

Community Discussion Draft Mira Mesa Community Plan Update

Planning Department •Action Item 101 Thursday, October 20

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Mira Mesa Community Plan Update [CPU]

Presentation Overview

- 1. Introduction
- 2. Draft Community Plan & PEIR
- 3. Highlights from the draft CPU non recreation
- 4. Refreshed presentation of the Recreation Element of the CPU & updates
- 5. Discussion







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Introduction



SD) COMMUNITY PLAN UPDATE IMPLEMENTS - GP, CAP, & PMP



City of San Diego General Plan (GP)

- > Provides a Comprehensive Slate of Citywide Policies
- Furthers the City of Villages Smart Growth Strategy

Climate Action Plan (CAP)

- > Provides Citywide Emission Reduction Targets
- > Strategy 3: Bicycling, Walking, Transit, & Land Use

Parks Master Plan (PMP)

> Provides New Recreational Value Park Standard



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MIRA MESA CPU - SCHEDULE



Planning Department **MIRA MESA CPU OUTREACH*** Mira Mesa CPU Advisory Committee Meetings Meetings **Open House, Pop-Up Booth, and Workshops**



vents

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TIMELINE



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P&R BOARD – JULY 21, 2020

Key Comments

- Maintenance of various pocket parks overlooking Los Peñasquitos Canyon
- Joint Use Facility explore opportunities with Miramar College and Mira Mesa High School
- Explore partnership related to SDG&E easements
- Recreation Value Point System explore ways to differentiate points and information on land vs. amenity components



Draft Community Plan & PEIR

Draft Community Plan

- Contains the long-term community vision, goals, policies, maps, & figures to guide future development
- Identifies **future infrastructure** improvements
- Provides site-specific supplemental development regulations to incentivize:
 - Onsite development of new parks & mobility infrastructure



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OUTREACH RESULTS & STUDIES = DRAFT PLAN

300+ comments

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Public Engagement & Technical Studies

Planning Dept.



Available @ www.PlanMiraMesa.org



DRAFT PEIR & TECHNICAL STUDIES

Technical Studies (12)





DRAFT PLAN VISION PLAN Mira

Establish Live/Work/Play Urban Villages



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3000 ft

Planned Land Uses

(major change areas)

Community Commercial

_

3D

Neighborhood Village

Urban Village Urban Village 73 Urban Employment Village 73 73 54 **Residential High** 54 109 54 **Business Park** Creek 73 73 73 **Business Park Community Commercial** Tech Park **Business Park** 15 Heavy Commercial 805 Rase Man





Planned Land Uses – Total Build Out

	Homes	Jobs
Existing Built Housing (2020)	26,800	85,000
Remaining Capacity (adopted community plan)	+7,200	+27,000
Proposed CPU Capacity	+24,000	+5,000
Total	58,000 Homes	117,000 Jobs

Highlights from the draft CPU Recreation Element & the PMP

Guiding Principles and Considerations

Parks, Recreation, and Open Space

- Parks, trails and open spaces are easily accessible to residents through the community.
- Supplemental regulations in focused Village areas for parks and public realm features.

Open Space and Conservation

- Preservation and protection of open space network, wildlife linkages, sensitive habitat, and natural drainage systems.
- Restoration of community's creeks and protection of sensitive habitats + canyons.
- Restoration and regeneration of Carroll Canyon and Carroll Creek.

Urban Design

• Urban Forestry and Urban Greening techniques for a welcoming street and public realm

Parks Master Plan Key features and take-aways



- Commitment to prioritizing investments in park deficient communities and Communities of Concern, with Development Impact Fee funding – <u>80% to park deficient communities</u>, with at least 50% in Communities of Concern.
- Developer Incentive to Build Parks Onsite:
 - Streamlined delivery of parks
 - Park standard reduced 10% when provided onsite; 25% when maintained on site
 - All parks subject to public process
 - ✓ 10% payment required to Citywide fund

6: Parks, Recreation, and Open Space

- A. Introduction
- B. Vision and Goals
- C. Park Development, Preservation, and Access
- D. Open Space, Trails, and Resource Protection

Figure 6-1. Existing and Planned Parks, Recreation, and Open Space



Figure 6-1 Existing & Planned Park, Recreation and Open Space



Park Summary and the Rec Value Score

Summary from Table 6-2

	2019 population Statistics
76,080	Total population:
76	Population / 1,000:
7,608	Recreation Value Points Goal, 100 points per thousand:
6,880.71	Current/existing Recreation Value Points:
(-727.29)	Current Recreation Value Points deficit:
Facilities	Potential Buildout Population Statistics, Planned Potential
143,414	Total potential 2050 population:
143	Population / 1,000:
	Recreation Value Points Goal at 2050, at 100 points per thousand:
14,300	
14,300 11,196	Plan Build-out Recreation Value Points (existing plus proposed):

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CITY OF SAN DIEGO PARKS MASTER PLAN

Park Summary and the Rec Value Score

Summary from Table 6-2

2019 population Statistics	
Total population:	76,080
Population / 1,000:	76
Recreation Value Points Goal, 100 points per thousand:	7,608
Current/existing Recreation Value Points:	6,880.71
Current Recreation Value Points deficit:	(-727.29)
Potential Buildout Population Statistics, Planned Potentia	l Facilities
Total potential 2050 population:	143,414
Population / 1,000:	143
Recreation Value Points Goal at 2050, at 100 points per thousand:	14,300
Plan Build-out Recreation Value Points (existing plus proposed):	11,196
Plan Build-out Recreation Value Points deficit:	(-3,104)





Summary of New Facilities Short, Mid and Long Term

- > 3 Roots 26 acre/900 point Community Park, with a new recreation center
- > Mira Mesa Community Park Aquatic Complex (approved GDP)
- Planned parks, such as at Salk Neighborhood Park, (2) 3Roots POPOS, Calle Cristobal Natural Park, Parkdale Trailhead Park, Zapata Street Park, Menkar Rd. Linear Park, Pocket Park.
- Sandburg Elementary and Hickman Elementary Joint-Use parks
- > Trails: Carroll Creek, Flanders Canyon, Rattlesnake Canyon, and others
- Stone Creek: Central Park, Westside Gardens and Rim Trail
- Future potential park sites, identifying sites for future rec centers & aquatics complexes.

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Community Park [sportspark] at 3Roots

ITEM
Future Represtion Center (20,000 S.F.)
Comfort Stator/Concession
Comfort Stator
Pionie Structure
Shade Structure (Passive)
Shace Structure (Spectator Sport)
Ba feds
Soccer 225' x 360'
Soccer 185' × 3'5'
Basketball (Full Court)
Baskstboll (Holf Court)
Museo LED Sports Feic Lights (Approx.)
Muses LED Sports Court Lights (Approx.)
Playground
Dog Park (Lg. ‡ Sm. Park / Lg. ‡ Sm. R.h)
Parking (Far Al Program Elements and
Puture Represtion Center)
Presentation Area
Yairtenanas Yarc
Open Space
LASSE D2387EA





New Mira Mesa POPOS Parks:

Privately Owned Public Open Space Parks at 3Roots



Move curb 8' to allow walking trail

LOS PEN VIEW VIEWSHED POTENTIAL PARKLET SOUTH SIDE – 8800 BLOCK OF MENKAR ROAD

Views South into Los Pen Preserve at Menkar Road



LOS PEN VIEW VIEWSHED TRAIL & LINEAR PARK [PARKLET]





17.24 Acres non-City owned properties as potential park sites

Comments heard from the CPG

Please Identify new parks, rec centers and aquatics complexes...

- We need more larger parks for sports.
- Look for opportunities/land near Sorrento Valley
 Boulevard – in the northwest area of the community.
- Add recreation and play value to existing parks and at new sites.
- Continue to find land and accrue Recreational Value Points throughout the community.















1.7 Acres of new park sites on City land

Chapter 8, PARKS in CPIOZ -- Community Plan Implementation Zones

Development incrementally builds in parks and recreation facilities

✓ Parks

- Linear Pathways
- Ancillary Pathways
- Linear Parks
- ✓ Trails





SDR.1. Urban Village Parks

All new residential or residential mixed-use development equal to or greater than 2 acres, or with a gross floor area equal to or greater than 75,000 square feet, shall satisfy Recreation Value Points on-site by providing a publiclyaccessible park(s) within general vicinity of each Urban Village as shown in <u>Figures 8-9 through</u> <u>8-14</u> shall provide parks and amenities that include the following:

- 1. A park(s) that totals a minimum area equal to 10 percent of the premise.
- 2. A recreational easement shall be provided for the park(s) that allows for public access and use, at minimum, during the daytime.
- 3. The location of the park(s) shall be designed to connect to the pedestrian circulation system for the development.
- 4. A minimum of 20 percent of a park(s) perimeter shall front a public right-of-way or privately maintained street open to the public and shall not be obstructed by a structure.
- 5. Wayfinding signage shall be installed to direct the public to the park(s) at the entrance of the development and/or along ancillary pathways and private streets.
- 6. Signage shall be provided at the entrance of the park(s) to advise the public of the hours of public access.

SDR.2. Urban Pathways

Development fronting the proposed urban pathways in each Urban Village as shown in <u>Figures 8-8 through 8-14</u> shall provide urban pathways that include the following:

- 1. A total minimum width of 18 feet from the face of curb inward,
- 2. A furnishing zone with a minimum width of 8 feet from the face of curb inward that incorporates tree wells and planting areas no smaller than 80 square feet, and
- 3. A pedestrian throughway zone with a minimum width of 10 feet.
- 4. In the absence of a liner park, development shall observe a minimum setback of 10 feet to provide a row of street trees within the frontage zone to complement the row of street trees within the furnishing zone.







SDR.3. Ancillary Pathways

Development fronting or containing the proposed ancillary pathways in each Urban Village as shown in <u>Figures 8-8 through 8-14</u> shall provide sidewalks per the following:

- 1. Built to City standards per the Street Design Manual,
- 2. At minimum width of 8-feet, and
- 3. With connections to public rights-of-ways, trails, existing sidewalks, and/or building entrances.



SDR.4. Linear Parks

Development fronting the linear parks as shown in <u>Figures 8-9</u> <u>and 8-10</u> shall provide linear parks that include the following:

- An average width of 30-feet measured from the face of curb,
- 2. Publicly accessible, and
- 3. Elements for passive or active recreation, such as plaza area, seating, shade, on-leash dog areas, play equipment, exercise stations, public art, and landscaping.









SDR.5. Trails and Trail Amenities

Development fronting the proposed trail amenities as shown in <u>Figure 8-8</u> and <u>Figure</u> <u>8-14</u> shall provide the following trails and/or trail amenities:

- 1. For the Rim Trail in Sorrento Mesa, as shown in <u>Figure 8-8</u>:
 - a. Provide a minimum 8-feet wide ancillary pedestrian facilities, built to City standards per the Street Design Manual, that connects the public right-of-way to the trail,
 - b. Reconstruct the trail at a minimum of 15feet wide for segments located outside of the MHPA,
 - c. Improve the existing Trailhead Pocket Park with a new trailhead and park amenities, as described in Figure 6-2.
- 2. For the Trail at Stone Creek in Miramar Gateway, as shown in Figure 8-14:
 - a. Provide a minimum 8-feet wide ancillary pedestrian facilities, built to City standards per the Street Design Manual, and trailhead, that connects the public right-ofway to the trail.
- 3. For the creek along Candida Street in Miramar Gateway, as shown in <u>Figure 8-14</u>:
 - a. Provide a minimum 10-feet wide trail adjacent to the creek.







Thank you!





Community Plan

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