Agenda

• Introduction to Park Implementation Process (General Development Plan)
  Shannon Scoggins, Landscape Architect, Park Designer - City of San Diego Parks and Recreation Department

• Introduction to EPOCA
  Rita Mahoney, Director of Planning & Land Development, ColRich

• Park Design Discussion
  Ian Morris, Senior Principal, Ground Level Landscape Architecture
  Jason Jones, Senior Associate, Ground Level Landscape Architecture

• Park Design Discussion
  • What makes a great park?
  • Review of property, site context and EPOCA Neighborhood Character
  • Review Central Village Specific Plan, Adopted April 4, 2017
  • Village Central Park (3.32 gross / 3.1 net Acres within Epoca Development)
  • Trails Park (3.74 gross / 3.5 net Acres within Epoca Development)
  • Program, amenities, and character discussion

Community Discussion and Comments

Next Meetings, Adjournment
Introduction to Park Implementation Process
Shannon Scoggins
Landscape Architect, Park Designer
City of San Diego Parks and Recreation Department

General Development Plan (GDP) approval process
Council Policy 600-33

• CRG 3-meeting process, with 3rd meeting a formal recommendation
• Park & Rec Board, with recommendation to Director
• GDP approval by Andy Field, Director Parks & Recreation Department
Reflective of its name, EPOCA is a new era for the hard-working individual seeking a vibrant place to live, fresh architectural design and a genuine sense of community in the City of San Diego.
Our lifestyle is active, nature-oriented and brimming with possibilities. The community hosts 13 neighborhoods including for-rent apartments and for-sale townhomes/condominiums - all at entry level prices.

15 acres of designated green spaces, outdoor gathering areas and interlinked paseos give residents the opportunity to enjoy a walkable neighborhood atmosphere, while also benefiting from quick access to major freeways.

Pioneered by ColRich, a family-owned developer, EPOCA is based on rustic natural beauty and inspired by the design style of Mexico’s Valle de Guadalupe region. Our unexpected mix of authentic natural materials, textures and colors, landscaping and public spaces creates a sense of inclusivity and comfort, and is what solidifies EPOCA as a compelling, culturally diverse destination for decades to come.
Park Design Discussion
Ian Morris
Senior Principal
GroundLevel Landscape Architecture
What makes a great park?

- Adaptability
- Activation
- Visibility
- Leisure
- Beauty
- Connectivity
- Adjacencies
- Community Ownership
What makes a great park?
What makes a great park?
Landscape and Design Character
Village Central Park - 3.1 Acres

Paseo

Trails Park - 3.5 Acres
EPOCA is a community for all. EPOCA’s Paseo is the necklace that links the neighborhoods and parks together. The landscape offers something that celebrates the region with drought tolerant species and rustic, yet modern design.
Village Central Park: 3.32 Gross / 3.1 Net Acres

Approximately 300’x485’
EPOCA – Village Central Park

Otay Mesa Demographics – Who is the park for?

- 61% Hispanic/Latino
- 16.2% White
- 12.5% African American
- 7.5% Asian
- 2% American Indian

The Otay Mesa Community planning area is a dynamic and rapidly developing area of the City of San Diego. The area is bounded by the Otay River Valley and the city of Chula Vista on the north, the U.S.-Mexico border on the south, Interstate 805 on the west, and the county of San Diego on the east. Otay Mesa is envisioned as a major employment center with two new residential village areas and public trails that traverse the canyons and mesas.

Reference: city-data.com
Village Central Park Policies:

- Central Gathering Space
- Flexible Recreation Space
- Landmark Element / Focal Point
- Social Interaction
  - Seat/accent walls
  - Picnic areas
  - Table seating
- Open Turf for Multi-use games and events
- Planting Buffer from street
- Shade (trees and shade structure(s))
EPOCA – Village Central Park

Opportunities / Constraints

- Epoca Way (west edge of park)
- Pedestrian Paseo (east edge of park)
- Future Neighborhood(s) (north & east of park)
- Secano Street (south edge of park)
- Park Gateway/Signage/Entry at Corner of Epoca Way & Secano Street
- Future Commercial Site Northwest of Park Site

3.1 Acres
Approximately 300’x465’
EPOCA – Village Central Park

Potential Park Amenities

A. Flexible-use Plaza
B. Open Turf Area
   • Informal “catch”, frisbee, yoga, etc.
C. Shade Trellis/Pavilion/Picnic Shelter(s)
D. Children’s Play
E. Multi-generational Play
   • Game table (chess, checkers, ping pong, etc.)
F. Park Restroom(s)
G. Paseo Connection to Community
H. Interpretive Garden(s)
   • Cactus/succulents, regionally native plants, Mediterranean adapted plants, pollinator plants
I. Other Amenities
   • Cultural Elements
   • Artistic Elements
Trails Park: 3.74 Gross / 3.5 Net Acres
Approximately 280’x560’
EPOCA – Trails Park

E. Trails Park Policies

Policy 2.4-18 Incorporate natural design elements into Trails Park, such as drought-tolerant landscaping to enhance the park’s organic character and its connection to adjacent open space areas.

Policy 2.4-19 Provide a system of meandering pedestrian paths and walkways in Trails Park that link to the existing trails system.

Policy 2.4-20 Feature educational amenities, which may include interpretive signs along pathways with information on cultural resources and habitat.

Policy 2.4-21 Provide active and passive recreational uses, such as children’s play areas, multi-purpose fields that could be programmed for leagues use, and walking tracks.

Policy 2.4-22 Plant drought-tolerant landscaping that blend the park’s edges adjacent to the existing open space areas.

Policy 2.4-23 Plant canopy trees to provide shade and define the park design. A concept plan of Trails Park is provided on Figure 2.4-5, Trails Park Concept Plan.

Trails Park Policies:

- Natural Design Elements, Such as Drought Tolerant Landscaping
- System of Meandering Pedestrian Pathways and Link to Overall Trail System
- Educational Amenities, Such as Interpretive Signs on Cultural Resources and Habitat
- Active and Passive Recreational Uses
  - Children's play areas
  - Multi-use Fields
  - Walking Tracks
  - Site Appropriate Landscaping
  - Canopy Trees
EPOCA – Trails Park

Opportunities / Constraints

- Open Space (west edge of park)
- Future Neighborhood(s) (east of park)
- Saguaro Street (north edge of park)
- Open Space (south edge of park)
- Trail Connection(s)
EPOCA – Trails Park

Potential Park amenities

A. Open Turf Area for Informal Play
B. Multi-purpose Fields for League Use or for Informal Team Sports
C. Pedestrian Pathways / Trails
D. Shade Trellis/Picnic Shelter(s)
E. Children’s Play Area
F. Multi-generational Play
  • Game Table (chess, checkers, ping pong, etc)
G. Amphitheater Area / Flexible-use plaza
H. Off-leash Dog Area
I. Interpretive Garden
  • regionally native plants, Mediterranean adapted plants, drought tolerant plants, pollinator plants
J. Other Amenities
  • Cultural elements
  • artistic elements
Community Discussion and Comments

Next Meeting(s), Adjournment
Thank you for your participation

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