

NORTH PARK COMMUNITY PLAN UPDATE

Conservation Areas and a Framework for Design Guidelines



Conservation Area Analysis Process

Three Methods for Defining Design Districts:

- Historic Survey Resource Based
- Community Character Based
- Community Input Based



Conservation Areas

Historic Basis

Greater North Park
Community Plan Area
Historic Resources Survey



Prepared by
Historic Resources Group

January 2011





Conservation Areas

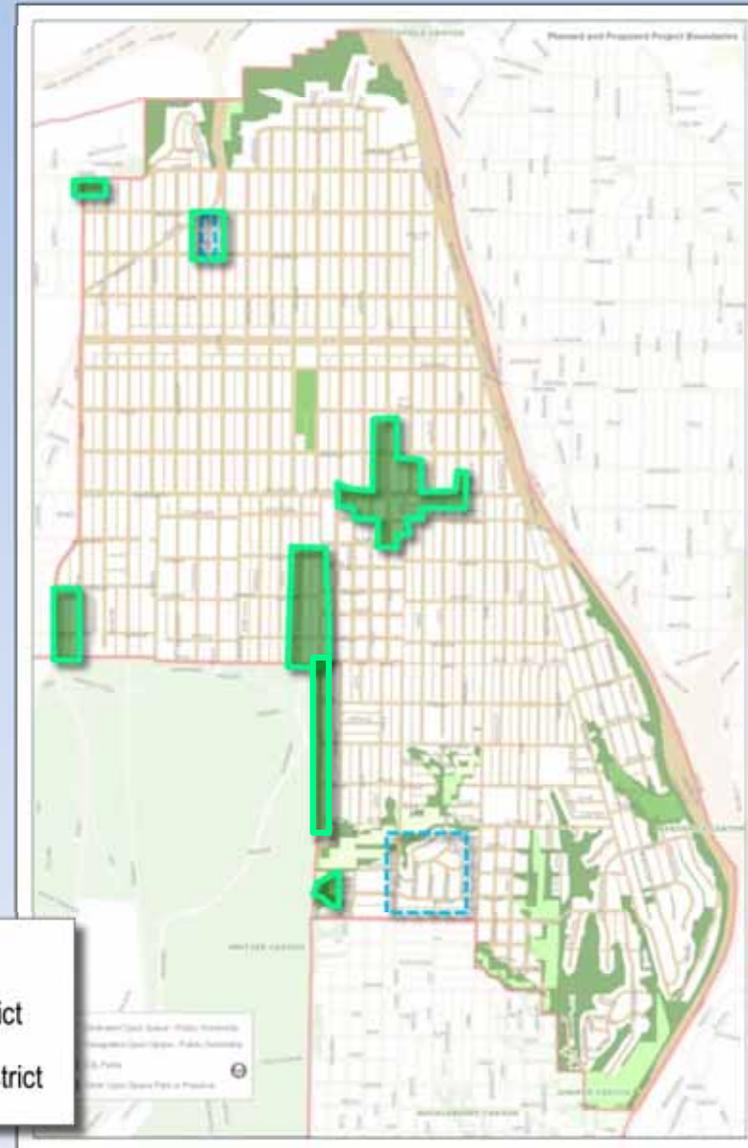
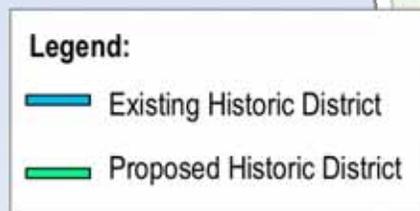
Historic Basis

Existing Historic Districts:

- Shirley Ann Place
- Burlingame

Proposed Historic Districts:

- Spaulding Place
- Shirley Ann Expansion
- 30th St. /University Retail
- Dryden District
- Park Blvd. Multi-Family
- 29th St. Residential
- Kalmia Place





Conservation Areas

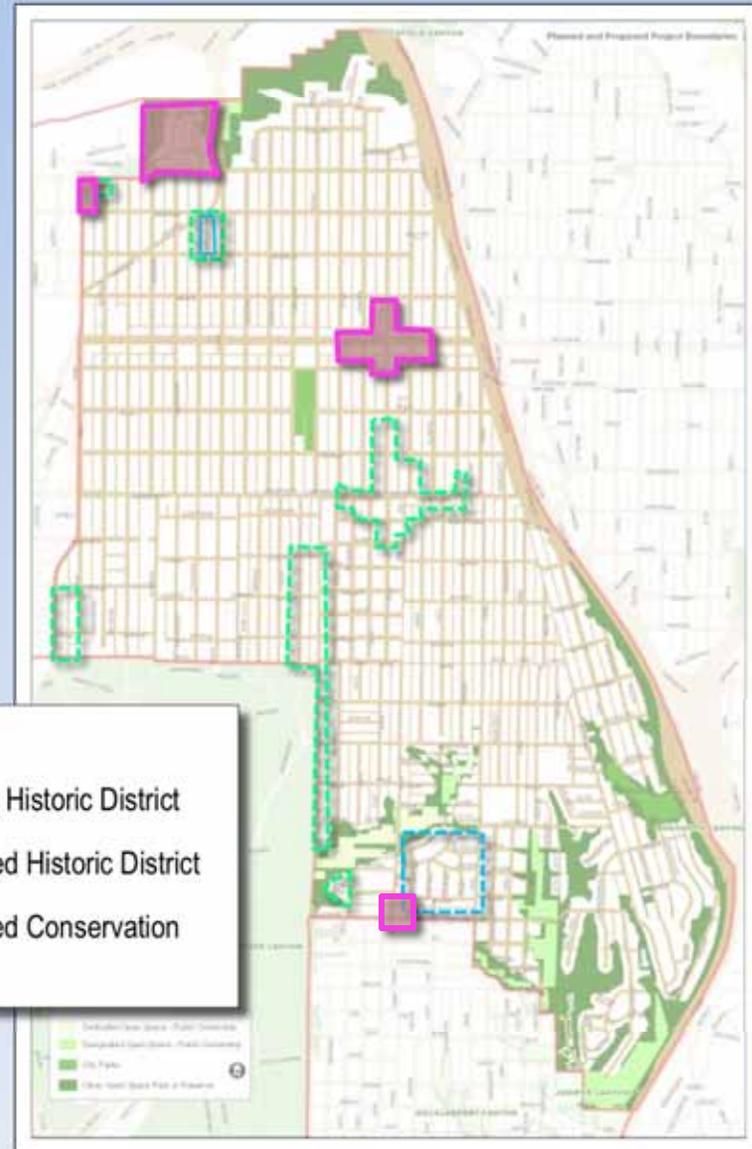
Historic Character Basis

Potential Conservation Areas:

- Park Blvd. & Adams Ave.
- Valle Vista / Panorama Dr.
- 30th St & El Cajon Blvd.
- 30th St & Juniper

Legend:

- Existing Historic District
- Proposed Historic District
- Proposed Conservation Area





Conservation Areas

Character Basis

- **Character Mapping** (right)
- **Form Typologies** (below)

North Park Community Plan Community Transects
Multi-Family Structures

1



1: Bungalow Courts

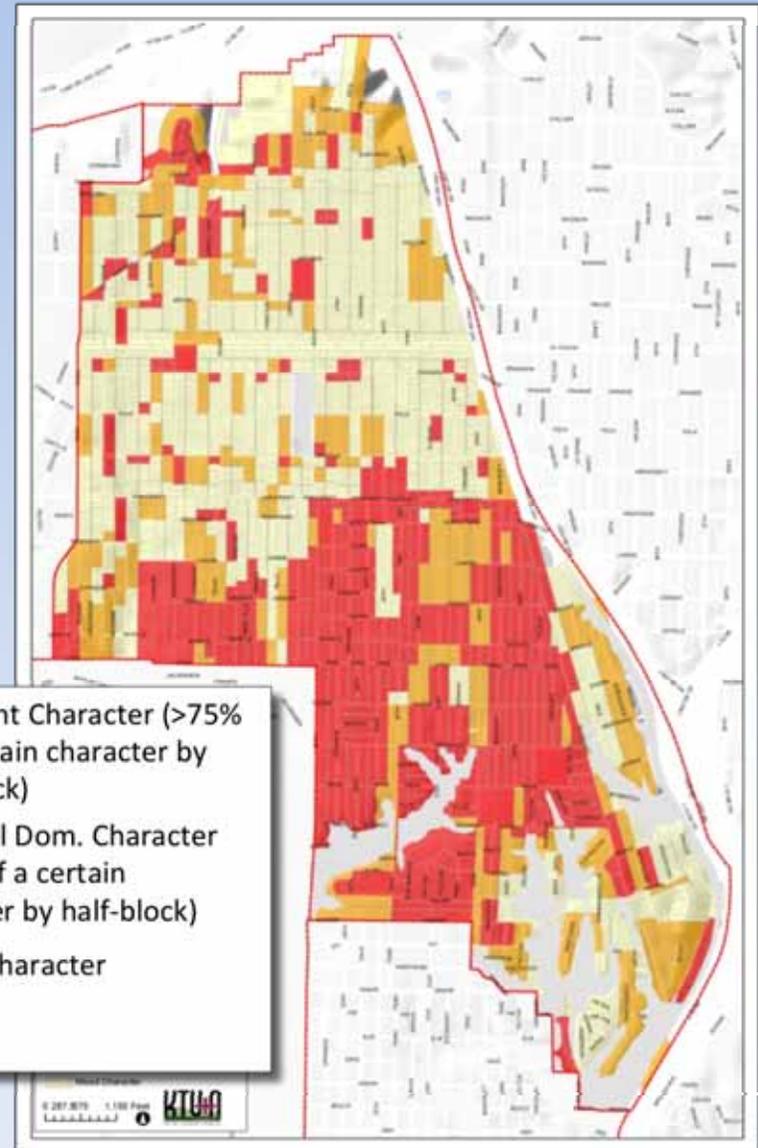
Lot Size: Small (unit)/Medium (lot)
Parking Type: Street
Setbacks: None
Building Height: 1 Story
Use: Multi-Family Residential
Other: n/a

2



2: Townhomes, Single Lot

Lot Size: Small (lot)/Medium (unit)
Parking Type: Garage/Street
Setbacks: None
Building Height: 3 Stories
Use: Multi-Family Residential
Other: n/a





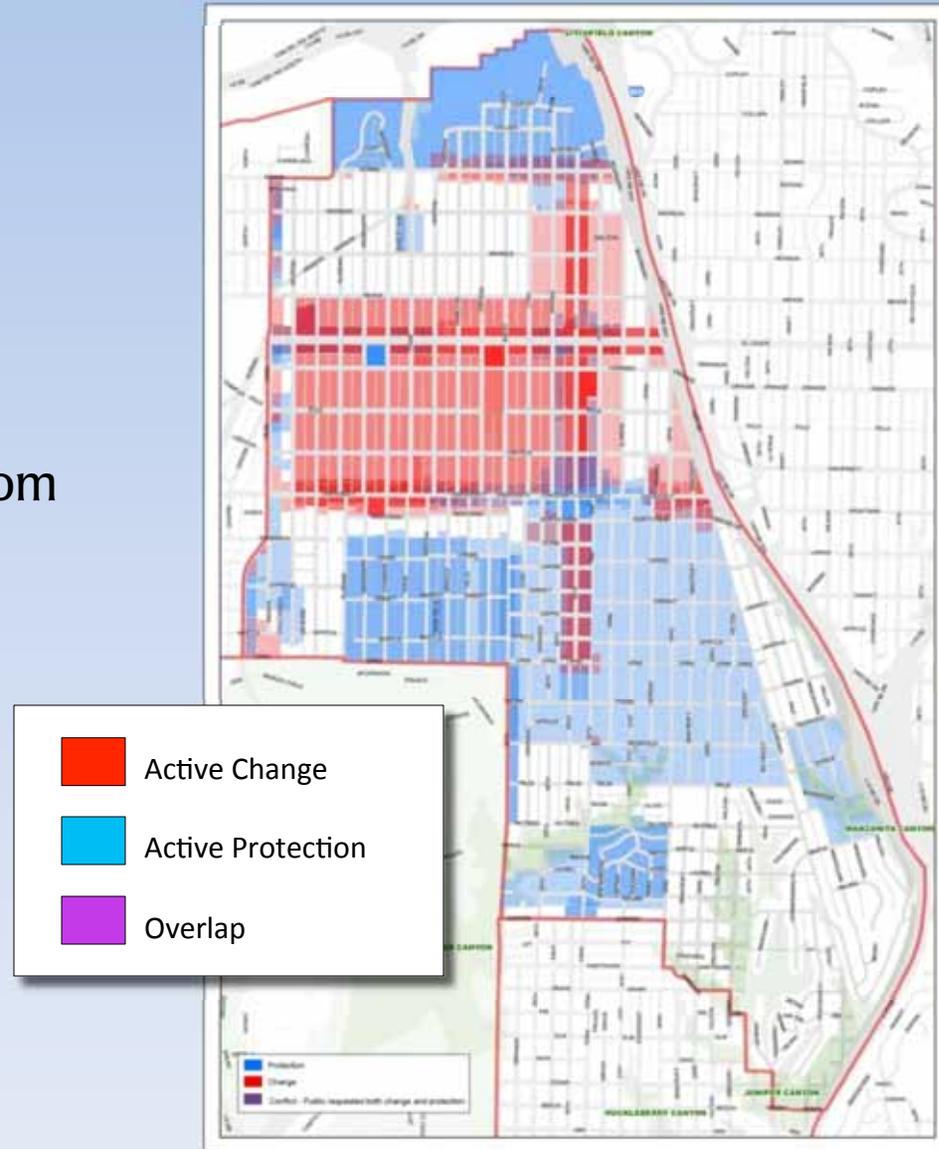
Conservation Areas

Community Input

Public Input on:

- Areas of Protection
- Areas Change

Map to right shows input from all tables





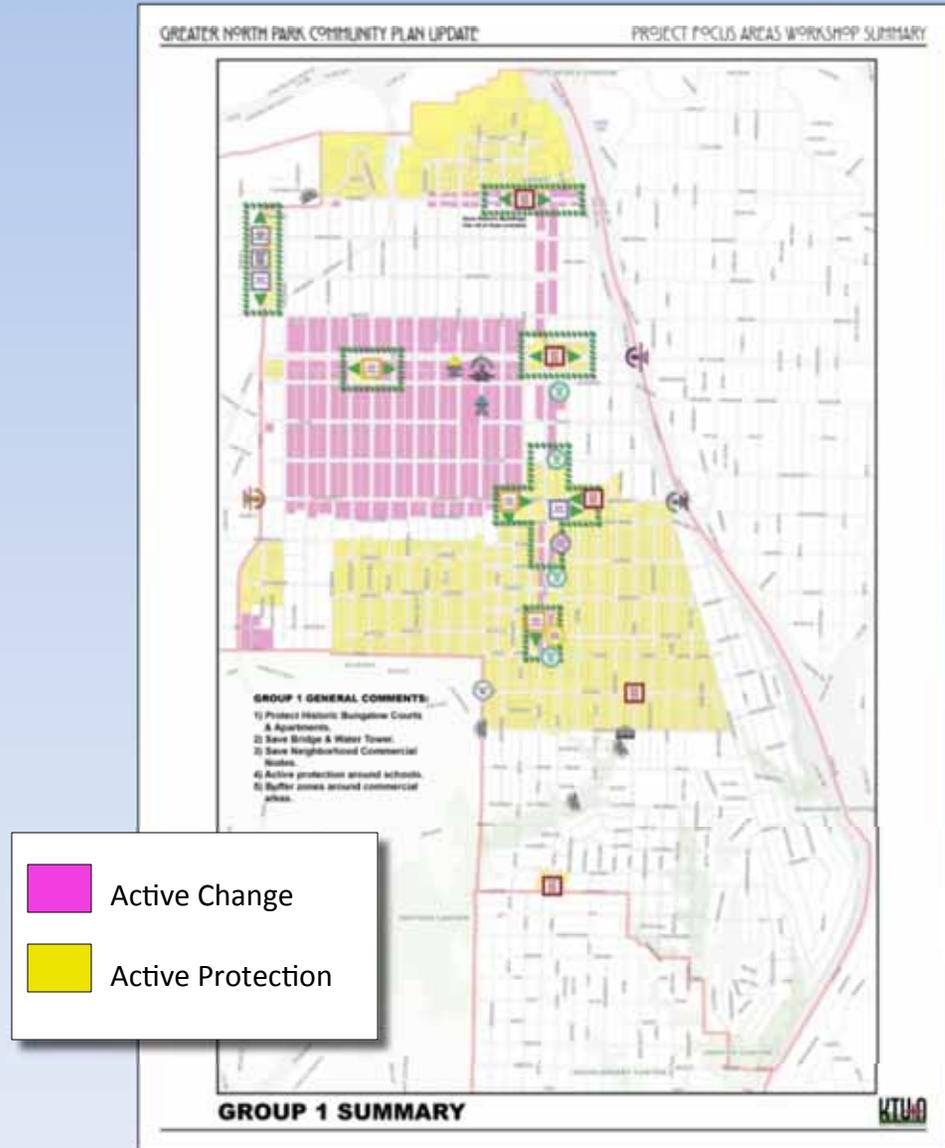
Conservation Areas

Community Input

Public Input on Urban Form:

- Community Nodes,
- Districts,
- Monuments,
- Corridors,
- Landmarks,
- Views

Map to right is an example from one table

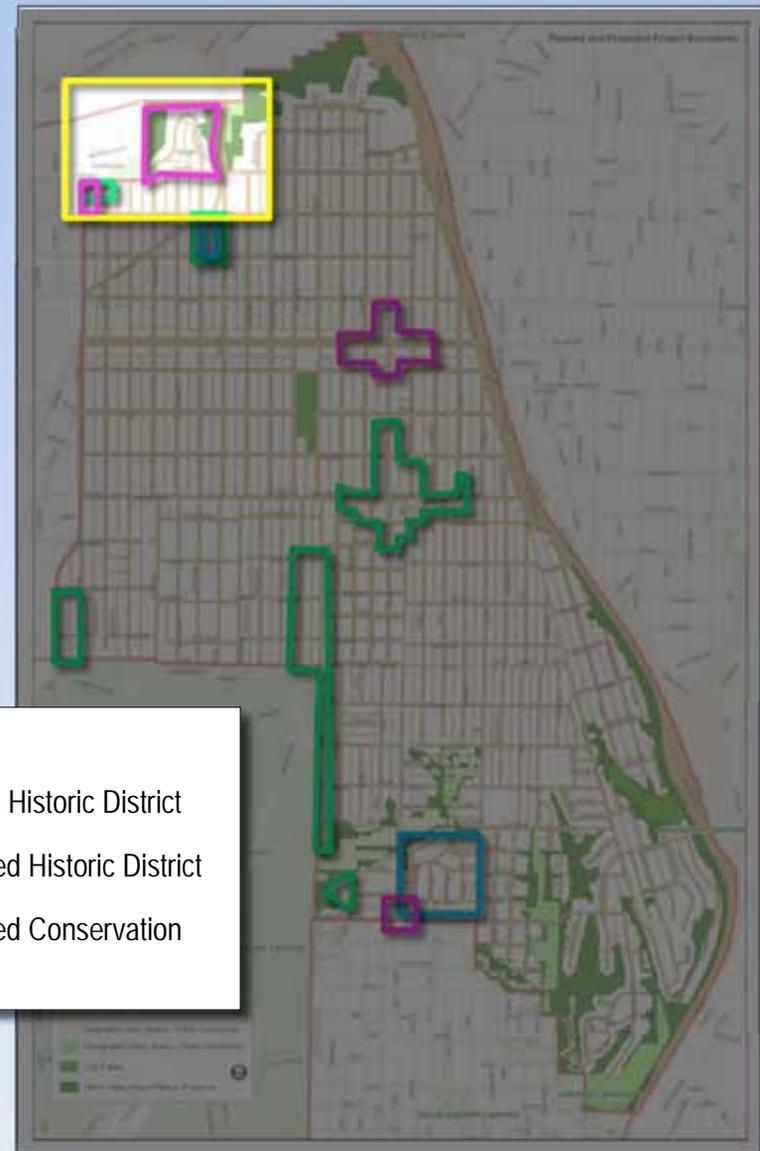




Sample 1 Study Area

Application of Elements

Initial sample area was Valle Vista/Panorama because of strong sense of character and requests for a historic district



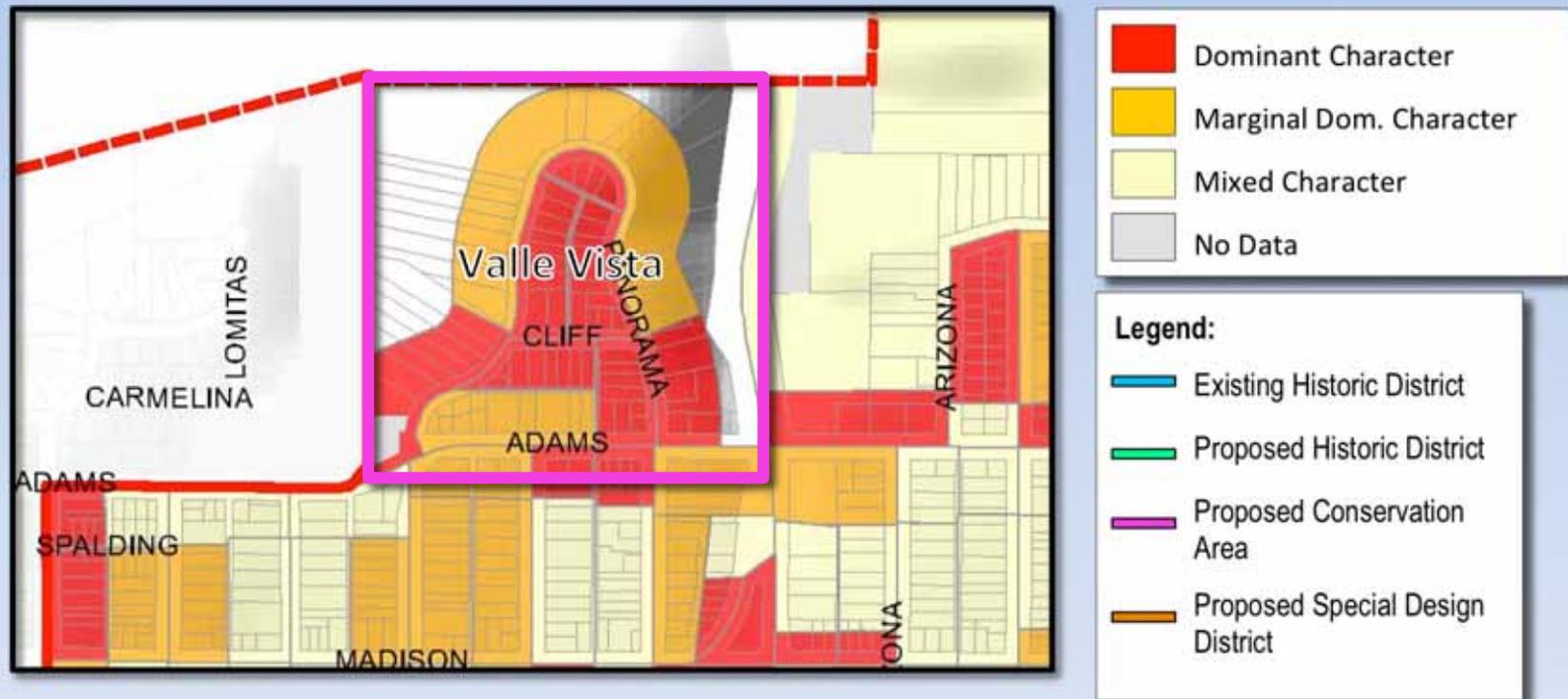
Legend:

-  Existing Historic District
-  Proposed Historic District
-  Proposed Conservation Area



Sample 1 Study Area

Application of Elements: Character Dominance

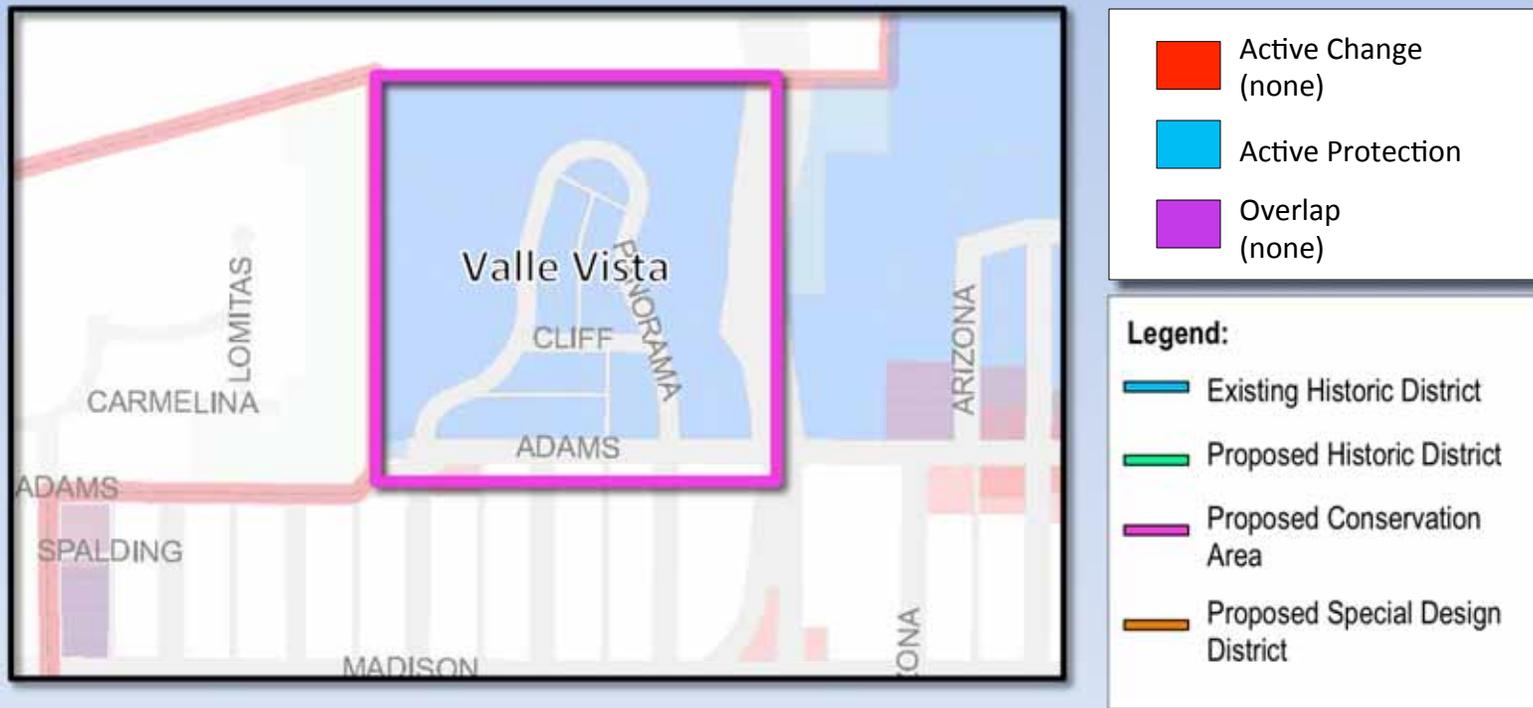


- Valley Vista neighborhood exhibits both “Dominant” and “Marginally Dominant” character
- Surrounding area is mixed in character



Sample 1 Study Area

Application of Elements: Character Dominance



- Community input indicated protection of Valle Vista and area north of Adams Avenue.



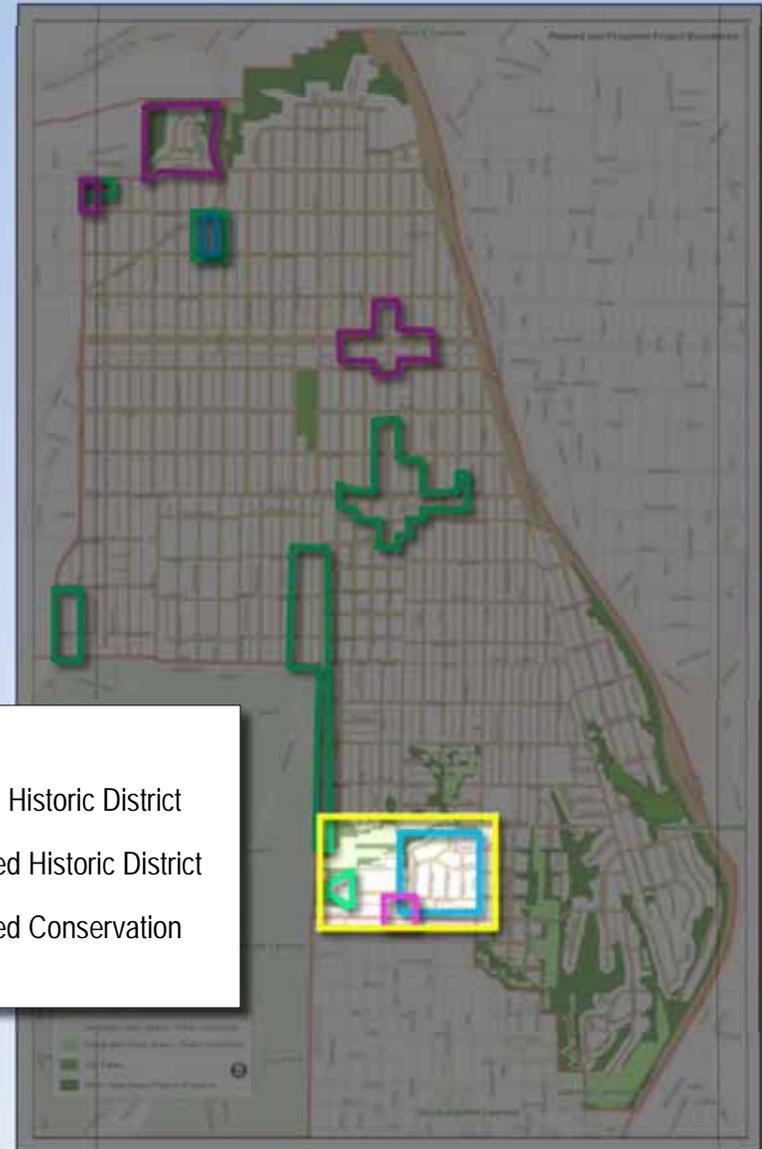
Sample 2 Study Area

Application of Elements

Example area south of Switzer Canyon and north of Juniper, chosen because of the mix of potential districts present in the area

Legend:

-  Existing Historic District
-  Proposed Historic District
-  Proposed Conservation Area





Sample 2 Study Area





Sample 2 Study Area

Historic Basis

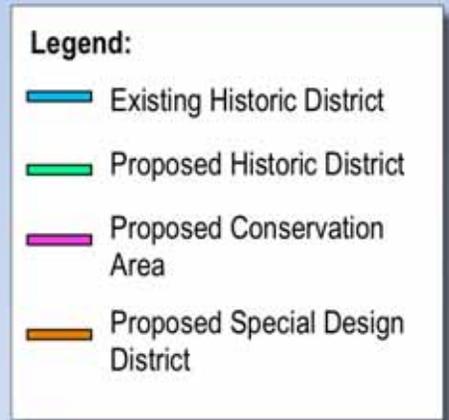
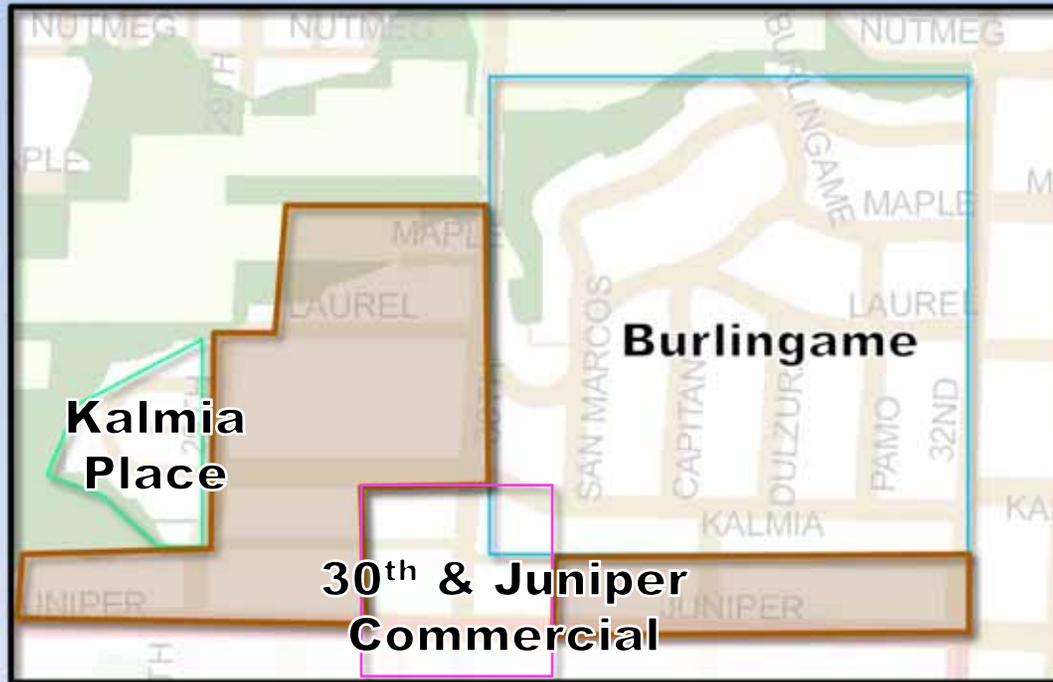


- Sample area is adjacent to existing and potential Historic Districts and a potential Conservation Area



Sample 2 Study Area

Dominant Character Basis

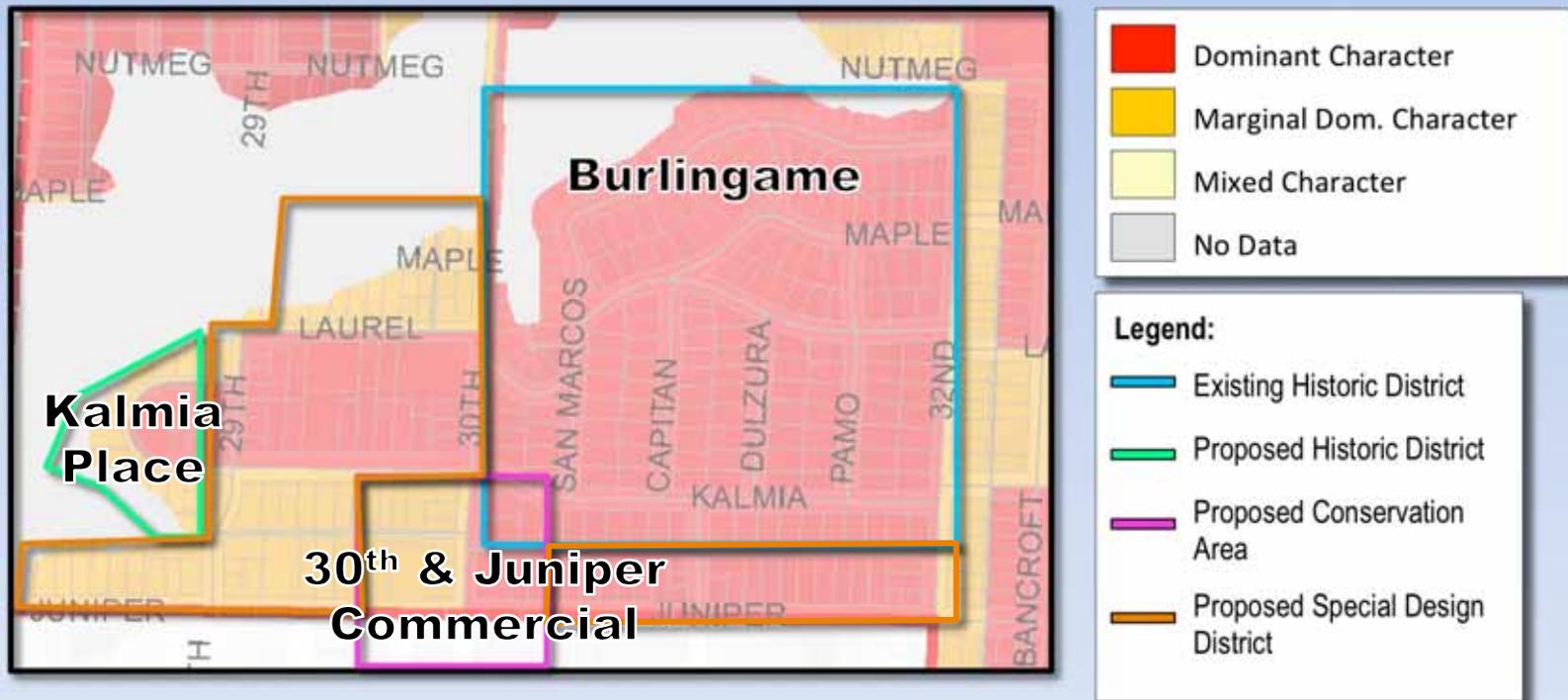


- Proposed Special Design District addresses areas between Historic Districts and Conservation Areas



Conservation Areas

Dominant Character Basis

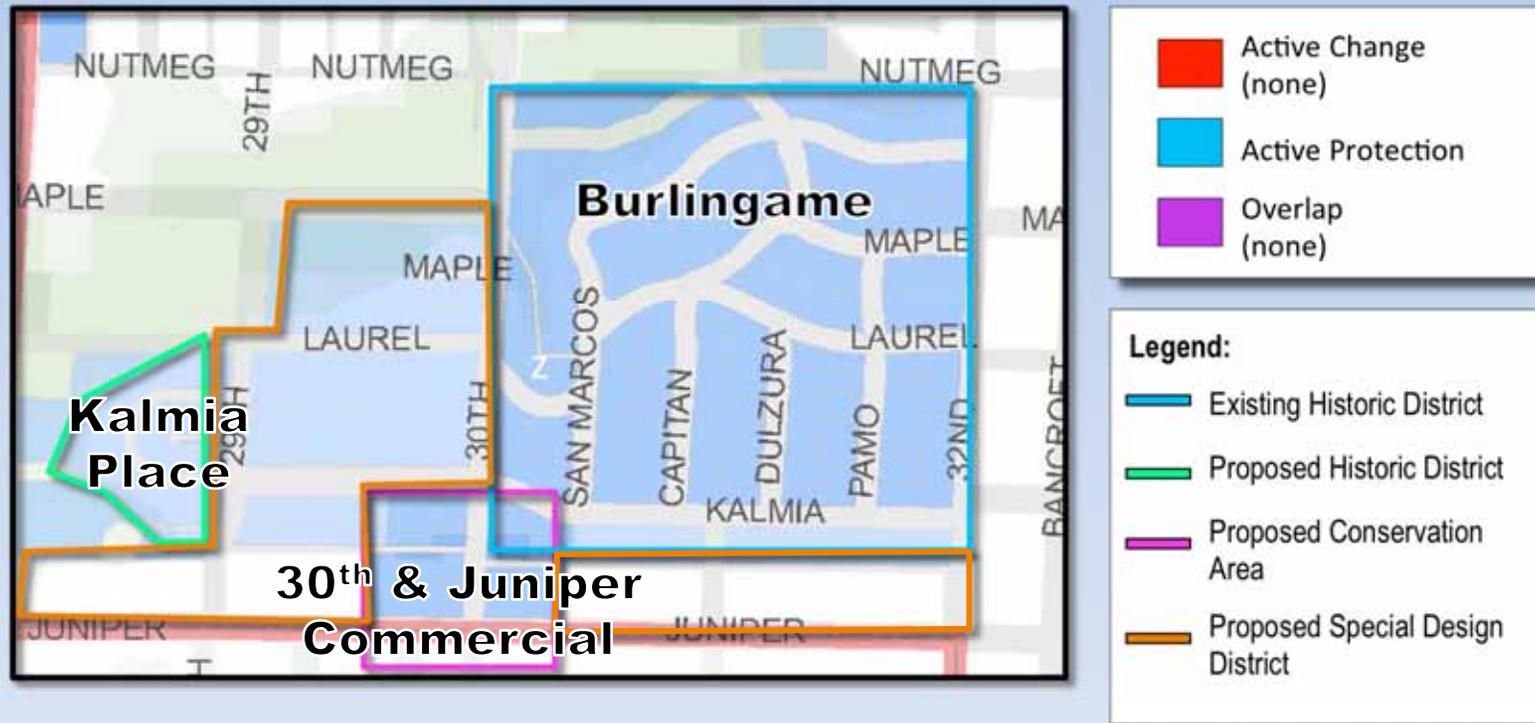


- Sample area neighborhood exhibits either “Dominant” or “Marginally Dominant” character



Conservation Areas

Community Input Basis

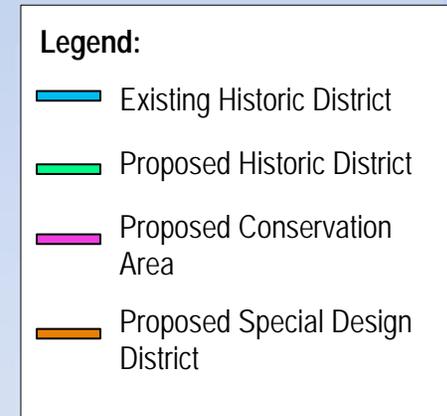
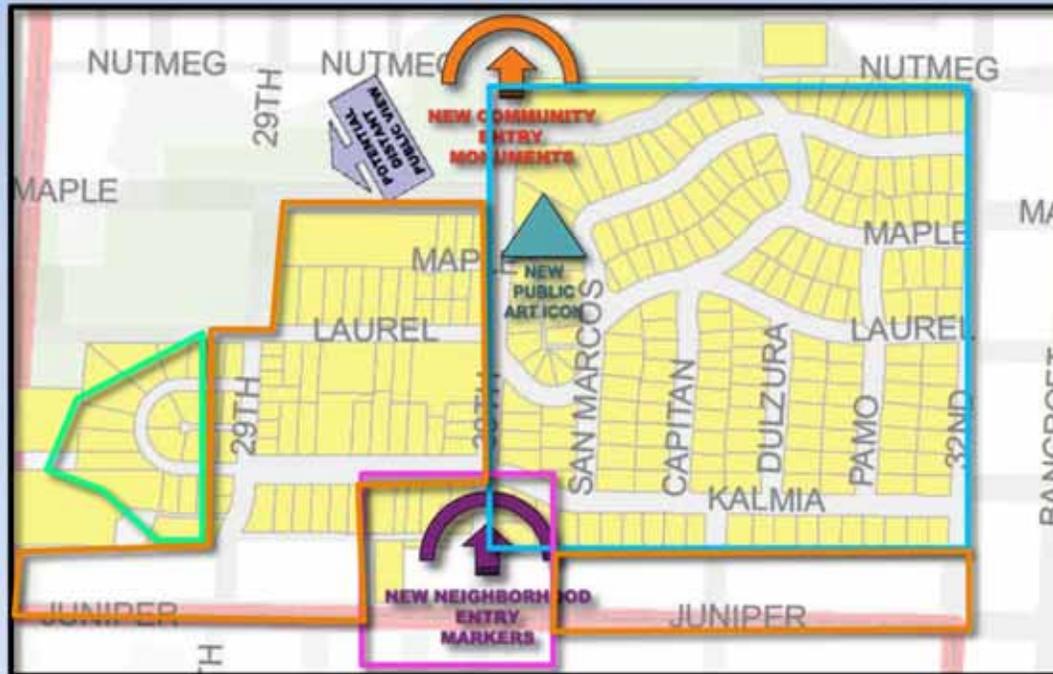


- Widespread “protection” sought for sample area neighborhood



Conservation Areas

Community Input Basis



- Widespread “active protection” sought for sample area neighborhood

Urban Design Guideline Framework





Design Guideline Areas





Design Guidelines

- **Historic District**
 - Regulated by Secretary of Interior Standards
- **Conservation Area District**
 - Street & Public Realm Guidelines
 - Required treatment of parking, walkways & street trees
 - Neighborhood Guidelines
 - Specified building orientation to block and neighbors
 - Building Guidelines
 - Narrow range on architectural style, character & materials
 - Limits on height & scale with requirements for massing
- **Special Design District**
 - Street & Public Realm Guidelines
 - Range of treatments for parking, walkways & street trees
 - Neighborhood Guidelines
 - Suggested building orientation to block with variations
 - Building Guidelines
 - Suggestions on massing, materials, detailing
 - Required styles but with only some elements required
- **Other** (If discretionary and outside design area)
 - General guidelines to determine community wide vision

DECREASING
LEVELS OF
REGULATIONS

Legal
Requirements

Specific
Requirements

Future Goals
(Range of
Guidance
Suggested)

General
Guidance



Design Guidelines

Positive Defining Features of the Study Area





Design Guidelines

Positive Defining Features of the Study Area

The study area contains a broad range of architectural periods & design themes:

- arts and crafts & art nouveau,
- mediterranean revival,
- craftsman, bungalow and prairie
- moorish and spanish periods.

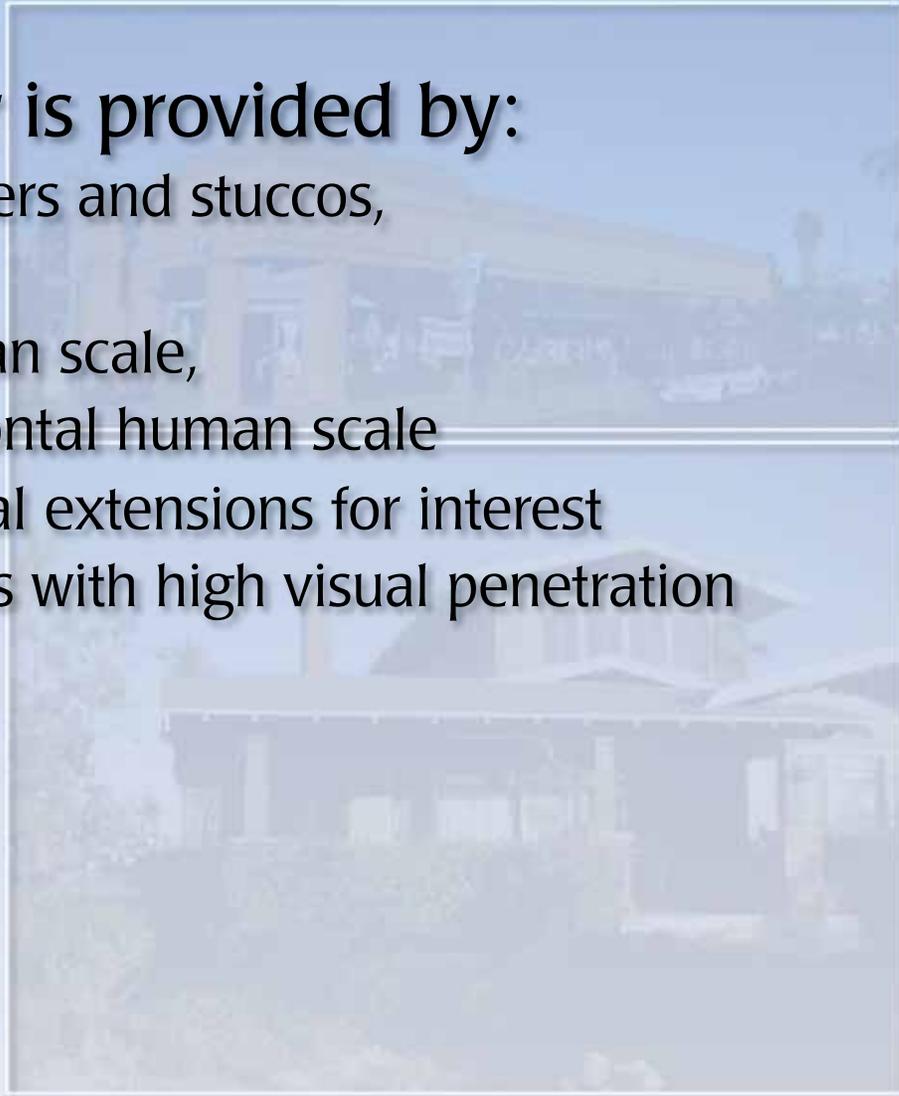


Design Guidelines

Positive Defining Features of the Study Area

Unifying character is provided by:

- use of earth tone plasters and stuccos,
- ornate detailing,
- 1-2 story vertical human scale,
- site layouts with horizontal human scale
- towers and architectural extensions for interest
- street facing businesses with high visual penetration





Design Guidelines

Typical Objectives of Design Guidelines

1. Preserve or enhance existing character
2. Assure compatibility with adjacent character and scale
3. Encourage quality design that is both harmonious & unique
4. Require results to support particular community priorities
5. Provide for public spaces, amenities and circulation



4. Results Related Guidelines

Retail Buildings – Sample Design Objectives

1. Provide ideas for building facades and street improvements which enhance community shops and services.
2. Provide ideas for storefronts which encourage residents and non-residents to shop in the neighborhood.
3. Suggest design features that will make shopping more convenient. This may involve improving access, parking or public transportation.

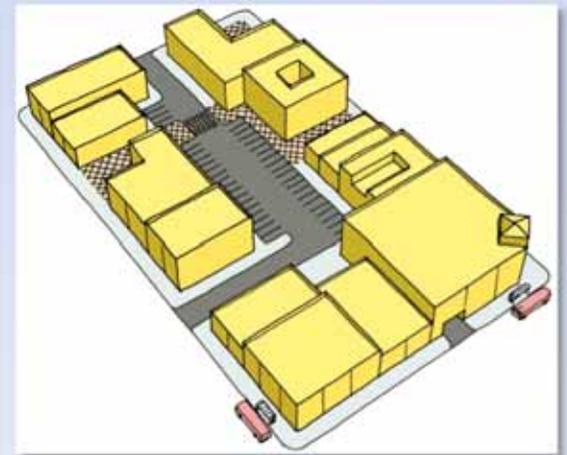
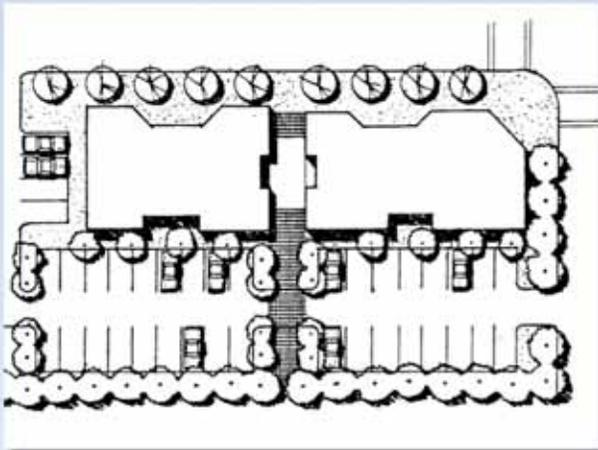




5. Amenity Related Guidelines

Pedestrian Circulation - Design Objectives

1. Improve quality and appearance of sidewalks, crosswalks, shelters, bus stops, benches and other pedestrian amenities.
2. Improve alleys and rear entries for pedestrian use.
3. Consider a pedestrian mall or plaza.
4. Provide bicycle racks in or near the commercial area.





Design Guideline Components





Design Guidelines

Community Wide Guidelines

	<i>Required</i>	<i>Suggested</i>	<i>Unique Notes</i>
CW1: Canyon Interface Guidelines	✓		Preserve existing public visual access
CW2: Landform Protection		✓	Limitations on canyon fill
CW3: Open Space Protection Guidelines	✓		Native restoration required
CW4: Urban Forestry Guidelines for Creating Distinctive Districts		✓	See street tree section, historic compatible trees
CW5: District Edge Treatments			Not required
CW6: District Gateways and Markers	✓		At 30th
CW7: Public and Privately Owned Public Space Guidelines		✓	Balboa Park edge requirements
CW8: Public Art Guidelines			Suggestions for street furnishings, bike racks, etc.
CW9: Community Wide LEED and CAL Green Standards		✓	Public buildings only

Street (public realm) Guidelines

	<i>Required</i>	<i>Suggested</i>	<i>Unique Notes</i>
S1: Alleys			None exist in area
S2: Special Spaces / Lots / Plazas		✓	In commercial areas
S3: Roadway Surface Zone and Scale of the Street	✓		See street classifications in the area
S4: Roadway Surface Zone and Stormwater Runoff		✓	
S5: Roadway Surface Materials and Urban Heat Island Affect			
S6: On Street Parking Zone Options	✓		In commercial areas
S7: Parkways and Street Edge Zone Treatments		✓	Where parkways exist
S8: Street Trees and Parkway Plantings	✓		See street tree master plan
S9: Street Furnishing for Amenities, Signage, Lighting & Utilities			30th Street required materials
S10: Walkway Surface Zone	✓		Color concrete and scoring to match existing
S11: Street Crossing and Intersection Treatments	✓		30th Street required crossings
S12: Public to Private Spatial Transitions			In commercial areas
S13: Front Yard Treatments		✓	Fencing details consisting of wood, brick or stucco
S14: Private Signage	✓		Not allowed except in commercial area
S15: Public Art in the Public Right of Way		✓	Graphic signage panels, banners & furnishings
S16: Other Sustainable Street Elements (LEED & Cal Green)		✓	New projects require control of stormwater runoff



Design Guidelines

Neighborhood Guidelines

	<i>Required</i>	<i>Suggested</i>	<i>Unique Notes</i>
N1: Fitting in with Existing Neighborhood Site to Building Forms	✓		Must contain design elements that relate to defined styles
N2: Relating to Existing Neighborhood Heights and Scale	✓		Can not exceed adjacent property by one story
N3: Building Orientation and Relation to Solar and Visual Access		✓	Public views only, not private, height restriction helps
N4: Building Orientation & Pedestrian / Vehicular Connections to Streets	✓		Primary entrances must be towards pedestrian street
N5: Building Orientation and Off-street Parking	✓		No parking allowed in front of buildings except driveways
N6: Building Orientation with Neighboring Structures	✓		Privacy required along adjacent residential areas
N7: Other Sustainable Neighborhood Elements (LEED & Cal Green)		✓	

Building / Parcel Guidelines

	<i>Required</i>	<i>Suggested</i>	<i>Unique Notes</i>
B1: Style & Architectural Theme	✓		Can not mimic, but must contain elements of dominant themes
B2: Building Massing and Multiple Structure Placements		✓	No continuous wall over 10 feet without openings or insets
B3: Setbacks and Stepbacks	✓		No setback in commercial areas, consistent in neighborhoods
B4: Building Materials	✓		No metal, mirrored glass, vinyl, or heavily textured stucco
B5: Building Components and Detailing		✓	Components like HVAC must be hidden from public street
B6: Openings and Windows	✓		Three sides minimum
B7: Adaptive Reuse and Exterior Treatments	✓		Some elements must be replicated if demolished or saved
B8: Landscaping		✓	Street trees required in all parkways
B9: Building Systems, Services and Utilities Placement	✓		Must be away from public view
B10: Other Sustainable Site Design Elements (LEED & Cal Green)		✓	

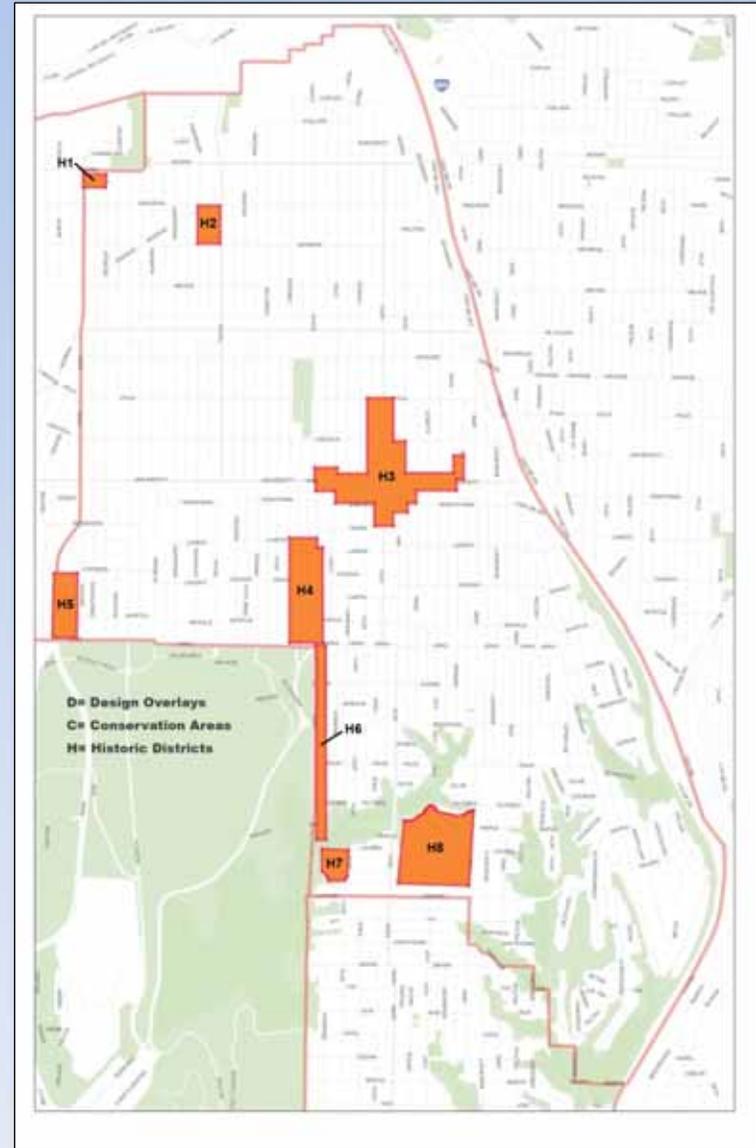


Design Guidelines

Design Districts Defined



Historic Districts





Design Guidelines

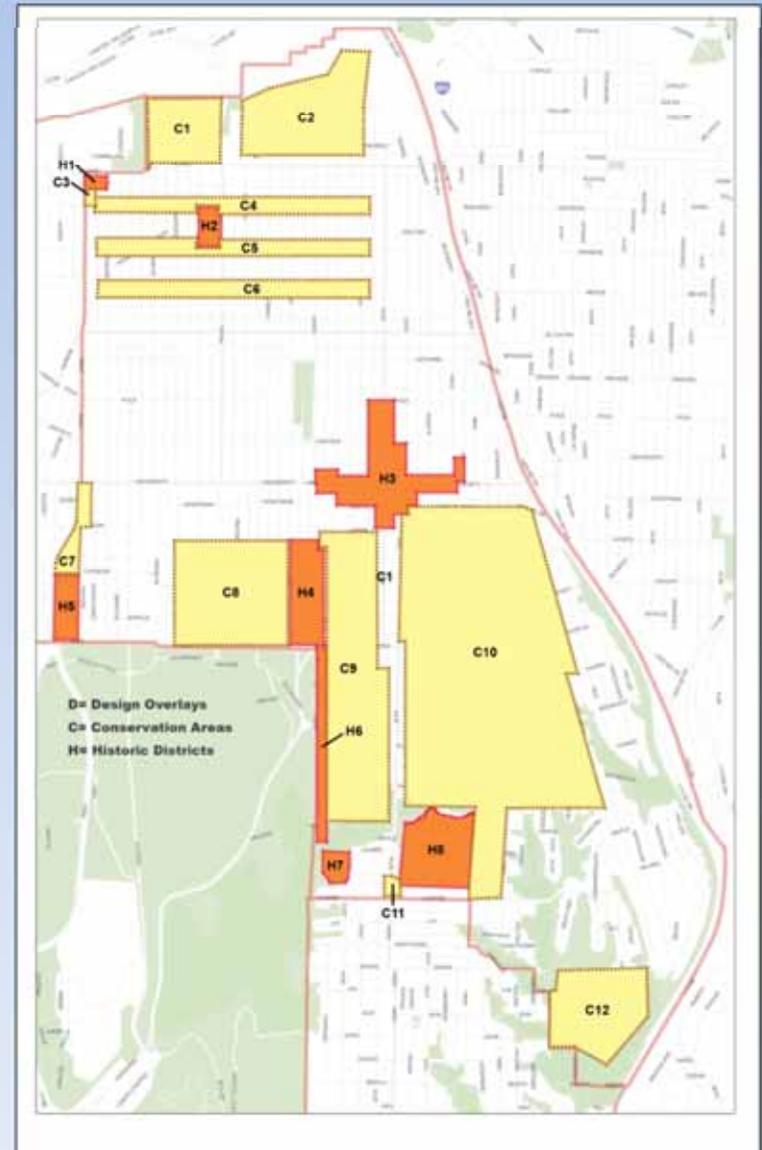
Design Districts Defined



Historic Districts



Potential Conservation Areas





Design Guidelines

Design Districts Defined



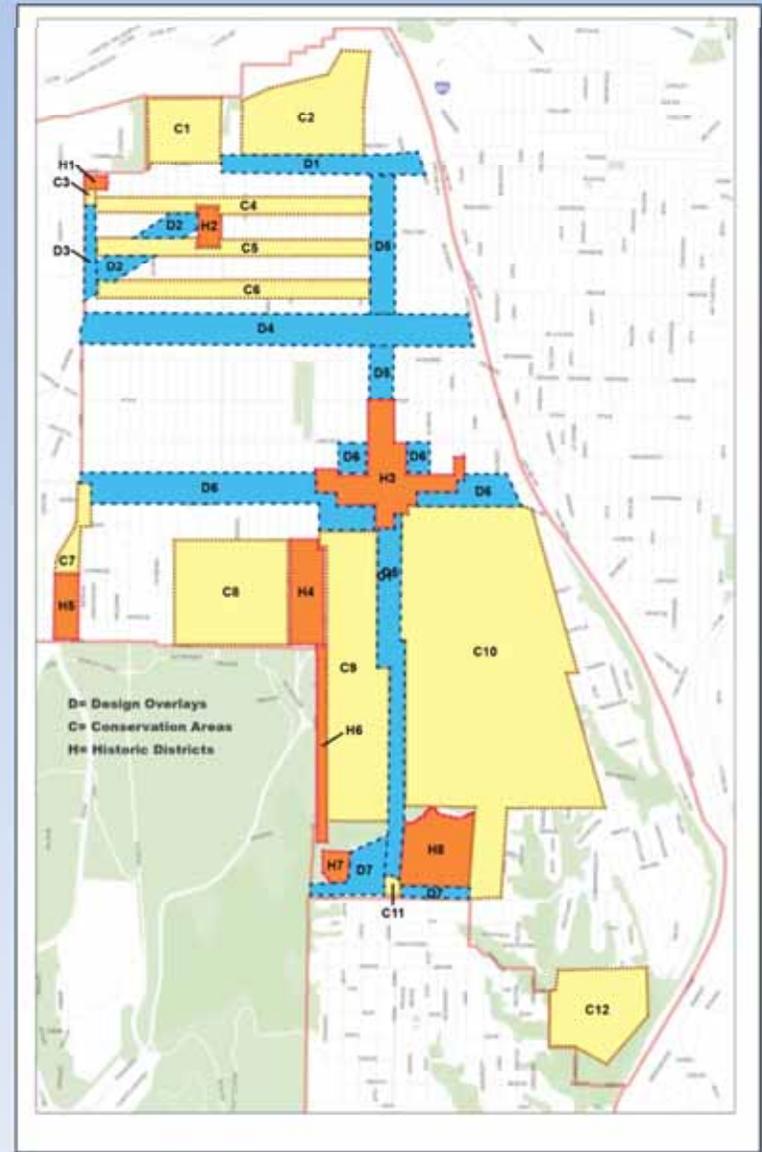
Historic Districts



Potential Conservation Areas



Special Design Districts





Design Guidelines

Design Districts Defined



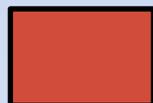
Historic Districts



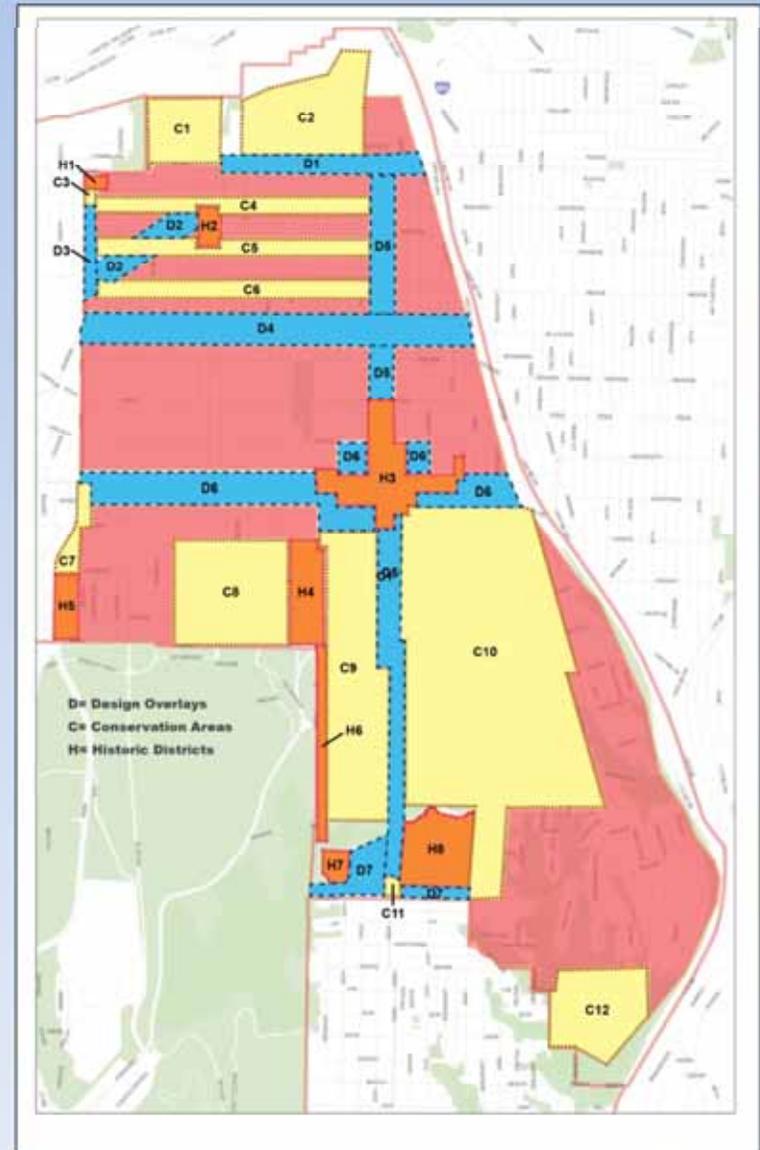
Potential Conservation Areas



Special Design Areas



Other – require guidance when discretionary and not within any specific design area





Discussion Items

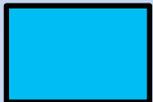
- 1) Hear feedback on approach of four levels of design control: Historic, Conservation Area, Special Design & Other Discretionary.
- 2) Determine if consensus exists on using a combination of historic importance with character mapping and community input to set “District / Area” boundaries.
- 3) Is it possible to reach a consensus on the actual boundaries? How can we accommodate this?
- 4) How can you change “Districts / Areas” in the future?
- 5) Any input on what we have shown?



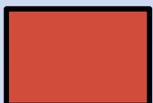
Historic Districts



Potential Conservation Areas



Special Design Areas



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