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**GREATER GOLDEN HILL COMMUNITY PLAN UPDATE**  
***DRAFT* CHARRETTE 1 – Map Notes**

October 9, 2010

**Table 1**

Overall Aerial Map

- Bike / pedestrian along Russ Blvd.
- Better maintenance / use of Balboa Park
- Bike rack on 25<sup>th</sup>
- Entry/ gateway on 25<sup>th</sup> off 94
- Dog park @ 27<sup>th</sup> & 94 – along 94
- Greenscape / landscape along 94
- Park opportunity @ 29<sup>th</sup> & B St.
- Fix corner of A & 30<sup>th</sup> – across from Einstein
- Playground @ foot of 32<sup>nd</sup> St. Canyon – C St. & 32<sup>nd</sup>
- One-way couplet 30<sup>th</sup> & Fern
- Bike racks on 30<sup>th</sup> & Fern (30<sup>th</sup> & Beech; Grape & 30<sup>th</sup>; Ivy & Fern)

Streets & Connections Storyboard

- Bus stops should be mission/ art deco style along #2 bus line
- More green along 30<sup>th</sup>
- Extend popouts @ other end of Grant's where not completed
- Green streets – 30<sup>th</sup> between Beech & Juniper

Recreation & Open Space Storyboard

- Community activities: library, community center, art center, credit union, outdoor theater
- Cacti, succulents, native plants garden @ Broadway/ 94 off-ramp area
- Sidewalk furniture / farmers market @ Gala
- Trees & gateway @ 25<sup>th</sup> & Broadway
- Weekend access to Golden Hill Elementary
- Park across street from GH elementary?
- Carve out area of Golf Course @ SE corner along Russ Blvd.
- Adventure playground on park strips along Russ Blvd.
- Open pedestrian/ bike corridor along Russ Blvd.
- Redo community gathering place @ SW corner of Balboa

## Buildings & Neighborhoods Storyboard

- Don't like fences/ gated off garden walls along street front
- Like porches, balconies, bay windows, awnings, canopies
- Mural opportunity @ side of Grant's building
- Don't like garage doors facing street
- No variable height & scale
- Don't like undefined style
- No garages lining the sidewalks
- 2-story max.
- Drought tolerant landscape
- Patios/ porches are good
- Trees, porches, patios, low fences, gardens, balconies
- Reuse unused/ vacant buildings – like across from Einstein on 30<sup>th</sup>
- Keep building design consistent by block or street, setbacks, max. height

## **Table 2**

### Overall Aerial Map

- Use city operations yard as community farm – vegetable garden
- Landscape on Broadway as crosses over 1-5
- Pedestrian / bike access to downtown
- Consider new buildings & parking that are part of City College expansion
- Carry native landscape from Balboa Park into neighborhood along 25<sup>th</sup>
- Use 94 as community garden
- Focal point @ B & 25<sup>th</sup>/ 26<sup>th</sup>
- Bike rack @ B & 25<sup>th</sup>
- Low density area – 25<sup>th</sup> to Edgemont (*currently the highest density area in community*)
- Take piece of Golf Course back for community recreation uses (playground, fields, garden)
- Add art/ sculpture @ SE corner of GH Community Park/ Balboa Park & @ entry to park off Date St.
- Focal points along 28<sup>th</sup> @ B & E
- Gateway on 28<sup>th</sup> off 94 – more landscaping; community garden – major entry to community, beautify
- Playground/ dog park @ B & 29<sup>th</sup> open space area
- Lighting on A & Dale
- Love old homes & mature trees in South Park area
- Nice trails along Northern end of Balboa Park, by dog park
- Canyon access is often blocked by development
- Sidewalk café at Juniper & 30<sup>th</sup>
- Need way for bikes to cross into North Park
- One-way couplet on 30<sup>th</sup> & Fern
- Sculpture on Grape & 30<sup>th</sup>
- Landscape on 30<sup>th</sup>
- Pedestrian trail in canyon is blocked by Cedar bridge
- Pedestrian trail to Golden Hill Elementary
- Classic (?) park with fields, playground, etc. in SE section of GH Park/ Balboa

### Streets & Connections Storyboard

- Green Streets: on B St., with bio-swales, treatment of storm water runoff; on C St/ 28<sup>th</sup> to 30<sup>th</sup> – more landscape, trees, slow runoff from hills; 29<sup>th</sup> between B & C – pedestrian access between B & C, access to grocery
- Like how canyon streets end
- Bike routes with sharrows, don't need separate lanes
- Street murals @ major intersections to slow traffic
- Public art to help indicate pedestrian zone; B St & 28<sup>th</sup> – 25<sup>th</sup>
- 28<sup>th</sup> & Date – need pedestrian markers, slow traffic going around Golf Course Dr
- Pedestrian connection between B & C @ 29<sup>th</sup>
- Pervious pavers
- Stagnant water @ 26<sup>th</sup> – 27<sup>th</sup>/ B
- Creepy walking area along B between 28<sup>th</sup> & 29<sup>th</sup>
- Stagnant water along B St. between 28<sup>th</sup>
- Mural/ intersection design @ B & 28<sup>th</sup>
- Love commercial along 28<sup>th</sup> – could be better landscaped
- Park opportunity @ B & 29<sup>th</sup>
- 28<sup>th</sup> (A to B) is a commercial street
- 30<sup>th</sup> & C / Broadway – traffic jams @ signals
- Double row of trees would be nice on 25<sup>th</sup>
- No parking meters
- A lot of traffic @ 28<sup>th</sup> & Date – Golf Course Dr.

### Recreation & Open Space Storyboard

- 25th St. Greenway
- Like clock & outdoor seating @ Grape St. Square
- Gateway @ 28<sup>th</sup> / 94 off-ramp
- Planting to reduce heat island @ Gala parking
- Planting along sidewalks of strip commercial like at Golden Hill Liquor
- Pervious pavement, bioswales, storm water treatment
- Community gardens
- Love canyons & native plants
- Improve clubhouse as community resource
- Open park space, variety of activity
- Need way for bikes to connect to Park Blvd.
- Canyons great for access, safety concern
- "Tweet" street type park along 94 (Tweet St Park in Cortez Hill)
- Love trails in canyons
- Keep canyon open space
- Keep 17 parcel on 32<sup>nd</sup> at Cedar
- Soccer, community gardens, dog park
- GH has a great opportunity to be a park-like residential area, an extension of Balboa Park

### Buildings & Neighborhoods Storyboard

- Control density, setbacks, compatibility with adjacent structures, massing, façade offsets
- Control landscaping, lighting, (love agave garden @ 26<sup>th</sup> & B), street tree master plan, entry signs like GH sign
- Gardens, street murals, public art, trolley
- Reduce zoning density in GH, encourage smaller multi-family developments – if any
- No large complexes! We have too many! That’s what ruined North Park along El Cajon Blvd.
- Uniform setbacks are preferred, but not necessary everywhere
- Pedestrian-oriented façade is preferred
- Like a variety of styles, don’t like ‘no style’
- Love Spanish style apartment building on 25<sup>th</sup> & B and on 28<sup>th</sup> & A
- No variable heights that cast too much shadow on adjacent single-family
- No gated communities/ apartment complexes
- Like all frontages, balconies good if useable
- Rowhomes should include more visitor parking
- Like mix of old & new styles
- Rowhomes on 26<sup>th</sup> & B are “cold design”, not consistent with neighborhood character
- Love 2 on 1 building type
- Townhouse multi-family should be required to have community trash & recycling bins
- Love alley-loaded, alley access
- Green buildings

### **Table 3**

#### Overall Aerial Map

- Gateway @ Broadway & 1-5
- Gateway @ 25<sup>th</sup> & 94
- Green street on 25<sup>th</sup>
- Fix/ repair trails
- Bike / pedestrian route starting @ 25<sup>th</sup> & loop through Balboa Park along Golf Course Dr; improve Golf Course Dr.
- Bike lane on B St. & up 28<sup>th</sup>
- Better access into park @ Grape
- Green street – C St. (as passes through canyon)
- Lighting on Elm / 30<sup>th</sup>
- Storm water improvements on streets near canyon
- Public transportation needed in Eastern areas
- Better / safer pedestrian access on Grape (East of Grape St. Square)
- Gala – essential parking
- Traffic circle @ Fern/ 30<sup>th</sup>/ Grape – confusing now
- Lighting on Grape
- Traffic calming along 33<sup>rd</sup> / Fir/ Felton – lighting, speed bumps
- Footbridge @ Elm across canyon

### Streets & Connections Storyboard

- Green Streets: 25<sup>th</sup>, C, Edgemont, 30<sup>th</sup>
- 1-way streets with defined bike lanes

### Recreation & Open Space Storyboard

- Restore historic fountain in GH Park & improve trails
- Small plaza (no condos!) at Gala site
- 94, 30<sup>th</sup> & 28<sup>th</sup> off-ramps are dangerous – not a lot of area to merge
- 94/15 freeway access needs re-design
- Increase plazas on 28<sup>th</sup> St.
- Formalize canyon entrances & add stairs or handrails – connecting trails for canyons
- Dedicated open space for canyons
- Need more parks & play areas
- Need safe way for kids to walk from canyon to school – add entrance @ end of canyon along GH elementary
- Play areas/ soccer fields in Juniper Canyon
- Trails & trailheads in Juniper Canyon
- Improve/ fix GH Rec Center
- Improve use of GH Park, especially west of 26<sup>th</sup>
- Improve use of SE corner of Balboa Golf Course “triangle” area (e.g. soccer fields, active sports, overflow use)

### Buildings & Neighborhoods Storyboard

- Variable setbacks in mixed use areas ok
- Ugly, undesirable, car-oriented facades
- Consistent setbacks great for pedestrian use
- Promote styles of historic homes
- Parking access through alleys
- Liquor stores next to dark areas are not safe
- Setbacks to keep pedestrian friendly feel
- Mix of frontages good
- Modern/ contemporary architecture is ok in some places, but not throughout, keep historic aspects
- Have a requirement for recreation areas for any development with 4+ dwelling units, safe play areas to keep kids off street
- No big, bulky apartment buildings
- Encourage 1<sup>st</sup> story windows
- Expand historic area
- Want 2-3 story buildings only (1-2 for low density, 2-3 higher density)

## Table 4

### Overall Aerial Map

- Event / activity area – GH Park/ Balboa Park west of 25<sup>th</sup>
- Special place – 25<sup>th</sup> & Broadway
- C St. – primary access into neighborhood
- Repair/ renovate GH Rec Center – include social / civic services/ uses
- Edges of Balboa Park along Russ & 28<sup>th</sup> are special places
- Repair/ renovate Tobey's Club House – Golf Clubhouse
- Repair/ improve 94 off-ramp / entry @ 28<sup>th</sup>
- Special place – B & 28<sup>th</sup>; Beech & 30<sup>th</sup>; Grape & 30<sup>th</sup>; Grape & head of canyon
- Pedestrian path @ Ash across canyon
- Lighting on B St.
- Library somewhere
- More public art
- Diagonal parking on B St.

### Streets & Connections Storyboard

- Connect commercial areas with bike paths
- More dog bag stations
- Designated bike paths throughout community
- Farmers' market & Juniper & 30<sup>th</sup>, 30<sup>th</sup> between Juniper & Ivy
- Plaza in front of Grape St Square
- Russ Blvd. – bike path

### Recreation & Open Space Storyboard

- Community garden/ compost drop off @ vacant parcel between Juniper & Ivy (E block)
- Redo GH Rec Center area
- "Welcome to GH" sign on 25<sup>th</sup> & B
- Gateway to Balboa @ Russ
- Open patio seating – from Counterpoint into GH park area
- Build on existing community garden off Russ, make it nicer

### Buildings & Neighborhoods Storyboard

- Like mixed-use, but not bulky buildings
- Help Einstein redo mural on 29<sup>th</sup>
- Sound control
- Use back yards of townhouses for farming, potlucks, community gardens
- 3-story height limit
- Like modern townhouse on 26<sup>th</sup> & B
- Redo 25<sup>th</sup> & Broadway – not strip mall – more walking, useable commercial space
- Murals/ public art
- Diagonal parking vs perpendicular
- Amphitheater

- Commercial spaces: encourage businesses to maintain building color palettes – no ads in windows, no bays

## Table 5

### Overall Aerial Map

- Repair buildings @ E & 28<sup>th</sup> – fewer yard sales
- Bigger playgrounds for kids along 28<sup>th</sup> @ park
- Add/ extend Northern boundary of South Park to include area of North Park North of Juniper & NW corner along Balboa Park
- Repair / new streetscaping @ 30<sup>th</sup> & B
- Conservation area to include almost all North section of Greater Golden Hill (South Park & Brooklyn Heights)
- Lighting all along 30<sup>th</sup>
- Bike racks @ Grant's marketplace & Alchemy restaurant
- Bike racks @ dog park & on Juniper
- Special place – Einstein Elementary
- Parking @ Beech & 30<sup>th</sup>
- Planters along Beech/ Cedar/ Fern/ 30<sup>th</sup> area
- No billboards @ Grape & 30<sup>th</sup>; sign @ Juniper & 30<sup>th</sup>
- Playground @ Gala site
- Remove meters on Juniper

### Streets & Connections Storyboard

- Use park strip along 28<sup>th</sup> for passive recreation, fields, playground (expand exist. playground)
- Restore historic gateway to South Park @ A & 28<sup>th</sup>
- Connect Russ Blvd. from 28<sup>th</sup> to Rec Center – add diagonal parking @ park side
- 3 bike racks fro Grant's
- Pop-out to complete commercial angled parking in front of Grant's @ Dale & Beech
- Community garden @ end of Dale & B St. on block between 28<sup>th</sup> & 30<sup>th</sup>
- Move 9-hole golf course to Mesa on west side of Pershing (near baseball diamonds & city nursery) make current 9-hole course a park with bike/ walking path & picnic areas
- Passive recreation along edge of Gala parking
- Bike racks @ Fern & Juniper

### Recreation & Open Space Storyboard

- Community garden @ Cedar & Felton
- Trailhead from Juniper dip
- Possible trailhead @ east end of Ivy – trail through canyon to cul-de-sac on Whaley Ave.
- Passive park @ end (cul-de-sac) of Dale next to Einstein
- Connect Russ Blvd. to 28<sup>th</sup> – angled parking along park
- Improve buildings around GH Rec Center – add a public bathroom
- Walking path all along Golf Course Dr., down 26<sup>th</sup>, to & through GH Park
- Improve fountain

### Buildings & Neighborhoods Storyboard

- Transom windows in commercial – art tile base
- Inconsistent setbacks may work as book ends for areas with transition in land use (such as Beech)
- Consistent setback good for both commercial & residential
- No parking in front – try to tuck in rear or under
- How to address height? # of stories or feet?
- More design controls, inspection
- Control architectural entries, setbacks, original neighborhood standards, consistency, window types & depth, relief, porches, orient to street/ community
- Reconstruct historic gateways (cobble piers) on 28<sup>th</sup> – from early development
- Bike racks
- Good rules can still result in bad buildings which detract from community
- Current plan “menu – pick 6” has not worked

### **Table 6**

#### Overall Aerial Map

- Use city maintenance yard for sports fields
- Gateway @ Pershing into Park
- Neighborhood services @ B St. & I-5
- Transit “Free Zone” on Broadway starting @ I-5
- Mixed-use along Broadway from I-5 to 25<sup>th</sup> St.
- Sidewalk café @ Influx
- Better connections to Balboa Park along full length of Russ Blvd.
- Remove fence/ gate along Balboa Park edge
- Passive recreation @ 25<sup>th</sup> off 94
- Gateway @ 25<sup>th</sup> off 94
- Sidewalk café & bike racks @ 25<sup>th</sup> & 94 entry
- Move planting along 25<sup>th</sup> St.
- Event/ activity area @ intersection of C & 25<sup>th</sup>
- Bike racks & shade on 25<sup>th</sup> around B St.
- Mixed-use on B St. from 25<sup>th</sup> to 28<sup>th</sup>
- Gateway as coming up 26<sup>th</sup> – Balboa Park into community
- Bridge & signal @ 26<sup>th</sup> & Russ
- Pedestrian / bike connections on all paper streets/ dead ends in GH
- Re-locate Gold Course – extend Beech St. across Balboa Park to connect with GH Rec Center – use area for a park (fields, social services, etc.)
- Pedestrian/ bike access along Golf Course Dr.
- Passive Recreation opportunity @ B & 29<sup>th</sup>
- Playground @ A & 30<sup>th</sup> (joint use with Einstein?)
- Shade & landscaping along 30<sup>th</sup>, south of C St.
- Bike racks @ A/ B & 28<sup>th</sup>
- One-way couplet 30<sup>th</sup> & Fern
- Event / activity area – Beech & 30<sup>th</sup>



- Add trees along 30<sup>th</sup>
- Traffic sign @ Beech & Fern
- Fern – complete street with on-street bike parking & reverse diagonal parking
- Soccer field @ end of canyon south of C St.
- Remove fences & add stairways where streets are blocked off due to elevation changes
- Stop sign @ Grape & 31<sup>st</sup> instead of yield
- Special place / focal point @ Grape & Fern/ 30<sup>th</sup>
- Mixed-use on 30<sup>th</sup> & Fern between Juniper & Grape
- Special place – Juniper & Fern
- Improve access across canyon – along Beech, Ash & A Streets
- Repair Cedar St Bridge
- Gateway @ 30<sup>th</sup>, two blocks North of Juniper
- Better connect both sides of canyon – access @ Maple St
- Painted intersections – like Portland's City Repair Project – 30<sup>th</sup> & Juniper; 28<sup>th</sup> & B; Beech & 30<sup>th</sup>; 25<sup>th</sup> & B
- Pedestrian connections @ paper streets & across topography throughout

### Streets & Connections Storyboard

- 25<sup>th</sup> St. – outdoor seating during day (associated with businesses)
- Urban forest – pocket park – open space opportunity @ Gala – sculpture/ art @ end of Fern/ Grape
- One-way couplets 30<sup>th</sup> & Fern
- Fix/ repair buildings @ C & 25<sup>th</sup>
- Diagonal parking on B St. @ 25<sup>th</sup>
- Sculpture / play park – Balboa @ 25<sup>th</sup>
- 28<sup>th</sup> & B – Golden Hill specific requirements for sidewalk cafes (less stringent than rest of city – encourage cafes on narrow sidewalks)

### Recreation & Open Space Storyboard

- Soccer active sports, picnics, outdoor grills, music festivals, farmers' market (North part of 25<sup>th</sup>)
- Combine several separate lots into one 'park' or a series of pocket parks on vacant lots (27<sup>th</sup> & C) (like in Seattle)
- Activities for children
- Improve canyon interface/ access (parks too)
- More green spaces like termination of Dale @ A St.
- Joint use of Einstein / open to public after hours
- Car/ bike connection across Balboa from Beech to Golden Hill Rec
- Pedestrian bridge across from GH Rec Center to GH Park
- More active recreation @ GH Park
- Expand community garden @ Russ/ create more in other areas
- Bike / jogging trail along Russ Blvd.
- BBQ grills in parks
- Make community park @ SE corner of GH Park
- Linear park along 94
- Sidewalk cafes – 25<sup>th</sup>/ 28<sup>th</sup>/ Beech/ 30<sup>th</sup>/ Fern
- GH specific requirements for sidewalk cafes – more narrow

### Buildings & Neighborhoods Storyboard

- Need cohesive vision for styles
- No car oriented facades & bulky buildings
- No need to be rigid with consistent setbacks
- Quality development
- Limit # of dwelling units in a development – tipping point – livability
- Diverse housing stock – socio-econ diversity

### **Table 7**

#### Overall Aerial Map

- Pedestrian path/ trail & lighting across B St. @ I-5
- Traffic stop sign on Broadway @ 23<sup>rd</sup>
- 4-way stop @ 25<sup>th</sup> & E
- Re-pave sidewalks along 25<sup>th</sup>
- Bike rack – B & 25<sup>th</sup>
- Make Golf Course Dr. pedestrian friendly
- Activity area @ Rec Center – connect with pedestrian access across Balboa Park and to Cedar & Ash
- Bike rack @ 28<sup>th</sup> & B
- Connections along 28<sup>th</sup> & Beech
- Lighting @ cedar & 32<sup>nd</sup>
- Bus along Grape to Fir, Elm – North Eastern area, with lighting & bus stops
- Handicap access in canyon residential areas

#### Streets & Connections Storyboard

- Lighting on Elm & Gregory
- Dog litter stations
- Parking – limited time / metered – shared between businesses “after hours” for residential use
- Visually more appealing commercial streets
- Art/symbols that reflect community @ Broadway & 25<sup>th</sup> – incorporate historic/ multi-cultural/ interactive & kid friendly
- Add trees along 25<sup>th</sup>
- Enhance 25<sup>th</sup> & Broadway – less paving, more people, seating, green
- Separate trash & recycling is good
- Pavers/ brick crosswalks on commercial streets

#### Recreation & Open Space Storyboard

- Soccer facilities, library
- Like East Mesa Precise Plan recommendation #6 for GH Balboa Park triangle @ 28<sup>th</sup> & Russ
- Opportunities on Russ Blvd. for community recreation
- More small playgrounds

- Utilize canyons better, playgrounds, paths
- Soccer fields or alternate uses for alleys
- Connect playgrounds to canyons, tot-lots, scenic views
- Pedestrian plaza/ promenade/ gathering on 28<sup>th</sup> between A & B – street vacation with turn-around @ each end
- 25<sup>th</sup> & B – block off street & raised platform on B, west of 25<sup>th</sup>
- 19<sup>th</sup> St. along I-5 – enhance, green

### Buildings & Neighborhoods Storyboard

- Porches
- Preserve historic but don't force gentrification
- Car-oriented facades are bad
- Neighborhood serving & family-oriented businesses (eateries, recreation, avoid Gaslamp feel)
- On-site common areas with family feel – parks, tot-lots, play areas
- Balconies are good transitional spaces between public & private
- New townhomes on B St. & 19<sup>th</sup> are modern, but small scale, nice rhythm & integration with landscape
- Courtyard housing is bad – no parking
- Internal / underground parking is good
- Neighborhood character, porches, no flat roofs, color