

# Mira Mesa Community Plan Update

## Final Program Environmental Impact Report

### Errata

SCH No. 2022090061  
December 5, 2022

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Subsequent to the finalization of the Program Environmental Impact Report (PEIR) for the Mira Mesa Community Plan Update, dated November 17, 2022, additional edits were made to correct factual inaccuracies or typographical errors, or to provide clarifying information in the Final PEIR. The following revisions to the Final PEIR have been made and are reflected in ~~double strike out~~/double underline format.

In accordance with the California Environmental Quality Act (CEQA) Guidelines Section 15088.5, the addition of new information that clarifies, amplifies, or makes insignificant modification does not require recirculation of an Environmental Impact Report (EIR). An EIR need only be recirculated when new information discloses that: 1) a new significant environmental impact would result from the project or from a new mitigation measure proposed to be implemented; 2) a substantial increase in the severity of an environmental impact would result unless mitigation measures are adopted that reduce the impact to a level of insignificance; 3) a feasible project alternative or mitigation measure considerably different from others previously analyzed would clearly lessen the environmental impacts of the project, but the project proponents decline to adopt it; or 4) the draft EIR was so fundamentally and basically inadequate and conclusory in nature that meaningful public review and comment were precluded. The corrections listed below do not result in any new or a substantial increase in the severity of the impacts identified in the Final PEIR, and do not affect the conclusions of the environmental analysis contained within the Final PEIR. Therefore, in accordance with CEQA Guidelines Section 15088.5, recirculation of the Final PEIR is not required.

#### Corrections:

1. In the Executive Summary, Table ES-1, page ES-16, is revised as follows:

The proposed project would result in a buildout of approximately 58,741 dwelling units and a population of approximately ~~143,000~~ 143,414 residents by 2050. In order to maintain the Value Standard established by the City of San Diego for parks and recreational facilities, the community of Mira Mesa would be required to provide park facilities totaling ~~14,300~~ 14,341 Recreational Value Points upon buildout under the proposed CPU. The existing and planned park facilities at this time totals ~~11,196~~ 11,200 Recreational Value Points, leaving a deficit of recreational facilities. Due to the

increase in population and the deficit of appropriate recreational facilities, it is possible the increased use of the facilities could result in substantial physical deterioration. The proposed CPU contains policies and SDRs that support the maintenance of existing facilities, as well as the provision of new facilities as the community grows, which would serve to reduce the impact; however, it is unknown to what extent these potential future facilities would be able to accommodate increases in demand for recreational facilities. Thus, impacts would remain significant and unavoidable.

2. Chapter 2.0, Environmental Setting, Section 2.2.10.3 Parks and Recreation, page 2-80, is revised as follows:

The CPU area is served by a community park, athletic field house, an aquatics facility, and a number of recreation centers, neighborhood parks, joint-use parks, trails, and open space areas. Existing parks and recreation facilities are shown on Figure 2-19. The performance standards for park space in the City are outlined in the City's Parks Master Plan (City of San Diego 2021). The Parks Master Plan establishes a Recreational Value-Based Park Standard (Value Standard) as the guideline for providing adequate park space. The Value Standard requires 100 Recreation Value-Based points per 1,000 residents. For the proposed CPU area buildout population estimate of ~~143,000~~ 143,414 residents in 2050, approximately ~~14,300~~ 14,341 Recreational Value Points would be required to meet this standard.

3. Chapter 3.0 Project Description, Section 3.4.1.7 Urban Villages and Community Plan Implementation Overlay Zone (CPIOZ), page 3-15, is revised as follows:

The Urban Villages and Community Plan Implementation Overlay Zone (CPIOZ) chapter identifies urban village areas that are pedestrian-friendly and well-connected to activity areas and transit. These areas would implement the General Plan's City of Villages strategy with an integrated mixture of uses, multimodal streets, and public spaces. The village areas described below are generally located along Mira Mesa Boulevard, Carroll Canyon Road, Camino Ruiz, Black Mountain Road, and Miramar Road, as shown in Figure 3-3, Urban Villages and CPIOZ Areas. The proposed CPU identifies specific policies and SDRs applicable to new development in Urban Village areas (Policies 8.1 through 8.9 and SDR.1 through SDR.1~~340~~).

4. Chapter 3.0 Project Description, Community Plan Implementation Overlay Zone (CPIOZ), page 3-17, is revised as follows:

Community Plan Implementation Overlay Zone (CPIOZ) The proposed project would also amend SDMC Section 132.1402 to adopt a new CPIOZ for the CPU area. CPIOZs provide SDRs that are customized to specific sites within community plan areas of the City. The intent of these regulations is to ensure that development proposals are reviewed for consistency with the use and development criteria that have been adopted for specific sites as part of the CPU process. The proposed CPU's Urban Village areas are designated as CPIOZ-Type A, and include thirteen ~~eleven~~ supplemental development regulations (SDR.1 through SDR.1~~340~~) related to Urban Village Parks, Urban Pathways, Ancillary Pedestrian Pathways, Linear Parks, Trails and Trail Amenities, Private Street Connections, Pedestrian Bridge at Mira Mesa Gateway, Widening of Barnes Canyon Road, Commercial Uses in Mira Mesa Town Center, and Industrial Uses in Miramar Gateway, and Uses in Mira Mesa Gateway, Structure Heights in Mira Mesa Town Center, and Development on a Premises with a Utilized Development Permit.

5. Chapter 3.0 Project Description, Figure 3-3, page 3-29, has been replaced with this image:

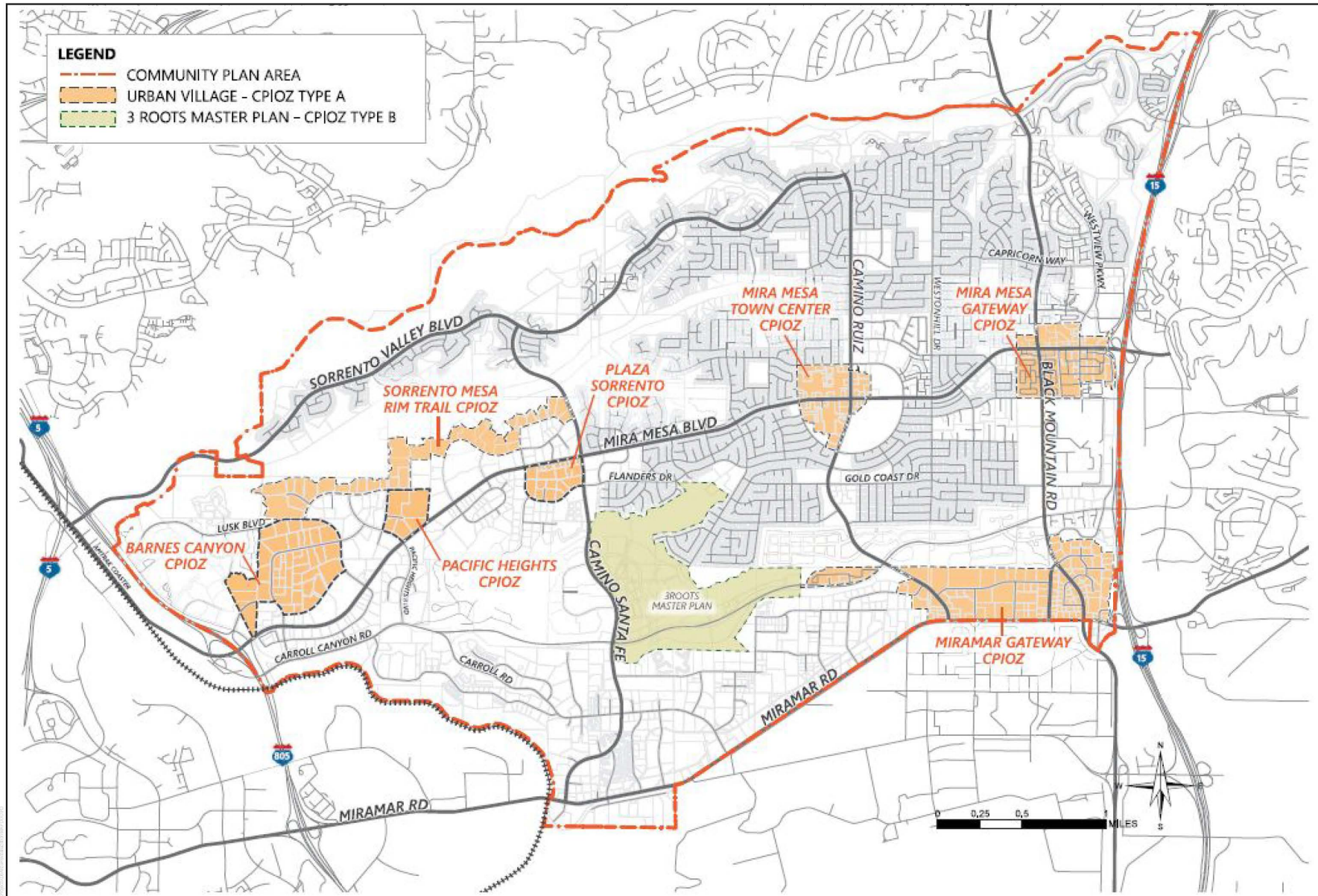


FIGURE 3-3

Urban Villages and CPIOZ Areas

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6. Chapter 3.0 Project Description, Figure 3-6, Proposed Zoning, on page 3-36, has been replaced with this image:

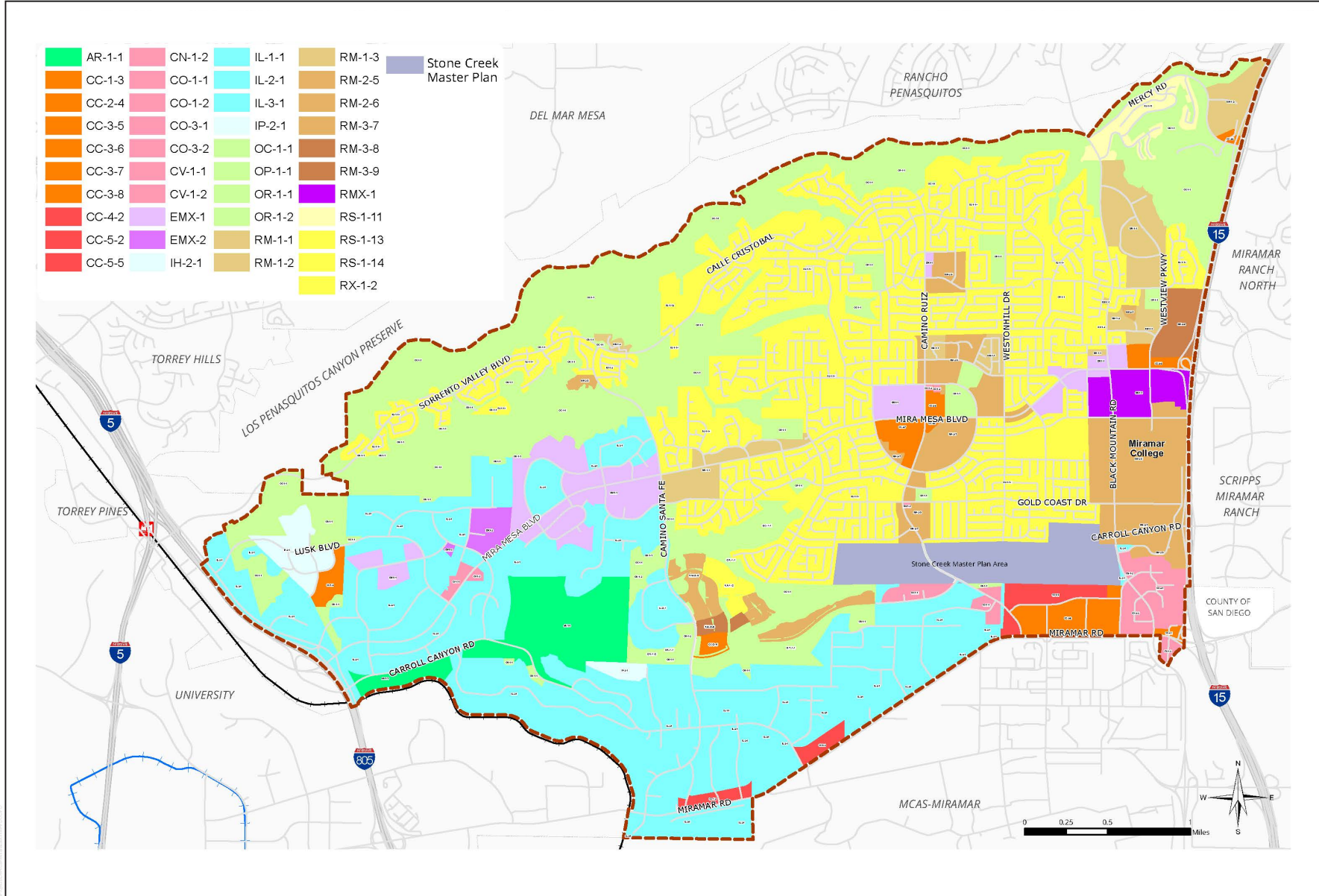


FIGURE 3-6

Proposed Zoning

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7. Section 5.5, Historical, Archaeological, and Tribal Cultural Resources, second paragraph on page 5.5-24, is revised as follows:

A Native American observer must be retained for all subsurface investigations, including geotechnical testing and other ground disturbing activities whenever a tribal cultural resource or any archaeological site ~~located on City property, or within the Area of Potential Effect of a City project,~~ would be impacted. In the event that human remains are encountered during data recovery and/or a monitoring program, the provisions of ~~California~~ Public Resources Code Section 5097.98 shall be followed. In the event that human remains are discovered during project grading, work shall halt in that area and the procedures set forth in ~~California~~ Public Resources Code Section 5097.98, Health and Safety Code Section 7050.5, and in the federal, State, and local regulations described above shall be followed. These procedures shall be outlined in the Mitigation Monitoring and Reporting Program included in a subsequent project-specific environmental document. The Native American monitor shall be consulted during the preparation of the written report, at which time they may express concerns about the treatment of sensitive resources. If the Native American community requests participation of an observer for subsurface investigations on private property, the request shall be honored.

8. Section 5.8 Land Use, Parks Master Plan, second paragraph on page 5.8-20, is revised as follows:

To meet the standards established by the PMP, the proposed CPU would need a total of approximately ~~14,300~~ 14,341 Recreational Value Points. Existing plus planned park facilities would reach a total of approximately ~~11,196~~ 11,200 Recreational Value Points and would thus fall short of the goal for the community. To meet its Recreational Value Point target, the proposed CPU identifies existing and potential parks and recreational facilities in the CPU area (see Figure 6-~~12~~ of the proposed CPU) and includes SDRs 1 through 5 in Chapter 8, Urban Villages and CPIOZ, which would require the development of urban villages parks, urban pathways, ancillary pedestrian facilities, linear parks, and trails and trail amenities in Urban Village areas, thus ensuring that park space is considered as part of new development projects.

9. In Section 5.10.4 Public Services and Facilities, Impacts, Issue 1, Park Facilities, second paragraph on page 5.10-4, is revised as follows:

The performance standards for park space in the City are outlined in the City's Parks Master Plan (City of San Diego 2021). The Parks Master Plan establishes a Recreational Value-Based Park Standard (Value Standard) as the guideline for providing adequate park space (see Section 2.2.10.3 of this PEIR for more information). The Value Standard requires 100 Recreation Value-Based points per 1,000 residents. For the buildout population estimate of approximately ~~143,000~~ 143,414 residents in 2050, approximately ~~14,300~~ 14,341 Recreational Value Points would be required to meet this standard. Existing and planned parks identified in the proposed CPU would total approximately ~~11,196~~ 11,200 Recreational Value Points. In order to meet the goal of ~~14,300~~ 14,341 Recreational Value Points, the proposed CPU identifies additional parks and recreational facilities and includes policies that encourage the development of new park facilities and the enhancement of existing park facilities (policies 6.1 through 6.9). Figure 2-19 of this PEIR and Figure 6-1 of the proposed CPU identifies the existing and proposed recreation centers, aquatics complexes, and other parks and recreation facilities in the CPU area. The proposed CPU also includes policies and SDRs in Chapter 7, Urban Design, and Chapter 8, Urban Villages and Community Plan Implementation Overlay Zone (CPIOZ) which support the development of additional park amenities, such as plazas, linear parks, urban pathways, and other public spaces throughout the CPU area and especially in the Urban Village areas (see policies 7.1, 7.11, 7.14, 8.5 and 8.9, and SDRs 1 through 5). As new housing is developed, parks and recreational amenities may be required as part of the development, as publicly accessible open spaces or public parkland.

10. In Section 5.10.4 Public Services and Facilities Impacts Issue 2: Deterioration of Existing Neighborhood Parks and Recreational Facilities, on page 5.10-9, is revised as follows:

The proposed CPU would result in a buildout of approximately 58,741 dwelling units and a population of approximately ~~143,000~~ 143,414 residents by 2050. In order to maintain the Value Standard established by the City for parks and recreational facilities, the community of Mira Mesa would be required to provide park facilities totaling approximately ~~14,300~~ 14,341 Recreational Value Points upon buildout under the proposed CPU. The existing and planned park facilities at this time total ~~11,196~~ 11,200 Recreational Value Points, leaving a deficit of recreational facilities upon implementation of the proposed CPU. Due to the increase in population and the deficit of appropriate recreational facilities, it is possible the increased use of the facilities could result in substantial physical deterioration. The proposed CPU contains policies and SDRs that support the maintenance of existing facilities, as well as the provision of new facilities as the community grows, which would serve to reduce the impact. However, it is unknown to what extent these potential future facilities would be able to accommodate increases in demand for recreational facilities. Thus, impacts would remain significant and unavoidable.

11. In Section 5.10.5 Public Services and Facilities Significance of Impacts, Issue 2, on page 5.10-11, is revised as follows:

The proposed CPU would result in a buildout of approximately 58,741 dwelling units and a population of approximately ~~143,000~~ 143,414 residents by 2050. In order to maintain the Value Standard established by the City for parks and recreational facilities, the community of Mira Mesa would be required to provide park facilities totaling approximately ~~14,300~~ 14,341 Recreational Value Points upon buildout under the proposed CPU. The existing and planned park facilities at this time total ~~11,196~~ 11,200 Recreational Value Points, leaving a deficit of recreational facilities upon implementation of the proposed CPU. Due to the increase in population and the deficit of appropriate recreational facilities, it is possible the increased use of the facilities could result in substantial physical deterioration. The proposed CPU contains policies and SDRs that support the maintenance of existing facilities, as well as the provision of new facilities as the community grows, which would serve to reduce the impact. However, it is unknown to what extent these potential future facilities would be able to accommodate increases in demand for recreational facilities. Thus, impacts would remain significant and unavoidable.

12. In Section 5.13 Visual Effects and Neighborhood Character, Issue 2, page 5.13-3, is revised as follows:

Mira Mesa is a developed, urbanized community with residential, mixed-use, office/research and development, and light industrial uses, as well as other types of land uses such as retail, commercial, and educational. Future development projects implemented within the CPU area would be undertaken in accordance with the General Plan and proposed CPU, which provide direction on urban design, and the San Diego Municipal Code (SDMC) which provides development standards by zone. The proposed CPU land use development strategy focuses growth into pedestrian-oriented, residential, and commercial mixed-use areas that are served by transit and are referred to as "Urban Villages" (see Figure 8-1 of the proposed CPU). Chapter 8, Urban Villages and Community Plan Implementation Zone (CPIOZ), of the proposed CPU includes ~~Urban Village~~ and CPIOZ policies and Supplemental Development Regulations (SDRs) intended to direct future development in a manner that improves the community's sense of place by incorporating pedestrian-friendly and transit-oriented community development with unique districts and villages (~~policies~~ 8.1 through 8.9 and SDR.1 through SDR.139).

13. In Section 5.13 Visual Effects and Neighborhood Character, Issue 2, the last paragraph on page 5.13-4 to 5.13-5, is revised as follows:

The existing character of the CPU area would be most subject to change in areas designated for the development of Urban Villages. Implementation of the CPU could alter the bulk and scale of these areas by allowing for an increase in housing density, new street connections, pedestrian and bicycle facilities, and new public spaces. However, the proposed CPU provides urban design policies and SDRs for achieving a high-quality design of the built environment and the proposed community connections (Policy 7.1 through 7.12 and SDR.1 through SDR.13). Proposed urban design policies and SDRs related to buildings and streetscape improvements will help create distinct neighborhoods, villages, corridors, and a sense of place (Policies 7.13 through 7.25; Policies 8.1 through 8.9). Regarding the size and scale of new development, including Urban Villages, the CPU includes policies which require the design of new building heights, masses, and volumes to complement the scale and proportion of adjacent buildings (Policy 7.23).

14. In Section 7.2.3 Mineral Resources, the second paragraph on page 7-7, is revised as follows:

The Conservation Element of the General Plan indicates that the eastern portion of the CPU area is classified as MRZ-2 (City of San Diego 2008). The MRZ-2 area is in a developed and highly urbanized area. The CPU area also includes areas mapped as MRZ-3 (City of San Diego 2008). Land within the CPU area is either already developed with commercial, residential, and industrial uses, or is designated open space. Mineral extraction would not occur in these existing developed and open space areas. Additionally, mineral extraction has occurred within the CPU area for decades and these quarries are currently undergoing redevelopment under the 3Roots San Diego Master Plan. The draft Stone Creek Master Plan also proposes the redevelopment of the onsite a closed quarry, which is currently operated by Vulcan Materials Company and is the only remaining active mining site in operation. Future development within the Stone Creek Master Plan area is not expected to occur until after mining operations end and sufficient reclamation is completed. Thus, implementation of the proposed project would not affect or result in the loss of identified mineral resources, nor would it result in the loss of availability of a locally important mineral resource recovery site delineated on any local or general plan. Therefore, no impact to mineral resources would occur.