

# E P O C A

## Village Central & Trails Park

Ocean View Hills Community Recreation Group Presentation – September 1, 2021





# Village Central & Trails Park Presentation

Ocean View Hills Community Recreation Group Presentation – Sept. 1, 2021

## Agenda

- **Introduction to Park Implementation Process (General Development Plan)**

*Shannon Scoggins, Landscape Architect, Park Designer - City of San Diego Parks and Recreation Department*

- **Introduction to EPOCA**

*Rita Mahoney, Director of Planning & Land Development, ColRich*

- **Park Design Discussion**

*Ian Morris, Senior Principal, Ground Level Landscape Architecture  
Jason Jones, Senior Associate, Ground Level Landscape Architecture*

- **Park Design Discussion**

- What makes a great park?
- Review of property, site context and EPOCA Neighborhood Character
- Review Central Village Specific Plan, Adopted April 4, 2017
- Village Central Park (3.32 gross / 3.1 net Acres within Epoca Development)
- Trails Park (3.74 gross / 3.5 net Acres within Epoca Development)
- Program, amenities, and character discussion

## Community Discussion and Comments

## Next Meetings, Adjournment



*Generations of Excellence*

**GROUNDLEVEL**  
LANDSCAPE ARCHITECTURE

# Introduction to Park Implementation Process

Shannon Scoggins  
Landscape Architect, Park Designer  
City of San Diego Parks and Recreation Department

General Development Plan (GDP) approval process  
Council Policy 600-33



- **CRG** 3-meeting process, with 3<sup>rd</sup> meeting a formal recommendation
- Park & Rec Board, with recommendation to Director
- GDP approval by Andy Field, Director Parks & Recreation Department



**Introduction to EPOCA**  
Rita Mahoney  
Director of Planning & Land Development  
ColRich

*Reflective of its name, EPOCA is a new era for the hard-working individual seeking a vibrant place to live, fresh architectural design and a genuine sense of community in the City of San Diego.*





Our lifestyle is active, nature-oriented and brimming with possibilities. The community hosts 13 neighborhoods including for-rent apartments and for-sale townhomes/condominiums - all at entry level prices.

15 acres of designated green spaces, outdoor gathering areas and interlinked paseos give residents the opportunity to enjoy a walkable neighborhood atmosphere, while also benefiting from quick access to major freeways.



Pioneered by ColRich, a family-owned developer, EPOCA is based on rustic natural beauty and inspired by the design style of Mexico's Valle de Guadalupe region. Our unexpected mix of authentic natural materials, textures and colors, landscaping and public spaces creates a sense of inclusivity and comfort, and is what solidifies EPOCA as a compelling, culturally diverse destination for decades to come.



**Park Design Discussion**  
Ian Morris  
Senior Principal  
GroundLevel Landscape Architecture



# What makes a great park?

- Adaptability
- Activation
- Visibility
- Leisure
- Beauty
- Connectivity
- Adjacencies
- Community Ownership



# What makes a great park?



EPOCA  
INNOVATIVE URBAN VILLAGE

ColRich™

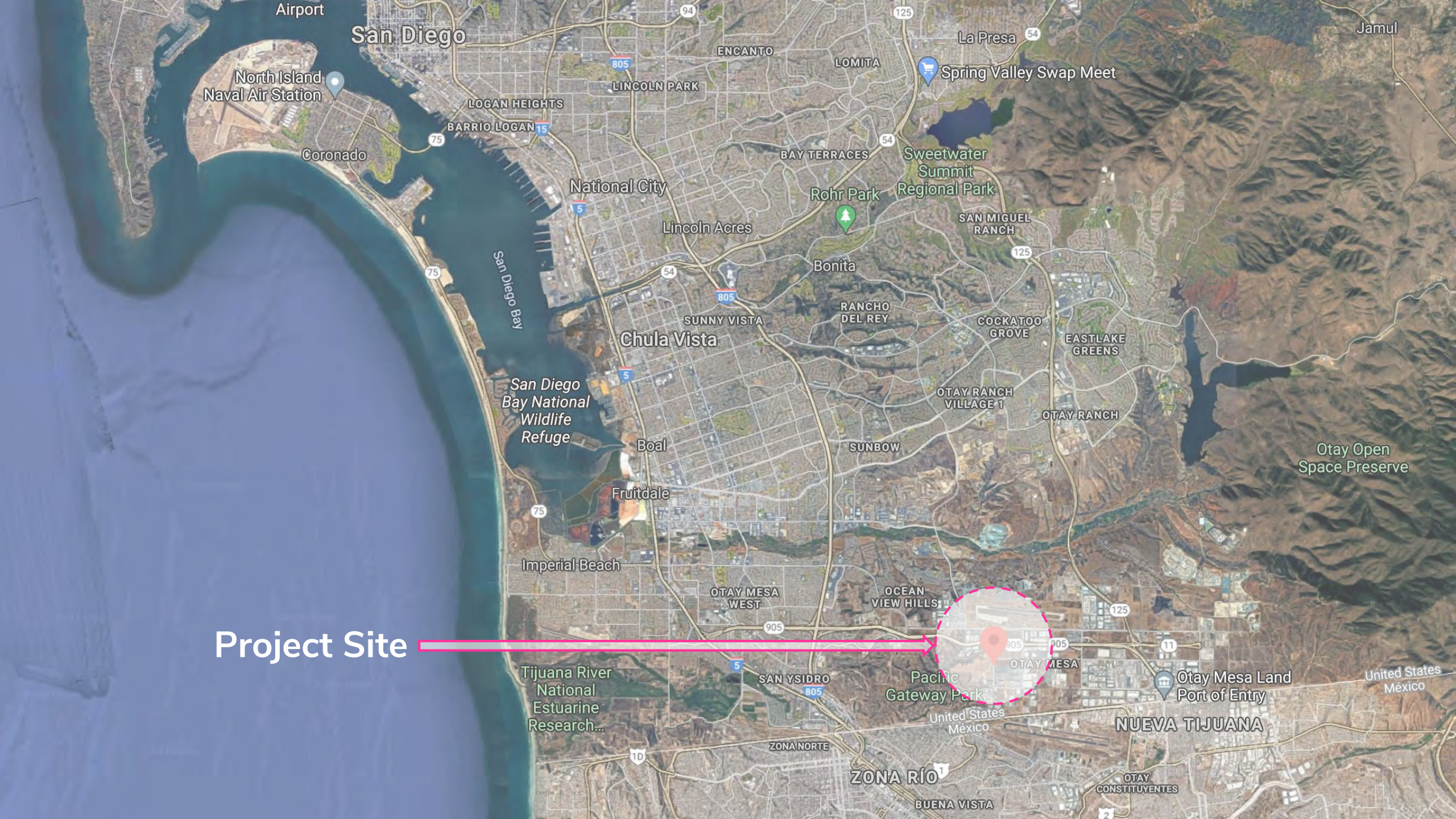
Generations of Excellence

GROUNDLEVEL  
LANDSCAPE ARCHITECTURE

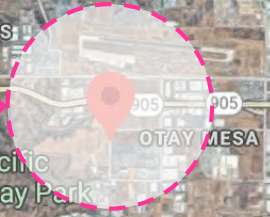


# What makes a great park?





Project Site



San Diego

North Island  
Naval Air Station

Coronado

LOGAN HEIGHTS

BARRIO LOGAN

National City

Lincoln Acres

Chula Vista

San Diego Bay National  
Wildlife Refuge

Boal

Fruitdale

Imperial Beach

Tijuana River  
National  
Estuarine  
Research...

OTAY MESA  
WEST

SAN YSIDRO

ZONA NORTE

ZONA RÍO

Pacific  
Gateway Park

United States  
México

BUENA VISTA

ENCANTO

LOMITA

La Presa

Spring Valley Swap Meet

BAY TERRACES

Rohr Park

Sweetwater  
Summit  
Regional Park

SAN MIGUEL  
RANCH

Bonita

RANCHO  
DEL REY

COCKATOO  
GROVE

EASTLAKE  
GREENS

OTAY RANCH  
VILLAGE 1

OTAY RANCH

SUNBOW

Otay Open  
Space Preserve

OCEAN  
VIEW HILLS

OTAY MESA

Otay Mesa Land  
Port of Entry

NUEVA TIJUANA

OTAY  
CONSTITUYENTES

United States  
México



GTM Stores - Otay Mesa

OTAY CORPORATE CENTER SOUTH

Brown Field Municipal Airport

OTAY MESA ROAD

905

Goodwill Outlet Center, Electronics Store and...

All Right Storage

Cooper's, General Dynamics Rd

Tarantino Wholesale Food Distributor

905

DHL Global Forwarding

Otay Mesa Fwy

AM Mex Services

Heinz Frozen Food

AIRWAY ROAD

Project Site

CACTUS ROAD

BRITANNIA BLVD.

OTAY ME

Britannia Crossing

Pacific Gateway Park

Insurance Auto Auctions

BRITANNIA INDUSTRIAL PARK

TRAILS PARK

Siempre Viva Rd

Jensen Meat Company

CROWN XPRESS TRANSPORT



Airway Rd AIRWAY ROAD

San Diego

CACTUS ROAD

# Landscape and Design Character



EP  CA

INNOVATIVE URBAN VILLAGE

# Landscape and Design Character



 ColRich™

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**GROUNDLEVEL**  
LANDSCAPE ARCHITECTURE

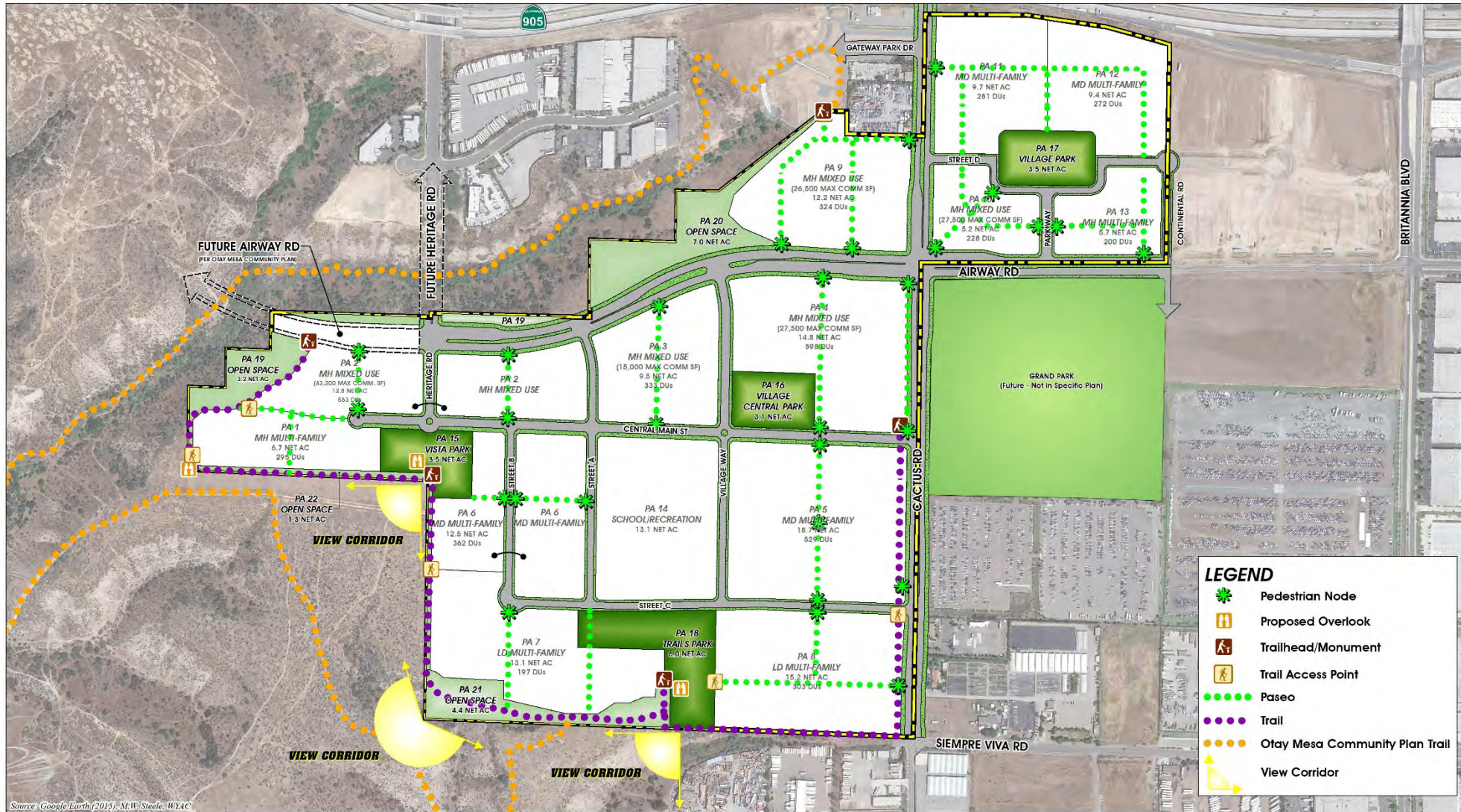
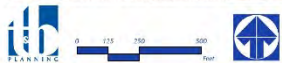
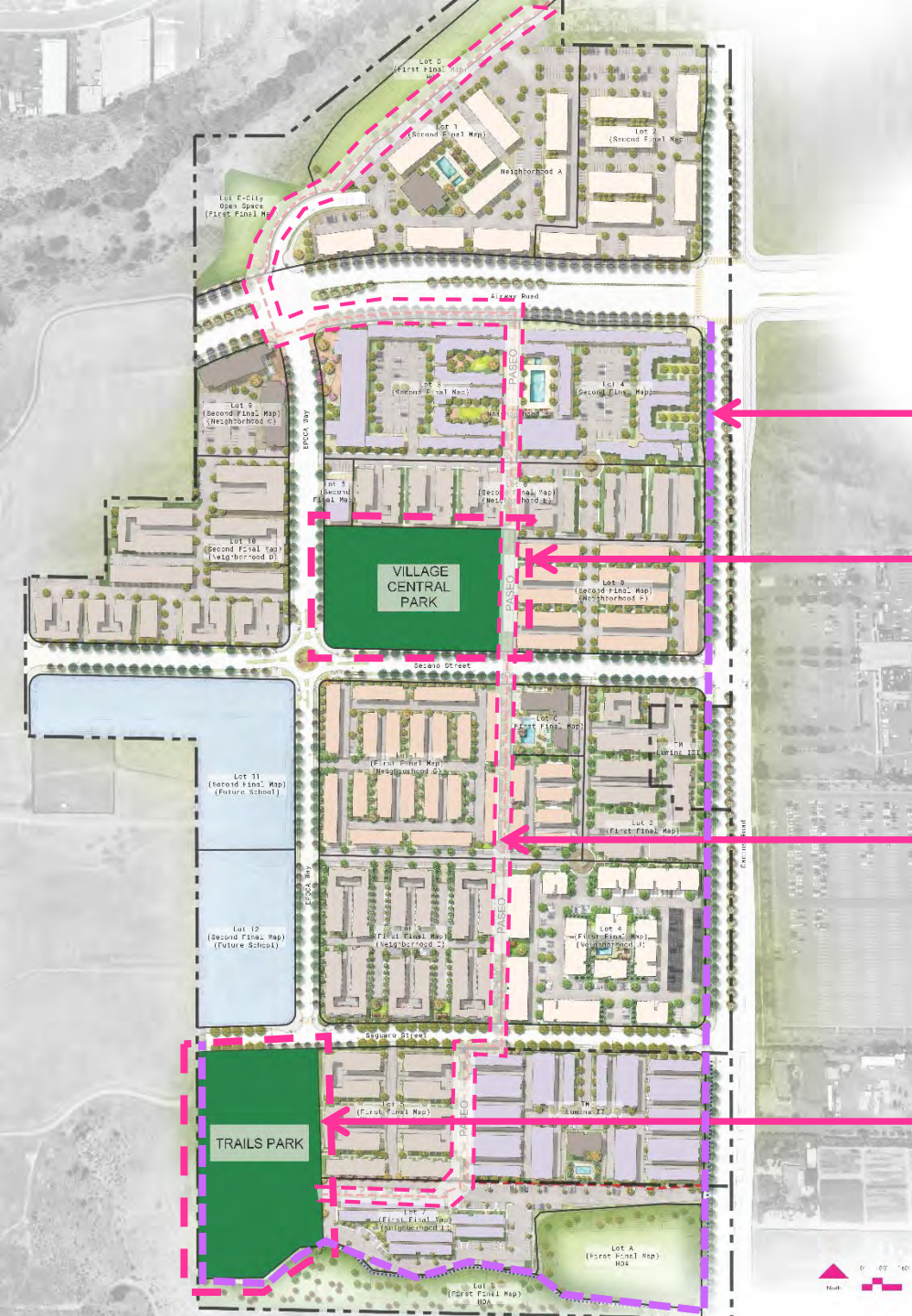


Figure 2.4-1





Trail(s)

Village Central Park - 3.1 Acres

Paseo

Trails Park - 3.5 Acres



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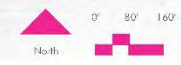
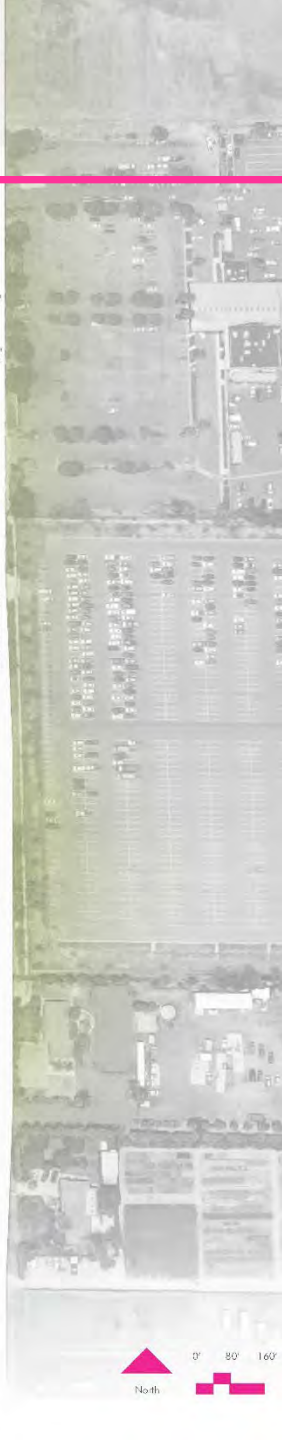
EPOCA is a community for all. EPOCA's Paseo is the necklace that links the neighborhoods and parks together. The landscape offers something that celebrates the region with drought tolerant species and rustic, yet modern design.





Village Central Park: 3.32 Gross /  
3.1 Net Acres

Approximately 300'x485'



# EPOCA – Village Central Park

## Otay Mesa Demographics – Who is the park for?

- 61% Hispanic/Latino
- 16.2% White
- 12.5% African American
- 7.5% Asian
- 2% American Indian

The Otay Mesa Community planning area is a dynamic and rapidly developing area of the City of San Diego. The area is bounded by the Otay River Valley and the city of Chula Vista on the north, the U.S.-Mexico border on the south, Interstate 805 on the west, and the county of San Diego on the east. Otay Mesa is envisioned as a major employment center with two new residential village areas and public trails that traverse the canyons and mesas.

Reference: city-data.com



# EPOCA – Village Central Park

## C. Village Central Park Policies

**Policy 2.4-7** Design Village Central Park to have a town square character by providing a central gathering area.

**Policy 2.4-8** Incorporate a combination of formal and naturalistic hardscape and landscape elements to provide flexible recreation spaces that may be used for a variety of activities.

**Policy 2.4-9** A highly visible landmark element may be used as Village Central Park's focal point to enhance the park's identity.

**Policy 2.4-10** Provide amenities that facilitate social interaction such as low seating walls, picnic areas, and table seating.

**Policy 2.4-11** Incorporate open turf areas to allow for multi-use games and events.

**Policy 2.4-12** Define the park space by placing accent and canopy trees around the edges of the park to enhance the aesthetics and attractiveness of the facility and provide a buffer from adjacent streets.

**Policy 2.4-13** Provide shade in areas for seating, gathering, and picnicking by locating trees and/or shade structures around and within these areas. A concept plan for Village Central Park is provided on Figure 2.4-3, *Village Central Park Concept Plan*.

## Village Central Park Policies:

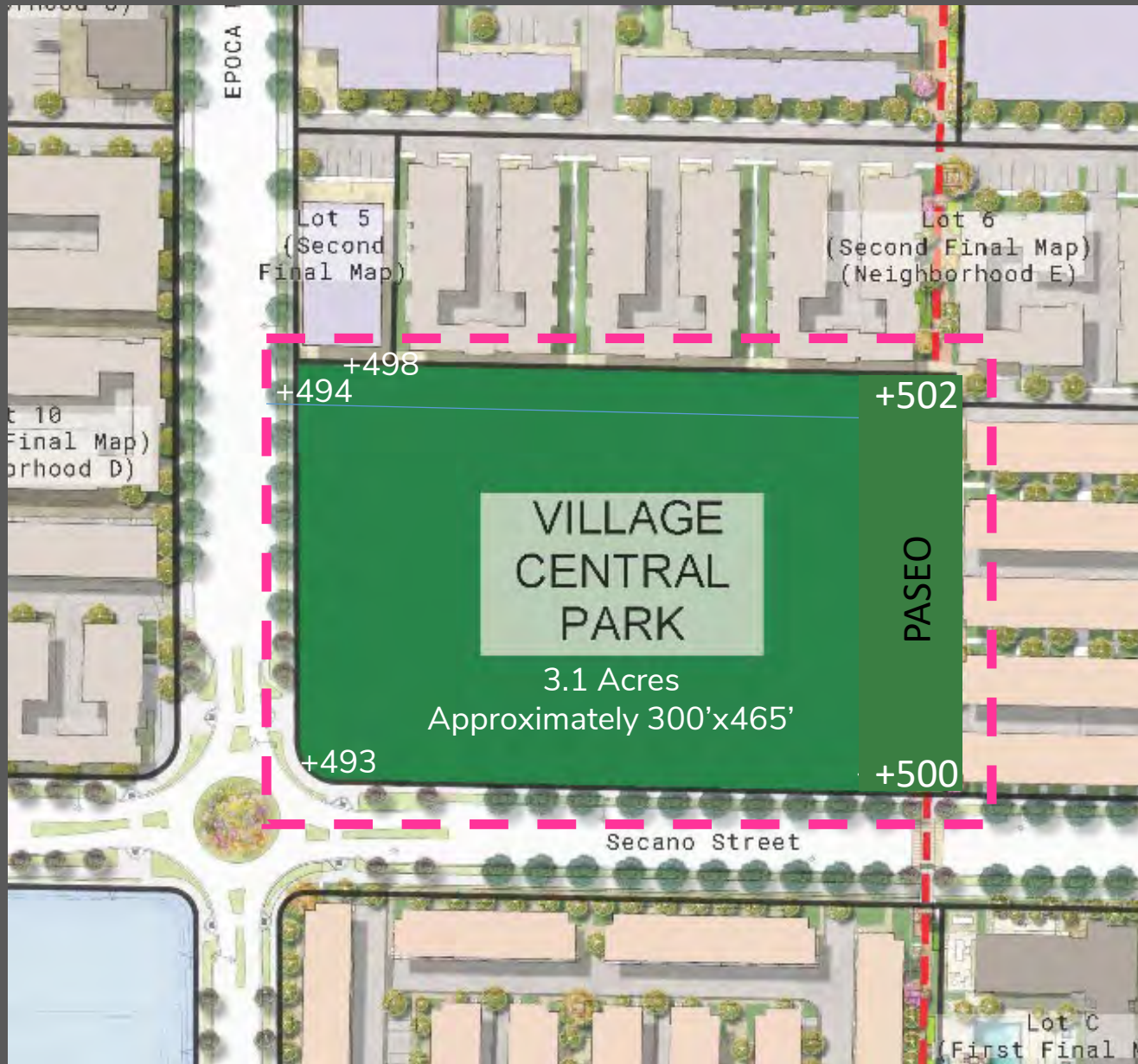
- Central Gathering Space
- Flexible Recreation Space
- Landmark Element / Focal Point
- Social Interaction
  - Seat/accent walls
  - Picnic areas
  - Table seating
- Open Turf for Multi-use games and events
- Planting Buffer from street
- Shade (trees and shade structure(s))



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# EPOCA – Village Central Park

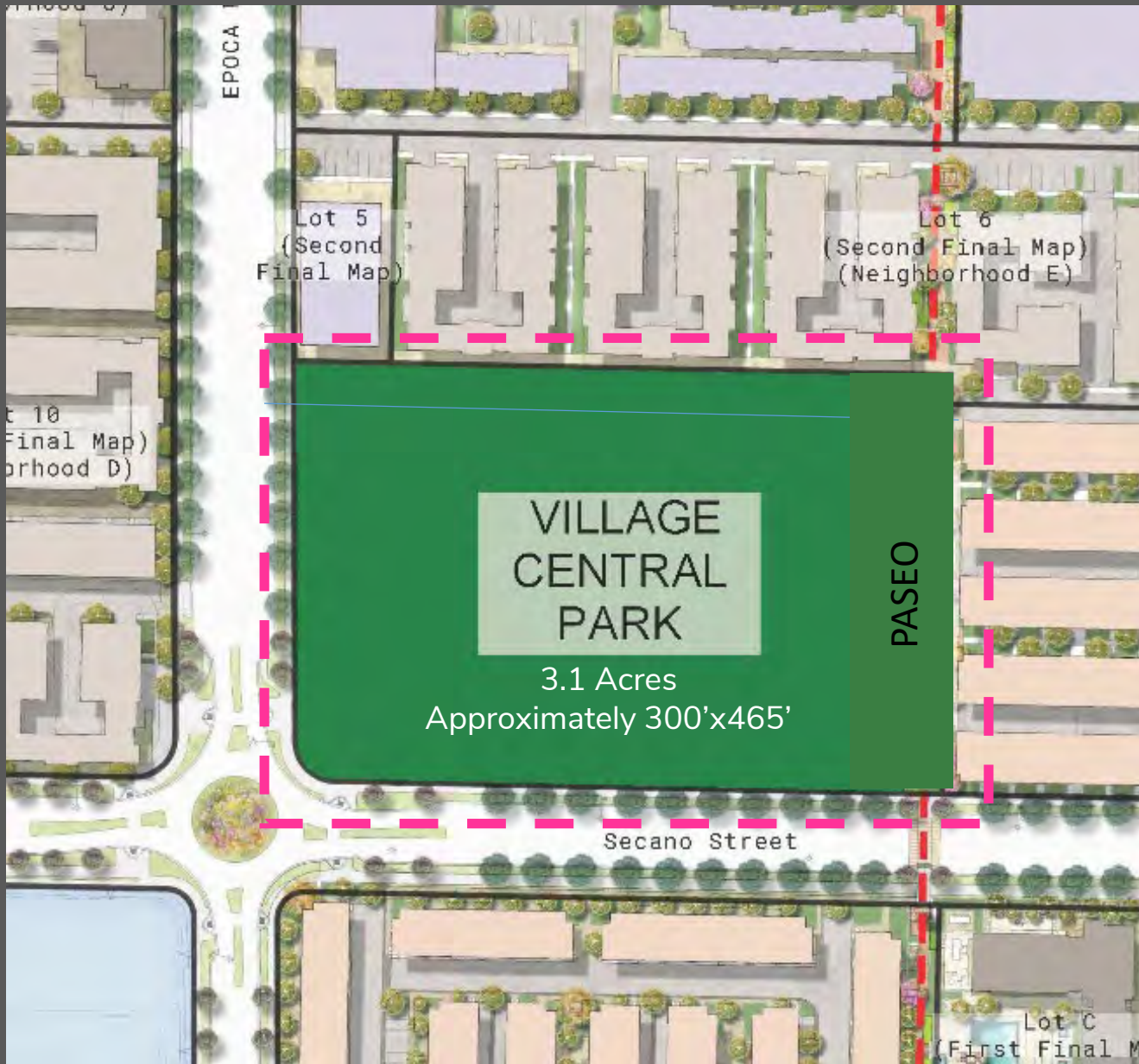


## Opportunities / Constraints

- Epoca Way (west edge of park)
- Pedestrian Paseo (east edge of park)
- Future Neighborhood(s) (north & east of park)
- Secano Street (south edge of park)
- Park Gateway/Signage/Entry at Corner of Epoca Way & Secano Street
- Future Commercial Site Northwest of Park Site



# EPOCA – Village Central Park



## Potential Park Amenities

- A. Flexible-use Plaza
- B. Open Turf Area
  - Informal “catch”, frisbee, yoga, etc.
- C. Shade Trellis/Pavilion/Picnic Shelter(s)
- D. Children’s Play
- E. Multi-generational Play
  - Game table (chess, checkers, ping pong, etc.)
- F. Park Restroom(s)
- G. Paseo Connection to Community
- H. Interpretive Garden(s)
  - Cactus/succulents, regionally native plants, Mediterranean adapted plants, pollinator plants
- I. Other Amenities
  - Cultural Elements
  - Artistic Elements



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Trails Park: 3.74 Gross /  
3.5 Net Acres

Approximately 280'x560'



# EPOCA – Trails Park

## **E. Trails Park Policies**

**Policy 2.4-18** Incorporate natural design elements into Trails Park, such as drought-tolerant landscaping to enhance the park's organic character and its connection to adjacent open space areas.

**Policy 2.4-19** Provide a system of meandering pedestrian paths and walkways in Trails Park that link to the existing trails system.

**Policy 2.4-20** Feature educational amenities, which may include interpretive signs along pathways with information on cultural resources and habitat.

**Policy 2.4-21** Provide active and passive recreational uses, such as children play areas, multi-purpose fields that could be programmed for leagues use, and walking tracks.

**Policy 2.4-22** Plant drought-tolerant landscaping that blend the park's edges adjacent to the existing open space areas.

**Policy 2.4-23** Plant canopy trees to provide shade and define the park design. A concept plan of Trails Park is provided on Figure 2.4-5, *Trails Park Concept Plan*.

## Trails Park Policies:

- Natural Design Elements, Such as Drought Tolerant Landscaping
- System of Meandering Pedestrian Pathways and Link to Overall Trail System
- Educational Amenities, Such as Interpretive Signs on Cultural Resources and Habitat
- Active and Passive Recreational Uses
  - Children's play areas
  - Multi-use Fields
  - Walking Tracks
  - Site Appropriate Landscaping
  - Canopy Trees





# EPOCA – Trails Park



## Opportunities / Constraints

- Open Space (west edge of park)
- Future Neighborhood(s) (east of park)
- Saguario Street (north edge of park)
- Open Space (south edge of park)
- Trail Connection(s)

# EPOCA – Trails Park



## Potential Park amenities

- A. Open Turf Area for Informal Play
- B. Multi-purpose Fields for League Use or for Informal Team Sports
- C. Pedestrian Pathways / Trails
- D. Shade Trellis/Picnic Shelter(s)
- E. Children's Play Area
- F. Multi-generational Play
  - Game Table (chess, checkers, ping pong, etc)
- G. Amphitheater Area / Flexible-use plaza
- H. Off-leash Dog Area
- I. Interpretive Garden
  - regionally native plants, Mediterranean adapted plants, drought tolerant plants, pollinator plants
- J. Other Amenities
  - Cultural elements
  - artistic elements



# Community Discussion and Comments

## Next Meeting(s), Adjournment





Thank you for your participation

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