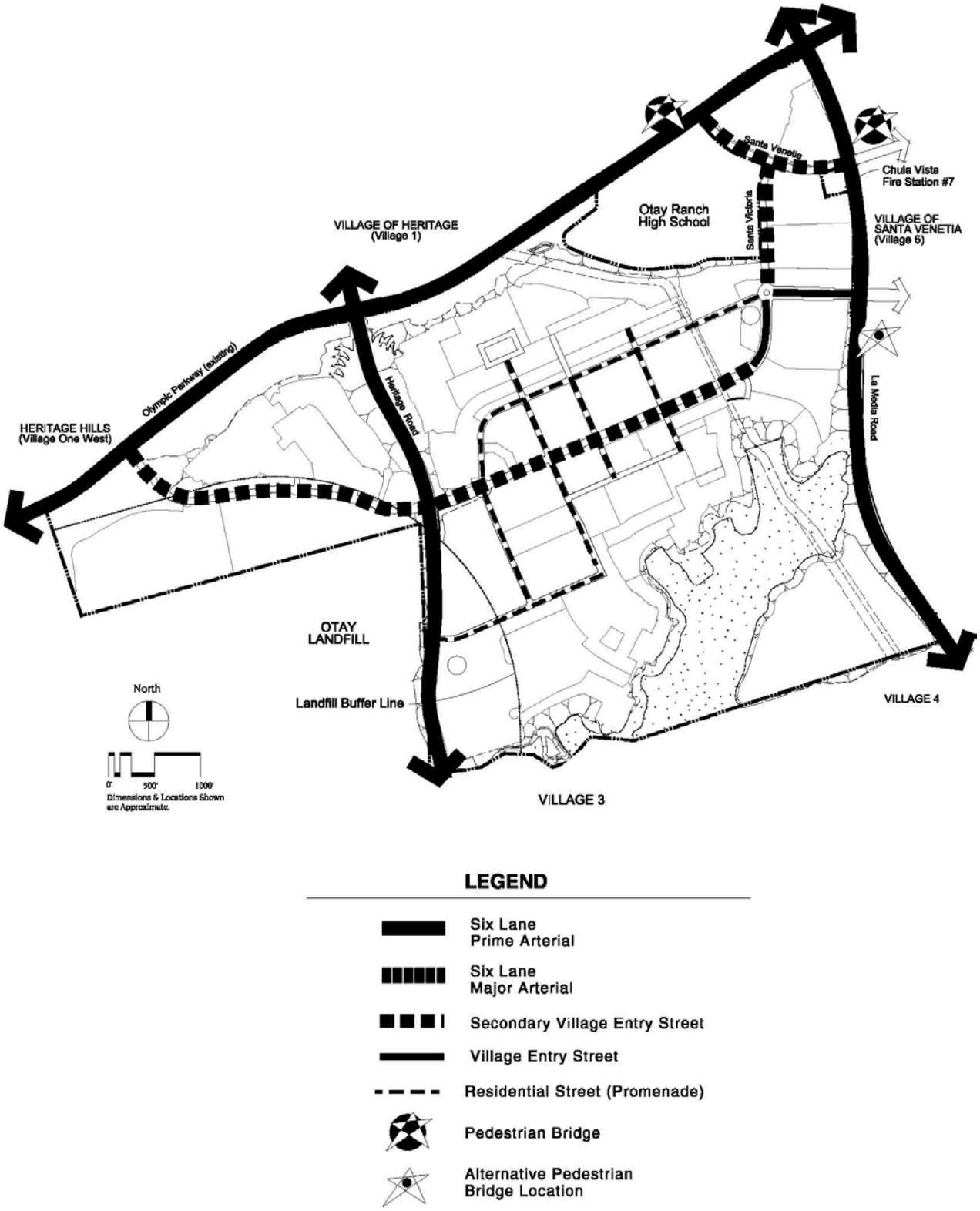


Exhibit 5

Circulation Plan

1. La Media Road

Six Lane Prime Arterial – Ranch Theme Street

Description:

The landscape design will continue the established Otay Ranch design themes for arterial streets. Trees will be planted in the parkways and medians in consistently spaced rows 40' on center. Where La Media Road crosses Wolf Canyon, spacing is random and may exceed 100' on center to provide views into the canyon. Pursuant to the GDP, an average 75', minimum 20' landscape buffer is provided along La Media Road.

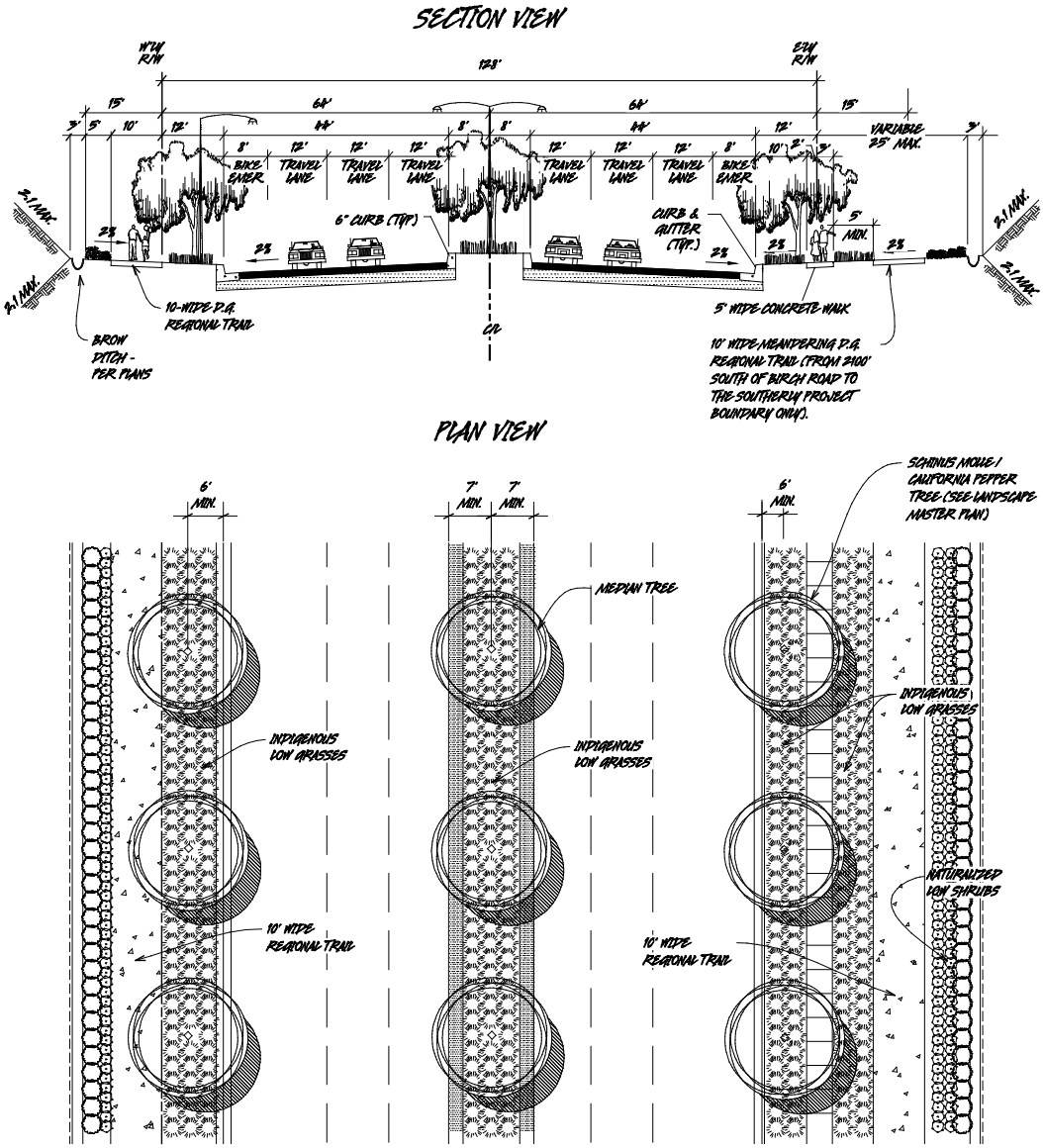


Exhibit 6

6 Lane Ranch Arterial (Portion of La Media Road) – Ranch Theme Road

Not to scale

2. Heritage Road / Main Street / Rock Mountain Road

Pursuant to the GDP, an average 75', minimum 20' landscape buffer is provided along Heritage Road, Main Street/Rock Mountain Road.

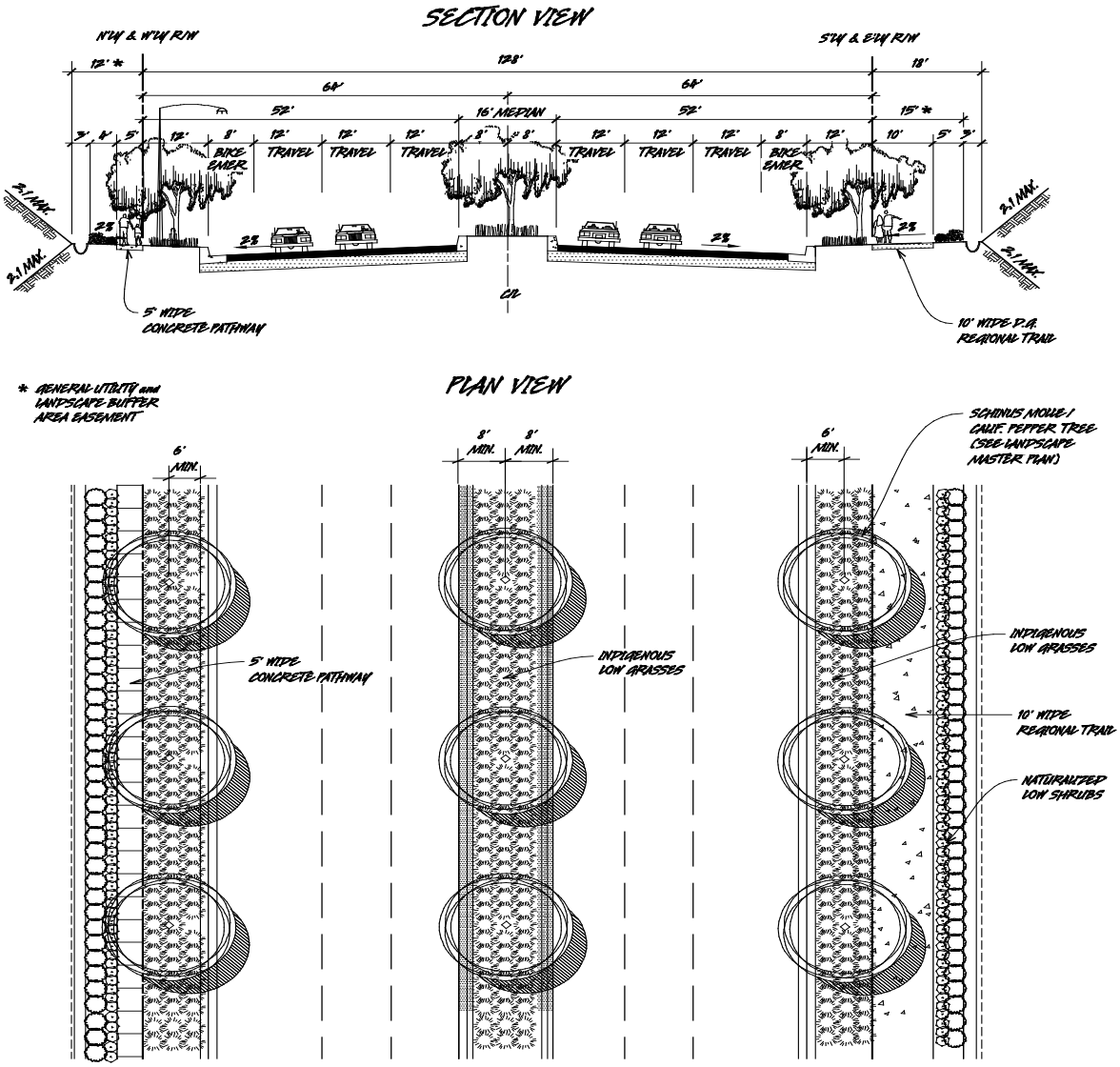


Exhibit 7

Six Lane Prime Arterial

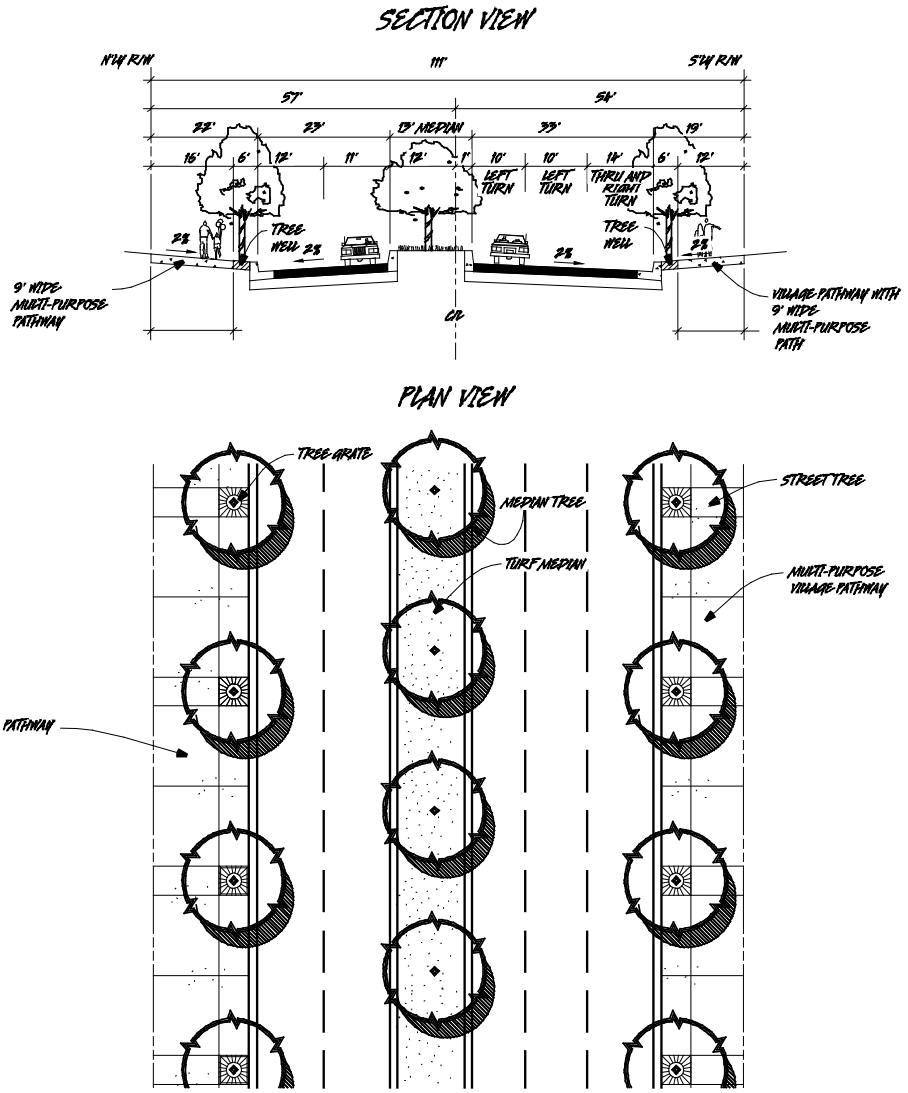
Heritage Road / Main St. / Rock Mtn Road- Not to scale

3. Transit Village Entry Street

State Street

Description:

The streets located within the Town Center and mixed-use commercial areas of the village are designed to create a sense of variety and interest within the context of the Santa Barbara theme. The design of this entry area is intended to create a Village identity.



NOTES:
1. PLANTER SIZES VARY (MIN. SIZE 5' X5').
2. WHERE PLANTER SIZE LESS THAN 6' X 12', ONE OR MORE OF THE FOLLOWING SHALL BE UTILIZED TO CONTROL ROOT DAMAGE, AS AGREED UPON WITH THE CITY OF CHULA VISTA PUBLIC WORKS DEPT.
   A. ROOT BARRIERS SHALL BE INSTALLED ADJACENT TO PAVING SURFACES, DIRECTED BY THE DIRECTOR OF PUBLIC WORKS.
   B. A SUB-GRADE PERFORATED PIPE DRAINAGE SYSTEM SHALL BE INSTALLED ADJACENT TO THE CURB SIDE OF PLANTER.
   C. AN APPROVED STRUCTURAL SOIL SHALL BE USED AS BACKFILL AND/OR UNDER PAVEMENT PER MANUFACTURER'S SPECIFICATIONS.
2. CONCRETE PAVERS OR OTHER PERMEABLE PAVING MATERIALS MAY BE USED ADJACENT TO PLANTER AREAS.

Exhibit 8

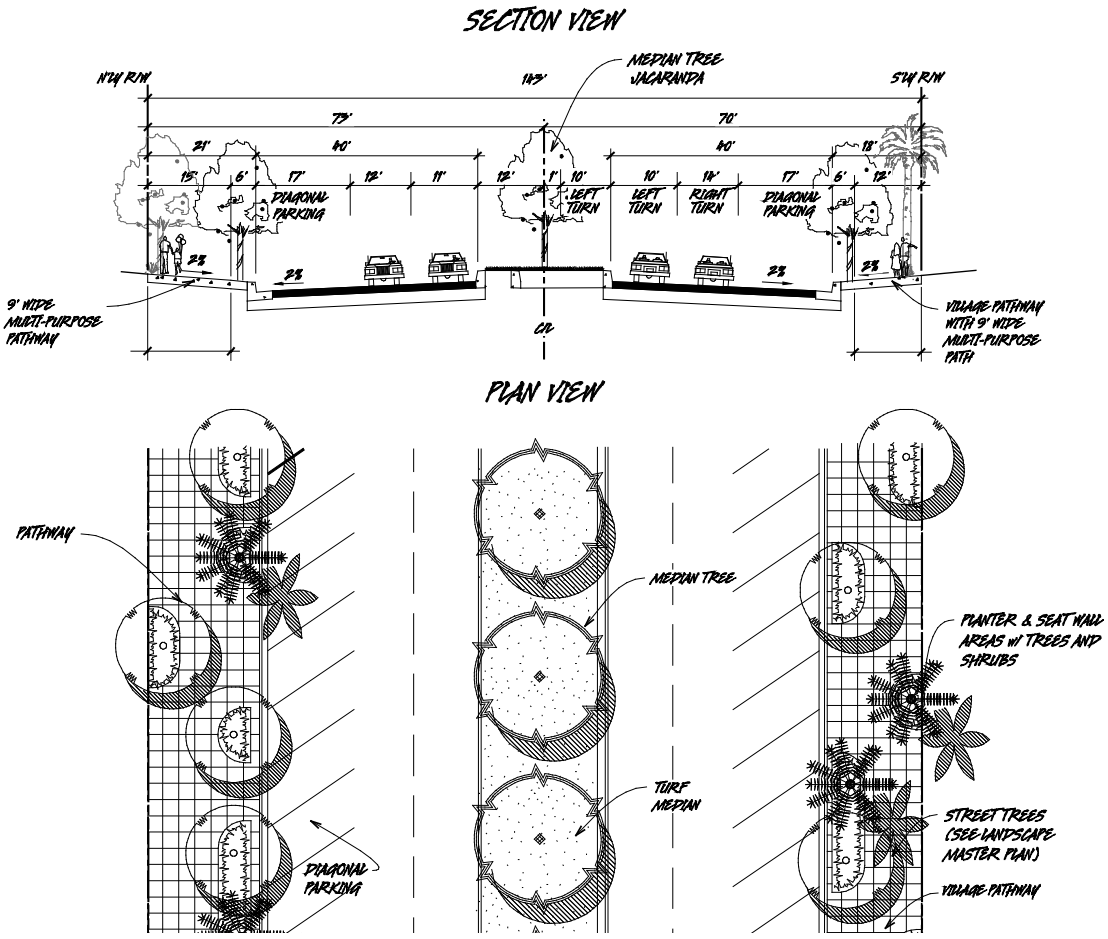
Transit Village Entry Street

State Street – Not to scale

4. Transit Village Entry Street with Parking

(Portion of State Street)

The intersection of La Media and Birch Roads provides the primary eastern entry to Montecito. This is a formal gateway that introduces the village theme, identity and character. The street design immediately adjacent to La Media Road includes travel and turn lanes, a landscaped median, broad sidewalks and street trees. The 15' wide Village Pathway is on the north side of the street. Random planters, seat walls and tree wells will provide an interesting streetscape. Minimum tree spacing is 30' on center, however, tree spacing may exceed 30' on center to achieve the Santa Barbara landscape theme envisioned for the Village Core.

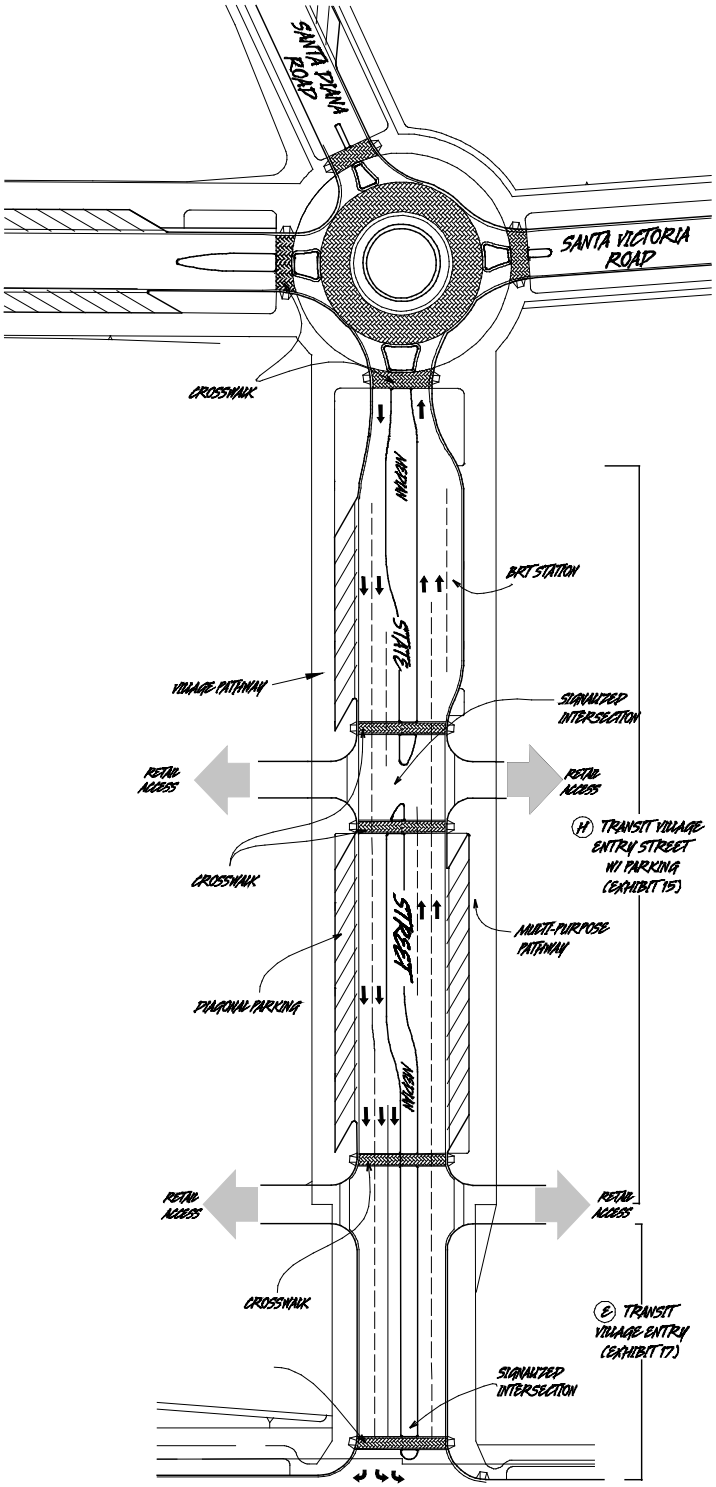


NOTES:
1. PLANTER SIZES VARY (MIN. SIZE 5' X5').
2. WHERE PLANTER SIZE LESS THAN 6' X 12', ONE OR MORE OF THE FOLLOWING SHALL BE UTILIZED TO CONTROL ROOT DAMAGE, AS AGREED UPON WITH THE CITY OF CHULA VISTA PUBLIC WORKS DEPT.
   A. ROOT BARRIERS SHALL BE INSTALLED ADJACENT TO PAVING SURFACES, DIRECTED BY THE DIRECTOR OF PUBLIC WORKS.
   B. A SUB-GRADE PERFORATED PIPE DRAINAGE SYSTEM SHALL BE INSTALLED ADJACENT TO THE CURB SIDE OF PLANTER.
   C. AN APPROVED STRUCTURAL SOIL SHALL BE USED AS BACKFILL AND/OR UNDER PAVEMENT PER MANUFACTURER'S SPECIFICATIONS.
2. CONCRETE PAVERS OR OTHER PERMEABLE PAVING MATERIALS MAY BE USED ADJACENT TO PLANTER AREAS.

Exhibit 9

Transit Village Entry Street with Parking

Portion of State Street – Not to scale



See Exhibits 8 and 9 for conceptual planter locations.

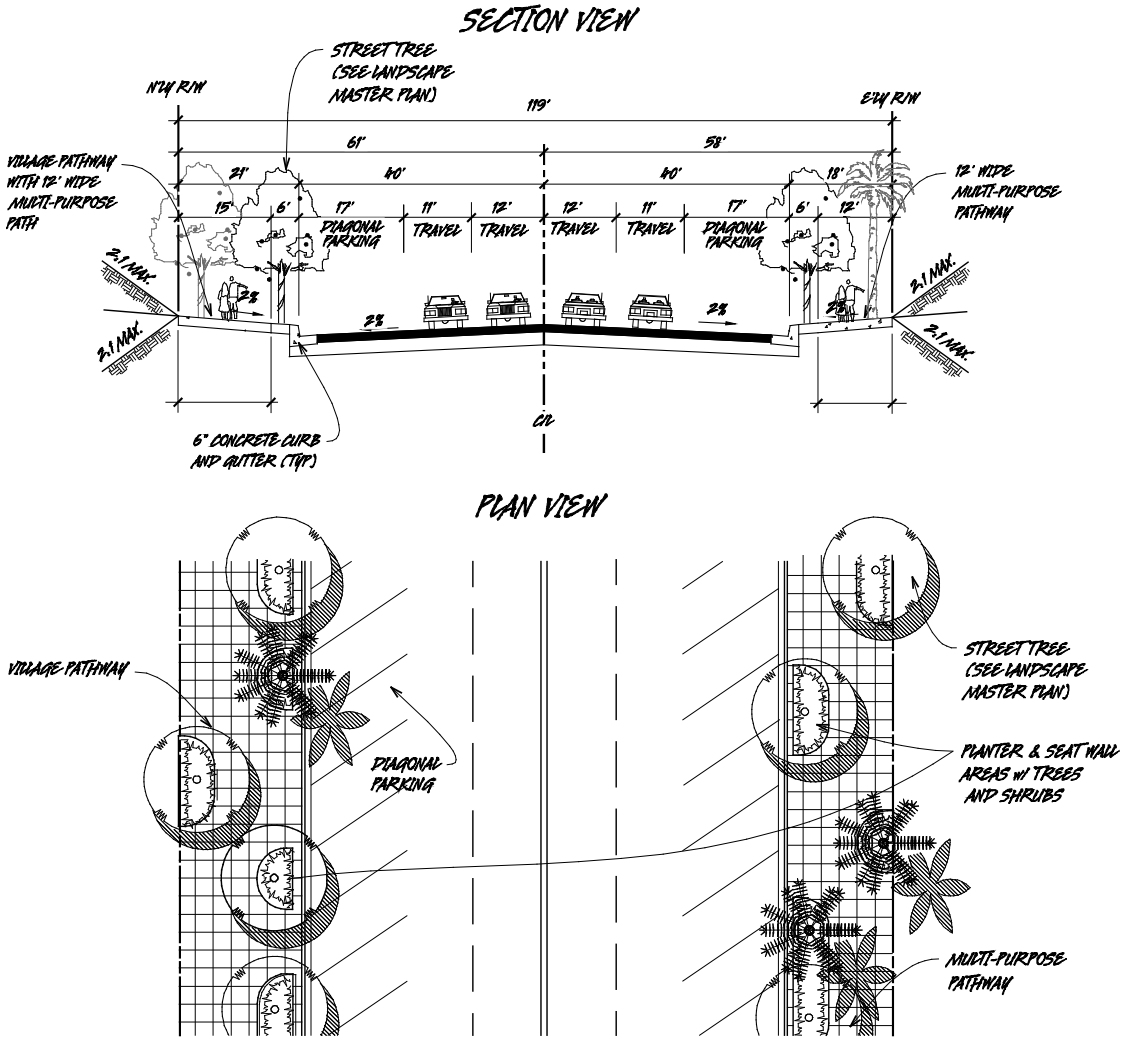
Exhibit 10

Plan View State Street

Not to scale

5. Village Entry Street

A special street design is utilized at the mixed-use commercial/town center site in the Montecito Village Core. This street design creates the "Main Street" concept for this neighborhood commercial component of the village. The street design provides for travel lanes, planters, diagonal parking, broad sidewalks and street trees spaced at 30' on center.



NOTES:
1. PLANTER SIZES VARY (MIN. SIZE 5' X5').
2. WHERE PLANTER SIZE LESS THAN 6' X 12', ONE OR MORE OF THE FOLLOWING SHALL BE UTILIZED TO CONTROL ROOT DAMAGE, AS AGREED UPON WITH THE CITY OF CHULA VISTA PUBLIC WORKS DEPT.
   A. ROOT BARRIERS SHALL BE INSTALLED ADJACENT TO PAVING SURFACES, DIRECTED BY THE DIRECTOR OF PUBLIC WORKS.
   B. A SUB-GRADE PERFORATED PIPE DRAINAGE SYSTEM SHALL BE INSTALLED ADJACENT TO THE CURB SIDE OF PLANTER.
   C. AN APPROVED STRUCTURAL SOIL SHALL BE USED AS BACKFILL AND/OR UNDER PAVEMENT PER MANUFACTURER'S SPECIFICATIONS.
2. CONCRETE PAVERS OR OTHER PERMEABLE PAVING MATERIALS MAY BE USED ADJACENT TO PLANTER AREAS.

Exhibit 11

Village Entry Street

Portion of Santa Victoria Road (from State Street to 900' South) – Not to scale

6. Secondary Village Entry Street

The Secondary Village Entry Street is the primary east-west circulation street through Montecito. This street unifies the varied village land uses with a continuous village theme streetscape. The Village Pathway is the primary circulation route for pedestrian and cart village travel and provides a bicycle path separate from the roadway. The street design includes travel lanes, parallel on-street parking, and landscaped parkways with the Village Pathway located on the north side of the street. The tree spacing is 30' on center.

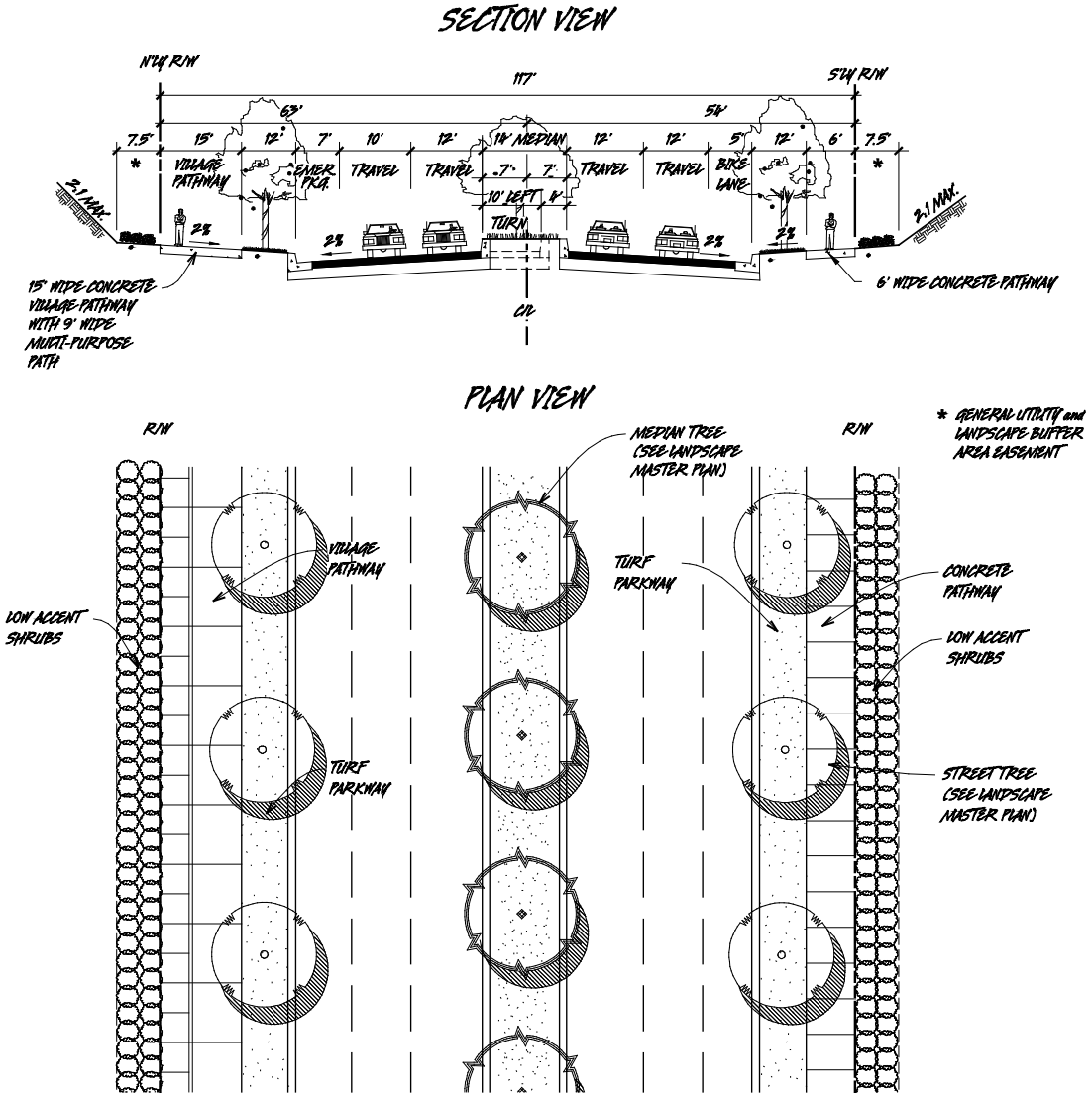


Exhibit 12
Secondary Village Entry

Portion of Santa Victoria Road (From Heritage Road to Santa Carolina Road) – Not to scale

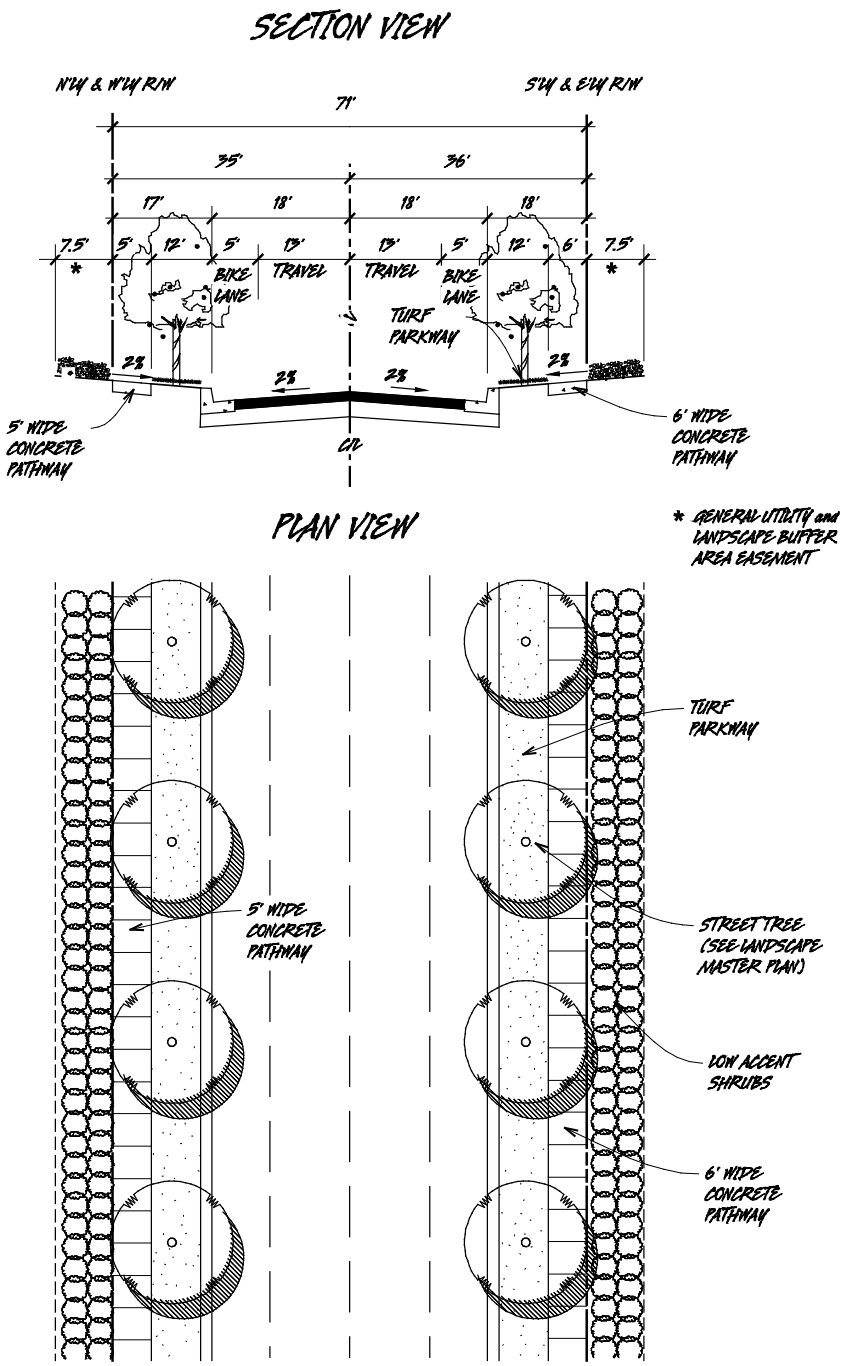


Exhibit 13

Secondary Village Entry

Portion of Santa Victoria Road (From Olympic Parkway to 500' West of Heritage Road) –Not to Scale

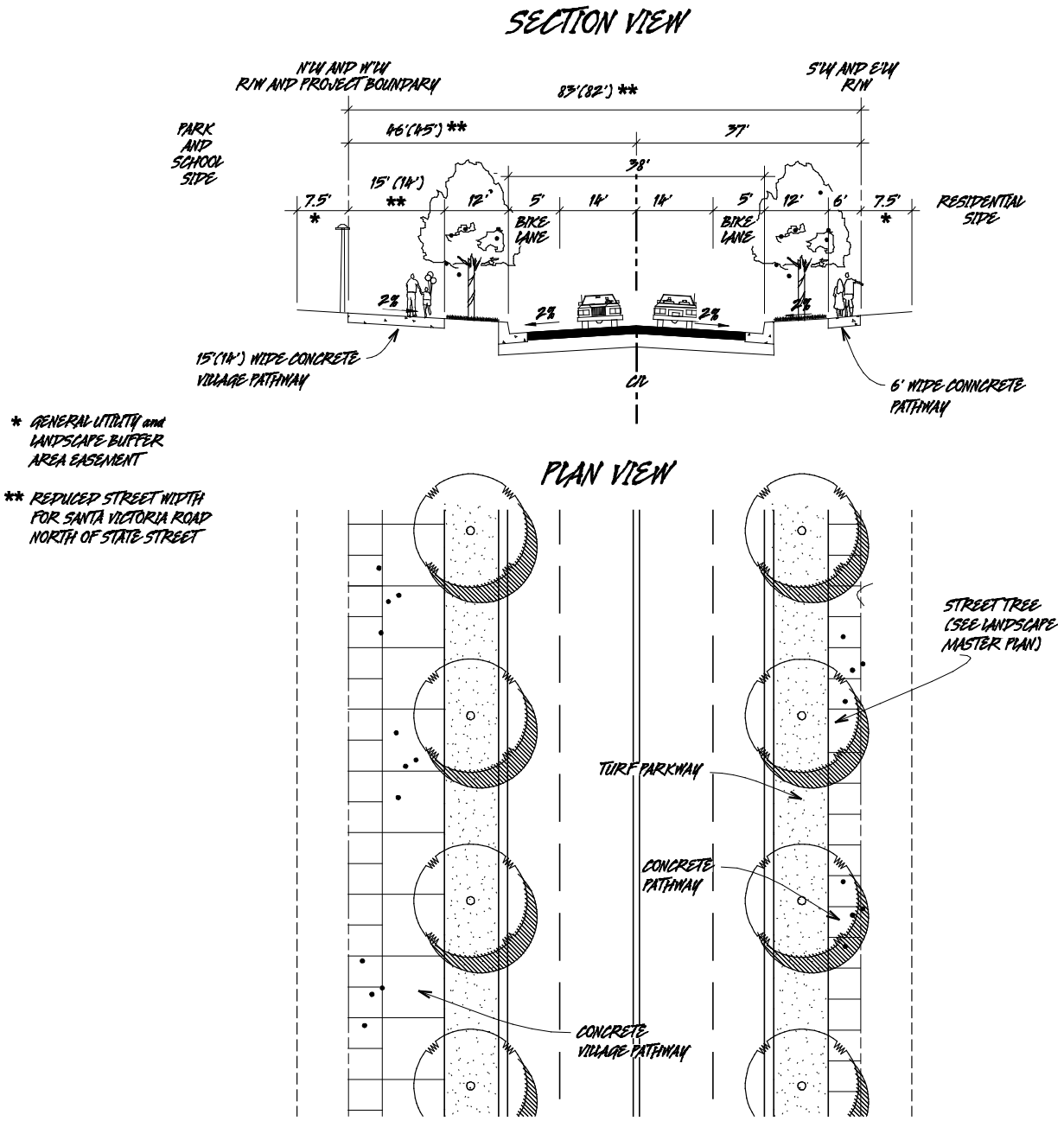


Exhibit 14

Secondary Village Entry

Portion Of Santa Victoria Road (From Santa Carolina Road To Anapamu Avenue And From State Street To Santa Venetia Street) – Not to scale

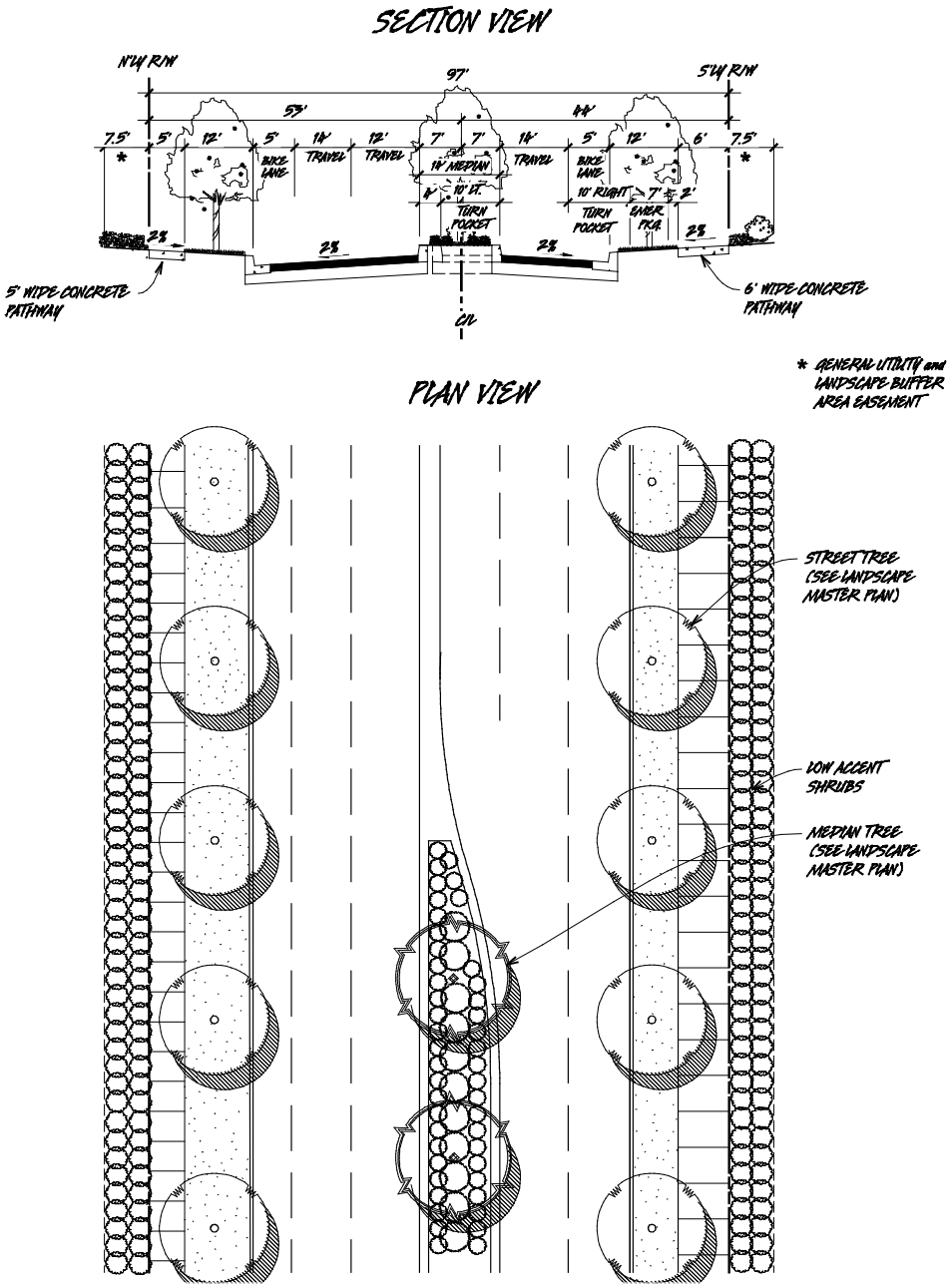


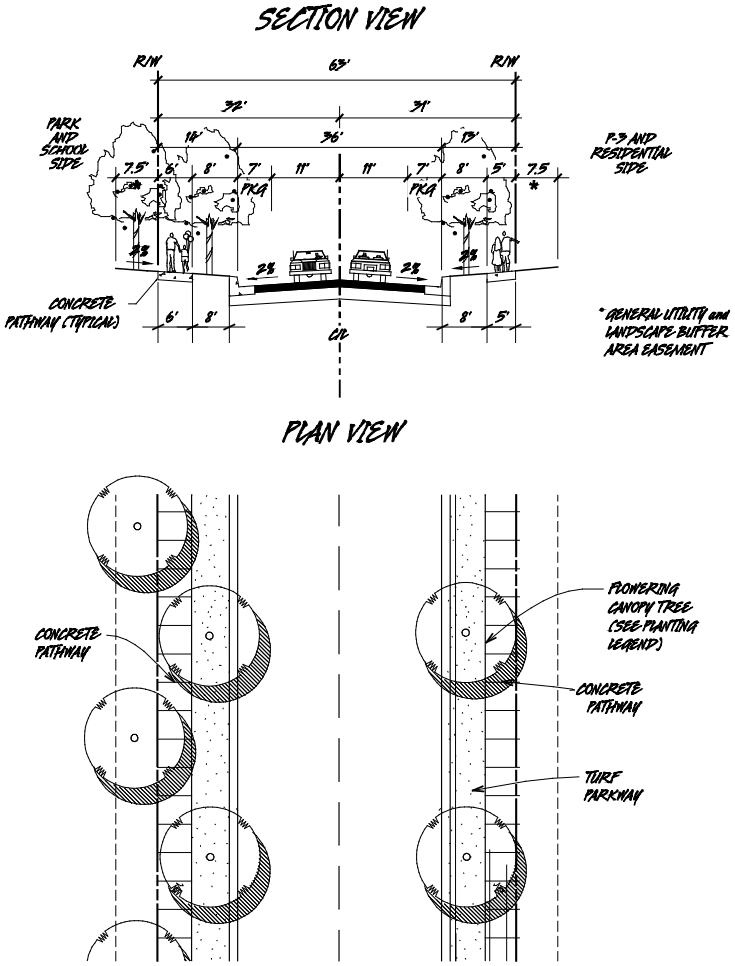
Exhibit 15
Secondary Village Entry

Portion of Santa Victoria Road (from Heritage Road to Hope Ranch Road) – Not to scale

7. Residential Street (Promenade)

Description:

The parkway will be informally planted random spaced planters and a variety of trees reminiscent of the old Santa Barbara theme. Trees will be located on each side of the sidewalk on the promenade side of the street and single row of trees will be located on the opposite side of the street. Tree spacing is 30' on center, may exceed this spacing to achieve the Santa Barbara landscape theme.



NOTES:
1. PLANTER SIZES VARY (MIN. SIZE 5' X5').
2. WHERE PLANTER SIZE LESS THAN 6' X 12', ONE OR MORE OF THE FOLLOWING SHALL BE UTILIZED TO CONTROL ROOT DAMAGE, AS AGREED UPON WITH THE CITY OF CHULA VISTA PUBLIC WORKS DEPT.
   A. ROOT BARRIERS SHALL BE INSTALLED ADJACENT TO PAVING SURFACES, DIRECTED BY THE DIRECTOR OF PUBLIC WORKS.
   B. A SUB-GRADE PERFORATED PIPE DRAINAGE SYSTEM SHALL BE INSTALLED ADJACENT TO THE CURB SIDE OF PLANTER.
   C. AN APPROVED STRUCTURAL SOIL SHALL BE USED AS BACKFILL AND/OR UNDER PAVEMENT PER MANUFACTURER'S SPECIFICATIONS.
2. CONCRETE PAVERS OR OTHER PERMEABLE PAVING MATERIALS MAY BE USED ADJACENT TO PLANTER AREAS.

Exhibit 16

Residential Street (Promenade)

Portions of Santa Christina Avenue, Santa Alexia Avenue, Santa Ivy And Santa Diana Rd -Not to scale

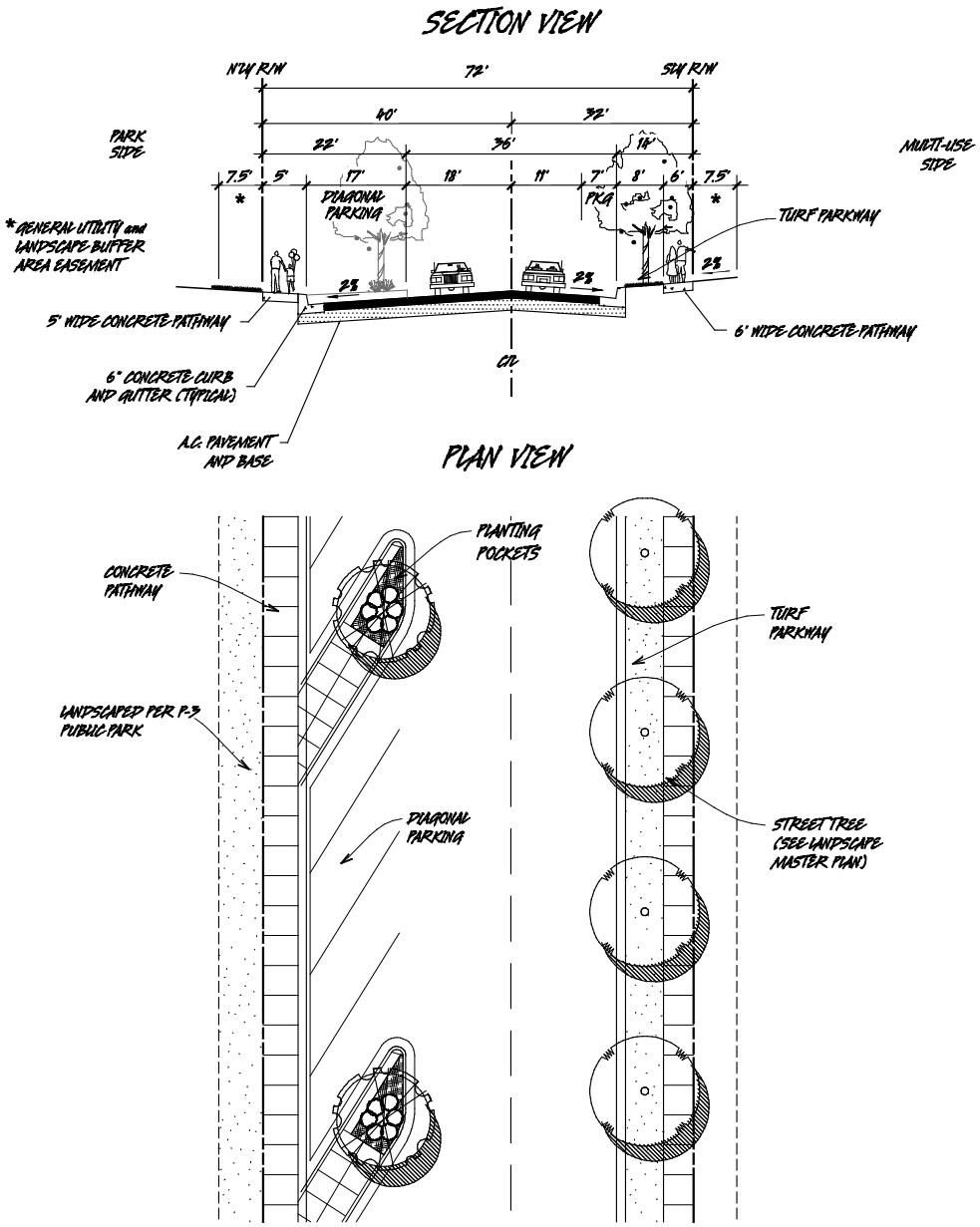


Exhibit 17

Residential Street (Promenade)

Portion of Santa Diana Road at P-3 Park – Not to scale

8. Parkway Residential Street

Description:

Parkways will be formally planted with evenly spaced trees (average one tree per front yard and two trees per side yard) of a smaller scale than the main Village circulation streets.

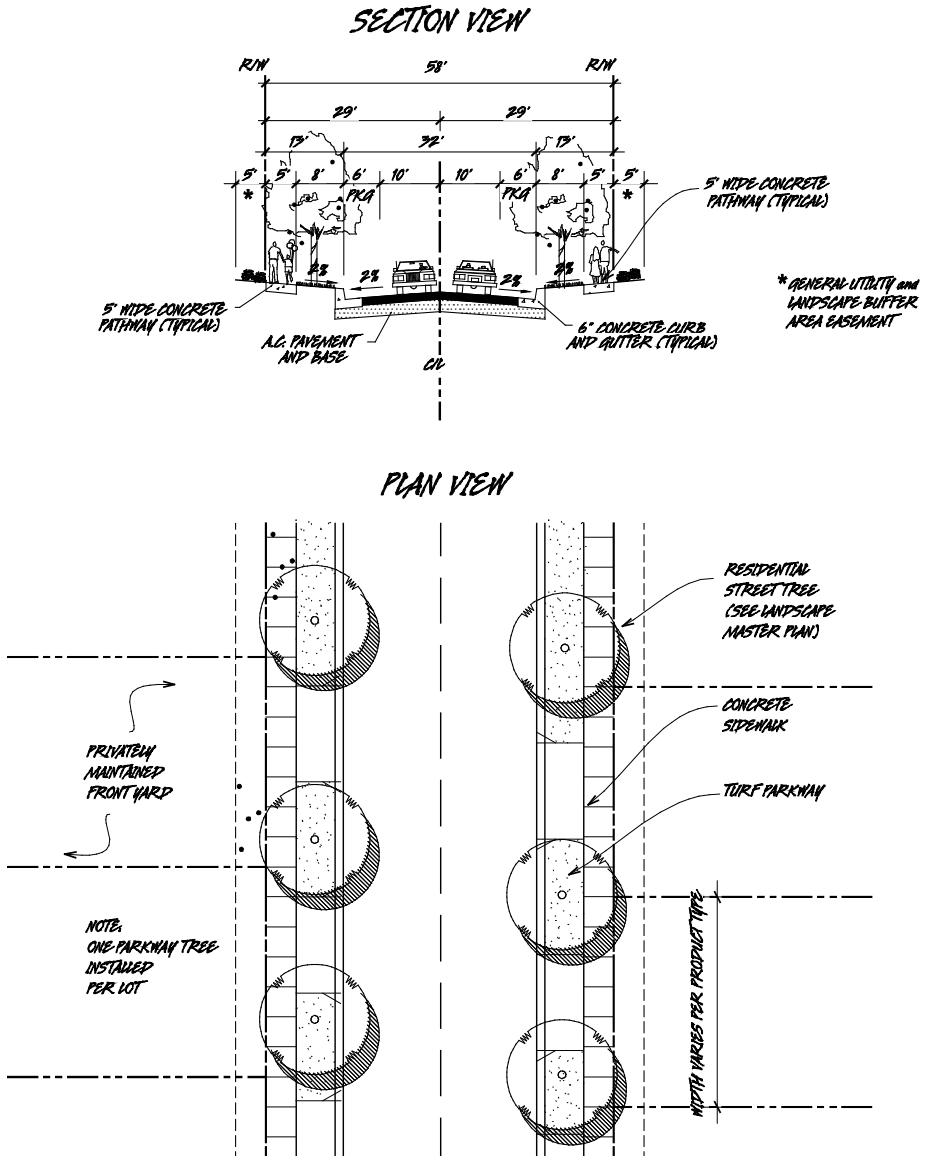


Exhibit 18

Parkway Residential

Non-Alley Product (Numerous Streets) – Not to scale

9. Alleys

In small lot single family and mixed-use areas, public alleys may be appropriate. Alleys can provide rear entrances for vehicles, decrease traffic on residential streets, minimize the utilitarian appearance of street-facing garages and enable homes to be more open and inviting to the street, creating a pedestrian-friendly environment. Alleys may also provide an alternative location for utilities. Typical alley pavement width is 20 feet.

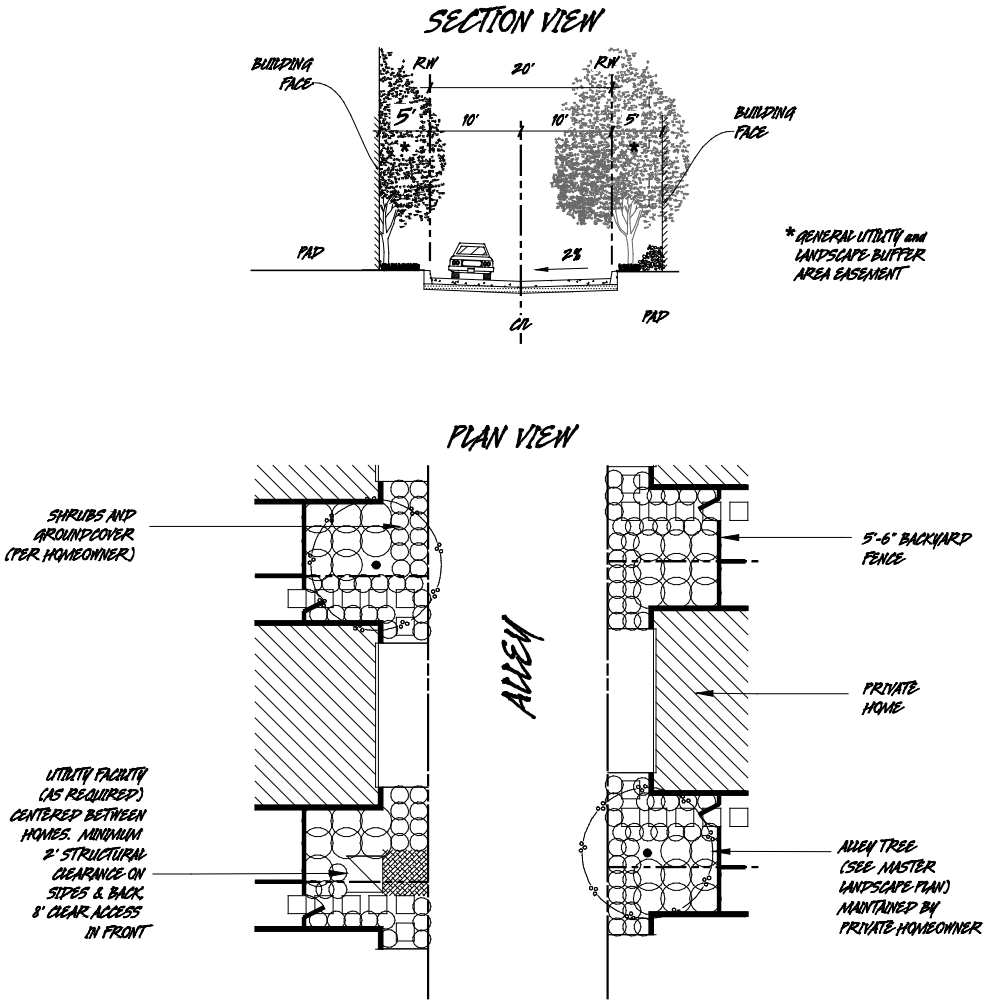


Exhibit 19

Alley Product

Neighborhood (Typical Alley) – Not to scale

10. Private Residential Streets

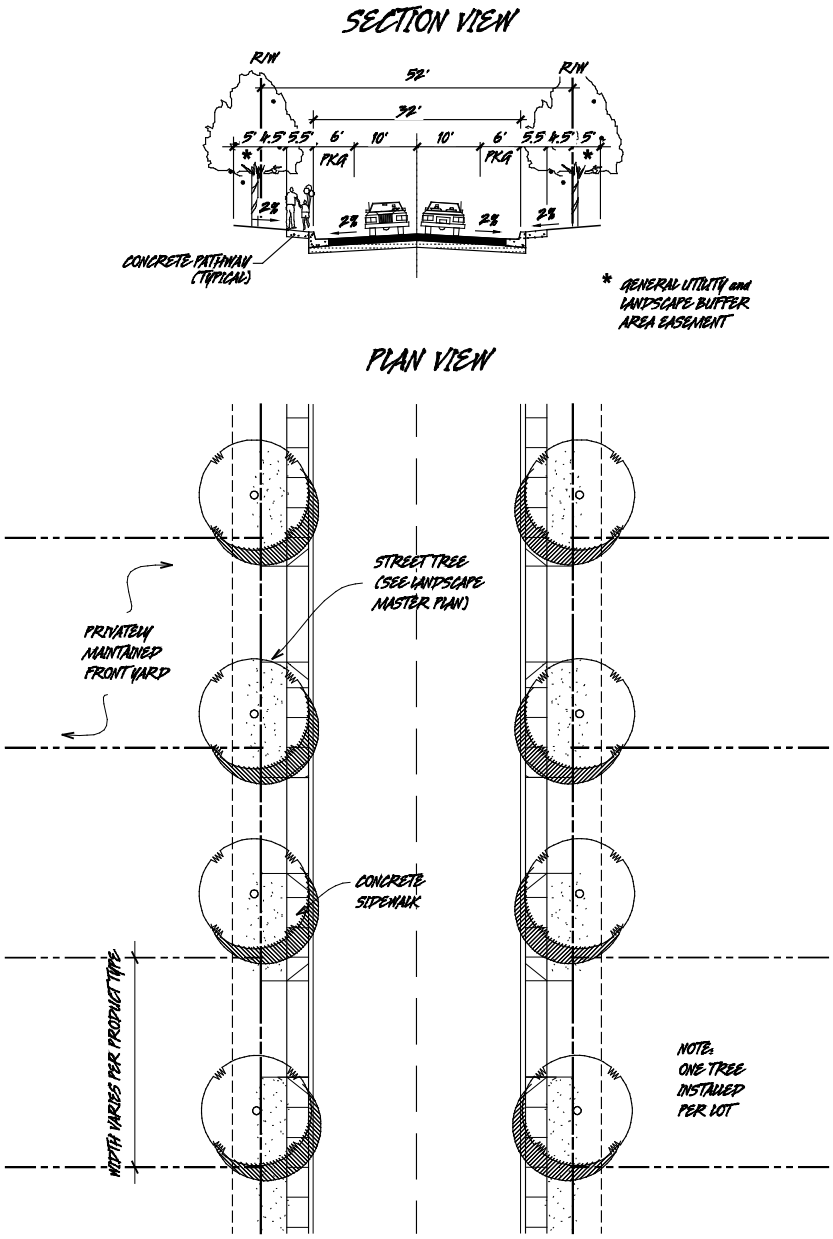


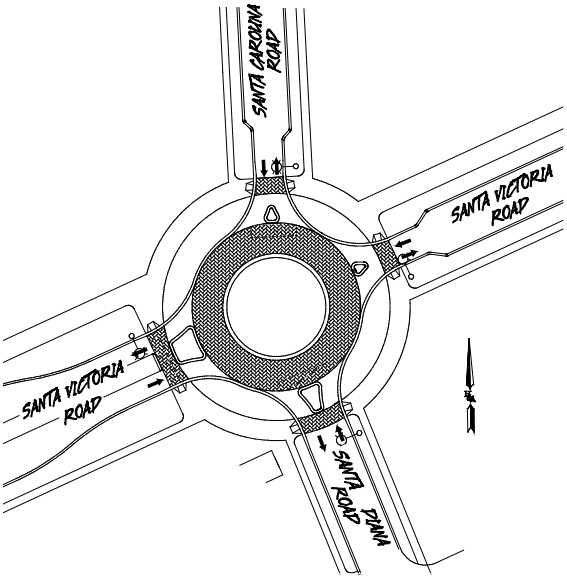
Exhibit 20

Private Residential Street

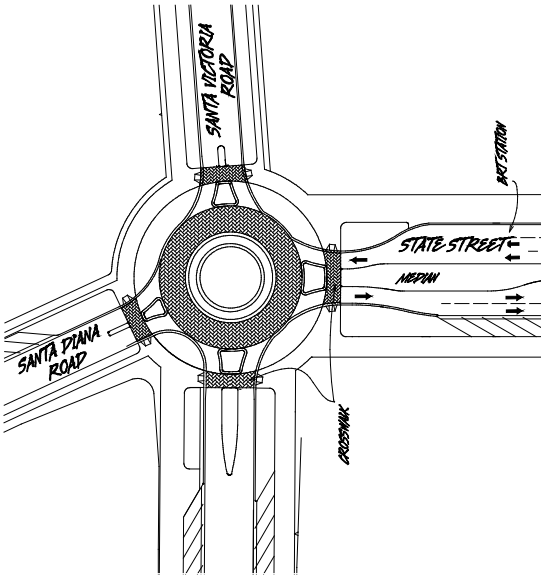
(Typical) – Not to scale

11. Roundabouts

Roundabouts are proposed to create focal points in the village and allow continuous, calmed traffic flow at primary intersections. The roundabouts will accommodate one or two travel lanes encompassing a 70-foot. diameter landscaped area. Roundabouts are proposed at the termini of the Village Pathway Entry Street in the western area of the village and the Village Pathway Retail Street in the Town Center Area.



Eastern Roundabout



Western Roundabout

Exhibit 21
Roundabouts

Not to scale

E. NON-VEHICULAR CIRCULATION CONCEPT

A well-designed pedestrian circulation system is a fundamental component of the village concept. The previous Streetscape Design Concept section includes illustrations of pedestrian amenities including sidewalks, lighting and shade trees. This section describes the pedestrian circulation system in terms of the Otay Ranch and City trails systems. An overall plan is provided as well as examples of the types of pedestrian paths provided in the Plan area.

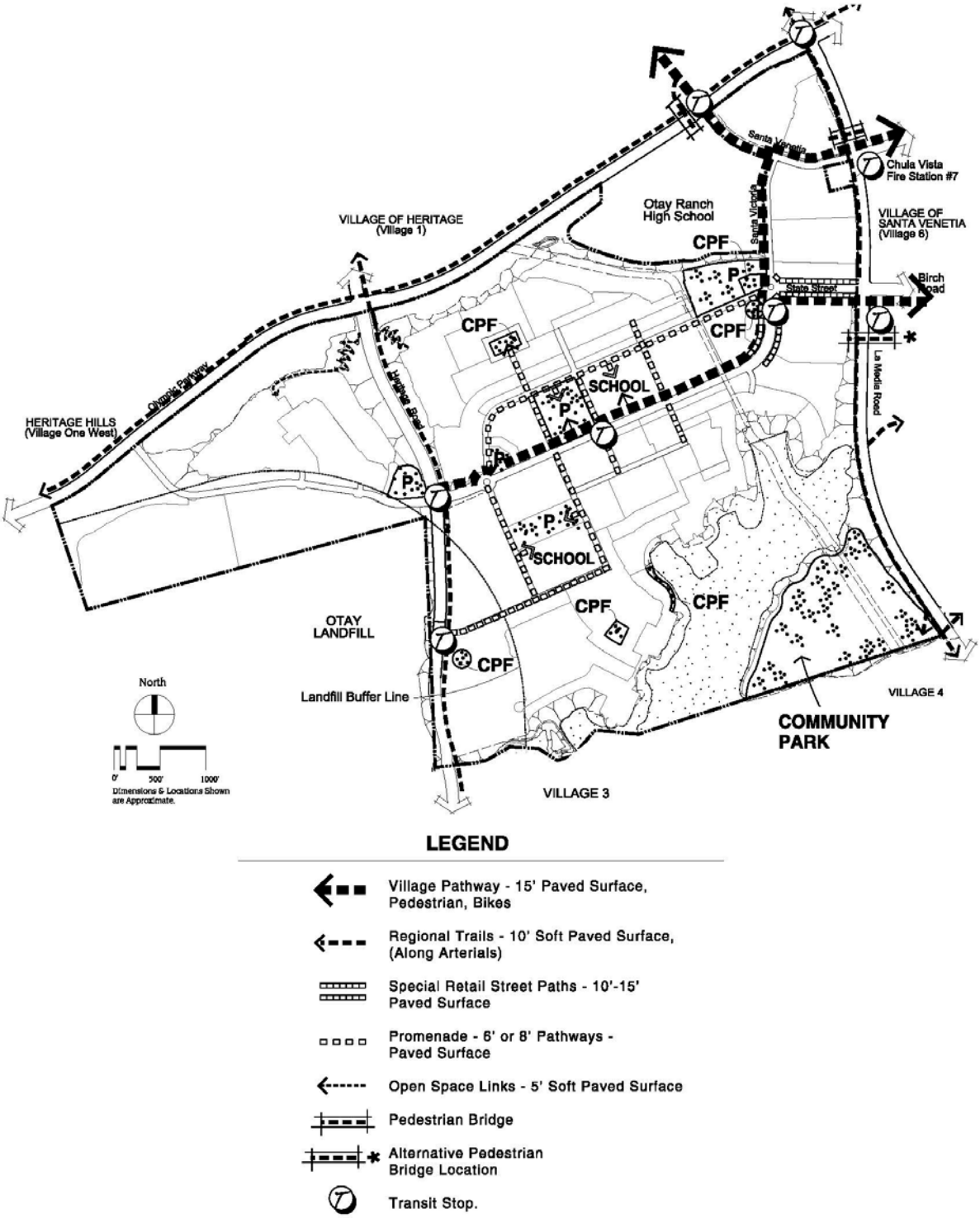


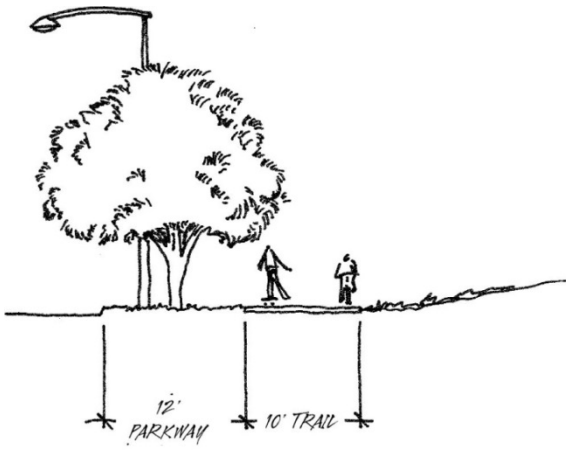
Exhibit 22

Non-Vehicular Circulation

1. Regional Trails

Description:

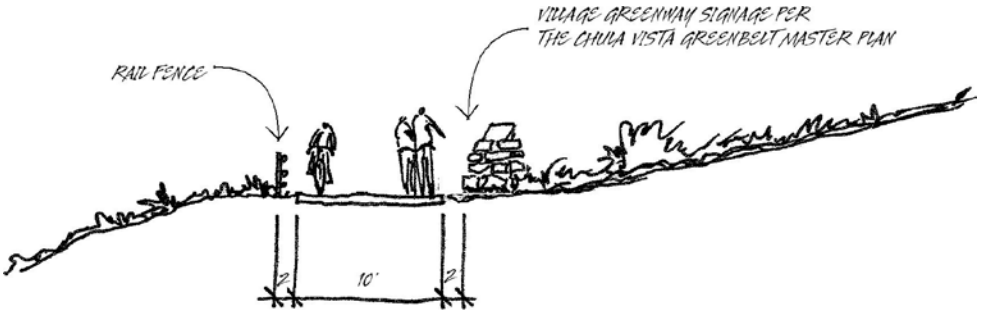
Regional Trails provide off-street pedestrian and bicycle connections throughout Chula Vista. Regional Trails are located on the north side of Olympic Parkway, the east side of Heritage Road north side of Rock Mountain Road/Main Street and west side of La Media Road. Regional Trails are 10-foot wide paved with stabilized decomposed granite (5% or less).



2. Otay Ranch Village Greenway

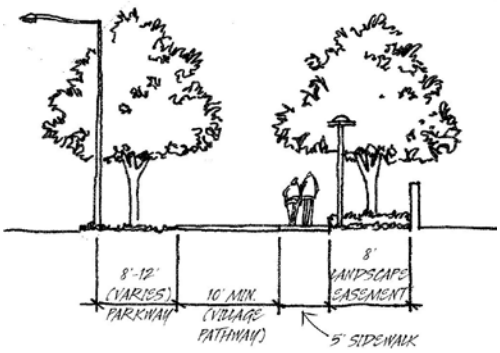
Description:

The Village Greenways connect Otay Ranch villages and are part of the Chula Vista Greenbelt system. The City of Chula Vista's Greenbelt Master Plan planned for a Village Greenway connecting the Otay River Valley through Wolf Canyon through Village Seven east to the Eastern Urban Center. However, due to environmental concerns, the Wolf Canyon connection is no longer feasible. A Village Greenway trail will be located in the P-4 Community Park. The primary trail is 10 feet wide.



3. Village Pathway

Description:

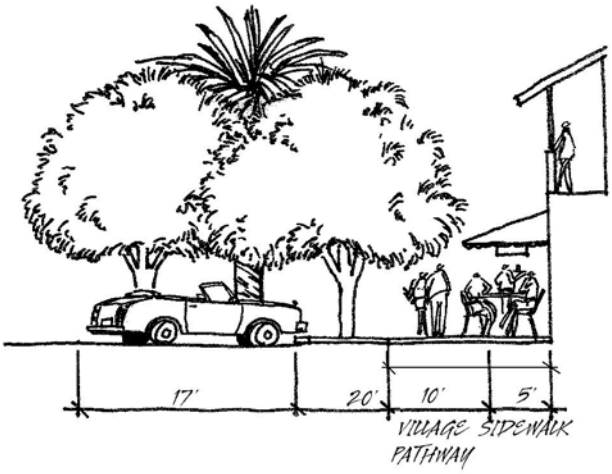


Village Pathways provide connections between Otay Ranch Villages and access to transit stops. The design of the Village Pathway is a paved surface located on the north side of the Village
Pathway Street that extends through the Village Core. The Village Pathway connects directly to the Regional Trails on Olympic Parkway, Heritage Road, and La Media Road and the transit stop in the Town Center. The Village Pathway is colored concrete (Adobe Tan) with a brush finish. Pedestrian bridges over Olympic Parkway and La Media Road provide connections to neighboring villages.

4. Special Commercial Street Paths

Description:

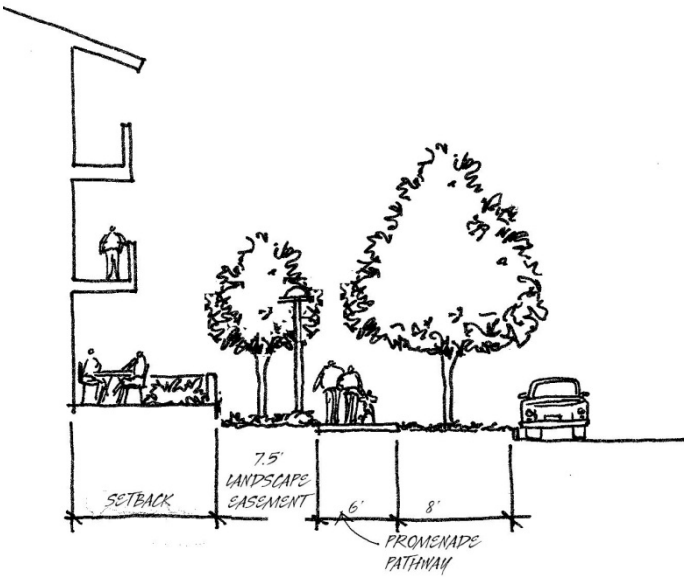
The "Main Street" in the Town Center is a special pedestrian-oriented area of the village. Paved paths 10-15 feet in width will provide an opportunity for window shopping, access to plazas, arcades, outdoor cafes and similar pedestrian spaces. Outdoor seating areas may intrude into 5' of paved path.



5. Promenade Pathways

Description:

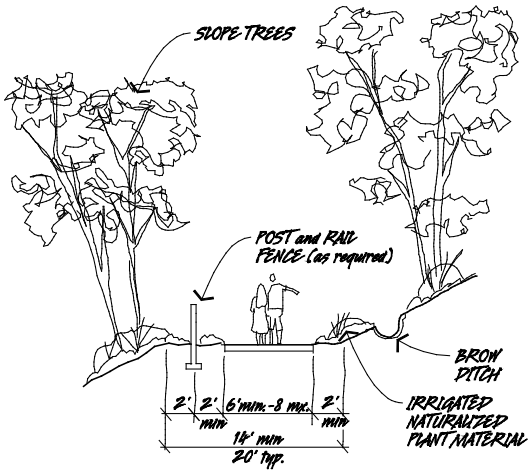
Promenade Pathways, a component of village Promenade Streets, are 6 foot wide paved sidewalks enhanced with shade trees and pedestrian–scaled lighting. Promenade Pathways in the village provide links through the Village Core to recreation facilities.



6. Open Space Trail Links

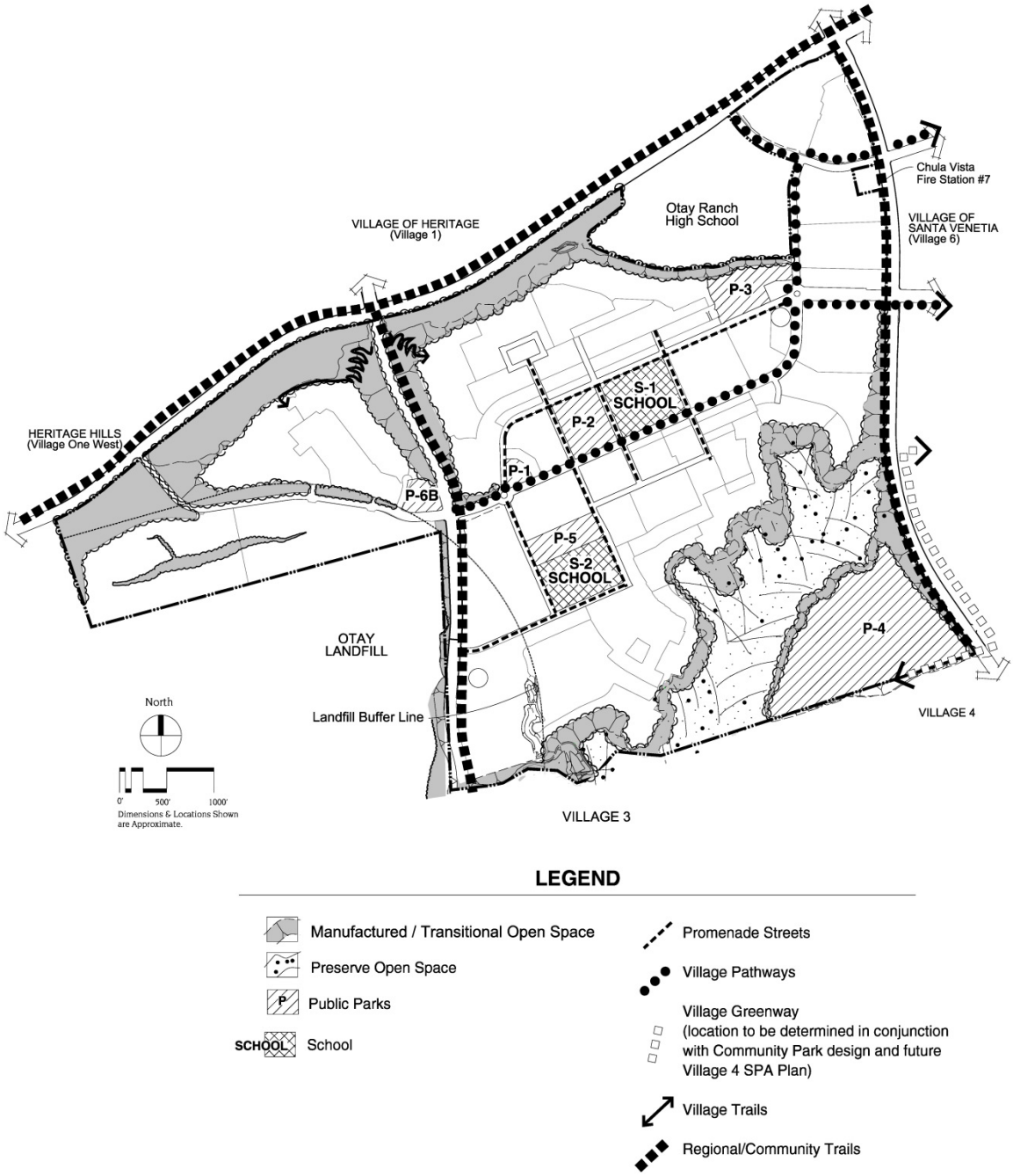
Description:

Open Space Links are 6-foot wide soft paved surfaced paths that provide connections between village streets and Regional Trails along Olympic Parkway and La Media Road.



F. VILLAGE PARK CONCEPTS

The village park system is designed to provide diverse park and active and passive recreational opportunities for village residents. The park and recreation facilities have been located to create focal points and identity within the village. Private facilities will be designed in conformance with the City Design Manual and Landscape Manual and the public parks will be designed in conformance with the City of Chula Vista Park and Recreation Master Plan. The following includes the overall plan and conceptual designs for the park and recreational facilities. Additional information regarding park and recreation facilities is provided in the Montecito SPA Parks, Recreation, Open Space and Trails Master Plan (Page V-76)



LEGEND

- Manufactured / Transitional Open Space
- Preserve Open Space
- P Public Parks
- SCHOOL School
- Promenade Streets
- Village Pathways
- Village Greenway (location to be determined in conjunction with Community Park design and future Village 4 SPA Plan)
- Village Trails
- Regional/Community Trails

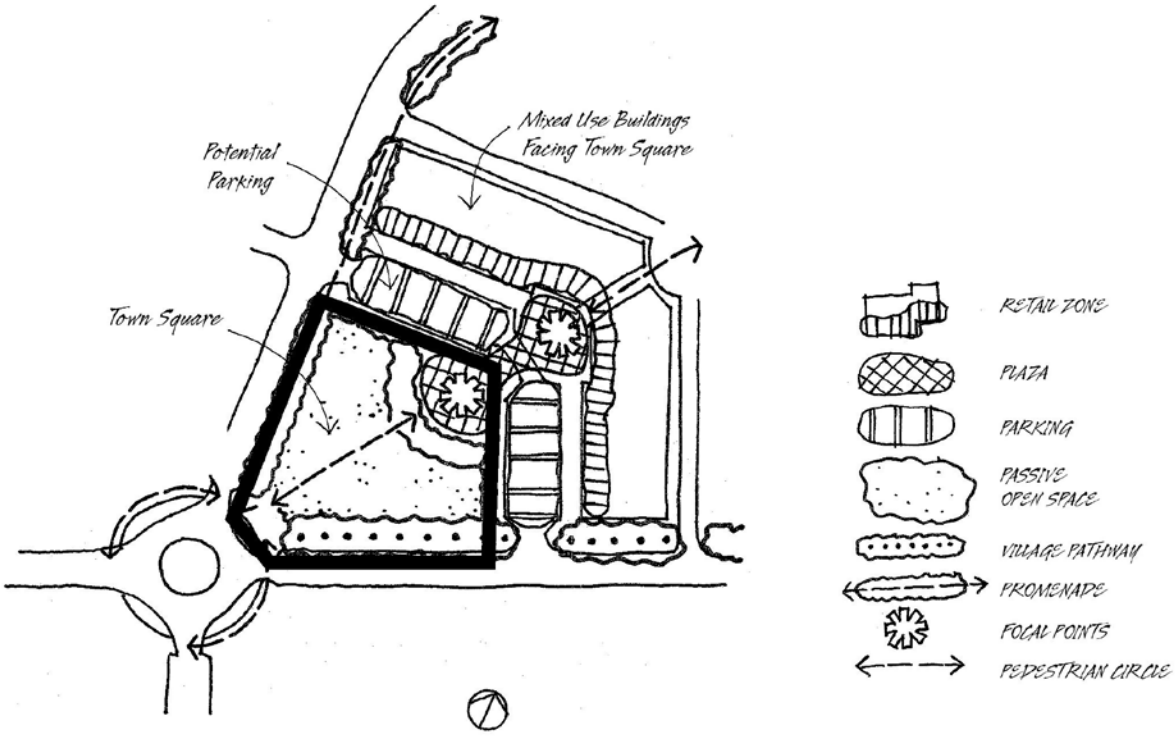
Exhibit 23

Village Parks Plan

1. Town Square (P-1)

Description:

The town square is located at the western entry to the village along the Village Pathway. The town square serves as the western village focal point and reflects the pedestrian design and urban character of the village. Envisioned as a traditional, formally designed park or plaza, it will provide opportunities for passive recreation, community events, and a setting for public art.



Note: This Concept Plan is for illustrative purposes only. Actual site development may vary from concepts depicted in this exhibit.

Exhibit 24

Public Town Square (P-1) Concept Plan

Not to scale

2. Neighborhood Park (P-2)

Description:

The public neighborhood park located adjacent to the elementary school will provide active and passive recreational opportunities. The location adjacent to the elementary school creates an expanse of open space and combines active recreational activities in one area of the village. Access to the adjacent school site should be coordinated with park site design. Access to the park site should be planned along the eastern edge. Park amenities will be in conformance with the requirements of the City Parks and Recreation Master Plan and may include multi-purpose open lawn areas, ball fields, sports courts, picnic shelters, tot lots and restroom and maintenance buildings. Parking will be accommodated on adjacent streets.

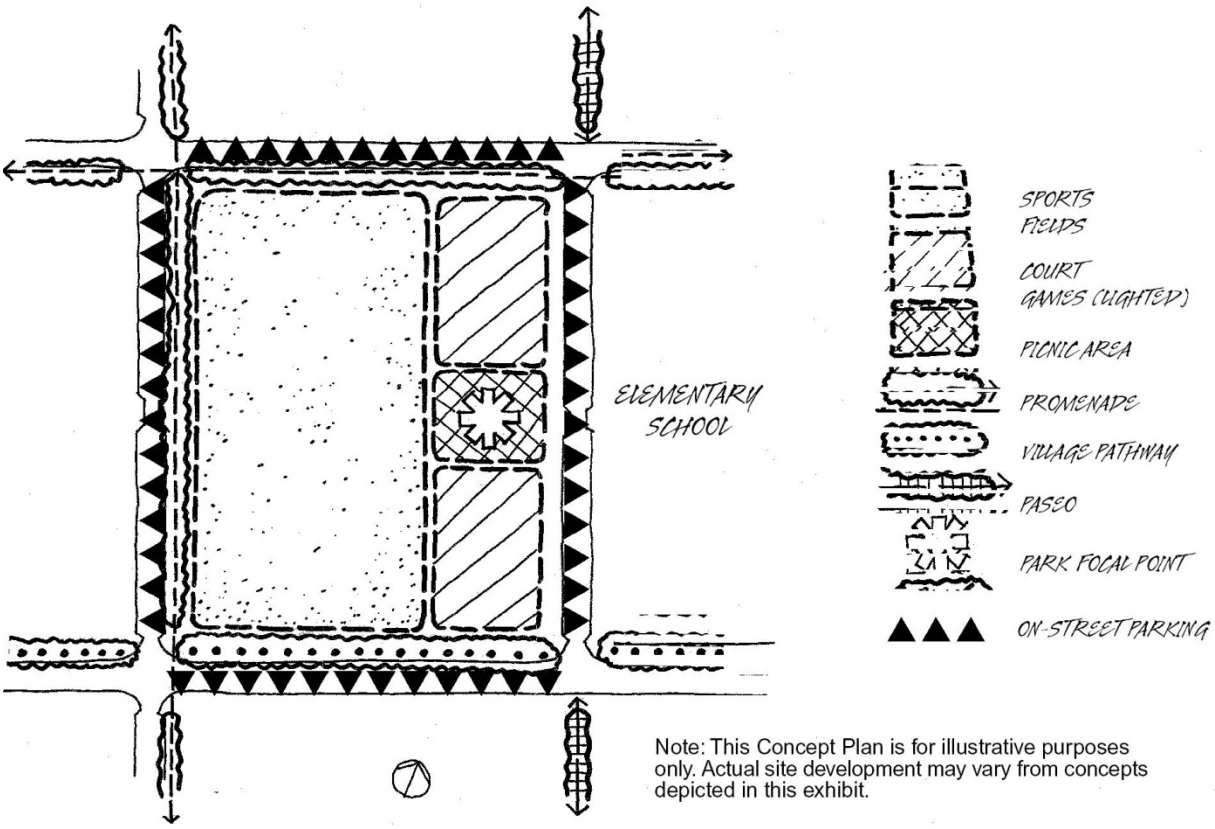


Exhibit 25

Public Neighborhood Park (P-2) Concept Plan

Not to scale

3. Neighborhood Park (P-3)

Description:

The public neighborhood park located in the eastern area of the village will be designed to provide active and passive recreational opportunities. Along with the Montecito Swim Club, the park will be a vital component of the Town Center; as such, an "urban" design that may include spaces to accommodate community functions and formal gardens, in addition to the open recreation areas, might be appropriate. The location provides the opportunity for an extended view corridor from the village entry at La Media Road through the commercial core to the park/swim club as a focal point of the village. Park amenities will be in conformance with the requirements of the City Parks Master Plan and may include multi-purpose open lawn areas, ball fields, sports courts (lighted), picnic shelters, walkways with security lighting, tot lots and restroom and maintenance buildings.

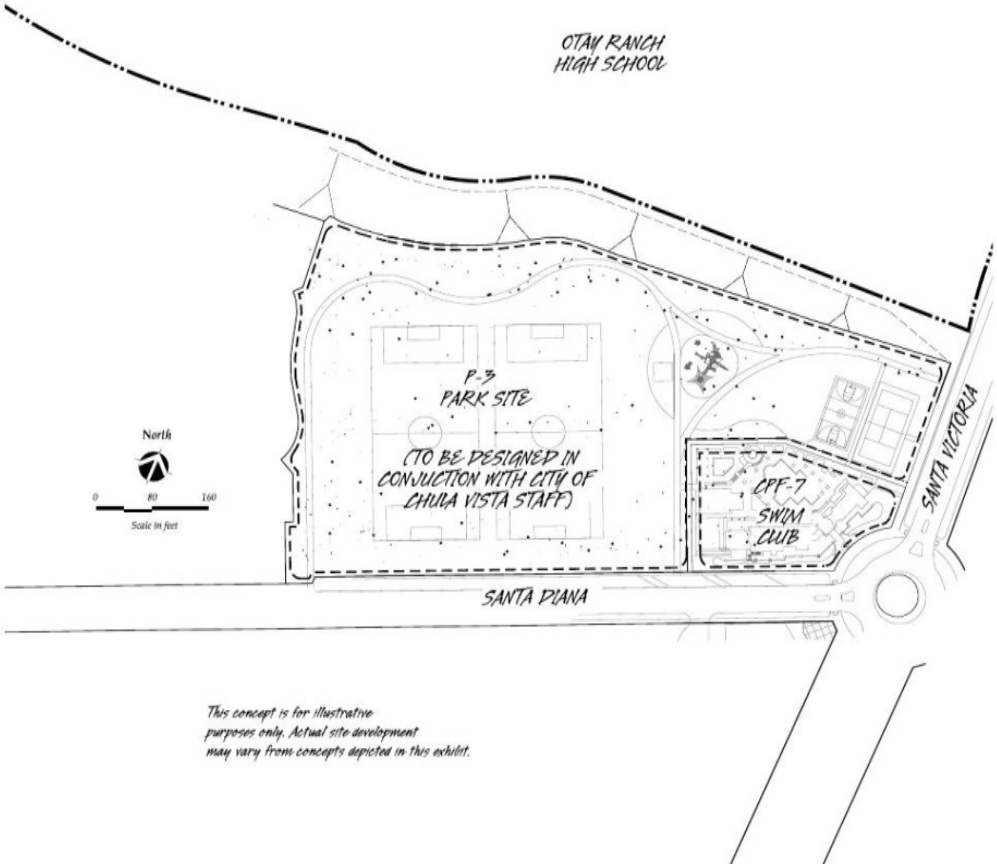


Exhibit 26

Public Neighborhood Park (P-3) Concept Plan

Not to scale

4. Neighborhood Park (P-5)

Description:

The public neighborhood park located between the second elementary school site (S-2) and multi-family site (R-27) will be designed to provide active and passive recreational opportunities. The location adjacent to the elementary school site creates an opportunity for an expanse of open space and combination of active recreational areas. Access to the adjacent school site should be coordinated with the park site design. Park amenities will be in conformance with the requirements of the City Parks and Recreation Master Plan and may include multi-purpose open lawn areas, ball fields, sports courts (lighted), picnic shelters, walkways with security lighting, tot lots and restroom and maintenance buildings. Additionally, a swim facility is an option for this site. Parking will be accommodated on adjacent streets.

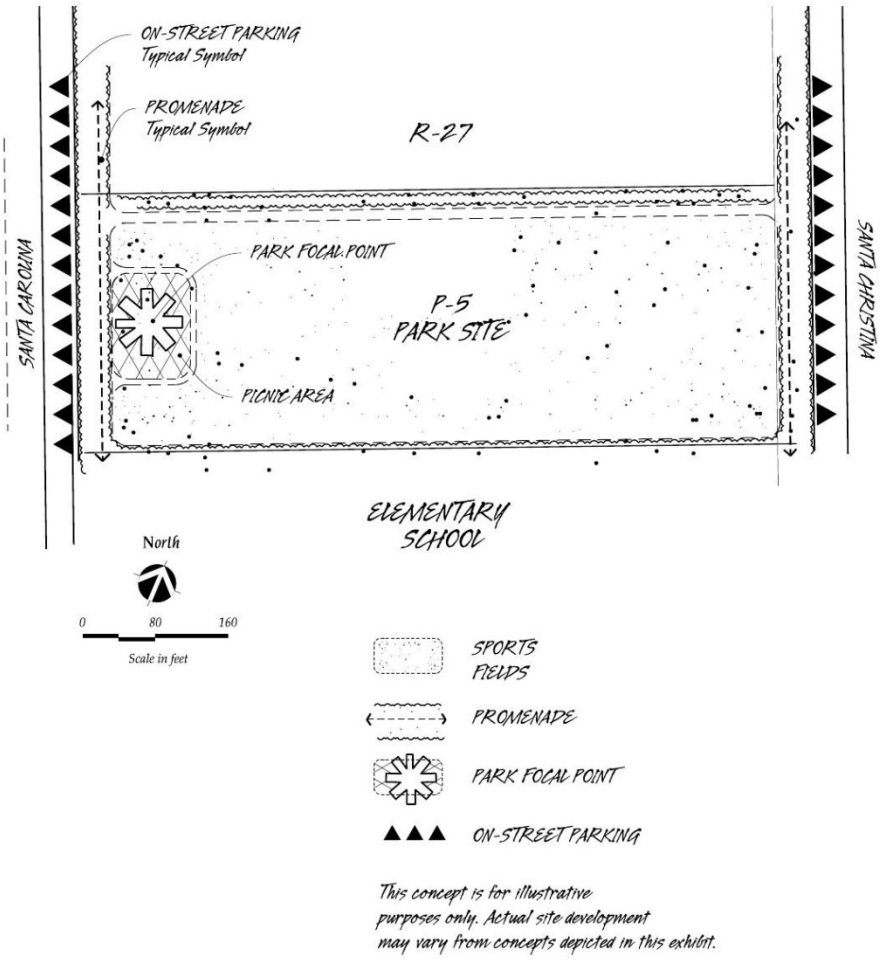


Exhibit 27

Public Neighborhood Park (P-5) Concept Plan

Not to scale

5. Neighborhood Park (P-6)

Description:

The public neighborhood park located on the northwest corner of Santa Victoria and Heritage Roads, adjacent to multi-family and small lot single family residential, will be designed to provide active and passive recreational opportunities and be a focal point for Village 2 West. The location along Heritage Road will give it excellent visibility and access from the Village Pathway and Regional Trail. Access to the adjacent residential sites should be coordinated with the park site design. Park amenities will be in conformance with the requirements of the City Parks and Recreation Master Plan and may include multi-purpose open lawn areas, ball fields, sports courts (lighted), picnic shelters, walkways with security lighting, tot lots and restroom and maintenance buildings. If necessary, the park can be expanded by 0.3 acres to meet the parkland obligation of the village. Parking will be accommodated on adjacent streets.

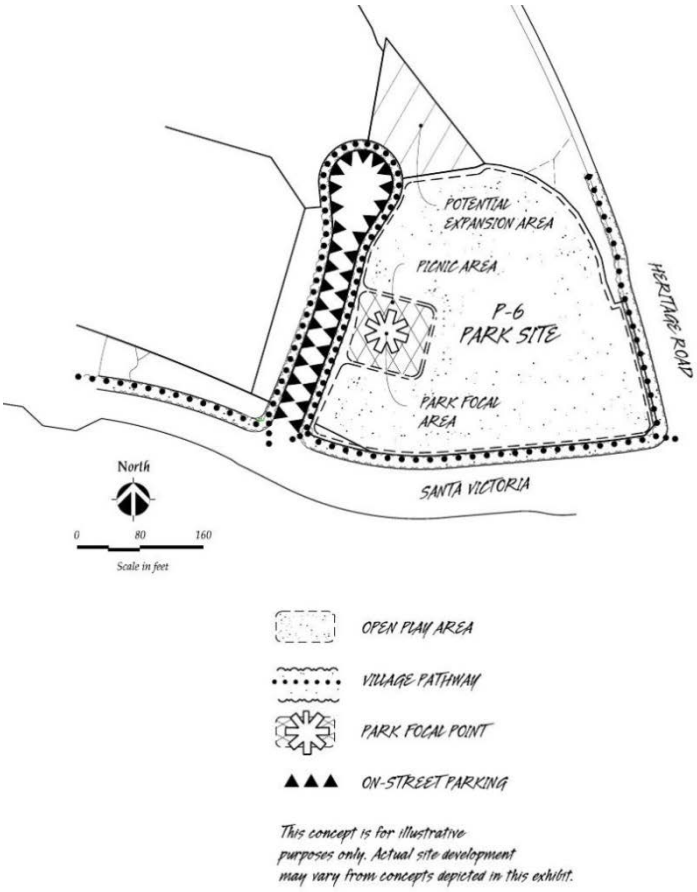


Exhibit 28

Public Neighborhood Park (P-6) Concept Plan

Not to scale

Community Park (P-4)

Description:

A community park is located in the southeastern portion of the village adjacent to La Media Road. The Wolf Canyon Preserve area borders the park on the west and provides opportunities for views to expanded open space. The park serves the active recreational needs of the eastern Otay Ranch villages with lighted play fields and sport courts, recreation complexes (buildings and swimming pools), children's play areas and parking areas. Passive recreational areas will be located adjacent to Wolf Canyon as a transition between developed and natural open space. This park will contain amenities and facilities described in the City of Chula Vista Parks and Recreation Master Plan. See Montecito SPA Plan, page V-90 for additional Community Park information.

6. Community Purpose Facilities (CPF 1, 2, 3 and 5)

Description:

Community purpose facilities are defined in Chula Vista Municipal Code 19.48 PC – Planned Community Zone. These facilities are privately owned and maintained park and recreation facilities and are located to provide park amenities in proximity to neighborhoods throughout the village. The facilities create focal points in the village and are connected through the village pedestrian circulation system. Each facility will be designed to complement the surrounding neighborhood and amenities will be tailored to the specific needs of the neighborhood. A typical concept plan is shown below. CPF-3 will be designed to take advantage of views into Wolf Canyon.

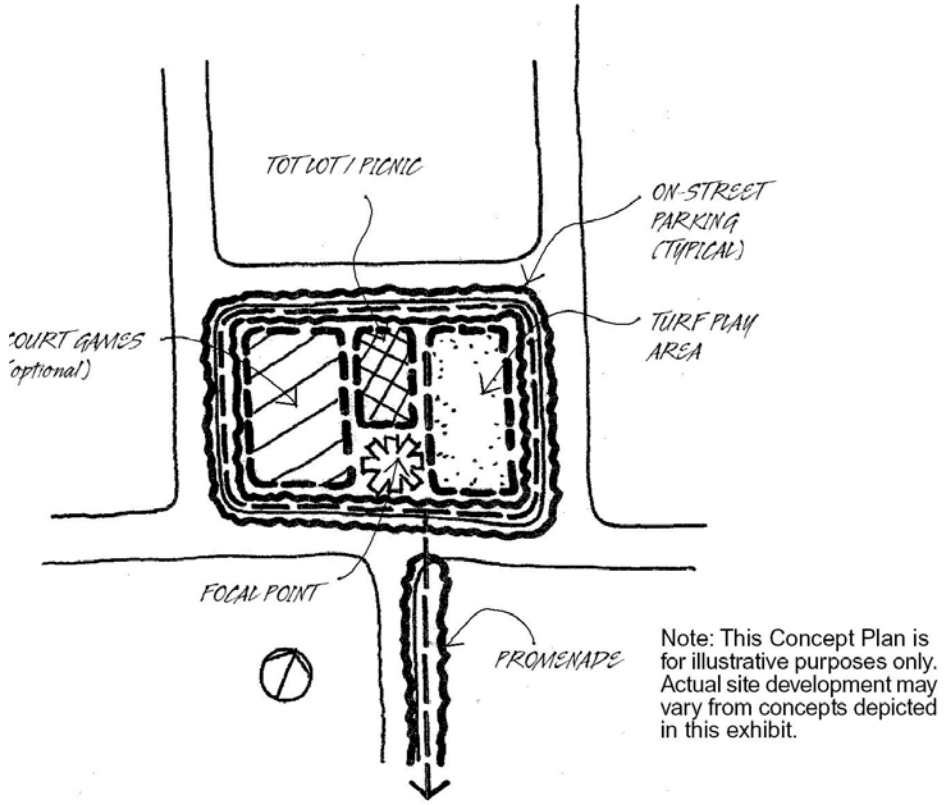


Exhibit 29

Community Purpose Facility – Private Rec Concept Plan

Not to scale

G. WALL AND FENCE CONCEPTS

The Ranch-wide theme will be maintained through a comprehensive system of walls and fences. Walls at the Village entries will be designed to accent the entries and establish the Santa Barbara character. Entry and architectural walls that incorporate stone will use a material similar in appearance to Santa Barbara sandstone designed with vertical and horizontal cuts. Community theme walls will provide screening, sound attenuation, security and neighborhood identity. Community perimeter walls will be constructed of concrete block with a slump stone finish and color similar to the Santa Barbara sandstone, an enhanced wall design is also proposed at key locations within the village core and at community entries.

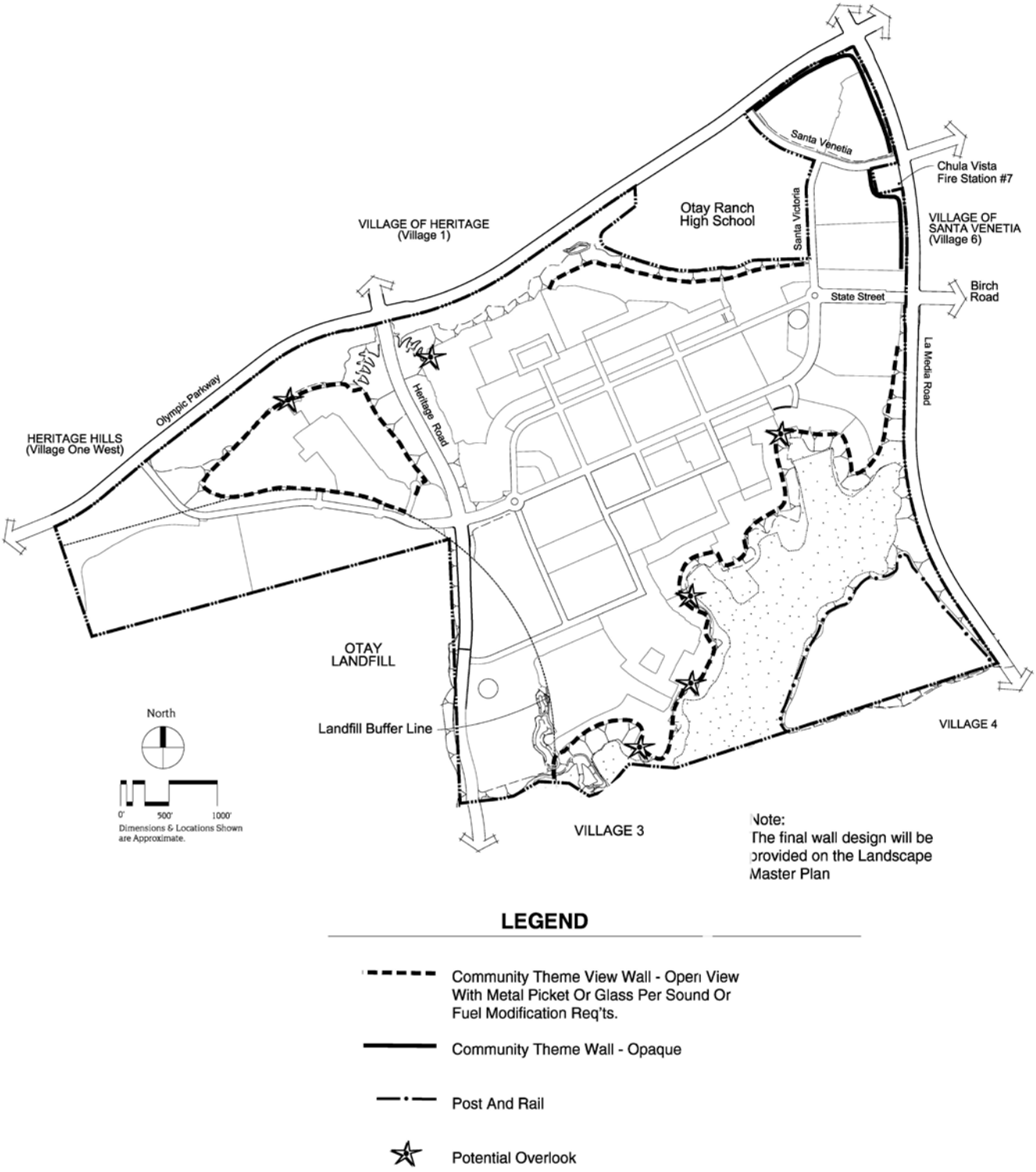
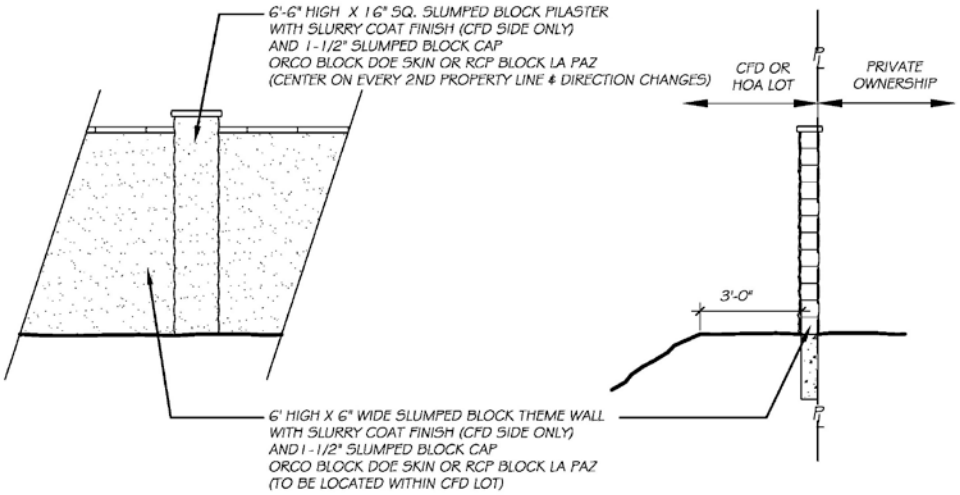
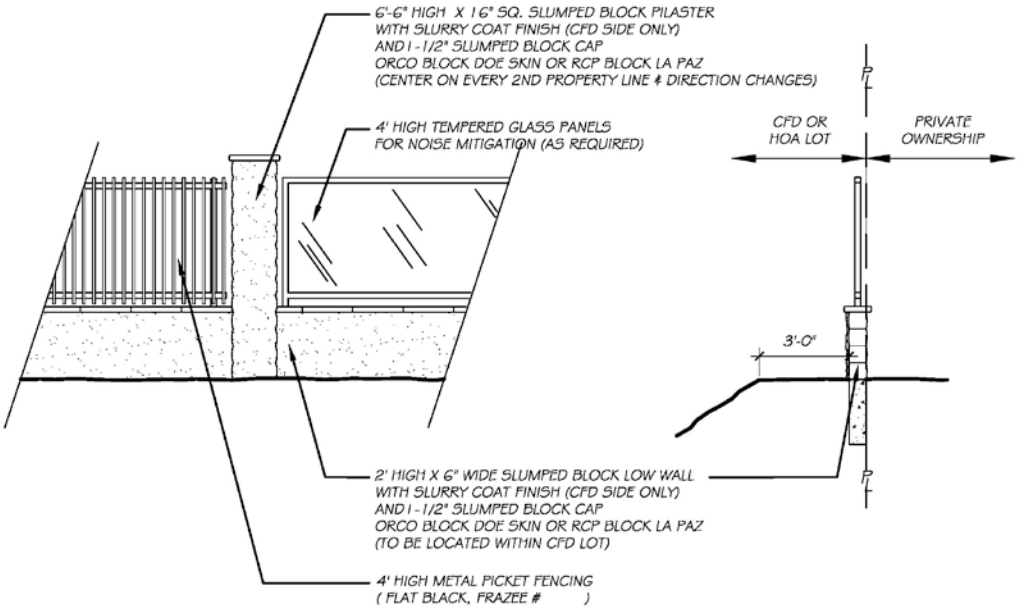


Exhibit 30

Wall & Fence Concept Plan



COMMUNITY ENHANCED THEME WALL

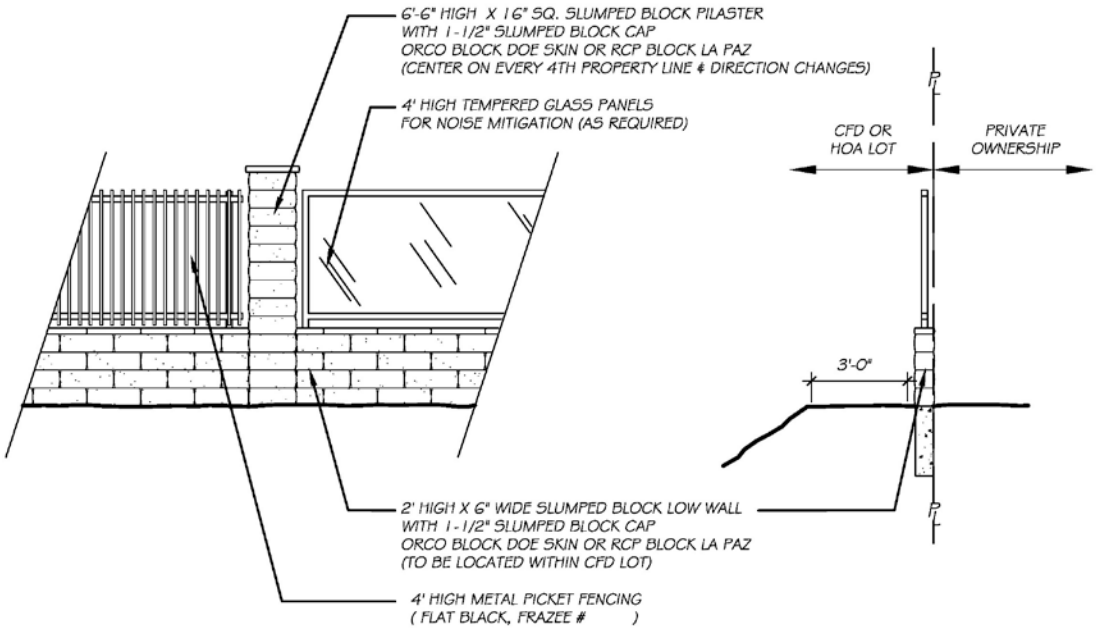


COMMUNITY ENHANCED THEME VIEW WALL

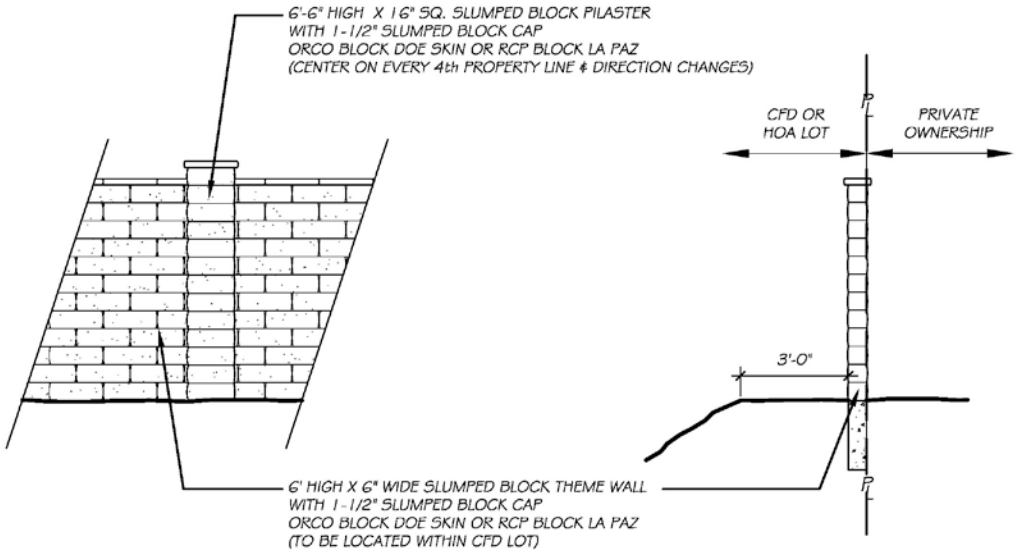
Exhibit 31

Community Walls

Not to scale



COMMUNITY THEME VIEW WALL



COMMUNITY THEME WALL

Exhibit 32

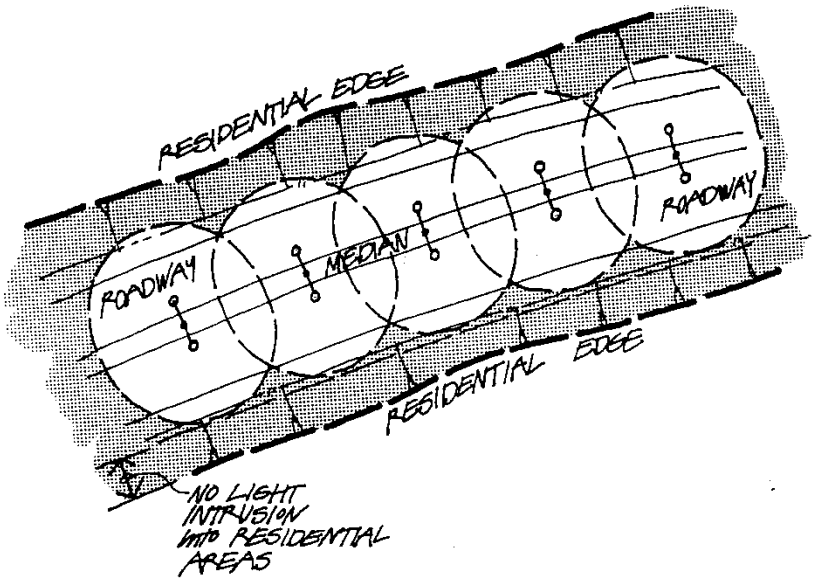
Community Walls

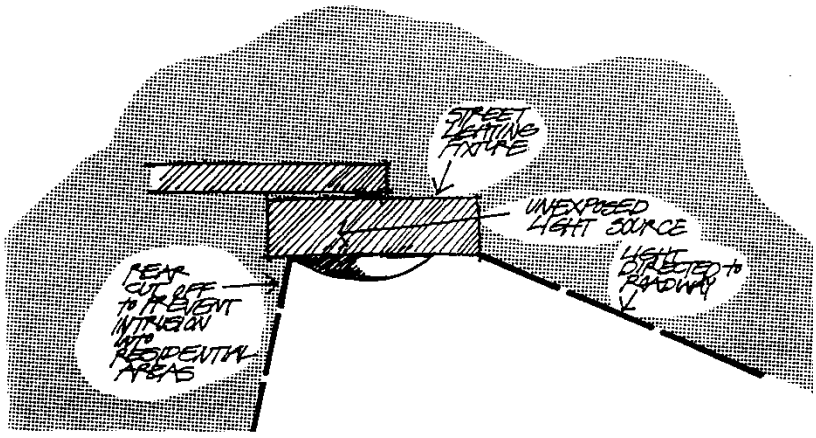
Not to scale

H. LIGHTING CONCEPTS

The village lighting design concept focuses on the quality of light along specific corridors and areas. Light standards must have a distinctive character to relate to the corridors they serve. Lighting along pedestrian corridors must be more human in scale, closer spaced and lower than is typically found on an urban street. Light standards should be manufactured of high-quality materials that are visually pleasing. The base, pole and light fixture must be attractive and suitable to the design theme of the village.

Village lighting will be designed to provide adequate illumination without over-lighting for energy savings and avoidance of nuisance lighting. Light fixtures will direct light to use areas. Light shields will be used where necessary to avoid nuisance lighting, particularly in residential neighborhoods and adjacent to Wolf Canyon preserve open spaces.





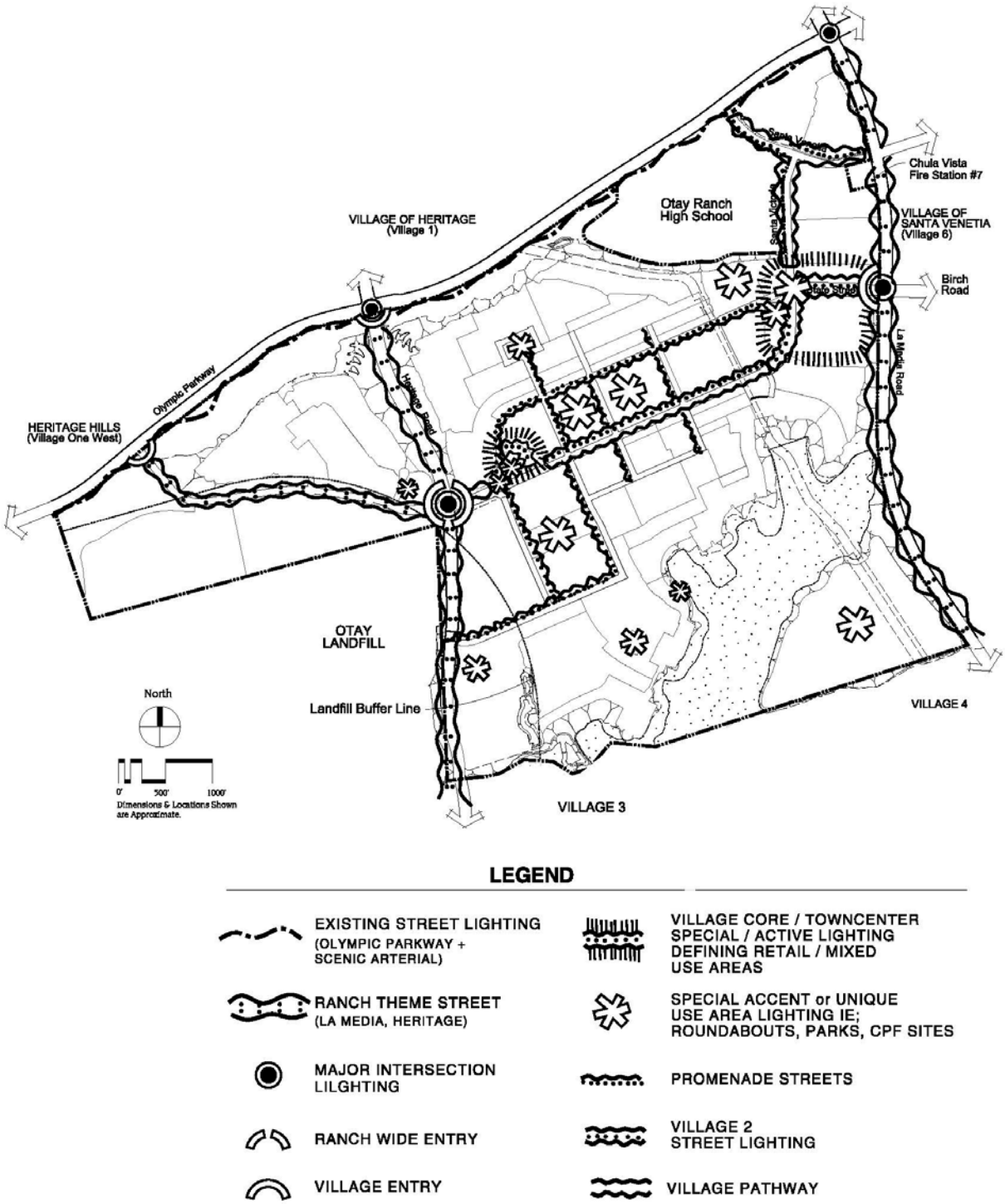


Exhibit 33

Lighting Concept Plan

1. Transit Village Entry Street Lighting

Description:

Street lighting will be provided from twin davit pole lights located in the street median and single davit from the street edge where there is no median. Pathway lighting will be located at the street edge and will be a lower, pedestrian scale and character

Pole:

Custom color concrete, approximately 28 feet tall for street lights and painted metal theme character 12 feet tall for pathway lights.

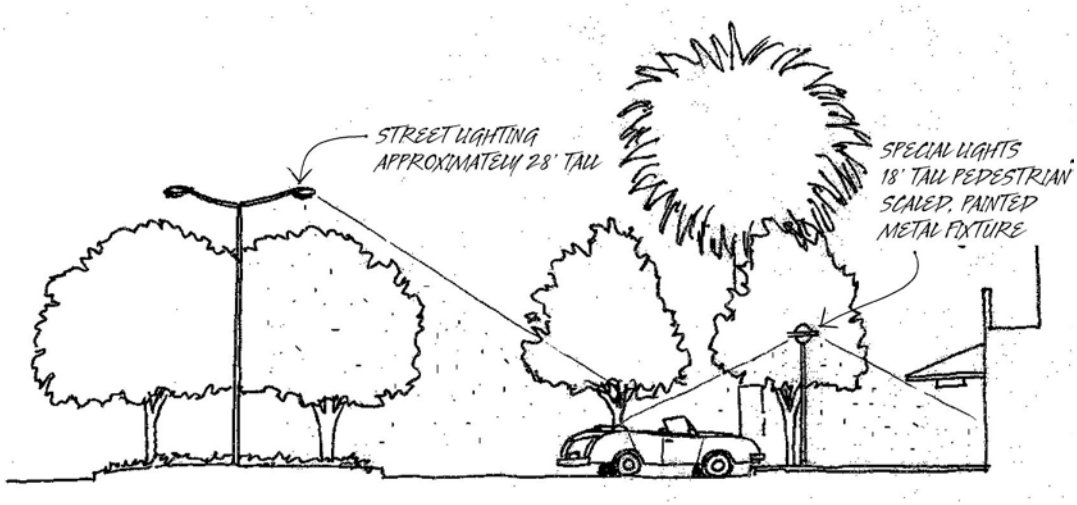
Fixture Type:

Street lights – conventional with special color fixture and custom color concrete pole.

Pathway lights – complimentary to the Village design theme, possibly with a visible light source, with capability to shield light from adjacent uses.

Lamp Type:

High Pressure Sodium



2. Secondary Village Entry Street Lighting

Description:

Street lighting will be from the opposite side of the street from the pathway. The pathway lighting will be illuminated by a pedestrian scale theme light source.

Pole:

Custom color concrete, approximately 22 feet tall for street lights and painted metal theme character 12 feet tall for pathway lights.

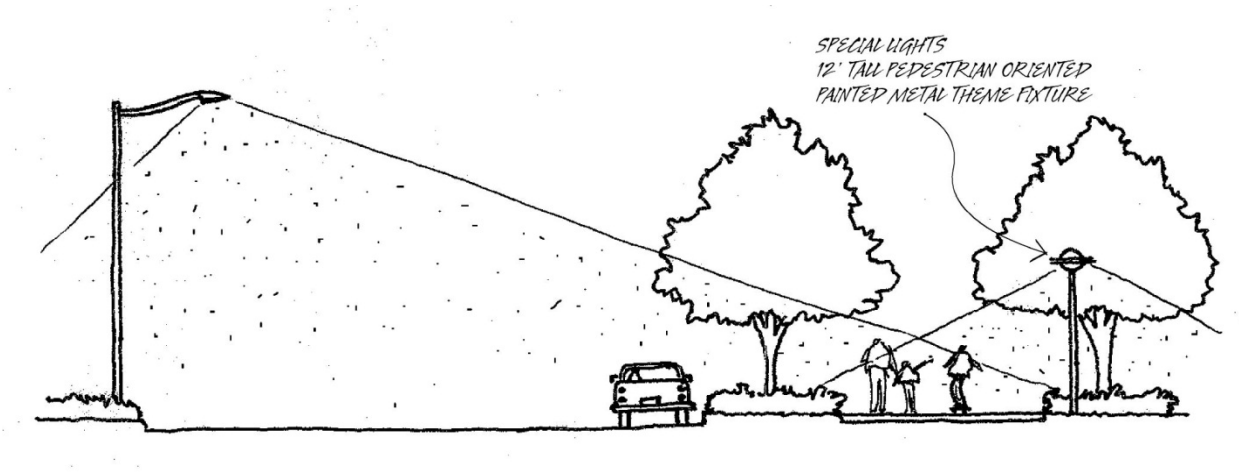
Fixture Type:

Street lights – conventional with special color fixture and custom color concrete pole.

Pathway lights – design and color complimentary to the Village design theme.

Lamp Type:

High Pressure Sodium



3. Residential Streets (Promenade) Lighting

Description:

Promenade Streets serve automobile, pedestrian and/or bicycle traffic. Street lighting will be located on the opposite side of the street from the promenade walk. Pedestrian scale lighting will be located next to the promenade walk.

Pole:

Custom color concrete, approximately 22 feet tall for street lights and painted metal theme character12 feet tall for pathway lights.

Fixture Type:

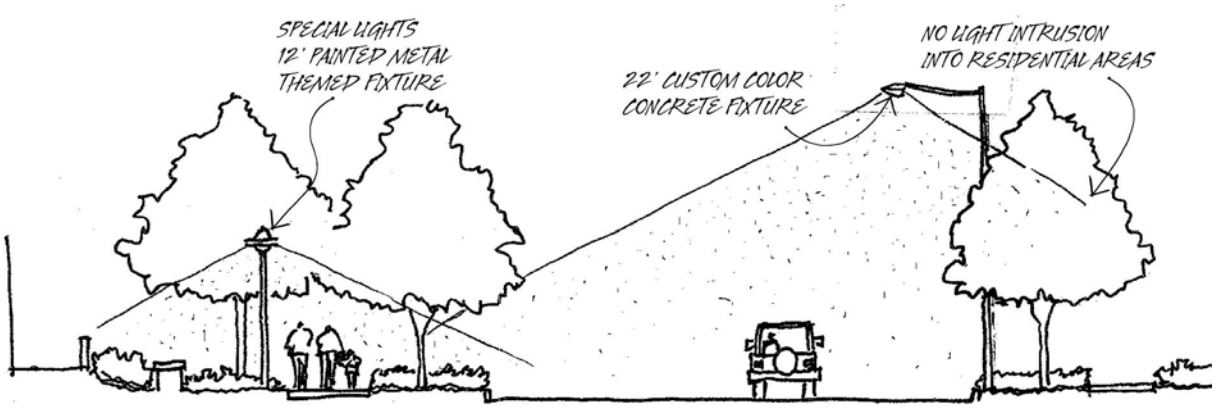
Cut-off feature for glare control for both lights.

Standard "Cobra Style" with cut off shield for street lights.

Theme fixture for pedestrian path lights with shield.

Lamp Type:

High Pressure Sodium



4. Parkway Residential Street Lighting

Description:

Residential streets are semi-urban roads with a pedestrian scale. The streets have homes on one or both sides, with pedestrian walks and on-street parallel parking.

Pole:

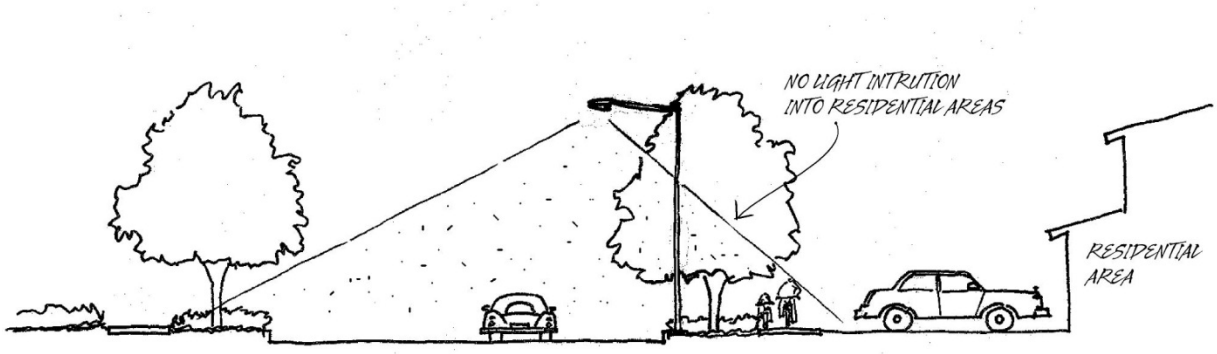
Pre-cast custom color concrete approximately 22 feet tall.

Fixture Type:

Cut-off feature for glare control, either pole top or single davit mount.

Lamp Type:

High Pressure Sodium.



5. Parking Lot Lighting

Description:

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

Pole:

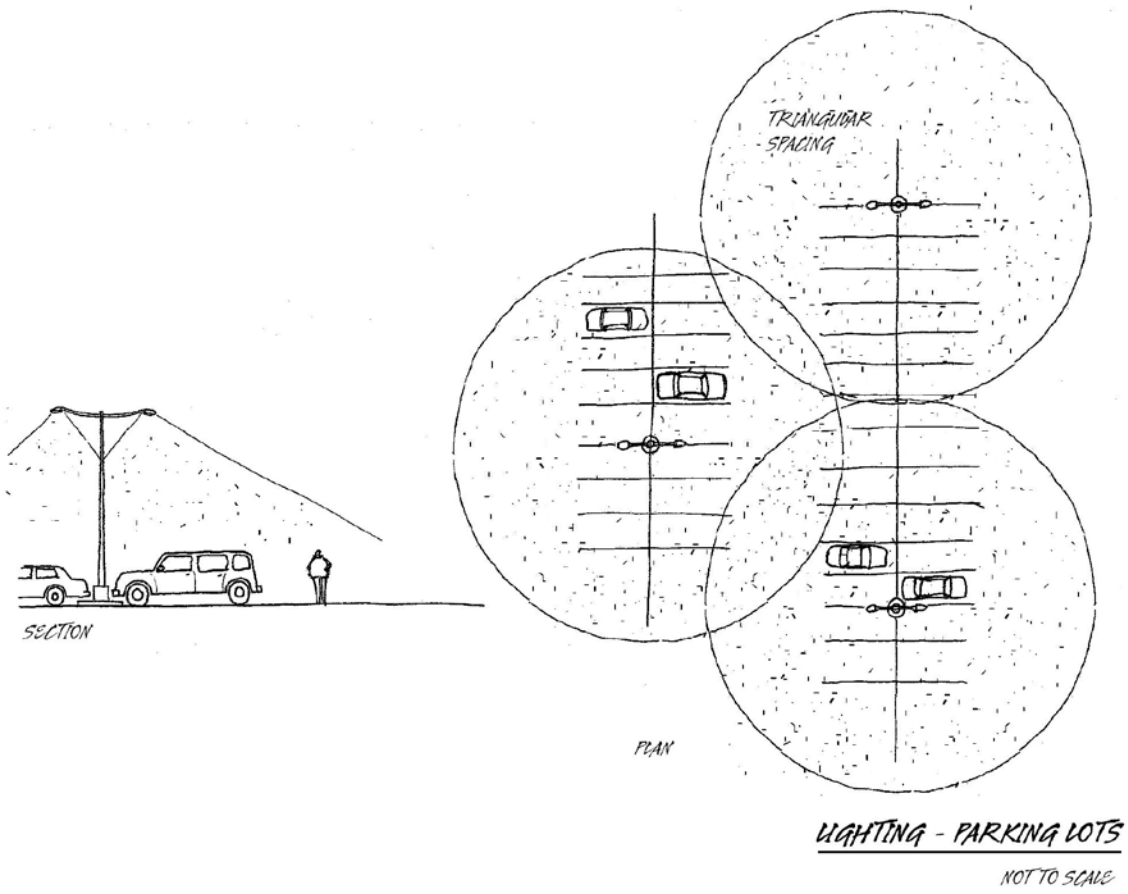
Painted metal, 20 feet tall, triangularly spaced.

Fixture Type:

Single or double mount, full cut-off fixtures.

Lamp Type:

High Pressure Sodium.



iii. Village Core Guidelines

A. Village Core Design Concept

B. Village Design Features

THIS PAGE INTENTIONALLY LEFT BLANK

A. Village Core Design Concept

The primary feature of the village is the Village Core. The village core is composed of a variety of land uses that form the social, civic, commercial and recreational focus for the village. The land uses that form the Village Two core are two neighborhood parks, an elementary school, community purpose facilities, mixed-use commercial, town square and a variety of residential housing types. The design objectives for creating the Village Core are:

- Create a sense of place with a highly identifiable character.
- Create a pedestrian friendly environment with activity, enclosure and comfort in specific areas.
- Maximize connections to the Village Core from secondary area residential development with pedestrian and bicycle routes.
- Implement a "Main Street" concept for the commercial area.
- Balance parking and vehicle access needs of commercial uses with the pedestrian focus within the village.
- Encourage a unified architectural style within the commercial core that can accommodate pedestrian oriented urban design concepts consistent with the village character.

In order to achieve these objectives, a conceptual plan has been developed. The plan addresses the arrangement and connection of uses in the Village Core and conceptually depicts the siting of buildings and parking. The unique character intended within the Village Core precludes the use of fixed or mandated design solutions. Instead, the critical elements of the Village Core, general character statements and identification of important design and site planning features are utilized to convey a qualitative description. Additionally, design flexibility is necessary to respond to changing market conditions that may occur between initial project planning and final building.

A Village Core Master Precise Plan(s) will be prepared subsequent to this SPA/Design Plan approval. The Master Precise Plan(s) will expand on the design concepts and themes of this document and provide more detailed guidelines for architecture, signage, lighting, street furnishings and landscape.

B. Village Design Features

This section highlights important features of the Village Core Concept Plan and provides guidelines in four design areas: site planning and building orientation, pedestrian and vehicular access, urban character (landscape and /or hardscape) and lighting, signing and street furnishings.

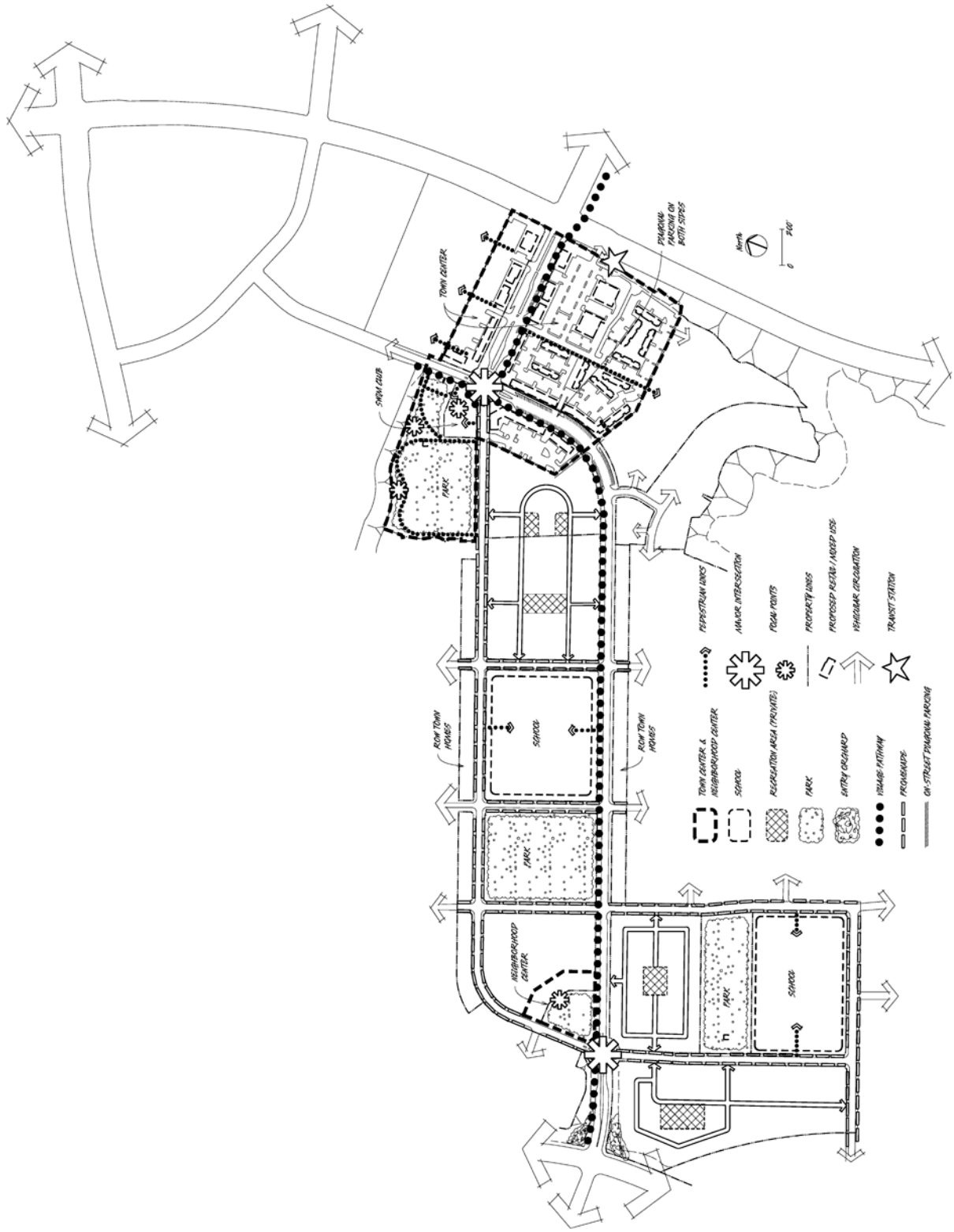


Exhibit 34

Village Core Concept Plan

Not to scale

Exhibit 35

Village Core Town Center

Not to scale

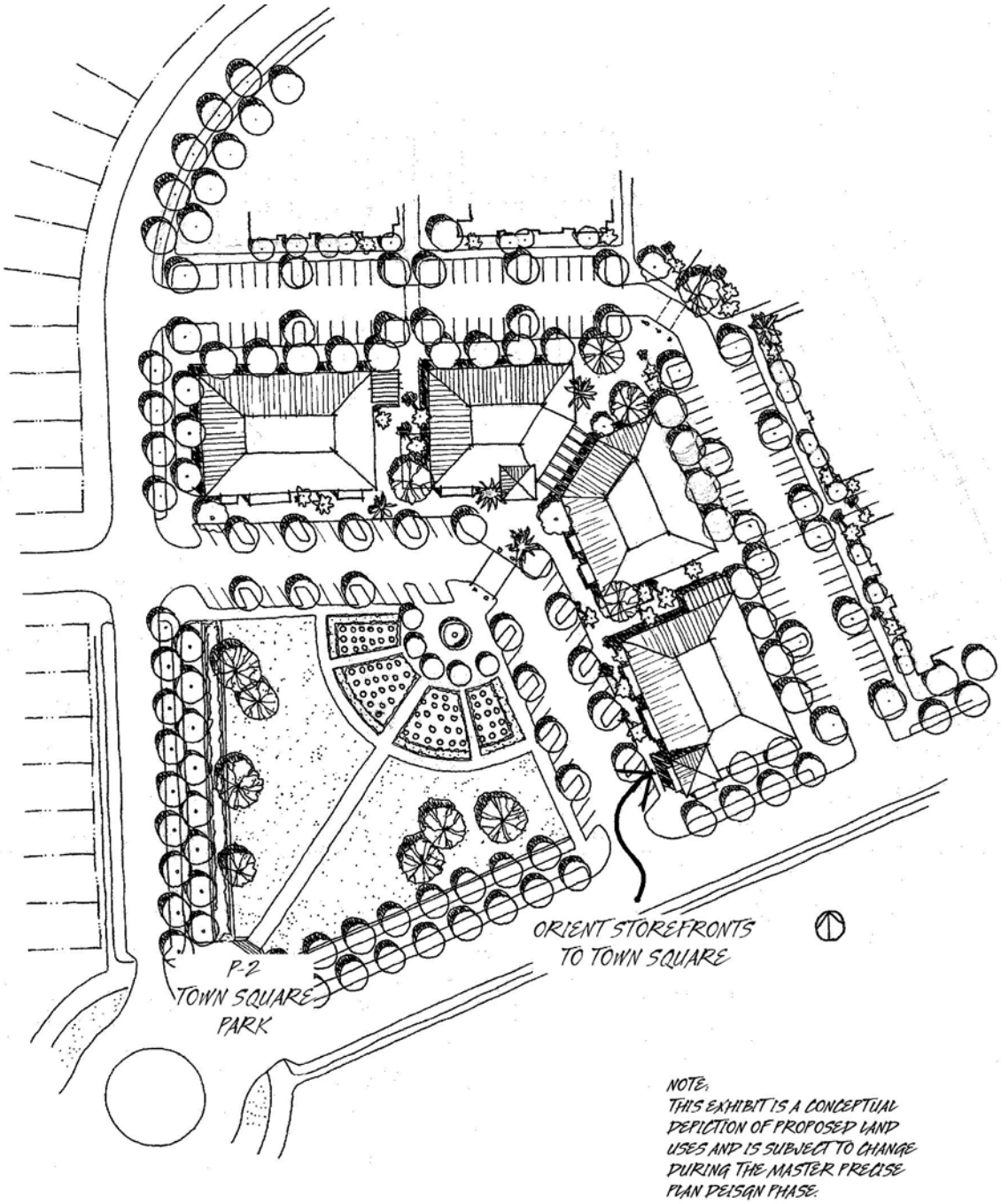


Exhibit 36

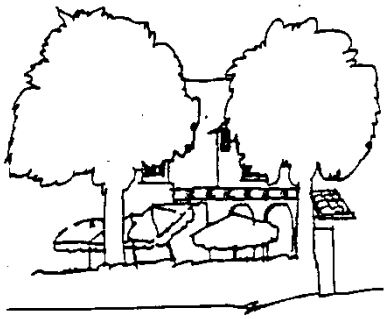
Village Core Neighborhood Center

Not to scale

1. Site Planning and Building Orientation

- Community serving developments including the elementary school and community purpose facilities are encouraged to orient building entrances to the main circulation streets. Parking, service and utilitarian uses should be located internally to the sites or where they can be screened from public view. Parking within public parks should be sited to facilitate visual surveillance from the public street.

- Mixed use/commercial building entrances should be located along the retail street edge and should be closely spaced to increase articulation and interest along the pedestrian walk. Design emphasis on the entries improves the street scene and helps distinguish individual shops in multi-tenant buildings. Storefronts should incorporate display windows to create interest and encourage window shopping along the pedestrian walk. Uses that are not conducive to such exposure should be located away from the street-level shopping corridor.



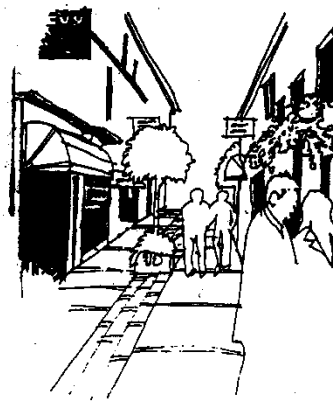
CREATE OUTDOOR EATING/ MEETING PLACES

- Shaded areas and a sense of enclosure will encourage visitors to linger and enjoy the defined areas within the Village Core. Features such as canopies, arcades and roof overhangs can achieve these objectives and also provide weather protection when necessary.

- In general, the exterior building elevations should incorporate a range of scale defining elements that relate larger building masses to the pedestrian scale. Examples include columns, archways, doorways, upper floor windows and balconies.

2. Pedestrian and Vehicular Access

- Vehicle access should be clearly subordinated to pedestrian access through street design that incorporates narrow travel lanes and minimal driveways and curb cuts. Parking lots should be located behind buildings which front onto pedestrian-oriented streets.

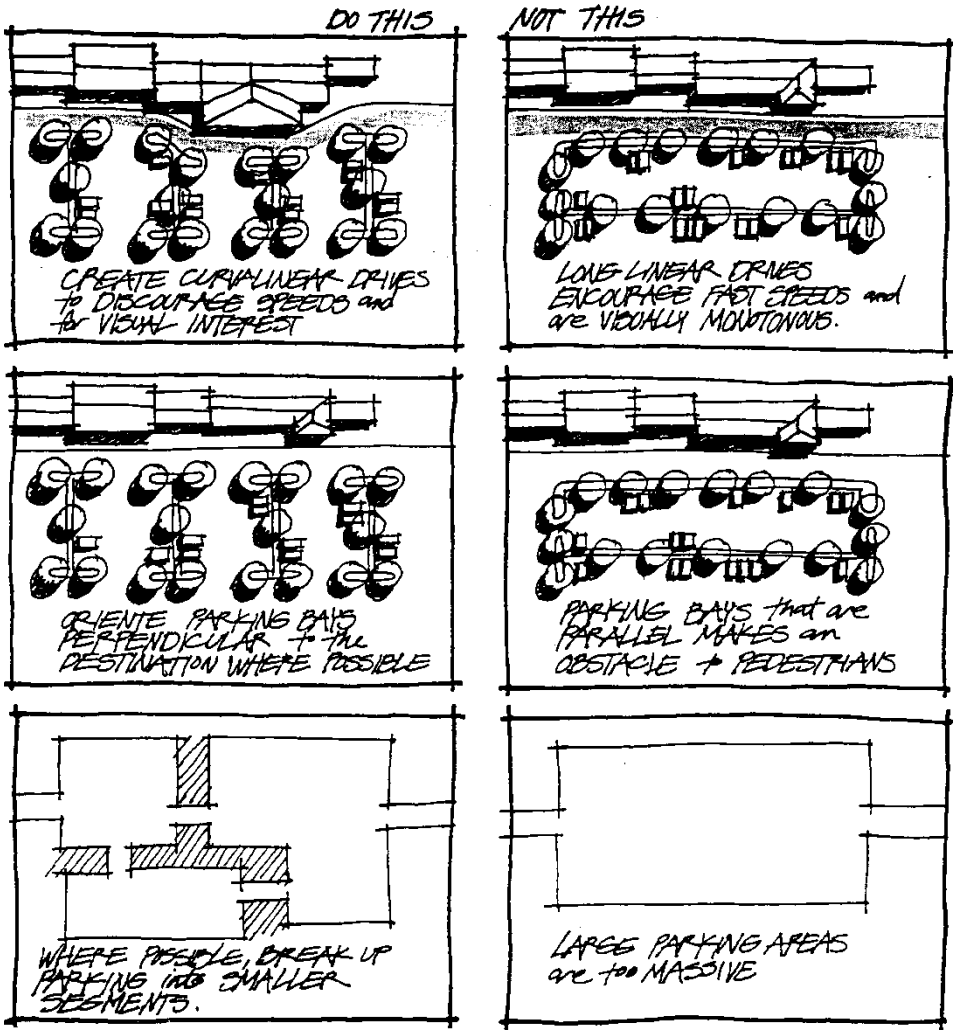


- Broad sidewalks should be located along pedestrian streets to allow groups to comfortably pass each other. Frequent opportunities to sit, relax and observe should be provided with the inclusion of benches, steps, planters and low walls within and adjacent to the pedestrian walk.

- Pedestrian, bicycle and cart access routes should be maximized and well marked.

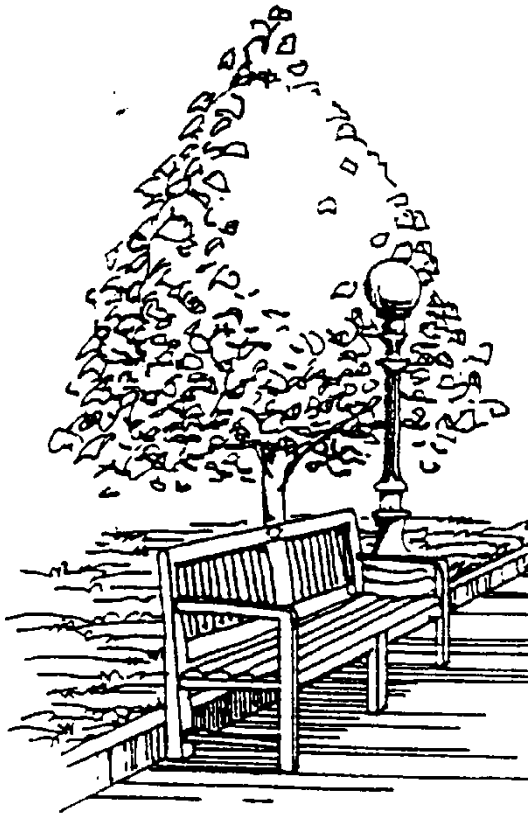
3. Urban Character (Landscape and /or Hardscape)

- The pedestrian ground plane should be well defined with a hard surface that is textured or accented to identify focal areas.
- Grade separations should use structures rather than landscape banks to emphasize the urban character of the village and to serve as seating areas.
- Landscaping should reinforce the urban character of the area and reflect ordered, formal plantings rather than random, natural appearing materials. Trees should be incorporated into the pedestrian path, planted flush to ground level with overhead branches to create overhead canopies.
- Adjacent parking areas should be softened from the pedestrian paths.



4. Lighting, Signing and Street Furnishings

- The mixed-use/commercial Retail street should be well lit to encourage evening use. Street lighting fixtures should relate to the pedestrian scale.
- Architectural accent lighting is encouraged.
- Illumination of walkway/trail connections should be provided through the use of low intensity fixtures for safety and comfort. The lighting pattern and intensity should become more intense at path intersections and vehicular crossings.
- Within building groups, architectural and accent lighting should be indirect and subtle. Increased lighting levels should highlight pedestrian areas to clearly define the pedestrian path. Service area lighting should be contained within the service area boundaries/enclosure. Lighting should be designed to minimize glare and intrusion into neighboring land uses.
- A Comprehensive Sign Program will be developed to establish specific design parameters for all signage and related theme lighting and street furnishings within the Village Core. Signage should inform and direct but not dominate the visual character of the area.



THIS PAGE INTENTIONALLY LEFT BLANK

iv. Residential Guidelines

A. Single Family Residential Guidelines

B. Multi-Family Residential Guidelines

THIS PAGE INTENTIONALLY LEFT BLANK

A. SINGLE FAMILY RESIDENTIAL GUIDELINES

These guidelines address the design elements that contribute to the Village planning concepts for pedestrian-oriented design. Guidelines are provided for architectural styles, façade elements, garage location and design and landscape themes.

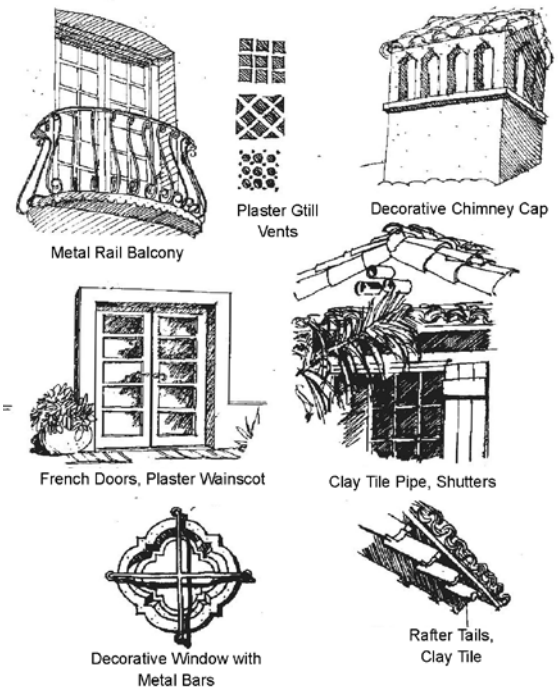
1. Architecture

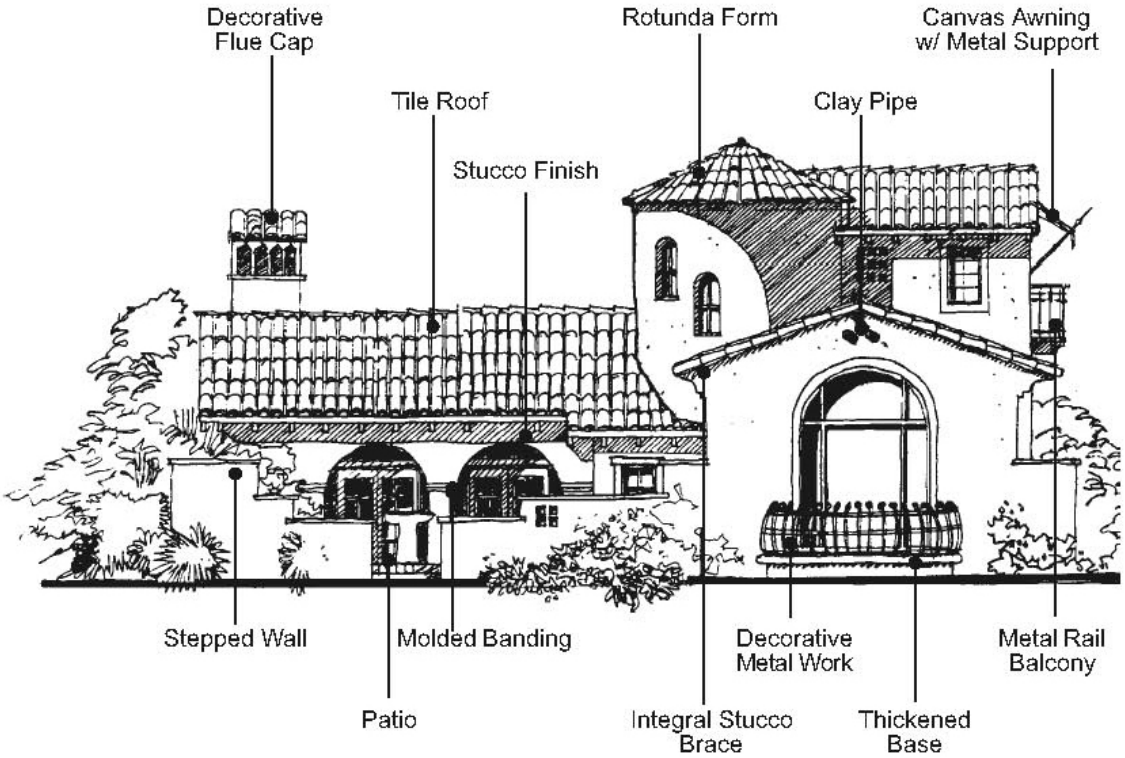
Specific building architectural styles are not mandated but should be complementary to the Santa Barbara design theme for the Village. Some residential architectural styles, Spanish Eclectic, Spanish Mission, Monterey, Craftsman and Prairie, Tuscan, have been selected as examples of styles that complement the Santa Barbara design theme. These styles are attractive, compatible with one another, and can be easily integrated into the individual style and scale of each neighborhood. It is important to note that these styles are intended for modern adaptation, not recreation of historic homes. The architecture is expected to be somewhat simplified, yet still maintain the unique characteristics that exemplify the style. A brief description of the architectural styles is provided in this section with pedestrian-oriented elements appropriate to each style.

Spanish Eclectic

The Spanish Eclectic style includes elements ranging from Moorish to Spanish and Mission Revival architecture. The building massing is varied and decorative elements are incorporated to add interest and character. Pedestrian oriented features of the Spanish Eclectic style may include:

- Courtyard patio entries.
- Porches supported by arched forms.
- Front facing windows, often one large arched window

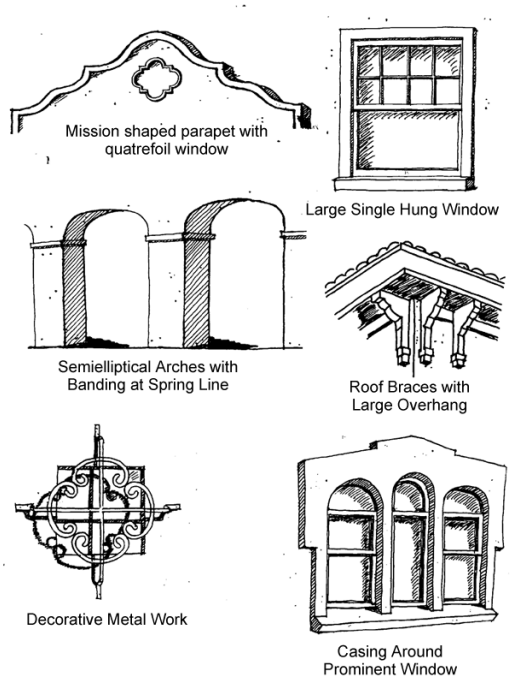


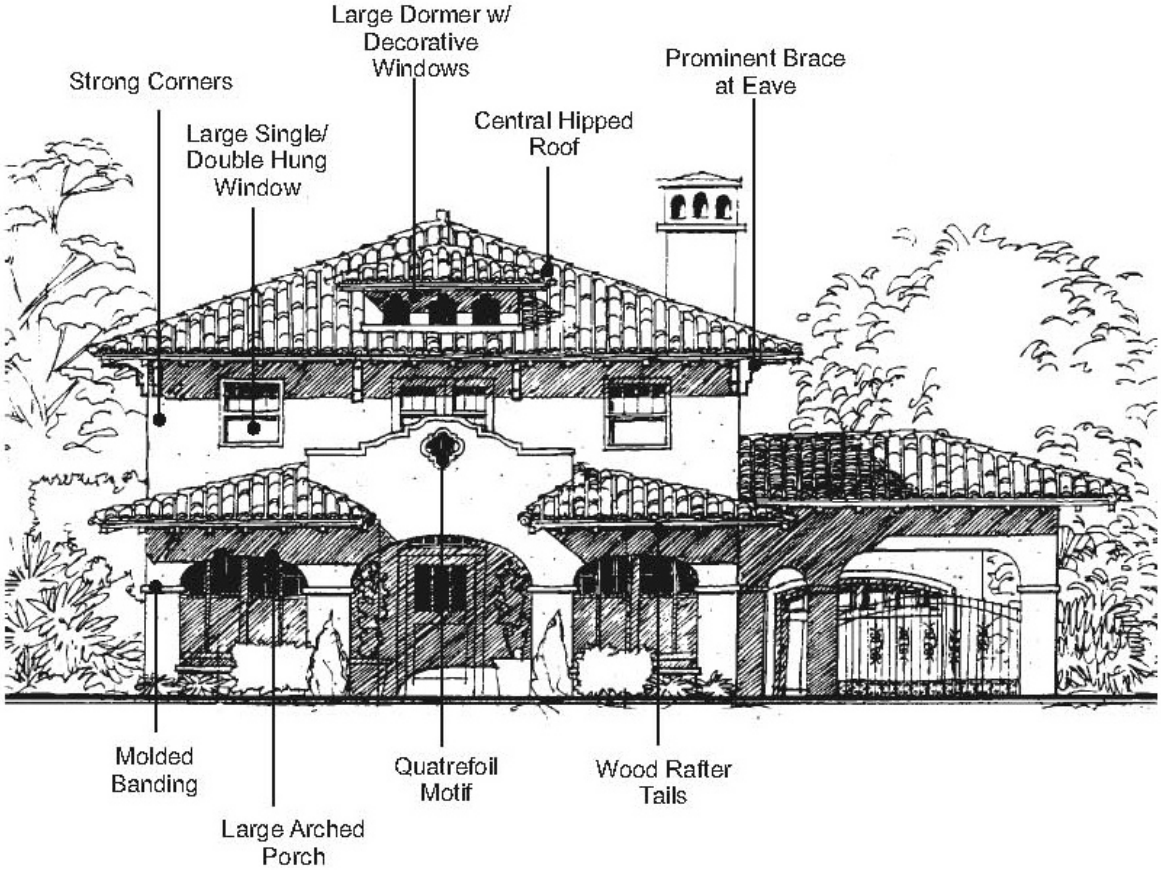


Spanish Mission

The Spanish Mission style is inspired by the adobe architecture of 18th century Spanish missions. The style is characterized by the appearance of thick, stucco walls, clean lines, arch forms, minimal ornamentation and barrel tile roofs. The style incorporates interior courtyards and arcades. Pedestrian oriented features of the Spanish Mission style may include:

- Courtyard patio entries.
- Porches supported by arched forms.
- Front facing windows, often one large arched window.

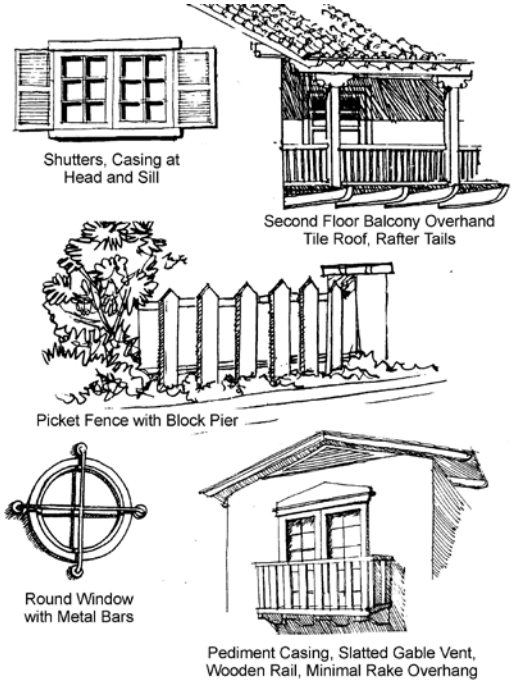


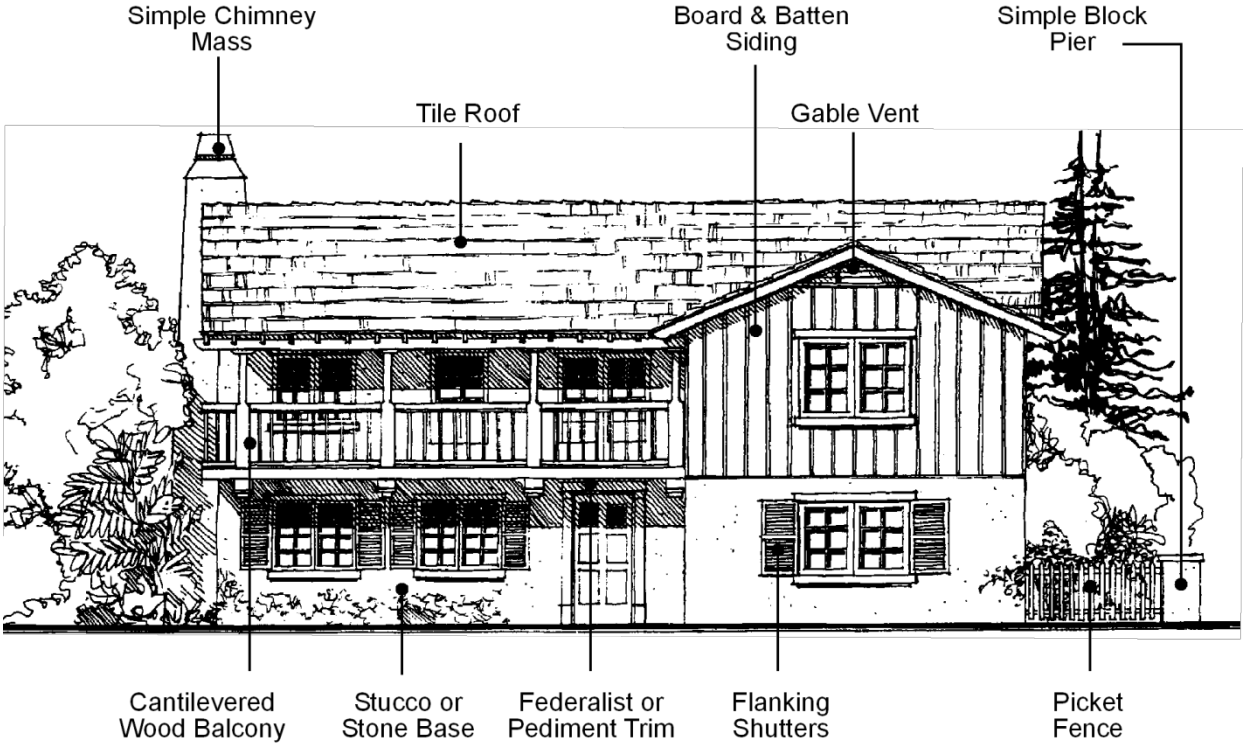


Monterey

Monterey style is derived from the early California ranchos. House plans are typically a simple, two-story rectangular form, characterized by a large second story balcony or porch and shingle or mission s-tile roofs. Ornamentation is limited to shutters and porch posts, corbels and railings. Pedestrian oriented features of the Monterey style may include:

- Second story balcony or porch.
- Front facing windows.

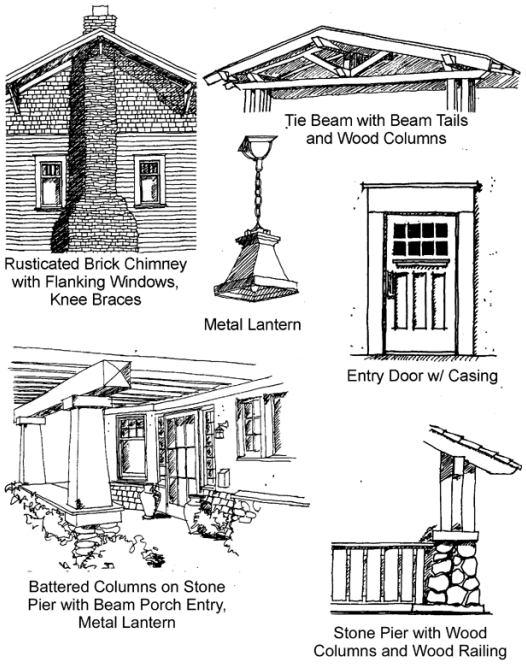


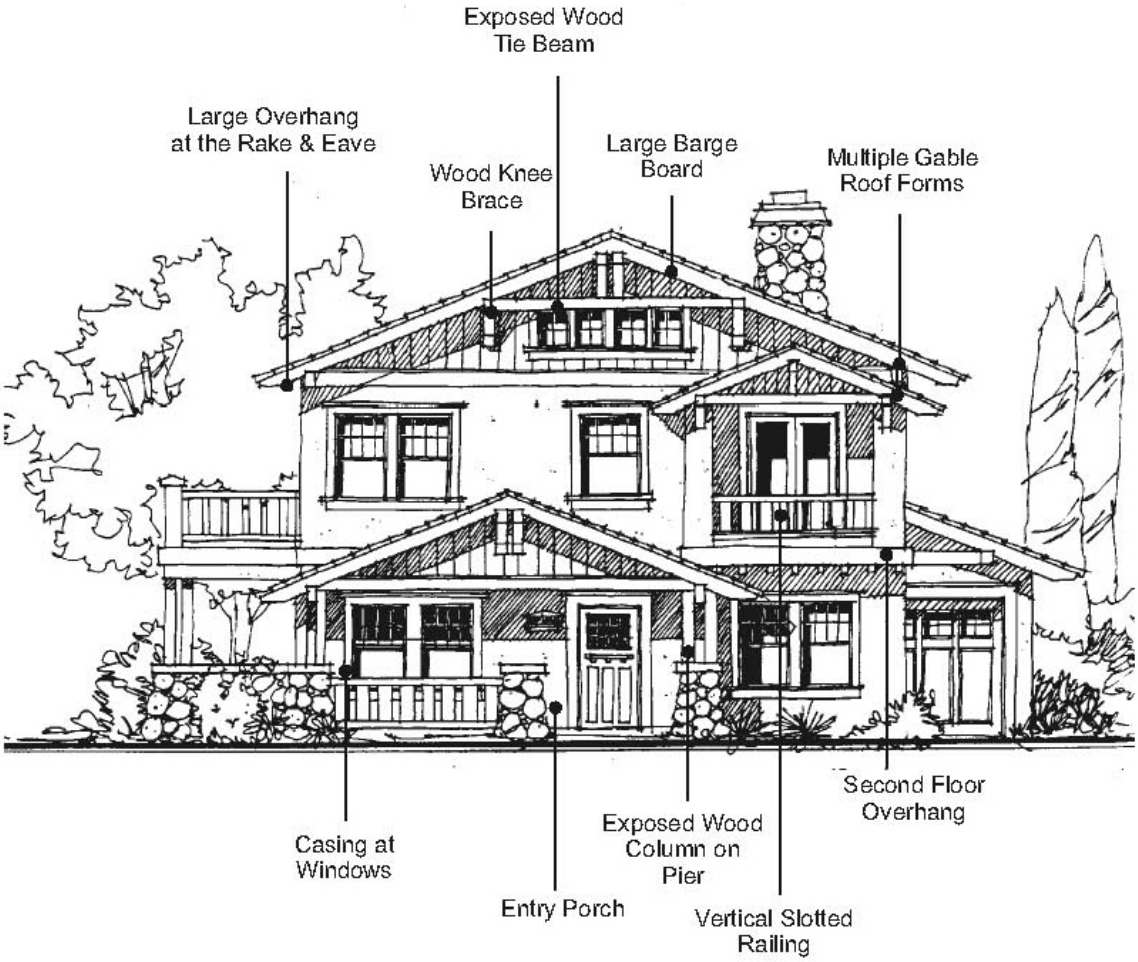


Craftsman

The Craftsman style emphasizes harmony with the environment. The horizontal lines of the buildings and indigenous materials, such as wood and stone, are intended to blend into the landscape. In Southern California, the climate provides opportunities for the style to integrate indoor and outdoor living. Craftsman houses typically include living spaces oriented towards patios or courtyards. Pedestrian-oriented features of the Craftsman style may include:

- Street-facing porches or entry patios.
- Street-facing windows and doors.
- Pergolas or porte-cocheres.

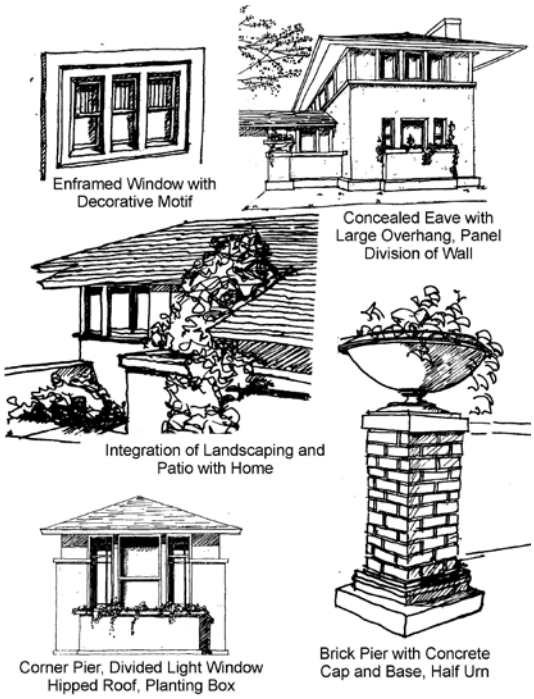


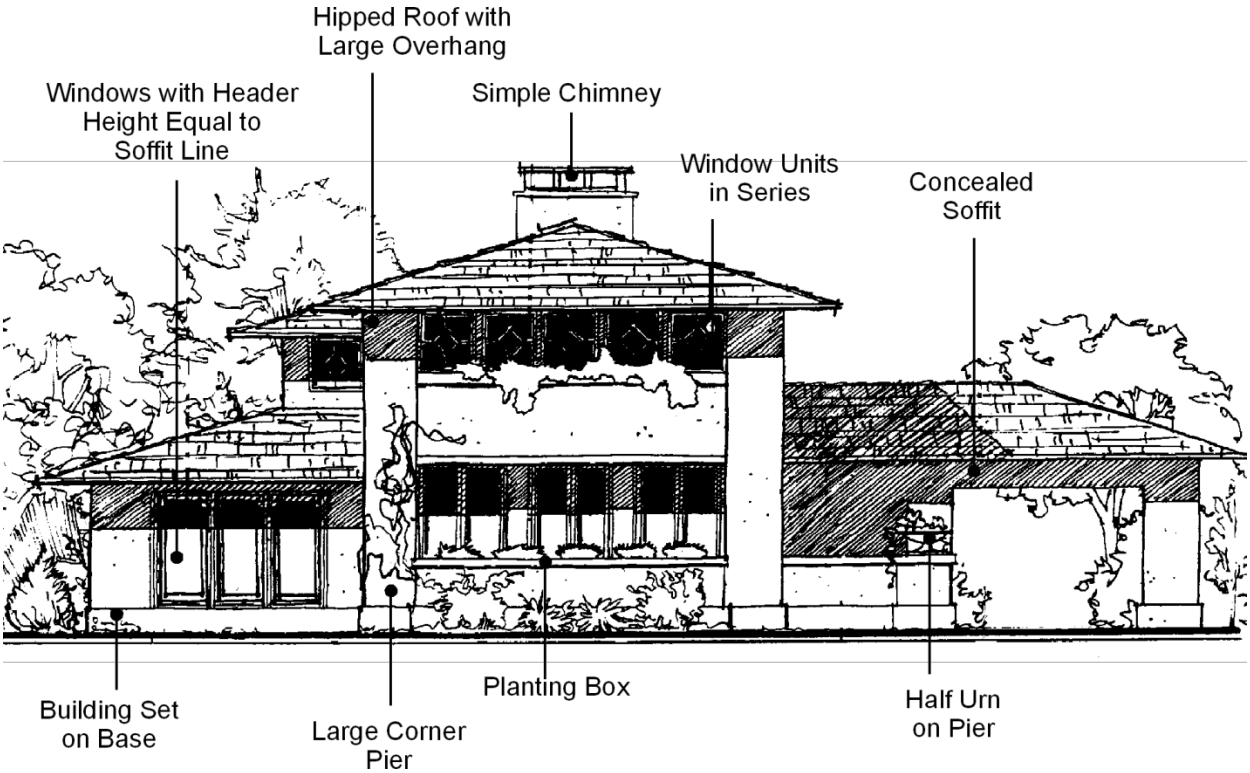


Prairie

The style is noted for horizontal, rectilinear forms, multiple and low-pitched roofs, broad eave overhangs, banded windows, broad chimneys, contrasting dark linear bands against lighter broad surfaces and minimal ornamentation. Pedestrian-oriented features of the Prairie style may include:

- Porches with flat or arched entry and heavy columns.
- Terraced patio entries.
- Street-facing windows and doors.
- Porte-cochere.

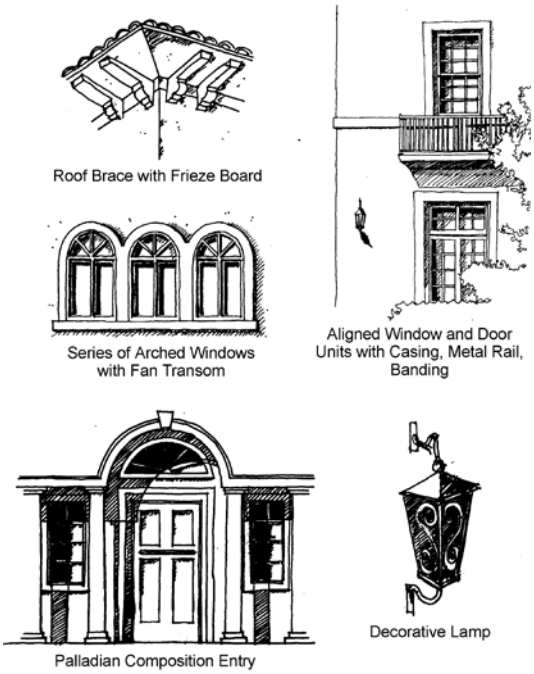


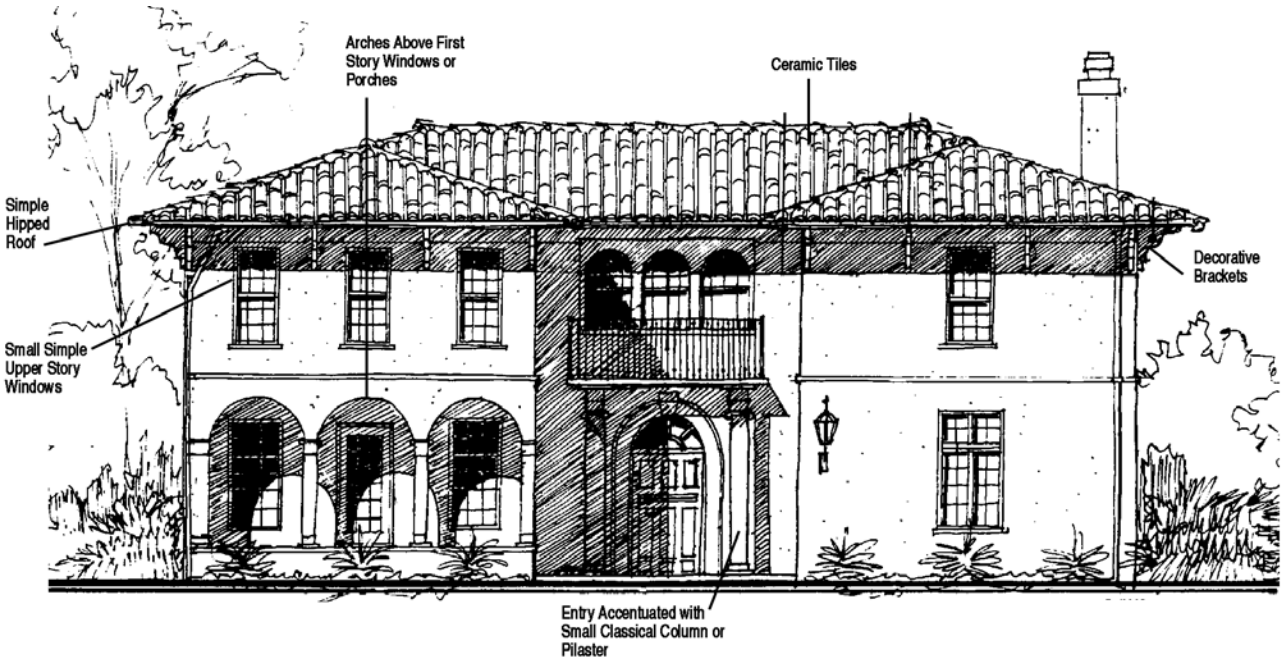


Tuscan

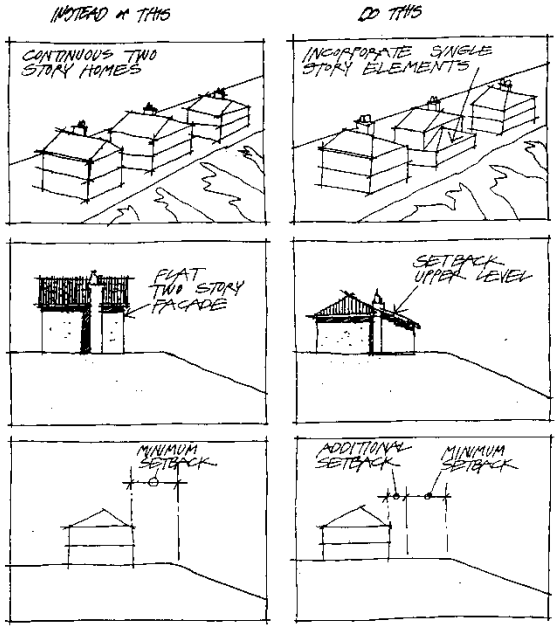
The Tuscan or Italian Renaissance style is noted for low-pitched hipped roofs typically covered by ceramic tiles and designed with broadly overhanging boxed eaves; arches above doors, first story windows or porches; entrances accented by small classical columns or pilasters smaller; and less elaborate second story windows. Pedestrian features of the Tuscan style may include:

- Recessed entry
- Full length first story windows facing the street
- Porches with massive square piers as porch supports
- Second story balconies

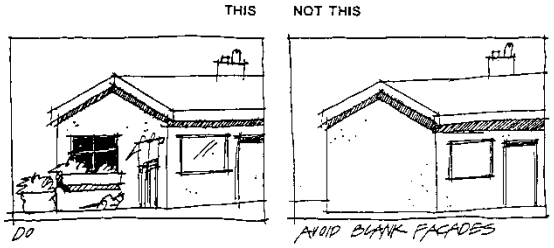




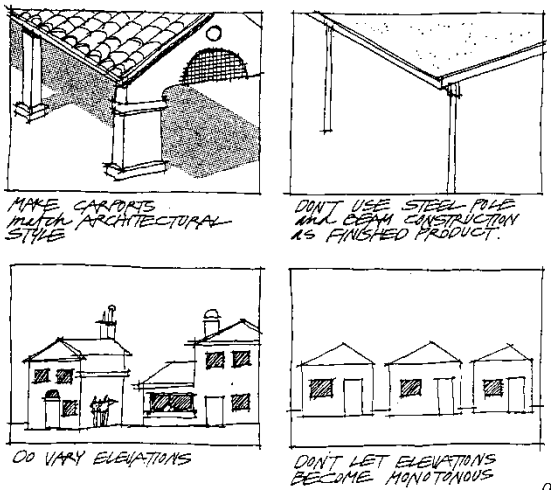
2. Pedestrian-Oriented Design



Pedestrian-oriented neighborhood design emphasizes a sense of neighborliness and community through aesthetically pleasing site planning and architecture. Essential elements include attractive architecture, inviting entries and a minimization of utilitarian areas facing the street. The structure of a neighborhood must be understood to better promote its pedestrian-orientation. The area between the street and residence contains a hierarchy of public to private spaces. The street, sidewalk and parkway are perceived as public, common neighborhood use areas. Residential front yards provide a transition space between the public spaces of the sidewalk and street, and the private spaces of the home. The residential entry is the final demarcation area between public and private spaces. The design of residential neighborhoods can complement that orientation by borrowing elements from traditional neighborhoods, such as porches, and minimizing the influence of the automobile. The following sections describe three primary areas of design that will facilitate the creation of pedestrian-oriented neighborhoods: site planning, façade elements and garage and driveway design.



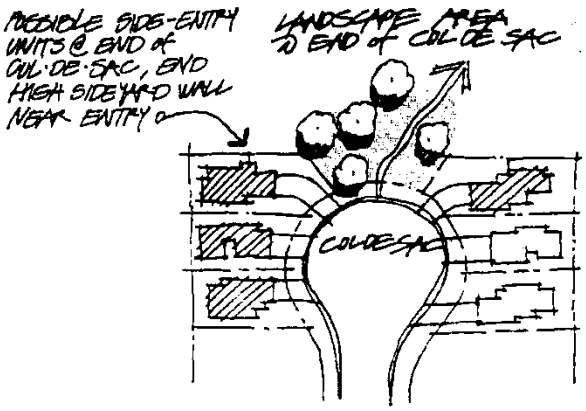
3. Site Planning



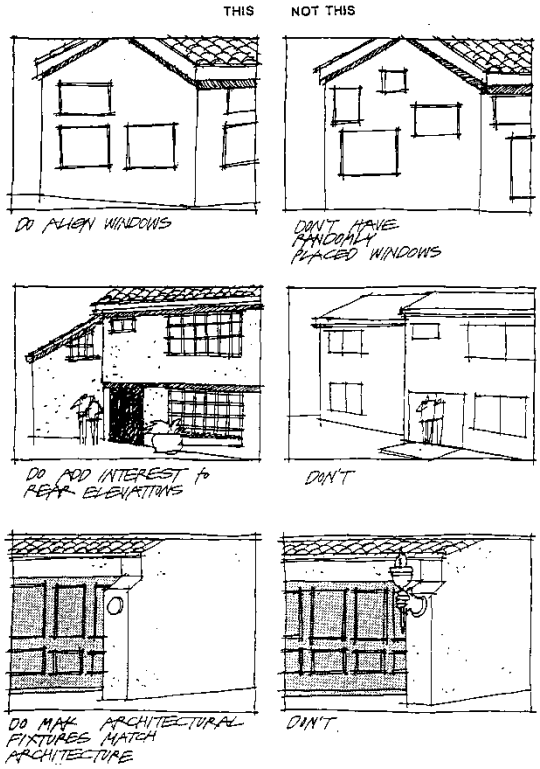
Appropriate site planning and building plotting are fundamental to creating a pedestrian-oriented neighborhood. Variety is the key to creating a vibrant neighborhood and promoting individual residential identity. Site planning and building plotting in single-family residential neighborhoods should be based upon the following criteria:

- Single-family detached residential lots and setbacks shall encourage variety in the design, orientation and placement of homes, wherever practical.
- Front yard building setbacks shall be varied, where possible, to avoid a monotonous pattern of houses.
- Where slopes in side yards allow for varied side yard setbacks, provide more useful private open space in side yards and avoid a monotonous pattern of houses.

- A minimum of three housing plans shall be provided for compatibility with different lot configurations (interior and corner lots) and variety of designs for entry and garage designs.



- Side entry floor plans may be used on corner lots, provided that the entry is clearly defined and the front elevation includes front-facing bay windows, porches or other pedestrian-oriented design features.
- Housing plans used on corner lots shall provide for architectural features, such as porches or entry trellises to wrap around the street-facing corner.
- Production wall fencing shall be integrated into the design of corner lots to provide for reduced wall length and other enhancements to side yards.
- Where the rear of a lot abuts a street, the design shall provide for a privacy wall and landscaping consistent with the village streetscape theme and enhanced architectural features.
- Grade differentials within neighborhoods shall be used to add variety and enhance the sense of open space between residences.
- Housing plans shall provide a variety of designs for garage locations and treatments.
- Housing plans shall provide for a variety of designs for entry features.



4. Building/Lot Schematics

The following illustrations are options for site planning and building plotting on various sized lots. These are possible prototypical concepts and are not intended to constrain more creative solutions. The examples provide minimum setbacks and do not address special lot configurations, such as non-perpendicular lot lines, allowances for easement and slopes or other constraints.

Corner Lots

Homes built on corner lots are often the most visible within the neighborhood. Due to the visibility, the architectural treatment of corner lot homes define the character of the neighborhoods. It is important for each neighborhood to include one house plan that can be used in both interior and corner designs. Variety in architectural styles and treatments should also be included to create interest and individual home identity for corner lots.

Architectural treatments for corner lots include "wrap around" architecture such as porches, siding, roof treatments, door and window trim and other embellishments. These features enhance the front façade of the home and continue with equal emphasis on the forward side of the house. Variation in the wall planes or a single component of building mass may be oriented toward the corner. Entries, windows, garages, landscaped trellises and decorative privacy walls may also be located toward the corner or the side of the house. Exhibit 35 illustrates typical corner lot architectural treatments.

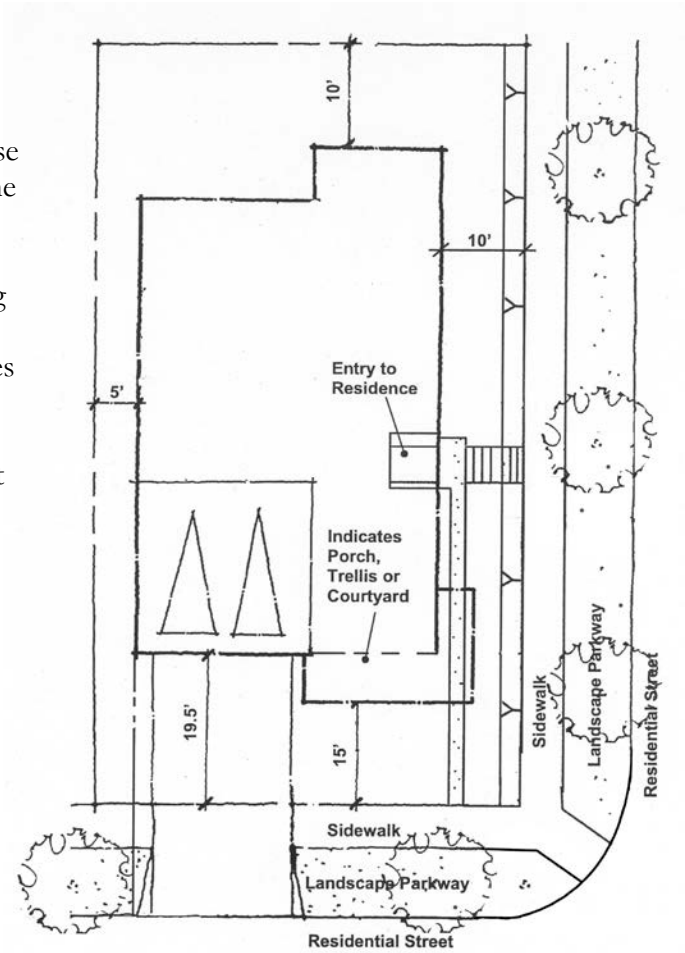


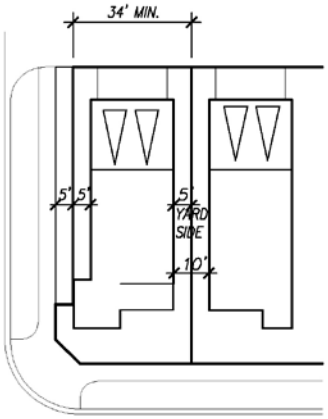
Exhibit 37

Corner Lot Design Options Concept

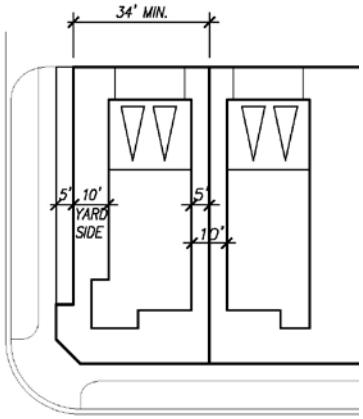
Not to scale

34x85 ALLEY LOT

CORNER LOT WITH YARD
AWAY FROM STREET

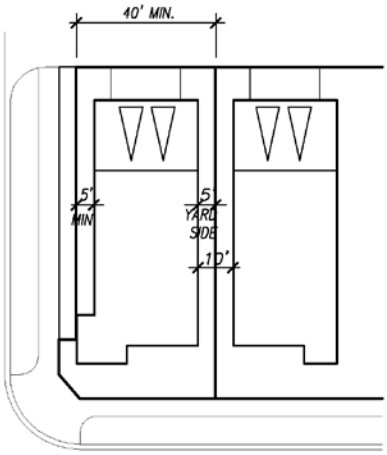


CORNER LOT WITH YARD
ON STREET



35/40x90 ALLEY LOT

CORNER LOT WITH YARD
AWAY FROM STREET



CORNER LOT WITH YARD
ON STREET

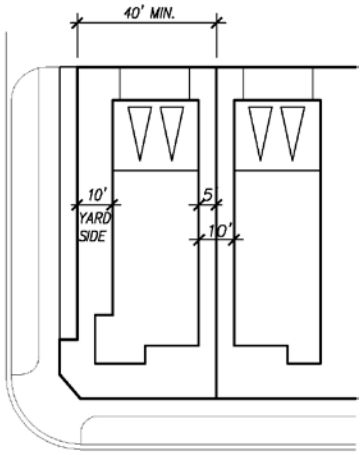


Exhibit 38

Typical Corner Lot

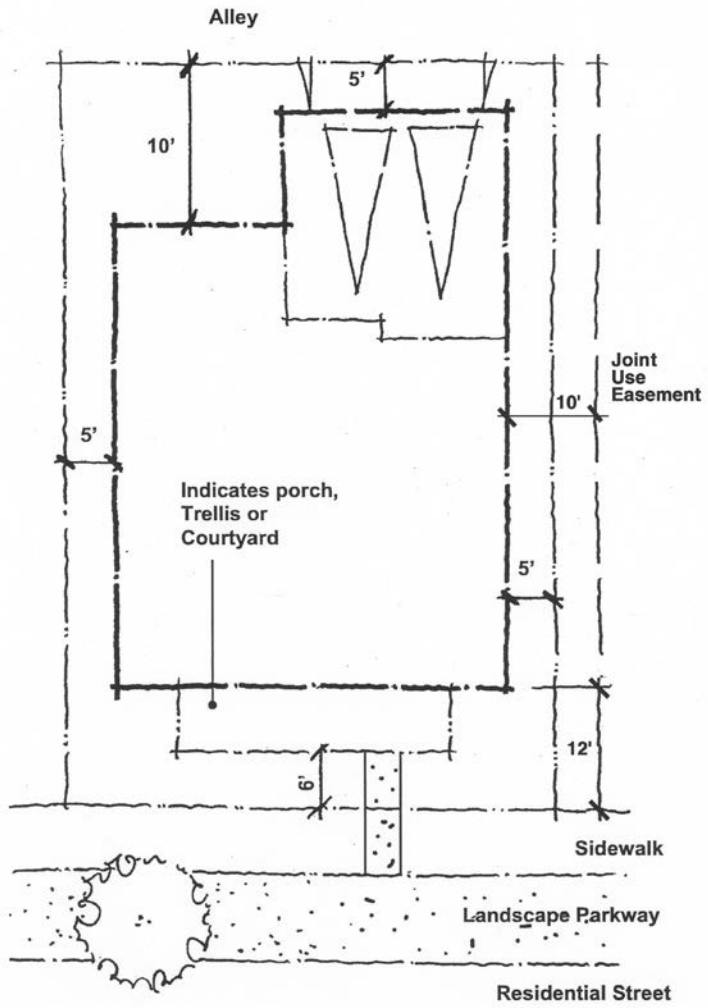
Not to Scale

34 x 85 Lot (2,890 sf) Plotting Concepts

Characteristics:

- Optimizes architecture on the street frontage.
- Garages via alley at the rear elevation.
- Provides for undulated building massing and varied setbacks appropriate to architectural style.
- Provides for varied roof pitches and directions.

- Orients front doors and entries toward street where possible.
- Provides for private, usable rear yards.
- Curb separated sidewalks provides a traditional tree-lined foreground for homes.



Note: All dimensions are minimum.
One side may be "zero lot line" with 10' on opposite side.

Exhibit 39

34 x 85 Lot (2,890 sf) Plotting Concepts

Not to scale

60/65 x 100 Lot (6,300/6,825 sf) and 70/80 x 125 Lot (8,750/10,000 sf) Plotting Concepts

Characteristics:

- Optimizes architecture on the street frontage.
- De-emphasizes garages through varied plotting design.
- Provides for undulated building massing and varied setbacks appropriate to architectural style.
    - Provides for varied roof pitches and directions.
    - Orients front doors and entries toward street where possible.
    - Provides for private, usable rear yards.
    - Curb separated sidewalks provides a traditional tree-lined foreground for homes.

Garage Plotting Options

- 2 or 3 car garages
- (3 car only permitted with tandem or split garage)
- Shallow recessed
- Deep recessed
- Side entry
- Split
- Tandem

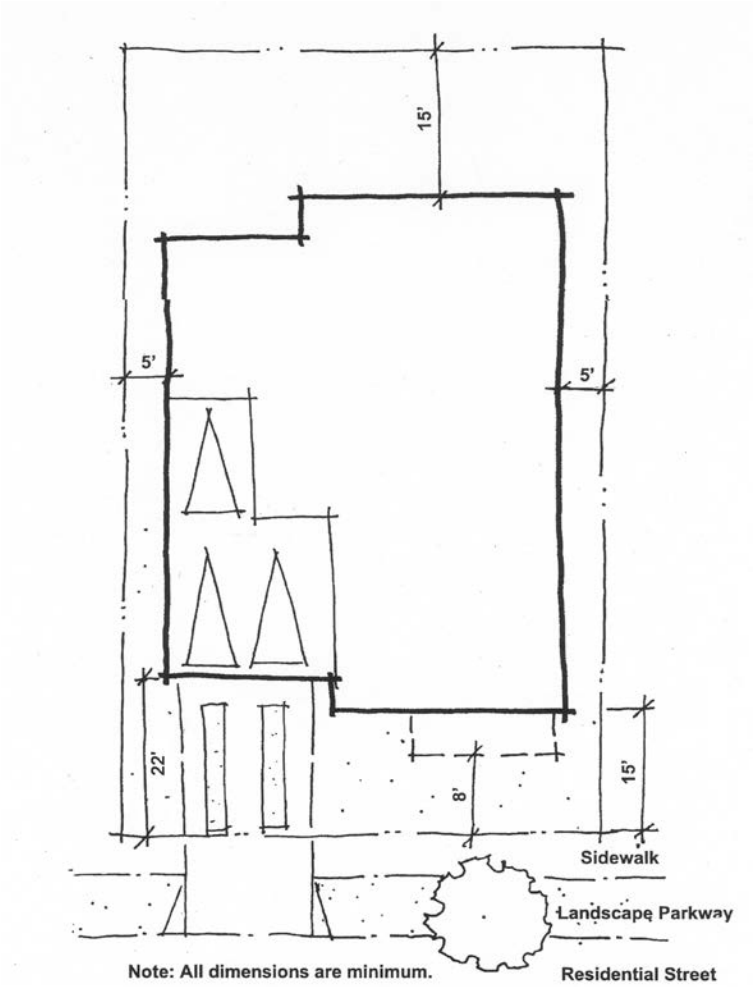


Exhibit 40

60/65 x 100 Lot (6,300/6,825 sf) and 70/80 x 125 Lot (8,750/10,000 sf) Plotting Concepts

Shallow Recessed Tandem Garage Concept – Not to scale

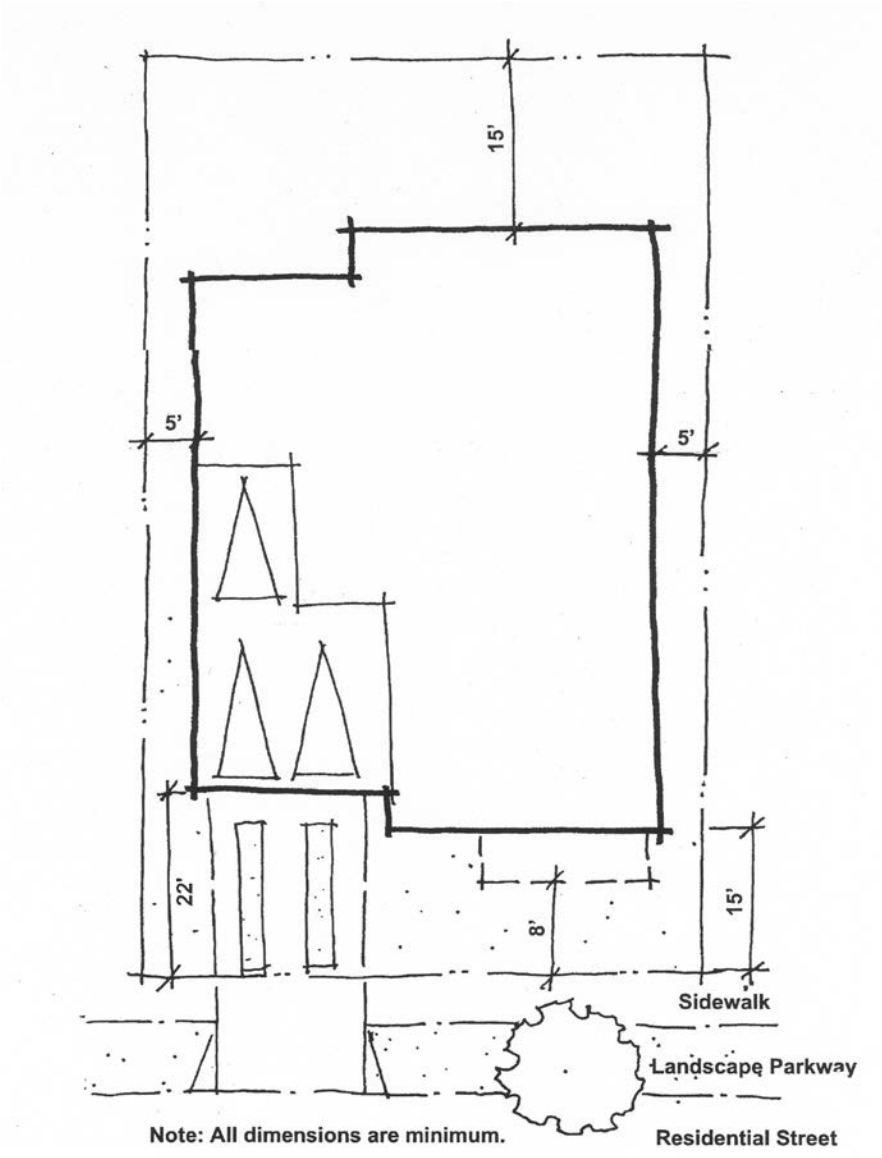


Exhibit 41

60/65 x 100 Lot (6,300/6,825 sf) and 70/80 x 125 Lot (8,750/10,000 sf) Plotting Concepts

60/65 x 105 Lot – Mid-recessed Tandem Garage Concept – Not to scale

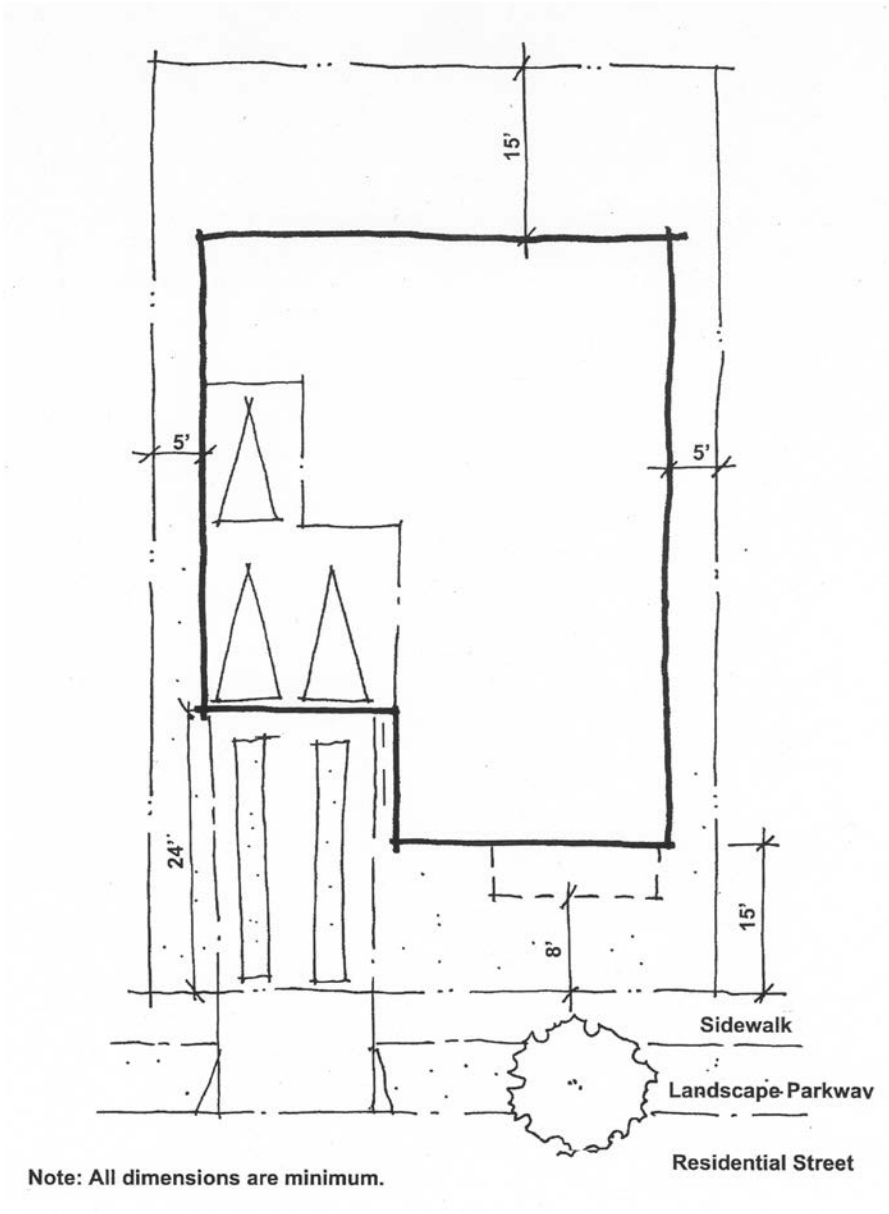


Exhibit 42

60/65 x 100 Lot (6,300/6,825 sf) and 70/80 x 125 Lot (8,750/10,000 sf) Plotting Concepts

60/65 x 105 Lot and 70/80 x 105 – 2 Side Entry, 1 Front Entry Garage Concept – Not to scale

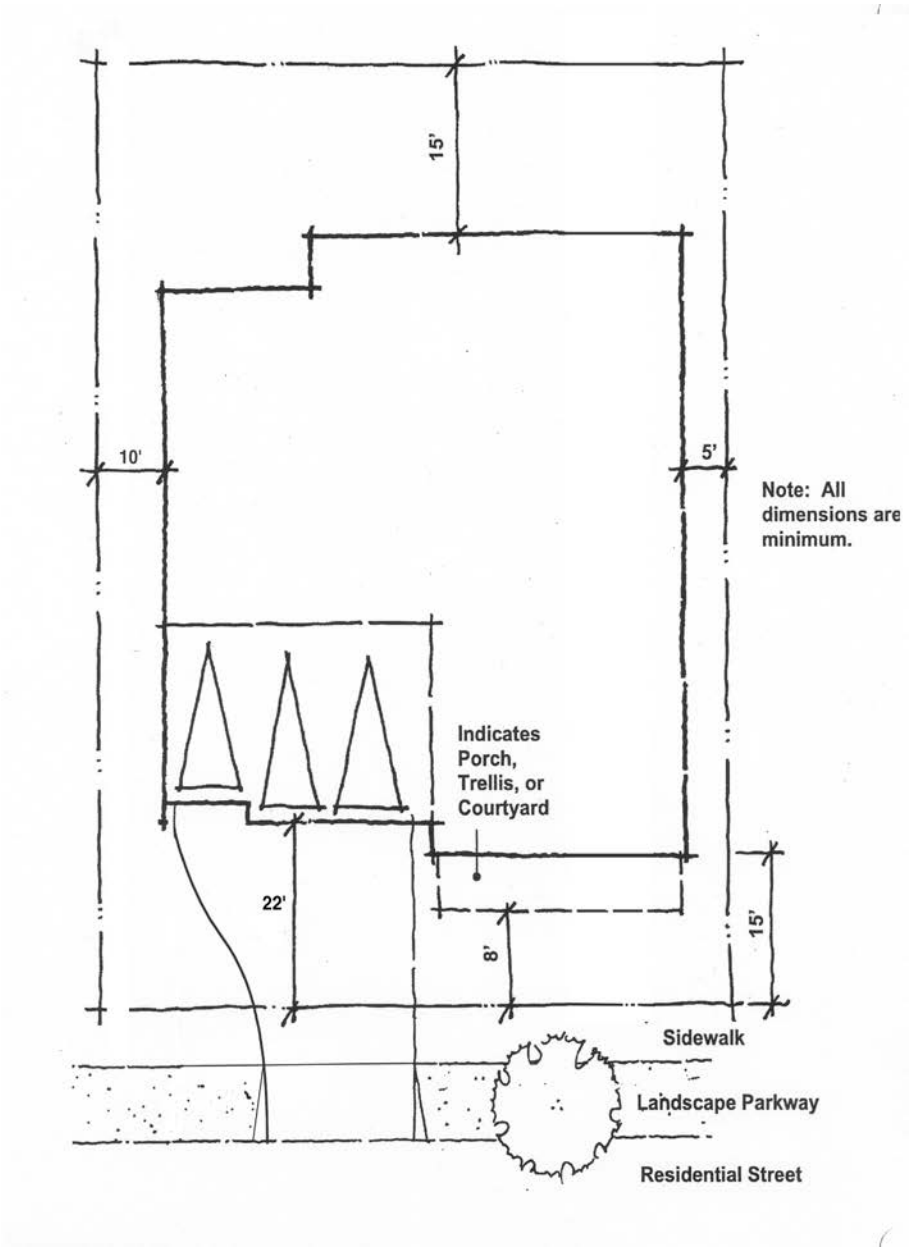


Exhibit 43

70/80 x 125 Lot (8,750/10,000 sf) Plotting Concepts

Shallow Recessed 3 Car Garage Concept – Not to scale

55 x 92 Lot (5,060 sf) Plotting Concepts

Characteristics:

- Optimizes architecture on the street frontage.
- De-emphasizes garages through varied plotting design.
- Provides for undulated building massing and varied setbacks appropriate to architectural style.
- Provides for varied roof pitches and directions.
- Orients front doors and entries toward street where possible.
- Provides for private, usable rear yards.
- Curb separated sidewalks provides a traditional tree-lined foreground for homes.

Garage Plotting Options

- 2 or 3 car garages
- Shallow recessed
- Deep recessed
- Side entry
- Split
- Tandem

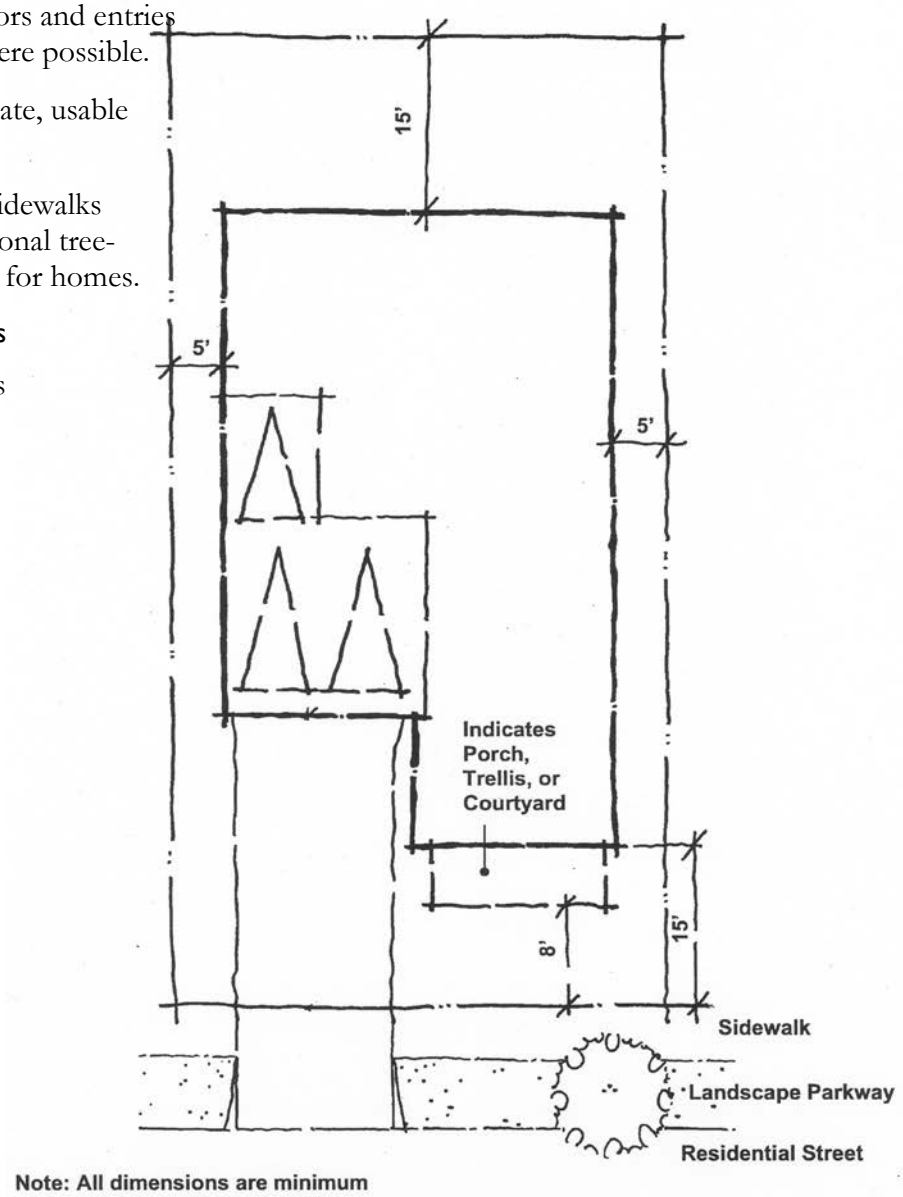


Exhibit 44

55x92 Lot (5,060 sf) Plotting Concepts

Mid Recessed 3 Car Tandem Garage Concept – Not to scale

50 x 85 Lot (4,250 sf) Plotting Concepts

Characteristics:

- Optimizes architecture on the street frontage.
- De-emphasizes garages through varied plotting design.
- Provides for undulated building massing and varied setbacks appropriate to architectural style.
- Provides for varied roof pitches and directions.

- Orients front doors and entries toward street where possible.
- Provides for private, usable rear yards/driveway side yard.
- Curb separated sidewalks provides a traditional tree-lined foreground for homes.

Garage Plotting Options

- 2 or 3 car garages
- Shallow recessed
- Deep recessed
- Side entry
- Split
- Tandem

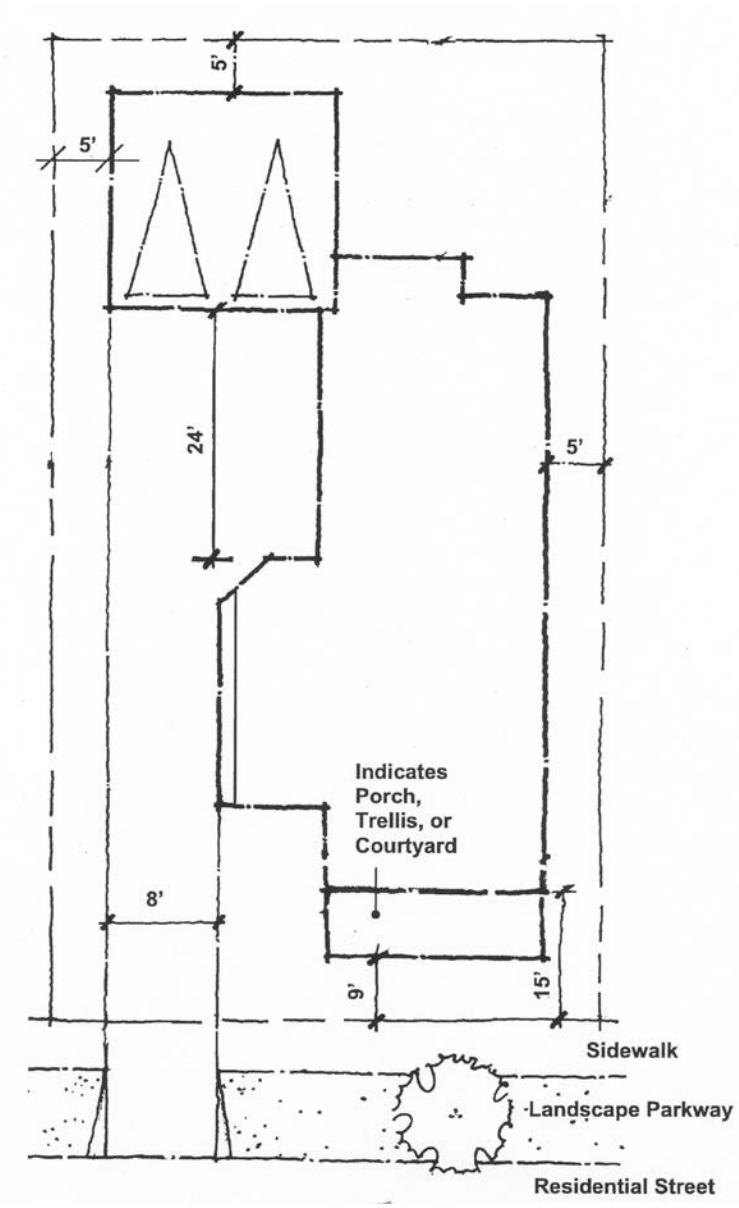


Exhibit 45

50x85 Lot (4,250 sf) Plotting Concepts

2 Front Entry, Deep Recessed Garage Concept - Not to scale

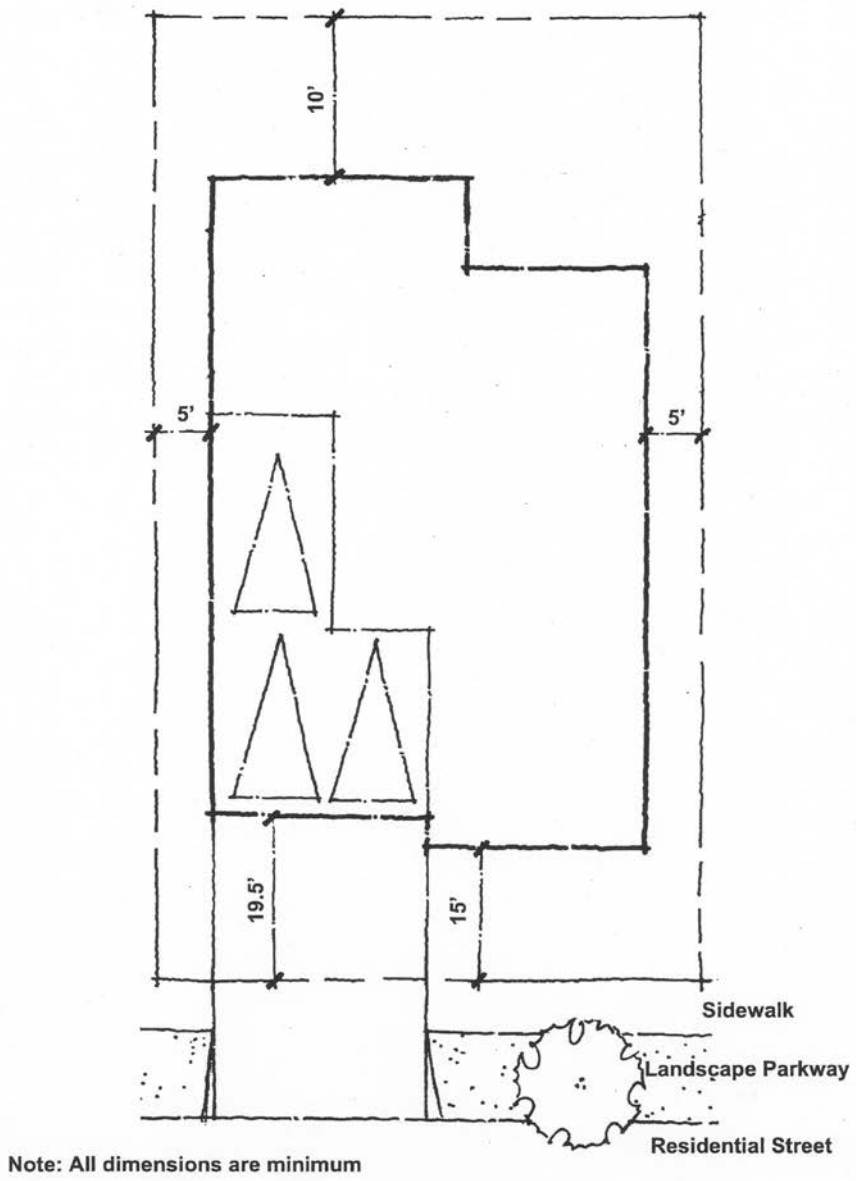


Exhibit 46

50x85 Lot (4,250 sf) Plotting Concepts

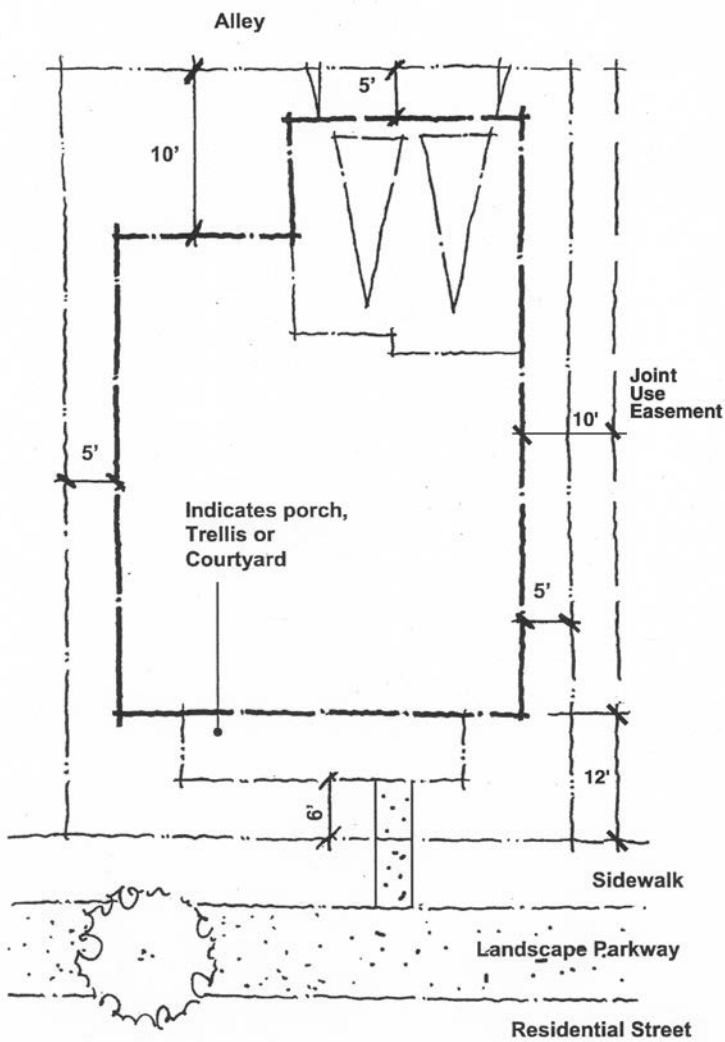
Shallow Recessed 3 Car Tandem Garage Concept - Not to scale

40 x 90 Lot (3,800 sf) Plotting Concepts

35 x 90 Lot (3,150 sf) Plotting Concepts

Characteristics:

- Optimizes architecture on the street frontage.
- Garages via alley at the rear elevation.
- Provides for undulated building massing and varied setbacks appropriate to architectural style.
- Provides for varied roof pitches and directions.
- Orients front doors and entries toward street where possible.
- Provides for private, usable side yards.
- Curb separated sidewalks provides a traditional tree-lined foreground for homes.



Note: All dimensions are minimum.
One side may be "zero lot line" with 10' on opposite side.

Exhibit 47

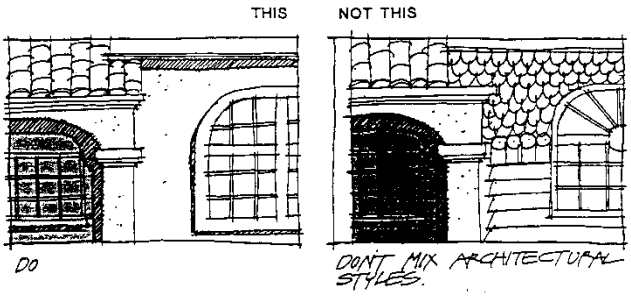
35x90 (3,150 sf) 40x90 Lot (3,800 sf) Plotting Concepts

Small Lot Alley Entry 2-Car Garage Concept – Not to scale

5. Façade Elements

Residential building facades should be attractively designed with varied features for individual identity and neighborhood interest. Façade features should be pedestrian-oriented in that they provide a connection between the public street and sidewalk and the private residence. Façade treatments may include:

- Variation in architectural style.
- Undulating building mass and roof planes.
- Vertical and horizontal stepped massing.
- Visually minimized garages.
- Entry features such as doors, windows, porches, patios, courtyards and trellises oriented towards the street and appropriate to the architectural style.



- Facades that are visible from public view areas (open spaces, streets, parks, etc.) shall be articulated to avoid monotony.

6. Garages and Driveways

The pedestrian-orientation of a neighborhood places emphasis on the home and front yard rather than the garage. This section describes building massing and plotting techniques, as well as specific solutions for garage placement and façade design. Designers are encouraged to explore additional methods to meet the objective of minimizing the visual dominance of garages in neighborhoods. Basic guidelines for garage design are:

- Minimize the impact of garages facing the street by techniques such as varying garage door patterns and utilizing deep recessed doors, varying colors, splitting one large door into two single doors, and integrating door windows and coach lights.
- Vary the garage setbacks; the preferred design is for the garage wall to be set back farther than the front wall of the home
- Provide variety through the use of alternative garage configurations such as split, swing-in, and mid to deep recess garage.
- Do not place front facing garages forward of front building wall.
- Vary the garage setback for an average of 25 feet (minimum 22 feet) from the back of sidewalk.

B. MULTI-FAMILY RESIDENTIAL GUIDELINES

1. Architectural Theme

The multi-family residential neighborhoods are located within the Montecito core area. As a fundamental component of the village core, the architecture of the multi-family development is focused primarily on the Santa Barbara design theme. Preferred architectural styles include Spanish Eclectic and Spanish Mission.

Multi-family residential in Montecito may include a variety of housing types, ranging from small lot alley homes, to medium to high density town homes and flats.

Multi-family residential in Montecito may include a variety of housing types, ranging from small lot, detached homes, to medium to high-density townhouses and flats. These guidelines address the design elements that contribute to the Village planning concepts: pedestrian-oriented design, façade elements, parking and garage location and design and landscape themes. Specific building architectural styles are not mandated but should be complementary to the Santa Barbara design theme for the Village.

The pedestrian-oriented Village concept is enhanced by the intensity of multi-family development in the Village Core located in proximity to public transit, shopping, and community facilities. It is anticipated that residents of multi-family developments will take advantage of the available opportunities to walk to schools, parks and shopping areas. Pedestrian access and amenities are fundamental components of the Village. The siting, access, entries and architecture of multi-family development should complement the pedestrian orientation of the Village.

Multi-story attached developments, such as townhomes and apartments are the primary focus of the guidelines in this section. The small lot, detached residential developments within the multi-family category shall adhere to the guidelines for single-family residential development.

2. Site Planning and Building Plotting

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

- Developments fronting on to Village Pathway and Promenade streets shall be oriented toward 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 Santa Barbara-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.
- 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.
- A wide variety of housing types are suitable for Montecito and creative site planning solutions are encouraged. The following exhibits illustrate site planning and building plotting for alley homes, row town home, court yard and apartment developments. These examples are not intended to be all-inclusive or restrictive. The following plotting concepts list minimum set backs, however, these may be reduced or modified through the Design Review process. That process provides for consideration of unique site planning and architectural solutions for multi-family housing.

Concept Elevation for Village 2 Townhomes

Courtyard Plotting Concepts

Characteristics:

- Optimizes architecture on the street frontage.
- Garages via courtyard and front or side elevation
- Provides for undulated building massing and varied setbacks appropriate to architectural style.
- Provides for varied roof pitches and directions.
- Orients front doors and entries toward street where possible.
- Provides for private, usable rear or side yards.
- Curb separated sidewalks provides a traditional tree-lined foreground for homes.

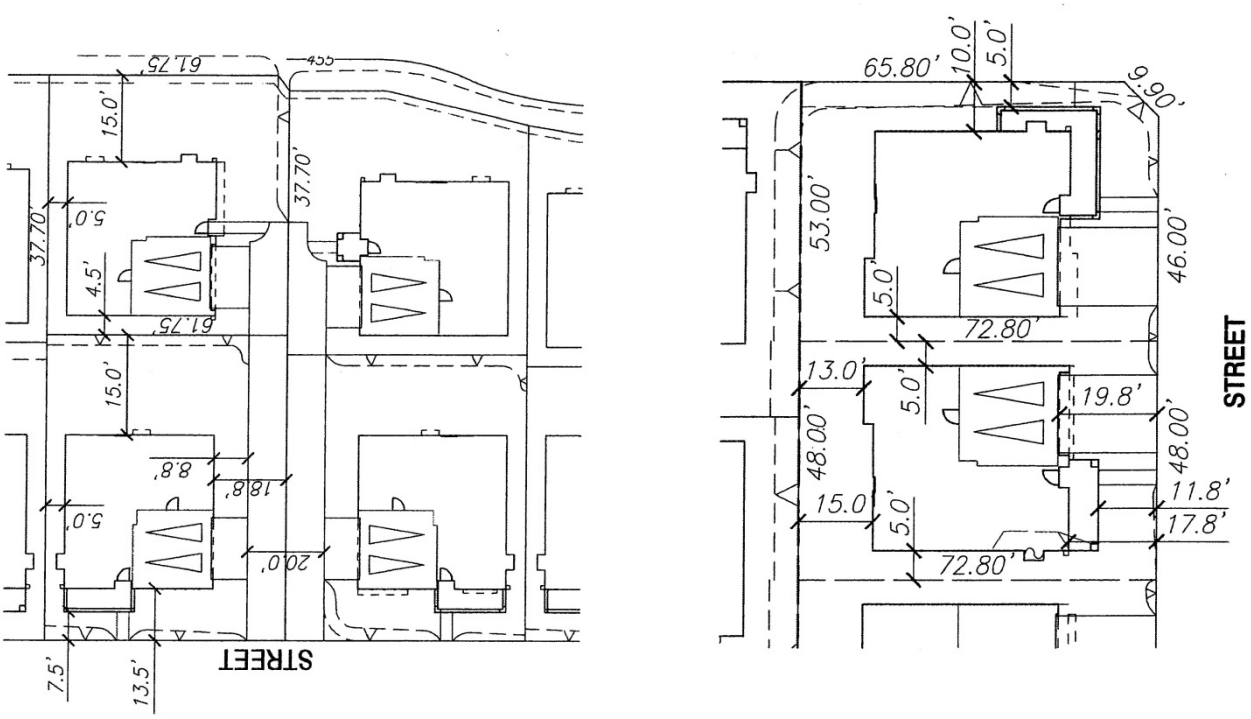


Exhibit 48

Courtyard Plotting Concepts

Not to scale

9-14.0 du/ac Courtyard 4-Pack Homes

Characteristics:

- Optimizes architecture on the street frontage.
- Minimizes number of driveway cuts & maximizes on-street parking
- Provides for varied building massing and setbacks appropriate to architectural style.
- Provides for varied roof pitches and directions.
- Orients front doors and entries toward street where possible.
- Provides for private, usable yards.
- Provides for an attractive pedestrian friendly streetscape.

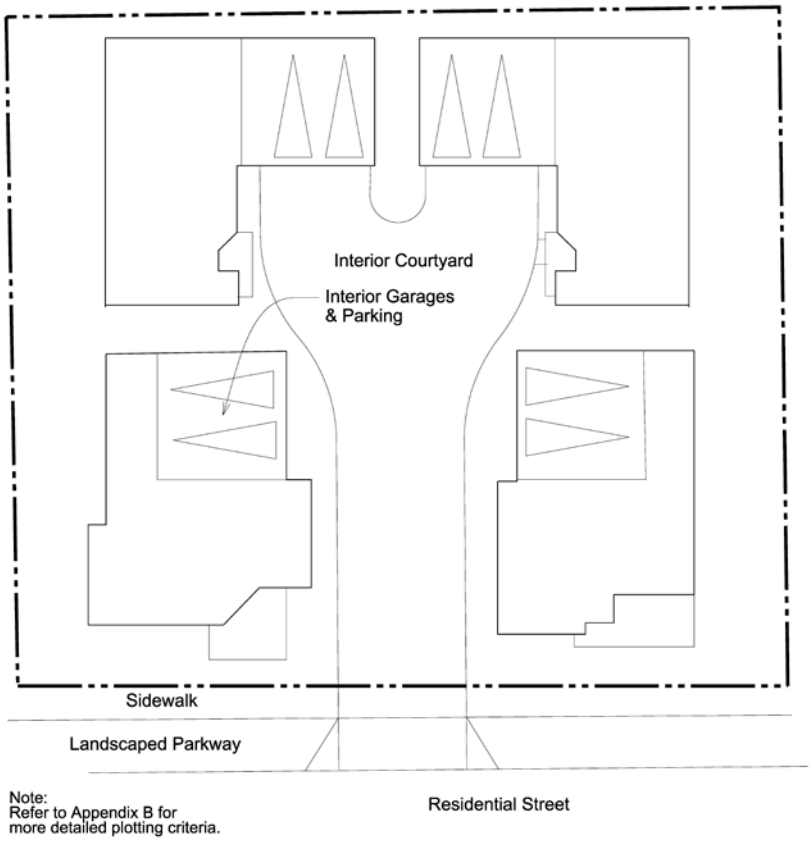


Exhibit 49

9-14.0 du/ac Courtyard 4-Pack Homes

Not to scale

9-14.0 du/ac Courtyard 6-Pack Homes

Characteristics:

- Optimizes architecture on the street frontage.
- Minimizes number of driveway cuts & maximizes on-street parking
- Provides for varied building massing and setbacks appropriate to architectural style.
- Provides for varied roof pitches and directions.
- Orients front doors and entries toward street where possible.
- Provides for private, usable yards.
- Provides for an attractive pedestrian friendly streetscape.

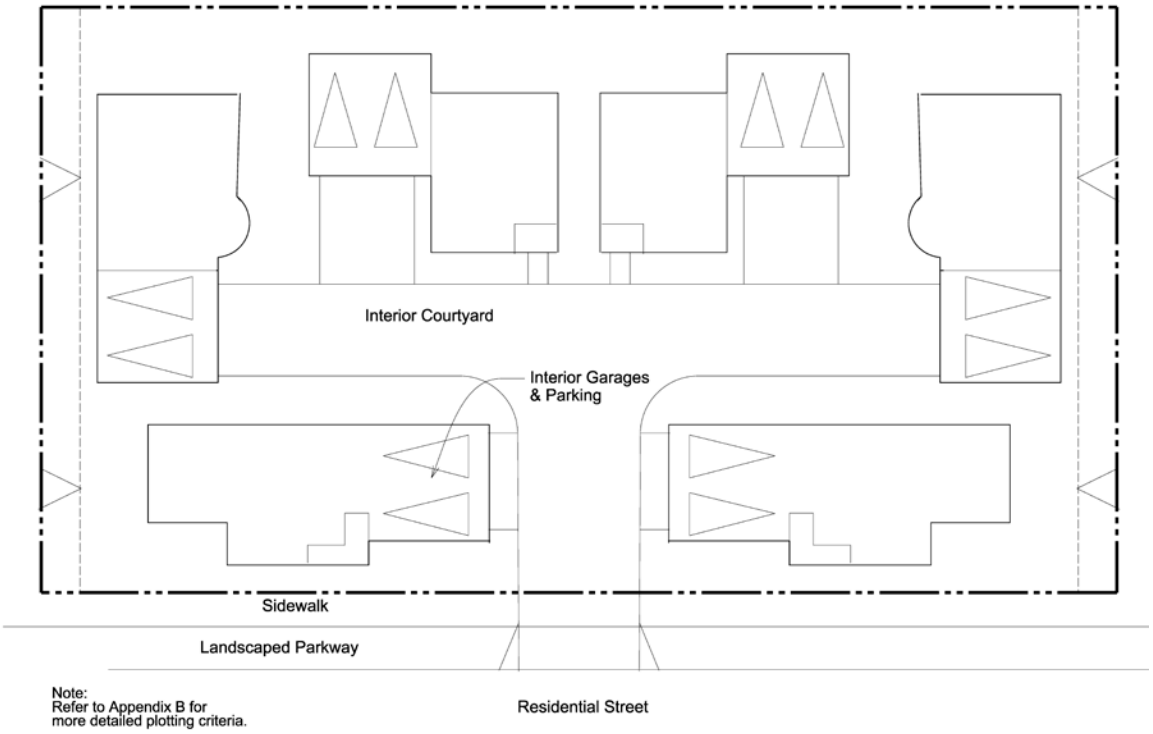


Exhibit 50

9-14.0 du/ac Courtyard 6-Pack Homes

Not to scale

12.5 – 15 du/ac Townhomes

Characteristics:

- Optimizes architecture on the street frontage.
- Garages located in alleys or parking courts.
- Provides for undulated building massing and varied setbacks appropriate to architectural style.
- Provides for varied roof pitches and directions.
- Orients entries toward street or interior pedestrian courtyards or walkways.
- Provides for private, open space.

Garage Plotting Options

- Alley entry
- Internal Street
- Tandem
- Carport

Exhibit 51

12.5-15 du/ac Townhome Plotting Concepts

2 Story Detached Courtyard Concept – Not to scale

15 – 18 du/ac 2 and 3-Story Townhomes with Carriage Units

Characteristics:

- Optimizes architecture on the street frontage.
- Garages located in alleys or parking courts.
- Provides for undulated building massing and varied setbacks appropriate to architectural style.
- Provides for varied roof pitches and directions.
- Orients entries toward street or interior pedestrian courtyards or walkways.
- Provides for private, open space.

Garage Plotting Options

- Alley entry
- Court entry
- Internal Street
- Tandem
- Carport

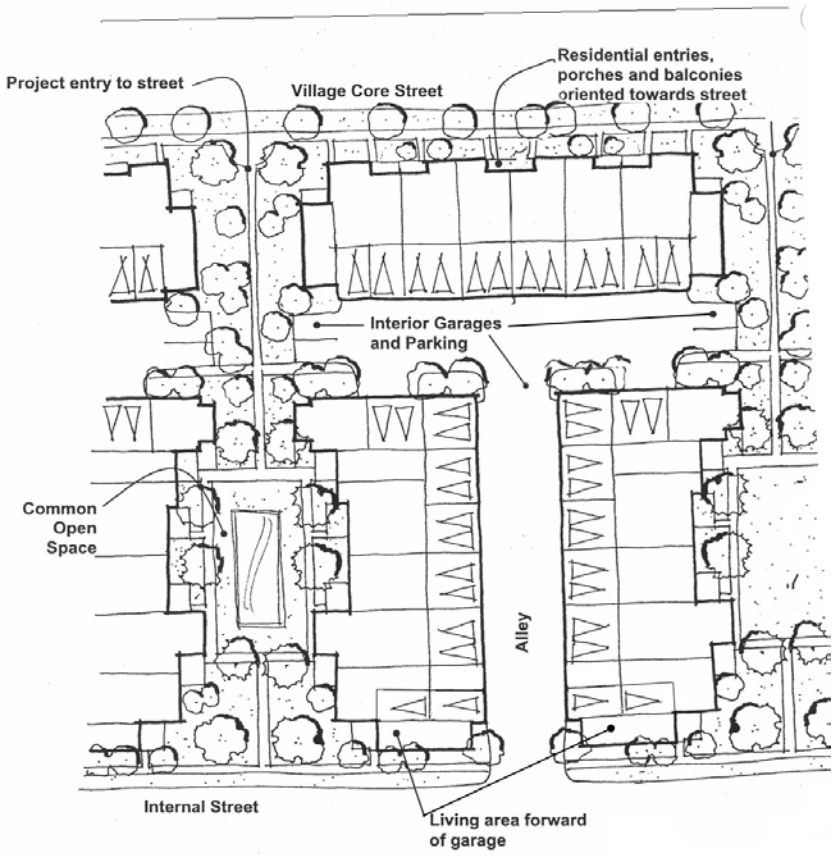


Exhibit 52

12.5-15 du/ac Townhomes with Carriage Units Plotting Concepts

2 and 3-Story Townhomes with Carriage Units or Flats Concept

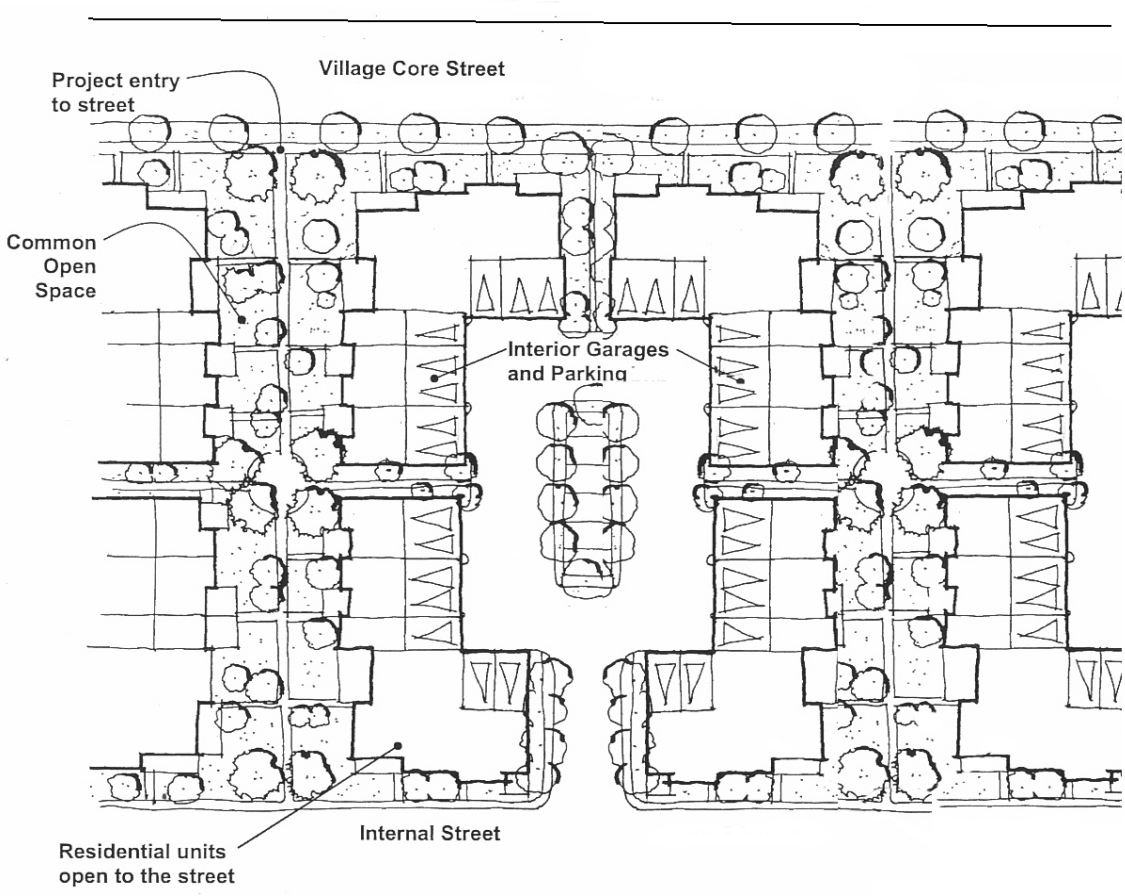


Exhibit 53

12.5-15 du/ac Townhome and Flat Plotting Concepts

2 and 3 Story Townhomes and Flats Concept – Not to scale

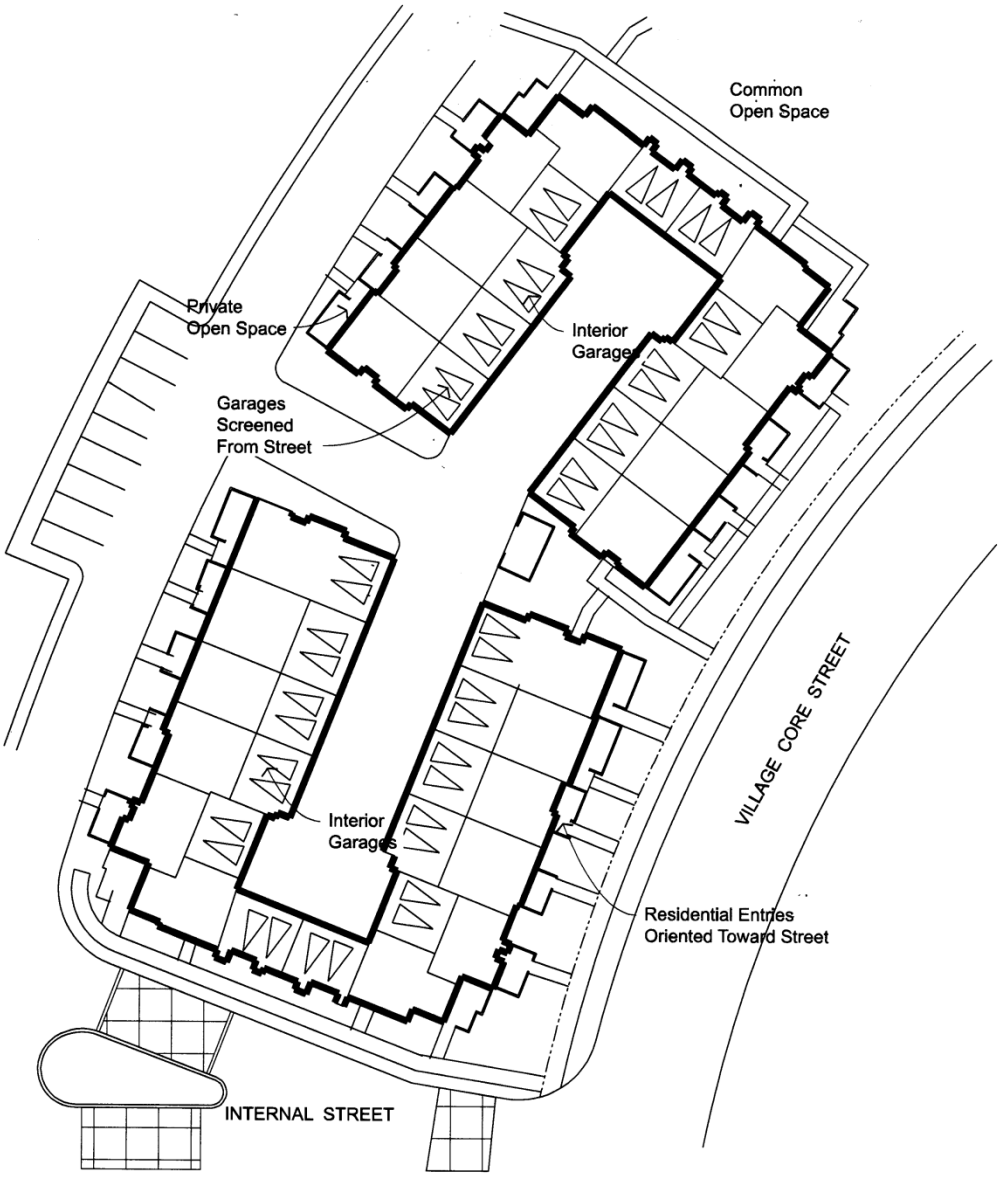


Exhibit 54

12.5-15 du/ac Townhome and Flat Plotting Concepts

2 and 3 Story Townhomes and Flats Concept – Not to scale

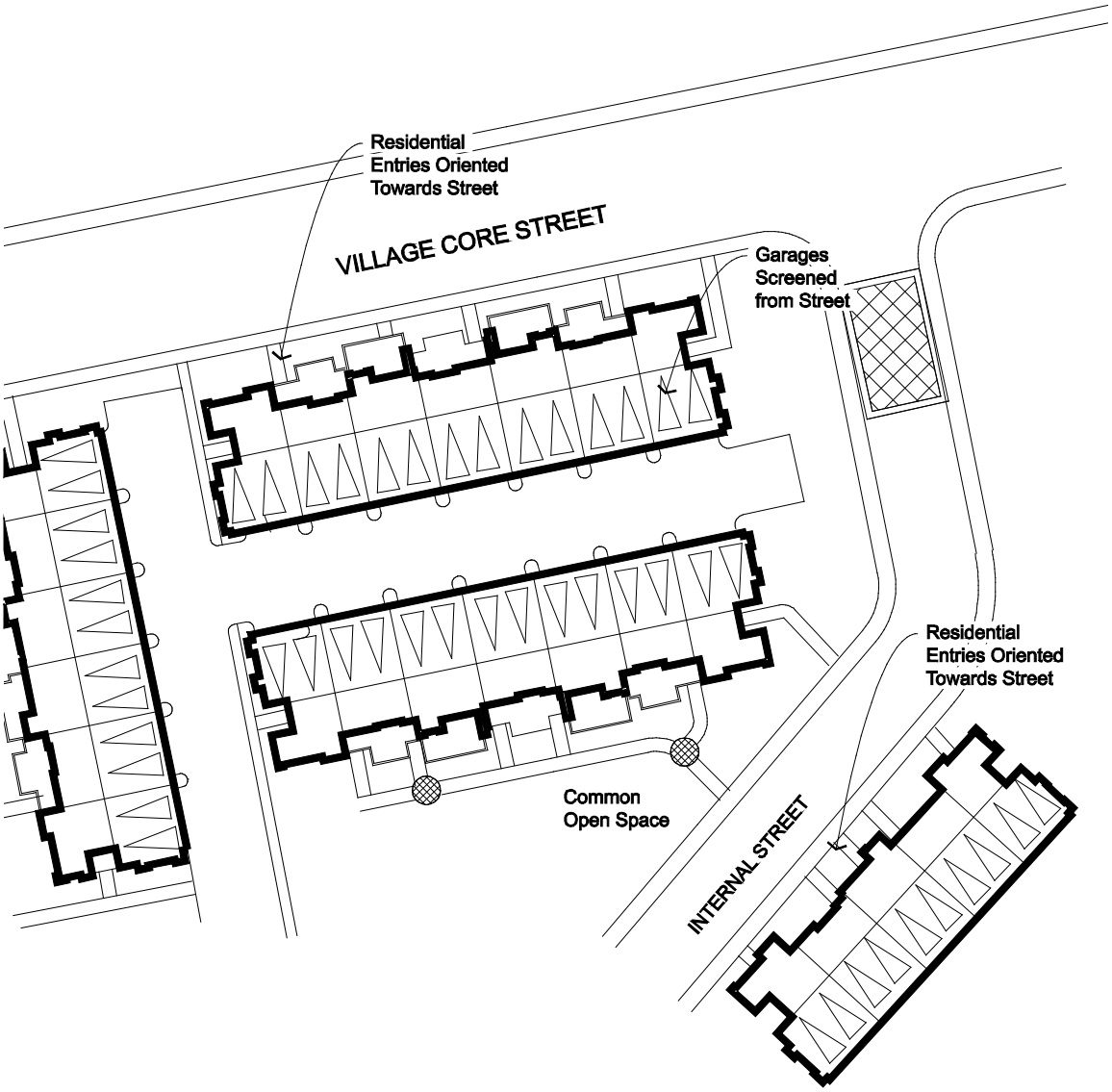


Exhibit 55

12.5-15 du/ac Townhome and Flat Plotting Concepts

2 and 3 Story Townhomes and Flats Concept – Not to scale

18-25 du/ac 2, 3 and 4 Story Townhomes and Stacked Flats

Characteristics:

- Optimizes architecture on the street frontage.
- Garages located in alleys or parking courts.
- Provides for undulated building massing and varied setbacks appropriate to architectural style.
- Provides for varied roof pitches and directions.
- Orients entries toward street or interior pedestrian courtyards or walkways.
- Provides for private, open space.

Garage Plotting Options

- Alley entry
- Court entry
- Internal Street
- Tandem
- Carport

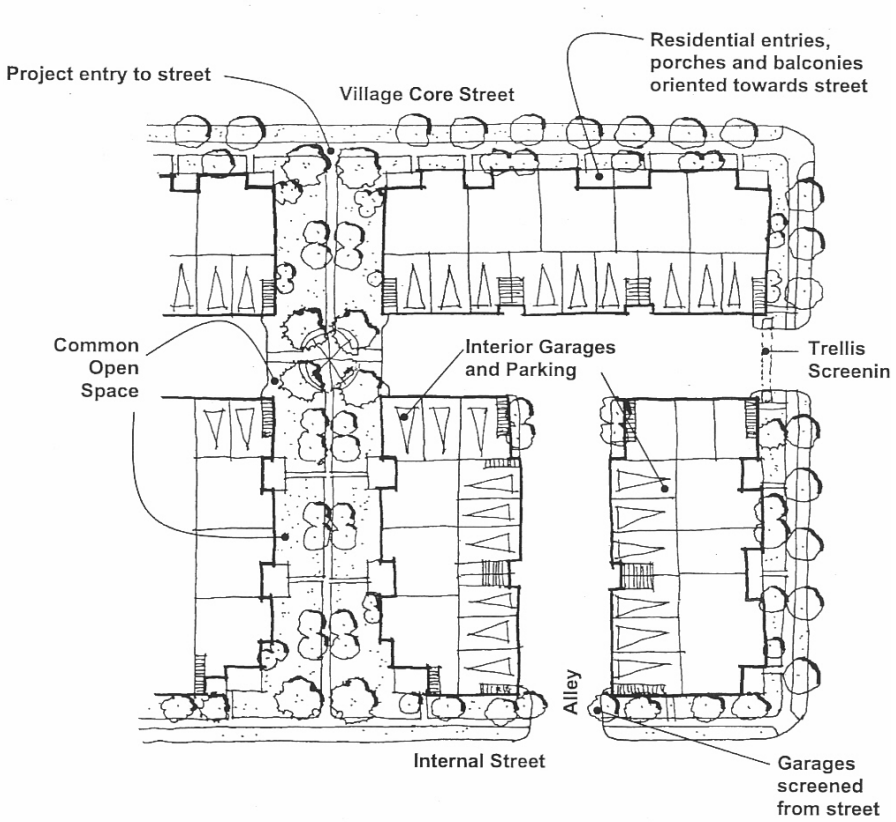
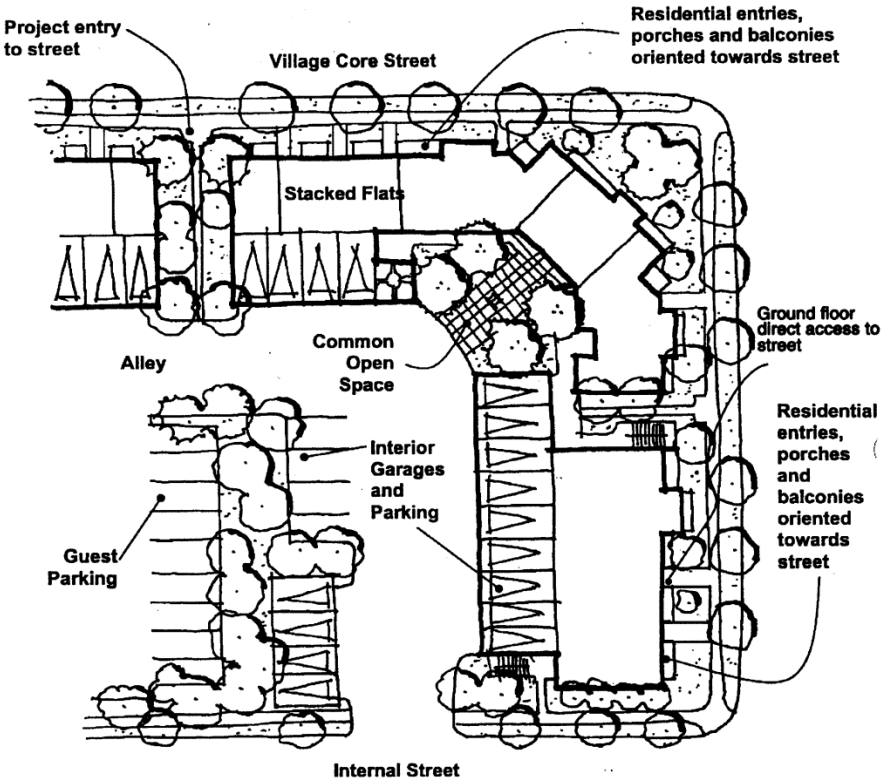


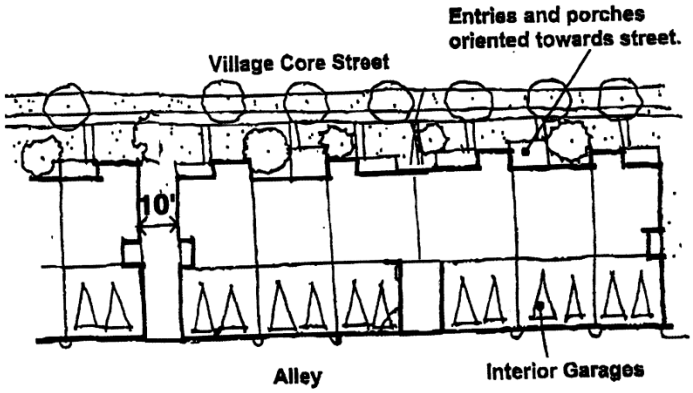
Exhibit 56

18-25 du/ac Townhomes and Stacked Flat Plotting Concepts

2 and 3 Story Townhomes and Flats Concepts – Not to scale



2 and 3 Story Stacked Flats Concept

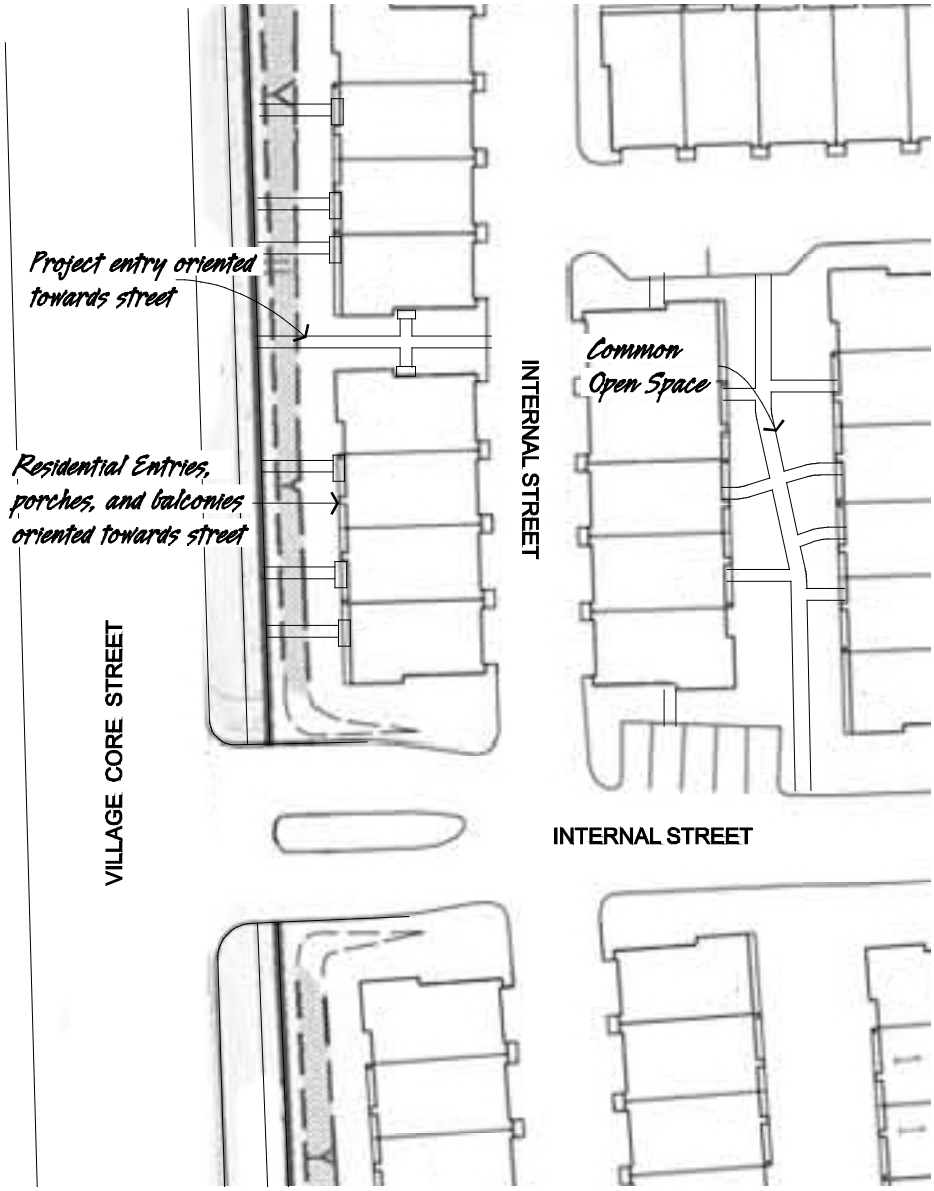


2 and 3 Story Row Homes Concept

Exhibit 57

18-25 du/ac Townhomes and Stacked Flat Plotting Concepts

Not to scale



2 and 3 Story Triplex Home Concept

Exhibit 58

18-25 du/ac Townhomes and Stacked Flat Plotting Concepts

Not to scale

3. Facade Elements

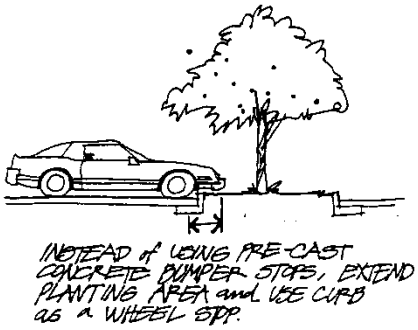
Multi-family residential development should be designed to promote variety and enhance the human-scaled pedestrian activity of the Village. The following guidelines suggest methods for creating vital, interesting architecture:

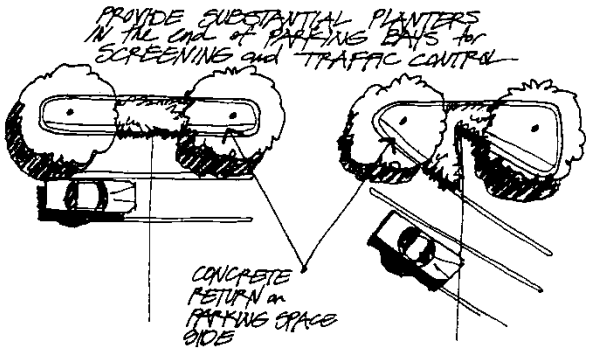
- Developments should be unique, but share fundamental architectural characteristics consistent with the Village theme.
- Building elevations that are visible from public view areas (all Village streets, surrounding arterial streets and public open spaces) shall be articulated with elements such as wall offsets, balconies, and windows, appropriate to the architectural style.
- The architectural style along the same street or within an individual development shall be compatible through the use of similar building heights, materials, window or door style, detailing, porches, arcades, overhangs, roofing or color.
- Varied building elements, roof pitches, and setbacks should be employed to avoid monotony.
- Each development shall provide a well-articulated, identifiable pedestrian entry oriented toward the village street.
- Distinctive building elements shall be oriented toward the corners of prominent village core and entry street intersections.
- Street facing facades shall incorporate a range of scale-defining elements that relate larger building masses to the scale of the pedestrian. Elements may include trellises, columns, archways, doorways, porches or patios and upper floor balconies and windows.
- Individual residential unit entries shall be oriented towards the village streets wherever possible.
- Internal residential units shall be connected to the village streets by courtyards or landscaped walkways wherever possible.
- Stairs shall be sensitively designed and integrated into the overall building design.
- Utilitarian areas, including parking, loading, mechanical equipment and trash enclosures, shall be screened from view from public views to the extent possible.

4. Parking, Carport and Garage Design

Views of parking areas, carports and garages should be minimized to create the pedestrian-oriented Village. The following guidelines provide direction for location and design of multi-family parking facilities:

- 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.



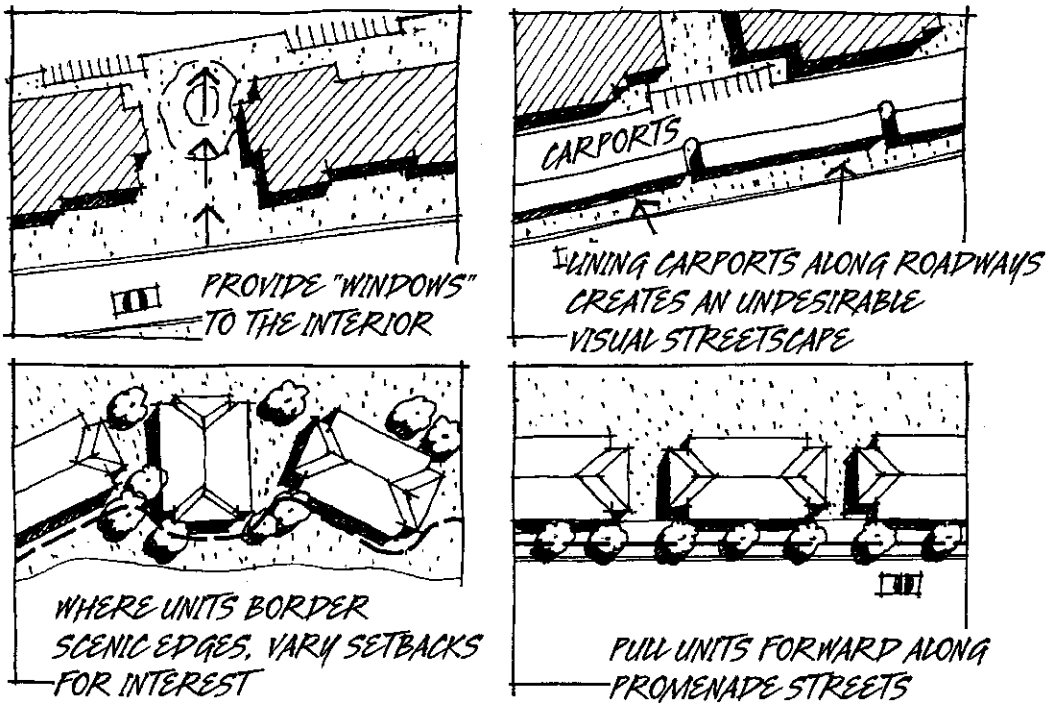


5. Landscape

Landscape in multi-family developments shall adhere to the Chula Vista Design Manual and Landscape Manual. The front and side yard landscaping shall be complementary to the streetscape and adhere to the overall Village design theme. The interiors of multi-family residential projects shall provide for common and private outdoor spaces that are functional and aesthetically pleasing. Interior landscapes are encouraged to maintain the tranquil, courtyard style landscapes established by the Village design theme. The following guidelines are for multi-family landscapes:

- The landscape is to be comprised of trees, shrubs, vines, and ground covers that are consistent with the overall Village theme.
- Tree plantings in the front yard areas shall be varied to provide interest in the landscape.
- Side and rear yard areas shall be landscaped to soften the architecture and provide privacy for residential units.

- All planting areas are to be permanently irrigated and use low water consumptive plant material wherever practical.
- Transformer and cable box locations are to be carefully planned and coordinated with both the utility company and the landscape architect. Transformers and cable boxes should be located to be unobtrusive and screened from view with plantings where possible.
- Mailboxes and mailbox structures are to be designed to complement the architectural style of the development for which they are intended. Ganged mailboxes are to be used with a maximum of 4 boxes per cluster. Only Postmaster approved boxes will be allowed.
- Trash enclosures shall be designed to complement the architectural style of the development for which they are intended. Provisions for trash and recycling shall be in conformance with the Chula Vista Municipal Code.
- Large expanses of asphalt paving shall be avoided and the appearance softened by landscape screening where possible.



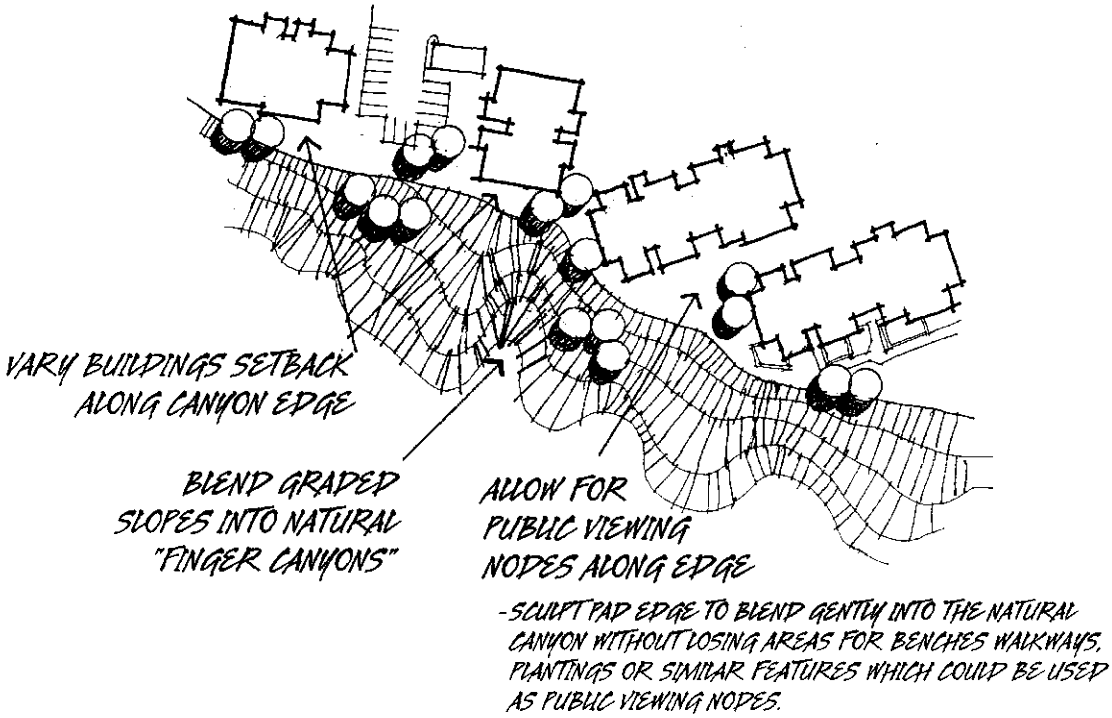
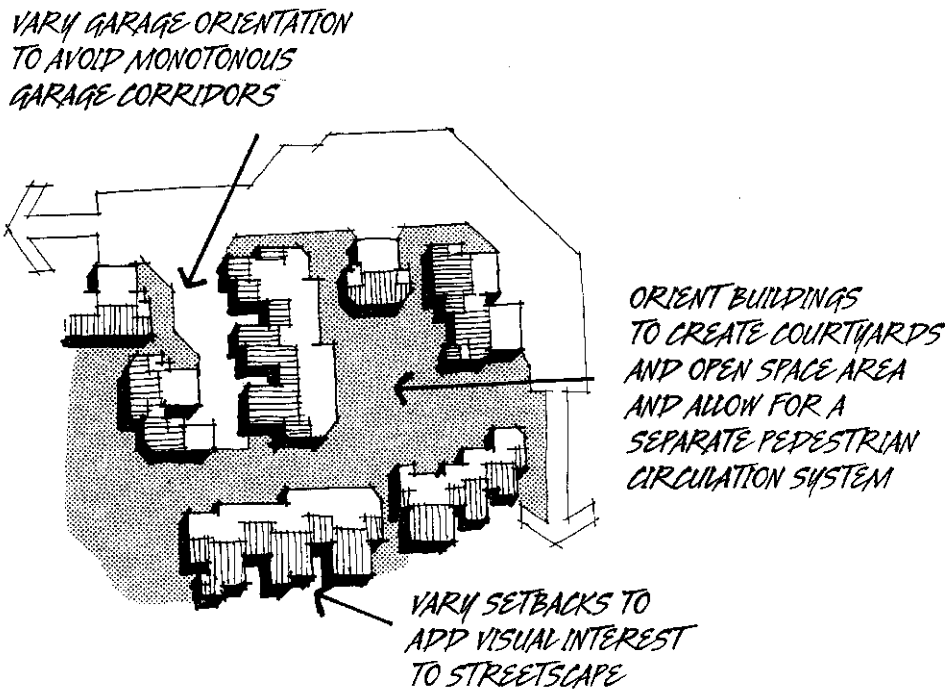
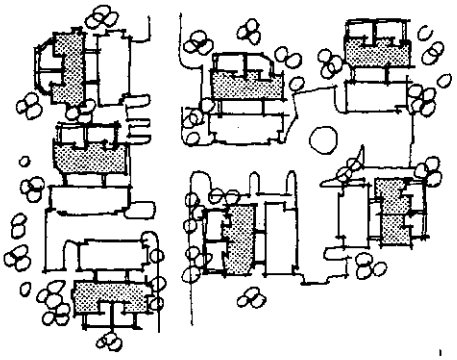


Exhibit 59

Multi-Family Design Concepts





IN HIGHER DENSITY PROJECTS
WITH TUCK UNDER PARKING
AND OPPOSING GARAGES, INDIVIDUAL
UNITS SHOULD BE TURNED AND
ORIENTED IN A VARIETY OF WAYS TO
AVOID THE MONOTONY OF GARAGE
DOOR CORRIDORS.

IN MULTI-FAMILY AND ATTACHED HOUSING
IT IS IMPORTANT TO PROVIDE EACH UNIT
WITH ITS OWN IDENTITY AND ENTRY.
THIS CAN BE ACCOMPLISHED BY STAGGERING
AND OFFSETTING EACH SEPARATE UNIT AND
COMBINING ONE AND TWO STORY BUILDING
FORMS TO SEPARATE MASSING. THIS WILL ALSO
PROVIDE VARIETY TO THE STREETSCAPE.

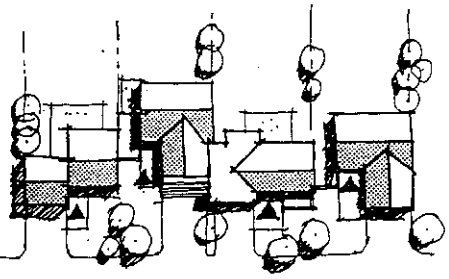


Exhibit 60

Multi-Family Design Concepts

THIS PAGE INTENTIONALLY LEFT BLANK

v. Appendix A

A. GDP Compliance

B. Montecito Description

C. Montecito Policies

THIS PAGE INTENTIONALLY LEFT BLANK

A. GDP COMPLIANCE

The Otay Ranch General Development Plan (GDP) requires that each Village Design Plan include a discussion of compliance with the village policies identified in the Land Use Section of the GDP. This chapter includes a re-statement of the description and policies for Montecito, followed by a response of the land use and design plans (in italics) that demonstrate compliance.

B. MONTECITO DESCRIPTION

Montecito is an Urban Village. Urban Villages are adjacent to existing urban development and are planned for transit oriented development with higher densities and mixed uses in the village cores. The western portion of Montecito is separated from the core of Montecito by Heritage Road. This close relationship may influence the design character of Montecito West. Montecito contains:

- A maximum of 604 single family residential units
  - *604 residential units are proposed.*
- A maximum of 3,941 multi-family residential units
  - *3,941 multi-residential units are proposed.*
- Build-out population of approximately 14,726
  - *The build-out population is approximately 14,726.*
- Four Neighborhood Parks and a Town Square Park
  - *Four Neighborhood Parks and a Town Square Park are proposed.*
- A portion of one Community Park
  - *A portion of one Community Park is proposed.*
- A Fire Station
  - *City of Chula Vista Fire Station #7 is physically located within Village 2, but is not a part of the SPA Plan.*

A Village Core Area Containing:

- Commercial/Residential Mixed Uses of approximately 22.5 acres
- Public and community purpose facilities
- A transit stop
- An elementary school
- Multi-family residential
- A Town Square/Village Green/Main Street
- Affordable Housing

The land uses listed above are included in the village.

C. MONTECITO POLICIES

Village Character Policies:

Village character should be guided by the following qualities:

- Location between two scenic canyons with undulating edge conditions and areas of sensitive habitat.
  - *The project will be developed in conformance with a Preserve Edge Plan that ensures compatibility with the adjacent open spaces. Landform grading will be used to transition to the open spaces.*
- Relationship with existing adjacent development, including buffers to the adjacent landfill and consideration of the proposed industrial development.
  - *The village has been designed to locate compatible land uses in adjacency and includes buffers between development and the landfill. In addition, a buffer has been provided between the industrial and residential land uses within Village Two.*
- Views to the east and south.
  - *The village is designed to locate a variety of housing types to take advantage of the views to the east and south.*
- Lower density relative to other surrounding villages especially along Wolf Canyon.
  - *The largest single family lots (10,000+ square feet) are located along Wolf Canyon.*
- The area west of Heritage Road shall be designed to be compatible with the adjacent development in the City of Chula Vista. The character of this area should reflect the proximity to the City, and may differ from the identity of the remainder of the village.
  - *The area west of Heritage Road is designed as a single- family neighborhood and industrial zoned land within the landfill buffer, a compatible use with adjacent development.*

Village Core Policies:

- Because of the central location of Montecito, uses in the village core area may be a higher intensity and size to serve adjacent villages. Higher intensity uses could include multiplex theaters and larger grocery stores.
  - *The village core contains a large town center commercial site intended for a grocery store and similar community-serving commercial uses.*

- The village is located along the Bus Rapid Transit route, a transit stop shall be reserved at the SPA level and irrevocably offered for dedication at the Tentative Map level.

  - *A transit stop is proposed to be located on La Media Road, adjacent to the village core.*

Parks and Open Space Policies:

Application of the 3 acres per 1,000 residents standard would result in the development of 44.2 acres of local parks in Montecito. To satisfy the requirement, four neighborhood parks, a town square and a portion of a community park are planned in the village.

  - *Four neighborhood parks and a town square park are provided in Village Two.*

The following policies shall guide the design of parks and open spaces in Montecito:

- Natural open space areas adjacent to Poggi and Wolf Canyons identified on the GDP/SRP Land Use Map shall be preserved outside of individual private lots.

  - *The natural open space areas are not part of individual private lots.*

- Lot lines and grading shall not extend into the open space scenic corridor along Olympic Parkway or the RMP Management Preserve.

  - *Lot lines do not extend into these areas.*

- Setbacks and landscaping shall be provided along Poggi Canyon in keeping with open space scenic corridor guidelines in the Overall Ranch Design Plan (see Section E.)

  - *The 75-foot average landscape buffer is designed in conformance with the Overall Ranch Design Plan and utilizes appropriate plant materials.*

- View opportunities shall be provided in the design of the village.

  - *A variety of residential types have been located for view opportunities to the south and east open spaces and mountains.*

- The village boundary along Heritage Road and La Media Road should consist of a landscaped buffer which shall provide the transition to Poggi and Wolf Canyons.

  - *A 75-foot average landscape buffer is located adjacent to these streets. Appropriate plant materials have been selected to create the transition.*

- The broad valley of Wolf Canyon shall be retained as an open space amenity. Uses shall be consistent with the findings of the Wildlife Corridor Study and the Resource Management Plan.

  - *The project adheres to the findings and retains Wolf Canyon iN open space.*

-
- Provide linkages to regional trails within Wolf Canyon.
  - *Trail linkages from the Village into Wolf Canyon are not feasible due to environmental concerns raised by wildlife agencies however, the Village Greenway will be designed as part of the Community Park.*
- Grading and landscaping along the village edge, adjacent to Wolf Canyon, should be conducted in a sensitive manner to minimize conflicts with proposed open space and recreational uses within Wolf Canyon.
  - *Landform grading and landscape standards and guidelines have been included in this plan to ensure a sensitive transition between the development area and natural open space.*

Other Montecito Policies:

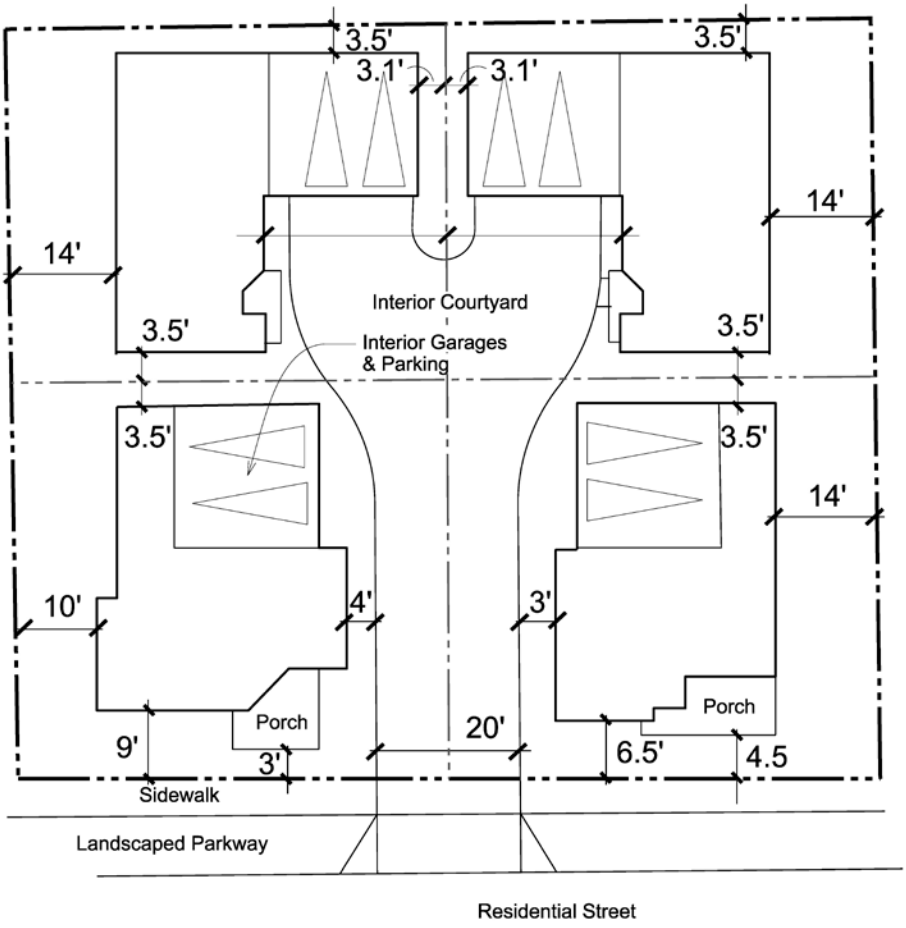
- A visual analysis shall be performed at the SPA level to assess visual impacts of development adjacent to the western portion of Poggi Canyon. The analysis shall illustrate the natural grade of the area and the topography after grading.
  - *A visual analysis is part of the environmental review of the SPA.*
- Landform grading guidelines for Wolf and Poggi Canyons and the Otay River Valley shall be developed as part of the Village Design Plan at the SPA level.
  - *Landform grading guidelines and an Edge Plan are components of the SPA and Design Plan for Montecito that ensure an appropriate transition between development and open spaces.*

Vehicular access through the village shall direct traffic through the village core.

vi. Appendix B

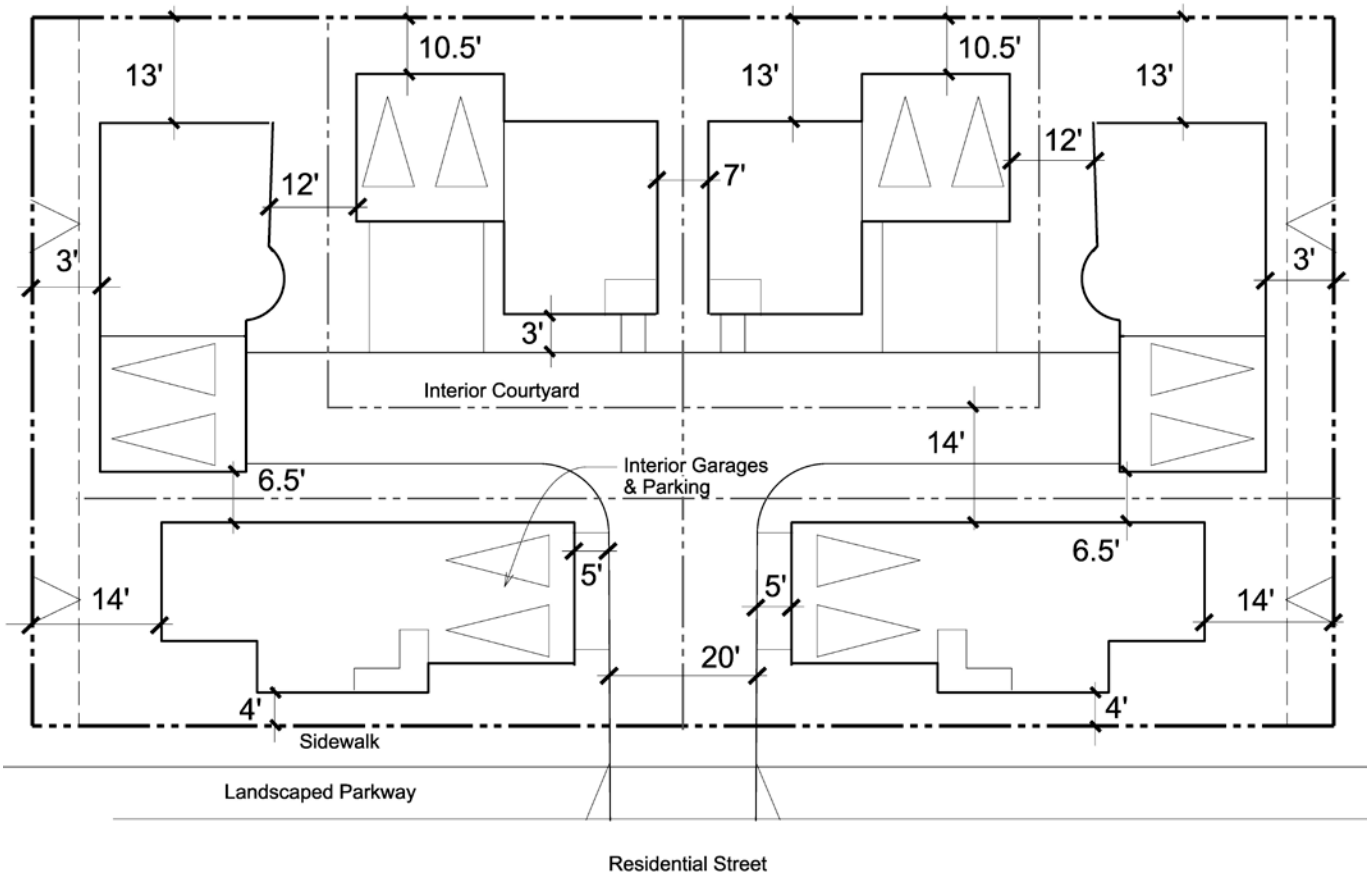
A. Detailed Lot Plotting Criteria

THIS PAGE INTENTIONALLY LEFT BLANK



9-14.0 du/ac Courtyard 4-Pack Homes

Not to scale



9-14.0 du/ac Courtyard 6-Pack Homes

Not to scale