

Final

Village 1 General Development Plan



Prepared for:

Lake Development - Lincoln, LLC

Prepared by: In Association with:



July 2013

AMENDMENTS

Amended September 26, 2023



Final

Village 1 General Development Plan

July 2013

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CONTENTS AND EXHIBITS

1 Introduction

- 1.1 Project Overview 1-1
- 1.2 Purpose and Intent of the General Development Plan 1-2
- 1.3 Supporting Documents 1-4

2 Development Regulations and Standards

- 2.1 Purpose and Intent 2-1
- 2.2 General Provisions 2-2
- 2.3 Permitted Uses 2-3
- 2.4 Land Use and Zoning Development Standards 2-10
 - 2.4.1 Village Country Estates (VCE) 2-11
 - 2.4.2 Village Low Density Residential (VLDR) 2-15
 - 2.4.3 Village Medium Density Residential (VMDR) 2-19
 - 2.4.4 Village High Density Residential (VHDR) 2-29
 - 2.4.5 Village Mixed Use (VMU) 2-39
 - 2.4.6 Village Parks and Recreation (VPR) 2-49
 - 2.4.7 Village Open Space (VOS) 2-50
 - 2.4.8 Village Public Facilities (VPF) 2-50

- 2.5 Village-wide General Development Standards 2-51
 - 2.5.1 Zone Boundaries 2-51
 - 2.5.2 Density Transfer 2-51
 - 2.5.3 Oak Tree Preservation and Removal 2-51
 - 2.5.4 Fuel Modification Zones 2-52
 - 2.5.5 Landscaping 2-52
 - 2.5.6 Signage 2-52
 - 2.5.7 Walls and Fencing 2-52
 - 2.5.8 Off-Street Parking 2-53

3 Design Guidelines

- 3.1 Purpose and Intent 3-1
- 3.2 Community Design 3-2
- 3.3 Neighborhood Crafting 3-5
- 3.4 Landscape Guidelines 3-6
 - 3.4.1 Master Landscape Concept Plan 3-7
 - 3.4.2 General Landscape Criteria 3-13
 - 3.4.3 General Hardscape Criteria 3-15
 - 3.4.4 Entry Treatments 3-16
 - 3.4.5 Parks 3-19
 - 3.4.6 Open Space 3-26
 - 3.4.7 Trails and Paseos 3-28
 - 3.4.8 Plant Palette 3-35
 - 3.4.9 Community Walls and Fences 3-46
- 3.5 Signage Guidelines 3-48
- 3.6 Lighting Guidelines 3-49
- 3.7 Site Planning Guidelines 3-50
- 3.8 Architectural Guidelines 3-54
 - 3.8.1 Architectural Character 3-54
 - 3.8.2 Village Center Architectural Guidelines 3-66
 - 3.8.3 Residential Neighborhood Architectural Guidelines 3-74
- 3.9 Sustainability/Green Building Guidelines 3-77

4 Implementation

- 4.1 Overview 4-1
- 4.2 General Development Plan Administration and Implementation 4-2
 - 4.2.1 Subsequent Entitlements and Permits 4-2
 - 4.2.2 General Development Plan Interpretations 4-2
 - 4.2.3 Severability 4-2
- 4.3 CEQA Compliance 4-3
- 4.4 General Development Plan Substantial Conformance and Amendments 4-3
 - 4.4.1 Density or Intensity Transfer 4-3
 - 4.4.2 Substantial Conformance to the General Development Plan 4-4
 - 4.4.3 General Development Plan Amendments 4-5

Tables

- 2.1 Permitted Uses 2-4
- 3.1 Recommended Plant Palette 3-36

Exhibits

1.1	Land Use Plan	1-3	3.1	Village Center Mixed Use Area Concept Diagram	3-4	3.11a	Conceptual Trail Cross Section - Village Paseo (Typical)	3-32
2.1	VCE Setback Diagram	2-13	3.2	Master Landscape Concept Plan	3-8	3.11b	Conceptual Trail Cross Section - Village Paseo (Along Lake Frontage in Mixed Use Residential Areas)	3-32
2.2	VLDR Setback Diagram	2-17	3.3a	Major Arterial Street Landscape Cross Section - SR 193 (Typical)	3-9	3.11c	Conceptual Trail Cross Section - Village Paseo (Along Lake Frontage in Mixed Use Commercial Areas)	3-33
2.3a	VMDR Setback Diagram - Single- Family Detached Homes	2-22	3.3b	Major Arterial Street Landscape Cross Section - Oak Tree Lane (Typical)	3-9	3.11d	Conceptual Trail Cross Section - Neighborhood Paseo (Typical)	3-33
2.3b	VMDR Setback Diagram - Rear Loaded Detached Homes	2-23	3.3c	Collector Street Landscape Cross Section - Ferrari Ranch Road (Typical)	3-10	3.11e	Conceptual Trail Cross Section - Auburn Ravine (Along Ferrari Ranch Road)	3-34
2.3c	VMDR Setback Diagram - Green Court Homes	2-24	3.3d	Collector Street Landscape Cross Section - Virginiatown Road (Typical)	3-10	3.11f	Conceptual Trail Cross Section - Open Space Trail (Typical)	3-34
2.3d	VMDR Setback Diagram - Duplexes	2-25	3.3e	Collector Street Landscape Cross Section - North/South Collector Streets	3-11	3.12	Conceptual Community Wall and Fencing Plan	3-47
2.3e	VMDR Setback Diagram - Townhomes	2-26	3.3f	Collector Street Landscape Cross Section - Loop Collector Street	3-11			
2.3f	Typical Common Lot, Use Easement and Reciprocal Use Easement Diagrams	2-27	3.3g	Primary Residential Local Street Landscape Cross Section	3-12			
2.4a	VHDR Setback Diagram - Rear Loaded Detached Homes	2-32	3.3h	Minor Residential Local Street Landscape Cross Section	3-12			
2.4b	VHDR Setback Diagram - Green Court Homes	2-33	3.4	Primary Community Entry Concept	3-17			
2.4c	VHDR Setback Diagram - Duplexes	2-34	3.5	Open Space and Recreation Plan	3-21			
2.4d	VHDR Setback Diagram - Townhomes	2-35	3.6	Conceptual Community Park Diagram	3-22			
2.4e	VHDR Setback Diagram - Multi- Family Flats	2-36	3.7	Conceptual Community/ Neighborhood Park Diagram	3-23			
2.5a	VMU Setback Diagram	2-43	3.8	Typical Neighborhood Park Diagram	3-24			
2.5b	Typical Overhead Encroachment Diagram	2-44	3.9	Typical Mini Park Diagram	3-25			
			3.10	Trail and Paseo Plan	3-29			

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1 • INTRODUCTION

1.1 Project Overview

The Village 1 General Development Plan has been prepared to implement the shared vision of the City of Lincoln, property owners and stakeholders for the Village 1 Specific Plan project. The 1,832.1-acre Village 1 area is located on the eastern boundary of the City of Lincoln in Placer County, California. The project is designed to embrace the principles of “smart growth” and “sustainability,” and includes a balanced mix of land uses organized into distinct, walkable neighborhoods. The project provides an array of housing types and densities, commercial and office development, an elementary school site, ample open space, and a series of parks and recreational facilities. At the heart of the community is the mixed use Village Center, which is comprised of higher density residential uses within proximity to neighborhood retail, office and public/semi-public support uses. A village paseo system that serves as the major recreational amenity and focal point of the community will connect the

various residential neighborhoods with the Village Center. In addition to the village paseo, a comprehensive paseo/trail network will traverse throughout the community to provide linkage and recreational opportunities. See Exhibit 1.1, Land Use Plan.

To the extent feasible, the project will protect and enhance major natural resources within the project area, including Auburn Ravine and associated riparian habitats, wetland features and other aquatic waterbodies, heavy tree covers and rock outcropping areas. As each phase of the project moves forward, the plan will ensure that adequate backbone infrastructure, public facilities and essential services required to support that phase of the planned development will be in place and available to serve project residents. Financing mechanisms and maintenance responsibilities for backbone infrastructure, public facilities and services are discussed in the Specific Plan. It is estimated that project will build out in seven phases over a 15-20 year period.

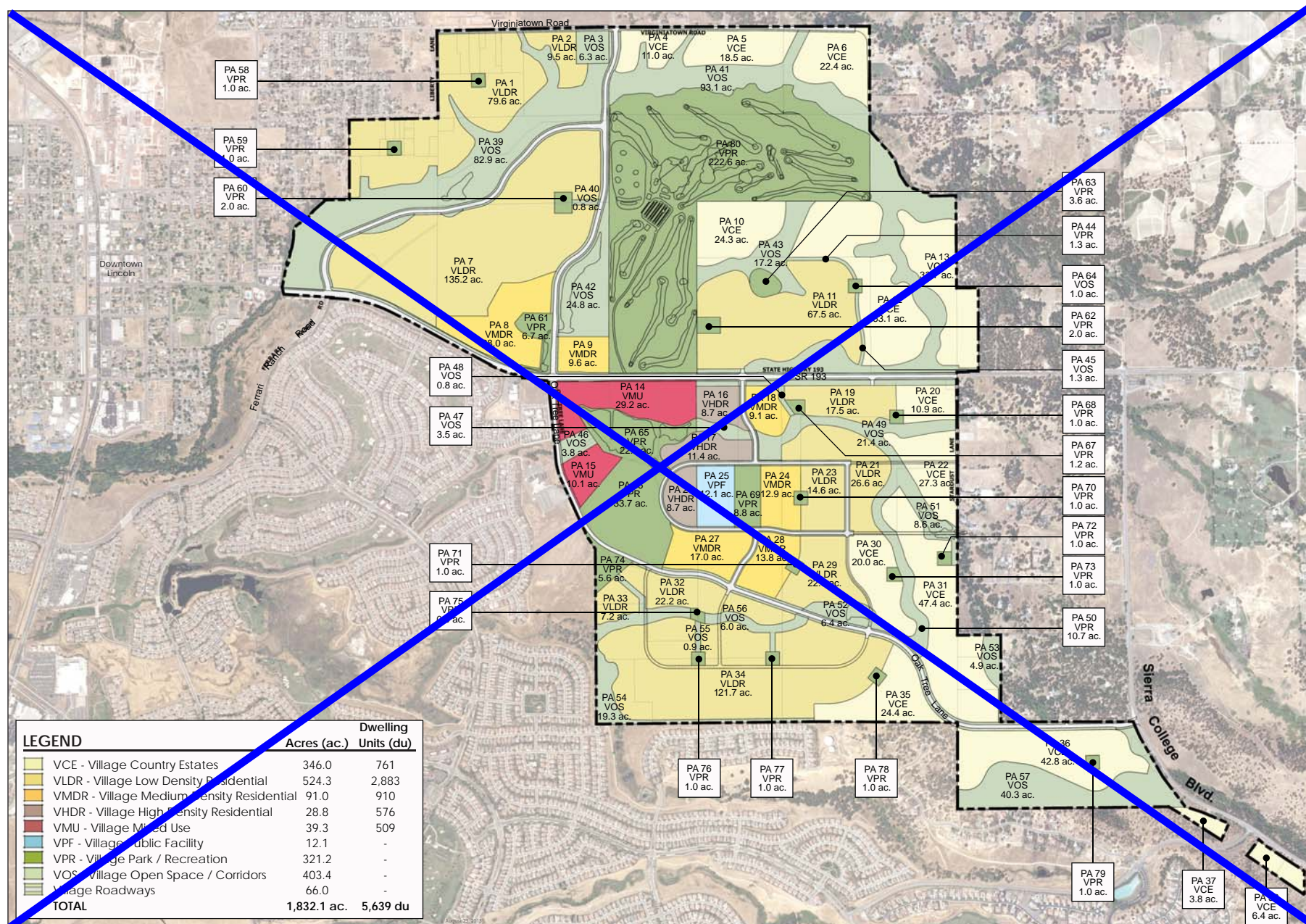
1.2 Purpose and Intent of the General Development Plan

The General Development Plan serves as a zoning tool to implement the vision and objectives of the Specific Plan,

which establishes the Village 1 project area as a Planned Development (PD) district. As stated in Section 18.32.010 of the Lincoln Zoning Ordinance, the purpose of the PD district is to “encourage and provide for a creative and more flexible approach to the use of land; to maximize the choices of types of living environments available to people of the city; and to encourage more efficient allocation and maintenance of privately-controlled common open space through the redistribution of densities where such a rearrangement is desirable and feasible.”

The General Development Plan establishes a comprehensive design framework, guidelines and development standards to ensure that future projects will be developed in a cohesive and well-planned manner that ultimately results in an attractive, high-quality community as envisioned by the Specific Plan. The design guidelines and development standards provided in the General Development Plan will be used by City staff in reviewing subsequent development applications for individual projects/phases within Village 1, and guide the developers, builders, planners and designers who will be involved in the construction of the community.

Both the Village 1 Specific Plan and General Development Plan are in conformance with the City of Lincoln General Plan.



N.T.S.

Exhibit 1.1: Land Use Plan

See Revised Exhibit

Village 1 General Development Plan • 1-3

Amended September 26, 2023

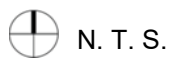
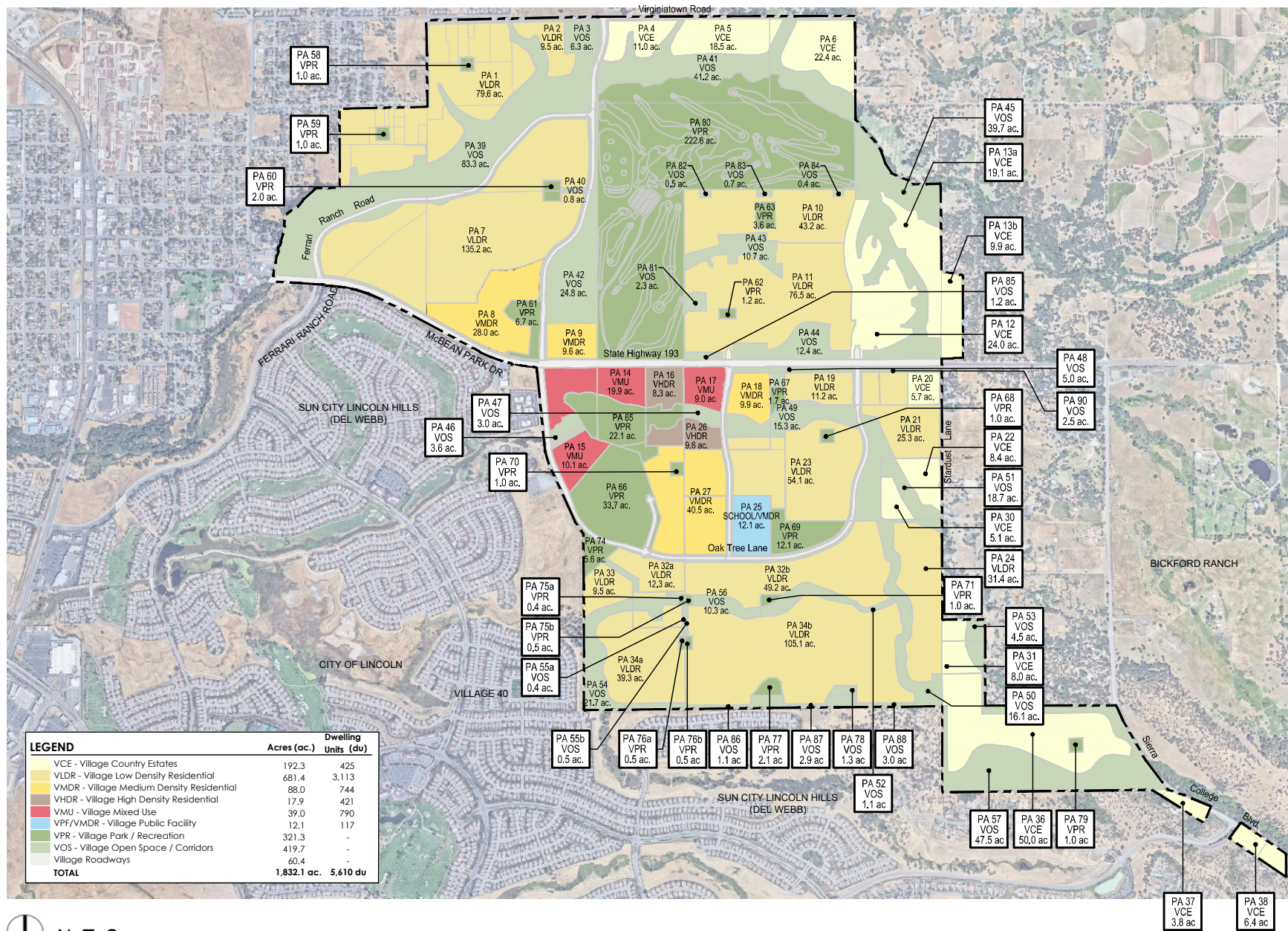


Exhibit 1.1: Land Use Plan

1.3 Supporting Documents

The General Development Plan works in conjunction with and supplements the following documents, which must also be consulted during the design and development of individual parcels within Village 1:

- » City of Lincoln General Plan
- » City of Lincoln Municipal Code
- » Village 1 Specific Plan
- » Village 1 Environmental Impact Report

2 • DEVELOPMENT REGULATIONS AND STANDARDS

2.1 Purpose and Intent

This chapter establishes the permitted uses and physical development standards and regulations for the planned development in Village 1. The standards and regulations contained in this chapter shall supersede those of the Lincoln Municipal Code, unless otherwise stated herein. Where the language in this General Development Plan is undefined, unclear or vague, the final interpretation and determination shall be made by the City's Community Development Director. In instances of conflicting regulations and standards, the regulations and standards contained in this General Development Plan shall take precedence over the Municipal Code. If this General Development Plan is silent on an issue, then the standards in the Lincoln Municipal Code or other applicable city, state or federal code shall apply, as appropriate. The provisions in this chapter are not intended to



interfere with, abrogate or annul any easement, covenant or other agreement between parties.

2.2 General Provisions

The Village 1 General Development Plan and the City of Lincoln Zoning Map, as amended, designate the entire project site as “Planned Development District.” Within the Village 1 “Planned Development District,” there are eight different zoning classifications, described as follows:

Residential

There will be five classifications of residential development in Village 1. Each of the residential uses is listed as a separate classification in the permitted uses table.

Village Country Estates (VCE). This category includes conventional single-family detached residential development ranging in density from 1.0 to 2.9 dwelling units/acre (du/ac).

Village Low Density Residential (VLDR). This category includes conventional single-family detached residential development ranging in density from 3.0 to 5.9 du/ac.

Village Medium Density Residential (VMDR). This category includes a combination of single-family detached and multi-family development ranging in density from 6.0 to 12.9 du/ac.

Village High Density Residential (VHDR). This category includes a combination of single-family detached and multi-family development ranging in density from 13.0 to 25.0 du/ac.

Mixed Use

Village Mixed Use (VMU). The Specific Plan identifies three planning areas as Village Mixed Use (VMU). The VMU category is designed to provide flexibility to respond to changing market conditions and consumer preferences, while allowing for innovation in project design. The VMU planning areas may be developed with one or more types of land uses, including high density residential (13.0 to 25.0 du/ac), commercial, office, public and/or semi-public uses. Single-family detached homes shall not be permitted in the VMU planning areas. At a minimum, an 11-acre neighborhood retail center shall be provided in the VMU planning areas.

Parks, Recreation and Open Space

Village Parks and Recreation (VPR). The VPR category includes a community park, a community/neighborhood park, neighborhood parks and mini parks, as well as the existing golf course.

Village Open Space (VOS). The VOS category includes natural open space, village paseo, neighborhood paseos, landscape corridors and development edge buffers.

Public Facilities

Village Public Facilities (VPF). The VPF category includes an elementary school site.

2.3 Permitted Uses

This section sets forth the uses permitted in each zoning classification within the Village 1 Specific Plan area. The permitted uses are listed in Table 3.1, Permitted Uses. Other uses not specifically listed in this table may be permitted by the City’s Community Development Director if he or she deems the proposed use to be consistent with the purpose and intent of the approved Village 1 Specific Plan.

Table 2.1
Permitted Uses

Land Uses	Zoning Categories							
	VCE	VLDR	VMDR	VHDR	VMU	VPR	VOS	VPF
Residential, Child Day Care and Lodging Uses								
Single-family detached dwellings	P	P	P	X	X	X	X	X
Multi-family attached dwellings	X	X	P	P	P	X	X	X
Multi-family attached dwellings, combined with Mixed Use	X	X	X	X	P	X	X	X
Home occupations ¹	P	P	P	P	P	X	X	X
Independent living and assisted living residential facilities	P	P	P	P	P	X	X	X
Live/work development ²	X	X	X	X	P	X	X	X
Model homes	P	P	P	P	P	X	X	X
Nursing homes and convalescent facilities	X	X	C	C	C	X	X	X
Sales and leasing offices and trailers	P	P	P	P	P	X	X	X
Second dwelling residential units on the same lot as a primary residence ³	P	P	X	X	X	X	X	X
Public and Semi-Public Uses								
Colleges and universities	X	X	X	X	C	X	X	C
Fire stations	C	C	C	C	P	C	X	P
Libraries and museums	C	C	C	C	P	X	X	P
Police stations	C	C	C	C	P	C	X	P

¹ Home occupation uses as defined and regulated by Chapter 18.62 of the Lincoln Zoning Code

² Live/work development as defined and regulated by Section 3.4.5 of this General Development Plan

³ Second dwelling residential units as defined and regulated by Chapter 18.37 of the Lincoln Zoning Code, unless otherwise stated in this Specific Plan

Land Uses	Zoning Categories							
	VCE	VLDR	VMDR	VHDR	VMU	VPR	VOS	VPF
P = Permitted by Right C = Conditional Use Permit Required T = Temporary Use Permit Required X = Prohibited Use								
Post offices	X	X	X	X	P	X	X	P
Public utility buildings and uses, excluding equipment yard, warehouses or repair shops	C	C	C	C	P	C	C	C
Religious institutions and places of worship (e.g., churches, synagogues, mosques, temples)	C	C	C	C	P	X	X	C
Schools, K-12, private	C	C	C	C	P	X	X	C
Schools, K-12, public	P	P	P	P	P	X	X	P
Schools, vocational	X	X	X	X	P	X	X	X
Office and Health Care Uses								
Business and professional offices	X	X	X	X	P	X	X	X
Hospitals	X	X	X	X	P	X	X	X
Medical and dental offices	X	X	X	X	P	X	X	X
Research and development; provided, however, that such uses must occur entirely within an enclosed building	X	X	X	X	P	X	X	X
Veterinary clinics and animal hospitals	X	X	X	X	P	X	X	X
Commercial Uses								
Apparel and jewelry stores	X	X	X	X	P	X	X	X
Automobile body, paint, maintenance and/or repair shops	X	X	X	X	C	X	X	X
Automobile parts stores, retail only	X	X	X	X	P	X	X	X
Automobile and motorcycle sales and rentals	X	X	X	X	C	X	X	X
Automobile service stations, not including major repair or overhaul	X	X	X	X	C	X	X	X
Bakeries and delicatessens	X	X	X	X	P	X	X	X
Bars, taverns and cocktail lounges	X	X	X	X	P	X	X	X

Land Uses	Zoning Categories							
	VCE	VLDR	VMDR	VHDR	VMU	VPR	VOS	VPF
Barber shops, beauty, nail and tanning salons and similar uses	X	X	X	X	P	X	X	X
Car wash facilities	X	X	X	X	C	X	X	X
Coffee shops, ice cream/yogurt shops	X	X	X	X	P	X	X	X
Convenience stores	X	X	X	X	P	X	X	X
Dance clubs or live entertainment	X	X	X	X	P	X	X	X
Department stores	X	X	X	X	P	X	X	X
Drug stores and pharmacies	X	X	X	X	P	X	X	X
Electronic goods stores	X	X	X	X	P	X	X	X
Financial institutions (banks, title companies, savings and loans)	X	X	X	X	P	X	X	X
Food/grocery stores	X	X	X	X	P	X	X	X
Furniture stores	X	X	X	X	P	X	X	X
Gas stations	X	X	X	X	C	X	X	X
Gift shops	X	X	X	X	P	X	X	X
Hardware stores	X	X	X	X	P	X	X	X
Heavy equipment sales and service	X	X	X	X	C	X	X	X
Home improvement centers	X	X	X	X	C	X	X	X
Household appliance stores	X	X	X	X	P	X	X	X
Laundromats and dry cleaners	X	X	X	X	P	X	X	X
Liquor stores	X	X	X	X	C	X	X	X
Miscellaneous services such as travel services, photo developing, videotape rentals, shoe repair, bicycle repair and similar uses	X	X	X	X	P	X	X	X
Mortuaries and funeral homes	X	X	X	X	C	X	X	X

Land Uses	Zoning Categories							
	VCE	VLDR	VMDR	VHDR	VMU	VPR	VOS	VPF
Music stores	X	X	X	X	P	X	X	X
Nursery plant sales, retail only	X	X	X	X	C	X	X	X
Pet grooming	X	X	X	X	P	X	X	X
Photographic studios	X	X	X	X	P	X	X	X
Postal annex	X	X	X	X	P	X	X	X
Printing, blueprinting and copy services	X	X	X	X	P	X	X	X
Recreational vehicle and boat storage	P	X	X	X	C	X	X	X
Recreation vehicle and boat sales and rentals	X	X	X	X	P	X	X	X
Restaurants and cafeterias, with or without outdoor seating	X	X	X	X	P	X	X	X
Restaurants, fast food (without drive-thru)	X	X	X	X	P	X	X	X
Restaurants, fast food (with drive-thru)	X	X	X	X	C	X	X	X
Stationery stores	X	X	X	X	P	X	X	X
Theaters, live or motion picture	X	X	X	X	P	X	X	X
Toy stores	X	X	X	X	P	X	X	X
Recreation Uses								
Bowling alleys and pool or billiard halls	X	X	X	X	P	X	X	X
Community centers and recreation centers	C	C	C	P	P	P	X	C
Cultural centers and performing arts centers	X	X	X	X	P	X	X	X
Equestrian centers, rings and stables	P	X	X	X	P	X	X	X
Health clubs, martial arts studios, yoga studios, dance studios and similar uses	X	X	X	X	P	P	X	X
Game machine arcades	X	X	X	X	P	X	X	X
Golf course and clubhouse	C ⁴	X	X	X	X	P	P ⁵	X

⁴ May be permitted subject to approval of a CUP only when development is associated with a golf course that is 150 acres or larger.

⁵ Permitted only when development is associated with a golf course that is 150 acres or larger.

2 Development
Regulations
and Standards

Land Uses	Zoning Categories							
	VCE	VLDR	VMDR	VHDR	VMU	VPR	VOS	VPF
Indoor commercial recreation uses, such as miniature golf, bumper boats, batting cages, kiddie rides, rock climbing, skating rings, roller hockey, skateboard, and "stunt" bike facilities, and similar attractions, lighted or unlighted	X	X	X	X	P	X	X	X
Open space	P	P	P	P	P	P	P	P
Outdoor commercial recreation uses, such as miniature golf, bumper boats, batting cages, kiddie rides, rock climbing, roller hockey, skateboard, and "stunt" bike facilities, and similar attractions, lighted or unlighted	X	X	X	X	C	C	X	X
Golf Course	X	X	X	X	X	P	X	X
Parks and playgrounds	P	P	P	P	P	P	X	P
Swimming pools ⁶	P	P	P	P	P	P	X	X
Sports fields and turf play areas	C	C	C	C	P	P	X	P
Tennis clubs and similar recreation uses, lighted and unlighted	C	C	C	C	P	P	X	P
Trails (bicycle, equestrian, multi-purpose and hiking) and paseos	P	P	P	P	P	P	P	P
Accessory Buildings and Uses⁷								
Antennas and satellite dishes	P	P	P	P	P	P	X	P
Fences and walls	P	P	P	P	P	P	P	P
Solar (photovoltaic) panels in conjunction with a primary or accessory building (must be roof mounted)	P	P	P	P	P	P	X	P

⁶ Swimming pools in residential districts are subject to regulations contained in Section 18.36.070 of the Lincoln Zoning Code.

⁷ Accessory buildings and uses are subject to regulations contained in Sections 18.36.050 and 18.36.060, respectively, of the Lincoln Zoning Code, unless otherwise stated in this Specific Plan.

Land Uses	Zoning Categories							
	VCE	VLDR	VMDR	VHDR	VMU	VPR	VOS	VPF
Swimming pools and spas, as an accessory use	P	P	P	P	P	P	X	P
Temporary Uses								
Construction trailers and storage	T	T	T	T	T	T	X	T
Fairs, street fairs, carnivals and circuses	X	X	X	X	T	T	X	T
Farmers' markets	X	X	X	X	T	T	X	T
Holiday decoration sales (Christmas trees, Halloween pumpkins, etc.)	X	X	X	X	T	T	X	T
Outdoor concerts, art displays and similar uses	X	X	X	X	T	T	X	T
Sidewalk sales and garage sales	T	T	T	T	T	T	X	T

2.4 Land Use and Zoning Development Standards

This section sets forth the development standards for buildings located in each proposed land use/zoning designation. In addition to the standards in this section, general site planning and development standards applicable to the entire Village 1 are contained in Section 3.5, Village-wide General Site Planning and Development Standards.

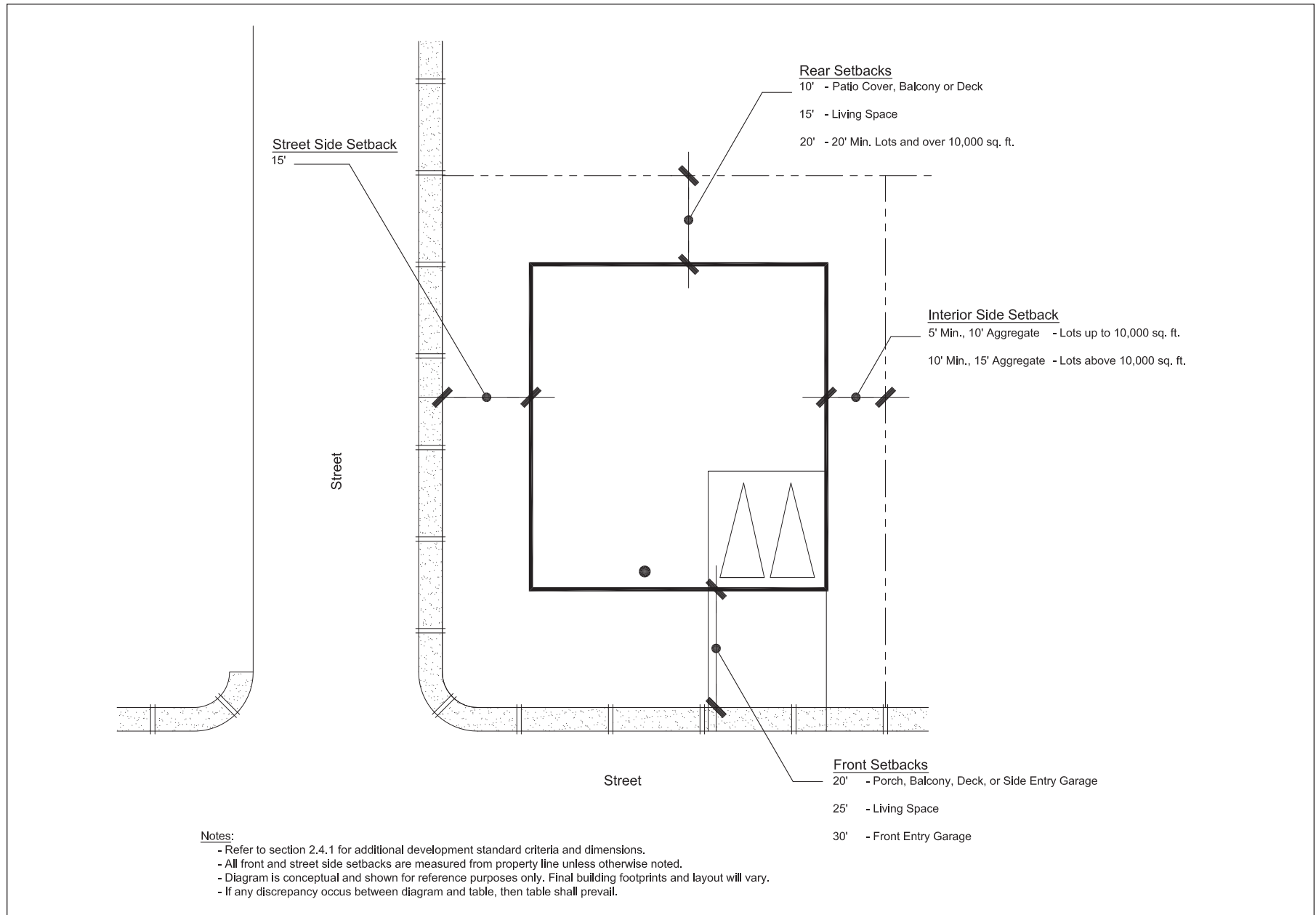
The development standards included herein are intended to establish the minimum design parameters. The City may allow different standards proposed by a developer/builder during site development and architectural review of a Specific Development Plan and/or Tentative Map, provided that such alternative standards are consistent with the intent of the Village 1 Specific Plan/General Development Plan.

2.4.1 Village Country Estates (VCE)

The following development standards shall apply to conventional single-family detached homes in the Village Country Estates (VCE) planning areas.

VCE DEVELOPMENT STANDARDS	
Development Standard	Single-Family Detached
Density Range	1.0 - 2.9 du/ac
Minimum Lot Area	10,000 sq. ft.
Maximum Lot Coverage	
Single-Story Homes	60%
Two-Story Homes	40%
Lot Dimensions	
Minimum Lot Width	100'
Minimum Corner Lot Width	105'
Minimum Lot Depth	100'
Minimum Yard Setbacks ¹	
Front Yard, Facing the Street ² :	
Porch, Balcony or Deck	15'
Living Space	20'
Front Entry Garage	25'
Side Entry Garage	15'
Side Yard:	
Interior	5' min/10' aggregate on lots up to 10,000 sq. ft. 5' min/15' aggregate on lots greater than 10,000 sq. ft.
Street	15' / 20' ⁴

VCE DEVELOPMENT STANDARDS	
Development Standard	Single-Family Detached
Rear Yard:	
Living Space	15' / 20'
Patio Cover, Balcony or Deck	10'
Accessory Structure Minimum Setbacks	
Front Yard Facing the Street	Same as principal building
Side Yard:	
Interior	5'
Street	15'
Rear	5'
Maximum Building Height ³	
Principal Building	2 stories, not to exceed 36' in height
Accessory Structure	1 story, not to exceed 16' in height
Footnotes:	
¹ Architectural projections such as roof overhangs, bay windows, window trims, material veneers, shutter details, chimneys, media niches, overframing for principal windows and recessed garage doors, and other similar elements may project a maximum of 3' into the required front, rear or side setback areas; provided, however, that such projection shall not be closer than 3' to any property line. All such architectural projections shall comply with applicable building code requirements.	
² Front, rear and street side yard setbacks measured from property line.	
³ Architectural projections such as chimneys, cupolas, mezzanine space (500 sq. ft. max.) above the 2nd floor and other similar features may exceed the maximum permitted height by 10'.	
⁴ Side and rear yard setbacks adjacent to the SR 193 landscape corridor shall be a minimum of 20'.	

**Exhibit 2.1: VCE Setback Diagram**

Additional VCE Development Standards

1. **Plotting.** Adjacent residences shall not have the same plan and elevation. Reverse footprints of the same plan are permitted, provided that they have different elevation styles and color schemes. Each neighborhood should have a minimum of 3 floor plans for each residential housing type and a minimum of 3 exterior elevations. No more than 2 dwelling units with the same floor plan shall be plotted adjacent to one another along a street frontage.
2. **Parking.** A minimum of two spaces shall be provided per unit in an enclosed garage. Side-entry garages shall be permitted. Three-car garages are permitted in any of the following configurations: Side-by-side with the third space offset from the remaining two spaces a minimum of 2' or separated by living space; the third space in a tandem configuration; a combination of front entry and side entry spaces; all three spaces in a side entry configuration; all three space pushed back toward the rear of the lot; or any other condition that de-emphasizes the presence of three-garage spaces on the streetscene, subject to the Development Services Director's approval. Four-car garages are permitted; however, no more than three spaces may be visible from the street. Enclosures shall comply with

all yard requirements. For second units, one additional off-street parking space shall be provided; parking space may be uncovered or covered. RV parking shall be screened from view from the street and adjacent properties.

2.4.2 Village Low Density Residential (VLDR)

The following development standards shall apply to conventional single-family detached homes in the Village Low Density Residential (VLDR) planning areas.

VLDR DEVELOPMENT STANDARDS		
Development Standard	Single-Family Detached	Rear Loaded Detached
Density Range	3.0 - 5.9 du/ac	3.0 - 5.9 du/ac
Minimum Lot Area	*4500 5,000 sq. ft. (7150 sq. ft.) ⁵	*4500 5,000 sq. ft. (7150 sq. ft.) ⁵
Minimum Corner Lot Area	5000 5,500 sq. ft.	5000 5,500 sq. ft.
Maximum Lot Coverage	70%	70%
Lot Dimensions:		
Minimum Lot Width	*45' 50' (65') ⁵	*45' 50' (65') ⁵
Minimum Lot Depth	100' (110') ⁵	100' (110') ⁵
Minimum Yard Setbacks ¹ :		
Front Yard, Facing the Street ² :		
Porch, Balcony or Deck	12'	12'
Living Space	15'	15'
Front Entry Garage	20'	n/a
Side Entry Garage	15'	n/a
Side Yard:		
Interior	5' (10' aggregate) ⁵	5' (10' aggregate) ⁵
Street	10' / 20' ⁴	10' / 20' ⁴

*The site still must meet Village 1 VLDR zoning density criteria. (As adopted on September 12, 2017)

2 Development Regulations and Standards

VLDR DEVELOPMENT STANDARDS		
Development Standard	Single-Family Detached	Rear Loaded Detached
Rear Yard:		
Living Space not Adjacent to an Arterial, Collector, Local Street or Alley	10' (20' ⁵)	n/a
Living Space Adjacent to an Arterial, Collector, Local Street or Alley	15' / 20' ⁴	15' / 20' ⁴
Patio Cover	5' (10' ⁵)	5' (10' ⁵)
Balcony or Deck	10' (15' ⁵)	5' (15' ⁵)
Garage	n/a	5' to 10' or (n/a ⁵) 18' or greater
Accessory Structure Minimum Setbacks:		
Front Yard Facing the Street	Same as principal building	Same as principal building
Side Yard	Same as principal building	Same as principal building
Rear Yard	5' (10' ⁵)	5' (10' ⁵)
Maximum Building Height ³ :		
Principal building	2 stories, not to exceed 36' in height	2 stories, not to exceed 36' in height
Accessory Structure	1 story, not to exceed 16' in height	1 story, not to exceed 16' in height
Footnotes:		
¹ Architectural projections such as roof overhangs, bay windows, window trims, material veneers, shutter details, chimneys, media niches, overframing for principal windows and recessed garage doors, and other similar elements may project a maximum of 3' into the required front, rear or side setback areas; provided, however, that such projection shall not be closer than 3' to any property line. All such architectural projections shall comply with applicable building code requirements.		
² Front and street side yard setbacks measured from property line.		
³ Architectural projections such as chimneys, cupolas, mezzanine space (250 sq. ft. max.) above the 2nd floor, and other similar features may exceed the maximum permitted height by 10'.		
⁴ Rear yard setbacks adjacent to the SR 193 landscape corridor shall be a minimum of 20'; and side yards 10'.		

(5) increase set back shall be for all VLDR lots backing up to County lands

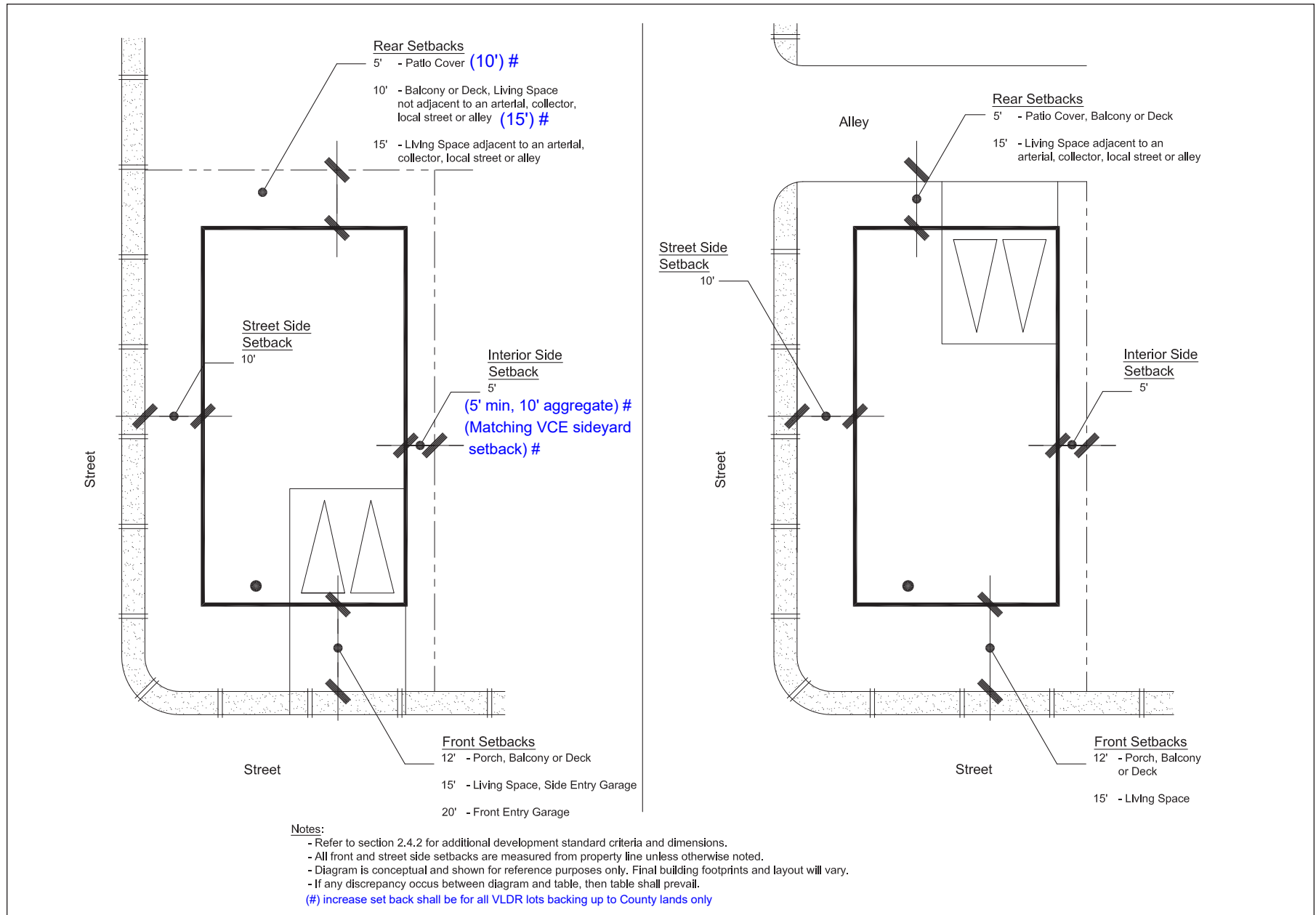


Exhibit 2.2: VLDR Setback Diagram

Additional VLDR Development Standards

1. **Plotting.** Adjacent residences shall not have the same plan and elevation. Reverse footprints of the same plan are permitted so long as they have different elevation styles and color schemes. Each neighborhood should have a minimum of 3 floor plans for each residential housing type and a minimum of 3 exterior elevations. No more than 2 dwelling units with the same floor plan shall be plotted adjacent to one another along a street frontage.
2. **Parking.** A minimum of two spaces shall be provided per unit in an enclosed garage. Side-entry garages shall not be permitted on lots less than 50' wide. Three-car front facing garages are allowed on houses that are a minimum of 45' wide and must be configured in one of the following ways: Side-by-side with the third space offset from the remaining two spaces a minimum of 2' or separated by living space; the third space in a tandem configuration; a combination of front entry and side entry spaces; all three spaces in a side entry configuration; all three space pushed back toward the rear of the lot; or any other condition that de-emphasizes the presence of three-garage spaces on the streetscene, subject to the Development Services Director's approval. On

houses that are less than 45' wide a third car space is permitted in a tandem configuration only. For second units, one additional off-street parking space shall be provided; parking space may be uncovered or covered. Enclosures shall comply with all yard requirements.

2.4.3 Village Medium Density Residential (VMDR)

Development in the Village Medium Density Residential (VMDR) zone will consist of various types of single-family and multi-family products including, but are not limited to,

single-family detached homes, rear-loaded homes, cluster homes, duplexes, triplexes and townhomes. The following development standards shall apply to development in the VMDR planning areas.

VMDR Development Standards ^{6,7}					
Development Standard	Single-Family Detached	Rear-Loaded Detached	Cluster Homes (Green Court Homes)	Duplexes / Triplexes	Townhomes (4-plex or Greater)
Density Range	6.0 - 12.9 du/ac				
Minimum Lot Area	2,780 sq. ft.	2,780 sq. ft.	2,780 sq. ft.	1,800 sq. ft.	1,600 sq. ft.
Maximum Lot Coverage	75%	75%	75%	75%	75%
Lot Dimensions					
Minimum Lot Width	40'	40'	32'	24'	24'
Minimum Lot Depth	58'	58'	58'	58'	58'
Minimum Product Paseo Width ⁵	n/a	15'	35'	15'	15'
Minimum Green Court Width ⁵	n/a	25'	40'	25'	25'
Minimum Yard Setbacks: ¹					
Front Yard, Facing the Street: ²					
Porch, Balcony or Deck	8'	8'	8'	8'	8'
Living Space	12'	12'	12'	12'	12'
Front Entry Garage	16'	n/a	5' or 16' or greater	5' or 16' or greater	5' or 16' or greater
Front yard, Facing a Paseo or Green Court ^{4,5} :					
Porch, Balcony or Deck	n/a	0'	0'	0'	0'

2 | Development
Regulations
and Standards

VMDR Development Standards ^{6,7}					
Development Standard	Single-Family Detached	Rear-Loaded Detached	Cluster Homes (Green Court Homes)	Duplexes / Triplexes	Townhomes (4-plex or Greater)
Living Space	n/a	5'	5'	5'	10'
Setback from the Alley or Court Street Right-of-Way:					
Balcony or Deck	n/a	3'	3'	3'	3'
Living Space	n/a	3'	3'	3'	3'
Garage	n/a	5' or 16' or greater	5' or 16' or greater	5' or 16' or greater	5' or 16' or greater
Side Yard:					
Interior	4'	4'	3.5'	0' at common wall; 5' at building end wall	0' at common wall; 7.5' at building end wall
Street	12' / 20' ⁸	12' / 20' ⁸	10' / 20' ⁸	10' / 20' ⁸	10' / 20' ⁸
Rear Yard:					
Living Space not Adjacent to an Arterial, Collector or Local Street	5'	5'	5'	10'	10'
Living Space Adjacent to an Arterial, Collector or Local Street	15' / 20' ⁸	15' / 20' ⁸	15' / 20' ⁸	15' / 20' ⁸	15' / 20' ⁸
Patio Cover, Balcony or Deck	3'	3'	3' if adjacent to alley or court street; otherwise 7.5'	3' if adjacent to alley or court street; otherwise 7.5'	3' if adjacent to alley or court street; otherwise 7.5'
Minimum Common Open Space	Not required	Not required	100 sq. ft. per unit	100 sq. ft. per unit	100 sq. ft. per unit
Minimum Private Open Space	Not required	No required	80 sq. ft. per unit	80 sq. ft. per unit	80 sq. ft. per unit
Minimum Spacing Between Buildings	8'	8'	7'	10'	15'

VMDR Development Standards ^{6,7}

Development Standard	Single-Family Detached	Rear-Loaded Detached	Cluster Homes (Green Court Homes)	Duplexes / Triplexes	Townhomes (4-plex or Greater)
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Accessory Structure Minimum Setbacks:

Front	Same as principal building	Same as principal building	Same as principal building	Same as principal building	Same as principal building
Side	Same as principal building	Same as principal building	Same as principal building	Same as principal building	Same as principal building
Rear	3'	3'	3'	3'	3'

Maximum Building Height: ³

Principal Building	2 stories, not to exceed 36' in ht.	2 stories, not to exceed 36' in ht.	2 stories, not to exceed 36' in ht.	2 stories, not to exceed 36' in ht.	2 stories, not to exceed 36' in ht.
Accessory Building	1 story, not to exceed 16' in ht.	1 story, not to exceed 16' in ht.	1 story, not to exceed 16' in ht.	1 story, not to exceed 16' in ht.	1 story, not to exceed 16' in ht.

Footnotes:

- ¹ Architectural projections such as roof overhangs, bay windows, window trims, material veneers, shutter details, chimneys, media niches, overframing for principal windows and recessed garage doors, and other similar elements may project a maximum of 3' into the required front, rear or side setback areas; provided, however, that such projection shall not be closer than 3' to any property line. All such architectural projections shall comply with applicable building code requirements.
- ² Front and street side yard setbacks measured from property line.
- ³ Architectural projections such as chimneys, cupolas, mezzanine space (250 sq. ft. max. per unit) above the 2nd floor, and other similar features may exceed the maximum permitted height by 10'.
- ⁴ Paseos include Community level paseos, Village level paseos and Product level paseos within a development parcel.
- ⁵ Paseos and Green Courts may be common lots or defined use easements. For common lots, the setbacks shall be measured from the property line separating the common lot from the adjacent private lot. For use easements, the setbacks shall be measured from the defined edge of the easement on the interior portion of the lot.
- ⁶ Residential products may utilize Reciprocal Use Easements, subject to building code requirements. The side of a unit which forms the "0" side of the dwelling shall not have any doors or primary windows on the ground floor that face into the easement area.
- ⁷ Residential products may be fee simple or condo mapped. If condo mapped, building separations shall be the equivalent of the combined yard setbacks otherwise required.
- ⁸ Rear yard setbacks adjacent to the SR 193 landscape corridor shall be a minimum of 20', and side yards 10'.

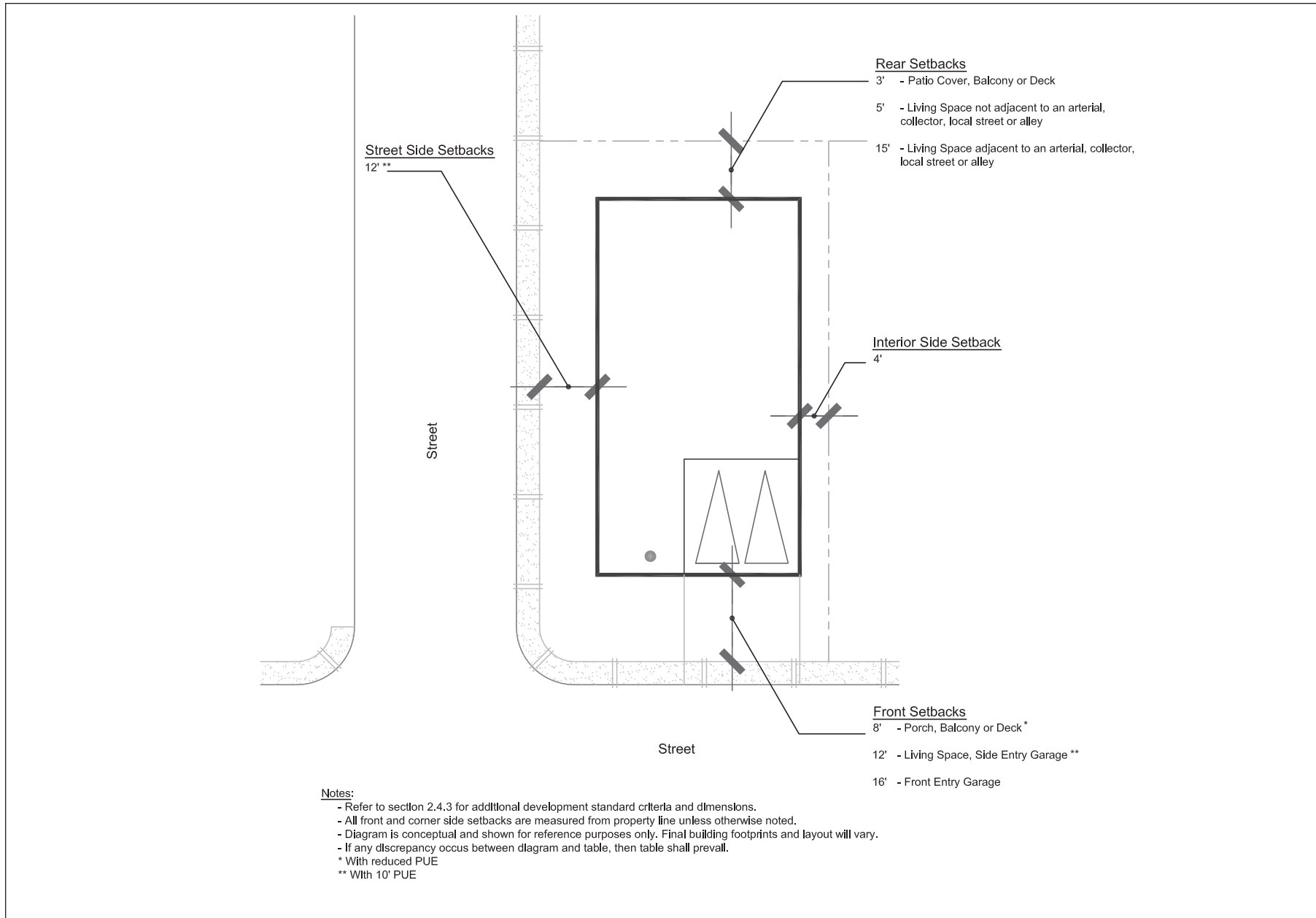
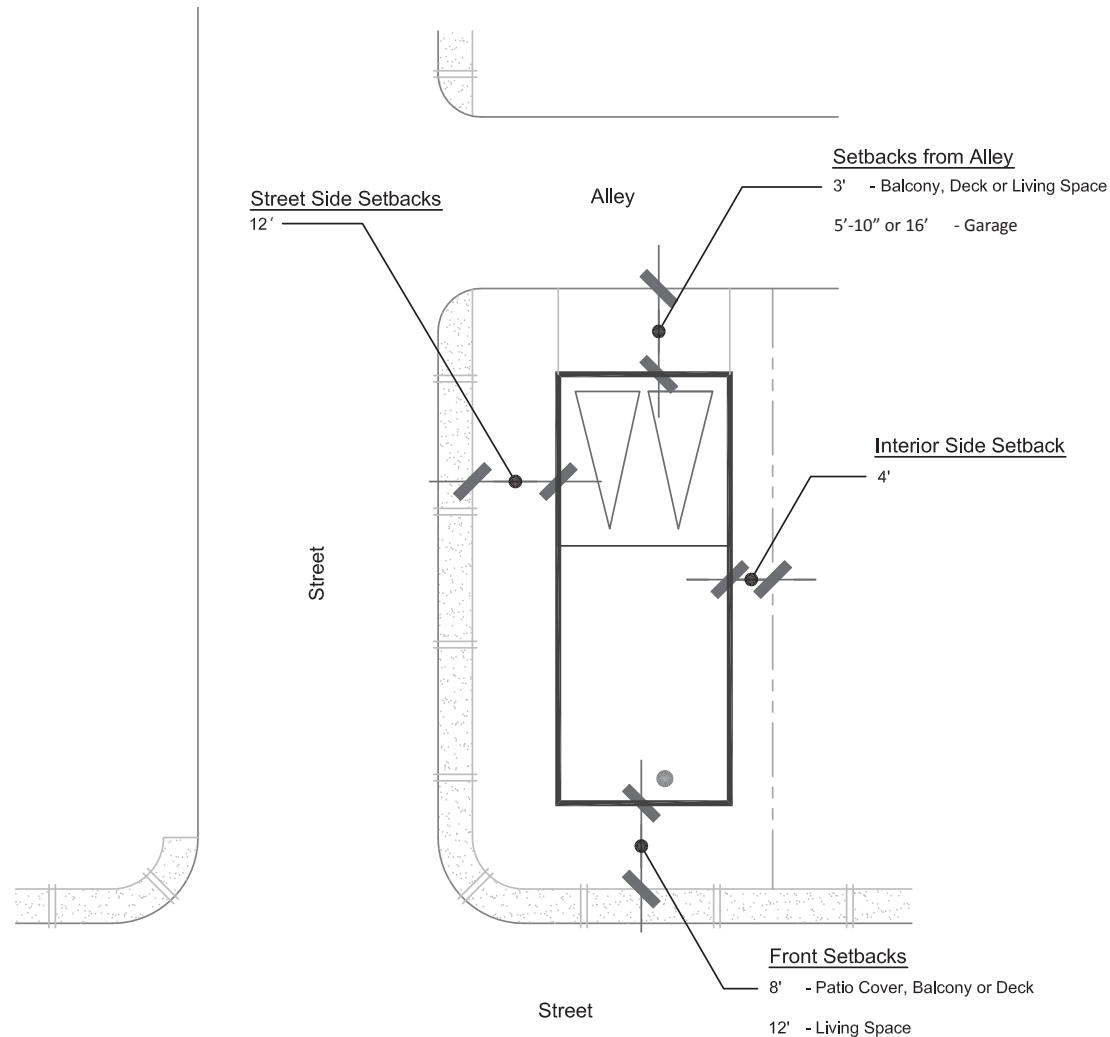


Exhibit 2.3a: VMDR Setback Diagram - Single-Family Detached Homes

**Notes:**

- Refer to section 2.4.3 for additional development standard criteria and dimensions.
- All front and corner side setbacks are measured from property line unless otherwise noted.
- Diagram is conceptual and shown for reference purposes only. Final building footprints and layout will vary.
- If any discrepancy occurs between diagram and table, then table shall prevail.

Exhibit 2.3b: VMDB Setback Diagram - Rear Loaded Detached Homes

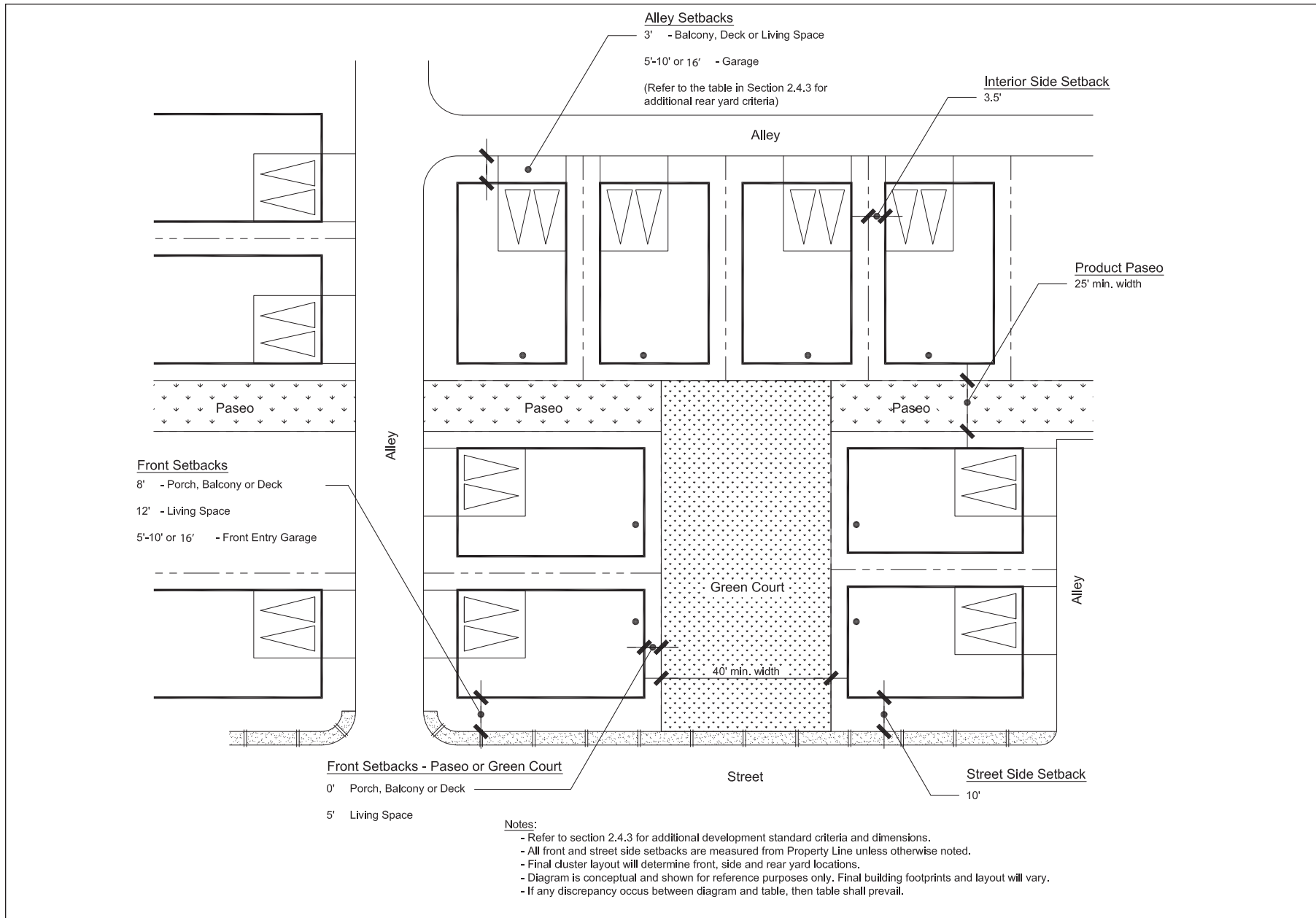


Exhibit 2.3c: VMDR Setback Diagram - Green Court Homes

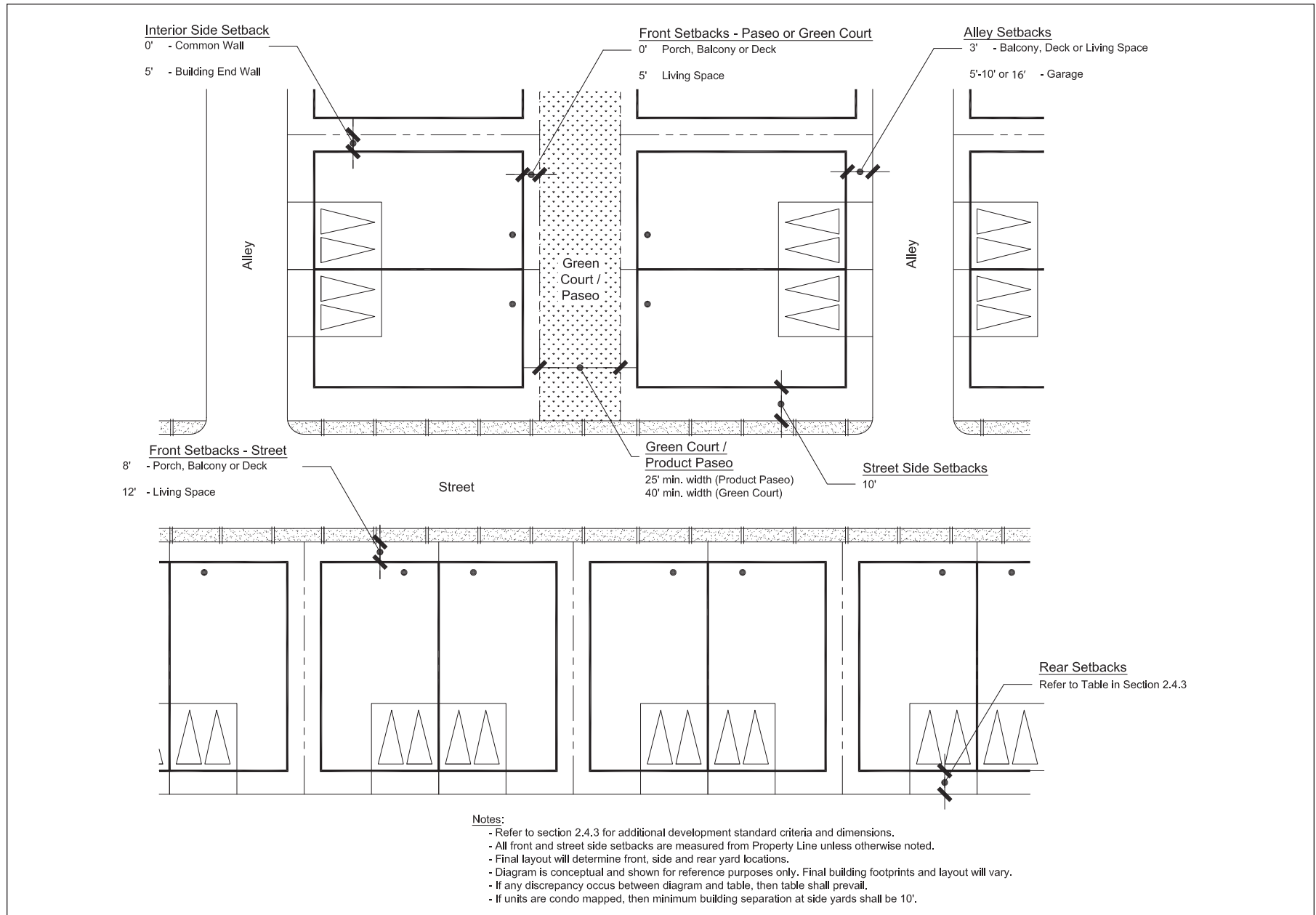


Exhibit 2.3d: VMDR Setback Diagram - Duplexes

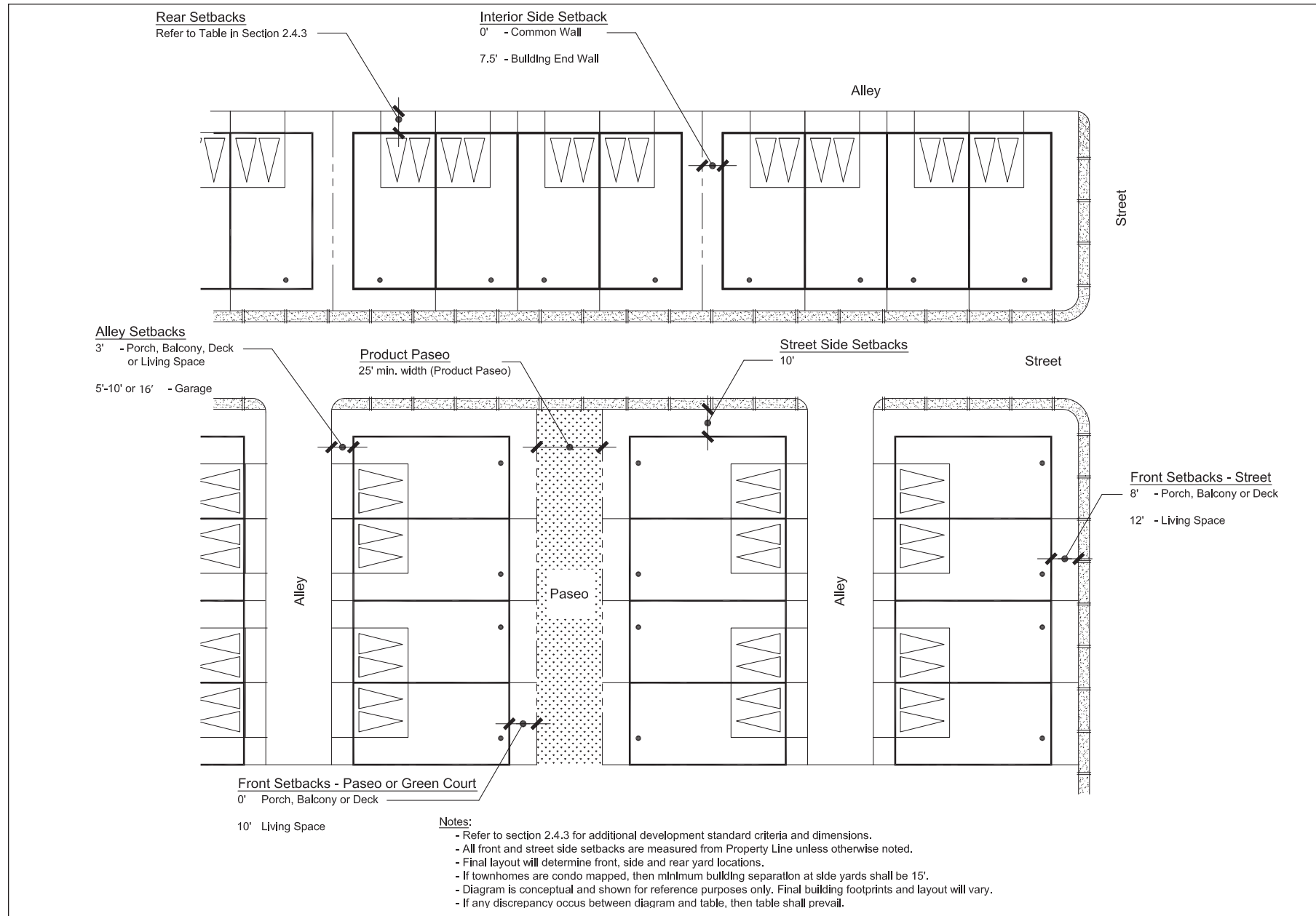


Exhibit 2.3e: VMDR Setback Diagram - Townhomes

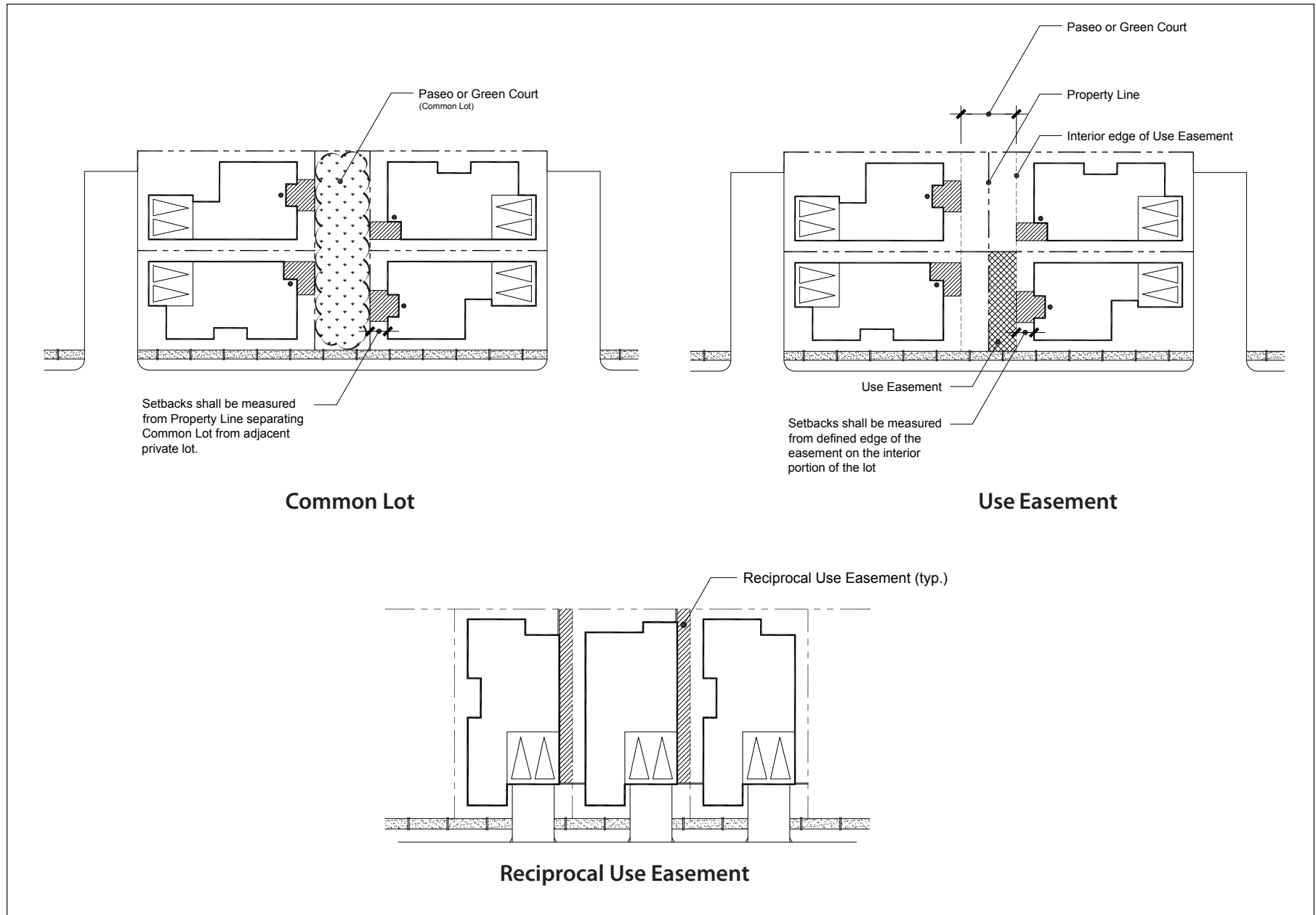


Exhibit 2.3f: Typical Common Lot, Use Easement and Reciprocal Use Easement Diagrams

Additional VMDR Development Standards

1. **Plotting.** In Single Family Detached and Rear-Loaded Detached neighborhoods, adjacent residences shall not have the same plan and elevation. Reverse footprints of the same plan are permitted so long as they have different elevation styles and color schemes. Each neighborhood should have a minimum of 3 floor plans for each residential housing type and a minimum of 3 exterior elevations. No more than 2 dwelling units with the same floor plan shall be plotted adjacent to one another along a street frontage.
2. **Parking.** A minimum of two spaces shall be provided per unit in an enclosed garage. Tandem garages shall be permitted. Side-entry garages shall not be permitted on lots narrower than 50' in width. Enclosures shall comply with all yard requirements. In addition to resident parking, one guest parking space shall be provided for every 5 dwelling units, or portion thereof. On-street parking for guest parking shall be permitted along private streets. Subject to City of Lincoln Fire Department requirements.
4. **Common Outdoor Open Space.** For cluster homes, duplexes/triplexes and townhomes, a minimum of 100 square feet of common outdoor open space

shall be provided for each dwelling unit (excluding private balconies, patios and yards). The minimum dimensions of the common open space shall be 10' in each direction. Public or private driveways, parking areas, required trash areas or other areas designed for operational functions shall not be considered open space. Common open space areas may include, but are not limited to, turf areas, landscaped areas, hardscaped areas (excluding parking areas and public/private driveways), gardens, sitting areas, game courts, swimming pools, spas, sauna baths, tennis courts, basketball courts, tot lots and playgrounds, bocce ball courts, outdoor cooking areas, lawn bowling, and other similar recreational facilities. Green Court products may calculate the green court area toward the common open space requirement.

2.4.4 Village High Density Residential (VHDR)

Development in the Village High Density Residential (VHDR) zone will consist of various types of single-family

and multi-family residential products including, but are not limited to, rear-loaded homes, cluster homes, duplexes and triplexes, townhomes and flats. The following development standards shall apply to development in the VHDR planning areas.

VHDR Development Standards ^{6,7}					
Development Standard	Rear-Loaded Detached	Cluster Homes (Green Court Homes)	Duplexes / Triplexes	Townhomes (4-plex or Greater)	Multi-Family Flats
Density Range	13.0 - 25.0 du/ac				
Minimum Lot Area	1,800 sq. ft.	1,600 sq. ft.	1,400 sq. ft.	1,200 sq. ft.	8,500 sq. ft.
Maximum Lot Coverage	75%	75%	75%	75%	75%
Lot Dimensions					
Minimum Lot Width	25'	n/a	20'	18'	n/a
Minimum Lot Depth	60'	n/a	60'	60'	n/a
Minimum Product Paseo Width ⁵	10'	10'	10'	15'	15'
Minimum Green Court Width ⁵	25'	25'	25'	30'	30'
Minimum Yard Setbacks ¹ :					
Front Yard, Facing the Street ² :					
Porch, Balcony or Deck	5'	5'	8'	8'	8'
Living Space	10'	10'	12'	12'	12'
Front entry garage	n/a	5' to 10' or 18' or greater	5' to 10' or 18' or greater	5' to 10' or 18' or greater	18' if front-loaded; N/A if rear-loaded
Front Yard, Facing a Paseo or Green Court ^{4,5} :					
Porch, Balcony or Deck	0'	0'	0'	0'	0'

2 | Development
Regulations
and Standards

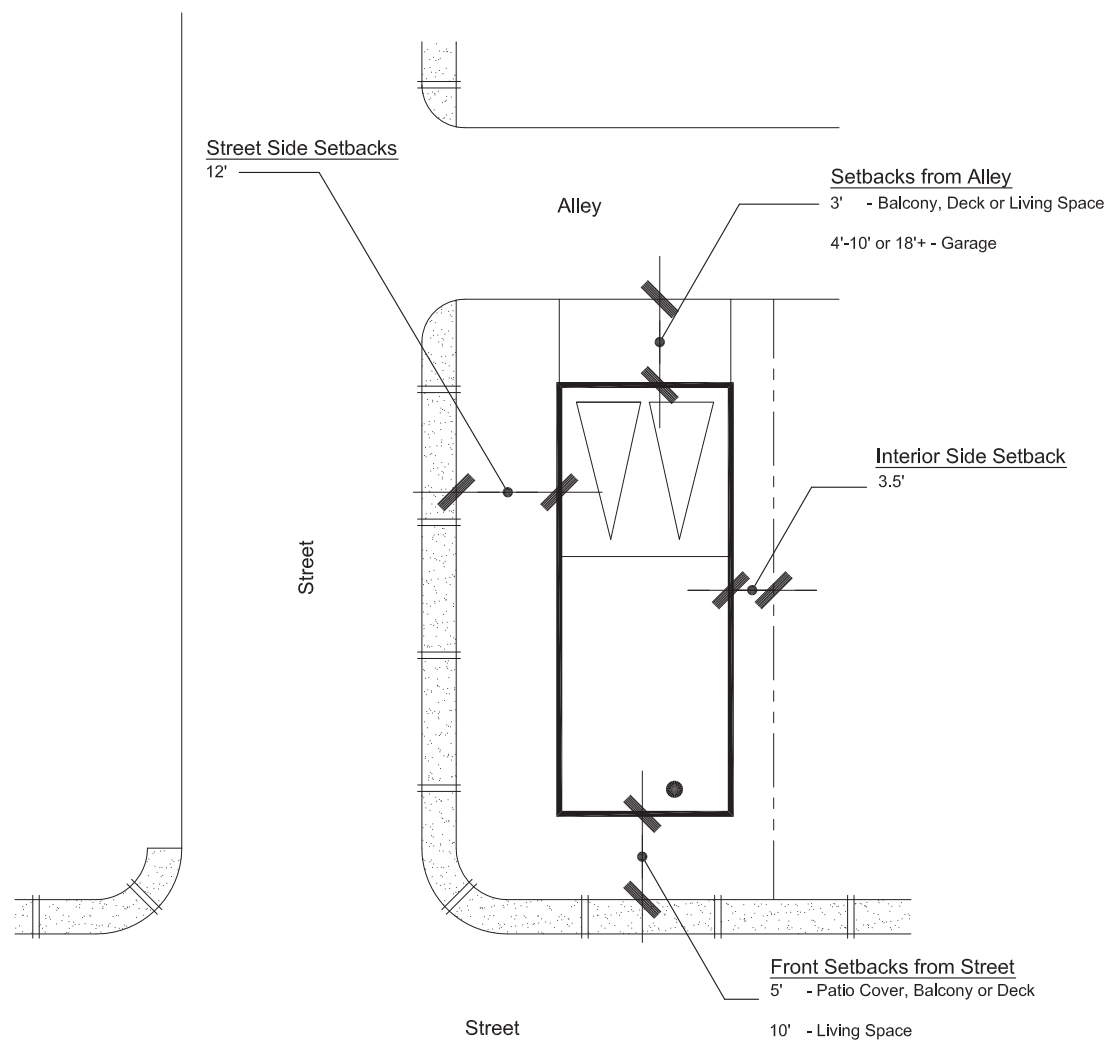
VHDR Development Standards ^{6,7}					
Development Standard	Rear-Loaded Detached	Cluster Homes (Green Court Homes)	Duplexes / Triplexes	Townhomes (4-plex or Greater)	Multi-Family Flats
Living Space	5'	5'	5'	8'	8'
Setback from Alley or Court Street:					
Balcony or Deck	3'	3'	3'	3'	3'
Living Space	3'	3'	3'	3'	3'
Garage	4' - 10' or 18' +	4' - 10' or 18' +	4' - 10' or 18' +	4' - 10' or 18' +	4' - 10' or 18' +
Side Yard:					
Interior	3.5'	3.5'	0' at common wall; 5' at building end wall	0' at common wall; 7.5' at building end wall	n/a
Street	12' / 20' ⁸	12' / 20' ⁸	10' / 20' ⁸ for building elements up to 35' high. For building elements greater than 35' in height, 1' of additional setback is required for each vertical foot over 35' (40' max bldg ht.)	10' / 20' ⁸ for building elements up to 35' high. For building elements greater than 35' in height, 1' of additional setback is required for each vertical foot over 35' (40' max bldg ht.)	10' / 20' ⁸ for building elements up to 35' high. For building elements greater than 35' in height, 1' of additional setback is required for each vertical foot over 35' (40' max bldg ht.)
Rear Yard:					
Living Space not Adjacent to an Arterial, Collector or Local Street	12'	12'	12'	12'	15'

VHDR Development Standards ^{6,7}

Development Standard	Rear-Loaded Detached	Cluster Homes (Green Court Homes)	Duplexes / Triplexes	Townhomes (4-plex or Greater)	Multi-Family Flats
Living Space Adjacent to an Arterial, Collector or Local Street	15' / 20' ⁸	15' / 20' ⁸	15' / 20' ⁸	15' / 20' ⁸	20'
Living Space Adjacent to an Alley	3'	3'	3'	3'	3'
Minimum Common Open Space	Not required	100 sq. ft. per unit	100 sq. ft. per unit	100 sq. ft. per unit	150 sq. ft. per unit
Minimum Private Open Space	Not required	80 sq. ft. per unit	80 sq. ft. per unit	80 sq. ft. per unit	48 sq. ft. per unit
Minimum Spacing Between Buildings	7'	7'	10'	15'	20'
Maximum Building Height ^{3:}					
Principal Building	2 stories, not to exceed 35' in ht.	2 stories, not to exceed 35' in ht.	3 stories, not to exceed 40' in ht.	3 stories, not to exceed 40' in ht.	4 stories, not to exceed 40' in ht.
Accessory Building	1 story, not to exceed 16' in ht.	1 story, not to exceed 16' in ht.	1 story, not to exceed 16' in ht.	1 story, not to exceed 16' in ht.	1 story, not to exceed 16' in ht.

Footnotes:

- ¹ Architectural projections such as roof overhangs, bay windows, window trims, material veneers, shutter details, chimneys, media niches, overframing for principal windows and recessed garage doors, and other similar elements may project a maximum of 3' into the required front, rear or side setback areas; provided, however, that such projection shall not be closer than 3' to any property line. All such architectural projections shall comply with applicable building code requirements.
- ² Front and street side yard setbacks measured from property line.
- ³ Architectural projections such as chimneys, cupolas, mezzanine space (250 sq. ft. max. per unit) above the 2nd floor, and other similar features may exceed the maximum permitted height by 10'.
- ⁴ Paseos include Community level paseos, Village level paseos and Product level paseos within a development parcel.
- ⁵ Paseos and Green Courts may be common lots or defined use easements. For common lots, the setbacks shall be measured from the property line separating the common lot from the adjacent private lot. For use easements, the setbacks shall be measured from the defined edge of the easement on the interior portion of the lot. See Exhibit 3.3g.
- ⁶ Residential products may utilize Reciprocal Use Easements, subject to building code requirements. The side of a unit which forms the "0" side of the dwelling shall not have any doors or primary windows on the ground floor that face into the easement area. See Exhibit 3.3g.
- ⁷ Residential products may be fee simple or condo mapped. If condo mapped, building separations shall be the equivalent of the combined yard setbacks otherwise required.
- ⁸ Rear yard setbacks adjacent to the SR 193 landscape corridor shall be a minimum of 20', and side yards 10'.



Notes:

- Refer to section 2.4.4 for additional development standard criteria and dimensions.
- All front and corner side setbacks are measured from property line unless otherwise noted.
- Diagram is conceptual and shown for reference purposes only. Final building footprints and layout will vary.
- If any discrepancy occurs between diagram and table, then table shall prevail.

Exhibit 2.4a: VHDR Setback Diagram - Rear Loaded Detached Homes

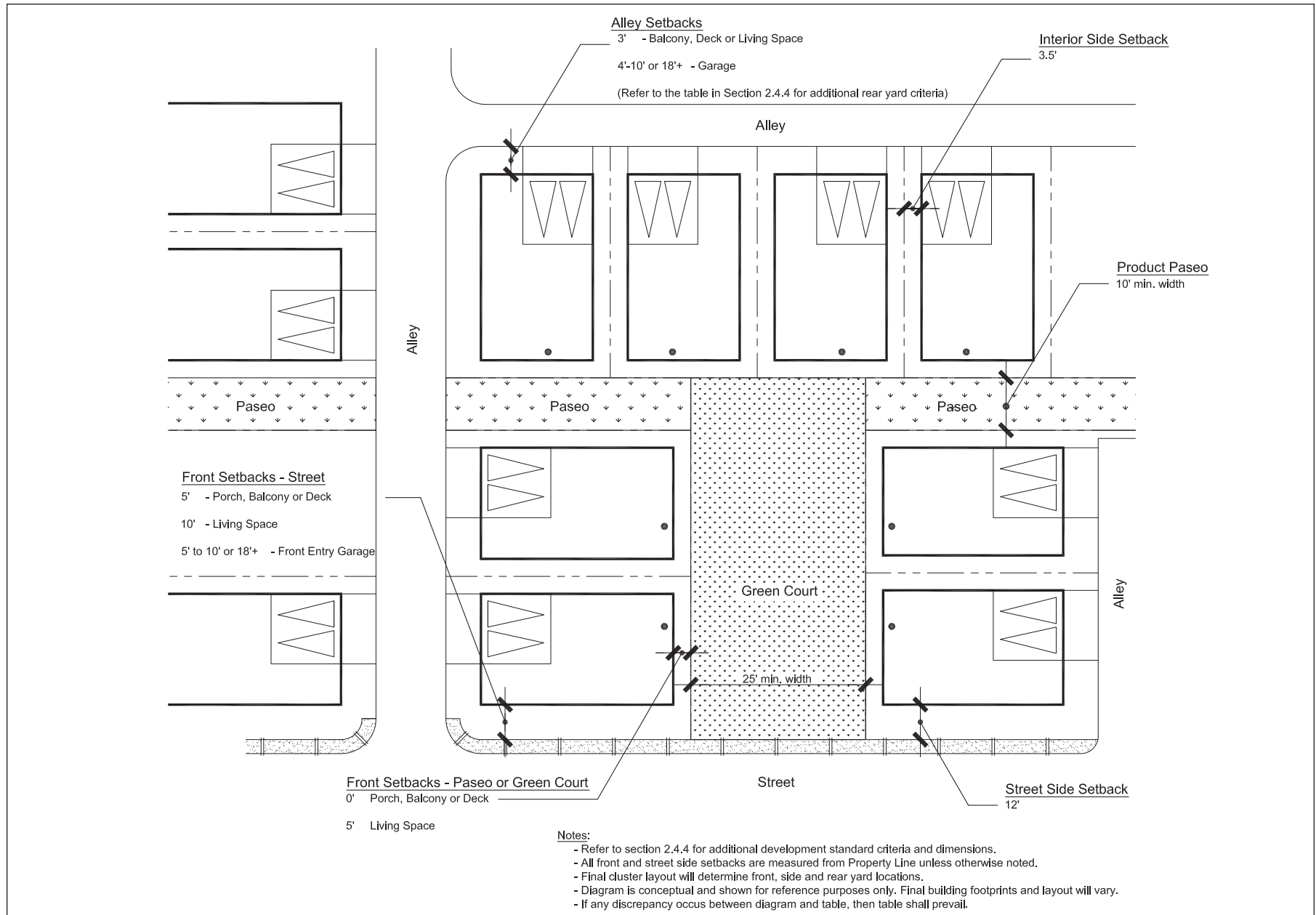


Exhibit 2.4b: VHDR Setback Diagram - Green Court Homes

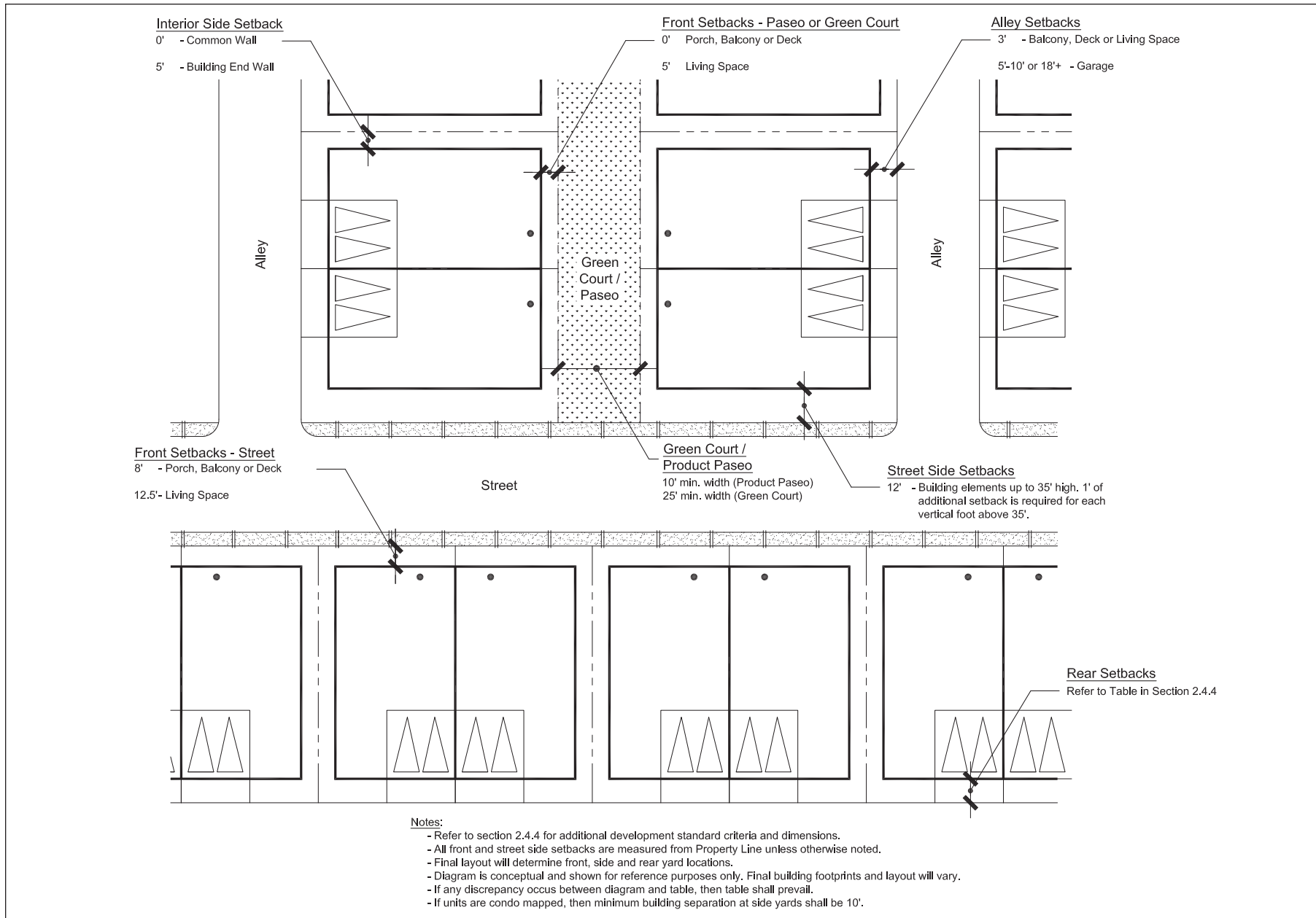


Exhibit 2.4c: VHDR Setback Diagram - Duplexes

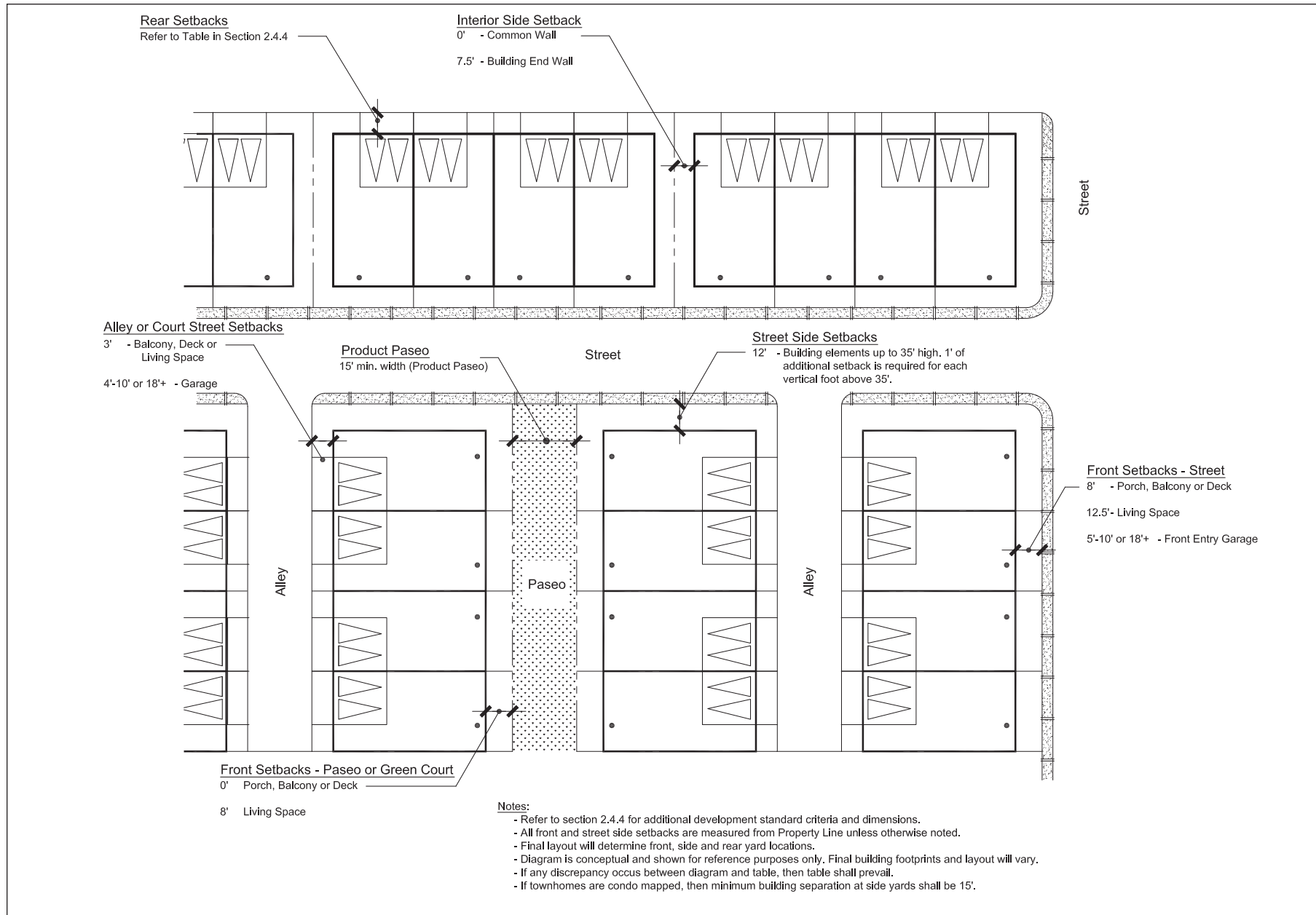


Exhibit 2.4d: VHDR Setback Diagram - Townhomes

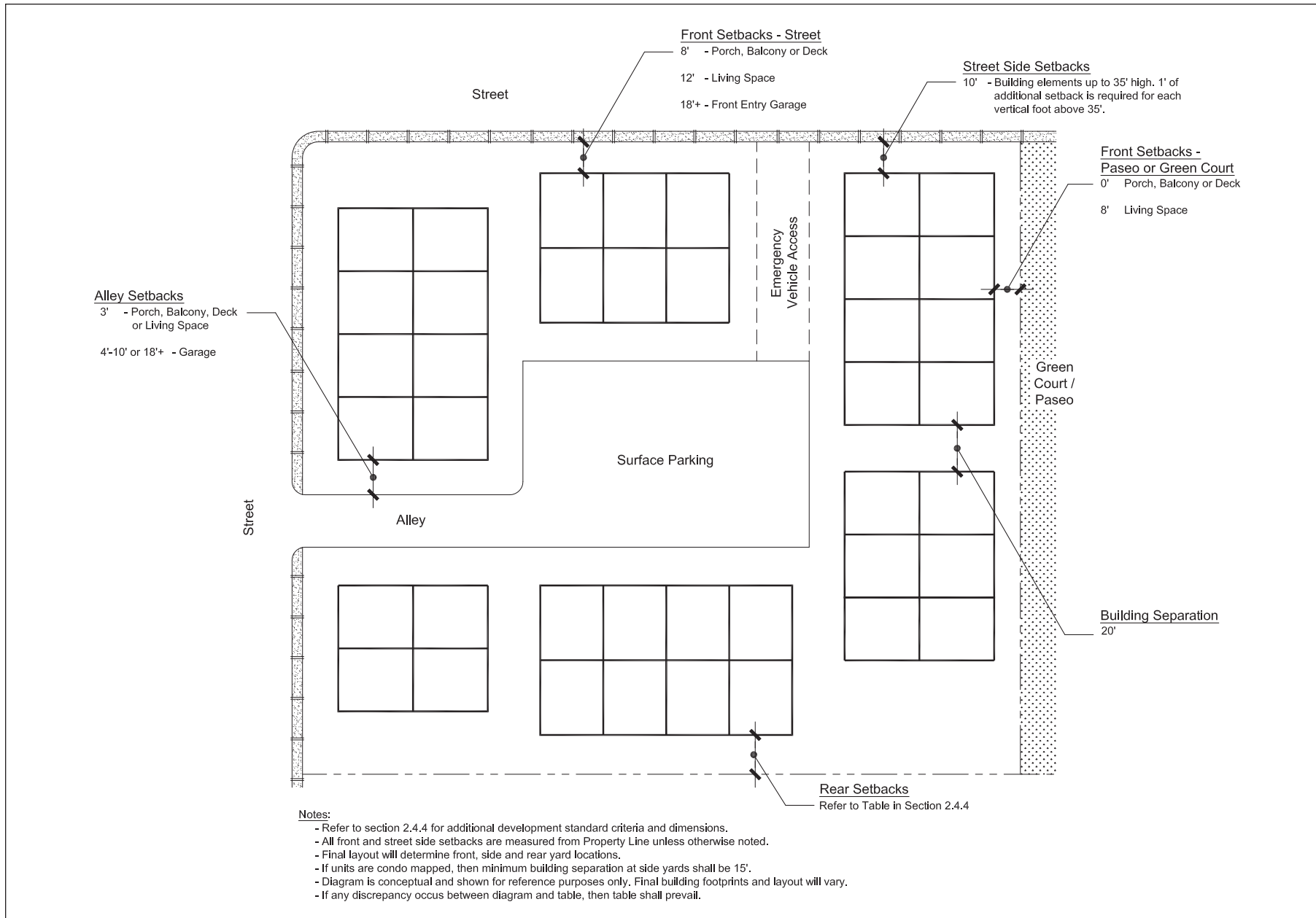


Exhibit 2.4e: VHDR Setback Diagram - Multi-Family Flats

Additional VHDR Development Standards

1. Plotting. In Rear-Loaded Detached neighborhoods, adjacent residences shall not have the same plan and elevation. Reverse footprints of the same plan are permitted so long as they have different elevation styles and color schemes. Each neighborhood should have a minimum of 3 floor plans for each residential housing type and a minimum of 3 exterior elevations. No more than 2 dwelling units with the same floor plan shall be plotted adjacent to one another along a street frontage.

2. Parking. Minimum parking requirements shall be as follow:

- Studios and 1-bedroom units: 1 covered space and 0.5 uncovered space
- 2-bedroom units: 2 covered spaces
- 3-bedroom units and greater: 2 covered spaces and 0.5 uncovered space
- Guest parking: 1 space for every 5 units

Enclosures shall comply with all yard requirements. Tandem garages shall be permitted. Dens, bonus rooms and other similar rooms shall be counted as bedrooms for the purpose of parking calculations. On-

street parking along private streets may be counted in the tabulation of guest spaces.

4. Laundry Facilities. Either centralized laundry facilities with washers and dryers shall be installed in one or more central locations within each multi-family residential complex and hookups to accommodate washers and dryers shall be installed in each dwelling unit, or a washer and a dryer shall be provided in each unit. The project developers or builders shall determine which option to implement on a case-by-case basis.

5. Common Outdoor Open Space. Common outdoor open space shall be provided as follow:

- Cluster homes, duplexes/triplexes and townhomes - minimum 100 square feet per dwelling unit (excluding private balconies, patios and yards); minimum dimensions shall be 10' in each direction
- Flats - minimum 150 square feet per dwelling unit (excluding private balconies, patios and yards); minimum dimensions shall be 15' in one direction

Public or private driveways, parking areas, required trash areas or other areas designed for operational functions shall not be considered open space. Common open space areas may include, but are not limited to, turf areas, landscaped areas, hardscaped areas (excluding parking areas and public/private driveways), gardens, sitting areas, game courts, swimming pools, spas, sauna baths, tennis courts, basketball courts, play lots, bocce ball courts, outdoor cooking areas, lawn bowling, and other similar recreational facilities. Green Court products may calculate the green court area toward the common open space requirement.

6. **Pedestrian Walkways.** A pedestrian circulation system shall be incorporated into the design of multi-family projects for the purpose of providing direct access to and from all individual dwelling units, trash storage areas, parking areas, recreational facilities and all other outdoor areas. This system shall be developed with a combination of the following development standards:
 - a. A sidewalk system shall be developed adjacent to all streets and installed in accordance with City standards.

- b. An interior walkway system with a minimum of 4' wide walkways shall be provided. Walkway systems shall utilize materials such as concrete, brick, flagstone or other materials approved by the City.

7. **Trash Collection Areas.** Trash collection areas for multi-family development should, in general, be located within 200' of the furthest dwelling unit they serve. Consideration shall be given to siting trash collection areas for convenient access, but with care given to avoid impacting important design features such as, but not limited to, entries, recreation areas, leasing offices and clubhouses. Trash collection areas shall be constructed to City standards and situated so as to reduce noise and visual intrusion on adjacent units and properties.

8. **Lighting Devices.** Lighting devices for multi-family development shall be provided as follow:
 - a. All exterior lighting shall be adequately controlled and shielded to prevent glare and undesirable illumination to adjacent properties or streets.
 - b. The use of energy-conserving and vandal-resistant fixtures or lighting systems shall be given primary consideration.

2.4.5 Village Mixed Use (VMU)

The Village Mixed Use (VMU) designation allows a mixture of uses including, but not limited to, retail commercial, offices, multi-family residential, and public/semi public

uses. Both vertical and horizontal mixed use development are permitted in the VMU planning areas. Where this zone applies, typical housing types include townhomes and flats. The following development standards shall apply to development in the VMU planning areas.

VMU DEVELOPMENT STANDARDS			
Development Standard	Townhomes	Multi-Family Flats	Non-Residential and Mixed Use Buildings ³
Density Range	13.0 - 25.0 du/ac		13.0 - 25.0 du/ac (for residential uses)
Maximum Intensity	N/A		0.35 FAR (for non-residential uses)
Minimum Lot Area	1,200 sq. ft.	5,000 sq. ft.	no limitation
Maximum Lot Coverage	75%	75%	no limitation
Lot Dimensions:			
Minimum Lot Width	16'	n/a	n/a
Minimum Lot Depth	60'	n/a	n/a
Minimum Setbacks ¹:			
From SR 193 Landscape Corridor:			
Porch, Balcony or Deck	20'	20'	20'
Living Space	20'	20'	20'
Garage	n/a	n/a	n/a
Retail and/or Office Space	n/a	n/a	20'
Surface Parking ⁷	20'	20'	20'
From Oak Tree Lane Landscape Corridor:			
Porch, Balcony or Deck	12'	12'	12'

2 | Development
Regulations
and Standards

VMU DEVELOPMENT STANDARDS			
Development Standard	Townhomes	Multi-Family Flats	Non-Residential and Mixed Use Buildings ³
Living Space	12'	12'	12'
Garage	n/a	n/a	12'
Retail and/or Office Space	n/a	n/a	10'
Surface Parking ⁶	10'	10'	10'
From Internal Theme Street ⁴ :			
Porch	0' from back of walk	0' from back of walk	0' from back of walk
Balcony or Deck	3' from back of curb ^{5,6}	3' from back of curb ^{5,6}	3' from back of curb ^{5,6}
Ground Level Living, Retail and/or Office Space	5' from back of walk	0' from back of walk	0' from back of walk
Living, Retail and/or Office Space Above Ground Level	3' from back of curb ^{5,6}	3' from back of curb ^{5,6}	3' from back of curb ^{5,6}
Garage	n/a	n/a	n/a
Surface Parking ⁷	0'	0'	0'
From Alley, Court Street or Parking Field (measured from back of walk or edge of paving if there is no walk, unless otherwise noted):			
Porch, Balcony or Deck	3'	3'	3'
Living Space	3'	3'	3'
Garage	5' - 10' or 18'+	5' - 10' or 18'+	5' - 10' or 18'+
Retail and/or Office Space	n/a	n/a	0' from back of walk; or 5' from edge of paving if there is no walk
Surface Parking ⁷	0'	0'	0'
Adjacent to Residential Uses	12' for 1- & 2-story elements; 15' for 3-story elements	12' for 1- & 2-story elements; 15' for 3-story elements; 20' for 4-story elements	12' for 1- & 2-story elements; 15' for 3-story elements; 20' for 4-story elements

VMU DEVELOPMENT STANDARDS			
Development Standard	Townhomes	Multi-Family Flats	Non-Residential and Mixed Use Buildings ³
Adjacent to Village Park/Recreation (VPR) Uses			
Porch, Balcony or Deck	0'	0'	0'
Living Space	0' for 1- & 2-story elements; 5' for 3-story elements	0' for 1- & 2-story elements; 5' for 3-story elements; 10' for 4-story elements	0' for 1- & 2-story elements; 5' for 3-story elements; 10' for 4-story elements
Garage	n/a	n/a	n/a
Retail and/or Office Space	n/a	n/a	0' for 1- & 2-story elements; 5' for 3-story elements; 10' for 4-story elements
Open Plaza Gathering Spaces	0'	0'	0'
Surface Parking ⁷	5'	5'	5'
Minimum Building Spacing:			
Between Main Buildings	0' at common wall; 15' at bldg. end walls	20' for 1- & 2-story elements; 25' for 3- & 4-story elements (inclusive of balconies or decks)	20' for 1- & 2-story elements; 25' for 3- & 4-story elements (inclusive of balconies or decks)
Between Main Buildings and Accessory Buildings	7'	10'	10'
Minimum Private Outdoor Space:			
Porch, Patio or Private Yard (may be in lieu of balcony or deck)	80 sq. ft./ min. 8' deep	48 sq. ft. / min. 6' deep	n/a
Balcony or Deck (may be in lieu of porch, patio or private yard)	no minimum	48 sq. ft. / min. 6' deep	48 sq. ft. / min. 6' deep

VMU DEVELOPMENT STANDARDS			
Development Standard	Townhomes	Multi-Family Flats	Non-Residential and Mixed Use Buildings ³
Maximum Building Height ²			
Principal Building	3 stories, not to exceed 40' in height ²	4 stories, not to exceed 55' in height ²	4 stories, not to exceed 55' in height ²
Accessory Structure	2 story not to exceed 36' in height ²	2 story not to exceed 36' in height ²	2 story not to exceed 36' in height ²

Footnotes:

- ¹ Unless otherwise stated in the VMU Development Standards Table, architectural projections such as roof overhangs, bay windows, window trims, material veneers, shutter details, chimneys, media niches, overframing for principal windows and garage doors, and other similar elements may project a maximum of 3' into the required setback areas; provided, however, that such projection shall not be closer than 3' to any property line. All such architectural projections shall comply with applicable building code requirements.
- ² Architectural projections such as chimneys, towers, domes, mezzanines, cupolas, elevator penthouses and other similar features may exceed the maximum permitted height by 10' and shall not exceed 15% of the roof area.
- ³ Mixed-use buildings may contain a mix of non-residential and residential uses, or may be entirely non-residential. In these cases residential is required to be above non-residential.
- ⁴ Minimum width of sidewalk adjacent to Internal Theme Street is 15' measured from back of curb. Street trees may be planted within the 15' dimension as long as a minimum clear width of 10' is provided for pedestrian circulation.
- ⁵ 2nd floor enclosed spaces as well as balconies, decks and other overhead structures are permitted to project over the sidewalk to form covered loggias and walkways on the ground level. Minimum ground level clearance shall be 12'. In no case shall support columns be located closer than 3' to the curb. Roof overhangs, fascias and other similar architectural elements relating to the projection shall be located no closer than 2' to the curb. See Exhibit 3.5b.
- ⁶ Awnings, canopies, and other similar elements may project over the sidewalk. Minimum ground level clearance shall be 10'.
- ⁷ Surface parking shall be screened from view from SR 193, Oak Tree Lane and Village Park/Recreation (VPR) designated areas through the use of landscaping, berms, low walls or a combination of these. Structured parking, if any, shall be subject to site plan review. In no case shall a parking structure be higher than the building it serves.

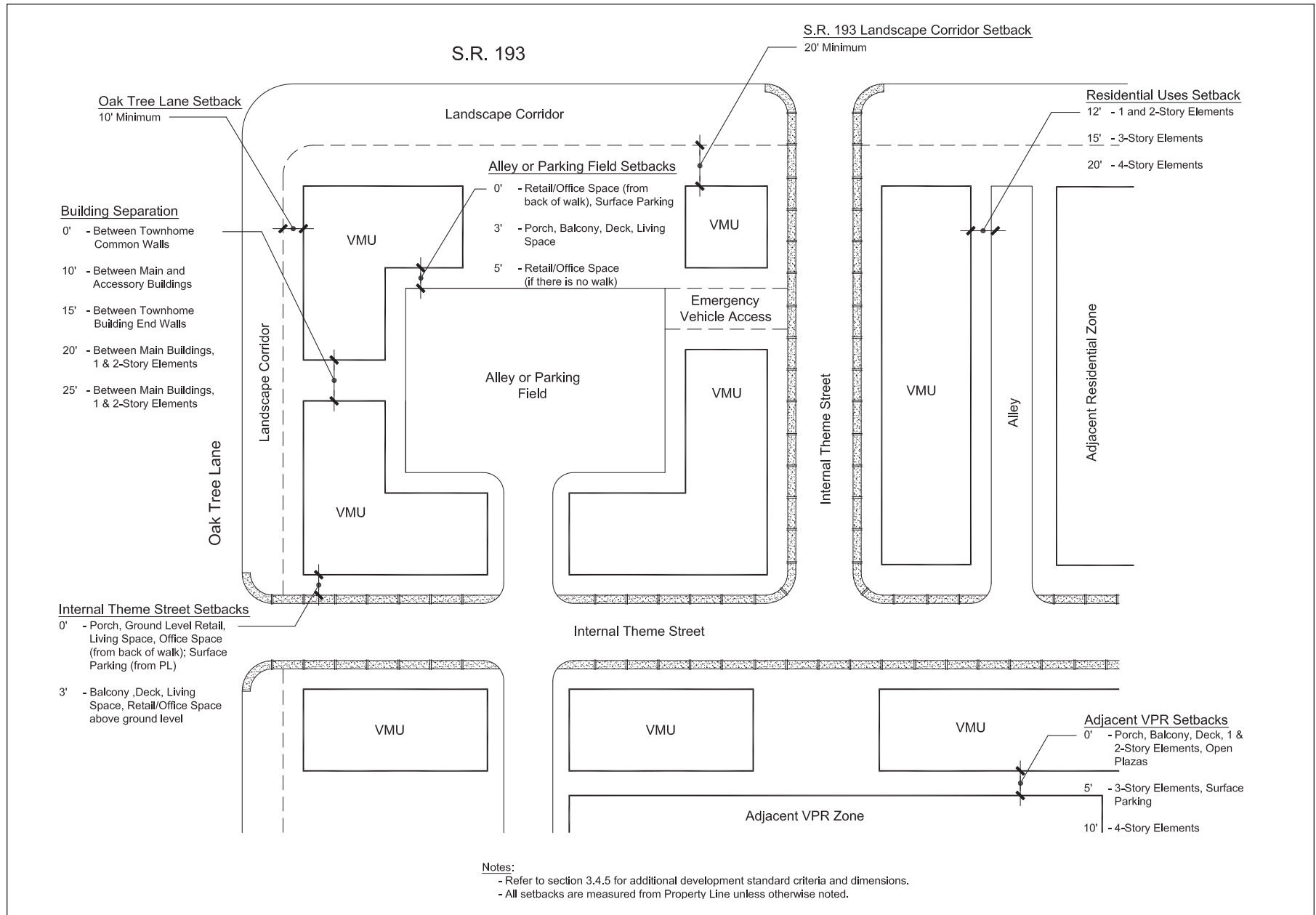


Exhibit 2.5a: VMU Setback Diagram

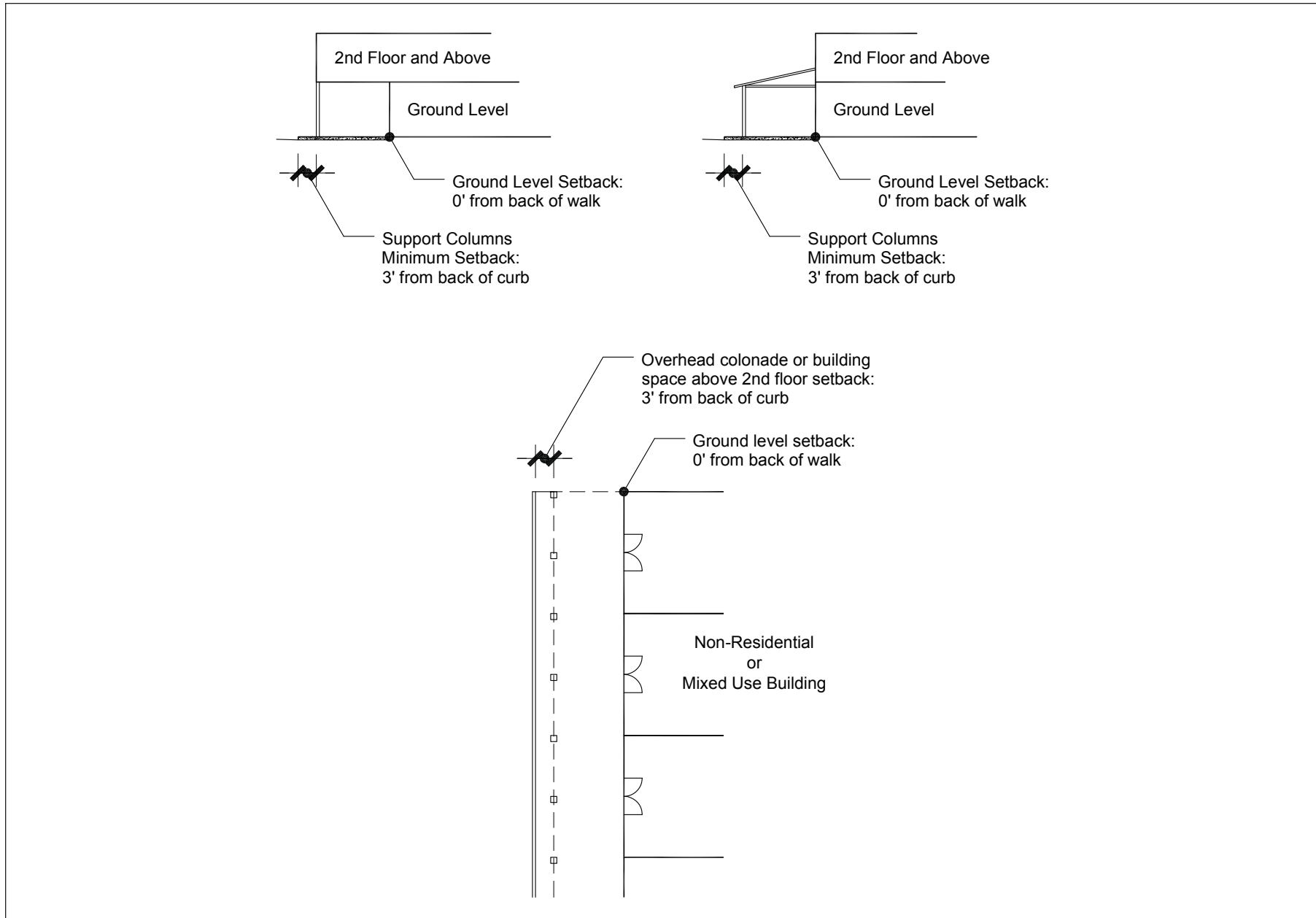


Exhibit 2.5b: Typical Overhead Encroachment Diagram (Along Internal Theme Street Only)

Additional VMU Development Standards

1. **Neighborhood Retail Center.** Up to 167,000 square feet of non-residential uses are permitted in the VMU planning areas. At a minimum, an 11-acre neighborhood retail center shall be provided. The neighborhood retail center may encompass one or more VMU planning areas. If the neighborhood retail center encompasses more than one VMU planning area, the developers/builders of the planning areas shall coordinate site planning and design of the neighborhood retail center with one another.
2. **Pedestrian Circulation.** An efficient pedestrian circulation system accompanied by high quality architecture, mature landscaping, paving enhancements and street furnishings shall be incorporated into the design of the VMU planning areas. The walkway system shall provide direct access to and from all individual dwelling units, commercial and office buildings, recreational facilities, parking areas, trash storage areas and all other outdoor areas. Adequate sidewalks and parkway landscaping shall be provided adjacent to both sides of all streets in the VMU planning areas. The minimum width of sidewalks adjacent to the internal theme streets shall be 15' measured from the back of the curb (street trees

may be planted within the 15' dimension as long as a minimum clear width of 10' is provided for pedestrian circulation). The minimum width of other walkways in the VMU areas shall be 4' as measured from the back of curb. Walkways shall utilize materials such as concrete, brick, flagstone or other materials approved by the City.

4. **Live/Work Units.** Live/work units are intended to accommodate residential living space and office space or artist loft for self-employed residents within the same unit. Development of live/work units shall comply with the following criteria:
 - a. Uses that are permitted in live/work units include, but are not limited to:
 - Apparel - custom tailoring and sales of apparel, clothing and other sewing products made on the premises
 - Artist and craft product galleries and studios
 - Office - creative, tech or professional services
 - Photography studios
 - Spa and personal care services such as hair and nail salons
 - Other similar uses, as deemed appropriate by the Development Services Director

- b. Occupations that include flammable liquids, welding, open-flame work or similar hazardous operations shall not be permitted in live/work units.
- c. The office/working space of each live/work unit shall have a size that is at least 20%, but no more than 50%, of the unit's total living area, and shall be located on the ground level facing the street.
- d. The residential portion of the live/work unit shall be occupied only by the individual who has the professional occupation established in the same unit.
- e. The living space and office/working space shall not be leased or sold separately.
- f. Each live/work unit shall be equipped with a complete kitchen space and sanitary facilities, and shall have a working space reserved for and regularly used by one or more residents of the unit.
- g. When a building contains more than one live/work unit, each unit shall have a separate entry access on the ground level. Access to each unit shall be provided from common areas such as corridors, hallways, courtyards, etc. Each unit's living space

shall not have a separate street address from the office/working area.

- h. Live/work units shall be designed to accommodate ventilation, storage, flooring and other physical improvements commonly found in the office/commercial facilities used for the same work activity.

5. **Common Outdoor Open Space.** Each high density residential development (excluding residential use in mixed use buildings and live/work units) shall provide a minimum of 150 square feet of common usable outdoor open area per residential dwelling unit (excluding private balconies, patios and yards). Public or private driveways, parking areas, required trash areas or other areas designed for operational functions shall not be considered open space. The minimum dimensions for common open space areas shall be 15 feet in each direction. Open space areas may include, but are not limited to, turf areas, landscaped areas, hardscaped areas (excluding parking areas and public/private driveways), gardens, sitting areas, game courts, swimming pools, spas, sauna baths, tennis courts, basketball courts, tot lots and playgrounds, bocce ball courts, outdoor cooking areas, lawn bowling, and other recreational facilities.

6. Laundry Facilities. For residential uses within the VMU zone, either centralized laundry facilities with washers and dryers shall be installed in one or more central locations within each residential complex hookups to accommodate washers and dryers shall be installed in each dwelling unit; a washer and dryer shall be provided in each unit. The project developer or builder shall determine which option to implement on a case-by-case basis.

7. Trash Collection Areas. Trash collection areas should, in general, be located within 200' of the furthest unit they serve. Consideration shall be given to siting trash collection areas for convenient access, but with care given to avoid impacting important design features such as, but not limited to, entries, recreation areas, leasing offices and clubhouses. Trash collection areas shall be constructed to City standards and situated so as to reduce noise and visual intrusion on adjacent units and properties.

8. Parking. Parking for VMU planning areas shall be provided as follow:

- a. For mixed use buildings and non-residential buildings, off-street parking for non-residential uses shall be provided pursuant to Section 18.44

of the Lincoln Zoning Code. Shared parking for non-residential uses shall be permitted, subject to a shared parking analysis prepared by a qualified traffic engineer and approved by both the City's Development Services Director. Parking for residential units in mixed use buildings shall be provided in accordance with the following minimum requirements:

- Studios and 1-bedroom units: 1 covered space and 0.5 uncovered space
- 2-bedroom units: 2 covered spaces
- 3-bedroom units and greater: 2 covered spaces and 0.5 uncovered space
- Guest parking: 1 space for every 5 units

Dens, bonus rooms and other similar rooms shall be counted as bedrooms for the purpose of parking calculations. On-street parking along private streets may be counted in the tabulation of guest spaces. Parking spaces designated for residential uses shall be clearly marked by the use of posting, pavement markings, and/or physical separation.

- b. For live/work units, a minimum of two covered spaces shall be provided per unit. In addition to resident parking, one guest parking space shall be

provided for every two units. On-street parking along private streets may be counted in the tabulation of guest spaces.

c. For residential-only buildings, the minimum parking requirements shall be as follows:

- Studios and 1-bedroom units: 1 covered space and 0.5 uncovered space
- 2-bedroom units: 2 covered spaces
- 3-bedroom units and greater: 2 covered spaces and 0.5 uncovered space
- Guest parking: 1 space for every 5 units

Dens, bonus rooms and other similar rooms shall be counted as bedrooms for the purpose of parking calculations. On-street parking along private streets may be counted in the tabulation of guest spaces.

d. A minimum of 10% of each off-street parking area shall be landscaped, exclusive of setbacks. The parking area shall include access drives, aisles, stalls, maneuvering areas and required landscape setbacks around the perimeter of the parking facility.

e. Parking, loading and maneuvering areas for commercial uses shall be set back at least 10' from the property lines adjacent to non-commercial uses.

9. **Lighting Devices.** Lighting devices shall be provided as follow:

- a. All exterior lighting shall be adequately controlled and shielded to prevent glare and undesirable illumination to adjacent properties or streets.
- b. The use of energy-conserving and vandal-resistant fixtures or lighting systems shall be given primary consideration.

10. **Performance Standards.** Residents of mixed use buildings and live/work units, by selecting this type of residence, accept the conditions found in the area including, but are not limited to, noise, pollution, traffic, order, fumes and dirt to the extent that they are permitted by law in the underlying VMU zone.

2.4.6 Village Parks and Recreation (VPR)

The Village Parks and Recreation (VPR) designation is intended to provide a wide range of public parks and recreational uses. The development standards for this zone apply to buildings/structures located within parks and recreation areas, such as community facilities, recreation centers and buildings, clubhouses, health clubs, swimming pools, existing golf course, and other outdoor athletic facilities and similar recreational uses. In addition, this zone allows for low intensity, passive recreational uses and related facilities such as trails, picnic areas, bicycle paths, gardens and sitting areas.

VPR DEVELOPMENT STANDARDS	
Facility	Min. Setback
Community Building, Public Facility and Other Similar Buildings.	
From Arterial or Collector Streets	30'
From Local Streets	20'
From Parking Areas	10'
From Property Line of Adjacent Residential Uses	10' for 1-story elements; 15' for 2-story elements or greater

VPR DEVELOPMENT STANDARDS	
Facility	Min. Setback
Picnic Shelters, Gazebos, Trellises and Other Similar Overhead Structures	
From Arterial or Collector Streets	20'
From Local Streets	10'
From Parking Areas	5'
From Property Line of Adjacent Residential Uses	5'
Swimming Pools, including Pool Building Housing Concessions, Restrooms, Showers, Pool Equipment and Similar Related Uses	
From Arterial or Collector Streets	30'
From Local Streets	20'
From Parking Areas	10'
From Property Line of Adjacent Residential Uses	10'
Sports Fields, Play Equipment and Similar Uses	
From Arterial or Collector Streets	25'
From Local Streets	20'
From Parking Areas	10'
From Property Line of Adjacent Residential Uses	10'
Trash Enclosures	
From Arterial or Collector Streets	15'
From Local Streets	10'

VPR DEVELOPMENT STANDARDS	
Facility	Min. Setback
From Parking Areas	0'
From Property Line of Adjacent Residential Uses	15'
Walls and Fences	0'
Maximum Lot Coverage	40%
Maximum Building Height	40'

2.4.7 Village Open Space (VOS)

The Village Open Space (VOS) zone includes nature open space, village and neighborhood paseos, landscaped corridors, and development edge buffers along the southern boundary of Village 1.

1. Construction of buildings in natural open space shall be prohibited.
2. Improvements may be made to natural open space to allow for safe, limited public access or for erosion control, geologic stability, flood control, habitat enhancement, fuel modification or other public safety purposes. All improvement activities shall be subject to approval of the City and appropriate regulatory agencies.

3. A minimum 80' wide landscape setback, measured from the edge of the roadway pavement to the property line, shall be provided along SR 193, as indicated in Chapter 4, Circulation Plan, of the Village 1 Specific Plan.
4. 20' to 112' wide landscaped corridors/easements, measured from the street right-of-way, shall be provided along arterial and collector streets in Village 1, as indicated in Chapter 4, Circulation Plan, of the Village 1 Specific Plan.
5. Approximately 60' wide development edge buffers shall be provided along a portion of the Village 1 southern boundaries, as indicated on Exhibit 2.2, Master Landscape Concept Plan, of this General Development Plan.

2.4.8 Village Public Facilities (VPF)

The Village Public Facilities (VPF) zone designates land for public uses such as schools, parks, libraries, police stations, fire stations, water facilities, etc. Development of school facilities on the elementary school site shall be subject to review and approval by Western Placer Unified School District. Other uses in the VPF zone shall be subject to review and approval by the City.

2.5 Village-wide General Development Standards

This section sets forth the general development standards that are applicable to the entire Village 1 community, in addition to the development standards provided specifically for each land use/zoning designation in the previous sections of this General Development Plan.

2.5.1 Zone Boundaries

Minor modifications to zone boundaries may be permitted at the discretion of the Development Services Director. Minor zone boundary modifications include, but are not limited to, the following:

1. **Planning Area Acreage:** The final gross acreage of each planning area may vary from the acreage shown on Tables 3.1, 3.2 and B.1 of the Village 1 Specific Plan, in response to site-specific conditions. The final boundaries of these areas shall be established by subdivision maps.
2. **Streets:** To accommodate varied lot layouts, adjustments to street alignments and sections shown in the Specific Plan and General Development Plan may be permitted based on design and/or engineering

considerations, provided that such changes are consistent with the applicable provisions of the Specific Plan and General Development Plan and are subject to approval by the Development Services Director.

2.5.2 Density Transfer

The Village 1 Specific Plan provides development flexibility by allowing for permitted shifts of dwelling units and commercial/office square footage between planning areas over the life of the Specific Plan. Unused dwelling units or commercial/office square footage in one planning area may be transferred into other residential or mixed use planning areas, respectively; provided, however, that the specific conditions outlined in Section 4.4.1, of this General Development Plan are met.

2.5.3 Oak Tree Preservation and Removal

Existing oak trees on-site shall be protected and maintained, to the extent feasible, and be incorporated into the landscape plan, unless their removal is approved by the City. Oak tree preservation and removal shall comply with Chapter 18.69 of the City's Zoning Code, the City's Oak Tree Ordinance and the City of Lincoln Guidelines for

Development Around Oak Trees, as well as the mitigation measures contained in the Village 1 EIR.

2.5.4 Fuel Modification Zones

Fuel modification zones shall be established along areas where development abuts natural open space to reduce the hazard of wildfires and allow for a naturalized transition. Plant materials for the fuel modification zones shall be fire-resistant or retardant. Dead wood, dried leaves and other combustible materials shall be removed from the fuel modification zones. Fuel modification plans shall be reviewed and approved by the City's Fire Development at the time of the subdivision map submittal.

2.5.5 Landscaping

Except as otherwise provided in the Village 1 Specific Plan and General Development Plan, landscaping shall comply with Section 15.28 of the Lincoln Municipal Code.

2.5.6 Signage

Except as otherwise provided in the Village 1 Specific Plan and General Development Plan, signs shall comply with the provisions set forth in Title 16 of the Lincoln Municipal Code.

2.5.7 Walls and Fencing

1. Community screen walls adjacent to the streets shall be 6' in height, unless a greater height is necessary for sound attenuation purposes based on acoustical design requirements. View fences shall be 42" to 72" in height. Split rail fencing shall not exceed 4' in height. The top of fence shall be 6' above the highest ground level immediately adjacent to the base of the wall/fence. The height of the wall for sound attenuation shall be measured from base of berm to top of wall.
2. Permitted types of walls and fences include, but are not limited to, colored precision block walls, split-face block walls, manufactured stone and stone walls, brick and simulated brick walls, wrought iron or tubular steel fencing, decorative metal, half block wall/glass or equivalent, vinyl fencing, wood fencing, and other types of materials acceptable to the City. The color, materials and style shall be consistent with the overall community character/theme.
3. Fences and walls shall be permitted within the front, side, and rear yard setback areas of residential lots, as provided below:

a. Fences/walls may not be erected within either public or private street rights-of-way or pedestrian access ways.

b. Side and rear walls shall not exceed 6' in height, unless required for sound attenuation purposes.

c. Fences not exceeding 42" in height may be located in the front yard or street side yard setback areas, provided that the fence does not obstruct traffic sight lines. Pilasters and columns of up to 60" in height may be provided in the front yard setback areas.

d. Wherever fencing is visible from public view, the finished side of the fencing shall be exposed to public view.

4. Fences and walls in the mixed use area shall be constructed of wrought iron or decorative block. Fences/walls between mixed use development and a residential use shall be not exceed 6' in height.

5. Chain link fencing is prohibited in Village 1, except as temporary construction fencing or if used to provide protection for public uses such as schools, utilities, parks, or other recreation and open space area. Where

used, the chain link fences shall be of black, vinyl-clad materials or equivalent materials.

2.5.8 Off-Street Parking

Except as otherwise provided in the Village 1 Specific Plan and General Development Plan, off-street parking shall be required pursuant to Section 18.44 of the Lincoln Zoning Code.

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A photograph of children playing soccer on a grassy field. In the foreground, several boys in blue and yellow uniforms are actively engaged in the game. A soccer ball is visible near them. In the background, other children in various uniforms are scattered across the field. A soccer goal is visible on the left side. The field is surrounded by tall, dense pine trees under a clear sky. A dark blue banner with white text is overlaid on the top right of the image.

3 • DESIGN GUIDELINES

3.1 Purpose and Intent

This chapter contains landscaping, site planning and architectural design guidelines for the Village 1 Specific Plan area. These guidelines, when implemented, will ensure that Village 1 develops as a high-quality master planned community with consistent design elements. The design guidelines provide a general direction to planners, builders, architects, landscape architects and engineers who will be involved in the development of Village 1.

The essence of good design is creativity and flexibility. The design guidelines are intended to foster these ideals and promote innovation, and should not be construed to be rigid standards that cannot be modified. The graphic representations contained herein are provided for conceptual illustration purposes only, and are to be used as general visual aids in understanding the basic intent of the guidelines. They are not meant to

depict actual neighborhood, lot or building design. To encourage creativity and innovation, the design guidelines express “intent” rather than “absolutes,” thus allowing a certain degree of flexibility in fulfilling the intended design goals and objectives.

3.2 Community Design

Village 1 is envisioned as a long term master planned community consisting of a collection of neighborhoods that will be compatible and connected with one another, and integrated with the area’s natural setting and the surrounding Lincoln community. The community design for Village 1 is based on enduring town building principles, which embrace compact, pedestrian oriented development that provides a variety of land uses and a wide range of housing types, all anchored by easily accessible public spaces. In planning and designing Village 1, the following considerations have been incorporated:

- » Community setting that reflects the neighborhood character and structure reminiscent of the early and mid 20th century small towns
- » Respect for and connection to the unique natural environment

- » Integration of Lincoln’s agricultural tradition and architectural heritage
- » Linkage with surrounding areas
- » A balanced, sustainable community that provides:
 - A broad range of housing options to allow for a diversity of lifestyle choices for families and individuals at different stages of life
 - Centrally located shopping, dining, services, entertainment and educational uses that support the needs of the community and contribute to the local economy
 - Open space and outdoor recreation opportunities for the enjoyment and well-being of the residents

Traditional Neighborhood Character

The neighborhoods of Village 1 will be designed to reflect the character, charm and diversity reminiscent of traditional American pre-war towns. The traditional neighborhood character will be achieved by incorporating the following:

- » A pedestrian-friendly mixed use Village Core designed to promote a sense of community and encourage social interactions.
- » Street and trail systems that provide connectivity among neighborhoods, parks, recreational amenities, open space areas and surrounding communities.
- » Streetscape designs that encourage pedestrian use, provide comfort and enhance safety.
- » Parks of varying sizes, activity levels and characters as recreation and gathering spaces for residents.
- » Diversity in housing product types to appeal to people of different age groups and socio-economic backgrounds.
- » A variety of architectural styles that reflect the architectural heritage of Lincoln and are reminiscent of a small town atmosphere where neighborhoods evolve over time.

A Vibrant Village Center

The overall design concept for the Village Center is to establish a vibrant focal area where people live, shop,

dine, work and play. Buildings will be placed close to the street and shaded by street trees, creating a pleasant street scene and pedestrian environment. Within the mixed use planning areas, ground-level retail/dining and wide walkways with enhanced paving will further embellish the pedestrian experience, bringing vitality to the street scene. The upper levels of the buildings in the mixed use areas may consist of professional offices and/or residential uses, providing an opportunity for people to work and live in this dynamic district and enjoy the variety of lifestyle amenities it offers.

At key locations throughout the Village Center, plazas and courtyards will serve as gathering spaces where residents may stop and linger to enjoy a cup of coffee, read the newspaper or socialize with their neighbors. Public plazas and courtyards are also ideal locations for hosting special events that bring the community together, such as art and craft fairs, farmers markets, festivals and other similar events. A network of pathways throughout the Village Center will be provided, making it a truly walkable destination for shopping, dining, entertainment and work.

The following guiding principles set the direction for planning and design of the Village Center:



Exhibit 3.1: Village Center Mixed Use Area Concept Diagram

- » Create denser, more compact development patterns that support a diverse mix of land uses, define public spaces and encourage pedestrian activity.
- » Provide well-designed, attractive buildings that establish a high-quality, distinctive character for the Village Center.
- » Activate the streets in the Village Center with ground-level retail, dining and entertainment uses, outdoor public spaces, connective walking and bicycle paths, and pedestrian-friendly streetscape amenities.
- » Encourage the construction of mixed use buildings, but also allow opportunities for other types of development such as stand-alone residential buildings.

3.3 Neighborhood Crafting

Successful neighborhood design depends on the integration of site planning, architecture and landscaping into a cohesive, coordinated framework. The goal of this General Development Plan is to foster the development of intimate, attractive and pedestrian-friendly neighborhoods that encourage social activity, promote walking and biking,

enhance safety and wellness, and age gracefully with elegance and visual richness.

The objectives of the neighborhood crafting approach are outlined below:

Respond to Shifts in Consumer Values

- » Provide diversity in housing types, sizes, character and consumer price-points.
- » Design smaller, easily accessible local amenities in proximity to residents.
- » Create opportunities to engage the community.
- » Incorporate appropriate features of older, more traditional neighborhoods.
- » Each neighborhood should “stand alone” but also be part of the whole.

Define the Street as a Pedestrian / Social Space

- » Make the street a more pleasant and welcoming environment by encouraging landscaped parkways between curbs and sidewalks where feasible, planting

shade trees, and providing greater architectural interest along main streets.

- » Orient porches and active living areas toward the front of the home to bring living spaces closer to major common areas, thereby reinforcing “eyes on the street” and encouraging more frequent interaction between neighbors.
- » Create clear and connected pedestrian routes to meaningful, walkable destinations such as parks, open space and other village components.

Create Neighborhood Identity and Cohesion

- » Organize neighborhoods around parks that are sized to human-scale and provide a strong sense of place.
- » Design each park to have its own unique identity and character.
- » Use building massing to frame and articulate park spaces.
- » Define common neighborhood spaces, such as parks, paseos and landscape features, that serve as a unifying

element to visually tie the individual product lines together.

3.4 Landscape Guidelines

Landscape plays a significant role in the creation of a new community. Streetscape, parks, open space and scenic natural features in the Specific Plan area are place making opportunities that will collectively establish an identity for Village 1. The goals of the landscape guidelines are to create a distinctive image for the community, reflect the setting and character of Lincoln, reinforce the small town feel, and respond to the unique natural features of the land. A rich variety of plant species with appropriate color, texture and size and appropriate hardscape materials should be used throughout Village 1 to convey the overall character of the community, as well as blend with the surrounding natural and man-made landscape. To promote sustainability, drought-tolerant or water-wise plant materials with proven adaptation to the local climate, as well as bio-swale and basins that efficiently address stormwater management, should be incorporated into the landscape design for Village 1.

The following principles will guide the landscape design of Village 1:

- » Utilize and celebrate the natural setting.
- » Establish a unique identity and sense of place.
- » Visually tie the Village 1 neighborhoods together.
- » Create pedestrian-friendly streetscape.
- » Incorporate plant materials and landscape features that promote long-term sustainability.

3.4.1 Master Landscape Concept Plan

A distinctive and cohesive landscape design concept will create a strong sense of place for the community and enhance social and recreational opportunities for the residents. Exhibit 3.2, Master Landscape Concept Plan, depicts the proposed locations of key landscape features in Village 1, including the community entries, landscape corridors, paseos, parks and development edge buffers.

Typical streetscape treatments for the following streets are identified on Exhibits 3.3a through 3.3h:

- » SR 193
- » Oak Tree Lane
- » Ferrari Ranch Road
- » Virginiatown Road
- » North/South Collector Streets
- » Collector Loop Street
- » Residential Local Streets

The streetscape sections included herein are intended to illustrate the general streetscape design and depict only typical street conditions. For cross sections showing different conditions of each street, please refer to Chapter 4, Circulation Plan, of the Village 1 Specific Plan. Final streetscape design may vary based on actual site conditions.

A list of recommended trees, shrubs and groundcovers for arterial and collector streets is provided in the Plant Palette in Section 3.4.8 of this General Development Plan.

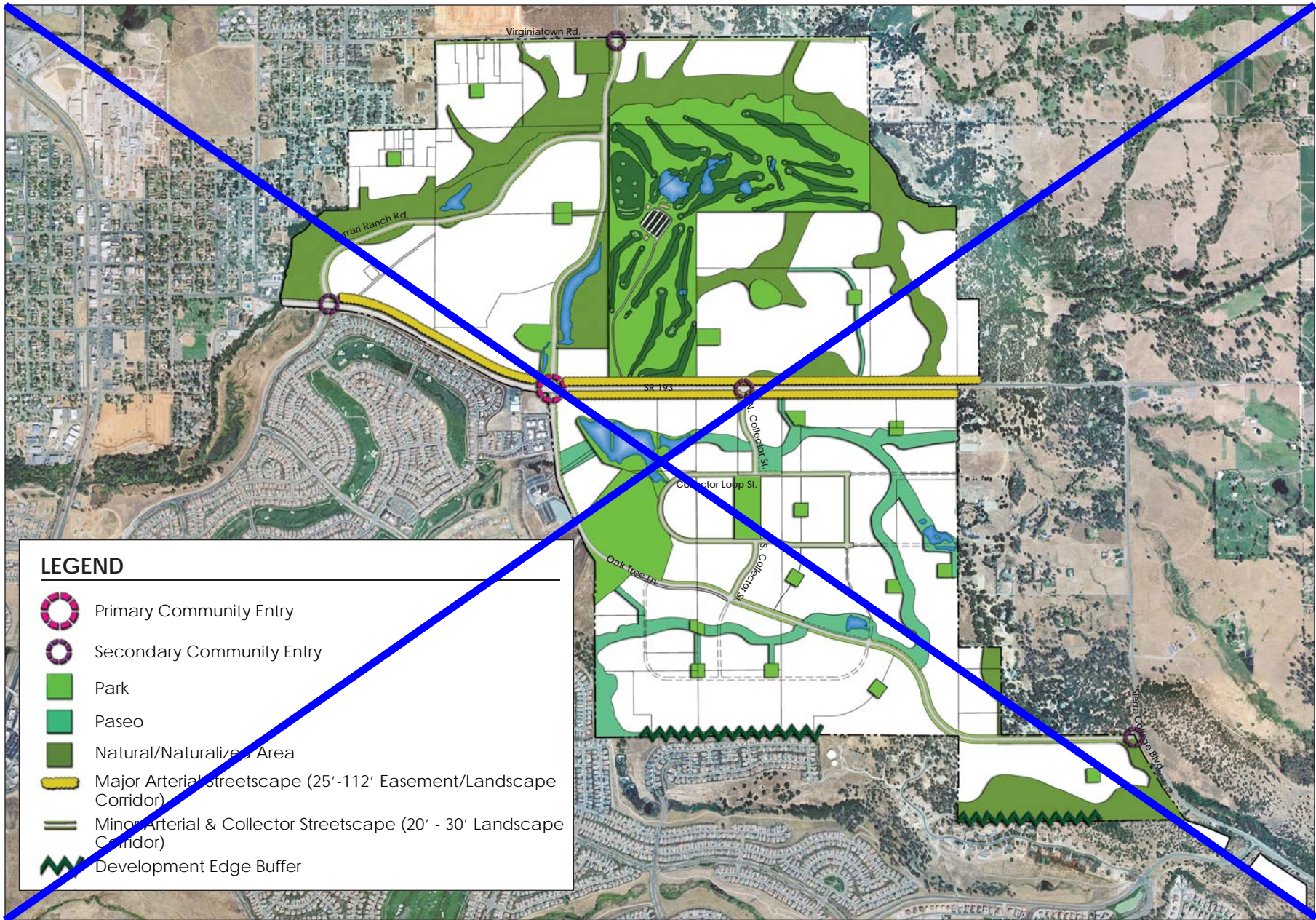


Exhibit 3.2: Master Landscape Concept Plan



[See Revised Exhibit](#)

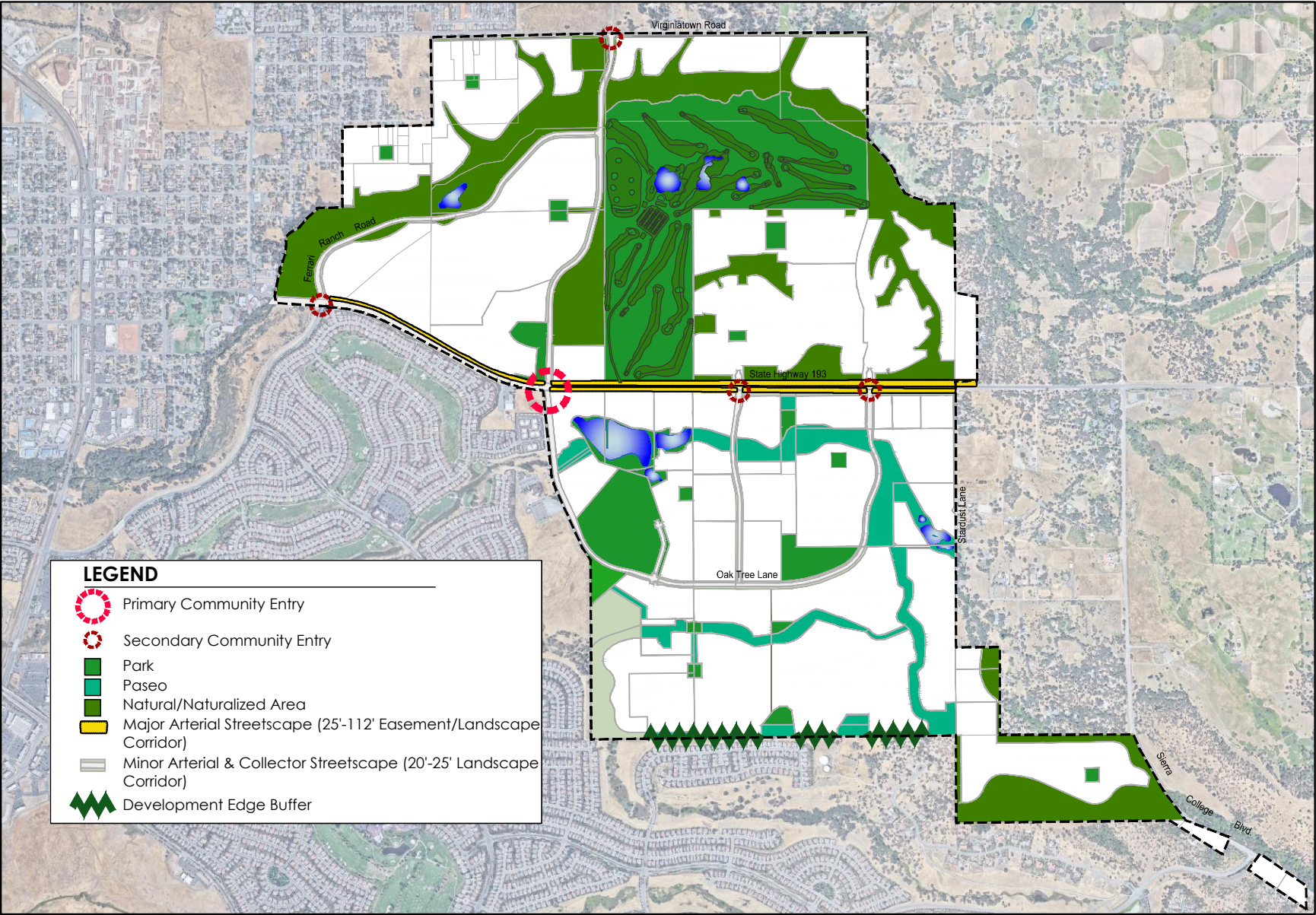


Exhibit 3.2: Master Landscape Concept Plan

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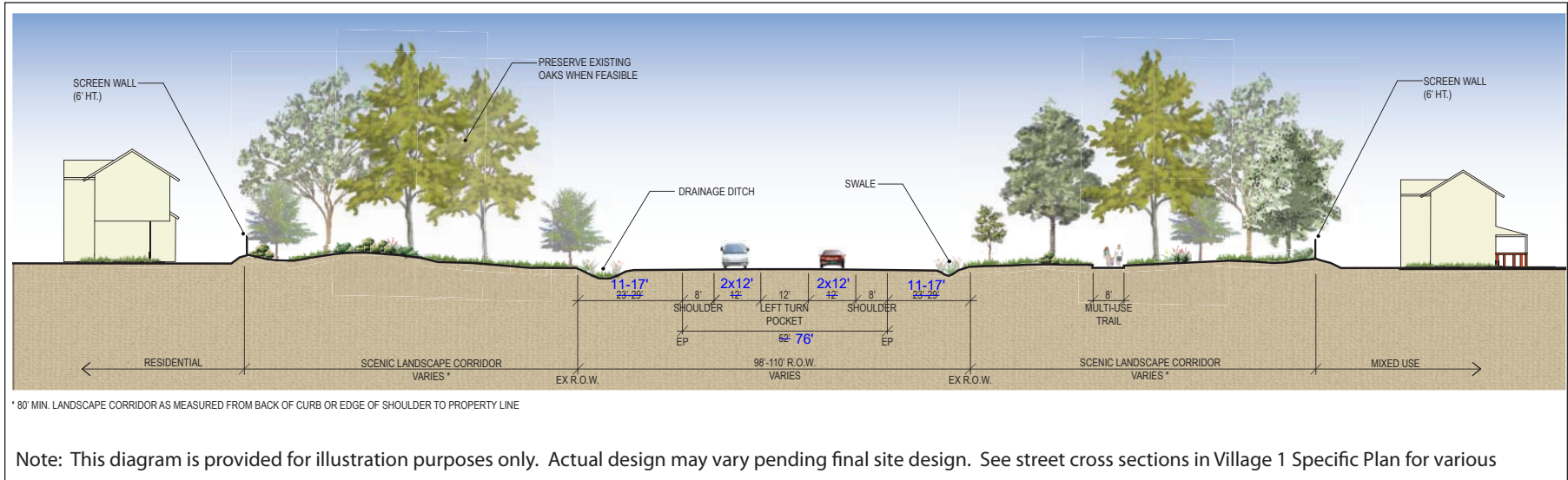


Exhibit 3.3a: Major Arterial Street Landscape Cross Section - SR 193 (Typical)

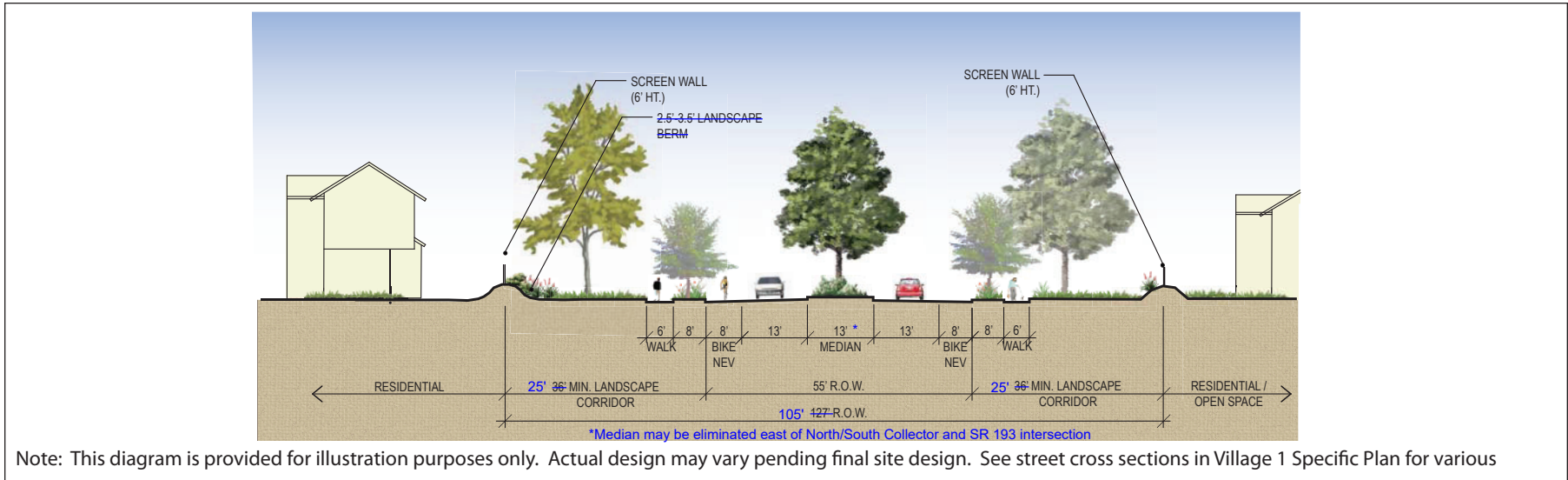
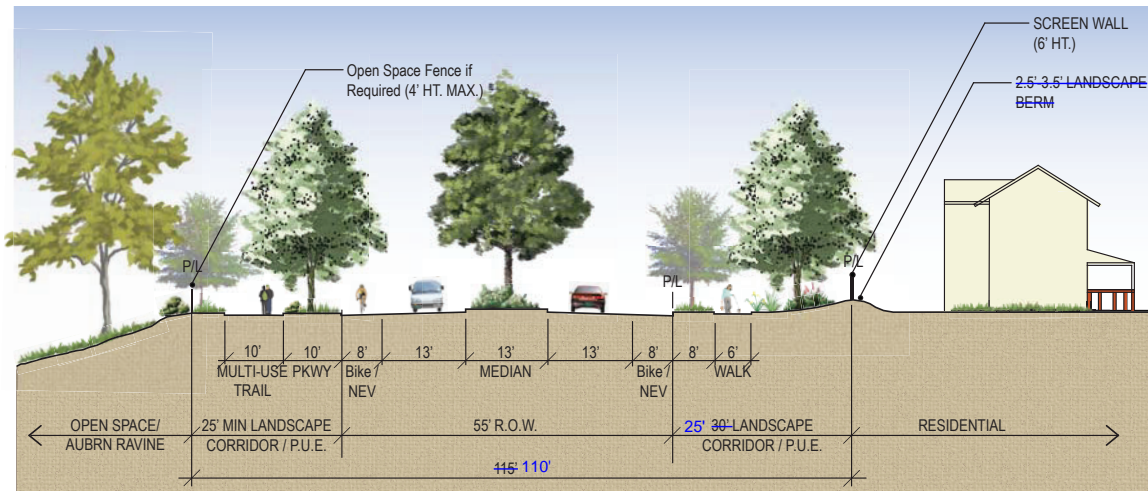
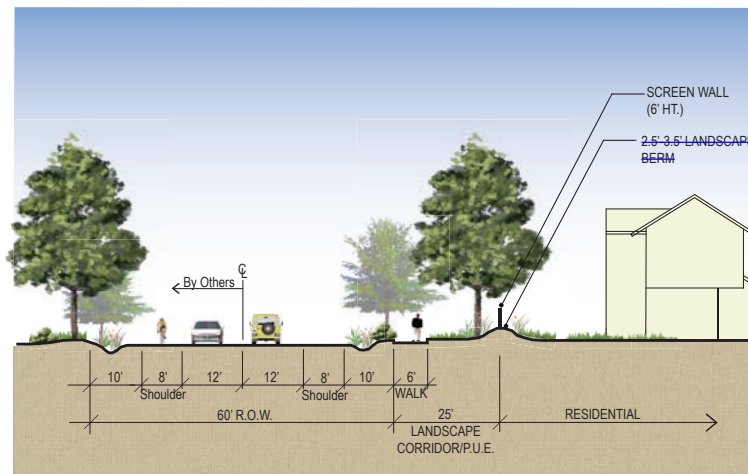


Exhibit 3.3b: Minor Arterial Street Landscape Cross Section - Oak Tree Lane (Typical)



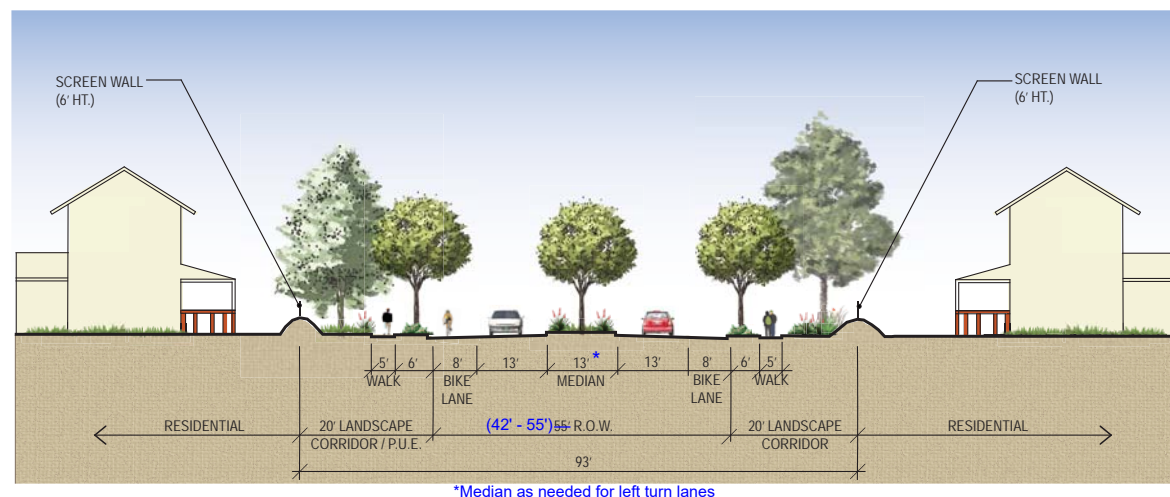
Note: This diagram is provided for illustration purposes only. Actual design may vary pending final site design. See street cross sections in Village 1 Specific Plan for various

Exhibit 3.3c: Collector Street Landscape Cross Section - Ferrari Ranch Road (Typical)



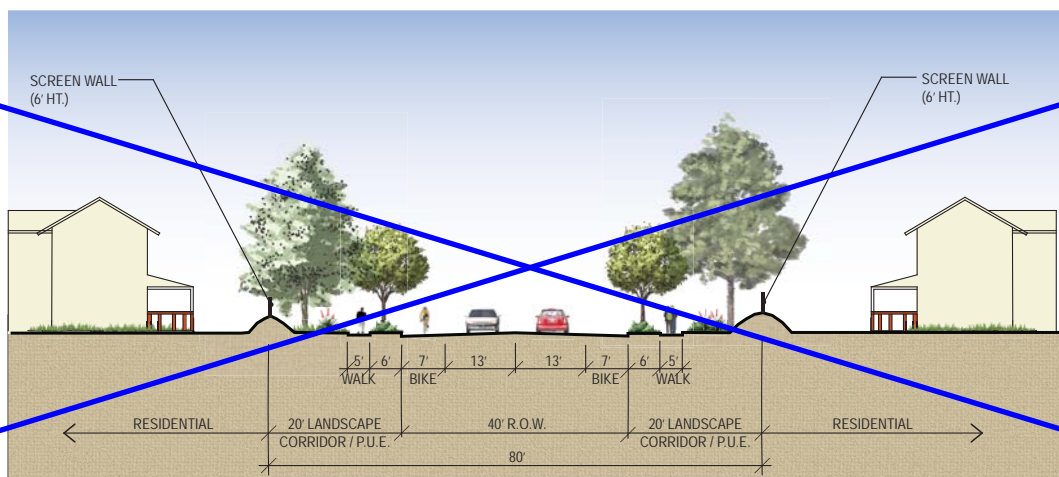
Note: This diagram is provided for illustration purposes only. Actual design may vary pending final site design. See street cross sections in Village 1 Specific Plan for various

Exhibit 3.3d: Collector Street Landscape Cross Section - Virginiatown Road (Typical)



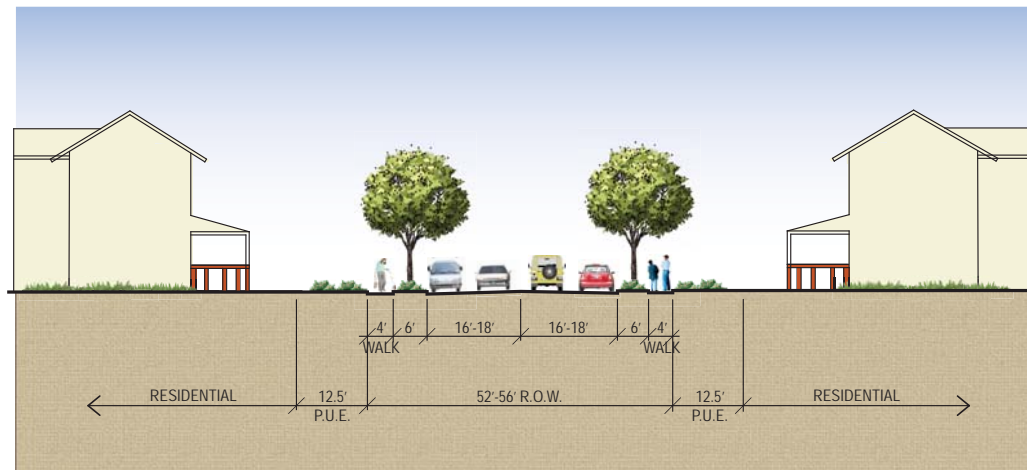
Note: This diagram is provided for illustration purposes only. Actual design may vary pending final site design.

Exhibit 3.3e: Collector Street Landscape Cross Section - North/South Collector Streets



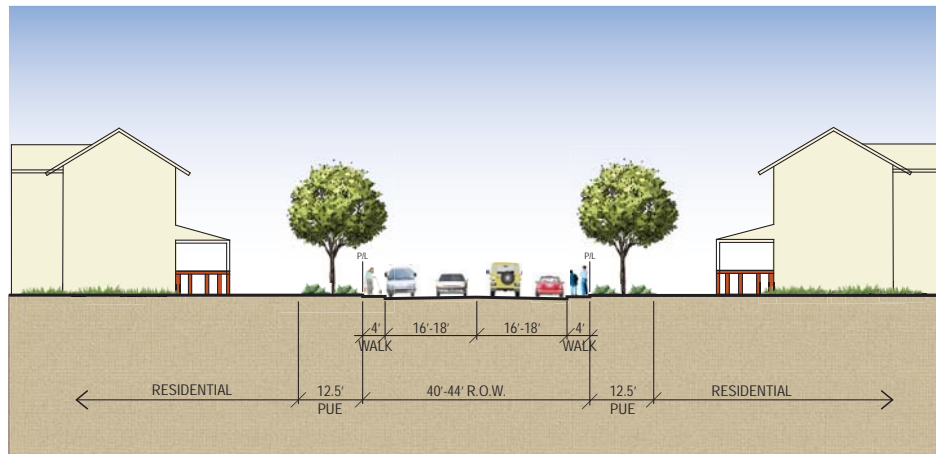
Note: This diagram is provided for illustration purposes only. Actual design may vary pending final site design.

Exhibit 3.3f: Collector Street Landscape Cross Section - Collector Loop Street



Note: This diagram is provided for illustration purposes only. Actual design may vary pending final site design.

Exhibit 3.3g: Primary Residential Local Street Landscape Cross Section



Note: This diagram is provided for illustration purposes only. Actual design may vary pending final site design.

Exhibit 3.3h: Minor Residential Local Street Landscape Cross Section

3.4.2 General Landscape Criteria

In both public and private spaces, landscape should be designed with an understanding of massing, scale and view opportunities. The following design criteria should be taken into consideration:

1. Landscaping should define edges, soften building contours, highlight important architectural features, provide shade for pedestrians, add visual interest, and screen less attractive elements.
2. Incorporate special landscape treatments at entry areas and special nodes such as building entries, street intersections and public gathering areas.
3. Where appropriate, use special landscape elements such as arbors, trellis, fountains and benches to create focal points, enhance visual interest and provide pedestrian comfort. Landscape elements should relate to the character and scale of the neighborhood and the surrounding space.
4. Plant material selections and locations should consider the site, soil conditions, solar orientations and relationships to adjacent streets and buildings.
5. Wherever possible, select plant materials that require minimal or no irrigation following establishment, do not require active maintenance such as mowing or use of chemical fertilizers, pesticides or herbicides, and provide habitat value and help to promote biodiversity.
6. Combine plant materials of different colors and textures to create visual interest.
7. Protect and preserve native plant species in natural open space, wherever feasible.
8. Consider view opportunities from the neighborhoods to surrounding amenities, using landscaping to frame these views rather than leaving view areas completely open.
9. Development perimeter edges should be buffered by using planting materials that blend harmoniously with the surrounding landscape.
10. Perennials are encouraged in parks to create colorful, animated gardens.
11. Vines may be used to soften arbors, architecture, garages and front porches. Vine pockets are encouraged along streets to break up lines of garages.

12. Street trees may be either informally or formally spaced, but should average not less than 30' on center spacing where the site plan can accommodate such spacing. Planting of street trees should be coordinated with public utility easements and above-ground structures as necessary.
13. Specimen trees should be used at community and neighborhood entries, parks and key planting medians to provide focal points.
14. In alley drives, shrub pockets should be planted with vertical shrub, along with ground cover and smaller shrubs at the base. Trees may be provided where space allows. Trees in alleys are optional and at the discretion of the developer/builder, and are not required as part of project approvals.
15. Combine informal plant and tree groupings along natural open space adjacent to the Auburn Ravine and open space trails. Tree sizes should vary within informal areas.
16. Oak trees that are existing on-site should be protected and maintained, to the extent feasible, and be incorporated into the landscape plan, unless their removal is approved by the City. Oak tree preservation and removal shall comply with Chapter 18.69 of the City's Zoning Code, the City's Oak Tree Ordinance and the City of Lincoln Guidelines for Development Around Oak Trees, as well as the mitigation measures contained in the Village 1 EIR.
17. Paseos/trails and residential streets should offer canopy trees and flowering accent trees to provide shade and color.
18. Planting in the Village Center should be more formal in character than the rest of the community. The Village Center should incorporate a more enhanced palette, emphasizing year-round greenery with color accents.
19. Suitable deciduous trees that will provide full canopy shade at maturity should be planted along the Village Center streets, where appropriate.
20. Landscape plans for any development should consider traffic safety sight line requirements and structures on adjacent properties to avoid conflicts as the trees and shrubs mature.
21. Street trees and trees in private landscaped areas near public walkways and street curbs should be selected and installed to prevent damage to sidewalks, curbs,

gutters and other public improvements as much as possible.

22. Planting on slopes over 6' should commence as soon as the slopes are completed on any portion of the site if feasible, and should provide for rapid short-term coverage of the slope as well as long-term establishment cover.

23. Automatic irrigation systems should be installed in rights-of-way, public areas and mixed use areas. In areas where irrigation is required, the irrigation system should be designed to maximize efficiency and limit or eliminate the use of potable water. Potential strategies for reducing irrigation water include using native/adapted plantings, high-efficiency equipment including, but not limited to, drip irrigation, use of captured rainwater, and use of recycled wastewater. Irrigation design should utilize weather- and climate-smart controllers, irrigation zones to suit plant requirements, and high-efficiency nozzles.

24. Erosion control techniques to mitigate increased runoff should be integrated with the overall landscape design. Emphasis should be placed on drainage solutions that conform to the natural character of the landscape.

25. Landscaping should be continuously maintained and replanted as necessary. All landscaped areas should be kept free of debris and litter.

3.4.3 General Hardscape Criteria

1. Hardscape materials should be selected with an understanding of massing, scale and programmed use.
2. Use durable paving and hardscape materials. Materials may include, but are not limited to, natural color concrete with medium water-wash finish, retardant finish or seeded aggregate finish, colored concrete and decomposed granite.
3. Enhanced paving should be used at community and neighborhood entries, and heavy pedestrian traffic areas in the Village Center.
4. Consider the use of permeable paving materials that help promote infiltration and reduce stormwater runoff.
5. Consider the use of paving materials with a high Solar Reflectivity Index.

3.4.4 Entry Treatments

Community entries, residential neighborhood entries and mixed use area entries should consist of a thematic blend of special landscape treatments, monumentation, specialty lighting and/or architectural features. These entries will serve as area landmarks, while reinforcing the distinctiveness of Village 1. Project entry monument will be designed by the individual developer(s)/builder(s) and submitted to the City for review and approval. All project entries will be privately maintained and located outside of the public rights-of-way.

Community Entries

Community entries establish the initial impression of the Village 1 character and provide wayfinding purposes. A hierarchy of community entries are planned, including a primary entry located at the SR 193/Oak Tree Lane intersection, and four secondary entries located at the SR 193/Ferrari Ranch Road intersection, the Oak Tree Lane N. Collector Street intersection, the Oak Tree Lane/Sierra College Boulevard intersection, and the Oak Tree Lane/Virginiatown Road intersection. The locations of the community entries are depicted on Exhibit 3.2, Master Landscape Concept Plan.

The following guidelines apply to the community entries:

1. The primary community entry treatment establishes the overall theme that will be reinforced at other key entry locations throughout the community. The primary community entry at the northwest corner of SR 193 and Oak Tree Lane should incorporate a harmonious blend of naturalized plantings, entry monumentation, meandering walks and a stream/pond element. In addition to serving as a visual amenity, the water element will capture the natural water flow of the pond located on the east side of Oak Tree Lane north of SR 193, and divert the water to existing channels located along SR 193. Similar landscape design should be repeated at the northeast and southeast corners of the SR 193/Oak Tree Lane intersection. A pavilion or other architectural elements may be provided at the southeast corner of the intersection as a focal element to help identify the entrance into the Village Center. Exhibit 3.4 depicts the primary community entry concept.
2. Secondary community entries should feature similar treatments as the primary community entry, but at a smaller scale.

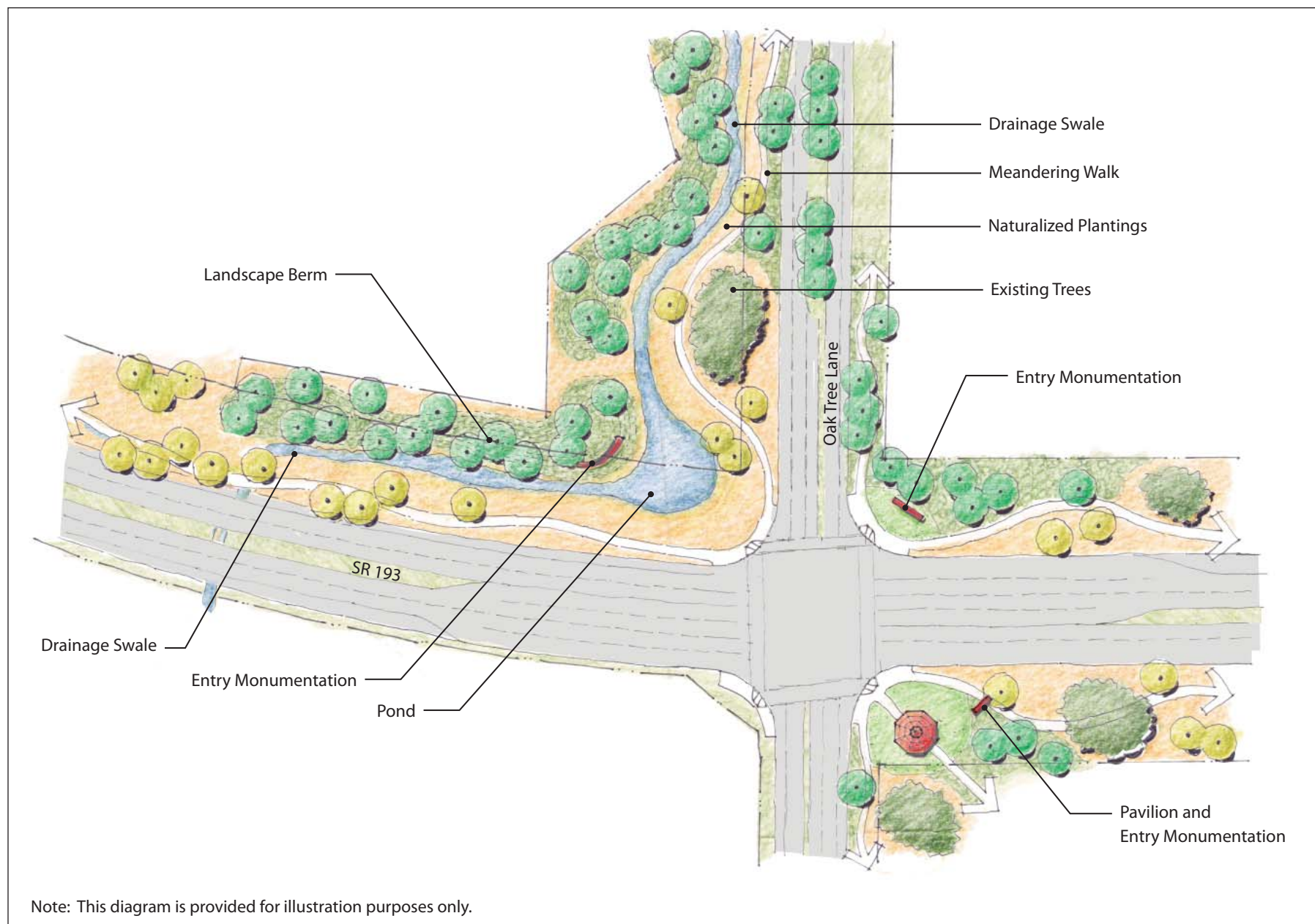


Exhibit 3.4: Primary Community Entry Concept

3. Enhanced plantings should be incorporated around project entry monumentation.
4. Discreetly placed lighting should be used to enhance the entry experience during the nighttime hours.

Mixed Use Area Entries

The mixed use area entries should reflect the community entry treatment and the overall landscape concept of Village 1. The locations of the mixed use area entries will be determined at the time of the Specific Development Plan/Tentative Map submittal for the mixed use areas. The following guidelines apply to the mixed use area entries:

1. Provide enhanced landscaping at the Village Center entries that complement the surrounding streetscape. Layer shrub planting at the entry areas to create depth, texture and interest.
2. Enhanced paving, such as concrete pavers or colored and textured concrete, should be provided at the entry corners.
3. Consider using planters and/or low seat walls at the entries to delineate public spaces. Materials should complement the landscape theme(s).

4. Incorporate special identity signage, lighting and/or architectural icon elements at the entries, where appropriate.

Residential Neighborhood Entries

It is the intent of the General Development Plan to allow flexibility in the design of the residential neighborhood entries to create interest and promote diversity. At the discretion of the developer/builder, each residential neighborhood entry may contain signage. Where provided, the signage should identify the name of the development within the planning area(s). The locations of the residential neighborhood entries will be determined at the time of the Specific Development Plan/Tentative Map submittal for the planning areas.

3.4.5 Parks

A collection of parks of different types and sizes will be provided in Village 1, offering an array of active and passive recreational amenities, open space and support facilities for public enjoyment. Parks will be connected to the Village Center and residential neighborhoods via pedestrian and bicycle paths that traverse throughout the community.

Exhibit 3.5, Open Space and Recreation Plan, indicates the approximate locations of parks in Village 1. Precise park locations will be determined at the time of the subsequent Tentative Map submittals. A conceptual diagram of each park type is provided in Exhibits 3.6 to 3.9 for illustration purposes. The ultimate design and layout of park amenities are subject to change pending final design and approval by the City.

Community Park

A 55.8-acre community park will be located on Oak Tree Lane in the Village Center. This community park will provide a wide variety of active and passive recreation amenities, which may include open turf areas, ball fields for organized sports, basketball courts, volleyball courts, children's play areas with playground equipment, picnic/BBQ facilities, amphitheater, walking/bike paths, shade

structures and other recreation facilities, as well as community rooms, a pool, restrooms and parking. In addition, the community park may include interpretive area(s) commemorating the former Beale Air Force Base (AFB) Titan 1-A Missile site, on which the community park is situated.

The existing lake located to the southeast of the SR 193/Oak Tree Lane intersection will be part of the community park. The lake will be enhanced to offer scenic views and provide opportunities for non-body-contact water recreation activities, such as fishing and non-motorized boating. The village paseo will traverse along the frontage of the lake. Development of the lake could occur as a separate phase from the main park.

Community/Neighborhood Park

A 8.8-acre community/neighborhood park will be located adjacent to the proposed elementary school site. This park is a hybrid of community and neighborhood parks, with less recreation amenities than a community park but more than a neighborhood park. Typical amenities may include open play areas, ball fields for organized sports, game courts, children's play areas with playground equipment, picnic/BBQ facilities, walking/bike paths, shade structures, restrooms and parking.

Neighborhood Parks

Four neighborhood parks, totaling 19.9 acres, will be provided in Village 1. The neighborhood parks will range in size from 2.0 to 6.7 acres, including one located across Oak Tree Lane from the community park (5.5 acres), one to the north of the SR 193/Oak Tree Lane intersection (6.7 acres), and two in the residential area to the east of the Turkey Creek Golf Club (3.6 acres and 2.0 acres). Each neighborhood park may include active and passive recreation amenities and associated facilities such as open play areas, basketball courts, playground equipment, picnic/BBQ areas, shade structures, walking/bike paths, and parking.

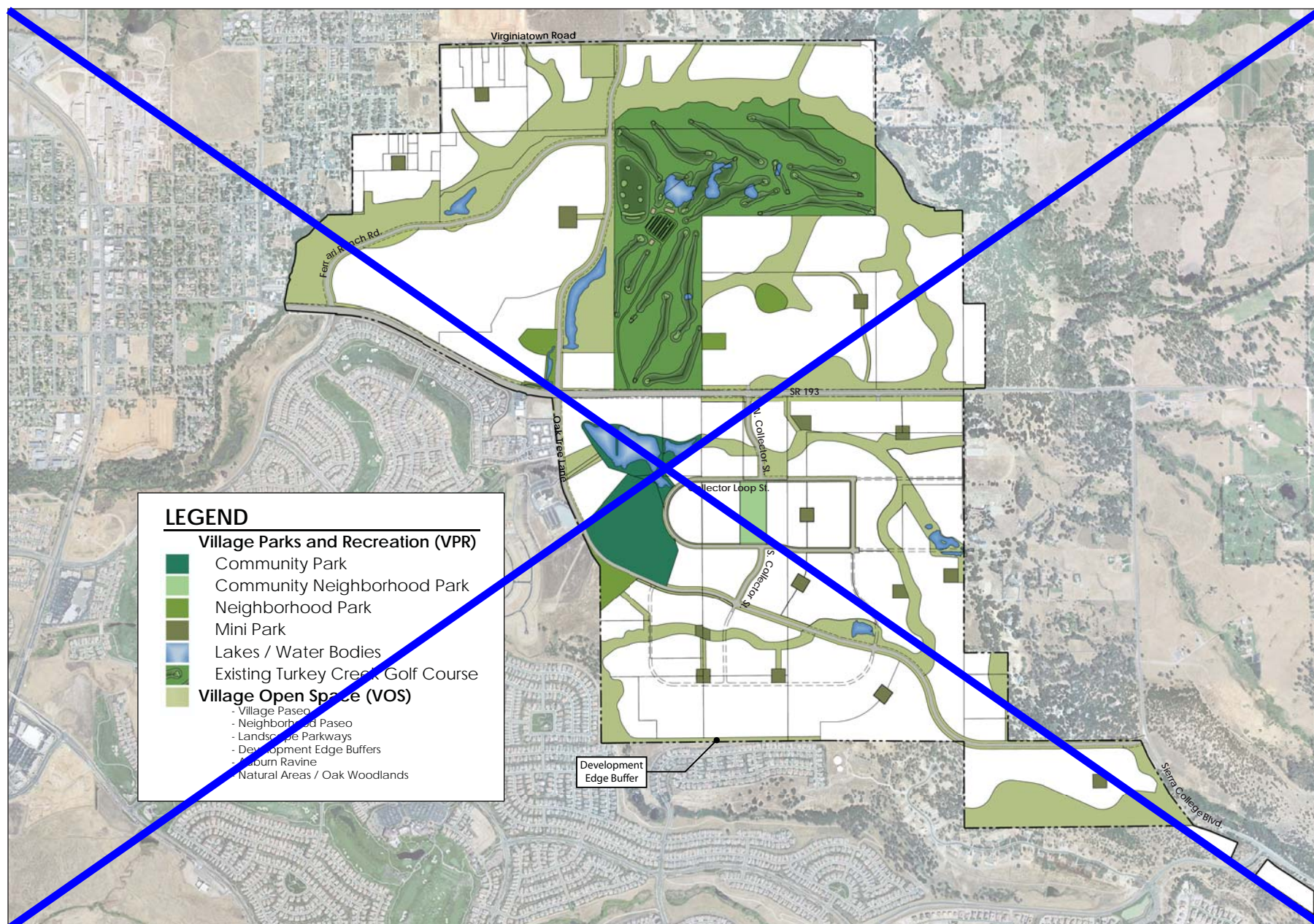
Mini Parks

A series of mini parks, ranging in size from 0.9 to 1.2 acres, will be located throughout Village 1. These smaller parks generally provide recreation amenities and open space intended to serve the uses located in the area surrounding the park. Typical amenities at mini parks may include children's play area with playground equipment, picnic tables/seating, gardens, walking/bike paths and other amenities.

General Park Development Guidelines

The following guidelines apply to parks within Village 1:

1. Parks should contain recreation amenities and facilities consistent with the needs of nearby residents.
2. Park landscaping should incorporate native plant species, wherever possible, to reduce irrigation and maintenance needs.
3. Incorporate on-site natural features, such as healthy, mature trees and waterways, into the park design wherever possible.
4. Parks should be linked to the surrounding land uses via trails and/or sidewalks.
5. Park amenities should be designed and constructed for maximum durability and safety and minimal maintenance.
6. Parks should be designed to facilitate surveillance by police, security services and nearby residents.
7. Park development should occur in conjunction with the adjacent residential development on a project-by-project basis.



N.T.S.

Exhibit 3.5: Open Space and Recreation Plan

[See Revised Exhibit](#)

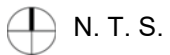
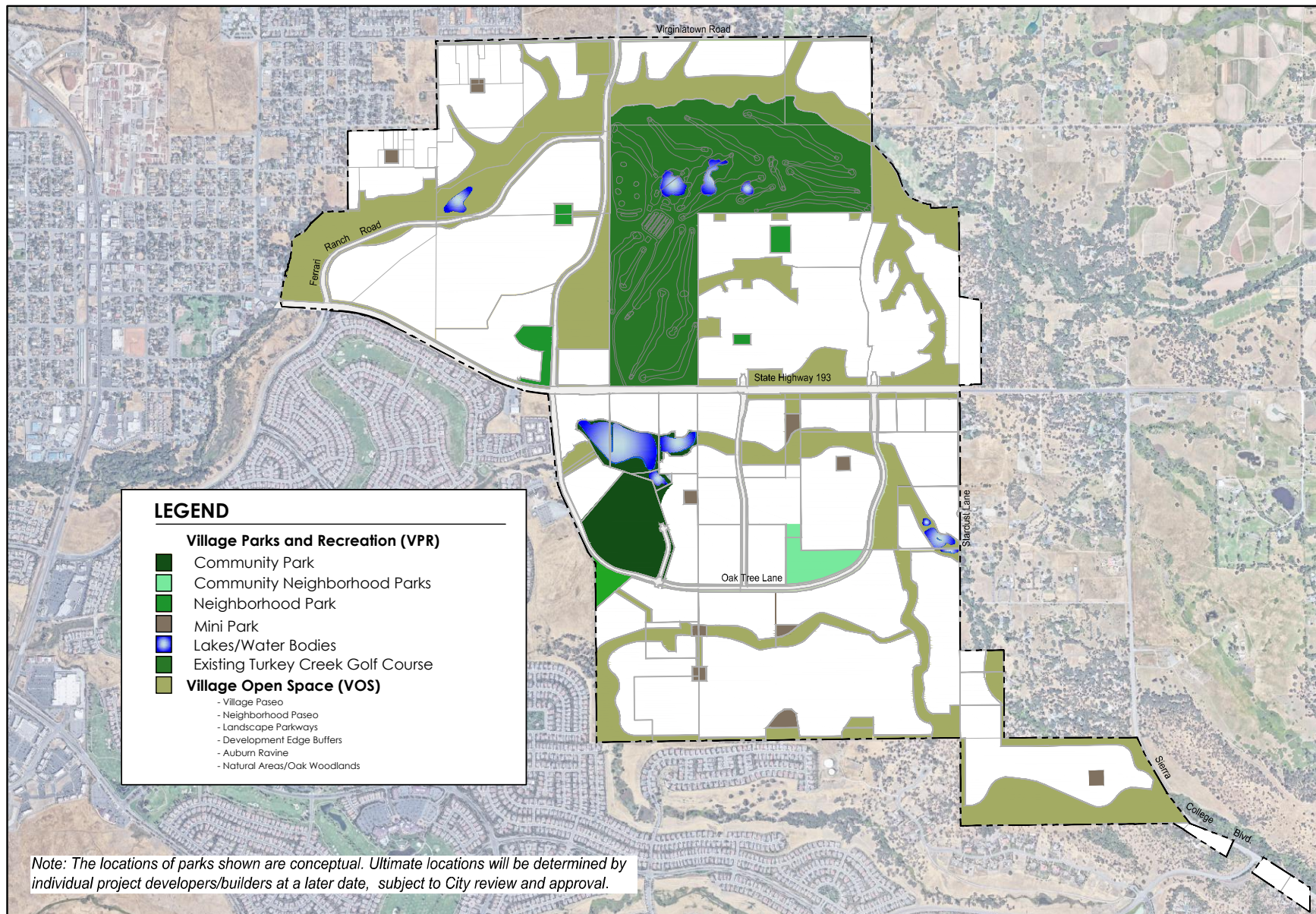


Exhibit 3.5: Open Space and Recreation Plan

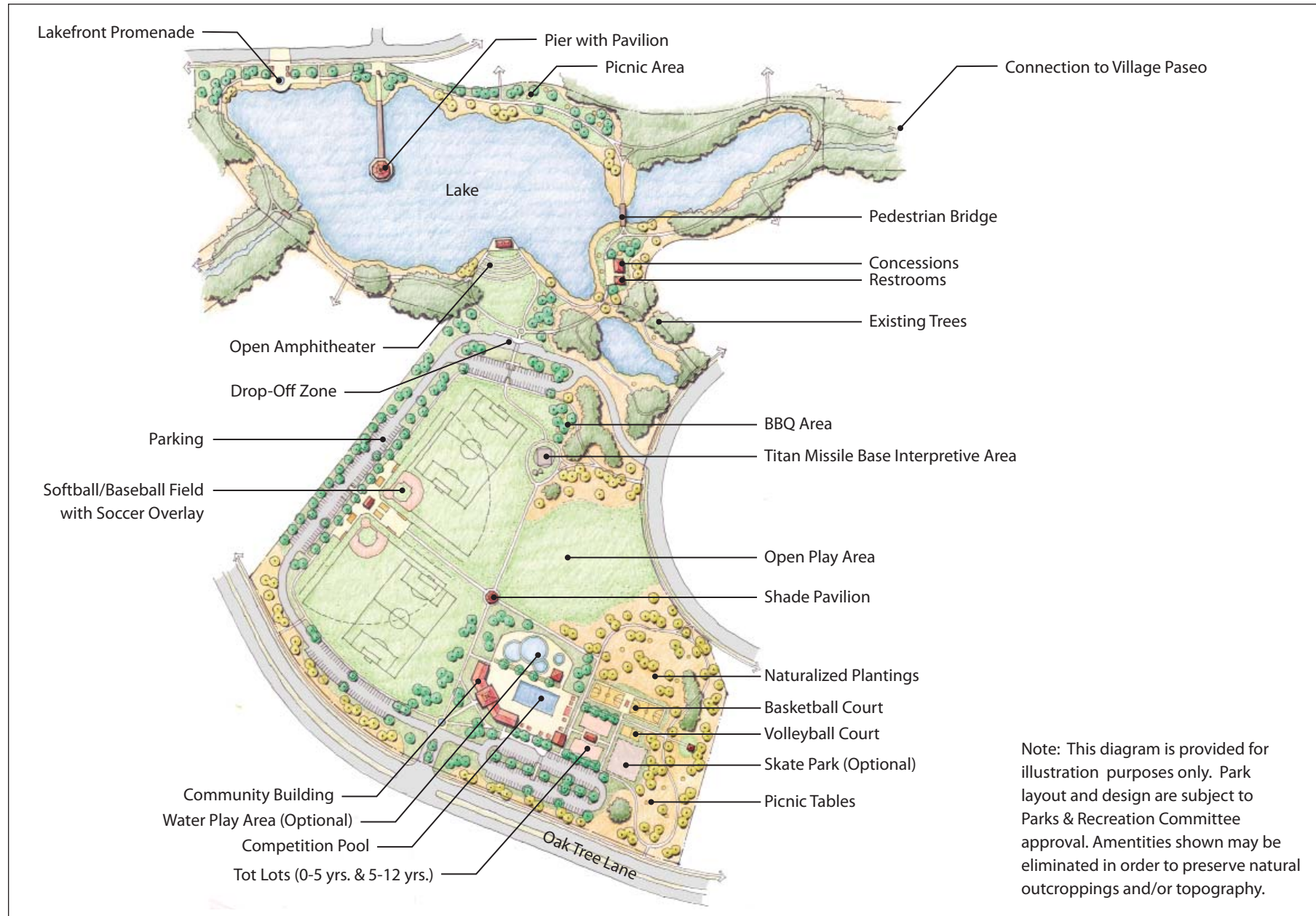
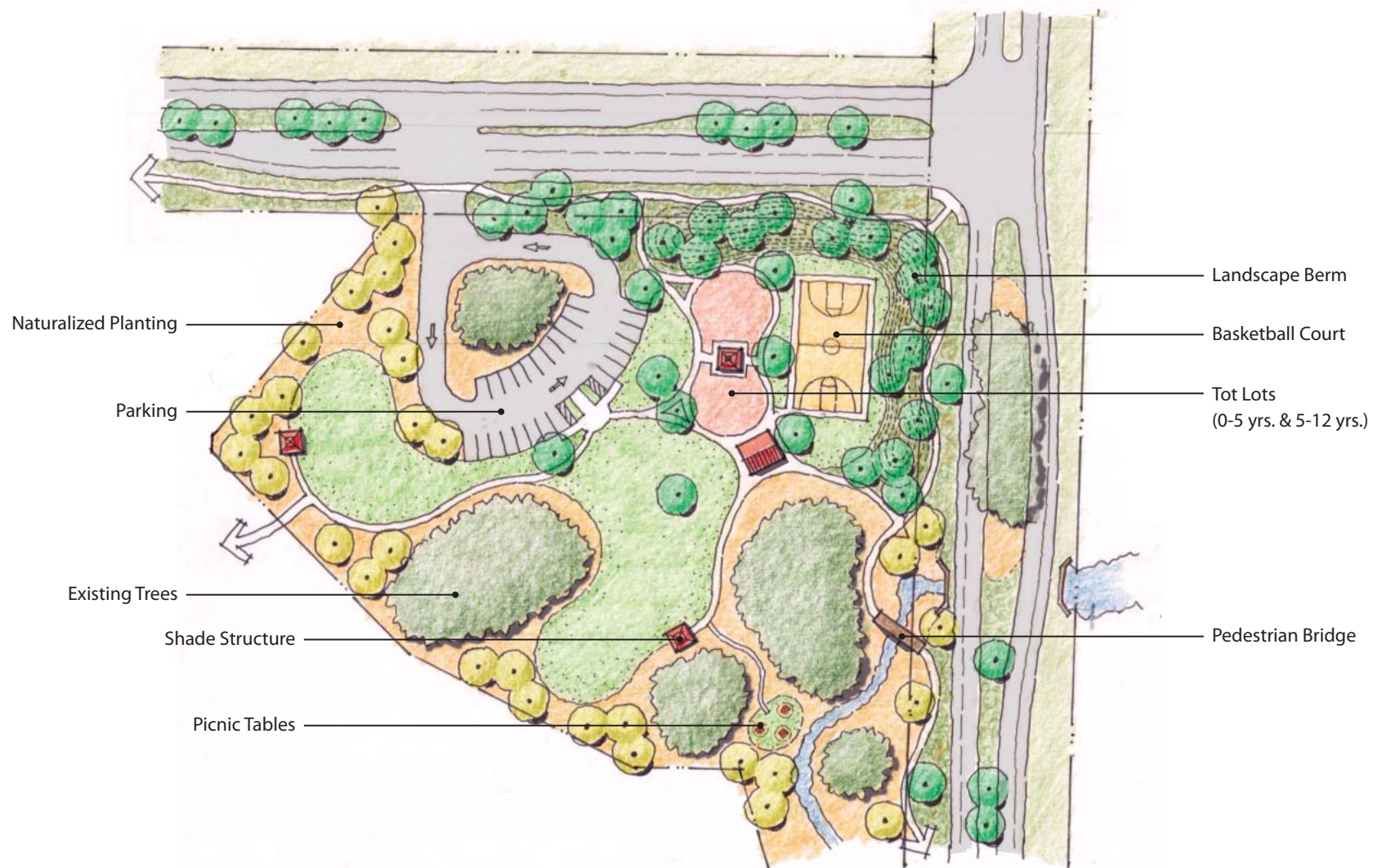


Exhibit 3.6: Conceptual Community Park Diagram





Exhibit 3.7: Conceptual Community/Neighborhood Park Diagram



Note: This diagram is provided for illustration purposes only. Park layout and design are subject to Parks & Recreation Committee approval. Amenities shown may be eliminated in order to preserve natural outcroppings and/or topography.

Exhibit 3.8: Typical Neighborhood Park Diagram





Note: This diagram is provided for illustration purposes only. Park layout and design are subject to Parks & Recreation Committee approval. Amenities shown may be eliminated in order to preserve natural outcroppings and/or topography.



Exhibit 3.9: Typical Mini Park Diagram

8. Parks shown on the Conceptual Master Landscape Plan shall be dedicated to the City in accordance with the requirements stipulated in the development agreements between the individual developers and the City. Maintenance of these public parks shall be provided by the City. Maintenance of private parks will be the responsibility of individual homeowners' associations.

3.4.6 Open Space

The open space component of the Village 1 community includes natural open space, landscape corridors adjacent to major streets, development edge buffers, and village paseo and neighborhood paseos (discussed in the next section). These areas are designated as open space to provide preservation of wetlands, wildlife and vegetative habitats, flood control through the use of enhanced drainageways, recreation areas, pedestrian/bicycle travel and buffer zones. The locations of the open space areas are depicted on Exhibit 3.5, Open Space and Recreation Plan.

Natural Open Space

Natural open space areas have been identified throughout Village 1 to allow for biological resource protection, oak tree preservation, and enhanced drainage features for

flood control. Public access to the natural open space areas will be provided, to the extent permitted by regulatory agencies, to allow residents to appreciate the nature, and stroll, hike and bike along the trails. The following guidelines apply to the design and development of natural open space areas:

1. Natural open space should be connected to other land uses by trails or paseos to the greatest extent feasible.
2. All-weather pedestrian/bicycle trails are permitted in the natural open space areas.
3. Landscaping, if provided, should incorporate native plant materials and blend with the natural character of the surrounding open space areas.
4. A program for removal of invasive plant species should be developed for all open space areas.
5. Grading and construction should be limited to trails, drainage channels and related features such as access road and bridge improvements, water quality enhancement basins, irrigation pumping facilities, etc. Areas disturbed by these construction activities should be re-vegetated with native annual grasses and/or other riparian vegetation.

6. Construction activities within natural open space areas will be subject to regulatory agency approvals, where applicable.
7. Land uses located adjacent to natural open space areas should be designed so as not to adversely impact the protected resources.

Landscape Corridors

Landscape corridors are provided along major streets in Village 1. They vary in width between 20' to 112', depending on the location. Design of landscape corridors should be consistent with the following guidelines:

1. Landscape corridors will be provided along the arterial and collector streets, as indicated in Chapter 4, Circulation Plan, of the Village 1 Specific Plan. These corridors will contain landscaping, sidewalks and/or multi-use trails, lighting and public utilities, and may incorporate entry treatments, signage and street furnishings at key locations. The landscape corridors/easements will be a minimum 25' wide from the edge of the roadway pavement along SR 193; 25' to 36' wide adjacent to residential areas along Oak Tree Lane, and adjacent to Auburn Ravine and residential areas along Ferrari Ranch Road; 20' wide adjacent to parks and natural open space areas along Oak Tree Lane and

Ferrari Ranch Road, and along the collector streets (refer to the street cross sections provided in Chapter 4 of the Village 1 Specific Plan).

2. At major street intersections, special plantings and other design amenities should be incorporated into the streetscape to reinforce the community's identity and character.
3. Special paving materials may be permitted at key intersections and entry ways to highlight these locations, subject to City approval.
4. Pedestrian paths within landscape corridors should be lit with low-level lighting sufficient for user safety.
5. A continuity of landscape materials should be provided throughout the landscape corridors. Where a landscape corridor abuts natural open space, the plant materials of the corridor should incorporate native plants and visually blend with the plantings in the open space area.

Development Buffer Edges

Development buffer edges occur along the southern boundary of the community between Village 1 development and the estate homes located in the Twelve

Bridges community. The buffer area will measure between 60' and 80' in width, and should contain landscaping that is designed to blend with the surrounding area. Plantings within the development buffer edges will vary depending upon site conditions, but in general should feature plant materials that are native, drought-tolerant and/or water-wise, and complement the surrounding environment.

3.4.7 Trails and Paseos

Pedestrian and bicycle connectivity is an important element in the design of Village 1. It is one of the key design elements that supports the establishment of social connections and community gatherings of a small town. Connectivity also strengthens the community's relationship to the natural environment. The pedestrian and bicycle trail network of Village 1 integrates and links neighborhoods and activity nodes with one another, as well as to natural open space features and surrounding communities.

The Village 1 trail network consists of six trail systems, including the village paseo, neighborhood paseos, Auburn Ravine trail, open space trails, SR 193 landscape corridor trails and sidewalks. Exhibit 3.10, Trail and Paseo Plan, depicts the conceptual locations of these trails/paseos. A typical cross section of each trail type is included in this section, except for the SR 193 landscape corridor trails and sidewalks, which are provided in the streetscape section of this chapter (Section 3.4.1). Ultimate trail/paseo locations and alignments will be determined based on site conditions, engineering feasibility and design refinement.

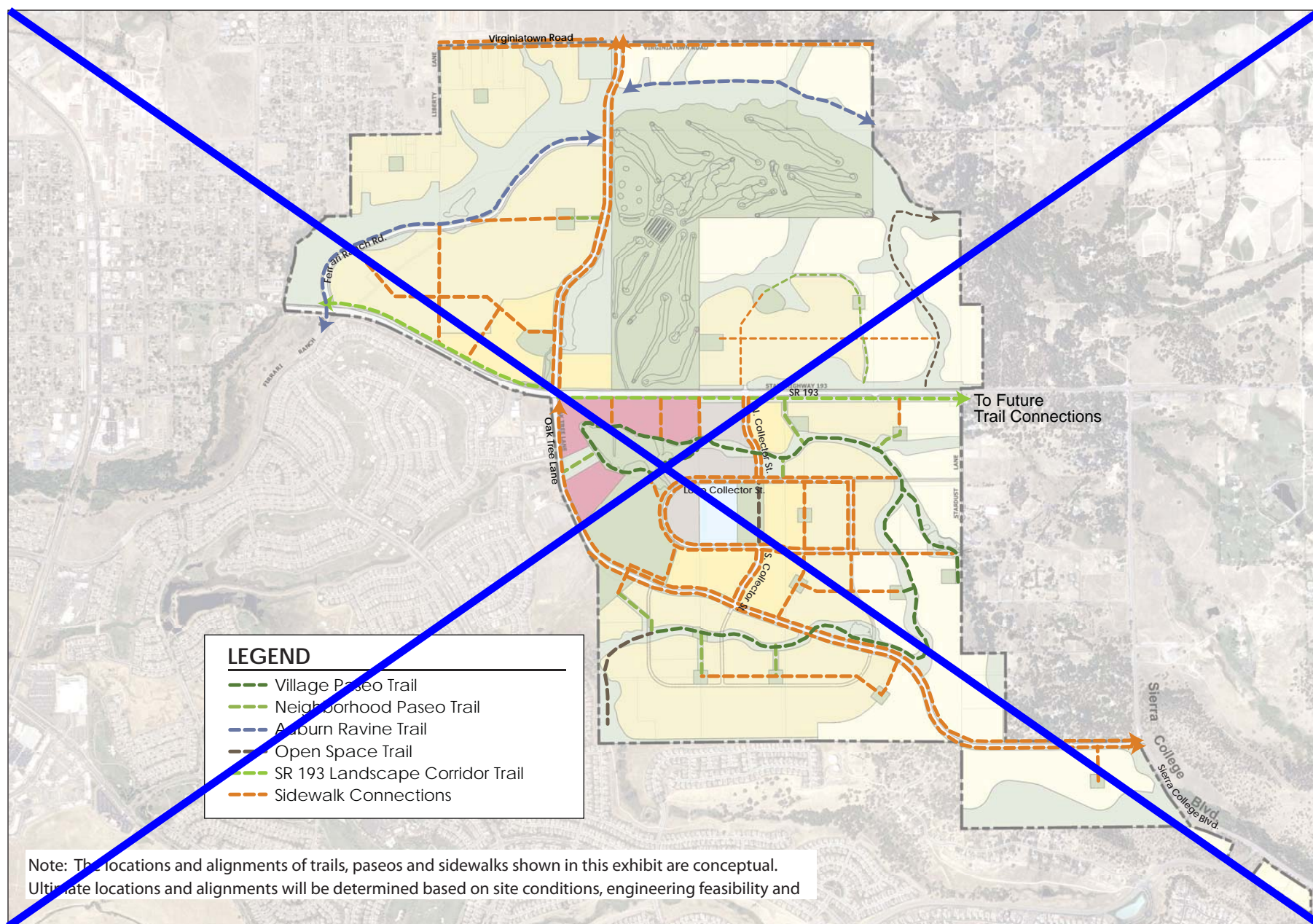
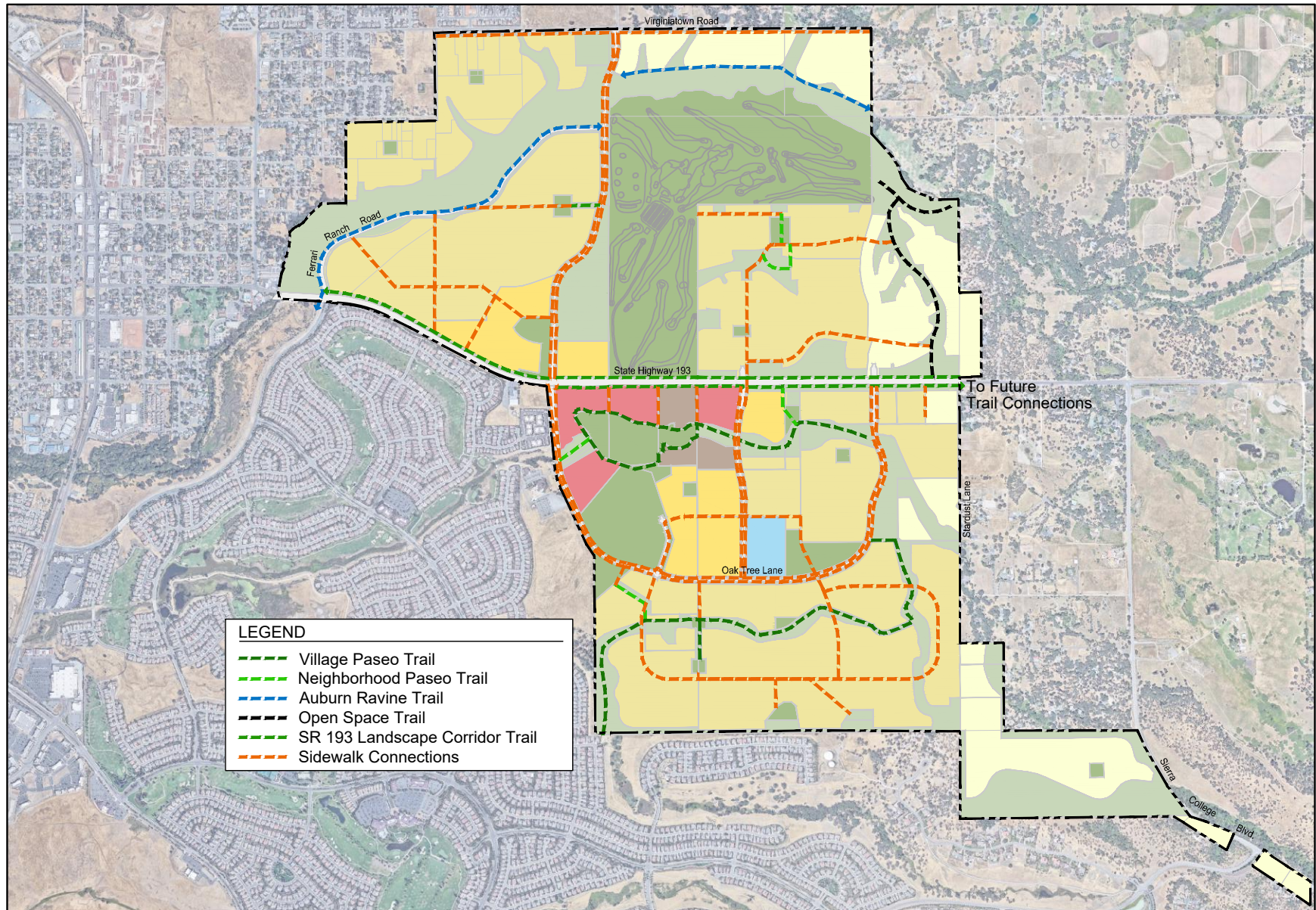


Exhibit 3.10: Trail and Paseo Plan

[See Revised Exhibit](#)



N.T.S.

Exhibit 3.10: Trail and Paseo Plan

Village Paseo

The village paseo is a major recreation amenity of Village 1. This 71.6 acre pedestrian/bicycle linkage system is located to the south of SR 193, traversing through the Village Center and various residential neighborhoods. The village paseo will include multi-use trails, drainage/bioswales and open space areas. Within the paseo, natural ponds will be preserved and enhanced where they occur. The village paseo is accessible from various residential areas and is connected to a series of parks via neighborhood paseos. In most locations, the village paseo will vary from 80' to 200' in width, including a minimum 10' wide multi-use trail that is constructed of decomposed granite or other suitable all-weather surfaces, and landscaped areas adjacent to the trail. Benches and seating areas may be provided along the trail, where appropriate. Around the lake area, the village paseo will narrow down to a maximum of 80' wide, and may incorporate special paving along the mixed use/lake frontage to establish a lake promenade. Planting along the village paseo should be more formal in character within the Village Center, and transition to informal as the paseo traverses through the residential neighborhoods.

Neighborhood Paseos

A series of neighborhood paseos will be located throughout Village 1, linking the village paseo to nearby

residential areas and parks. The neighborhood paseos will vary from 40' to 80' in width, and will include a 10' wide paved multi-use trail and informal plantings adjacent to the trail. The multi-use trail will be constructed of asphalt or other suitable all-weather surfaces.

Auburn Ravine Trail

The Auburn Ravine trail provides access to the natural riparian environment from residential neighborhoods, parks and open space areas within and surrounding Village 1. Informal in character, this trail system will incorporate a multi-use trail adjacent to natural open space. The trail should be designed around existing trees whenever possible. The multi-use trail will be a minimum 10' wide, paved with asphalt or decomposed granite.

Open Space Trails

Open space trails provide access to open space areas scattered throughout Village 1. By providing easy access to the open space areas, these trails help strengthen Village 1 residents' connection to their surrounding natural environment. These informal, multi-use trails will be a minimum 10' wide, paved with decomposed granite or other suitable all-weather surfaces.

SR 193 Landscape Corridor Trails

Multi-use trails will be located within the landscape corridors along SR 193. These landscape corridor trails provide streetside pedestrian and bicycle connections between Village 1 neighborhoods and the existing communities surrounding the Specific Plan area. The SR 193 landscape corridor trails will be a minimum 8' wide and be constructed of decomposed granite or other suitable all-weather surfaces. Plantings adjacent to the landscape corridor trails should be informal in nature. For the cross section of the SR 193 landscape corridor trail, please refer to Exhibit 3.3a.

Sidewalks

Sidewalks serve as the primary backbone pedestrian circulation network within the neighborhoods. They connect individual homes to gathering places and trails/paseos along Oak Tree Lane, Ferrari Ranch Road, collector and local streets, and feature more formal pedestrian walkways and enhanced landscape treatments. Sidewalks within Village 1 will vary in width between 4' to 6' and be constructed of concrete. Sidewalks along the major streets are shown on Exhibits 3.3.b to 3.3h.

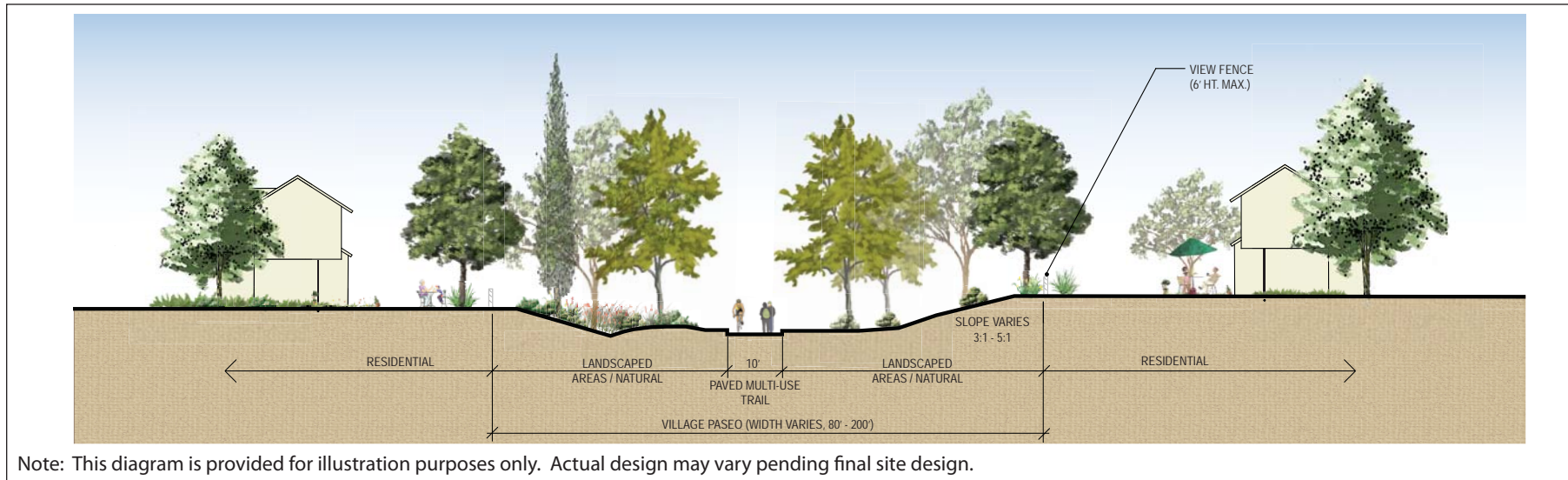


Exhibit 3.11a: Conceptual Trail Cross Section - Village Paseo (Typical)

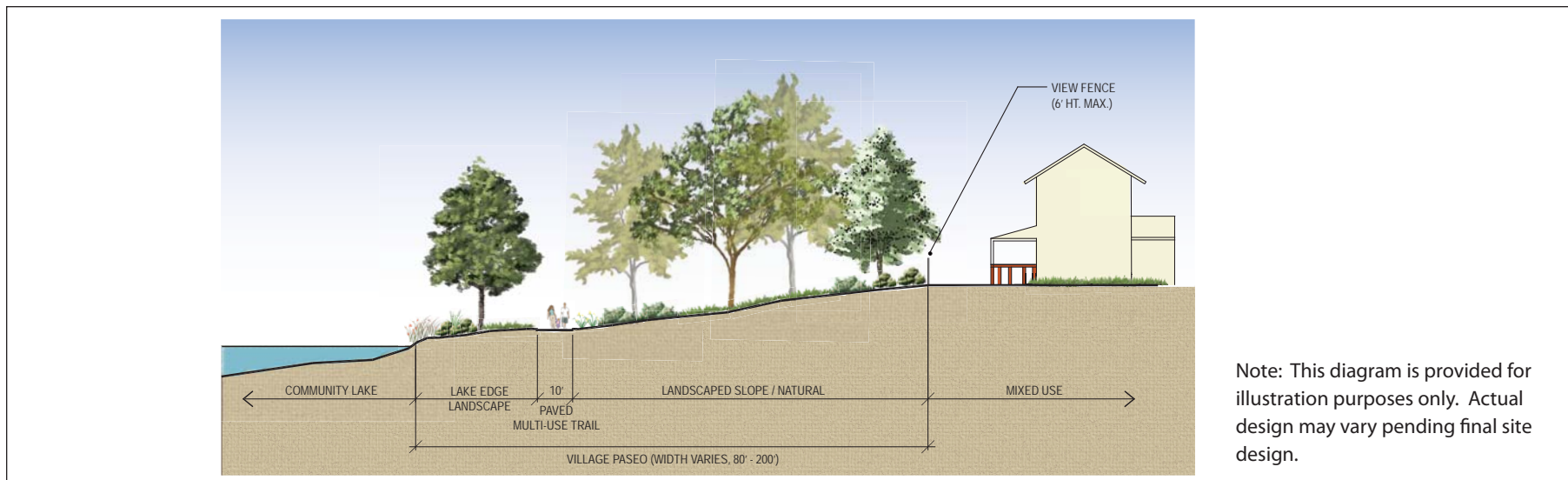


Exhibit 3.11b: Conceptual Trail Cross Section - Village Paseo (Along Lake Frontage in Mixed Use Residential Areas)

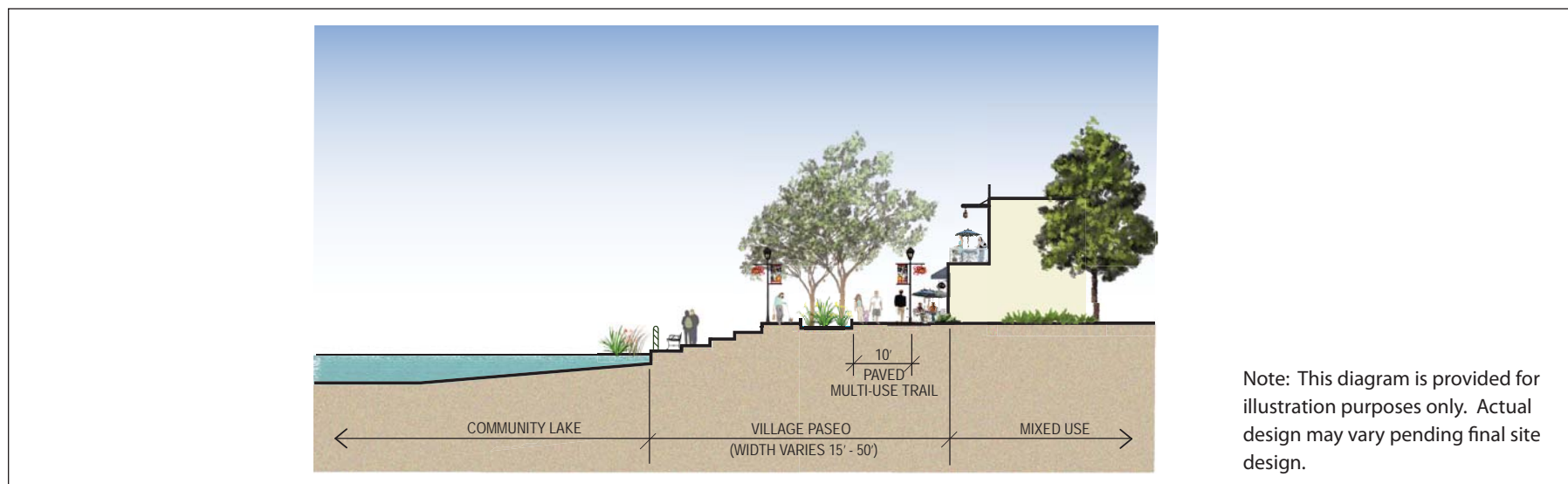


Exhibit 3.11c: Conceptual Trail Cross Section - Village Paseo (Along Lake Frontage in Mixed Use Commercial Areas)

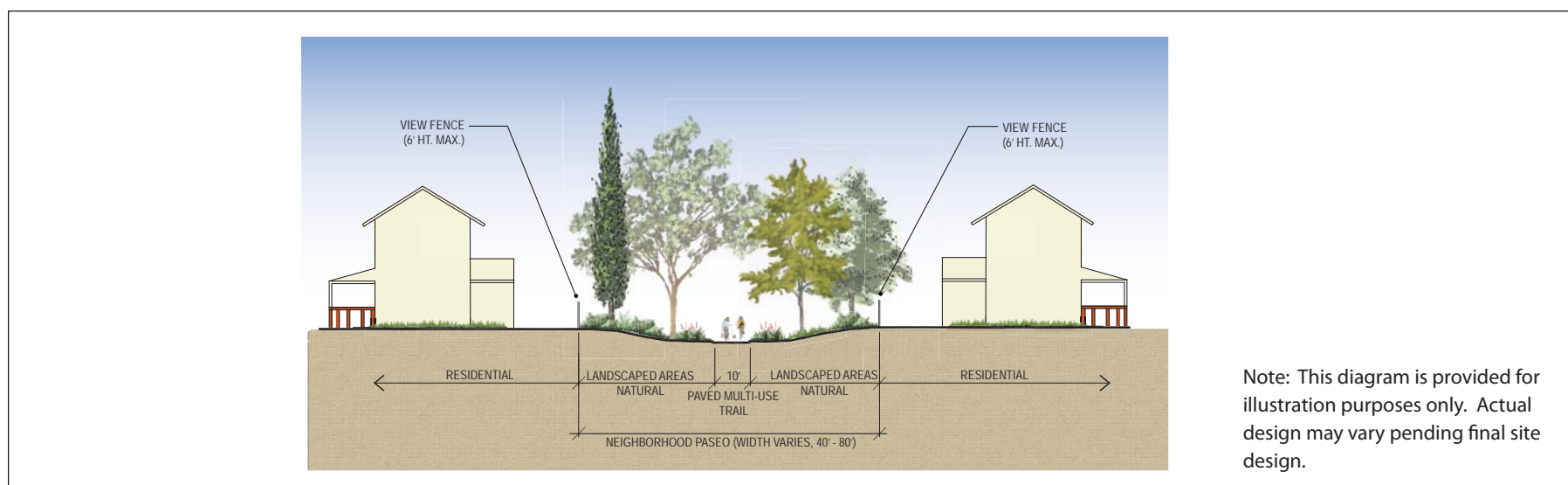


Exhibit 3.11d: Conceptual Trail Cross Section - Neighborhood Paseo (Typical)

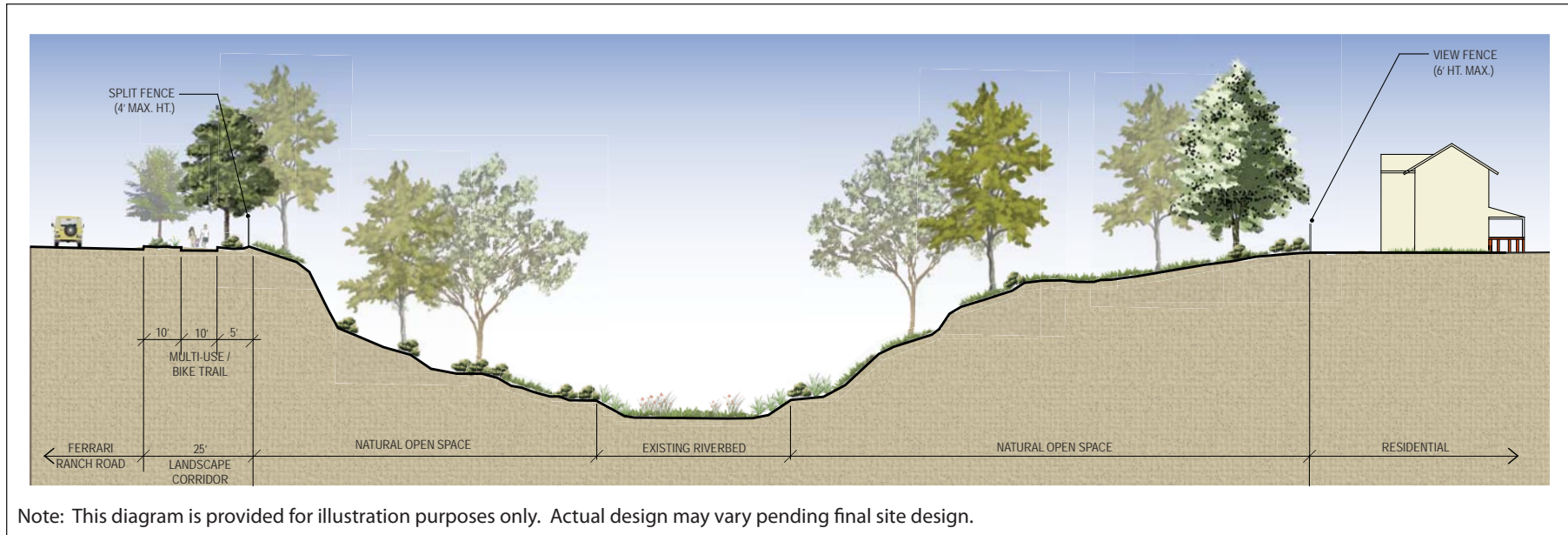


Exhibit 3.11e: Conceptual Trail Cross Section - Auburn Ravine Trail (Along Ferrari Ranch Road)

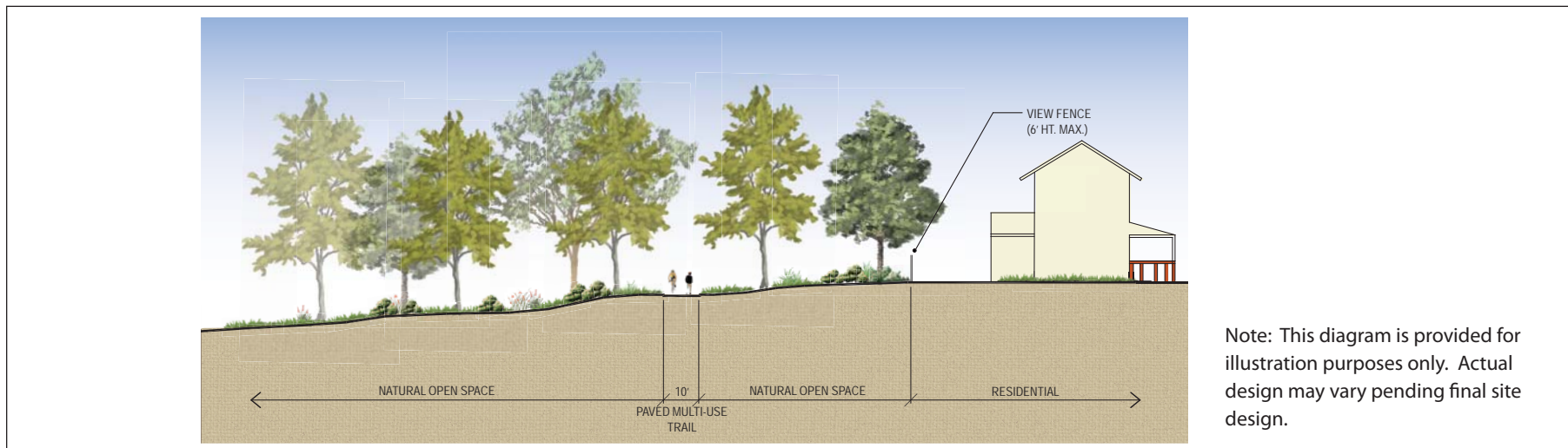


Exhibit 3.11f: Conceptual Trail Cross Section - Open Space Trail (Typical)

3.4.8 Plant Palette

It is the intent of these guidelines to provide flexibility and diversity in plant material selection, while maintaining a cohesive plant palette in order to establish greater unity and thematic identity in the Village 1 community. The plant materials listed in this section have been selected for their appropriateness to the project theme, climatic conditions, soil conditions, water requirements and ongoing maintenance. Plant material selections shall be reviewed and approved by the City during the review of the Specific Development Plan for individual projects. Additional plant materials not listed below may be allowed by the City on a case-by-case basis during review of the Specific Development Plan. Plant installation shall be provided per City standards.

The recommended plant palette is organized into the following three categories according to the area of use:

- » Community streetscape
- » Natural/naturalized areas, development edge buffer, landscape corridors, parks, paseos, entries, residential and mixed use areas
- » Parks, paseos, entries, residential and mixed use area only (for use in more manicured planting areas)

Table 3.1
Recommended Plant Palette

COMMUNITY STREETScape		
	Botanical Name	Common Name
Trees		
	<i>Alnus rhombifolia</i> *	White Alder
	<i>Celtis occidentalis</i> *	Common Hackberry
	<i>Cinnamomum camphora</i> *	Camphor Tree
	<i>Fraxinus uhdei</i> *	Evergreen Ash, Shammel Ash
	<i>Koelreuteria paniculata</i>	Golden Rain Tree
	<i>Lagerstromia indica</i>	Crape Myrtle
	<i>Liriodendron tulipifera</i> *	Tulip Tree
	<i>Nyssa sylvatica</i> *	Sour Gum, Tupelo, Pepperidge
	<i>Pinus canariensis</i>	Canary Island Pine
	<i>Pistacia chinensis</i> *	Chinese Pistache
	<i>Platanus acerifolia</i> 'Columbia'*	London Plane
	<i>Pyrus calleryana</i>	Ornamental Pear
	<i>Quercus coccinea</i> *	Scarlet Oak
	<i>Quercus palustris</i> *	Pin Oak
	<i>Quercus rubra</i> *	Red Oak, Northern Red Oak

* Indicates trees listed on the "City of Lincoln Suggested Street Trees List."

COMMUNITY STREETSCAPE

	Botanical Name	Common Name
	<i>Ulmus parvifolia</i> *	Chinese Evergreen Elm, Drake Elm
	<i>Zelkova serrata</i> *	Japanese Zelkova
Shrubs and Groundcovers		
	<i>Baccharis</i> spp.	Bush Baccharis
	<i>Buchloe dactyloides</i>	Buffalo Grass
	<i>Buxus microphylla</i>	Boxwood
	<i>Ceanothus</i> spp.	Ceanothus
	<i>Cotoneaster</i> spp.	Rockrose
	<i>Dietes</i> spp.	Fortnight Lily
	<i>Dimorphotheca</i> spp.	African Daisy
	<i>Hemerocallis</i>	Daylily
	<i>Nandina domestica</i>	Heavenly Bamboo
	<i>Pittosporum tobira</i>	Mock Orange
	<i>Rhamnus californica</i>	Coffeeberry
	<i>Raphiolepis indica</i> varieties	Indian Hawthorne
	<i>Rhus integrifolia</i>	Lemonade Berry
	<i>Ribes viburnifolium</i>	Evergreen Currant
	<i>Rosmarinus officinalis</i>	Rosemary
	<i>Trachelospermum jasminodes</i>	Star Jasmine
	<i>Verbena</i> spp.	Verbena

NATURAL/NATURALIZED AREAS, DEVELOPMENT EDGE BUFFER, LANDSCAPE CORRIDORS, PARKS, PASEOS, ENTRIES, RESIDENTIAL AND MIXED USE AREAS

	Botanical Name	Common Name
Trees		
	<i>Alnus rhombifolia</i>	White Alder
	<i>Cercis occidentalis</i>	Western Redbud
	<i>Cornus nutallii</i>	Western Dogwood
	<i>Pinus sabiniana</i>	Gray Pine
	<i>Platanus racemosa</i>	California Sycamore
	<i>Prunus ilicifolia</i>	Hollyleaf Cherry
	<i>Prunus lyonii</i>	Catalina Cherry
	<i>Quercus douglasii</i>	Blue Oak
	<i>Quercus lobata</i>	Valley Oak
	<i>Quercus morehus</i>	Oracle Oak
	<i>Quercus wislizenii</i>	Interior Live Oak
	<i>Salix lasiolepis</i>	Arroyo Willow
	<i>Torreya californica</i>	California Nutmeg
	<i>Umbellularia californica</i>	Bay Laurel

NATURAL/NATURALIZED AREAS, DEVELOPMENT EDGE BUFFER, LANDSCAPE CORRIDORS, PARKS, PASEOS, ENTRIES, RESIDENTIAL AND MIXED USE AREAS

	Botanical Name	Common Name
Shrubs and Groundcovers		
	Achillea millefolium	Yarrow
	Arctostaphylos 'Dr. Hurd'	Tree Manzanita
	Baccharis spp.	Bush Baccharis
	Carpenteria californica	Bush Anemone
	Ceanothus spp.	Ceanothus
	Cerastium tomentosum	Snow-In-Summer
	Cistus spp.	Rockrose
	Cotinus coggygria	Smoke Bush
	Cotoneaster spp.	Cotoneaster
	Eriobotrya japonica	Loquat
	Eriogonum fasciculatum	Wild Buckwheat
	Eschscholzia californica	California Poppy
	Fremontodendron spp.	Fremontodendron
	Gaura lindheimeri	Gaura
	Grevillea 'Noelli'	Grevillea
	Helianthemum scoparium	Sun Rose
	Heteromeles arbutifolia	Christmas Berry
	Hemerocallis spp.	Daylily

NATURAL/NATURALIZED AREAS, DEVELOPMENT EDGE BUFFER, LANDSCAPE CORRIDORS, PARKS, PASEOS, ENTRIES, RESIDENTIAL AND MIXED USE AREAS

	Botanical Name	Common Name
	<i>Juncus effusus</i>	Common Rush
	<i>Juncus patens</i>	Rush
	<i>Kniphofia uvaria</i>	Red-Hot Poker
	<i>Lavandula</i> spp.	Lavender
	<i>Mahonia aquifolium</i>	Creeping Oregon Grape
	<i>Mimulus aurantiacus</i>	Monkey Flowers
	<i>Oenothera californica</i>	California Evening Primrose
	<i>Polystichum munitum</i>	Western Sword Fern
	<i>Rhamnus californica</i>	Coffeeberry
	<i>Rhus ovata</i>	Sugar Bush
	<i>Ribes</i> spp.	Pink-Flowered Currant
	<i>Rosa californica</i>	California Wild Rose
	<i>Rosmarinus officinalis</i>	Rosemary
	<i>Salvia</i> spp.	Salvia
	<i>Santolina</i> spp.	Santolina
	<i>Sambucus mexicana</i>	Tapiro
	<i>Teucrium fruticans</i>	Bush Germander
	<i>Verbena</i> spp.	Verbena
	<i>Woodwardia fimbriata</i>	Giant Chain Fern

NATURAL/NATURALIZED AREAS, DEVELOPMENT EDGE BUFFER, LANDSCAPE CORRIDORS, PARKS, PASEOS, ENTRIES, RESIDENTIAL AND MIXED USE AREAS

	Botanical Name	Common Name
	Zauschneria spp.	California Fuchsia
Grasses		
	Bouteloua gracilis	Blue Gramma
	Bromus carinatus	California Brome
	Buchloe dactyloides	Buffalo Grass
	Carex spp.	Sedge
	Festuca californica	California Fescue
	Leymus tritichoides	Beardless Wild Rye
	Muhlenbergia lindheimeri	Lindheimer Muly
	Muhlenbergia rigens	Deer Grass
	Nassella lepida	Foothill Needle Grass
	Penstemon spp.	Fountain Grass
	Sisyrinchium bellum	Blue-Eyed Grass

**PARKS, PASEOS, ENTRIES RESIDENTIAL AND MIXED USE AREAS ONLY
(FOR USE IN MORE MANICURED PLANTING AREAS)**

	Botanical Name	Common Name
Trees		
	Betula nigra 'Heritage'	Heritage Birch
	Cedrus deodara	Deodar Cedar
	Cercis canadensis	Eastern Redbud
	Cornus kousa	Korena Dogwood
	Cypressus sempervirens	Italian Cypress
	Ginkgo biloba	Ginkgo
	Laurua nobilis	Sweet Bay
	Liquidambar styraciflua	Sweetgum
	Pinus halepensis	Aleppo Pine
	Podocarpus gracilior	Fern Pine
	Tilia cordata 'Greenspire'	Littleleaf Linden
	Umbellularia californica	Bay Laurel

**PARKS, PASEOS, ENTRIES RESIDENTIAL AND MIXED USE AREAS ONLY
(FOR USE IN MORE MANICURED PLANTING AREAS)**

	Botanical Name	Common Name
Shrubs and Groundcovers		
	Agapanthus africanus	Lily of the Nile
	Artemisia californica	Coastal Sagebrush
	Artemesia pycnocephala	Beech Sagewort
	Buxus microphylla	Boxwood
	Comarostaphylis diversifolia	Summer Holly
	Dietes spp.	Fortnight Lily
	Dimorphotheca spp.	African Daisy
	Disctictus buccinatroia	Bloodred Trumpetvine
	Elaegmus pungens	Silverberry
	Escallonia 'Fradesii'	Escallonia
	Feijoa sellowiana	Pineapple Guava
	Garrya elliptical	Coast Silk Tasse
	Grevillea rosmarinifolia	Rosemary Grevillea
	Lantana montevidnesis	Trailing Lantana
	Lavendula dentata 'Candicans'	French Lavender
	Lavatera spp.	Mallow
	Ligustrum japonicum 'Texanum'	Texas Privet

**PARKS, PASEOS, ENTRIES RESIDENTIAL AND MIXED USE AREAS ONLY
(FOR USE IN MORE MANICURED PLANTING AREAS)**

	Botanical Name	Common Name
	Liriope muscari	Lily Turf
	Lyonothamnus floribundus	Catalina Ironwood
	Malosma laurina	Laurel Sumac
	Melaleuca nesophila	Pink Sumac
	Myoporum laetum	Myoporum
	Myrica californica	Pacific Wax Myrtle
	Nandina domestica	Heavenly Bamboo
	Phormium tenax	New Zealand Flax
	Pittosporum tobira	Mock Orange
	Quercus dumosa	Shrub Oak
	Rhamnus crocea	Redberry
	Rhaphiolepis indica varieties	Indian Hawthorne
	Rhus integrifolia	Lemonade Berry
	Ribes viburnifolium	Evergreen Currant
	Stachys byzantina	Lamb's Ears
	Trachelospermum jasminodes	Star Jasmine
	Viburnum tinus	Laurustinus

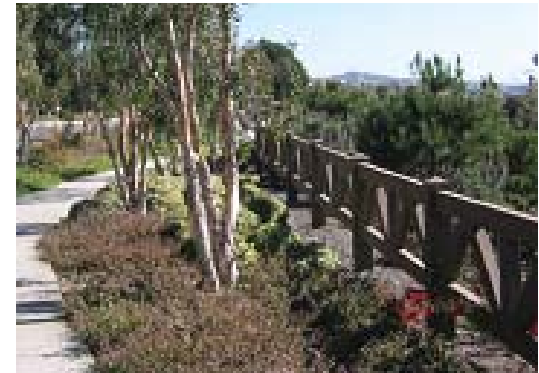
PARKS, PASEOS, ENTRIES RESIDENTIAL AND MIXED USE AREAS ONLY (FOR USE IN MORE MANICURED PLANTING AREAS)		
	Botanical Name	Common Name
Grasses		
	Festuca idahoensis	Idaho Fescue
	Festuca longifolia	Hard Fescue
	Festuca mairei	St. Yves
	Festuca ovina	Sheep Fescue
	Hordeum californicum	California Barley
	Miscanthus transmorrissonensis	Evergreen Miscanthus
	Poa erecta	Blurggrass
	Sesleria autumnalis	Autumn Moor Grass
	Stipa cernua	Foothill Stipa

3.4.9 Community Walls and Fences

A cohesive wall and fence program is important to the overall appearance of the Village 1 community. Walls and fences will be used to define the limits of property ownership, maintain privacy, attenuate sounds, provide for views and promote safety. Within Village 1, walls should not be a major visual element, and should be minimized to preserve views, and maintain the scenic character wherever possible. Community wall and fence locations along major streets and open space/recreation areas in Village 1 are identified in Exhibit 2.12. The locations shown are conceptual, and may vary subject to final site design by individual developers/builders and noise mitigation requirements. Individual developers/builders of future development projects shall submit the detailed design of walls and fences to the City for review and approval as part of the subsequent Specific Development Plan/Tentative Map process.

Below are the general guidelines for community walls and fences within Village 1:

1. Where walls and fences face public streets and view corridors, they should appear thematically consistent in style, material and height.



Split Rail Fence



View Fence



Community Wall

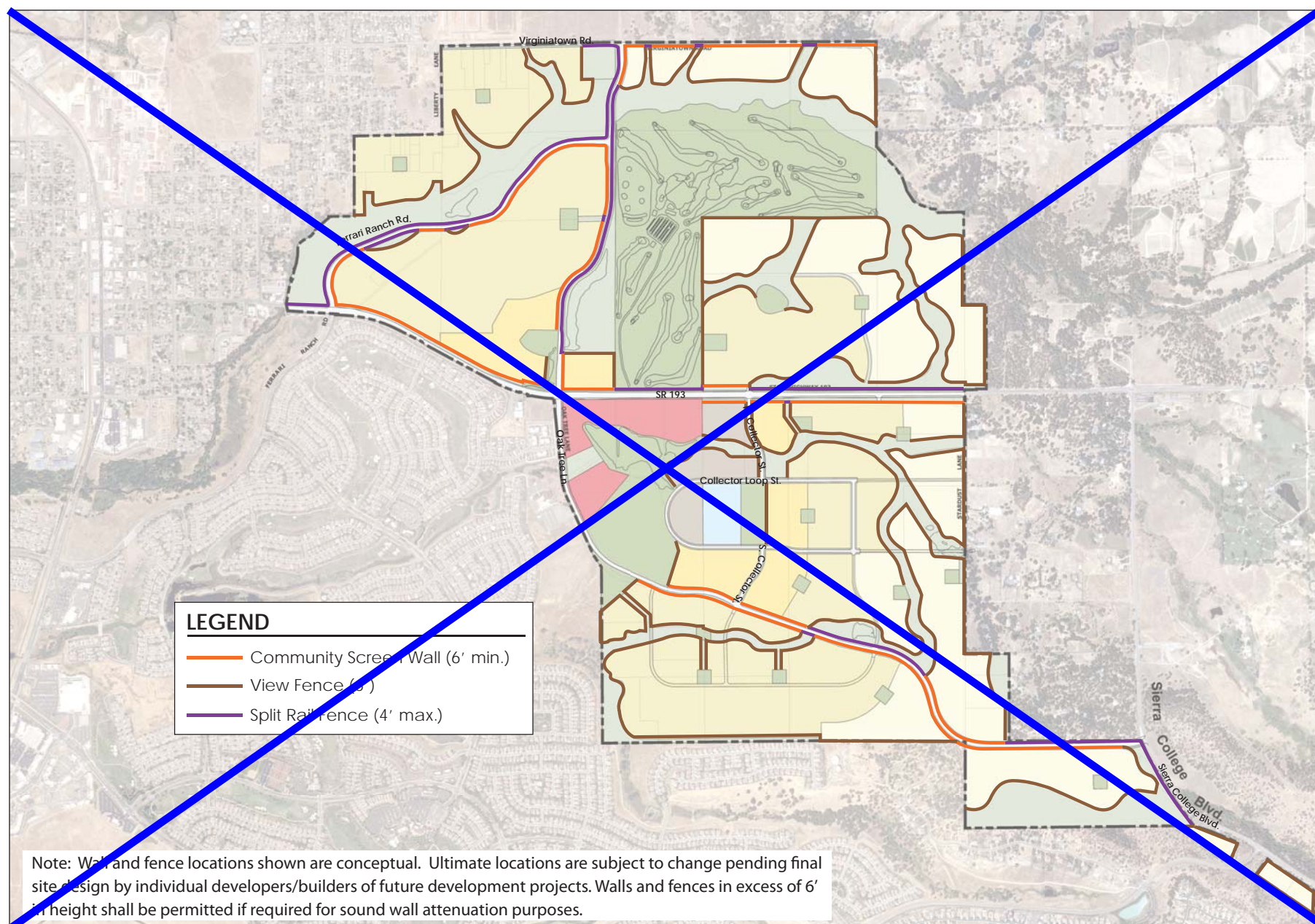
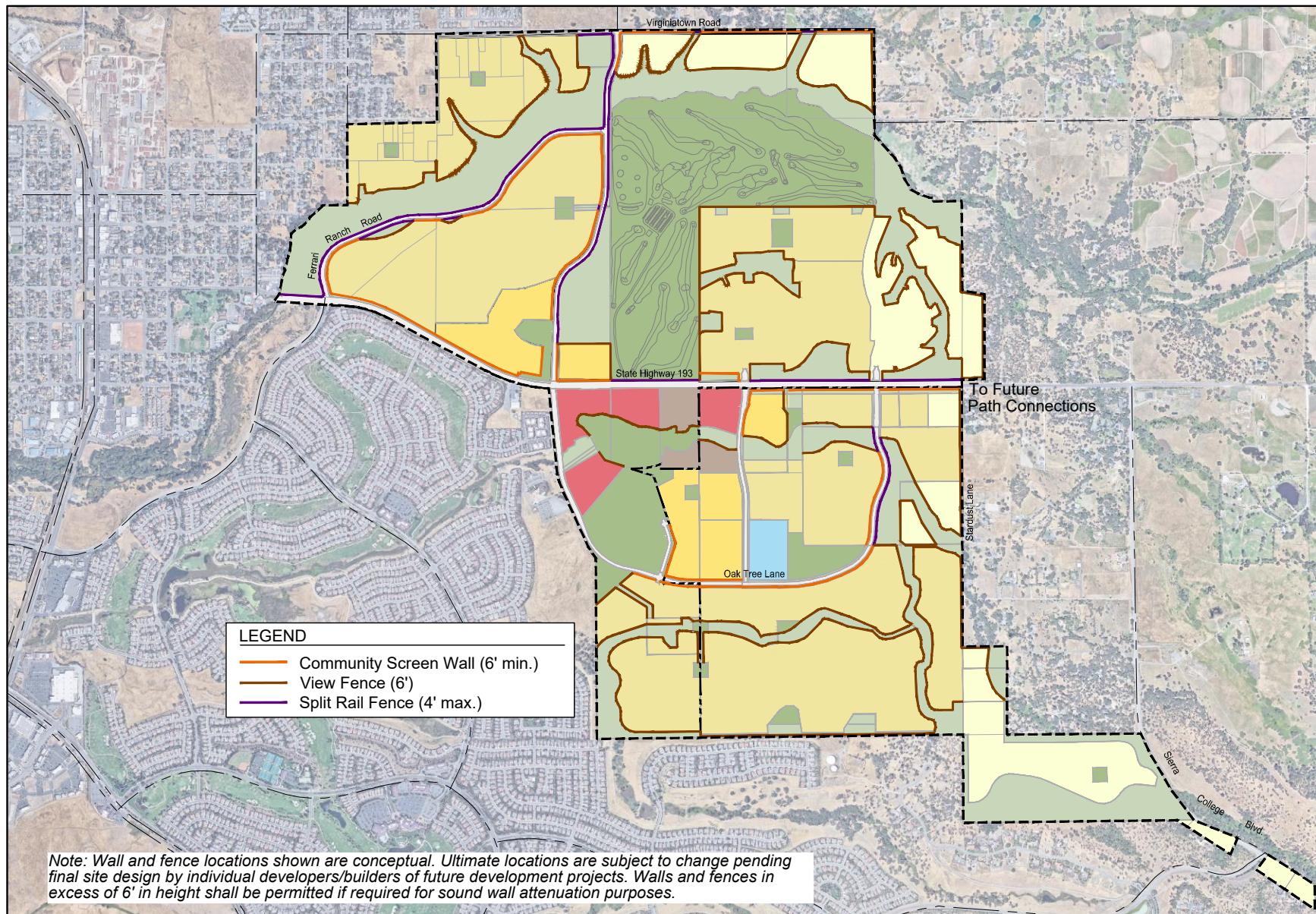


Exhibit 3.12: Conceptual Community Wall and Fencing Plan

[See Revised Exhibit](#)



⊕ N.T.S.

Exhibit 3.12: Conceptual Community Wall and Fencing Plan

2. Permitted types of walls and fences include, but are not limited to, colored precision block walls, split-face block walls, manufactured stone and stone walls, brick and simulated brick walls, wrought iron or tubular steel fencing, decorative metal, half block wall/glass or equivalent, vinyl fencing, wood fencing, and other types of materials acceptable to the City.
3. View fences and split rails should be used in areas adjacent to natural open space, parks and paseos to maintain views and minimize a walled-in feel throughout the community.
4. To soften wall visibility, combination walls (walls that are constructed of solid material at the bottom with view fencing on top) on berms are encouraged in place of solid screen walls.
5. Community screen walls should be a minimum of 6' in height, unless a greater height is necessary for sound attenuation and/or public safety purposes. View fences should be 6' in height. Split rail fences should not exceed 4' in height. Combination wall/fence and berms are permitted, but not required along SR-193, Oak Tree Lane, Ferrari Road, and Virginia Town Road. The height of the wall or fence should be measured

from the highest ground level immediately adjacent to the base of the wall/fence.

6. Walls and fences should be constructed of durable materials, colors and textures that are harmonious with the surrounding architecture or open space landscape.
7. Chain link fences of black, vinyl-clad or equivalent materials may be used to provide security for public uses such as schools, parks or other recreation areas. Chain link fences should not be used in mixed use or residential neighborhoods except as temporary construction fencing.

3.5 Signage Guidelines

Signage contributes to the overall sense of character, quality and identity for the community, and provides directional and location information. The following signage guidelines apply to development within Village 1:

1. A cohesive, coordinated signage program should be implemented for the Village Center to establish a sense of place, identity and orientation.

2. Signage for individual uses within the Village Center should have its own identity while responding to the overall character of the Village Center.
3. Wayfinding features should be designed in a clear and consistent manner that eliminates visual clutter and confusion, and facilitates easy movement and traffic flow throughout the area.
4. Signage design should contribute to a positive streetscene appearance.
5. Sign size and quantity should be compatible with the scale of the development.
6. Signs should be designed so that they are integrated with the building design.
7. Wall signs should be compatible in size and quantity with the dimensions of the wall on which the sign is to be installed.
8. Colors of the signs should contribute to legibility and design integrity.
9. Signs should be constructed of high quality materials that are compatible with the design of the facade on which they are placed.

3.6 Lighting Guidelines

Sufficient and appropriate outdoor lighting is an essential component of providing wayfinding, maintaining nighttime views and ensuring public safety. The following lighting guidelines apply to development within Village 1:

1. Lighting design should be an integral part of the overall site and building design. Lighting design should complement the surrounding streetscape and architecture, and be incorporated into other nearby design elements.
2. Street lights, walkway lighting, architectural lighting and landscape accent lighting should be aesthetically pleasing and subdued, while providing for public safety. Use low-energy, shielded light fixtures that direct light downward to minimize glare. Up-lighting of architectural features and landscaping may be permitted.
3. Street lights should be located at regular intervals along streets and at intersections, cul-de-sacs, corners, and areas where pedestrians might commonly

encounter vehicular traffic, or as required by the City of Lincoln.

4. Public Right of Way and parking areas should be adequately illuminated for public safety as required by City of Lincoln. Human-scaled light poles, bollards or path lights should clearly mark the path of travel to enhance pedestrian safety and comfort.
5. Lighting for non-residential development should be screened from direct view from adjacent residential uses. Lighting for non-residential development should be designed to minimize glare, obtrusive light and artificial sky glow by limiting lighting that is misdirected, excessive or unnecessary, while at the same time maintaining a safe environment.
6. Lighting that represents movement, flashes, blinks or is of unusually high intensity or brightness is prohibited, except during holiday seasons when flashing lights used for holiday displays are permitted.
7. Lighting in residential areas and along streets and trails should be designed to minimize artificial lighting from reflecting into adjacent natural open space.
8. Incorporate energy-saving light fixtures, where feasible.

9. Lighting should conform to local codes and ordinances, applicable safety and illumination requirements, and California Title 24 requirements.

3.7 Site Planning Guidelines

Village Center

The goal of the Village Center is to create a compact development that supports a diverse mix of compatible uses, defines public spaces and encourages pedestrian activity. The following site planning guidelines are provided to help achieve the goal:

1. Development should visually and functionally contribute to the creation of a coherent, well-defined and active public realm that promotes pedestrian activity and social interaction.
2. Activate the street by providing ground-floor uses that are appealing to pedestrians, such as retail shops and restaurants.
3. Provide unifying site design elements, such as lighting, signage, paving and landscape treatments, to visually

- tie all uses within the Village Center together and establish a strong identity.
4. Outdoor spaces such as central greens, plazas, courtyards, promenades and gardens that promote pedestrian activity and social interaction are strongly encouraged. Where appropriate, outdoor spaces should be designed to allow for flexible use and be clearly defined by buildings and/or open space/ landscape features, comfortably scaled, landscaped for shade and visual appeal, furnished with seating and enhanced paving, and well illuminated for evening use.
5. Orient the front of the buildings toward streets, paseos/trails and public spaces, wherever possible.
6. Combine compatible architectural and landscape forms in building and site designs to ensure that the mixed use development achieves a distinctive and cohesive image.
7. The design, style and color of street and plaza furniture should be compatible with the principal architectural themes and/or architectural details of the primary building(s) in the development.
8. In most instances, vehicular and pedestrian circulation routes should be separated and clearly defined by landscape and site design elements.
9. Intersection nodes, where vehicular and pedestrian activities occur, may feature enhanced paving at select locations to signify the mix of these activities, subject to City approval.
10. Adequate walkway widths and design should be provided for universal access.
11. Builders should coordinate parcel-to-parcel pedestrian and automobile connections with one another. It is recommended that at least one street connection be provided between adjacent non-gated parcels, where feasible and appropriate. Where the street pattern of one parcel is previously established, the subsequent parcel should build the street pattern off the existing connection.
12. Appropriate traffic calming measures, such as narrower traffic lanes, on-street parking, etc., should be provided in the Village Center to help reduce traffic speeds, promote attentive driving and increase yield to pedestrians.

13. Shading elements, special paving and street furniture should be provided along pedestrian routes and retail frontages to enhance pedestrian experience and provide physical comfort.
14. Encourage the use of meaningful and functional public art elements in the Village Center.
15. The rear, loading, trash and storage areas of buildings should be oriented and/or screened, to the extent feasible, so that these areas are not visible from streets, paseos/trails, open space, parks or residential properties.

Residential Neighborhoods

The goal of the Village 1 project is to integrate a variety of housing types into one cohesive neighborhood fabric. The following site planning guidelines apply to residential neighborhoods in Village 1:

1. For single family units, consider building residential products in enclaves of 125 or fewer dwelling units to promote a more intimate and less “mass produced” environment.

2. Careful considerations should be given to building placement and street orientation to help protect privacy, views and visual quality of the neighborhoods.
3. Builders should make an effort to coordinate parcel-to-parcel pedestrian and automobile connections between adjacent parcels and ownerships, where appropriate.
4. The layout of neighborhood streets should discourage excessive speed to enhance pedestrian safety.
5. Blocks should be formed at reasonable lengths so as to avoid long, unbroken rows of houses. Typically 400’ - 600’ block lengths.
6. Pedestrian pathways should be provided throughout the neighborhoods to connect to parks and open space. The pathways may be located in paseos or along the streets. Trees along the pathways should provide shade to enhance pedestrian comfort.
7. Where feasible, orient single-family attached and multi-family buildings in a manner that creates open space pockets and opportunities for recreational nodes.

8. To avoid monotony in appearance, single-family homes in a neighborhood should offer a variety in elevations, floor plans, roof designs, materials, colors, garage orientations, outdoor living spaces, and style-appropriate architectural detailing. Single-family attached and multi-family neighborhoods should offer a mix of floor plans and building types.
9. Garages in single-family detached neighborhoods should be positioned to de-emphasize their visual impact and allow the visually interesting features of the house to dominate the streetscene.
10. The use of carports should be minimized in general. Where carports are provided, the style, color and materials of these structures should be compatible with that of the primary buildings. Continuous carports at building entries are discouraged.

Visible Perimeter Edges

Neighborhood identity is closely tied to its interaction with community streets, open space networks and edge conditions. Creativity in site planning should place a priority in establishing open space nodes along the perimeter edges of the site to avoid a continuous edge of built-up development. The following guidelines are

provided to maintain visual quality and minimize hard edges to the development:

1. Building elevations visible from streets, trails, open space and parks should incorporate enhanced architectural detailing, such as change in colors and/or materials, building trim around doors and windows, recessed or “pop out” doors or windows (if consistent with the architectural style), or alteration in size and shape of windows.
4. Single loaded streets may be located along perimeter edges, requiring no screen walls and allowing the articulated front elevation of homes to face the perimeter of the development.
5. Cul-de-sac designs are encouraged at perimeter edges where the end of the cul-de-sac terminates, requiring no screen walls and providing pedestrian access to adjacent open space and paseos/trails. Side elevation of homes should be enhanced where they abut open space that are part of the Paseo system or are traffic'd edges, where feasible. Screen walls are allowed to enclose private rear yard areas.

6. Other creative site plan techniques that provide visual interest to the perimeter edges of the Specific Plan and are consistent with the intent of these site planning guidelines shall be permitted.

3.8 Architectural Guidelines

The purpose of the architectural guidelines is to identify the general architectural design criteria for buildings in Village 1. The design guidelines presented herein are intended to establish the overall architectural character for the community and reflect the historical development precedents of Lincoln. The goal is to promote both visual compatibility and variety in a small town setting by utilizing a number of compatible traditional and contemporary styles and through quality architectural innovation. This ensures that Village 1 will be developed in a manner that will blend with and enhance the existing character of the City.

3.8.1 Architectural Character

The architectural character envisioned for Village 1 reflects the early and mid 20th century architectural styles found in Lincoln and the surrounding towns. The design intent is to create a collection of intimate neighborhoods that will blend gracefully into the existing residential communities

of Lincoln. To achieve this, a number of architectural styles have been identified as appropriate for use in Village 1. In addition, building design should focus on human-scale details that enhance the pedestrian friendly character of the neighborhoods, such as front porches, enhanced entries, a mix of materials and textures, and authentic detailing on features. Together, these design features enliven the streetscene and promote the friendly interaction of neighbors.

The architectural styles planned for Village 1 include, but are not limited to, the following:

- » American Farmhouse
- » American Foursquare
- » Bungalow
- » Craftsman
- » Delta/French Colonial (for Mixed Use buildings only)
- » Monterey
- » Ranch
- » Spanish Eclectic

A description of each architectural style and key design features are included in this section. The descriptions and illustrations are intended to serve as design inspiration for the development of architecture in Village 1, and are not indicative of the actual product types in individual projects.

This General Development Plan allows flexibility to create variety in architectural expressions and interpretation of the design styles, while also establishing the framework to achieve harmony and compatibility throughout the neighborhoods.

Rather than limiting architecture to one or two styles, a variety of compatible architectural styles are encouraged. The need for variety is especially important given the community's long build-out period and the desire to respond to changing consumer preferences. Because market conditions and homeowner preferences are constantly evolving, additional architectural styles not identified in this General Development Plan may be permitted in Village 1.

American Farmhouse

Historical Precedent

The American Farmhouse style is defined by simple practicality. Homes were designed to provide basic comfort and utility, be attractive, and offer flexibility to grow and change uses over time. Well into the early 20th century, most homes were designed and built by local craftsmen, resulting in substantial regional deviations across the country. Because the American Farmhouse architecture across the country showed the impact of

local immigrant groups, the style was often a hybrid of ideas from different parts of the world, combined with the unique circumstances of American small towns.

Design Characteristics

- » Covered porches
- » Dormer windows
- » Gabled roofs
- » Wood and stucco siding
- » Windows grouped in sets of two or three
- » Typically consisting of two stories



Typical American Farmhouse Style Elements

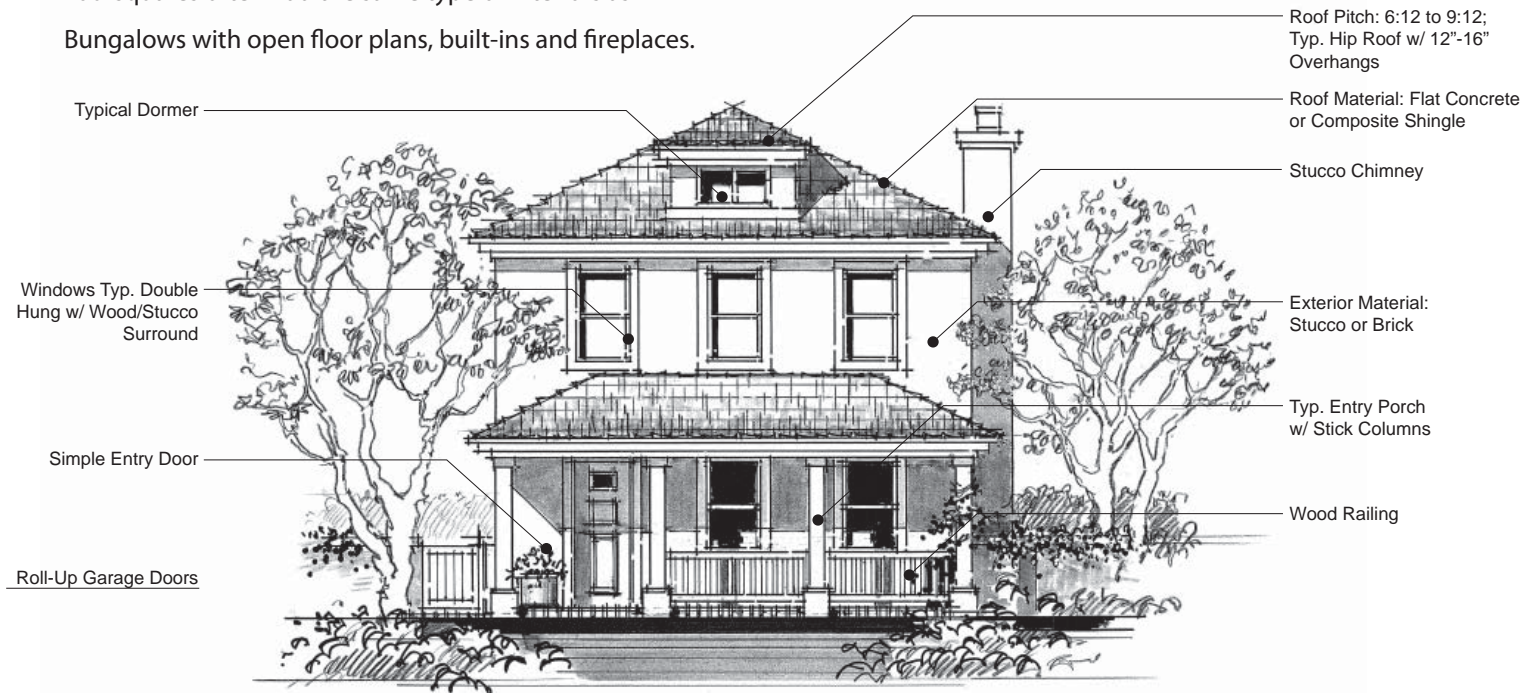
American Foursquare

Historical Precedent

The American Foursquare style, sometimes referred to as the Prairie Box, is a post-Victorian style that was popular from the mid-1890s to the late 1930s and shared many features with the Prairie and Craftsman styles. The simple, square shape of the American Foursquare style provided roomy interiors for homes on smaller lots. Many American Foursquares are trimmed with tiled roofs, cornice-line brackets, or other details drawn from Craftsman, Italian Renaissance or Mission architecture. Later American Foursquares often had the same type of interiors as Bungalows with open floor plans, built-ins and fireplaces.

Design Characteristics

- » Simple box shape
- » Floor plan divided into quarters on each floor
- » Pyramidal roof form or hipped with short ridge parallel to street
- » Large central dormer, usually hipped
- » Full-width front porch with columnar supports and wide stairs
- » Stucco, brick, stone, horizontal siding or a combination of these materials



Typical American Foursquare Style Elements

Bungalow

Historical Precedent

The California Bungalow style first appeared as a reaction to the elaborate decoration of the then-popular Victorian style. They were relatively easy and affordable to construct. Kits could be purchased through mail-order catalogs, which contained the plans and materials required for construction. The design spread east from California and remained popular into the Great Depression.

Design Characteristics

- » Generally smaller overall size; low to the ground in appearance
- » Typically one- to one-and-a-half stories
- » Low-pitched gabled or hipped roofs
- » Large covered porches at the front entry
- » Large, decorative doors
- » Front stoop
- » Windows typically grouped in sets of two or three
- » Large windows on front façade



Typical Bungalow Style Elements

Craftsman

Historical Precedent

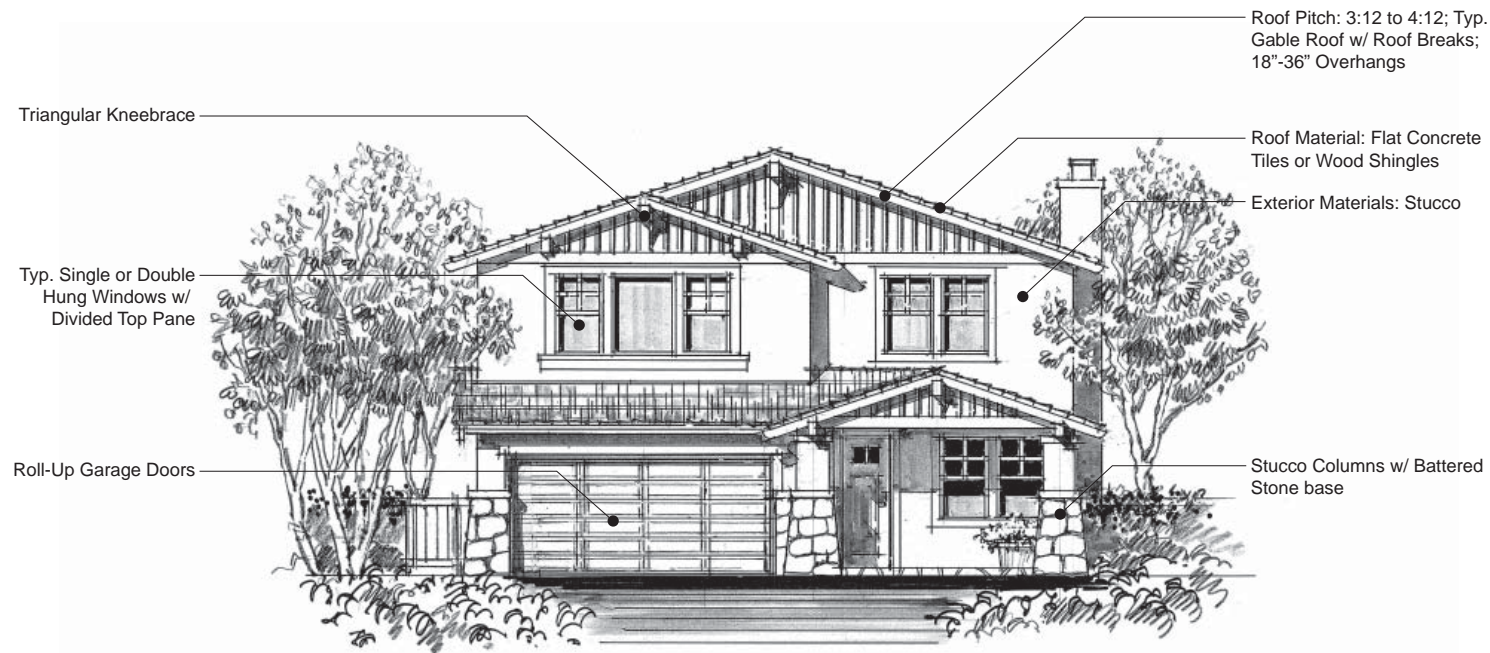
The Craftsman style grew out of Bungalow architecture and was strongly influenced by the English Arts and Crafts movement. It is an American style that originated in Southern California, and spread across the country during the 1920s and 1930s through pattern books and catalogues.

The Craftsman style sought the elimination of superfluous ornamentation, creating beauty instead through the simplified lines and masses of the building itself. This

unique style promoted hand crafted quality to create natural, warm and livable homes.

Design Characteristics

- » Full- or partial-width porches with horizontal railings pickets
- » Low- to moderate-pitch gable roofs with broad or deep overhangs with exposed rafter tails at the eaves and trellises over the porches
- » Knee braces
- » Detailed porch columns
- » Windows typically grouped in sets of two or three
- » Shed or gable dormers



Typical Craftsman Style Elements

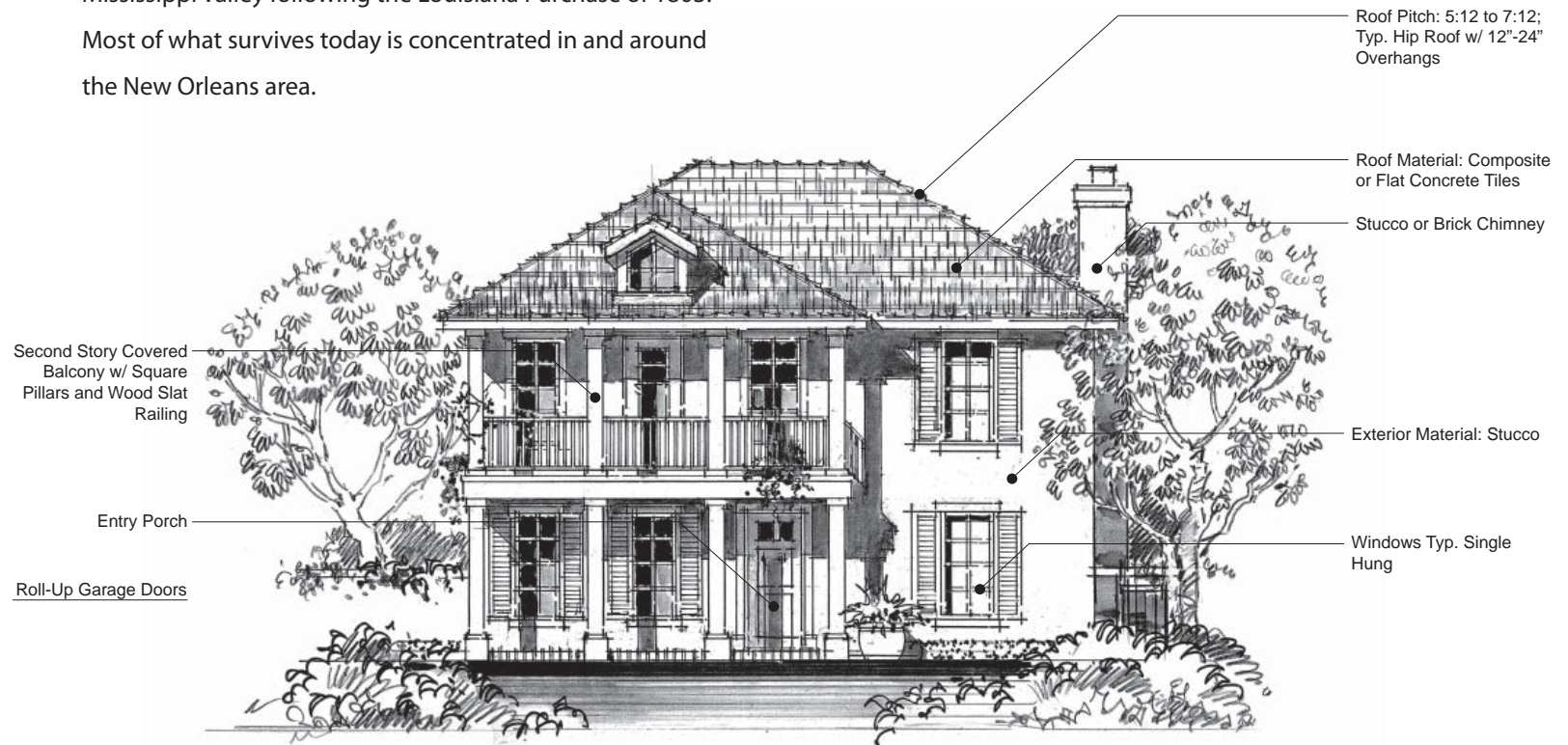
Delta / French Colonial

Historical Precedent

The French occupied much of eastern North America throughout the 18th century, particularly along the principal waterways of the St. Lawrence, Great Lakes and Mississippi valleys, strongly influencing the architecture of these regions. The Delta/French Colonial style combined building traditions from France, the Caribbean and the West Indies, and its influence continued throughout the Mississippi valley following the Louisiana Purchase of 1803. Most of what survives today is concentrated in and around the New Orleans area.

Design Characteristics

- » Simple rectangular building forms
- » Steeply pitched hip roof forms
- » Wide porches or “galleries” under main roof form
- » Slender columns supporting hip roof
- » Narrow window and door openings



Typical Delta/French Colonial Style Elements

Monterey

Historical Precedent

The Monterey style was developed in the town of Monterey on California's central coast in the mid-19th Century. The style developed from a combination of New England Colonial architecture and the adobe architecture of the Mission period in California.

Design Characteristics

- » Simple, two-story boxes massing
- » Cantilevered balconies (sometimes serving as a porch) on the second floor, extending along all or most of the façade
- » Stucco or plaster exteriors, occasionally with wood siding on the second story
- » Concrete or clay tile roofs
- » Wood shutters are common, generally the same width as the adjacent multi-paned windows. Paired windows and false shutters are also common.
- » Simple wood doors
- » Colonial details such as pedimented doors and windows



Ranch

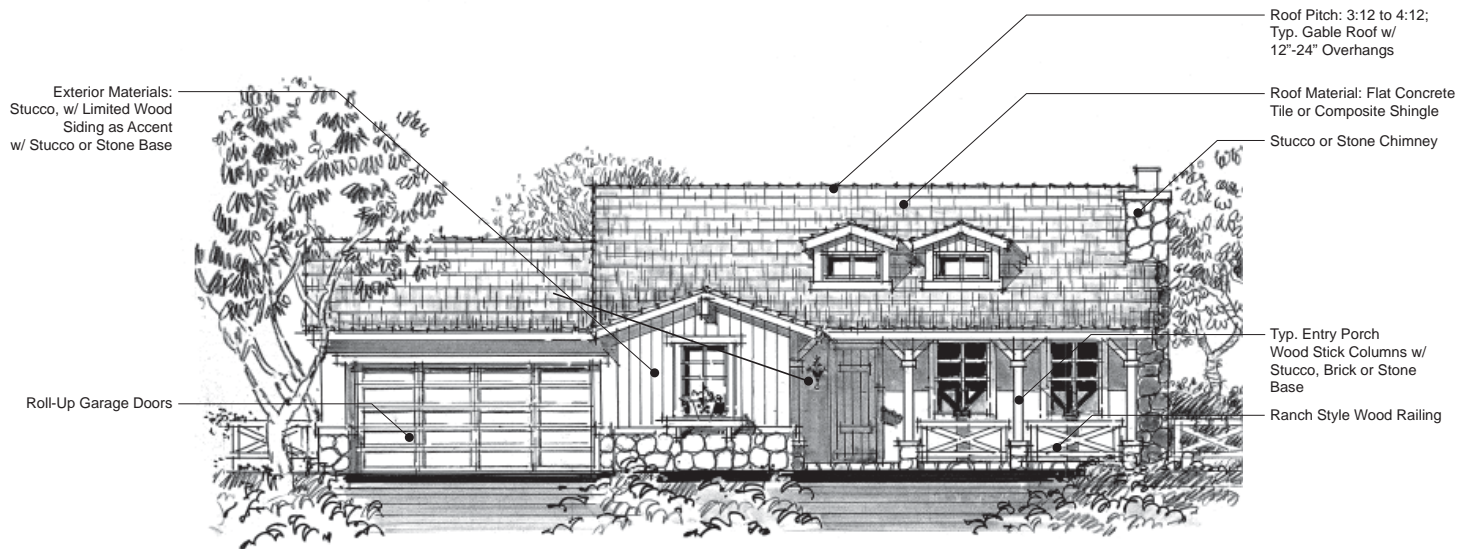
Historical Precedent

The Ranch style is an American domestic architectural style. First built in the 1930s in California, the Ranch style became extremely popular in the United States after World War II. The earliest Ranch style homes reflect a relaxed, casual Western lifestyle.

The typical Ranch home is a single-story building with a primarily gable roof. This style is noted for its long, close-to-the-ground profile, and minimal use of exterior and interior decoration. Although Ranch style homes are traditionally one-story, Raised Ranch and Split-Level Ranch homes have several levels of living space. Contemporary Ranch style homes are often accented with details borrowed from Mediterranean or Colonial styles.

Design Characteristics

- » Spreading, horizontal orientation; low to the ground
- » Low hipped or gabled roof, often with wide eaves
- » Minimal ornamentation
- » Incorporation of natural materials
- » Design elements such as sliding glass doors and large plate glass picture windows
- » Simple, open floor plans in a rectangular L- or U-shaped configuration



Typical Ranch Style Elements - Single-Family Building



Typical Ranch Style Elements - Multi-Family Building

Spanish Eclectic

Historical Precedent

The Spanish Eclectic style was popular during the 1920s and early 1930s. Also known as Spanish Colonial, this style incorporated the details and ideals of Spanish architecture, which took its cues from the missions of the early Spanish missionaries and included details from the Moorish, Byzantine, Gothic and Renaissance architectural styles. California, Arizona, Texas and Florida are all regions where Spanish Eclectic house plans and architecture are common. The charm of this style lies in the directness, adaptability and contrast of materials and textures.

Design Characteristics

- » Low-pitched roof
- » Red roof tiles
- » Stucco walls
- » Round or square exterior columns
- » Entry courtyard walls and gates
- » Rounded windows and doors
- » Arches, especially above doors, porch entries and main windows
- » Wooden front door
- » Decorative tiles around doorways and windows
- » Windows and balconies with decorative grillwork



Typical Spanish Eclectic Style Elements - Single-Family Building



Typical Spanish Eclectic Style Elements - Multi-Family Building

3.8.2 Village Center Architectural Guidelines

Village Center Mixed Use Development

Mixed use developments present certain design opportunities and limitations due to building massing, parking requirements, pedestrian and service access, and outdoor spaces. The objective is to create an attractive mixed use environment that is compatible in scale and aesthetics with the entire community, while embracing a distinctive architectural character that ensures a unique and memorable sense of place is achieved. The architectural character of the Village Center should relate to the history of Lincoln through the use of appropriate architectural style(s), building siting, massing, colors and materials, etc. All of the architectural styles listed in Section 2.8.1 are appropriate for the Village Center, except for American Foursquare. The final determination as to which architectural style(s) to use for the mixed use development will be determined through subsequent entitlement process such as design review.

The general design guidelines for mixed use development are as follows:

Building Siting and Orientation

1. Buildings should be oriented to frame and define public streets and primary open space areas.
2. Buildings should be sited at the property lines or designated frontage lines along the streets to create a continuous street wall that provides scale and definition to adjacent streets and public spaces.
3. Buildings on corner lots should locate the main entrance at the corner to establish an orientation to both street frontages and highlight the importance of the visually prominent, highly traveled location.
4. Where feasible, arrange large complexes of buildings to create/enclose a variety of outdoor spaces, such as plazas, squares, eating areas, usable open space, etc.
5. To create visual interest, smaller buildings may vary in orientation from the larger buildings, and may be clustered to create areas of similar activities.

Building Form, Scale and Massing

1. Form and massing should be established by the characteristics of the building's architectural style.
2. Building forms should be of simple geometry.

3. Break up long expanses of blank walls and relieve visual monotony by incorporating appropriate wall articulation, such as interconnection and lapping of building forms and heights.
4. Where mixed use buildings are located adjacent to residential uses, minimize impacts on adjoining residences with a sensitive transition in scale and massing, and design the transition to ensure residential privacy.
5. Encourage buildings of two to four stories in the Village Center, where appropriate.

Building Façades, Features and Details

1. All design features and details should complement the architectural style of the building.
2. All design elements should appear as an integrated part of an overall site design concept. Details should be integrated into the buildings and not simply applied as an afterthought.
3. Buildings facing the streets, walkways and open space elements should incorporate architectural features on the façades, such as entrances, display windows, canopies, overhangs, balconies or other design

features that provide human scale and add visual interest to the façades.

4. Any elevation of a building adjacent to major streets, trails/pathways, and parks should be enhanced with appropriate architectural treatments if feasible.
5. Provide architectural and decorative enhancements at main building entrances, where appropriate.
6. Primary building entrances should be clearly visible and directly accessible from the street.
7. Window and door openings should incorporate deep insets that create visual relief and shadow lines on the façade, where feasible.
8. Exterior building light fixtures should be designed as an integral part of the building and be consistent with its architectural style.

Building Materials and Colors

1. To achieve a variety of architectural expressions, no single building material or color should predominate. Rather, a variety of harmonious materials and color should be used to create a rich tapestry of design elements.

2. Building colors and materials should relate to the selected architectural style.
3. Building materials should be durable, relatively maintenance free, and appropriate in scale and aesthetics to the overall theme of the mixed use development.
4. Primary building colors should be neutral and more muted in hue. Brighter and more saturated colors should be used as accent colors only or as part of a balanced, carefully executed color scheme.
5. Architectural details and trims, such as cornices and window/door trims, should be painted a subtly contrasting color to be distinguished from the wall surface.
6. A high degree of transparency should be incorporated on the ground floor level (e.g., glass windows and doors) to engage the interest of passersby and integrate the indoor activities with the outdoor setting.

Roofs

1. Roof forms and materials should reflect the selected architectural theme of the building.

2. Flat roofs may be permitted on mixed use buildings. Flat roofed buildings should incorporate attractive cornices or parapets that screen rooftop equipment from public view.
3. Terraces and rooftop open space are encouraged, particularly in buildings where residential uses are located above retail.

Utilities and Mechanical Equipment

1. Utilities and mechanical equipment should be screened from public view.
2. Parapets or other architectural elements should be used to screen rooftop equipment from ground level views.
3. Rooftop mechanical equipment on larger buildings should be dispersed, where possible, and painted to match rooftop.
4. Screening materials should be similar or complementary to the external materials used on the building architecture.

Service, Loading and Storage Areas

1. Service, loading and storage areas should be integrated into the design of new development so that they do not compromise the visual quality and character of the Village Center.
2. Service, loading and storage areas should be located away from the streets and activity areas, and be screened from public view with attractive landscaping or other site design elements in a manner that is consistent with the architectural style and character of the development.

Trash and Recycling Collection Facilities

1. Trash and recycling collection facilities should be screened with screen walls, gates, trellises, shrubs and vines, or other appropriate means.

Accessory Structures

1. Any accessory buildings and/or enclosures, whether attached to the main building or not, should be of similar design and materials as the main building.

Parking and Vehicular Access

1. Encourage shared parking for non-residential uses that have different peak usage periods and are located on the same parcel and/or on adjacent parcels.
2. To the extent feasible, accommodate surface parking in groups of small parking clusters to minimize the visual impact of parking areas. Long, unbroken rows of surface parking stalls should be avoided.
3. Parking areas should be located to the rear of the buildings where possible, or be screened from adjacent streets with low walls and/or landscaping.
4. Diagonal parking is permitted along the internal theme streets serving the mixed use planning areas.
5. Vehicular access to parking lots should be clearly identified.
6. Parking areas should be designed to reduce pedestrian-vehicle conflicts and minimize the need for pedestrians to cross parking aisles.
7. Parking design should incorporate safe and easy access for handicapped users.

8. Encourage preferential parking for carpools, neighborhood electrical vehicles (NEVs), hybrid vehicles and other alternative fuel vehicles.
9. Bicycle parking areas should be located close to building entrances, protected from the weather, and not in conflict with pedestrian traffic.
10. Parking lot design should incorporate landscaping to minimize the visual impact of parking lots, screen views from public rights-of-way, and provide shade cover for automobiles. At least one tree should be provided for every 10 parking spaces. Shade trees should compose the majority of all trees planted within the parking lot.
11. Parking lot landscaping should retain safe sight lines for both pedestrians and motorists.
12. Parking areas should be well illuminated for user safety.
13. Parking, loading and maneuvering areas for commercial uses should be set back at least 10' from the property lines adjacent to non-commercial uses.

Village Center Residential Development

Residential development in the Village Center will include a variety of high-density products, and have a more urban character than the other residential neighborhoods of Village 1. Many of the mixed use design guidelines included in the previous section also apply to Village Center residential development. The main distinction in the residential design guidelines listed below is the incorporation of details that are typical of residential buildings, such as porches, balconies and front yards.

Below is a list of general design guidelines for residential development in the Village Center.

Building Siting and Orientation

1. Buildings should be oriented to frame and define public streets and primary open space areas, where feasible.
2. Buildings on corner lots should respond to adjacent streets and intersections appropriately, addressing the increased public visibility by wrapping architectural detailing and elements around the corners.
3. Entrances to ground-floor dwelling units should front on and be accessible from the street, where feasible.

Building Form, Scale and Massing

1. Form and massing should be established by the characteristics of the building's architectural style.
2. Building forms should be of simple geometry.
3. Building massing and heights should be varied along the street, where feasible.
4. Long, uninterrupted expanses of building walls are discouraged.
5. Architectural and landscaping enhancements should be provided at main building entrances.

Building Façades, Features and Details

1. All design features and details should complement the architectural style of the building.
2. All design elements should appear as an integrated part of an overall site design concept. Details should be integrated into the buildings and not simply applied as an afterthought.
3. In larger projects, unit plans and façade designs should be varied to avoid visual monotony.

4. Buildings facing the streets, walkways and open space areas should incorporate architectural features on the façades, such as entrances, balconies, overhangs, trellises, projections, etc., that provide human scale and add visual interest to the façades.
5. Elements such as porches, balconies, bay windows, etc., should be used to break up the façade of multi-story buildings.
6. Primary building entrances should be clearly visible and directly accessible from the street, where appropriate.
7. Architectural massing and articulation, landscaping and/or lighting should be used to highlight the location of the front entrance.
8. Stoops and porches may be used to highlight unit entrances and provide a transition from the public street to the private dwelling. Porches should be a minimum of 6' deep to provide a usable and furnishable space.
9. Windows on side elevations should be staggered, wherever possible, so as not to be positioned directly opposite the windows on the adjacent buildings.

10. Side or rear elevations of a building visible from streets, walkways and open space areas should incorporate a sufficient level of detailing and finishes, where feasible.

Building Materials and Colors

1. To achieve the variety of architectural expressions, no single building material or color should predominate. Rather, a variety of harmonious materials and color should be used to create a rich tapestry of design elements.
2. Building materials should be compatible with the architectural style of the home. Permitted building materials include, but are not limited to, stucco, brick, stone, and wood-like siding/shingle.
3. Building materials should be high quality, durable and low maintenance.
4. Building color palettes should be authentic to the selected architectural styles of the homes.
5. Primary building colors should be neutral and muted in hue. Brighter and more saturated colors should be used as accent colors only or as part of a balanced, carefully executed color scheme.

6. Architectural details and trims, such as cornices and window/door trims, should be painted a subtly contrasting color to be distinguished from the wall surface.

Roofs

1. Roof forms and materials should reflect the selected architectural style of the building.
2. On larger roof surfaces, features such as parapets, overhanging eaves and variation in the slope of roof planes should be incorporated to add variety.
3. Roofs should be designed to appear harmoniously with one another in terms of form and color.
4. Flat roofs are not permitted on primary buildings. If they are used on accessory buildings or carports, they should be designed with parapet walls, cornices or other roof elements and not be visible from the street.
5. Carport roofs should incorporate roof slopes and materials similar to the adjacent buildings.
6. Rooftop mechanical equipment should be screened from public view.

Utilities and Mechanical Equipment

1. Utilities and mechanical equipment should be screened from public view.
2. Screening materials should be similar or complementary to the external materials used in the building architecture.

Trash and Recycling Collection Facilities

1. Trash and recycling collection facilities shared by several buildings should be screened by architectural enclosures and/or landscaping.
2. If trash/recycling containers are provided to individual units, space should be provided in an adjacent side yard or in the interior portion of the garage to accommodate at least two waste containers.

Mailboxes

1. Mailbox installation shall conform to current United States Postal Service standards.

Accessory Structures

1. Any accessory buildings and/or enclosures, whether attached to the main building or not, should be of similar design and materials as the main building.

Garages and Parking Areas

1. If a garage is visible from the street, it should be recessed from the building façade and be de-emphasized through the form, color and material.
2. Garage doors should be set into, rather than flush with, the exterior building walls.
3. Surface parking areas for multi-family residential development should be screened along the edges with landscaping.

3.8.3 Residential Neighborhood Architectural Guidelines

Village 1 is envisioned to consist of walkable neighborhoods that are organized around intimate open space, parks and recreational amenities. Each neighborhood will have a central green/mini park that functions as a gathering place, and connective trails and pathways that link the residential neighborhoods with adjacent open space areas and the Village Center. Authentic architecture that responds to the local setting and history is strongly encouraged.

The general design guidelines for residential development are as follows:

Building Siting and Orientation

1. Orient the front of the buildings toward the streets and open space, wherever feasible.
2. Buildings on corner lots should respond to adjacent streets and intersections appropriately, addressing the increased public visibility by wrapping architectural detailing and elements around the corners.

3. For multi-family buildings, entrances to ground-floor dwelling units should front on and be accessible from the street, wherever possible.

Building Form, Scale and Massing

1. Form and massing should be established by the characteristics of the building's architectural style.
2. Building forms should be of simple geometry.
3. Encourage reduced massing along open space and pedestrian-oriented edges to enhance views and/or create a pedestrian-friendly environment.
4. Long, uninterrupted expanses of building walls are discouraged.
5. Variation in scale, massing and details should be incorporated among nearby buildings.

Building Façades, Features and Details

1. All design features and details should complement the architectural style of the building.
2. All design elements should appear as an integrated part of an overall site design concept. Details should

- be integrated into the buildings and not simply applied as an afterthought.
 3. Buildings facing the streets, walkways and open space areas should incorporate architectural features such as windows, balconies, shutters, etc., that provide human scale and add visual interest to the façades.
 4. Elements such as porches, balconies, bay windows, etc., should be used to break up the façade of multi-story buildings.
 5. Front entries should be clearly visible and directly accessible from the street, where appropriate.
 6. Architectural massing and articulation, landscaping and/or lighting should be used to highlight the location of the front entrances.
 7. Porches and stoops may be used to highlight the front entries and provide a transition from the public street to the private dwelling. Porches should be a minimum of 4' deep to provide a usable and furnishable space.
 8. Windows and doors should be detailed, sized and positioned appropriately in the context of the architectural style.
 9. Windows on side elevations should be staggered, where possible, so as not to be positioned directly opposite the windows on the adjacent buildings.
 10. Homes on corner lots should be designed for two-sided corner exposure with enhanced architectural elements.
 11. In larger multi-family projects, unit plans and façade designs should be varied to avoid visual monotony.
 12. In larger multi-family projects, end units should have articulation such as windows facing sidewalks and/or public spaces.
- ### Building Materials and Colors
1. To achieve the variety of architectural expressions, no single building material or color should predominate. Rather, a variety of harmonious materials and color should be used to create a rich tapestry of design elements.
 2. Building materials should be compatible with the architectural style of the home. Permitted building materials include, but are not limited to, stucco, brick, stone, and wood-like siding/shingle.

3. Building materials should be high quality, durable and low maintenance.
4. Building color palettes should be authentic to the selected architectural styles of the homes.
5. Primary building colors should be neutral and muted in hue. Brighter and more saturated colors should be used as accent colors only or as part of a balanced, carefully executed color scheme.
6. Architectural details and trims, such as cornices and window/door trims, should be painted a subtly contrasting color to be distinguished from the wall surface.

Roofs

1. Roof forms and materials should reflect the selected architectural style of the building.
2. Roofs should be designed to appear harmoniously with one another in terms of form and color.
3. On larger roof surfaces, features such as parapets, overhanging eaves and variation in the slope of roof planes should be incorporated to add variety.

4. Carport roofs should incorporate roof slopes and materials similar to the adjacent buildings.

Utilities and Mechanical Equipment

1. Where possible, screen utilities and mechanical equipment from public view.
2. Screening materials should be similar or complementary to the external materials used in the building architecture.

Trash and Recycling Collection Facilities

1. If trash/recycling containers are provided to individual units, space should be provided in an adjacent side yard or in the interior portion of the garage to accommodate at least two trash/recycling waste containers.
2. Trash and recycling collection facilities shared by several buildings should be screened with architectural enclosures and/or landscaping.

Mailboxes

1. Mailbox installation should conform to current United States Postal Service standards.

Accessory Structures

1. Any accessory buildings and/or enclosures, whether attached to the main building or not, should be of similar design and materials as the main building.

Garages and Parking Areas

1. Where a garage faces the street, it should be recessed from the building façade and be de-emphasized through placement form, color and materials.
2. Garage doors should be set into, rather than flush with, the exterior building walls.
3. Surface parking areas for multi-family residential development should be screened along the edges with landscaping.

3.9 Sustainability Design Guidelines

Development in Village 1 is encouraged to incorporate sustainable building and design practices to lessen the environmental impacts of development. These practices can include compact development, reduced impervious surfaces, improved water detention and conservation, preservation of habitat areas, mixing of compatible land

uses, water-efficient landscaping and irrigation, and enhanced pedestrian and bicycle amenities that reduce reliance on the use of automobiles.

Because the concept of sustainability is still evolving, it is anticipated that new sustainable strategies will be continually developed during the build-out of Village

1. The Specific Plan encourages the implementation of realistic sustainable design strategies into project design as the community continues to evolve over time. Below is a sampling of sustainable design strategies that may be utilized in Village 1.

Site Planning

1. In Village Core areas, encourage compact development that concentrates residential areas close to other land uses such as retail commercial uses and parks.
2. Incorporate a range of housing types and densities in the community.
3. Create an interconnected street network that facilitates movement of pedestrians, cyclists and NEV users.
4. Enhance public transportation accessibility.

5. Provide basic services in the Village Mixed Use areas and enhance the community's connectivity to such services.
6. Encourage design of landscape areas that capture and direct stormwater runoff, particularly in open space areas, parks and trails/paseos.
7. Stabilize slopes to limit erosion as part of the stormwater management plan and erosion control plan.

Energy Efficiency

Most buildings can reach energy efficiency levels that exceed California Title 24 standards, yet most only strive to meet the standard. The Specific Plan encourages future development to strive for energy reduction in excess of that required by Title 24 standards.

Where feasible and appropriate, the following strategies are encouraged, but not required:

1. Develop strategies to provide natural lighting, where feasible, to reduce reliance on artificial lighting.
2. Encourage the use of Low-E or EnergyStar windows.

3. Encourage the use of high-efficiency lighting systems with advanced lighting controls. For non-residential buildings, consider providing motion sensors tied to dimmable lighting controls. Task lighting may be used to reduce general overhead light levels.
4. A properly sized and energy-efficient heat/cooling system may be used in conjunction with a thermally efficient building shell. Consider using light colors for roofing and wall finish materials, and installing high R-value wall and ceiling insulation.
5. Encourage implementing some of the strategies of the EnergyStar program, which is an energy performance rating system developed by the U.S. Department of Energy and the Environmental Protection Agency. The program certifies products and buildings that meet strict energy-efficiency guidelines. Involvement in the EnergyStar program will be completely optional at the discretion of each individual developer/builder.
6. For retail, commercial and office uses, promote the use of light colored roofing with a high solar reflectance to reduce the heat island effect from roofs.
7. In retail, commercial and office development, encourage the provision of preferred parking spaces

for hybrid, fuel cell, electric and/or other fuel efficient vehicles.

Materials Efficiency

1. Use dimensional planning and other material efficiency strategies, where feasible. These strategies reduce the amount of building material wastes and cut construction costs.
2. Consider using recycled base, crushed concrete base, recycled content asphalt, shredded tires in base and asphalt in roads, parking areas and drive aisles, if feasible and economically viable.
3. Encourage the provision of adequate space to facilitate recycling collection.
4. Encourage the use of rapidly renewable building materials and products (made from plants that are typically harvested within a ten-year cycle or shorter) into new homes. Examples of materials that could achieve this goal include, but are not limited to, bamboo, wool, cotton insulation, agrifiber, linoleum, wheatboard, strawboard and cork.

Water Efficiency

1. Where feasible reduce water consumption by providing low-flush toilets, low-flow shower heads and other water conserving fixtures, where feasible.
2. Promote the use of recirculating systems for centralized hot water distribution.
3. Promote the use of tankless water heaters.
4. Use micro-irrigation (which excludes sprinklers and high-pressure sprayers) to supply water in non-turf areas, where applicable.
5. Encourage the use of state-of-the-art irrigation controllers and self-closing nozzles on hoses.
6. Where feasible, use separate valves for planting areas with different water usage levels, so that plants with similar water needs are irrigated by the same valve.

Landscape Design

1. Use low- or medium-water use and native plant materials where appropriate. Turf areas should be minimized in the community to promote water conservation. Limit the use of turf to areas that

experience high functional use and are needed to accommodate outdoor activities such as sports, picnicking, etc. Only turf varieties that are suited to the climate should be used.

2. Promote the use of plant materials that are well suited to the solar orientation and shading of the buildings.
3. Encourage grouping of plants according to water use, slope aspect and sun/shade requirements. Each hydrozone may be irrigated on a separate valve using high-efficiency irrigation techniques.
4. Consider the use of organic wood or shredded bark mulch and soil amendments to retain soil moisture.
5. Encourage the use of colored hardscape materials to reduce glare and/or reflect heat in outdoor plazas and gathering areas.
6. Encourage the use of low-growing, low- to medium-water use plant material in parkways instead of turf.
7. Provide shade trees in paved areas and adjacent to buildings, where feasible, to increase natural cooling and conserve energy.

Occupant Health and Safety

1. Provide adequate ventilation and high-efficiency, in-duct filtration systems, where feasible, for commercial and office buildings. Heating and cooling systems that ensure adequate ventilation and proper filtration can have a dramatic and positive impact on indoor air quality.
2. Potential pollutants generated in the home can be managed through the use of exhaust fans for kitchens, baths and laundry rooms.
3. Provide effective drainage from the roof and surrounding landscape.
4. Criteria may be established for the delivery and storage of absorptive materials, and the ventilation of spaces once the materials are installed to prevent mold.

Operation, Maintenance and Homeowner Education

1. Provide home manuals to owners/occupants on the use and care of “green” components in the home or building, where applicable.

2. Provide built-in space for recycling containers in the home or building to encourage recycling, where possible.

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4 • IMPLEMENTATION

4.1 Overview

The City of Lincoln will administer the provisions of the Village 1 General Development Plan in accordance with the State of California Government Code, Subdivision Map Act, City of Lincoln General Plan, City of Lincoln Municipal Code, and other applicable state and City regulations. The development procedures, regulations, standards and specifications contained in the approved Village 1 Specific Plan and General Development Plan shall supersede the relevant provisions of the City's Municipal Code, as they currently exist or may be amended in the future, unless otherwise stated in the Specific Plan and General Development Plan. Any development regulation and building requirement not addressed in the Village 1 Specific Plan and/or the General Development Plan shall be subject to the applicable City of Lincoln adopted codes and regulations.

4.2 General Development Plan Administration and Implementation

4.2.1 Subsequent Entitlements and Permits

Future development projects in Village 1 are subject to review and approval of subsequent entitlement and permits, such as Specific Development Plans, Development Permits, Tentative Maps, etc., by the City. Application and processing requirements shall be in accordance with the City's Municipal Code and other applicable regulations, unless otherwise modified by the Village 1 Specific Plan and General Development Plan. All subsequent development projects and public improvements shall comply with the Specific Plan, General Development Plan, Environmental Impact Report (EIR) mitigation measures and Development Agreement(s), as well as all applicable City policies, requirements and standards.

4.2.2 General Development Plan Interpretations

In instances where any section, subsection, sentence, clause, phrase, portion or word contained within this General Development Plan is undefined, unclear or vague, the City's Development Services Director shall make a determination as to its meaning and intent, or may forward the item requiring interpretation to the City's Planning Commission at his or her discretion. Determinations by Development Services Director may be appealed to the Planning Commission. Any decision by the Planning Commission, in turn, may be appealed to the City Council. Appeals shall follow the procedures established in Chapter 18.94 of the City's Zoning Ordinance. All decisions by the City Council shall be deemed to be final.

4.2.3 Severability

If any section, subsection, sentence, clause, phrase or portion of this General Development Plan, or any future amendments or additions hereto, is for any reason held to be invalid or unconstitutional by the decision of any court of competent jurisdiction, such decision shall not affect the validity of the remaining portions of this General Development Plan, or any future amendments or additions hereto. The City hereby declares that it would have adopted these requirements and each sentence,

subsection, clause, phrase or portion or any future amendments or additions thereto, irrespective of the fact that any one or more sections, subsections, clauses, phrases, portions or any future amendments or additions thereto may be declared invalid or unconstitutional.

4.3 CEQA Compliance

Subsequent development projects in Village 1 shall be reviewed to ensure compliance with the California Environmental Quality Act (CEQA). The Village 1 EIR, certified concurrently with the adoption of the Village 1 Specific Plan and General Development Plan, serves as the master environmental document for subsequent developments in Village 1. Because detailed environmental information was available on the parcels identified as Phase 1 on Exhibit 7.1, Phasing Plan, of the Village 1 Specific Plan (APN 021-272-010, 021-272-013, 021-272-017, and portion of 021-272-014) at the time of the EIR preparation, the potential project impacts in these areas were evaluated at a project-level CEQA analysis and mitigation measures were incorporated into the EIR. For the remaining parcels in Village 1, the EIR conducted a program-level CEQA analysis and provided mitigation criteria to the extent that they could be determined at the time. Subsequent project-level CEQA analysis shall be required for these parcels on a project-by-project basis when applications for Specific

Development Plans, Tentative Maps and other entitlements are processed by the City.

The Village 1 EIR provides impact mitigation measures and a mitigation monitoring program. The City will implement the mitigation monitoring program during all phases of Village 1 development through the final build-out. The property owners and/or maintenance districts shall pay the costs associated with the mitigation monitoring program.

4.4 General Development Plan Substantial Conformance and Amendments

4.4.1 Density or Intensity Transfer

This General Development Plan provides development flexibility by allowing for permitted shifts of dwelling units and commercial/office square footage between planning areas over the life of the Village 1 Specific Plan. Unused dwelling units or commercial/office square footage in one planning area may be transferred into another residential or mixed use planning area, respectively, provided that the all of the following conditions are met:

1. The total number of dwelling units shall not exceed ~~5,639~~⁵⁶¹⁰ dwelling units and the total square footage of commercial/office uses shall not exceed 167,000 square feet in Village 1;
2. The resulting density/intensity shall fall within the density/intensity range designated for the planning area; and,
3. The resulting density/intensity transfer shall not result in additional environmental impacts beyond those identified in the Village 1 EIR.

Density/intensity transfer requests shall be submitted to the City for review and approval by the Development Services Director in conjunction with the subdivision map application submittal. The request for transfer shall identify the total number of units/square footage being proposed in an updated Statistical Summary by Sub Planning Area table (Table B.1 of the Village 1 Specific Plan) as part of the application submittal. Where a density/intensity transfer request involves parcels under different ownerships, a written approval shall be obtained from all property owners involved in the transfer. The property owner approval letter shall accompany the density transfer request and the updated Statistical Summary by Sub Planning Area table in the application submittal.

4.4.2 Substantial Conformance to the General Development Plan

Minor revisions to the plans, guidelines, regulations and standards contained in this General Development Plan may be approved at the discretion of the Development Services Director; provided, however, that such deviations are deemed to be in substantial conformance with the General Development Plan and are not detrimental to public health, safety and welfare. Modifications to the adopted General Development Plan must be consistent with the purpose and intent of the originally approved General Development Plan.

The following modifications constitute “minor modifications” to the approved General Development Plan and may be approved without amending the General Development Plan at the discretion of the Development Services Director. The Development Services Director may refer any proposed minor modification to the Planning Commission and City Council for action. Appeals to the Development Services Director’s decision may be made first to the Planning Commission, then to the City Council in that order.

1. Density/intensity transfers in accordance with the provisions of Section 4.4.1, Density or Intensity Transfer, of this General Development Plan.
2. Minor modifications to the development standards and design guidelines necessary to respond to actual site conditions or to create new architectural or landscape designs.
3. Addition of new information or data to the General Development Plan maps, figures and/or text that does not change the effect of any concepts or regulations.

If the Community Development Director determines that a proposed modification does not meet the above criteria, a General Development Plan Amendment shall be required.

4.4.3 General Development Plan Amendments

1. Amendments to the adopted General Development Plan may be initiated at any time by a property owner, project developer, merchant builder or the City.
2. Said amendment shall not require a concurrent General Plan Amendment unless it is determined by the City that the proposed amendment would substantively affect the General Plan goals, objectives, policies, programs or land uses for the Specific Plan area, resulting in a potential inconsistency.
3. All General Development Plan Amendments shall be subject to City review for consistency with the scope of the Village 1 EIR and shall be subject to the provisions of CEQA.
4. The Planning Commission and City Council shall each hold a public hearing on the proposed amendment of the General Development Plan. Any hearing may be continued from time to time as deemed appropriate and necessary by the Planning Commission and City Council.
5. The Planning Commission shall review all proposed amendment to the adopted General Development Plan. Upon the close of the required public hearing, the Planning Commission shall act by resolution to adopt, reject or modify the proposed General Development Plan Amendment, and forward its recommendation and findings to the City Council for action.
6. The City Council shall review the Planning Commission's findings and recommendations. Upon the close of the required public hearing, the City Council shall act by resolution and ordinance to adopt,

reject or modify the proposed General Development Plan Amendment. If approved by the City Council, the proposed General Development Plan Amendment shall be adopted by ordinance.

7. Prior to approving or conditionally approving any General Development Plan Amendment, the following findings shall be made by the Planning Commission and City Council:
 - a. Changes occurred in the community since the approval of the original Specific Plan or General Development Plan, which warrant approving the proposed amendment;
 - b. The proposed amendment is consistent with the City of Lincoln General Plan and Village 1 Specific Plan;
 - c. The proposed amendment will result in a benefit to the area within the General Development Plan area;
 - d. The proposed amendment will not result in any unmitigated impacts to adjacent properties.