

## EXHIBIT B (25)

Update **Bayfront Promenade Standards (p.3-8 of Exhibit I to Initiative)** reflect updated images, and include the following text change (additions are shown in underline; deletions are shown as strikeout):

### **Bayfront Trail / Promenade Standards**

#### **Description**

The Bay ~~Trail front/~~-Promenade connects the zones along the bayfront, provides connectivity through and around the Transit Station, and creates a strong pedestrian connection ~~from Bayfront Boulevard to the Bay Trail~~ along the waterfront and between plazas. This space creates a vibrant pedestrian street for pedestrian and commercial activity. The Promenade provides a casual place for pedestrians to stroll and view the Bay separate from and above the more intense activities of the Bay Trail. One side of the Promenade should be defined by building frontages while the bayfront side should be defined by a decorative 3'6" rail, low wall or balustrade. The Promenade should consist primarily of hardscape with many benches and places for casual seating.

#### **Typical Characteristics**

##### **General Character**

Provide strong pedestrian connections along the waterfront and ~~from Bayfront Boulevard to Bay Trail~~ between plazas.

Primarily hardscape

Rail or low wall along bayside edge

Buildings must front onto space

##### **Standards**

Min. Width 10'

Max. Width 60'

May occur within building setbacks.

Transition to the Bay Trail should be carefully considered.

##### **Typical Uses**

Commercial activity

Passive recreation

Casual seating/viewing

Walking/strolling/bicycling

The following pages reflect a redline and final version of the changes described above.

# Bayfront Promenade Standards

Trail /

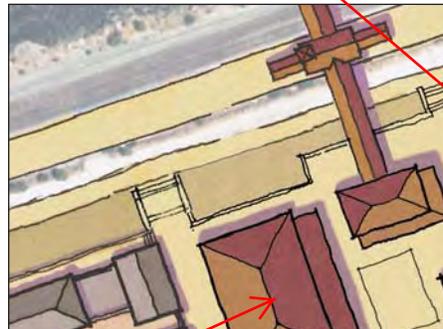
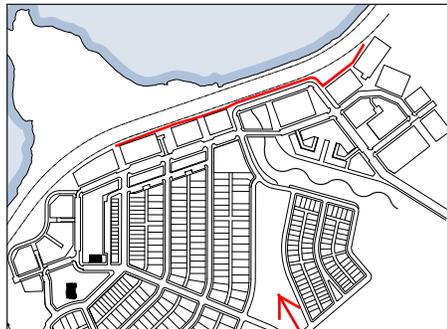
Update Image



## Description

The Bayfront Promenade connects the zones along the bayfront, provides connectivity through and around the Transit Station, and creates a strong pedestrian connection from Bayfront Boulevard to the Bay Trail. This space creates a vibrant pedestrian street for commercial activity. The Promenade provides a casual place for pedestrians to stroll and view the Bay separate from and above the more intense activities of the Bay Trail. One side of the Promenade should be defined by building frontages while the bayfront side should be defined by a 3'6" rail, low wall or balustrade. The Promenade should consist primarily of hardscape with many benches and places for casual seating.

See redline text on previous page



Update Image

## Typical Characteristics

### General Character

Provide strong pedestrian connections from Bayfront Boulevard to Bay Trail.

Primarily hardscape

Rail or low wall along bayside edge

Buildings must front onto space

### Standards

Min. Width 10'

Max. Width 60'

May occur within building setbacks.

Transition to the Bay Trail should be carefully considered.

### Typical Uses

Commercial activity

Passive recreation

Casual seating

Walking/strolling

3-8

HWDMP Sub-District Amendments  
Opticos Design, Inc.

# Bay Trail/Promenade Standards



## Description

The Bay Trail / Promenade connects the zones along the bayfront, provides connectivity through and around the Transit Station, and creates a strong pedestrian connection along the waterfront and between plazas. This space creates a vibrant pedestrian street for pedestrian and commercial activity. The Promenade provides a casual place for pedestrians to stroll and view the Bay separate from and above the more intense activities of the Bay Trail. One side of the Promenade should be defined by building frontages while the bayfront side should be defined by a decorative 3'6" rail, low wall or balustrade. The Promenade should consist primarily of hardscape with many benches and places for casual seating.

## Typical Characteristics

### General Character

Provide strong pedestrian connections from Bayfront Boulevard to Bay Trail.

Primarily hardscape

Rail or low wall along bayside edge

Buildings must front onto space

### Standards

Min. Width 10'

Max. Width 60'

May occur within building setbacks.

Transition to the Bay Trail should be carefully considered.

### Typical Uses

Commercial activity

Passive recreation

Casual seating

Walking/strolling



3-8

**HWDMP Sub-District Amendments**  
**Opticos Design, Inc.**

## EXHIBIT B (26)

Update **Bayfront / Creekside Park Standards (p.3-9 of Exhibit I to Initiative)** to reflect updated images and include the following text change (additions are shown in underline; deletions are shown as strikethrough):

### **Bayfront/Creekside Park Standards**

#### **Description**

The parks located along the Bay and Refugio Creek create important public spaces that connect the community with the bayfront and allow for passive recreation. These spaces should be primarily landscaped with low plantings as to not block views of the Bay and include many places to sit on benches or low walls. Appropriate civic elements, fountains or open shelters may be included. The transition to the Bay Trail and relationship to the grade of the rail tracks should be carefully considered. Residential ~~units~~ and commercial uses should front onto and activate these spaces.

~~The Crescent Heights Park located between Block B and the waterfront will create a prominent address for residents and a place for the public to enjoy views toward Mt. Tamalpais. The Bayfront Park along Blocks L and M should have a more formal character, possibly with terraces that create various spaces for events and visitors to spill out onto. The Creekside Park should have a more informal, natural character as it follows Refugio Creek and creates a residential address for units on Block N, and a commercial address for Block K. A play ~~area~~ ground may be included within these parks.~~

#### **Typical Characteristics**

##### **General Character**

Large, open space  
Lawns, trees and shrubs naturally disposed  
Low plantings that do not block views  
Maintain views of bay  
Spatially defined by landscaping

##### **Standards**

Min. Width ~~Varies by site~~ 25' \*

Max. Width 200' ~~Varies by site~~ \*

Park size will range between \_\_\_\_\_ sq.ft. and \_\_\_\_\_ sq.ft.

~~\*Minimum dimensions shown on Civic Space Regulating Plan (page 3-3).~~

##### **Typical Uses**

Unstructured and passive recreation  
Residential and Commercial address  
Casual seating/picnicking

The following pages reflect a redline and final version of the changes described above.

# Bayfront/Creekside Park Standards



## Description

See redline text on previous page

The parks located along the Bay and Refugio Creek create important public spaces that connect the community with the bayfront and allow for passive recreation. These spaces should be primarily landscaped with low plantings as to not block views of the Bay and include many places to sit on benches or low walls. Appropriate civic elements, fountains or open shelters may be included. The transition to the Bay Trail and relationship to the grade of the rail tracks should be carefully considered. Residential units should front onto and activate these spaces.

The Crescent Heights Park located between Block B and the waterfront will create a prominent address for residents and a place for the public to enjoy views toward Mt. Tamalpais. The Bayfront Park along Blocks L and M should have a more formal character, possibly with terraces that create various spaces for events and visitors to spill out onto. The Creekside Park should have a more informal, natural character as it follows Refugio Creek and creates a residential address for units on Block N. A playground may be included within these parks.

## Typical Characteristics

### General Character

- Large, open space
- Lawns, trees and shrubs naturally disposed
- Low plantings that do not block views
- Maintain views of bay
- Spatially defined by landscaping

### Standards

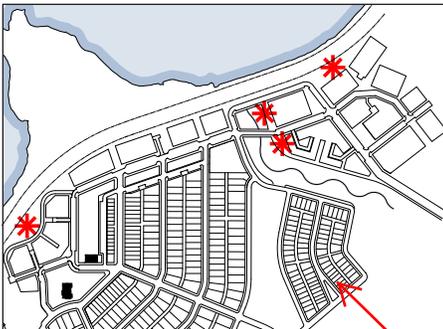
- Min. Width Varies by site\*
- Max. Width Varies by site\*

\*Minimum dimensions shown on Civic Space Regulating Plan (page 3-3).

### Typical Uses

- Unstructured and passive recreation
- Residential address
- Casual seating/picnicking

and Commercial



HWDMP Sub-District Amendments  
Opticos Design, Inc.

WDMP (Zoning Text Amendment)

Update Images 405

# Bayfront/Creekside Park Standards



## Description

The parks located along the Bay and Refugio Creek create important public spaces that connect the community with the bayfront and allow for passive recreation. These spaces should be primarily landscaped with low plantings as to not block views of the Bay and include many places to sit on benches or low walls. Appropriate civic elements, fountains or open shelters may be included. The transition to the Bay Trail and relationship to the grade of the rail tracks should be carefully considered. Residential and commercial uses should front onto and activate these spaces.

The creekside park should have a more informal, natural character as it follows Refugio Creek and creates a residential address for units on Block N, and a commercial address for Block K. A play area may be included within these parks.

## Typical Characteristics

### General Character

- Large, open space
- Lawns, trees and shrubs naturally disposed
- Low plantings that do not block views
- Maintain views of bay
- Spatially defined by landscaping

### Standards

Min. Width	Varies by site*
Max. Width	Varies by site*

\*Minimum dimensions shown on Civic Space Regulating Plan (page 3-3).

### Typical Uses

- Unstructured and passive recreation
- Residential and Commercial address
- Casual seating/picnicking



## EXHIBIT B (27)

Update **Town Square Standards (p.3-10 of Exhibit I to Initiative)** to reflect updated images and include the following text change (additions are shown in underline; deletions are shown as strikeout):

### **Town Civic Square Plaza Standards**

#### **Description**

The Town Civic Square Plaza area provides an important focal point for the community. ~~entry into The Village along John Muir Parkway.~~ The Town Civic Square Plaza area will serve as a large open space available for civic purposes, commercial activity, unstructured recreation and other passive uses. The ~~square~~ Plaza should have a more urban, formal character and be defined by the surrounding building frontages and adjacent tree-lined streets. All buildings adjacent to the square must have a front onto the Town Civic Square Plaza. ~~Both Bayfront Boulevard adjacent streets~~ should be lined with appropriately scaled trees that help to define the square. The landscape should consist of ~~lawns~~ hardscape, trees, and shrubs planted in formal patterns and furnished with ~~paths and~~ benches. Shaded areas for seating should be provided. A civic element or small structure such as a kiosk, open shelter, pergola, or fountain should be included. ~~at the corner of John Muir Parkway and Linus Pauling Drive.~~

#### **Typical Characteristics**

##### **General Character**

Formal open space

~~Paths, lawns~~ Hardscape and landscape, ~~and trees~~ formally arranged

Defined by buildings and tree-lined streets

~~Walkways and plantings at all edges~~

Located at important intersection

Civic element ~~provided at corner of JMP~~ integrated into the space

##### **Standards**

Min. Width ~~120'~~ 80'

Min. Depth ~~60'~~ 120'

~~Depth of the Square may not exceed the width along the Primary Street.~~

~~Must front on at least 2 streets~~

All buildings must provide an active component fronting ~~front~~ onto this space.

##### **Typical Uses**

Unstructured and passive recreation

Commercial and civic uses

Casual seating

The following pages reflect a redline and final version of the changes described above.

# Town Square Standards

## Civic Plaza

Update Image



### Description

The Town Square provides an important entry into The Village along John Muir Parkway. The Town Square will serve as a large open space available for civic purposes, commercial activity, unstructured recreation and other passive uses. The square should have a more urban, formal character and be defined by the surrounding building frontages and adjacent tree-lined streets. All buildings adjacent to the square must have a front onto the Town Square. Both adjacent streets should be lined with appropriately scaled trees that help to define the square. The landscape should consist of lawns, trees, and shrubs planted in formal patterns and furnished with paths and benches. Shaded areas for seating should be provided. A civic element or small structure such as a kiosk, open shelter, pergola, or fountain should be included at the corner of John Muir Parkway and Linus Pauling Drive.

See text redline on previous page

### Typical Characteristics

#### General Character

- Formal open space
- Paths, lawns, and trees formally arranged
- Defined by buildings and tree-lined streets
- Walkways and plantings at all edges

Located at important intersection  
Civic element integrated into the space  
Civic element provided at corner of JMP

#### Standards

Min. Width	120'
Min. Depth	60'

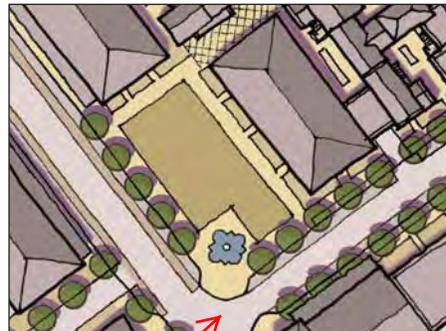
- Depth of the Square may not exceed the width along the Primary Street.
- Must front on at least 2 streets
- All buildings must front onto this space.

#### Typical Uses

- Unstructured and passive recreation
- Commercial and civic uses
- Casual seating

HWDMP Sub-District Amendments  
Opticos Design, Inc.

provide a positive component fronting



3-10

Update Image

# Civic Plaza Standards



## Description

The Civic Plaza area provides an important focal point for the community. The Civic area will serve as a large open space available for civic purposes, commercial activity, unstructured recreation and other passive uses. The Plaza should have a more urban, formal character and be defined by the surrounding building frontages and adjacent tree-lined streets. All buildings adjacent to the square must have a front onto the Civic Plaza.

Bayfront Boulevard should be lined with appropriately scaled trees that help to define the square. The landscape should consist of hardscape, trees, and shrubs planted in formal patterns and furnished with benches. Shaded areas for seating should be provided. A civic element or small structure such as a kiosk, open shelter, pergola, or fountain should be included.

## Typical Characteristics

### General Character

- Formal open space
- Hardscape and landscape formally arranged
- Defined by buildings and tree-lined streets
- Located at important intersection
- Civic element integrated into the space

### Standards

Min. Width	80'
Min. Depth	120'

All buildings must provide an active component fronting onto this space

### Typical Uses

- Unstructured and passive recreation
- Commercial and civic uses
- Casual seating



3-10

**HWDMP Sub-District Amendments**  
**Opticos Design, Inc.**

## EXHIBIT B (28)

Update **Historic Square Standards (p.3-11 of Exhibit I to Initiative)** to reflect updated images and include the following text changes (additions are shown in underline; deletions are shown as strikeout):

### **Historic Square Standards**

#### **Description**

The Historic Squares should reinforce the importance of the existing, historic buildings including the Administration Building and Clubhouse located in Blocks A and C2, providing space for civic purposes and unstructured recreation. Fronting buildings should provide entries that engage the space. The landscape should consist of lawns, trees, and shrubs planted in formal patterns.

The Clubhouse lawn should provide views of the historic building and create a space for clubhouse-related activities. The character could range from a simple sitting lawn to a pool deck, plaza or other recreational uses. ~~bocee court or croquet lawn. A 3'6" fence or taller pergola should be used to define the exposed edge along Railroad Avenue. The Clubhouse Quadrangle to the west should be a linear and formal space having the feeling of a traditional campus quadrangle.~~ The square adjacent to the Administration Building should provide a formal entrance to the historic building and provide a walkway from Key Street to the historic doorway. A small central planting with flag pole, fountain or formal plantings may be included.

#### **Typical Characteristics**

##### **General Character**

Formal lawn, court or quadrangle  
Walkways and plantings at all edges  
Trees along street edge  
Benches/seating along perimeter at a min.

##### **Standards**

Min. Width\* 10'

Min. Depth\* 20'

~~\*Specific minimum dimensions shown on Civic Space Regulating Plan (page 3-3).~~

Admin. Square should occupy entire space between the building and the street.

No parking exposed to or within space.

No services or mechanical equipment.

##### **Typical Uses**

Civic Purposes, ~~or~~ Club-related, or Passive Commercial Activities

Unstructured Recreation

Casual Seating/Picnicking

The following pages reflect a redline and final version of the changes described above.

# Historic Square Standards

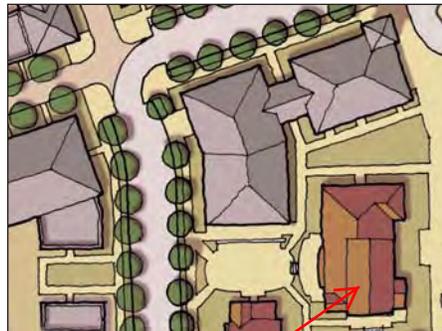
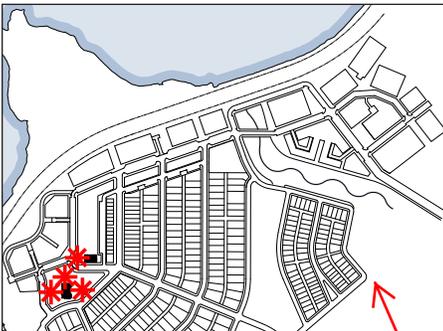


**Description**

See text redline on previous page

The Historic Squares should reinforce the importance of the existing, historic buildings including the Administration Building and Clubhouse located in Blocks A and C, providing space for civic purposes and unstructured recreation. Fronting buildings should provide entries that engage the space. The landscape should consist of lawns, trees, and shrubs planted in formal patterns.

The Clubhouse lawn should provide views of the historic building and create a space for clubhouse related activities. The character could range from a simple sitting lawn to a pool deck, bocce court or croquet lawn. A 3'6" fence or taller pergola should be used to define the exposed edge along Railroad Avenue. The Clubhouse Quadrangle to the west should be a linear and formal space having the feeling of a traditional campus quadrangle. The square adjacent to the Administration Building should provide a formal entrance to the historic building and provide a walkway from Key Street to the historic doorway. A small central planting with flag pole, fountain or formal plantings may be included.



HWDMP Sub-District Amendments  
Opticos Design, Inc.

Update Image

**Typical Characteristics**

**General Character**

- Formal lawn, court or quadrangle
- Walkways and plantings at all edges
- Trees along street edge
- Benches/seating along perimeter at a min.

**Standards**

Min. Width*	10'
Min. Depth*	20'

~~\*Specific minimum dimensions shown on Civic Space Regulating Plan (page 3-3).~~

- Admin. Square should occupy entire space between the building and the street.
- No parking exposed to or within space.
- No services or mechanical equipment.

**Typical Uses**

- Civic Purposes or Club-related Activities
- Unstructured Recreation
- Casual Seating/Picnicking

passive commercial,

# Historic Square Standards



## Description

The Historic Squares should reinforce the importance of the existing, historic buildings including the Administration Building and Clubhouse located in Blocks A and C2, providing space for civic purposes and unstructured recreation. Fronting buildings should provide entries that engage the space. The landscape should consist of lawns, trees, and shrubs planted in formal patterns.

The Clubhouse lawn should provide views of the historic building and create a space for clubhouse, related activities. The character could range from a simple sitting lawn to a pool deck, plaza or other recreational uses. The square adjacent to the Administration Building should provide a formal entrance to the historic building and provide a walkway from Key Street to the historic doorway. A small central planting with flag pole, fountain or formal plantings may be included.

## Typical Characteristics

### General Character

- Formal lawn, court or quadrangle
- Walkways and plantings at all edges
- Trees along street edge
- Benches/seating along perimeter at a min.

### Standards

Min. Width*	10'
Min. Depth*	20'

Admin. Square should occupy entire space between the building and the street.

- No parking exposed to or within space.
- No services or mechanical equipment.

### Typical Uses

- Civic Purposes, Passive Commercial, or Club-related Activities
- Unstructured Recreation
- Casual Seating/Picnicking



## EXHIBIT B (29)

Update **Plaza Standards (p.3-12 of Exhibit I to Initiative)** to reflect updated images and include the following text changes (additions are shown in underline; deletions are shown as strikeout):

### Neighborhood Square / Plaza Standards

#### **Description**

Numerous plazas add to the vibrancy of streets within more urban sub-areas and create formal open spaces available for civic purposes and commercial activity. Building frontages should define these spaces. The landscape should consist primarily of hardscape. If trees are included, they should be formally arranged and of appropriate scale. Casual seating, along with table and chairs, should be provided. These Neighborhood Squares or Plazas typically should be located at the intersection of important streets. Neighborhood Squares are more intimate in character and size.

~~The Plazas~~ Plaza between Block D and E along Bayfront Boulevard ~~are is~~ used to provide and frame view corridors to the Bay from Railroad Avenue, providing an ~~and Earnest St.~~ active space adjacent to the Point pedestrian bridge and bay trail ~~and pull activity along Bayfront Boulevard to the~~ along the waterfront area. ~~The Clubhouse's North Entry Plaza will engage pedestrians and draw them into the Clubhouse Lawn, providing a terminus for the view looking south down Key Street. There should be no street trees along the curve where Sycamore Avenue transitions to Key Street.~~ A plaza Neighborhood Square ~~at~~ at the base of Block C1 and C2 ~~the end of Bayfront Boulevard will terminate the street view with a formal set of steps while activating the space between Blocks L, M and P in The Village~~ provides a focal point of access from Sycamore Avenue. The Neighborhood Square at the intersection of Blocks L, M, and P will provide an active space for the surrounding neighborhood.

#### **Typical Characteristics**

##### **General Character**

Formal open space  
Primarily hardscape surfaces  
Trees and shrubs optional  
Spatially defined by building frontages

##### **Standards**

Min. Width\* 20'

Min. Depth\* 20'

~~\*Specific minimum dimensions shown on Civic Space Regulating Plan (page 3-3).~~

Must front on at least 1 street

##### **Typical Uses**

Commercial and civic uses  
Casual seating  
Table and chairs for outdoor dining  
Retail and food kiosks

The following pages reflect a redline and final version of the changes described above.

# Plaza Standards

## Neighborhood Square/Plaza



### Description

See text redline on previous page

Numerous plazas add to the vibrancy of streets within more urban sub-areas and create formal open spaces available for civic purposes and commercial activity. Building frontages should define these spaces. The landscape should consist primarily of hardscape. If trees are included, they should be formally arranged and of appropriate scale. Casual seating, along with table and chairs, should be provided. Plazas typically should be located at the intersection of important streets.

Plazas along Bayfront Boulevard are used to provide and frame view corridors to the Bay from Railroad Avenue and Earnest St. and pull activity along Bayfront Boulevard to the waterfront. The Clubhouse's North Entry Plaza will engage pedestrians and draw them into the Clubhouse Lawn, providing a terminus for the view looking south down Key Street. There should be no street trees along the curve where Sycamore Avenue transitions to Key Street. A plaza at the end of Bayfront Boulevard will terminate the street view with a formal set of steps while activating the space between Blocks L, M and P in The Village.



3-12

Update Image

### Typical Characteristics

#### General Character

- Formal open space
- Primarily hardscape surfaces
- Trees and shrubs optional
- Spatially defined by building frontages

#### Standards

Min. Width*	20'
Min. Depth*	20'

~~\*Specific minimum dimensions shown on Civic Space Regulating Plan (page 3-3).~~

Must front on at least	1 street
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#### Typical Uses

- Commercial and civic uses
- Casual seating
- Table and chairs for outdoor dining
- Retail and food kiosks

HWDMP Sub-District Amendments  
Opticos Design, Inc.

# Neighborhood Square / Plaza Standards



## Description

Numerous plazas add to the vibrancy of streets within more urban sub-areas and create formal open spaces available for civic purposes and commercial activity. Building frontages should define these spaces. The landscape should consist primarily of hardscape. If trees are included, they should be formally arranged and of appropriate scale. Casual seating, along with table and chairs, should be provided. These Neighborhood Squares or Plazas typically should be located at the intersection of important streets. Neighborhood Squares are more intimate in character and size.

The Plaza between Block D and E along Bayfront Boulevard is used to provide and frame view corridors to the Bay from Railroad Avenue, providing an active space adjacent to the Point pedestrian bridge and bay trail along the waterfront area. A Neighborhood Square at the base of Block C1 and C2 provides a focal point of access from Sycamore Avenue. The Neighborhood Square at the intersection of Blocks L, M, and P will provide an active space for the surrounding neighborhood.



3-12

## Typical Characteristics

### General Character

- Formal open space
- Primarily hardscape surfaces
- Trees and shrubs optional
- Spatially defined by building frontages

### Standards

Min. Width*	20'
Min. Depth*	20'
Must front on at least	1 street

### Typical Uses

- Commercial and civic uses
- Casual seating
- Table and chairs for outdoor dining
- Retail and food kiosks

**HWDMP Sub-District Amendments**  
**Opticos Design, Inc.**

## EXHIBIT B (30)

Update **Paseo Standards (p.3-13 of Exhibit I to Initiative)** to reflect updated images and include the following text changes (additions are shown in underline; deletions are shown as strikethrough):

### **Paseo Standards**

#### **Description**

Paseos create intimate passageways through buildings at designated locations, which can be stepped or flat. These paths may provide direct pedestrian access to residential or commercial addresses and create unique spaces for frontages to engage and enter off of, similar to many European Hill Towns. Paseos allow for social and commercial activity to spill into the public realm. Paseos should consist of a hardscape pathway activated by frequent entries and exterior stairways. The edges may be simply landscaped with minimal planting and potted plants. Paseos may provide view corridors, which will be determined by the final program, so the exact location and size may vary.

~~The A pedestrian paseo through Block B could provides direct access from Key Street to the Bayfront Park, integrating a small court at a midway point in the block. The paseo between Block C1 and C2 provides access from Blocks A and B to Railroad Ave. and Bayfront Blvd. A potential paseo between Block L and M would provide access to the Neighborhood park and the Bay Trail. A more urban paseo through Block O creates a link between the Village Plaza and the Town Square, providing a mid-block connection through a small plaza. The paseo along Block I should tie into the fabric of the Transit Station and provide a view corridor to the Bay. A paseo between Blocks Q and R should be of a more natural, informal character that connects the pocket plaza to the natural area at the edge of The Village. The alignment of this paseo is flexible.~~

#### **Typical Characteristics**

##### **General Character**

Hardscape pathway  
Frequent entries and frontages  
Exterior stairways  
Defined by building frontages  
Minimal planting and potted plants  
Maintain the character of surrounding buildings.

##### **Standards**

Min. Width\* 12'  
Max. Width 50'

~~\*Specific minimum dimensions shown on Civic Space Regulating Plan (page 3-3).  
Paseos greater than 150' feet must incorporate a min. 15' x 15' court or pocket plaza.~~

##### **Typical Uses**

~~Primary residential~~Commercial and residential ~~address~~frontages  
Casual seating

The following pages reflect a redline and final version of the changes described above.

# Paseo Standards

Update Image

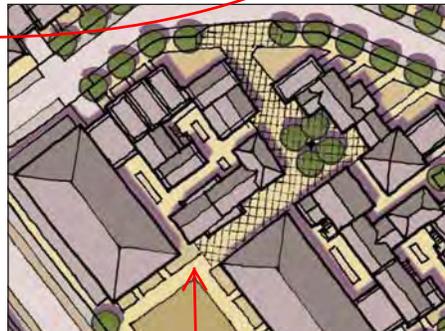
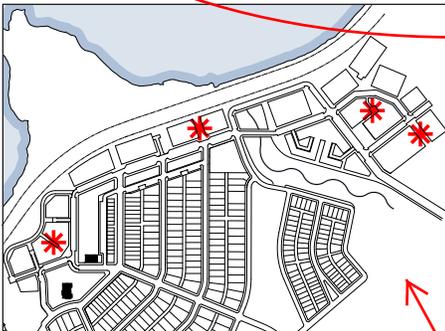


## Description

See text redline on previous page

Paseos create intimate passageways through buildings at designated locations. These paths provide direct pedestrian access to residential addresses and create unique spaces for frontages to engage and enter off of, similar to many European Hill Towns. Paseos allow for social and commercial activity to spill into the public realm. Paseos should consist of a hardscape pathway activated by frequent entries and exterior stairways. The edges may be simply landscaped with minimal planting and potted plants.

The pedestrian paseo through Block B provides direct access from Key Street to the Bay-front Park, integrating a small court at a midway point in the block. A more urban paseo through Block O creates a link between the Village Plaza and the Town Square, providing a mid-block connection through a small plaza. The paseo along Block I should tie into the fabric of the Transit Station and provide a view corridor to the Bay. A paseo between Blocks Q and R should be of a more natural, informal character that connects the pocket plaza to the natural area at the edge of The Village. The alignment of this paseo is flexible.



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WDMP (Zoning Text Amendment)

Update Image 117

## Typical Characteristics

### General Character

- Hardscape pathway
- Frequent entries and frontages
- Exterior stairways
- Defined by building frontages
- Minimal planting and potted plants
- Maintain the character of surrounding buildings.

### Standards

Min. Width*	12'
Max. Width	50'

\*Specific minimum dimensions shown on Civic Space Regulating Plan (page 3-3).

Paseos greater than 150' feet must incorporate a min. 15' x 15' court or pocket plaza.

### Typical Uses

- Primary residential address
- Casual seating

Commercial and Residential frontages

3-13

SUBMITTED: October 5, 2009

# Paseo Standards



## Description

Paseos create intimate passageways through buildings at designated locations, which can be stepped or flat. These paths may provide direct pedestrian access to residential or commercial addresses and create unique spaces for frontages to engage and enter off of, similar to many European Hill Towns. Paseos allow for social and commercial activity to spill into the public realm. Paseos should consist of a hardscape pathway activated by frequent entries and exterior stairways. The edges may be simply landscaped with minimal planting and potted plants. Paseos may provide view corridors, which will be determined by the final program, so the exact location and size may vary.

A pedestrian paseo through Block B could provide direct access from Key Street to the Bayfront Park, integrating a small court at a midway point in the block. The paseo between Block C1 and C2 provides access from Blocks A and B to Railroad Ave. and Bayfront Blvd. A potential paseo between Block L and M would provide access to the Neighborhood park and the Bay Trail.



**HWDMP Sub-District Amendments**  
**Opticos Design, Inc.**

## Typical Characteristics

### General Character

- Hardscape pathway
- Frequent entries and frontages
- Exterior stairways
- Defined by building frontages
- Minimal planting and potted plants
- Maintain the character of surrounding buildings.

### Standards

- Min. Width\* 12'
- Max. Width 50'
- Paseos greater than 150' feet must incorporate a min. 15' x 15' court or pocket plaza.

### Typical Uses

- Commercial and Residential frontages
- Casual seating

## **EXHIBIT B (31)**

Update **Pocket Plaza Standards (p.3-14 of Exhibit I to Initiative)** to reflect updated images and include the following text changes (additions are shown in underline; deletions are shown as strikeout):

### **Pocket Plaza Standards**

#### **Description**

Pocket plazas may occur within the development, and will function in a similar manner and follow the same rules as the larger plazas. These smaller scaled spaces create more intimate places for seating or dining and provide a place where commercial and neighborhood activity can spill into. These plazas can also be used to create a formal space in front of a prominent building entrance.

#### **Typical Characteristics**

##### **General Character**

Primarily hardscape  
Trees and shrubs optional  
Spatially defined by building frontages

##### **Standards**

Max. Depth 50'  
Max. Width 50'  
Must front on at least 1 street/paseo

##### **Typical Uses**

Commercial and civic uses  
Casual seating  
Table and chairs for outdoor dining

The following pages reflect a redline and final version of the changes described above.

# Pocket Plaza Standards



## Description

Pocket plazas function in a similar manner and follow the same rules as the larger plazas. These smaller scaled spaces create more intimate places for seating or dining and provide a place where commercial and neighborhood activity can spill into. These plazas can also be used to create a formal space in front of a prominent building entrance.

See text redline on previous page

## Typical Characteristics

### General Character

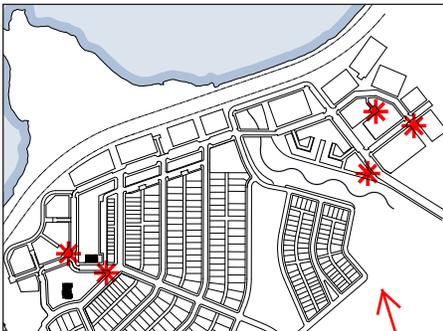
- Primarily hardscape
- Trees and shrubs optional
- Spatially defined by building frontages

### Standards

Max. Depth	50'
Max. Width	50'
Must front on at least	1 street/paseo

### Typical Uses

- Commercial and civic uses
- Casual seating
- Table and chairs for outdoor dining



3-14

Upload Images

# Pocket Plaza Standards



## Description

Pocket plazas may occur within the development, and will function in a similar manner and follow the same rules as the larger plazas. These smaller scaled spaces create more intimate places for seating or dining and provide a place where commercial and neighborhood activity can spill into. These plazas can also be used to create a formal space in front of a prominent building entrance.

## Typical Characteristics

### General Character

- Primarily hardscape
- Trees and shrubs optional
- Spatially defined by building frontages

### Standards

- Max. Depth 50'
- Max. Width 50'
- Must front on at least 1 street/paseo

### Typical Uses

- Commercial and civic uses
- Casual seating
- Table and chairs for outdoor dining



3-14

**HWDMP Sub-District Amendments**  
**Opticos Design, Inc.**

## EXHIBIT B (32)

Update **Pocket Park Standards (p.3-15 of Exhibit I to Initiative)** to reflect updated images and include the following text changes (additions are shown in underline; deletions are shown as strikeout):

### ~~Pocket~~ Neighborhood Park Standards

#### Description

~~These smaller~~ Neighborhood ~~p~~Parks are located throughout the plan and provide secondary focal points within the Neighborhood General Zones. These parks accommodate a wide-range of activities and should vary in character, sensitive to the specific needs and surroundings of each. The landscape may be formal or informal with arrangements of trees and shrubs, utilizing the natural landscape of both open and wooded areas. Generally, these parks are located in more intimate locations, often mid-block or tucked away from the street and often irregularly shaped. The size of a Neighborhood Park should be smaller than any surrounding parks in the area.

The park located between Block B and the waterfront will create a prominent address for residents and a place for the public to enjoy views toward Mt. Tamalpais. The park along Blocks L and M should have a more formal character, possibly with terraces that create various spaces for events and visitors to spill out onto. These Parks ~~in Block B~~ face out towards the Bay to provide views and serve as semi-private spaces ~~adjacent to the larger Bayfront Park~~, primarily serving residents within a short walk. ~~Pocket~~ The parks within Block N will provide units with a unique residential address and create interior open spaces for residents within the block.

#### Typical Characteristics

##### General Character

Variety of paving and planting  
Walkways at edges  
Trees at street edge

##### Standards

Min. Width 120'

Max. Width ~~80~~420'

\*The size of the Neighborhood Park will be determined on a project-specific basis

No service or mechanical equipment  
Shade and seating provided

##### Typical Uses

Unstructured and passive recreation  
Casual seating  
Residential address

The following pages reflect a redline and final version of the changes described above.

# Pocket Park Standards

## Neighborhood



see redline of text on previous page

### Description

These smaller parks are located throughout the plan and provide secondary focal points within the Neighborhood General Zones. These parks accommodate a wide-range of activities and should vary in character, sensitive to the specific needs and surroundings of each. The landscape may be formal or informal with arrangements of trees and shrubs, utilizing the natural landscape of both open and wooded areas. Generally, these parks are located in more intimate locations, often mid-block or tucked away from the street and often irregularly shaped.

Parks in Block B face out towards the Bay to provide views and serve as semi-private spaces adjacent to the larger Bayfront Park, primarily serving residents within a short walk. Pocket parks within Block N provide units with a unique residential address and create interior open spaces for residents within the block.

### Typical Characteristics

#### General Character

Variety of paving and planting

Walkways at edges

Trees at street edge

#### Standards

Min. Width 20'

Max. Width 80'

No service or mechanical equipment

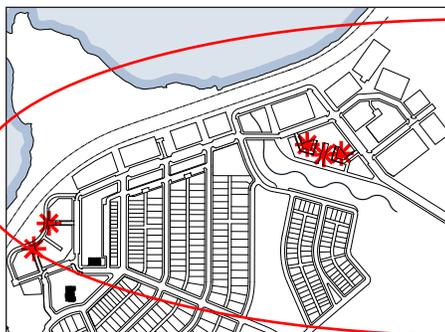
Shade and seating provided

#### Typical Uses

Unstructured and passive recreation

Casual seating

Residential address



← update images

# Neighborhood Park Standards



## Description

Neighborhood Parks are located throughout the plan and provide secondary focal points within the Neighborhood General Zones. These parks accommodate a wide-range of activities and should vary in character, sensitive to the specific needs and surroundings of each. The landscape may be formal or informal with arrangements of trees and shrubs, utilizing the natural landscape of both open and wooded areas. Generally, these parks are located in more intimate locations, often mid-block or tucked away from the street and often irregularly shaped. The size of a Neighborhood Park should be smaller than any surrounding parks in the area.

The park located between Block B and the waterfront will create a prominent address for residents and a place for the public to enjoy views toward Mt. Tamalpais. The park along Blocks L and M should have a more formal character, possibly with terraces that create various spaces for events and visitors to spill out onto. These parks face out towards the Bay to provide views and serve as semi-private spaces, primarily serving residents within a short walk. The park within Block N will provide units with a unique residential address and create interior open spaces for residents within the block.



**HWDMP Sub-District Amendments**  
**Opticos Design, Inc.**

## Typical Characteristics

### General Character

Variety of paving and planting

Walkways at edges

Trees at street edge

### Standards

Min. Width 10'

Max. Width 20'

The size of the Neighborhood Park will be determined on a project-specific basis

No service or mechanical equipment

Shade and seating provided

### Typical Uses

Unstructured and passive recreation

Casual seating

Residential address

## EXHIBIT B (33)

Update **Bay Trail Standards (p.3-16 of Exhibit I to Initiative)** to reflect updated images and include the following text changes (additions are shown in underline; deletions are shown as strikeout):

### **Bay Trail Standards**

#### **Description**

The Bay Trail provides an important place for active recreation and creates a connection to regional paths and biking trails. The Bay Trail will run continuously along the edge of the waterfront following the path of the existing train tracks. The Bay Trail will help activate the Promenade and connections between the trail and Bayfront Boulevard should be maximized.

The Bay Trail may have different characteristics that reflect its adjacency to either the ~~rail platform~~ residential or more commercial and urban uses. The ~~Bay Trail/front Promenade and Main Street or is a more~~ less formal areas. ~~Along the Promenade, an ornamental balustrade or low wall should line the trail and incorporate appropriate lighting.~~ The trail will then make an appropriate transition to a less formal character along residential or natural adjacencies. Standards for the Bay Trail are set by the Association of Bay Area Governments (ABAG). The Bay Trail will be used to provide secondary fire access and will need to meet Life Safety requirements as set by the Fire Department. Stormwater quality treatment systems will be appropriately integrated.

#### **Typical Characteristics**

##### **General Character**

Hardscaped path

Ornamental balustrade or wall with integrated lighting in indicated locations

Natural character in indicated locations

~~Maximize connections to Bayfront Blvd.~~

Activated by Promenade and adjacent Plazas

##### **Standards**

Minimum and maximum dimensions per regulatory agencies

As established by ABAG, The Bay Trail Project and other regulatory agencies

Secondary fire access

Stormwater quality treatment systems

##### **Typical Uses**

Active recreation

The following pages reflect a redline and final version of the changes described above.

# Bay Trail Standards

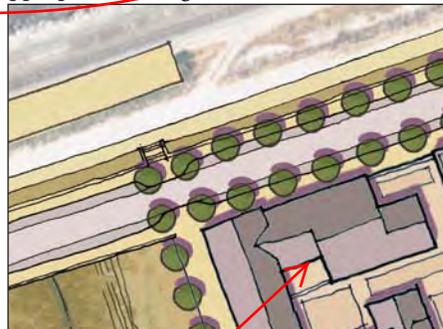


## Description

See redline of text on previous page

The Bay Trail provides an important place for active recreation and creates a connection to regional paths and biking trails. The Bay Trail will run continuously along the edge of the waterfront following the path of the existing train tracks. The Bay Trail will help activate the Promenade and connections between the trail and Bayfront Boulevard should be maximized.

The Bay Trail may have different characters that reflect its adjacency to either the rail platform, Bayfront Promenade and Main Street or less formal areas. Along the Promenade, an ornamental balustrade or low wall should line the trail and incorporate appropriate lighting. The trail will then make an appropriate transition to a less formal character along residential or natural adjacencies. Standards for the Bay Trail are set by the Association of Bay Area Governments (ABAG). The Bay Trail will be used to provide secondary fire access and will need to meet Life Safety requirements as set by the Fire Department. Stormwater quality treatment systems will be appropriately integrated.



Update Images

3-16

## Typical Characteristics

### General Character

- Hardscaped path
- Ornamental balustrade or wall with integrated lighting in indicated locations
- Natural character in indicated locations
- ~~Maximize connections to Bayfront Blvd.~~

Activated by Promenade

### Standards

- Minimum and maximum dimensions per regulatory agencies
- As established by ABAG, The Bay Trail Project and other regulatory agencies
- Secondary fire access
- Stormwater quality treatment systems

### Typical Uses

Active recreation

and adjacent Plazas

HWDMP Sub-District Amendments  
Opticos Design, Inc.

# Bay Trail Standards



## Description

The Bay Trail provides an important place for active recreation and creates a connection to regional paths and biking trails. The Bay Trail will run continuously along the edge of the waterfront following the path of the existing train tracks. The Bay Trail will help activate the Promenade and connections between the trail and Bayfront Boulevard should be maximized.

The Bay Trail may have different characteristics that reflect its adjacency to either the residential or more commercial and urban uses. The Bay Trail/Promenade is a more formal area. The trail will then make an appropriate transition to a less formal character along residential or natural adjacencies. Standards for the Bay Trail are set by the Association of Bay Area Governments (ABAG). The Bay Trail will be used to provide secondary fire access and will need to meet Life Safety requirements as set by the Fire Department. Stormwater quality treatment systems will be appropriately integrated.



3-16

## Typical Characteristics

### General Character

- Hardscaped path
- Ornamental balustrade or wall with integrated lighting in indicated locations
- Natural character in indicated locations
- Activated by Promenade and adjacent Plazas

### Standards

- Minimum and maximum dimensions per regulatory agencies
- As established by ABAG, The Bay Trail Project and other regulatory agencies
- Secondary fire access
- Stormwater quality treatment systems

### Typical Uses

- Active recreation

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**Opticos Design, Inc.**

**EXHIBIT B (34)**

Update **Creekside Trail Standards (p.3-17 of Exhibit I to Initiative)** to reflect the updated key plan and conceptual image. There are no text changes on this page.

The following pages reflect a redline and final version of the changes described above.

# Creekside Trail Standards



## Description

The Creekside Trail provides an important path along the Refugio Creek for active and passive recreation such as walking, biking and running. The trail will create a pedestrian connection to the Bay Trail along the creek. Units along the creek will engage the space with frequent entries, walkways and frontages that connect to the Creekside Trail. The trail may be an elevated boardwalk or paved path. Trees should line the trail on at least one side to provide shade. Benches and places to sit along the creek should periodically furnish the trail. Stormwater quality treatment systems will be appropriately integrated.

## Typical Characteristics

### General Character

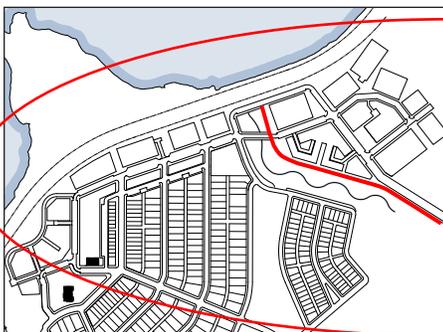
- Naturally disposed landscape
- Hardscape path or elevated boardwalk
- Trees lining trail for shade
- Appropriately lit for safety

### Standards

- Minimum and maximum dimensions per regulatory agencies
- Stormwater quality treatment systems

### Typical Uses

- Active and passive recreation
- Casual seating



← update images

# Creekside Trail Standards



## Description

The Creekside Trail provides an important path along the Refugio Creek for active and passive recreation such as walking, biking and running. The trail will create a pedestrian connection to the Bay Trail along the creek. Units along the creek will engage the space with frequent entries, walkways and frontages that connect to the Creekside Trail. The trail may be an elevated boardwalk or paved path. Trees should line the trail on at least one side to provide shade. Benches and places to sit along the creek should periodically furnish the trail. Stormwater quality treatment systems will be appropriately integrated.

## Typical Characteristics

### General Character

- Naturally disposed landscape
- Hardscape path or elevated boardwalk
- Trees lining trail for shade
- Appropriately lit for safety

### Standards

- Minimum and maximum dimensions per regulatory agencies
- Stormwater quality treatment systems

### Typical Uses

- Active and passive recreation
- Casual seating



**EXHIBIT B (35)**

Update **Natural Preserve / Hillside / Riparian Areas Standards (p.3-18 of Exhibit I to Initiative)** to reflect the updated key plan and conceptual image. There are no text changes on this page.

The following pages reflect a redline and final version of the changes described above.

# Natural Preserve / Hillside / Riparian Areas



## Description

These areas typically occur at the edges of the zones. The landscape should consist of naturally disposed paths and trails, bodies of water, meadows, woodland, and open shelters or pergolas. Landscaping should be native, informal and enhance the natural qualities of the site. These areas may be linear or irregular, following the paths of natural corridors and often independent of surrounding building frontages. These areas are meant to be engaged by pedestrians passing through or along but are not intended for active recreation within the space. Trails within these areas should be minimized and should be gravel, paved or boardwalk. Stormwater quality treatment systems will be appropriately integrated.

## Typical Characteristics

### General Character

- Naturally disposed
- Independent of building frontages
- Irregular or linear
- Follow natural corridors
- Gravel, paved or boardwalk trails

### Standards

Per regulatory agencies.	
Min. Width	N/A
Max. Width	N/A

### Typical Uses

Restricted access

← update images



3-18

# Natural Preserve / Hillside / Riparian Areas



## Description

These areas typically occur at the edges of the zones. The landscape should consist of naturally disposed paths and trails, bodies of water, meadows, woodland, and open shelters or pergolas. Landscaping should be native, informal and enhance the natural qualities of the site. These areas may be linear or irregular, following the paths of natural corridors and often independent of surrounding building frontages. These areas are meant to be engaged by pedestrians passing through or along but are not intended for active recreation within the space. Trails within these areas should be minimized and should be gravel, paved or boardwalk. Stormwater quality treatment systems will be appropriately integrated.

## Typical Characteristics

### General Character

- Naturally disposed
- Independent of building frontages
- Irregular or linear
- Follow natural corridors
- Gravel, paved or boardwalk trails

### Standards

- Per regulatory agencies.
- Min. Width N/A
- Max. Width N/A

### Typical Uses

- Restricted access



3-18

**HWDMP Sub-District Amendments  
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**EXHIBIT B (36)**

Update **Stormwater Quality Standards (p.3-19 of Exhibit I to Initiative)** to reflect the updated key plan and conceptual image. There are no text changes on this page.

The following pages reflect a redline and final version of the changes described above.

# Stormwater Quality Standards



## Description

Stormwater management will be regulated to meet high standards for water quality and improve the overall environmental sustainability of the Hercules Bayfront. Stormwater quality treatment systems will be provided through urban approaches and best management practices (BMP) such as flow-through planters, bio-retention basins, vegetated swales, water-quality basin, and filterra and vortex units to the extent possible. A wide variety of vegetation can be utilized to achieve a range of visual effects. Typically stormwater will be treated at the edges of the project area and located in focused, smaller areas that allow for more efficient maintenance and monitoring.

To the extent possible, water-quality treatment will follow all guidelines and standards as required by Contra Costa County, described in the *Stormwater C.3 Guidebook*. Reference to urban standards for other communities should also be consulted including, *The Stormwater Guidelines for Green, Dense Redevelopment*, produced for the City of Emeryville (Adopted 12/06/2005).



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## Typical Characteristics

### General Character

- Urban approaches and techniques
- Located at edges of project area
- Wide variety of vegetation
- Smaller, efficient locations

### Standards

As described in *Stormwater C.3 Guidebook*

### Typical Uses

- Improve water quality
- Reduce quantity of urban runoff
- Enhancement and protection of natural environment and resources
- Varied and attractive streetscapes

← update images

# Stormwater Quality Standards



## Description

Stormwater management will be regulated to meet high standards for water quality and improve the overall environmental sustainability of the Hercules Bayfront. Stormwater quality treatment systems will be provided through urban approaches and best management practices (BMP) such as flow-through planters, bio-retention basins, vegetated swales, water-quality basin, and filterra and vortex units to the extent possible. A wide variety of vegetation can be utilized to achieve a range of visual effects. Typically stormwater will be treated at the edges of the project area and located in focused, smaller areas that allow for more efficient maintenance and monitoring.

To the extent possible, water-quality treatment will follow all guidelines and standards as required by Contra Costa County, described in the *Stormwater C.3 Guidebook*. Reference to urban standards for other communities should also be consulted including, *The Stormwater Guidelines for Green, Dense Redevelopment*, produced for the City of Emeryville (Adopted 12/06/2005).



## Typical Characteristics

### General Character

- Urban approaches and techniques
- Located at edges of project area
- Wide variety of vegetation
- Smaller, efficient locations

### Standards

As described in *Stormwater C.3 Guidebook*

### Typical Uses

- Improve water quality
- Reduce quantity of urban runoff
- Enhancement and protection of natural environment and resources
- Varied and attractive streetscapes

## EXHIBIT B (37)

Update **Playground / Tot-lot Standards (p.3-20 of Exhibit I to Initiative)** to reflect the updated key plan and conceptual image as well as the following text revisions (additions are shown in underline; deletions are shown as strikeout):

### **Playground / Tot-lot Standards**

#### **Description**

Playgrounds are located throughout Neighborhood Zones as to provide open space designed and equipped for the recreation of children. These parks should serve as quiet, safe places protected from the street and typically in locations where children do not have to cross major, if any, roads to get to. Often playgrounds and tot-lots are located in the center of larger blocks and interspersed within residential areas. Playgrounds, and especially tot-lots, should be fenced. An open shelter, play structures or interactive art and fountains may be included with landscaping between. Shaded areas and seating must be provided. Playgrounds may be included within larger parks and public spaces.

Tot-lots are generally very small areas designated for younger children while playgrounds may range from small to larger, more extensive areas. A larger playground may be incorporated into the ~~Bayfront~~ Neighborhood Park in front of Block M or L while tot-lots ~~between in front of~~ Blocks B ~~and D and~~ within the Creekside Park along Block ~~N~~ K fronting Refugio Creek should be of a smaller, more intimate character.

#### **Typical Characteristics**

##### **General Character**

Focused towards children  
Fenced with minimal exits  
Open shelter  
Shade and seating provided  
Play structure, interactive art or fountains

##### **Standards**

Min. Width N/A  
Max. Width N/A  
As described by civic space type in which playground is located  
Protected from traffic  
No service or mechanical equipment

##### **Typical Uses**

Active and passive Recreation  
Unstructured recreation  
Casual seating

The following pages reflect a redline and final version of the changes described above.

# Playground / Tot-lot Standards



## Description

see redline of text on previous page

Playgrounds are located throughout Neighborhood Zones as to provide open space designed and equipped for the recreation of children. These parks should serve as quiet, safe places protected from the street and typically in locations where children do not have to cross major, if any, roads to get to. Often playgrounds and tot-lots are located in the center of larger blocks and interspersed within residential areas. Playgrounds, and especially tot-lots, should be fenced. An open shelter, play structures or interactive art and fountains may be included with landscaping between. Shaded areas and seating must be provided. Playgrounds may be included within larger parks and public spaces.

Tot-lots are generally very small areas designated for younger children while playgrounds may range from small to larger, more extensive areas. A larger playground may be incorporated into the Bayfront Park in front of Block M while tot-lots between Blocks B and D and within the Creekside Park along Block N should be of a smaller, more intimate character.



update images

3-20

## Typical Characteristics

### General Character

- Focused towards children
- Fenced with minimal exits
- Open shelter
- Shade and seating provided
- Play structure, interactive art or fountains

### Standards

Min. Width	N/A
Max. Width	N/A

- As described by civic space type in which playground is located
- Protected from traffic
- No service or mechanical equipment

### Typical Uses

- Active and passive Recreation
- Unstructured recreation
- Casual seating

**HWDMP Sub-District Amendments**  
**Opticos Design, Inc.**

# Playground / Tot-lot Standards



## Description

Playgrounds are located throughout Neighborhood Zones as to provide open space designed and equipped for the recreation of children. These parks should serve as quiet, safe places protected from the street and typically in locations where children do not have to cross major, if any, roads to get to. Often playgrounds and tot-lots are located in the center of larger blocks and interspersed within residential areas. Playgrounds, and especially tot-lots, should be fenced. An open shelter, play structures or interactive art and fountains may be included with landscaping between. Shaded areas and seating must be provided. Playgrounds may be included within larger parks and public spaces.

Tot-lots are generally very small areas designated for younger children while playgrounds may range from small to larger, more extensive areas. A larger playground may be incorporated into the Neighborhood Park in front of Block M or L while tot-lots in front of Block B within the Creekside Park along Block K fronting Refugio Creek should be of a smaller, more intimate character.



3-20

## Typical Characteristics

### General Character

- Focused towards children
- Fenced with minimal exits
- Open shelter
- Shade and seating provided
- Play structure, interactive art or fountains

### Standards

Min. Width	N/A
Max. Width	N/A

- As described by civic space type in which playground is located
- Protected from traffic
- No service or mechanical equipment

### Typical Uses

- Active and passive Recreation
- Unstructured recreation
- Casual seating

**HWDMP Sub-District Amendments**  
**Opticos Design, Inc.**

**EXHIBIT B (38)**

Update **Ancillary Structure Standards (p.3-21 of Exhibit I to Initiative)** to reflect the updated key plan and conceptual image. There are no text changes on this page.

The following pages reflect a redline and final version of the changes described above.

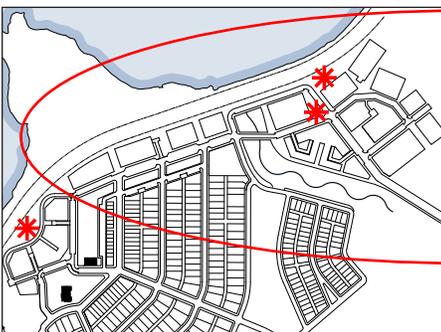
# Ancillary Structure Standards



## Description

Ancillary structures should be formal in character and generally related to but clearly subordinate to surrounding buildings. Each individual structure should keep in character with the style of nearby buildings. Typically, these structures are located at prominent locations within an appropriate civic space. Ancillary structures located in more urban zones may have minor commercial uses, such as small food or news vendors, but may also serve as civic elements for general public use with more passive activities. Other ancillary structures located within the Neighborhood General Zone should be more modest in use and character, ranging from a simple, public pavilion or pergola to a neighborhood kiosk or mail pavilion.

↙ update images



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**Opticos Design, Inc.**

## Typical Characteristics

### General Character

- Formal character
- Relating to style of surrounding buildings
- One or more open sides
- Covered or providing shade
- Small, stand alone structure
- Located within park, plaza or open space

### Standards

Min. Width	N/A
Max. Width	N/A

### Typical Uses

- Civic purposes
- Minor commercial uses
- Casual seating/picnicking

# Ancillary Structure Standards



## Description

Ancillary structures should be formal in character and generally related to but clearly subordinate to surrounding buildings. Each individual structure should keep in character with the style of nearby buildings. Typically, these structures are located at prominent locations within an appropriate civic space. Ancillary structures located in more urban zones may have minor commercial uses, such as small food or news vendors, but may also serve as civic elements for general public use with more passive activities. Other ancillary structures located within the Neighborhood General Zone should be more modest in use and character, ranging from a simple, public pavilion or pergola to a neighborhood kiosk or mail pavilion.

## Typical Characteristics

### General Character

- Formal character
- Relating to style of surrounding buildings
- One or more open sides
- Covered or providing shade
- Small, stand alone structure
- Located within park, plaza or open space

### Standards

Min. Width	N/A
Max. Width	N/A

### Typical Uses

- Civic purposes
- Minor commercial uses
- Casual seating/picnicking



HWDMP Sub-District Amendments  
Opticos Design, Inc.

## **EXHIBIT B (39)**

Update p.3-22 of **Exhibit I to Initiative**, which was previously intentionally left blank, to reflect the updated **Cascade Standard** (additions are shown in underline):

:

### **Cascade Standards**

#### **Description**

A Cascade is a pedestrian walkway or service way between buildings, connecting two streets at different levels. A Cascade is always sloped, typically with an integrated set of steps, terraces, or a drive depending on the clearance. Surrounded by buildings on two sides, this condition can be either open to the air or closed with a trellis

Used primarily for passive pedestrian travel between streets, a Cascade provides secure access for pedestrians, however may also allow garage entry and emergency vehicular access. A Cascade is composed primarily of Hardscape materials and modest planting, depending on the ultimate size.

#### **Typical Characteristics**

##### **General Character**

Shade and seating provided

Hardscape with minor landscaping

##### **Standards**

Min. Width 20'

No Service of Mechanical Equipment

#### **Typical Uses**

Passive Pedestrian Recreation

The following pages reflect a redline and final version of the changes described above.

Insert Cascade Standard here

*This page intentionally left blank*

# Cascade Standards



## Description

A Cascade is a pedestrian walkway or service way between buildings, connecting two streets at different levels. A Cascade is always sloped, typically with an integrated set of steps, terraces, or a drive depending on the clearance. Surrounded by buildings on two sides, this condition can be either open to the air or closed with a trellis.

Used primarily for passive pedestrian travel between streets, a Cascade provides secure access for pedestrians, however may also allow garage entry and emergency vehicular access. A Cascade is composed primarily of Hardscape materials and modest planting, depending on the ultimate size.

## Typical Characteristics

### General Character

Shade and seating provided

Hardscape with minor landscaping

### Standards

Min. Width 20'

No service or mechanical equipment

### Typical Uses

Passive Pedestrian Recreation



3-22

HWDMP Sub-District Amendments

**EXHIBIT B (40)**

The portions of the "**Street and Circulation Regulating Plan**" diagram (p. 4-3 of **Exhibit I to Initiative**) that depict the Applicant's Property are amended to reflect attached Exhibit B (40) to this Application (Revised "Street and Circulation Regulating Plan" dated October 5, 2009). This revised diagram updates the base map to reflect the proposed reconfigured block pattern described in detail above, as well as the addition of the Above-Grade Railroad Crossing, Paseo, and Cascade.

Only the portion of the Street and Circulation Regulating Plan that depicts the Applicant's Property is amended; the rest of this diagram is included for context and reference only and is not amended by the Design and Circulation Revisions.

The following pages reflect a redline and final version of the changes described above.

# Street and Circulation Regulating Plan

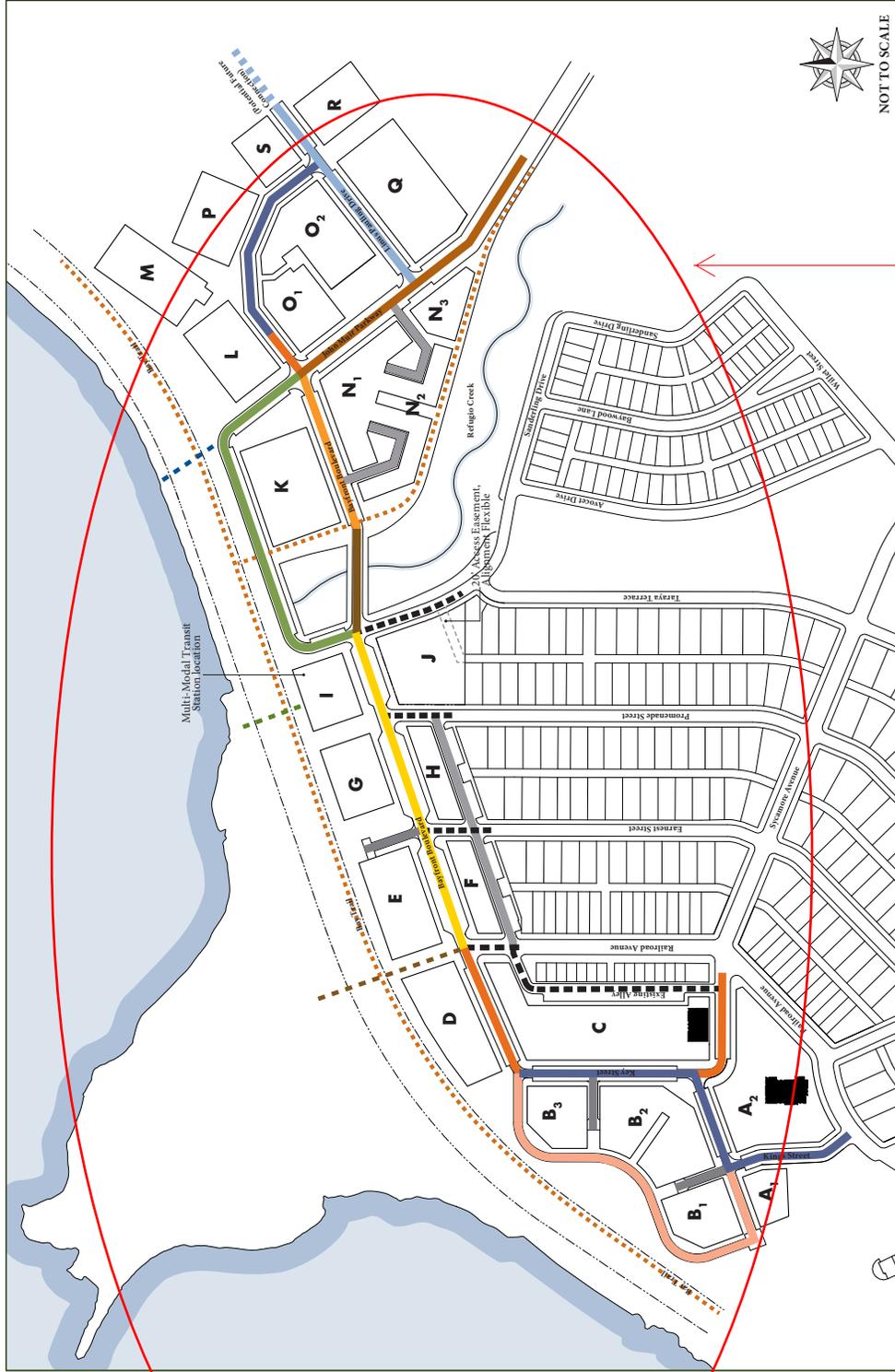
- Street Type Hierarchy**
- Main Street
  - John Muir Parkway
  - Town Center Street I
  - Town Center Street II
  - Neighborhood Street I
  - Neighborhood Street II
  - Walk Street
  - Transit Loop Drive
  - Refugio Creek Crossing
  - Access Alley
  - Rear Loaded Alley
- ← highest (primary)  
→ lowest (secondary)

**Primary and Secondary Streets**

The Street Types above are listed in a hierarchical manner with streets at the top of the list being higher and streets at the bottom of the list being lower. If a block fronts on multiple streets, the street that is higher on the list will be the primary street and all other streets will be secondary streets. If a block fronts only onto one street, that street is the primary street regardless of its location within the hierarchy. The Main Street, John Muir Parkway and Town Center I Street Types will always be treated as primary streets (i.e., both streets from ages at the intersection of John Muir Parkway and Bayfront Boulevard are to be treated as primary streets)

**General Key**

- Historic Buildings
- Railroad ROW
- Existing Street Type (per HWDMP)
- Regional Bike/Pedestrian Path
- At-Grade Railroad Crossing\*
- Above-Grade Railroad Crossing\*
- Future Marina Access\*
- \* Alignment Flexible



HWDMP Sub-District Amendments  
Opticos Design, Inc.

update key and graphic

Street and Circulation Regulating Plan

Street Type Hierarchy

- Main Street
  - John Muir Parkway
  - Town Center Street I
  - Neighborhood Street I \*\*
  - Neighborhood Street II
  - Edge Street I
  - Walk Street
  - Transit Loop Drive
  - Refugio Creek Crossing
  - Access Alley
  - Rear Access Alley
  - Paseo
  - Cascade
- ↑ highest (primary)  
↓ lowest (secondary)

Primary and Secondary Streets

The Street Types above are listed in a hierarchical manner with streets at the top of the list being higher and streets at the bottom of the list being lower. If a block fronts on multiple streets, the street that is higher on the list will be the primary street and all other streets will be secondary streets. If a block fronts only onto one street, that street is the primary street regardless of its location within the hierarchy. The Main Street, John Muir Parkway, and Town Center I Street Types will always be treated as primary streets (i.e., both streets frontages at the intersection of John Muir Parkway and Bayfront Boulevard are to be treated as primary streets)

General Key

- Historic Buildings
- Railroad ROW
- Existing Street Type (per HWDMP)
- Regional Bike/Pedestrian Path
- Above-Grade Railroad Crossing\*
- Future Marina Access\*

\*\* Street type not shown on plan

HWDMP Sub-District Amendments



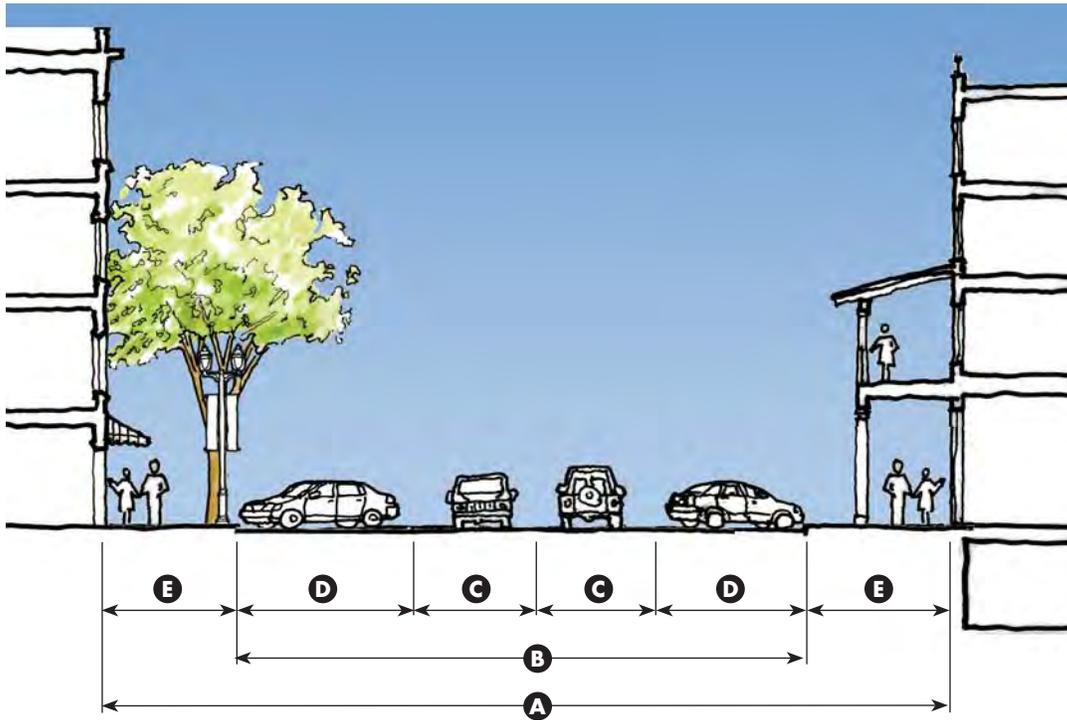
NOT TO SCALE

**EXHIBIT B (41)**

Update the key plan on **Main Street (p. 4-5 of Exhibit I to Initiative)** to reflect the block reconfiguration described in Exhibit B (3) above.

The following pages reflect a redline and final version of the changes described above.

# Main Street



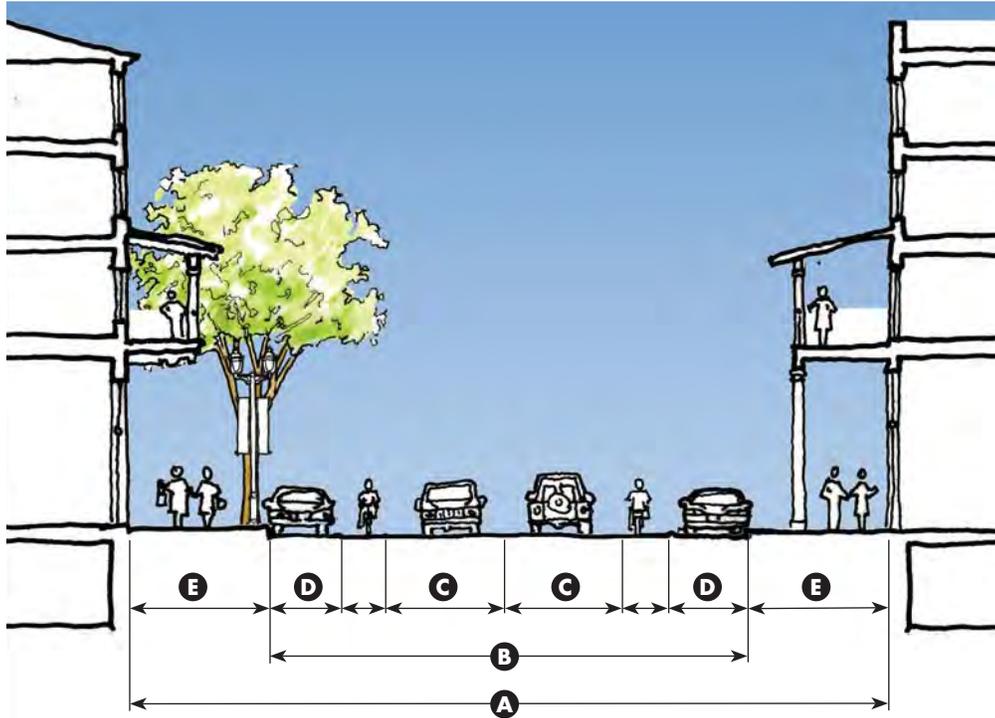
Application	
Movement Type	Slow
Design Speed	20-25 mph
Pedestrian Crossing Time	7 seconds
Zones	T5-MS
Overall Widths	
Right-of-Way (ROW) Width	88' <b>(A)</b>
Curb Face to Curb Face Width	60' <b>(B)</b>
Lanes	
Traffic Lanes	2 @ 12' (2-way travel) <b>(C)</b>
Bicycle Lanes	None
Parking Lanes	2 @ 18' angle <b>(D)</b>
Medians	None

Edges	
Curb Type	Square
Planter Type	5' x 5' tree grates
Landscape Type	Medium trees @ 30' on center average. Not allowed along galleries/arcades.
Walkway Type	14' sidewalk <b>(E)</b>
Intersection	
Curb Radius	15' max. (bulb-outs required)
Distance Between Intersections	400' max.

update key plan with re-configured block pattern



# John Muir Parkway



### Application

Movement Type	Slow
Design Speed	25-35 mph
Pedestrian Crossing Time	10 seconds
Zones	T5-MST

### Overall Widths

Right-of-Way (ROW) Width	80'	<b>A</b>
Curb Face to Curb Face Width	52'	<b>B</b>

### Lanes

Traffic Lanes	2 @ 12' (2-way travel)	<b>C</b>
Bicycle Lanes	2 @ 6'	
Parking Lanes	2 @ 8' parallel	<b>D</b>
Medians	None	

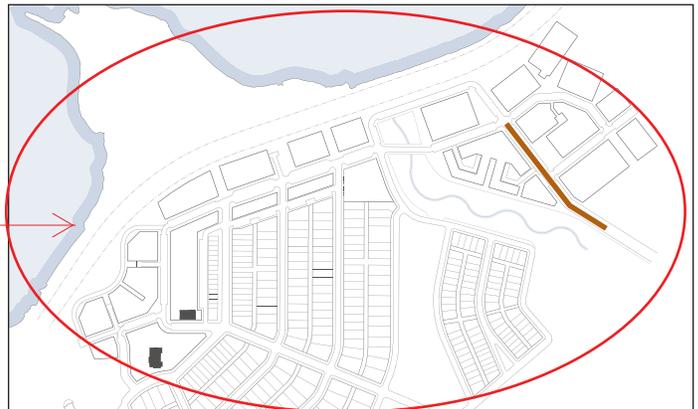
### Edges

Curb Type	Square
Planter Type	5' x 5' tree grates
Landscape Type	Medium trees @ 30' on center average. Not allowed along galleries/arcades.
Walkway Type	14' sidewalk <b>E</b>

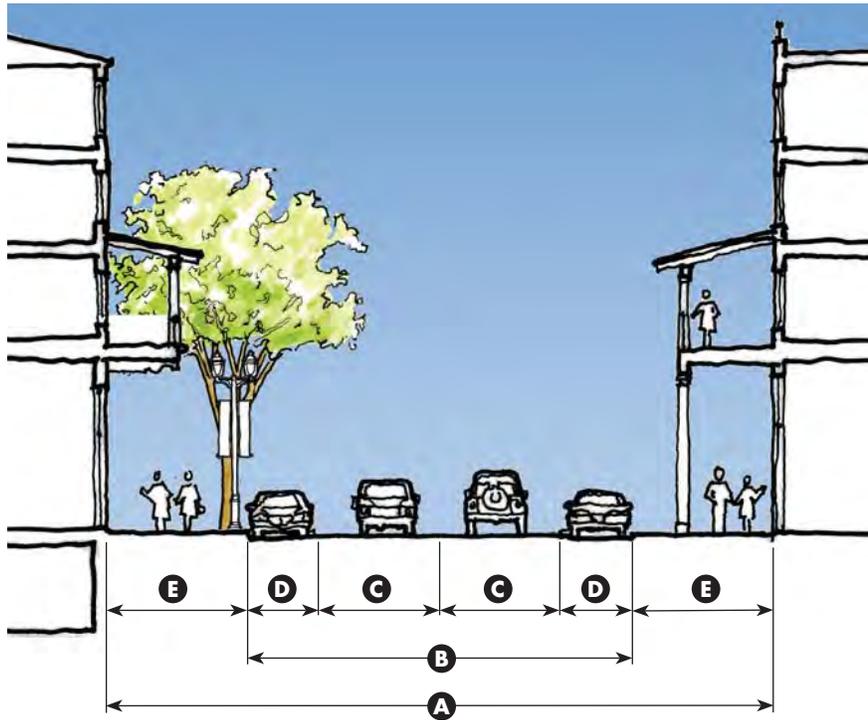
### Intersection

Curb Radius	15' max. (bulb-outs required)
Distance Between Intersections	400' max.

update key plan with re-configured block pattern



# Town Center Street I



Application	
Movement Type	Slow
Design Speed	25-35 mph
Pedestrian Crossing Time	7 seconds
Zones	T5-MST T4-NG

Overall Widths	
Right-of-Way (ROW) Width	68' <b>A</b>
Curb Face to Curb Face Width	40' <b>B</b>

Lanes	
Traffic Lanes	2 @ 12' (2-way travel) <b>C</b>
Bicycle Lanes	None
Parking Lanes	2@ 8' parallel <b>D</b>
Medians	None

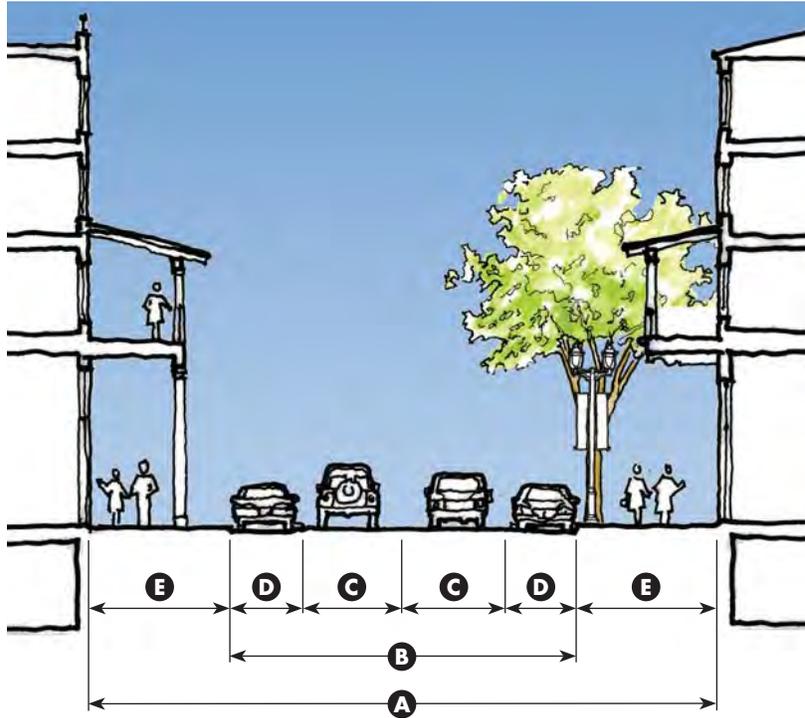
Edges	
Curb Type	Square
Planter Type	5' x 5' tree grates
Landscape Type	Medium trees @ 30' on center average. Not allowed along galleries/arcades.
Walkway Type	14' sidewalk <b>E</b>

Intersection	
Curb Radius	15' max. (bulb-outs required)
Distance Between Intersections	400' max.

update key plan with re-configured block pattern



# Town Center Street II



Application	
Movement Type	Slow
Design Speed	25-30 mph
Pedestrian Crossing Time	6 seconds
Zones	T5-MST T5-CC T4-NG

Overall Widths	
Right-of-Way (ROW) Width	64' <b>A</b>
Curb Face to Curb Face Width	36' <b>B</b>

Lanes	
Traffic Lanes	2 @ 10' (2-way travel) <b>C</b>
Bicycle Lanes	None
Parking Lanes	2 @8' parallel <b>D</b>
Medians	None

Edges	
Curb Type	Square
Planter Type	5' x 5' tree grates
Landscape Type	Medium trees @ 30' on center average. Not allowed along galleries/arcades.
Walkway Type	14' sidewalk <b>E</b>

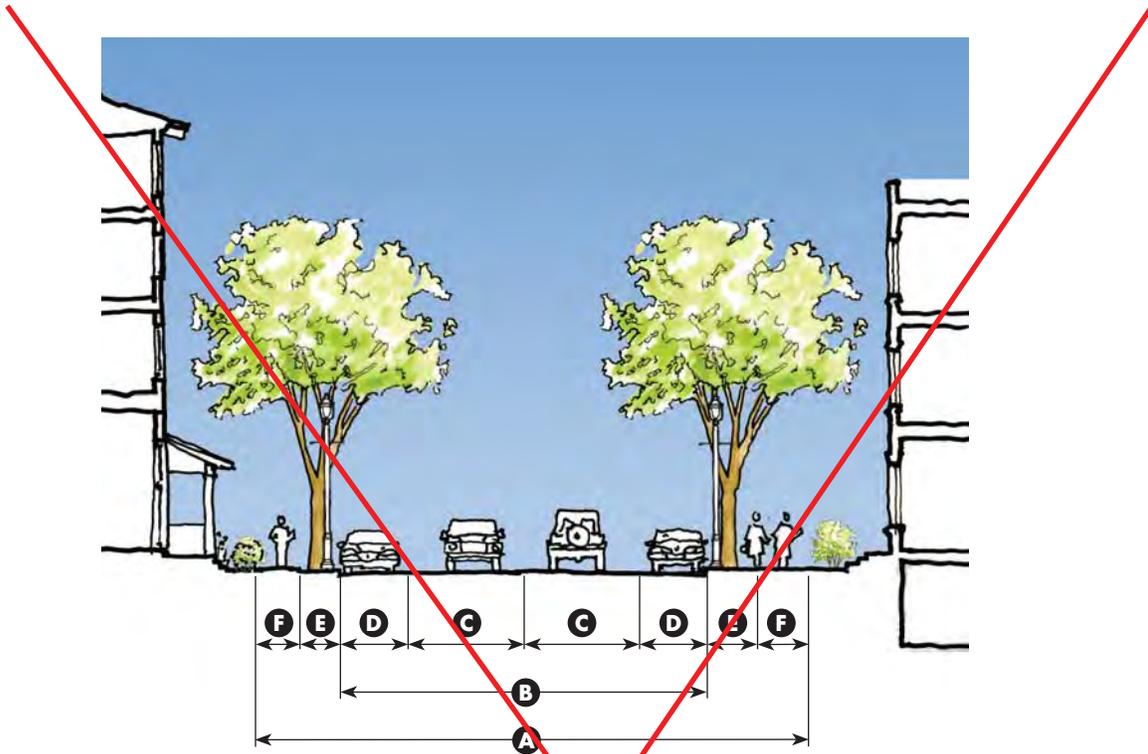
Intersection	
Curb Radius	15' max. (bulb-outs required)
Distance Between Intersections	400' max.

update key plan with re-configured block pattern



# Neighborhood Street I

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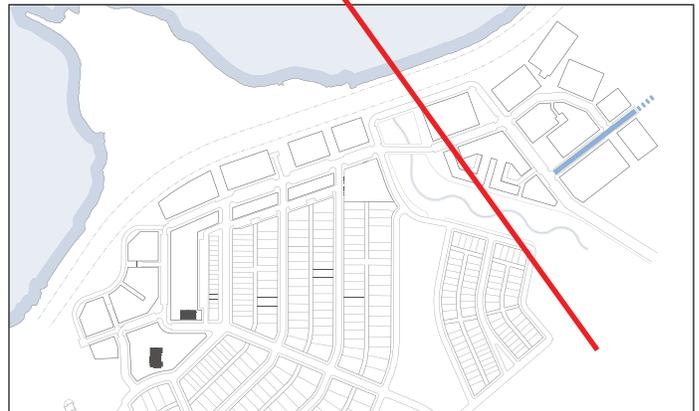
Application	
Movement Type	Slow
Design Speed	25-30 mph
Pedestrian Crossing Time	7 seconds
Zones	T5-MST T5-MS T4-NG

Overall Widths	
Right-of-Way (ROW) Width	64' <b>(A)</b>
Curb Face to Curb Face Width	40' <b>(B)</b>

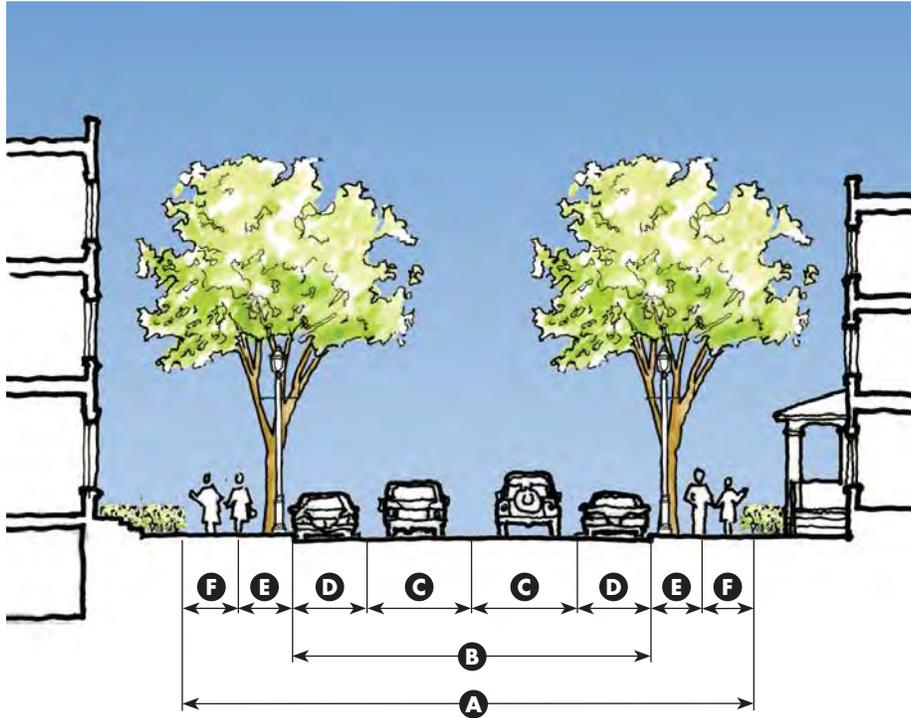
Lanes	
Traffic Lanes	2 @ 12' (2-way travel) <b>(C)</b>
Bicycle Lanes	None
Parking Lanes	2 @ 8' parallel <b>(D)</b>
Medians	None

Edges	
Curb Type	Square
Planter Type	6' continuous <b>(E)</b>
Landscape Type	Medium trees @ 30' on center average. Not allowed along galleries/arcades.
Walkway Type	6' sidewalk <b>(F)</b>

Intersection	
Curb Radius	15' max. (bulb-outs required)
Distance Between Intersections	400' max.



# Neighborhood Street II



Application	
Movement Type	Slow
Design Speed	25-30 mph
Pedestrian Crossing Time	6 seconds
Zones	T5-VN T5-CC T4-NG

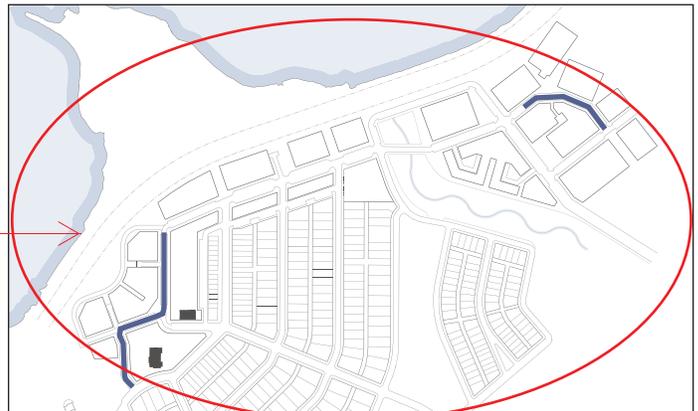
Overall Widths	
Right-of-Way (ROW) Width	60' <b>A</b>
Curb Face to Curb Face Width	36' <b>B</b>

Lanes	
Traffic Lanes	2 @ 10' (2-way travel) <b>C</b>
Bicycle Lanes	None
Parking Lanes	2 @ 8' parallel <b>D</b>
Medians	None

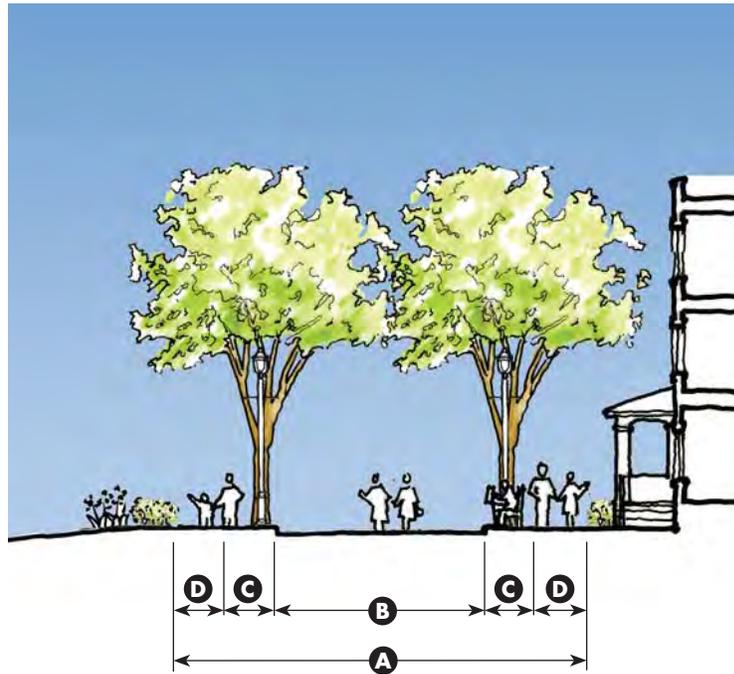
Edges	
Curb Type	Square
Planter Type	6' continuous <b>E</b>
Landscape Type	Medium trees @ 30' on center average. Not allowed along galleries/arcades.
Walkway Type	6' sidewalk <b>F</b>

Intersection	
Curb Radius	15' max. (bulb-outs required)
Distance Between Intersections	600' max.

update key plan with re-configured block pattern



# Walk Street



### Application

Movement Type	Pedestrian/Emergency
Design Speed	N/A
Pedestrian Crossing Time	6 seconds
Zones	T4-NG

### Overall Widths

Right-of-Way (ROW) Width	44'	<b>A</b>
Curb Face to Curb Face Width	20'	<b>B</b>

### Lanes

Traffic Lanes	1 @ 20'	<b>B</b>
Limited vehicular access		
Bricks or pavers required		

Bicycle Lanes	None
---------------	------

Parking Lanes	None
---------------	------

Medians	None
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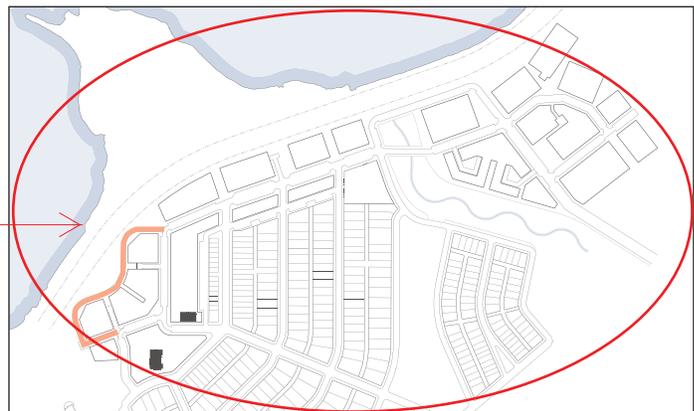
update key plan with re-configured block pattern

### Edges

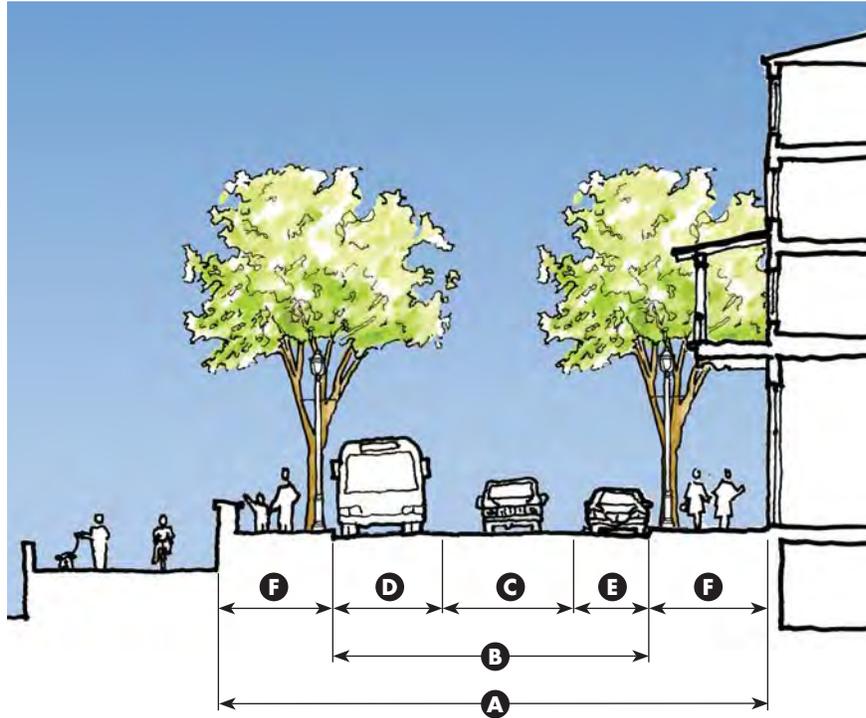
Curb Type	Rolled
Planter Type	6' continuous <b>C</b>
Landscape Type	Medium trees @ 30' on center average.
Walkway Type	6' sidewalk <b>D</b>

### Intersection

Curb Radius	15' max.
Distance Between Intersections	None



# Transit Loop Drive



Application	
Movement Type	Slow
Design Speed	Below 20 mph
Pedestrian Crossing Time	7 seconds
Zones	T5-MS T5-MST

Overall Widths	
Right-of-Way (ROW) Width	58' (68' 2-way travel) <b>A</b>
Curb Face to Curb Face Width	34' (44' 2-way travel) <b>B</b>

Lanes	
Traffic Lanes	1 @ 14' (1-way travel) <b>C</b> Optional additional 10' lane to accommodate 2-way travel
Loading/Unloading	1 @ 12' (1-way travel) <b>D</b>
Bicycle Lanes	1 <b>E</b>
Parking Lanes	1 <b>F</b>
Medians	None

Lane widths may be modified to accommodate transit vehicles.

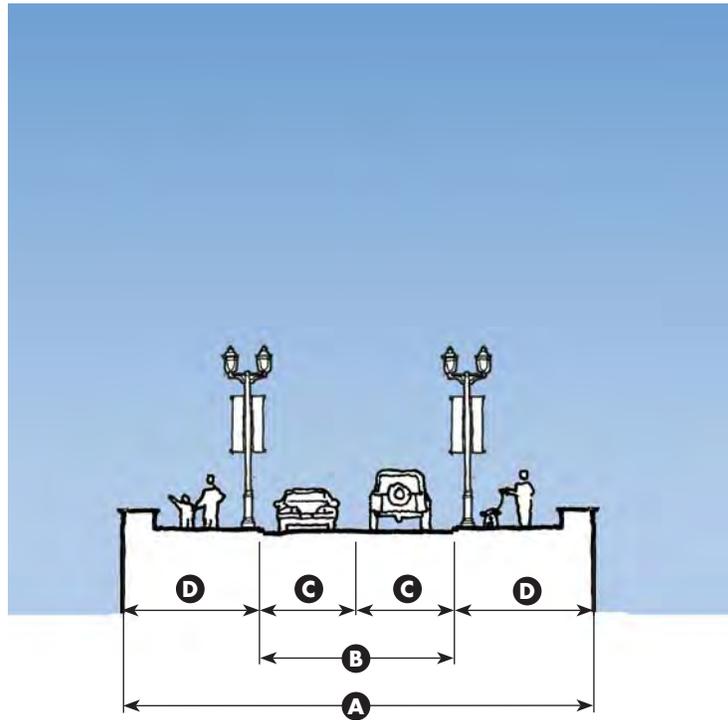
Edges	
Curb Type	Square
Planter Type	5' x 5' tree grates
Landscape Type	Medium trees @ 30' on center average. Not allowed along galleries/arcades.
Walkway Type	12' sidewalk <b>F</b>

Intersection	
Curb Radius	30' max. (bulb-outs required)
Distance Between Intersections	1000' max.



update key plan with re-configured block pattern

# Refugio Creek Crossing



Application	
Movement Type	Slow
Design Speed	25-30 mph
Pedestrian Crossing Time	7 seconds
Zones	N/A

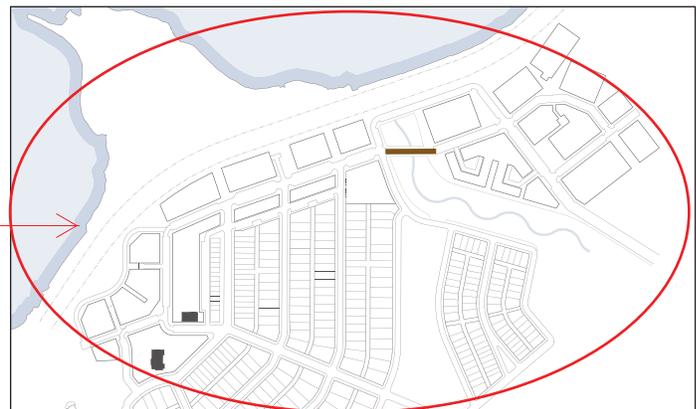
Overall Widths	
Right-of-Way (ROW) Width	50' <b>A</b>
Curb Face to Curb Face Width	24' <b>B</b>

Lanes	
Traffic Lanes	2 @ 12' (2-way travel) <b>C</b>
Bicycle Lanes	None
Parking Lanes	None
Medians	None

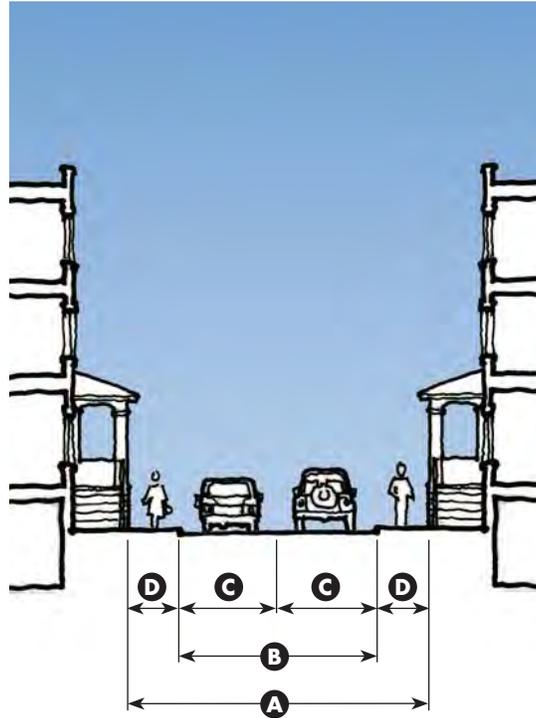
Edges	
Curb Type	Square
Planter Type	None
Landscape Type	None
Walkway Type	10'-13' sidewalk <b>D</b>

Intersection	
Curb Radius	N/A
Distance Between Intersections	N/A

update key plan with re-configured block pattern



# Access Alley



Application	
Movement Type	Slow
Design Speed	10 mph
Pedestrian Crossing Time	6 seconds
Zones	T5-MS T4-NG

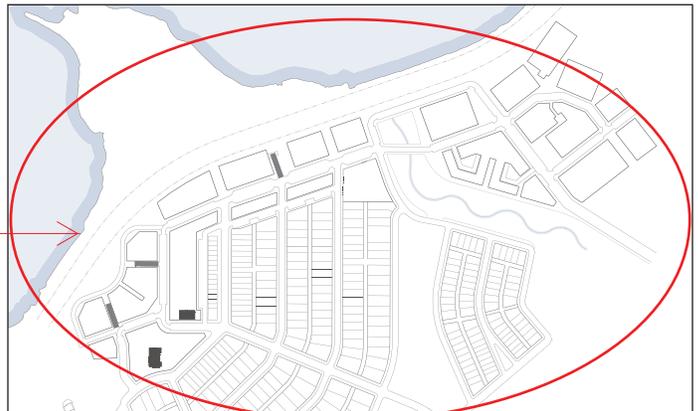
Overall Widths	
Right-of-Way (ROW) Width	30' <b>A</b>
Curb Face to Curb Face Width	20' <b>B</b>

Lanes	
Traffic Lanes	2 @ 10' (2-way travel) <b>C</b>
Bicycle Lanes	None
Parking Lanes	None
Medians	None

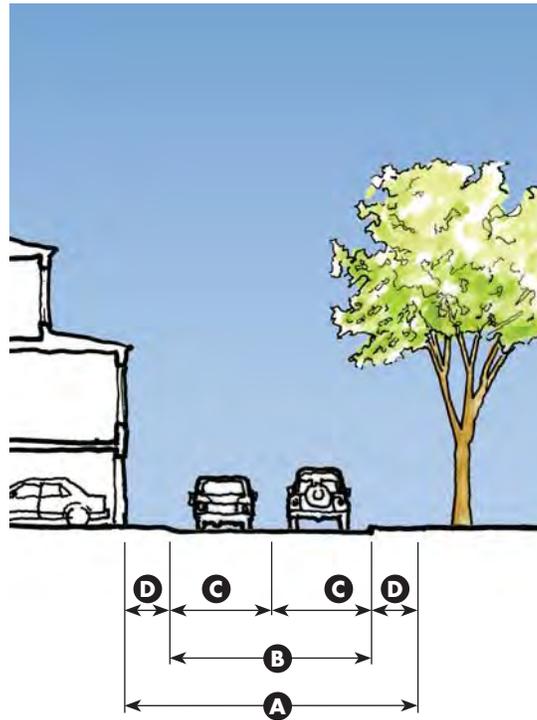
Edges	
Curb Type	Rolled
Planter Type	None
Landscape Type	None
Walkway Type	5' sidewalk <b>D</b>

Intersection	
Curb Radius	5' max.
Distance Between Intersections	N/A

update key plan with re-configured block pattern



# Rear Loaded Alley



Application	
Movement Type	Slow
Design Speed	10 mph
Pedestrian Crossing Time	6 seconds
Zones	T5-MST T4-MS

Overall Widths	
Right-of-Way (ROW) Width	28' clear <b>A</b>
Curb Face to Curb Face Width	20' <b>B</b>

Width of alley behind blocks F and G may be increased to accommodate on-street parking as an alternate to tuck-under parking.

Lanes	
Traffic Lanes	2 @ 10' (2-way travel) <b>C</b>
Bicycle Lanes	None
Parking Lanes	None (typical)
Medians	None

One row of on-street parking, here accommodated along blocks F and G, **update key plan with re-configured block pattern**

Edges	
Curb Type	Rolled
Alley Apron	4' min. <b>D</b>
Apron Type	Pavers or grass <b>D</b>
Walkway Type	None

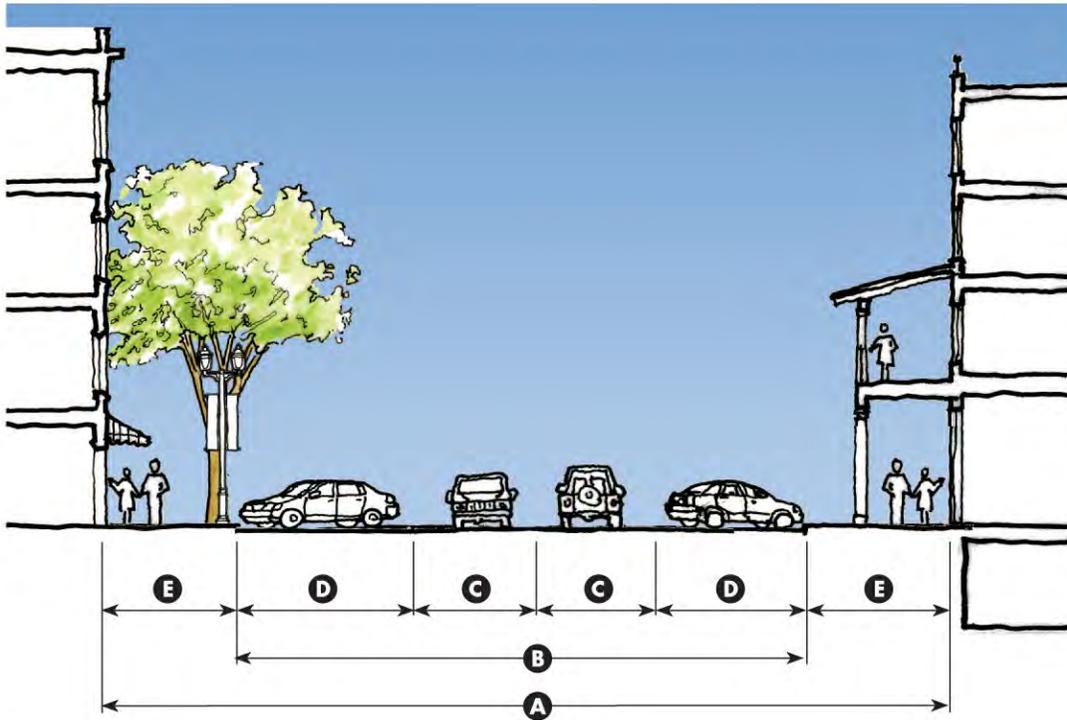
Intersection	
Curb Radius	5' max.
Distance Between Intersections	N/A



Insert New Street Standard for Edge Street

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# Main Street



### Application

Movement Type	Slow
Design Speed	20-25 mph
Pedestrian Crossing Time	7 seconds
Zones	T5-MS

### Overall Widths

Right-of-Way (ROW) Width	88'	<b>A</b>
Curb Face to Curb Face Width	60'	<b>B</b>

### Lanes

Traffic Lanes	2 @ 12' (2-way travel)	<b>C</b>
Bicycle Lanes	None	
Parking Lanes	2 @ 18' angle	<b>D</b>
Medians	None	

### Edges

Curb Type	Square
Planter Type	5' x 5' tree grates
Landscape Type	Medium trees @ 30' on center average. Not allowed along galleries/arcades.
Walkway Type	14' sidewalk <b>E</b>

### Intersection

Curb Radius	15' max. (bulb-outs required)
Distance Between Intersections	400' max.

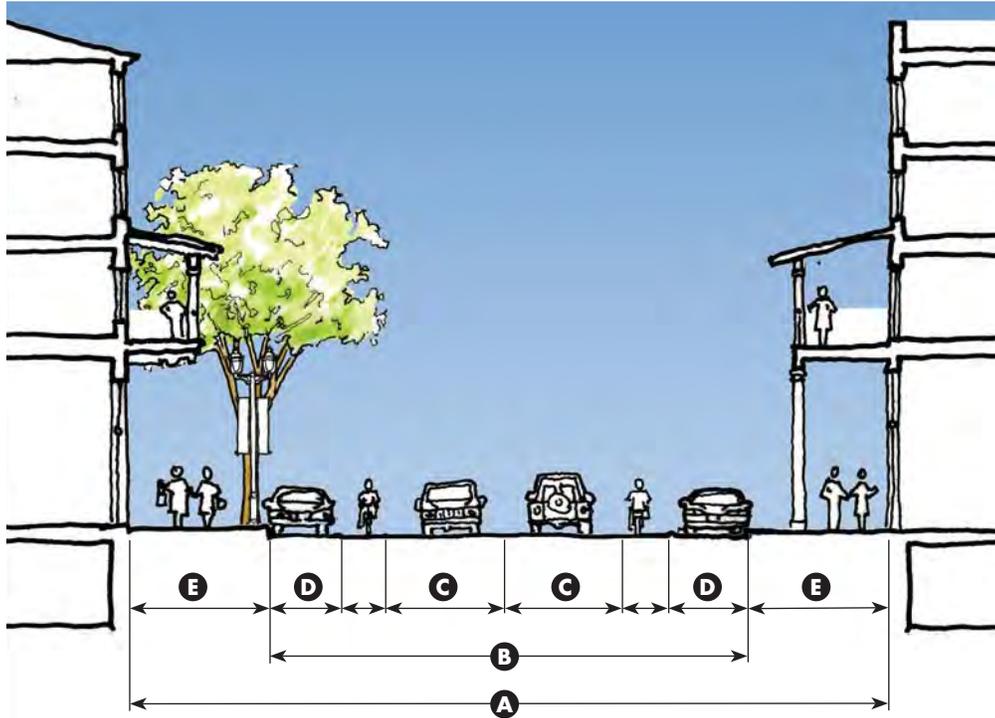


**EXHIBIT B (42)**

Update the key plan on **John Muir Parkway (p. 4-6 of Exhibit I to Initiative)** to reflect the block reconfiguration described in Exhibit B (3) above.

The following pages reflect a redline and final version of the changes described above.

# John Muir Parkway



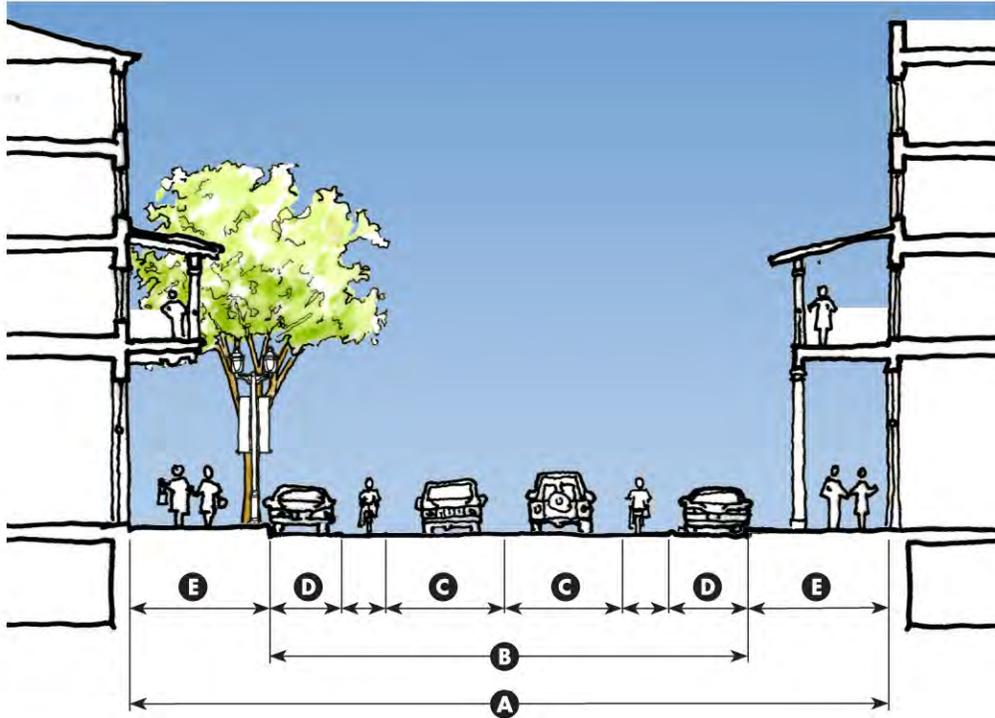
Application	
Movement Type	Slow
Design Speed	25-35 mph
Pedestrian Crossing Time	10 seconds
Zones	T5-MST
Overall Widths	
Right-of-Way (ROW) Width	80' <b>(A)</b>
Curb Face to Curb Face Width	52' <b>(B)</b>
Lanes	
Traffic Lanes	2 @ 12' (2-way travel) <b>(C)</b>
Bicycle Lanes	2 @ 6'
Parking Lanes	2 @ 8' parallel <b>(D)</b>
Medians	None

Edges	
Curb Type	Square
Planter Type	5' x 5' tree grates
Landscape Type	Medium trees @ 30' on center average. Not allowed along galleries/arcades.
Walkway Type	14' sidewalk <b>(E)</b>
Intersection	
Curb Radius	15' max. (bulb-outs required)
Distance Between Intersections	400' max.

update key plan with re-configured block pattern



# John Muir Parkway



Application	
Movement Type	Slow
Design Speed	25-35 mph
Pedestrian Crossing Time	10 seconds
Zones	T5-MST
Overall Widths	
Right-of-Way (ROW) Width	80' <b>(A)</b>
Curb Face to Curb Face Width	52' <b>(B)</b>
Lanes	
Traffic Lanes	2 @ 12' (2-way travel) <b>(C)</b>
Bicycle Lanes	2 @ 6'
Parking Lanes	2 @ 8' parallel <b>(D)</b>
Medians	None

Edges	
Curb Type	Square
Planter Type	5' x 5' tree grates
Landscape Type	Medium trees @ 30' on center average. Not allowed along galleries/arcades.
Walkway Type	14' sidewalk <b>(E)</b>
Intersection	
Curb Radius	15' max. (bulb-outs required)
Distance Between Intersections	400' max.

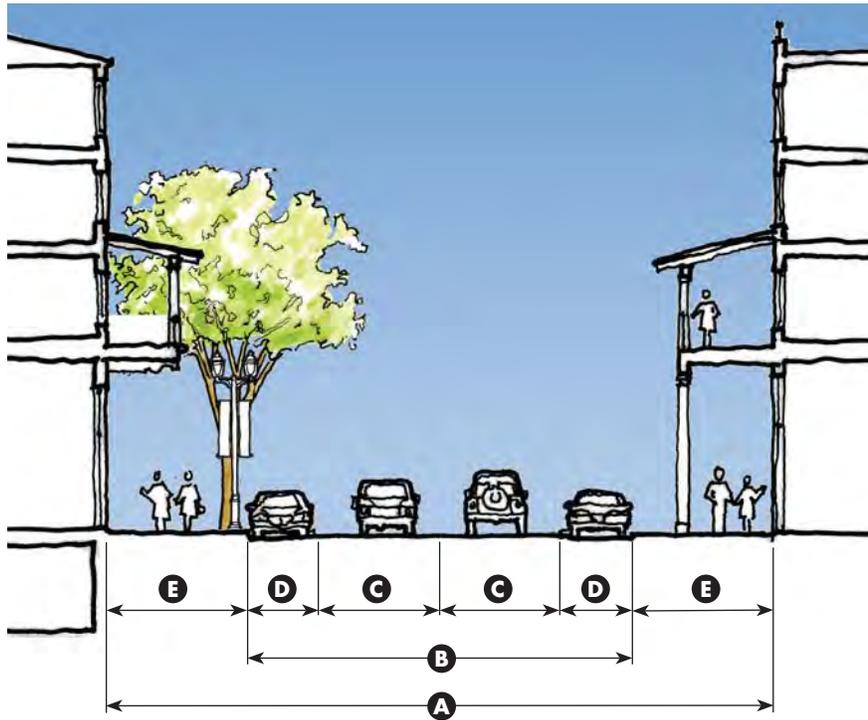


**EXHIBIT B (43)**

Update the key plan on **Town Center Street I (p. 4-7 of Exhibit I to Initiative)** to reflect the block reconfiguration described in Exhibit B (3) above.

The following pages reflect a redline and final version of the changes described above.

# Town Center Street I



Application	
Movement Type	Slow
Design Speed	25-35 mph
Pedestrian Crossing Time	7 seconds
Zones	T5-MST T4-NG

Overall Widths	
Right-of-Way (ROW) Width	68' <b>A</b>
Curb Face to Curb Face Width	40' <b>B</b>

Lanes	
Traffic Lanes	2 @ 12' (2-way travel) <b>C</b>
Bicycle Lanes	None
Parking Lanes	2@ 8' parallel <b>D</b>
Medians	None

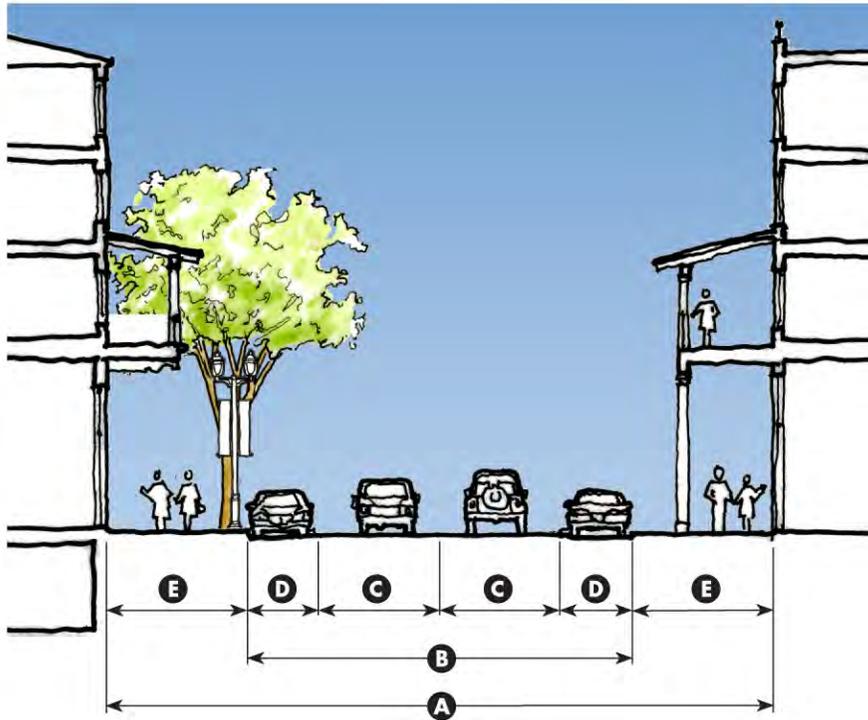
Edges	
Curb Type	Square
Planter Type	5' x 5' tree grates
Landscape Type	Medium trees @ 30' on center average. Not allowed along galleries/arcades.
Walkway Type	14' sidewalk <b>E</b>

Intersection	
Curb Radius	15' max. (bulb-outs required)
Distance Between Intersections	400' max.

Update key plan with re-configured block pattern



# Town Center Street I



Application	
Movement Type	Slow
Design Speed	25-35 mph
Pedestrian Crossing Time	7 seconds
Zones	T5-MST T4-NG

Overall Widths	
Right-of-Way (ROW) Width	68' <b>A</b>
Curb Face to Curb Face Width	40' <b>B</b>

Lanes	
Traffic Lanes	2 @ 12' (2-way travel) <b>C</b>
Bicycle Lanes	None
Parking Lanes	2@ 8' parallel <b>D</b>
Medians	None

Edges	
Curb Type	Square
Planter Type	5' x 5' tree grates
Landscape Type	Medium trees @ 30' on center average. Not allowed along galleries/arcades.
Walkway Type	14' sidewalk <b>E</b>

Intersection	
Curb Radius	15' max. (bulb-outs required)
Distance Between Intersections	400' max.



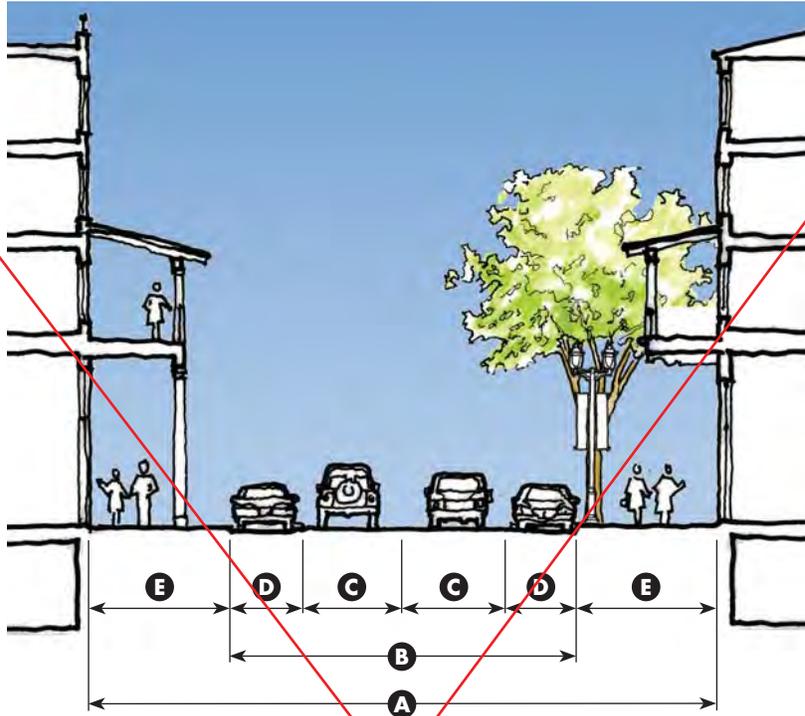
**EXHIBIT B (44)**

Delete **Town Center Street II (p. 4-8 of Exhibit I to Initiative)** as it is no longer applicable.

The following pages reflect a redline and final version of the changes described above.

# Town Center Street II

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Application	
Movement Type	Slow
Design Speed	25-30 mph
Pedestrian Crossing Time	6 seconds
Zones	T5-MST T5-CC T4-NG

Overall Widths	
Right-of-Way (ROW) Width	64' <b>A</b>
Curb Face to Curb Face Width	36' <b>B</b>

Lanes	
Traffic Lanes	2 @ 10' (2-way travel) <b>C</b>
Bicycle Lanes	None
Parking Lanes	2 @ 8' parallel <b>D</b>
Medians	None

Edges	
Curb Type	Square
Planter Type	5' x 5' tree grates
Landscape Type	Medium trees @ 30' on center average. Not allowed along galleries/arcades.
Walkway Type	14' sidewalk <b>E</b>

Intersection	
Curb Radius	15' max. (bulb-outs required)
Distance Between Intersections	400' max.



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## Town Center Street II

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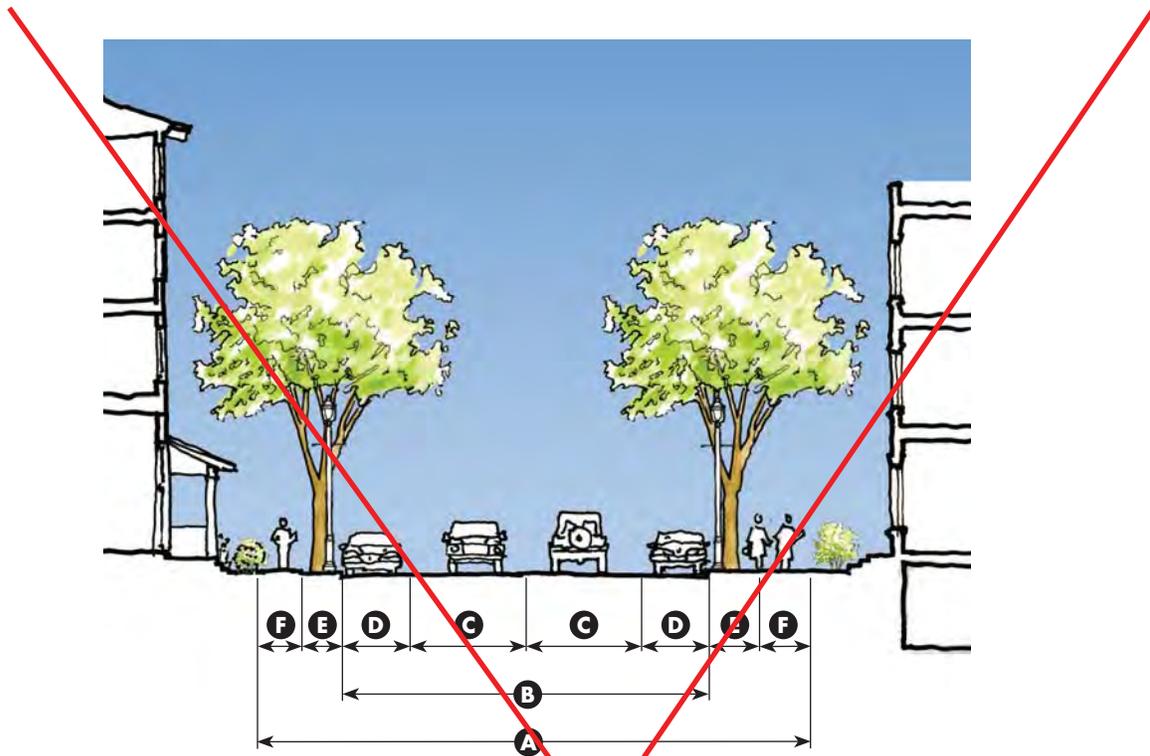
**EXHIBIT B (45)**

Delete **Neighborhood Street I (p. 4-9 of Exhibit I to Initiative)** Standard as it is no longer applicable.

The following pages reflect a redline and final version of the changes described above.

# Neighborhood Street I

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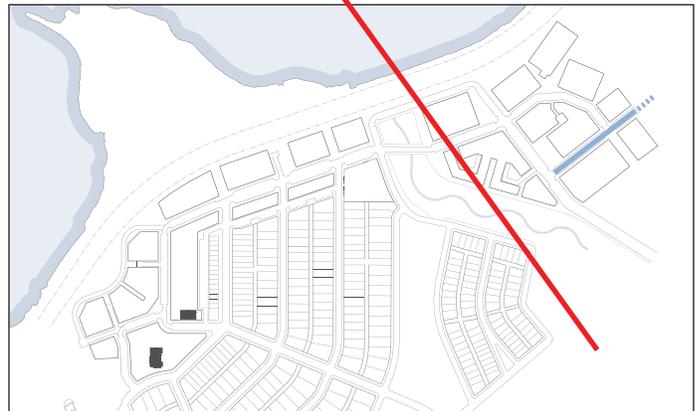
Application	
Movement Type	Slow
Design Speed	25-30 mph
Pedestrian Crossing Time	7 seconds
Zones	T5-MST T5-MS T4-NG

Overall Widths	
Right-of-Way (ROW) Width	64' <b>(A)</b>
Curb Face to Curb Face Width	40' <b>(B)</b>

Lanes	
Traffic Lanes	2 @ 12' (2-way travel) <b>(C)</b>
Bicycle Lanes	None
Parking Lanes	2 @ 8' parallel <b>(D)</b>
Medians	None

Edges	
Curb Type	Square
Planter Type	6' continuous <b>(E)</b>
Landscape Type	Medium trees @ 30' on center average. Not allowed along galleries/arcades.
Walkway Type	6' sidewalk <b>(F)</b>

Intersection	
Curb Radius	15' max. (bulb-outs required)
Distance Between Intersections	400' max.



---

# Neighborhood Street I

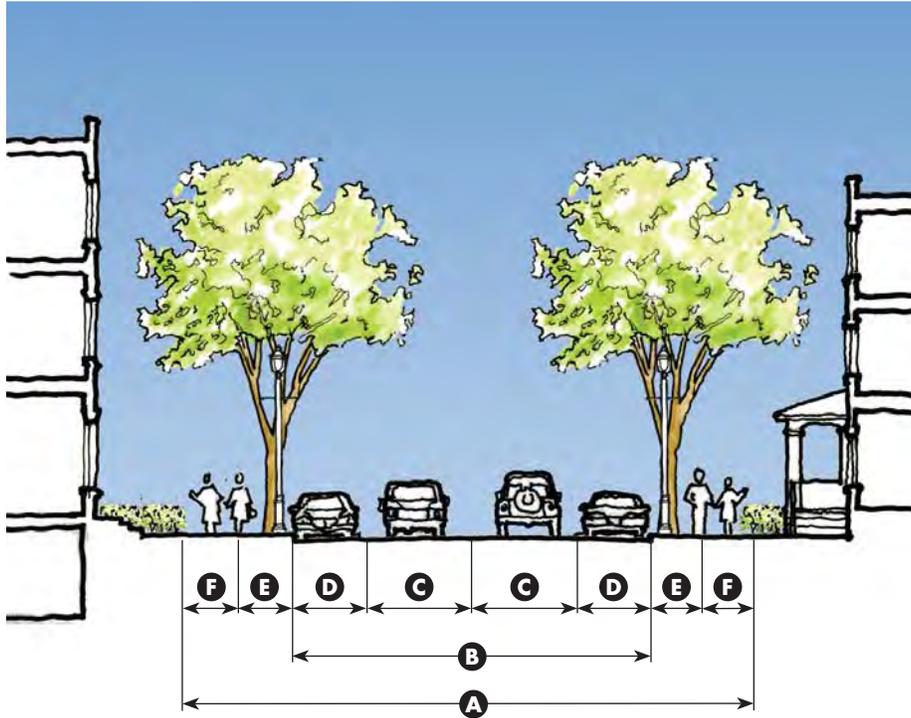
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**EXHIBIT B (46)**

Update the key plan on **Neighborhood Street II (p. 4-10 of Exhibit I to Initiative)** to reflect the block reconfiguration described in Exhibit B (3) above.

The following pages reflect a redline and final version of the changes described above.

# Neighborhood Street II



Application	
Movement Type	Slow
Design Speed	25-30 mph
Pedestrian Crossing Time	6 seconds
Zones	T5-VN T5-CC T4-NG

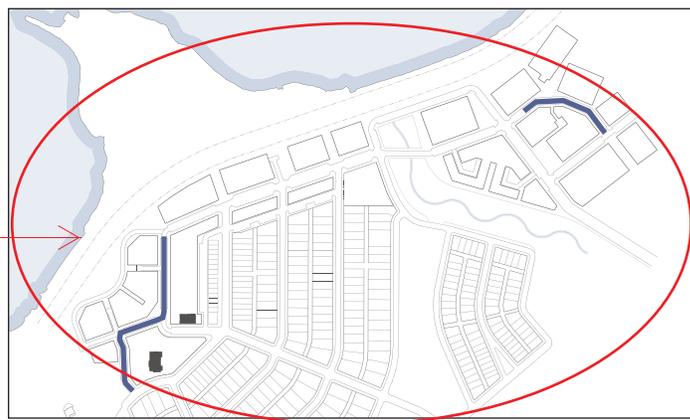
Overall Widths	
Right-of-Way (ROW) Width	60' <b>A</b>
Curb Face to Curb Face Width	36' <b>B</b>

Lanes	
Traffic Lanes	2 @ 10' (2-way travel) <b>C</b>
Bicycle Lanes	None
Parking Lanes	2 @ 8' parallel <b>D</b>
Medians	None

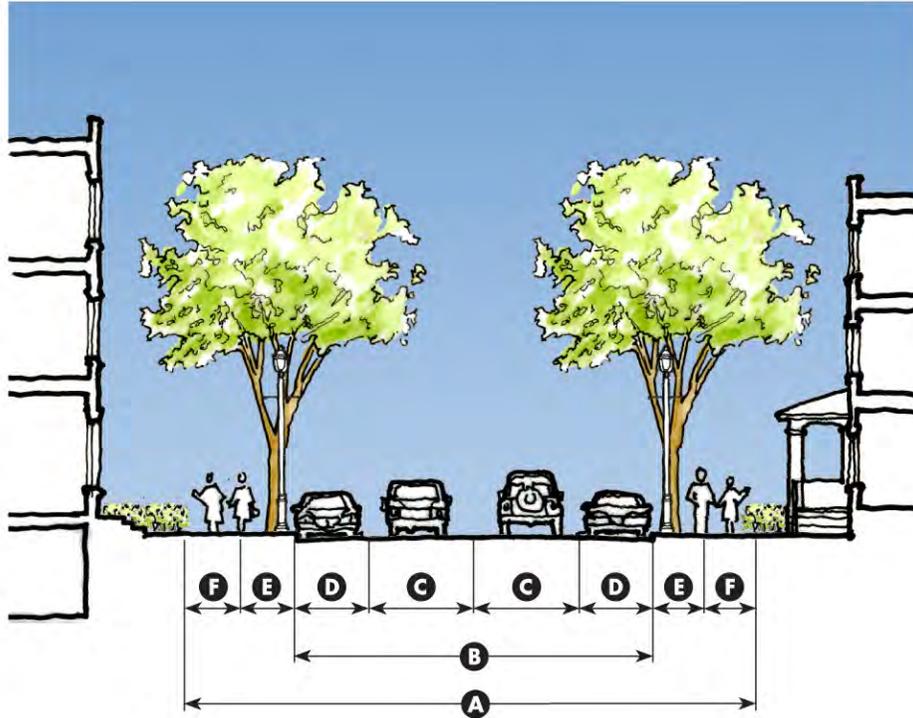
Edges	
Curb Type	Square
Planter Type	6' continuous <b>E</b>
Landscape Type	Medium trees @ 30' on center average. Not allowed along galleries/arcades.
Walkway Type	6' sidewalk <b>F</b>

Intersection	
Curb Radius	15' max. (bulb-outs required)
Distance Between Intersections	600' max.

update key plan with re-configured block pattern



# Neighborhood Street II



Application	
Movement Type	Slow
Design Speed	25-30 mph
Pedestrian Crossing Time	6 seconds
Zones	T5-VN T5-CC T4-NG

Overall Widths	
Right-of-Way (ROW) Width	60' <b>A</b>
Curb Face to Curb Face Width	36' <b>B</b>

Lanes	
Traffic Lanes	2 @ 10' (2-way travel) <b>C</b>
Bicycle Lanes	None
Parking Lanes	2 @ 8' parallel <b>D</b>
Medians	None

Edges	
Curb Type	Square
Planter Type	6' continuous <b>E</b>
Landscape Type	Medium trees @ 30' on center average. Not allowed along galleries/arcades.
Walkway Type	6' sidewalk <b>F</b>

Intersection	
Curb Radius	15' max. (bulb-outs required)
Distance Between Intersections	600' max.



4-10

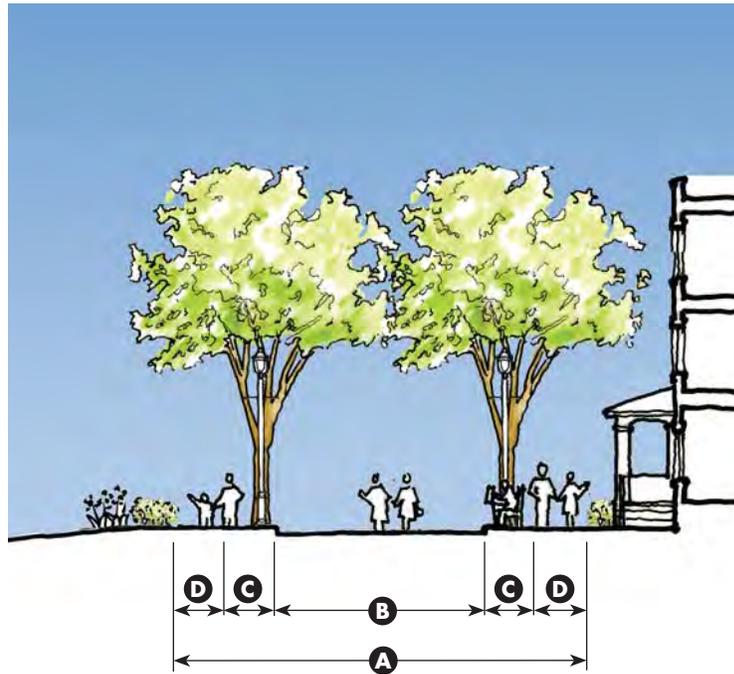
HWDMP Sub-District Amendments  
Opticos Design, Inc.

**EXHIBIT B (47)**

Update the key plan on **Walk Street (p. 4-11 of Exhibit I to Initiative)** to reflect the block reconfiguration described in Exhibit B (3) above.

The following pages reflect a redline and final version of the changes described above.

# Walk Street



### Application

Movement Type	Pedestrian/Emergency
Design Speed	N/A
Pedestrian Crossing Time	6 seconds
Zones	T4-NG

### Overall Widths

Right-of-Way (ROW) Width	44'	<b>A</b>
Curb Face to Curb Face Width	20'	<b>B</b>

### Lanes

Traffic Lanes	1 @ 20'	<b>B</b>
---------------	---------	----------

- Limited vehicular access
- Bricks or pavers required

Bicycle Lanes	None
---------------	------

Parking Lanes	None
---------------	------

Medians	None
---------	------

### Edges

Curb Type	Rolled
Planter Type	6' continuous <b>C</b>
Landscape Type	Medium trees @ 30' on center average.
Walkway Type	6' sidewalk <b>D</b>

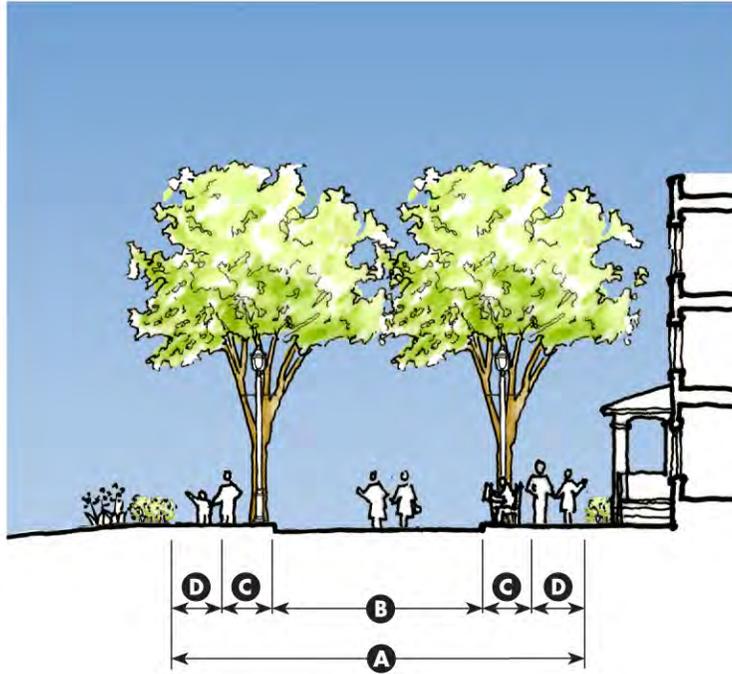
### Intersection

Curb Radius	15' max.
Distance Between Intersections	None

update key plan with re-configured block pattern



# Walk Street



Application	
Movement Type	Pedestrian/Emergency
Design Speed	N/A
Pedestrian Crossing Time	6 seconds
Zones	T4-NG

Overall Widths	
Right-of-Way (ROW) Width	44' <b>(A)</b>
Curb Face to Curb Face Width	20' <b>(B)</b>

Lanes	
Traffic Lanes	1 @ 20' <b>(B)</b>
Limited vehicular access	
Bricks or pavers required	
Bicycle Lanes	None
Parking Lanes	None
Medians	None

Edges	
Curb Type	Rolled
Planter Type	6' continuous <b>(C)</b>
Landscape Type	Medium trees @ 30' on center average.
Walkway Type	6' sidewalk <b>(D)</b>

Intersection	
Curb Radius	15' max.
Distance Between Intersections	None

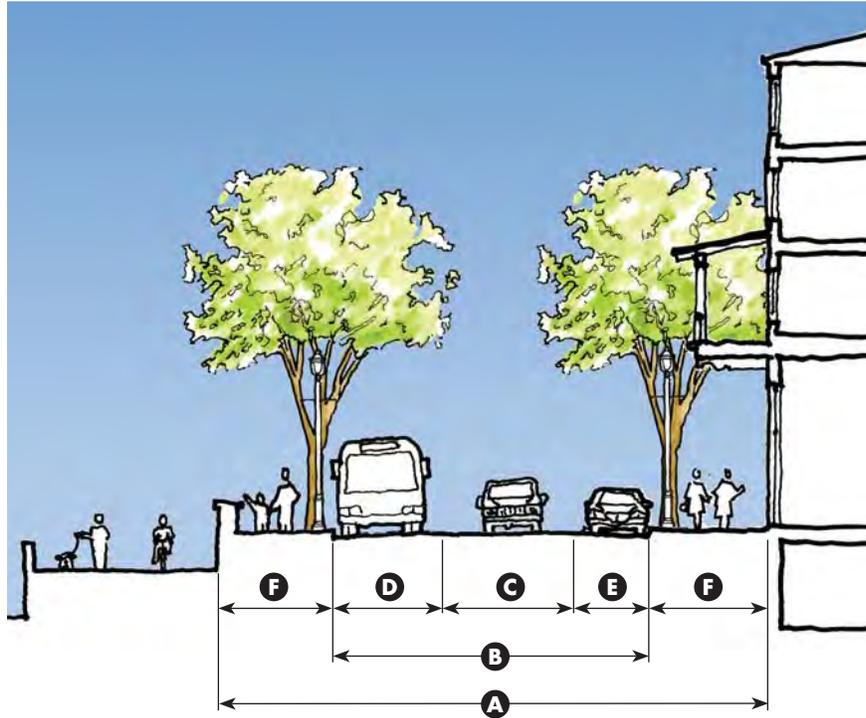


**EXHIBIT B (48)**

Update the key plan on **Transit Loop Drive (p. 4-12 of Exhibit I to Initiative)** to reflect the block reconfiguration described in Exhibit B (3) above.

The following pages reflect a redline and final version of the changes described above.

# Transit Loop Drive



Application	
Movement Type	Slow
Design Speed	Below 20 mph
Pedestrian Crossing Time	7 seconds
Zones	T5-MS T5-MST

Overall Widths	
Right-of-Way (ROW) Width	58' (68' 2-way travel) <b>A</b>
Curb Face to Curb Face Width	34' (44' 2-way travel) <b>B</b>

Lanes	
Traffic Lanes	1 @ 14' (1-way travel) <b>C</b> Optional additional 10' lane to accommodate 2-way travel
Loading/Unloading	1 @ 12' (1-way travel) <b>D</b>
Bicycle Lanes	1 <b>E</b>
Parking Lanes	1
Medians	None

Lane widths may be modified to accommodate transit vehicles.

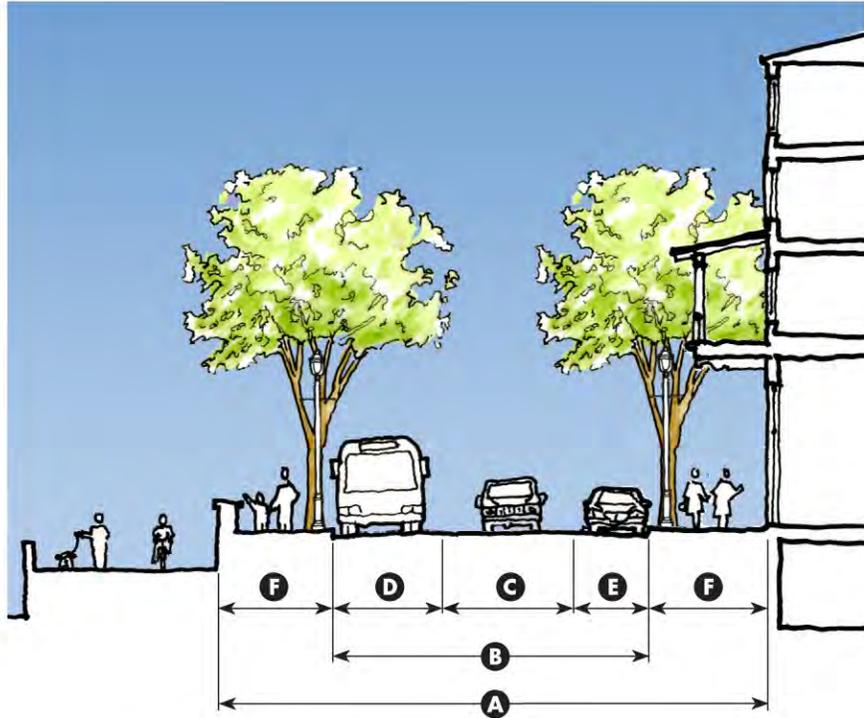
Edges	
Curb Type	Square
Planter Type	5' x 5' tree grates
Landscape Type	Medium trees @ 30' on center average. Not allowed along galleries/arcades.
Walkway Type	12' sidewalk <b>F</b>

Intersection	
Curb Radius	30' max. (bulb-outs required)
Distance Between Intersections	1000' max.



update key plan with re-configured block pattern

# Transit Loop Drive



Application	
Movement Type	Slow
Design Speed	Below 20 mph
Pedestrian Crossing Time	7 seconds
Zones	T5-MS T5-MST

Overall Widths	
Right-of-Way (ROW) Width	58' (68' 2-way travel) <b>A</b>
Curb Face to Curb Face Width	34' (44' 2-way travel) <b>B</b>

Lanes	
Traffic Lanes	1 @ 14' (1-way travel) <b>C</b> Optional additional 10' lane to accommodate 2-way travel
Loading/Unloading	1 @ 12' (1-way travel) <b>D</b>
Bicycle Lanes	None
Parking Lanes	1 @ 8' parallel <b>E</b>
Medians	None

Lane widths may be modified to accommodate transit vehicles.

Edges	
Curb Type	Square
Planter Type	5' x 5' tree grates
Landscape Type	Medium trees @ 30' on center average. Not allowed along galleries/arcades.
Walkway Type	12' sidewalk <b>F</b>

Intersection	
Curb Radius	30' max. (bulb-outs required)
Distance Between Intersections	1000' max.



4-12

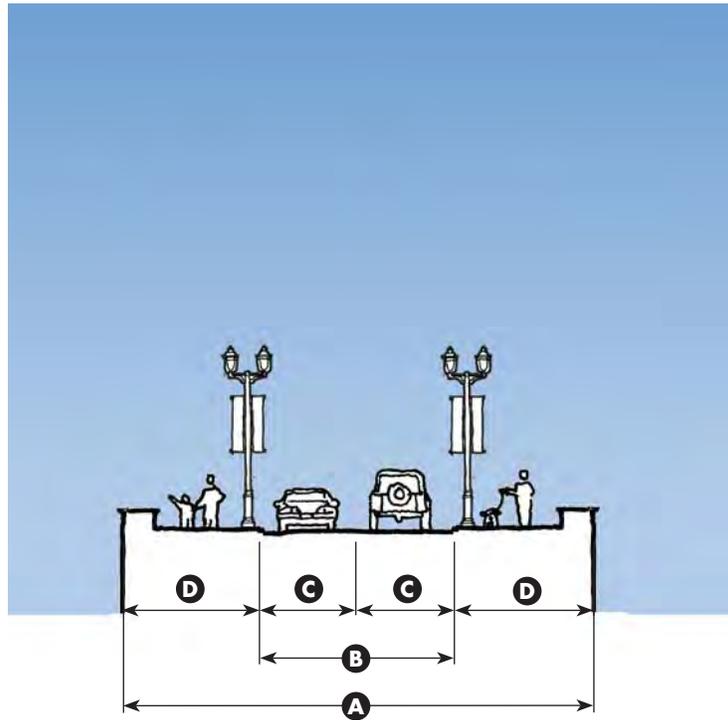
**HWDMP Sub-District Amendments**  
**Opticos Design, Inc.**

**EXHIBIT B (49)**

Update the key plan on **Refugio Creek Crossing (p. 4-13 of Exhibit I to Initiative)** to reflect the block reconfiguration described in Exhibit B (3) above.

The following pages reflect a redline and final version of the changes described above.

# Refugio Creek Crossing



Application	
Movement Type	Slow
Design Speed	25-30 mph
Pedestrian Crossing Time	7 seconds
Zones	N/A

Overall Widths	
Right-of-Way (ROW) Width	50' <b>A</b>
Curb Face to Curb Face Width	24' <b>B</b>

Lanes	
Traffic Lanes	2 @ 12' (2-way travel) <b>C</b>
Bicycle Lanes	None
Parking Lanes	None
Medians	None

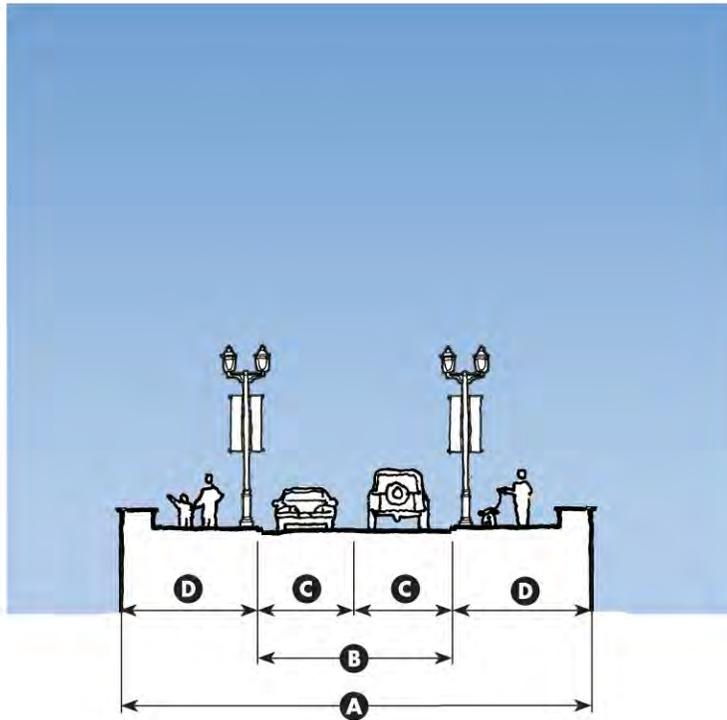
Edges	
Curb Type	Square
Planter Type	None
Landscape Type	None
Walkway Type	10'-13' sidewalk <b>D</b>

Intersection	
Curb Radius	N/A
Distance Between Intersections	N/A

update key plan with re-configured block pattern



# Refugio Creek Crossing



Application	
Movement Type	Slow
Design Speed	25-30 mph
Pedestrian Crossing Time	7 seconds
Zones	N/A

Overall Widths	
Right-of-Way (ROW) Width	50' <b>A</b>
Curb Face to Curb Face Width	24' <b>B</b>

Lanes	
Traffic Lanes	2 @ 12' (2-way travel) <b>C</b>
Bicycle Lanes	None
Parking Lanes	None
Medians	None

Edges	
Curb Type	Square
Planter Type	None
Landscape Type	None
Walkway Type	10'-13' sidewalk <b>D</b>

Intersection	
Curb Radius	N/A
Distance Between Intersections	N/A

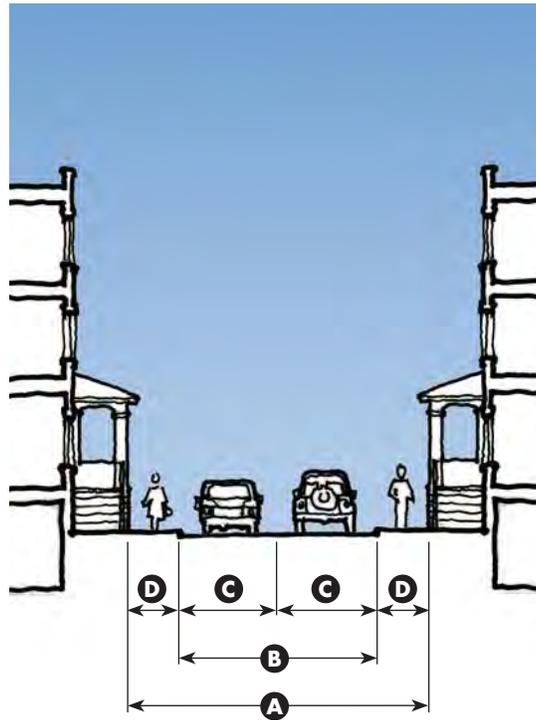


**EXHIBIT B (50)**

Update the key plan on **Access Alley (p. 4-14 of Exhibit I to Initiative)** to reflect the block reconfiguration described in Exhibit B (3) above.

The following pages reflect a redline and final version of the changes described above.

# Access Alley



Application	
Movement Type	Slow
Design Speed	10 mph
Pedestrian Crossing Time	6 seconds
Zones	T5-MS T4-NG

Overall Widths	
Right-of-Way (ROW) Width	30' <b>A</b>
Curb Face to Curb Face Width	20' <b>B</b>

Lanes	
Traffic Lanes	2 @ 10' (2-way travel) <b>C</b>
Bicycle Lanes	None
Parking Lanes	None
Medians	None

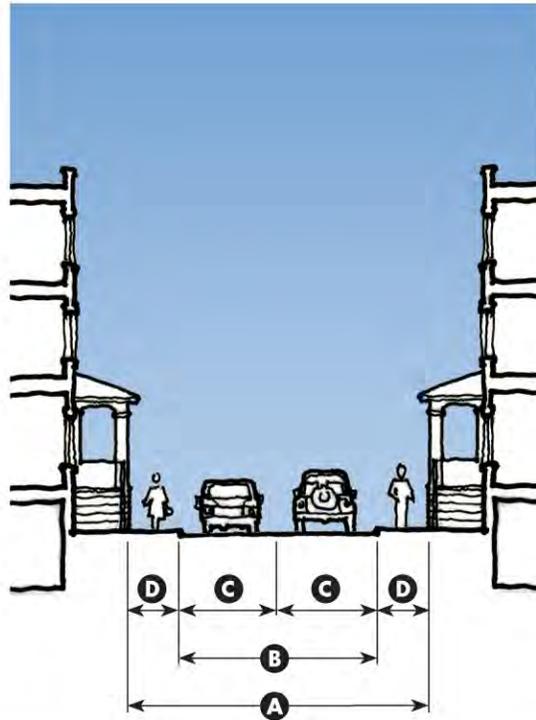
Edges	
Curb Type	Rolled
Planter Type	None
Landscape Type	None
Walkway Type	5' sidewalk <b>D</b>

Intersection	
Curb Radius	5' max.
Distance Between Intersections	N/A

update key plan with re-configured block pattern



# Access Alley



Application	
Movement Type	Slow
Design Speed	10 mph
Pedestrian Crossing Time	6 seconds
Zones	T5-MS T4-NG

Overall Widths	
Right-of-Way (ROW) Width	30' <b>A</b>
Curb Face to Curb Face Width	20' <b>B</b>

Lanes	
Traffic Lanes	2 @ 10' (2-way travel) <b>C</b>
Bicycle Lanes	None
Parking Lanes	None
Medians	None

Edges	
Curb Type	Rolled
Planter Type	None
Landscape Type	None
Walkway Type	5' sidewalk <b>D</b>

Intersection	
Curb Radius	5' max.
Distance Between Intersections	N/A

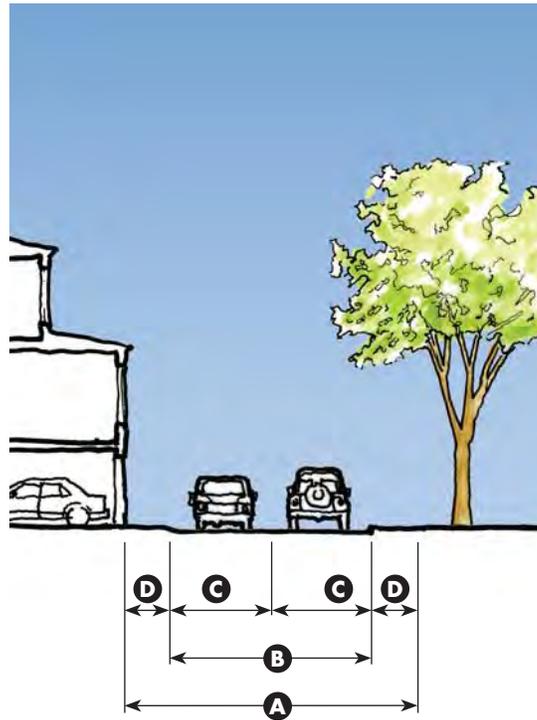


**EXHIBIT B (51)**

Update the key plan on **Rear Loaded Alley (p. 4-15 of Exhibit I to Initiative)** to reflect the block reconfiguration described in Exhibit B (3) above.

The following pages reflect a redline and final version of the changes described above.

# Rear Loaded Alley



Application	
Movement Type	Slow
Design Speed	10 mph
Pedestrian Crossing Time	6 seconds
Zones	T5-MST T4-MS

Overall Widths	
Right-of-Way (ROW) Width	28' clear <b>A</b>
Curb Face to Curb Face Width	20' <b>B</b>

Width of alley behind blocks F and G may be increased to accommodate on-street parking as an alternate to tuck-under parking.

Lanes	
Traffic Lanes	2 @ 10' (2-way travel) <b>C</b>
Bicycle Lanes	None
Parking Lanes	None (typical)
Medians	None

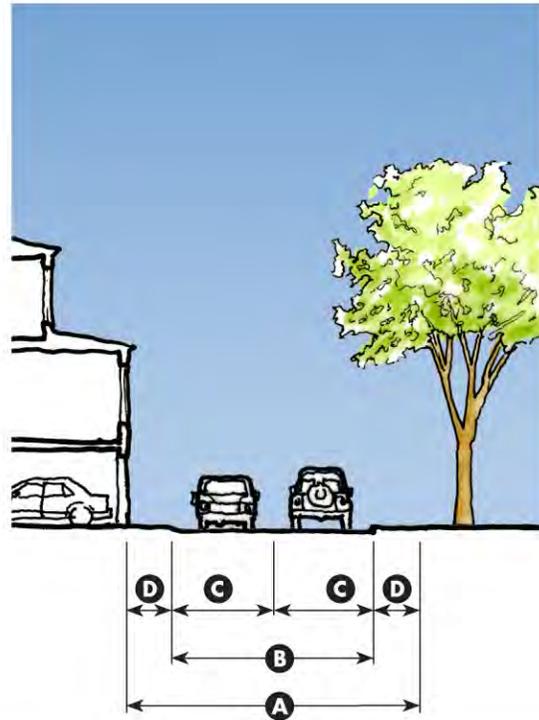
One row of on-street parking, here accommodated along blocks F and G, **update key plan with re-configured block pattern**

Edges	
Curb Type	Rolled
Alley Apron	4' min. <b>D</b>
Apron Type	Pavers or grass <b>D</b>
Walkway Type	None

Intersection	
Curb Radius	5' max.
Distance Between Intersections	N/A



# Rear Loaded Alley



Application	
Movement Type	Slow
Design Speed	10 mph
Pedestrian Crossing Time	6 seconds
Zones	T5-MST T4-MS

Overall Widths	
Right-of-Way (ROW) Width	28' clear <b>A</b>
Curb Face to Curb Face Width	20' <b>B</b>
Width of alley behind blocks F and G may be increased to accommodate on-street parking as an alternate to tuck-under parking.	

Lanes	
Traffic Lanes	2 @ 10' (2-way travel) <b>C</b>
Bicycle Lanes	None
Parking Lanes	None (typical) One row of on-street parking, head-in or parallel, may be accommodated along blocks F and G
Medians	None

Edges	
Curb Type	Rolled
Alley Apron	4' min. <b>D</b>
Apron Type	Pavers or grass <b>D</b>
Walkway Type	None

Intersection	
Curb Radius	5' max.
Distance Between Intersections	N/A



**EXHIBIT B (52)**

Update page **4-16 of the Initiative** to reflect the new **Cascade Standard** described on the following page (additions are shown in underline; deletions are shown as strikeout):

**Application**

<u>Movement Type</u>	<u>Pedestrian/Emergency</u>
<u>Design Speed</u>	<u>N/A</u>
<u>Pedestrian Crossing Time</u>	<u>6 seconds</u>
<u>Zones</u>	<u>T4-NG</u>

**Overall Widths**

<u>Right-of-Way (ROW) Width</u>	<u>Min. 20'</u>
---------------------------------	-----------------

**Lanes**

<u>Traffic Lanes</u>	<u>1 @ 10'</u>
<u>Limited vehicular access/garage entry</u>	
<u>Bricks or pavers required</u>	
<u>Bicycle Lanes</u>	<u>None</u>
<u>Parking Lanes</u>	<u>None</u>
<u>Medians</u>	<u>None</u>

**Edges**

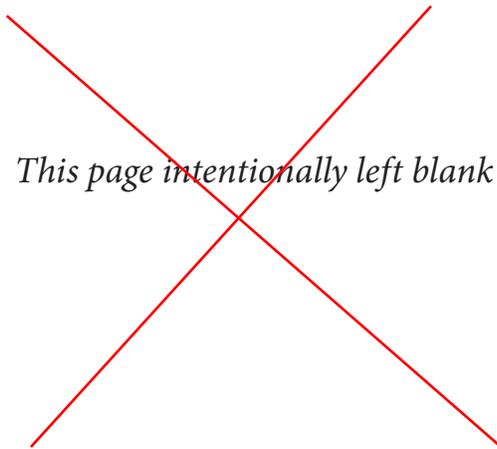
<u>Curb Type</u>	<u>None</u>
<u>Planter Type</u>	<u>Minimal</u>
<u>Landscape Type</u>	<u>Minimal</u>

**Intersection**

<u>Curb Radius</u>	<u>None</u>
<u>Distance Between Intersections</u>	<u>None</u>

The following pages reflect a redline and final version of the changes described above.

Insert New Street  
Standard for  
Cascade



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# Cascade



Application	
Movement Type	Pedestrian/Emergency
Design Speed	N/A
Pedestrian Crossing Time	6 seconds
Zones	T4-NG

Overall Widths	
Right-of-Way (ROW) Width	Min. 20' <b>A</b>

Lanes	
Traffic Lanes	1 @ 20' <b>B</b>
Limited vehicular access /garage entry	
Bricks or pavers required	
Bicycle Lanes	None
Parking Lanes	None
Medians	None

Edges	
Curb Type	None
Planter Type	Minimal <b>C</b>
Landscape Type	Minimal

Intersection	
Curb Radius	None
Distance Between Intersections	None



**EXHIBIT B (53)**

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