

Community Discussion Draft

Mira Mesa Community Plan Update

Planning Department

May 16, 2022



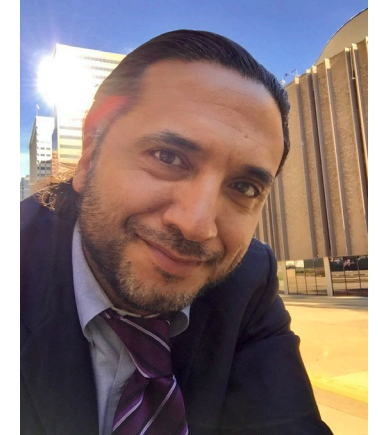
Alex Frost
Project Manager
City of San Diego
Planning Department



Scott Sandel, RLA ASL
Parks + Public Spaces
Planner
City of San Diego
Planning Department



Claudia Brizuela
Senior Traffic Engineer
City of San Diego
Sustainability and
Mobility Department



Alfonso Gastelum
Infrastructure Planner
City of San Diego
Planning Department

Agenda

- Call to Order & Non-Agenda Public Comment
- Introduction
- Community Discussion Draft & Figures
- Focus on Parks & Recreation
- Urban Villages & Community Plan Implementation Overlay Zone (CPIOZ)
- Discussion



An aerial photograph of a cityscape, featuring a prominent white building with a blue glass facade in the foreground. The building has the word 'Qualcomm' visible on its side. The city extends into the background with various other buildings and green spaces. A large, semi-transparent blue rectangular overlay is positioned across the middle of the image, containing the word 'Introduction' in a large, white, sans-serif font.

Introduction



Fall 2018

CPU LAUNCH &
EXISTING
CONDITION

2019 - 2021

CONCEPT &
ALTERNATIVE

Spring 2022

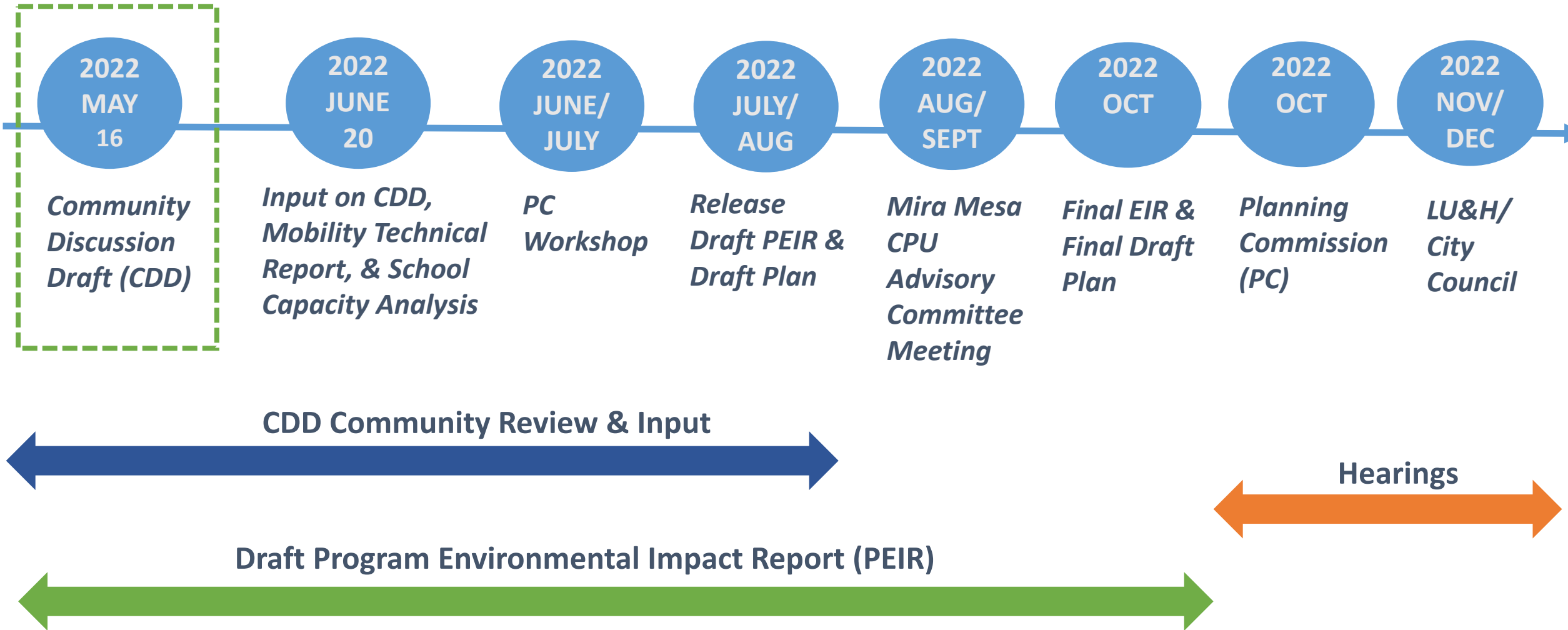
COMMUNITY
DISCUSSION
DRAFT

Summer 2022

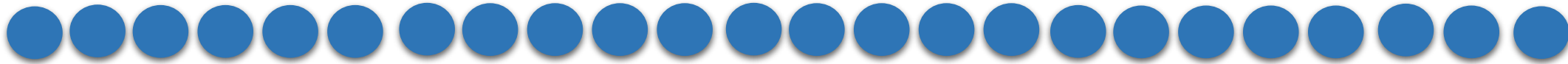
DRAFT PLAN
&
DRAFT
ENVIRONMENTAL
IMPACT
REPORT

Fall 2022

HEARINGS:
FOR
CONSIDERATION
BY CITY COUNCIL



Mira Mesa CPU Advisory Committee Meetings



27

Meetings

Open House, Pop-Up Booth, and Workshops



Open House

Street Fair

Miramar College

PC Workshop I

Land Use & Economic Forum

PC Workshop II

6

Events

Online Engagement & Stakeholder Interviews



4

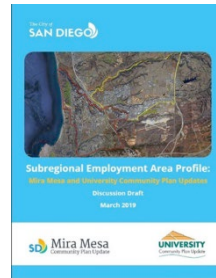
Opportunities



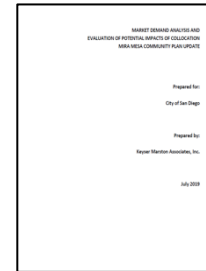
Mira Mesa
Community
Atlas



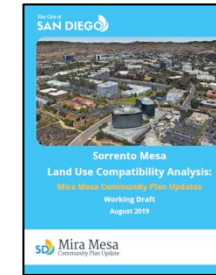
Community
Engagement
Report



Subregional
Employment
Area Profile



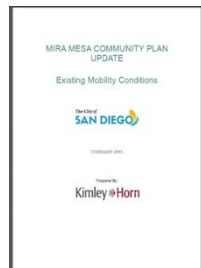
Market
Demand &
Collocation
Study



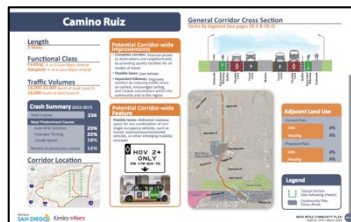
Land Use
Compatibility
Analysis
(Sorrento & Miramar)



Peer-Cities &
Citywide
Analysis



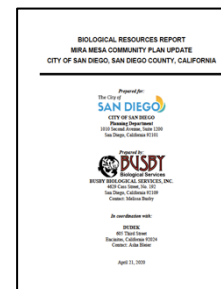
Mobility Existing
Conditions



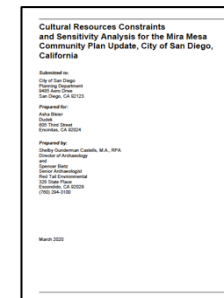
Mobility Corridor
Concepts



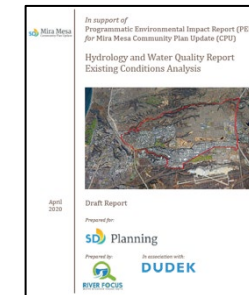
Geotech
& Hazmat



Biological
Resources



Cultural
Resources



Water &
Wastewater

An aerial photograph of a cityscape, likely San Diego, showing a mix of commercial and residential buildings. A prominent white building with a glass facade is visible on the left. The background features rolling hills and mountains under a clear sky. A semi-transparent blue rectangular overlay covers the middle portion of the image, containing the title text in white.

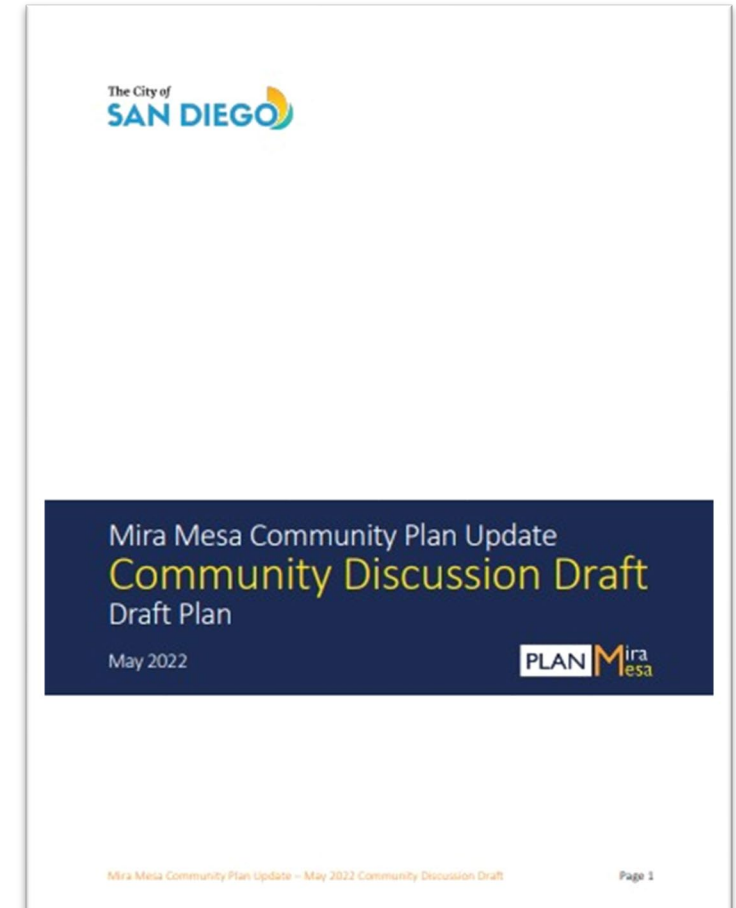
Community Discussion Draft & Figures

Overview

- The **Community Discussion Draft** (CDD) is a preliminary draft of the update to the Mira Mesa Community Plan.
- It consists of draft plan elements (chapters) that have been **reviewed, discussed, & developed** over the course of multiple meetings with the Mira Mesa Community Plan Update Advisory Committee (MMCPU AC) & via workshops, surveys, & technical analyses.
- The CDD contains the **community vision, goals, & policies**, along with limited maps and graphics in the Draft Plan Figures.
- The **purpose** of the CDD is to provide the MM CPU AC & community stakeholders with a **comprehensive understanding** of the policies in the new community plan & provide an **opportunity for community input** on the refinement of plan policies.

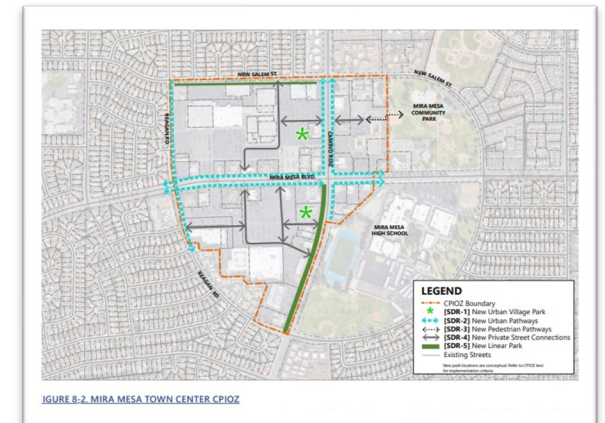
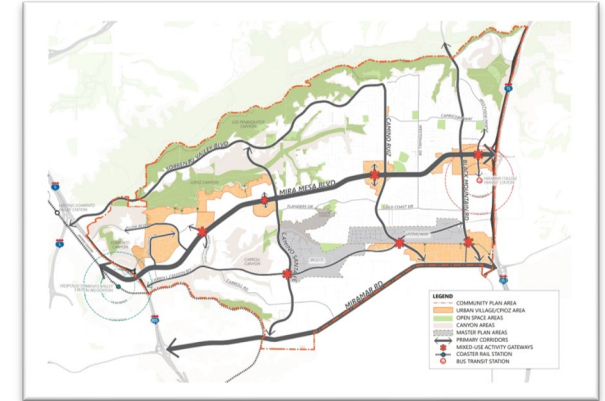
CDD Outline

1. Introduction
2. Land Use & Economic Prosperity
3. Mobility
4. Public Facilities, Services, & Safety
5. Historic Preservation
6. Parks, Recreation, & Open Space
7. Urban Design
8. Urban Villages & Community Plan Implementation Overlay Zone (CPIOZ)



Draft Plan Figures Outline

- Planned Land Uses & Planned Zoning (Plan Implementation)
- Pedestrian Facility Classifications & Planned Pedestrian Improvements
- Planned Bicycle, Transit, Vehicular Networks
- Planned Street Classifications
- Existing & Planned Public Services & Facilities
- Existing & Planned Parks, Recreation, & Open Space
- Existing & Planned Park & Recreation Facilities Matrix
- Urban Design Framework & Urban Villages & CPIOZ
- CPIOZ Diagrams (MM Town Center, MM Gateway, Plaza Sorrento, Barnes Canyon, Pacific Heights, SM Rim, Miramar Gateway)





Focus on Parks & Recreation



Parks Master Plan

What? Why?

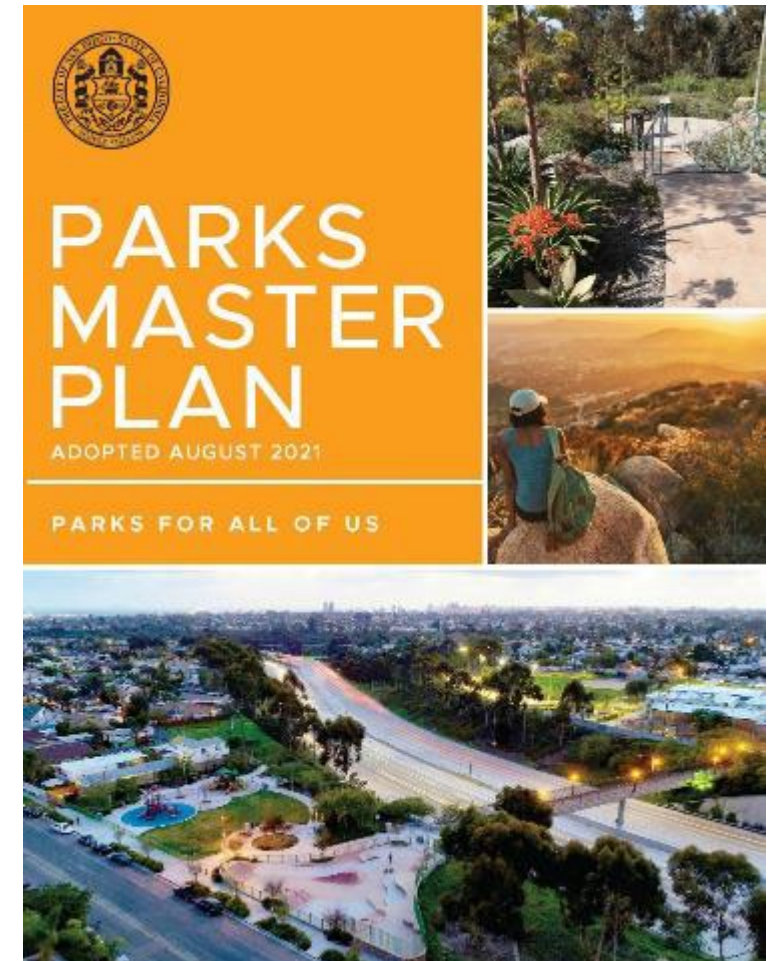
- **What?** – Long range policy document to guide the development of population-based parks citywide
- **Why?** – An update to the 1956 Parks Master Plan was called for in the 2008 General Plan.



Parks Master Plan

Document Location

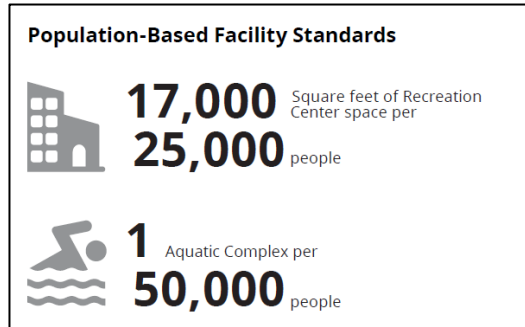
- The Parks Master Plan can be found on the Parks and Recreation website
- <https://www.sandiego.gov/park-and-recreation/general-info/documents>



Parks Master Plan

The Standard + Goals

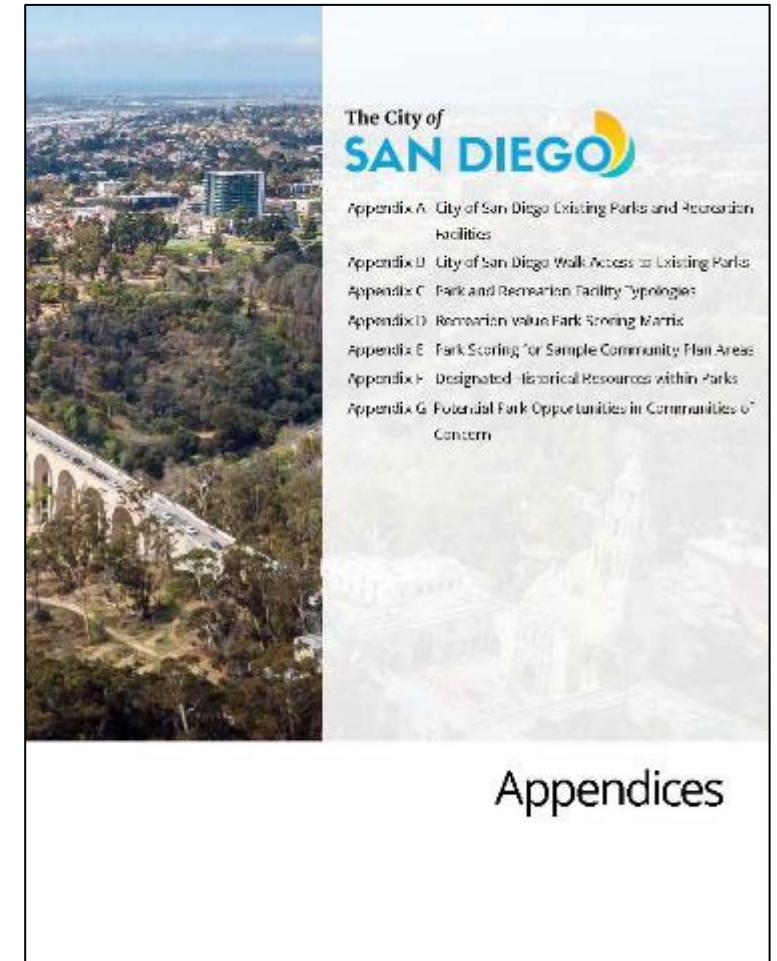
- 100 points of recreational value per 1000 people
- 100 acres of new population-based parkland in 10 years
- 10-minute walk or roll to a local recreational opportunity or regional park
- 20-minute bike ride to a local recreational opportunity or regional park
- 30-minute transit ride to a regional park, beach, recreation center, or aquatic complex



Parks Master Plan

Appendices

- App. A – City of San Diego Existing Parks and Recreation Facilities
- App. B – City of San Diego Walk Access to Existing Parks
- App. C – Parks and Recreation Facility Typology
- App. D – Recreation Value Park Scoring Matrix
- App. E – Park Scoring of Sample Community Plan Areas
- App. F – Designated Historical Resources within Parks
- App. G – Potential Park Opportunities in Communities of Concern



Equity Focused Plan

- First adopted policy to prioritize park investments equitably
- Park Need Index
- Development Impact Fee funding – 80% to park deficient communities, with at least 50% in Communities of Concern
- New equity focused regional park policy



Equity – from a Mira Mesa perspective

PMP Existing Conditions Report Fig's 5-1, 5-2, and 5-3

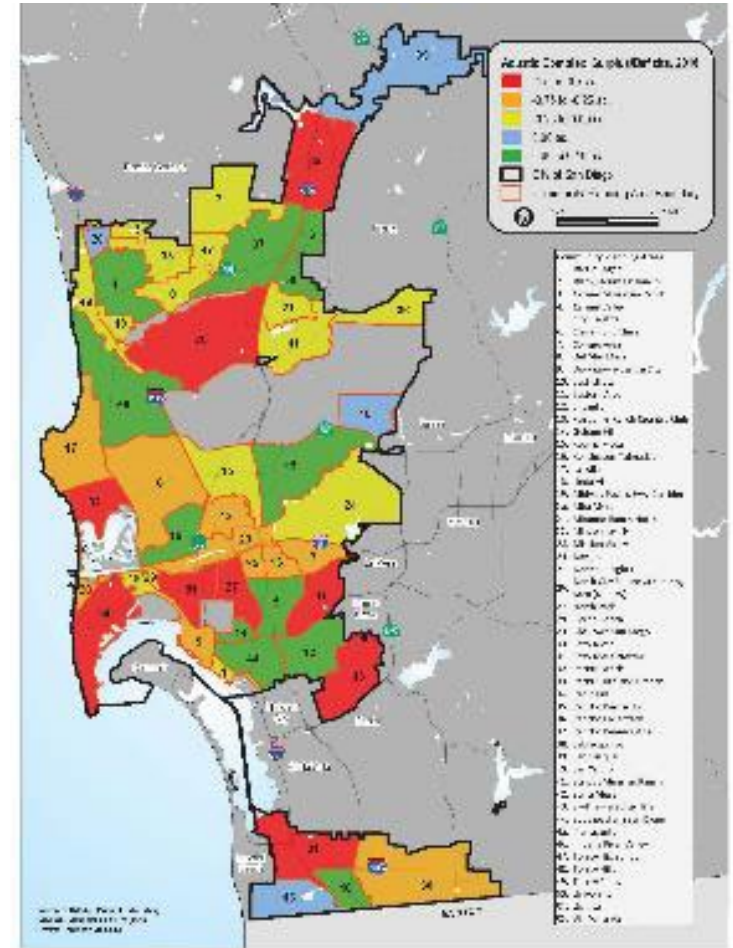
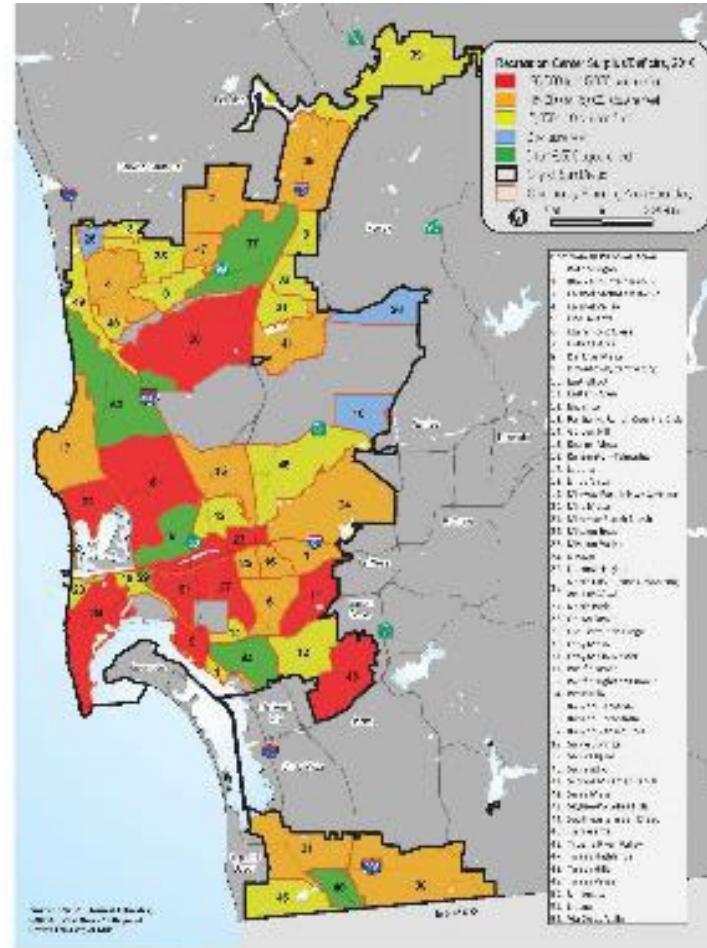
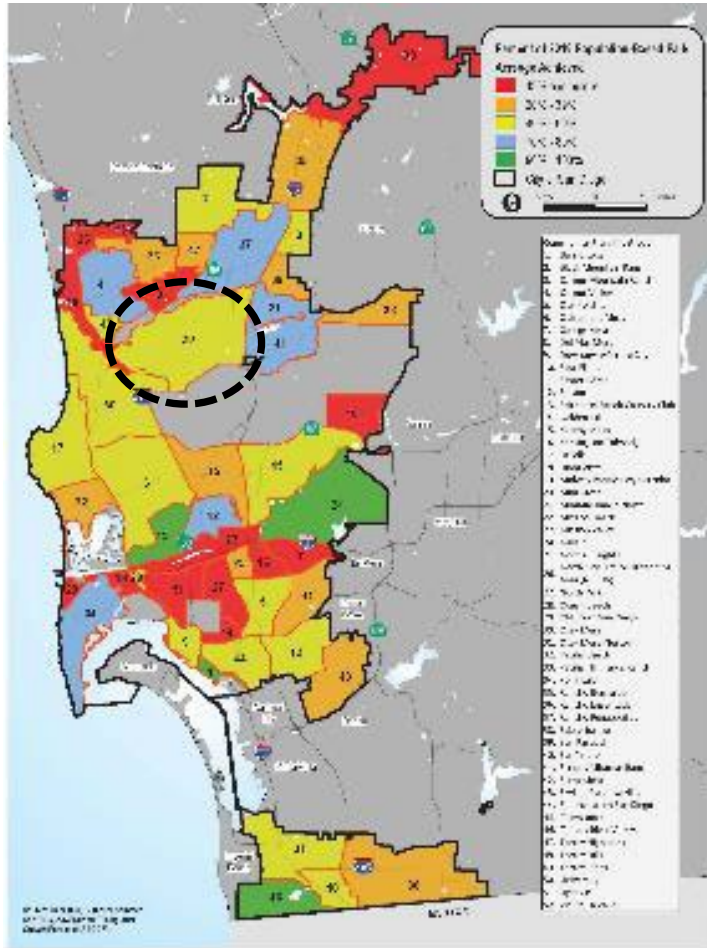


FIGURE 5-1
Population-Roads Ratio by Arroyo District, City of San Diego, 2016

FIGURE 5-2
Recreation Center Surplus and Deficits, City of San Diego, 2016

FIGURE 5-3
Academic Complex Surplus and Deficits, City of San Diego, 2016

Park Typologies

New typologies

- Trailhead Pocket Park
- Linear Parks



Archetypal kiosk at Trailhead Pocket Park

PARKS AND RECREATION FACILITY TYPOLOGIES

The City's parks system consists of varied park spaces and recreation facilities, as shown in Table 3. The park designations identified are intended as a guide to the types of parks that make up the Citywide parks system, but are not intended to suggest that any particular planning effort be limited to these particular park types, or that any particular effort must include each and every park type. Detailed guidelines for all park and facility types are contained in Appendix C and Table 1, which highlights a sample range of varying park and facility types. These guidelines offer basic tools for establishing minimum development standards and promoting equity in the delivery of recreation. Guidelines should be flexible enough to meet changing recreational priorities and accommodate creative opportunities to expand recreation throughout the parks system while balancing stewardship of historic and cultural park spaces. See pages 22 through 34 for examples of park and recreation facility types.

Planned Parks

Planned parks are based on adopted Community Plans and ongoing park planning initiatives. The City is actively expanding its parks system - focusing on acquiring land for new parks and improving existing parks, especially in areas of the City with the greatest park needs. Additionally, under the Play All Day program launched in 2016, the City is working with its long-time partner, the San Diego Unified School District, to develop over 45 new joint-use parks in the next 5 to 10 years.

Table 3: Parks and Recreation Facility Typologies

Park/Facility Type	Purpose
Open Space ^a	Canyons, mesas, and other natural formations that protect habitat
Developed Regional Parks	Site of distinctive scenic, natural, historical or cultural features with developed amenities for recreation
Resource-Based Regional Parks ^a	Areas of habitat and resource protection, with compatible recreation
Blue Parks ^a	Areas of habitat and resource protection, with compatible recreation
Resource-Based Shoreline Parks and Beaches ^a	Areas of habitat and resource protection, with compatible recreation
Major Parks	Parks with specialized recreational facilities that serve larger populations
Community Parks	Parks that serve a community and may include recreation centers, aquatic complexes, multi-purpose fields
Neighborhood Parks	Parks that serve smaller populations and may include recreation centers, aquatic complexes, multi-purpose fields
Mini Parks	Small, highly accessible parks near residential areas with features, such as picnic areas, play areas, and multi-purpose turf areas

SD CITY OF SAN DIEGO PARKS MASTER PLAN

Table 3: Parks and Recreation Facility Typologies

Pocket Park or Plaza	Small, highly accessible parks near residential areas with features, such as picnic areas, play areas, and multi-purpose turf areas
Trailhead Pocket Park ^a	Small parks near trailheads with directional, regulatory, and educational signage, seating, shade planning, and other passive recreational features
Recreation Center	Facilities that serve at least 20,000 people and may include gyms, indoor courts, multi-purpose rooms, and community-serving facilities
Aquatic Complexes	Recreation and support facilities that serve a population of at least 20,000
Activity Facilities	Facilities that serve multiple communities and may include a sports complex, a senior and teen center, and other facilities
Joint-Use Facility	Recreation areas or sports facilities available for public use through long-term joint-use agreements with partners
Trail Connections	Linkages that connect people with open space and active public spaces
Privately-owned Park Blue	Recreation space available for public use through agreements, public use easements, and other legal instruments
Non-traditional Park sites	Atypical park sites such as rooftops, interior spaces of non-park buildings, and portions of other public-owned property
Urban Watershed Parks	Areas of habitat fragmented by development but, bound by topographic features resulting in natural drainage processes, linkages, and compatible recreation uses
Linear Parks	Passive or active recreation uses in urban areas, arranged parallel to the public right-of-way or geographic features that can be developed as a sequence of recreational spaces, linked by a pedestrian and/or multi-use path

^aNote: Proposed trails and recreation facilities considered by the Multiple Species Conservation Plan (MSCP) will meet the MSCP conditions for compatibility through appropriate biological analysis.

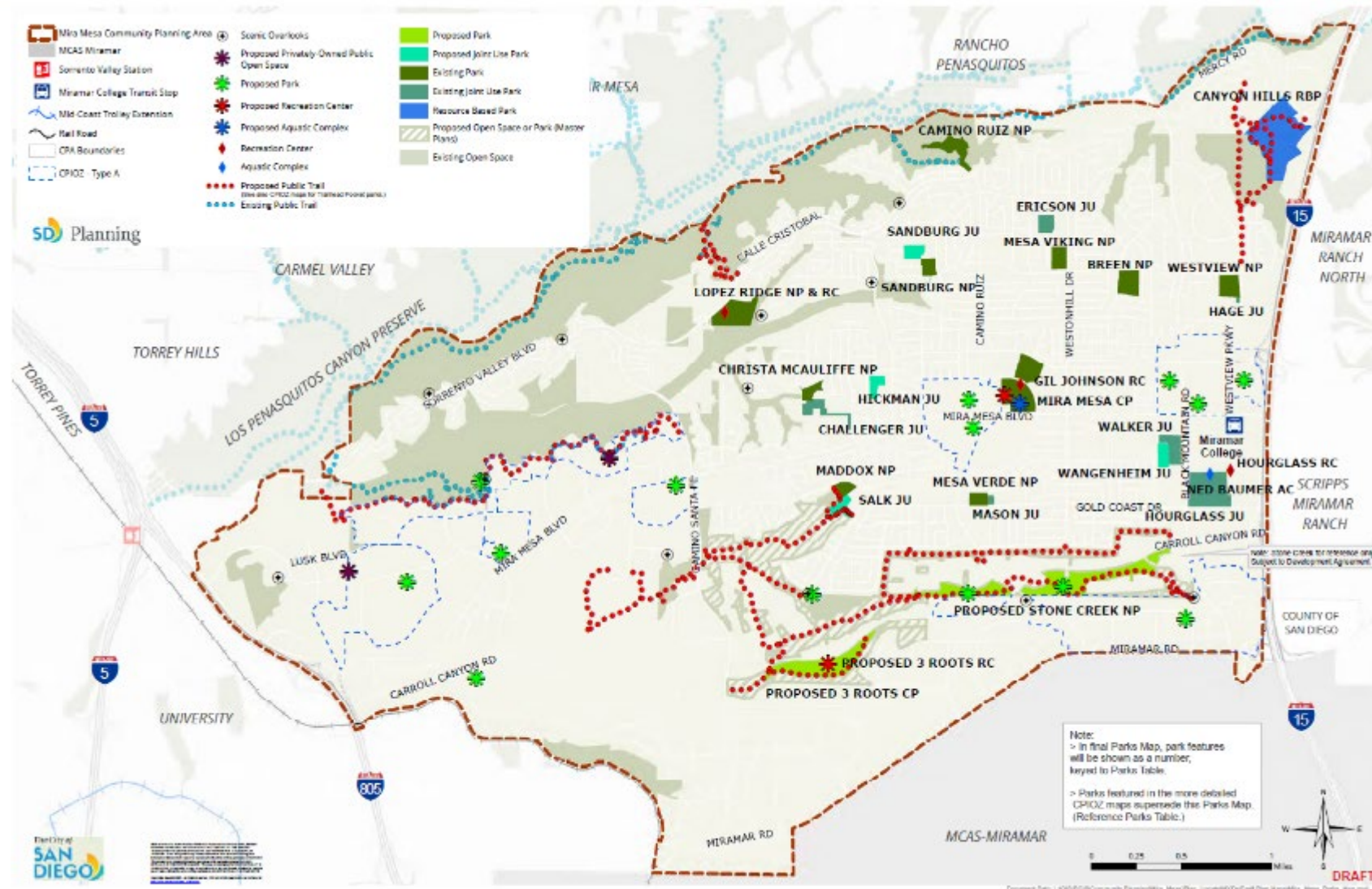


Park De La Cruz Skatepark

WILDFIRE

22

23



Parks Map

Chapter 6: Parks, Recreation, and Open Space

- New parks
- New trails & pocket parks
- New parks in CPIOZ villages

FIGURE 6-1. EXISTING AND PLANNED PARKS, RECREATION, AND OPEN SPACE

Figure 6-2 – Existing and Planned Park & Recreation Facilities Matrix

Site #	Project Title	Project Description	Recommendations	Existing Park Value	Planned Park Value	Existing Size	Planned size
Recreation Centers							
1a	Gil Johnson aka Mira Mesa Rec Center	Volleyball and basketball court, kitchen, rooms for meetings and crafts.	Approved General Development Plan (GDP).			10,810 SF	17,000 SF
1b	Mira Mesa Community Park Recreation Center	Location adjacent to existing Gil Johnson rec center and the proposed Mira Mesa Community Park Aquatics Complex.	Approved General Development Plan (GDP). Per Parks & Rec Unfunded Park Improvements List, improvements to further community use of the facility include expansion by 5,000 square feet.				19,708 SF
2	Hourglass Field House	Hourglass Field House (50,000 SF) located at Miramar Community College. Of the 50,000 SF, only 20,000 SF is assigned to the city. Game room with table tennis, board games, arts & crafts; 3 meeting rooms; gym with 2 full courts; dance classroom with mirrors.	Design and uses are per joint-use agreement. Per Parks & Rec Unfunded Park Improvements List, design and construction of a shade structure over the play area and installing doors at gymnasium are desired to further community use of the facility.			20,000 SF	
3	Lopez Ridge Rec Center	Lopez Ridge Rec Center has meeting rooms available for rent, and there are restrooms.	Small yet valued recreation building			2,590 SF	
4	Future Recreation Centers	48,212 SF of new recreation center is needed to meet the projected residents at 2050. Locations are to be determined, based on future available lands. In addition, recreation facilities could potentially be located in existing Mira Mesa parks.	A new Rec Center (17,000sf) is proposed to be built on land deeded to the City within 3Roots Community park (17,000sf). Approved GDP for 3Roots Community Park shows location set aside for future rec center. The project population will require another 2 rec centers or field houses (31,212sf).				48,212 SF
Aquatic Centers							
5	Ned Baumer Aquatic Complex	The Ned Baumer Aquatic Center is a joint use facility with the Miramar Community College and consists of 3 pools. It is shared with Scripps Ranch (36%).	Per joint-use agreement			0.64	
6	Mira Mesa Community Park Aquatic Complex	Per approved General Development Plan (GDP) for Mira Mesa Community Park	Single pool and aquatic center building				1.0
7	Future Aquatic Complexes	Locations to be determined for use by the Mira Mesa Community, or in conjunction with adjoining communities, such as University or Clairmont.	A strategy for new aquatics facilities is to develop a pool co-located with adjacent communities. Another strategy for a future aquatic center could be in cooperation with a joint-use agency partner.				1.84
Community Parks –13+ acres							
8	3-Roots Community Park	Active recreation with (4) ballfields, (3) overlapping soccer fields, (3) restroom buildings/(2) with concessions, (2) playgrounds, off-leash dog areas, hardcourts/basketball, (5) picnic structures, (5) shade structures, amphitheater, parking, and maintenance yard. Pad for future rec center.	Approved General Development Plan (GDP).		909		25.83
9	Mira Mesa Community Park	North of new Salem (4) soccer/ballfields, concessions building, play area, multi-purpose turf, picnic facilities, parking lot. South of New Salem: (3) multipurpose/soccer fields, new rec center with restroom /concessions, (2) playgrounds, lighted basketball, skate plaza, picnic facilities, and parking. Future rec center and aquatics complex.	Approved General Development Plan (GDP). Per Parks & Rec Unfunded Park Improvements List, improvements to further community use of the facility include upgrades to field lighting. The addition of Musco-style sports lighting is proposed for the 4 northerly ballfields, to allow greater use of the facility.	847	52.5	29.2	
10	Stone Creek Central Park	Planned park based on Stone Creek Master Plan. Facilities and program to be determined though GDP public process. Active and passive recreation facilities.	No General Development Plan (GDP); GDP process would follow initiation of Stone Creek development.		486		22.41

Parks Table

To compare against City standard using Recreational Value Points system, vs pre-PMP “legacy” acreage-only standard:

- 42% of standard using Recreational Value Points
- 65% using 2019’s legacy acreage-only standard

Independent Trust for Public Lands Study

<https://www.tpl.org/city/san-diego-california>

How We Calculated San Diego's ParkScore® Rating:

Access ⓘ

72 out of 100



Investment ⓘ

70 out of 100



Equity ⓘ

41 out of 100



Acreage ⓘ

81 out of 100



Amenities ⓘ

36 out of 100



ACCESS ⓘ

72

ACREAGE ⓘ

81

AMENITIES ⓘ

36

EQUITY ⓘ

41

INVESTMENT ⓘ

70



What do we want?

- Acquire & Design new parks



Figure 3-7. Conceptual Park Plan for Westside Gardens



Conceptual design for illustrative purposes only. Actual design may vary from this typical representation.



What do we want?

- Acquire & Design new parks
- Build from “Unfunded Park Improvements” list



What do we want?

- Acquire & Design new parks
- Build from “Unfunded Park Improvements” list
- Plan for parks close to new residents



What do we want?

- Acquire & Design new parks
- Build from “Unfunded Park Improvements” list
- Plan for parks close to new residents
- Add new features in existing parks – similar to the additions to Mira Mesa Community Park. If so, how much and where?



What is important?

- Acquire & Design new parks
- Build from “Unfunded Park Improvements” list
- Plan for parks close to new residents
- Add new features in existing parks – similar to the additions to Mira Mesa Community Park. If so, how much and where?

Also...

- Add additional new parks to the Parks Table, in case land and funds become available.

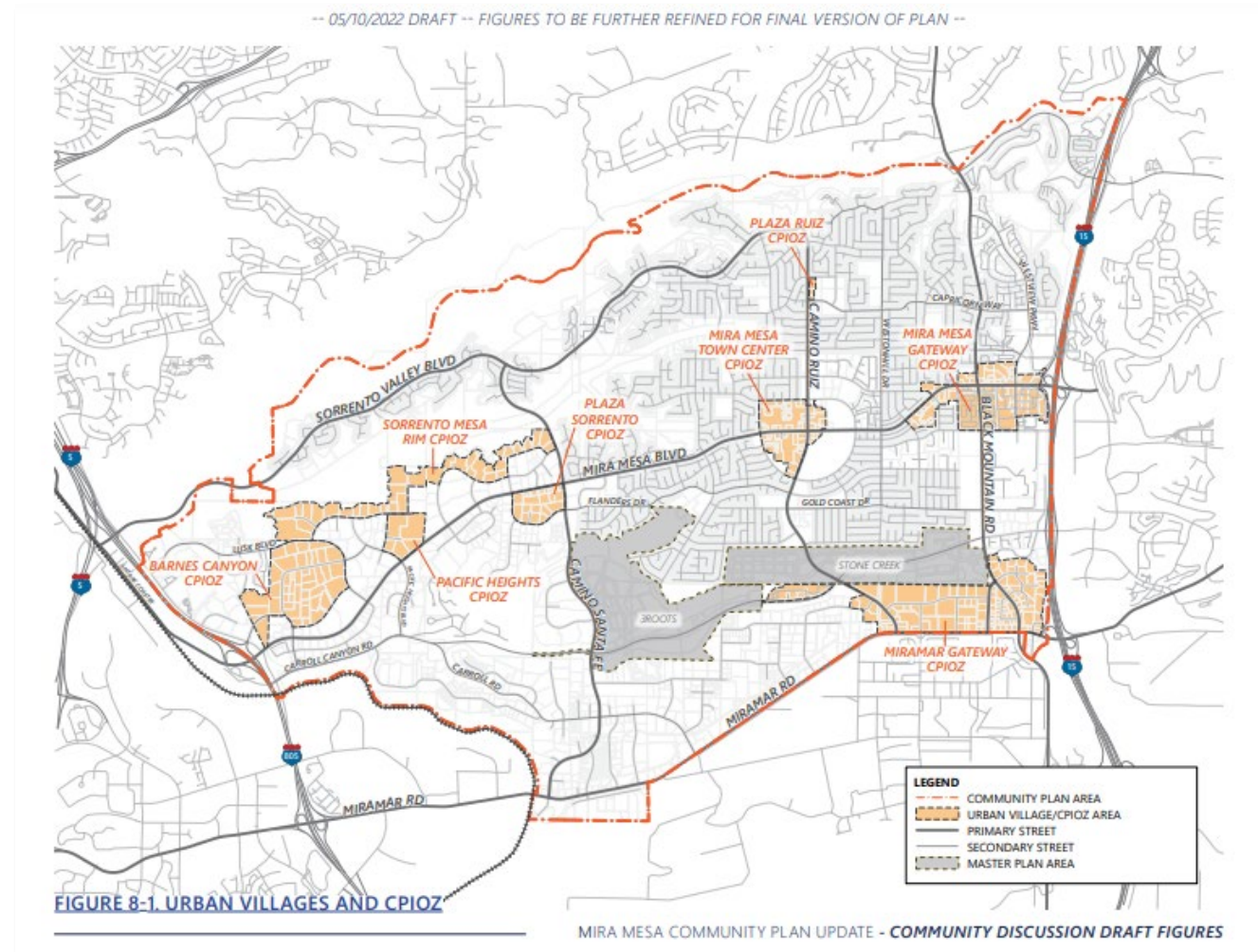


An aerial photograph of a city landscape, likely San Diego, showing a mix of urban development and green spaces. In the foreground, there's a large parking lot with several cars, a multi-lane road with a crosswalk, and some commercial buildings. In the background, there are more buildings, including a prominent one with a glass facade, and rolling hills under a clear sky. A semi-transparent blue banner is overlaid across the middle of the image, containing the title text.

Urban Villages & CPIOZ

Overview

- Community Plan Implementation Overlay Zone (CPIOZ) Type A is applied to provide **Supplemental Development Regulations (SDRs)** in Urban Villages
- Urban Villages** are future growth areas that are walkable & mixed-use with ample public spaces for residents & employees.



Draft Supplemental Development Regulations (SDRs)

SIMPLE

- *Easily understood by all*

NON-DUPLICATIVE

- *Does not repeat or conflict with other standards*

OBJECTIVE

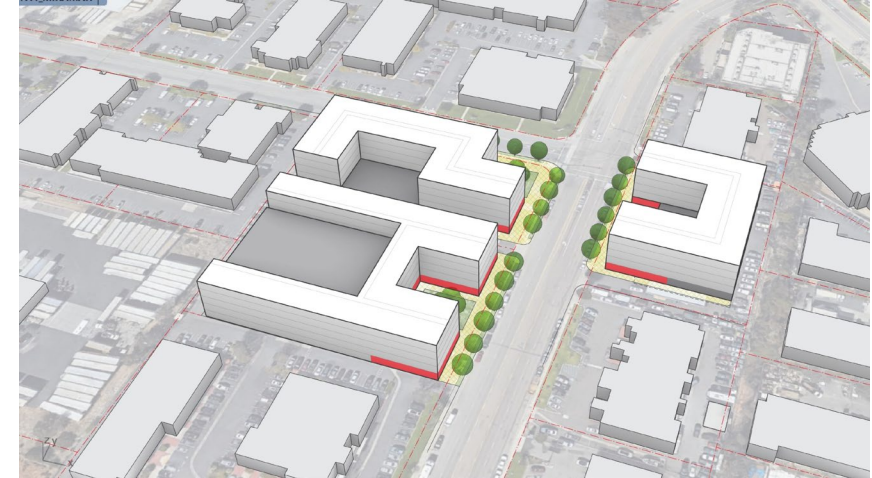
- *Unambiguous in intentions*

SHAPES BEHAVIOR, NOT STYLE

- *Aims above all to facilitate well-behaved buildings*

ENDURING

- *Deliberately disregards fads and fleeting trends*



Highlights - SDRs

SDR-1 Urban Village Parks

- Any new residential development on a site >2 acre or gross floor area >75,000 sf shall provide publicly-accessible park

SDR-2 Urban Pathways

- Provide enhanced pedestrian zone

SDR-3 – Pedestrian Pathways

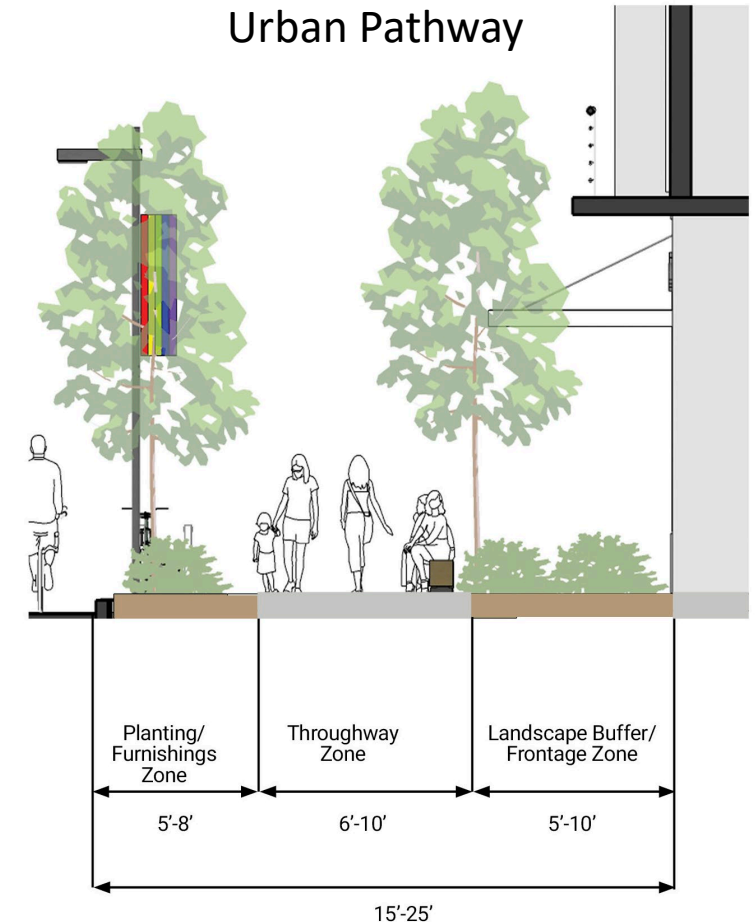
- Provide pedestrian-only pathways to provide additional access & connections

SDR-4 – Private Street Connections

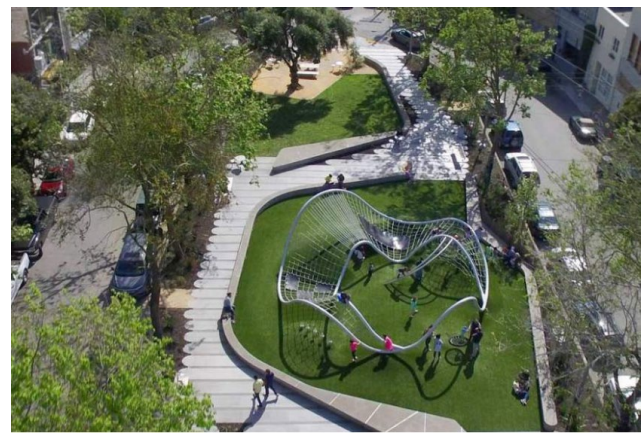
- Provide superblock permeability to improve multi-modal circulation

SDR-5 – Linear Parks

- Provide passive or active recreation areas arranged parallel to the public right-of-way.



Parks Prototypes – Linear Park + Pocket Parks



*All images are shown to illustrate planning concepts only and do not represent a design, project or a land use proposal

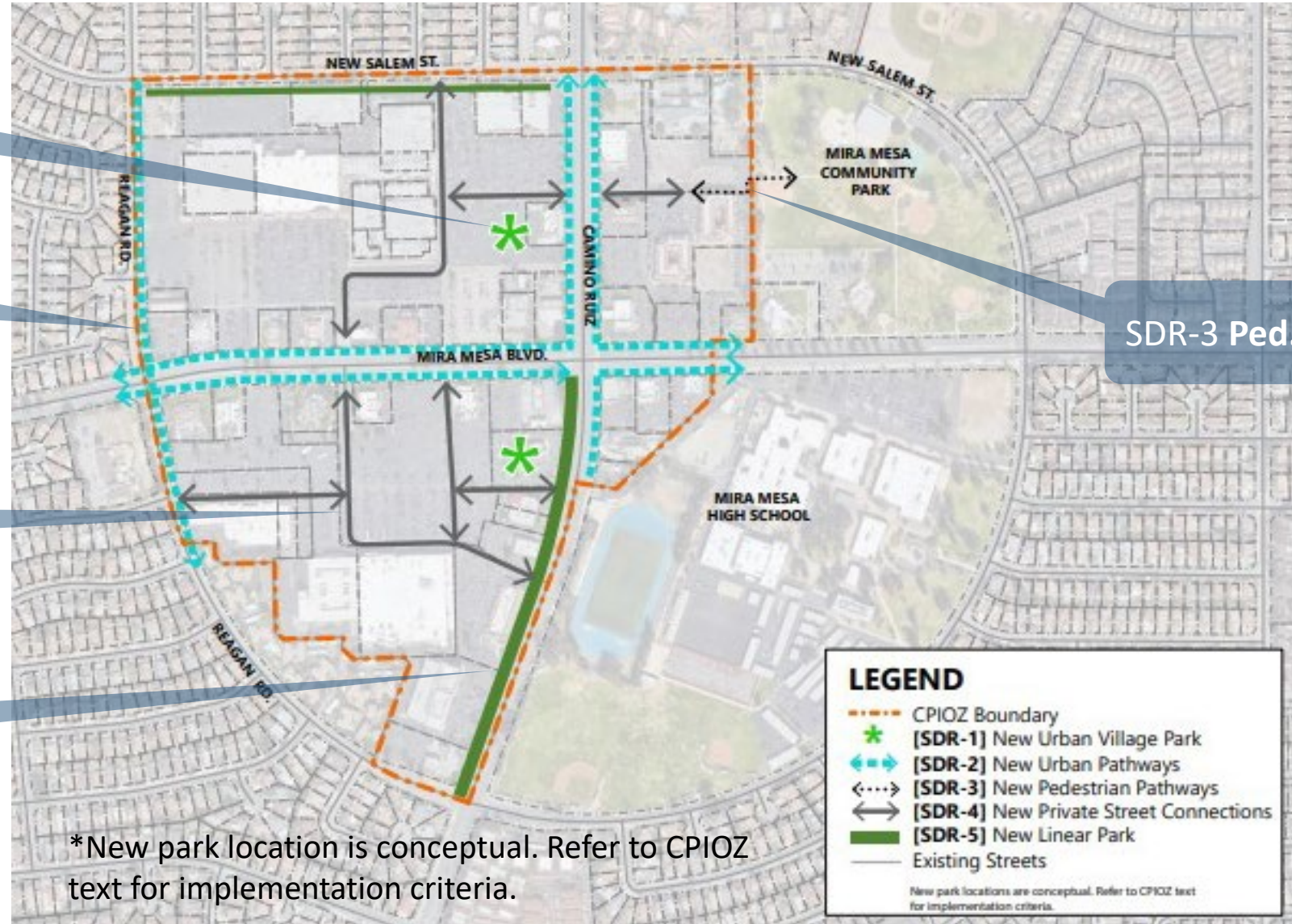
SDR-1 Urban Village Park*

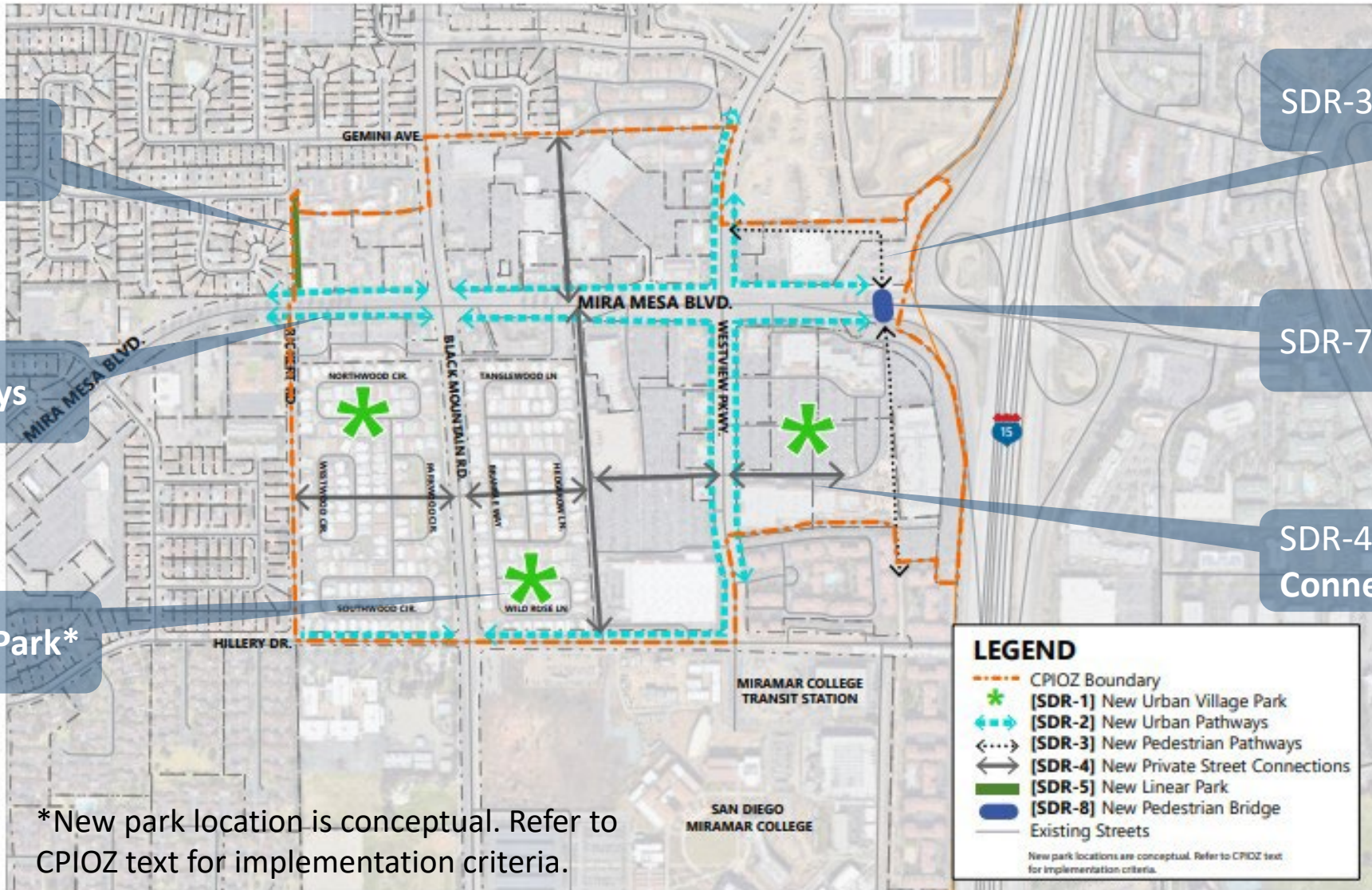
SDR-2 Urban Pathways

SDR-4 Private Street Connection

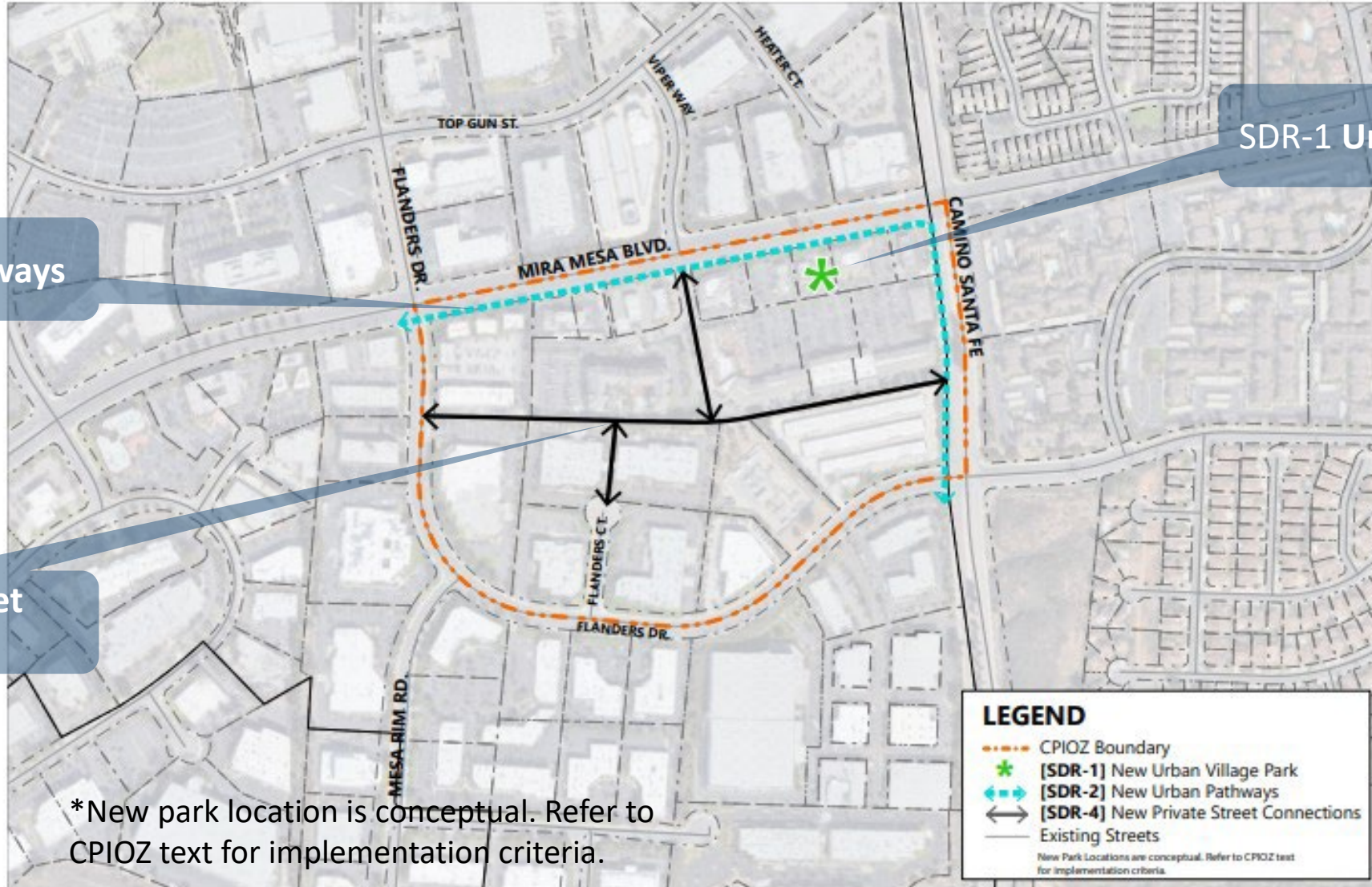
SDR-5 Linear Park

SDR-3 Ped. Pathways

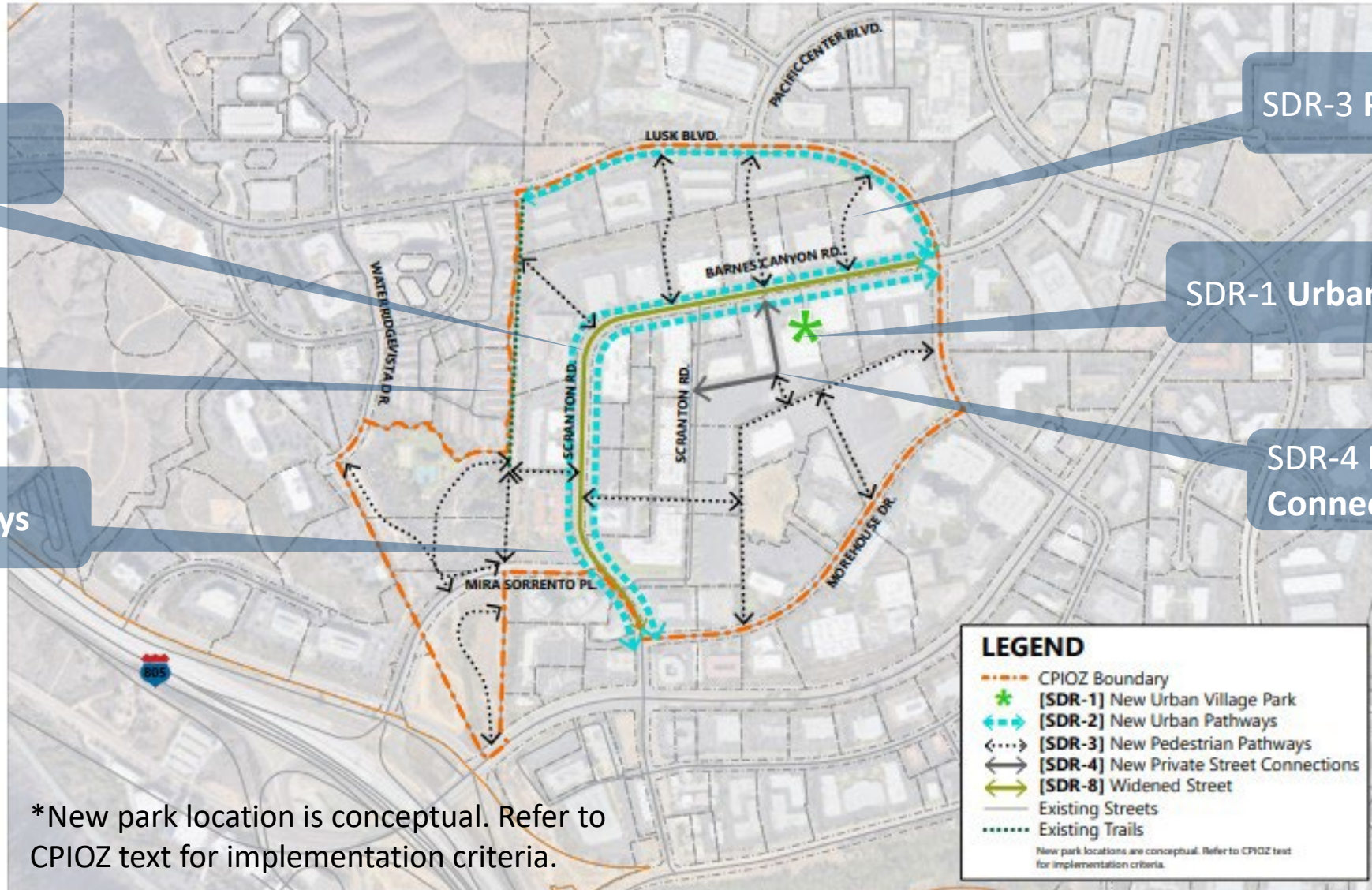




*New park location is conceptual. Refer to CPIOZ text for implementation criteria.



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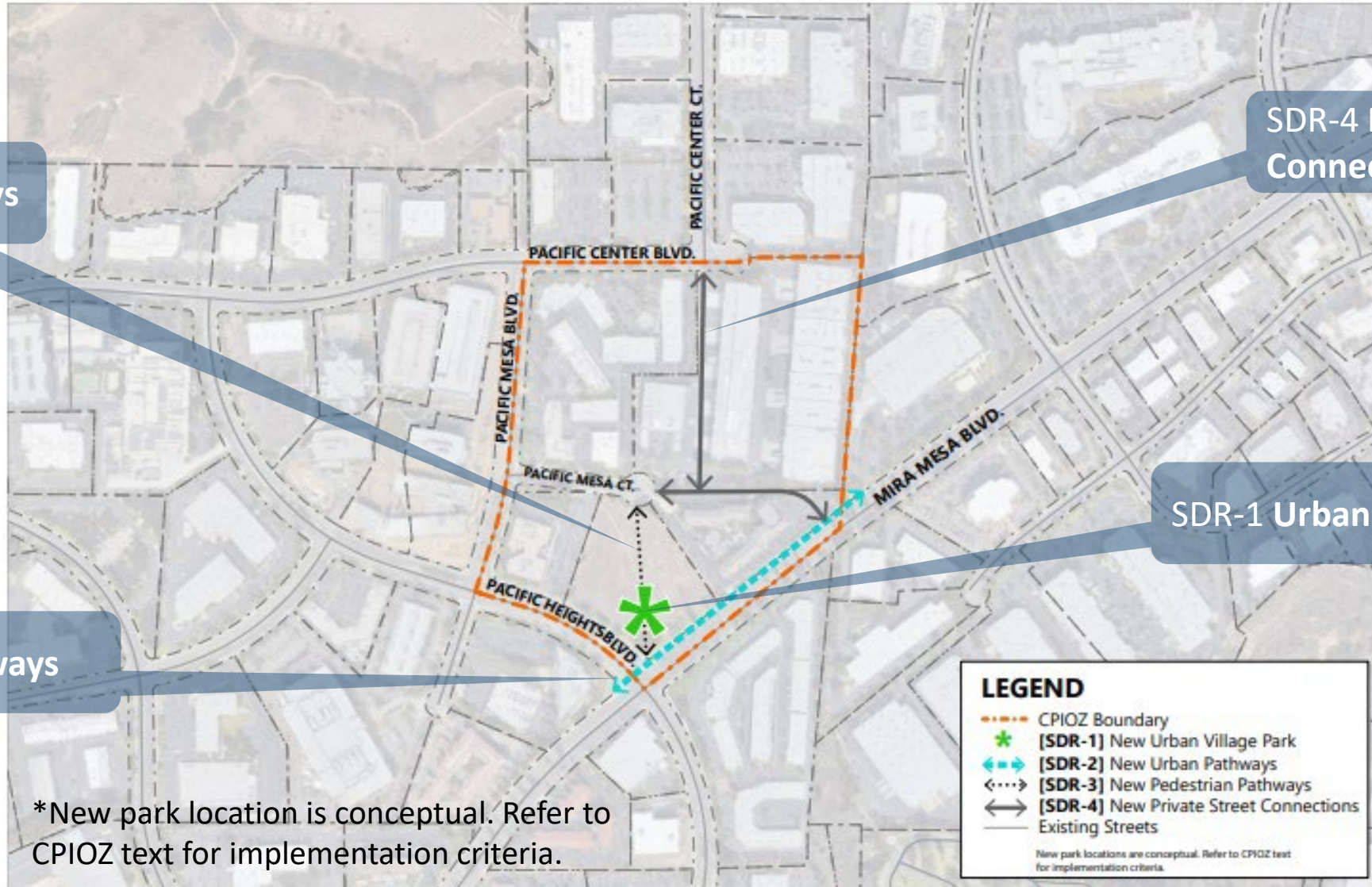
SDR-3 Ped. Pathways

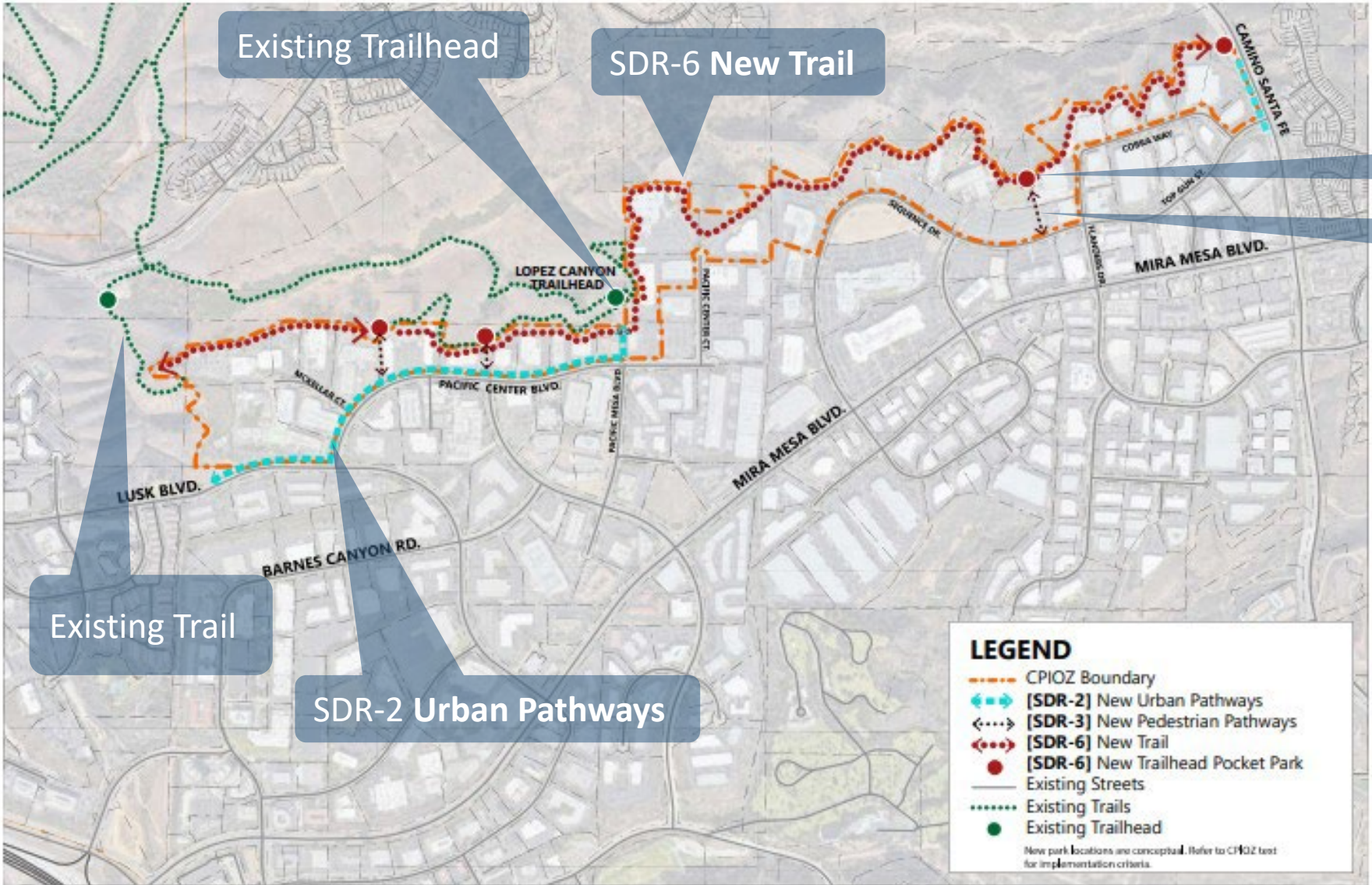
SDR-4 Private Street Connection

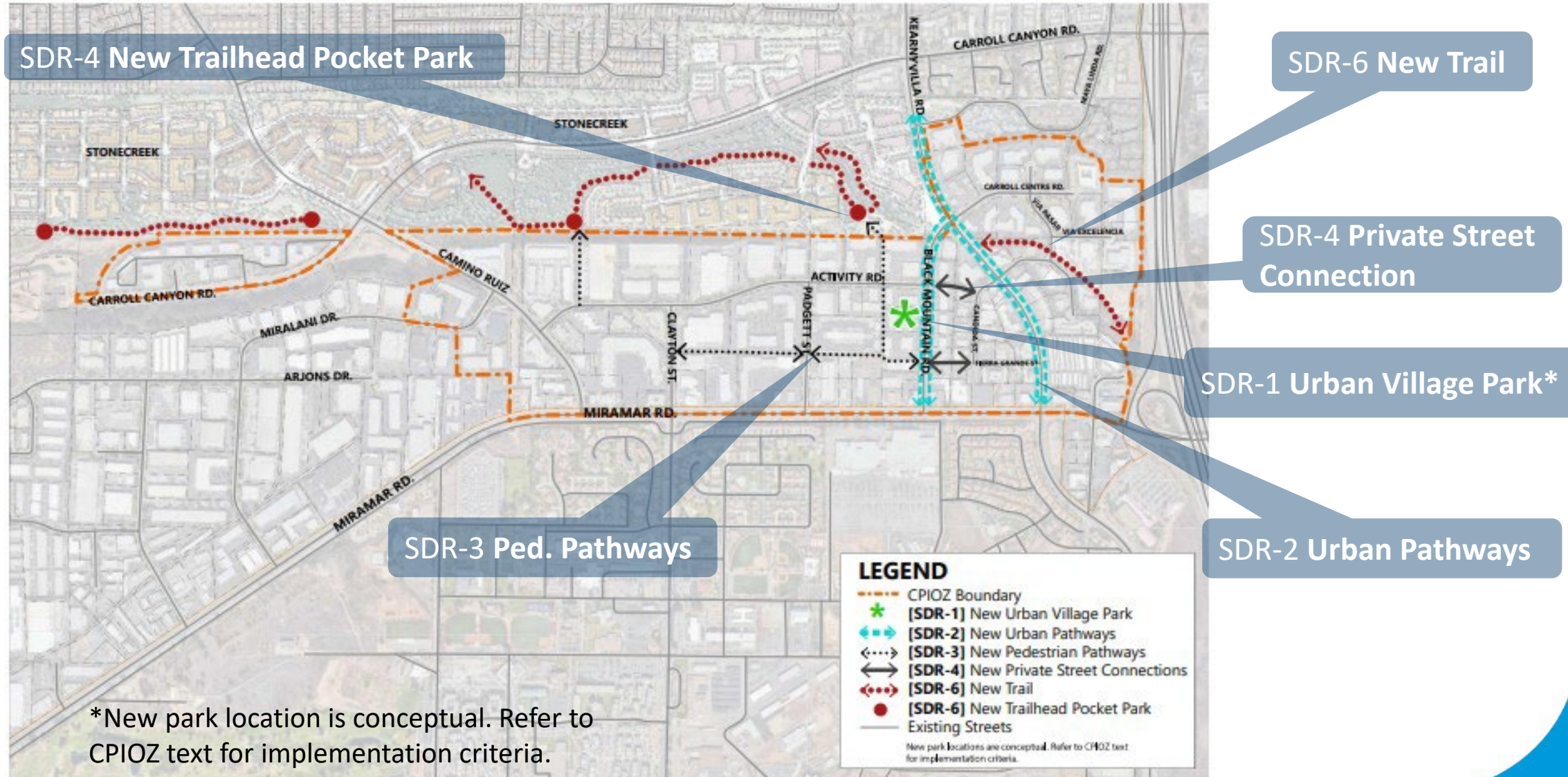
SDR-2 Urban Pathways

SDR-1 Urban Village Park*

*New park location is conceptual. Refer to CPIOZ text for implementation criteria.







*New park location is conceptual. Refer to CPIOZ text for implementation criteria.

Next Steps

- Presentation on Initial Community Input, Mobility Technical Report, & School Capacity Analysis (June 20, 2022)
- Receive Community Input (Spring/Summer 2022)
- Release Draft Plan & Draft PEIR (Summer 2022)
- Hearings (Fall 2022)



Questions, Comments, Input...



Community Discussion Draft

Mira Mesa Community Plan Update

Planning Department

May 16, 2022