



County of San Diego – *Sweetwater* Design Review Checklist

SITE LAYOUT DESIGN GOALS

- The quality of site design will be given first priority in the review of development proposals. A project should display sensitivity to the natural setting and compatibility with its neighborhood context.
- Integrate new development with the Sweetwater Valley landscape.
- Avoid construction in floodplains and on steep slopes.
- Minimize grading and alteration of natural landforms.
- All development proposals should be designed in harmony with the site plan, open spaces, and landscape design of neighboring properties.
- Provide a clearly organized circulation plan for automobiles, pedestrians, and service vehicles.
- Minimize the number of driveway curb cuts onto public roads. Access to parking areas from secondary or side streets is encouraged.

SITE LAYOUT DESIGN STANDARDS

Guideline Reference

Plot Plan Complies (Y/N/NA)

See Comment Sheet

Site Preparation

1

Project does not require grading of slopes.

A1.3(p12)

Building Location & Orientation

2

The arrangement, scale, and design of buildings, open spaces, and landscape elements are equivalent to that of adjacent sites. (See illustration for guidance)

A3.1(p14)
B1.2(p30)

3

The project provides pedestrian and vehicular linkages to adjacent development through connecting sidewalks, common entrance driveways, linked and aligned streets, driveways, and common service/delivery areas. (See illustration for guidance)

A3.1(p14)
B1.2(p30)

4

Buildings are organized around courtyards or grouped in clusters to create on-site usable open space, as defined in Section 1100 of the Zoning Ordinance. (See illustration for guidance)

A3.1(p14)
B1.1(p30)



		Guideline Reference	Plot Plan Complies (Y/N/NA)	See Comment Sheet
	SITE LAYOUT DESIGN STANDARDS			
	Visually Linking Neighboring Developments			
5	The project includes courtyards, porches, arcades, loggias, verandas or overhangs. (See illustration for guidance)	A3.2(p15)		
6	Trees are planted in rows along road edges, site boundaries, and in open spaces. (See illustration for guidance)	A3.2(p15)		
7	Tree canopies are provided for onsite usable open space, as defined in Section 1100 of the Zoning Ordinance.	A3.2(p15)		
	Parking Lot Location, Access & Connections			
8	Parking areas are located behind the 20 foot landscaped edge zone from the property line.	B1.1(p30) B2.1(p34)		
9	Parking lot access is provided from side streets.	B1.2(p30)		
10	When parking requirements exceed 24 spaces, the parking lot is separated into smaller lots (6 spaces or less) interrupted by planted breaks not less than 10 feet wide.	B1.3(p31)		



ARCHITECTURAL DESIGN GOALS

- Sweetwater's rustic buildings develop a rural vernacular with a strong relationship to the valley setting. The following architectural elements are encouraged:
- Simple one and two story buildings in earth tones (brown, tan, green, or gray) with low-pitched roofs, accented with exposed timber beams, columns and details.
- Extensive use of courtyards, terraces, and other defined outdoor spaces.
- Strong shade and shadow patterns created by generous roof overhangs and careful variation of planes in building elevations.
- Architecture in Sweetwater should reflect the character of the community's landscape and climate. While no one architectural "style" is desired, architectural elements that are rustic and characteristic of rural are preferred.

ARCHITECTURAL DESIGN STANDARDS

Guideline Reference

Plot Plan Complies (Y/N/NA)

See Comment Sheet

Building Form & Massing

11	New buildings are one and 2 story with tree-canopied spaces between them and adjacent buildings.	A4.1(p16)		
12	Every building provides shade and shadow via offsets, projections, roof overhangs, and recesses. (See illustration for guidance)	A4.1(p16)		
13	Rear facades, if visible from public streets or neighboring properties, are finished in a color and material equivalent to the principal sides of the building(s).	A4.1(p16) A4.3(p17)		
14	Building entrances include porches, loggias, or arbors.	A4.5(p18)		
Multi-Building Projects				
15	Individual buildings and structures in multi-building developments have an equivalent design.	A4.3(p17)		
16	Facades and roof lines facing streets, parking areas, and residential neighbors are equivalent in design, color, and materials throughout the development.	A4.3(p17)		



County of San Diego - Sweetwater
Design Review Checklist

	ARCHITECTURAL DESIGN STANDARDS	Guideline Reference	Plot Plan Complies (Y/N/NA)	See Comment Sheet
	Elevations and Building Façade Materials			
17	Project uses 1 or more of the following encouraged building materials:	A4.4(p17)		
18 A	<p>Exterior Walls</p> <ul style="list-style-type: none"> • Wood siding • Exposed wood structural members • Brick, adobe brick, and stone masonry • Light colored (grey, white, tan, or beige) cement plaster (stucco) • Split-faced concrete masonry with earth tone color (brown, tan, green, or grey) and texture 			
18 B	<p>Roofs</p> <ul style="list-style-type: none"> • Concrete shingles of earth tone color(brown, tan, green, or grey) • Clay tile of earth tone color (brown, tan, green, or grey) • Metal ribbed roofing of weathered metal (treated to be discolored or stained by exposure to weather) or earth tone colors(brown, tan, green, or grey) • High profile composition shingles (laminated shingles made from fiberglass and asphalt, and textured to give a three dimensional look) in earth tone colors(brown, tan, green, or grey) 			
18 C	<p>Building Bases</p> <ul style="list-style-type: none"> • Brick and native stone bases for wood building walls, or for low walls (less than 3 feet) used to create exterior useable open spaces (as defined in Section 1100 of the Zoning Ordinance) around the building 			
19	<p>The project does not use any of the following building materials:</p> <ul style="list-style-type: none"> • Large areas of glass (longer than 50 feet), except at pedestrian level store fronts • Contrast color (use of a primary color (red, yellow, blue) and a composite color (orange, green, purple)) glazed masonry except for small areas of detail. • Glass curtain walls • High contrast (use of a primary color (red, yellow, blue) and a composite color (orange, green, purple)) or bright colors (red, orange, and yellow) • Galvanized sheet metal • Built up roofing (continuous roof covering made up of various plies or sheets of saturated or coated felts cemented together with asphalt) • Reflective or shiny materials 	A4.4(p18)		
20	Grouped windows (more than 1) are proposed.	A4.5(p18)		
21	Windows are recessed to produce shadow lines.	A4.5(p18)		
22	2-story buildings do not have vertical windows over 1-story in height. Window openings are less than 7 feet tall.	A4.5(p18)		
23	Balconies, verandas, courtyards and loggias are proposed. (See illustration for guidance)	A4.6(p19)		



ARCHITECTURAL DESIGN STANDARDS		Guideline Reference	Plot Plan Complies (Y/N/NA)	See Comment Sheet
Roof Forms				
24	Sloped roofs of 50 feet or more have architectural treatments that break up the continuous lines and surfaces. (See illustration for guidance)	A4.2(p17)		
25	Changes in roof pitch and adjacent heights are accompanied by plan offsets. (See illustration for guidance)	A4.2(p17)		
26	Gabled, hip, or shed roof forms have a pitch of 2:12 to 5:12.	A4.2(p17)		
27	Eaves and roof overhangs create shadow lines and reduce the amount of sunlight striking glass surfaces.	A4.2(p17)		
Fences and Walls				
28	Except for noise walls to reduce traffic noise, fences and walls along major streets are no more than 3 feet in height.	A4.7(p19)		
29	Fences and walls over 3 feet high that face public streets provide a landscaped buffer at least 5 feet deep on the street facing side of the wall. When solid walls are used to buffer traffic noise, the walls provide a change of plane at a minimum of 30 foot intervals. (See illustration for guidance)	A4.7(p19)		
30	Wall and/or fencing materials are from the following list of materials: <ul style="list-style-type: none"> • Wood and wood rail fences • Stone and brick masonry walls • Wrought iron (for gates) • Walls with cement plaster finish • Wood 	A4.7(p19)		



LANDSCAPE DESIGN GOALS					
<ul style="list-style-type: none"> • Preserve significant trees as important aesthetic and ecological resources of Sweetwater’s community landscape • Significant existing natural features should be integrated into new development to retain the characteristics of the Sweetwater Valley landscape. • Planting design should reflect the rural character of the Sweetwater River Valley landscape. • Protect floodplain and open hillside areas. • Plant selection should recognize the importance of water conservation and emphasize drought tolerant plant species. 					
LANDSCAPE DESIGN STANDARDS			Guideline Reference	Plot Plan Complies (Y/N/NA)	See Comment Sheet
Plant Selection Guide and Landscape Manual					
31	Plant selection follows the recommendations of the Sweetwater Plant Selection Guide of the Sweetwater Design Guidelines and the County Water Efficient Landscape Design Manual.		A6.3(p22)		
32	All public right-of-way areas between the project and the existing sidewalk or street edge are to be landscaped.		A6.4(p22) B2.1(p34)		
Design Concepts					
33	Areas within 6 feet of public roads contain plantings.		A6.1(p21)		
34	Project proposes shrubs beneath the trees (rather than lawn or ornamental ground covers).		A6.3(p22)		
35	The use of turf grasses is limited to parks or other active use areas.		A6.3(p22)		
Preservation of Significant Natural Features					
36	No tree with a diameter of more than 12 inches, or any 2 trunks with a combined diameter of 16 inches, as measured 4 ½ feet above the root crown will be removed.		A2.1(p13)		
37	Existing land forms and rock outcroppings are retained within the landscaped edge zone.		A1.3(p12)		
Perimeter & Parking Lot Landscaping					
38	At least 5% of the internal parking areas greater than 6,000 square feet are planted with trees and shrubs. (See illustrations for guidance)		B1.4(p32) B2.5(p37)		
39	There is a minimum of 5 feet between the perimeter of the parking lot and the building. (See illustration for guidance)		B1.4(p32) B2.5(p37)		
40	1 tree is provided for every 300 square feet of required front, side, rear, and interior yard landscaped areas.		B1.3(p31)		



LANDSCAPE DESIGN STANDARDS		Guideline Reference	Plot Plan Complies (Y/N/NA)	See Comment Sheet
41	1 tree is provided for every 200 square feet of required interior yard landscaped area for Multifamily projects.	B2.5(p37)		
42	Every parking space is located within 30 feet of the trunk of a tree. (See illustrations for guidance)	B1.4(p32)		
43	All required trees are minimum 24-inch box size.	B1.4(p31) B2.4(p36)		
44	Except where they obstruct views of on-coming traffic, shrubs provide a visual screen that is a minimum of 30 inches in height and the plantings are spaced so that the branches intertwine after 2 years growth: <ul style="list-style-type: none"> • Between the building and street property line • Between the parking lot and front or side street property line • In side and rear yards 	B1.4(p31) B2.5(p36)		
45	The project provides a 20-foot landscaped edge zone along all public road frontages.	B1.1(p30) B2.1(p34)		

SIGNAGE DESIGN GOALS				
<ul style="list-style-type: none"> • Signs in Sweetwater should reflect the rural-rustic character of the valley's architecture. • All signs should be a minimum size and height to adequately identify a business and the products or services it sells. 				
SIGNAGE DESIGN STANDARDS		Guideline Reference	Plot Plan Complies (Y/N/NA)	See Comment Sheet
General Design Criteria				
46	External illumination is projected onto sign face. The light source is shielded from view.	A7.1(p23)		
47	All signs and sign components are limited to 3 colors in addition to black and white.	A7.1(p23)		
48	Signage is equivalent in location and design throughout the development.	A7.1(p23)		
49	No sign, other than a sign installed by a public agency, is located in the public right-of-way.	A7.1(p23)		
50	No sign is located above eave height or parapet top of the building.	A7.1(p23)		
51	Sign posts and other structural elements are made with a white, black, earth tone (brown, tan, green, or grey) or natural stain finish.	A7.1(p23)		
52	LED lights in the sign frame are hidden from view.	A7.1(p23)		



		Guideline Reference	Plot Plan Complies (Y/N/NA)	See Comment Sheet
	SIGNAGE DESIGN STANDARDS			
53	Individual opaque letters may be backlit to create a halo effect.	A7.1(p23)		
	Permitted Sign Types			
54	<p>The project signage is 1 or more of the following types:</p> <ul style="list-style-type: none"> • Awning Valance: A sign or graphic attached to or printed on an awning's valance (not permitted in multi-family). • Monument: A sign supported by 1 or more uprights of braces on the ground, not exceeding 4 feet in height. • Projecting: Any sign which projects from and is supported by a wall of a building with the display surface of the sign perpendicular to the building wall (not permitted in multi-family). • Single Pole Hanging Sign: A sign which is suspended from a horizontal arm which is attached to a pole no higher than 6 feet in height. • Wall: A sign affixed directly to an exterior wall or fence. • Window: A sign affixed to or behind a window, no larger than 25% of the window on or behind which it is displayed (not permitted in multi-family). <p>(See illustrations for guidance)</p>	A7.2(p24)		
	Prohibited Signs Types			
55	<p>The project does not use any of the following prohibited signs:</p> <ul style="list-style-type: none"> • Pole signs • Roof signs and signs extended above roof parapets • Internally illuminated plastic signs, except where plastic is used only as raised letters • Internally illuminated back-lit signs • Portable or mobile signs (i.e. lettered flags, banners or sandwich boards) • Signs with changing or moving copy • Neon signs, except for 1 per business where in a window and less than 2 square feet 	A7.4(p26)		
	Commercial and Industrial Development			
56	<p>Where frontage is defined as the length of the building(s) facing the principal street of the development (each project can only have 1 frontage):</p> <ul style="list-style-type: none"> • For frontages up to 100 lineal feet, the total sign area is limited to ¼ square foot of sign area per lineal foot of building frontage, to a maximum of 65 square feet of tenant signage. • For frontages over 100 lineal feet, the total sign area is limited to ¼ square foot of sign area per lineal foot of building frontage. 	A7.3(p25)		
57	Letter and symbol height is limited to 10 inches.	A7.3(p25)		
	Multi-Family Residential Development			
58	Project signage is 1 of the following sign types: Wall, Single Pole Hanging, or Monument.	A7.3(p25)		



SIGNAGE DESIGN STANDARDS		Guideline Reference	Plot Plan Complies (Y/N/NA)	See Comment Sheet
59	There is no more than 1 sign per multi-family residential development entry from a public street or road.	A7.3(p25)		
60	Sign area is limited to 10 square feet for projects of less than 25 dwelling units, and 15 square feet for projects with 25 or more dwelling units.	A7.3(p25)		
61	Letter and symbol height is limited to 6 inches	A7.3(p25)		

LIGHTING DESIGN GOALS

- Limit the amount and intensity of lighting to that which is necessary for safety, security, and to compliment architectural character without intrusion into adjacent properties, roadways, and the night sky.

LIGHTING DESIGN STANDARDS		Guideline Reference	Plot Plan Complies (Y/N/NA)	See Comment Sheet
Prevent Glare, Preserve Night Sky				
62	All outdoor lighting is directed downward and does not spill onto adjacent areas.	A8.1(p27)		
63	All outdoor lighting fixtures are cutoff and shielded to prevent direct view of the light source and keep the light out of the viewer's line of sight. At least 90% of the light is projected below an angle of 80 degrees. No light is projected above the horizontal plane passing through the lowest light-emitting point of the fixture.	A8.1(p27)		
Low, Even Levels				
64	Externally lit signs use only top mounted, shielded, downward directed light sources.	A8.1(p27)		
Size, Color & Materials				
65	Overhead luminaires in commercial parking areas are not more than 15 feet high and direct light away from public streets and adjoining properties.	A8.2(p27)		
66	All luminaires or bollards in residential parking areas are 12 feet or less in height.	A8.2(p27)		
67	Overhead walkway lighting is less than 8 feet in height.	A8.3(p27)		
68	Low-level walkway lighting is bollards or short (less than 3 feet) posts with shatter roof coverings that direct light downward.	A8.3(p27)		



BUILDING EQUIPMENT AND SERVICES GOALS				
<ul style="list-style-type: none"> Locate and design building equipment to minimize visual impact on public streets and neighboring properties. 				
BUILDING EQUIPMENT AND SERVICES STANDARDS				
		Guideline Reference	Plot Plan Complies (Y/N/NA)	See Comment Sheet
69	In commercial developments, service and loading areas are separated from main circulation and parking areas.	A9.1(p28)		
70	Trash containers and outdoor storage areas are screened from view from public streets, pedestrian areas and neighboring properties. The screen for trash containers is landscaping or is of materials that are equivalent to the architecture of the principal buildings.	A9.1(p28)		
71	Utility meters are located in service or screened areas.	A9.1(p28)		
72	Exterior surface mounted utility boxes are designed, painted or screened to be equivalent to the design of the buildings to which they are attached.	A9.1(p28)		
73	Mechanical equipment, satellite dishes, communication devices and other equipment are concealed from view of public streets, adjacent properties and pedestrian areas.	A9.1(p28)		
74	Roof mounted equipment is screened.	A9.1(p28)		
75	The design of solar panels is equivalent to the architectural design of the building to which the solar panels are attached, or the solar panels are otherwise screened.	A9.1(p28)		

MULTI-FAMILY RESIDENTIAL DEVELOPMENT GOALS				
<ul style="list-style-type: none"> Multi-family and duplex developments should contribute to the sense of a “neighborhood” by carefully-relating building frontages and yards to public streets and adjacent properties. 				
MULTI-FAMILY RESIDENTIAL DEVELOPMENT STANDARDS				
		Guideline Reference	Plot Plan Complies (Y/N/NA)	See Comment Sheet
76	Living spaces are on the ground floor or not more than ½ story above ground level.	B2.1(P34)		
77	100 square feet of Group Usable Open Space, as defined by Section 1100 of the Zoning Ordinance, per dwelling unit is provided and, except for senior citizen projects, at least 1 children’s play area of 400 square feet is provided where the property has 25 or more units with 2 or more bedrooms. An additional 10 square feet of children’s play area shall be provided for each additional multiple bedroom unit over 25.	B2.2(P34)		



	MULTI-FAMILY RESIDENTIAL DEVELOPMENT STANDARDS	Guideline Reference	Plot Plan Complies (Y/N/NA)	See Comment Sheet
78	<p>100 square feet of Private Usable Open Space, as defined by Section 1100 of the Zoning Ordinance, per dwelling unit is provided:</p> <ul style="list-style-type: none"> Private spaces have a minimum dimension of 8 feet. Decks used for upper floor private space have a minimum dimension of 4 feet. 	B2.2(p35)		
79	Parking lots are not located between the building and the public street. They are located to the side, rear, or internal location on the property.	B2.4(p35)		
80	Projects with a common enclosed parking garage have no more than 2 garage doors that open toward the street.	B2.4(p35)		
81	The design of carports and garages is equivalent to the architecture of the principal building.	B2.4(p35)		
82	Views to parking areas are screened from public streets, adjacent properties, and usable open space areas, as defined by Section 1100 of the Zoning Ordinance.	B2.4(p35)		
83	Parking Courts are not more than 10 spaces deep, and set back from the street property line by a 20 foot planted front yard. A Parking Court is a landscaped parking area containing a maximum of 20 parking spaces... (See illustration for guidance)	B2.4(p36)		
84	There are not more than 8 continuous perpendicular or angled parking spaces without a pocket at least 1 space wide planted with at least 1 tree.	B2.4(p35)		
85	Parking drives are not located around the perimeter of the development.	B2.4(p36)		



County of San Diego - Sweetwater
Design Review Checklist

Applicant hereby agrees to comply with the applicable design review checklist standards; all applicable Federal, State, and Local laws and regulations, including but not limited to the County’s Centerline, Watershed Protection, and Landscape Ordinances, for the life of the project, or until modified by a subsequent development approval; and he/she understands that additional changes to the project may be required prior to issuance of a building permit to ensure compliance with these regulations.

Applicant

Date

The Sweetwater Design Review Board hereby confirms that the proposed project complies with all of the applicable design review standards provided compliance with the applicable design review checklist standards is maintained as agreed by the Applicant above.

Chairman, Design Review Board

Date

Project and Property Owner Information:

APN(s): _____ Project Address: _____

Owner's Name: _____ E-mail: _____ Phone: _____

Owner’s Mailing Address: _____

Agent's Name: _____ E-mail: _____ Phone: _____

(If applicable)

Agent’s Mailing Address: _____

Brief description of the project:

