

OLD TOWN SAN DIEGO COMMUNITY PLAN UPDATE

URBAN DESIGN – LAND USE CHARETTE AGENDA

Tuesday, September 27, 2011 • 4:00 pm-8:00 pm

Harold J. Ballard Parent Center, Auditorium
2375 Congress Street, San Diego, CA 92110

4:00 pm – Welcome and Orientation

Brief presentations:

1. Introduce the workshop, format, schedule, rules, etc. (5 minutes)
2. Review the background information (15 minutes)
 - a. Existing conditions report
 - b. Walk audit findings
3. Briefings from other disciplines
 - a. Park Planning (5 minutes)
 - b. Historic Planning – Historic survey update (20 minutes)
 - c. Mobility Planning (5 minutes, include review of previous plans recommendations)
4. Questions (5 minutes)
5. Give out workshop assignments (5 minutes)

5:00 pm – Activity 1: Land Use and Gateways (Refine the Framework Map)

Participants will work in groups at tables. They will work with a map of Old Town, which has preliminary information generated from the work session with the Old Town Community Plan Update Committee. They will use a set of “Land Use Icons” to identify issues and suggest potential concepts.

Present problem: (5 minutes)

Assignments:

1. Land use and urban design goals setting (20 minutes)
 - a. Working with preliminary goals for each district, edit them and develop them in more detail. (These relate to the vision for the design character, and uses, for each of the districts.)
 - b. Identify issues related to land use and urban design
 - c. Generate potential land use alternatives concepts
2. Urban design and mobility (20 minutes)
 - a. Identify potential gateways and key intersections
 - b. List key guidelines for their conceptual design
3. Each team then reports their findings to the group at large (15 minutes)

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6:00 pm – Activity 2: Paths and Places

(Identify Functional Issues and Potential Solutions)

Working on a base map, participants will identify key functional issues and potential conceptual solutions that link urban design to other planning systems. The focus will be on how people move through Old Town, and the public amenities that they use in the area. Participants will use markers and “Urban Design Icons” to identify issues and potential concepts.

Present problem: (5 minutes)

Assignments:

1. Map preferred circulation systems (pedestrians, bicycles, autos) (20 minutes)
2. Identify potential concepts to improve vehicle parking (10 minutes)
3. Parks & open space: Locate areas where future or existing parks or open space connections might be located or enhanced. (10 minutes)
4. Each team then reports their findings to the group at large (15 minutes)

7:00 pm – Activity 3: Design Character

(Outline the Design Guidelines)

In this activity, participants will outline design principles for the guidelines. Some of these will be “universal,” in that they may apply throughout the community. Others will be more focused, specially targeted at individual land use districts, or key areas. Participants will work with photographs and choose those that would be appropriate in the different areas of the community. These will include examples of street furniture and buildings.

Present problem: (5 minutes)

Assignments:

1. Select the preferred design example photos for three sub-areas; and
2. Write captions explaining the design principles reflected in their selections (15 minutes)
3. Develop a list of conceptual design principles that the photos illustrates (10 minutes)
4. Each team then reports their findings to the group at large (15 minutes)

7:45 pm – Synthesis

- Review findings from the exercises, and summarize predominant themes. (15 minutes)
- Adjourn

For additional information, please visit the Old Town San Diego Community Plan Update webpage: <http://www.sandiego.gov/planning/community/cpu/oldtownmidway/>
Or contact, Tait Galloway, Senior Planner at: tgalloway@sandiego.gov or 619-533-4550

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