## THE CITY OF SAN DIEGO

## MEMORANDUM

DATE: July 25, 2018

TO: Planning Commissioners

FROM: Paul Godwin, Development Project Manager, Development Services Department

SUBJECT: Candlelight, Project No. 40329

Attached is a revision to Page 10 of the Development Guidelines, which removes language identifying potential conservation agencies. This information is not required in a concept-level design document.

Thank you.

Attachment

Small developments may combine these play areas, such as a tot lot incorporated into the larger activity area for older children.

## F. Trails and Access Easements

The designated trail located within the Eastern Preserve, Lot 5, shall be at grade and follow the existing dirt roads. The trail will have a bare ground surface. No decomposed granite, asphalt, or other material will be used on the trail. The trail will be a maximum of 4 feet in width, per City of San Diego MSCP Subarea Plan, Section 1.5.2, MHPA Trail Guidelines. Both sides of the trail will be fenced along its entre length within the Eastern Preserve. The fence will be a natural wood, unpainted split rail (or similar) design that will clearly demarcate the trail limits, provide a rustic/natural appearance, and allow for wildlife movement. Fence materials that could inhibit wildlife movement (e.g. chain link and barbed wire) will not be used.

A public trail access easement is provided at the southern portion of Lot 3. The easement allows for public access to the existing trail system at the Eastern Preserve, Lot 5. The public trail access is shared with the possible 20-foot emergency fire vehicle access road. Staff recommends the provision of a gate meeting the emergency vehicle requirements as well as pedestrian accessibility requirements to be located at the west end of the public access trail easement, near the Public Street A cul-de-sac. The gates are required to prevent offroad vehicles and motorcycles from accessing the trails.

At the east end of the public trail access easement, where it turns north, staff requires step-overs be provided on the north and south side of the trail to prevent motorcycle access.

At the Western Preserve, Lot 4, a maintenance access easement is provided at the southwest corner of Lot 1. The easement allows for city maintenance vehicle access to the adjacent natural preserve. City staff recommends the provision of a 12-foot wide gate to be located just west of the Private Street A

cul-de-sac to deter public vehicular, bicycle and pedestrian access from the preserve.

All easement roads, trail and pathway improvements shall be provided by the Owner or permittee of the development project.

Both the Western and Eastern Preserves, Lots 4 and 5, respectively, will be given in a fee title to a Conservation Agency approved by the City of San Diego. The following is a list of four potential Conservation Agencies that may be used:

- 1. Riverside Conservancy
- 2. San Diego Habitat Conservancy
- 3. Center for Natural Lands Management
- 4. J. Whalen Associates, Inc.

These Preserves will be managed and preserved per the Habitat Management Plan (HMP) associated and approved for this project.

## G. Parking/Vehicular Circulation

Safe and efficient circulation and parking arrangements shall take into consideration the needs of pedestrians, children at play, parking lot appearance, and prevention of car theft or damage. Adequate parking shall be provided in accordance to the prevailing City of San Diego parking ordinances for off-street parking.

- 1. All drive aisles and parking spaces shall meet Land Development Code requirements at the time of building permit approval.
- 2. Parking areas should be located in the development's interior and not along street frontages, wherever possible.
- 3. Parking garages and carports should be located as to not disrupt the streetscape. Parking shall be screened from the street with residential units, fencing or landscaping. Parking elements should not obstruct natural surveillance. Natural surveillance and visibility should be considered in areas where parking is tucked under the building.