



Old Town San Diego

COMMUNITY PLAN UPDATE



Introductions

City staff

Tait Galloway

Consultants

Christine Babla, AECOM

Nore' Winter. Winter & Co

Committee Members





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Agenda

1. Objectives for this meeting
2. Background information
3. Planning elements for Old Town
4. Conducting the Audit





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The Project Area





Current Steps in the Process

1. June meeting

- Audit orientation

2. Conduct walking audit

3. Tailor upcoming meeting

4. July meeting

- Review audit findings
- Frame issues

5. Charrette

- Generate update concepts





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About Winter & Company



- Design Guidelines
- Urban Design Plans
- Community
- Preservation Systems



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Winter & Company – Statewide Experience

Calistoga

Carmel

Danville

Hercules

Monterey

Napa

Pacific Grove

Pasadena

Sacramento

San Jose

Sausalito

Truckee





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San Antonio Design Guidelines... Results

Design guidelines cover a ten-mile long corridor of developable land than runs through the heart of the city.

San Antonio River Overlay District

Geographic Zones & Land Use Districts

Most Active / Intense

Activity Level Continuum

Least Active / Intense

	Urban Commercial	Urban Office	Urban Residential	Active Park	Neighborhood	Passive Park	County Residential
UPPER RIVER North					 • Based on an organized street • Lower density • Pedestrian friendly, walk-able		
Downtown	 • Mid-commercial urban • High density, mixed • Pedestrian friendly, walk-able	 • Mid-rise • Self-supporting commercial • Pedestrian friendly, walk-able	 • Mid-rise, mid-density, high • Self-supporting commercial • Pedestrian friendly, walk-able			 • Open space, natural beauty • Walking, biking, reading	
NEIGHBORHOOD Central / South	 • Mid-commercial urban • Self-supporting commercial • Pedestrian friendly, walk-able	 • Mid-rise • Self-supporting commercial • Pedestrian friendly, walk-able					



Community stakeholders help craft design objectives for each of the design overlay districts in San Antonio.



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DESIGN GUIDELINES FOR OLDE TOWN ARVADA CITY OF ARVADA, CO



DESIGN FRAMEWORK MAP

Winter & Company
Shawns Adkins

Not to scale

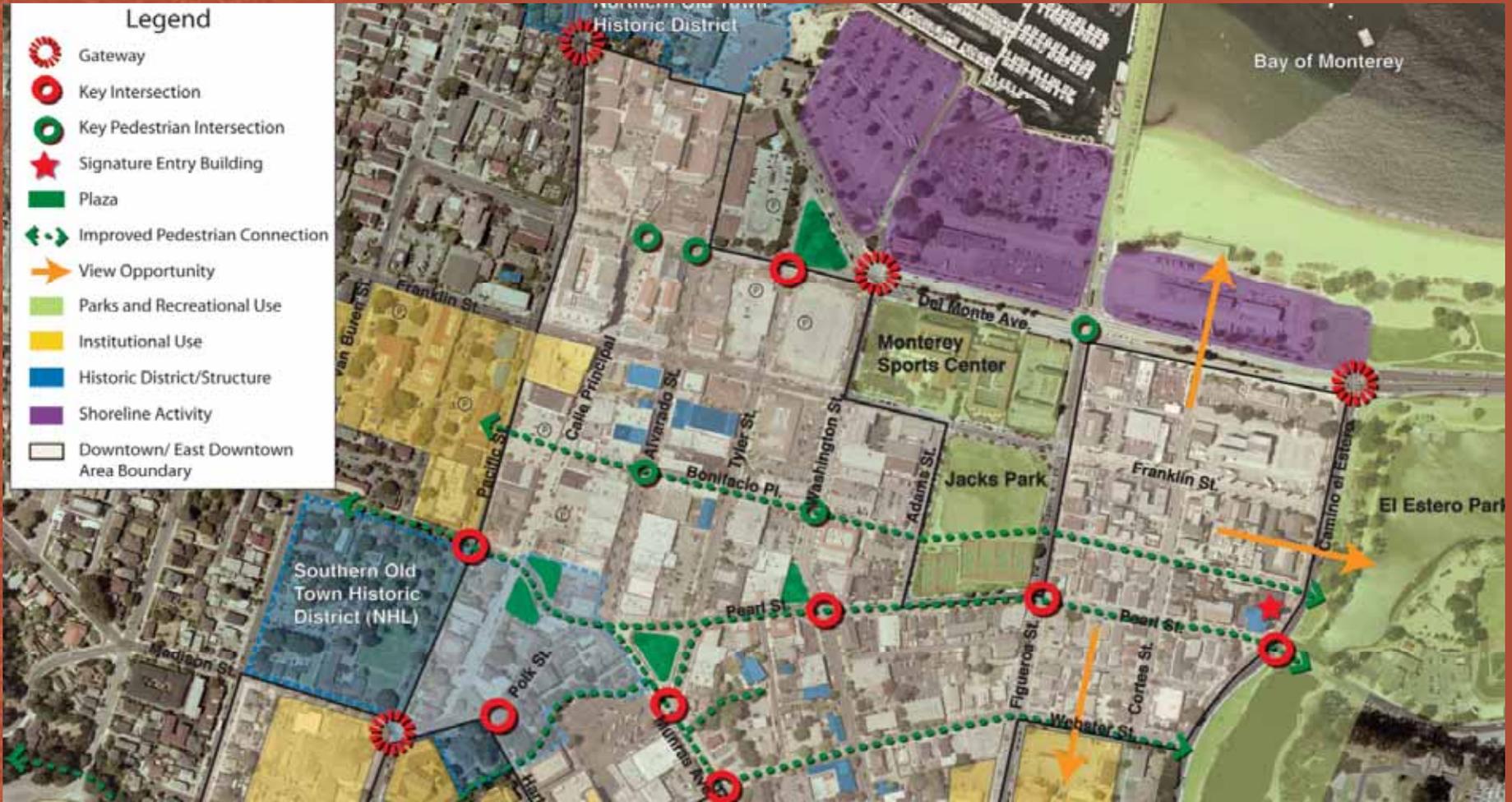


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Downtown Monterey





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1. Using the Design Guidelines

B. Applying the Design Guidelines

After establishing which Track will be used, determine which chapters will apply. Use the chart on page 4 as a reference. Then, within each of those chapters, identify those guidelines that are relevant to the project. The city will work with the property owner to confirm which guidelines will be used in design review.

Each design guideline typically contains a series of components, all of which are used by the City in determining appropriateness. A typical guideline appears below:

Components of a Design Guidelines?

A Architectural Details

Historic features, including original materials, architectural details and window and door openings, contribute to the character of a structure. They should be preserved when feasible.

C 3.26 Preserve significant architectural features.

Storefronts, cornices, porches, turned columns, brackets, exposed rafter tails and jigsaw ornaments are examples of architectural features that should be preserved.



Protect and maintain significant stylistic features, such as these stone window features and cornice details.

In order to understand which images convey appropriate solutions and those that do not, many of the illustrations are marked with a green checkmark or a red X. Those marked with a green checkmark are appropriate solutions, whereas illustrations marked with a red X are not appropriate. Note: There can be more than one guideline that applies to any given design element.

D Design Topic Heading

Topics relate to different types of improvements and components of buildings.

E Policy Statement

A policy statement explains the desired outcome for the specific design element. This typically includes the term "should" and provides a basis for the design guidelines that follow. If a guideline does not specifically address a particular design issue, then the City will use the policy statement to determine appropriateness.

F Design Guideline

The design guideline statement describes a desired outcome.

G Additional Information

This appears in a bulleted list, and may include examples of how, or how not to, comply with the guideline.

H Illustration

Many images are examples of some possible approaches, but not all.

Entryway Corridor Character Area Public Realm

East Main	<table border="1"> <thead> <tr> <th>Sidewalk</th> <th>Planting Strip</th> <th>Bike Lane</th> <th>Parking</th> <th>Travel Lanes</th> <th>Median</th> </tr> </thead> <tbody> <tr> <td>7'</td> <td>5'</td> <td>4'</td> <td>8.5'</td> <td>(4) x 10.5'</td> <td>6'</td> </tr> </tbody> </table>	Sidewalk	Planting Strip	Bike Lane	Parking	Travel Lanes	Median	7'	5'	4'	8.5'	(4) x 10.5'	6'
Sidewalk	Planting Strip	Bike Lane	Parking	Travel Lanes	Median								
7'	5'	4'	8.5'	(4) x 10.5'	6'								
North 7th	<table border="1"> <thead> <tr> <th>Sidewalk</th> <th>Planting Strip</th> <th>Bike Lane</th> <th>Parking</th> <th>Travel Lanes</th> <th>Median</th> </tr> </thead> <tbody> <tr> <td>7'</td> <td>5'</td> <td>4'</td> <td>8.5'</td> <td>(4) x 10.5'</td> <td>6'</td> </tr> </tbody> </table>	Sidewalk	Planting Strip	Bike Lane	Parking	Travel Lanes	Median	7'	5'	4'	8.5'	(4) x 10.5'	6'
Sidewalk	Planting Strip	Bike Lane	Parking	Travel Lanes	Median								
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West Main Parkway	<table border="1"> <thead> <tr> <th>Sidewalk</th> <th>Planting Strip</th> <th>Bike Lane</th> <th>Travel Lanes</th> <th>Median</th> </tr> </thead> <tbody> <tr> <td>7'</td> <td>8'</td> <td>4'</td> <td>(4) x 11'</td> <td>10'</td> </tr> </tbody> </table>	Sidewalk	Planting Strip	Bike Lane	Travel Lanes	Median	7'	8'	4'	(4) x 11'	10'		
Sidewalk	Planting Strip	Bike Lane	Travel Lanes	Median									
7'	8'	4'	(4) x 11'	10'									
Rouse	<table border="1"> <thead> <tr> <th>Shared Trail</th> <th>Planting Strip</th> <th>Travel Lanes</th> </tr> </thead> <tbody> <tr> <td>12'</td> <td>10'</td> <td>(2) x 12'</td> </tr> </tbody> </table>	Shared Trail	Planting Strip	Travel Lanes	12'	10'	(2) x 12'						
Shared Trail	Planting Strip	Travel Lanes											
12'	10'	(2) x 12'											



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Winnetka, Illinois

Tudor Revival in Winnetka

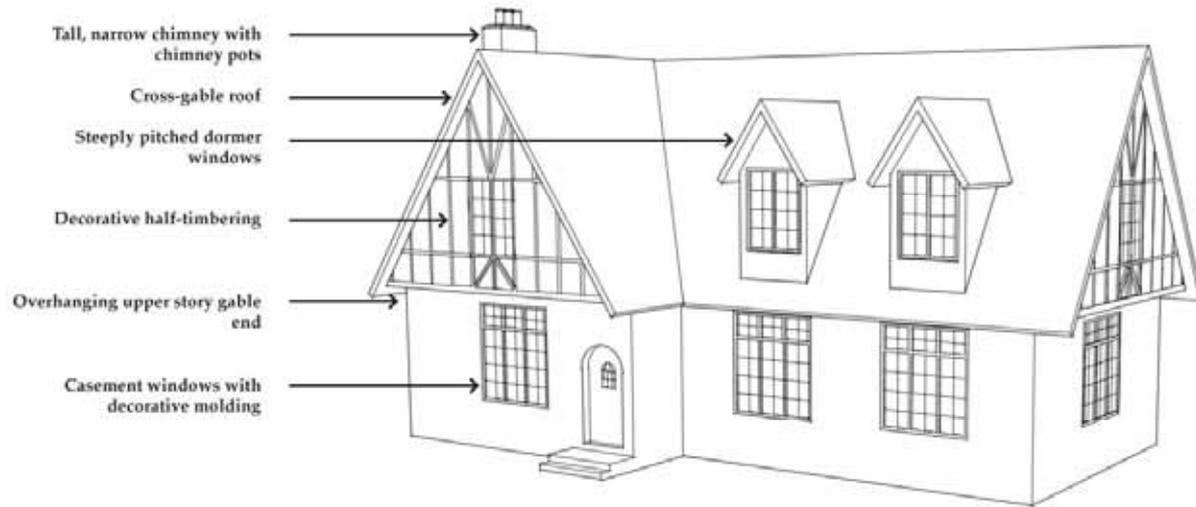


- Multiple cross gable roof forms
- Thick half-timber siding
- Use of multiple materials



- Multiple cross gable roof forms
- Steeply pitched dormer windows
- Brick masonry on ground floor, thick half-timber siding over stucco on upper floors

TUDOR REVIVAL: KEY FEATURES



Historically built between 1890 and 1940, the Tudor Revival style dates from the Eclectic Period of American residential architectural styles. The style is inspired by sixteenth-century English architecture, though only loosely as it also draws on Renaissance and early Arts & Crafts styles. Tudor Revival homes are characterized by steeply pitched gable roofs, the use of multiple materials and half-timber facade treatments. Tudor Revival style homes are often seen at both large and small scales. This style is one of the most common architectural styles in Winnetka.



- Steeply pitched cross gable roof
- Use of multiple materials

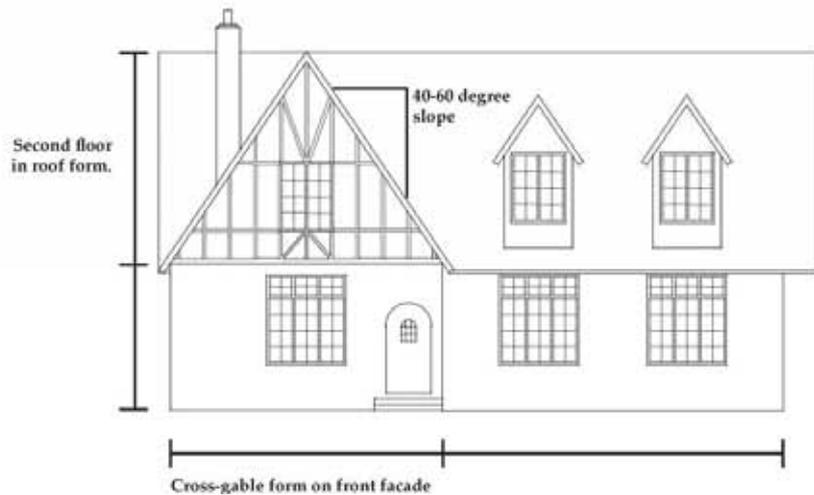


- Multiple cross gable roof forms
- Thick half-timber siding

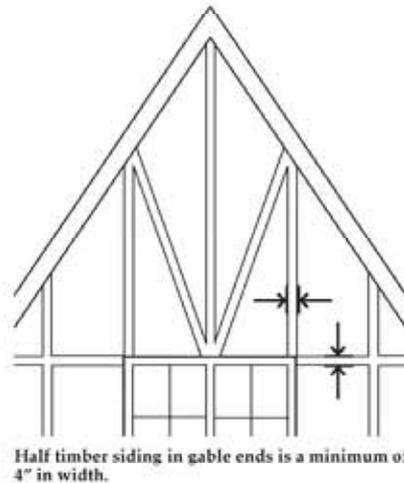


TUDOR REVIVAL: FORM AND PROPORTIONS

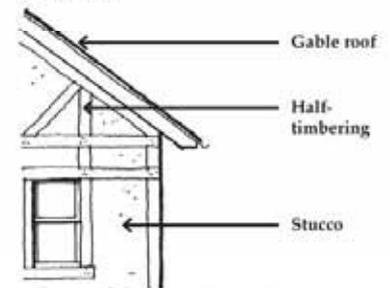
The following proportions analysis represents one example typical of this style; other variations exist.



Details

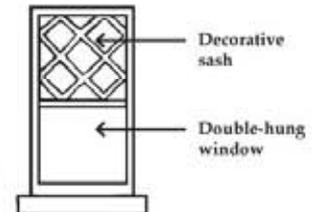


Materials



Stucco and half-timber siding are common characteristics of the Tudor Revival style.

Windows



Double-hung windows with decorative diagonal molding characterize this style.

Building Form & Composition

- Steeply pitched gable or cross-gabled roofs
- Overhanging upper stories or gables
- Simple paneled-doors flush with or recessed from the primary facade, or small front porches
- Groupings of tall, narrow casement or double-hung windows with decorative moldings
- Steeply pitched dormer windows
- One- and two-story bays
- Use of multiple materials including stone or brickwork on the lower floor and stucco, shingles or wooden panelling on upper floors
- Decorative half-timbering, often on gable ends

Building Proportions

- Proportions of front facades can vary.
- When the second story is not located in the roof form, it will typically be slightly lower in height than the first floor, but never taller.
- Front facades may also include multiple cross gable elements.
- Roof slopes will typically be similar across all masses.
- Half-timbering is typically thick, varying between 4 and 8 inches.
- Overhanging upper stories or gables typically do not exceed 2 feet.



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Use traditional roof forms.

Step back upper story building heights to reflect traditional building heights.

Reflect traditional solid-to-void (window to wall) ratio.

The use of awnings, canopies and balconies is encouraged.

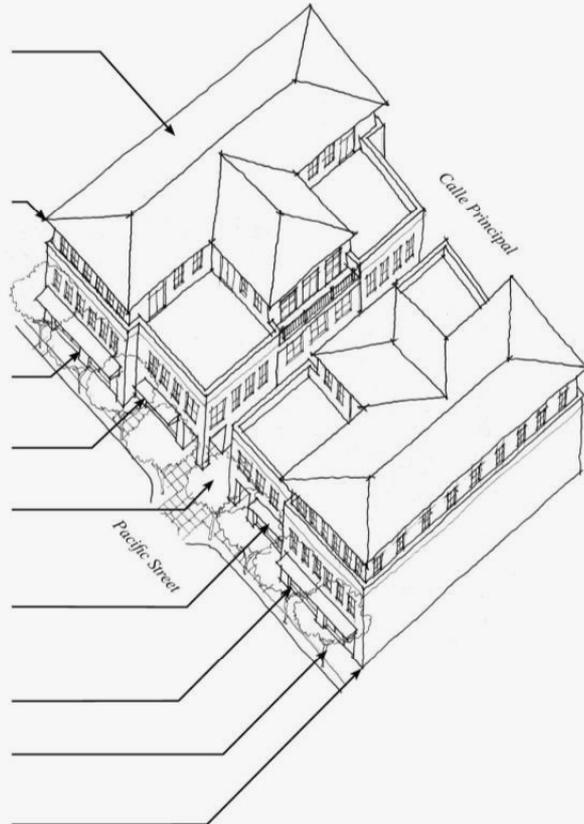
Provide a pedestrian connection to enhance through connections.

Provide a variation in wall plane and building heights to reflect traditional building modules.

Orient building entrance towards the street.

Locate storefronts at street level.

Provide a base, middle, and cap.



Site Design Objectives

- Maintain and enhance views to key resources (see Framework Diagram in Chapter 1).
- Enhance pedestrian and bicycle connections.
- Buildings should be predominantly aligned at the sidewalk edge but in some cases a small space may be left open for outdoor seating use.
- Design buildings to take advantage of topographic changes.
- Encourage new development to incorporate public artwork and landscaping elements.

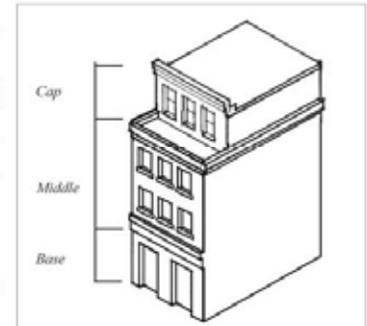
Building Design Objectives

- Orient the primary entrance toward the street.
- Respect historic resources.
- Locate retail storefronts and restaurants at the street level.
- Reflect traditional building scale and height.
- Provide a variety in building massing.
- Maintain the alignment of horizontal elements along the street.
- Divide larger buildings into modules that reflect traditional buildings in the area. This will maintain the rhythm and scale of the street wall and enhance the pedestrian experience.
- Use high-quality materials similar to those seen traditionally.
- Encourage new interpretations of traditional building styles.
- Provide a human scale by incorporating a base, middle and cap into the building design.
- Provide a solid-to-void ratio that is similar to traditional commercial buildings.

Design Standards

The design standards noted here include both existing standards and potential new standards (noted with an asterisk*). All use permit applications should meet the intent of the design guidelines.

- Maximum lot coverage by right = 50%
- Maximum lot coverage w/use permit = 100%
- Maximum building height by right = 2 stories or 25'
- Maximum building height w/use permit = 3 stories or 35'
- *Maximum building height w/use permit = 55' to accommodate 4 stories, the fourth story should be set back from the front facade a minimum of 10'.



Building design should include a base, middle, and cap section to provide a human scale.



Development in the Divisadero Commercial Core should provide a storefront at the street level.



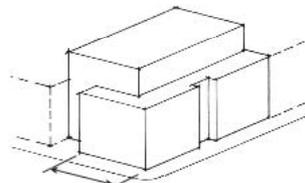
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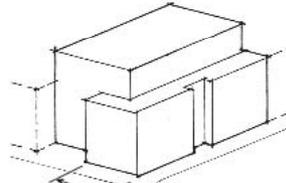


The front of a building shall be located as follows:

Character Area	Min. setback (2)	Max. setback	Min. % of wall (1)
A. Historic Core	0 feet	0 feet	70%
B. West Downtown	0 feet	0 feet	50%
C. East Downtown	0 feet	0 feet	50%
D. Dougherty Street	0 feet	20 feet	50%
E. River Corridor	0 feet	Not required	Not required
F. West End	0 feet	30 feet	50%



Min. 70 % of wall at sidewalk edge



Min. 50 % of wall at sidewalk edge

(1) The minimum percentage of the front wall plane must be at the required setback line. This recognizes that a building may have a varied footprint, in which a portion is set at the sidewalk edge, but another portion is set back to provide a courtyard, for example. However, the maximum length of a wall that is set back from the sidewalk edge shall in no case exceed 50 feet. (Other designs may be considered through Alternative Compliance review, as provided in Section 2.3.

(2) Building at a 0-foot setback (the sidewalk edge) is permitted in all character areas.

Design Context 3: Recommended Zoning Standards

The recommended zoning standards for Context 3 would vary based on three lot size categories. The recommended standards for lots between 7,500 and 9,999 square feet are provided in the table below. The footnotes provide additional information and indicate how the standards would vary for different lot size categories. Note that some standards will vary for corner lots.



Recommended Standards for Lots 7,500-9,999 Square Feet

	Standard
Min. Permitted Lot Sq. Ft./Width	6,000/40'
Min. Front Setback	25'
Min. Side Setback (Principal)	5' / 20' total ¹
Min. Rear Setback (Principal)	15'
Min. Side Setback (Accessory)	5'
Min. Rear Setback (Accessory)	5'
Max. Lot Coverage for 2-Story Bldg.	25% ²



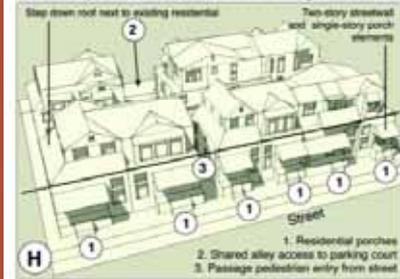
The new construction indicated above illustrates the recommended standards. The 3,100 sq. ft. primary structure with a 450 sq. ft. detached rear pool house on a 9,600 sq. ft. lot has a total lot coverage of 30% and FAR of 0.37. A bonus for the detached rear accessory structure is allowed.

Downtown San Diego Street Concepts

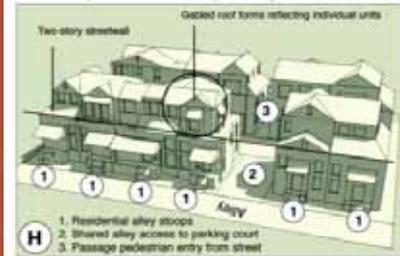
Neighborhood Residential Building Types

Neighborhood residential development includes projects on smaller lots within a traditional neighborhood context. This could include small apartment buildings, townhouses/rowhouses, duplex/triplex/ four-plex, or infill single family.

Three-Story Townhouses, Front Yard Frontage



Three-Story Townhouses, Alley Frontage



Townhouses/Rowhouses
Townhouses can provide an ownership building type that delivers market and financially feasible projects at the scale of traditional neighborhoods. They are flexible format buildings that can be inserted on small parcels, take advantage of alley access (even as a front door to the units) and provide a variety of unit types.

- Design Issues:**
- Parking in/under unit
 - Driveways and garage doors
 - Variety, choice in units, repetitive
 - Materials, quality, low maintenance
 - Unit orientation, sense of community
 - Private space design/social orientation
 - Roof and massing in traditional neighborhood

- Design Response:**
- Tuck-under parking, access from alley or side street with shared driveway
 - Express individual units, bays in module of neighborhood building (see: Ch 2 Sec. 9)
 - Focus use of design flourishes and quality materials
 - Eyes-on-the-street security, street-oriented units
 - Common and private space central feature, orientation and visual access (see: Ch 2 Sec. 5)
 - Porch design integral to massing/architectural concepts

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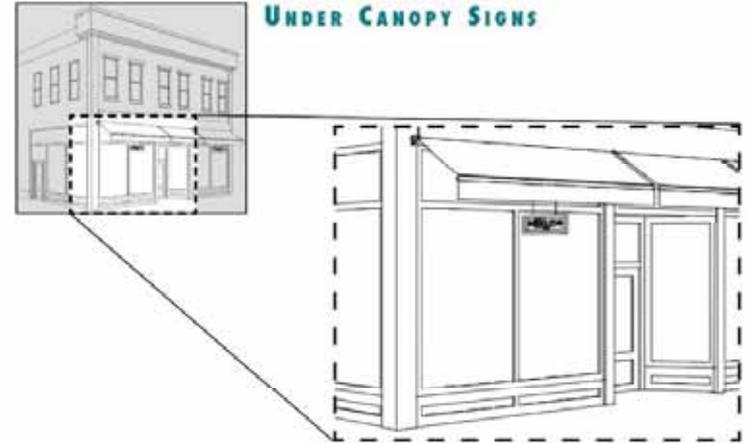
VII. SIGNS

SIGN TYPES

Sign Type	Sign Examples
A-frame/ Sandwich	
Awning	
Monument	
Mural	
Pole-mounted	

VII. SIGNS

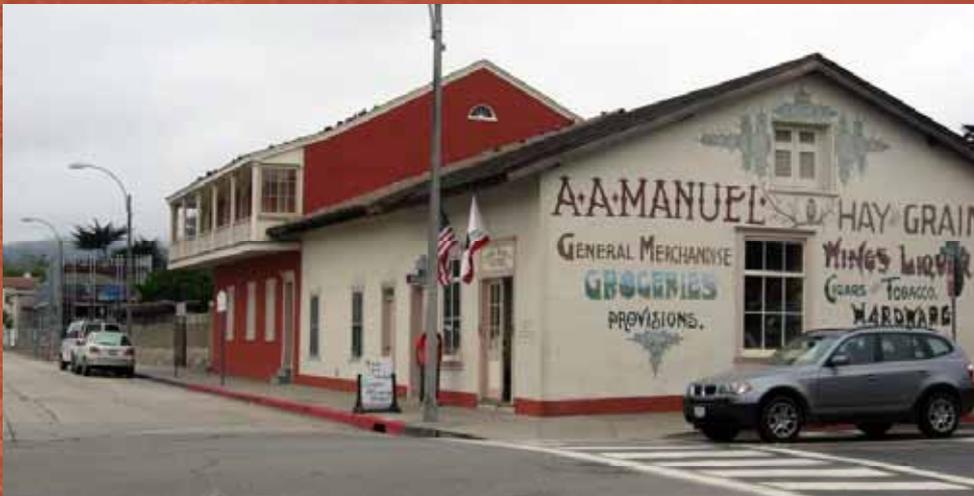
UNDER CANOPY SIGNS



Zone District	E-OT	EY-OT	GV-OT	RN-OT	RR-OT	OW-OT	WMU-OT
Max Size	4 s.f.						
A Max Height	2'	2'	2'	2'	2'	2'	2'
B Max Width	4'	4'	4'	4'	4'	4'	4'
Number/Building	#	#	#	#	#	#	#
Additional Criteria	n/a						



Downtown Monterey, CA



Downtown Monterey Context



New Infill



Downtown Monterey Infill



New Infill



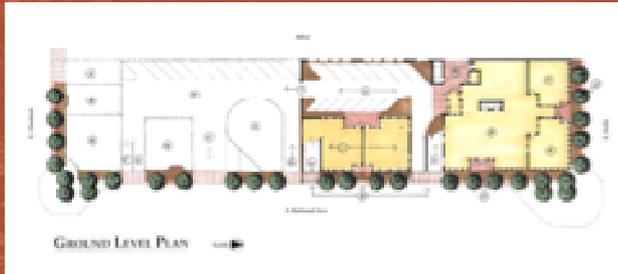
Downtown Monterey Infill



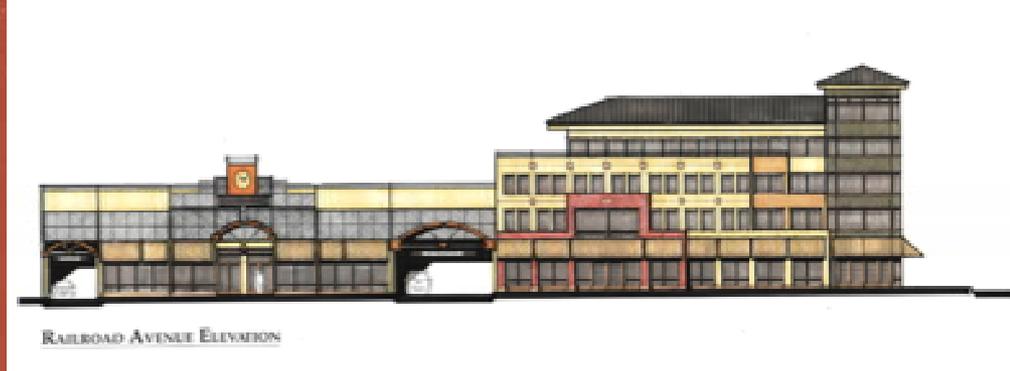
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Parking Structure with Wrap



A. Concept Sketches



RAILROAD AVENUE ELEVATION



A. Prior Condition



B. Completed Rehab Project

Bellingham, WA



B. Completed Project



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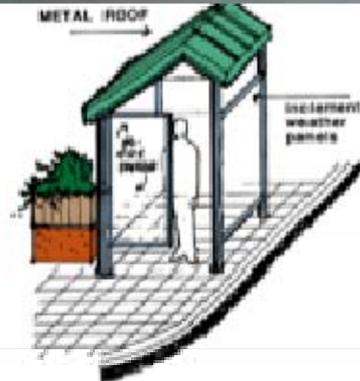
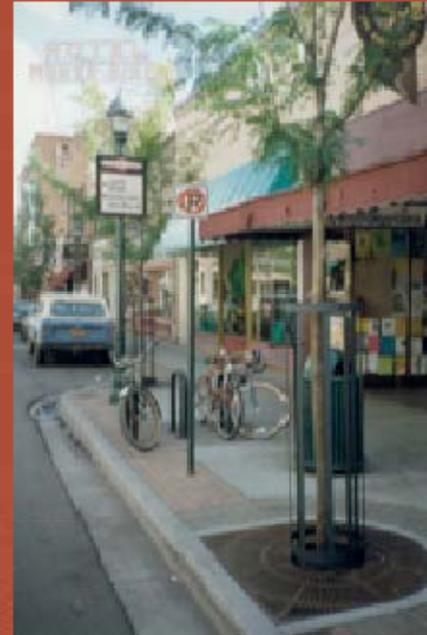
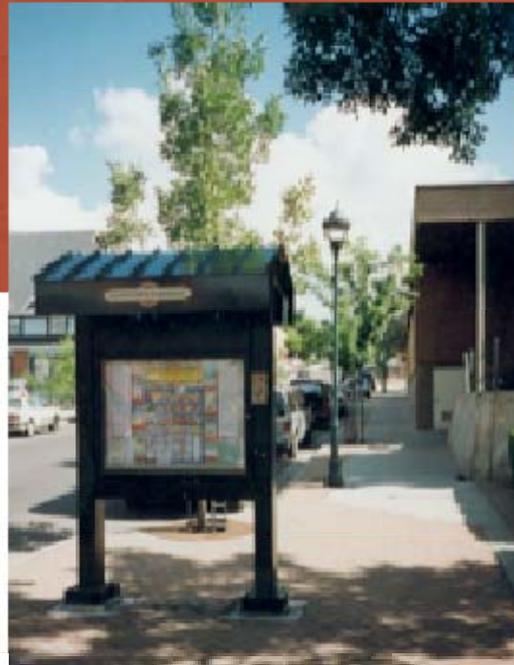
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BUS SHELTER CONCEPT



Wayfinding System



A. Concept Sketches



B. Completed Project

Georgetown, TX



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City Documents

1. General Plan
2. Old Town San Diego *Community Plan*
3. Old Town Plan District Ordinance
4. Old San Diego Architectural Site Development Standards & Criteria



Key elements will be summarized for the July meeting.

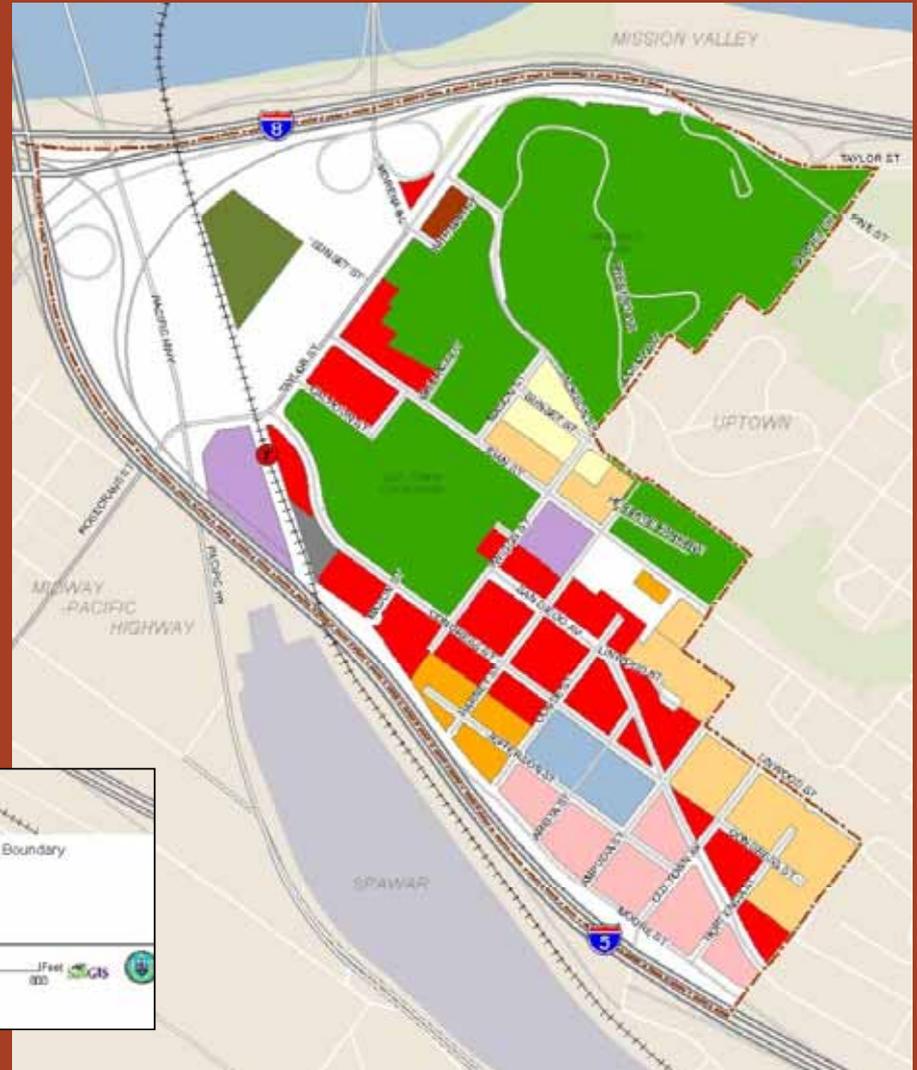


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Community Plan Land Use





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Existing PDO Districts

Single-Family

Multi-family

Public Properties

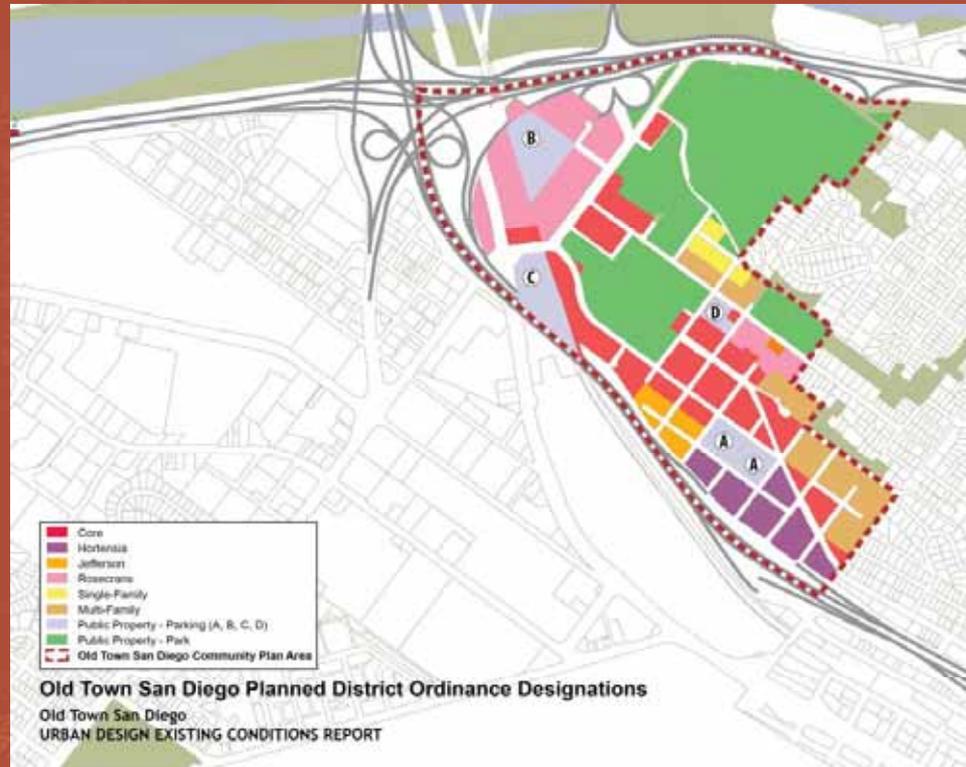
Public Parking

Core

Jefferson

Hortensia

Rosecrans





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Existing Height Limits





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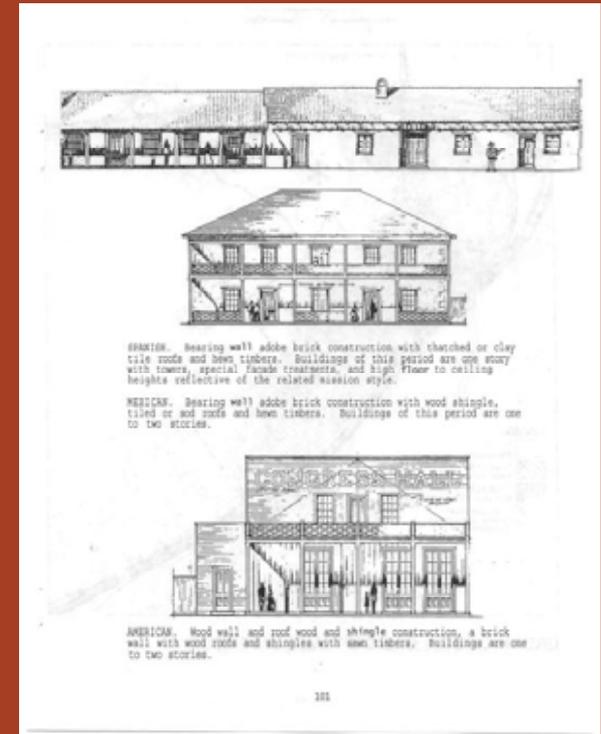
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The Existing Design Standards

1516.0303 Specific Architectural Controls:

Styles:
 Pre-1871 Spanish
 Mexican
 American





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Walk Audit Considerations

1. Mobility
2. Land Use
3. Public Facilities and Parks
4. Urban Design & Historic Preservation





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Mobility: Existing Examples

Circulation

Pedestrian

Automobile

Transit

Bicycle

Parking

Linkages





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Mobility: Existing Examples





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Mobility: Existing Examples





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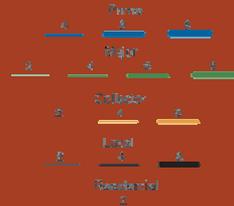


Map RVE

Old San Diego

Existing Conditions Street Classification, Intersection Controls and Traffic Volumes

General Plan Circulation Element
Classifications and Lanes



One-Way Street Two-Way Center Lane

Intersection Control Type

- Signal
- All-Way Stop
- One-Way Stop

Daily Traffic Volumes



Map RVE Policy that the 10000 threshold is to be used for all data shown in the map. All other data shown in the map is for informational purposes only. All other data shown in the map is for informational purposes only.

City of San Diego
Planning Department
April 14, 2004

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Map SIX

Old San Diego

Existing Conditions

Transit and Bike Routes

Transit Stops

- Light Rail
- Express Bus
- Local Express Bus
- Bike and Scooter

Transit Routes

- Light Rail
- Local Express Bus
- Express Bus
- Transit

REMARKS Control Rail

See the San Diego State Historic Park website for more information on the site.

Biteway Class

- Class 1
- Class 2
- Class 3

Map Scale
 1 inch = 100 feet
 1 centimeter = 100 meters

Map Symbols
 Light Rail: Blue line with arrow
 Local Express Bus: Orange line with arrow
 Express Bus: Red line with arrow
 Transit: Red line with double arrow
 Light Rail Stop: Blue circle
 Express Bus Stop: Red circle
 Local Express Bus Stop: Yellow circle
 Bike and Scooter Stop: Red circle with 'B'
 Control Rail: Blue dashed line
 Biteway Class 1: Red dashed line
 Biteway Class 2: Orange dashed line
 Biteway Class 3: Blue dashed line

City of San Diego
 Planning Department
 April 14, 2004





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Mobility

Existing Wayfinding





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Existing Land Use Map



Single-Family Residential	Civic / Institutional
Multi-Family Residential	Surface Parking
Hotel	Parking Structure
Commercial	Utilities / Communications / Transportation
Tourist Destination	Vacant Land
Office / Medical	Parks, Open Space, Golf Course, Cemetary
Light Industrial	
Old Town San Diego Community Plan Area	

Existing Land Use



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Existing Land Use Examples

Land use

- Commercial
- Residential
- Institutional
- Open space





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Public Facilities. Parks & Institutions

Libraries

Police Stations

Fire Stations

Public Parks

Institutions

Etc.





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Public Facilities and Parks

Libraries

Police Stations

Fire Stations

Public Parks

Etc.





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Urban Design & Historic Preservation





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Historic Resources

Context being revised

Survey presentation: TBD





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Urban Design Considerations

1. Development patterns
2. Street character
3. Massing
4. Architecture
5. Spaces & Places





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Urban Design – Figure/Ground



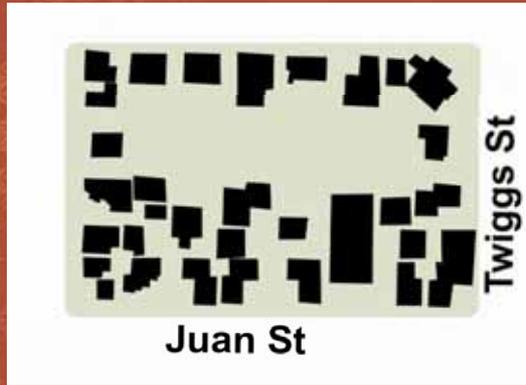


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Sample Development Pattern





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Sample Development Pattern





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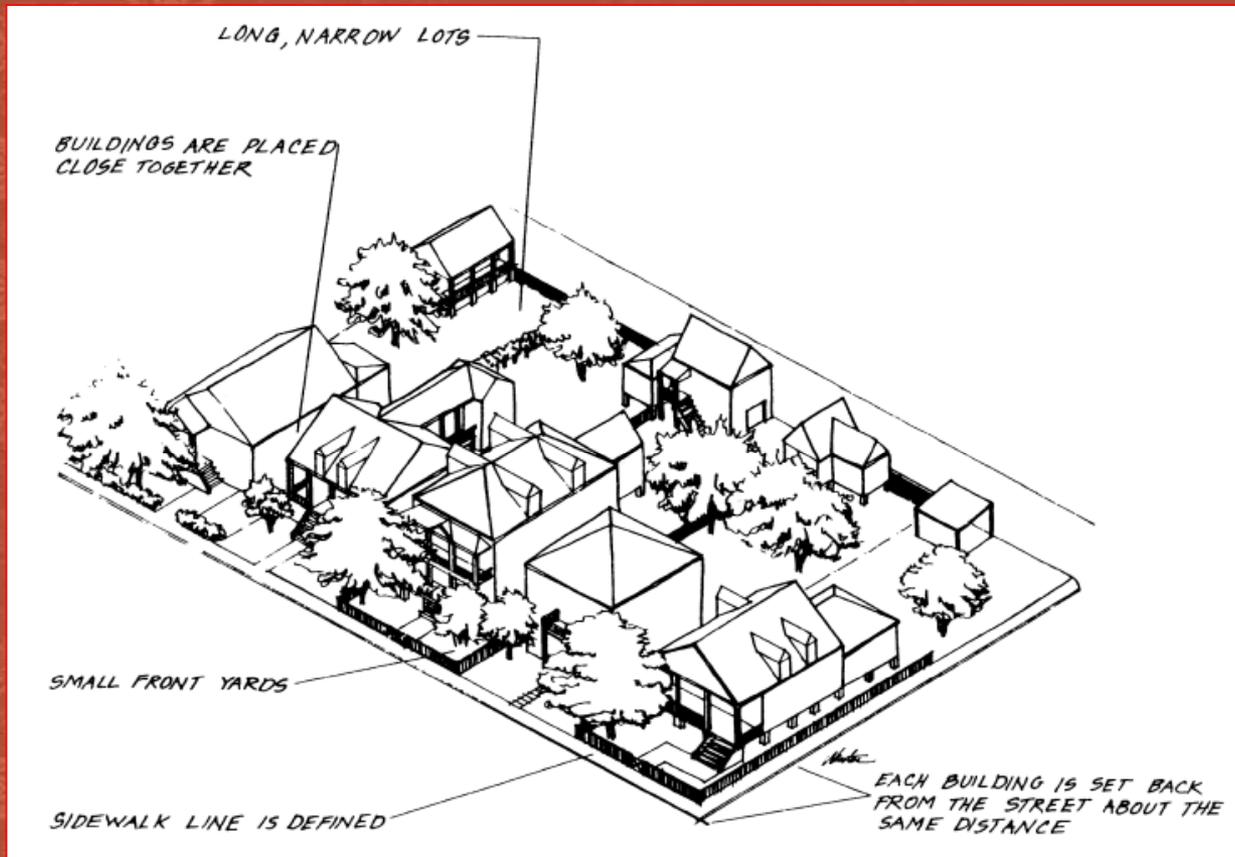


Sample Development Pattern





Urban Design: Development Patterns





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Building Form & Relationships





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Urban Design: Building Massing



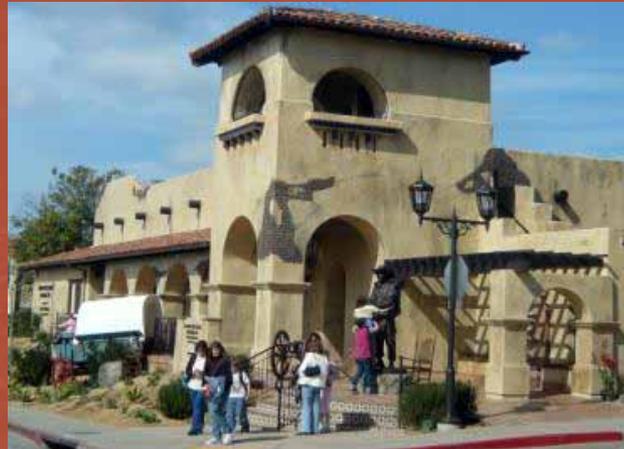


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Urban Design: Architecture



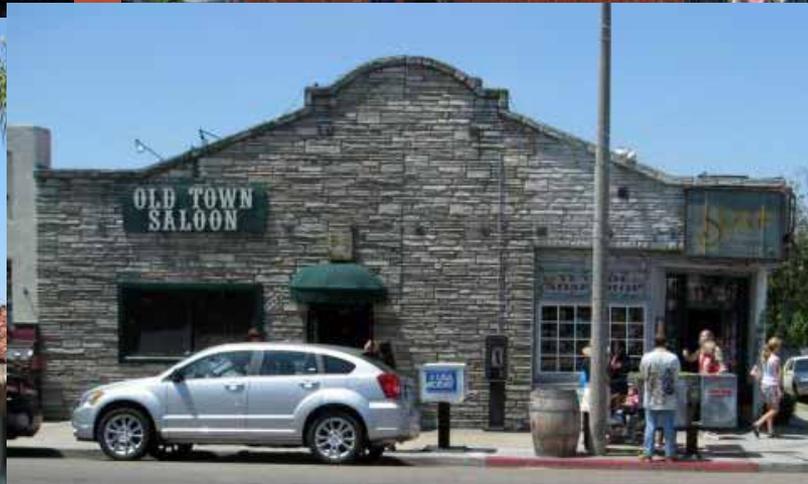


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Urban Design: Architecture





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Urban Design: Street Character





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Urban Design: Streetscape





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Urban Design: Streetscape





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Urban Design: Gateways, Key Intersections





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Old Town San Diego Self Guided Walk Audit

Welcome!

This on-site Walk Audit provides you an opportunity to assess conditions in Old Town and to identify issues and opportunities that should be considered in updating the Old Town San Diego Community Plan. You also will indicate your preferences for the visual character of Old Town, including features that you value, as well as those that are of concern.

One can think of Old Town as a set of planning systems. They include:

- Mobility (Pedestrians, Bicyclists, Transit Passengers, Vehicles)
- Land Use
- Public & Institutional Uses/Facilities and Parks
- Urban Design

Consider those systems as you complete the Walk Audit. For this exercise, please focus on areas **outside** of the State Park boundary and the County's Heritage Park. Please consider the commercial, residential, and open space areas within the Old Town community planning area. Refer to the map for the boundaries of the planning area.

Answer as many of the questions as you can during your walk on the following sheets. You can provide extra sheets if needed. Try to mark the location of these issues and opportunities on the map. You are encouraged to supplement these notes with digital images. If you don't have time to complete all of the questions, you may also discuss them at the July 19, 2011 Community Plan Update Advisory meeting. When you have finished the Walk Audit, please submit your materials, as instructed at the end of the worksheet.

Please exercise caution when participating on the self guided Walk Audit.

1. Connections

People move through Old Town on foot, by bike, transit and automobile. Please complete the following (If you have more than one, please provide your answers on another sheet):

- Indicate your preferred mode of travel through Old Town:

- Now, with that mode in mind, identify a route you frequently take and mark it on the map (or describe it in the space provided). Mark the start and finish points on the map.

- Identify any issues or opportunities you encounter along the way and make a note of them in the space provided below (for example; bike lane access, ability to cross the street, gateway, parking, other?).
 - Mark the location of these issues on the map.
 - You may supplement these notes with an image or two.



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4. Urban Design

The historic character of Old Town contributes to its overall identity. Features that define that character include the overall physical setting, its streets, landscapes, and buildings.

Understanding Differences in Areas of Old Town

Some differences in character are found in various areas in Old Town. In this activity, look for distinctive features that may help to define an area and/or neighborhood which are important to you. You can also identify these areas on the map.

Using a digital camera, take pictures that will answer the questions below. Identify the location of the picture on the map provided; note an address or circle the area on the map. (You may make these notes during your walk, or later, when you can refer to the photographs, and even attach captions to them if you wish.)

A. VALUED NEIGHBORHOODS

• Identify an area in Old Town that you value.

- Mark this area on the map, or name it in the space below.
- Then, take digital pictures as examples of features that contribute to the area's character.
- You can take pictures of activities on a street or area, or multiple buildings on a street block, and/or individual buildings and landscapes, which capture the idea.
- You can make notes for the pictures in the space provided about the features that contribute to the area's character
- If you have more than one area, then please use a separate sheet to answer the questions for each area.

B. FITTING INTO OLD TOWN

Identify which buildings support or enhance the preferred characteristics of the area that you have mapped. Answer these questions:

• Find three buildings that support and enhance the character of the area.

Photograph those buildings that, in your opinion, support and enhance the character of the area that you have identified. Or, you may list the buildings, by name and address, in the space that follows. Consider each building's orientation to the street, its size, materials and design.

• Find three buildings that do not support or detract from the area or represent urban design issues that should be addressed for any new buildings to help avoid these design issues.

These should be images of specific buildings that you believe don't fit with, and erode the character of the area that you have identified. Or, you may list the buildings, by name and address, in the space that follows.



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NEXT STEPS: Submit Your Materials!

Submit your Walk Audit information to the project team, as instructed below. Thank you for providing insights that will enhance the Old Town community plan! We look forward to discussing your observations at the July 19, 2011 meeting.

Please submit your materials on or before July 1, 2011. Please include the following:

- Scan or take a digital pictures of your completed worksheet and map (JPG, or PDF). You can also type your notes and save as a Word document and send it to the email address below. Please keep a copy for yourself.
- Please select your 5 favorite photos that you took during your walk and save as JPG files. Please note the file name and the reason why you selected the photos. You may submit more photos if you like, however, if you do so, please be sure to identify which are your 5 favorites. Your 5 photos will be organized into a PowerPoint presentation for discussion during the July meeting.
 - Photo 1 File Name:
 - Why:
 - Photo 2 File Name:
 - Why:
 - Photo 3 File Name:
 - Why:
 - Photo 4 File Name:
 - Why:
 - Photo 5 File Name:
 - Why:

Please submit your materials by email to Tait Galloway at:
TGalloway@sandiego.gov

Or, if email does not work for you, you may submit a package to the following address:

Tait Galloway, Senior Planner
City of San Diego
Development Services Dept., Community Planning Division
202 C St., MS 4A
San Diego, CA 92101

THANK YOU!



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Walking Audit Instructions

