

NEIGHBORHOOD 8A

S P E C I F I C P L A N / P R E C I S E P L A N



**Carmel Mountain/Del Mar Mesa Resource Management Plan
Trails Amendment**

**Public Review Draft
Strikeout/underline
January, 2012**

A N E I G H B O R H O O D O F C A R M E L V A L L E Y

shall be responsible for acquisition, design, construction, and maintenance of the park and its facilities through FBA contributions. The park will be owned by the City.

4.4 Trails

A multi-use trail is encouraged along the northern boundary of the Loma Sorrento parcel, between adjacent Neighborhood 8B and the Loma Sorrento Low Density residential area. Additionally, trails are a permitted use in MHPA open space and may be provided in the open space area of Neighborhood 8A by the City of San Diego or other public or private organization. If provided, trails should follow existing dirt trails and roads located on the property as much as possible. Trails should not be provided through sensitive habitat areas and human access should be directed away from sensitive areas through signage, if necessary. All trail locations, excluding any trail segment included within an approved tentative map or PDDP, must be approved by the City of San Diego Parks and Recreation Department and Development Services. Formal trail alignments as well as management concerns (including closure of informal trails) are contained in the Carmel Mountain and Del Mar Mesa Preserves Resource Management Plan. If trails are provided through MHPA open space, the following standards shall apply. In addition, the MSCP General Management Directives for trail design and maintenance are applicable.

1. Provide sufficient signage to clearly identify public access to the MHPA.
2. Locate trails, view overlooks, and staging areas in publicly-owned areas and in the least sensitive areas of the MHPA. Locate trails along the edges of urban development and follow existing dirt roads/trails and utility easements as much as possible.
3. Trails should not be paved, and trail widths should be minimized.