



CITY OF MISSION VIEJO OBJECTIVE DESIGN STANDARDS

JUNE 2023



MISSION
VIEJO

JZMK
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INTRODUCTION

1 INTRODUCTION

1.1 PURPOSE

1.1.1 OVERVIEW

The development of residential multi-family projects and mixed-use projects in the City of Mission Viejo is regulated by a variety of documents including the General Plan, Zoning Ordinance, and other topic specific ordinances. Following the passage of several California State bills, the City of Mission Viejo is required to adopt objective design standards and streamline its housing development and review process to ensure high quality design and facilitate the efficient delivery of new residential units.

Several State housing laws rely upon objective standards and emphasize the need for this document. The following paragraphs summarize the laws, which, when layered together, create the policy context within which Mission Viejo must develop its objective standards.

Senate Bill 35 (SB35), or “Affordable Housing Streamlined Approval Process”, was passed in 2017. It creates an opt-in program for developers that allows a streamlined ministerial approval process for developments in localities that have not yet made sufficient progress toward meeting their regional housing need allocation (RHNA). Eligible developments must include a specified level of affordability; be on an infill site; comply with existing residential and mixed-use general plan or zoning provisions; and comply with other requirements such as 18R housing crisis act was passed in 2019 and was supplemented by SB3 in 2021. It locational and demolition restrictions. The streamlined, ministerial entitlement process created by SB 35 relies on objective design standards.

Senate Bill 330 (SB 330), or “Housing Crisis Act”, was passed in 2019 and was supplemented by AB8 in 2021.

It allows a housing developer to submit a “preliminary application” to a local agency for a housing development project. Submittal of a preliminary application allows a developer to provide a specific subset of information on the proposed housing development before providing the full amount of information required by the local government for a housing development application. Upon submittal of a preliminary application and payment of the permit processing fee, a housing developer is allowed to “freeze” the applicable fees and development standards that apply to a project while the rest of the material necessary for a full application submittal is assembled. After an application is deemed complete, local agencies cannot “disapprove” an eligible housing development project or condition its approval at a “lower density,” as defined in Government Code Section 65589.5(g), if the project is consistent with objective standards. SB 330 also places additional limitations on an “affected” agency’s ability to limit development, and requires HCD to develop a list of cities (“affected cities”) and census designated places (CDPs) within the unincorporated county (“affected counties”) that are prohibited from taking certain zoning-related actions, including, among other things:

- Downzoning or actions resulting in lesser intensification
- Imposing a moratorium on development
- Imposing design standards that are not objective

The law also requires jurisdiction-wide housing replacement when housing affordable to lower-income residents is demolished. Most of these provisions sunset on January 1, 2030, unless extended by the legislature and governor.

Senate Bill 6 (SB 6), or The Middle Crisis Housing Act was passed in 2022. It allows residential development



on property zoned for retail and office space without needing a rezoning, and allows project applicants to invoke the Housing Accountability Act (HAA, 1982) to limit local discretion to deny or condition approval. However, SB 6 does not provide a ministerial approval pathway, and it requires applicants to commit to both prevailing wage and more costly “skilled and trained workforce” requirements for project labor but does rely on Objective Design Standards. SB 6 does not contain any affordability requirements.

Assembly Bill (AB 2011), or “The Housing and High Roads Job Act,” was passed in 2022. It creates a ministerial, California Environmental Quality Act (CEQA)-exempt, time-limited approval process for multifamily housing developments on commercially zoned property. Projects must pay prevailing wages to construction workers and meet specified Below Market Rate (BMR) affordable housing targets. The legislation provides two distinct options: one for 100 percent BMR projects and a second for mixed-income (typically 15 percent BMR) projects located specifically on “commercial corridors.” Eligibility is further limited by numerous site and project criteria requiring careful review. The streamlined review process relies on Objective Design Standards. AB 2011 sunsets in 2033.

1.1.2 GOALS

The purpose of these Objective Design Standards is to provide city-wide regulations that require high quality multi-family residential development with a clear set of rules that are understandable by the public, city and development community in order to facilitate an efficient review process that results in buildings that are appropriate for their context and environment.

In application, these Objective Design Standards are intended to accomplish three goals:

- a. Preserve the character of Mission Viejo neighborhoods by balancing the form and design of existing development with new construction techniques and typologies.
- b. Encourage human-scaled buildings that adhere to zoning regulations and promote high quality site and building design.
- c. Emphasize a pedestrian-oriented environment where buildings and public realm design are cohesive and complementary of a diverse range of uses.

1.2 ORGANIZATION

The Objective Design Standards are organized into an introduction and five sections: Site Planning, Site Design, Building Design, Architectural Styles and Open Space. The purpose outlines the high-level goals of the section and draws from Goals and Policies of the Mission Viejo General Plan. Within each section, subsections organize one or more design standards that will regulate specific design guidance. The design guidance is provided for each subsection with an intent statement that outlines General Plan and other planning policies and specific intent of the standards that follow.

1.3 APPLICABILITY

1.3.1 APPLICABLE PROJECT TYPES

These Objective Design Standards apply to all new construction projects that meet the following criteria:

1. Multi-family projects. Defined as a project consisting of multifamily residential uses only with 2 or more Dwelling Units at a density of 30 units or more.
2. Mixed-use projects, featuring a combination of residential and other uses where at least two-thirds of the square footage of the development is designated for residential use at a density of 30 units or more.

All other project types, including single-family homes, commercial-only projects, and interior renovations less than 30% of floor area are not subject to these objective design standards but must satisfy existing development standards in the Zoning Ordinance.



1.3.2 EXCEPTIONS & EXEMPTIONS

All applicable projects are required to comply with Objective Design Standards. Should a project not be able to or choose not to adhere to the Objective Design Standards, a project may seek approvals through the following paths:

1. **Minor Exceptions and Exemptions.** If an applicant is unable to meet certain Objective Design Standards, applicant may request up to three (3) exceptions/exemptions. This allows for limited discretionary review and flexibility for projects that may have a physical constraint or alternative architectural solution to specific standards. The Community Development Director will have full right to deny a project requesting these exceptions/exemptions.
2. Requests shall be made by the applicant in writing to the Community Development Director.
 - a. Applicants requesting an exception/exemption shall provide findings on how their project meets the Purpose and Intent statement for each topic where the exception/exemption is requested.
 - b. Applicant shall document constraints to meeting the standard.
 - c. Exceptions/exemptions from quantitative standards shall not deviate more than 5% plus or minus from the standard.
3. **Discretionary Review Path.** Applicant may choose the Discretionary Review Path if they choose not to meet the Objective Design Standards. The Discretionary Review Path voluntarily takes a project outside of requirements including time of review and limit on number of public meetings for projects seeking non-discretionary approvals based on SB330.
 - a. Applicant shall provide findings on how their project meets the Purpose and Intent statement for each topic in the Objective Design Standards.
 - b. Applicants may be subject review by the Planning Commission.
 - c. Applicants may be subject to community meetings.

1.4 USER GUIDE

The Objective Design Standards are for residents, property and business owners, developers and builders, architects and designers, and City staff involved in the review and approval process of multi-family and/or mixed-use development in City of Mission Viejo. The following steps are a quick way to understand the different sections of the document and how to use it.

Step 1: Review the Site Planning & Site Design Standards.

Site Planning involves a careful analysis of the opportunities and constraints of the site, including existing features such as mature trees, topography, and drainage patterns. The components of site development extend beyond building placement and configuration, including surrounding uses, retaining walls, landscape design, hardscape considerations, and parking. The Site Design Standards outline several requirements on these topics.

Step 2: Review the General Building Design Standards.

While new projects need not copy existing development, their mass and scale shall respect adjacent building context and uses. The General Building Design Standards establish requirements on these issues. Standards related to garage doors and entries are also established here. These standards apply no matter which style is being utilized for the project design.

Step 3: Review the Architectural Style Standards.

The design and detailing of buildings are paramount to a quality environment, and the City of Mission Viejo is committed to authentic expressions of architectural style. Architectural design elements and materials shall be consistent throughout the project, recognizing that a building is 3-dimensional and must be well designed on all sides. Detailing, choice of materials, window and door choices shall reinforce the overall project

design. To provide guidance on architectural styles, the Standards offer a menu of architectural traditions individual buildings may be designed in.

These styles are as follows:

- Andalusian,
- Mountain
- Contemporary,

Within each style description, various elements related to roof forms, windows, decorative details, and other topics are enumerated. The Architectural Style Standards require certain elements, while other elements may be selected from a menu of options.

Step 4: Review the Mixed-Use Development Standards, if applicable.

For developments that incorporate a commercial component in addition to residential housing, Mixed-Use Development Standards, located at the end of each chapter of architectural style, provide direction on design of storefronts, type of decorative accents, and other relevant topics. Mixed-use proposals shall be consistent with these standards.

Step 5: Review the City of Mission Viejo Municipal Code and consult with Community Development Staff.

All developments must comply with the standards of the Mission Viejo Municipal Code Title 9 (Land Use/Zoning/Subdivision Regulations), and any applicable Specific Plan or Planned Development Overlay Zoning District.



Step 6: Consult with the Community Development Planning Division

It is highly recommended for prospective applicants to obtain and become familiar with the application and submittal requirements for a project prior to a formal submittal. Additionally, the Community Development Department offers a Pre-Application Service that is available to the public. A pre-application allows applicants to receive staff review from various departments prior to a formal application submittal.

Applicants shall follow application procedures as directed by staff. The City of Mission Viejo Municipal Code establishes required procedures for submitting and reviewing development applications. Applicants shall follow these procedures and requirements.

1.5 RELATIONSHIP WITH GENERAL PLAN & ZONING CODE

The objective development standards in this document work as a baseline, creating citywide standards that apply to all new multi-family and mixed-use residential projects. The standards in this document work in tandem with other City standards already in place. This document shall not supersede any currently existing City of Mission Viejo code or guideline documents.

- **General Plan.** The General Plan contains objective standards related to development density for all land uses in the City. The objective development standards in this document are consistent with the General Plan and dictate the bulk, mass, and design of buildings in a more fine-grained way than the General Plan.
- **Zoning.** The Land Use/Zoning/Subdivision Regulations located in Title 9 within the City of Mission Viejo Municipal Code contain objective standards that define the building envelope such as setbacks, heights, parking, and open space requirements. These district-by-district standards will continue to dictate basic development standards, and the Objective Design Standards will apply in addition to these requirements, providing refinement in terms of site and building design. Note that in order to maximize opportunities for housing, zoning standards relating to required open space are proposed to be amended with the objective standards.

- **Other Municipal Code Sections.** The City also maintains and enforces standards related to stormwater drainage, roadway and traffic requirements, and standards for working within the public right of way to install sidewalks, street trees, and lighting. These standards will continue to apply, and City departments are evaluating the need to make some of the existing standards more objective in order to ensure they continue to apply in the necessary manner.
- **Building Standards Codes.** All construction in the State of California is subject to the California Building Standards Codes which dictate health, safety, and energy and water efficiency standards for new and remodeled structures.

1.6 DEFINITIONS

Active Frontage: Active frontages are building frontages with active uses where there is a visual engagement between those in the street and those on the ground floor. Active uses are uses that generate many visits, in particular pedestrian visits, over an extended period of the day. Active uses may be shops, cafes, other social uses, and shared assessor spaces. Higher density residential and office uses also can be active uses for particular periods of the day by providing additional entries to individual units or ground floor office spaces

Block Length: The length of parcel or series of parcel measuring from the edge of one public right-of-way or public access easement to another.

Building Façade Length: The overall length of a façade without a full break in the building.

Build-To-Zone: The area between the minimum and maximum setback lines within which a building’s front façade is to be located.

Chicane: A traffic calming measure that includes horizontal shift in the drive lane(s) that is meant to slow vehicle speeds.

Development Parcel: Any tract of land on which development can occur. This includes platted lots and un-platted parcels but excludes any public right-of-way.

Façade Plane: Any stretch of a building façade existing along the same axis line, regardless of pattern differentiation or change in rhythm.

Façade Composition: The expression of a façade through a variety of techniques such as forms, patterns, fenestration, elements, details, materials, texture, finishes, etc. Façade Composition is used to create the architectural character and design theme of a building.



Façade Modulation: A change in building plane through the recess or projection of sections of a façade with a minimum depth of 2'. Façade Modulation is used to shape a building's exterior massing.

Foot-candle: A foot-candle is a non-SI unit of illuminance or light intensity. The foot-candle is defined as one lumen per square foot.

Human-Scaled Architecture: Building and urban design elements designed to meet the proportional, physical, and psychological needs of the human body. This could include creating a walkable block structure, architectural elements and details that are visible and perceivable to pedestrians, and building massing that reflects the rhythm, pattern, and size of interior spaces.

Landscaped Area: Surface area dedicated for planting of trees, shrubs, flowers, ornamental grass, turf (natural or artificial), ground cover, or other horticultural elements.

Mid-Block Connection: A public right-of-way or private land area with a public access easement that connects from one public right-of-way to another public right-of-way.

Pedestrian Pathway: A walkway or sidewalk that connects into or through a development.

Planter: An above grade container for planting.

Podium: The lower floors of a building that form the "base" of a building typically including a courtyard level above. Podiums typically include structured parking, a courtyard level above, a different and larger floorplate than floors above, and may be a different construction type than the rest of the building.

Podium Level: The level directly above the Podium. The Podium Level typically includes a courtyard, a smaller building area than the levels below, and a change in construction type.

Primary Building Frontage: The building frontage that abuts the most primary of streets, Pedestrian Pathway, or Mid-Block Connection surrounding the building. In the case of a through-lot, the primary building frontage could be on either public right-of-way.

Primary Building Entry: The entrance to a building typically leading to a lobby, courtyard or other large, shared space that is accessed from the primary building frontage.

Primary Façade Plane: Majority area of the façade that is in the same plane.

Private Street: Any street that is not owned by the City. Private streets often have public access easements to allow passage into or through a private development.

Publicly Accessible Open Space: Public Open Spaces that are provided on private property with a public access easement and most often built and maintained by a private entity.

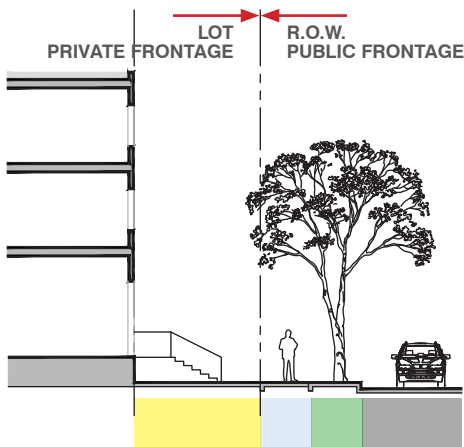
Shared Street/Woonerf: A type of street that includes shared spaces between pedestrian and vehicles. These streets are meant for very low speeds and may not include curbs.

Sidewalk and Sidewalk Design Terms: Within the RoW, sidewalks are divided into three zones from the curb to the building face:

1. Landscape/Furniture Zone,
2. Pedestrian Clear Zone, and
3. Frontage/Setback Zone.

The Landscape/Furniture Zone is where street trees, traffic control devices, and lighting are located, and provides a buffer between where people walk and the street. The Pedestrian Clear Zone is where movement of people is the priority. Sidewalks or other hardscape surfaces meant for foot traffic are its defining component. Last is the Frontage/Setback Zone, which is on private property and provides a transition or buffer between buildings and the public realm and allows people to access buildings without interfering with pedestrian movement. Sidewalks in public and private streets shall be designed in accordance with the zones illustrated below:

SIDEWALK	
PEDESTRIAN CLEAR ZONE	LANDSCAPE FURNITURE ZONE
<ul style="list-style-type: none"> • Sidewalk Dining • Outdoor Displays • Public Art • Seating • Trees/Planting 	<ul style="list-style-type: none"> • Street Trees/Planting • Street Lighting • Seating • Bike Parking • Public Art • Outdoor Dining • Bus Shelters • Utilities (e.g., hydrants)
STREET	
VEHICLES/BIKE LANES	
<ul style="list-style-type: none"> • Street Parking • Bike Lanes • Drop-Off Zones 	<ul style="list-style-type: none"> • Parklets • Bus Stops • Railroad Stops



- Required building setback
- Pedestrian zone
- Landscape/furniture zone
- Through lane(s)

FIGURE: RESIDENTIAL FRONTAGE

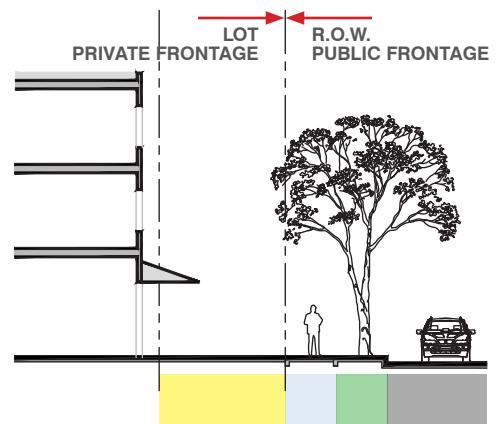


FIGURE: MIXED-USE FRONTAGE

2

SITE PLANNING

2 SITE PLANNING

PURPOSE

- To provide standards to divide up large blocks and/or create planned communities with multiple buildings or parcels.
- To provide standards for the public realm including sidewalks, streets, and publicly accessible open spaces. These spaces may be public or privately owned.
- To ensure walkability, connectivity, and appropriately scaled buildings by creating pedestrian-scaled blocks with streets, paths, and open spaces for people to gather and connect throughout the city.



2.1 PROJECT

INTENT

- Define the project boundary of the development to which the following site planning concepts apply.

2.1.1 DENSITY

Refer to City of Mission Viejo Municipal Code Title 9: Land Use/Zoning/Subdivision Regulations, Section 10.020 (a) General Standards for Density range (units/acre) minimum requirements for RPD 30/ RPD 50/ RPD 80.

DENSITY

	RPD 30	RPD 50	RPD 80
DENSITY RANGE (units/acre)	14.1 - 30	30.1 - 50	50.1 - 80

2.2 EDGE CONDITIONS

INTENT

- Support a complete streets approach to designing new streets and retrofitting existing streets by encouraging streets to provide stimulating settings; improve safe walkability, bicycling, and transit integration; strengthen connectivity; and enhance community identity through improvements to the public right-of-way such as sidewalks, street trees, parkways, curbs, human-scaled street lighting, and street furniture.
- Design sidewalks to create a safe, comfortable pedestrian experience by making sidewalks sufficiently wide to support circulation and outdoor activities related to adjacent land uses, planting a continuous trees canopy, and placing sidewalk furniture on regular, frequent intervals that do not impede travel or accessibility.

2.2.1 ROW PUBLIC REALM

1. For projects fronting a public street right-of-way, the RoW public realm (landscape/furniture zone + pedestrian clear zone) shall meet the following standards:
 - a. Residential projects. A minimum effective public realm width of 12' with a minimum 6' wide pedestrian clear zone and 6' wide landscape/furniture zone.
 - b. Mixed-use projects with ground floor commercial. A minimum effective sidewalk width of 15' with a minimum 9' wide clear pedestrian zone and 6' wide landscape/furniture zone.

- c. Public Service Utilities Easement (PSUE). Where a PSUE exists on a property, developer shall work with City to determine how the PSUE will relate to Objective Design Standards.
2. If the existing public sidewalk does not meet this minimum standard, a public access easement in the setback area shall be granted to extend the sidewalk width to the required minimum dimensions.
 3. Building setbacks shall be measured from back-of-walk or new back-of-walk (after dedication/easement).

2.3 BLOCK SIZE & STRUCTURE

INTENT

- Integrate new large-scale development projects into the fabric of the existing community.
- Reduced block size in new developments to develop a grid or modified grid network to enhance walkability.
- Provide pedestrian and vehicular connections with cross-access easements within and between the existing developments to encourage walking.
- Support a complete streets approach to designing new streets and retrofitting existing streets by encouraging streets to provide stimulating settings; improve safe walkability, bicycling, and transit integration; strengthen connectivity; and enhance community identity through improvements to the public right-of-way such as sidewalks, street trees, parkways, curbs, human-scaled street lighting, and street furniture.
- Design private streets to appear and function like public streets. Include street trees and sidewalks and connect sidewalks to those located within the adjacent public rights-of-way.
- Within private developments that include multiple streets, encourage the construction of multi-use paths to provide direct pedestrian and bicycle linkages between streets and beyond the project.

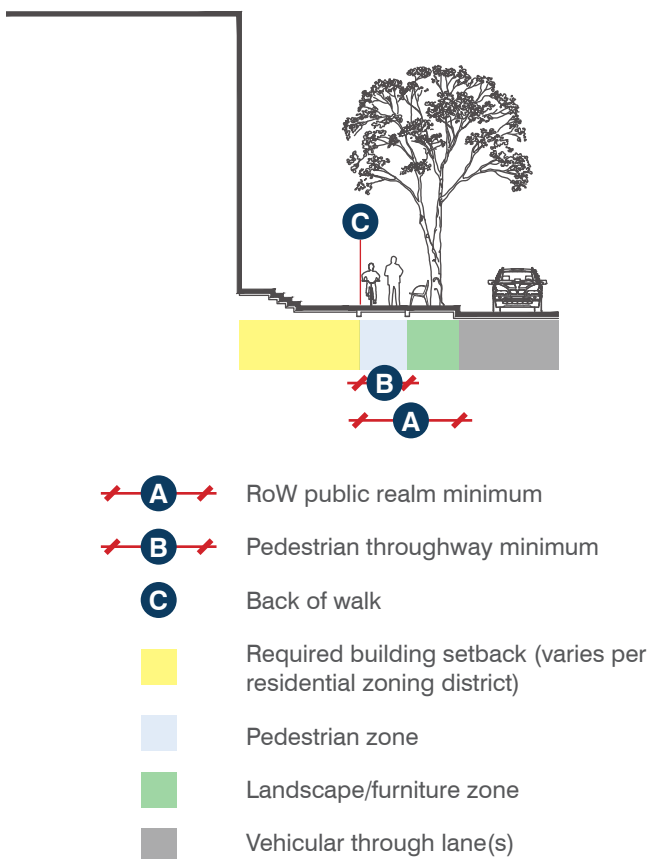


FIGURE: EFFECTIVE ROW PUBLIC REALM

2.3.1 MAXIMUM BLOCK SIZE

1. All projects shall meet a maximum Block Length and a maximum Perimeter Length per the following table:

BLOCK SIZE

	MAX. (FT.)
LENGTH	400
PERIMETER	1400

2. Existing, new, or assembled parcels or blocks with a Block Length greater than 400' shall provide at least one Mid-Block Connection that connects from one public right-of-way to another public right-of-way or public access easement.
3. Mid-Block Connections may be one of the following:
 - a. Public Street
 - b. Paseo/Pedestrian Path
 - c. Shared-Street
 - d. Private Street
4. Mid-Block Connections shall include Public Access Easements for all pedestrian pathways and vehicle lanes (if provided).

2.3.2 MID-BLOCK CONNECTIONS

1. Mid-block Connections shall be either a Paseo/ Pedestrian Path, Shared Street/, or Private Street and shall meet the standards below.
2. Mid-block Connections shall include public access easements and shall be privately maintained.
3. Public access easements shall cover all property between back-of-walk and all drive aisles.
4. Mid-block Connections shall meet all stormwater management and C.3 requirements.

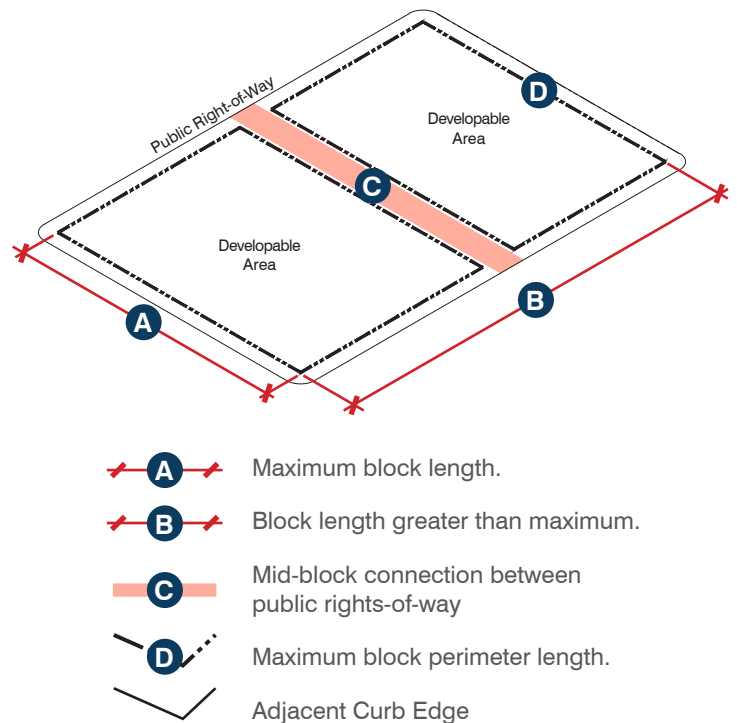


FIGURE: MID-BLOCK CONNECTION

2.3.3 MINIMUM BUILDING SETBACKS FOR PRIVATE STREETS AND PUBLICLY ACCESSIBLE PEDESTRIAN PATHWAYS

1. Primary building frontages for residential buildings shall be set back a minimum of 5' from a public access easement or back of pedestrian pathway, whichever is closer to the building frontage.

2.3.4 PASEO/PEDESTRIAN PATH

The following table illustrates the minimum standards to be met for the Paseo/Pedestrian Path mid-block connection.

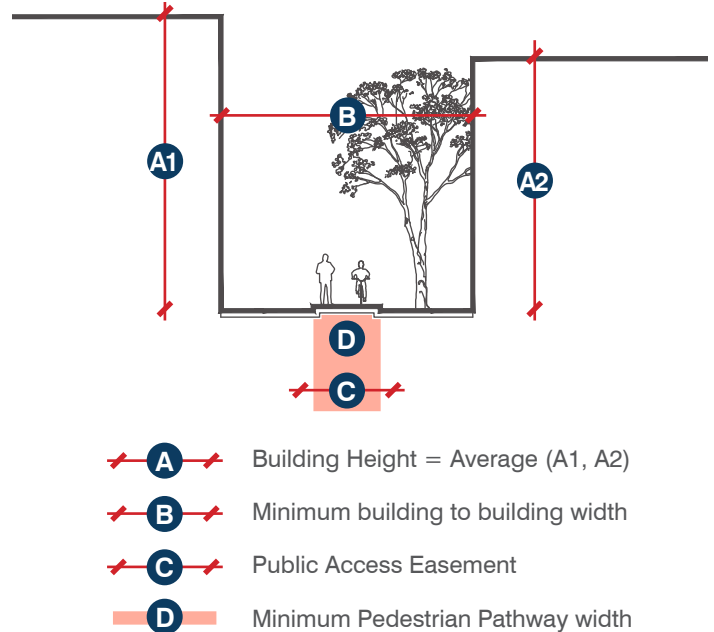


FIGURE: PASEO/PEDESTRIAN PATH SECTION

PASEO/PEDESTRIAN PATH

	MIN. WIDTH (FT.)
BLDG TO BLDG WIDTH	B 20' (ALL CONDITIONS)
BLDG TO BLDG WIDTH¹	B IF ADJACENT BUILDINGS ≥ 35' IN HEIGHT, THE BUILDING-TO-BUILDING DIMENSION SHALL EXCEED AN AVERAGE BUILDING HEIGHT TO WIDTH RATIO OF 1.5 TO 1
PUBLIC ACCESS EASEMENT WIDTH	C 8' OR 1/3RD BUILDING TO BUILDING WIDTH, WHICHEVER IS GREATER
PEDESTRIAN PATH WIDTH	D 8'

¹Minimum required building-to-building width shall not exceed 50' regardless of adjacent building heights.



IMAGE: PASEO/PEDESTRIAN PATH

2.3.5 SHARED STREET

The following table illustrates the minimum standards to be met for the Shared Street mid-block connection.

SHARED STREET

	MIN. WIDTH (FT.)
BLDG TO BLDG WIDTH	A 64' (ALL CONDITIONS)
BLDG TO BLDG WIDTH¹	IF ADJACENT BUILDINGS ≥ 35' IN HEIGHT, THE BUILDING-TO-BUILDING DIMENSION SHALL EXCEED AN AVERAGE BUILDING HEIGHT TO WIDTH RATIO OF 1.2 TO 1
SIDEWALKS²	12' INCLUDING LANDSCAPE/FURNITURE ZONE AREA; MIN. 6' PEDESTRIAN CLEAR ZONE SIDEWALK WIDTH; MIN. 5' LANDSCAPE/FURNITURE ZONE AREA.
VEHICLE ACCESS³	24'
PARKING/LOADING/FLEX LANE	8'
PUBLIC ACCESS EASEMENT	A 56' OR FROM BACK-OF-WALK TO BACK-OF-WALK

¹ Minimum required building-to-building width shall not exceed 75' regardless of adjacent building heights.

² Shall be located on at least one side of the street. On side of the street where no sidewalk is provided adjacent to the through lane, a minimum 12' wide planting area shall be provided between throughway and edge of easement.

³ Vehicle throughway shall include two through lanes. Fire Department requirements supersede minimum width standards.

Diagrammatic section (below) shows option for compliance:

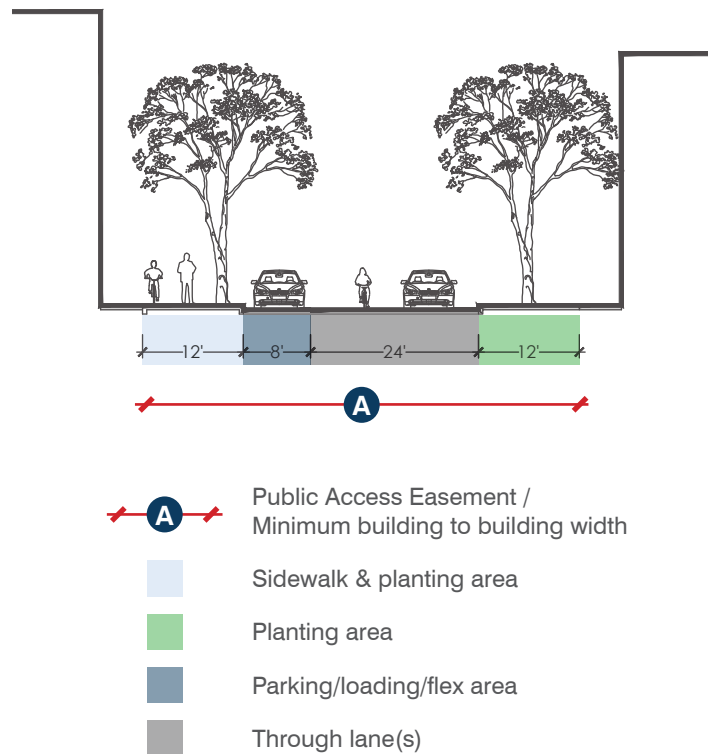


FIGURE: SHARED STREET SECTION

2.3.6 PRIVATE STREET

The following table illustrates the minimum standards to be met for the Private Street mid-block connection.

PRIVATE STREET

	MIN. WIDTH (FT.)
BLDG TO BLDG WIDTH	B 60' (ALL CONDITIONS)
BLDG TO BLDG WIDTH¹	IF ADJACENT BUILDINGS ≥ 35' IN HEIGHT, THE BUILDING-TO-BUILDING DIMENSION SHALL EXCEED AN AVERAGE BUILDING HEIGHT TO WIDTH RATIO OF 1.2 TO 1
SIDEWALKS²	6' PEDESTRIAN CLEAR ZONE SIDEWALK WIDTH; MIN. 6'-WIDE LANDSCAPE/FURNITURE ZONE AREA. (DEDICATED PARKING FLEX ZONE OPTION ONLY)
LANDSCAPE/FURNITURE ZONE³	8' BETWEEN THE PEDESTRIAN CLEAR ZONE AND CURB
AND/OR PARKING/LOADING/FLEX LANE⁴	8' BETWEEN THE PEDESTRIAN CLEAR ZONE AND CURB
VEHICLE ACCESS⁵	20' (10' LANES)
PUBLIC ACCESS EASEMENT	A 52' OR FROM BACK-OF-WALK TO BACK-OF-WALK

¹ Minimum required building-to-building width shall not exceed 75' regardless of adjacent building heights.

² Shall be located on both sides of the street.

³ Shall be located on both sides of the street. Within parking/loading/flex area if the planting areas are a minimum length of 6' and occur at a minimum of one per every 50 linear feet

⁴ If applied, to be located between Pedestrian Clear Zone and curb

⁵ Vehicle throughway shall include two through lanes. Fire Department requirements supersede minimum width standards. Where provided, curbs shall be a minimum 6" in height. Rolled curbs are prohibited.

Diagrammatic sections (below) shows options for compliance:

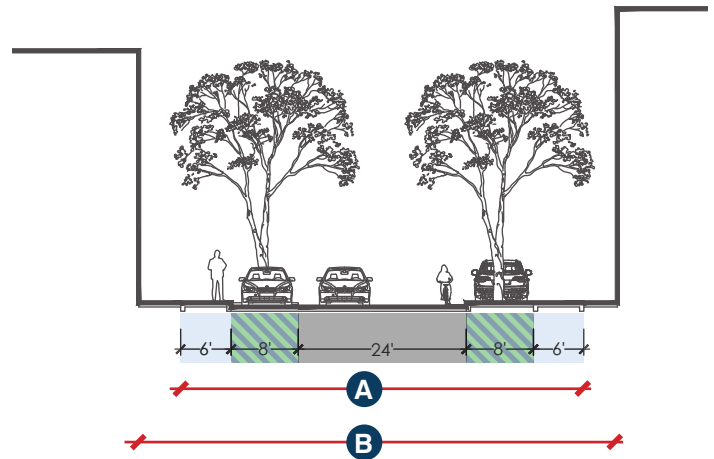


FIGURE: PRIVATE STREET SECTION W/ LANDSCAPE/PARKING ZONE

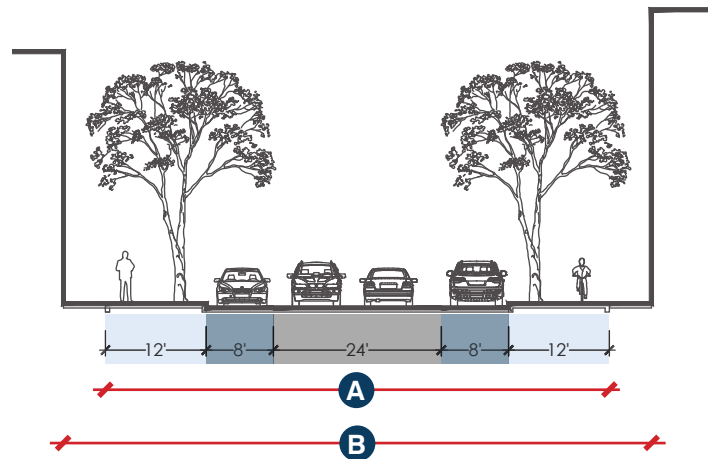
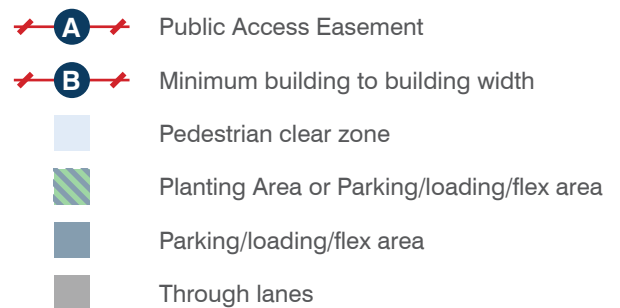


FIGURE: PRIVATE STREET SECTION DEDICATED PARKING/FLEX ZONE



2.4 LOTS

2.4.1 LOT AREA

Refer to City of Mission Viejo Municipal Code Title 9: Land Use/Zoning/Subdivision Regulations, Section 10.020 (a) General Standards for Lot Area (sq. ft.) minimum requirements for RPD 30/RPD 50/RPD 80.

LOT AREA (MIN.)

	RPD 30	RPD 50	RPD 80
LOT AREA (SQ. FT.)	5,000	20,000	30,000

2.4.2 LOT WIDTH

Refer to City of Mission Viejo Municipal Code Title 9: Land Use/Zoning/Subdivision Regulations, Section 10.020 (a) General Standards for Lot WIDTH (ft.) minimum requirements for RPD 30/RPD 50/RPD 80.

LOT WIDTH (MIN.)

	RPD 30	RPD 50	RPD 80
LOT WIDTH (FT.)	100	100	150

2.4.3 LOT DEPTH

Refer to City of Mission Viejo Municipal Code Title 9: Land Use/Zoning/Subdivision Regulations, Section 10.020 (a) General Standards for Lot DEPTH (ft.) minimum requirements for RPD 30/RPD 50/RPD 80.

LOT DEPTH (MIN.)

	RPD 30	RPD 50	RPD 80
LOT DEPTH (FT.)	150	150	150

2.5 PUBLIC OPEN SPACE

INTENT

- Promote vibrant, publicly accessible spaces that encourage gathering and other active uses. Place a variety of uses adjacent to public spaces at sufficient concentrations to encourage the use of the spaces throughout the day and night.
- Encourage the incorporation of publicly accessible spaces, such as plazas, courtyards, seating areas, parklets, play areas, recreational facilities or equipment, dog parks, and usable green space, among others, into new and existing commercial, multi-family, and mixed-use developments to encourage social interaction. The spaces should be appropriately scaled and programmed and compliment the characteristics of the district and/or neighborhood and the surrounding development.
- Configure buildings to provide “outdoor rooms,” including, but not limited to courtyards, paseos, and promenades.
- Maximize public exposure and view of park lands for scenic and security purposes.

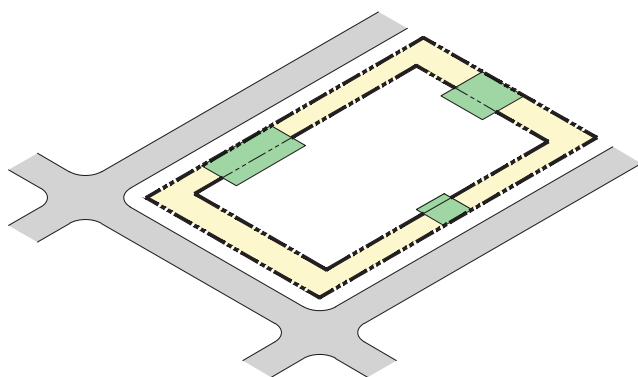
2.5.1 REQUIRED PUBLICLY ACCESSIBLE OPEN SPACES

1. Shared Publicly Accessible Open Space shall be required for all Large Site/Master Planned Site projects greater than or equal to 2 acres. These requirements are in addition to minimum provided for in the Zoning Code.
2. The minimum on-site open space requirement for any project shall be as follows for each residential planned development zoning district :

REQUIRED OPEN SPACE

	RPD 30	RPD 50	RPD 80
OPEN SPACE AREA (% OF SITE)	5%	8%	10%

Diagram below shows option for compliance (RPD80 = 10% Open Space):

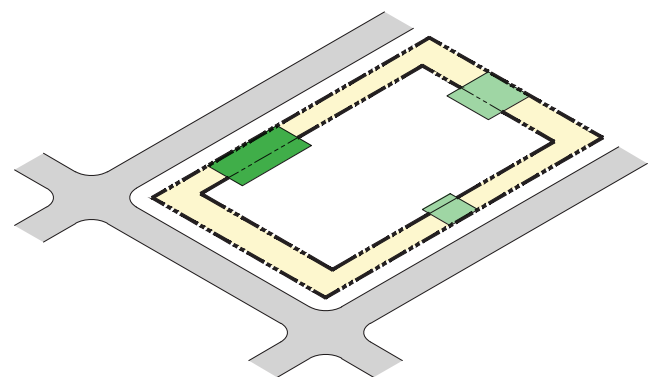


- Project Site
- Adjacent Road
- Publicly Accessible Open Space
- Building Setback

FIGURE: REQUIRED OPEN SPACE

2.5.2 MINIMUM DESIGN REQUIREMENTS

1. Publicly Accessible Open Space shall include one contiguous open space that is equal to or greater than 1/3 of the required Publicly Accessible Open Space area.
2. Publicly Accessible Open Space shall have a minimum length and width of the following per residential planned development:
 - a. RPD 30: 16' x 16'
 - b. RPD 50: 25' x 25'
 - c. RPD 80: 30' x 30'
3. Publicly Accessible Open Spaces shall be located adjacent to a public right-of-way.
4. A public access easement shall be provided for the entire Publicly Accessible Open Space.



- Contiguous Open Space area minimum 1/3 of total required Publicly Accessible Open Space
- Remaining 2/3 of Publicly Accessible Open Space

FIGURE: MINIMUM REQUIRED OPEN SPACE

2.5.3 ADDITIONAL PUBLICLY ACCESSIBLE OPEN SPACE REQUIREMENTS

Spaces may be provided that do not meet the standards below, but they may not be counted toward the required Usable Open Space. Off-street parking and loading areas, driveways, and service areas shall not be counted as usable open space. Off-street parking and loading areas, driveways, service areas, utility equipment, air conditioner pads, and storage structures shall not be counted as usable open space.

1. If Publicly Accessible Open Space is provided, all individual open spaces shall meet the following standards:
 - a. Shall be publicly accessible for a minimum 12 consecutive hours per day.
 - b. Shall be accessible from a public right-of-way or from a publicly accessible lobby with signage including open space type, hours of access, and amenities visible from a public right-of-way.
 - c. Shall have a minimum area of 1,000 ft²
 - d. Shall have a minimum dimension of 25' in any direction.
 - e. Shall have permanent seating (e.g., seat walls, planter ledges, benches, picnic tables, and seating steps).
 - f. A minimum of 60% of the area shall be open to the sky and free of permanent weather protection or encroachments. Trellises and similar open-air features are permitted.
 - g. Shall have a minimum 30% of landscaping
 - h. A minimum of 20% of the open space area shall be planted with ground cover and/or shrubs.
 - i. A minimum of one tree shall be planted per 400 ft² of the open space area.
 - j. Hardscape surfaces shall not exceed a pitch of 1:12.
 - k. Open space on a roof or deck shall include safety railings or other protective devices that meet but do not exceed the minimum height required by the Mission Viejo Building Code.



2.6 INFRASTRUCTURE/ SERVICES/UTILITIES

2.6.1 MAIL DELIVERY

1. The following standards shall be met for all projects but may be superseded by USPS requirements.
 - a. All Large Sites/Master Planned Projects shall meet with U.S. Postmaster for project review prior to submittal of plans to the City for review.
 - b. Mailbox(es) within a single multifamily or mixed-use building shall be located within shared lobbies. If a shared lobby is not provided, mailboxes shall be located adjacent to a primary pedestrian pathway.
 - i. Mailbox(es) shall not be located such that access is situated from a public street or public sidewalk adjoining a public street.



3 SITE DESIGN

3 SITE DESIGN

PURPOSE

- To set building standards and define building envelope.
- To set standards for building orientation, site access and utilities.
- To ensure quality design and site layouts that increase pedestrian comfort and safety
- To define special conditions and set unique standards for these locations.
- To define location and uses for active frontages.



3.1 LOT COVERAGES

INTENT

- Identify the overall building footprint coverage on a development parcel.
- Maintain an appropriate amount of open space on any one parcel, be it private open space, publicly accessible open space or roads/parking.

3.1.1 STRUCTURAL PARCEL COVERAGE

Refer to City of Mission Viejo Municipal Code Title 9: Land Use/Zoning/Subdivision Regulations, Section 10.020 (a) General Standards for Structural Parcel Coverage (sq. ft.) minimum requirements for RPD 30/ RPD 50/ RPD 80.

STRUCTURAL PARCEL COVERAGE

	RPD 30	RPD 50	RPD 80
COVERAGE (MAX %)	50	50	50

3.2 BUILDING LOCATION

3.2.1 HEIGHT

Refer to City of Mission Viejo Municipal Code Title 9: Land Use/Zoning/Subdivision Regulations, Section 10.020 (a) General Standards for Main bldg. and structure height (max.) requirements for RPD 30/ RPD 50/ RPD 80.

MAIN BUILDING & STRUCTURE HEIGHT

	RPD 30	RPD 50	RPD 80
HEIGHT (MAX %)	35'	55'	65'
	2 STORIES	4 STORIES	5 STORIES

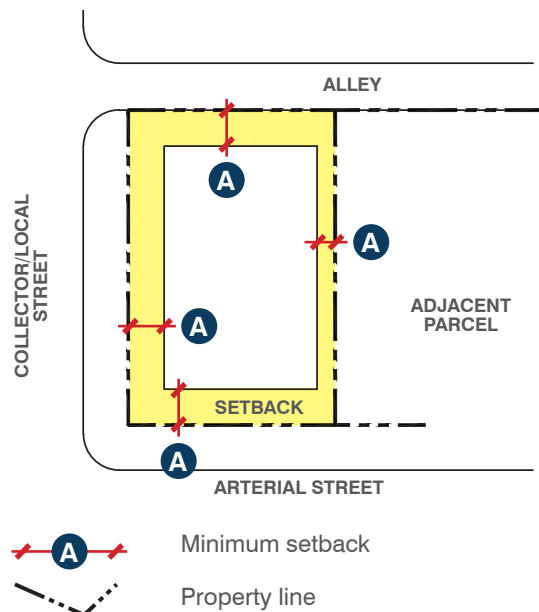


FIGURE: SHARED STREET SECTION

3.2.2 SETBACKS

Setbacks define the relationship of development to the right-of-way or adjacent parcel. The setbacks have been crafted to provide an appropriate amount of open space relief and light to penetrate to the street level. Setbacks are determined in relationship to street classification of rights-of-way and zoning classification of abutting parcels.

Refer to City of Mission Viejo Municipal Code Title 9: Land Use/Zoning/Subdivision Regulations, Section 10.020 (a) General Standards for front, rear and side setbacks requirements for RPD 30/RPD 50/RPD 80.

SETBACKS (MIN.)

	RPD 30	RPD 50	RPD 80
FROM ARTERIAL (RESIDENTIAL)	25	35	40
FROM ARTERIAL (COMMERCIAL)	25	30	30
FROM COLLECTOR	20	25	30
FROM LOCAL	12	20	25
FROM ALLEY	7	7	7
REAR (NO ALLEY)	30	40	40
SIDE (EACH)	10	15	20
FROM PROPERTY LINE ABUTTING NON-RPD30	10		

3.2.3 STEPBACKS

A building step-back is an architectural design element that is typically applied to the upper-story of a development. Typically, a step back requires that any portion of a building above a certain height is further pushed-in towards the center of the property.

1. Stepbacks shall be incorporated to reduce the scale of the building while exposing and emphasizing the ground-level elements of the structure.

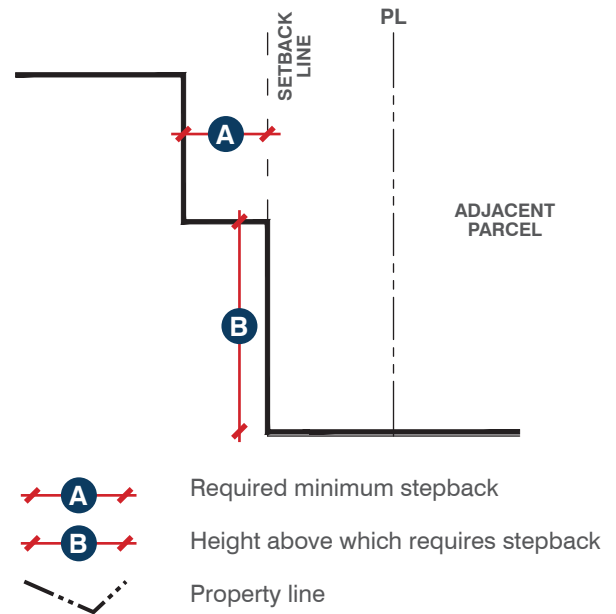


FIGURE: STEPBACKS SECTION

STEPBACKS

	RPD 30	RPD 50	RPD 80
HEIGHT ABOVE WHICH REQUIRES FIRST STEPBAC	ABOVE 2 STORIES OR 35', WHICHEVER IS LESS		
HEIGHT ABOVE WHICH REQUIRES SECOND STEPBAC	ABOVE 4 STORIES OR 55', WHICHEVER IS LESS		
REQUIRED DEPTH (MIN.)¹	--	10	10
MIN. FRONTAGE % TO BE STEPPED BACK²	--	50	50

¹ Measured from the setback line.

² Frontages along property lines abutting residential zones that are not RPD50 or RPD80 shall be setback 100%

3.3 ALLOWABLE PROJECTIONS INTO SETBACKS

3.3.1 ALLOWABLE PROJECTIONS

Specified building elements may project beyond the Facade Plane into Setbacks in accordance with the following table. No building projection shall be less than 8' in height above a pedestrian path of travel.

Refer to City of Mission Viejo Municipal Code Title 9: Land Use/Zoning/Subdivision Regulations, Section 20.015 (n) Projections into setbacks minimum requirements

ALLOWABLE PROJECTIONS INTO SETBACKS

SETBACK	PROJECTION TYPE	PROJECTION (MAX. FT)
FRONT	ROOF OVERHANGS	5
	FIREPLACE CHIMNEY	5
	WING WALLS	5
	MINOR ARCH. FEATURES	5
REAR	ROOF OVERHANGS	3
	FIREPLACE CHIMNEY	3
	WING WALLS	3
	MINOR ARCH. FEATURES	3
SIDE	ROOF OVERHANGS	3
	FIREPLACE CHIMNEY	2
	WING WALLS	2
	MINOR ARCH. FEATURES	2

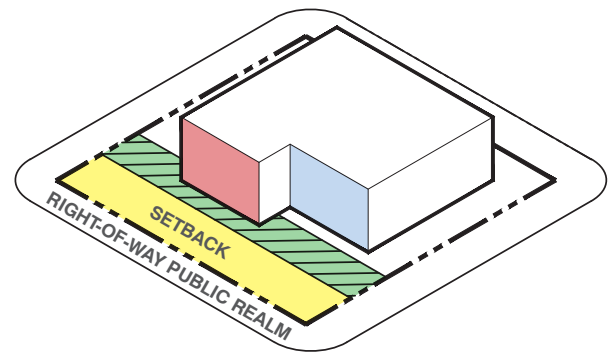
3.4 BUILDING ORIENTATION

INTENT

- Promote consistent development patterns along streets, particularly by how buildings relate to the street, to promote a sense of visual order, and provide attractive streetscapes.
- Configure buildings to provide “outdoor rooms,” including, but not limited to courtyards, paseos, and promenades.
- Locate building access points along sidewalks, pedestrian areas, and bicycle routes, and include amenities that encourage pedestrian activity.

3.4.1 BUILD-TO ZONE

Buildings shall occupy a minimum percentage of the Build-to-Zone. The Build-to-Zone is defined as a specific distance beyond the building setback from the front property line excluding areas for Mid-block Connections, Primary Connections, Secondary Connections, or Publicly Accessible Open Space.







-  Build-to zone
-  Front setback
-  Minimum % of building frontage within the build-to zone
-  Building frontage outside of the build-to zone

FIGURE: BUILD-TO ZONE DIAGRAM

BUILD-TO ZONE

	RPD 30	RPD 50	RPD 80
BUILD-TO ZONE DEPTH (FT.)	20	10	10
BUILDING % MIN. WITHIN BUILD-TO ZONE	50	50	50

¹Measured from the front property line.

3.4.2 PEDESTRIAN CONNECTIONS

1. Primary entries to buildings or units shall be connected to a public sidewalk or publicly accessible pathway with a pedestrian pathway with the following minimum width dimensions:

PEDESTRIAN CONNECTIONS

	MIN. WIDTH (FT.)
SINGLE FAMILY HOME/SINGLE RESIDENTIAL UNIT	4'
ENTRANCES SERVING 2 UNITS	4'
ENTRANCES SERVING 3-8 UNITS	5'
ENTRANCES SERVING 9-20 UNITS	6'
ENTRANCES SERVING >20 UNITS	8'

2. Every multi-family dwelling's main building entry and common exterior spaces shall provide a pedestrian pathway/connection to the following areas:
 - a. To the public sidewalk in the right-of-way on each street frontage.
 - b. Between a building entry and the parking area for the units served by it.
 - c. To any common usable open space or recreational facilities on site or to any public park facilities located on an adjacent lot.
 - d. To a public multi-use pathway or trail abutting the project.
 - e. Between adjoining residential and commercial projects.

3.5 GROUND FLOOR USES

INTENT

- To create a coherent and active interface between private development and the public realm that contributes to the sense of place and structure of the neighborhood and enhances the public's experience.
- Promote consistent development patterns along streets, particularly by how buildings relate to the street, to promote a sense of visual order, and provide attractive streetscapes.
- Locate building access points along sidewalks, pedestrian areas, and bicycle routes, and include amenities that encourage pedestrian activity

3.5.1 ACTIVE FRONTAGES

Active frontages are building frontages with active uses where there is a visual engagement between those in the street and those on the ground floor. Active uses are uses that generate many visits, in particular pedestrian visits, over an extended period of the day. Active uses may be shops, cafes, other social uses, and shared accessory spaces. Higher density residential and office uses also can be active uses for particular periods of the day by providing additional entries to individual units or ground floor office spaces.

1. Active frontage types shall consist of one or more of the following ground-floor uses:
 - a. Storefront Commercial
 - b. Ground Floor Office
 - c. Live/Work
 - d. Ground Floor Residential Units with individual unit entries
 - e. Ground Floor Residential Accessory Spaces (e.g., indoor community spaces)

2. Active Frontages are required for a minimum of 80% of each building façade facing a local or collector public street or publicly accessible pathway with adjacent Primary Building Frontages.

3. Active Frontage uses shall have a minimum interior depth of gross building area by use type (lesser dimensions are allowed but may not be counted as Active Frontage):

ACTIVE FRONTAGES

	MIN. %	MAX. %
ACTIVE FRONTAGE OF BUILDING FACADE	80	--
NON-ACTIVE FRONTAGE OF BUILDING FACADE	--	20

ACTIVE FRONTAGES MIN DEPTH

	MIN. DEPTH (FT)
STOREFRONT COMMERCIAL ^{1/3}	20
GROUND FLOOR OFFICE ³	30
LIVE/WORK ^{2/3}	15
GROUND FLOOR RESIDENTIAL ³	16
GROUND FLOOR RESIDENTIAL ACCESSORY SPACES ³	20

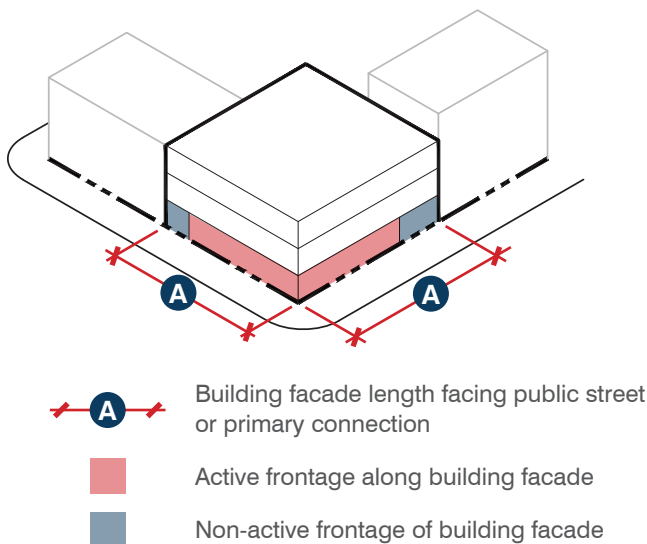


FIGURE: ACTIVE FRONTAGE DIAGRAM

¹A minimum of 50% of frontage shall have a minimum depth greater than 40'; Corner spaces shall have a minimum depth of 40'.

²"Work" space shall equal 15' depth min. or 50% of unit frontage, whichever is greater

³Corner Space shall have a minimum depth of 40' on all sides

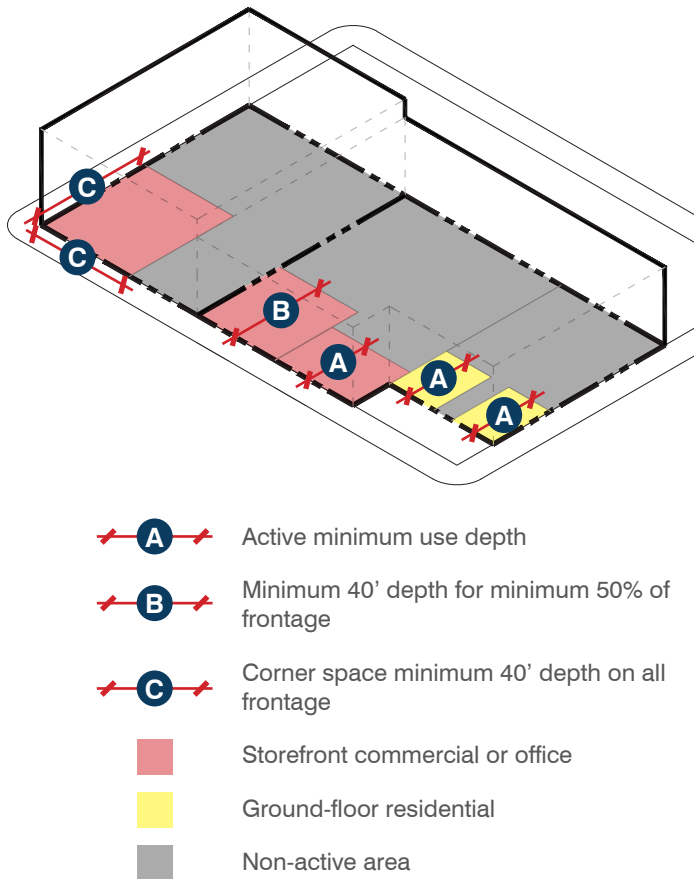


FIGURE: ACTIVE FRONTAGE MIN. DEPTH DIAGRAM

3.5.1.1 FINISHED FLOOR HEIGHTS OF ACTIVE USES

Active Frontage uses shall have a finished floor height above grade at back of sidewalk within the following ranges by use type:

ACTIVE USES FINISHED FLOOR HEIGHT

	MIN. HEIGHT (FT.)	MAX. HEIGHT (FT.)
PRIMARY BUILDING ENTRIES	0'	3'
STOREFRONT COMMERCIAL + LIVE/WORK	0'	1'
BUILDINGS WITH CROSS SLOPE	No point shall the finished floor height be greater than 2' above or below grade	

All other uses see Standard 3.4.1.5 Variable Finished Floor Height Standard

3.5.1.2 VARIABLE FINISHED FLOOR HEIGHTS

To create a positive transition between the public and private realm, ensure privacy of residential units, and maintain “eyes on the street,” the finished floor of ground floor residential units, when adjacent to a public right-of-way, shall be within the minimum and maximum heights according to setback distance from back of walk identified in below. On sites with a cross slope greater than 2% along a building façade, the average height of the finished floor and back of walk shall be used. In flood zones, the minimum floor height shall be defined by the City’s Floodplain Management Ordinance.

3.5.1.3 FLOOR TO FLOOR HEIGHTS OF ACTIVE USES

Active Frontage uses shall have a minimum floor-to-floor by use type as follows:

ACTIVE USES FLOOR TO FLOOR HEIGHT	MIN. HEIGHT (FT.)
STOREFRONT COMMERCIAL	15'
GROUND FLOOR OFFICE	12'
LIVE/WORK	12'

3.6 UTILITIES, SERVICE AREAS & BUILDING EQUIPMENT

INTENT

- To locate and integrate utilities and service areas into building and landscape design in order to minimize impact on the pedestrian experience.

3.6.1 SERVICE AREAS, STORAGE, UTILITIES, AND EQUIPMENT

3.6.1.1 UTILITIES

Utilities shall be placed in underground or subsurface conduits unless otherwise prohibited by the City of Mission Viejo.

3.6.1.2 LOCATION OF SERVICE AREAS, STORAGE, UTILITIES, AND EQUIPMENT.

- All service area, storage area, utility and equipment locations shall be coordinated between landscape architect and civil engineer. Utility locations shall not interfere with required landscape.
- All above-ground utilities and equipment (e.g., electric and gas meters, fire sprinkler valves, irrigation backflow prevention devices, etc.), service areas, and storage areas shall be integrated into building and landscape design and located to minimize impact on the pedestrian experience and neighboring properties by following the standards below:



- a. Utilities and equipment, service, storage, and non-passenger loading areas shall be located inside buildings or on facades other than the Primary Building Frontage, along alleys, parking areas, and/or at the rear or side of building.
 - b. Utilities and equipment, service, storage, and non-passenger loading areas shall be consolidated in single area whenever possible. They shall not be located within minimum setback areas, along mid-block pedestrian connections, within 25' of open space areas, within the public right-of-way, and/or within 25' of a street corner.
 - c. Backflow preventors shall be located within landscaped setback areas and painted black or dark brown to minimize visual impact.
 - d. Utilities and ground transformers/meters, mechanical equipment, service, storage, and non-passenger loading areas shall be fully screened from view
3. All above-ground utilities and equipment (e.g., electric and gas meters, fire sprinkler valves, irrigation backflow prevention devices, etc.), service areas and storage areas shall be this shall be plotted and identified during conceptual design phase for City review.

3.6.1.3 SERVICE, STORAGE, UTILITY, AND EQUIPMENT SCREENING.

- 1. All service and storage areas, utilities, and equipment not housed inside buildings shall meet the following screening standards:
 - a. Screening shall be equal to or higher than the height of the equipment to be screened, unless specified otherwise.

3.6.1.4 LOCATION AND SCREENING OF ROOFTOP EQUIPMENT.

- 1. Rooftop elements including roof access, mechanical equipment, and other features needed for the function of the building shall be located to minimize visual impact by meeting the following requirements. Mechanical equipment less than 2' in height, solar panels, wind generators, or green roof features are exempt from these requirements.
 - a. Roof-mounted equipment and screening of roof-mounted equipment shall be stepped back from top of parapet a minimum of 10' from the parapet or roof edge.
 - b. Roof-mounted equipment greater in height than the parapet wall shall be screened to a height equal to the height of the equipment.

3.6.1.5 VENTS/HVAC

Wall vents shall be of equal width or centered on window, or wall vents shall be of same material as surrounding façade.

3.6.2 WASTE REMOVAL

1. This section applies to solid waste removal, which includes refuse, organic waste and recycling areas not accessible to the public, and which are used exclusively by the tenants/owners of the development site. In addition to these standards, all development shall meet the Development Guidelines for Solid Waste Services. The provisions of this section do not apply to:
 - a. All non-residential developments.
 - b. In multi-family residential development projects where no trash structure is necessary, all trash and or recycling shall be stored out of view in such a manner that containers are not visible or screened from public view behind an owners wall or within a garage. Containers may be placed in public view for purposes of collection only.

3.6.2.1 LOCATION

1. Refuse, organic waste and recycling collection areas shall be located inside of buildings or inside of enclosures located along alleys or in parking areas at the rear or side of buildings. Collection areas are prohibited within any required front yard or street side yard, any required parking spaces, and required landscape and open space areas. Refuse, organic waste, and recycling containers shall not be visible from a public street, private street, or pedestrian pathway that has Primary Building Frontages.
2. For multi-building developments, refuse, organic waste and recycling containers that serve only one building shall be located within that building, so that residents do not need to travel to another building to dispose of waste.

3. The location of enclosures shall not conflict with circulation or parking conditions on site. A clear pathway with a minimum width of 3' shall be provided for tenant access to enclosure.
4. Refuse collection areas to the extent feasible shall be located as far as possible from the residential portion of mixed-use buildings and open space areas or located within the building.

3.6.2.2 EXTERIOR TRASH AND RECYCLING ENCLOSURES

1. Exterior collection areas must be within an enclosure that meets the following standards:
 - a. When trash enclosures, loading docks, utility equipment and similar uses are visible from a side street, adjacent commercial development or a neighboring property, they shall be screened using matching materials and/or landscaping with the primary building and surrounding landscaping.
 - b. Enclosures shall be designed to include a concrete slab base that extends to the limits of the exterior on the sides and rear and extends beyond the service gates equal to the enclosure depth.
 - c. A pedestrian access and separate access for primary collection shall be provided.
 - d. Enclosures shall be constructed of a primary exterior finish material used on other portions of the building or masonry, metal, or decorative block.
 - e. Gates shall be solid metal painted to match the enclosure. Any openings should be no more than 4" apart.
 - f. Concrete curbs, bollards or wheel stops shall be installed or constructed inside the enclosure to prevent bins from damaging the enclosure.



- g. All enclosures shall be mitigated with a 36" minimum landscape zone around the enclosure with a 60" high hedge to hide the enclosure.
- h. The proposed trash enclosure shall be sized to accommodate an organics recycling bin, as required by State Senate Bill 1383 and State Assembly Bill 1826.
- i. At a minimum, any trash bin enclosure shall be built according to City Engineering Standard Plan 508, which requires a floor drain connected to the sanitary sewer system and a solid roof to prevent rain water intrusion, and, at a minimum, shall accommodate one three-yard trash dumpster and one three-yard recycling dumpster (each with approximate dimensions of 40" wide x 82" long), AND one 96-gallon organics recycling cart (approximate dimensions of 30" wide x 34" deep) plus enough room for personnel to access the trash bins and cart.

3.7 COMMON & PRIVATE OPEN SPACE

INTENT

- To create well designed common and private open spaces that serve multiple purposes, encourage gathering, improve the health and wellness of residents and embraces nature in our built environment.

3.7.1 RULES FOR DISTRIBUTION OF OPEN SPACE

1. Usable Open Space may be provided as Publicly Accessible Open Space, Common Open Space or Private Open Space.
 - a. For RPD50 and RPD80 projects, a minimum of 30% of required Usable Open Space shall be Common Shared Open Space.
 - b. Publicly Accessible Open Spaces greater than 5,000 sf in continuous area may count as 1.2 times the amount of required common shared open space.

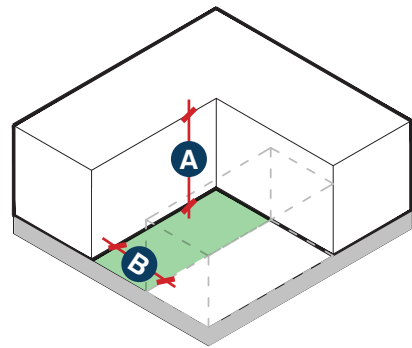
3.7.2 OPEN SPACE TYPES

3.7.2.1 COMMON OPEN SPACE

This section applies to private common open space in multi-family residential projects and residential mixed-use projects. Private common open spaces are outdoor open spaces that are shared and accessible only to building residents and their visitors. Common open spaces may include courtyards, gardens, play areas, outdoor dining areas, recreational amenities, and rooftop open spaces. Spaces may be provided that do not meet the standards below, but they may not be counted toward the required Usable Open Space.

1. For residential projects with more than five units, 300 sf of common open space shall be provided per unit.
2. Common Open Space shall meet the following standards:
 - a. Open space areas shall not be located directly next to arterial streets, service areas, or adjacent commercial development to ensure they are sheltered from the noise and traffic of adjacent streets or other incompatible uses.
 - b. Shall be immediately adjacent to common spaces, hallways, or residential units.
 - c. Shall be accessible to all residents.
 - d. Shall have a minimum width and length of 20’.
 - e. Courtyard enclosed by three sides of a building shall have a minimum width that is equal to or greater than 80% of the highest height of the adjoining faces.

- f. Fully enclosed courtyards shall have one minimum dimension that is equal to or greater than the highest height (up to 80’) of the adjoining facades. The second dimension shall be equal to or greater than 80% of the highest height of the adjoining facades.







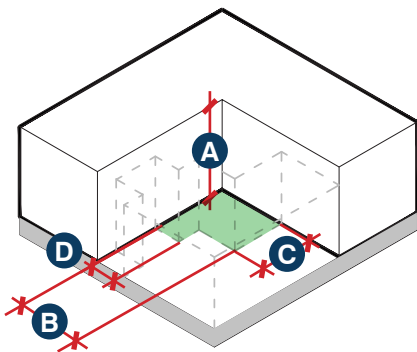







-  Highest height of adjoining faces
-  Minimum width \geq 80% of 
-  Courtyard Common Open Space

FIGURE: COMMON OPEN SPACE DIAGRAM



-  Highest height of adjoining faces
-  Minimum width \geq 80% of 
-  Minimum width \geq 80% of 
-  Min. 20’ width
-  Completely enclosed courtyard

- g. A minimum of 60% of the area shall be open to the sky and free of permanent weather protection or encroachments. Trellises and similar open-air features that enhance the usability of the space are permitted.
- h. Minimum 20% of the open space area shall be planted with trees, ground cover, and/or shrubs.
- i. All common open spaces shall include seating. Site furniture shall use graffiti-resistant material and/or coating and skateboard deterrents to retain the site furniture’s attractiveness.
- j. Applicant shall lay out all amenities & site furniture for City review to ensure adequate space is allotted for the intended uses.

FIGURE: COMMON ENCLOSED COURTYARD DIAGRAM



- k. No more than 20% of the total area counted as common open space may be provided on a roof.
- l. Buildings and roofed structures with recreational functions (e.g., pool houses, recreation centers, gazebos) may occupy up to 20% of the area counted as common open space.
- m. Related recreational activities may be grouped together and located at any one area of the common open space. All recreational areas or facilities required by this section shall be maintained by private homeowner's associations, property owners or private assessment districts.
- n. Circulation, pedestrian, and vehicular parking. Pedestrian circulation. Each multiple-family residential development shall be designed with adequate walkways to provide convenience to the needs of the residents, guests and the service providers of public agencies. Pedestrian access to the unifying elements of any development shall be separate from, and free of, conflict with vehicular access ways. All developments consisting of six units or more shall provide directories placed in a convenient location at the development entry.
- o. Public open spaces shall be built within the development area by developers as development occurs.




















3. Developers shall provide on-site recreational facilities in conjunction with common open space as a minimum requirement for all multi-family projects. The table below illustrates required amenity uses to be located on property based on development unit count.

COMMON OPEN SPACE AMENITY TABLE

 OPTIONAL (PICK 3 OF 4 MIN.)

 OPTIONAL (PICK 1 OF 7 MIN.)

 REQUIRED

	DEVELOPMENT SIZE (UNITS)		
	50 - 79	80-200	201-400
INDOOR GYM/FITNESS FACILITY (MINIMUM 500 FT ²)			
PLAYGROUND WITH MULTIPLE PLAY EQUIPMENT			
SPA AND POOL (MIN. 75' X 45')			
BARBECUE FACILITY EQUIPPED WITH GRILL, PICNIC BENCHES, ETC (MIN. OF FIVE (5) AREAS)			
LARGE OPEN LAWN AREA, MIN. DIMENSIONS SHALL BE 100' x 50'			
MULTIPLE PLAYGROUNDS WITH PLAY EQUIPMENT ¹			
LAP POOL AND SPA (MIN. 75' X 25')			
COMMUNITY MULTI-PURPOSE ROOM EQUIPPED WITH KITCHEN, DEFINED AREAS FOR GAMES, EXERCISES, ETC.			
BARBECUE FACILITIES EQUIPPED WITH MULTIPLE GRILLS, PICNIC BENCHES AND SHADE STRUCTURES ²			
COURT FACILITIES (E.G. TENNIS, VOLLEYBALL, BASKETBALL, ETC.)			
OTHER RECREATIONAL FACILITIES NOT LISTED ABOVE ³			

¹ Playgrounds shall be sized to accommodate adequate equipment to meet all Consumer Products Safety Commission guidelines and ADA Standards. All equipment must be submitted to the city review. One large playground is preferred over smaller, less equipped functioning play areas. All playgrounds and their respective locations shall be subject to Planning Commission review and approval.

² The barbecue facilities shall be conveniently located throughout the site. The number of barbecue facilities and their location shall be subject to Planning Commission review and approval.

³ May be considered subject to the Planning Commission review and approval.



3.7.2.2 PRIVATE OPEN SPACE

This section applies to personal private open space in multi-family residential and residential mixed-use projects. Private open space areas are intended for private use for each dwelling unit and may include balconies (covered or uncovered), private gardens, private yards, terraces, decks and porches, among others. Spaces may be provided that do not meet the standards below, but they may not be counted toward the required Usable Open Space.

1. 80 sf of private open space shall be provided per unit.

- e. Ground-level rear-oriented private open space shall be screened from abutting lots, streets, alleys and paths, from abutting private ways, and from other areas on the same lot by a building wall, by dense landscaping not less than 5.5’ high and not less than 3’ wide or by a solid or grille, masonry fence or wall not less than 5.5’ high.

**PRIVATE OPEN SPACE
MINIMUM DIMENSIONS**

	DIMENSION/ AREA
BALCONY WIDTH OR DEPTH	8’
GROUND FLOOR PATIO WIDTH OR DEPTH	10’
FLOOR TO CEILING HEIGHT	8.5’

2. Private Open Spaces shall meet the following standards:
 - a. Shall be accessible to only one living unit by a doorway or doorways to a habitable room or hallway of the unit.
 - b. May be covered but not fully enclosed.
 - c. Ground level private open space shall be screened or buffered from adjacent private or common open space and dwellings by fencing and walls and mitigated with landscape.
 - d. Above ground-level space shall have at least one exterior side open and unobstructed for at least 8’ above floor level, except for incidental railings and balustrades.

3.8 VEHICULAR ACCESS & PARKING

INTENT

- Locate site entries, parking areas, storage bays, and service areas of buildings to minimize conflicts with adjacent properties, especially residential neighborhoods. Also, parking, storage and service areas should be sited to minimize their appearance from public rights-of-way.
- To minimize the visual impact of parking, loading and service areas, support pedestrian interest along public rights of way and other pedestrian ways, and minimize conflicts between pedestrians and vehicles along key streets.

Refer to City of Mission Viejo Municipal Code Title 9: Land Use/Zoning/Subdivision Regulations, Section 25 Off-Street Parking Standards for applicable multi-family residential and mixed-use residential/commercial on-plot parking standards.

3.8.1 VEHICULAR ACCESS HIERARCHY

1. Parking and service area access shall be provided from the following, in order of preference:
 - a. From an alley.
 - b. In the absence of an existing or proposed alley, access shall be from a driveway shared with a property abutting the development site.
 - c. In the absence of an alley or shared driveway, access shall be from the side/lesser street abutting the development site.
 - d. In the absence of a side street, from a curb cut/driveway along the primary street frontage.

3.8.2 DRIVEWAYS AND CURB CUTS

These standards shall apply to driveways and associated curb cuts providing vehicular access to parcels improved with mixed-use and/or multi-family residential development projects. Alley frontages are exempt from these standards.

1. Driveways shall be a minimum of 50' from any street intersection. For parcels less than 75' wide, driveways shall be located along the lot line farthest from the intersection.
2. Each development project site shall be limited to one curb cut, including driveways and private/service streets, per 250' of public street frontage, or two curb cuts per street frontage, whichever is less (unless otherwise required for emergency vehicle access). Mid-block connections are excluded from this requirement.
3. Driveways shall be a minimum of 3' from a property line or include a shared driveway access with adjoining parcel.

3.8.3 LIMITATION ON PARKING AND LOADING FRONTAGE

Refer to City of Mission Viejo Municipal Code Title 9: Land Use/Zoning/Subdivision Regulations, Section 26 Off-Street Loading/Unloading Standards for applicable multi-family residential and mixed-use residential/commercial on-plot parking standards.

1. Off-street parking, off-street vehicle loading, and vehicular circulation areas other than direct driveway access perpendicular to the street are prohibited between the building and street.
2. No more than 30% of the primary street frontage shall be devoted to garage openings, carports, surface parking, or service/loading entries). This limitation does not apply to frontages along alleys.



3. Entries to structure parking when combined with loading, and utility/service areas shall not exceed 30' in width. Vehicle entries shall not exceed 22' in width. Alley frontages exempt.

3.8.4 SCREENING FOR STRUCTURED PARKING

1. Above grade structured parking levels facing a public right-of-way or Publicly Accessible Open Space/pedestrian pathway, except for vehicular alleys, shall be lined with commercial or habitable uses with a minimum depth of 20' or minimum depth of 16' for residential units.
2. All portions of partially subgrade parking visible above grade shall not exceed 5' in height, shall be architecturally treated no differently than that primary structure and shall utilize the same level of detail, articulation, and materials as the primary façade, and shall be screened with landscape screening (e.g., shrubs) a minimum of 3' in height and/or crafted ornamental metal screens.

3.8.5 INTERNAL ACCESS

3.8.5.1 MULTI-FAMILY COMPLEX INTERNAL CIRCULATION

In residential rental apartment and condominium developments with multiple buildings, parking areas shall be accessed through a network of internal streets.

3.8.5.2 TOWNHOUSE INTERNAL CIRCULATION

In townhouse developments, internal circulation shall be via one or more internal streets connecting to alleys where garages are located.

3.8.5.3 PODIUM PROJECT PARKING ACCESS

In podium projects where parking is underneath residential development, access for parking shall provide visibility or other safety features (e.g., mirrors, cameras, or audible signals) to minimize pedestrian/vehicle conflicts.

3.8.5.4 PARKING STRUCTURE ACCESS

1. Any vehicular entry gate to a parking structure shall be located to allow a minimum of 18' between the gate and the back of the sidewalk to minimize conflicts between sidewalks and vehicle queuing.
2. A parking structure shall not occupy more than 50 percent of the building width of any street-facing façade, and it shall be recessed a minimum of 5' from the street-facing façade of the building.
3. For projects with five or more residential units and that have a vehicle access gate to the parking structure, a pedestrian gate shall also be provided.

3.9 BICYCLE CIRCULATION & PARKING

3.9.1 BICYCLE PARKING

3.9.1.1 SHORT-TERM BICYCLE PARKING

1. Short-term bicycle parking (Class II bicycle parking facility) consists of racks that support the bicycle frame at two points and allow for the bicycle frame and one wheel to be locked to the rack with a U-lock.
2. Bike racks shall meet current City of Mission Viejo approved standard.
3. Short-term bicycle parking space shall be located within 50' of the primary pedestrian building entrance.
4. Short-term bicycle parking shall be provided at a rate of one space per dwelling unit and one space per 2,000 sf of non-residential floor area.
5. Each short-term bicycle parking space shall be a minimum of 7' in length and 2' in width.
6. If more than 20 short-term bicycle spaces are provided, at least 50 percent of the spaces shall be covered by a permanent solid-roofed weather protection structure.
7. At least one long-term bicycle storage space is required for each unit and may be located within a designated space within the unit, within individual lockable containers outside of the unit, or within a secure, long-term bicycle parking area.
8. Secure, long-term bicycle parking areas shall be enclosed and designed within a parking structure or building, or within a lockable storage enclosure
 - a. Lockable storage enclosures shall not be visible from the right-of-way.
 - b. Enclosures must be designed with materials and colors used in the primary building or shall be screened with dense evergreen shrubs and trees.

3.9.1.2 LONG-TERM BICYCLE PARKING

Long-term bicycle parking facilities (Class I bicycle parking facility) consists of bicycle lockers or bicycle rooms with key access for use by residents.

1. Long-term bicycle parking facilities shall be located on the ground floor and shall not be located between the building and the street.
2. Multi-family residential and residential mixed-use buildings shall provide one long-term bicycle parking space per dwelling unit. Developments such as townhouses that include individual garages for each unit shall not be required to provide long-term bicycle parking.
3. Bicycle locker minimum requirements:
 - a. Dimensions of 42" wide, 75" deep, and 54" high.
 - b. Must withstand a load of 200 pounds per square foot.
 - c. Opened door must withstand 500-pound vertical load.
4. Bicycle rooms with key access minimum requirements:



- a. Bicycle rooms shall have a minimum ceiling height of 7'.
- b. Bicycle rooms shall contain racks that support the bicycle frame at two points and allow for the bicycle frame and one wheel to be locked to the rack with a U-lock.
- c. Long-term bicycle parking spaces shall be served by an aisle with a minimum width of 6'.
- d. All bike racks shall be large enough to accommodate a 4" "fat tire" width.
- e. Maneuverability space of at least 2' shall be provided between the aisle and long-term bicycle parking spaces
- f. Each horizontal long-term bicycle parking space shall be a minimum of 7' in length, 2' in width, 4.5' in height. Each vertical long-term bicycle parking space shall be a minimum of 3.5', 2' in width, and 7' in height.

3.10 PEDESTRIAN ACCESS & CIRCULATION

INTENT

- Create safe paths of travel for pedestrians to/from access buildings' ingress/egress points.
- Minimize pedestrian interaction with vehicular paths of travel.

3.10.1 PEDESTRIAN PATHWAYS

1. All on-site buildings, entries, facilities, amenities, and vehicular and bicycle parking areas shall be internally connected with a minimum 4' wide pedestrian pathway or pathway network that may include use of the public sidewalk. The pedestrian pathway network shall connect to the public sidewalk along each street.
2. Pedestrian pathways within internal parking areas shall be separated from vehicular circulation by a physical barrier, such as a grade separation or a raised planting strip, of at least 6" in height and at least 6' in width. A pedestrian pathway is exempt from this standard where it crosses a parking vehicular drive aisle.
3. Pedestrian pathways shall be clearly marked (e.g., special paving or coloring) and adjacent to 4' minimum width of landscaping.
4. Pedestrian pathways shall meet Americans with Disability Act (ADA) accessibility standards.
5. At least two amenities that include trellises and/or benches shall be provided on any pedestrian path longer than 200'.

3.11 SITE LIGHTING

INTENT

- To create safe, welcoming, well-lighted areas, including building entries, pedestrian pathways and plazas, parking lots and vehicle maneuvering areas; and to minimize excessive illumination on adjoining properties.

3.11.1 NUISANCE PREVENTION

1. All outdoor lighting shall be designed, located, installed, directed downward or toward structures, fully shielded, and maintained to prevent glare, light trespass, and light pollution and away from adjoining properties and public rights-of-way, so that no light fixture directly illuminates an area outside of the project site intended to be illuminated.
2. All lights shall be directed, oriented, and shielded to prevent light trespass or glare onto adjacent properties. The light level at property lines shall not exceed 0.3 foot-candles.

3.11.2 PEDESTRIAN SAFETY

1. Areas used by pedestrians shall be illuminated at night to ensure safety. Such areas include:
 - a. Surface parking lots and parking structures (entrances, elevators, and stairwells)
 - b. Sidewalks, walkways, and plazas
 - c. Building entrances (including rear and service entrances)
 - d. Garbage disposal areas
 - e. Alleys
 - f. Automated Teller Machines (ATMs)
 - g. Along property lines where there is an abutting public sidewalk

3.11.3 MAXIMUM HEIGHT

Freestanding outdoor light fixtures shall not exceed 16' in height.

3.11.4 FIXTURE TYPES

All luminaries shall meet the most recently adopted criteria of the Illuminating Engineering Society of North America (IESNA) for "Cut Off" or "Full Cut Off" luminaries.

3.11.5 MINIMUM LIGHTING REQUIREMENTS

3.11.5.1 PARKING AREAS

1. Lighting in parking, garage, and carport areas shall be maintained with a minimum of one foot-candle of illumination at the ground-level during hours of darkness, with a maximum of four foot-candles.
2. All lighting shall be on a timeclock or photo-sensor system. Parking lot lighting shall be directed away from surrounding buildings and properties using fixtures that minimize light trespass and glare.
3. Illumination shall not include low pressure sodium or similar lighting techniques.

3.11.5.2 MULTI-UNIT RESIDENTIAL DEVELOPMENTS

Aisles, passageways, and entryways/recesses related to and within the building complex shall be illuminated with an intensity of at least one-quarter foot-candles at the ground level during the hours of darkness.



3.11.5.3 NON-RESIDENTIAL DEVELOPMENTS (OR PORTIONS OF A DEVELOPMENT)

All exterior doors, during the hours of darkness, shall be illuminated with a minimum of one-quarter foot-candles of light.

3.11.6 DESIGN OF FIXTURES

3.11.6.1 BUILDING FIXTURES

Fixtures on buildings shall be attached only to walls or eaves, and the top of the fixture shall not exceed the height of the parapet, roof, or eave of the roof.

3.11.6.2 ACCENT LIGHTING

1. Architectural features may be illuminated by up-lighting, provided that the lamps are low intensity, and fully shielded such that no glare or light trespass is produced.
2. All accent lighting shall be submitted to the City for approval at the time of submittal to ensure the scale of the fixture is consistent with the massing of the proposed building facade.

3.11.7 ENERGY EFFICIENCY

Outdoor lighting shall utilize energy-efficient fixtures and lamps such as metal halide, hard-wired compact fluorescent, LED, or other lighting technology that is of equal or greater efficiency. All new outdoor lighting fixtures shall be energy efficient with a rated average bulb life of not less than 10,000 hours.

3.12 SLOPE STANDARDS

Refer to City of Mission Viejo Municipal Code Title 9: Land Use/Zoning/Subdivision Regulations, Section 74.105 (a-j) Manmade slopes for requirements.

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4

BUILDING DESIGN

4 BUILDING DESIGN

PURPOSE

- To mediate the scale, massing, and bulk of buildings to reflect a human scale, enhance the pedestrian experience and respond to a building's context through refined building massing and façade articulation.
- To set standards for transitions to lower scale development
- To create cohesive and well-crafted building façades with human-scaled details that provide visual interest to pedestrians, incorporate passive green design elements, and promote unique placemaking.



4.1 MASSING

INTENT

- Utilization of building modulation, roof forms typical of a buildings architectural style and projections will help to create attractive 4-sided architecture.
- Ensure that the tops of buildings are designed with architectural interest, and to reduce the bulk of buildings as they meet the sky.

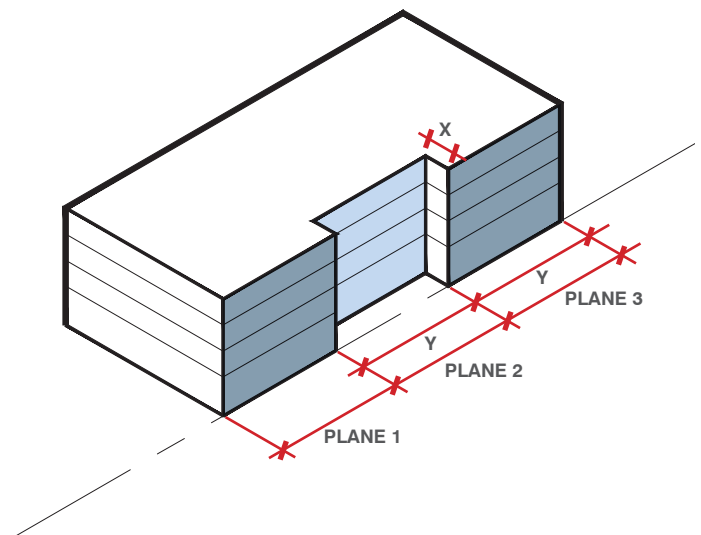
Buildings shall employ the following massing strategies of modulation, roof form or projections per the table below:

MASSING STRATEGIES

BUILDING LENGTH	MINIMUM REQUIRED STRATEGIES
< 150'	2
≥ 150'	3

4.1.1 BUILDING MODULATION

1. Building elevations that are longer than 30' wide shall be articulated in one of the following three ways which may consist of larger elevation plane changes, insets, bays, notches or protrusions.
 - a. Elevation plane change. Provide a minimum one (1) horizontal change in plane for every 30' of building elevation. The change in plane must be at least 4' deep and 6' wide, and must be open to the sky; or



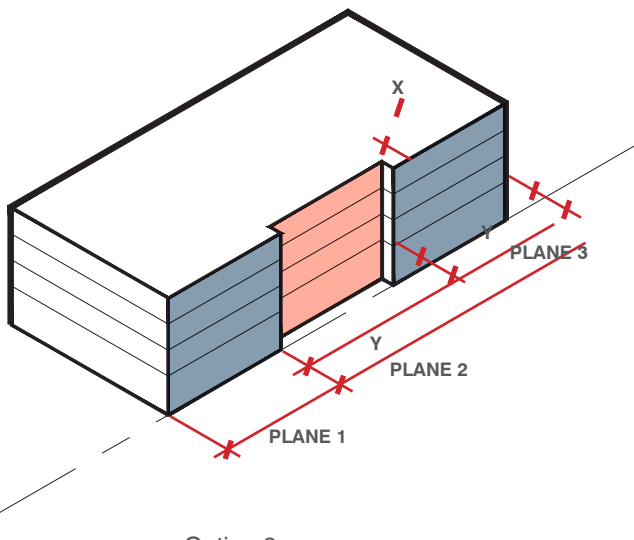
Option 1:

X = at least 4'

Y = at least 6'

FIGURE: BUILDING MODULATION OPTION 1 DIAGRAM

- b. Inset or bay with material change, material change shall be a minimum of 3/4 of the building's height. Provide a minimum one (1) horizontal change in plane for every 30' of building elevation. The change in plane must be at least 2' deep and 6' wide, and be combined with a change in material;



Option 2:

X = at least 2'

Y = at least 6'

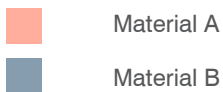
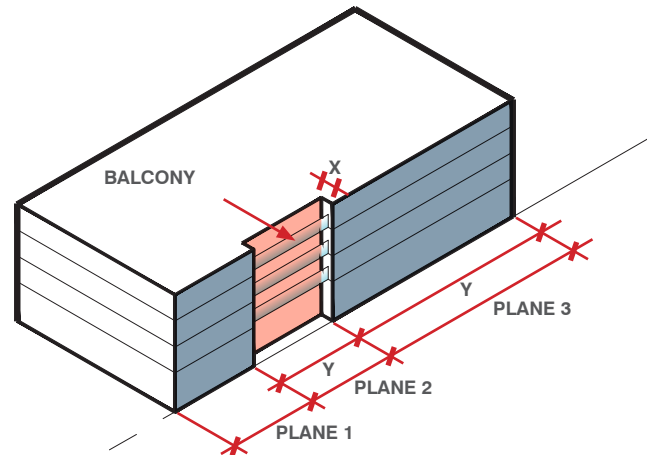


FIGURE: BUILDING MODULATION OPTION 2 DIAGRAM

- c. Notch or protrusion with material change. Provide a minimum one (1) horizontal change in plane at an interval of 50' or less. The change in plane must be at least 8' deep and 12' wide, and be combined with a change in material. When implemented as building notches, such notches may contain balconies, as long as the railing is at least 70% see-through or transparent.



Option 2:

X = at least 8'

Y = at least 12'

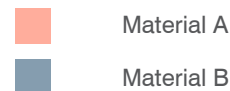


FIGURE: BUILDING MODULATION OPTION 3 DIAGRAM

2. Building elevations that are less than 30' wide are not required to have a change in plane incorporated into their design.
3. Projections from the building face including balconies, awnings, signs, and decorative elements are not considered to be changes in plane.

4.1.2 ROOF FORM

- Buildings shall be designed with variation in roof form. The number of required roof forms shall be calculated at a ratio of at least one roof form for every 30' of frontage and shall be located within 15' of the predominant building face on all building frontages. Standards for variation in roof form will apply to all frontages.

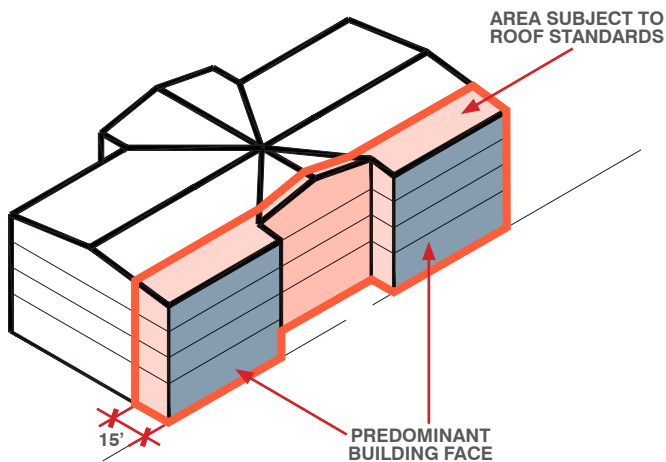
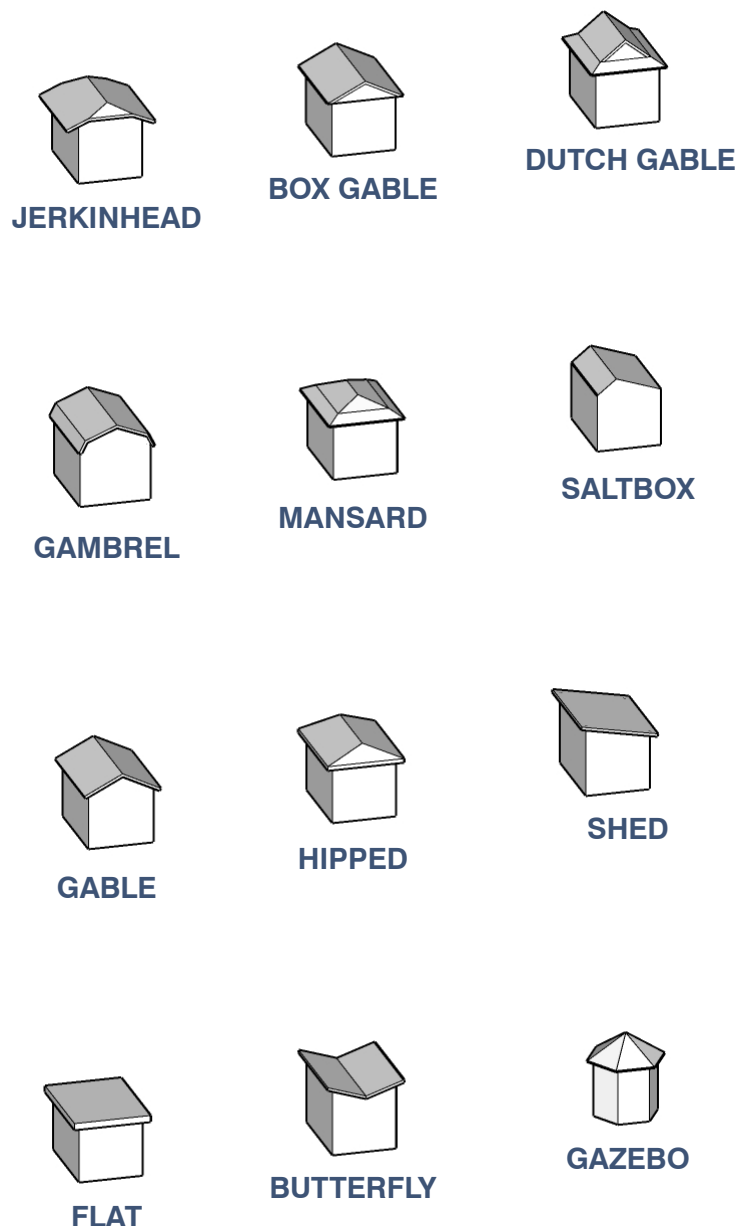


FIGURE: BUILDING ROOF FORM DIAGRAM

- Roof form is defined as a geometric plane or set of planes which form the top enclosure of a volumetric area below it/them. Common types of roof forms are gabled, hipped, sloped, flat, and flat with a decorative parapet.



- b. A change in roof form must be combined with a change in height of at least 3', a horizontal change in plane of at least 4', or a change in roof pitch. Changes in roof form shall not exceed allowed building heights, as defined by the underlying zone district.
 - c. Smaller roof forms that cover enclosed space (such as dormers and bay windows) count as individual roof forms if they are at least 36 sf in horizontal surface area. Bay windows located on a wall below another roof form will not count as individual roof forms regardless of size.
 - d. Unenclosed space (such balconies, terraces, porticos, and belfries) count as individual roof forms if they are at least 48 sf in horizontal area.
 - e. For the purposes of calculating the number of required roof forms on a building, each increment of 30' of building frontage requires an additional roof form, counted by rounding up to the next whole number. For example, a frontage of 31' would be required to provide two roof forms. However, there is no maximum dimension for any one roof form, nor are roofs required to be designed in 30' increments.
- d. Where two or more roof forms are organized in a hierarchy, each is counted as an individual roof form. For example, the dominant roof form may be a hipped roof, which has two dormers with open gable roofs, which would count as three roof forms. Another example is a flat roof on a building that has two bay windows with flat roofs, each at least 36 sf in area.
 - e. For flat roofs and flat roofs with decorative parapets, changes in roofline must be accompanied by a minimum 2' change in height relative to the adjacent roof form. For buildings that are three stories or taller, the minimum change in height shall be 3'. This change in height shall be measured to the top of the parapet, where present. Changes in roof form shall not exceed allowed building heights, as defined by the underlying zone district.

2. Combining Roof Forms

- a. The required number of roof forms may intersect to create more complex roof forms or may be organized in a hierarchy.
- b. Roof forms may be repeated, as with a flat roof that steps up or down, or a sawtooth.
- c. Where two or more forms intersect or combine to create more complex forms, each is counted as an individual roof form. For example, two hipped forms may intersect to create a hip and valley form, which would count as two roof forms.

THREE INTERSECTING ROOF FORMS

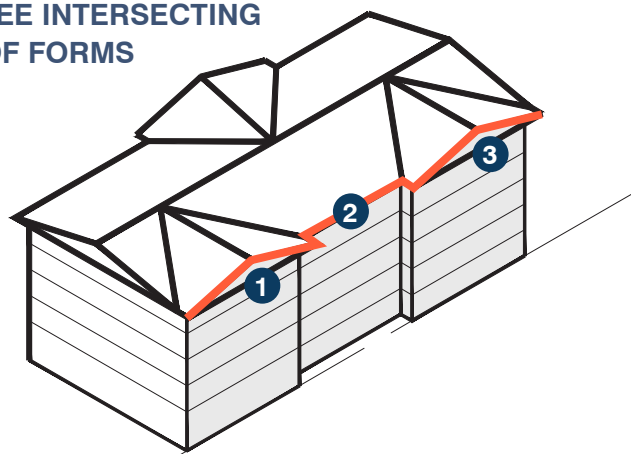


FIGURE: ROOF FORMS COMBINATIONS & QUANTITIES DIAGRAM 1

THREE HIERARCHICAL ROOF FORMS

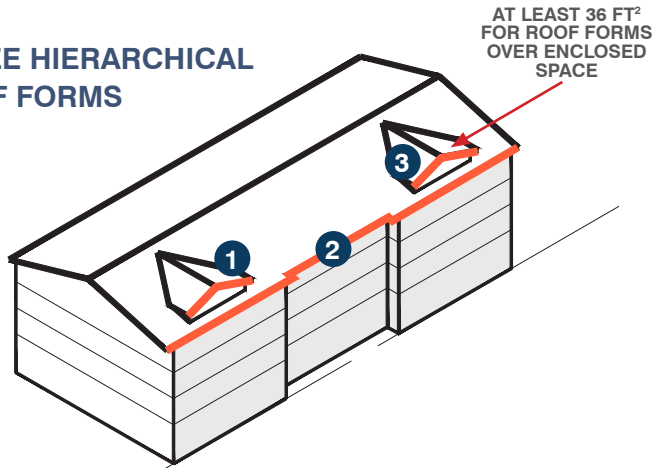


FIGURE: ROOF FORMS COMBINATIONS & QUANTITIES DIAGRAM 2

FOUR HIERARCHICAL ROOF FORMS

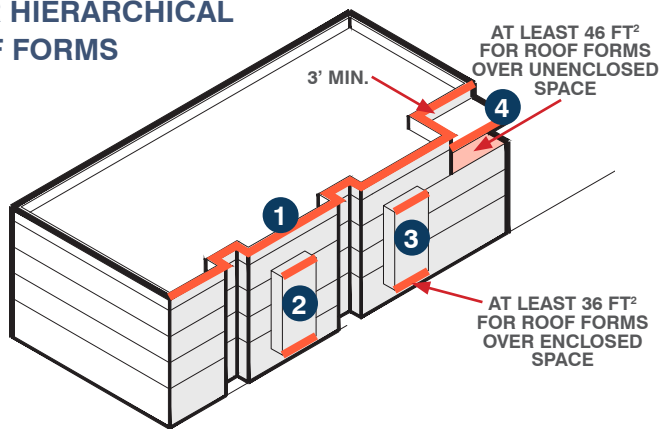


FIGURE: ROOF FORMS COMBINATIONS & QUANTITIES DIAGRAM 3

FOUR REPEATED ROOF FORMS

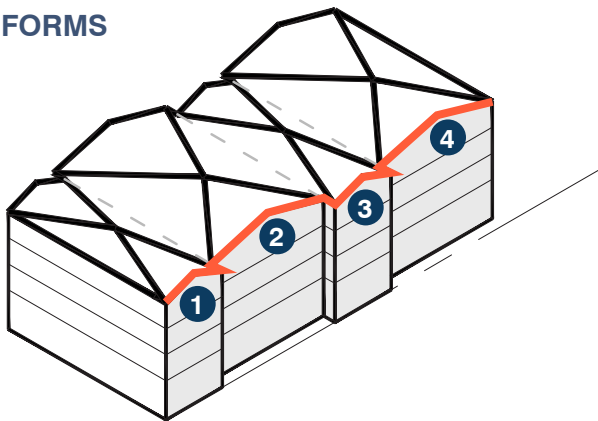


FIGURE: ROOF FORMS COMBINATIONS & QUANTITIES DIAGRAM 4

4.1.3 BUILDING PROJECTIONS

Buildings shall use one (1) or more of the following projections:

1. Porches (See Frontage Type)
2. Balconies
 - a. Balconies and decks shall not project more than 6' from the façade.
 - b. The distance between supporting columns, piers, or posts on trellises or balconies shall not exceed their height.
3. Awnings or Canopies
 - a. For buildings with ground floor commercial uses, awnings shall be provided over each storefront, located within the individual structural bays.
 - b. Awnings and canopies shall not project more than 6' from the façade.
 - c. The height of all awnings above the sidewalk shall be consistent, with a minimum clearance of 8' provided between the bottom of the valance and the sidewalk. Valances shall not exceed 18" in height.
 - d. If used, lighting for awnings shall be from fixtures located above the awnings. Backlighting of transparent or translucent awnings are not allowed.

4.2 NEIGHBORHOOD TRANSITION

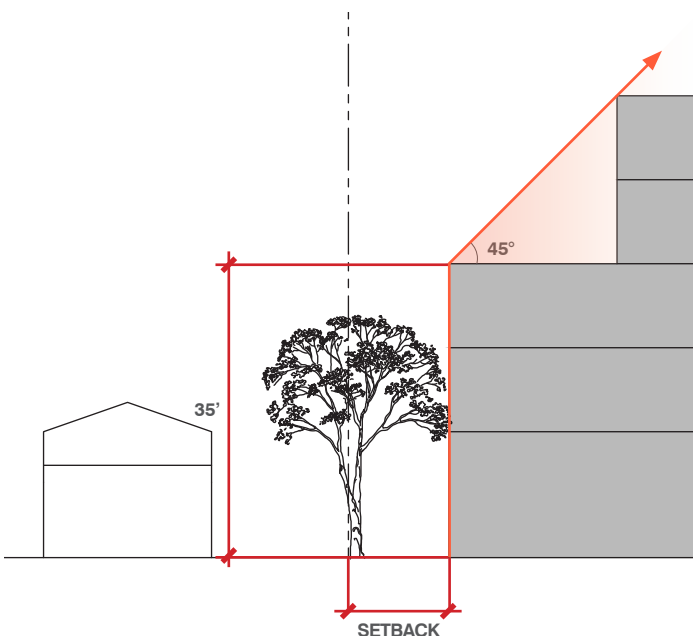
INTENT

- To create a transition between new development and existing neighborhoods, provide privacy for current and future residents, and minimize potential shading on neighboring residents.

For all project property lines that abut a single family residential neighborhood, the following shall apply.

4.2.1 TRANSITION PLANE

- Buildings shall not intercept a 45-degree neighborhood transition plane inclined inward from the underlying setback, starting at a height of 35' above grade.



- Private or shared balconies and decks shall not extend into an underlying setback.

- The occupied area of roof decks, including any deck on roof area falling under the neighborhood transition plane, shall be set back at least 3' from the building edge and any railings, shade structures, or accessory structures shall not intersect the required neighborhood transition plane.

4.2.2 END UNITS

Any building with the Primary Façade and building entry facing a street or pathway perpendicular to a public street right-of-way, private street, or publicly accessible pathway shall meet the following standards:

- The End Unit building façade shall have a fenestration area greater than 10% of the façade area.
- The End Unit building façade facing shall have at least one architectural projection that projects a minimum of eighteen 18" from the street facing façade (example: bay windows, a chimney shown on the exterior of the house) with a minimum width of 2'.
- Ground floor parking may not exceed 25 linear feet of an End Unit's ground floor façade.

4.3 ARTICULATION

INTENT

- Provide articulation features on elevations facing a street or a pedestrian oriented space (e.g., a park, common open space, or pedestrian pathway)

Facades shall incorporate at least three (3) of the following features, consistent in design style, which provide articulation and design interest:

4.3.1 TEXTURE OR MATERIAL

Variation in texture or material, provided all exterior wall textures and materials are consistent with the overall architectural style of the dwelling.

4.3.2 BUILDING BASE

Material change shall extend beyond building base to minimum 3/4 of overall building height.

4.3.3 RAILINGS

Railings with a design pattern and materials such as wood, metal, or stone which reinforces the architectural style of the building.

4.3.4 TRIM

Decorative trim elements that add detail and articulation, such as door surrounds with at least a two-inch depth, decorative eave detailing, belt courses, etc.

4.3.5 DECORATIVE WINDOWS

Decorative window elements such as, lintels, shutters, window boxes, etc.; and

4.3.6 ROOF OVERHANGS

Roof overhangs at least 18" deep.

4.4 FAÇADE DESIGN

INTENT

- To create cohesive and well-crafted building façades with human-scaled details that provide visual interest to pedestrians, incorporate passive green design elements, and promote high-quality design.
- Encourage architectural elements that contribute to a building's character, aid in climate control, and enhance pedestrian scale.
- Where a vertical mix of uses occurs, retail, restaurants, and other active uses should be located on the ground floor, with residential and/or office uses above.
- Encourage complementary architectural detailing that differentiates uses within a mixed-use building.

4.4.1 FAÇADE COMPOSITION

1. Each building façade greater than 100' in length shall include a minimum of two (2) distinct façade compositions. For every additional 100' of building façade, an additional 1 distinct façade composition is required.

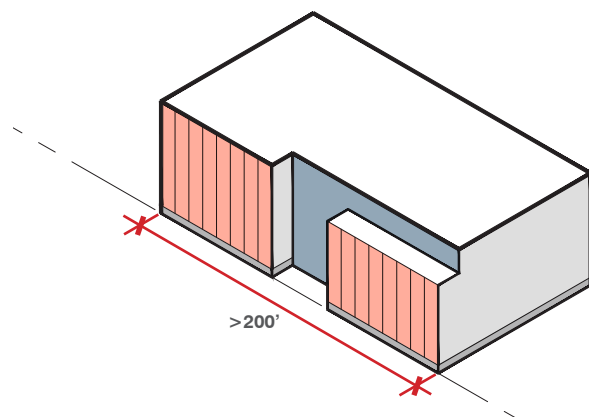


FIGURE: FAÇADE COMPOSITION DIAGRAM 1

2. Each distinct façade composition shall have a total combined façade area greater than 10% of the overall façade area.

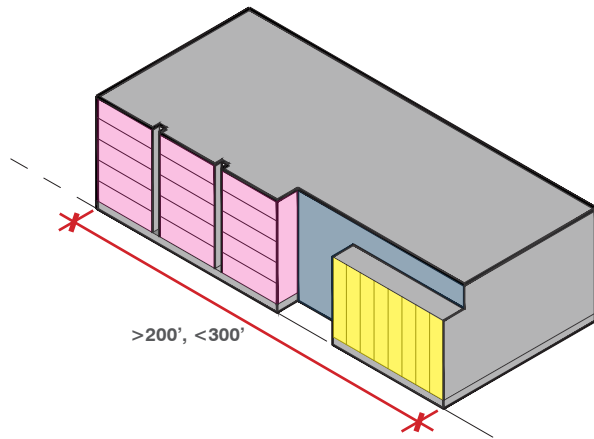


FIGURE: FAÇADE COMPOSITION DIAGRAM 2

4.4.2 BASE/MIDDLE/TOP

1. Buildings three stories or taller with a building length greater than fifty 50' shall be designed to differentiate a defined base or ground floor, a middle or body, and a top, cornice, or parapet cap. This standard applies to all exterior facing facades.
2. Base. A building's base shall be defined or differentiated from the middle/body by using one (1) of the following techniques:
 - a. Have a distinct façade composition between the base floor(s) and middle/body floors
 - b. Datum line or cornice between the base floor(s) and middle/body floors that:
 - Is a different material from the middle/body floors
 - Has a minimum height of 4" and a minimum depth of 4"

- c. Floor-to-floor height of the ground floor increase of a minimum two 2' greater than middle/body floor-to-floor heights.
3. A building's top shall be defined or differentiated from the middle/body by using two (2) or more of the following techniques:
 - a. Have a distinct façade composition from the middle/body floors to the top floor(s)
 - b. Datum line or cornice between the middle and top floor(s) that include:
 - A change in material from the façade
 - A minimum height of 4" and a minimum depth of four 4"
 - c. Upper floor(s) step back with a minimum depth of 2' and a maximum depth of 15' for a minimum 70% of the façade length.
 - d. Distinct roof form or roof line. (Apply one)
 - Cornice or parapet cap that includes a change in material from the façade and a minimum height of 8" and a minimum depth of four 4"
 - Eave/roof overhang with a minimum depth of 6"
 - A variation in roof/building height through building modulation: (examples: Bays that extend above Primary Façade height)

4.5 FRONTAGE

INTENT

- To set standards to create visual interest and placemaking through a building's relationship to the public realm.

4.5.1 FRONTAGE TYPES

1. Primary building frontages for all residential buildings or mixed-use buildings shall face a public sidewalk or publicly accessible pathway.
2. The following list identifies the types of frontages that may be applied to buildings
 - Porch
 - Dooryard
 - Stoop
 - Forecourt
 - Shopfront

4.5.1.1 PORCH

In the Porch Frontage Type, the main façade of the building has a small-to- medium setback from the frontage line. The resulting front yard is typically small and can be defined by a wall or fence to spatially maintain the edge of the street. The engaged porch has two adjacent sides of the porch that are attached to the building while the other two sides are open.

DESIGN STANDARD

Porches must be open on three sides and have a roof.

FRONTAGES: PORCH SIZE

		MIN. (FT)
WIDTH	A	8
DEPTH	B	6
HEIGHT	C	8
FINISH LEVEL ABOVE SIDEWALK	D	18"
PATH OF TRAVEL		3' WIDE

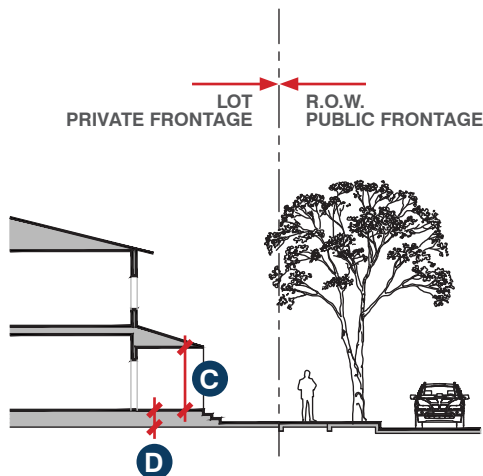


FIGURE: PORCH FRONTAGE SECTION

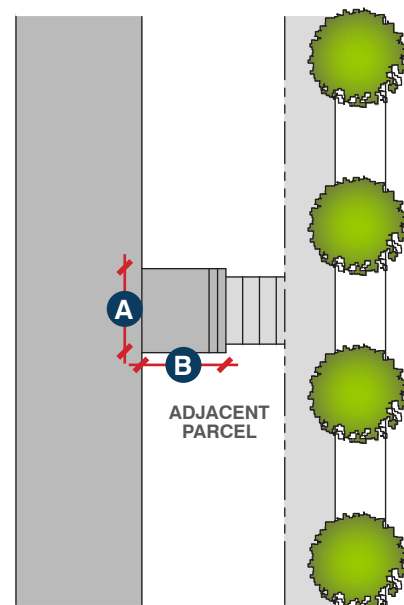


FIGURE: DOORYARD FRONTAGE PLAN VIEW DIAGRAM



4.5.1.2 DOORYARD

In the Dooryard Frontage Type, the main facade of the building is set back a small distance and the frontage line is defined by a low wall or hedge, creating a small dooryard. The dooryard shall not provide public circulation along a ROW. The dooryard may be raised, sunken, or at grade and is intended for ground-floor residential.

DESIGN STANDARD

For live/work, retail and service uses, these standards are to be used in conjunction with those for the Shopfront Frontage Type. In case of conflict between them, the Dooryard Frontage Type standards shall prevail. Shall not be used for circulation for more than one ground floor entry.

FRONTAGES: PORCH SIZE

		MIN. (FT)
WIDTH	A	8
DEPTH	B	50
FINISH LEVEL ABOVE SIDEWALK	C	3.5
FINISH LEVEL BELOW SIDEWALK		6'
PATH OF TRAVEL		4' WIDE

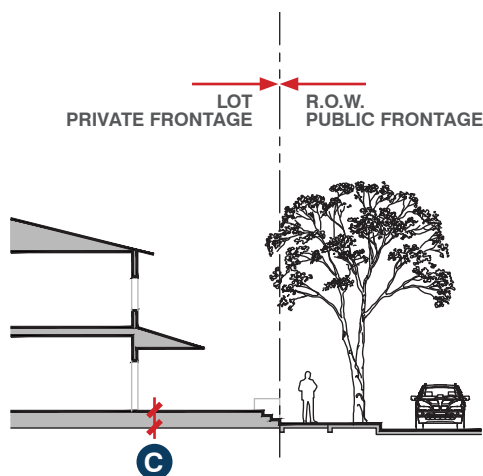


FIGURE: DOORYARD FRONTAGE SECTION

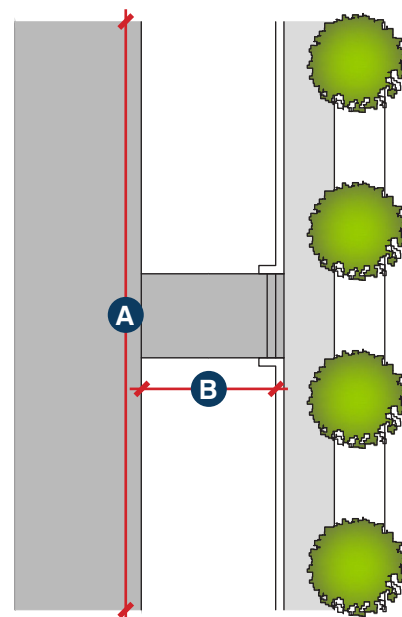


FIGURE: DOORYARD FRONTAGE PLAN VIEW DIAGRAM

4.5.1.3 STOOP

In the Stoop Frontage Type, the main facade of the building is near the frontage line and the elevated stoop engages the sidewalk. The stoop shall be elevated above the sidewalk to ensure privacy within the building. Stairs or ramps from the stoop may lead directly to the sidewalk or may be side-loaded. This Type is appropriate for residential uses with small setbacks.

DESIGN STANDARD

Stairs may be perpendicular or parallel to the building façade. Ramps shall be parallel to façade or along the side of the building. The entry doors are encouraged to be covered or recessed to provide shelter from the elements.

FRONTAGES: STOOP SIZE

		MIN. (FT)
WIDTH	A	10
DEPTH	B	5
FINISH LEVEL ABOVE SIDEWALK	C	1.5

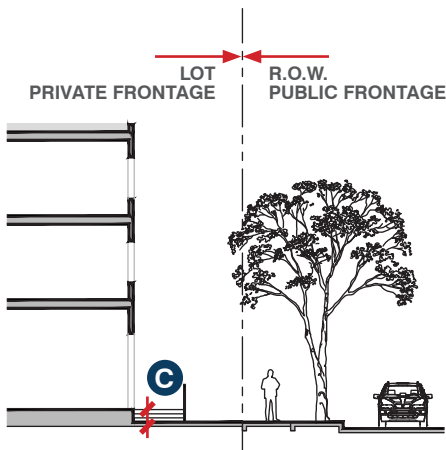


FIGURE: STOOP FRONTAGE SECTION

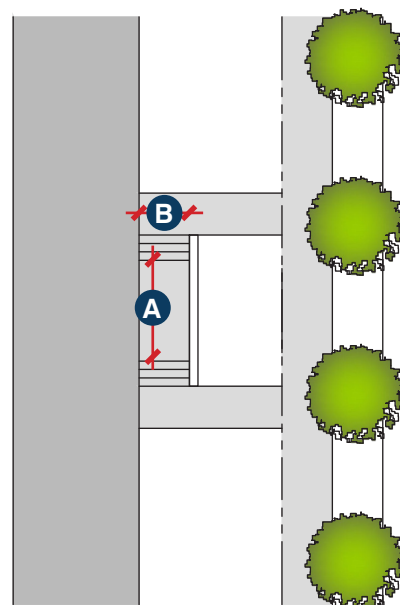


FIGURE: STOOP FRONTAGE PLAN VIEW DIAGRAM



4.5.1.4 FORECOURT

In the Forecourt Frontage Type, the main facade of the building is at or near the frontage line and a small percentage is set back, creating a small court space. The space could be used as an entry court or shared garden space for apartment buildings, or as an additional shopping or restaurant seating area within retail and service areas.

DESIGN STANDARD

The proportions and orientation of these spaces should be carefully considered for solar orientation and user comfort.

FRONTAGES: FORECOURT SIZE

		MIN. (FT)
WIDTH	A	12
DEPTH	B	12
RATIO, HEIGHT TO WIDTH		2:1

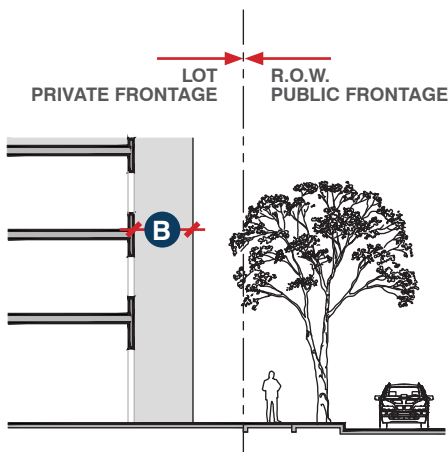


FIGURE: FORECOURT FRONTAGE SECTION

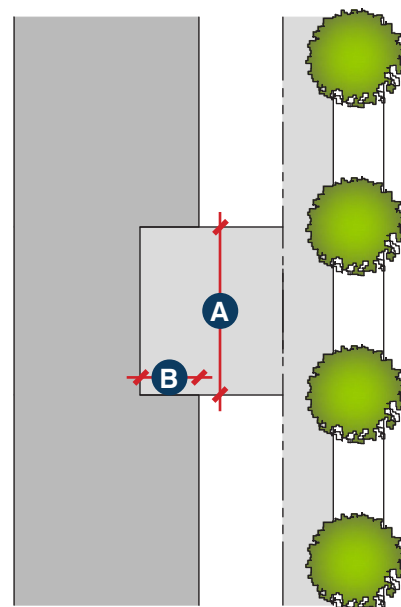


FIGURE: FORECOURT FRONTAGE PLAN VIEW DIAGRAM

4.5.1.5 SHOPCOURT

In the Shopfront Frontage Type, the main facade of the building is at or near the frontage line with an at-grade entrance along the public way. This Type is intended for retail and other commercial uses. It has substantial glazing at the sidewalk level and may include an awning that may overlap the sidewalk. It may be used in conjunction with other frontage types.

DESIGN STANDARD

Shopfront glass shall be clear without reflective glass frosting or dark tinting. Shopfront windows may be clerestory windows (horizontal panels) between the shopfront and second floor/top of single-story parapet. Glass clerestory may be of a character to allow light, while moderating it such as stained glass, glass block, painted glass, or frosted glass. Shopfronts with accordion-style doors/windows or other operable windows that allow the space to open to the street are encouraged. Operable awnings are encouraged.

FRONTAGES: SHOPFRONT AWNING

		MIN. (FT)
DEPTH	A	4
SETBACK FROM CURB		2
HEIGHT, CLEAR	B	8

FRONTAGES: SHOPFRONT SIZE

	MIN. (FT)
GLASS FLOOR TRANSPARENCY	80%
SHOP FRONT RECESSED FROM PL	10

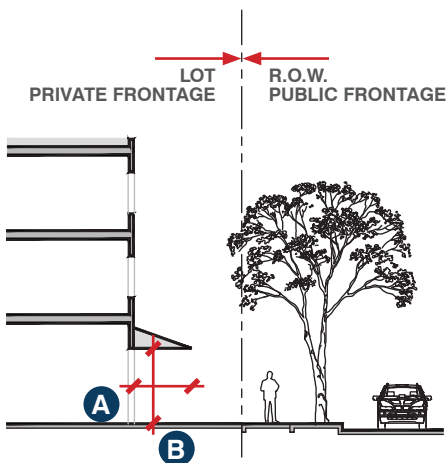


FIGURE: SHOPCOURT FRONTAGE SECTION

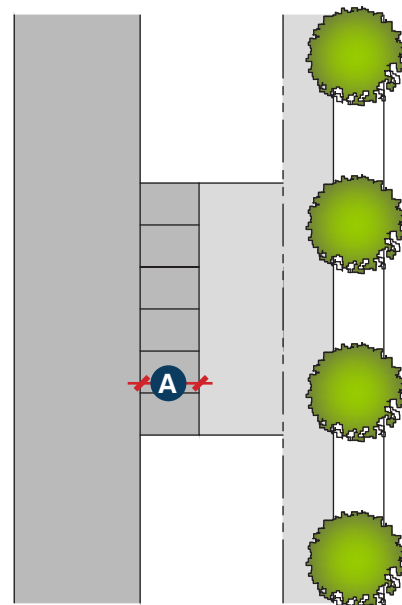


FIGURE: SHOPCOURT FRONTAGE PLAN VIEW DIAGRAM

4.5.2 ENTRIES

For multifamily residential buildings with up to 8 units and not exceeding 40' in width, the Primary Building Entry may be located on the side of the building not facing the public right-of-way if a publicly accessible pedestrian pathway connects directly to a forecourt or front porch with a minimum dimension of 6'.

4.5.3 PARKING & ACCESS

Front-loaded parking for (S) and Rowhouse Building Types:

1. Garage door shall be located a minimum 5' behind Primary Façade
2. Shall have a unit entry that fronts a publicly accessible sidewalk or pedestrian pathway

5

ARCHITECTURAL STYLES

5 ARCHITECTURAL STYLES

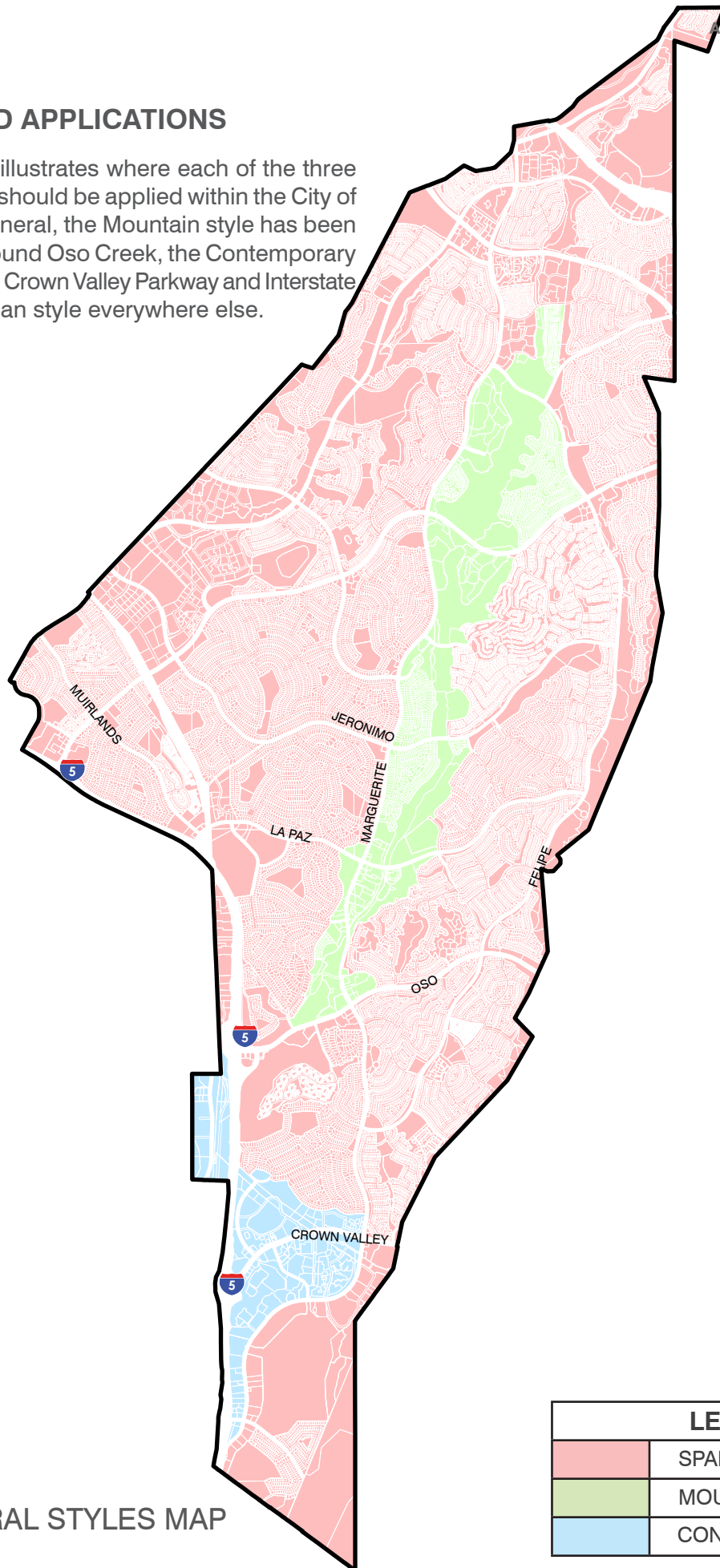
PURPOSE

- To respond to local design precedents, regional climate conditions, and local building practices and materials.
- To draw from regional vernacular and contemporary styles, the Andalusian, Contemporary and Mountain descriptions included herein are intended to establish a strong, consistent design image and direction that reflects the desires, aspirations, and vision of the City of Mission Viejo.
- To communicate the essential features of each style. Within each style, required design elements relating to form and massing, roofs, walls and windows, materials and colors and architectural features are outlined.



OVERVIEW AND APPLICATIONS

The following map illustrates where each of the three architectural styles should be applied within the City of Mission Viejo. In general, the Mountain style has been applied to areas around Oso Creek, the Contemporary style to areas around Crown Valley Parkway and Interstate 5, and the Andalusian style everywhere else.



LEGEND	
	SPANISH ANDALUSIAN
	MOUNTAIN
	CONTEMPORARY

ARCHITECTURAL STYLES MAP



5.1 SPANISH ANDALUSIAN

STYLE DESCRIPTION

The Spanish Andalusian architectural style that is prominent in Mission Viejo can be traced back to the Franciscan missionaries who formed the Spanish Mission system in California. Many of these Franciscan missionaries were originally from the Andalusia region of Spain, often trained at the Alhambra of Granada. When a new mission was established, the founding missionaries were given great autonomy to build the structure as they saw fit, often bringing with them influences from Andalusia.

The style includes internal courtyards, painted tiles, and wrought iron elements, with strong visual references to “Moorish” Architecture.

It is a beautiful architectural style that features elements like stucco walls, clay roof tiles, handpainted tiles, outdoor living spaces, and ironwork.

Two notable exterior elements of Spanish style homes are colored clay tile roofs and beautiful white stucco. The clay roofing tiles give the house a rustic feeling and a bit of warmth. The ceilings can sometimes be multi-leveled to create a beautiful asymmetry.

The exterior is usually covered with stucco, a hand-applied mix of cement, water and sand that is later covered with white paint. It results in a beautiful, aged-looking Old-World surface.

5.1.1 ARCHITECTURAL FEATURES



ADDITIONAL EXAMPLES OF THE STYLE



5.1.2 ROOFS

REQUIRED ELEMENTS

- Low pitched roof at 4:12 to 5:12 slope
- Red, fired, clay tile roofs. Common shapes include both Spanish (S-shaped) and Mission (half cylinder) types
- Overhanging eaves (minimum 24" on elevation that face a public street) with exposed rafter tails or beams
- Small 1'-0" or less decorative exposed rafter tails
- Clay or terracotta tile roofing as dominant roofing material
- Simple hip or gable roof with one intersecting gable roof

OPTIONAL ELEMENTS (CHOOSE AT LEAST 2)

- Shed roof over porch
- Gabled and shed roofs, gabled roofs are on the side and front facing
- Shaped parapet with coping
- Brackets or knee braces at gabled ends
- Hipped-roof towers or belvederes (square, rectangle or circular in plan)



5.1.3 WALLS & WINDOWS

REQUIRED ELEMENTS

- Smooth stucco walls or plaster siding
- Arched openings at windows, entries and arcades
- Multi-paned windows
- Simple divisions of window mullions
- Deep recessed windows



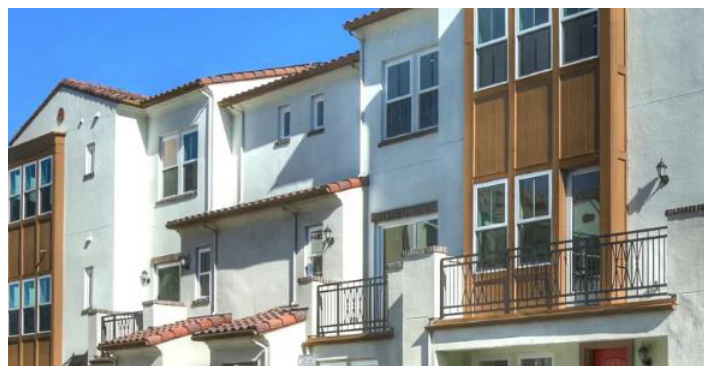
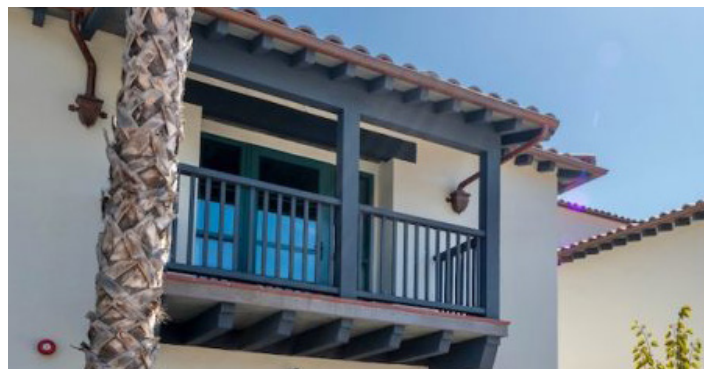
5.1.4 MATERIALS & COLORS

REQUIRED ELEMENTS

- Light, natural, neutral color for the exterior stucco, such as white, cream, beige, or tan
- Use of earthy tones such as taupe, chocolate brown, terracotta, red, yellow, mustard, and burnt orange
- Wood elements such as rafter tails should be painted darker and/or contrasting color that also compliments the reddish-orange of the clay tiles, such as dark brown, brown, dark red, or even green or teal.

OPTIONAL ELEMENTS (CHOOSE AT LEAST 3)

- Stone/faux-stone
- Tile
- Brick
- Stucco

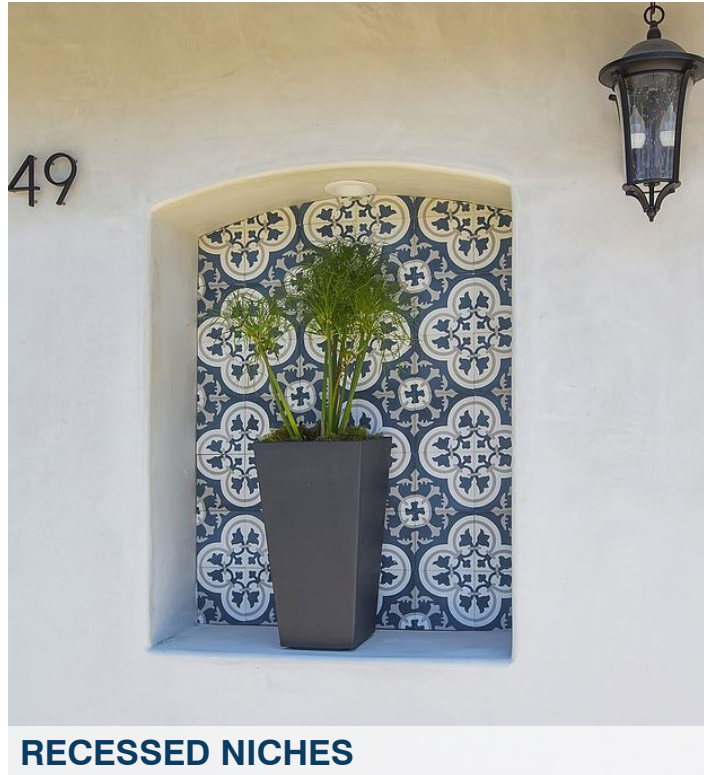


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5.1.5 DECORATIVE ACCENTS & DETAILS (CHOOSE AT LEAST 6)



WINDOW GRILLES



RECESSED NICHES



DECORATIVE TILES



CLAY TILE VENTS



WROUGHT IRON LIGHT FIXTURES



COURTYARD



WOOD FINISH DOORS



STUCCO FINISH CHIMNEY



AWNING



STACKED BRICKS WALL ACCENTS



WROUGHT IRON RAILING



SMALL PORCH



5.2 CONTEMPORARY

STYLE DESCRIPTION

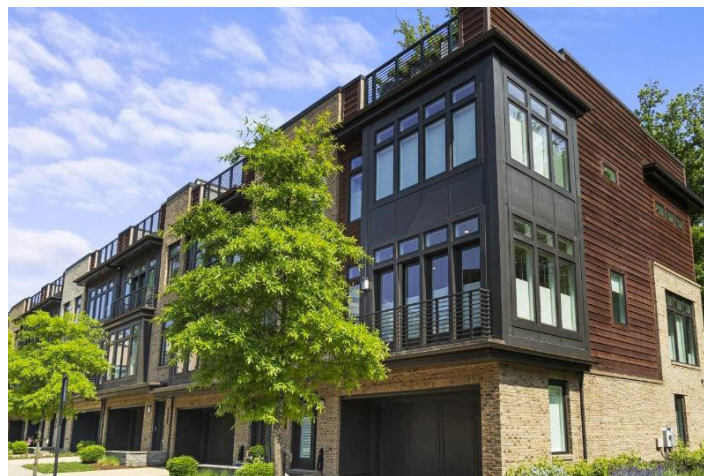
Contemporary is the term used for architecture of the 21st century. Unlike some other architectural periods, contemporary isn't a movement, but a style reflecting the trends of the time a home is built.

While this style doesn't represent any particular age, past movements can inspire contemporary design. Moreover, assorted elements from previous architectural styles—none of which will dominate more than another—often influence contemporary homes. This style relies on fewer classicized building ideas.

5.2.1 ARCHITECTURAL FEATURES



ADDITIONAL EXAMPLES OF THE STYLE



5.2.2 ROOFS

REQUIRED ELEMENTS

- Flat roof

OPTIONAL ELEMENTS (CHOOSE AT LEAST 1)

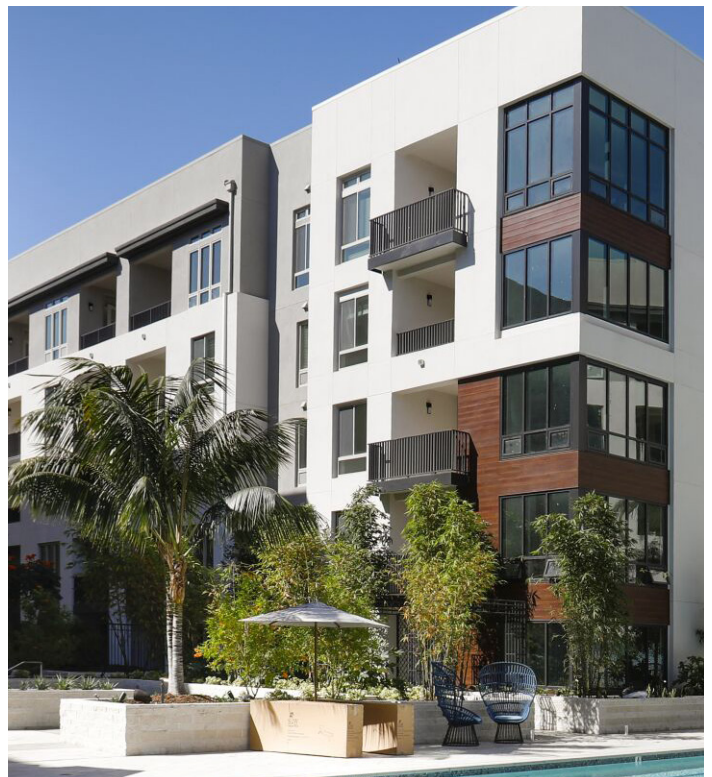
- Saltbox roof
- Shed roof
- Modern gable
- Curved roof



5.2.3 WALLS & WINDOWS

REQUIRED ELEMENTS

- Expansive glass panels to create opportunities for natural light
- Floor to ceiling glass, clerestory windows, and skylights
- Clean, straight or curved wall lines with a lack of fuss and ornament



5.2.4 MATERIALS & COLORS

REQUIRED ELEMENTS

- Raw and natural materials like wood, concrete, metal, and glass
- Use of sustainable wood and reclaimed existing materials for building
- Use of traditional materials in innovative ways
- Color accent panels

OPTIONAL ELEMENTS (CHOOSE AT LEAST 3)

- Stone
- Tile
- Brick
- Metal panels
- Stucco
- Wood Panels



5.2.5 DECORATIVE ACCENTS & DETAILS (CHOOSE AT LEAST 4)



5.3 MOUNTAIN

STYLE DESCRIPTION

Integrating naturally within Mission Viejo’s lush, evergreen hills, the Mountain style helps to distinguish the city within Orange County. The Mountain themed architectural style is an evolution of the Mountain Rustic vernacular. This style combines the rustic elements of traditional mountain residential with the clean lines of

contemporary architecture. The designs typically, and appropriately, focus on clean lines with large windows to allow for sweeping views of their surroundings, while utilizing alpine region rustic materials such as timber, structural or accent wood components and detailing, stacked stone, and lush landscaping.

5.3.1 ARCHITECTURAL FEATURES



ADDITIONAL EXAMPLES OF THE STYLE



5.3.2 ROOFS

REQUIRED ELEMENTS

- Gable, shed, flat, or shallow curve roof form (choose a maximum of 2)
- Overhangs

OPTIONAL ELEMENTS (CHOOSE AT LEAST 2)

- Trusses
- Exposed rafters
- Long single pitch
- Repetitive roof forms



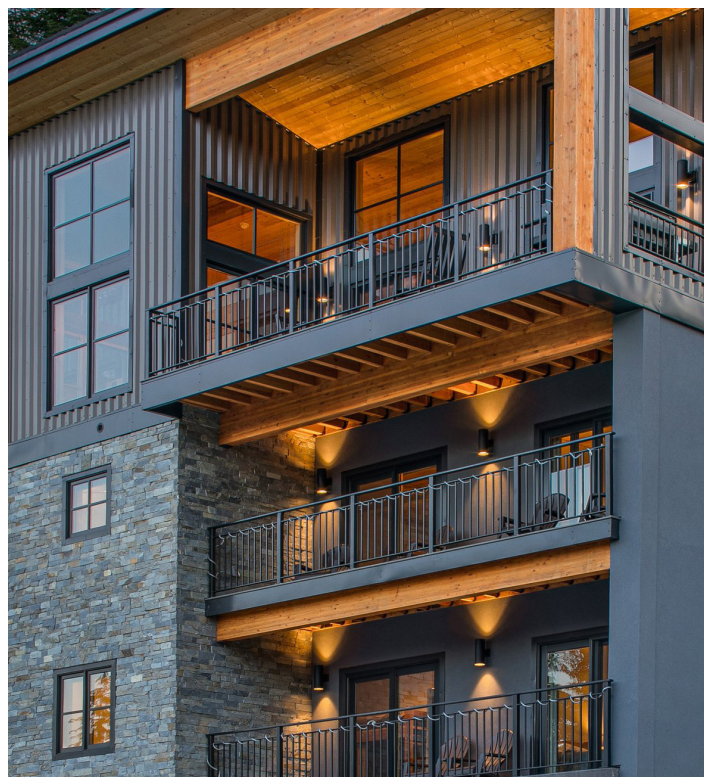
5.3.3 WALLS & WINDOWS

REQUIRED ELEMENTS

- Oversized windows & doors
- Clean lines
- Casement, awning, hopper or fixed windows
- No mullions
- Rectangular windows (slanted top edge may follow roof pitch)

OPTIONAL ELEMENTS (CHOOSE AT LEAST 1)

- Battered accent walls
- Horizontal or vertical siding



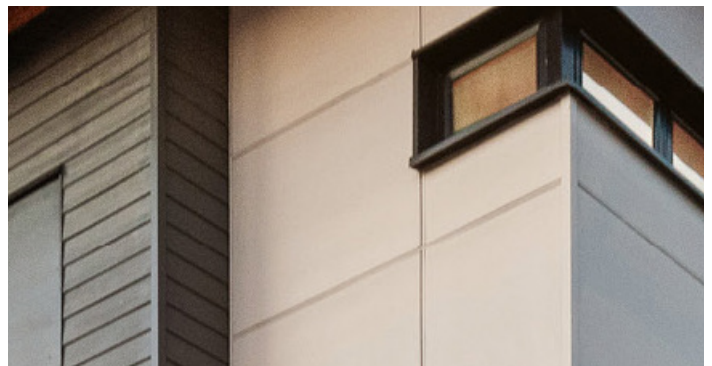
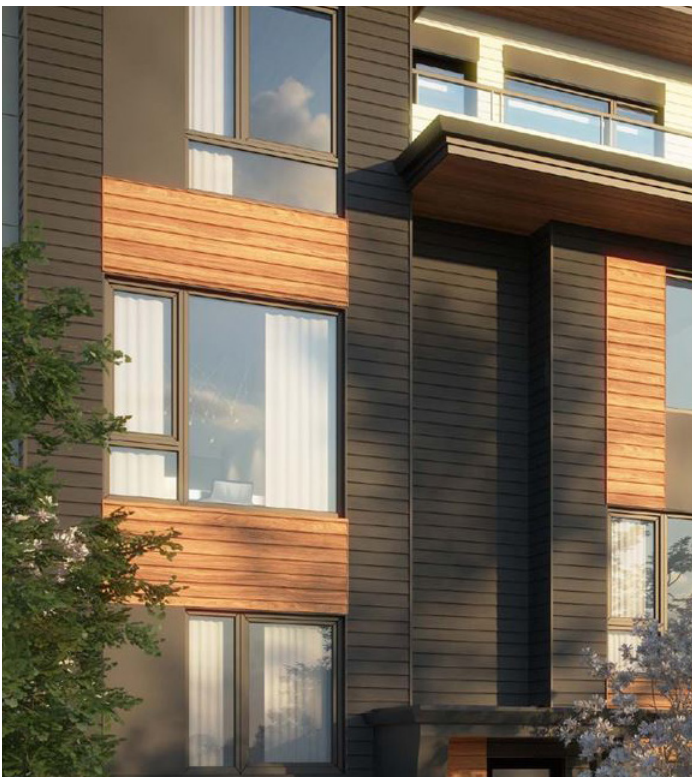
5.3.4 MATERIALS & COLORS

REQUIRED ELEMENTS

- Earth tone colors
- Rustic materials
- Neutral color scheme

OPTIONAL ELEMENTS (CHOOSE AT LEAST 3)

- Stone/faux-stone
- Wood/fiber cement siding
- Metal panels
- Stucco
- Concrete



5.3.5 DECORATIVE ACCENTS & DETAILS

PICK 5 OF THE FOLLOWING



6

LANDSCAPE

6 LANDSCAPE

PURPOSE

- Emphasize landscaping as a fundamental design component, retaining mature landscaping when appropriate, to reinforce a sense of the natural environment and to maintain an established appearance.
- Require setbacks and other design elements to buffer residential units to the extent possible from the impacts of abutting roadway or dissimilar land uses.
- To use landscape design to create character and identity; enhance the appearance and function of outdoor spaces; encourage pedestrian activity; promote social interaction; enhance or integrate new natural systems; add shade to the urban environment; and provide stormwater management.
- To further sustainability goals and incorporate solutions that are appropriate to the climate, region, and local conditions.



6.1 LANDSCAPE MATERIALS & VEGETATION

INTENT

- To provide aesthetically pleasing maintained landscape and plantings that enhance residential buildings and outdoor private and public spaces.
- Landscape to frame and or enhance public spaces and craft unique areas positioned for active or passive activities.

Refer to City of Mission Viejo Municipal Code Title 9: Land Use/Zoning/Subdivision Regulations, Section 20.015 (b3) Development Considerations and Section 27 Landscaping Standards for planting standards for but not limited to multi-family residential and mixed-use residential/commercial development.

Per AB 1881 and city ordinance, all landscape plans shall be prepared by a licensed landscape architect in California.

6.1.1 LANDSCAPED AREA

1. All Open Space, public and private, shall be landscaped.
2. All portions of required front yards, except those areas occupied by pedestrian or vehicular access ways, shall be landscaped.

6.1.2 SOIL DEPTH

Planting in above grade courtyards shall have a minimum soil depth of 12" for ground cover, 20" for shrubs, and 36" for trees.

6.1.3 GROUNDCOVER

6.1.3.1 TURF AND ARTIFICIAL TURF

1. Turf areas shall be limited to activity or recreation areas.
2. Turf areas shall have a minimum 10' diameter.
3. Turf is prohibited in parking lots.
4. Artificial turf may be used as a substitute for natural turf for the purposes of water conservation, or in high activity or foot-traffic areas such as sports fields.
5. Artificial turf is prohibited in the front and side setback(s) of the development areas facing arterial and collector roads.

6.1.3.2 NON-PLANT MATERIALS, SOIL, AND MULCH

1. Crushed rock, mulch, pebbles, stones, and similar non-plant materials where no plant material is present shall be allowed up to 5% of the total required landscaping
2. Landscaped areas where plant material is present shall be top-dressed with 3" shredded mulch or an approved alternative groundcover to avoid exposed bare soil.
3. 3" min. depth bark mulch must be confined to areas underneath shrubs and trees and is not a substitute for groundcover plants.

6.1.3.3 GROUNDCOVER PLANTING

1. Ground cover plants shall be containerized plant material. Groundcover in flats is prohibited.
2. Groundcover shall be planted at a spacing acceptable to the City to generally achieve complete ground coverage in 24 months from initial installation.



6.1.4 TREES

6.1.4.1 GENERAL SITE TREE PLANTING

1. All tree planting shall be installed at a minimum of 24" box size.
2. Minimum planter area for trees shall be 5' by 5'.
3. Flowering and fruit-bearing trees must be avoided within 6' of pedestrian walkways.
4. Evergreen trees must be used to soften the appearance of blank walls and provide visual screening but shall not be a replacement for enhanced architecture.
5. Street trees shall be required and planted at 25' on-center (O.C.) maximum and shall follow city required variety.
6. Street trees shall be installed using root barriers per City tree planting details.
7. Trees shall be planted between RoW street trees and the facade of the building to mitigate the impact of the architecture. They shall be planted at 30' O.C. maximum.

6.1.4.2 SURFACE PARKING TREE PLANTING

1. Tree wells shall have a minimum 5' dimension between parking spaces.
2. For residential parking, contiguous parking spaces shall not exceed 6 spaces without a tree well.
3. For commercial parking, contiguous parking spaces shall not exceed 8 spaces without a tree well.

6.1.4.3 TREE PROTECTION

1. Newly planted trees shall be supported with double stakes and/or guy wires per City standard.
2. Root barriers shall be required for any tree placed within 10' of pavement.
3. Based on the recommendations of a qualified arborist's report, existing vegetation and trees that are to be preserved on site shall be appropriately protected during construction and incorporated into the overall landscape design of the development.



6.1.5 PRIVACY

Landscape screening shall obscure direct sight lines into dwelling units and restricted open space areas from communal areas such as parking areas, common mailboxes, and pedestrian walkways. Landscape screening may be used in combination with walls, fencing, and/or trellises to screen views.

1. Landscape screening shall fit within associated planting areas and canopy sizes must not overlap with building foundations or eaves.
2. Landscape screening shall use evergreen trees, shrubs, and/or vines located and sized to buffer views. Deciduous species, perennials, and grasses or grass-like plants are not permitted for privacy screening.
3. Landscape screening and vegetation shall use the following minimum container sizes at time of planting:

SCREENING LANDSCAPE PLANT SIZES

	SIZE (MIN.)
TREES	24" box.
SHRUBS	5 gal.
VINES	5 gal.

6.1.6 RESIDENTIAL BUFFERING

1. Buildings with residential ground-floor uses shall have a minimum 1 tree per building frontage width divided by 20'. Trees located in the adjacent right-of-way may count toward this minimum. Private entrance drive/street frontages are excluded. Trees may be staggered or in an allée configuration to comply with standard.
2. A minimum 10' wide landscape buffer shall be provided along the full length of the shared property line between multi-family or Residential Mixed-Use development and abutting residential properties. A solid masonry wall with a 6' height, except within a street-facing setback where walls are not permitted.

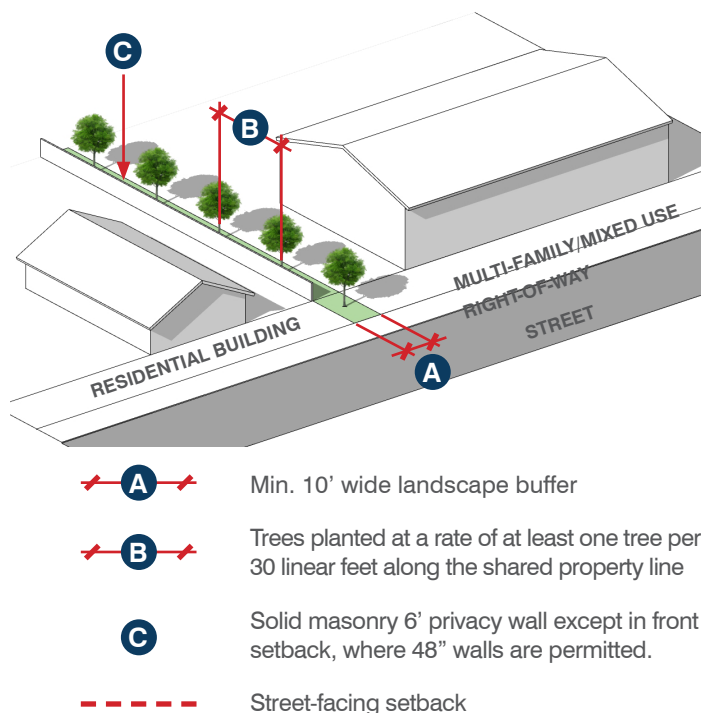


FIGURE: RESIDENTIAL BUFFERING DIAGRAM



6.1.7 DROUGHT TOLERANT PLANT SPECIES

A minimum of 50% of non-turf landscaped areas shall be planted with drought-tolerant planting to bring interest and beauty to the landscape, support biodiversity, and reduce the need for pesticides and excessive irrigation.

6.1.8 PROTECTION FROM ENCROACHMENT

1. Landscaping shall be protected from vehicular and pedestrian encroachment by raised planting surfaces and the use of curbs and installing hedges to direct the flow of pedestrian traffic.

6.1.9 INTERFERENCE WITH UTILITIES

1. All service area, storage area, utility and equipment locations shall be coordinated between landscape architect and civil engineer. Utility locations shall not interfere with required landscape.
2. Plant materials shall be placed so that they do not interfere with the lighting of the premises or restrict access to emergency apparatus such as fire hydrants or fire alarm boxes.
3. Trees or large shrubs shall not be planted under overhead lines or over underground utilities if their growth might interfere with such public utilities.
4. Trees and large shrubs shall be placed as follows:

6.1.10 SAFETY

Landscape planting must be designed to contribute to crime prevention. Shrubs that create hiding places shall not be placed in areas of pedestrian movement, such as along walkways and building entrances.

6.1.11 MAINTENANCE

Required landscaping shall be maintained in a clean and healthy condition. This includes pruning, weeding, removal of litter, fertilizing, replacement of plants when necessary, and the appropriate watering of all landscaping.



6.2 IRRIGATION

INTENT

- To incorporate an efficient automated irrigation system that delivers uniform coverage of the appropriate amount of water to the site's plant material.

6.2.1 COMPLIANCE TO CITY STANDARD

All irrigation systems shall be designed and installed using City standard landscape irrigation details.

6.2.2 AUTOMATIC IRRIGATION CONTROLLERS

- Irrigation systems shall include a 'smart' (ET) irrigation controller, which automatically adjusts the frequency and/or duration of irrigation events in response to changing weather conditions.
- Backflow preventers and anti-siphon valves shall be provided in accordance with current codes.

6.2.3 SPRINKLER HEADS

- Sprinkler heads and risers shall be protected from car bumpers.
- "Pop-up" heads with low precipitation rate heads/nozzles shall be used near curbs and sidewalks.
- The landscape irrigation system shall be designed to prevent run-off and over-spray.
- No overhead irrigation is allowed within 24" of a non-permeable surface.

6.2.4 DRIP IRRIGATION SYSTEMS

- Drip irrigation systems shall be implemented within shrub and groundcover areas wherever possible to reduce runoff and achieve highest possible irrigation efficiency.
- Low-flow bubbler emitters shall be implemented at all tree locations in non-turf areas.

6.2.5 ENCLOSURES

All irrigation systems shall be designed to reduce vandalism by placing controls in appropriate enclosures.

6.2.6 EFFICIENCY

- Plants shall be grouped in high and low maintenance zones and shall coordinate with irrigation plans to minimize the use of water and the placement of irrigation tubing.
- All irrigation shall be designed to comply with Mission Viejo Ordinance 09-277, "Water Efficient Landscape Regulations" in Municipal Code Section 8.12.



6.3 HARDSCAPE

INTENT

- Proper use of materials on the groundplane to manage the flow of people, things, information, or water.

6.3.1 LOCATION

1. Primary entries to buildings shall provide decorative paving that contrasts in color and texture from the adjacent walkway paving to accentuate the entrances.
2. Asphalt and standard concrete should be used only in areas of high traffic volume and service areas unseen by the average resident or visitor.

6.3.2 APPEARANCE & MATERIALITY

1. Hardscape materials shall be constructed of firm and slip-resistant materials such as concrete, asphalt, or clay or concrete pavers.
2. Pervious surfaces shall be a minimum of 30% of the total hardscape area. Where hardscape is necessary, permeable pavers should be considered whenever possible.
3. No stained or stamped concrete shall be used in any area as non-integral colored concrete quickly fades and stamped patterns become unsightly and unrecognizable over time.

ORDER OF PREFERRED PAVING OPTIONS

VEHICULAR	PEDESTRIAN
1. CLAY OR CONCRETE PAVERS ¹	1. CLAY OR CONCRETE PAVERS ¹
2. INTEGRAL COLORED CONCRETE ²	2. CONCRETE WITH AGGREGATE
3. ASPHALT	3. INTEGRAL COLORED CONCRETE ²
	4. STANDARD CONCRETE

¹ Permeable is preferred where applicable.

² Using Scofield or Davis Color.

6.3.3 WATER MANAGEMENT AND DIVERSION

1. Hardscape surfaces shall be sloped at a minimum 1% to adequately drain water.
2. Paved surfaces where water accumulates is not allowed.
3. Grates and drains shall be placed within the hardscape infrastructure to remove water from the surface and channel it to the local stormwater catchment system.



6.4 WALLS & FENCING

INTENT

- Design walls and fences to include durable materials, be aesthetically appealing, and not create a monolithic barrier along street frontages. The design of walls and fences, as well as the materials used, should be consistent with the overall development's design.

Refer to City of Mission Viejo Municipal Code Title 9: Land Use/Zoning/Subdivision Regulations, Section 20.015 (b9, f & k3) Height determination

6.4.1 APPEARANCE AND INTEGRATION

Walls and fences style shall be integrated with adjacent structures and terrain and utilize landscaping and vegetation materials to soften their appearance.

6.4.1.1 MATERIALITY & COLOR

- Walls and fencing shall be complementary of the architecture in the plot/development area
- Walls and fencing shall complement and be compatible with the overall landscape materiality palette and design theme as well as the building's design and architectural style.

6.4.1.2 MATERIAL DURABILITY

- Wall design and selection of materials shall consider maintenance issues, especially graffiti removal and long-term maintenance.
- Decorative capstones on stucco walls shall be implemented to prevent water damage from rainfall and moisture.

6.4.1.3 VISUAL INTERESTS

- Perimeter walls shall incorporate various textures, staggered setbacks, and variations in height in conjunction with landscaping to provide visual interest and to soften the appearance of perimeter walls.
- Perimeter walls shall incorporate decorative columns or pilasters to provide relief. The maximum unbroken length of a perimeter wall shall be 50'.

6.4.1.4 VIEW FENCING

A fence where the surface area above a maximum of 36" shall be a transparent or semi-transparent material such as glass or ornamental iron.

- Patio Walls:** View fencing shall be used along the patio frontage of any ground floor residential building where an unobstructed significant distant view is seen from $\geq 50\%$ of the length of building face.
- Perimeter Wall:** View fencing shall be used along any perimeter wall to allow an unobstructed significant distant view to be seen by nearby residential units and or from adjacent walkways.

6.4.2 RETAINING WALLS

- An encroachment permit shall be obtained from the Public Works Department for any retaining wall adjacent to or within the public right-of-way.
- All retaining walls and associated landscaping shall be maintained in the City-approved condition.

6.4.2.1 DESIGN FEATURES

- Retaining walls of an extensive length should incorporate terracing with sufficient planter width provided between the terraces to create functional planter area for trees and shrubs and drainage improvements.



2. When individual walls of varying height are used in a terraced configuration, the wall nearest the sidewalk, street or other useable space shall be the shortest.
3. No wall higher than 18" shall be installed adjacent to the sidewalk.
4. All retaining walls shall be mitigated with planting.
5. Design features such as pilasters, decorative caps and color or material changes shall be added to generate visual interest.
6. Walls with exposed faces visible from sidewalks, streets, parking lots and other public spaces shall consist of aesthetically pleasing surfaces such as split face concrete block, natural stone or decorative veneer.
7. Adequate space at the top and base of retaining walls shall be provided to allow for drainage improvements.
8. Landscaping and appropriate plant materials shall be incorporated to deter climbing where walls are accessible.
9. Flip footings are required at retaining wall conditions to allow for tree planting to occur within reasonable distance to wall.

2. The following table provides suggested setbacks for a progression of wall heights. The "Distance" should be considered a baseline or starting point from which to determine the appropriate setback for any particular wall, based on the context of the wall and the design features incorporated.

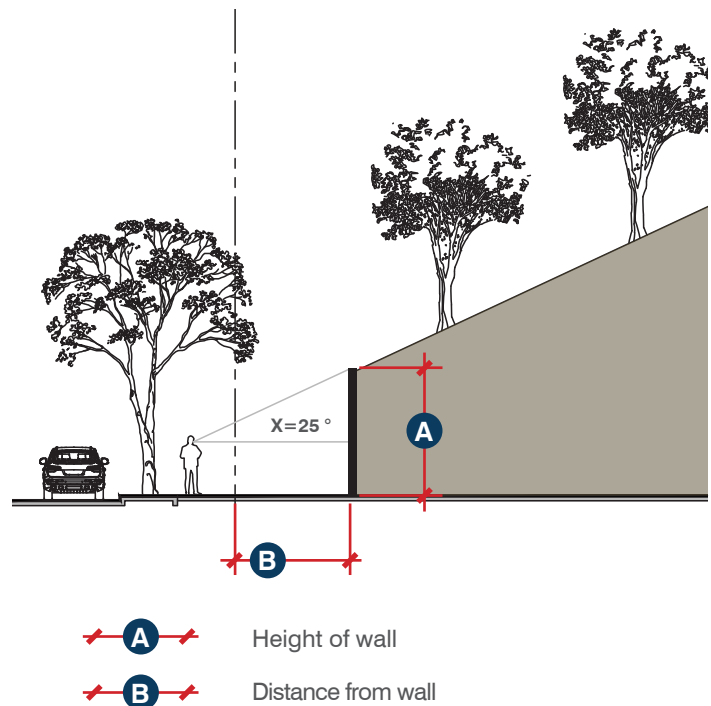
RETAINING WALL

HEIGHT (FT)	DISTANCE (FT)
10'	6'
15'	10'
20'	15'
25'	20'
30'	28'
35'	35'

6.4.2.2 HEIGHT TO SETBACK RELATIONSHIP

Retaining walls shall exhibit a height to setback relationship that is appropriate to the context and setting, and which allows the viewer to not be overwhelmed by the wall.

1. The landscape setback in front of a retaining wall should be increased in proportion to the height of the wall.



6.4.2.3 LOCATION

1. Retaining walls within or along the front and/or side setback facing the street or visible from the public sidewalk adjoining the site shall:
 - a. Not exceed 4' in height as measured to the adjacent finished grade or sidewalk whichever is nearest;
 - b. Include a landscape planter in front of the wall min. 24" deep measured perpendicular to the wall.
 - c. Be finished with allowable wall material(s) of the selected architectural style for the primary building(s).
2. Retaining walls within the interior of the site that are beyond the front and/or side street setback shall:
 - a. Not exceed 3' as measured to the adjacent finished grade
 - b. Include a landscape planter in front of the wall min. 3' deep measured perpendicular to the wall.
 - c. Be finished with allowable wall material(s) of the selected architectural style for the primary building(s).
3. Retaining walls along the rear site line that are beyond the front and/or side setback shall:
 - a. Not exceed 8' as measured to the adjacent finished grade.
 - b. If exposed, include a landscape planter in front of the wall. The planter width shall follow distance standards shown on previous page.
 - c. Be finished with allowable wall material(s) of the selected architectural style for the primary building(s).
- d. Not require landscaping or wall material finish(es) if within the building and not exposed.
4. Grade differences greater than the maximum wall heights shall incorporate terraced wall configurations.

6.4.3 WALL CAPS

Wall caps shall be incorporated as a horizontal design element at the top of walls and should not exceed 4" vertical.

6.4.4 SCREENING AND NOISE MITIGATION

1. Screen walls, sound walls, and retaining walls shall be used to mitigate noise generators and provide privacy for residents.
2. Walls required for noise mitigation may exceed maximum height limit, as determined by an acoustical analysis and approved by director.

6.4.5 TEMPORARY FENCING

Temporary fencing shall be used to provide security for approved special events, construction sites, or vacant structures and land, which cannot otherwise be secured.

6.4.6 SAFETY

Fences, walls, and other screening and landscaping, whether provided in compliance with the provisions of this Subsection or provided in addition to those provisions, are subject to review by the Traffic Engineer when in the traffic safety site area.



6.5 LANDSCAPE LIGHTING

INTENT

- Enhance the visual interest of planted areas.
- Provide an appropriate level of illumination along pathways and stairs for residents and guests to increase safety and security along paths of travel.
- To illuminate recreation and communal spaces allowing night time use.

Refer to City of Mission Viejo Municipal Code Title 9: Land Use/Zoning/Subdivision Regulations, Section 20.015 (l) Lighting

6.5.1 TYPES OF LIGHTING

Landscape architects shall implement a variety of lighting types shown in the table below to appropriately illuminate the development’s landscape.

LANDSCAPE LIGHTING: TYPES

	DEFINITION
SPOTLIGHT	Known as uplights, downlights, directional lights or bullets most commonly used to illuminate trees in the landscape.
PATH & AREA	Path lights illuminate paths and walkways. Area lights increase visibility to the area around the fixture and can be used to light landscape beds.
FLOOD LIGHTS	Flood lights add security and light up property at night. Flood lights commonly have a much higher wattage and wider angle than spotlights.
WALL WASH LIGHTS	This type of flood light is used to provide even illumination across a wide surface.
WELL LIGHTS	Well and in-grade lights are installed below ground (grade) level. The fixture may sit in a turf area or hardscape where foot or vehicular traffic will pass over.
DECK LIGHTS	Deck lights are designed to attach to fence posts and can be mounted on the sides of nearby structures and stairs.
STEP LIGHTS	Step lights illuminate treads and or risers of stairs.
HARDSCAPE LIGHTS	Hardscape lights attach to the underside of capstones and overhangs most commonly floodlight surfaces such as patios, walkways, driveways, stairs, walls and outdoor kitchens or fireplaces.



6.5.2 LOCATION

1. Accent lighting shall be used to illuminate walkways, parking areas, entries, seating areas, and/or specimen plants and trees.
2. Spot lighting or glare from any site lighting shall be shielded from adjacent properties and directed at a specific object or target area.
3. Light fixtures shall be selected to be architecturally compatible with the main structure.
4. Landscape lighting fixtures shall be incorporated for water features
5. Lighting shall consider planting shape and characteristics to determine appropriate luminance level
6. Path lights, if used, shall be placed min. 12"-18" away from edge of paving and to be incorporated with landscape rock/boulders or similar object for protection.
7. Path light placement in turf shall be avoided if possible.

6.5.3 TECHNIQUES

Landscape architect shall incorporate the following landscape lighting techniques to appropriately illuminate the below identified key features within the development's landscape.

LANDSCAPE LIGHTING TECHNIQUES

	DEFINITION
UPLIGHTING: FRONT LIGHTING	<p><i>For use on houses, trees, shrubs, walls, pillars, and fences</i></p> <ul style="list-style-type: none"> • Eliminates shadows • Downplays depth of plant material • Minimizes textures • Produces higher light levels • Shows little detail
UPLIGHTING: FRONT LIGHTING	<p><i>For use on rocks, fountains, tree canopies, and multi-trunk trees</i></p> <ul style="list-style-type: none"> • Emphasizes shadows • Adds texture • Lower light level • Enhances detail
UPLIGHTING: BACK LIGHTING	<p><i>For use on trees, translucent leaves, and open/airy plants</i></p> <ul style="list-style-type: none"> • Produces a halo effect • Strengthens dimensions & depth • Provides sharp contrast • Shows little detail/texture • Few shadows • Lower light level
DOWN LIGHTING	<p><i>For use within trees and on shade structures</i></p> <ul style="list-style-type: none"> • Fixtures shall be min. 12-15' high • Quantity of downlights should match quantity of uplights

6.5.4 CONCEALMENTS

Light sources for wall washing and tree lighting shall be hidden.



6.5.5 ILLUMINATION LEVEL

The level of lumens required to effectively light an outdoor space varies from fixture to fixture. Although lighting design shouldn't follow rigid templates, there are general guides to help create an excellent landscape lighting scheme. The table below identifies recommended lumens per lighting fixture:

FIXTURE LUMENS

	LUMENS
PATH LIGHTS	100 - 200
STEP LIGHTS	12 - 100
FLOOD LIGHTS	700 - 1300
UNDERWATER LIGHTS	200 - 400
HARDSCAPE LIGHTS	50 - 185
GENERAL LANDSCAPE LIGHTS	50 - 300
MOTION SENSOR LIGHTS	400 - 700

6.5.6 FIXTURE DESIGN

Lighting Fixtures shall complement and be compatible with the overall landscape materiality palette and design theme as well as the building's design and architectural style.

6.5.7 DARK SKY/LIGHT POLLUTION

The goal of creating a "Dark Sky" lighting system is to reduce light pollution from artificial light and promote responsible outdoor lighting that is beautiful, healthy, and functional. The following standards shall be implemented to help achieve this goal in order to preserve the natural night sky:

1. Exposed bulbs shall not be used.
2. Cut-off lighting approach shall be implemented on all downlighting fixtures.
3. Fixtures shall minimize glare while reducing light trespass and skyglow.
4. Blue light emitting fixtures or devices shall be avoided.
5. Minimize brightness of fixtures thus conserving energy and reducing harmful effects on plants and animals.



6.6 SITE FURNISHINGS

INTENT

- To ensure site furnishings adequately serve the population of guests and residents of any multifamily and mixed-use commercial/residential development.
- Proper selection of furnishings will help to integrate the development and further advance the sense of place.

Deep seating site furniture, waste receptacles, drinking fountains, tables, chairs and umbrellas should compose the majority of site furnishings.

6.6.1 LOCATION

1. Site furnishings shall be strategically placed to offer pedestrians with the amenity that would best suit the location, i.e. benches under shade trees; and tables, chairs and umbrellas in plazas and waste receptacles in plazas and at intersections.
2. When placed in a recreation-centric setting, site furnishings shall be clustered to maximize effective use and minimize the negative visual impact within landscape.
3. The use of benches in the public right-of-way shall be limited, groupings of individual chairs for seating options are preferred.

6.6.2 APPEARANCE & MATERIALITY

1. These elements shall be of a consistent 'family' that incorporates the same forms and materials in its design.
2. All site furnishings shall be constructed of durable materials and designed for minimum maintenance, heavy public use and with local climate conditions in mind.

3. Simple designs, instead of ornate decorations, shall be specified for their timeless appeal and ability to be incorporated within each architectural style district.
4. Local materials and products shall be selected for site furnishings whenever possible, taking into consideration the location for the raw materials, the manufacturing location and the use of a local company for installation/sourcing.
5. When wood is used as a furnishing material, the wood products must comply with the Forest Stewardship Council's (FSC's) approved list of products and manufacturers, which regulates environmentally responsible forest management.
6. The site furniture shall be a combination of deep seated chairs, coffee tables, trash receptacles, dining tables and chairs.

6.6.3 PLAN SUBMISSION

Applicant shall submit product cut sheets of each piece of furniture for City approval.

6.6.4 POTS

1. Applicant shall implement pottery as site amenities.
2. Selection of plant material placed in pottery shall be appropriate for growing and irrigation conditions of the pot(s).
3. Pottery shall be used at building entries to direct flow of pedestrian traffic or provide an elevation and height design aesthetic in relationship to the adjacent architecture.
4. Pottery shall be a minimum 36" high and 36" wide and or equal 42" height+width.



6.7 MONUMENTATION

Refer to City of Mission Viejo Municipal Code Title 9: Land Use/Zoning/Subdivision Regulations, Section 29.310 Permanent Signs

6.7.1 STONE MATERIAL

1. Monumentation where stone is used as a detail or facade shall follow the City approved Eldorado Stone materiality for the following areas:
 - a. Civic Core
 - i. Type: Mountain Ledge
 - ii. Color: Blend of -- 80% Durango & 20% Shasta
 - c. Alicia Parkway Commercial Zone
 - i. Type: Cliffstone
 - ii. Color: Mesquite
 - c. Crown Valley Parkway and South Marguerite Commercial Zone
 - i. Type: SierraCut24
 - ii. Color: Hidden Creek



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