Master Precise Plan

Otay Ranch Village Six Core

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CHULA VISTA DESIGN REVIEW APPROVAL

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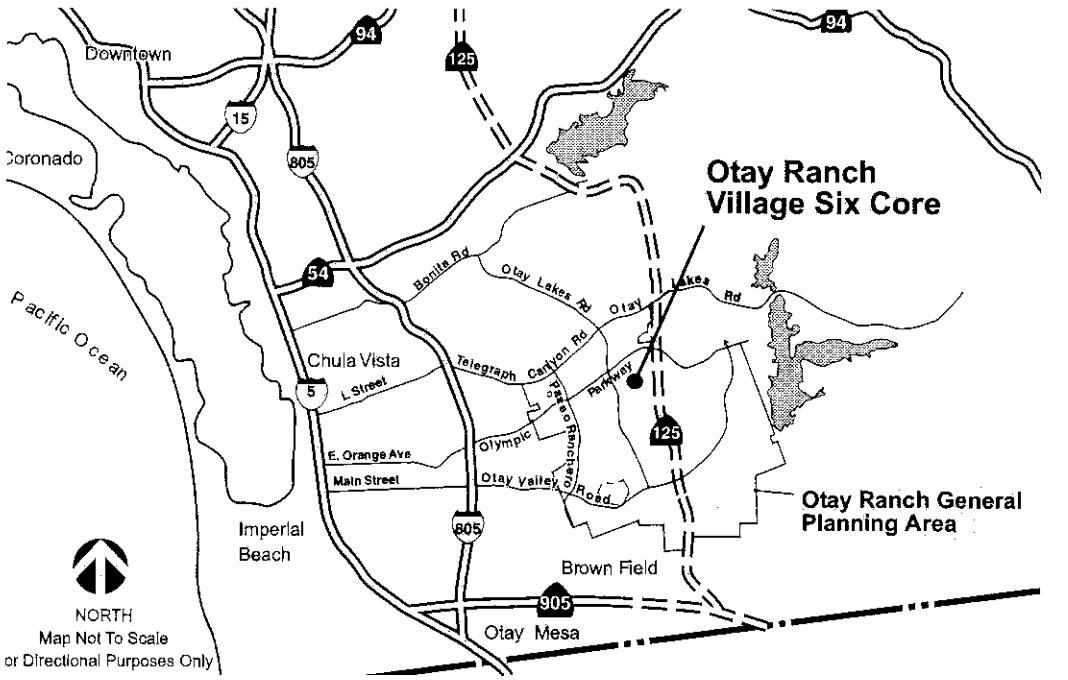
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I. INTRODUCTION

A. BACKGROUND AND PURPOSE

The Otay Ranch Village Six Core is located within the Otay Ranch Sectional Planning Area (SPA) Six and is a part of the Otay Ranch Planned Community. It has been carefully designed as one of several urban, transit oriented areas designed within a "village" context, where core activities are centrally located in the community. The "village," an essential building block of the Otay Ranch Community, is vital to its success as a planned community, and is intended to foster a premier quality of life for Otay Ranch residents and their neighbors.

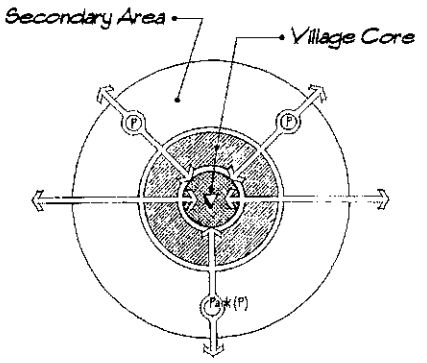
This Master Precise Plan is required by the Village Six SPA Plan (II.3.9.4-PC. District Regulations), and provides the entitlement bridge linking the approved policies and land use designations of the Village Six SPA/ Design Plan with subsequent project-level approvals within the Village Core. It serves as a framework document by which future "Individual Precise Plans" will be evaluated for compliance with the approved Village Core design concepts that encompass streetscape and landscape design, signage programs, and architectural and lighting guidelines.



B. VILLAGE CORE CONCEPT

The Otay Ranch Village Six Core is the commercial/ social activity center of Village Six. It is comprised of a variety of land uses and development intensities.

The village concept was first approved by the City of Chula Vista in October of 1993 with the approval of the Otay Ranch GDP/SRP. This concept was further developed in the Otay Ranch Overall Design Plan approved by the City of Chula Vista in June of 1996. Village specific guidelines are contained in the SPA and Village Design Plans for Village Six that were concurrently approved by the City of Chula Vista January 22, 2002 by Resolution No. 2002-022..



Village Core Concept

The "village" concept serves as the basic building block in organizing land uses within Otay Ranch. Villages are separated into two basic components: a core of more intense uses, known as the Village Core; and surrounding residential uses, known as the Secondary Area. The Otay Ranch Village Six Core, the focus of this document, is located in the northeastern portion of Village Six and includes medium-high density residential units, an elementary school site, a common usable open space site, and commercial/retail and CPF sites. The Village Six Core identity is based on a traditional "main street" theme that includes a tree-line village spine street (East Palomar) that extends through the village and includes a transit stop in its median. The secondary area of Village Six includes residential neighborhoods, with a range of lot sizes and residential product types and several pedestrian parks.

C. RELATED DOCUMENTS

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

circulation, landscape and architecture.

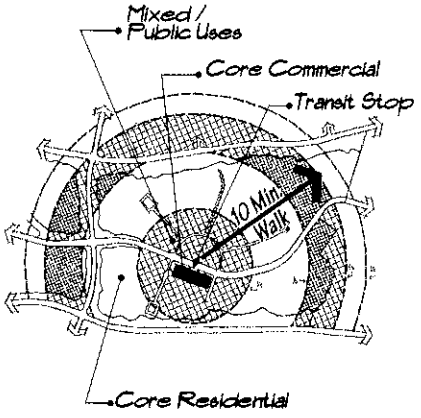
This Master Precise Plan is a component of the Village Six implementation package that includes the Village Six SPA Plan; PC District Regulations; Village Six Design Plan; Public Facilities Finance Plan; Parks, Recreation, Open Space and Trails Master Plan; and other documents. Together these documents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

D. Design Framework

The following summarizes the guiding principals and components established for the Village Core by the Overall Design Plan.

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

commercial core, which can accommodate pedestrian oriented urban design concepts and is consistent with the established community character.



10 Minute Walk Concept

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

E. VILLAGE CORE GUIDING PRINCIPLES AND COMPONENTS

The Village Core is a mixed-use area with related land uses configured in a pedestrian-friendly environment. It is the commercial, social and community design focal point for the village. Public transit is emphasized in the core while balancing the role of the automobile. The following summarizes the guiding principals and components established for the Village Core.

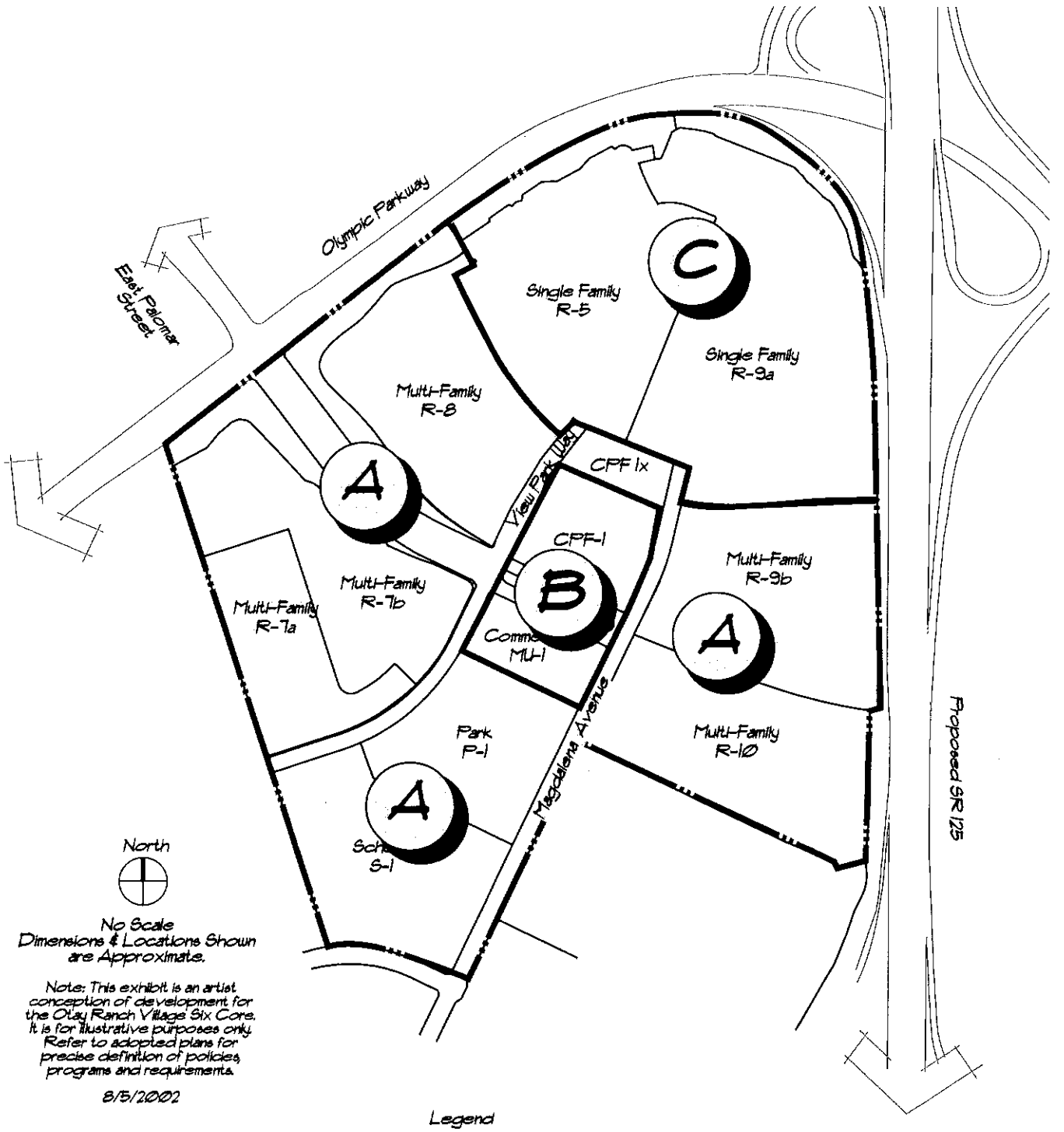
1. The Village Core mix and intensity of residential, retail, office, park and public uses, all within a 10 minute walking distance of each other, should be designed to encourage mass transit and non-vehicular modes of transportation, providing convenient access for residents, visitors and employees alike.

2. The Village Core should contain both active and passive uses that consider the needs of children, adolescents, young adults, couples, and the elderly, that are interwoven with work, shopping and the residential areas.

3. The arrangement of uses within the Village should be responsive to market viability and phasing considerations. Uses that can be economically developed early in the development program should be arranged to allow for a logical progression of development within the Core over time.

The provisions provided in the Village Six Design Plan, Chapter II.4.7 shall be applied in the design of each development parcel.

Exhibit 1 - Design Districts



VILLAGE CORE COMPONENTS

The Village Six Core consists of three (3) Design Districts that group sites according to their relationship to the commercial core area and their function within the Village Core concept. The three (3) Design Districts are as follows (see Exhibit 1 - Design Districts):

- Main Street District
- Village Core District
- Village Secondary Residential District

The primary focus of this document is on the Main Street and Village Core Districts as these areas contain the greatest intensity and diversity of uses. However, the relationship of the surrounding residential areas to the "core of the core" is important and addressed within this document. The residential guidelines contained in the Village Six Design Plan, chapters II.4 and II.5 shall be applied to the design of these residential parcels unless specified otherwise.

MASTER PRECISE PLAN

This Master Precise Plan establishes a detailed framework to address the following for the Village Core:

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

This document establishes parameters within which design solutions can be developed, while maintaining the overall community design objectives. The Master Precise Plan contains both specific mandatory criteria and general design recommendations.

Specific mandatory criteria are established for features, elements, and/or standards essential to establishing a unifying design theme for the Village Core and for achieving the intended character and use mix.

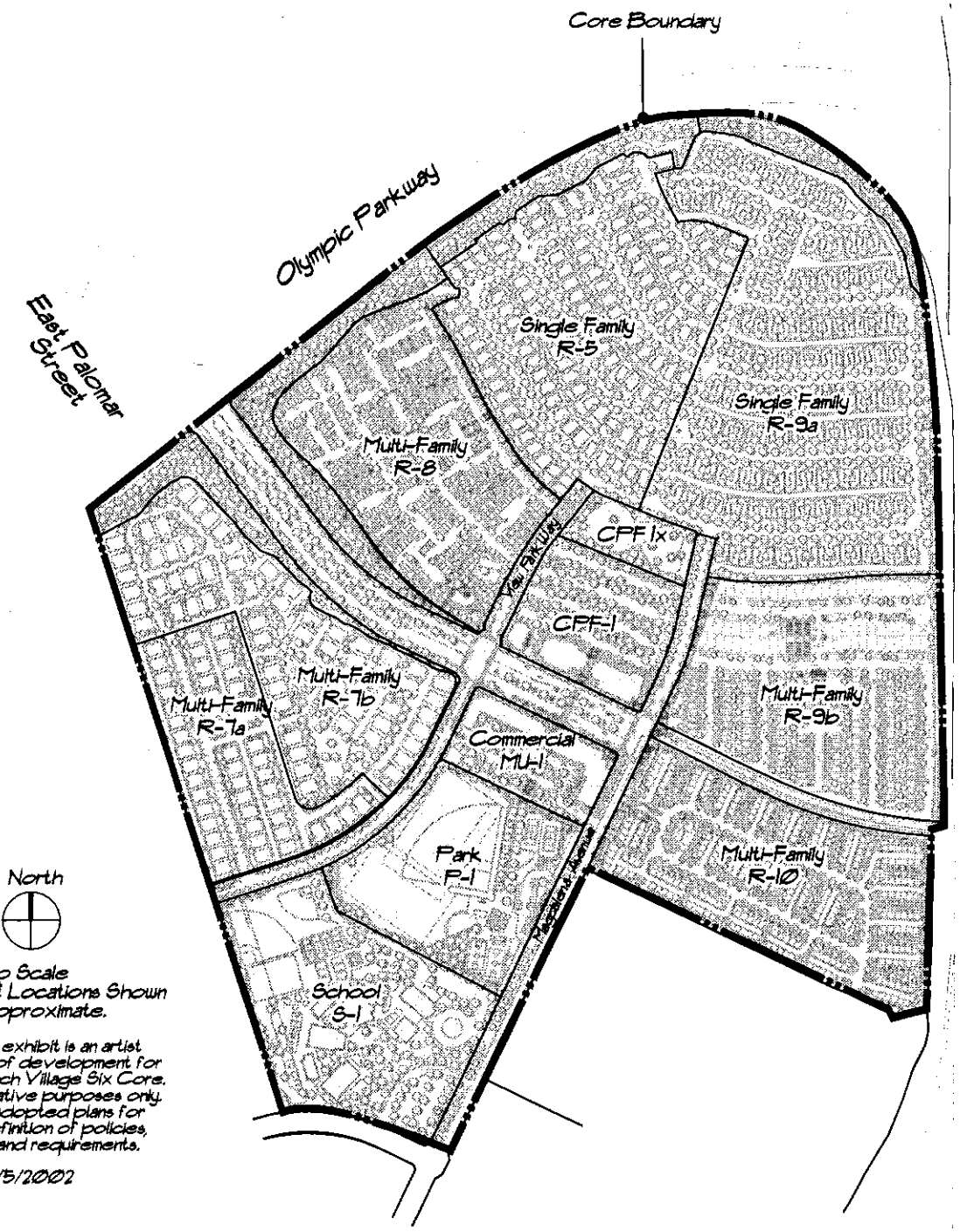
General design recommendations are provided to promote a well-designed and functional project, while allowing individual project expression within the framework of the Village Six Design Plan and Master Precise Plans.

In addition to providing site developers and designers with a framework plan, the Master Precise Plan, and subsequent Individual Precise Plans, serve as important tools for reviewing and evaluating schematic, preliminary and final plans for individual projects. This document does not provide precise design solutions but merely establishes controls and guidelines to insure that the Village Core is developed as a cohesive, integrated community over time.

Clarification of ambiguities of the provisions of the Village Six Core Master Precise Plan are at the sole discretion of the Director of Planning & Building.

Introduction

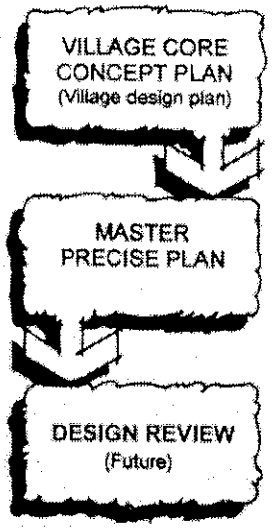
Exhibit 2 - Village Six Core Master Precise Plan Illustration



II. DESIGN REVIEW PROCESS

A. INTRODUCTION AND SUMMARY

The design review process for the Otay Ranch Village Six Core involves a two part, integrated procedure; design review and approval by the master developer, and Design Review and approval by the City of Chula Vista. The emphasis of this document is on City review of Design Review submittals following the adoption of this Master Precise Plan.



B. MASTER PRECISE PLAN

The City of Chula Vista requires preparation and approval of a Design Review Application (site plan, architectural and landscape review) for all development within the Village Six Core. The Master Precise Plan, in conjunction with the SPA Six Plan and Village Six Design Plan, establishes the framework for evaluating these proposals.

Design Review Applications within the Village Core shall be administered following the standard procedures for Design Review as set forth in the Village Six Planned Community (P.C.) District Regulations, Village Design Plan, Chula Vista Design Manual and Zoning Ordinance, except as modified or supplemented in this text.

An application for approval of a Design Review application shall be accompanied by all required maps and data that identify the elements of development as listed in Chula Vista Design Manual and Section 19.14.450 of the Zoning Ordinance. All Design Review submittals shall also include materials that demonstrate consistency with these guidelines: Shared parking data (mixed-use area only), Master Precise Plan Illustration (see Section III), and Design Criteria checklists (see Section V).

C. DESIGN REVIEW

In general, Design Review submittals shall be processed according to the procedures established for the City's Design Review Committee. Only Design Review applications that are consistent with the Village Six SPA Plan, Village Design Plan, the Master Precise Plan Illustration and the mandatory provisions of this Master Precise Plan shall be approved or conditionally approved by the Design Review Committee. Any project, which is

inconsistent with the adopted Master Precise Plan Illustration and mandatory provisions of this Master Precise Plan, shall require amendment of this document prior to or concurrent with approval.

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

Upon approval of any Design Review application, an annotated illustration of the approved project shall be incorporated as a "hardline" component of the Master Precise Plan Illustration (see Chapter 3). This modification of the Master Precise Plan Illustration shall be an administrative action and shall not be considered an amendment.

III. MASTER PRECISE PLAN

A. PURPOSE/ROLE

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

The Village Six Core will consist of a variety of buildings, uses and outdoor spaces with the primary focus on the Main Street District. Main Street is comprised of a single block of street-level, storefront commercial uses punctuated with architectural/building focal point elements and a pedestrian plaza. Upper floors of the commercial buildings may include residential uses linked to adjacent multi-family neighborhoods. A transit center is linked with the Village Core through a network of pedestrian and vehicular pathways. A neighborhood park, landmark community facility, an elementary school site and surrounding residential land uses are also linked to the core along pedestrian friendly streets.

Because of the diversity of uses within the Village Six Core and the importance of unifying themes and designs implemented over an extended development period, the Master Precise Plan described in this section will be utilized to ensure overall consistency.

The Master Precise Plan is provided to illustrate the intended overall land use character, diversity, and conceptual building/parking/open space relationships within the Village Six Core and adjacent areas.

B. MASTER PRECISE PLAN ILLUSTRATION

The Master Precise Plan Illustration, (Exhibit 2) graphically depicts a generalized design solution for the Village Six Core. Annotations are included to identify the important elements; many of which are mandatory. Initially, the entire Master Precise Plan Illustration is depicted as a soft-line illustration. As the Master Precise Plan is implemented both hard-line (solid) and soft-line (screened) areas may be included. Hard-line areas will reflect approved Design Review applications or public areas and are consequently fixed elements within the overall site plan. Soft-line areas are depicted to illustrate a conceptual design compatible with the hard-line site areas and in compliance with the provisions of these guidelines.

C. SITE PLAN AND ARCHITECTURAL REVIEW

Site plans and architecture of any development in the Village Core must be consistent with the Master Precise Plan Illustration and the site-specific design criteria identified in the following chapter. The conceptual design in the soft-line areas is as important as the consistency evaluation of the hard-line areas and must convey the character and general building/parking/pedestrian circulation relationships. Thus, consistency with soft-line portions of the Master Precise Plan Illustration should not be based on identical appearance, but on compatibility in character and content with the Master Precise Plan Illustration.

Site plans and architectural drawings shall be consistent with the hard-line portions of the Master Precise Plan Illustration in the following areas:

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

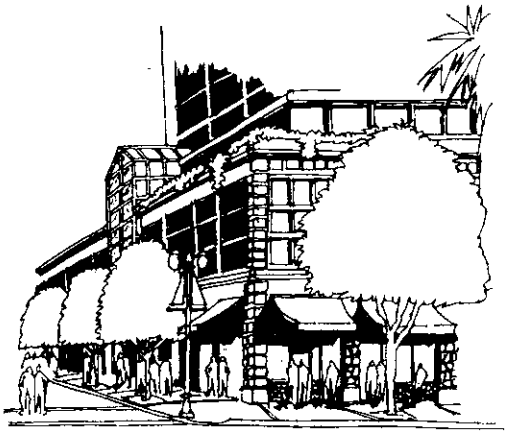
Each Site Plan and architectural submittal shall include a depiction of the adopted Master Precise Plan Illustration with the proposed project incorporated into the exhibit. The applicant shall annotate this exhibit to identify the design features that demonstrate consistency with both the hard-line and soft-line portions of the Master Precise Plan Illustration. Should the proposed Precise Plan necessitate refinements or minor adjustments to other soft-line portions of the site, the proposed refinements or adjustments shall be identified. Design refinements to the soft-line portions of the plan may be approved by the Design Review Committee and The Otay Ranch Company prior to submittal of any site plan and architectural drawing.

Site plans and architectural drawings shall be reviewed for consistency with the guidelines in the Village Design Plan and this document.

D. MANDATORY SITE PLAN ELEMENTS

Certain features or facilities are required to implement major community design themes or to create a specific character or aesthetic within the Village Six Core. The following elements must be implemented in the overall Village Six Core (if a specific or preferred location has been identified, that is also listed):

- Implement the pedestrian-oriented "Main Street" District concept that requires specific building, walkway and paving, street furnishings, parking, orientation, and setbacks etc. per the Village Six Design Plan.
- Provide CPF, commercial and neighborhood park synergy.
- Provide non-vehicular circulation connections to Secondary Area(s) outside the core.
- Utilize formal landscape and hardscape schemes in the design of the Main Street District.
- Architectural/building focal points[1] shall be provided at or near the Promenade/Entry Street corners at both ends of the Main Street District.
- The commercial area shall include a building with "landmark" qualities to establish an identity for the Village Core in accordance with the Village Design Plan.
- The building on the CPF site shall be sited and designed to serve as a Village Landmark per the Village Design Plan and must be carefully coordinated with that of the Multi-Use site across the street.
- Multi-family residential buildings shall be oriented to the Promenade Streets wherever possible as depicted on the Special Considerations for Residential Buildings (Exhibit 24), and an architectural/building focal point shall be provided at or near the Promenade/Village Entry Street corners.
- Multi-family residential buildings shall have enhanced architectural elevations when visible from Promenade and Village Entry Streets.
- Mandatory site plan elements shall be consistent with the specifications or other requirements of the Village Six Design Plan. These features are graphically depicted in Exhibit 3.

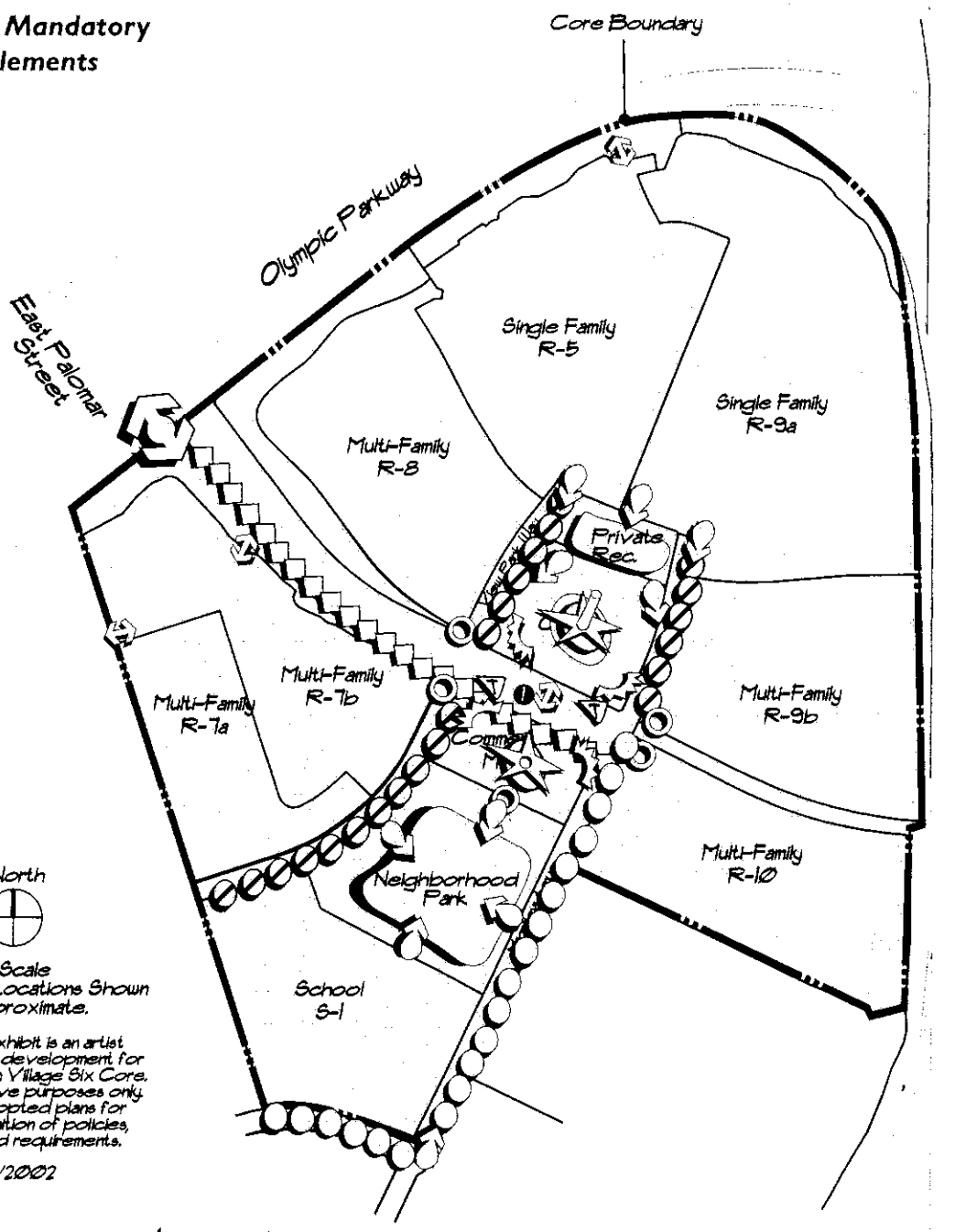


Architectural/Building Focal Point

1 **Architectural/building focal point:** When a building is an architectural/building focal point, it should be designed to enhance the streetscape. Architectural enhancements may include, but are not limited to, additional vertical element(s), additional detailing of the street-side building elevation(s), additional or enhanced balconies or exterior window treatments, and "landmark" structures such as a tower or plaza.

MASTER PRECISE PLAN

Exhibit 3 - Mandatory Site Plan Elements



North

No Scale
Dimensions & Locations Shown are Approximate.

Note: This exhibit is an artist conception of development for the Otay Ranch Village Six Core. It is for illustrative purposes only. Refer to adopted plans for precise definition of policies, programs and requirements.

8/5/2002

Legend

- Village Landmark Building/Plaza
- Village Mixed-Use Main Street Commercial
- Architectural Focal Point
- Village Landmark
- Transit Station
- Pedestrian Bridge Between V5 & V6
- Pedestrian Connection
- Secondary Landmark with Pedestrian Access
- Pedestrian Penetration Point
- Village Entry Street
- Promenade Street w/ Village Pathway
- Promenade Street wo/ Village Pathway

IV. VILLAGE SIX CORE DESIGN PLAN ELEMENTS/SITE DESIGN GUIDELINES

The preceding chapters identified the Village Six Core, described the Design Review, and Site Plan and Architectural Review processes and presented the Master Precise Plan Illustration. This Chapter provides additional detailed guidelines for the preparation and review of Design Review, and Site Plan and Architectural Review processes within the Village Core.

The Village Six Design Plan lists four major design elements that are key to the Village Core concept:

1) Building Design/Siting;

2) Pedestrian/Vehicle/Transit Access;

3) Urban Character/Architecture/Landscape Architecture; and

4) Lighting/Signing/Street Furnishings

Each of these elements contribute to the distinct identity of the Village Six Core. However, the specific application or required design solution varies with the location in the Village Six Core.

In addition to the specific design elements listed above, village-wide pedestrian access and circulation are overriding considerations in the new urbanism development concept for the Otay Ranch community. Plans highlighting pedestrian trail connections to the Village Six Core are provided as Exhibits 3, Mandatory Site Plan Elements, and Exhibit 11, Core Pedestrian Circulation. These exhibits show the integrated connecting routes leading to the core area that are required components of all Site and Architectural plans. These exhibits should be consulted to determine the pedestrian connection requirements for any neighborhood.

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

A. MAIN STREET DISTRICT

The Main Street District includes the commercial/mixed-use (multi family, commercial and Community Purpose Facility) development sites fronting on East Palomar Street. It is the most structured and urban area within the core and should have a strong pedestrian orientation. With limited vehicle speeds and diagonal parking on East Palomar Street, this district will function as a traditional Main Street, fronted by pedestrian-scaled storefronts and shops. Subordinated vehicle activity and a pedestrian-friendly urban environment define the character of this street.

BUILDING DESIGN & SITING

These guidelines should be applied most stringently to the buildings fronting East Palomar Street due to high level of pedestrian activities along this edge. These sites also have one or more edges that have a reduced pedestrian orientation. Because these edges are less critical to the overall concept, less attention is given to them. Thus, application of these guidelines should consider the range of exposures and the need to integrate a variety of character/orientation solutions into a cohesive plan.

The



Exhibit 4 - Mixed Use Building Design & Siting - E. Palomar Street

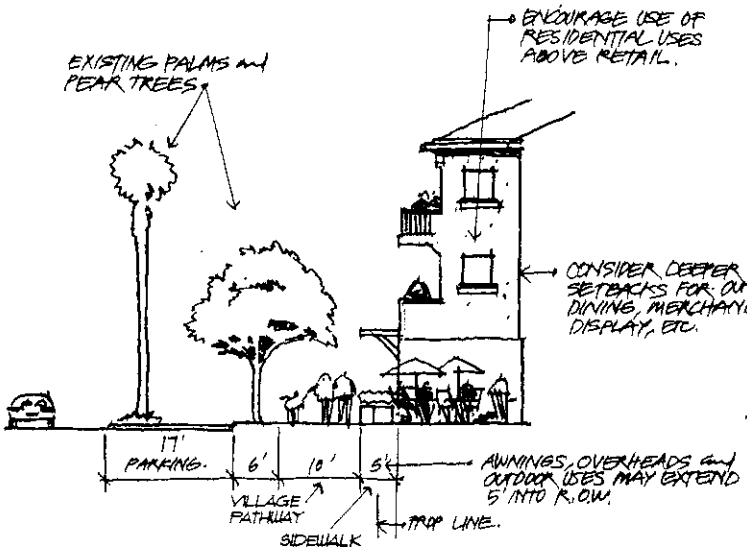


Exhibit 5 - Institutional Building Design & Siting - E. Palomar Street (CPF Site)

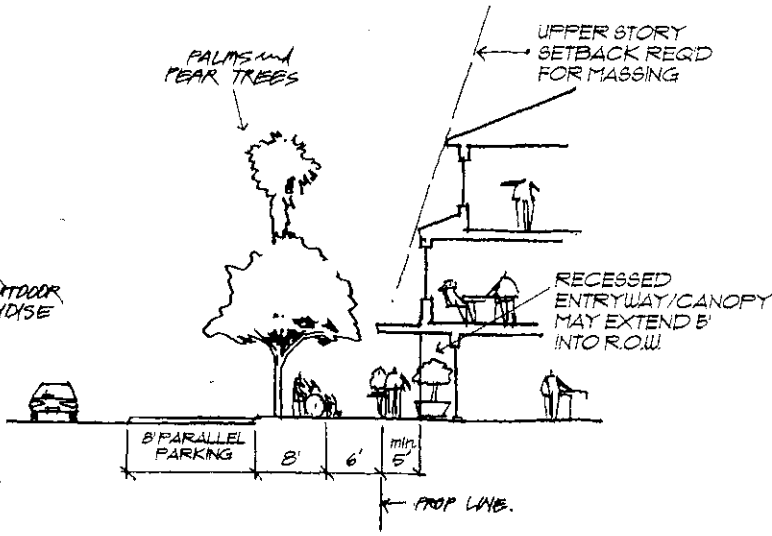


Exhibit 6a - Multi-Family Building Setbacks - View Park Way & Magdalena @ R-8 & R-9b

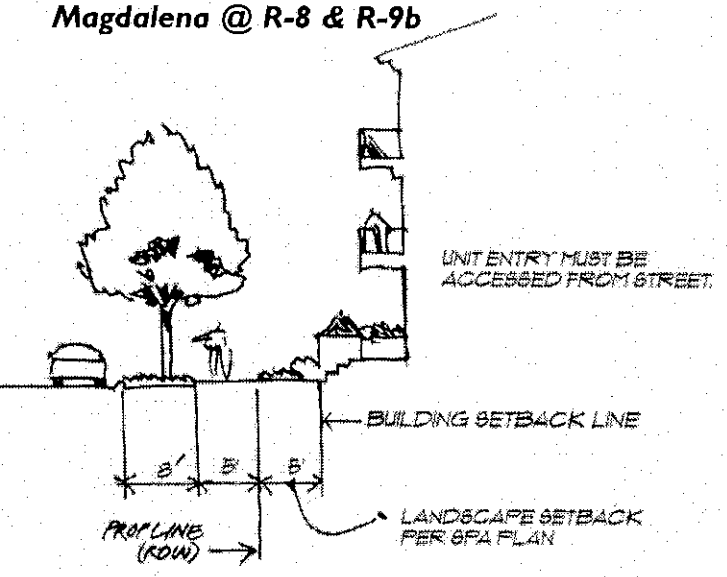
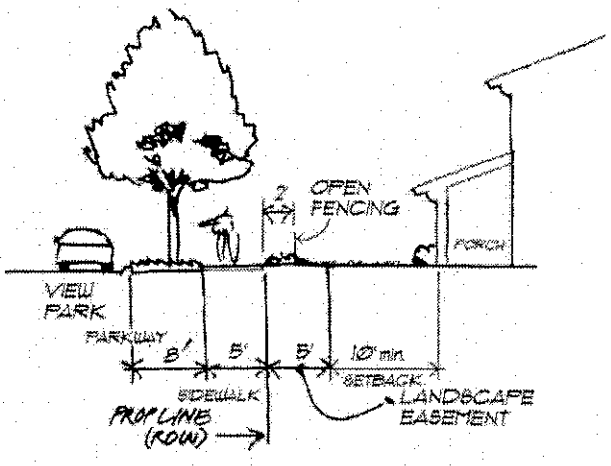


Exhibit 6b - Multi-Family Building Setbacks - Viewpark Way @ R7a & R7b



following guidelines apply to building design and siting:

- Multiple story buildings (up to 4 stories) with retail at street level and residential uses above are permitted and encouraged.
- Buildings fronting on East Palomar Street between View Parkway and Magdalena shall be set as close to the street as possible to encourage interaction between building activities and passers by and to enhance the urban character of the area. Except where slopes or other features prevent it, the maximum setbacks, as measured from the right-of-way, shall be as indicated in the chart that follows.

Setbacks (non-residential)	**Minimum Parking**	**Maximum Building**
East Palomar Street Between View Park Way & Magdalena	NA	0'[1]
View Park Way	14.5'	14.5'[2]
Magdalena Ave	12'	12'[2]
Setbacks (multi-family residential, parks, school)	**Parking**	**Building**
East Palomar Street Between Olympic Parkway & View Park Way	NA	20'[3]
Magdalena Ave & View Park Way	25'	20'[4]

- All surface and covered parking within multi-family areas shall be setback a minimum of twenty five (25) feet from adjoining street right-of-way or property line and/or five (5) feet from top or toe of slope, whichever is greater.
- Exterior residential patios shall abut landscape easements where possible.
- Building clusters shall utilize internal courtyards or plazas as focal points.
- Building corners shall be well defined with vertical elements to help create public spaces and improve orientation within this district.
- Due to the northern orientation of the commercial area along East Palomar Street, increased upper story setbacks are required to allow for solar access at the street level.

[1] Canopies, arcades, and roof overhangs may project a maximum of five (5) feet into the East Palomar right-of way and/or be setback five (5) feet from the right-of-way in an amount not to exceed thirty (30) percent of the building length as measured along the East Palomar Street right-of-way. These projections shall maintain a minimum of eight (8) feet in clearance as measured from the sidewalk to the bottom of structure. Bicycles must be walked in this area. Adequate signage must be provided.

[2] Distance as measured from the property line.

[3] Distance as measured from the property line.

[4] Distance as measured from the property line.

Exhibit 7a - Non Residential Building Setbacks - View Park Way

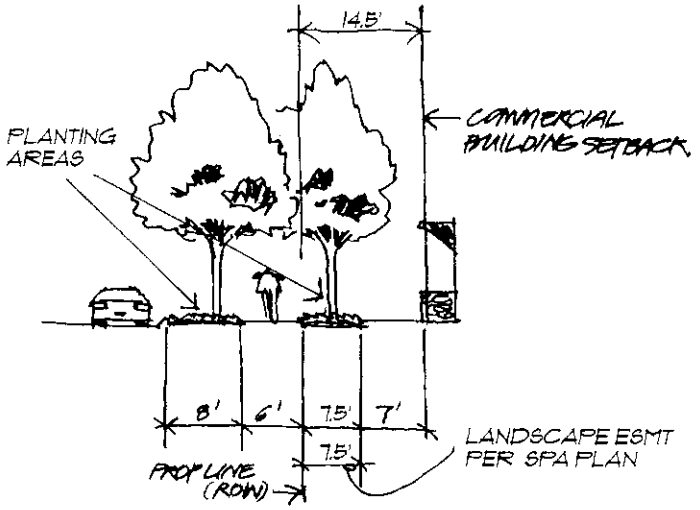


Exhibit 7b - Parking Setbacks View Park Way

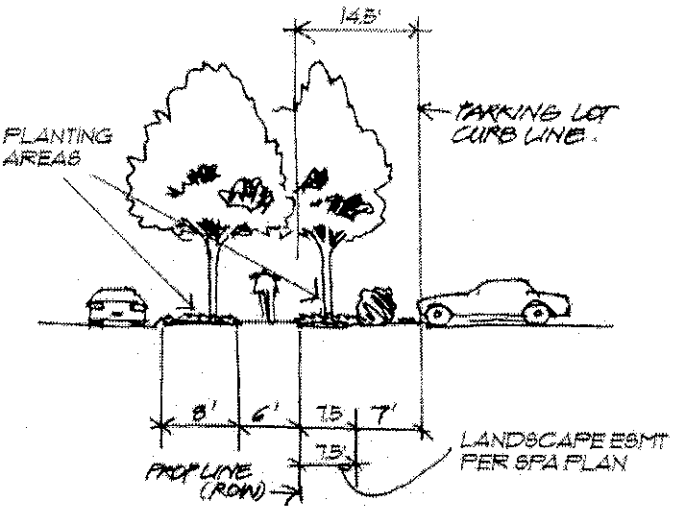


Exhibit 8a - Non Residential Building Setbacks - Magdalena Ave.

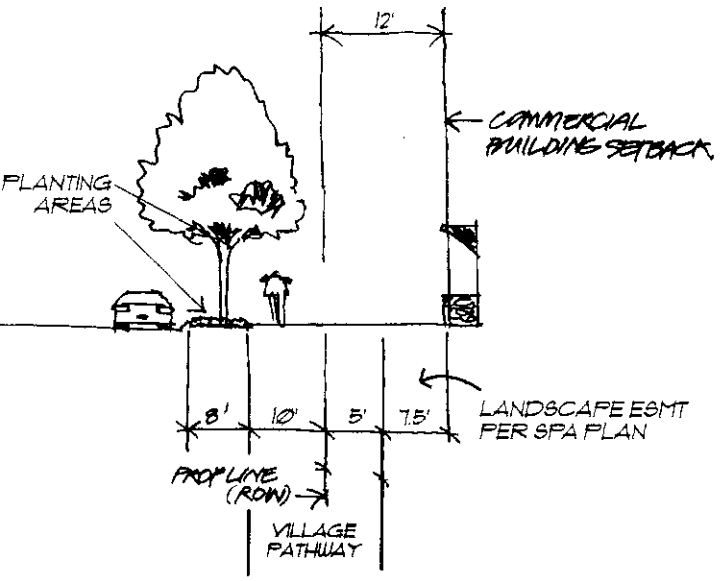
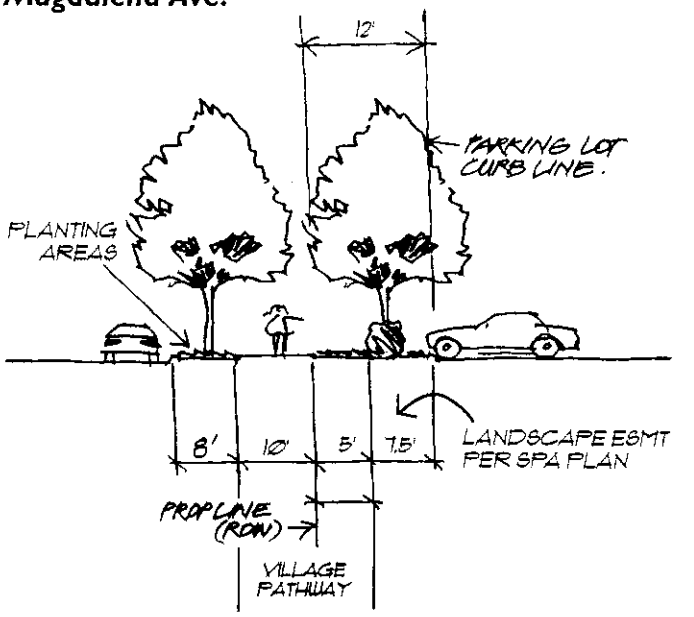


Exhibit 8b - Parking Setbacks Magdalena Ave.



- Primary building entrances shall be located on the East Palomar Street edge and shall be closely spaced and varying in depth to increase articulation and interest along the Village Pathway. Design emphasis on the entries improves the streetscene and helps distinguish individual shops in a multi-tenant building. Storefronts shall incorporate display windows, with a minimum of 70% glass, to create interest and encourage window shopping along the pedestrian walk. Uses which are not conducive to such exposure shall not be located along East Palomar Street.
- Each project (use) shall provide a well-articulated, identifiable entry for both the pedestrian and vehicle, from street/walkway to building. Project entries and connections to and into buildings shall be enhanced with landscaping, hardscape detail and architectural accents.

PEDESTRIAN/VEHICLE/TRANSIT ACCESS

- Vehicle access shall be clearly subordinated to pedestrian access in this area. Single back door vehicle access to the building's rear shall be allowed, potentially under a building bridge. In addition to the diagonal parking along E. Palomar Street, parking shall be located behind buildings fronting the East Palomar Street edge on these parcels.

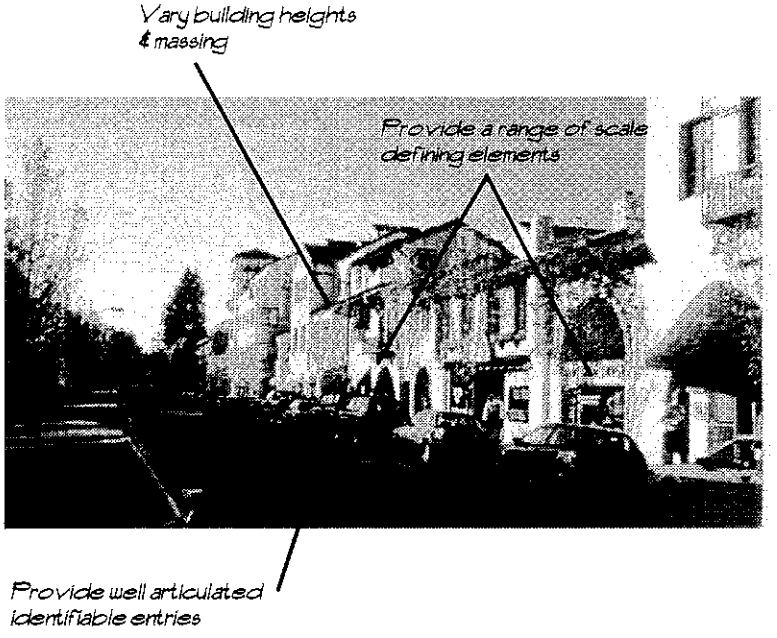
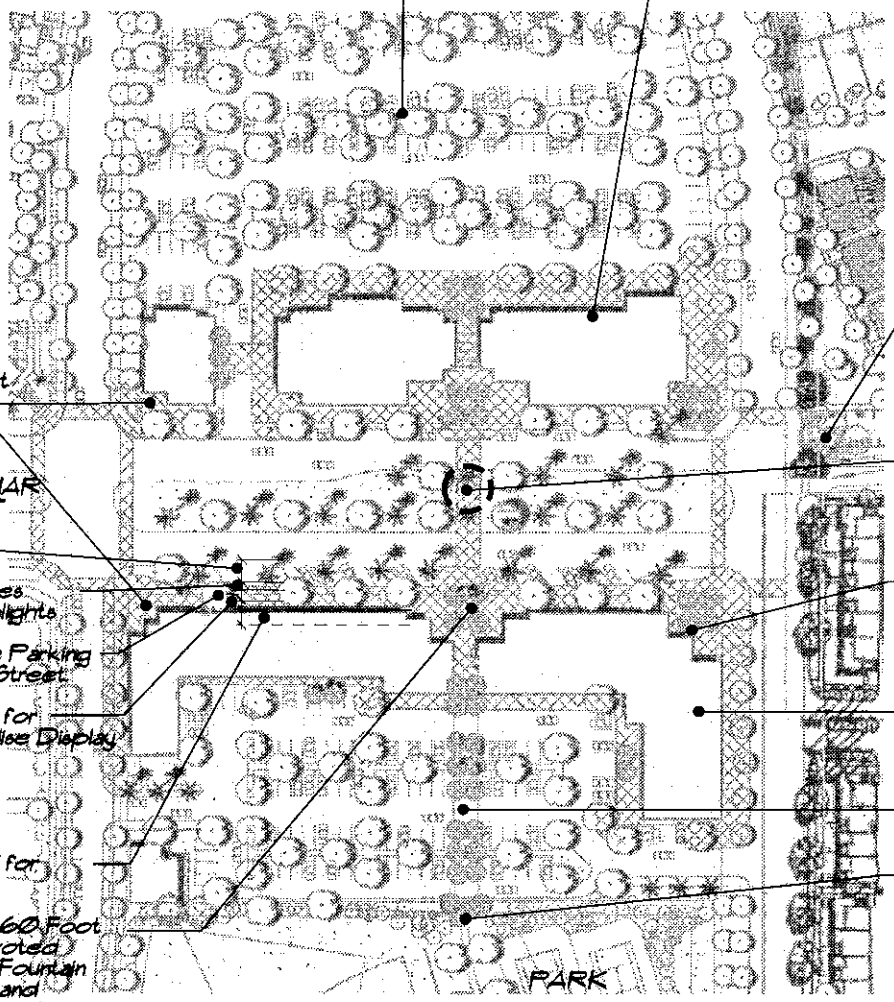


Exhibit 9 - Main Street District



Note: Additional driveway access from E. Palomar Street will be considered during Design Review.

North

No Scale
Dimensions & Locations Shown are Approximate.

Note: This exhibit is an artist conception of development for the Otay Ranch Village Six Core. It is for illustrative purposes only. Refer to adopted plans for precise definition of policies, programs and requirements.

8/5/2002

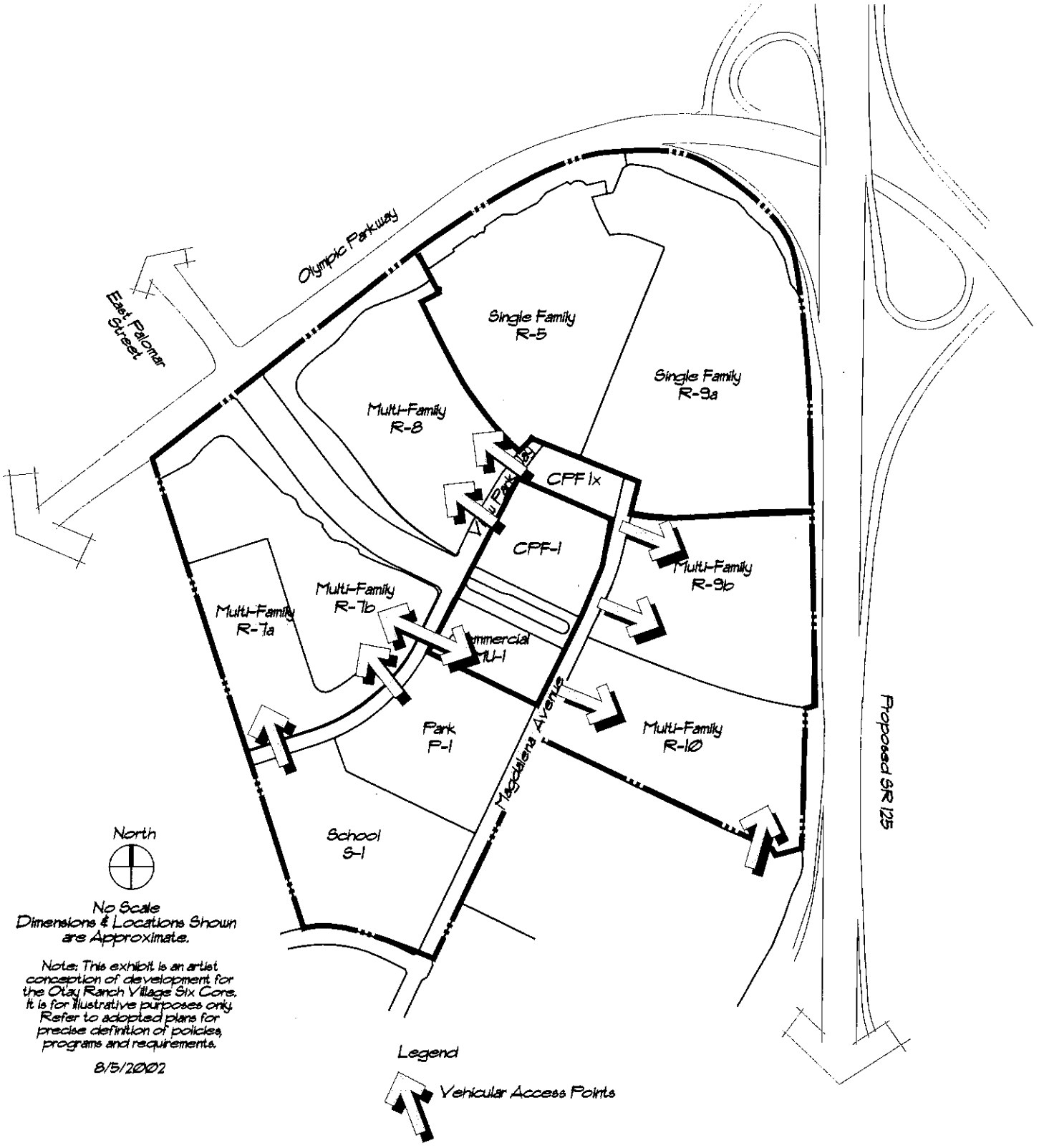
Core of the Core -
Primary Public Elements
of the Mainstreet District

- All service and loading areas shall be accessed from an alley or rear parking area. No loading shall occur on the street or pedestrian oriented sides of a building. No garage type loading doors shall be located on a building facade directly facing a public or promenade street.
- Parking lots, walkways and courtyards shall be designed at a human scale. The use of special paving, lighting, signage, and landscaping shall be utilized to promote pedestrian and bicycle movement and reduce the impersonal expansiveness of large spaces.
- A Village Pathway exists along the pedestrian corridor to allow groups to comfortably pass each other. Frequent opportunities to sit, relax, and observe shall be provided with the inclusion of benches, steps, planters, and short walls within and adjacent to the Village Pathway.
- Pedestrian, bicycle and cart access routes to the Village Core shall be maximized.
- Pedestrian, bicycle and cart access routes along the Village Pathway shall provide convenient access to the planned transit station site in the East Palomar Street median. The commercial area shall have good exposure to the transit station and a well-identified connecting pedestrian route.

The Core Pedestrian Circulation Exhibit (Exhibit 11) displays the pedestrian circulation routes within the Village Six Core.

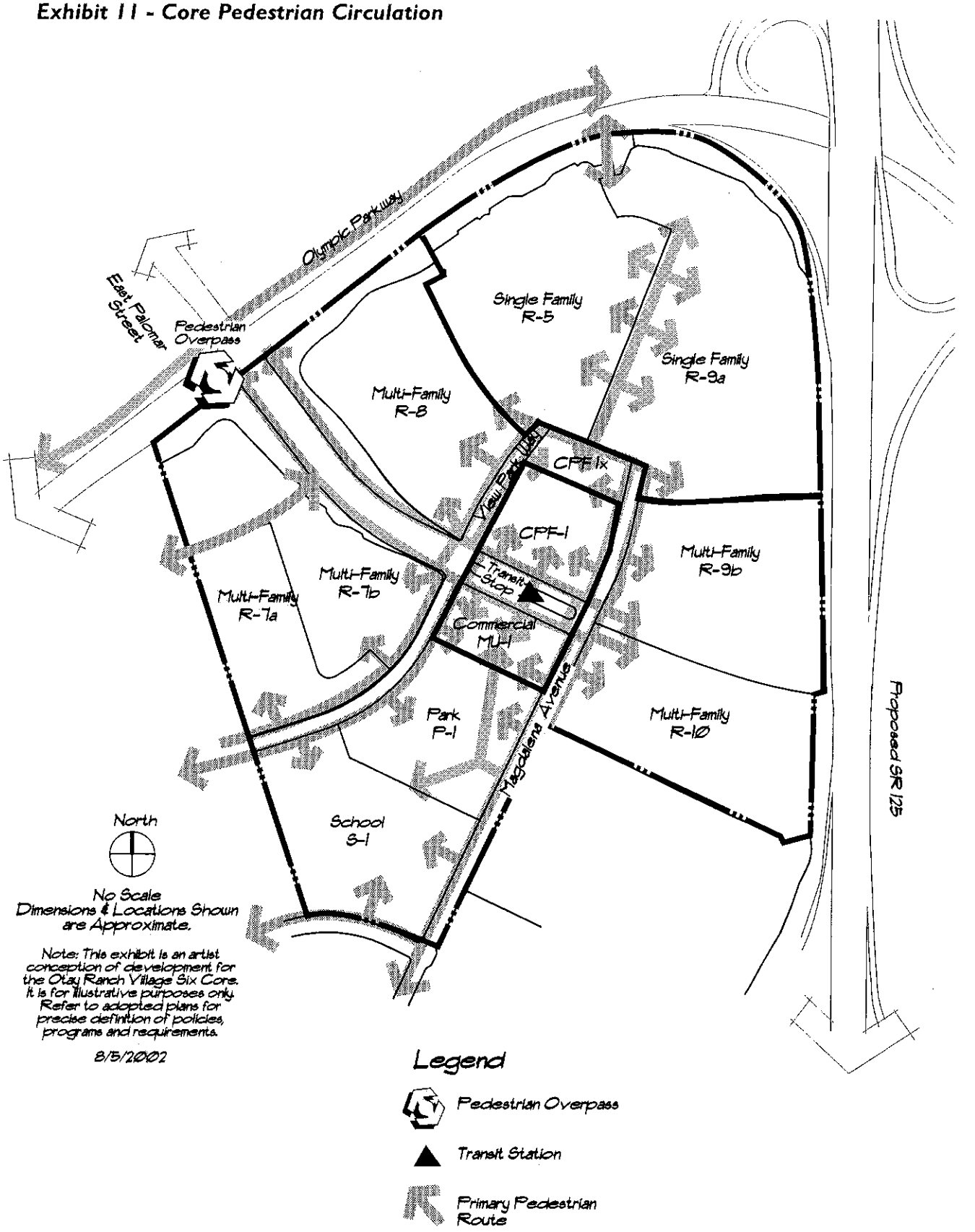
Where uses have predictable time cycle parking demands and where supported by appropriate traffic/parking studies, shared parking is encouraged as a means to reduce total parking lot area. (Note: The criteria and standards provided in Shared Parking published by the Urban Land Institute (ULI) or similar objective requirements may be utilized to assess parking needs and formulate shared parking agreements).

Exhibit 10 - Vehicular Access for Multi-Family Projects



SITE DESIGN GUIDELINES

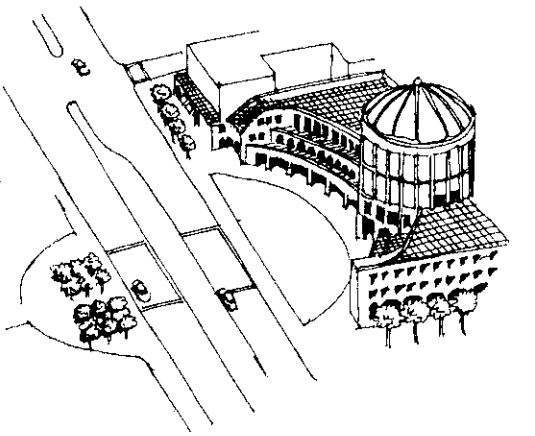
Exhibit 11 - Core Pedestrian Circulation



URBAN CHARACTER/ARCHITECTURE/ LANDSCAPE ARCHITECTURE

a. URBAN CHARACTER

- A Village Landmark shall be provided opposite the MU-1 site on the CPF-1 site in accordance with the Village Design Plan and Exhibit 3.
- A Village landmark building and pedestrian plaza is required within the Main Street District commercial core, in a location directly across from the East Palomar Street median transit station. (See Exhibit 3) This plaza shall be a minimum of 3,000 square feet, and a minimum of 60 feet wide along the East Palomar Street frontage. The plaza and hardscape along the shopping street shall be well defined utilizing a textured hard surface or paving accents that create interesting patterns to identify the plaza as a focal area. A water feature (i.e. passive or interactive fountain) within the plaza is also required. Site furnishings such as tables and chairs, planters and other decorative landscape elements are highly encouraged to create an environment that encourages public interaction.



Village Landmark Building/Plaza

b. ARCHITECTURE

The Village Six Design Plan establishes California Heritage as the community architectural theme for Village Six. This architectural theme shall be implemented within the Village Core. While not a specific architectural style, the California Heritage design theme reflects a variety of specific styles and combinations such as Spanish Colonial, Mission, Ranch, Bungalow, Moorish, Agrarian, and expressions of European Country influence. In general the architectural feeling should be relaxed, simple and somewhat rustic in detail. California Heritage architecture is an eclectic style that embraces the climate and materials indigenous to Southern California allowing for individual expression while creating a timeless sense of place. The European Country architectural style is the thematic basis for design throughout the Village Six Core.

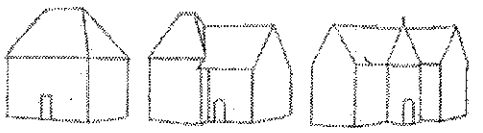
Key architectural features of the European Country architectural style may include steeped pitched hipped roofs, brick, stone or stucco wall cladding, and decorative half-timbering with a great variety of detailing and wall materials. Roof materials include flat tile, slate, stone or similar materials.

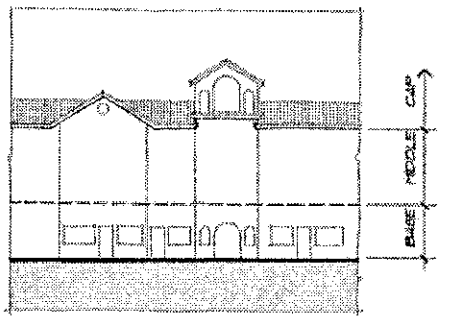


The following describes the general architectural requirements for the Main Street District:

- In larger buildings or groups of buildings, horizontal massing shall be interspersed with vertical elements such as two story components and towers.
- Larger towers shall signify focal elements and meeting/activity places.
- Building designs shall relate to the California Heritage architectural vernacular while embracing expressions of European Country influence. This style employs rusticated and formal elements. The roofline is prominent and interrupted with additions and dormers. Segmented arches, bays, and truncated rectangles may be used. Buildings shall incorporate materials such as the Otay Ranch Community Stone, and relate to the colors, forms and textures used in these structures to create a cohesive design theme for the "public" areas of the core.
- The Otay Ranch Community Stone shall be used as a significant accent element at key locations and focal points.
- The architecture shall provide shade, indoor and outdoor spaces, and people-gathering areas such as courtyards and plazas. Pedestrian "nodes" with seating and/or sidewalk arcades shall be incorporated into projects.
- Exterior building elevations shall incorporate a range of scale defining elements that relate larger building masses to the pedestrian. Elements to include, columns, archways, doorways, upper floor windows and balconies.
- Overhead features that create a sense of enclosure and encourage visitors to linger and enjoy the area are desirable aspects of the plaza and pedestrian walkway. Features such as canopies, arcades and roof overhangs can achieve these objectives and also provide a measure of weather protection when necessary.[5]
- Outdoor refuse or storage containers shall be completely screened. No refuse collection or storage areas shall be located between a street and

BUILDING FORMS

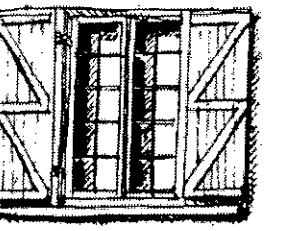




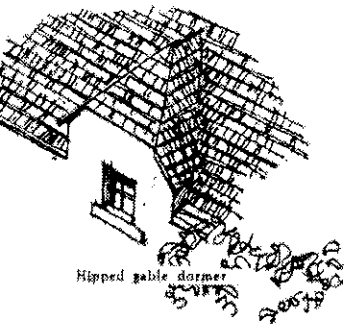
5 Canopies, arcades, awnings, roof overhangs, signs, movable planters, and temporary outdoor uses such as dining and merchandise displays may project a maximum of five (5) feet into the East Palomar right-of-way for the commercial use areas only. Dining areas may be the full width of the restaurant's frontage except the entrance shall not be blocked. The total length of projections may not exceed thirty (30) percent of the building frontage along the East Palomar Street right-of-way. Overhead projections shall maintain a minimum of eight (8) feet in vertical clearance as measured from the sidewalk to the

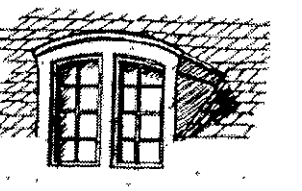
the front of a building or in pedestrian corridors. The exact location of outdoor refuse or storage containers shall be determined at Individual Precise Plan level.

- Mechanical and electrical equipment, utility connections and antennas shall be mounted within the interior of a building whenever practical. When interior mounting is not practical, equipment shall be screened from public view. Any screening shall be architecturally integrated into the building.
- Buildings shall be constructed using materials with good insulating value and shall incorporate natural materials.
- A variety of building height and massing shall be achieved, either grouped or as individual buildings.
- The volumes that compose a building shall be subtly broken up into smaller units in order to relate to the human scale.
- All buildings shall be composed of a base, middle and cap.
- Roof forms shall reflect the European Country architectural vernacular and shall create a visually pleasing streetscape. Rooflines should be complex and ideally maintain a slope of 5:12 or greater. The ridge may be overemphasized. Materials should have a rough, weathered and randomly laid aesthetic. Thick rafter tails or beams should slightly protrude. Gables, hips, Dutch gables may be used. The cornice may be interrupted to break elongated horizontal movement.
- Windows, entries and doors shall vary in size, shape and detail and shall be deeply recessed. Actual recessed openings are highly encouraged, although the appearance can be achieved through the use of building projections (pop-outs) and bay-windows. Storefronts shall be comprised of 70% glass.
- Architectural features such as arches, columns, trellises, moldings and build-up planters shall be used to soften and humanize buildings.
- Views to second floor pedestrian spaces shall be enhanced as much as possible to facilitate easy access and convenient identification. Where possible, provide second floor connections to other buildings by use of pedestrian bridges.
- Structures shall blend and harmonize with surrounding buildings.

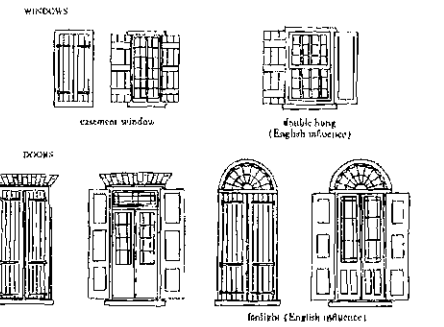


Wood shutters





Segmental dormer







Half timbered wall w/ second floor overhang, beam tails, gable vent

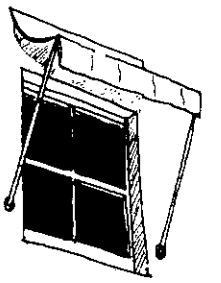
- Buildings should be unique but address and/or share certain fundamental architectural characteristics consistent with the elements that distinguish individual design districts.
- Architectural style along the same street or within a complex shall include buildings of similar but varying height and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

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

ARCADES AND LOGGIAS:

- Arcades and loggias are a major architectural element and should be used to play off against broad expanses of plain surfaces.
- Traditional ratios of proportions between columns; the diameter and height of the columns and the width of the arch need to be carefully considered.

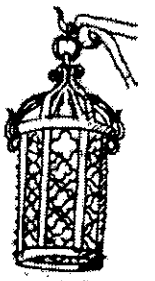
ARCHES:



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

AWNINGS:

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



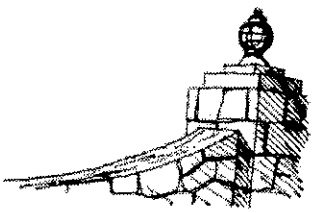
Decorative carriage lamp

EXTERIOR STAIRCASES:

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

GROUND MOUNTED EQUIPMENT:

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



Stone landscape wall

Incorporate Exterior Stairs into Building



GROUND SURFACES:

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

PEDESTRIAN ORIENTED BUILDING ENTRANCES:

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

ROOFS:

- Flat roofs are only acceptable when used in conjunction with other roof forms.
- Flat roofs with parapets shall not be visible, either from adjacent buildings or from a distance.
- A parapet that is suitably articulated by a traditional cornice and low entablature shall surround all flat roofs. Such parapets shall be of a height that will hide any rooftop equipment.

- Projecting cupolas, towers and varied chimney forms are required. In many cases such roof projections can be used to house ventilation and other heating and cooling equipment.
- When solar collectors are used, they shall be either integrated into the roof surface, placed behind projecting parapets, or fully enclosed into roof wells.

WINDOW AND DOOR OPENINGS:

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

The following building specific guidelines apply to structures located within the Main Street District and shall be applied by building type as described below.

Building materials shown with an asterisk (*) are required at significant accent elements and focal points.

For purposes of Exhibit 12, the following definitions are used:

BUILDING TYPE A DEFINED

Includes all buildings except those designated multi-family residential (CPF and Commercial buildings).

BUILDING TYPE MF DEFINED

Includes multi-family residential designated buildings.

Exhibit 12 - Main Street District Building Materials and Finishes

	PREFERRED		ACCEPTABLE		PROHIBITED		
Building Type	**A**	**MF**	**A**	**MF**	**A**	**MF**	**Notes**
ROOFING							
Flat Concrete Tile	■	■					Rich, dark colors
Galvanized Corrugated Metal	■			■			A maximum of 10%-20% of the roof surface area may be of a metal material on MF bldgs.
Galvanized Metal Fascia	■	■					
Wood Fascia	■	■					
Slate			■	■			
Copper			■	■			A maximum of 10%-20% of the roof surface area may be of a metal material on MF bldgs.
S Barrel Tile			■	■			A maximum of 10%-20% of the roof surface area may be of a barrel or mission tile type
Pan Mission Tile			■	■			A maximum of 10%-20% of the roof surface area may be of a barrel or mission tile type
Colored Ceramic Roofing Tiles			■	■			For accent Use and/or for patterned roof
Bitumen			■	■			Flat surfaces only
Wood Shake					■	■	
Wood Shingles					■	■	
Asphalt Shingle					■	■	
EXTERIOR WALLS AND SIDING							
Community Stone*	■	■					Utah Desert stone to match the Otay Ranch Community Stone
Community Block	■	■					Otay Ranch Brown
Galvanized Corrugated Metal			■	■			24 Gauge minimum
Brick Veneer			■	■			
·od Battens			■	■			Horizontal or Vertical
,,ood Shingle					■	■	
Chain Link					■	■	
STUCCO							
Smooth Hand-Trowel Finish	■	■					
Modern American					■	■	
Splatter Finish					■	■	
Pebble Dash					■	■	
Machine Applied Color Coat			■	■			
WINDOWS							
Multi-Paned	■	■					Traditional character
Wood Mullions			■	■			Stain finish or painted, warm colors
Metal Mullions			■	■			Anodized
Wood Shuttered				■	■		Stain finish or painted, warm colors
Large Expanse of Glass					■	■	
STOREFRONT							
Multi-Paned	■					■	Traditional character
Wood Mullions			■			■	Stain finish or painted, warm colors
Metal Mullions			■			■	Anodized
Large Expanse of Glass (70% min.)					■	■	
AWNINGS							
Canvas	■	■					Simple angled surface, preferably open on the sides with plain or decorative valance
Sheet Metal					■	■	Anodized
·tic					■	■	
·med					■	■	
Internally Lit					■	■	

*Required

Main Street District Building Materials and Finishes continued

Building Type	PREFERRED A	PREFERRED MF	ACCEPTABLE A	ACCEPTABLE MF	PROHIBITED A	PROHIBITED MF	Notes
TRELLISES Must Complement Building Architecture if Attached							
Metal	■	■					Anodized
Wood			■	■			Stain finish, warm colors
ARCADES & ENTRIES Must Complement Building Architecture							
Community Stone	■	■					Utah Desert stone to match the Otay Ranch Community Stone
Wood			■	■			Stain finish, warm colors
Stucco Finish			■	■			Smooth hand-trowel finish
Ceramic Tile Accents			■	■			Accents only
American Modern Stucco Finish					■	■	
Splatter Stucco Finish					■	■	
Pebble Dash Finish					■	■	
Machine Applied Color Coat					■	■	
DOORS							
Wood Framed	■	■					Stain finish or painted, warm colors
Metal Framed	■			■			Galvanized metal
Louvered	■					■	Galvanized metal
Roll-Up	■					■	Galvanized metal, non street fronting use
Steel	■			■			Galvanized metal and painted
Glass	■					■	Galvanized metal frame
Non-Tempered Glass					■	■	
COLUMNS							
Community Stone	■	■					Utah Desert stone to match the Otay Ranch Community Stone
Wood			■	■			Stain finish, warm colors
Concrete			■	■			Smooth hand-trowel finish
Metal			■	■			Anodized
Ceramic Tile Accents			■	■			Accents only
Raw Metal					■	■	
GATES							
Metal	■	■					Galvanized and painted
Wrought Iron			■	■			
Tubular Steel (Preferred)	■	■					
Raw Metal					■	■	
Wood					■	■	
Chain Link					■	■	

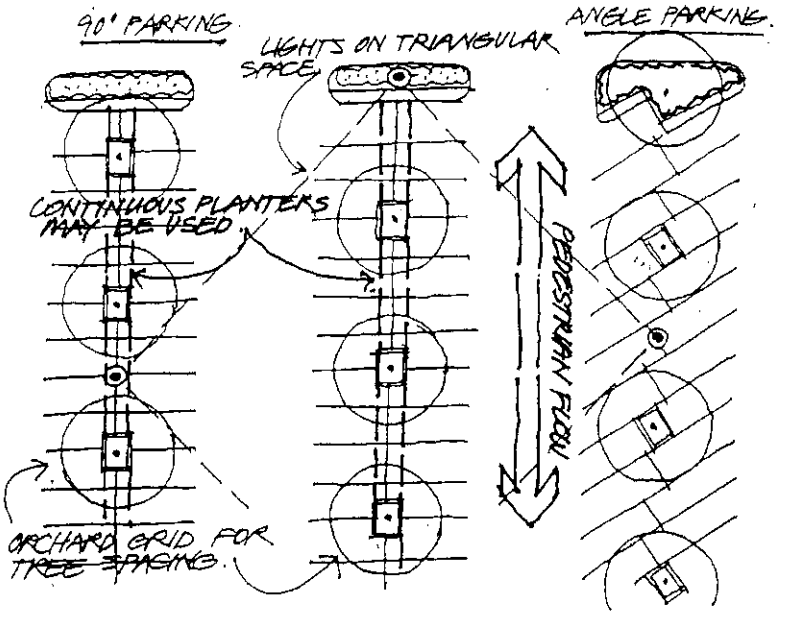
c. LANDSCAPE ARCHITECTURE

Landscaping consisting of both hardscape and softscape treatments shall reinforce the urban character of the area and reflect ordered, formal treatments rather than random, natural appearing solutions. Trees shall be incorporated into the pedestrian plaza and pathways, planted flush to ground level with overhead branches creating canopies and shade where needed. Hardscape shall incorporate rich detailing such as special scoring patterns, textures, colors, and interlocking pavers or similar materials. All landscaping within the public right-of-way shall be approved by the City and installed in accordance with City standards.

The following additional guidelines apply to landscape architecture within the Main Street District:

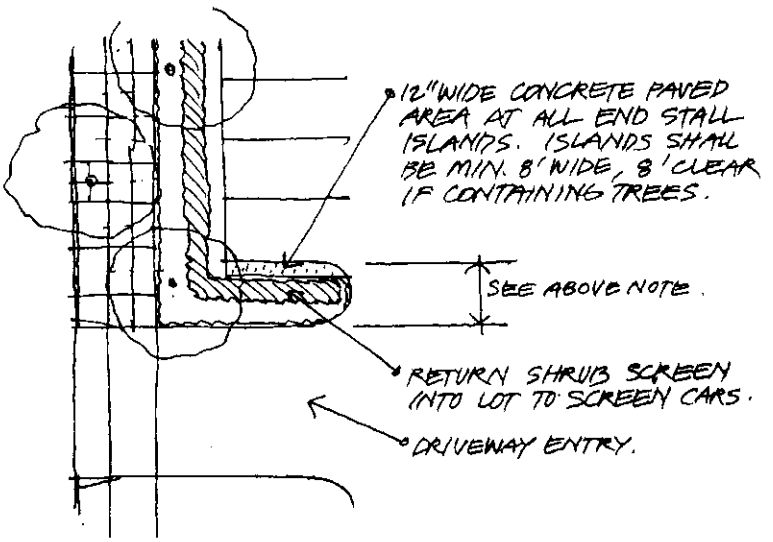
- The use of steps, retaining walls and structures for grade separations in this district is preferred to landscaped banks, to emphasize the urban character and provide sitting areas.
- Adjacent parking areas shall be buffered from the pedestrian paths with landscape screening.
- Parking lots shall be designed to incorporate the "orchard concept" of tree planting. (See below)

Exhibit 13 - Parking Orchard Concept



MAIN STREET DISTRICT - PROTOTYPICAL PARKING LOT LAYOUT: "ORCHARD CONCEPT."
- PROVIDE PLANTERS AT END OF PARKING BAYS FOR SCREENING and TRAFFIC CONTROL.

Exhibit 14 - Parking Lot Entry from Promenade Street



PAVING

Paving materials are subject to the following:

PERMITTED MATERIALS

- Conventional sidewalk: natural color concrete - light broom finish.
- Village Pathway: Integral color concrete, "Adobe Tan" L.M. Scofield C-21, light broom finish.

Plazas & Special Outdoor Areas:

- Washed aggregate: natural color 3/8" aggregate (match median protective walks). Saw-cut pattern, 24-30" square.
- Natural stone paving complimentary to color and material palette for Otay Ranch.
- Interlocking pavers, pattern and color compatible with color and material palette for Otay Ranch.
- Natural Stone Unit Pavers.
- Integral colored concrete (natural stone colors) with textured finishes
- Stamped or patterned concrete (natural stone colors)

- Fired clay pavers
- Pre-cast concrete pavers (natural stone finishes and colors).
- Terrazzo
- Ceramic tile accents

PROHIBITED MATERIALS

- Predominately black or dark grey colored pavement
- Common gravel
- Asphalt or asphaltic concrete
- Intense primary colored paving
- Decomposed granite

WALLS AND FENCING (FREESTANDING PATIO AND/OR LANDSCAPE WALLS AND RETAINING WALLS)

Where open or solid fence/wall treatments are visible and/or adjacent to a public right-of-way, the approved Otay Ranch Village Six Theme Wall (Exhibit 16) shall be used. Heights are limited to 6 feet except where a combination retaining wall and wall/fence are within 4' of each other the height may be as high as 8-1/2' (see Exhibit 20 page II.4.3-30, Village Design Plan). Sound barriers taller than 8½ feet must be a combination of a wall at 8½ feet and berm. Other fence/wall treatments are subject to the following:

PERMITTED MATERIALS

- Otay Ranch Village Six Theme Wall (masonry/ tubular steel)
- Wrought Iron (with approved finishes)
- Decorative steel or aluminum (with approved finishes)
- Decorative wood
- Adobe Block (coated)
- Natural Stone
- Block or steel framed stucco (smooth, dash coat, bumpy-smooth (Santa Barbara style), combed or sand finish only)
- Pre-cast concrete
- Brick
- Slump stone (coated)

PROHIBITED MATERIALS

- Wood structural walls
- Chain link
- Wood lathe
- Split rail
- Plastic
- Other "styles" not in keeping with the architectural theme

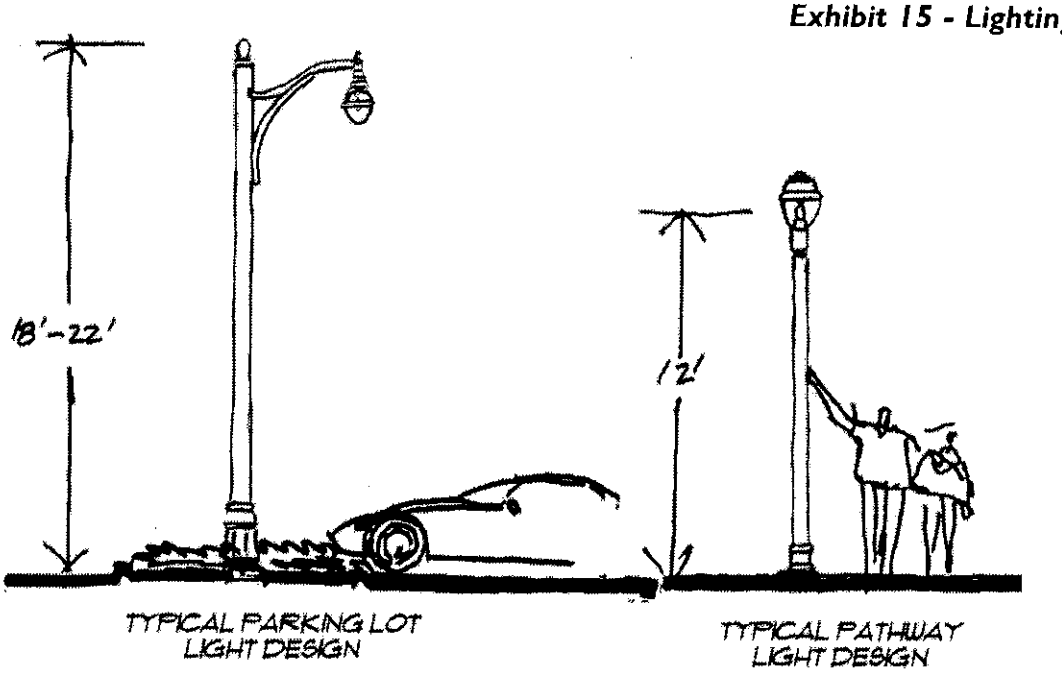
4. LIGHTING/SIGNAGE/STREET FURNISHINGS

All lighting, signage, and street furnishings located within the public right-of-way shall be approved by the City and installed in accordance with City standards.

a. LIGHTING

A unified lighting concept utilizing thematic fixtures has been developed for the Main Street District in accordance with the Village Six Design Plan. A low intensity, twelve (12) foot high pole mounted fixture is utilized along the Promenade Streets and the Village Pathways, and an eighteen to twenty-two (18-22) foot high, pole-mounted fixture is specified for parking lots. Village Pathway lighting will be located within the public right-of-way along E. Palomar Street and Magdalena Street with City

Exhibit 15 - Lighting



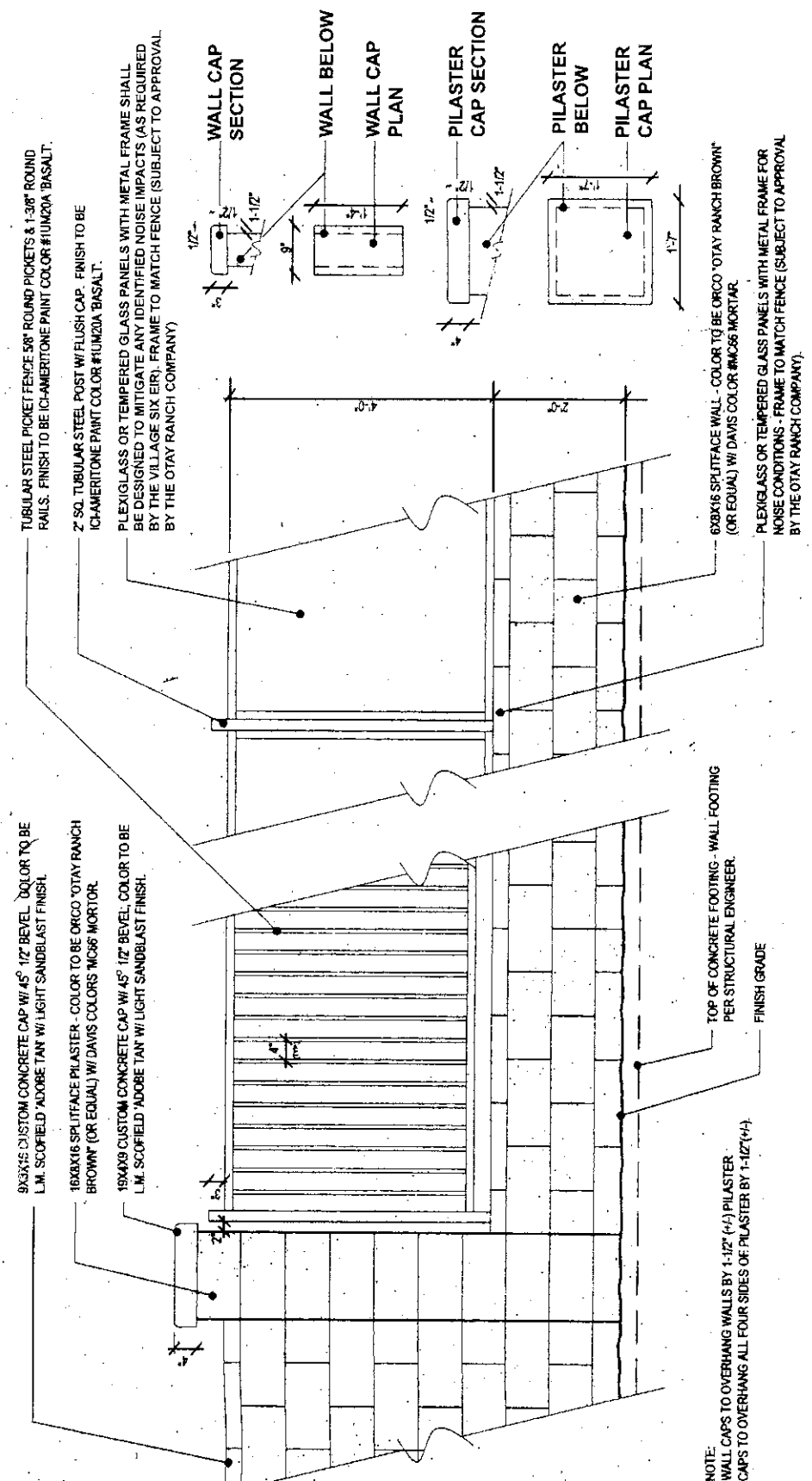
approval. Special parking lot lighting will be located on private property and must be approved by the Otay Ranch Company and the Design Review Committee.

The following general lighting guidelines apply to the Main Street District.

- Lighting fixtures shall relate to the pedestrian scale and be compatible with the community architectural vernacular.
- The lighting pattern and intensity shall become more intense at path intersections and vehicular crossings.
- The Main Street District shall be well lit to encourage evening use. Architectural accent lighting within this area is encouraged.
- Landscape up-lights are effective for accentuating trees and other plant material; however, they shall not be used as the sole source of illumination along walkways or other pedestrian areas.
- Light shields and timer/sensor systems shall be used in areas where light spillage is a potential problem.
- Within building groups, architectural and accent lighting shall be indirect and subtle. Increased lighting levels shall highlight pedestrian areas to clearly define the pedestrian path.
- Service area lighting shall be contained within the service area boundaries/enclosure. The light source in service area lighting fixtures shall be screened from adjacent properties.

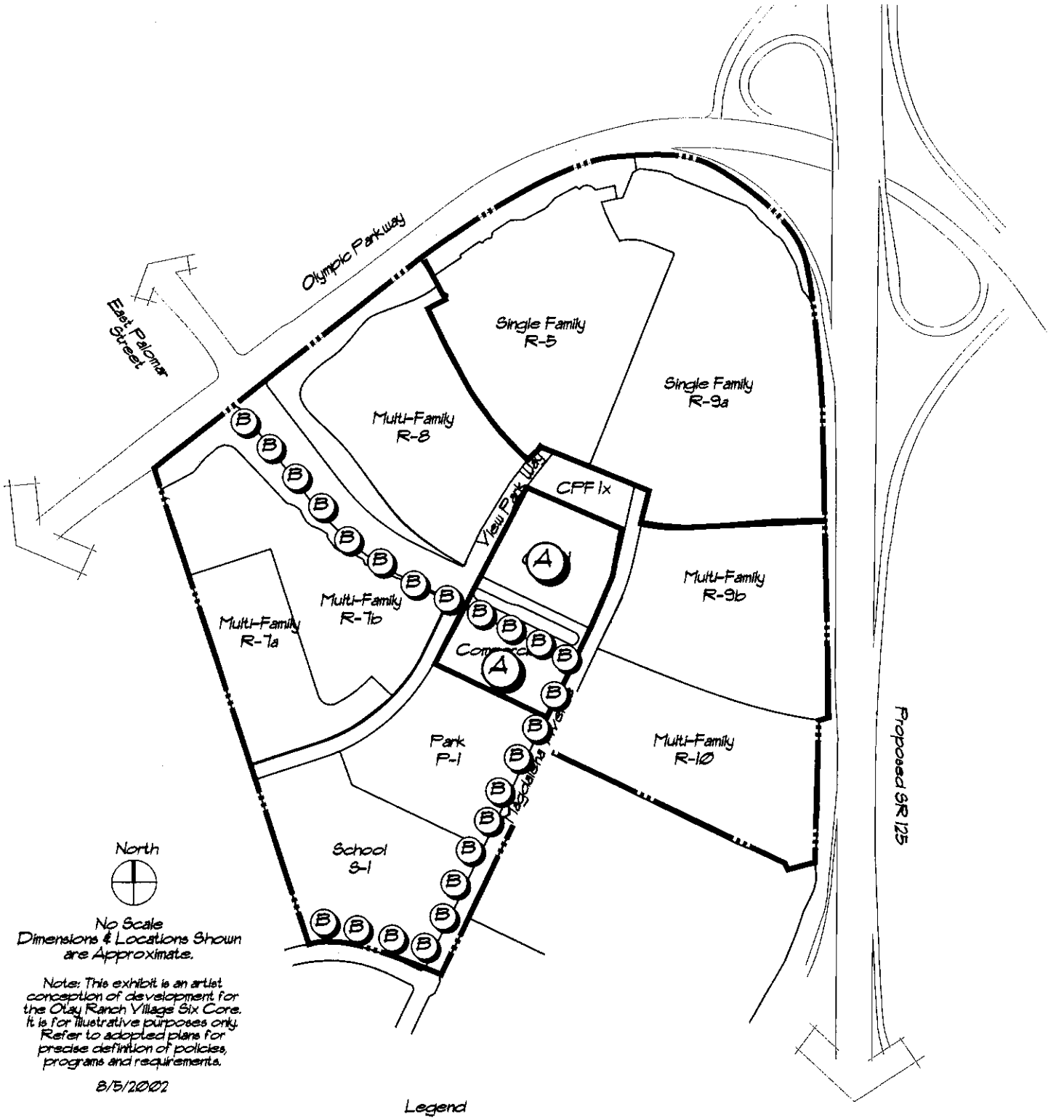
SITE DESIGN GUIDELINES

Exhibit 16 - Otay Ranch Village Six Theme Wall



SITE DESIGN GUIDELINES

Exhibit 17 - Lighting Plan



b. SIGNAGE

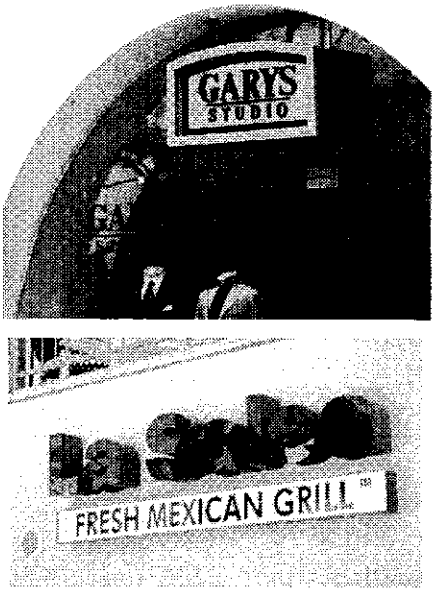
Main Street District Commercial

A unified thematic sign program is required for the commercial uses within the Main Street District of the Village Six Core.

The specific sign guidelines that follow pertain to commercial uses unless noted otherwise, and supplement but do not replace the Comprehensive Sign Regulations found within the PC District Regulations for Otay Ranch Village Six SPA Plan.

The Otay Ranch Village Six Core, designed within a neo-traditional context, is a collection of the best elements from the past, present, and future. As such, signage can be eclectic, encompassing a diversity of design styles.

Tenant signs should be sculptural as well as informative. They should be imaginative, combining or juxtaposing forms, finishes, and lighting to make a statement that extends beyond the meaning of words and letters. Signage should contain both unified and contrasting elements so that storefronts display a sense of dynamic tension that sparks interest and excitement while achieving compatibility with the architectural vernacular.



Dimensional Signs

A variety of sign types and treatments is encouraged for each tenant storefront, including:

- Multi-media signs, combining two or more materials, forms and lighting techniques.
- Innovative technologies (e.g. laser and fiber optics).
- Fusion of contemporary with traditional elements to create a unique, avante guarde appearance.

General Sign Guidelines

These general sign guidelines apply to all signs within the Village Core. However a detailed Village Six Sign Program will be provided for the entire Village Six Area.

Signs must be thoughtfully designed, placed and proportioned to the individual architectural facade on which they are placed. Care in the design and installation of store signs will enhance customer's appreciation of individual tenants and contribute to the project's overall success.



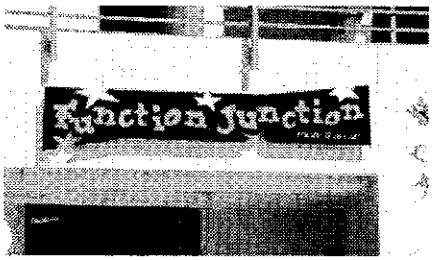
Painted Sign

- Natural stone, masonry and metal shall be incorporated in the permanent signs when feasible.
- Only those sign types provided for in the sign guidelines or otherwise approved by The Otay Ranch Company and the City of Chula Vista will be allowed.
- All signs shall be in scale with the surrounding buildings. Colors and materials shall be compatible with the established architectural and landscape architectural vernacular.
- All permanent signs shall be made of durable rust-inhibited materials.
- No wall signs (in windows or in exterior of windows) shall cover windows, frames, stripes or other architectural details. Wall signs shall fit comfortably into open wall surfaces leaving ample margins.
- No fascia signs shall be allowed on angled walls or mansard roofs, or on equipment screens.
- Temporary signs are permitted in accordance with the provisions of the Comprehensive Sign Regulations found within the Otay Ranch SPA Six PC District Regulations.
- Sign structures, supports and hardware shall be concealed or integrated into the signage design. Architectural screening surrounding signposts shall not be calculated as part of the sign face area.
- All logo images and type styles shall be accurately reproduced on all signs. Lettering which approximates type styles is not acceptable. Signs that incorporate logos, business identity and/or designates the type of business (e.g., Jewelry, Flowers, Coffee, etc.) are encouraged.
- All dimensional letters shall be affixed individually and without visible means of attachment, unless attachments make an intentional statement. No lighted signs or light fixtures shall have exposed conduits or raceways.
- Temporary ground monument signs, as well as permanent monument signs which are perpendicular to the street, shall be allowed up to and abutting the property line. Permanent

ground monument signs which are parallel to the street shall be located a minimum of five (5) feet behind the property line. When signs are present in setback areas, signs shall be positioned to maintain safe sight distances at entrances to the public right-of-way.

- The ground surrounding monument signs may be bermed, and walls with signs attached may be stepped, if necessary, in order to elevate the signs. Berming is limited to two (2) feet in height above the surrounding finish grade. No permanent ground signs or monument signs may be greater than five (5) feet in height as measured from the adjacent right-of-way (residential areas).
- Vinyl lettering is prohibited on pedestrian-oriented signs.
- Indirect lighting (e.g., edge lighting or front lighting) shall be arranged so that the light source is not visible from any normal viewing angle (e.g., from the street, sidewalk, parking lot, and storefront approach or from other perimeter locations). In the case of hanging or projecting signs, visibility of light sources shall be minimized as much as possible.
- Silhouette-illuminated or backlighted forms shall be free of lighting leaks.
- Underwriter's Laboratory-approved labels shall be affixed to all electrical fixtures.
- Surfaces with color mixes and hues prone to fading (e.g., pastels, fluorescent, complex mixtures, and intense reds, yellows and purples) shall be coated with ultra violet-inhibiting clear coat in a matte, gloss or semi-gloss finish.
- Joining of materials (e.g., seams) shall be finished in such as way as to be unnoticeable.
- Visible welds shall be continuous and ground smooth.
- Rivets, screws, and other fasteners that extend to visible surfaces shall be flush, filled and finished so as to be unnoticeable.
- Finished surfaces of metal shall be free from canning and warping.

- All sign finishes shall be free of dust, orange peel and drips, and shall have a uniform surface conforming to the highest standards of the industry.
- Temporary signs, as well as permanent signs in the commercial area fronting on East Palomar Street, may project a maximum of five (5) feet into the public right-of-way.
- Only professional sign fabricators and installers approved by the Landlord who are well qualified in the techniques and procedures required to implement the sign design concept shall be used.
- Any building with double frontage shall have addresses on both frontages.



Plaque Sign

PRIMARY STORE TENANT IDENTIFICATION:

- All tenants are allowed one primary identification sign typically located above the store entrance in a specific area within the confines of the tenant's storefront.
- Most suites have building elevations facing multiple exposures and they must incorporate one additional primary identification sign per exposure, subject to City's and Landlord's approval.
- Signs may identify the business name and a minimum generic word description of the service. No "product brand" identity may be displayed such as McDonalds.
- Sign size is based upon the tenant's leased frontage, as measured in a straight line from lease line to lease line for each elevation. Tenants are allowed one (1) square foot of primary sign area per lineal foot of store frontage.
- However, based upon an enhancement of mixed media and three-dimensional presentation, Landlord may at its sole discretion, and with the approval of the City of Chula Vista, allow an increase of 20% to the maximum sign square footage.
- The overall width of any sign shall not exceed 70% of any uninterrupted architectural treatment or leased frontage whichever is smaller.

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

BLADE SIGNS

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



Blade Sign

- One blade sign is permitted per street front.
- Blade signs may be illuminated or non-illuminated. Illuminated signs may have an internal or external light source.
- Signs shall be placed a minimum of seven foot six inches (7'-6") above street level and shall not exceed 3'-0" in height, with a maximum of eight (8) square feet of area for each face.
- Bracket design shall be highly creative and shall be integrated with the form of the sign face to create a unified design
- The blade sign may not be the primary store identification sign and will not be included in the calculation for the overall sign area permitted/required.

SIGN STYLES

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

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

architectural treatments, when designing appropriate graphics and signs for the storefront.

Acceptable sign styles include:

1. 5" deep standard channel letters.

2. Front and halo 5" illuminated channel letters (Note: acrylic face, internally illuminated channel letters will not be permitted unless successfully used as a part of an approved mixed media three-dimensional sign).

3. 3" deep halo illuminated letters.

4. Mixed media/3-dimensional signs using images, icons, logos, etc.

5. Signs painted gold, silver or copper leaf.

6. Neon accents will be approved at the discretion of the City and the Landlord and should be proposed only if a part of the overall tenant design concept.

7. Dimensional, geometric shapes;

8. Sand blasted, textured, and/or burnished metal-leaf faced dimensional letters, pin mounted from facade;

9. Signs mounted to hard canopies, eyebrows or other projecting architectural elements utilizing screens, grids, or mesh and/or etched, polished, patina or abraded materials;

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

Although simple rectangular cabinet signs are generally not allowed, mixed media signs may be composed of several elements, one of which may be a cabinet. However, the cabinet sign should not exceed 50% of the total sign area. With the City's and Landlord's approval, complex shaped (i.e. polyhedron) sign cabinets may be used alone if they incorporate dimensional elements such as punch-thru letters and/or exposed neon.

TYPE STYLES AND LOGOS

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

PROHIBITED SIGN STYLES & ELEMENTS

1. Unadorned rectangular cabinet signs with translucent or opaque faces

2. Temporary wall signs, pennants, banners, inflatable displays or sandwich boards.

3. Window signs of any type including box signs hanging in display windows, are not allowed.

4. Gold leaf treatment on windows, box signs and exposed neon window displays without approval.

5. Signs using trim-cap retainers that do not match the color of the letters and logo returns (polished gold, silver or bronze trim caps are not permitted);

6. Pre-manufactured signs, such as franchise signs, that have not been modified to meet these criteria;

7. Paper, cardboard or styrofoam signs, stickers, or decals hung around or behind storefronts;

8. Flashing, oscillating, animated lights or other moving sign components.

9. Rooftop signs or signs projecting above roof lines or parapets;

10. Advertising or promotional signs on parked vehicles

11. Exposed raceway, unless it forms a creative design element of the sign.

COLORS

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

- Signs may incorporate regionally and nationally recognized logo colors.
- Sign colors should be selected to provide sufficient contrast against building background colors;
- Sign colors should be compatible with and complement building background colors;
- Sign colors should provide variety, sophistication and excitement;
- Color of letter returns shall match the face of the letter or match the wall surface color.
- Interior of open channel letters should be painted dark when placed against light backgrounds;
- Accent neon colors should complement related signing elements.

LIGHTING

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

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

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

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

All sign letters to be pegged a minimum 2" from wall.

ADDRESS SIGNS

Address signage should be treated individually for each tenant storefront. Varied solutions are encouraged: window addresses, addresses inset in pavement and address signs on doors or awnings. The following provisions shall apply:

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

MAIN STREET DISTRICT NON-COMMERCIAL

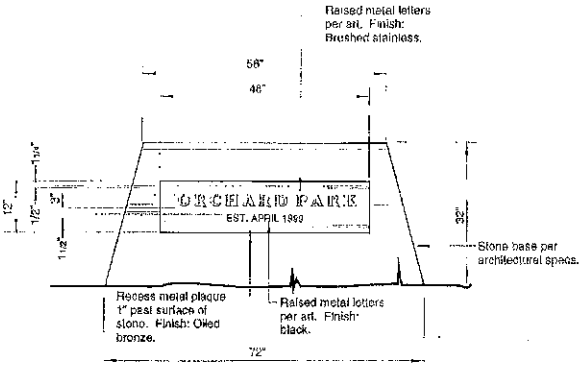
Two basic residential, institutional, public, and quasi-public sign types are approved for use within the Village Core District. They are described below.

Freestanding Monument Signs:

Exhibit 18 - Freestanding Monument Sign

Single or double-sided, freestanding monuments located perpendicular or parallel to the street near a site entrance or on a corner.





Wall Mounted Signs:

Signs incorporated into entry walls and located on one or both sides of a site entry.

PERMITTED SIGN AREA

COMMERCIAL & INSTITUTIONAL USES

Gross Floor Area of Business	*Sign Area Total*
1,000 square feet (sq.ft.) or less	10 sq. ft.
1,001-3,000 sq. ft.	15 sq. ft.
3,001 or more sq. ft.	20 sq. ft.

ADDITIONAL SIGN AREA ALLOWANCE

Identification and Directory Sign: Maximum of two (2) square feet per business space not to exceed a maximum of twenty-six (26) square feet of sign area total so long as there is not more than one sign per each street or alley frontage.

CHURCHES AND PUBLIC & QUASI-PUBLIC USES

CHURCHES:

One wall sign, not to exceed thirty (30) square feet in size and one bulletin board, announcement or monument sign, not to exceed twenty-four (24) square feet in area and six (6) feet in height. Any bulletin board or announcement sign not attached flat against the building shall maintain a ten (10) foot setback from all street rights-of-way. One wall sign per street frontage shall be provided.

OTHER PUBLIC AND QUASI-PUBLIC USES

One wall or monument sign not to exceed thirty (30) square feet in area and a bulletin board or announcement sign not to exceed fifty (50) square feet in area and twelve (12) feet in height. Any bulletin board or announcement sign not attached flat against the building shall maintain a ten (10) foot setback from the street rights-of-way.

RESIDENTIAL USES

RESIDENTIAL SIGNS

The copy area of the sign structure shall not exceed fifteen (15) square feet for primary sign structures and four (4) square feet and six (6) feet in height for secondary directional or convenience signs.

SUBMITTALS

There is a formal process for the design review and approval of signs within the Village Core District. This process involves review by The Otay Ranch Company and the City of Chula Vista to determine conformance with these guidelines. In addition, it shall be the owner

or tenant's responsibility to submit a sign permit application to the City of Chula Vista, at which time plans will be reviewed by city staff to assure consistency with these sign guidelines and other City codes and ordinances.

PRELIMINARY DESIGN SUBMITTAL & REVIEW

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

- Storefront or building exterior elevations at ½" scale clearly identifying the materials and lighting and the size and location of each sign for which a concept design is being proposed.
- Scaled colored mock-up of the front elevation of each sign type indicating sizes, materials, and lighting techniques.
- Materials, colors, details and form for each sign, as well as its integration into the overall storefront will be evaluated.

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

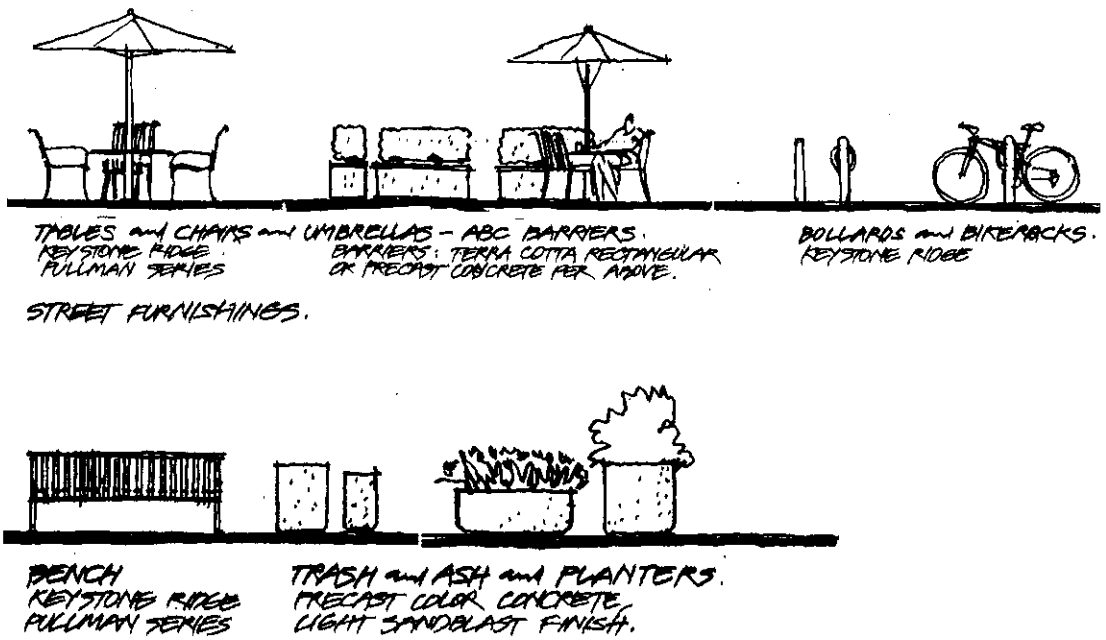
FINAL DESIGN & WORKING DRAWINGS

Once preliminary designs are approved, the owner or tenant may proceed with the submittal of final designs and working drawings. A full set of final plans must be approved by The Otay Ranch Company and City of Chula Vista prior to issuance of a sign permit, if required, pursuant to Section 19.60.030 of the Chula Vista Municipal Code. No alterations, additions, or changes may be made without review and approval by The Otay Ranch Company and the City of Chula Vista.

The following plans and information shall be submitted in triplicate:

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

Exhibit 19 - Street Furnishings



c. STREET FURNISHINGS

Approved street furnishings have been selected for the Main Street District to provide a continuity of design unique to the Village Six Core as illustrated on Exhibit 19. Street furnishings located within the public right-of-way must meet with City approval. Street furnishings located in privately owned areas must be approved by the Otay Ranch Company and the Design Review Committee.

B. VILLAGE CORE DISTRICT

The Village Core District includes the multi-family residential neighborhoods (R-7a, R-7b, R-8 and R-9b), park (P-1), school (S-1), and community facility development sites (CPF-1) surrounding the Main Street District. This area is less formal than the Main Street District but visually prominent due to its proximity. Because they front on the most highly traveled streets in the village, the aesthetics and building design on these sites will generally be more important than pedestrian orientation.

1. BUILDING DESIGN & SITING

The following guidelines apply to development within the Village Core District, except where a grade change of over 10 feet physically or visually separates an adjacent development site from East Palomar Street, View Park, or Magdalena Avenue.

- A Village Landmark building shall be sited in a visually prominent location (CPF-1 site) within the Village Core District in accordance with Mandatory Site Plan Elements, Exhibit 3.
- Secondary Landmark elements[6] (buildings and monuments) shall be sited at prominent corner locations in accordance with Mandatory Site Plan Elements, Exhibit 3.
- Building entrances shall be sited toward the Promenade Streets, with distinct pedestrian connections to the walkways that adjoin them (Exhibit 21). Pedestrian connections between the School Site (S-1), Park (P-1), and Commercial (MU-1) shall be provided.
- Enhanced architectural elevation treatments are required for buildings adjacent to East Palomar Street and for buildings located adjacent to the trolley line in accordance with Special Considerations for Residential Buildings Exhibit.
- Multiple story buildings (up to 4 stories) are

[6] **Secondary Landmark Element with Pedestrian Access:** When a site feature such as a building or monument is a secondary landmark element, it should be designed to enhance the streetscape and improve orientation in the community. When a secondary landmark element is required, the following design features are required:

- Special architectural treatment ie; entry tower, breezeway.
- Direct pedestrian access from project to main street district.
- Use of monuments similar to park monuments opposite

permitted.

Multi-family buildings shall be setback as close as practical to the streets to create and enhance the urban form and character. The maximum setbacks for multi-family buildings shall be as follows:

- All surface and covered parking within multi-family areas shall be setback a minimum of thirteen (13) feet from adjoining street rights-of-way or five (5) feet from property line or from top or toe of slope 6-feet high or greater.
- Exterior residential patios shall abut landscape easements where possible.
- Canopies, awnings, balconies and roof overhangs may project a maximum of five (5) feet into the

Exhibit 20 - Secondary Landmark Elements with Pedestrian Access

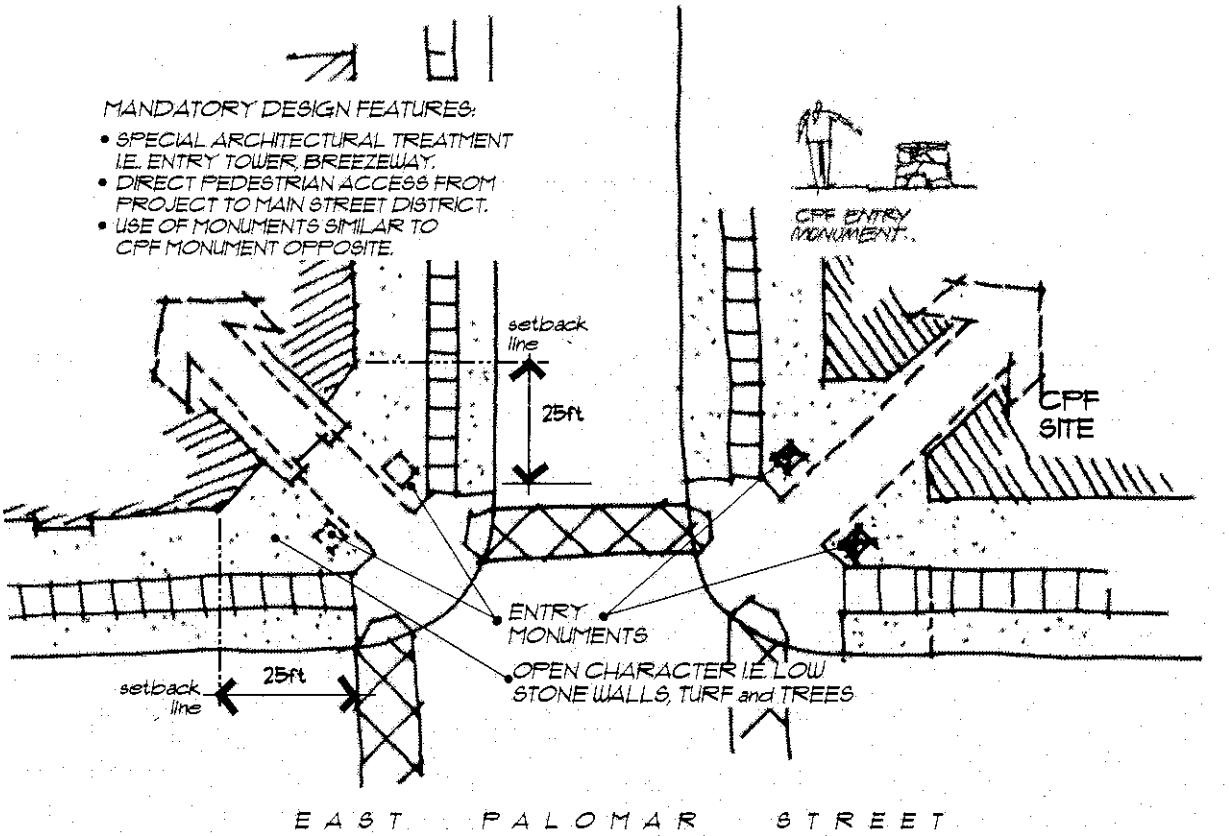


Exhibit 21 - Residential Building Setbacks
Promenade Streets
View Park Way, Magdalena Avenue

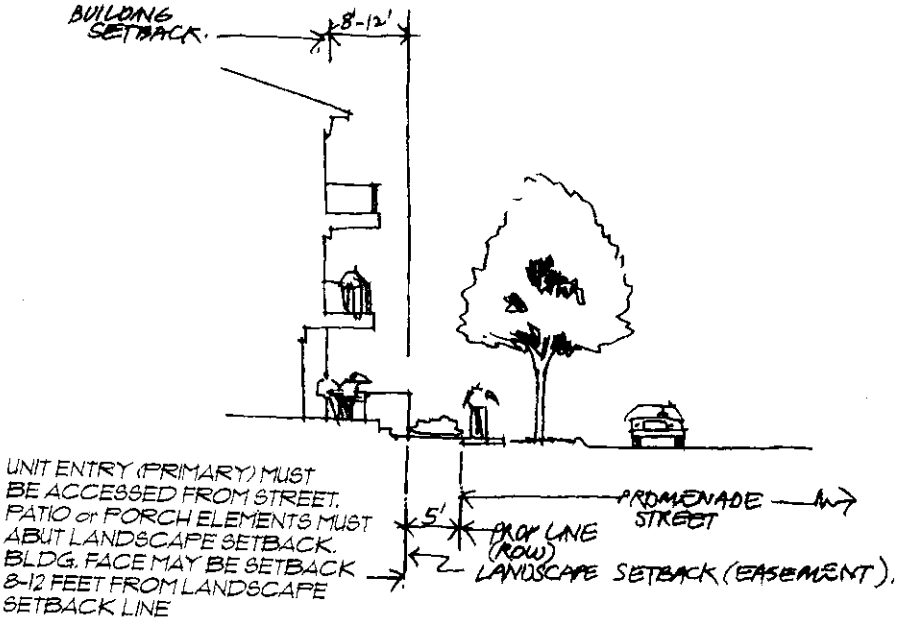
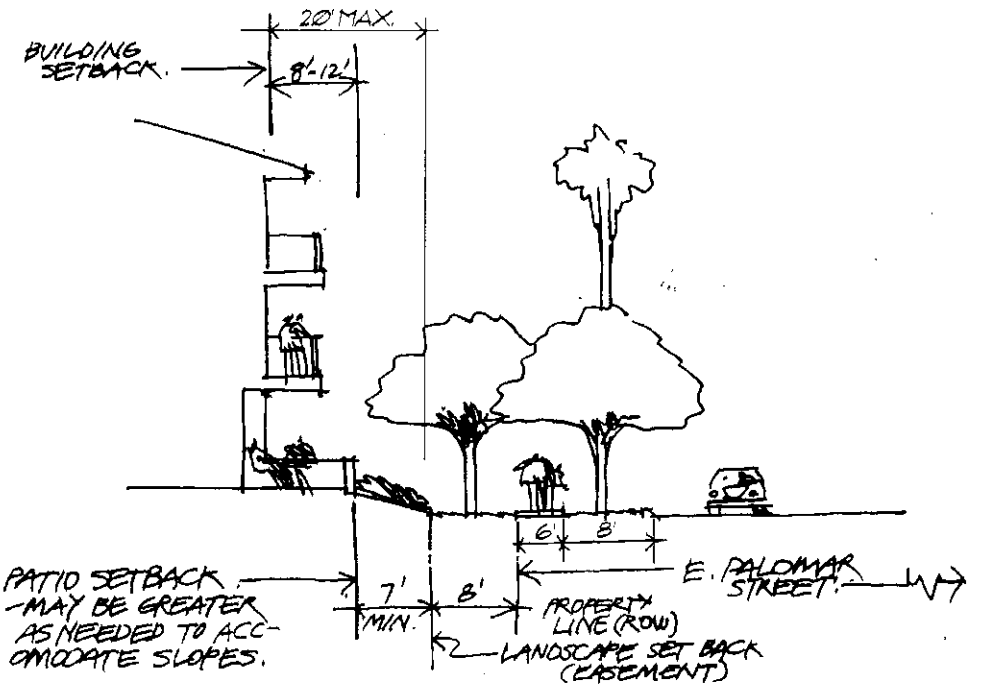


Exhibit 22 - Residential Building Setback East Palomar Street



building setback.

2. PEDESTRIAN/VEHICLE/TRANSIT ACCESS

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

- Pedestrian walkways shall connect directly with the front entrances to buildings along Promenade Streets. These sites shall provide direct pedestrian access to the Main Street District (see Exhibit 21).
- Parking and vehicle access shall be located to the rear of each site and separated from the pedestrian-oriented street frontage.
- A Secondary Landmark at pedestrian access points is required per Exhibit 20, Secondary Landmark Elements with Pedestrian Access.

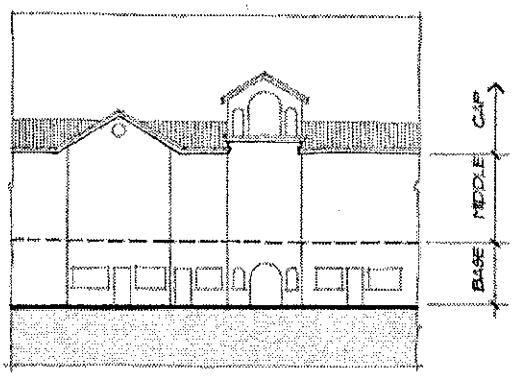
3. URBAN CHARACTER/ARCHITECTURE/ LANDSCAPE ARCHITECTURE

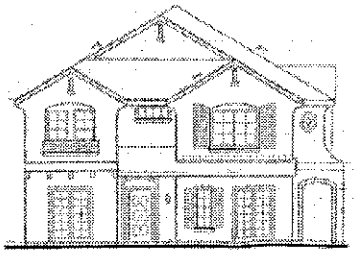
a. URBAN CHARACTER

The Village Core District is less formal than the Main Street District and not as visually prominent. But due to its close proximity to the commercial core, this District should reflect a somewhat formal, ordered character that serves as a transition between the urban areas of the Main Street District and the less formal residential neighborhoods located outside the Village Core.

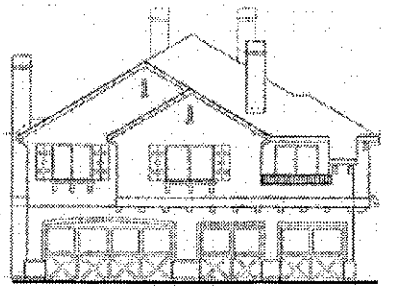
b. ARCHITECTURE

- Buildings in the Village Core District shall reflect the European Country architectural vernacular.
- The architecture shall provide shade, indoor and outdoor spaces, and people-gathering areas such as courtyards and plazas. Pedestrian "nodes" with seating shall be incorporated into projects.
- Exterior building elevations shall incorporate a range of scale defining elements that relate larger building masses to the pedestrian. Elements are to include columns, archways, doorways, upper floor windows and balconies.
- Outdoor refuse or storage containers shall be





Typical Duplex



Typical Triplex

completely screened. No refuse collection or storage areas shall be located between a street and the front of a building or in pedestrian corridors.

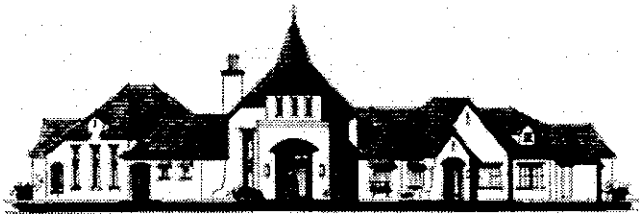
- Mechanical and electrical equipment, utility connections, and antennas shall be mounted within the interior of a building whenever practical. When interior mounting is not practical, equipment shall be screened from public view. Any screening shall be architecturally integrated into the building.
- Buildings shall be constructed using materials with good insulating value and shall incorporate natural materials.
- A variety of building heights and massing shall be achieved, either grouped or as individual buildings.
- The volumes that compose a building shall be subtly broken up into smaller units in order to relate to the human scale.
- All buildings shall be composed of a base, middle and cap.
- Roof forms shall reflect the California Heritage architectural vernacular and shall create a visually pleasing streetscape.
- Windows, entries and doors shall vary in size, shape and detail and shall be deeply recessed. Actual recessed openings are highly encouraged although the appearance can be achieved through the use of building projections (pop-outs) and bay windows.
- Stucco surfaces shall have smooth hand-troweled finishes.
- Architectural features such as, arches, columns, trellises, moldings and built-up planters shall be used to soften and humanize buildings.
- Structures shall blend and harmonize with surrounding buildings.
- Buildings should be unique but address and/or share certain fundamental architectural characteristics.
- Architectural style along the same street or within a complex shall include buildings of similar but varying height and share one or more distinctive elements: materials, window style, door style, detailing, porches, arcades, overhangs, roofing,

color, etc.

- The highest use pedestrian areas shall have the highest level of design detail (e.g., courtyards, plazas and base stories).



- Relieving arches, balconies, balustrades, chimneys, cupolas, belt course, ceramic tile, raised concrete or plaster moldings, reveals or splays, wrought iron, handrails, windowsills, decorative lighting fixtures, finials, bridge caps, etc., should be used as accent elements in the architecture.
- Rear elevations shall be articulated to reduce the box-like appearance when visible from adjacent streets and when viewed from a distance to help reduce the visual impact of repetitive rooflines and box shaped massings.



- Carports and freestanding garages shall b architecturally treated and designed to match the architectural style of the residential buildings.
- Gutters and downspouts shall be integrated into the architecture.
- Chimneys should be of varying heights and designed to create visual interest.

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

ARCADES AND LOGGIAS:

- Arcades and loggias are a major architectural element and should be used to play off against broad expanses of plain surfaces.
- Traditional ratios of proportions between columns; the diameter and height of the columns, and the width of the arch need to be carefully considered.

ARCHES:

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

the next architectural element above.

AWNINGS:

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

EXTERIOR STAIRCASES:

- Exterior staircases shall be compatible with the architectural character of the building.
- Exterior staircases shall visually read as a volume integral to the building or as a significant defined architectural accent.
- Gas meters shall be screened from the street with landscaping or other architectural feature wherever possible.

GROUND MOUNTED EQUIPMENT:

- Small ground mounted equipment shall not be readily visible from public view. Where the equipment is potentially visible from public view, it shall be screened with an enclosure that is consistent with the architecture of the building.
- The equipment shall not be a multiple type equipment installation that requires a large enclosure.
- Gas meters and backflow preventers shall be screened with landscaping or other architectural features wherever possible.

GROUND SURFACES:

- Surfaces should be broken up into appropriately scaled geometric patterns that are related to the design of the building, to the general area within which the building is located, or to the plantings

surrounding the surface.

- Large uninterrupted paved horizontal surfaces shall be avoided. If such cases occur, the surfaces shall be broken up and closely coordinated with the design of adjacent structures.

ROOFS:

- Flat roofs are only acceptable when used in conjunction with other roof forms.
- Flat roofs with parapets shall not be visible, either from adjacent buildings or from a distance.
- A parapet that is suitably articulated by a traditional cornice and low entablature shall surround all flat roofs. Such parapets shall be of a height that will hide any rooftop equipment.
- Projecting cupolas, towers and varied chimney forms are required. In many cases such roof projections can be used to house ventilation and other heating and cooling equipment.
- When solar collectors are used, they shall be either integrated into the roof surface, placed behind projecting parapets, or fully enclosed into roof wells.

WINDOW AND DOOR OPENINGS:

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

The following building-specific guidelines apply to any structure located within the Village Core District and shall be applied by building type as described below.

Exhibit 23 - Village Core District Building Materials and Finishes

BUILDING TYPE A

Includes all buildings except those designated multi-family residential and single family residential.

BUILDING TYPE MF

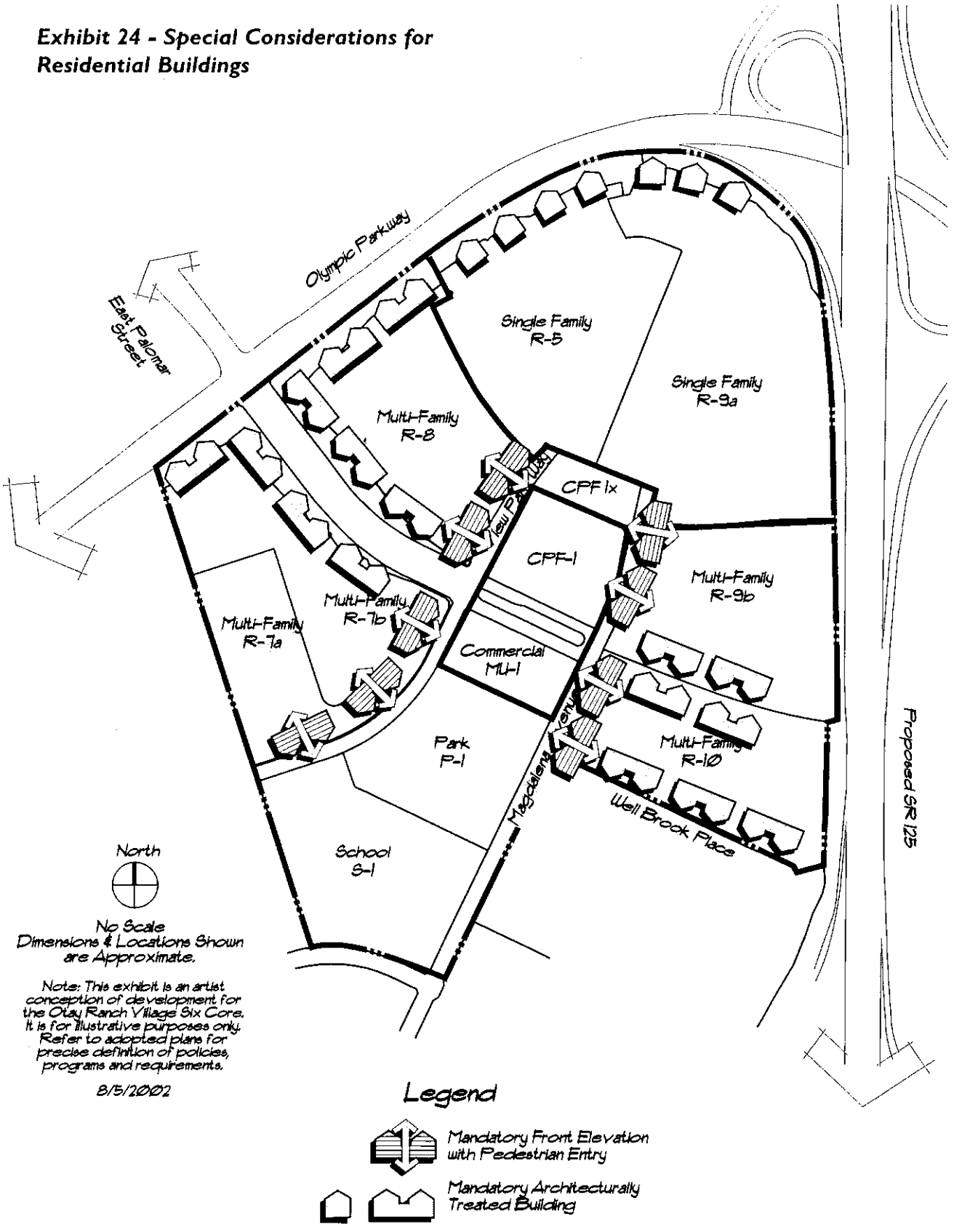
Includes multi-family residential designated buildings

	PREFERRED		ACCEPTABLE		PROHIBITED		
Building Type	**A**	**MF**	**A**	**MF**	**A**	**MF**	**Notes**
ROOFING							
Flat Concrete Tile	■	■					Rich, dark colors (greens & blacks)
Galvanized Corrugated Metal	■			■			A maximum of 10%-20% of the roof surface area may be of a metal material
Galvanized Metal Fascia	■	■					
Wood Fascia	■	■					
Slate			■	■			
Copper			■	■			A maximum of 10%-20% of the roof surface area may be of a metal materia
S Barrel Tile			■	■			A maximum of 10%-20% of the roof surface area may be barrel or mission tile
Pan Mission Tile			■	■			A maximum of 10%-20% of the roof surface area may be barrel or mission tile
Colored Ceramic Roofing Tiles			■	■			For accent Use and/or for patterned roof
Bitumen			■	■			Flat surfaces only
Wood Shake					■	■	
Wood Shingles					■	■	
Asphalt Shingle					■	■	
EXTERIOR WALLS AND SIDING							
Community Stone	■	■					Utah Desert stone to match the Otay Ranch Community Stone
Community Block	■	■					
Galvanized Corrugated Metal			■	■			24 Gauge minimum
Brick Veneer			■	■			
Wood Battens			■	■			Horizontal or Vertical
Wood Shingle					■	■	
Chain Link					■	■	
STUCCO							
Smooth Hand-Trowel Finish	■	■					
Modern American					■	■	
Splatter Finish					■	■	
Pebble Dash					■	■	
Machine Applied Color Coat			■	■			
WINDOWS							
Multi-Paned	■	■					Traditional character
Wood Mullions			■	■			Stain finish or painted, warm colors
Metal Mullions			■	■			Anodized
Wood Shuttered			■	■			Stain finish or painted, warm colors
Large Expanse of Glass					■	■	

Village Core District Building Materials and Finishes - continued

	PREFERRED		ACCEPTABLE		PROHIBITED		
Building Type	**A**	**MF**	**A**	**MF**	**A**	**MF**	**Notes**
AWNINGS							
Canvas	■	■					Simple angled surface, preferably open on sides with plain or decorative valance
Sheet Metal					■	■	Anodized
Plastic					■	■	
Domed					■	■	
Internally Lit					■	■	
TRELLISES Must Complement Building Architecture if Attached							
Metal	■	■					Anodized
Wood			■	■			Stain finish, warm colors
ARCADES & ENTRIES Must Complement Building Architecture							
Community Stone	■	■					Utah Desert stone to match the Otay Ranch Community Stone
Wood			■	■			Stain finish, warm colors
Stucco Finish			■	■			Smooth hand-trowel finish
Ceramic Tile Accents			■	■			Accents only
American Modern Stucco Finish					■	■	
Splatter Stucco Finish					■	■	
Pebble Dash Finish					■	■	
Machine Applied Color Coat					■	■	
DOORS							
Wood Framed	■	■					Stain finish or painted, warm colors
Metal Framed	■			■			Galvanized metal
Louvered	■					■	Galvanized metal
Roll-Up			■			■	Galvanized metal, non street fronting use
Steel	■			■			Galvanized metal and painted
Glass					■	■	Galvanized metal frame
Non-Tempered Glass					■	■	
COLUMNS							
Community Stone*	■	■					Utah Desert stone to match the Otay Ranch Community Stone
Wood			■	■			Stain finish, warm colors
Concrete			■	■			Smooth hand-trowel finish
Metal			■	■			Anodized
Ceramic Tile Accents			■	■			Accents only
Raw Metal					■	■	
GATES							
Metal	■	■					Galvanized and painted
Wrought Iron			■	■			
Tubular Steel (preferred)	■	■					
Raw Metal					■	■	
Wood			■	■			
Chain Link					■	■	

Exhibit 24 - Special Considerations for Residential Buildings



Building materials shown with an asterisk (*) are required at significant accent elements and focal points.

c. LANDSCAPE ARCHITECTURE

Landscaping, consisting of both hardscape and softscape in this district, is somewhat less formal then the Main Street District. The landscape shall relate to the ordered, structured pattern of the Village Core, especially in areas that are visually prominent. In general, the landscaping in this district serves as a backdrop to the more urban areas of the Village Core.

The following special landscape requirements apply to multi-family sites within the Village Core District.

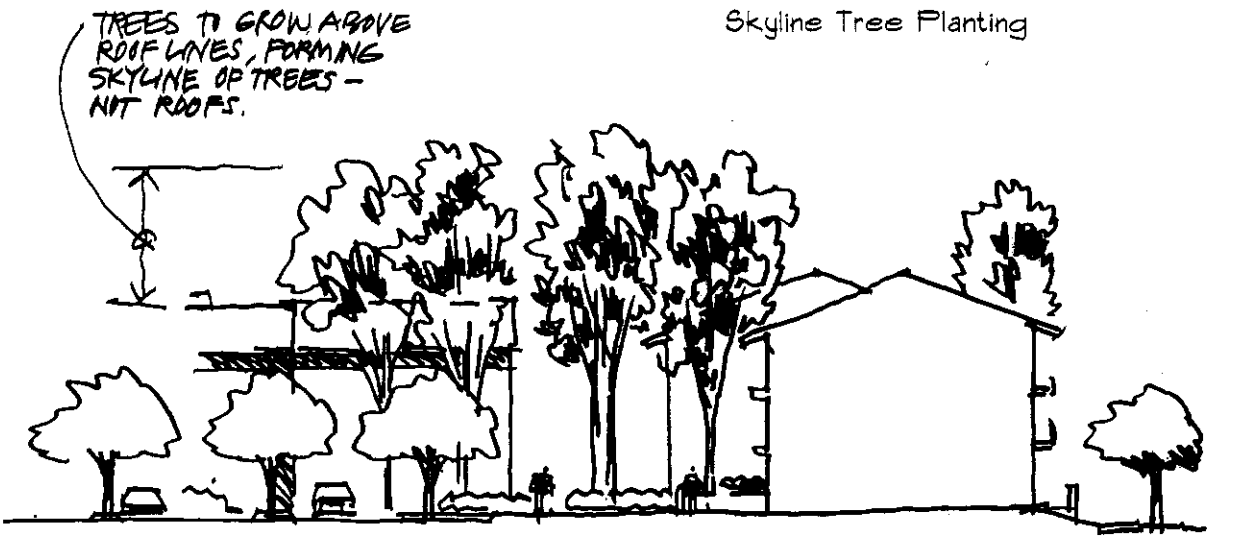
All landscaping within the public right-of-way shall be approved by the City and installed in accordance with City standards.

Seventy percent (70%) of available landscape area on-site shall be devoted to the planting of "skyline" tree species that will quickly reach beyond the project roofline. These trees shall be planted at a rate of 5 trees per 1,000 square feet of total planting area.

The following "skyline" trees shall be used unless otherwise approved by The Otay Ranch Company and the City of Chula Vista:

Skyline Trees

Botanical Name	*Common Name*
Eucalyptus citriodora	Lemon-Scented Gum



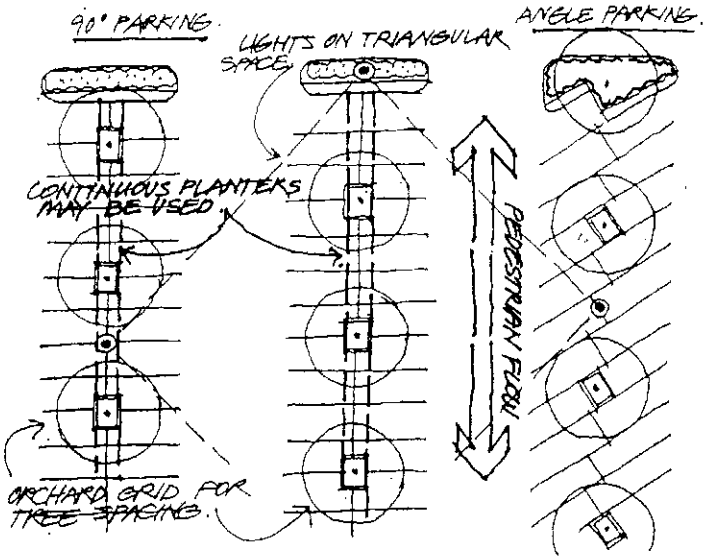
Skyline Tree Planting

Eucalyptus leucoxyln	White Iron Bark
Tristania conferta	Brisbane Box

The following additional guidelines apply to landscape architecture within the Village Core District:

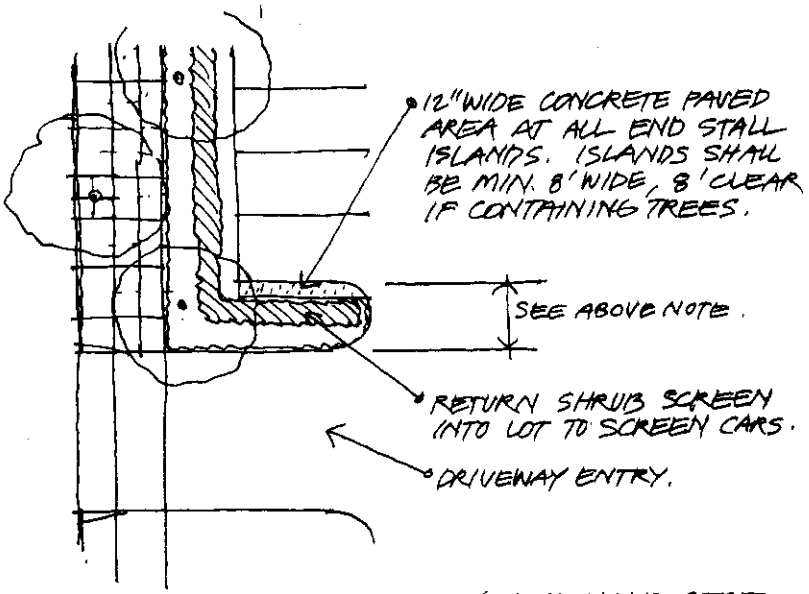
- Adjacent parking areas shall be buffered from the pedestrian paths with landscape screening, as illustrated below.
- Parking lots shall be designed to incorporate the

Exhibit 25 - Parking Orchard Concept



MAIN STREET DISTRICT - PROTOTYPICAL PARKING LOT LAYOUT: "ORCHARD CONCEPT."
- PROVIDE PLANTERS AT END OF PARKING BAYS FOR SCREENING and TRAFFIC CONTROL.

Exhibit 26 - Parking Lot Entry from Promenade Street



PARKING LOT ENTRY FROM PROMENADE STREET.

"orchard concept" for tree planting as illustrated below.

PAVING

Paving materials are subject to the following:

PERMITTED MATERIALS

- Natural Stone (including but not limited to sandstone, limestone, fieldstone, flagstone, granite and slate)
- Exposed Aggregate (Natural Stone color)
- Natural Stone Unit Pavers
- Colored concrete (natural stone colors) with textured finishes
- Stamped or patterned concrete (natural stone colors)
- Fired clay pavers
- Pre-cast concrete pavers (natural stone finishes and colors).
- Terrazzo
- Turf block, Grass Crete or similar
- Interlocking concrete pavers (natural stone colors).
- Ceramic tile accents

PROHIBITED MATERIALS

- Predominately black or dark grey colored pavement
- Common gravel
- Asphalt or asphaltic concrete
- Intense primary colored paving
- Decomposed granite

WALLS AND FENCING (FREESTANDING PATIO AND/OR LANDSCAPE WALLS AND RETAINING WALLS)

Where open or solid fence/wall treatments are visible and/or adjacent to a public right-of-way, the approved

Otay Ranch Village Six Theme Wall (Exhibit 16) shall be used. Other fence/wall treatments are subject to the following:

PERMITTED MATERIALS

- Otay Ranch Village Six Theme Wall (masonry/ tubular steel)
- Wrought Iron (with approved finishes)
- Decorative steel or aluminum (with approved finishes)
- Decorative wood
- Adobe Block (coated)
- Natural Stone
- Block or steel framed stucco (smooth, dash coat, bumpy-smooth (Santa Barbara style), combed or sand finish only)
- Pre-cast concrete
- Brick
- Slumpstone (coated)

PROHIBITED MATERIALS

- Wood structural walls
- Chain link
- Wood lathe
- Split rail
- Plastic
- Other "styles" not in keeping with the architectural theme

4. LIGHTING/SIGNAGE/STREET FURNISHINGS

All lighting, signage, and street furnishings located within the public right-of-way shall be approved by the City and installed in accordance with City standards.

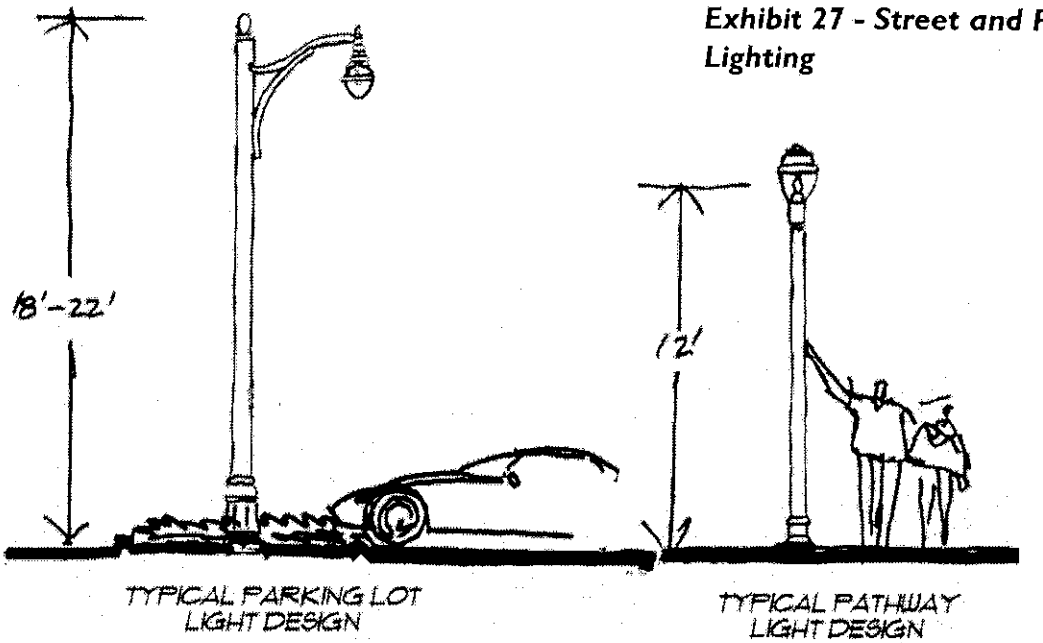


Exhibit 27 - Street and Path Lighting

a. LIGHTING

A unified lighting concept utilizing thematic fixtures has been developed for the Village Core District in accordance with the Village Six Design Plan. A low intensity, twelve (12) foot high pole mounted fixture is utilized along the Promenade Streets and the Village Pathway, and an eighteen to twenty-two (18-22) foot high, pole-mounted fixture is specified for parking lots, as shown on Exhibit 27. The following general lighting guidelines apply to the Village Core District.

- Lighting fixtures shall relate to the pedestrian scale and be compatible with the community architectural vernacular.
- The lighting pattern and intensity shall become more intense at path intersections and vehicular crossings.
- Landscape up-lights are effective for accentuating

trees and other plant material; however, they shall not be used as the sole source of illumination along walkways or other pedestrian areas.

- Light shields and timer/sensor systems shall be used in areas where light spillage is a potential problem.
- Within building groups, architectural and accent lighting shall be indirect and subtle. Increased lighting levels shall highlight pedestrian areas to clearly define the pedestrian path.
- Service area lighting shall be contained within the service area boundaries/enclosure. The light source in service area lighting fixtures shall be screened from adjacent properties.

b. VILLAGE CORE DISTRICT SIGN PROGRAM

A comprehensive sign program is required for the Village Core District due to the visual proximity to the Main Street District. The specific sign guidelines that follow supplement but do not replace the Comprehensive Sign Regulations found within the PC District Regulations for Otay Ranch SPA Six. Prior to proceeding with the design process for signage, the Comprehensive Sign Regulations should be reviewed.

GENERAL SIGN GUIDELINES

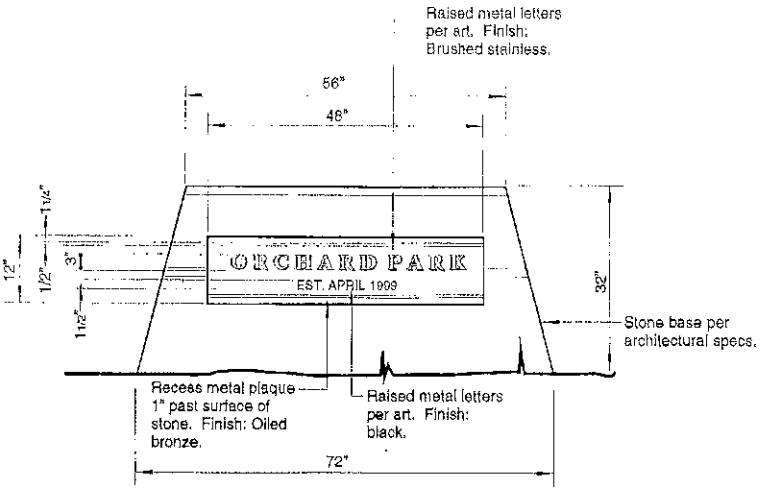
- Natural stone, masonry and metal shall be incorporated in the permanent signs when feasible.
- Only those sign types provided for in the sign guidelines or otherwise approved by The Otay Ranch Company and the City of Chula Vista will be allowed.
- All signs shall be in scale with the surrounding building environment. Colors and materials shall be compatible with the established architectural and landscape architectural vernacular.
- Pole signs and other signs with exposed supports shall be prohibited unless otherwise approved by The Otay Ranch Company and the City of Chula Vista.
- All permanent signs shall be made of durable rust-inhibited materials.

- No wall signs shall cover windows, frames, stripes or other architectural details. Wall signs shall fit comfortably into open wall surfaces leaving ample margins.
- No fascia signs shall be allowed on angled walls or mansard roofs, or on equipment screens.
- Temporary signs are permitted in accordance with the provisions of the Comprehensive Sign Regulations found within the PC District Regulations for Otay Ranch SPA Six.
- Sign structures, supports, and hardware shall be concealed or integrated into the signage design. Architectural screening surrounding signposts shall not be calculated as part of the sign face area.
- All logo images and type styles shall be accurately reproduced on all signs. Lettering which approximates type styles is not acceptable.
- All dimensional letters shall be affixed individually and without visible means of attachment, unless attachments make an intentional statement. No lighted signs or light fixtures shall have exposed conduits or raceways.
- Vinyl lettering shall not be used on pedestrian-oriented signs.
- Indirect lighting (e.g., edge lighting or front lighting) shall be arranged so that the light source is not visible from any normal viewing angle (e.g., from the street, sidewalk, parking area, or from other perimeter locations).
- Silhouette-illuminated or backlighted forms shall be free of lighting leaks.
- Underwriter's Laboratory-approved labels shall be affixed to all electrical fixtures.
- Joining of materials (e.g., seams) shall be finished in such as way as to be unnoticeable.
- Visible welds shall be continuous and ground smooth.
- Rivets, screws, and other fasteners that extend to visible surfaces shall be flush, filled, and finished so as to be unnoticeable.
- Finished surfaces of metal shall be free from canning and warping.

- All sign finishes shall be free of dust, orange peel, and drips, and shall have a uniform surface conforming to the highest standards of the industry.
- Any building with double frontage shall have addresses on both frontages.
- Temporary ground monument signs, as well as permanent monument signs which are perpendicular to the street, shall be allowed up to and abutting the property line. Permanent ground monument signs which are parallel to the street shall be located a minimum of five (5) feet behind the property line. When signs are present in setback areas, care shall be taken to position the signs so as to maintain safe sight distances at entrances to the public right-of-way.
- The ground surrounding monument signs may be bermed, and wall with signs attached may be stepped, if necessary, in order to elevate the signs. Berming is limited to two (2) feet in height above the surrounding finish grade. No permanent ground signs or monument signs may be greater than five (5) feet in height as measured from the adjacent

Exhibit 28 - Freestanding Monument Sign





right-of-way. Two basic sign types are approved for use within the Village Core District:

Two basic sign types are approved for use within the Village Core District:

FREESTANDING MONUMENT SIGNS:

Single or double-sided, freestanding monuments located perpendicular or parallel to the street near a site entrance or on a corner.

WALL MOUNTED SIGNS:

Signs incorporated into entry walls and located on one or both sides of a site entry.

The copy area of signs in this District is limited to the following:

RESIDENTIAL

The copy area of the sign structure shall not exceed fifteen (15) square feet for primary sign structures and four (4) square feet and ten (10) feet in height for secondary directional or convenience signs.

Residential building identification signs may not exceed four (4) square feet in area.

CHURCHES AND PUBLIC & QUASI-PUBLIC USES

CHURCHES

One wall sign, not to exceed thirty (30) square feet in size and one bulletin board, announcement or monument sign, not to exceed twenty-four (24) square feet in area and ten (10) feet in height. Any bulletin board or announcement sign not attached flat against the building shall maintain a ten (10) foot setback from all street right-of-ways.

OTHER PUBLIC AND QUASI-PUBLIC USES

One wall or monument sign not to exceed thirty (30) square feet in area and a bulletin board or announcement

sign not to exceed fifty (50) square feet in area and twelve (12) feet in height. Any bulletin board or announcement sign not attached flat against the building shall maintain a ten (10) foot setback from the street right-of-ways.

SUBMITTALS

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

PRELIMINARY DESIGN SUBMITTAL & REVIEW

The owner or tenant shall submit two (2) sets of preliminary drawings of any proposed sign to The Otay Ranch Company or designated representative. The submittal must include:

- Building exterior elevations at ½" scale that clearly identify the materials and lighting and the size and location of each sign for which a concept design is being proposed
- Scaled colored mock-up of the front elevation of each sign type indicating sizes, materials, and lighting techniques
- Materials, colors, details and form for each sign, as well as its integration into the overall storefront.
- Submittals deemed unacceptable shall be revised and resubmitted before proceeding with final plans.

FINAL DESIGN & WORKING DRAWINGS

Once preliminary designs are approved, the owner may proceed with the submittal of final designs and working drawings. A full set of final plans must be approved by The Otay Ranch Company prior to sign fabrication or submission to the City of Chula Vista for a sign permit, if required, pursuant to Section 19.60.030 of the Chula

Vista Municipal Code. No alterations, additions, or changes may be made without review and approval by The Otay Ranch Company and the City of Chula Vista

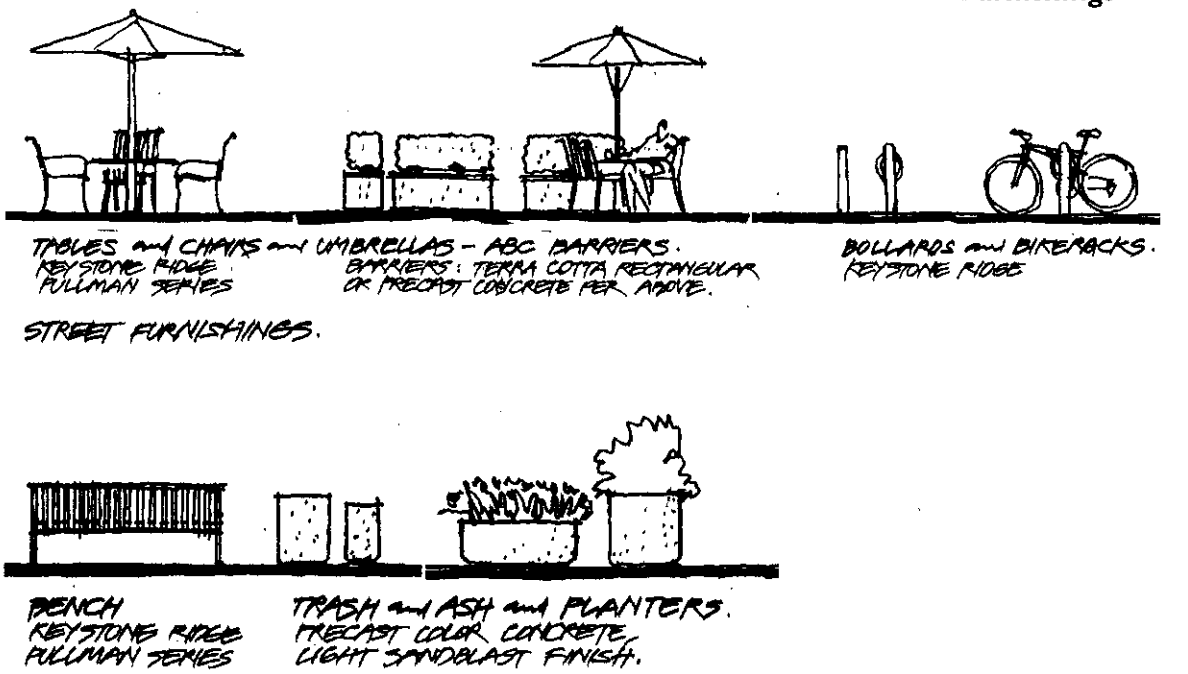
The following plans and information shall be submitted in triplicate;

- Dimensioned scaled drawings showing front elevations, side views, and sections for all signs (including copy layouts)
- Specifications for materials, colors, finish, coatings, typestyles, lighting techniques, means of attachment, structural elements and details
- Building elevation showing precise location, size, and placement of each sign on the building

c. STREET FURNISHINGS

Street furnishings, as illustrated below, have been selected for the Village Core District to provide a continuity of design unique to the Village Six Core. Deviations from the approved street furnishings shall be prohibited unless otherwise approved by The Otay Ranch Company and the City of Chula Vista.

Exhibit 29 - Street Furnishings



C. SECONDARY RESIDENTIAL DISTRICT

The Secondary Residential District includes two residential neighborhoods (R-5 and R-9a) located north of the main street district. Neighborhood R-5 is a traditional single-family residential neighborhood, while Neighborhood R-9A is comprised of single family detached homes and duplex homes served by alleys.

1. BUILDING DESIGN & SITING

The following guidelines apply to the design and siting of homes within the Secondary Residential District:

- Single family homes shall be designed to provide direct front-door access to the street, wherever possible
- Pedestrian oriented features, such as porches, veranda, porch/veranda combinations, semi-private courtyards and/or balconies shall be provided pursuant to the Village Six Planned Community ("PC") District Regulations (Section II.3-15)
- Garages setbacks on single family homes shall be varied pursuant to the Village Six PC District Regulations (Section II.3-15).
- Homes served by alleys shall have garages to the rear of the lot pursuant to the Village Six SPA Plan (Section II.2.3-10) and pedestrian oriented features pursuant to the Village Six PC District Regulations (Section II.3-15)

2. PEDESTRIAN/VEHICLE/TRANSIT ACCESS

Pedestrian, vehicular and transit access will be provided along residential streets, connecting the Secondary Residential District via Core Promenade Streets to the Main Street District and the transit stop on E. Palomar Street. Residential streets shall be designed pursuant to the Village Six SPA Plan (Section II.2.3-11) and shall include five foot wide sidewalks and eight foot parkways. Core Promenade Streets shall be designed pursuant to the Village Six SPA Plan (Section II.2.3-9 and shall include a featured side of the street with an eight foot wide sidewalk and an eight foot parkway.

3. URBAN CHARACTER/ARCHITECTURE/ LANDSCAPE ARCHITECTURE

The following guidelines shall be implemented in the Secondary Residential District:

- The Secondary Residential District is comprised of residential neighborhoods and will take on a character less formal than the Main Street and Village Core Districts.
- The architecture shall compliment the architecture in the Main Street and Village Core Districts, utilizing warm, rich stucco colors and a variety of detailing (such as shutters, gables and dormers). Roofing materials shall be rich, dark colors. Rooflines should maintain a minimum slope of 6:12.
- Rear elevations of single family detached homes along Olympic Parkway shall include architectural enhancements pursuant to the Village Six Design Plan (Section 11.4.4-12).
- Parkways planted with turf and street trees on all Residential Streets will be the strongest landscape feature within the Secondary Residential District.

V. DESIGN REVIEW CHECKLISTS

This chapter summarizes the important site planning and design issues for each of the various Individual Precise Plan areas within the Village Core. They do not address phasing of development, construction responsibility, or other important implementation or site development issues not addressed in this Master Precise Plan. These issues will arise in the review of each Design Review Submittal and are addressed in the Village Six SPA Plan, PFFP and/or other adopted planning documents and agreements.

Although the Village Core will function as a unified component of Village Six, specific areas shall incorporate specific design concepts based on land use and/or geographic location.

Checklists follow for the following Planning Areas:

Main Street District

- Mixed Use Area C-1
- Community Purpose Facility CPF-1

Village Core & Secondary Residential Districts

- School Site S-1
- Park Site P-1
- CPF-1x Site
- Residential Site R-5
- Residential Site R-7a
- Residential Site R-7b
- Residential Site R-8
- Residential Site R-9a
- Residential Site R-9b
- Residential Site R-10

DESIGN REVIEW CHECKLIST

MAIN STREET/MIXED USE AREA MU-1

DESIGN DISTRICT:

- Main Street District

LOCATION:

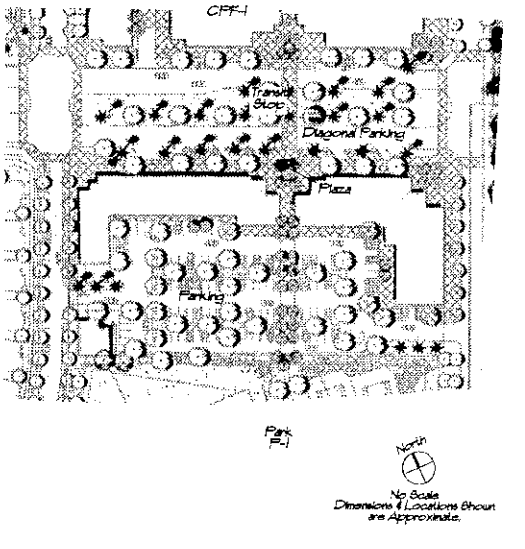
- Central and focal portion of the core fronting East Palomar Street across from CPF-1

PLANNED USE:

- "Main Street" with storefront commercial, office and multi-family residential.

PERMITTED USE:

- As permitted by the Otay Ranch Village Six SPA Plan PC District Regulations.



MANDATORY SITE PLAN ELEMENTS:

- Village Landmark Building with plaza at the commercial center directly across from CPF-1.
- Architectural focal point on the corners of East Palomar Street and View Park Way and East Palomar Street and Magdalena Avenue.
- Pedestrian connection to the Transit Station and CPF-1 site directly across East Palomar Street.
- Residential Promenade Street streetscape on View Park Way, Village Promenade Street streetscape on Magdalena Ave.
- Commercial buildings oriented directly to the Village Pathway along East Palomar Street.
- A multi-story office building edge along East Palomar Street shall reflect a retail commercial storefront appearance for the first floor and shall be comprised of a minimum of 70% glass.
- Integrated pedestrian circulation throughout the mixed-use area.
- Provide increased upper story setbacks above 2nd story.
- Parking lot(s) to occur behind the buildings along East Palomar Street.
- Maximum of one automobile curb cut along East Palomar Street.
- Village structure design elements consistent with Village Design Plan.

BUILDING DESIGN/SITING:

- Primary pedestrian oriented edge along Village Pathway.
- Secondary edge along View Park Way and Magdalena Avenue.

PEDESTRIAN ACCESS:

- Highly pedestrian oriented well defined pedestrian access and circulation along Village Pathway, among commercial, office, park P-1, plaza and transit uses.
- Secondary pedestrian access along Promenade Streets View Park Way and Magdalena Avenue.

VEHICLE ACCESS:

- Diagonal parking in front of commercial uses along East Palomar Street. Parking lot(s) access via View Park Way and Magdalena Avenue.
- Driveway access from E. Palomar Street may be included if covered architectural feature is provided over driveway.

TRANSIT ACCESS:

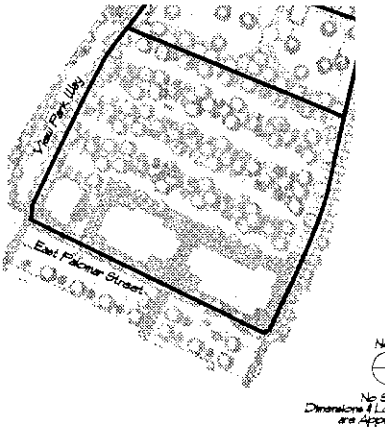
- Well defined pedestrian circulation with transit uses and commercial.

URBAN CHARACTER:

- Formal, articulated and highly detailed "California Heritage" buildings oriented along Village Pathway.
- High quality architecture along Village Pathway and plazas.

DESIGN REVIEW CHECKLIST

COMMUNITY PURPOSE FACILITY CPF-1



DESIGN DISTRICT:

- Main Street District

LOCATION:

- CPF site across from mixed-use parcel (MU-1), north side of East Palomar Street between View Park Way to west and Magdalena Avenue to the east

PLANNED USE:

- "Community Purpose Facility" such as religious institutions, non-profit organizations, or similar.

PERMITTED USE:

- As permitted by the Otay Ranch Village Six SPA Plan PC District Regulations.

MANDATORY SITE PLAN ELEMENTS:

- Strong pedestrian connection to Village Pathway.
- Architecture consistent with Village Landmark architecture.
- Architectural Focal Point on the corners of East Palomar Street and View Park Way and Magdalena Avenue
- Integrated pedestrian circulation throughout the site.
- Parking lot(s) behind the buildings along East Palomar Street.
- Maximum of 1 automobile curb cut along East Palomar Street.
- Village Structure design elements consistent with Village Design Plan.

BUILDING DESIGN/SITING:

- Architecture compatible with Village Landmark building.

PEDESTRIAN ACCESS:

- Well defined pedestrian access and circulation through site to transit station.

VEHICLE ACCESS:

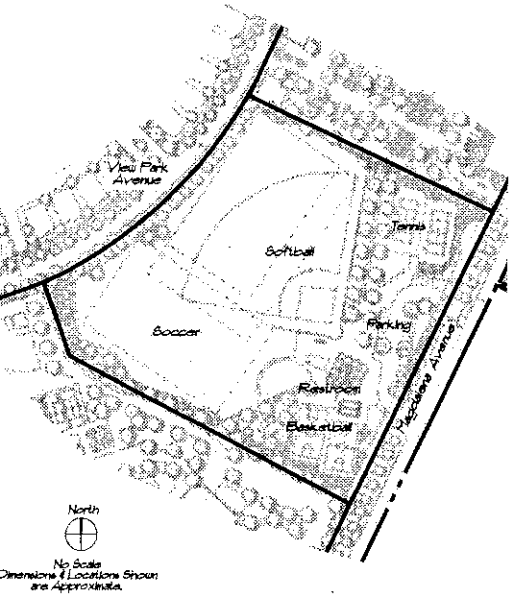
- Parking lot(s) access from View Park Way and Magdalena Avenue and/or East Palomar Street.

TRANSIT ACCESS:

- Well defined pedestrian circulation with transit uses and commercial.

URBAN CHARACTER:

- Architecture consistent with "California Heritage" and/or Landmark architecture.



DESIGN REVIEW CHECKLIST

PARK SITE P-1

DESIGN DISTRICT:

- Village Core District

LOCATION:

- Between school site S-1 and Mixed-Use site MU-1 with frontage along both View Park Way and Magdalena Avenue.

PLANNED USE:

- Public Park per Village Six SPA Plan

PERMITTED USE:

- As permitted by the Otay Ranch Village Six SPA Plan PC District Regulations.

MANDATORY SITE PLAN ELEMENTS:

- Connection with school to south and MU-1 site to the north
- Promenade Street streetscape on View Park Way and Magdalena Avenue.
- Village structure design elements consistent with Village Design Plan.

BUILDING DESIGN/SITING:

- "Public building" appearance.

PEDESTRIAN ACCESS:

- Pedestrian connection with S-1 School to the south and MU-1 Mixed Use site to the north
- Promenade Street connection along View Park Way, and Magdalena Avenue.

VEHICLE ACCESS

- Vehicle connection from Magdalena Avenue or View Park.

TRANSIT ACCESS

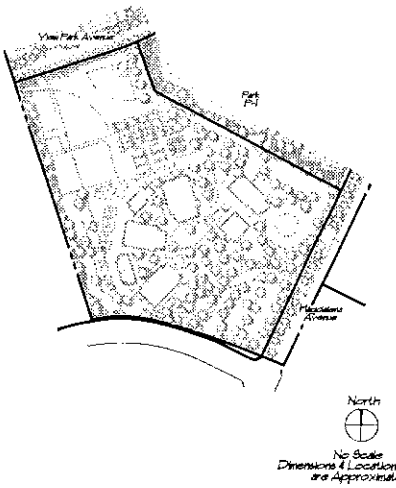
- No requirement.

URBAN CHARACTER

- No requirements.

DESIGN REVIEW CHECKLIST

SCHOOL SITE S-1



DESIGN DISTRICT:

- Village Core District

LOCATION:

- South of park P-1 along View Park Way and Magdalena Avenue

PLANNED USE:

- Elementary School

PERMITTED USE:

- As permitted by the Otay Ranch Village Six SPA Plan PC District Regulations.

MANDATORY SITE PLAN ELEMENTS:

- Building orientation toward Magdalena Avenue and Santa Venecia
- Connection with Park on northern edge
- Promenade Street streetscape on Santa Venecia, Magdalena Avenue, and View Park Way.
- Village structure design elements consistent with Village Design Plan.

BUILDING DESIGN/SITING:

- "Public building" appearance.
- Building access from Magdalena Avenue and orientation toward Magdalena Avenue and Santa Venecia

PEDESTRIAN ACCESS:

- Pedestrian connection with P-1 Park to the north
- Promenade Street connection along View Park Way, Magdalena Avenue, and Santa Venecia

VEHICLE ACCESS

- Vehicle connection from Magdalena Avenue with exiting onto Santa Venicia.

TRANSIT ACCESS

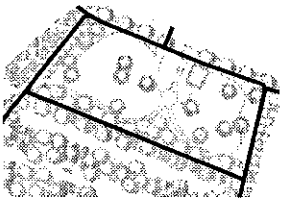
- No requirement.

URBAN CHARACTER

- No requirements.

DESIGN REVIEW CHECKLIST

CPF-1 x SITE



DESIGN DISTRICT:

- Village Core District

LOCATION:

- North of CPF-1 site

PLANNED USE:

- Common usable open space
- "Community Purpose Facility" such as private park, swim club.

PERMITTED USE:

- As permitted by the Otay Ranch Village Six SPA Plan PC District Regulations.

MANDATORY SITE PLAN ELEMENTS:

- Core Promenade Street streetscape on View Park Way and Magdalena Avenue.
- Village Structure design elements consistent with Village Design Plan.
- Children's play equipment
- Community gathering place
- Shade structure
- Grass play area

BUILDING DESIGN/SITING:

- Building oriented to Sutter Buttes Street.

PEDESTRIAN ACCESS:

- Core Promenade Street streetscape on View Park Way and Magdalena Avenue.
- Direct pedestrian connection from Sutter Buttes Street.

VEHICLE ACCESS:

- No requirements.

TRANSIT ACCESS:

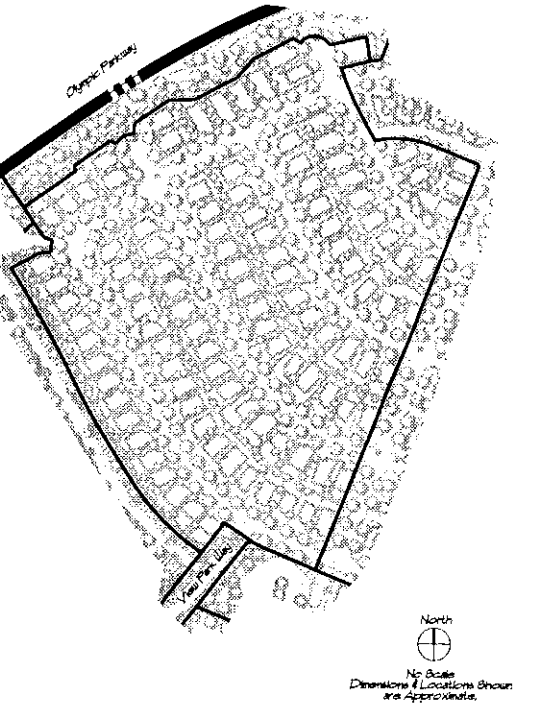
- No requirements.

URBAN CHARACTER:

- No requirements.

DESIGN REVIEW CHECKLIST

RESIDENTIAL SITE R-5



DESIGN DISTRICT:

- Village Secondary Residential District

LOCATION:

- South of Olympic Parkway and north of terminus of View Park Way

PLANNED USE:

- Single-family residential.

PERMITTED USE:

- As permitted by the Otay Ranch Village Six SPA Plan PC District Regulations.

MANDATORY SITE PLAN ELEMENTS:

- Core Promenade Street streetscape on View Park Way.
- Village Structure design elements consistent with Village Design Plan.
- Parking on residential streets

BUILDING DESIGN/SITING:

- Building shall be a maximum of 2 stories.
- Buildings along the top of slope overlooking Olympic Parkway must have architectural enhancements at rear or side elevations, depending on orientation to Olympic Parkway.
- Buildings along View Park Way must have architectural enhancements at rear or side elevations depending on orientation to View Park Way.
- Buildings across from CPF-1x must front CPF site.
- Homes shall have a pedestrian-oriented feature per section II.3.3.4.C, Planned Community District Regulations.
- Garages shall be setback from front of house or architecturally down-played per section II.3-15, Planned Community District Regulations.

PEDESTRIAN ACCESS:

- Pedestrian connection to Core Promenade Streets and Olympic Parkway.

VEHICLE ACCESS:

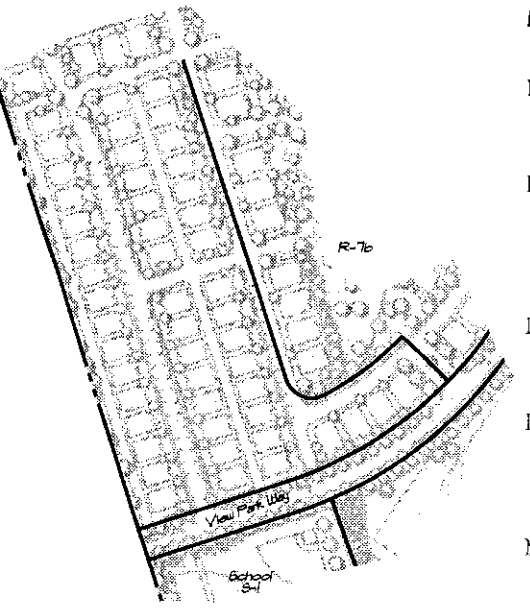
- Access from View Park Way and Sutter Buttes Street.

TRANSIT ACCESS:

- No requirements

URBAN CHARACTER:

- No requirements



DESIGN REVIEW CHECKLIST

RESIDENTIAL SITE R-7A

DESIGN DISTRICT:

- Village Core District.

LOCATION:

- North of View Park Way across from School site S-1.
- Village perimeter residential.

PLANNED USE:

- Multi-family residential.

PERMITTED USE:

- As permitted by the Otay Ranch Village Six SPA Plan PC District Regulations.

MANDATORY SITE PLAN ELEMENTS:

- Residential Promenade Street streetscape on View Park Way
- Village Structure design elements consistent with Village Design Plan.
- Ground floor unit direct access to Promenade Street

BUILDING DESIGN/SITING:

- Use transition with Neighborhood R-7b
- Direct ground floor access to streets
- Enhanced rear elevations overlooking Olympic Parkway
- Alley treatment

PEDESTRIAN ACCESS:

- Pedestrian connection to View Park Way
- Pedestrian connection between Neighborhood R-3 and Village Pathway on East Palomar Street.

VEHICLE ACCESS:

- Access from View Park Way
- Interconnected with Neighborhood R-7b

TRANSIT ACCESS:

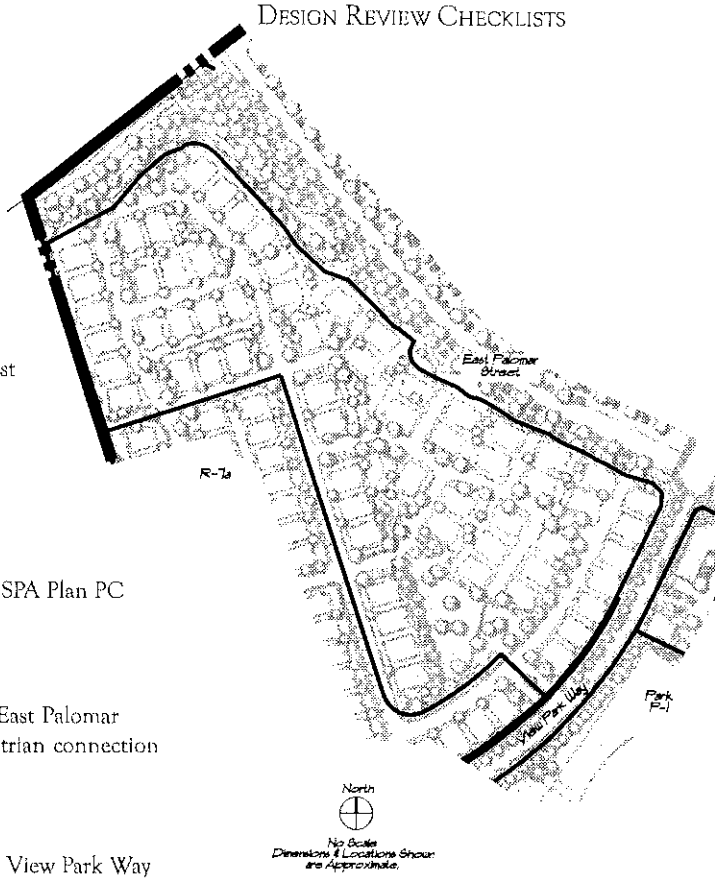
- No requirements.

URBAN CHARACTER:

- No requirements.

DESIGN REVIEW CHECKLIST

RESIDENTIAL SITE R-7B



DESIGN DISTRICT:

- Village Core District

LOCATION:

- Southwest corner of View Park Way and East Palomar Street.

PLANNED USE:

- Multi-family residential.

PERMITTED USE:

- As permitted by the Otay Ranch Village Six SPA Plan PC District Regulations.

MANDATORY SITE PLAN ELEMENTS:

- Secondary Landmark element on corner of East Palomar Street and View Park Way with direct pedestrian connection to the corner.
- Village Pathway along East Palomar Street.
- Residential Promenade Street streetscape on View Park Way
- Pedestrian connection to Village Pathway.
- Village Structure design elements consistent with Village Design Plan.

BUILDING DESIGN/SITING:

- Buildings shall be a maximum of 4 stories.
- Buildings along East Palomar Street must be architecturally enhanced.
- Buildings along View Park Way must have front elevation architectural treatment and take front door access from View Park Way
- Secondary Landmark Building on corner of East Palomar Street and View Park Way with direct pedestrian connection to the corner .
- No driveway access from East Palomar Street (potential emergency vehicle access only).

PEDESTRIAN ACCESS:

- Pedestrian connection to Village Pathway on East Palomar Street to Neighborhood R-3 through Neighborhood R-7a
- Pedestrian connection to View Park Way.

VEHICLE ACCESS:

- Access from View Park Way
- No Access from East Palomar Street (potential emergency vehicle access only).
- Interconnected with Neighborhood R-7a.

TRANSIT ACCESS:

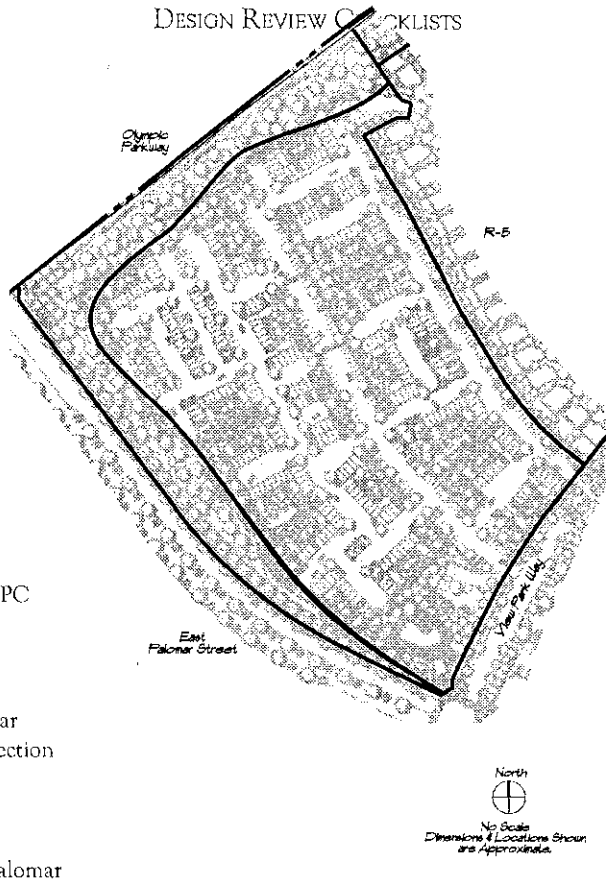
- No requirements.

URBAN CHARACTER:

- No requirements.

DESIGN REVIEW CHECKLIST

RESIDENTIAL SITE R-8



DESIGN DISTRICT:

- Village Core District.

LOCATION:

- Northwest corner of East Palomar Street and View Park Way.

PLANNED USE:

- Multi-family residential.

PERMITTED USE:

- As permitted by the Otay Ranch Village Six SPA Plan PC District Regulations.

MANDATORY SITE PLAN ELEMENTS:

- Secondary Landmark element on corner of East Palomar Street and View Park Way with direct pedestrian connection to the corner.
- Promenade Street streetscape on View Park Way
- Pedestrian connection to Village Pathway across East Palomar Street.
- Village Structure design elements consistent with Village Design Plan.

BUILDING DESIGN/SITING:

- Buildings shall be a maximum of 4 stories.
- Buildings along East Palomar Street and Olympic Parkway must be architecturally enhanced.
- Buildings along View Park Way must have architecturally treated front elevations and take front door access from View Park Way
- Secondary Landmark Building on corner of East Palomar Street and View Park Way with direct pedestrian connection to the corner.
- No driveway access from East Palomar Street.
- Maximize buildings fronting on View Park Way.

PEDESTRIAN ACCESS:

- Pedestrian connection to View Park Way.
- Pedestrian connection at corner to East Palomar

VEHICLE ACCESS:

- Access from View Park Way.
- No access from East Palomar Street (potential emergency vehicle access only).

TRANSIT ACCESS:

- No requirements.

URBAN CHARACTER:

- No requirements.

DESIGN REVIEW CHECKLIST

RESIDENTIAL SITE R-9A

DESIGN DISTRICT:

- Village Secondary Residential District.

LOCATION:

- East of R-5 and West of proposed SR 125

PLANNED USE:

- Multi-family residential density with detached Alley Product

PERMITTED USE:

- As permitted by the Otay Ranch Village Six SPA Plan PC District Regulations.

MANDATORY SITE PLAN ELEMENTS:

- Promenade Street streetscape on Magdalena Avenue
- Pedestrian connection to Promenade Streetscape
- Village Structure design elements consistent with Village Design Plan.
- Detached homes served by rear alleys.
- Pedestrian oriented features (porch, veranda, porch/veranda combination, semi-private courtyard and/or balcony) required.

BUILDING DESIGN/SITING:

- Buildings shall be a maximum of 2 stories.

PEDESTRIAN ACCESS:

- Pedestrian connection to Magdalena Avenue

VEHICLE ACCESS:

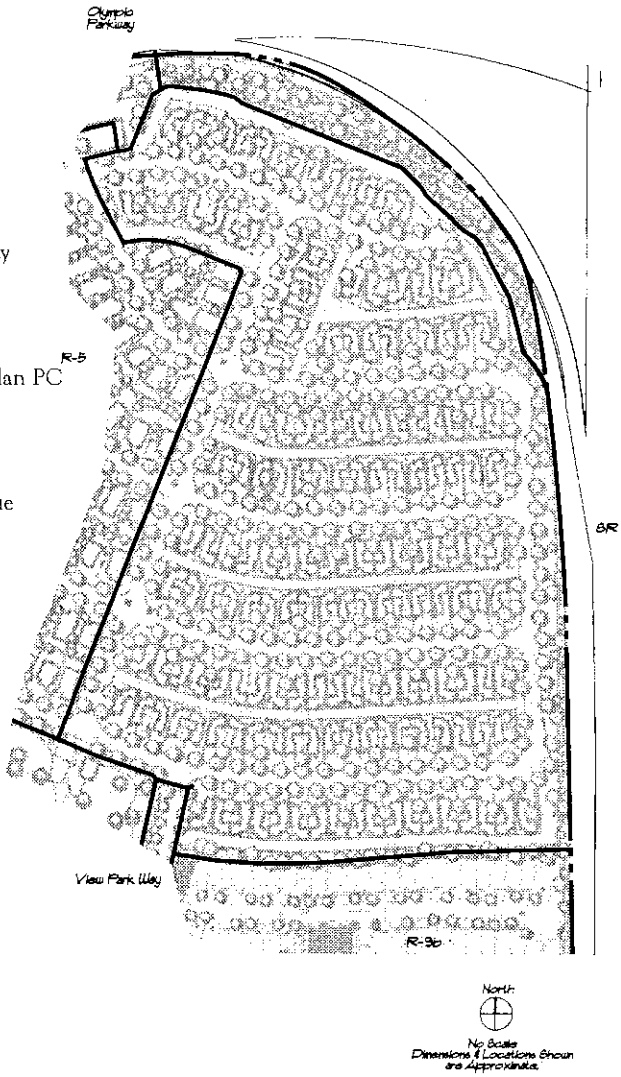
- Access from Magdalena Avenue
- Garage access from alleys..

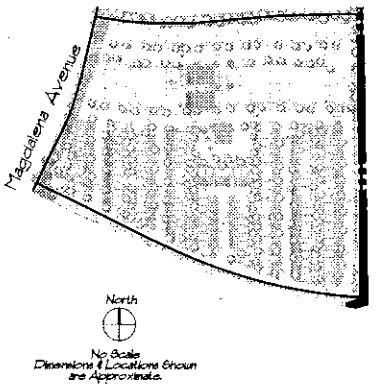
TRANSIT ACCESS:

- No requirements.

URBAN CHARACTER:

- No requirements.





DESIGN REVIEW CHECKLIST

RESIDENTIAL SITE R-9B

DESIGN DISTRICT:

- Secondary Residential District

LOCATION:

- East of CPF-1 site and west of SR-125

PLANNED USE:

- Multi-family residential density with detached and attached condominium product

PERMITTED USE:

- As permitted by the Otay Ranch Village Six SPA Plan PC District Regulations

MANDATORY SITE PLAN ELEMENTS:

- Promenade Street streetscape on Magdalena Avenue
- Pedestrian connection to Promenade Streetscape
- Village Structure design elements consistent with Village Design Plan
- Pedestrian oriented features of detached homes pursuant to Village Six PC District Regulations

BUILDING DESIGN/SITING

- Building shall be a maximum of 4 stories
- Townhomes along Magdalena Avenue must have front elevation architectural treatment and take front door access from Magdalena Avenue.
- Secondary Landmark with Pedestrian Access shall be provided at southwest corner of site.
- Buildings adjacent to transit corridor (between R-9b and R-10) shall be architecturally treated.

PEDESTRIAN ACCESS:

- Pedestrian connection to Village Pathway on E. Palomar Street through Neighborhood R-9b.
- Direct pedestrian access to Magdalena Avenue

VEHICLE ACCESS:

- Access from Magdalena

TRANSIT ACCESS:

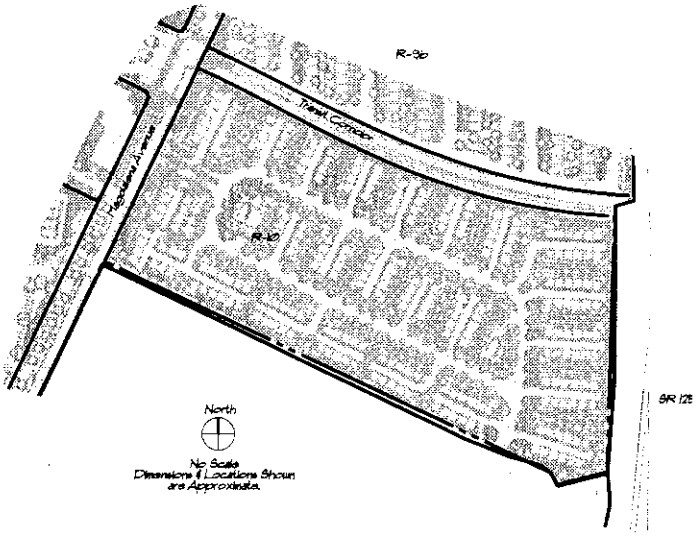
- No requirements; Transit right-of-way between Neighborhoods R-9b and R-10.

URBAN CHARACTER:

- No requirements

DESIGN REVIEW CHECKLIST

RESIDENTIAL SITE R-10



DESIGN DISTRICT:

- Village Secondary Residential District.

LOCATION:

- South of proposed transit line and east of Magdelena Avenue

PLANNED USE:

- Multi-family Residential density, 17.5 du/ac.

PERMITTED USE:

- As permitted by the Otay Ranch Village Six SPA Plan PC District Regulations.

MANDATORY SITE PLAN ELEMENTS:

- Good access to Village Pathway and Core elements.
- Internal recreation features with good pedestrian access to the units

BUILDING DESIGN/SITING:

- Building design should provide a transition from adjacent R-6 and uses within Village Core.
- Orientation with frontage on Magdalena Avenue
- Orient units to minimize impacts from adjacent transportation systems.

PEDESTRIAN ACCESS:

- Pedestrian connection to Magdalena Avenue

VEHICLE ACCESS:

- Access from Magdalena Avenue

TRANSIT ACCESS:

- No requirements.

URBAN CHARACTER:

- Formal row housing