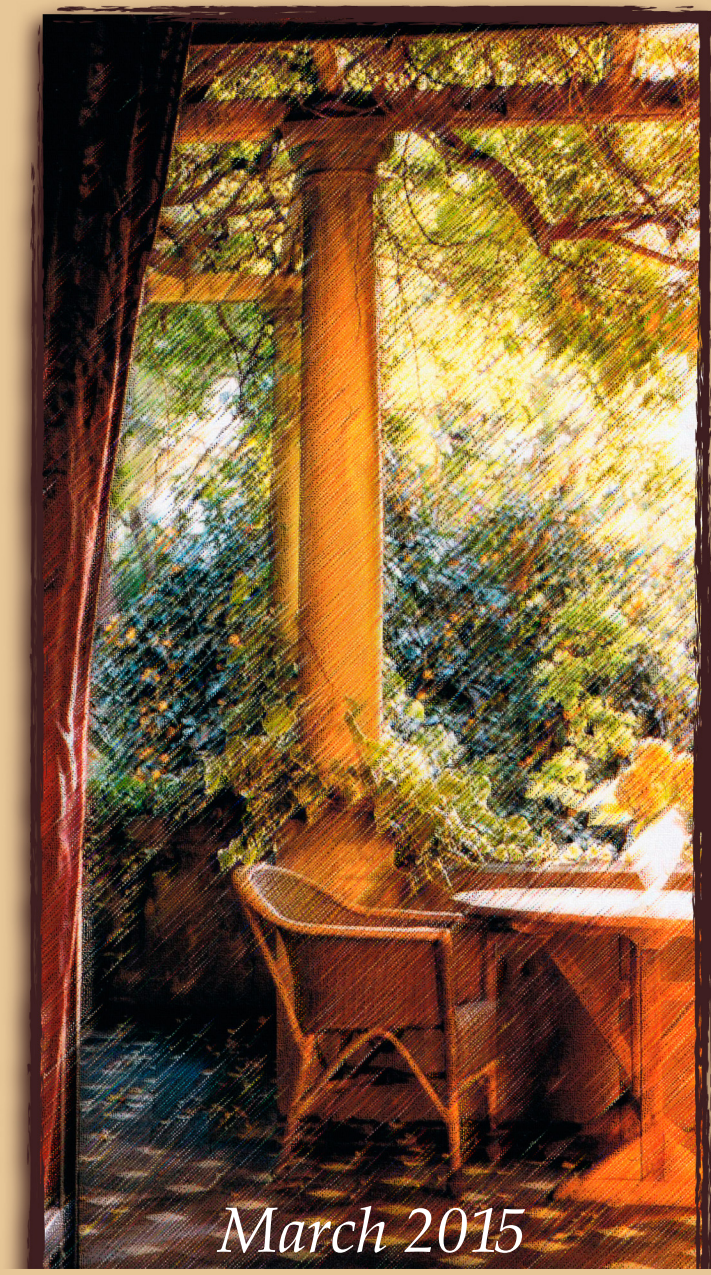


OTAY RANCH RESORT VILLAGE



March 2015

VILLAGE DESIGN PLAN

Otay Ranch Resort Village Village Design Plan

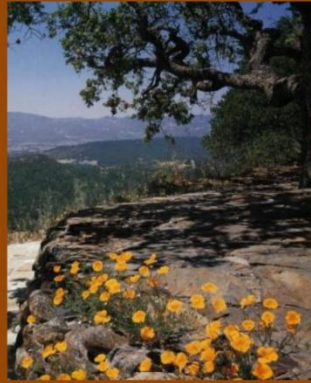
March 2015

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Introduction



I. Introduction

A. Background



The Otay Ranch is located in south San Diego County within the jurisdictions of the County of San Diego and the City of Chula Vista.

In October 1993, the San Diego County Board of Supervisors and Chula Vista City Council jointly adopted the Otay Ranch General Development Plan/Otay Subregional Plan Volume 2 (SRP), following an extensive planning process spanning more than five years. The SRP provides for the development of the Otay Ranch as urban villages, rural estates, business/industrial parks, regional-serving commercial centers and a resort community. The SRP also provides for approximately 62 percent of the Otay Ranch to be preserved as permanent open space.

The SRP establishes the goals, policies and land use designations for villages within Otay Ranch and requires the preparation of a "Village Design Plan" for each village adopted concurrently with the corresponding Specific Plan.

The Otay Ranch Village Design Plan (VDP) represents this next step in the implementation process for the Resort Village by refining the design and implementation process and focusing on issues that are specific to the Resort Village.

This Village Design Plan addresses site, building and landscape design issues to ensure that the quality of the design and architectural concepts established for the overall Otay Ranch community are maintained. The Resort Village Design Plan identifies a theme for the village and delineates that identity through streetscape and landscape design, architecture, monumentation/signage and lighting guidelines. In addition to the Village Design Plan, a subsequent plan will be prepared to address the site planning and design elements of the resort hotel and mixed-use area as part of a Major Use Permit process. These documents provide guidance for developers and designers and will be used to evaluate design proposals for plan compliance.

The Resort Village Design Plan is organized into eight sections including Introduction; Village Setting and Community Structure; Resort & Community Serving Facilities; Single Family Residential Guidelines; Village Core Design Guidelines, Mixed-Use Design Guidelines; Crime Deterrence Design Guidelines; and Community Gardens.

Section 1 – Introduction – is an overview of the project and design review process.

Section II – Village Setting and Community Structure – focuses on community identity and character, slope design,

community and neighborhood entries, streetscapes, park design, wall and fence concepts and lighting and signage.

Section III - Resort & Community Serving Facilities - provides guidelines specific to the resort and community serving facilities and focuses on site planning, building orientation, architecture, pedestrian and vehicular access, landscape and hardscape, lighting, signage and site furnishings.

Section IV - Single Family Residential Guidelines - provides guidelines for single family neighborhoods, including architecture, pedestrian orientation, site planning, roofing design and building/lot schematics.

Section V - Village Core Design Guidelines - provides guidelines for the land uses that form the Village Core including site planning and building orientation, pedestrian and vehicular access, landscape and hardscape character and lighting, signing and street furnishings.

Section VI - Mixed-Use Design Guidelines - provides guidelines for design of the mixed-use area, including layout,

parking, vehicular and pedestrian circulation, landscaping, signage, safety and the design context.

Section VII - Crime Deterrence Design Guidelines - provides Crime Prevention through Environmental Design strategies including, natural surveillance, natural territorial reinforcement, natural access control and community based organizations.

Section VIII - Community Gardens - provides design guidelines related to size and location, facilities and operations for community gardens.

B. Location and Regional Setting

Otay Ranch covers approximately 23,000 acres located in southwestern San Diego County. In 1996, following adoption of the jointly planned Otay Ranch SRP, approximately 9,500 acres in the western portion of the ranch was annexed to the City of Chula Vista. The Resort Village is located in the County of San Diego portion, within the Proctor Valley Parcel of the overall SRP. The Resort Village is located approximately one and one-half miles east of the City of Chula Vista. Access is provided via Telegraph Canyon Road which transitions into Otay Lakes Road, an east-west arterial that forms the southern boundary of the Resort Village.

C. Physical Characteristics



The Resort Village's approximate 1,900 acre planning area consists of a broad mesa sloping to the south, broken by several steep canyons that drain from north to south. Site elevations range from approximately 500 feet above mean sea level (AMSL) at the

southern end of the property to approximately 1,500 feet AMSL in the northeastern portions. The site is upstream of Savage Dam, which creates Lower Otay Lakes. The Resort Village site existing vegetation consists of native coastal sage scrub and grassland habitats disturbed by grazing. Some riparian vegetation occurs in drainage areas of the site.

D. Surrounding Land Uses



The Resort Village site is uniquely located at the interface of urban development and scenic open spaces. The EastLake Vistas residential community and the U.S. Olympic Training Center compose the urban development to the west. The Otay Valley Regional Park and Lower Otay Lake, a water and recreation reservoir owned by the City of San Diego are located to the south. Upper Otay Lake and the Birch Family Estate are located to the northwest. At the east end of the Lower Otay Lake, also on City of San Diego property, is a temporary ultra light gliding and parachuting airport. An inactive quarry operation is located to the east.

E. Design Review Process

1. Process

A design review process has been established for the Resort Village to ensure all development within Otay Ranch is consistent with the County of San Diego policies and development standards, Otay Ranch Overall Design Plan, the Resort Village Specific Plan and Development Regulations and the Resort Village Design Plan. This process requires preparation of a Plot Plan that includes site, landscape and architectural plans that will be reviewed and approved by the Master Developer(s) prior to submittal to the County of San Diego for formal approval.

2. Master Developer Review

The backbone infrastructure and lots within the Resort Village will be developed by the Master Developer(s). 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(s). Merchant Builders will develop the resort, mixed use and single family residential neighborhoods. A design review process has been created to

facilitate development by Merchant Builders within the unique village planning concepts of the Resort Village planned community.

The design review process includes design review and approval by the appropriate Master Developer. The process requires the Merchant Builder to create the design for their parcel in consultation with the Master Developer. The review requirements of the Master Developer are intended to ensure that the builder's proposed product and designs meet the standards and criteria for the entire planned community. The Merchant Builder's design submittal package (Plot Plan) must be submitted to the Master Developer and would typically consist of preliminary site, landscape and architectural plans. Following acceptance of the Merchant Builder's design review submittal package by the Master Developer, the Master Developer will provide the Merchant Builder with a letter stating said approval. This letter shall be submitted to the County in conjunction with submittal of the Plot Plan for County review and approval.

All landscape improvement plans within the public right-of-way and associated open space lots/easements will be reviewed by

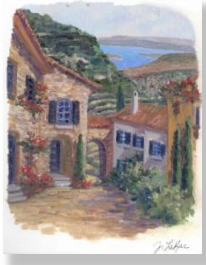
the Master Developer. Building permit applications for multi-use, commercial buildings, all model homes, all single family neighborhood developments with common areas, and all discretionary permit applications for the aforementioned types of land uses will be reviewed and a letter will be included with the building permit package acknowledging approval of landscape plans.

Village Setting and Community Structure



II. Village Setting and Community Structure

A. Overview



The Resort Village is located north of Lower Otay Lake at the end of existing urban development. The land area consists of a broad mesa sloping to the south, broken by several arroyos. Long fingers of the relatively flat mesa extend north into the Jamul Mountains before becoming part of steeper slopes. A canyon within the open space preserve extends from the lake north through the Resort Village, defining development areas and creating a dramatic scenic corridor. Preserve open spaces to the north and east also define the Resort Village and establish its identity at the edge of urban development.

The physical separation and relative isolation from the remainder of Otay Ranch, in conjunction with the hillside location, provides a unique opportunity to create a destination resort and home sites with expansive views over Lower Otay Lake and the Otay River Valley to the south. The mountains

to the north and east provide a dramatic backdrop for the Resort Village.

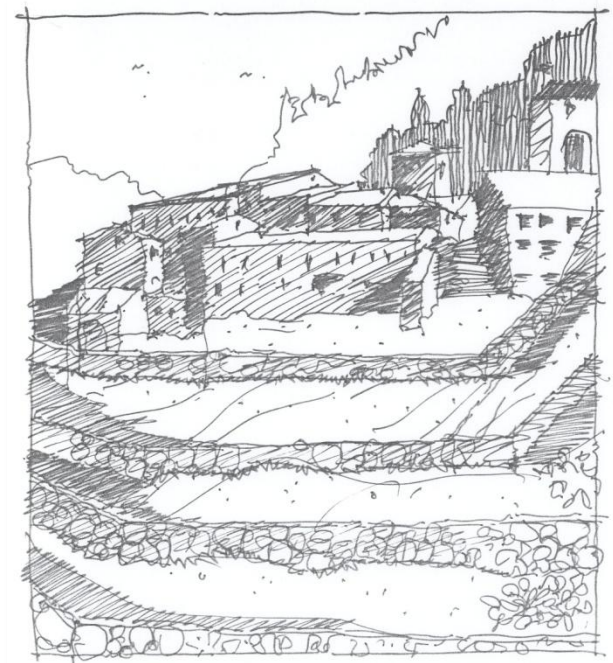
The topography and natural beauty further combine to create an ideal setting for the architectural forms, materials and styles of architecture found in the hill towns of Tuscany. This Mediterranean antecedent, with its flowing, informal, timeless forms, pedestrian scaled building masses, indoor/outdoor spaces and use of warm natural materials, provides the design inspiration for the Resort Village. Like a Tuscan hill town, development will be concentrated along the hilltops surrounded by natural open spaces. Streets and buildings will be integrated into the natural topography of the site. Neighborhood-serving land uses will be located within walking distance of most residential neighborhoods. The resort site will be located on a rock promontory and serve as a community architectural and activity focal point. The landscape within the Resort Village will reference the historic agricultural setting with groves of trees at the project entries. A “California Friendly Landscape” palette will be utilized to maximize water conservation and fire safety, while referencing the natural setting for the Resort Village.

B. Resort Hotel Complex

The resort site was chosen for its relative isolation, physical beauty and spectacular views. The commanding views across Lower Otay Lake and easterly views toward the mountains contribute to the prestigious nature of the Resort Village. A rock promontory is the site for the hotel, restaurant, guest rooms, visitor-serving commercial and parking.

These commercial uses may serve both village residents and resort visitors. The hotel site includes up to 200 guest rooms. Buildings will be arranged in informal groupings within the site topography and will generally be one to three stories in height with an occasional four-story building. A key landmark associated with the villages of Tuscany is the campanile or bell tower which identifies the town from a distance. To achieve this design objective, the Resort site allows for a maximum structure height of 75 feet to accommodate the design of a signature architectural element that identifies the location from a distance and provides an iconic image associated with the Resort. Water-oriented recreational uses, such as fishing and boating, on Lower Otay Lake may be an amenity, subject to

the approval of the City of San Diego. The surrounding natural open spaces provide an opportunity for nature walks and hikes, bird watching and similar environmentally oriented recreational and educational activities. A Major Use Permit will be processed for the Resort Site which will refine the development program, facilities, site design, architecture, lighting and landscape architecture.





Village Core Illustrative

C. Residential

Development areas within the Resort Village are designed to be sensitive to adjacent open space areas and to provide view opportunities into canyons, across the lake and to the mountains. Approximately 30 percent of the total project site is designated for residential uses.

The majority of the residential area is designated for single-family residences with an SRP land use designation of Low Medium (LM) Residential. The LM designation allows for single-family detached homes, zero lot line and attached units such as townhouse and patio homes. The Resort Village is planned to include 1,881 single family homes, with an average density of 3.4 dwelling units per acre. The larger lots are located in the northern, higher elevations. Smaller lots are concentrated around the Village Core and southern portion of the village.

Multi-family homes are planned as a component of the mixed-use site located at the primarily village entry. The SRP land use designation for the site is Mixed Use (MU), which allows for town homes, garden apartments, stacked flats and flats

over commercial. The Mixed Use Area is planned for 70 residential units with densities ranging from 5 to 18 dwelling units per acre.

Siting the Mixed Use Area at the main entrance to the project at the intersection of Otay Lakes Road and Strada Piazza provides the opportunity to establish the architectural theme of the Resort Village at the primary gateway to the community. A key design element of the Mixed Use Area is a campanile or bell tower which identifies the commercial district and main entrance from a distance. To achieve this goal, the Mixed Use Area site allows for a maximum structure height of 75 feet accommodating the design of a landmark architectural element that serves to designate the gateway as well as provide a signature image associated with the identity of the community.

D. Village Core

The central portion of the plan area includes the Village Core, comprised of a public safety site, an elementary school site and a public neighborhood park. These public activity areas are linked with the residential neighborhoods through a

system of pedestrian pathways, providing opportunities for active and passive recreation. The Village Core will also serve as a gathering spot for residents and visitors.

E. Pedestrian Orientation

The Otay Ranch pedestrian oriented design concepts have been implemented in the Resort Village through the provision of pedestrian linkages to and through the village. The Mixed Use and Village Core areas will be linked to the resort and remainder of the village through a system of formal and informal pedestrian pathways located within expansive landscaped parkways. Other community serving uses such as neighborhood parks and schools will be served by this same network.

Pedestrian-oriented village design provides a variety of circulation routes through the village. The circulation system includes sidewalks separated from the roadway by tree-lined parkways, pedestrian-scaled lighting and other amenities. The pedestrian system incorporates a pathway along the project's primary circulation routes and connects to the City's and

County's off-site trail system, including the County's California Riding & Hiking Trail.

F. Design Theme and Character

As noted earlier, the topography and natural beauty of the Resort Village site combine to provide an ideal setting for the architectural forms, materials and styles found in the historic hill towns of Tuscany, Italy. The defining design features of this region, with its flowing, informal, timeless forms, pedestrian scaled building masses, indoor/outdoor spaces and use of warm, natural materials, provide design inspiration for the Resort Village.



The hilltop resort site will be located on a rock promontory and will consist of resort guest rooms, restaurants and resort-oriented facilities arranged in informal masses of low-rise buildings and casitas with occasional taller four story buildings. These buildings will be designed to give the impression that they are stepping with the topography and will be oriented to

capture views and create courtyards. Natural material accents, shadow reveals, articulation of building elevations and interesting roof forms will be used throughout the Resort Site. Single family homes will be sensitively designed and oriented to capture lake, canyon and mountain views, while minimizing visual intrusions into the scenic Otay Lakes Road corridor. Residential architecture will use similar material accents and architectural treatment at the Resort Site to create an interesting tapestry of pattern elements reminiscent of Mediterranean hillside towns.

The mixed use commercial area draws its design inspiration from classic piazza design that includes arcades, courtyards and plaza features. Design elements may include awnings, trellises and street trees to complement public spaces. Other landscape elements may consist of a variety of colorful shrubs, groundcovers and vines, as well as potted and hanging accent plants. Architecture within the Resort Village will allow for variety but will maintain a strong basis in Tuscan architecture. This design theme will extend to village-serving buildings such as the elementary school, potential fire station and neighborhood parks.

See Otay Ranch Resort Village Material Specification Table, page 103 for details.

G. Grading

The mesas, hilltops and gently rolling topography in the Resort Village offer the best conditions for development. Sloped hillsides, valleys and canyons serve as resources, linking the developed areas to important natural features in the area. Undulating slopes will be shaped so that variable horizontal and vertical gradients are created to reflect and enhance the appearance of the surrounding natural terrain.

The following grading objectives have been established for the Resort Village:

- Development shall relate to the topography and natural features of the site;
- The character of development shall strive to retain existing land forms to the extent feasible;
- Naturalized buffering shall be provided as a transition between development and significant existing landforms;

- Development shall occur on terraces integrated into the natural landform to minimize grading and optimize views; and
- Passive solar heating and cooling opportunities shall be promoted through lot orientation.

The grading concept integrates development into the natural landform. Similar to a Tuscan hill town, development occurs on terraces integrated into the natural landform to minimize grading and optimize potential views. Manufactured slopes occur between neighborhoods and long circulation streets. Large expanses of slopes will be contour graded to have a more natural appearance. All slopes will be landscaped with a “California Friendly Landscape” palette comprised of a mixture of trees, shrubs and groundcovers to soften the manufactured appearance. Slope design shall be consistent with the following guidelines:

- When significant landforms are modified for project implementation, the landform shall be rounded to blend into the natural grade;
- When slopes cannot be rounded, vegetation shall be used to alleviate sharp, angular appearances;

- Manufactured slope faces over 25 feet shall be varied to avoid excessive “flat planed” surfaces or contoured through landscape planting;
- Grading shall be sensitive to significant and/or sensitive vegetation and habitat areas;
- To complement landform grading, landform re-vegetation techniques shall be utilized. As in a natural setting, major elements of the landscape are concentrated largely in concave drainages, while convex portions are planted primarily with groundcover.



H. Landscape Concept

The landscape concept integrates the Resort Village with the overall Otay Ranch design concept, while creating a distinct Mediterranean design theme for the village. The Otay Ranch design concept is addressed by extending established arterial streetscape themes and perimeter slope landscape designs into the Resort Village landscape plan. Within the village, the Mediterranean-inspired design theme is created through a landscape plan that addresses the design of outdoor spaces, features, furnishings, and lighting.

The landscape concept is illustrated in the Landscape Concept Plan. Descriptions of the landscape zones are described in the following sections.

The Resort Village incorporates overall Otay Ranch design themes through its treatment of interior and perimeter slopes. As seen elsewhere in Otay Ranch, interior and perimeter slopes are one of the dominant landscapes visible from public view. While design elements specific to the Tuscan design theme are incorporated and there are fuel modification requirements and a restricted landscape palette unique to the

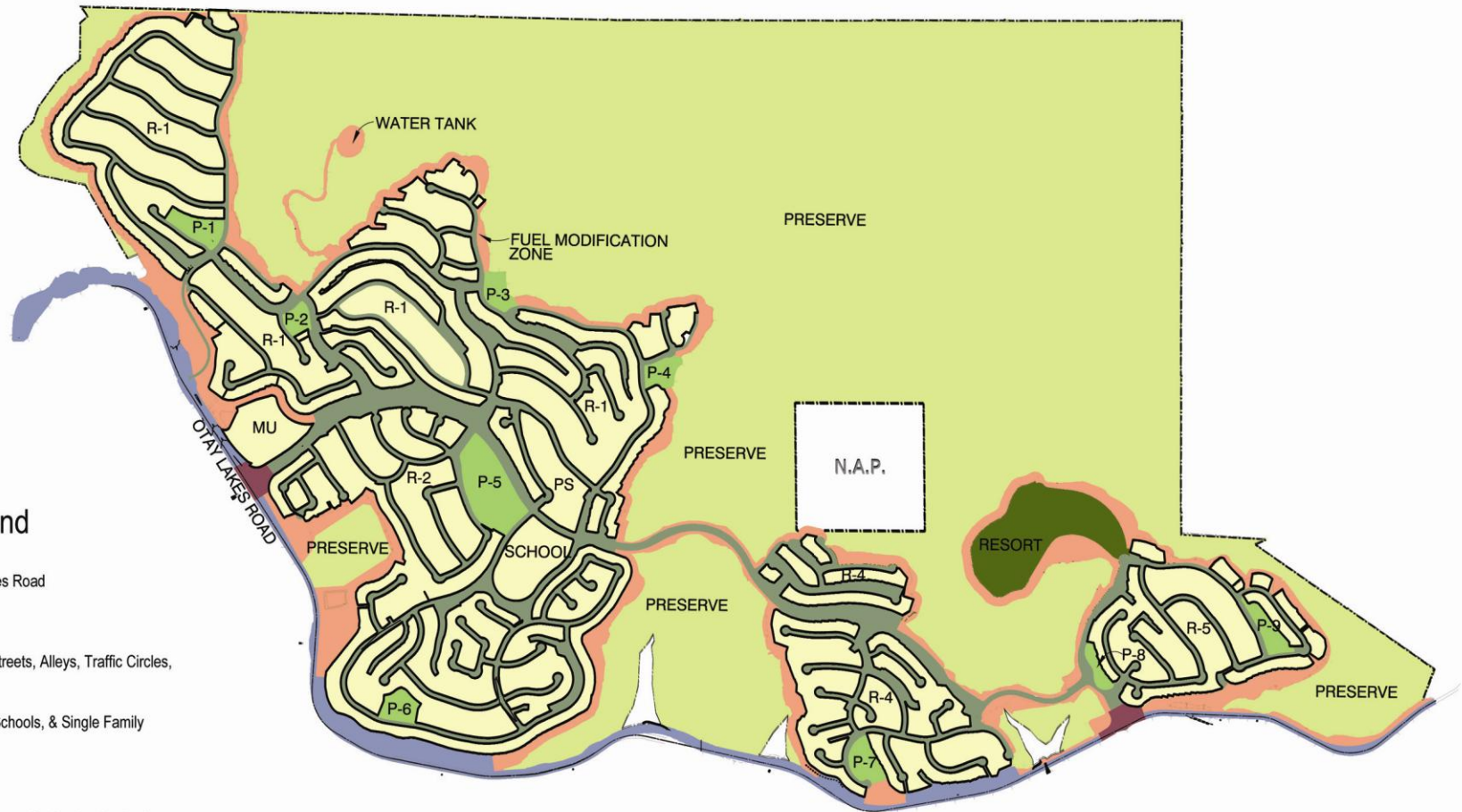
Resort Village, slope treatments will primarily relate to manufactured, transitional, naturalized slopes found throughout Otay Ranch.

The following describes the design concepts and thematic planting program that will be utilized on slopes within the Resort Village. The design concepts and plant palette described below are consistent with the Otay Ranch Resort Village Fire Protection Plan (FPP) and are subject to approval by the fire protection district having jurisdiction over the Resort Village.



Landscape Zone Legend

	Scenic Highway - Otay Lakes Road
	Village Entries
	Village Interior Parkways, Streets, Alleys, Traffic Circles, & Slopes
	Commercial, Multi-Family, Schools, & Single Family Residential Lots
	The Resort
	Active Interior Recreation Areas, Pedestrian Parks, & Swim Clubs
	Undisturbed Preserve
	Interface with Preserve



1. Otay Lakes Road – Scenic Highway

This landscape zone occurs along the Otay Lakes Road scenic corridor. The existing Otay Lakes Road streetscape and adjacent riparian habitat form the southern boundary of the Plan area. Transitional planting will occur on irrigated/manufactured slopes with an indigenous landscape palette. Native and naturalized plantings will dominate this landscape zone, with an informal planting scheme comprised on Oak and Sycamore trees and low growing native shrubs, succulents, grasses and wildflowers. The Otay Lakes Road landscape will continue the rural theme that presently exists.

Plant Palette:



Trees including, but not limited to:

Arbutus unedo	Strawberry Tree
Platanus racemosa	California Sycamore
Quercus agrifolia	Coast Live
Quercus suber	Cork Oak
Rhus lancea	African Sumac



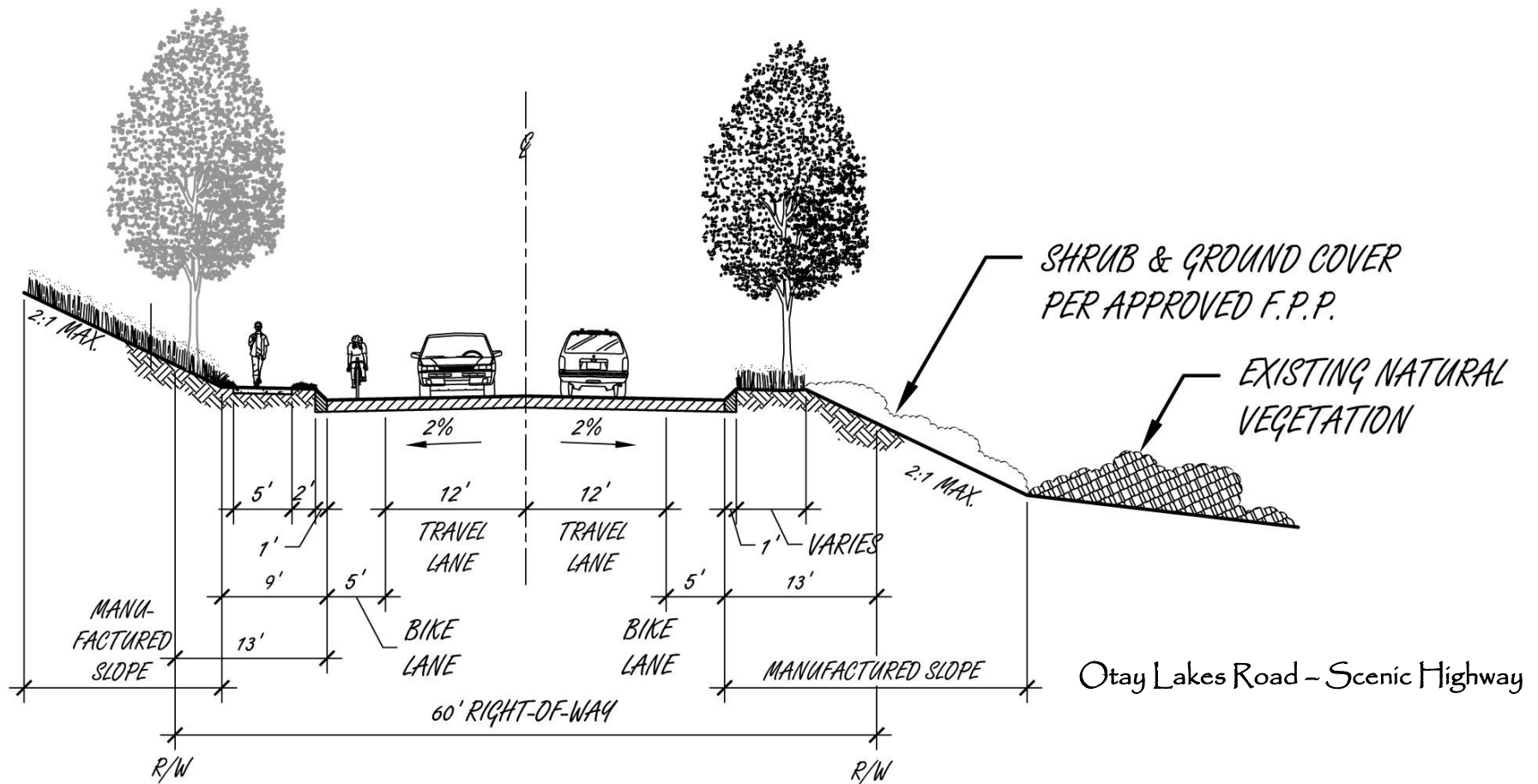
Shrubs & Groundcovers including, but not limited to:

Agave attenuata	Century Plant
Agave shawii	Coastal Agave
Baccharis pilularis	Dwarf Coyote Bush
Ceanothus species	Carmel Creeper
Cistus species	Rock Rose
Dalea orcuttii	Baja Indigo Bush
Cotoneaster dammeri	Bearberry Cotoneaster
Lowfast	
Eriophyllum confertiflorum	Golden Yarrow
Mimulus auranticus	Monkey Flower
Muhlenbergia caillaris	Pink Wisp Grass
Salvia mellifera	Honey Sage
Yucca schidigera	Mojave Yucca
Yucca whipplei	Foothill Yucca



Perimeter Slope Hydroseed Mix:

Eschscholzia californica	California Poppy
Isocoma menziesii	Goldenbush
Lotus scoparius	Deerweed
Nassella pulchra	Purple Needle Grass



2. Preserve Interface

The Preserve Interface Landscape Zone includes transition slopes between the existing natural Otay Ranch Preserve

area and the development area. Consistent with the County of San Diego MSCP Plan (MSCP), Otay Ranch Resource Management Plan (RMP), Resort Village Edge Plan and the Fire Protection Plan (FPP), a 100' brush

management zone is provided within the development area. The 100' Preserve Buffer is provided within the 100' Brush Management Zone (Zone A) identified in the MSCP and the FPP. The first 50' (Zone B) within the Brush Management Zone will be permanently irrigated. Temporary irrigation will be utilized in the remaining 50' during the plant establishment period only. The Resort Village Preserve Edge Plan (Specific Plan, Appendix III) provides irrigation requirements. The plant palette for the Preserve Interface Landscape Zone includes native species complementary to the adjacent Preserve areas.

Plant Palette:



Trees including, but not limited to:

Platanus racemosa	California Sycamore
Quercus agrifolia	Coast Live Oak
Quercus engelmannii	Engelmann Oak



Shrubs > 30" in height including, but not limited to:

Atriplex canescens	Fourwing Saltbush
Atriplex lentiformis	Coastal Quail Brush
Ceanothus tomentos	Wollyleaf Ceanothus
Cneoridium dumosum	Bushrue
Encelia californica	Coast Sunflower
Heteromeles arbutifolia	Toyon
Nolina Parryi	Parry's Nolina
Rhamnus californica	California Coffeeberry
Rhamnus crocea	Redberry
Rhus integrifolia	Lemonade Berry
Rosa californica	California Wild Rose
Salvia apiana*	White Sage
Salvia mellifera*	Black Sage
Sambucus species	Elderberry



Shrubs < 30" in height including, but not limited

to:

Archostaphylos 'Emerald Carpet'	Emerald Carpet Manzanita
Baccharis pilularis 'Twin Peaks'	Dwarf Coyote Bush
Ceanothus maritimus	Maritime Ceanothus
Epilobium californicum	California Fuchsia
Eriophyllum confertiflorum	Golden Yarrow

Mimulus auranticus
Salvia munzii
Salvia sonomensis
Symphoricarpos mollis

Monkey Flower
San Miguel Mountain Sage
Creeping Sage
Creeping Snowberry



Succulent type plant material including, but not limited to:

Agave deserti
Agave shawii
Yucca schidigera
Yucca whipplei

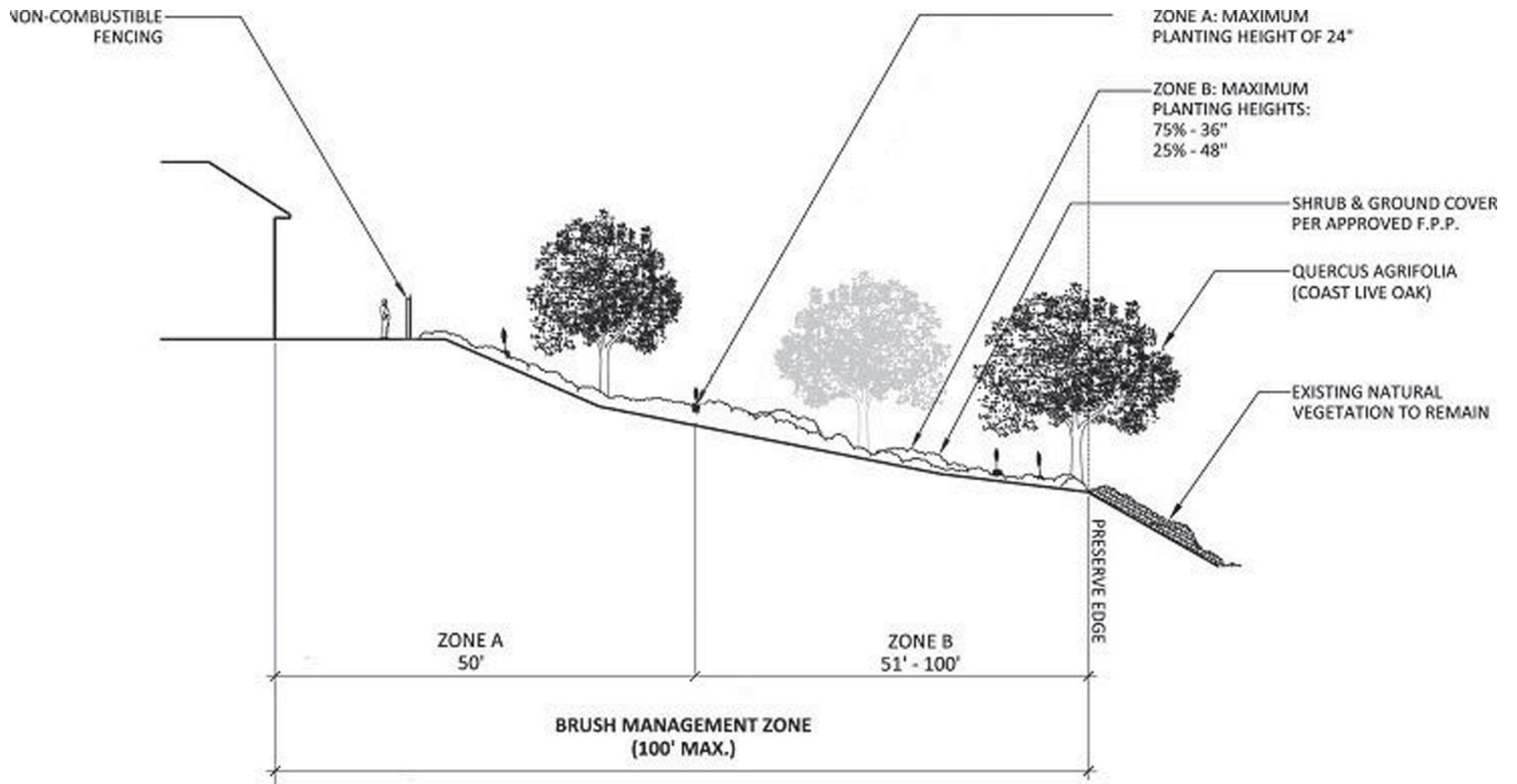
Desert Century Plant
Coastal Agave
Mojave Yucca
Foothill Yucca



Hydroseed Mix:

Dichelostemma capitatum
Distichlis spicata
Dudleya edulis
Dudleya pulverulenta
Eschscholzia californica
Lasthenia californica
Layia platyglossa
Lupinus bicolor
Sisyrinchium bellum

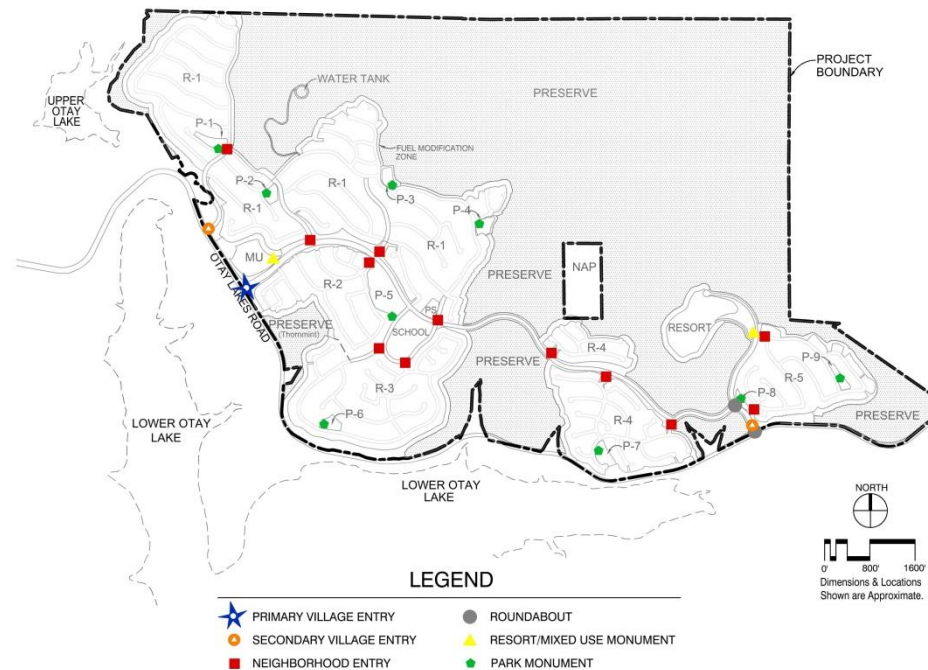
Wild-Hyacinth
Salt Grass
Lady's Fingers
Chalk Duleya
California Poppy
Goldfields
Tidy Tips
Miniature Lupine
Blue-Eyed Grass



Preserve Interface

3. Entryway/Identity Concept

Three entries from Otay Lakes Road to the Resort Village are provided. The primary entry to the Resort Village is located in the western area of the village at Strada Piazza and Otay Lakes Road. This entry provides access to the mixed use area and the village core. Two secondary entries from Otay Lakes Road to the Resort Village are also provided; Strada Sicilia serving the western residential neighborhoods and Strada Ravenna providing access to the eastern residential neighborhoods and the resort site. These entries serve as gateways to the Resort Village and establish the overall Tuscan design theme through landscape, monumentation, lighting and signage. Locations of the community entries are shown on the Entry/Identity Plan and more detailed descriptions are provided below.



Entry/Identity Plan

Primary Village Entry

Otay Lakes Road and Strada Piazza



This Primary Village Entry is framed by large landscaped slopes rising above the roundabout feature at the intersection of Otay Lakes Road and Strada Piazza. The roundabout features specimen Oak trees at the center, surrounded by low

growing native shrubs and grasses accent plantings. The slopes are planted with Olive trees arranged in groves, with an understory of native grasses, reminiscent of the agrarian Tuscan hill town theme. Special Tuscan character monumentation/signage and low stone walls at the entry will identify the village, introduce the village character and create a gateway. These elements will continue throughout the village to serve as a unifying design thread.



Secondary Village Entries

Otay Lakes Road and Strada Sicilia



The Strada Sicilia Secondary Village Entry provides access to the western-most residential neighborhoods. A traffic signal is planned at this entry. Similar to the Primary Village Entry, the Strada Sicilia entry will also be framed by slopes rising above the intersection. The slopes will be planted with Olive trees arranged in a grove. Native plant materials and grasses will create the understory within the grove. Monumentation/signage and low masonry walls will establish the Tuscan theme at this entry.



Secondary Village Entry

Otay Lakes Road and Strada Ravenna

The Strada Ravenna Secondary Village Entry provides primary access to the Resort Site and to the eastern residential neighborhoods. A roundabout entry feature with a specimen Oak tree is provided at the intersection of Otay Lakes Road and Strada Ravenna. Slopes featuring groves of Olive tree, with an understory consisting of natural grasses will frame the entry and establish the Resort Village's agrarian Tuscan theme. Monumentation/signage and low masonry walls will further convey the village's Tuscan theme.

Neighborhood Entries

Neighborhood entry features form the gateway to the individual single family neighborhoods. Though smaller in scale than the Primary and Secondary Entries, the neighborhood entries will continue the Tuscan design theme for the Resort Village. Neighborhood identity signage will be incorporated into low stucco walls. Stone pilasters will frame the multi-purpose pathway and sidewalk leading to the neighborhoods. Wherever possible, Olive trees will be the focal landscape element, with low natural grasses and shrubs as the understory.

Neighborhood entries help establish the overall design theme and individual character of each neighborhood. (Neighborhood entries may be gated or non-gated.) Neighborhoods selected for gating do not affect the overall connectivity of the project. Gated entries are located to allow public access to the elementary school, parks and resort hotel while limiting public access into private residential neighborhoods.

Mechanical gates are designed of decorative iron for improving operability and visibility. Pedestrian entries adjacent to gates are flanked by stone covered pilasters topped with a heavy timber trellis. Inoperable heavy timber double wood gates complement the pedestrian entryway.



Neighborhood Entry



Neighborhood Entry – Gated

Park Monuments

The conceptual design for park monuments is provided below. The monument elements include a large boulder element with a park identity sign on the face. Utilizing this naturalized material conveys a sense of permanence for the public park areas. The Tuscan design theme will be conveyed through a plant palette that will frame the monument, consistent with other community identity elements.



Park Monument

Plant Palette:



Trees including, but not limited to:

<i>Erythrina caffra</i>	Coral Tree
<i>Olea europea Wilsoni</i>	Fruitless Olive Tree
<i>Phoenix dactylifera</i>	Phoenix Date Palm
<i>Podocarpus gracilior</i>	Fern Pine



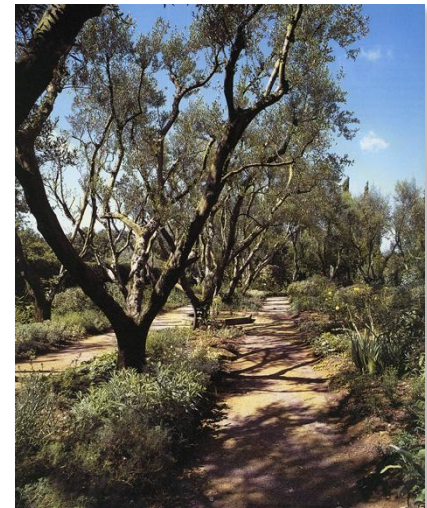
Shrubs & Groundcovers including, but not limited

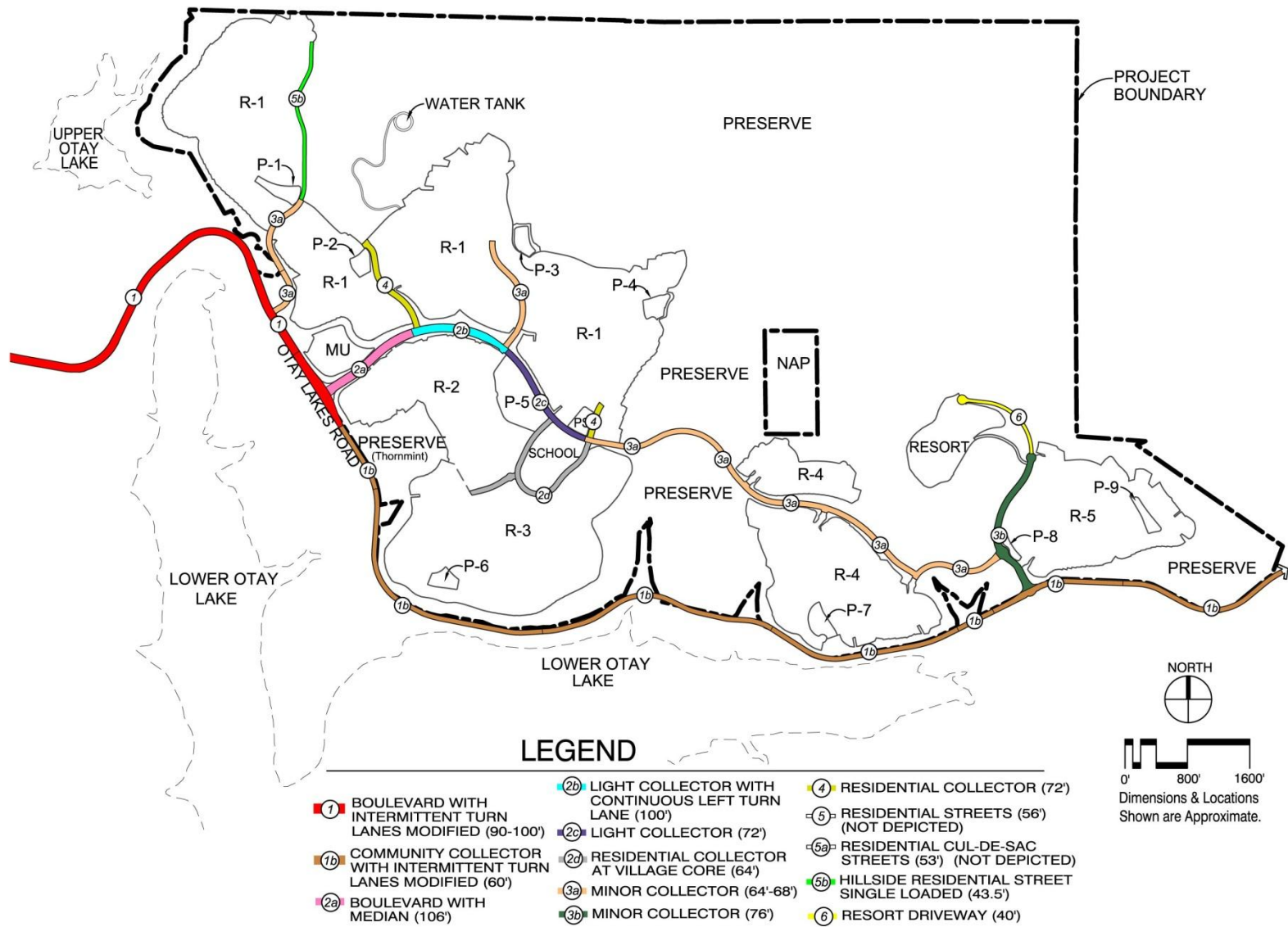
to:

<i>Agapanthus Rancho White</i>	White Lily-of-the-Nile
<i>Bougainvillea species</i>	Bougainvillea
<i>Callistemon citrinus Compacta</i>	Dwarf Lemon Bottlebrush
<i>Carex species</i>	Sedge
<i>Lantana montevidensis</i>	Lantana
<i>Lavandula angustifolia</i>	English Lavender
<i>Ligustrum japonicum 'Texanum'</i>	Japanese Privet
<i>Phormium species</i>	Flax
<i>Raphiolepis indica</i>	India Hawthorn
<i>Rosmarinus officinalis</i>	Rosemary
<i>Trachelospermum jasminoides</i>	Star Jasmine

4. Streetscape Design Concept

Streetscapes are an important component in creating the Tuscan hill town theme. They identify the edges of the village, major points of entry and unify the village design theme. The major streetscapes adhere to the Tuscan design theme and will emphasize a pedestrian-oriented environment by providing tree-shaded pathways, pedestrian-scaled lighting and enhanced intersections. Traffic calming measures such as roundabouts, bay parking with landscaped pop-outs, raised intersections, intersection neck downs and reduced paving widths are provided in the Resort Village. These traffic calming measures reduce vehicle speeds which increases pedestrian and bicyclist safety. The Circulation Plan, depicts the locations and designations of internal and surrounding streets. A description of each, along with illustrative cross sections and plant palettes are provided below to guide the design of the streets throughout the Resort Village.





Otay Lakes Road - Boulevard with Raised Median (1)/Community Collector (Modified) (1a, 1b and 1c)

Otay Lakes Road is an existing two lane roadway which forms the western and southern boundary of the Resort Village and provides access to the village. Otay Lakes Road transitions from a four-lane Boulevard to a two-lane Community Collector east of the Strada Piazza Primary Village Entry. Roundabouts are planned at both the Strada Piazza and Otay Lakes Road and the Strada Ravenna and Otay Lakes Road intersections. The landscape design will continue the rural agrarian theme that has been established within the existing Otay Lakes Road corridor. Trees will be planted in the parkways in random groups averaging 60' to 100' on centers. Where Otay Lakes Road is adjacent to natural open space, this spacing may exceed 100' on center to provide views into the canyons, hillsides and Lower Otay Lake areas. This random spacing will create a natural-appearing openness to this corridor, consistent with existing conditions. A 10' landscaped parkway will buffer the 10' trail located on the south side of the Boulevard section. As the roadway transitions to the two-lane Community Collector, the trail width varies between 5' and 8' and the width of the landscaped

parkway on the opposite side varies within a 13' landscape zone, depending on the slope conditions adjacent to the Lower Otay Lake and existing natural open space and riparian areas. The predominate plant palette will consist of Oak and Sycamore trees with low growing native shrubs, grasses, wildflowers and shrubs.



Plant Palette:



Trees including, but not limited to:

Arbutus unedo	Strawberry Tree
Platanus racemosa	California Sycamore
Quercus agrifolia	Coast Live
Quercus suber	Cork Oak
Rhus lancea	African Sumac

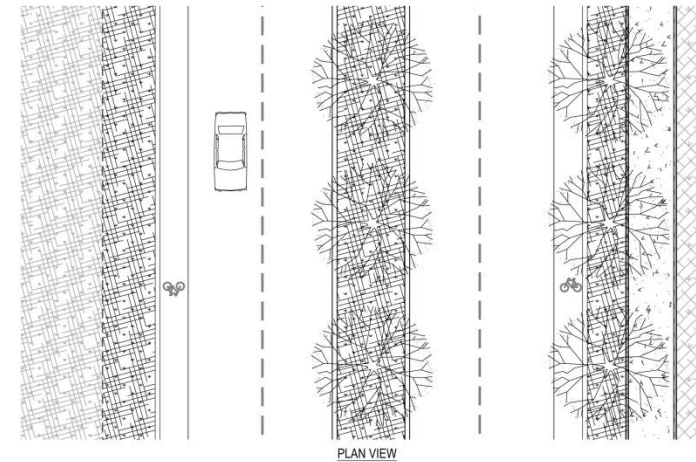
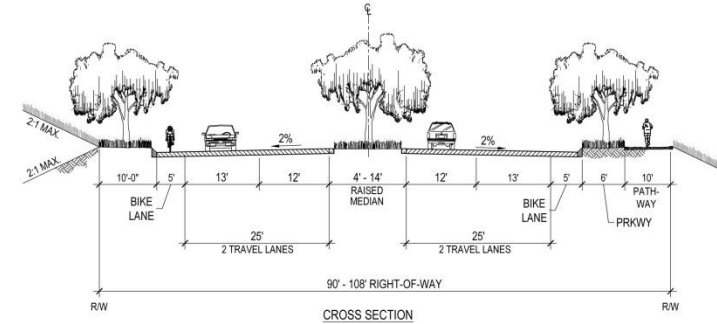


Shrubs & Groundcovers including, but not limited

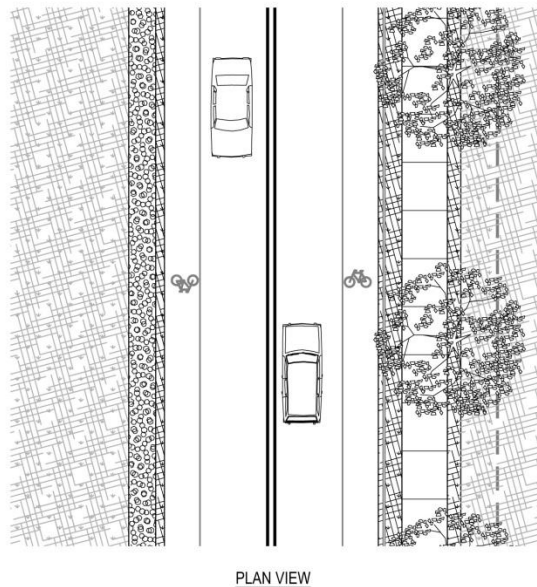
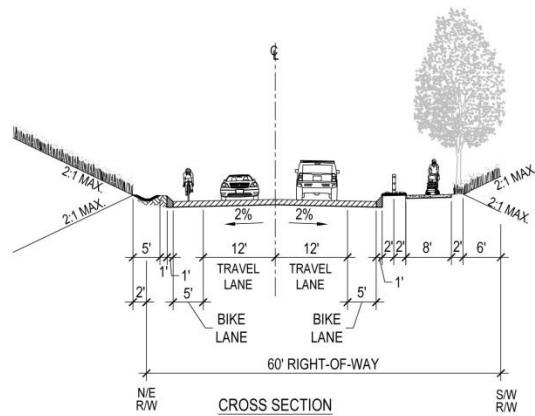
to:

Agave attenuata	Century Plant
Agave shawii	Coastal Agave
Baccharis pilularis	Dwarf Coyote Bush
Ceanothus species	Carmel Creeper
Cistus species	Rock Rose
Dalea orcuttii	Baja Indigo Bush
Cotoneaster dammeri Lowfast	Bearberry Cotoneaster
Eriophyllum confertiflorum	Golden Yarrow
Mimulus auranticus	Monkey Flower
Muhlenbergia caillaris	Pink Wisp Grass
Salvia mellifera	Honey Sage
Yucca schidigera	Mojave Yucca
Yucca whipplei	Foothill Yucca

Otay Lakes Road - Boulevard with Raised Median (1)/Community Collector (Modified) (1b)



Street Section 1



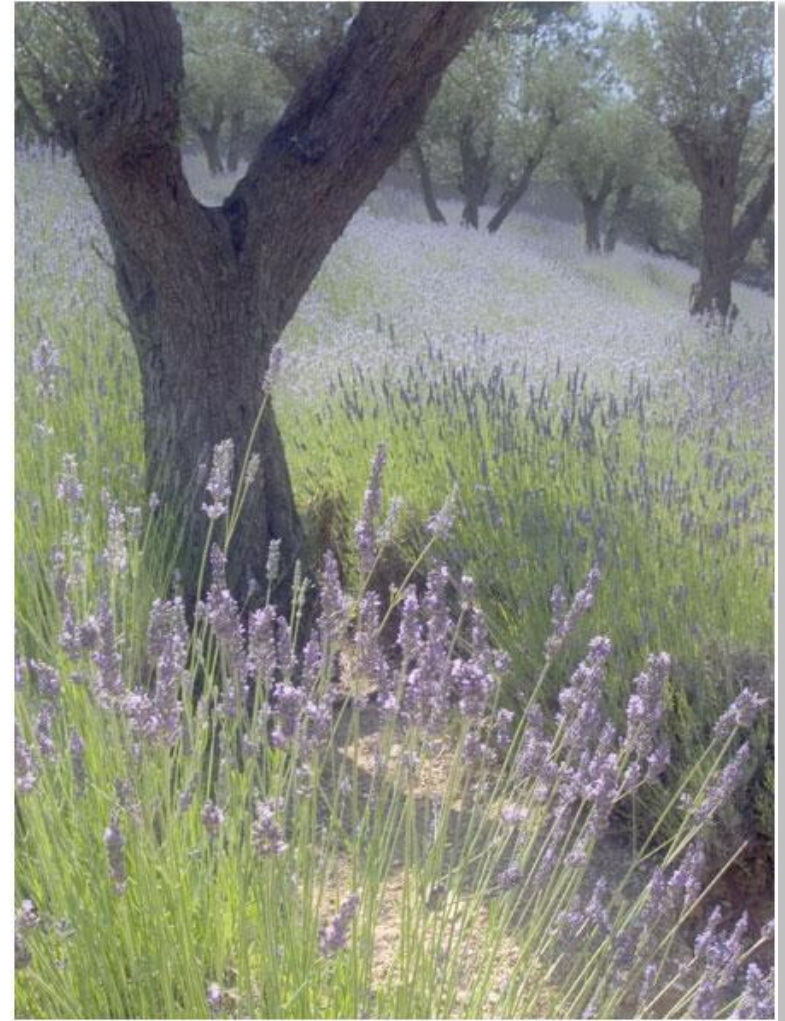
Street Section 1b

Strada Piazza - Boulevard with Median (2a)/Light Collector w/Left Turn Lane (2b)/Light Collector (2c)/Minor Collector (3a)

Primary access to the Resort Village is provided at the Strada Piazza/Otay Lakes Road entry. The character and width of Strada Piazza transitions from west to east, with the widest section planned at the village entry at the west end of the Resort Village. The Boulevard with Median portion consists of four travel lanes, a median, 11' landscaped parkways and a 10' multi-use pathway on both sides. The Light Collector w/Left Turn Lane is implemented east of the village entry and consists of two travel lanes, a drivable, paved median and expansive 14' landscaped parkways and 10' multi-use pathways on both sides. Continuing east, the Light Collector is implemented within the Village Core consisting of two travel lanes, parking bays with landscaped pop-outs, 8'/11' landscaped parkways, a 10' multi-use pathway on one side and a 6' sidewalk on the opposite side. Strada Piazza transitions to a Minor Collector east of the Village Core connecting to the residential neighborhoods to the east. The Minor Collector consists of two travel lanes, an 18' to 20'

landscaped parkway on one side and an 8' to 10' landscaped parkway on the other side buffering the 10' multi-use pathway.

The Tuscan landscape design theme will continue on Strada Piazza by utilizing the Olive trees as the primary street tree. Wherever feasible, grove planting patterns will be implemented within the Strada Piazza corridor. Low growing accent shrubs, ground cover, natural grasses, boulders and decomposed granite will be utilized within the parkways.



Plant Palette:



Trees including, but not limited to:

<i>Agonis flexuosa</i>	Peppermint Tree
<i>Brachychiton acerifolius</i>	Australian Flame Tree
<i>Brachychiton populneus</i>	Bottle Tree
<i>Geijera parviflora</i>	Australian Willow
<i>Koelreuteria paniculata</i>	Golden Rain Tree
<i>Lagerstromia inidica</i>	Crape Myrtle
<i>Laurus nobilis</i>	Sweet Bay
<i>Olea europea Wilsoni</i>	Fruitless Olive Tree
<i>Platanus racemosa</i>	California sycamore
<i>Podocarpus gracilior</i>	Fern Pine
<i>Quercus agrifolia</i>	Coast Live
<i>Rhus lancea</i>	African Sumac
<i>Tipuana tipu</i>	Tipu Trees
<i>Tristania conferta</i>	Brisbane box

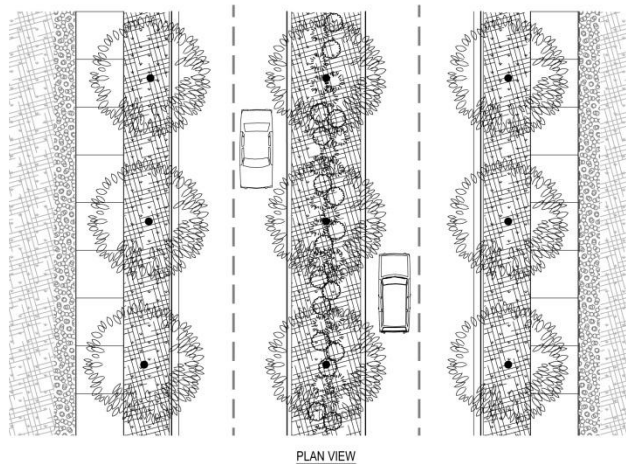
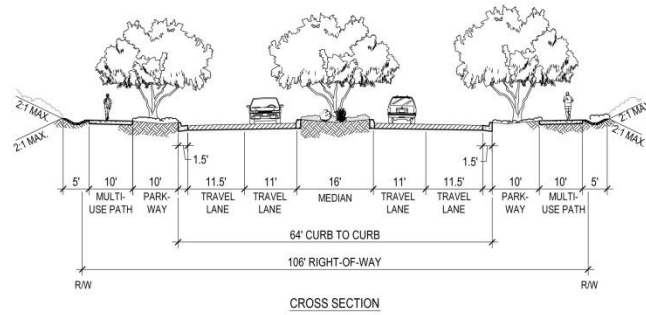


Shrubs & Groundcovers including, but not limited to:

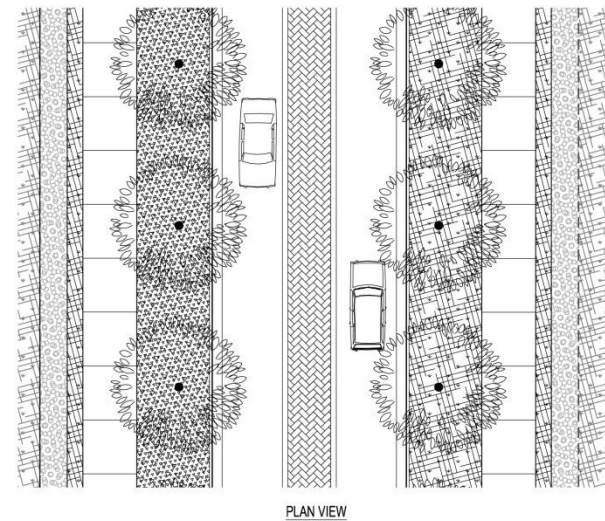
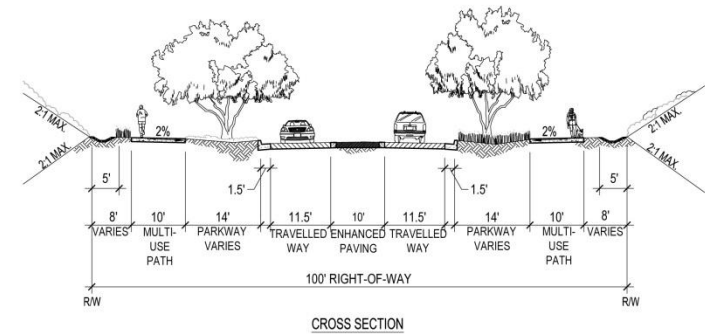
<i>Agapanthus Rancho White</i>	White Lily-of-the-Nile
<i>Bougainvillea species</i>	Bougainvillea

<i>Callistemon citrinus Compacta</i>	Dwarf Lemon Bottlebrush
<i>Carissa macrocarpa Green Carpet</i>	Prostrate Natal Plum
<i>Dianella 'Baby Bliss'</i>	Baby Bliss
<i>Dianella 'Cassa Blue'</i>	Cassa Blue
<i>Dianella 'Little Rev'</i>	Little Rev
<i>Dianella 'Big Rev'</i>	Big Rev
<i>Dianella 'Tasred'</i>	Tasred
<i>Grevillea 'Cherry Cluster'</i>	Cherry Cluster
<i>Grevillea 'Gold Cluster'</i>	Gold Cluster
<i>Lantana montevidensis</i>	Lantana
<i>Lavandula angustifolia</i>	English Lavender
<i>Ligustrum japonicum 'Texanum'</i>	Japanese Privet
<i>Liriope muscari 'Isabella'</i>	Isabella
<i>Mimulus auranticus</i>	Monkey Flower
<i>Muhlenbergia capillaris</i>	Pink Wisp Grass
<i>Myoporum parvifolium Putah Creek</i>	No Common Name
<i>Myoporum yareena</i>	No Common Name
<i>Phormium species</i>	Flax
<i>Raphiolepis indica</i>	India Hawthorn
<i>Rosmarinus officinalis</i>	Rosemary
<i>Scaevola 'Purple Fusion'</i>	Purple Fusion
<i>Trachelospermum jasminoides</i>	Star Jasmine
<i>Westringia 'Mundi'</i>	Mundi

Strada Piazza - Boulevard with Median (2a)/Light Collector
w/Left Turn Lane (2b)/Light Collector (2c)/Minor
Collector (3a)



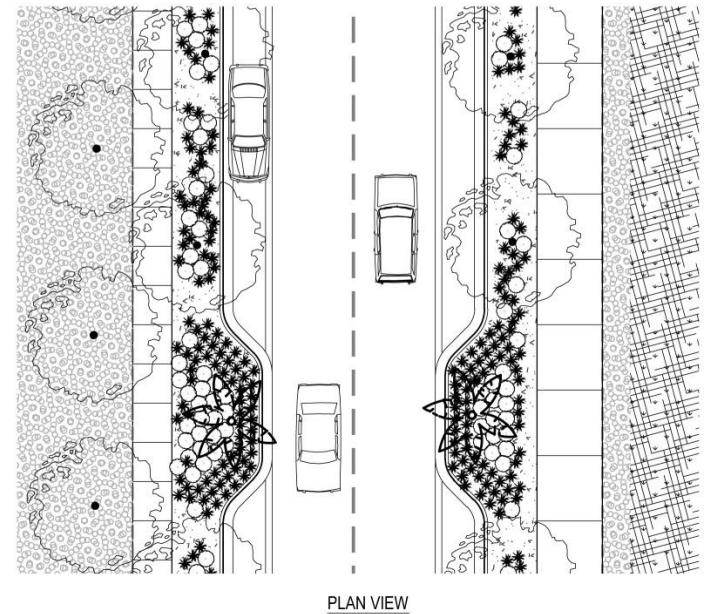
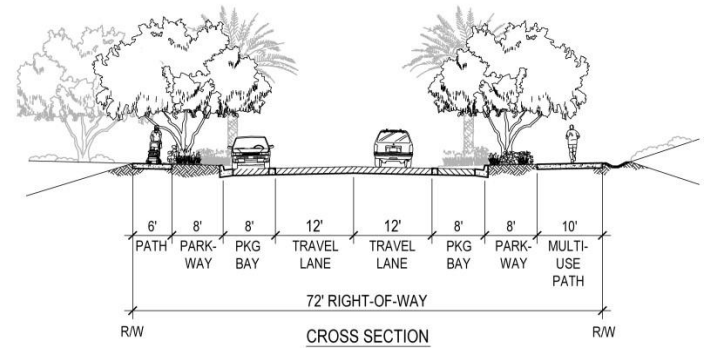
Street Section 2a



Street Section 2b

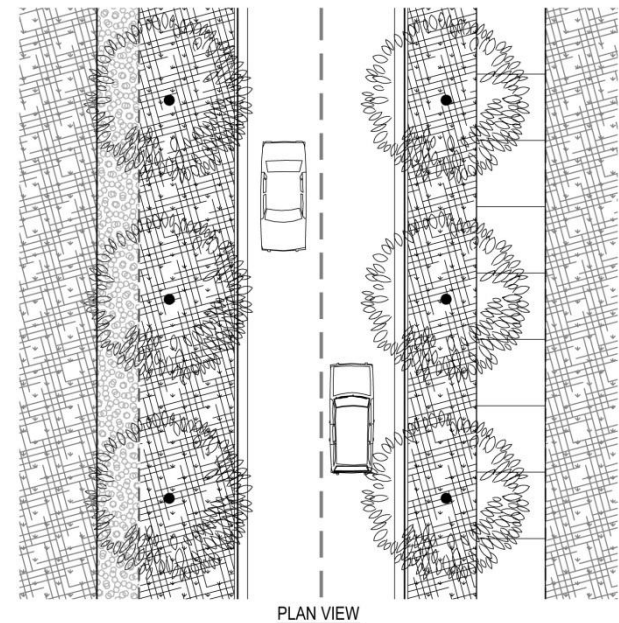
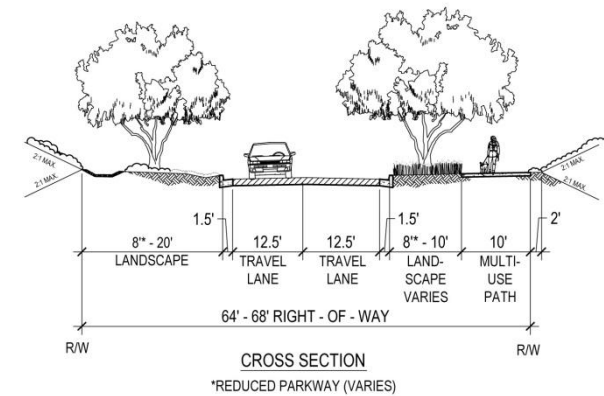
Via Veneto and Via Spoleto - Residential Collector a Village Core (Modified) (2d)

Via Veneto and Via Spoleto are Residential Collectors surrounding the elementary school site. The street consists of two travel lanes, 7' bay parking with landscaped pop-outs, 7 1/2' landscaped parkways and 6' sidewalks on both sides. The Tuscan landscape design theme will be implemented through the use of smaller accent trees within the parkway and low growing accent shrubs, ground-cover, natural grasses, boulders and decomposed granite within the ground plane. The Plant Palette is the same as Boulevard/Light Collector/Minor Collector above.

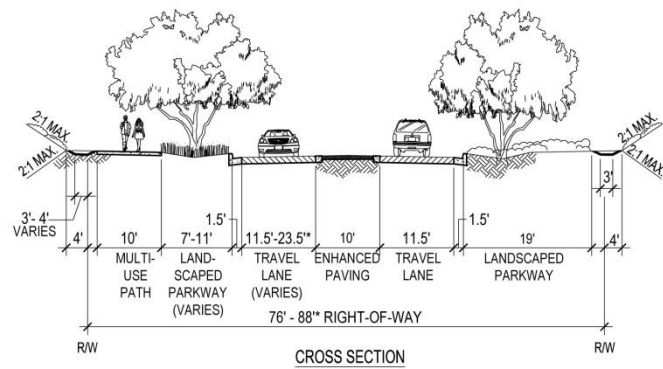


Minor Collector (3a & 3b)

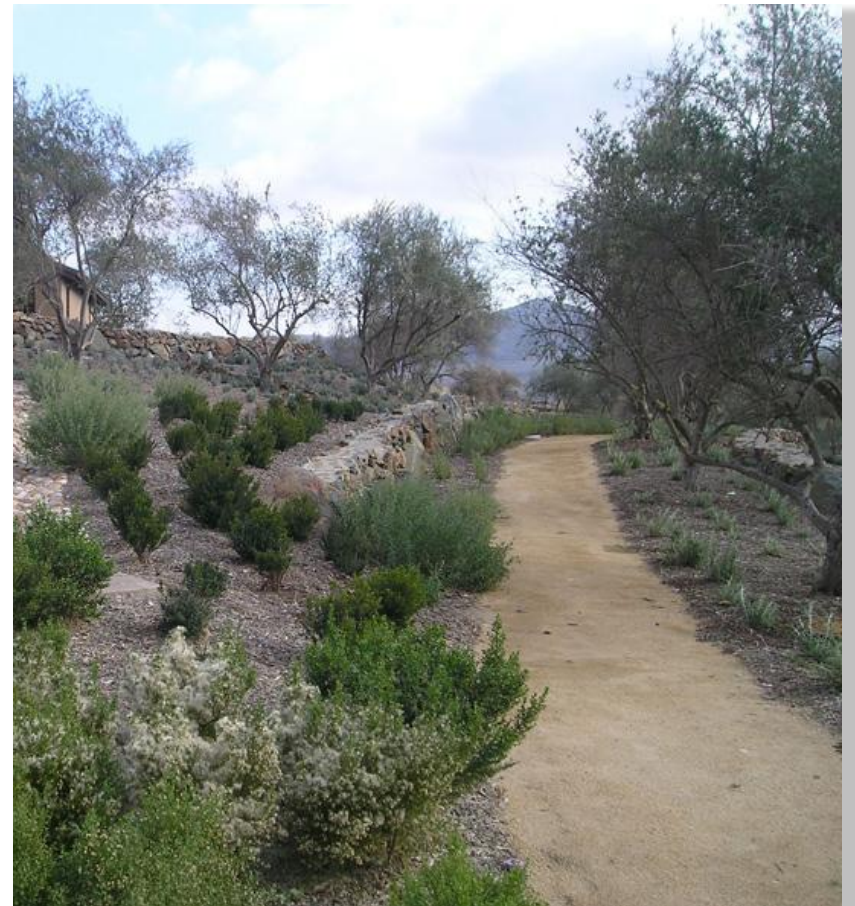
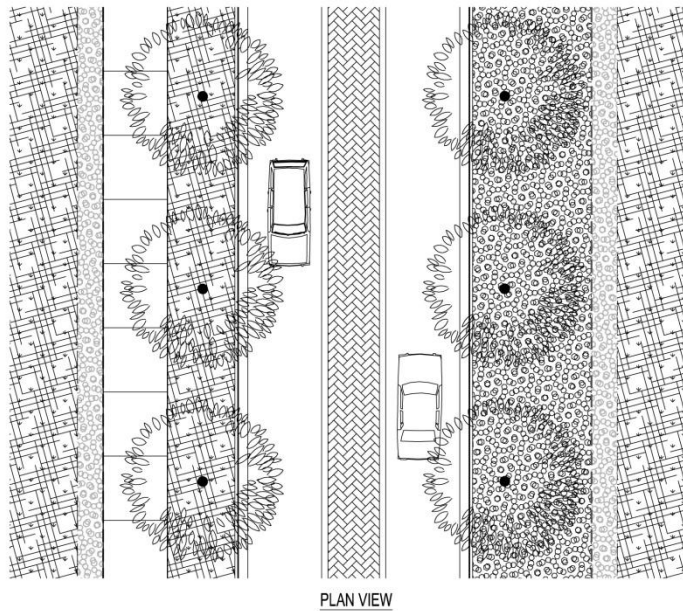
In addition to a portion of Strada Piazza, the Minor Collector street section will be implemented at the Secondary Project Entries and as a primary access to residential neighborhoods in the central portion of the village. The Minor Collector is comprised of two travel lanes, a 10' multi-use pathway and landscaped parkway on one side and a wide (19' to 20') landscaped parkway on the other side. Where this section crosses the Otag Ranch Preserve, the landscaped parkway is reduced to 8'-10' to minimize impacts and not landscaped to afford dramatic open space views. In addition, Strada Ravenna includes a 10' paved median leading up to the Resort Site. The Tuscan landscape design theme will be implemented through the use of smaller accent trees within the parkway and low growing accent shrubs, ground-cover, natural grasses, boulders and decomposed granite within the ground plane. The Plant Palette is the same as Boulevard/Light Collector/Minor Collector above.



Street Section 3a



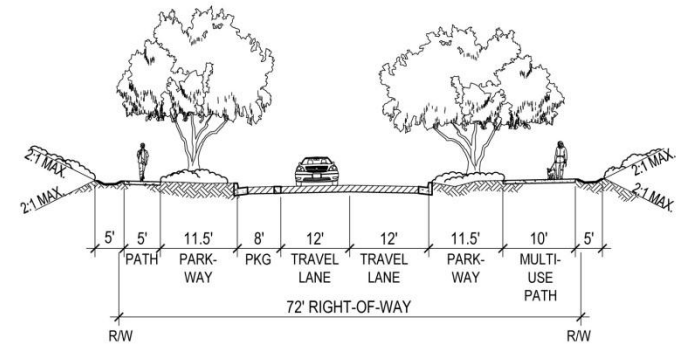
*ADDITIONAL 12' EMERGENCY LANE FROM OTAY LAKES RD. TO ST. UU.



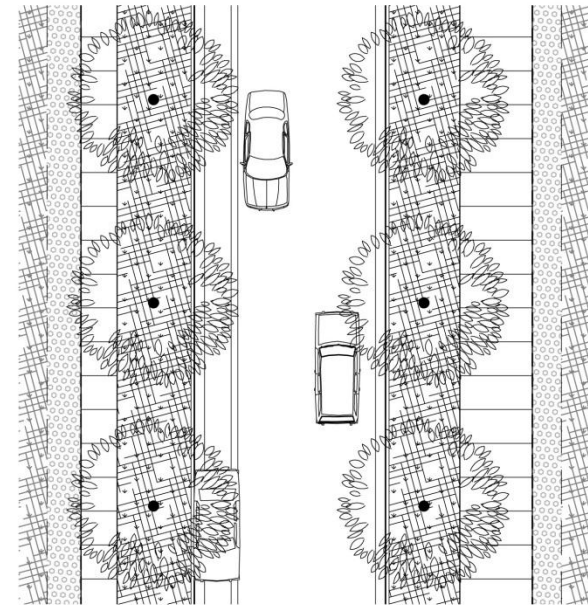
Street Section 3b

Residential Collector (4)

The Residential Collector provides access to the residential neighborhoods in the northwestern area of the village. This street has two travel lanes. One side has an 11.5' landscaped parkway and a 5' sidewalk and the opposite side has an 11.5' landscaped parkway and a 10' multi-use pathway. Parking is permitted on one side only. The Tuscan landscape design will be implemented through the use of smaller accent trees within the parkway and low growing accent shrubs, ground-cover, natural grasses, boulders and decomposed granite within the ground plane. The Plant Palette is the same as Boulevard/Light Collector/Minor Collector above.



CROSS SECTION



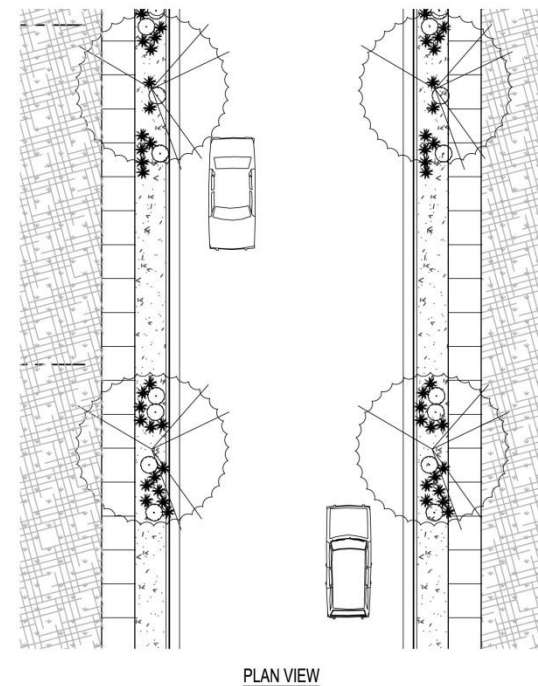
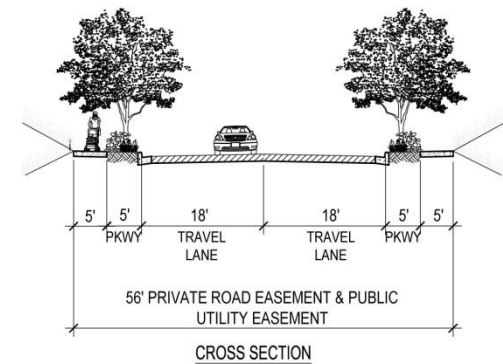
PLAN VIEW

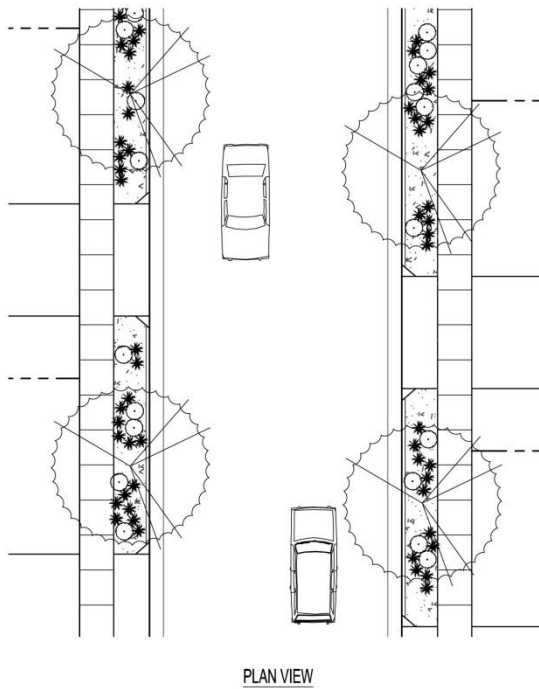
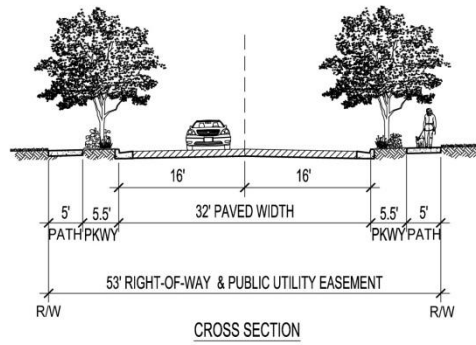
Residential Streets (5, 5a and 5b)

Residential streets are designed with two travel lanes, 5.5' parkways and 5' sidewalks. Parking is permitted on both sides of the street.

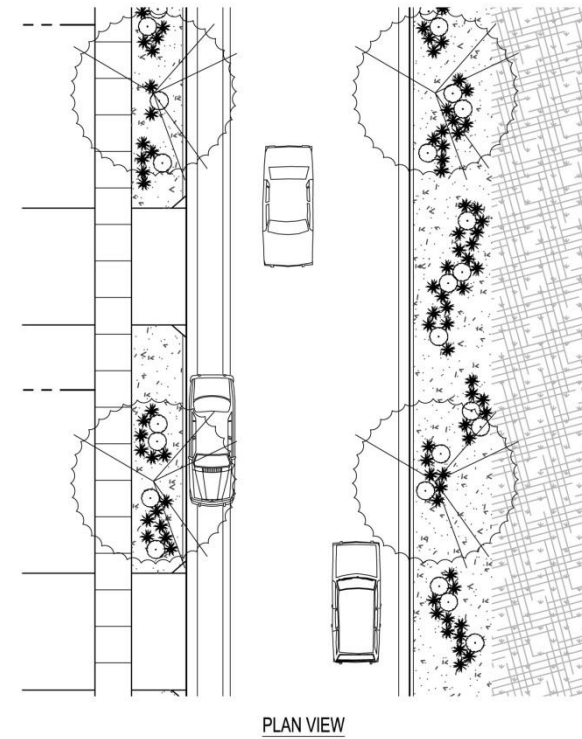
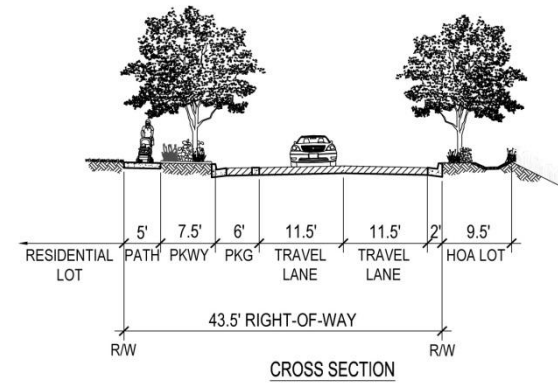
Wherever a residential street (cul-de-sac) is less than 600' long and single loaded, the paved portion of the street is reduced from 36' to 32' (Section 5a) and parking is permitted on one side of the street.

Single-loaded Residential Streets (Section 5b) are implemented wherever homes front on one side of the street. Parking is restricted to the loaded side of the street. The Tuscan landscape design will be carried into the residential neighborhoods by utilizing smaller accent trees in the parkways and low growing accent shrubs, ground-cover, natural grasses, boulders and decomposed granite within the ground plane. The Plant Palette is the same as Boulevard/Light Collector/Minor Collector above.





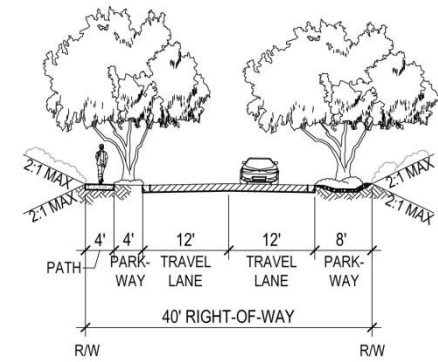
Street Section 5a



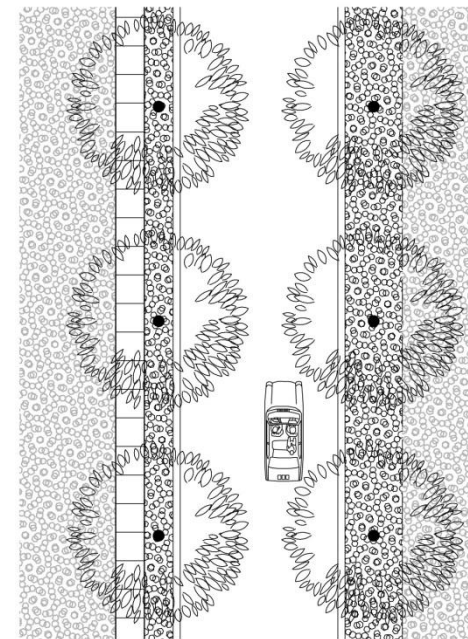
Street Section 5b

Resort Driveway (6)

The Resort Driveway is comprised of two 12' travel lanes, landscaped parkways and a 4' pathway on one side. The Tuscan landscape design theme will be implemented along the Resort Driveway through the continued use of accent trees within the parkway and low growing accent shrubs, ground-cover, natural grasses, boulders and decomposed granite within the ground plane. The driveway landscaping will transition to the more lush, dense Tuscan style plantings anticipated within the Resort Site. The Plant Palette is the same as Boulevard/Light Collector/Minor Collector above.



CROSS SECTION



PLAN VIEW

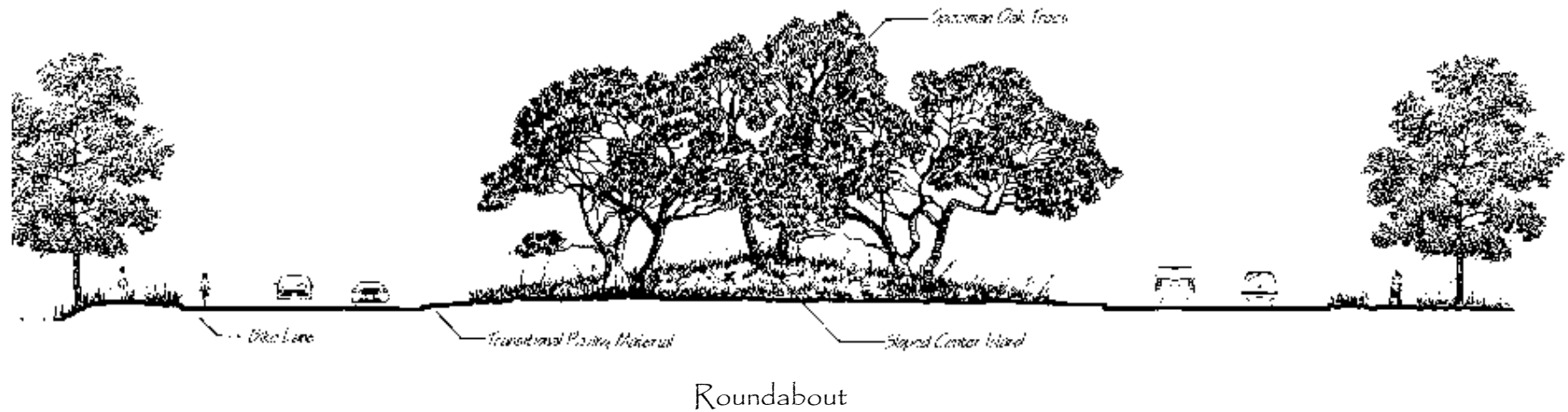
5. Traffic Calming

The Resort Village design includes a series of traffic calming measures to reduce vehicle speeds and accordingly increase pedestrian and bicyclist safety. Traffic calming measures include roundabouts at the village entries, bay parking with landscaped pop-outs and raised intersections in the Village Core and intersection neckdowns along collector and residential streets. Traffic calming measures are described in greater detail below.

Roundabouts



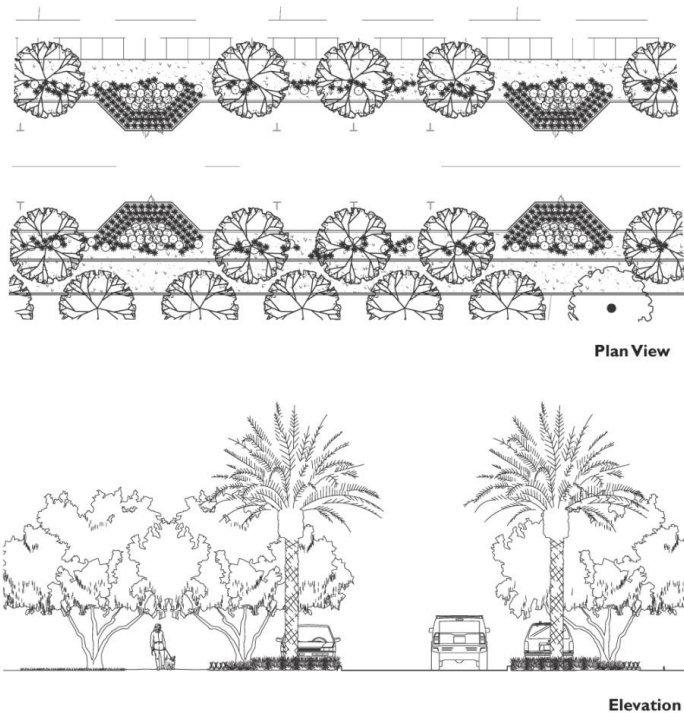
The Resort Village includes three roundabouts. Two roundabouts are located on Otay Lakes Road; one at the Strada Piazza entry and the second at the Strada Ravenna entry. The third roundabout is at the intersection of Strada Piazza and Strada Ravenna. The roundabouts not only calm traffic as it enters the village, but they also create gateways into the Resort Village through the use of enhanced paving and landscaping. Large specimen Oak Trees are planned for the center of the roundabouts, with low shrubs and grasses forming the understory. Landscape up lighting on the trees will accent their structural beauty and announce arrival at the village entries. The plant palette is consistent with the Strada Piazza palette provided above.



Bay Parking with Landscaped Pop-Outs

The Bay Parking with Landscaped Pop-out traffic calming measure is planned along Strada Piazza within the Village Core and around the elementary school. This measure slows traffic by creating pinch points at mid points along the street. Landscaped pop-outs create friction which slows traffic and protects the bay parking along the curb. A palm tree will be planted in the landscaped pop-outs to provide the vertical element that creates a visual barrier between the bay parking

and travel lane. The ground plane will be comprised of low shrubs and grasses, consistent with the Tuscan design theme for the Resort Village.

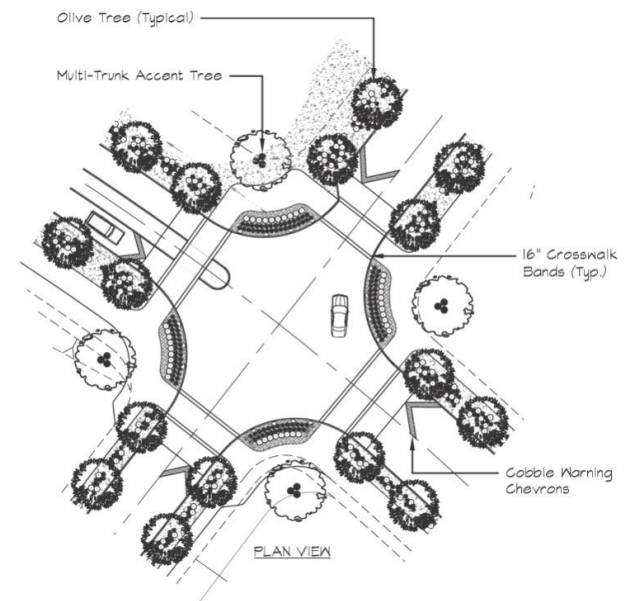


Bay Parking with Landscape Pop-outs

Raised Intersections

Three Raised Intersections are planned in the Village Core along Strada Piazza. These intersections are adjacent to the neighborhood park, elementary school and public safety site and were selected due to the high level of pedestrian activity

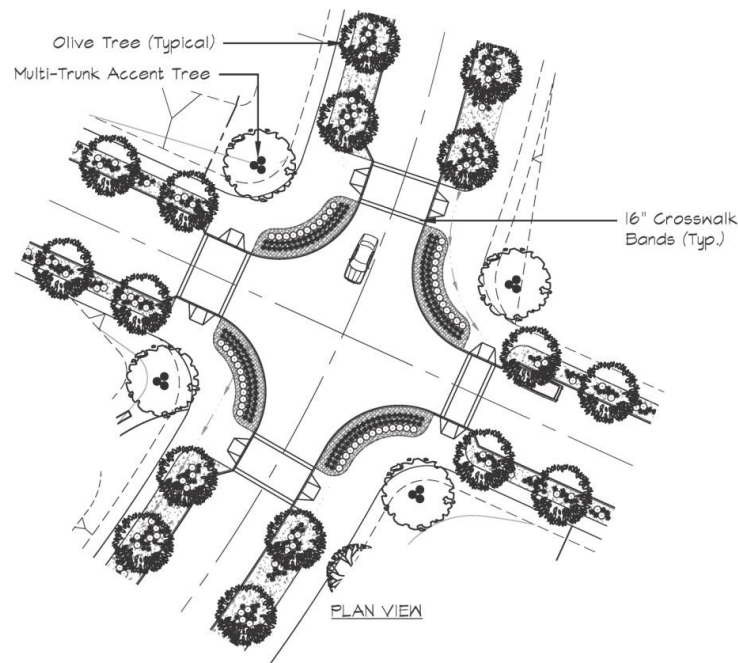
anticipated within the Village Core. Raised Intersections are essentially speed tables for the entire intersection designed to slow vehicles on approach and through the intersection and provide a shorter crossing path for pedestrians. The Tuscan design theme is integrated into the intersection design through the use of enhanced paving in the approach travel lanes and the crosswalks. Low thematic landscaping frames the intersection at each corner.



Raised Intersection

Intersection Neckdowns

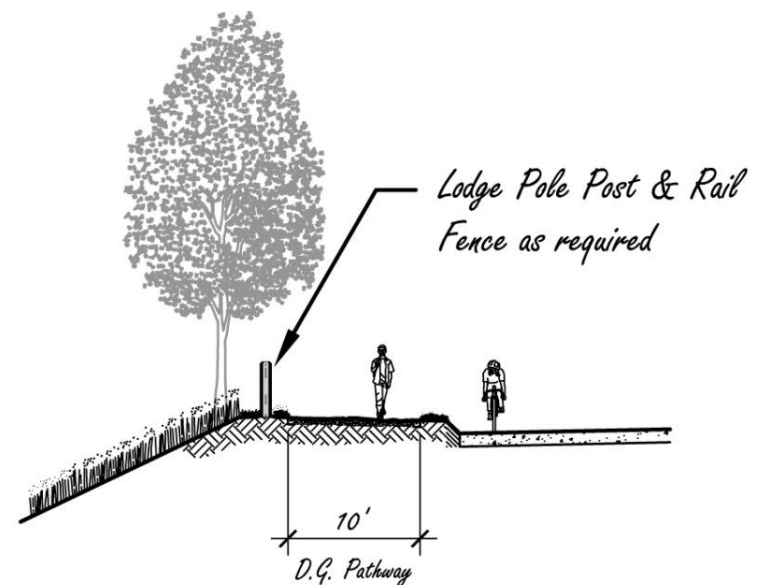
Intersection Neckdowns are located along Residential Collectors and Residential Streets. This traffic calming measure helps slow traffic on long, unobstructed road sections by creating side friction through the intersection. Landscaping at the intersection corners carries the Resort Village's Tuscan landscape character into the neighborhoods.



Intersection Neckdown

6. Non-Vehicular Circulation Concept

The Otay Ranch Resort Village includes a 13.4 mile trail system which provides meandering pathways within street parkways and existing, unimproved trails within surrounding open space areas. Connections to the California Riding and Hiking Trail are planned at the project boundaries. The planned pathway adjacent to Otay Lakes Road provides a connection to the City of Chula Vista Regional Trail network.

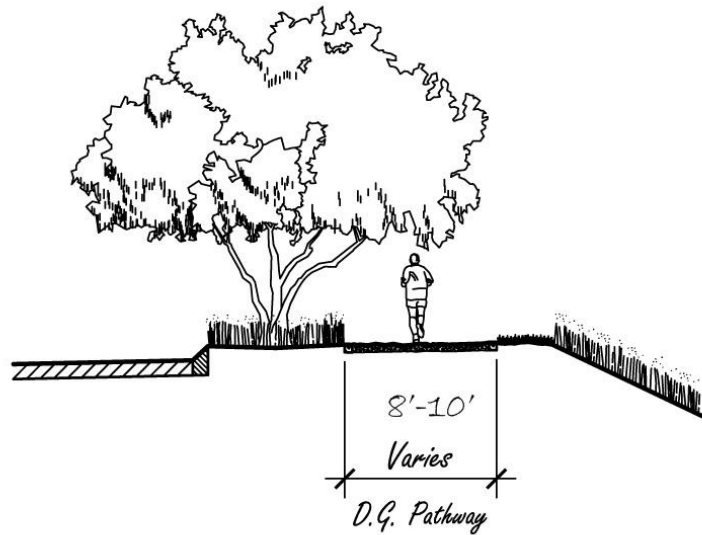


Multi-Purpose Pathway (Otay Lakes Road and Internal)

A system of multi-use pathways is provided along Strada Piazza and the internal collector streets connecting the residential neighborhoods to the Village Core and the existing trails within adjacent open space areas. Pedestrian-scaled special lighting is provided along Strada Piazza to enhance the pedestrian experience during night time hours. A multi-use pathway is also provided along Otay Lakes Road connecting to the Resort Village, the California Riding & Hiking Trail and the Chula Vista Regional Trail system. The pathway is comprised of a decomposed granite base varying in width between 8' and 10'. In most areas, the pathway is buffered from adjacent travel lanes by a landscaped parkway.

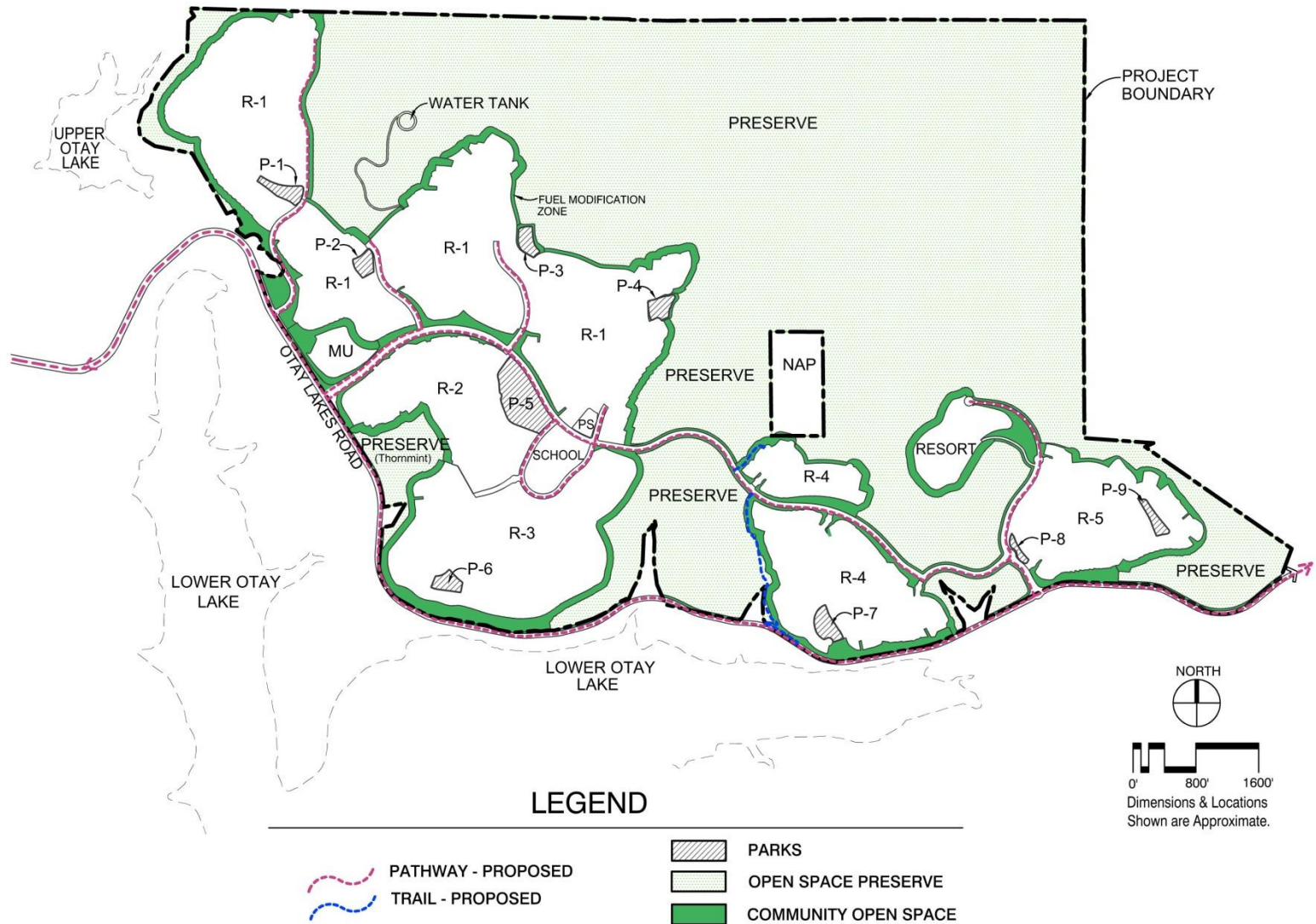
Trail Linkages

The pedestrian network described above provides a connection to a trail adjacent to the Preserve open space connecting Strada Piazza to Otay Lakes Road east of neighborhood R-4B. This connection creates a looped trail system to provide trail users with different routes. The pathway along Otay Lakes Road provides a critical linkage between the California Riding & Hiking Trail to the east and the City of Chula Vista Regional Trail system to the west.



Multi-Purpose Pathway (Otay Lakes Road)





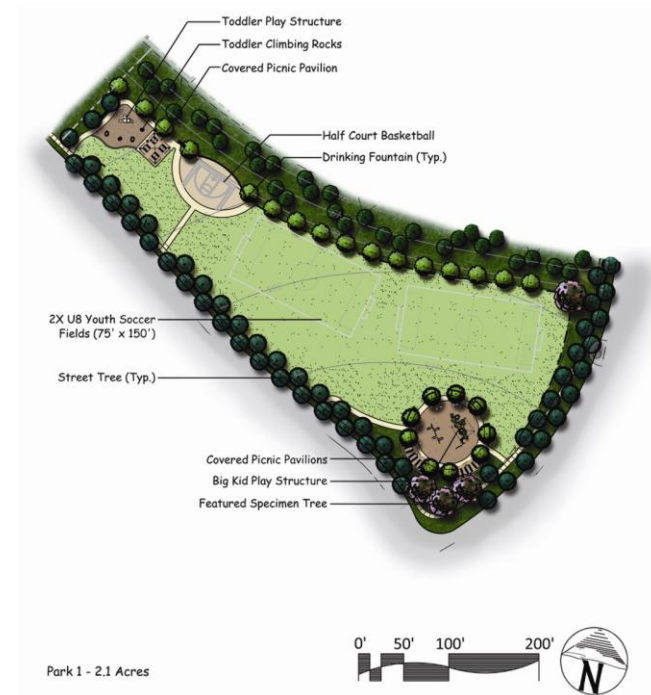
7. Resort Village Park Concepts

The village park system includes nine parks ranging in size from 9.4 acres to 0.5 acres and is designed to provide diverse facilities and improvements that provide active and passive recreational opportunities for village residents. The park and recreation facilities are located to create focal points and identity throughout the village. Private and public facilities are designed in conformance with County Parks Department requirements. The Tuscan design theme will be implemented in the architecture of the park facilities (comfort stations, covered picnic pavilions, etc.), signage and landscaping. The largest park (P-5) is located within the Village Core, adjacent to the elementary school site. The eight smaller parks are distributed throughout the residential neighborhoods within walking distance of most residents. The conceptual design and descriptions are provided below.

Neighborhood Park P-1

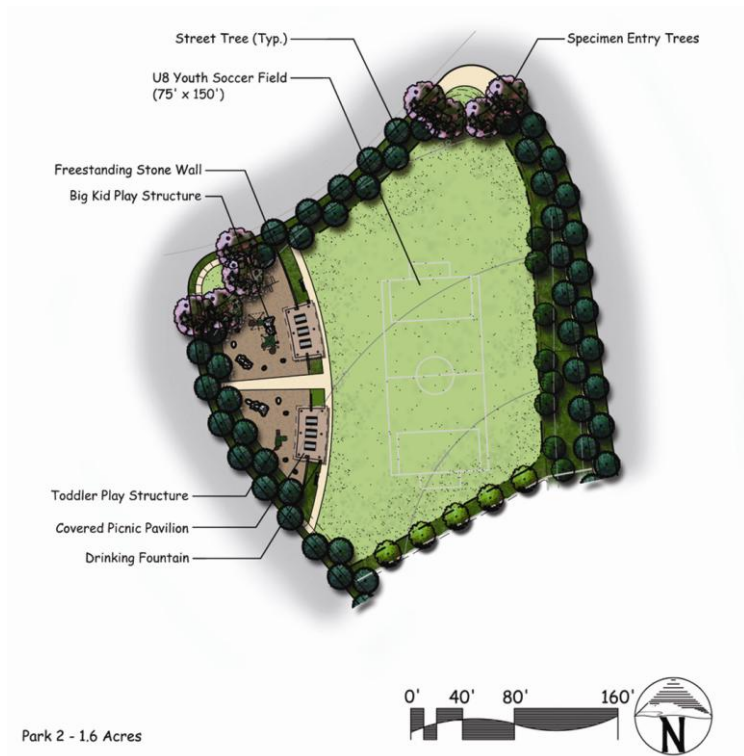
The P-1 neighborhood park is a 2.1 acre public park located in the northwestern portion of the Resort Village. With its location at the first project entry, the P-1 Park will also be a focal entry element for the village. The conceptual park

design includes facilities for both active and passive recreation, with basketball and soccer facilities, a play structure and a covered picnic pavilion.



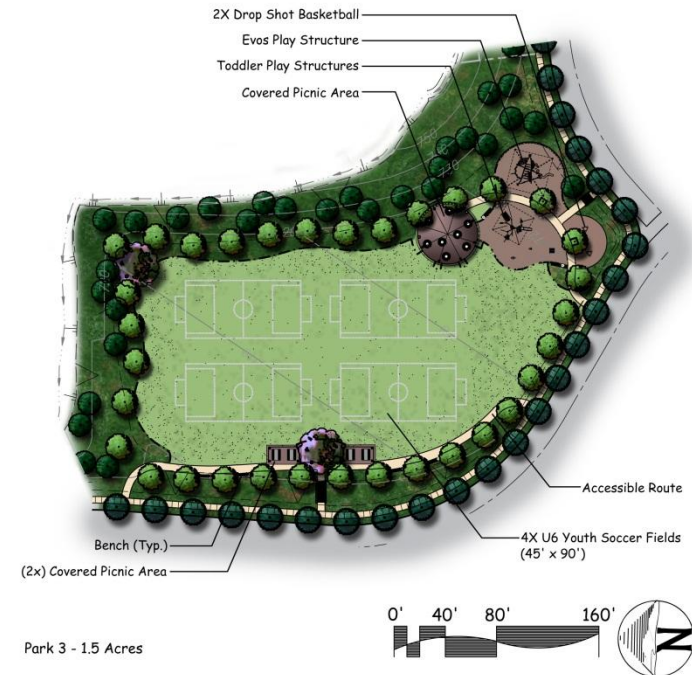
Neighborhood Park P-2

The P-2 neighborhood park is located in the northwestern portion of the Resort Village. This 1.6 acre park provides opportunities for both active and passive recreation. The conceptual designs include play structures, a soccer field and open picnic areas.



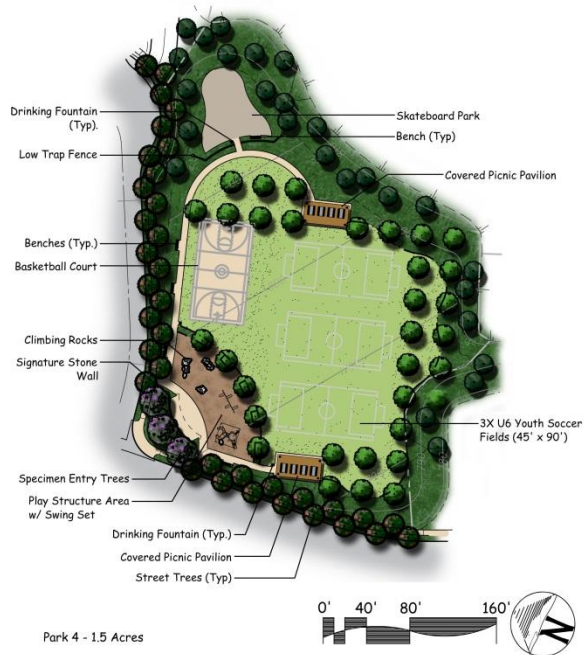
Neighborhood Park P-3

The P-3 neighborhood park is located in the central portion of the Resort Village. This 1.5 acre park provides opportunities for both passive and active recreation with a play structure, soccer fields, a skateboard park, a basketball court and picnic areas. The conceptual design includes a trail head, providing a linkage to the existing trails within adjacent open space areas.



Neighborhood Park P-4

The P-4 neighborhood park is located within the north/central portion of the Resort Village. This 1.5 acre park provides opportunities for both passive and active recreation. The conceptual design includes a skateboard park, play structure, soccer field and covered and open picnic areas.



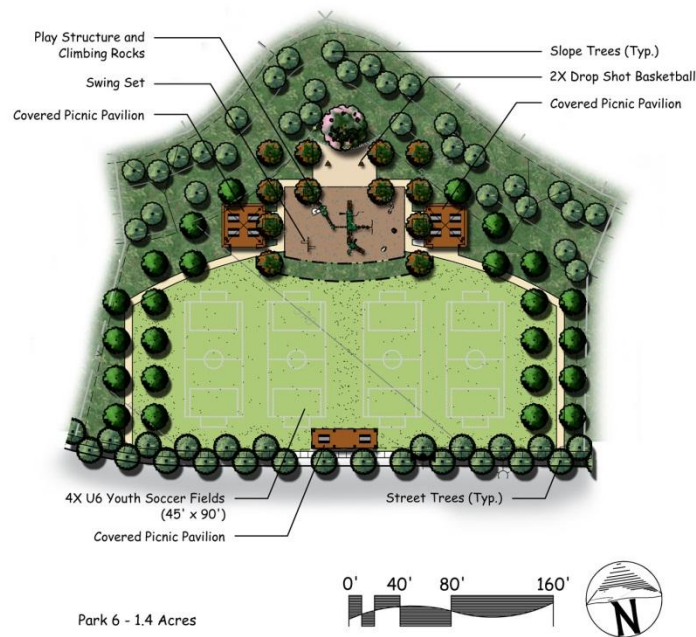
Neighborhood Park P-5

The P-5 neighborhood park is 9.4 acres located in the Village Core, adjacent to the elementary school. The park includes an informal amphitheatre that provides opportunities for performing and public art within the Village Core. This park provides opportunities for both passive and active recreation. The conceptual design includes a play structures, 2-full court basketball facilities, a skateboard park, two soccer fields, a little league/softball field and open and covered picnic areas. The P-5 park also includes a comfort station and a 26-space parking lot.



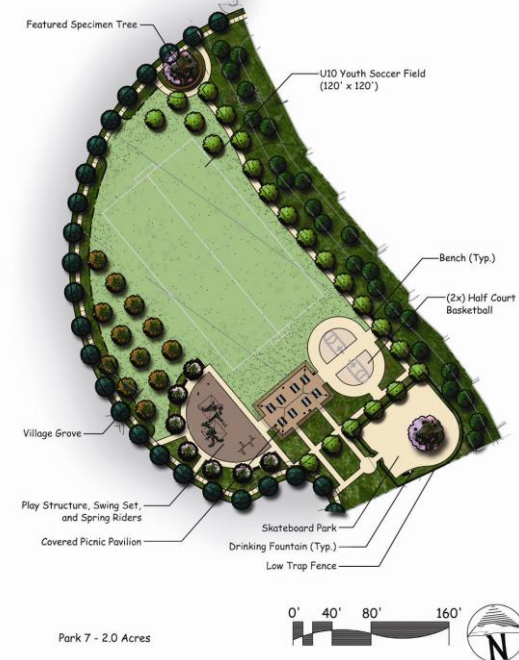
Neighborhood Park P-6

The P-6 neighborhood park is located in the southwestern portion of the Resort Village. This 1.4 acre park provides opportunities for both passive and active recreation. The conceptual design includes a soccer field, play structure, drop shot basketball facilities and covered picnic pavilions.



Neighborhood Park P-7

The P-7 neighborhood park is located in the south eastern portion of the Resort Village. This 2.0 acre park provides opportunities for both passive and active recreation. The conceptual design includes a soccer field, a skateboard park, play structures and open and covered picnic areas.



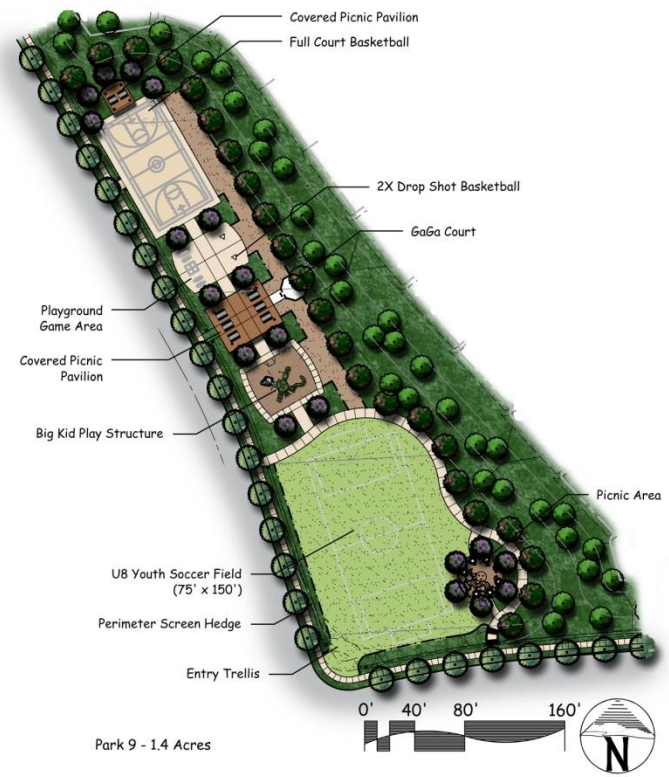
Neighborhood Park P-8

The P-8 neighborhood park is located in the easternmost portion of the Resort Village. This 1.0 acre park provides opportunities for both passive and active recreation. The conceptual design includes a soccer field, play structure and covered picnic pavilions.



Neighborhood Park P-9

The P-9 neighborhood park is located in the easternmost portion of the Resort Village. This 1.4 acre park provides opportunities for both active and passive recreation. The conceptual design includes a soccer field, basketball facilities, play structures and covered picnic pavilions.

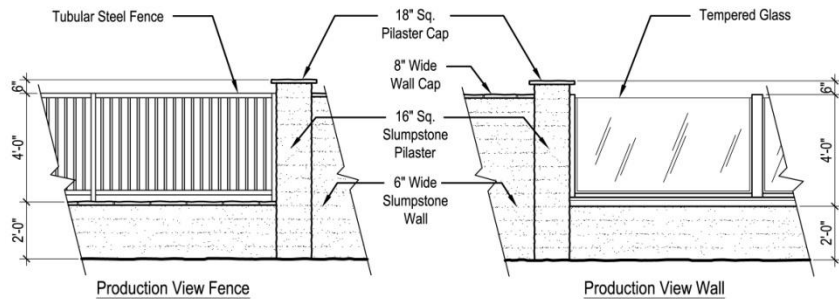
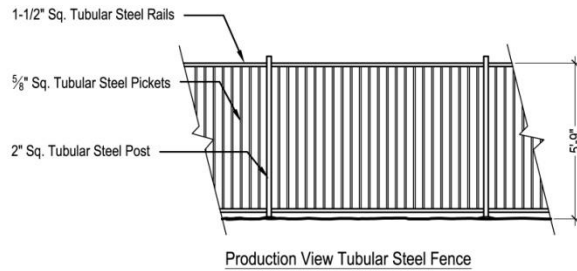
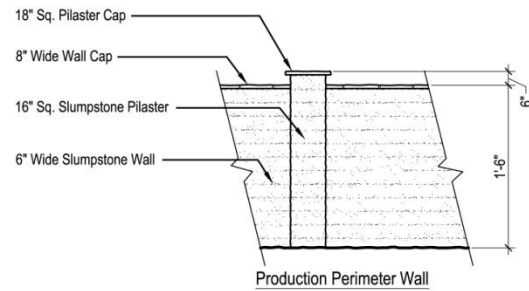


8. Wall and Fence Concepts

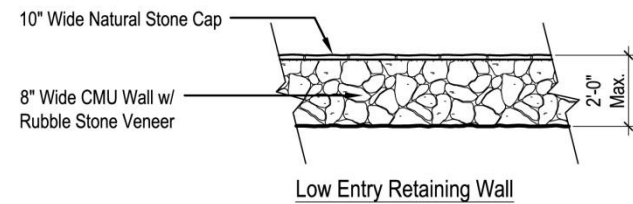
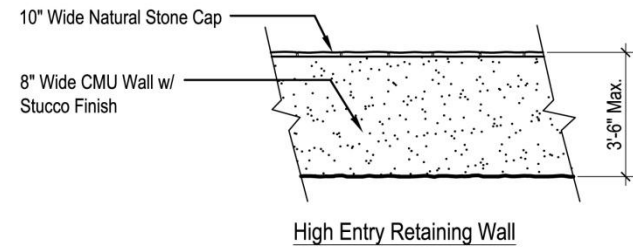
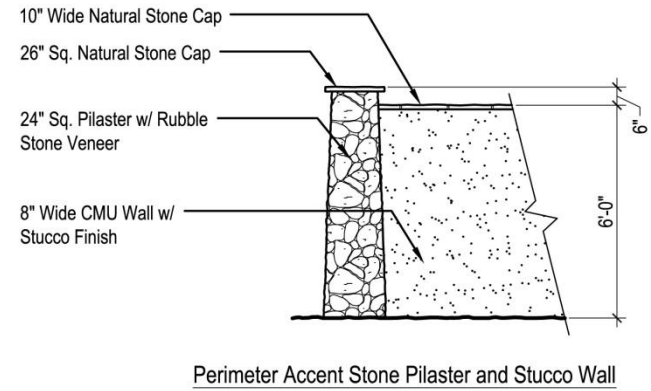
The community-wide Tuscan design theme will be reinforced through a comprehensive system of walls and fences. A higher level of design and materials are planned in the most visible and active portions of the project. For example, at the village and neighborhood entries, retaining and accent walls are designed to reflect a Tuscan hill town character by incorporating natural stone materials (El Dorado Stone Cypress Ridge, Orchard Blend with overgrout technique) and following the underlying topography. Monument walls will have a smooth stucco finish (Frazee #213, Travertan or approved equal) with a natural stone cap.

Community perimeter walls will be constructed of Orco slump block "Mission" (or approved equal) with a concrete cap. Tubular steel fencing (Frazee AC144V Black Deco or approved equal) and combination tubular steel/block or tempered glass/block perimeter view wall designs are also provided consistent with fire or noise mitigation requirements.

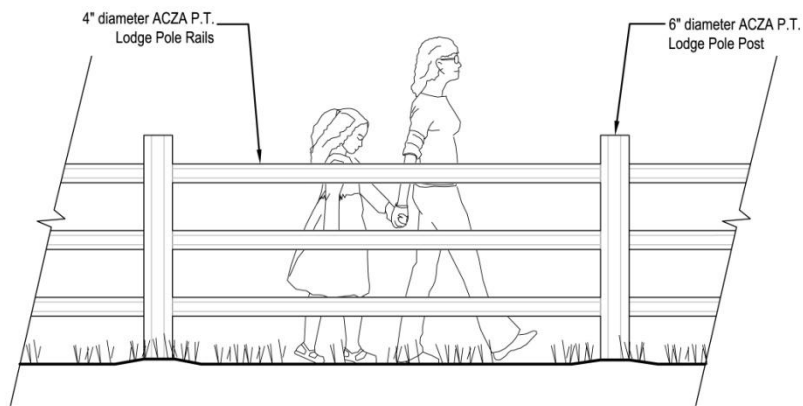




All block and caps to be Orco "Mission" color or approved equal.



Post and rail fencing will be utilized throughout the Resort Village along pathways to protect pedestrians from down slopes adjacent to pathways.



Post and Rail Fencing



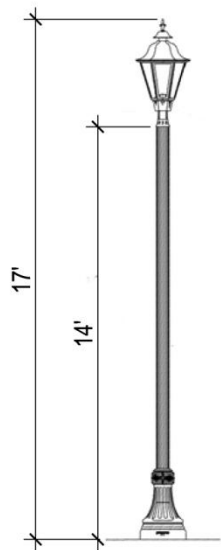
9. Lighting Concept

The Resort Village lighting design concept focuses on the quality of light along specific corridors and activity areas. Light standards have a distinctive character to relate to the corridors they serve, and a distinctive style to relate to the Tuscan-themed design vernacular. A special lighting corridor has been designated through the Village Core (along Strada Piazza) and along Strada Ravenna leading up to the Resort Site. Lighting in this corridor will be more human scale, closer spaced and lower than a typical street light. Light standards will be located adjacent to the multi-use pathway and will be manufactured of high-quality materials and be visually appealing. The base, pole and light fixture will be attractive and consistent with the Tuscan theme of the Resort Village. Fixtures selected for Resort Village shall be similar to those depicted in the Community Lighting exhibit. The enhanced lighting fixture may also be utilized outside of the Village Core along the multi-use pathway and within the mixed-use and resort sites. A standard 26' 9" pole with Cobra-style light fixture (or comparable) will be utilized throughout residential neighborhoods.

Village lighting will be designed to provide adequate illumination without over-lighting for energy savings and to avoid 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 open space preserve areas.

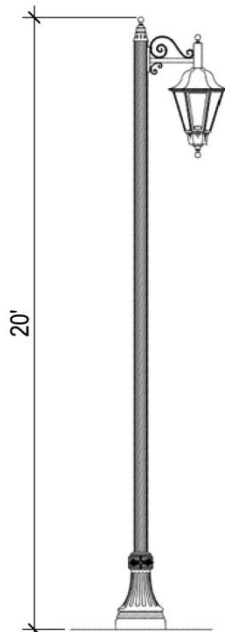
Proposed Light Fixtures/Poles

- Community Median Light: Black painted decorative pole with dual lantern, fully shielded light fixtures (20' overall height). (Manufacturer: Sternberg or approved equal).
- Enhanced Street Light: Black painted decorative pole with single lantern, fully shielded light fixture (20' overall height). (Manufacturer: Sternberg or approved equal).
- Pathway Light: Black painted decorative pole with single lantern light fixtures (17' overall height). (Manufacturer: Sternberg or approval equal).
- Standard Street Light: Custom color concrete poles with cobra-style light fixtures (26'9" overall height).



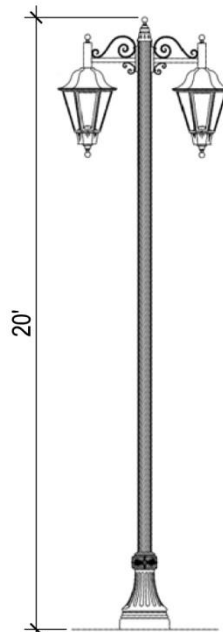
Pathway Light

Black painted decorative pole with single lantern light fixture. (Manufacturer: Sternberg or approved equal).



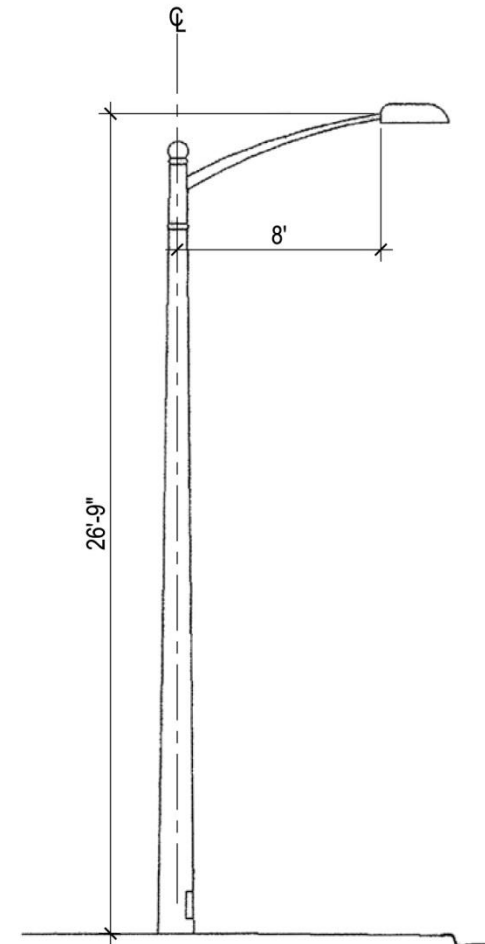
Enhanced Street Light

Black painted decorative pole with single lantern, fully shielded light fixture. (Manufacturer: Sternberg or approved equal).



Community Median Light

Black painted decorative pole with dual lantern, fully shielded light fixtures. (Manufacturer: Sternberg or approved equal).



Standard Street Light

Custom color concrete poles with cobra-style light fixtures.

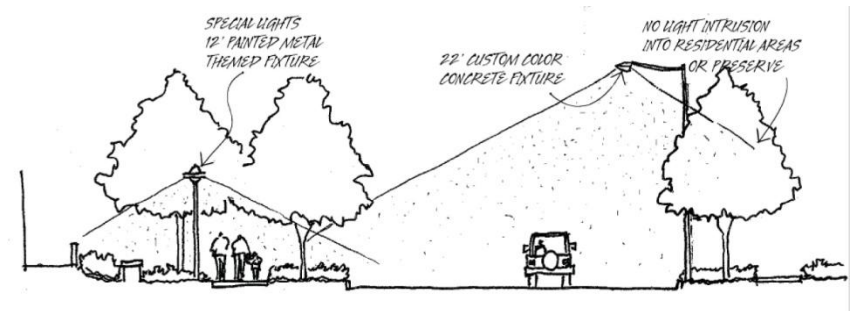
Special Lighting Zone

A Special Lighting Zone has been established at the project entries and through the Village Core. This zone encompasses Strada Piazza and Strada Ravenna from the primary entry at Otay Lakes Road and Strada Piazza, through the Village Core, connecting to the secondary village entry at Strada Ravenna and terminating at the Resort site entrance. Street lighting at the primary and secondary entries will include Community Median Lights, Enhanced Street Lights and Pathway Lights. Enhanced monummentation and landscape lighting will occur at the three project entries and in the roundabouts.

Community Median Lights will be located in the street median. Pathway Lights will be located at the street edge, adjacent to the multi-use pathway. In areas where there is no median, Enhanced Street Lights and Pathway Lights will be utilized. Landscape up-lighting is proposed in the two roundabouts on Otay Lakes Road and the Strada Piazza/Strada Ravenna roundabout illuminating the specimen tree(s) in the center of the roundabout. Community identity signage on entry monument walls will also be illuminated with up-lights.

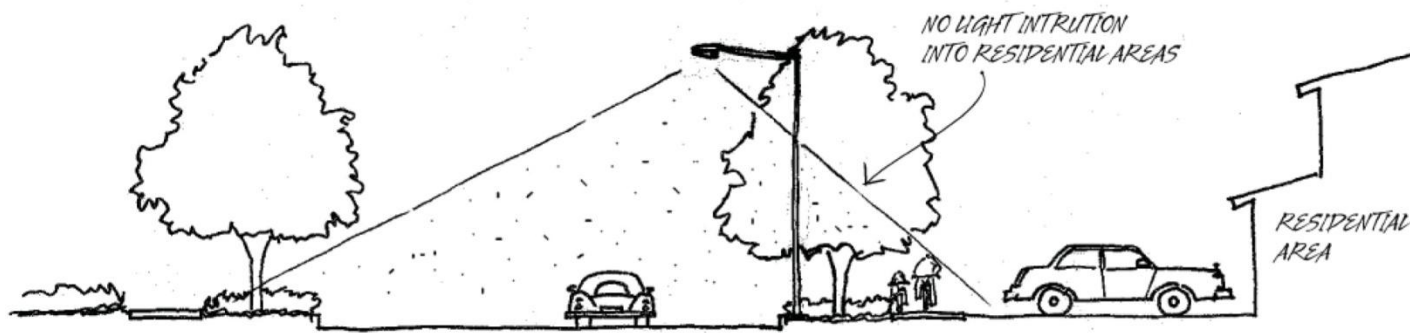
Minor Collector/Residential Collector

Standard Street Lights on Collector Streets adjacent to Preserve areas will be placed on the opposite side of the street from the pathway and will be shielded to avoid light intrusion into the Preserve. Pathway Lights will be utilized on Collector Streets to illuminate the pathway and will include shields to avoid light intrusion into the Preserve.



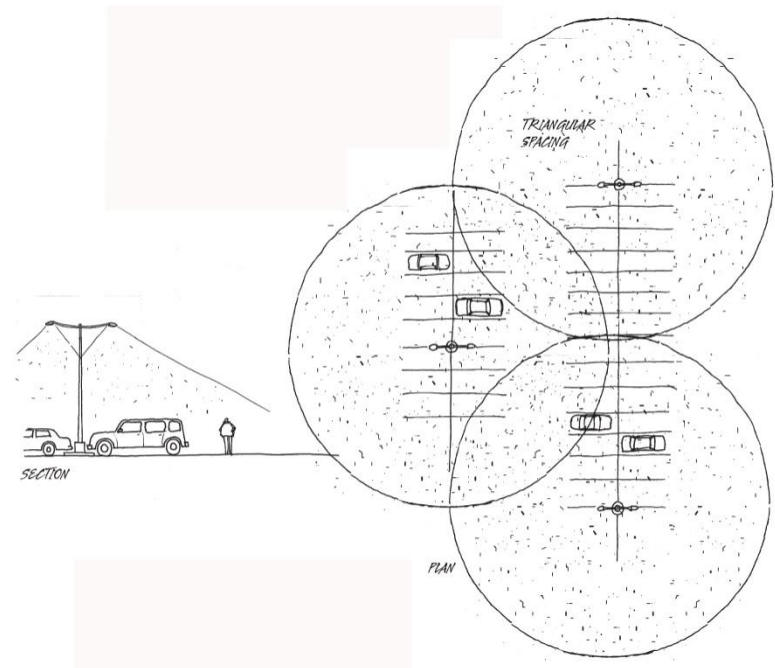
Residential Streets

Standard Street Lights are proposed along all Residential Streets. The placement of fixtures directly adjacent to Preserve areas (primarily on single-loaded residential streets) will be avoided. Shields will be utilized, wherever necessary, to prevent light intrusion into Preserve areas or onto residential lots.



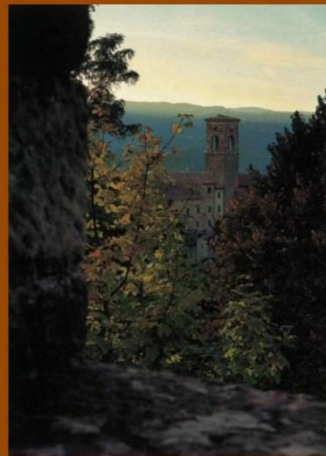
Parking Lot

Parking lot lights will be consistent throughout the village, in terms of pole height, spacing, light source and performance characteristics. Fixture style may differ between projects. Parking lots shall be adequately lighted with pole mounted fixtures. Parking lot lights adjacent to residential uses and Preserve areas shall be located to minimize light intrusion and be adequately shielded.





Resort and Community Serving Facilities



III. Resort and Community Serving Facilities

A. Overview



This section includes development guidelines for the Resort and the Public Safety Site. The following objectives were established to guide development in these areas:

- Create a sense of place with highly identifiable character.
- Create a pedestrian friendly environment with activity, enclosure and comfort in specific areas.
- Maximize connections to the Village Core with pedestrian and bicycle routes.
- Balance parking and vehicle access needs of resort uses with the pedestrian focus within the village.
- Encourage a unified architectural style within the resort.
- Accommodate pedestrian oriented design concepts consistent with the Tuscan hillside village character.

The unique character of the Resort Village precludes the use of fixed or mandated design solutions. Instead, the critical design elements, 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 construction.

B. Hilltop Resort Concept



The Hilltop Resort is envisioned as a Tuscan hill town. Seemingly random building massing, steeping with the topography of the site, will serve as a focal element for the Village. Development guidelines for the Hilltop Resort are contained in sections that follow.

C. Public Safety Site Concept

Architecture for the public safety site shall relate to the Tuscan design theme of the Resort Village. The design of this site shall respect its prominent location within the Village Core. The architecture shall be compatible with the adjacent residential uses as well as the Elementary School. Use and utility areas shall be screened from view through building placement and landscape screening. Building forms

shall be visually interesting. Warm, earth-toned colored stucco shall be used in conjunction with natural stone and tile accents.

D. Village Design Features

This section highlights the important features of these areas within the Village framework and provides guidelines in four design areas: site planning and building orientation, pedestrian and vehicular access, landscape and hardscape character and lighting, signing and street furnishings.

1. Site Planning and Building Orientation

- Buildings shall be oriented to provide visual interest and to create visually interesting pedestrian corridors.
- Parking, service and utilitarian uses shall be located internal to the sites or where they can be screened from public view. Resort retail entrances shall be spaced to increase articulation and interest along the pedestrian walk. Design emphasis on the entries improves the pedestrian corridor and helps distinguish individual shops. Storefronts shall

incorporate display windows to create interest and encourage window shopping along the pedestrian walk. Uses that are not conducive to such exposure shall be located away from the street-level pedestrian corridor.

- Shaded areas and a sense of enclosure will encourage visitors to linger and enjoy the defined areas within the public-serving areas of the Resort Village. Features such as landscaped trellises, canopies, arcades and roof overhangs can achieve these objectives and also provide weather protection.
- In general, the exterior building elevations shall 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 shall be clearly subordinated to pedestrian access through street design that incorporates narrow travel lanes and minimal driveway and curb cuts. Parking lots shall be located behind buildings.

- Frequent opportunities to sit, relax and observe shall be provided with the inclusion of benches, steps, planters and low walls within and adjacent to the pedestrian walk.
- Pedestrian and bicycle access routes shall be maximized and well marked.

3. Landscape and Hardscape Character

- The pedestrian ground plane shall be well defined with a hard surface that is textured or accented to identify focal areas.
- Plazas and special outdoor areas shall be complimentary to the surrounding architectural color and material palette. Integral colored concrete with textured finishes, stamped or patterned concrete or pre-cast concrete pavers in natural stone colors shall be used in public gathering spaces.
- Large uninterrupted paved horizontal surfaces shall be broken up to relate to the design of adjacent structures.
- Grade separations shall use structures rather than landscape banks to emphasize the character of the Resort Village and to serve as seating areas.

- Landscaping shall reinforce the agrarian Tuscan hill-town character and shall include both formal plantings and random, natural appearing materials. The use of Olive groves and masonry and/or stone walls to reinforce the theme is highly encouraged.
- Trees shall be incorporated into the pedestrian path, planted flush to ground level with overhead branches to create overhead canopies.
- Adjacent parking areas shall be buffered with landscaping from the pedestrian path.

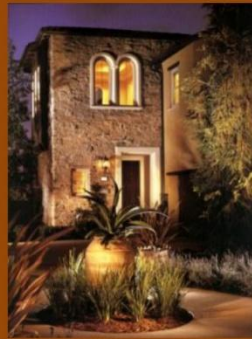
4. Lighting, Signing and Street Furnishings

- Public areas shall be well lit to encourage evening uses. Street lighting fixtures shall relate to the pedestrian scale.
- Architectural accent lighting is encouraged.
- Illumination of pathways/trail connections shall be provided through the use of low intensity fixtures for safety and comfort. The lighting pattern and intensity shall become more intense at pathway intersections and vehicular crossings.
- Within building groups, architectural and accent lighting shall be indirect and subtle. Increased lighting

levels shall highlight pedestrian areas and clearly define the pedestrian path. Service area lighting shall be contained within the service area boundaries/enclosure. Lighting shall be designed to minimize glare and intrusion into adjacent land uses and preserve areas.

- All signage and related theme lighting and street furnishings within the Resort Village shall reflect the Tuscan design theme. Signage shall inform and direct but not dominate the visual character of the area.

Single Family Residential



IV. Single Family Residential

A. Overview



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

1. Architecture

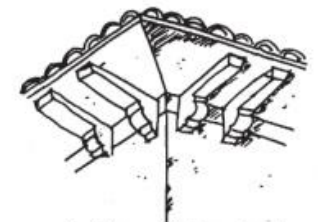
A Tuscan architectural theme has been selected for the Resort Village. This style is attractive and can be easily integrated into the individual style and scale of each neighborhood. It is important to note that this style is intended for modern adaptation, and not recreation of historic homes. The architecture is expected to be somewhat simplified, yet still maintain the unique characteristics that exemplify the style. A brief description of this style is provided in this section along with pedestrian oriented elements appropriate to this style. In addition, roof and site planning guidelines are provided below.

Tuscan

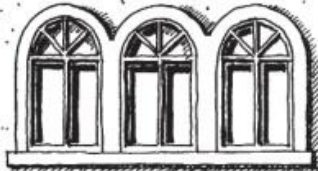
The Tuscan or Italian Renaissance style is noted for low-pitched hipped roofs typically covered by ceramic tiles and designed with broadly overhanging boxed eaves; arches above doors, first story windows or porches; entrances accented by small classical columns or pilasters; smaller and less elaborate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

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





Roof brace w/ frieze board



Series of arched windows w/ fan transom



Palladian composition entry

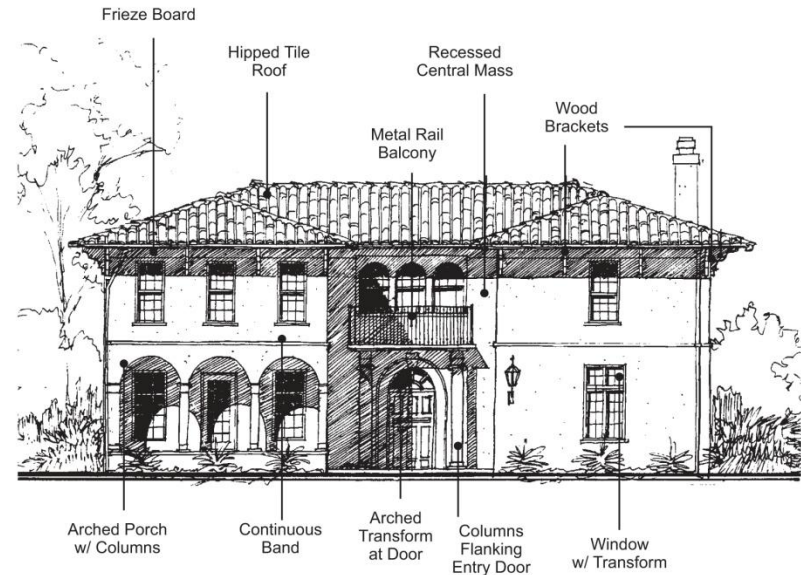
ITALIAN RENAISSANCE



Aligned window and door units w/ casing, metal rail, banding



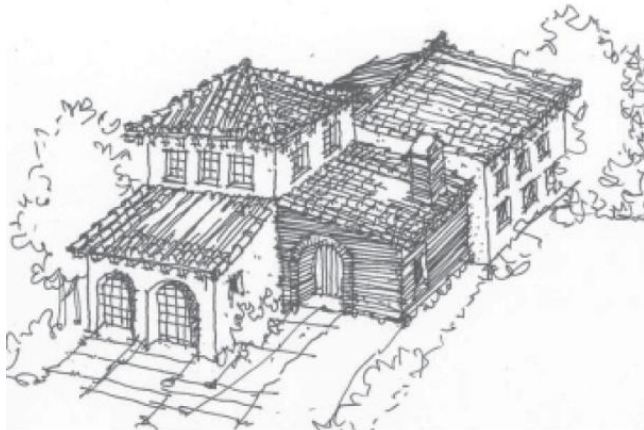
Decorative lamp



The Tuscan architectural design shall meet the following design guidelines:

- Utilize warm, earth-toned stucco colors, compatible with the natural setting.
- Stone and brick materials shall form the corners of homes.
- Utilize warm, earth-toned colored tiles for roofs.
- Garages shall be varied in design with recessed doors and multiple single garage doors (minimize the use of double garage doors).

- Tower elements shall be square and two stories.
- Balconies shall be covered.
- Cantilevers are not allowed, except on Juliette balconies.
- Juliette balconies with stone balustrades are encouraged and shall be supported with heavy stucco corbels.
- Windows at main façade shall be recessed (encourage 6" minimum recess).
- Most windows shall have square corners.
- Front doors shall be recessed a minimum of 24".
- Use arches sparingly for accents and special treatments.



2. Pedestrian Oriented Design

Pedestrian oriented 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 the 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 areas of design that will facilitate the creation of pedestrian oriented neighborhoods.

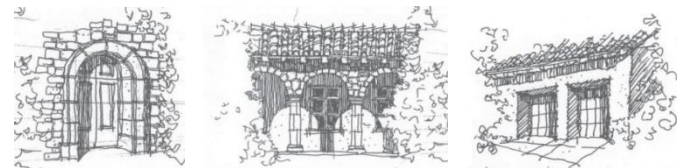
a) Site Planning

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 neighborhoods shall 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 at side yards.
- A minimum of three housing plans shall be provided for compatibility with different lot configurations (interior and corner lots) and variety of design for entry and garage designs.
- Side entry floor plans may be used on corner lots, provided the entry is clearly defined and the front

elevation includes front bay windows, porches or other pedestrian oriented design features.

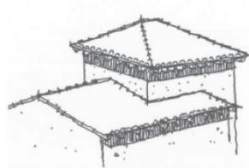
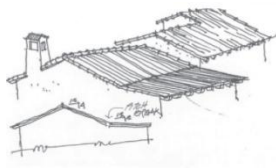
- Housing Plans used on corner lots shall include architectural features such as porches or entry trellises to wrap around the street-facing corner.
- Production wall fencing shall be integrated into the design of corner lots to provide for reduced wall length and other enhancements to side yards.
- Where the rear of a lot abuts a street, the design shall provide for a privacy wall/fence 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 entry feature designs.



b) Roof Design

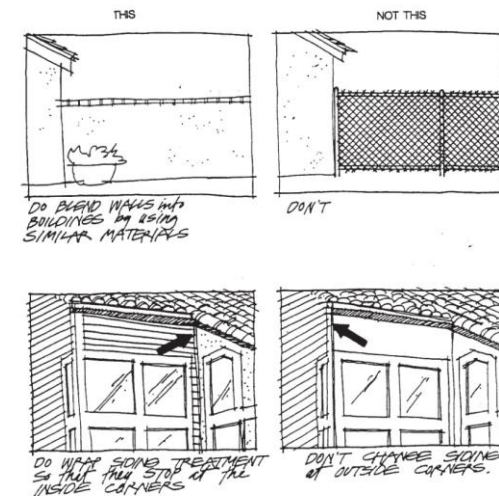
Roofs shall reflect the Tuscan design theme and be designed to meet the following guidelines:

- Utilize simple roof designs and materials so that roof tops blend with the natural setting.
- Utilize warm, earth-toned roof tiles to blend into the natural setting.
- The maximum roof pitch shall be 5" & 12" and the minimum roof pitch shall be 3 1/2' & 12'.
- Ridges shall be broken at regular intervals to create interest and to break the overall height of the ridge.
- Hip roofs shall cover simple forms; other roofs shall be sheds or gable roofs. Roof designs shall avoid valleys.
- When roofs turn direction, avoid valleys, use raised plates and walls so that roof terminates next to walls.
- When combining roof forms, hips may be used, but must be clearly expressed.

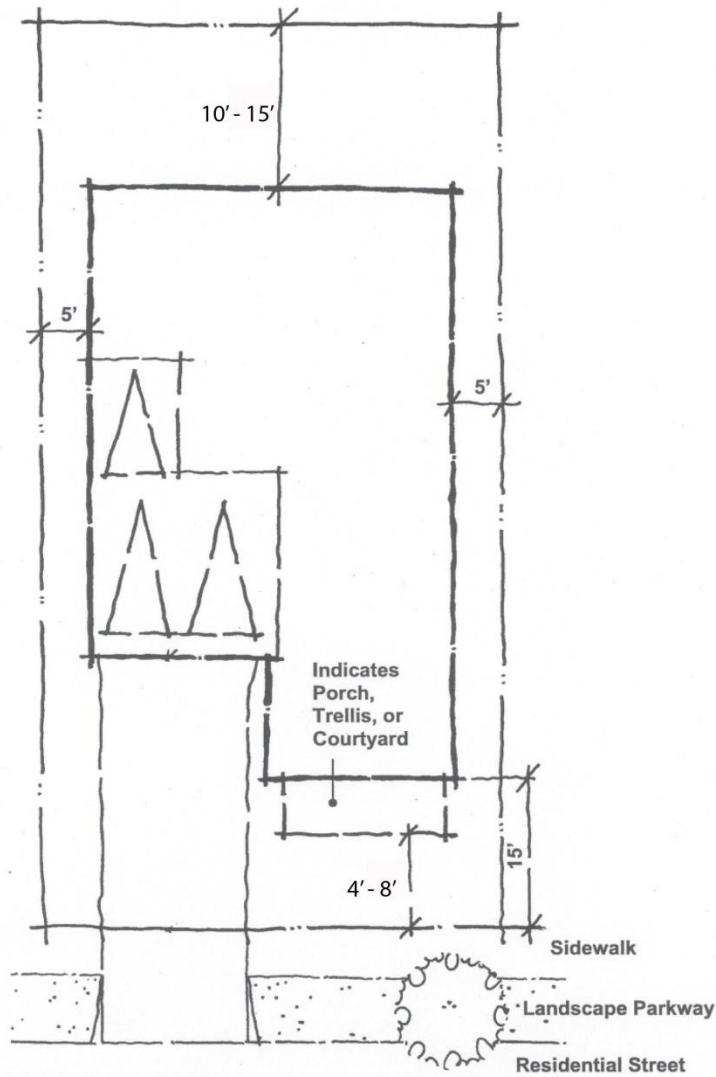


c) Building/Lot Schematics

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

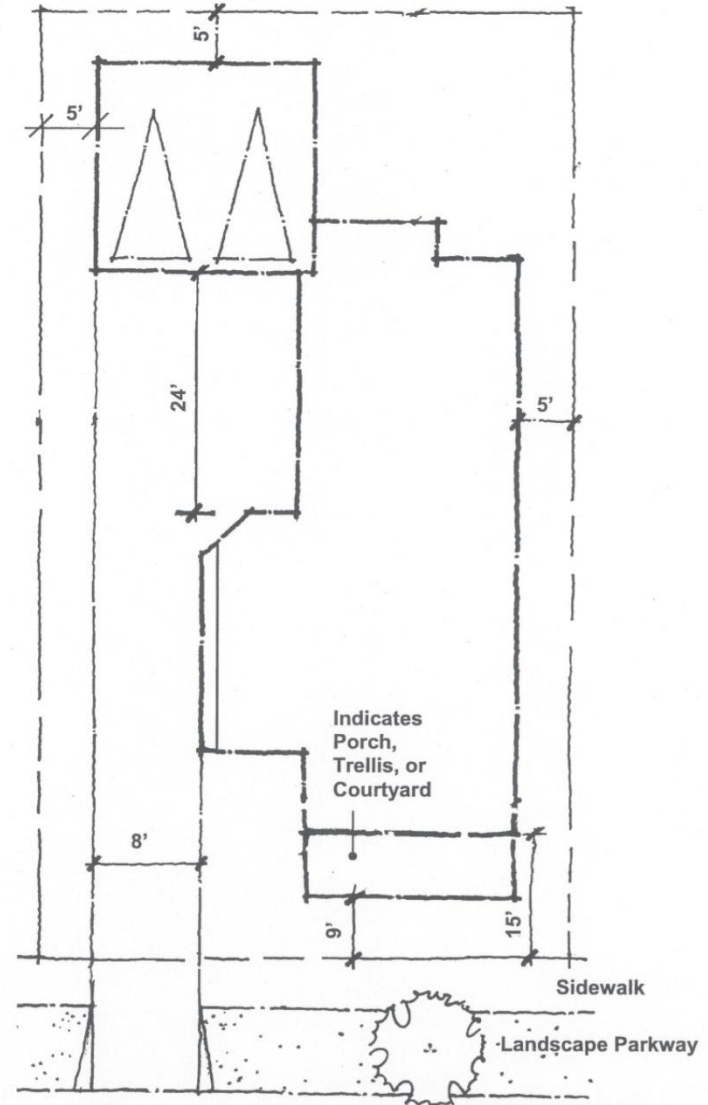


Fence and Siding Treatment

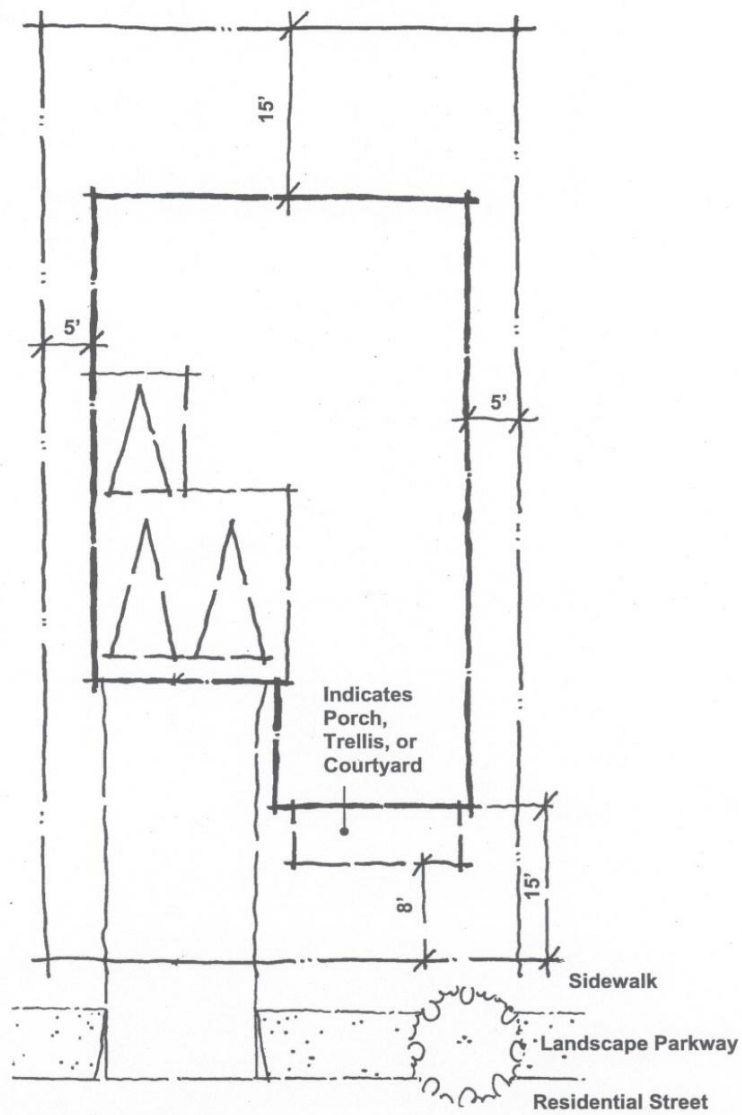


Note: All dimensions are minimum

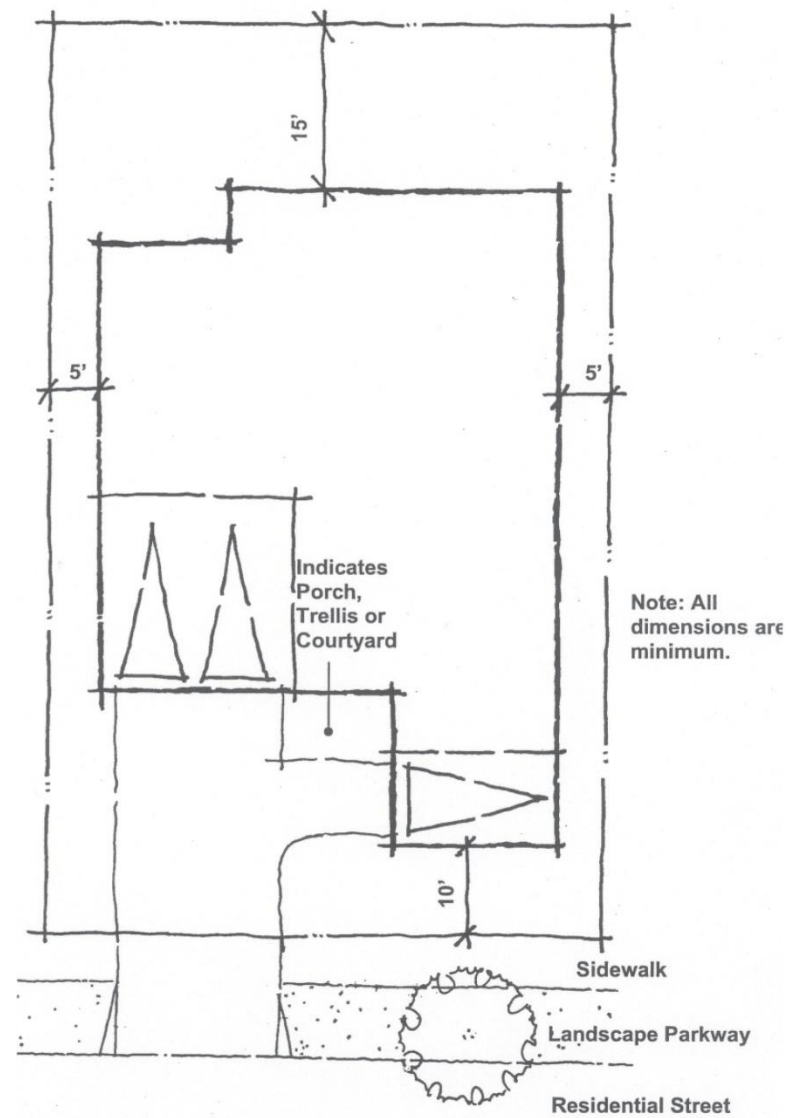
50 x 85 Lot



50 x 100 Lot

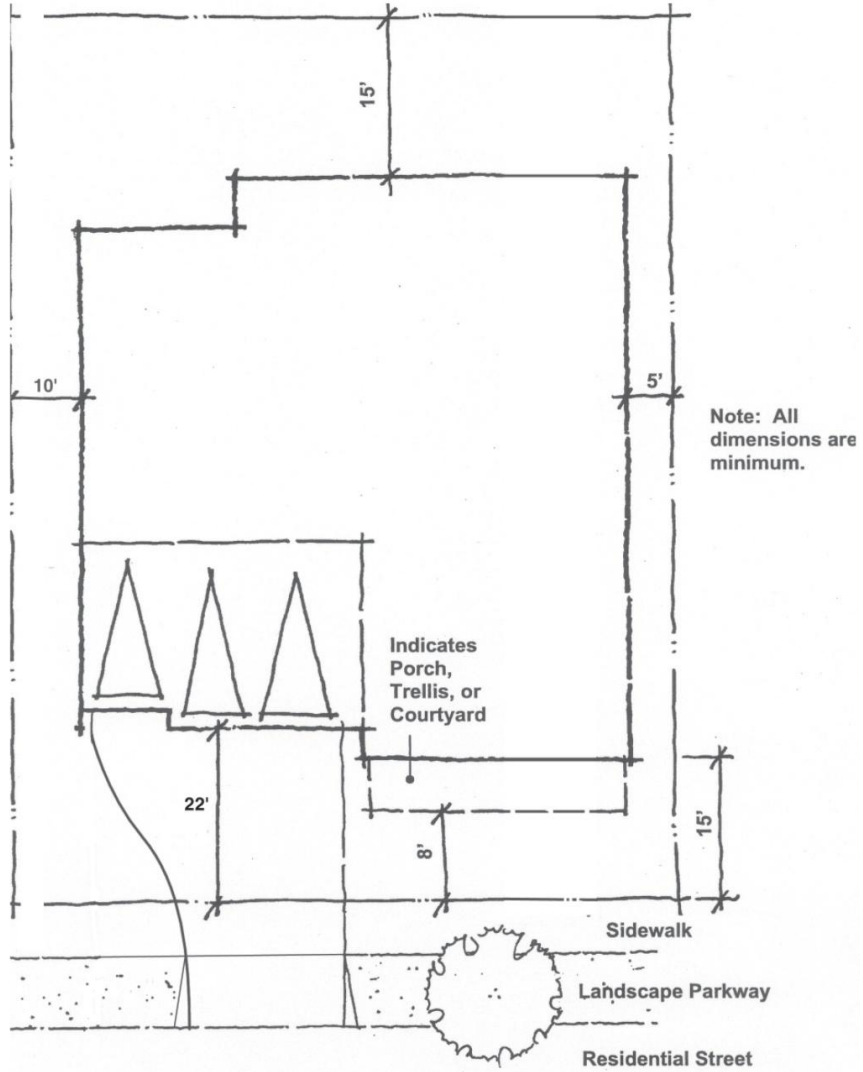


50 x 100 / 55 x 100 Lot



Note: All dimensions are minimum.

60 x 100 / 65 x 105 Lot



70 x 100 Lot

Village Core Design Guidelines



V. Village Core Design Guidelines

A. Overview



The Village Core is composed of a variety of land uses that form the social, civic and recreational focus of the Resort Village. The land uses that form the Village Core include a large public neighborhood park, an elementary school and space reserved for a public safety site. 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 surrounding residential neighborhoods with pedestrian and bicycle routes.
- Balance parking and vehicle access needs with pedestrian access and safety.
- Encourage a unified architectural style within the Village Core that can accommodate pedestrian

oriented design concepts consistent with the Tuscan themed village character.

In order to achieve these objectives, a Village Core Illustrative has been developed, see graphic in Section II. The plan addresses the arrangement and connection of uses within the Village Core and conceptually depicts the siting of buildings, facilities and parking. The unique character 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 changes that may occur between initial project planning and final building.

B. Village Core Design Features



This section highlights the important features of these areas within the Village Core and provides guidelines in four design areas: site planning and

building orientation, pedestrian and vehicular access, landscape and hardscape character and lighting, signing and street furnishings.

1. Site Planning and Building Orientation

- Buildings shall be oriented to provide visual interest and to create visually interesting pedestrian corridors.
- Parking, service and utilitarian uses shall be located internal to the sites or where they can be screened from public view. Entrances shall be closely spaced to increase articulation and interest along the pedestrian walk.
- Shaded areas and a sense of enclosure will encourage visitors and residents to linger and enjoy the defined areas within the public-serving areas of the Village Core. Features such as canopies, arcades and picnic shelters can achieve these objectives and also provide weather protection.
- In general, the exterior building elevations shall incorporate a range of scale defining elements that relate larger building masses to the pedestrian scale. Examples include columns, archways and doorways.

2. Pedestrian and Vehicular Access

- Vehicle access shall be clearly subordinated to pedestrian access through street design that incorporates narrow travel lanes and minimal driveway and curb cuts. Parking lots shall be located behind buildings.
- Frequent opportunities to sit, relax and observe shall be provided with the inclusion of benches, steps, planters and low walls within and adjacent to the pedestrian walk.
- Pedestrian and bicycle access routes shall be maximized and well marked.

3. Landscape and Hardscape Character

- The pedestrian ground plane shall be well defined with a hard surface accented to identify focal areas.
- Plazas and special outdoor areas shall be complimentary to the surrounding architectural color and material palette. Integral colored concrete with textured finishes, stamped or patterned concrete or pre-cast concrete pavers in natural stone colors shall be used in public gathering spaces.

- Large uninterrupted paved horizontal surfaces shall be broken up to relate to the design of adjacent structures.
- Grade separations shall use structures rather than landscape banks to emphasize the character of the Resort Village and to serve as seating areas.
- Landscaping shall reinforce the agrarian Tuscan hill-town character and shall include both formal plantings and random, natural appearing materials. The use of Olive groves and masonry and/or stone walls to reinforce the theme is highly encouraged.
- Trees shall be incorporated into the pedestrian path, planted flush to ground level with overhead branches to create overhead canopies.
- Adjacent parking areas shall be buffered with landscaping from the pedestrian path.

4. Lighting, Signing and Street Furnishings

- Public areas shall be well lit to encourage evening uses. Street lighting fixtures shall relate to the pedestrian scale.

- Architectural accent lighting is encouraged.
- Illumination of pathways/trail connections shall be provided through the use of low intensity fixtures for safety and comfort. The lighting pattern and intensity shall become more intense at pathway intersections and vehicular crossings.
- Within building groups, architectural and accent lighting shall be indirect and subtle. Increased lighting levels shall highlight pedestrian areas and clearly define the pedestrian path. Service area lighting shall be contained within the service area boundaries/enclosure. Lighting shall be designed to minimize glare and intrusion into adjacent land uses and preserve areas.
- All signage and related theme lighting and street furnishings within the Village Core shall reflect the Tuscan design theme. Signage shall inform and direct but not dominate the visual character of the area.





Mixed Use Design Guidelines



VI. Mixed Use Design Guidelines

A. Architecture



The Tuscan design theme has been selected for the Resort Village and will be implemented in the Mixed-Use area of the village. This style is attractive, consistent with the single family residential neighborhoods and can be easily integrated into the individual style and scale of the Mixed-Use area. It is important to note that this style is intended for modern adaptation, rather than a recreation of historic architecture. The design is expected to be somewhat simplified, yet still maintain the unique characteristics that exemplify the Tuscan style.

B. Mixed Use 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 minimization of utilitarian areas facing the street.

The following mixed-use guidelines are divided into five sections; layout, parking/circulation, landscaping, signage and safety.

1. Layout

The Mixed-use area shall create an inviting and attractive destination for local residents and visitors. Buildings and spaces between buildings shall be designed and oriented to create safe, pleasant and active environments.

- Pedestrians shall be able to easily identify primary entrances into commercial establishments.
- Buildings shall be oriented to a defined pedestrian walkway or street.
- Building materials and colors shall exhibit quality and help establish a human scale while providing visual interest.
- Special attention shall be given to the design of project and building corners as an opportunity to create visual interest and invite activity.

- Buildings shall be located in areas that recognize local viewpoints and landmarks. Views of landmarks and natural features shall be highlighted through the placement of structures.
- Public spaces shall contribute to the overall sense of place and site identity and help to attract pedestrian users to the development.
- Loading docks shall be located in areas that have the least amount of impact on residential uses.

2. Parking, Vehicular and Pedestrian Circulation

The project's circulation system shall promote efficient movement of vehicles in a clear and well-defined manner that minimizes conflicts with pedestrians and bicycles. Pedestrian users shall find that public spaces and gathering places are clearly identified and easy to access and locate.

- The design of access and circulation shall tie the development into the overall village creating opportunities for nearby residents to access the project either on foot, bicycle, or other form of alternate transportation.

- The joint use of driveways and parking areas shall be encouraged to reduce overall parking needs. A convenient pedestrian connection must exist between the building facilities and/or properties to qualify as a joint use parking facility.
- Primary building entrances shall front major pedestrian access-ways.
- Link the mixed-use area with adjacent neighborhoods and trail systems.
- Provide variety in setback, height, color and building size and form to enhance the pedestrian experience. This shall be done under a unified concept.
- Parking shall be conveniently located near non-residential uses but visibly minimized from arterial streets and public spaces.

3. Landscaping

Landscaped areas shall be used to frame and soften structures, to define site functions, to enhance the quality of the environment, and to screen undesirable views. Landscaping shall work with buildings and surroundings to

make a positive contribution to the aesthetics and function of both the specific site and the area.

- Preserve public access to public areas of interest such as parks, natural features, landmarks and monuments.
- Include open spaces with special amenities that encourage use, such as benches and sitting areas.
- If several buildings are proposed for the site, the spaces between the buildings shall contribute to the overall positive open space of the area.
- Open spaces shall connect with and provide views to natural amenities.
- Service and trash areas shall be screened from view on all sides.
- Service areas shall not impede access to amenities.
- Tree selection and location shall promote safety and security, enhance natural environment, provide shade for vehicles and pedestrians and minimize maintenance requirements.
- Plant selection and placement shall reduce heat islands wherever possible. Low water use plants and

native vegetation shall be used, consistent with the requirements of the FPP.

- No invasive plant species shall be allowed in the landscaping design.

4. Signage

Visitors and residents shall be able to locate and identify major attributes of the Mixed-use area through a unified signage concept.

- Design buildings with careful consideration for the incorporation of signage and lighting.
- Signage shall contribute to the overall Tuscan architectural and landscape theme.
- Signage shall be made of materials that can tolerate weather.
- Signage shall be used to clearly identify public versus private/residential areas.

5. Safety

The mixed use area shall provide visitors and residents with the best possible design to protect their personal safety and safety of their property.

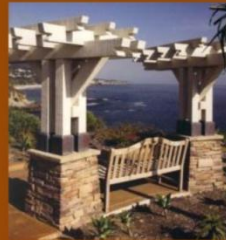
- Architectural features shall be used to provide weather protection and shade, as well as highlight building features and entries.
- Sidewalks, pathways and bike lanes, which are protected from traffic, are encouraged.
- Landscaping and lighting shall be used to identify entrances, pathways, public spaces and the transit stop.
- Lighting shall contribute to the overall safety of the development, and landscaping shall incorporate Crime Deterrence Design Guidelines provided below.

6. Design Context

Visitors and residents shall find that the mixed-use area conforms to the existing character of the village, and build upon an established sense of place in the surrounding neighborhoods.

- Views of significant landmarks and natural features shall be maximized in the design of the mixed use area.
- Visitors and residents shall find the mixed use area interesting in appearance and buildings within this area shall be varied as much as possible yet based on the Tuscan architectural theme.

Crime Deterrence Design Guidelines



VII. Crime Deterrence Design Guidelines

A. Overview

Both safety and security are key components of a quality lifestyle. Proper design and effective use of the built environment can reduce the fear and incidence of crime and thereby improve the overall quality of life. Safety must be incorporated into the community design by creating friendly streetscapes, facilities and a perceivable social infrastructure. Crime Prevention through Environmental Design (CPTED) offers a framework that complements the Otay Ranch neo-traditional principals for planning, designing and building a safer community and to creating livable communities. This approach to crime prevention is much more far-reaching than dead bolts on doors and locks on windows. CPTED principles can be applied easily and inexpensively to new communities and have been successfully implemented across the nation. Creating a design that eliminates or reduces criminal behavior and at the same time encourages people to “keep an eye out” for each other is the key to crime prevention. The CPTED strategies and design objectives for the Resort Village include:

1. Natural Surveillance



Natural Surveillance is a design concept directed primarily at keeping intruders easily observable. Promoted by features that maximize visibility of people, parking areas and building entrances; doors and windows that look out onto streets and parking areas; pedestrian friendly sidewalks and streets; front porches; and adequate nighttime lighting. Natural Surveillance design objectives include:

- To the maximum extent practicable, locate high activity uses to the front of buildings.
- Place windows overlooking sidewalks and parking lots.
- Leave window shades open.
- Use passing vehicular traffic as a surveillance asset.
- Create landscape designs that provide surveillance and avoid screening, especially in proximity to walkways and designated points of entry and opportunistic points of entry.

- Use the shortest, least sight-limiting fence appropriate for the situation.
- When creating lighting design, avoid poorly placed lights that create blind spots for potential observers and miss critical areas. Ensure potential problem areas are well lit (pathways, stairs, entrances/exits, parking areas, ATMs, phone kiosks, mailboxes, bus stops, children's play areas, recreation areas, pools, laundry rooms, storage areas, dumpster and recycling areas, etc.)
- Avoid too-bright security lighting that creates blinding glare and/or deep shadows, hindering the view for potential observers. Eyes adapt to night lighting and have trouble adjusting to severe lighting disparities. Using lower intensity lights often requires more fixtures.
- Use shielded or cut-off luminaries to control glare.
- Place lighting along pathways and other pedestrian use areas at proper heights for lighting the faces of the people in the space.

2. Natural Territorial Reinforcement

Territorial reinforcement promotes social control through increased definition of space and improved proprietary concern. An environment designed to clearly delineate private space accomplishes two things. First, it creates a sense of ownership. Owners have a vested interest and are more likely to challenge intruders or report them to the police. Second, the sense of owned space creates an environment where “strangers” or “intruders” stand out and are more easily identified. By using buildings, fences, pavement, signs, lighting and landscape to express ownership and define public, semi-public and private space, natural territorial reinforcement occurs. Natural Territorial Reinforcement design objectives include:

- Maintain premises and landscaping such that it communicates an alert and active presence occupying the space.
- Provide trees in residential areas. Research results indicate that outdoor residential spaces with more trees are seen as significantly more attractive, safer,

and more likely to be used than similar spaces without trees.

- Restrict private activities to defined private areas.
- Display security system signage at access points.
- Place amenities such as seating or refreshments in common areas in a commercial mixed use setting to attract larger numbers of desired users.
- Schedule activities in common areas to increase proper uses, attract more people and increase the perception that these areas are controlled.

Territorial reinforcement measures make the normal user feel safe and make the potential offender aware of a substantial risk of apprehension or scrutiny.

3. Natural Access Control

Natural access control limits the opportunity for crime by taking steps to clearly differentiate between public and private space. By selectively placing entrances and exits, fencing, lighting and landscape to limit access or control flow, natural access control occurs. Natural Access Control design objectives include:

- Use a single, clearly identifiable point of entry.
- Use structures to divert visitors to reception areas.
- Use low, thorny bushes beneath ground level windows.
- Avoid design features that provide access to roofs and upper levels.
- In the front yard, use waist-level, fencing along residential property lines wherever possible to control access and encourage surveillance.
- Use a locking gate between front and backyards.
- Use shaller-level, open type fencing along lateral residential property lines between side yards. They shall be sufficiently unencumbered with landscaping to promote social interaction between neighbors.
- Use substantial, high, closed fencing between backyards and a public alley.

Natural access control is used to complement mechanical and operational access control measures, such as target hardening.

4. Community Based Organizations



In the final analysis, government, planners and builders can only create the physical environment within which a neighborhood operates. Over time, neighbors own the neighborhood and they are responsible for the neighborhood character sense of community and safety. A community based formal and/or informal organization can play the decisive role. Implementation of a safe community requires constant attention to the changing needs of the residents. A Master Homeowner's Association (or similar community organization) is the natural catalyst to bring residents together in a productive atmosphere of community involvement. Activities, clubs, events and services including

a monthly newsletter, holiday displays, sports programs, etc. can facilitate interaction and reinforce relationships. The following design guidelines shall be considered for the Resort Village:

- The neighborhood is designed with human scale foremost
- Neighborhood design fosters interaction
- Neighborhood design creates a sense of ownership and responsibility
- Real and symbolic resident control within the neighborhood can be provided through signage, paving, landscaping and street furnishings

Community Gardens



1. Size and Location

- The community garden sites will be maintained through an Open Space Maintenance District, Homeowner's Association or similar maintenance entity.
- Community garden sites may receive credit toward meeting the County Park Lands Dedication Ordinance local park dedication requirement.
- A community garden site shall be an enjoyable place to recreate, to work, and to garden. Factors to consider are noise, safety, and ambiance.
- Community garden sites require adequate sun exposure. Gardens shall be located in areas which will not be shaded by large buildings or maturing landscaping.
- Community garden sites shall be essentially flat, have healthy soil, and good drainage.
- Community garden sites shall be located close to residential areas, within ½ mile of the residences served.
- Two or three smaller sites are preferred to a single large one to serve a village or multiple villages. Two

thousand square feet shall be considered a typical size.

- Sites shall be compact to allow maximum interaction among the gardeners and visibility into the garden for security.
- The site shall be visible from adjacent areas so it is visually integrated into the neighborhood and to encourage "ownership" by local residents. Visibility can also enhance security.
- A location adjoining another community or human service facility such as a school, park, library, community center, etc. can be beneficial. However, potential conflicts such as security at a school site and active recreation intrusion at a park must be considered.



2. Facilities Guidelines

- A garden shall contain a variety of individual plot sizes (e.g., 100, 200, and 400 square feet). Individual plots shall be well delineated.
- A garden shall include an equipment storage area and composting area to be shared by site users (or provide space and access for delivery of materials by truck from off-site).
- Visually prominent garden edges shall be planted with attractive plants and be well maintained to be a neighborhood asset. Storage and composting areas shall be screened by plantings within the garden.
- The garden shall have identification signage and a clearly discernible entry or entries.
- The garden shall have orderly access from entries to common work areas and to individual plots. If a high level of traffic is anticipated on major paths, bark, D.G. or gravel shall be used to minimize erosion. Wheelbarrow/cart access shall be provided to every plot.
- Hose bibs shall be conveniently located throughout the garden. Hose storage shall be off the paths for safety.



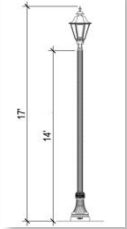



- Water pipes, and other utility systems (if any), shall be located in paths or otherwise outside of planting areas to avoid disturbance if repairs are necessary.
- Garden sites shall be fenced to limit access by passers-by and domestic animals, especially near activity areas such as parks or trails.





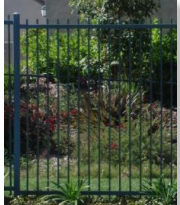

3. Operational Guidelines

- A set of minimum operational standards shall be established to minimize potential nuisances such as noise and odor. Additional operational standards or rules shall be formulated by the gardeners to meet their needs. Rules and regulations shall be posted or distributed to all gardeners.
- The use of herbicides shall be prohibited. The use of chemical fertilizers and pesticides shall be controlled. Many community garden programs utilize and promote organic gardening techniques.
- No poisonous or illegal plants shall be grown.
- Each garden shall have a site coordinator responsible for the overall operation and maintenance of the site.

- The type and size of plants shall be planned within the garden to provide good solar access for every plot.
- Invasive plants shall be discouraged or carefully controlled.
- Each gardener shall "invest" in the garden by contributing toward the costs of operating the garden and the work required to maintain common areas and facilities, in addition to working their individual plots.
- Basic garden costs such as water and insurance can be recovered through a registration fee.
- Cultivation that reflects a particular cultural heritage and/or diversity within the garden shall be encouraged.

Otay Ranch Resort Village Material Specification

Lighting Fixtures			
Optional Village Core Traffic Signal: 	Sternberg Black painted decorative pole with lantern light fixture and dual traffic arm or approved equal	Enhanced Street Light: 	Sternberg Black painted decorative pole with single lantern, fully shielded or approved equal
Pathway Light: 	Sternberg Black painted decorative pole with single lantern light fixture or approved equal	Community Light 	Sternberg Black painted decorative pole with dual lantern, fully shielded or approved equal
Street Furnishings			
Street Sign: 	Sternberg 8' straight fluted black pole with four-way twin post top signs, or approved equal	Trash / Recycle Receptacle Bench: 	Scarborough strap metal bench and Scarborough 30-gal side or top opening strap metal receptacle or approved equal

Bike Rack: 	Du Mor Custom Single Pole Bike Rack or approved equal	Enhanced Paving: 	Precast Concrete Pavers, Old World, or approved equal
Entry Wall Materials			
Entry Wall Stone Veneer: 	El Dorado Stone "Cypress Ridge, Orchard Blend with overgrout technique or approved equal	Entry Wall Stucco Color: 	Frazee #213 "Travatan" or approved equal.
Perimeter Wall Materials			
View Fencing: 	Tubular steel fencing - Frazee AC144V, Black Deco or approved equal	Block: 	Orco slump Block "Mission" or approved equal

