

FALLONCREST TOWN SQUARE

A Connected Community

The Preserve | Chino, California | Design Guidelines | October 17, 2022



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SECTION 6.1 INTRODUCTION

6.1.1 INTRODUCTION

The Falloncrest Town Square Design Guidelines reinforces the intent of the The Preserve Design Guidelines (2021) to guide future development in order to create a unique place that offers a mix of uses including retail, office, residential and open space. The framework set forth encourages innovative site planning, compatible and visually interesting architectural design, and landscape concepts, that will carry the vision to create an activated community core.

This vision includes a vibrant centrally located Town Square, diverse outdoor recreation opportunities including two formal parks, a 10-acre community park with Splash Park, and a wide swath of open space with trails via the SCE Easement connecting Falloncrest

to external neighborhoods. Falloncrest Town Square will offer a more urban, higher density environment with opportunities for a mix of uses (residential adjacent to and above commercial/retail). Falloncrest will have an urbanized design character features buildings with minimized street setbacks to engage a pedestrian environment, street trees for shade but on a more compact streetscapes to reduce vehicular movements and encourage more comfortable walking areas, and intimate but activated plazas and gathering spaces.

The total acreage of the project area is approximately 100 acres.

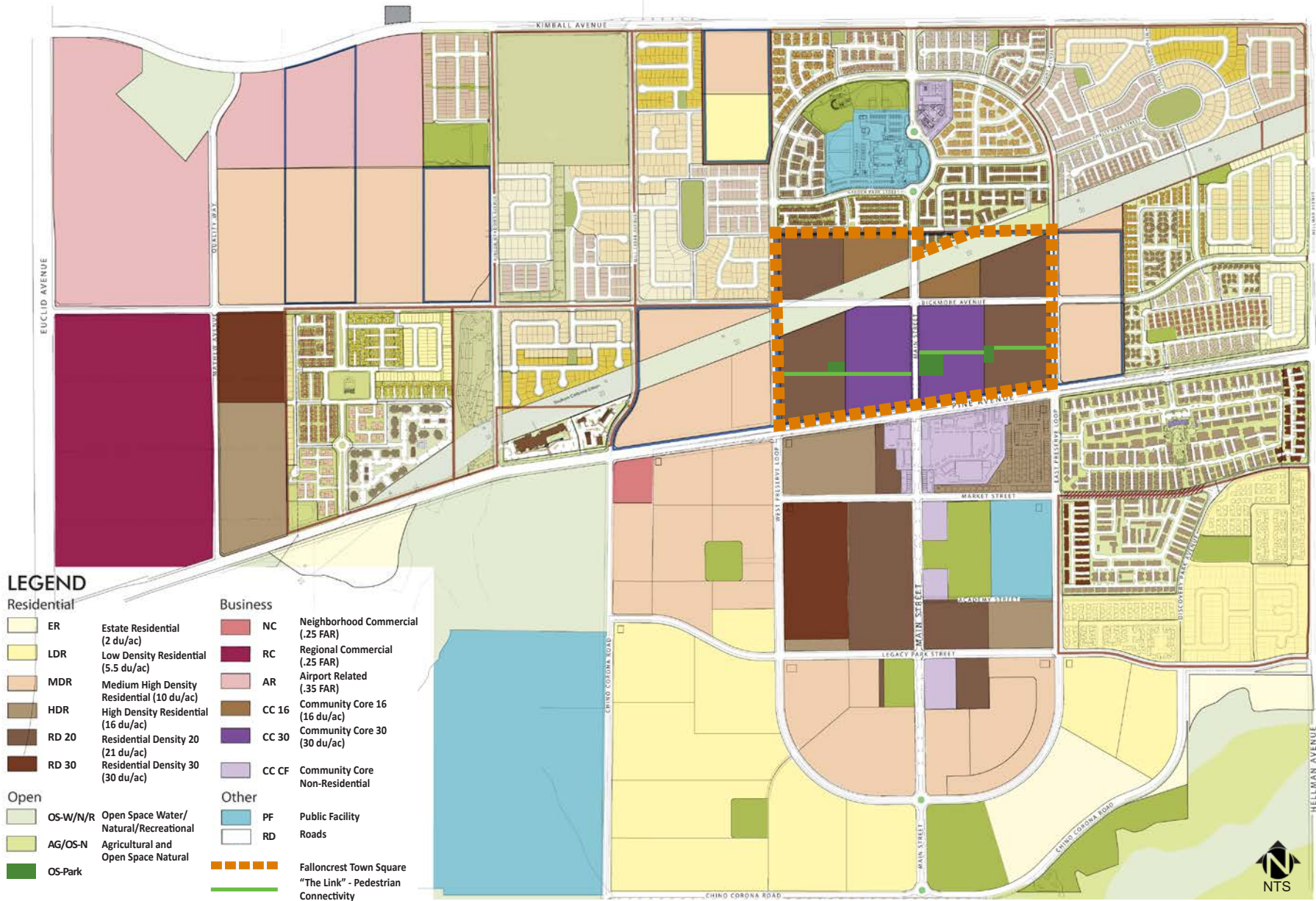


FIGURE 6-1: FALLONCREST RELATIONSHIP TO THE PRESERVE

6.1.1.1 Purpose

The Falloncrest Town Square Design Guidelines are intended to be a supplement to The Preserve Design Guidelines (2021). The Guidelines provide the basis for the Master Developer Review during the design phases of neighborhoods within the Falloncrest Town Square. The City of Chino will have a separate review and approval process, requiring future development plans to meet or exceed these Guidelines.

6.1.1.2 Document Organization and Relationship to the Specific Plan

The content and organization of these guidelines follow The Preserve Design Guidelines (2021) and “The Preserve” Specific Plan. These documents are applicable for all future development within the Falloncrest development area. ***Refer to Figure 6.1.***

These design standards are intended to also supplement The Preserve Specific Plan, which provides the development regulations for The Preserve community and supersedes

provisions of the City of Chino Municipal Code. In certain instances, the following standards may be more restrictive than those contained in The Preserve Specific Plan. If a conflict should arise between the Specific Plan and these regulations, the more restrictive shall apply.

6.1.2 PLAN OVERVIEW

The Community Core is within the greater Preserve Community. The Community Core is divided into seven (7) distinct and definable Districts, all connected by Main Street.

Each of the Community Core Districts will have a unique identity that will contribute to the creation of a cohesive and visually harmonious development character. The focus of the Falloncrest Town Square is District 2- Community Park District and District 3- The Town Square District. These districts will implement a more urbanized design inclusive of higher density housing (CC-16 and CC-30 zoning allowed), which is denser housing than the surrounding neighborhoods,

opportunities for commercial and retail uses adjacent and below residential (mixed-use), recreational open spaces and amenities. The SCE easement that runs through District 2 and District 3 will serve as an additional recreational amenity providing trails throughout the easement area.

Refer to Figure 6-1 for Falloncrest’s location with The Preserve, 6-2 for the Community Core Framework, Figure 6-3 for Land Use.

6.1.2.1 Community Core Concept

The Preserve aims to craft neighborhoods with an urban framework to mimic the feel of historic small towns. Variation in parcel sizes encourages buildings to be different styles and of different typologies, however, architectural themes and design features will create a cohesive environment. Small towns often exhibit unique building elevations but have overarching features like lighting, overhangs, signage and street furniture. Development in the Community Core is encouraged to do the same (*Refer to Section 6.4.7 for neighborhood furnishings*). Additionally, the authentic interpretation of various architectural styles will provide the traditional and unique small town aesthetic.

Similar to The Preserve Design Guidelines, The Falloncrest Town Square implements a “Big Idea” that enables strategic planning, landscape, and architectural methods to provide a comprehensive and cohesive Community Core area. These “Big Idea” Cornerstones can be viewed on the following pages.

LEGEND

Residential		
	ER	Estate Residential (2 du/ac)
	LDR	Low Density Residential (5.5 du/ac)
	MDR	Medium High Density Residential (10 du/ac)
	HDR	High Density Residential (16 du/ac)
	HDR 20	Residential Density 20 (21 du/ac)
	HDR 30	Residential Density 30 (30 du/ac)
Open Space		
	OS-W/N/R	Open Space Water/Natural/Recreational
	AG/OS-N	Agricultural and Open Space Natural
Business		
	NC	Neighborhood Commercial (.25 FAR)
	RC	Regional Commercial (.25 FAR)
	AR	Airport Related (.35 FAR)
	CC 16	Community Core 16 (16 du/ac)
	CC 30	Community Core 30 (30 du/ac)
	CC CF	Community Core Non-Residential Community Facility
Other		
	PF	Public Facility
	RD	Roads
		Falloncrest Town Center

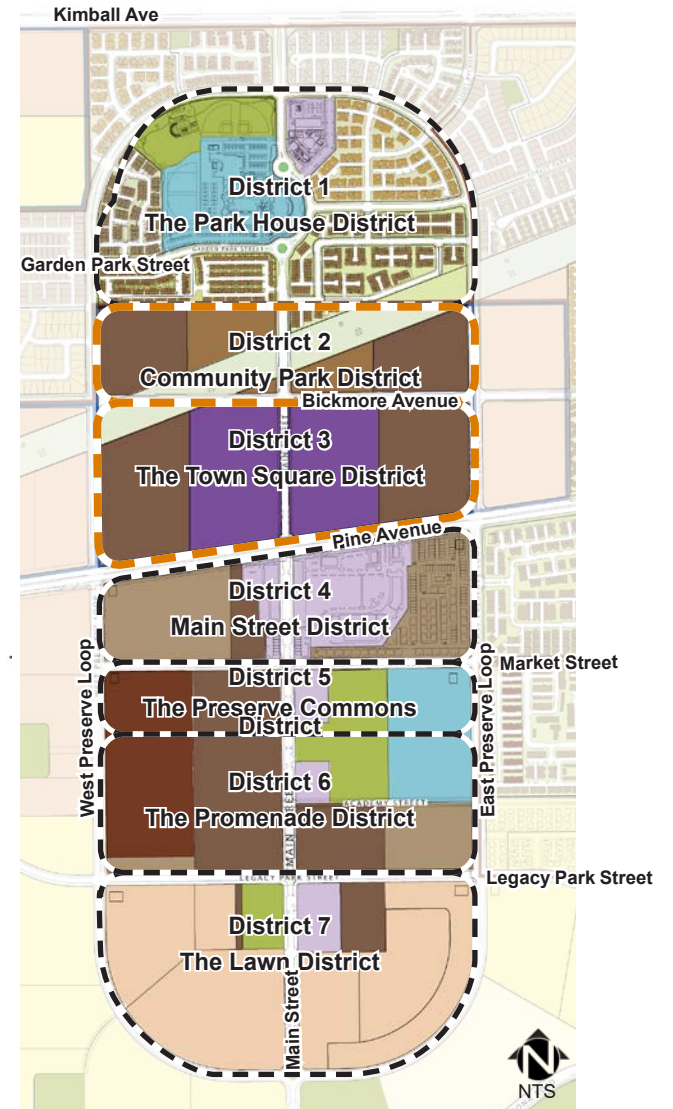


FIGURE 6-2: THE PRESERVE CORE DISTRICTS

District 2: This vibrant unique District features the 10-acre Community Park, a mix of home types and a large section of the SCE easement. Although the SCE easement bisects District 2, it functions as a pedestrian link because of the trail running through it. It is also inherently additional open space as nothing can be built within the easement other than SCE facilities. The SCE easement will contain a wide range of passive amenities including a community paseo, thematic landscaping, and connectivity to the surrounding neighborhoods.

The 10-acre Community Park is adjacent to the SCE easement and will incorporate pedestrian connections from the easement and Bickmore Avenue and include public restrooms, shade shelters, play fields, and drinking fountains. Other programming elements may consist of a splash park, play structures, and basketball courts.

District 3: The Town Square District consists of an urbanized neighborhood with opportunities for retail and commercial, mixed use and residential all within walking distance of each other. This urban area provides opportunities for a mix of uses and housing densities along



FIGURE 6-3: THE FALLONCREST TOWN SQUARE LAND USE PLAN

Pine Avenue, Main Street, Bickmore Avenue, and the other local streets.

“The Link” connects West to East Preserve Loop via a series of enhanced pedestrian connections between the Town Square Park and two formal parks. The Town Square Park is at the heart of District 3 and creates a community focal point, providing a centralized

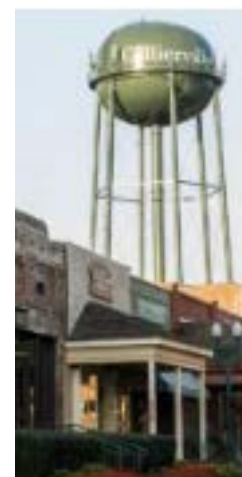
gathering area for activity and community events.

Pedestrian connectivity, one of the focuses of this community, is encouraged through the Link concept which promotes connectivity from east to west, linking parks together and encouraging pedestrian circulation.

Overall, connectivity within both Districts creates usable, engaging spaces that not only enable pedestrians movement, but create opportunities for social interaction. Pedestrian walkways in addition to walkable Main Street truly promotes a more lively and engaged neighborhood.

The “Big Idea” translates to cornerstones which include:

- Link to Open Space
- Create a Connected Community
- Promote a Distinctive Community
- Encourage Active Streets
- Sustainability



Special paving within motor courts for pedestrian access

Falloncrest Vision Theme Images

Big Idea Cornerstones

Connect Open Spaces

- 10-acre Community Park located adjacent to SCE easement. This adjacency should enhance pedestrian linkage from easement open space to community park open space.
- Connection between the Town Square Park and the two formal parks by “The Link”. The Link may be implemented by: 1) Art Walk, 2) Street Connection, or 3) Pedestrian Promenade. These methods should serve as pedestrian links to encourage walking between parks and residential areas.
- Provide visual cues to enhance sense of connectivity.

Create a Connected Community

- Pedestrian walkways, such as mid-block connections and other design solutions, should be incorporated to optimize connectivity between neighborhoods within the Town Square.
- Local Streets shall be designed to provide neighborhood connectivity.
- Crosswalks at intersections between public streets and private streets/drive

aisles and at intersections of private streets/drive aisles where public or private sidewalks are provided shall be treated with special paving design to enhance the pedestrian connectivity. Crosswalks will be designed to be ADA accessible.

- Paving within motor courts or common driveways that provide pedestrian access to buildings shall be treated with special paving design to enhance the pedestrian connectivity and the overall experience at a pedestrian level.

Promote a Distinctive Community

- Private streets shall provide sidewalks and parkways or tree wells to provide shaded walkways for an enhanced pedestrian experience.
- Front doors and porches shall be oriented toward the East and West Preserve Loop streets.
- Reinforce the small town character along Main Street.
- Optimize building orientation to provide visual access onto parks and open space areas.

Create Active Streets in the Community

- Encourage alley loaded buildings or other home types such as cluster detached to minimize the visual impact of garages along streets.
- Minimize perimeter walls along neighborhood edges except along Pine Avenue where traffic and associated noise should be mitigated.
- Avoid long continuous wall treatment along Pine Avenue by incorporating side on building orientations, view fencing or corridors, low walls, pedestrian openings and/or other neighborhood crafting design concepts.

Sustainability

- Design for sustainability, reduced energy usage, and less construction waste.
- Create efficient floor plan design with simplified massing.
- Incorporate current construction methods that reduce waste.
- Housing variety, offer a wide range of home types.

6.1.2.2 Vision

The overall vision for The Town Square is intended to be consistent with The Preserve Design Guidelines (2021). To blend seamlessly with The Preserve Town Center (located south of Pine Avenue) the theme and landscape treatment will remain consistent for Falloncrest Town Square.

6.1.2.3 Open Space and Connectivity

The framework of the neighborhoods is characterized as a traditional grid street pattern. This connectivity around iconic Main Street, the East Preserve Loop, and West Preserve Loop defines the Community Core as an enhanced pedestrian experience. *Refer to Figure 6-4.* All streets within the Town Square will be designed to be consistent with the Mobility Plan (a plan to optimize connectivity for vehicular, bicycle and pedestrian uses) and the Circulation Plan detailed in Section V of The Preserve Specific Plan.

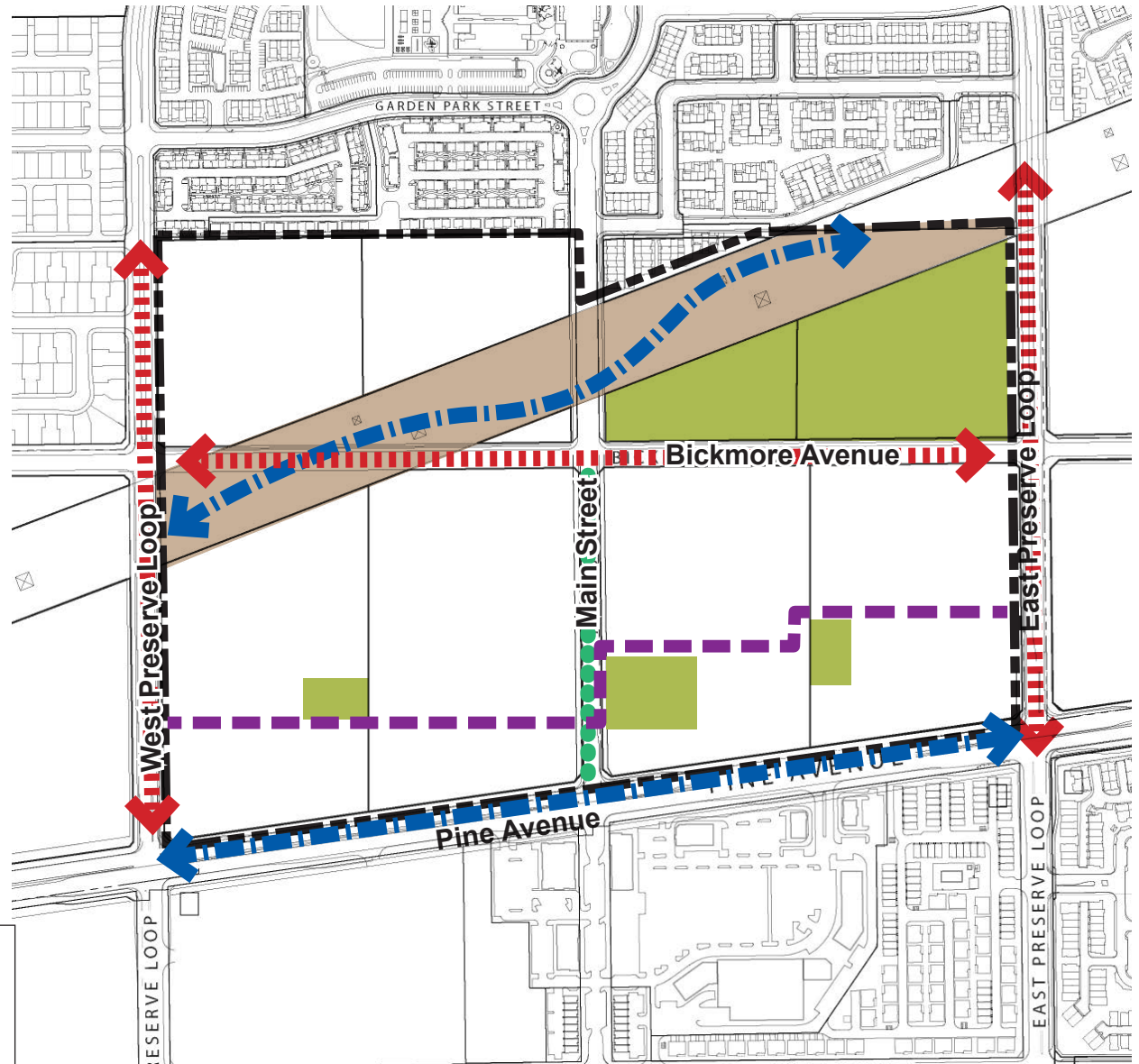


FIGURE 6-4: PARKS, OPEN SPACE, TRAILS AND PASEOS

LEGEND

- Public/Private Park and Recreation Centers
- SCE Easement
- Expanded Sidewalk with Class II Bike Facilities
- Community Paseo (Multi-Purpose Trail - Various Widths)
- The Link
- Expanded Sidewalk with Tree Wells and Class III Bike Facilities
- Project Site Boundary



Placemaking inspiration such as shaded gathering spots, small open spaces, pathways

SECTION 6.2 NEIGHBORHOOD CRAFTING

6.2.1 NEIGHBORHOOD QUALITY

The Falloncrest Town Square neighborhoods are based on a unique and compelling design character derived from timeless town building principles.

Future development within The Falloncrest Town Square property will follow the criteria and guidelines outlined for Urban Neighborhoods in Section 2 of The Preserve Design Guidelines unless specific criteria and guidelines are identified in the following sections.

The Falloncrest Town Square Design Guidelines are intended to be a supplement to the overall Preserve design guidelines and focus on the urban aspect of the Town Square neighborhoods.

6.2.2 NEIGHBORHOOD CRAFTING ELEMENTS

Neighborhood crafting is a series of features that help create a “place.” They are elements of connectivity, aesthetic, scale and massing. Neighborhood crafting is thoughtful design that enhances a community character.

Neighborhood Crafting Cornerstones

- Create an urban framework characteristic of historic small towns.
- Create a traditional small town Main Street character as a focal point.
- Avoid mass production feel by establishing small neighborhoods with distinct edges.
- Define the public streetscape as a primary pedestrian space.
- Balance neighborhood identity and community harmony and organize them to reflect a human scale.
- Reflect architectural authenticity and diversity of harmonious styles.
- Integrate open space into the neighborhood design.
- Use architecture and landscape to create a visual balance.
- Provide pedestrian connectivity throughout Falloncrest and enhance connectivity with visual cues (refer to Section 6.2.2.4 Pedestrian Connectivity).



Integrated Open Space



Visual Balance Between Architecture and Landscape



Small Town Main Street Character

6.2.2.1 Variety of Guest Builder Parcel Sizes

Neighborhoods should be built around smaller, more fine grained mix of residential Guest Builder parcels with grid-like character. The form of these neighborhoods will focus on efficient design, higher density homes typologies, and smaller open spaces.

Several architectural styles should be represented to provide variety and interest. This includes colors and materials that work together when multiple architectural styles are represented.

The following should be a guide as to the range of units appropriate to the various product category types:

- SFD Fee Simple Neighborhoods: 30-80 Lots.
- Detached Condo Neighborhoods: 50-90 Units.
- Attached Condo Neighborhoods: 50-175 Units.
- Rental Communities: 100-800 Units.

6.2.2.2 Connectivity within the Urban Core

The Falloncrest Town Square is located within the Urban Core of The Preserve between East Preserve Loop and West Preserve Loop roads. Bickmore Avenue extends through the Core in an east/west direction, providing a pedestrian and vehicular connection between the Community Park and District 3. Main Street bisects the property, providing a connection between the Community Park to the north and Pine Avenue, and to the rest of the southerly Community Core.



6.2.2.3 Falloncrest Parks and Open Space

The Falloncrest community provides a significant open space contribution to all Preserve and Chino residents. The open spaces will provide active and passive recreation and serve as areas for social interaction. The various Falloncrest Town Center parks, the large 10-acre community park and other open spaces are described in the following sections.

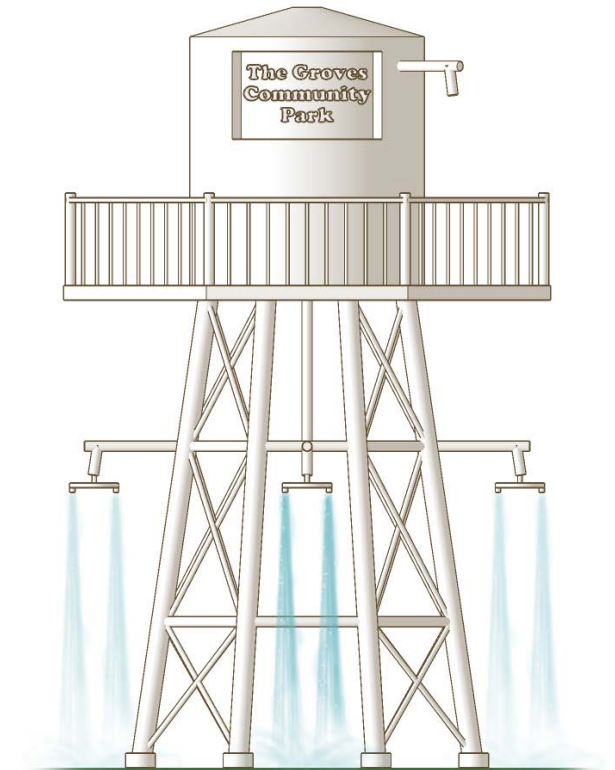
Community Park

A 10-acre Community Park is proposed between the SCE easement and Bickmore Avenue between Main Street and East Preserve Loop. *Refer to Figure 6-5.*

The focal element of the Community Park will be a Splash Park with a twenty foot (20') historic replica Water Tower Shower.

This unique structure will provide active water play and serve as a visual landmark for the Community Park and will feature "City of Chino" on the tower. The water park amenities are intended to accommodate families and children of all ages. Conceptual ideas include a "Cow-abunga Cove Squirt Park" for young children, water features such as the "Old Bickmore Geyser", a giant interactive water clock and a forty foot (40') long Water Wall. The Splash Park includes a large enclosed picnic area and family "beach front" seating overlooking the "Cow-abunga Cove Squirt Park".

The Community Park will be constructed by the Guest Builder per the approved phasing plan and dedicated to the City. The final amenities and design will be approved by the City of Chino Community Services Department.



Community Park Inspiration

NOTES:

- Park and Public right of ways designed to meet the current Americans with Disabilities Act (ADA) accessibility requirements and the City's accessibility requirements.
- Trash receptacles for shade shelters, adjacent to park benches, along perimeter parkway, and at all major site elements (Play area, Splash pad, Restroom building, Basketball courts, etc.) shall be provided.
- City Standard restroom buildings for the park site shall be provided.
- Pet waste disposal stations for the dog park, along the walking trail, and in various areas throughout the park shall be provided.
- Splash pad shall meet the current County of San Bernardino Health Department requirements.
- All plant material shall be designed in compliance with City landscape requirements.
- All City owned parks shall have a park monument with the name of the park and to include 'City of Chino'.
- The City's Park Naming Policy shall be followed for all proposed park names for City review and formal approval.
- Provide the empty conduit for a fiber optic/camera system to be installed at a future time by the City.
- Park amenities like play equipment shall have shade sails to cover the majority of the area to protect residents from the weather elements.
- All parks shall have adequate lighting throughout the park, including the park amenities such as the playground, splash pad, dog park, etc.
- Provide adequate shade trees throughout the park sites.

Open Space Corridor

The SCE easement traverses through the northern part of the Falloncrest Town Square area and will serve as both open space and a pedestrian link to the greater Preserve community. A multi-purpose path is proposed within the SCE easement to accommodate pedestrians, bicycles and equestrian uses.

The thematic tree grove planting will define the edges and create a sense of arrival to the "Grove Park," the previously mentioned 10-acre community park. This agrarian concept proposes fruit or citrus trees for these groves. Passive uses such as walkways and low plantings are permitted within the easement, as well as large open areas. All landscape improvements within the SCE easement, including tree species and maximum tree height will be subject to SCE approval and the Chino Community Services Department. Tree species will conform to The Preserve Master Tree Palette.

The overall size of the Community Park and the adjacent SCE easement will total over 23 acres.

Refer to Figure 6-5 and 6-6.



FIGURE 6-5: COMMUNITY PARK CONCEPTUAL PLAN



FIGURE 6-6: OPEN SPACE CORRIDOR

Town Square & Pedestrian Mall

A one acre Town Square is proposed as a central gathering area in the heart of the Town Square District. The Town Square Park will be the center of activity within Falloncrest. A portion of Main Street adjacent to the Town Square, called the Town Square Pedestrian Mall will be designed for temporary closures to host community events.

Potential uses and activities in the Town Square include regularly planned farmer's markets, auto shows, street and craft fairs, community art shows, movies in the park, food truck stops, and outdoor entertainment. It may also serve as a location for holiday and community functions such as Easter egg hunts, Christmas tree lighting, July 4th picnic and pie eating contests and other events that reinforce and enhance a small town downtown atmosphere.

Refer to Figure 6-7.



FIGURE 6-7: TOWN SQUARE

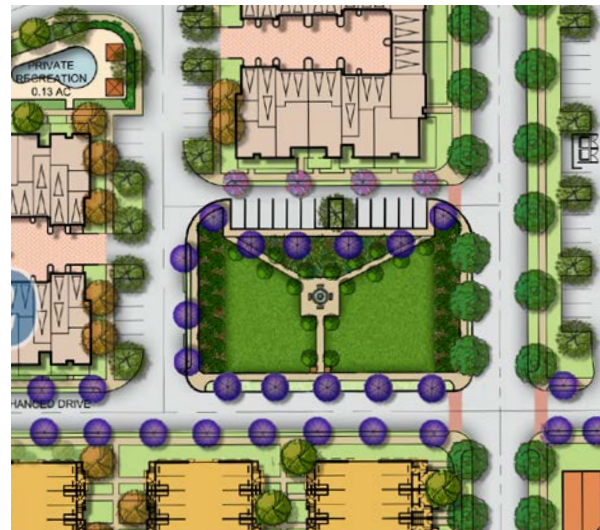


Town Square & Pedestrian Mall Programming Inspiration

Formal Pocket Parks

Two Formal Parks are planned along north/south streets within the Town Square District. These parks are meant to serve as open spaces for the residents while also enhancing the community aesthetic and sense of place. By providing two Formal Parks, one in PA-9 and one in PA-4 (Figure 6-3), open space opportunity is deliberately distributed and accessible to many residential units.

Final location and design of these spaces will be determined at the time of the “B” level tentative map approval. However, it is envisioned that a variety of park elements such as shaded seating, play structures, and pedestrian pathways are provided.



Formal Park Examples

Formal Parks are intended to provide an amenity for residents within the Falloncrest Town Square area and will be privately maintained.

Refer to Figure 6-8 for an illustration of the formal parks within the Town Square area.

It is strongly encouraged that Formal Parks be located along a street that is visually prominent and accessible to the public, in other words, not buried within a planning area. Location will be reviewed by the Community Services Department.



FIGURE 6-8: FORMAL PARK LOCATION PLAN

6.2.2.4 Pedestrian Connectivity

Pedestrian connectivity occurs by way of street sidewalks and off-street pedestrian walkways.

Main Street provides a central connection to accommodate vehicular, bicycle and pedestrian circulation throughout the Falloncrest Town Square and the rest of the Community Core. Additional pedestrian connectivity is organized in a formal arrangement to provide access to the Town Square and Formal Parks within The Preserve Loop roads.

Pedestrian connectivity is strongly encouraged. As such, there is east-west pedestrian connectivity within the Town Square District between The Preserve Loop roads. This connection is called “The Link” and will provide a continuous accessible walkway through the Town Square area.

To encourage this cornerstone for pedestrian connectivity, Guest Builders are required to provide a continuous, publicly accessible, pedestrian connection in Town Square District. The Link will provide a special pedestrian connection between The Preserve



Decorative Crosswalk Example

Loop roads, and should feature a special tree palette, identification markers, and ADA compliant enhanced paving (e.g. stamped concrete) at specific locations (e.g. intersections).

Connectivity Cornerstones

- Integrate neighborhood pedestrian walkways into the overall mobility system.
- Provide landscape focal points where pedestrian walkways intersect public roadways.
- Enhance the artistic environment within the urban core by providing features such as public art between Bickmore Avenue and Pine Avenue.
- Reinforce private streets and drives as a primary pedestrian space by providing landscaped walkways along private streets to reflect a human scale and to enhance the pedestrian experience in the urban core.
- Provide shaded walkways between neighborhoods and encourage front doors along them.
- Emphasize the connection called “The Link” that will provide a continuous accessible walkway from The Preserve Loop roads through the Town Square area.

Refer to Figure 6-9.



FIGURE 6-9: TOWN SQUARE CONNECTIVITY CONCEPT

The Link

The Link is a continuous pedestrian connection within The Falloncrest Town Square through a network of open spaces and sidewalks. Common design elements provide a harmonious relationship between parcels integrating into The Link. These common design elements are a signature tree (*Zelkova serrata* 'Green Vase'), decorative crosswalks, and Link markers. The Link icon may be represented with a marker or wayfinding signage along the designated Link walkways. Such locations include but are not limited to key street or pathway intersections, park entrances, and respite areas along The Link. Design of the wayfinding markers may come in the form of traditional signage or inspired by mile markers.

The Link Options

The three Design Element options include a 1) Mid-Block Art Walk, 2) a specified road walkway/ landscape area or 3) enhanced pedestrian promenade.

The Link Requirements

Builders shall select from these three design options to provide the required east-west pedestrian connectivity. Final design and location will occur at "B Level" MSA.

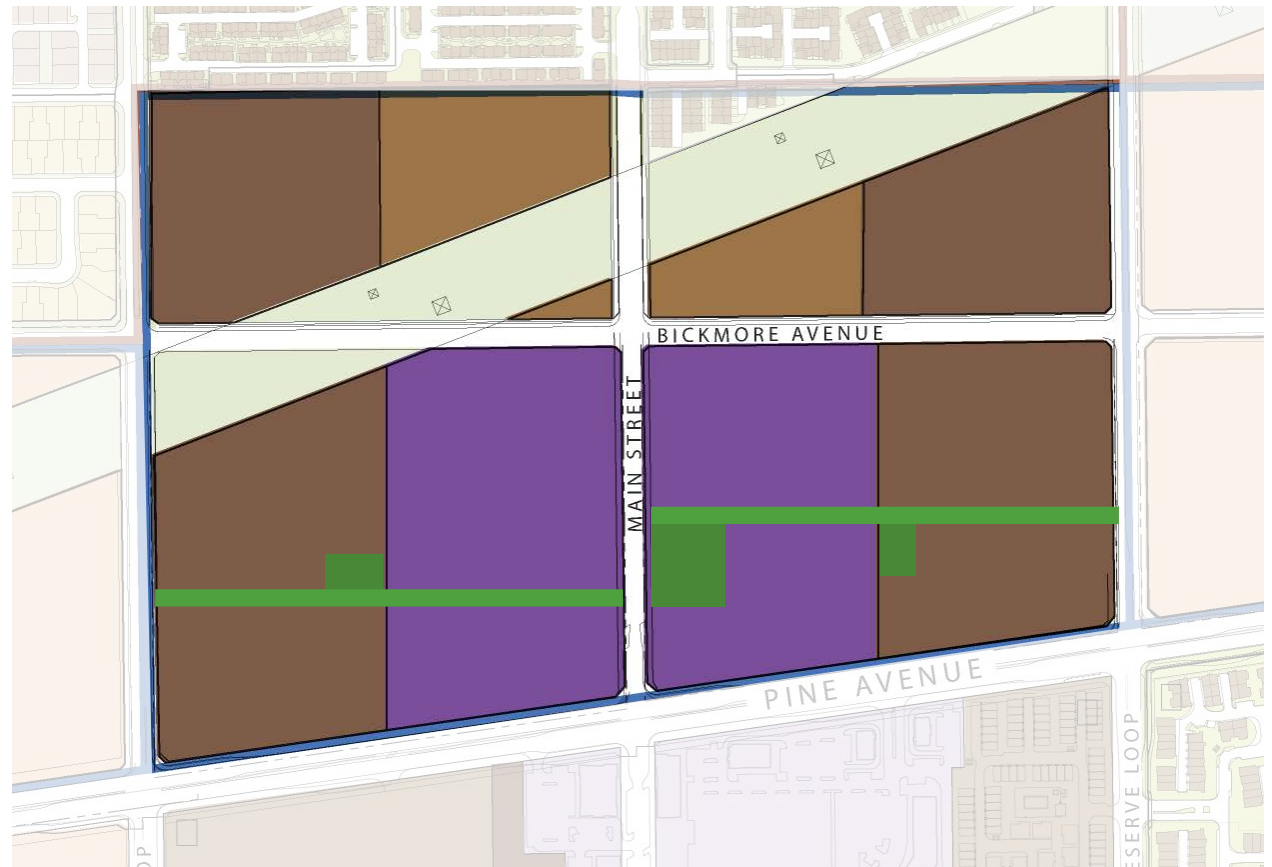
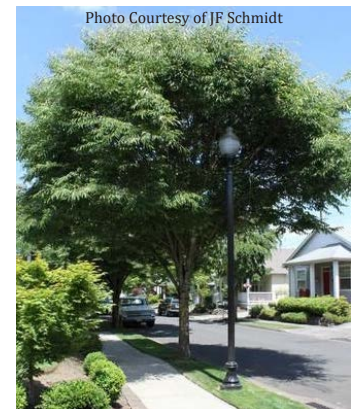


FIGURE 6-10: THE LINK CONNECTIVITY CONCEPT



Zelkova serrata tree



Wayfinding and Marker Examples

Design Option 1: Mid-Block Art Walk

Mid-Block Art Walks are a way to visually enhance urban open space and pedestrian gateways. An Art Walk may be used instead of a mid-block pass-through. Location for art in the walk will be provided during the B level design, potentially through community outreach, competition or via a local college, the art may be provided by the community.

Mid-Block Art Walk Design Elements

1. Zelkova serrata trees should be planted with formal spacing (minimum 30 feet on center). Trees that provides canopy for shade are encouraged. The tree shall be consistent to enhance the identification of The Link.
2. Decorative crosswalks shall be installed if appropriate to location (i.e. contrasting stamped concrete along crosswalk border with concrete crosswalk). Refer to City Policy on Accessible Pedestrian Facilities.
3. Link markers shall be installed to identify pedestrian connection between the parks.
4. Buildings along the perimeter of the Art Walk should be oriented with front doors, entries and porches facing the open space.
5. A six foot (6') wide walkway shall run throughout the art walk space.
6. Shaded seating areas should be incorporated into the art space. Not to encroach into the walkway.
7. If using mid-block art walk, provide one art element per builder parcel and ADA compliant enhanced paving matching the rest of The Link enhanced paving.
8. Additional opportunities for art work and community enhancement should be considered in the design.

Refer to Figure 6-11 for inspiration.

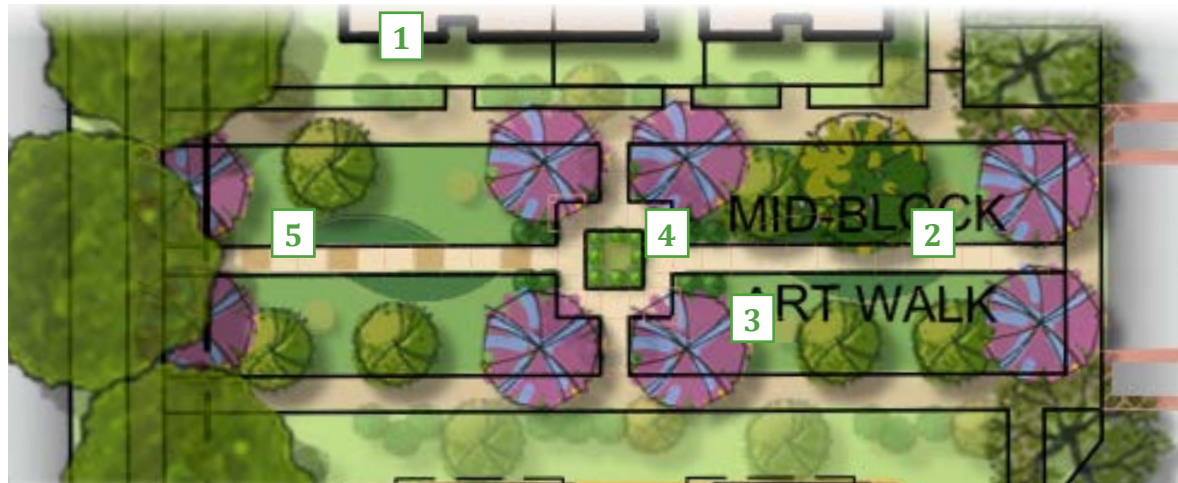
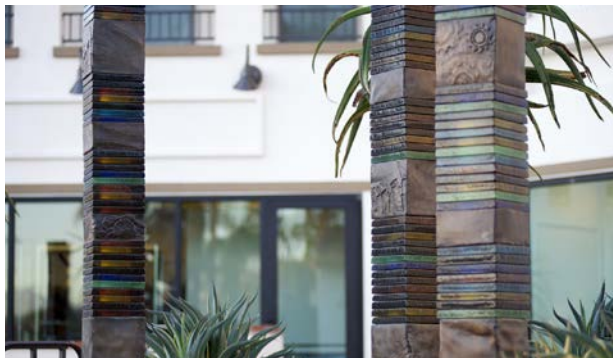


FIGURE 6-11: THE LINK - DESIGN ELEMENT OPTION ONE - ART WALK



Selective Enhanced Paving at Art Element



Art Walk Inspirational Imagery

Design Option 2: Streets

Streets may be used as the Link feature in conditions where garages do not face onto the street and there are few to no driveways interrupting the pedestrian walkway, street intersections are acceptable. Homes shall front the street where feasible, and lighting or plantings should be consistent and enhanced to make the street identifiable as The Link connection.

Street Design Elements (not all need to be used, but theme consistency is required within each planning area)

1. Zelkova serrata trees should be planted with formal spacing (minimum 30 feet on center). Trees that provides canopy for shade are encouraged. The tree shall be consistent to enhance the identification of The Link.
2. Decorative crosswalks shall be installed if appropriate to location (i.e. contrasting stamped concrete along crosswalk border with concrete crosswalk). Refer to City Policy on Accessible Pedestrian Facilities.
3. Link markers shall be installed to identify pedestrian connection between the parks.
4. A landscape parkway shall be provided between the sidewalk and curb to provide an attractive buffer for pedestrians.
5. Publicly accessible sidewalks along landscaped parkways shall be six feet (6') minimum width, five feet (5') may be permitted in narrow conditions.
6. Minimum of 2' of landscape area shall be provided between back of walk and any low wall.

Refer to Figure 6-12 for inspiration.

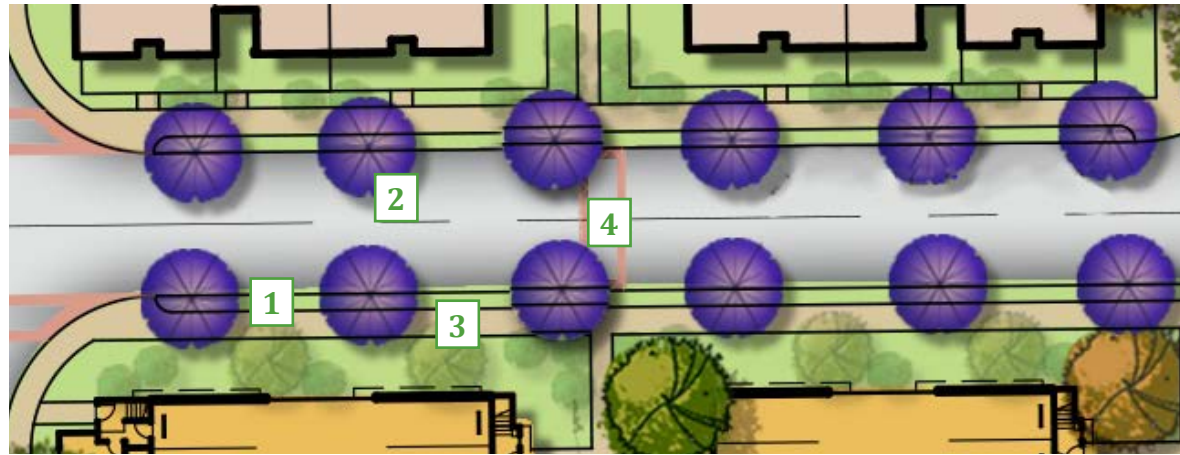


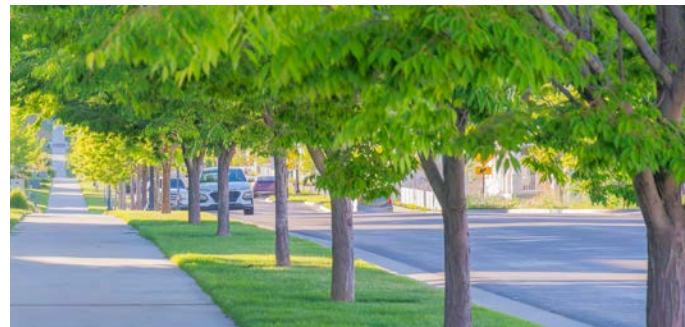
FIGURE 6-12: THE LINK - DESIGN ELEMENT OPTION TWO - STREET



Visual Cue/Design Feature for Wayfinding Example



Light Element Example



Formal Tree Planting Example



Decorative Crosswalk Example

Design Option 3: Pedestrian Promenades

Formal, tree-lined open space areas dedicated to enhance the pedestrian experience within the Town Square area may be used within individual residential neighborhoods, as a transition between builder parcels or within the more mixed-use urban environment along Main Street.

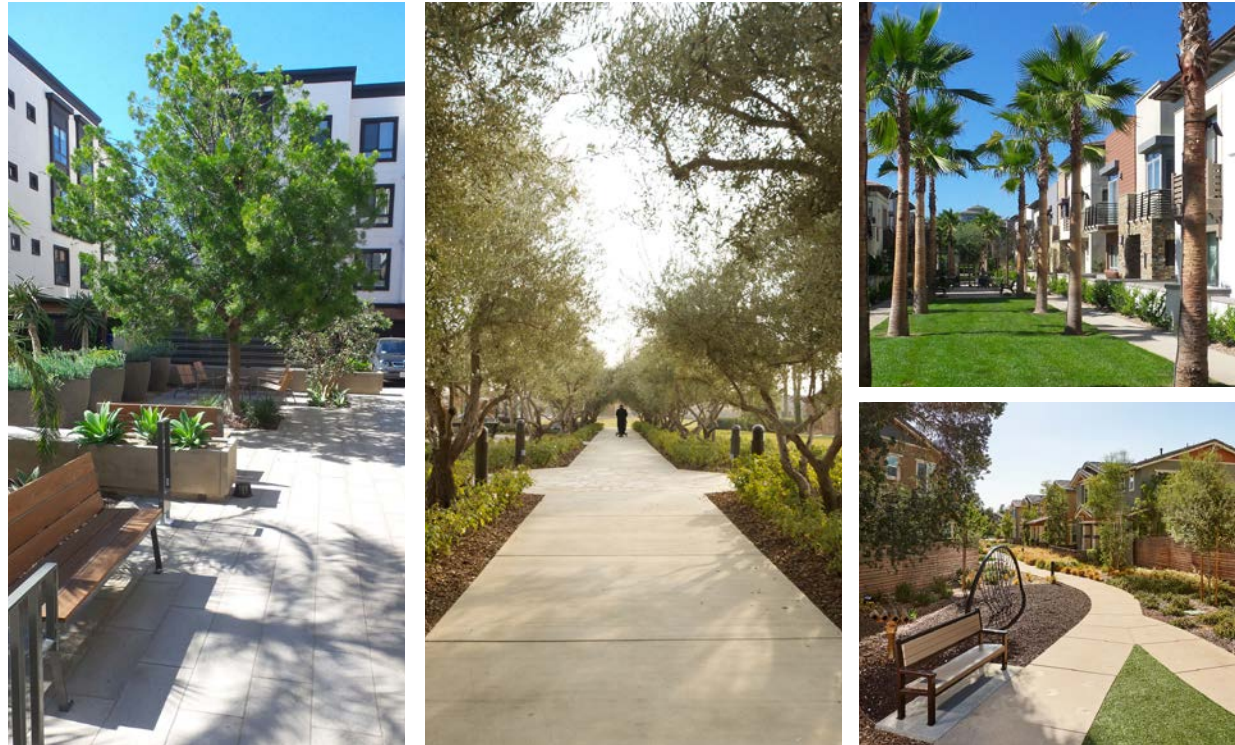
Pedestrian Promenade Design Elements

1. Zelkova serrata trees should be planted with formal spacing (minimum 30 feet on center). Trees that provides canopy for shade are encouraged. The tree shall be consistent to enhance the identification of The Link.
2. Decorative crosswalks shall be installed if appropriate to location (i.e. contrasting stamped concrete along crosswalk border with concrete crosswalk). Refer to City Policy on Accessible Pedestrian Facilities.
3. Link markers shall be installed to identify pedestrian connection between the parks.
4. Pedestrian Promenades shall be a minimum of twenty-five feet (25') wide.
5. Buildings shall front pedestrian promenade where feasible.
6. Building shall be setback a minimum of ten feet (10') from the sidewalk. No walls/fences over three feet (3') tall are allowed within three feet (3') of the pedestrian promenade.
7. Publicly accessible sidewalks within the pedestrian promenade space shall be six feet (6') minimum width where space permits.
8. Seating should be located near the intersection of pedestrian walkways and public and private streets and drives. Shaded seating areas shall be located every 150 feet (150') minimum.

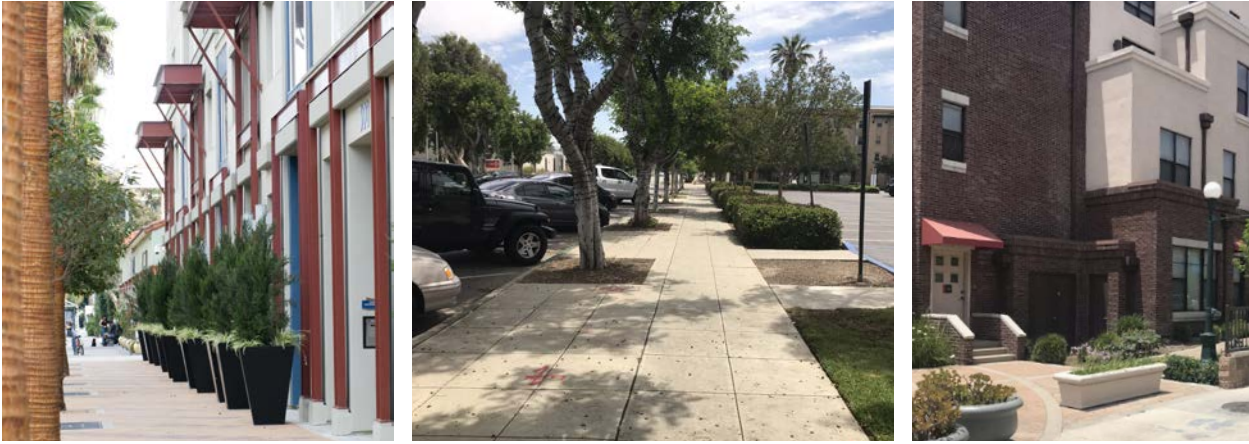
Refer to Figure 6-13 for inspiration.



FIGURE 6-13: THE LINK - DESIGN ELEMENT OPTION THREE - PEDESTRIAN PROMENADE



Pedestrian Promenade Inspirational Imagery



Street Design Features Inspirational Imagery

6.2.2.5 Local Street Design

All local streets within the Falloncrest Town Square will be designed to be consistent with Section 2.2.10 through Section 2.2.13 in The Preserve Design Guidelines (2021) unless otherwise noted in this Chapter.

The Falloncrest Town Square neighborhoods are inherently more urban in character and as such, bringing buildings closer to the street may be desired. Therefore, the Town Square neighborhoods may include curb-adjacent sidewalks along public streets.

Curb-adjacent sidewalks with tree wells are standard for Main Street from Pine Avenue to Bickmore Avenue. They may also be considered for local streets within the

HDR16 and HDR30 neighborhoods within the Loop. Refer to Section 2.2.10 and Urban Neighborhood Design Guideline Cornerstones of The Preserve Design Guidelines.

Local public streets and private streets may be used to provide internal circulation within The Falloncrest Town Square. Public streets will be designed to be consistent with the cross sections in The Preserve Specific Plan. Private streets shall be a minimum of 26' wide where fire access is required.

Per Figure 10A: Circulation Plan of The Preserve Specific Plan and Figure 2.1: Icon Street Plan of The Preserve Design Guidelines, no icon streets are proposed within the Falloncrest Town Square.

SECTION 6.3

URBAN NEIGHBORHOODS

6.3.1 DESIGN PRINCIPLES FOR URBAN NEIGHBORHOODS

Future development within The Falloncrest Town Square property will follow the criteria and guidelines outlined for Urban Neighborhoods in Section 4 of The Preserve Design Guidelines unless specific criteria and guidelines are identified in the following sections. This chapter covers the design principles for neighborhoods seeking to achieve a more urban feel. These types of neighborhoods will be found within the Falloncrest Town Square and high density residential areas inside The Preserve Loop roads. The urban approach to neighborhood crafting blends the design principles of higher density residential living, a formal network of interlocking streets and an eclectic mixture of active spaces to inspire a vibrant and interactive community environment.

To accommodate higher density homes and mixed use/live-work accommodations, additional product typologies are being introduced in this section that can apply to the Town Square neighborhoods that are not included in The Preserve Design Guidelines.



Product Type Example Imagery

6.3.1.1 Provide Architectural Diversity

Strong form, massing and detailing shall be used to express styles. Varying the product types, architectural styles, colors and accents provide more variety. Simple building plans should be considered to achieve an authentic style of architecture while providing more affordable housing to the market.

6.3.1.2 Maintain a High Level of Quality

It is the intent for all Preserve architecture to achieve a high level of quality in building function and visual appearance, assure variety and compatibility in architectural character and to enhance the community's overall value. The goal is to promote these qualities in conjunction with the landscape and planning by using architectural styles combined with modern technology to provide a pleasant, livable community.

6.3.2 SITE PLANNING CRITERIA

The following site planning criteria should be treated as design guidelines for parcel site planning and community placemaking.

6.3.2.1 Planning for Active Spaces

- Building massing, design, and setbacks shall reinforce a pedestrian-scale for the street scene without generating unusable pockets or dead spaces.
- Buildings are encouraged to be built to the minimum setback line to create a continuous street edge.
- Internal auto circulation within the Town Square area will typically be served by a private street and drive aisle system rather than a local public street system. (Section 4.2.1 of The Preserve Design Guidelines).

- Pedestrian circulation within higher density communities will depend upon the type of product and the level of density. Most of these higher density neighborhoods will not have room for curb-separated sidewalks and conventional building setbacks from sidewalks. Regardless of pathway design, accessible path of travel requirements will be met for applicable units. Although these types of communities are typically entitled with condominium maps, any required setbacks will be complied with.
- Buildings should be oriented toward streets, pedestrian pathways and/or active spaces.
- Where building design undulates, spaces along the pedestrian realm should be large enough to foster visual interest, but not too deep to disrupt the continuity of the street.
- Provide pedestrian connections to trails, interior paseos, and courts from perimeter sidewalks. Provide at least one (1) pedestrian connection per block.
- Pedestrian connections are required where cul-de-sacs end adjacent to public streets.

6.3.2.2 Plotting

By the very nature of the product, attached and multi-family home neighborhoods are much like small villages or communities. Each should be designed for compatibility within itself, using a blend of building types, compatible architectural styles and a tastefully balanced palette of colors and materials to avoid clashing and achieve a restful uniformity within each community.

- Attached communities range in size from 50 to 200 units per community.

The following general concepts should be considered when planning for and designing attached and multi-family housing.

- Design and site buildings with a strong physical relationship to public areas of the community.
- Emphasize pedestrian access and connections to public sidewalks, trails and open space systems when preparing site plans.



Typical Drive Aisle Condition



Pedestrian Circulation With Curb Adjacent Sidewalks

6.3.3 GARAGES

- Garages are typically rear-loaded on drive aisles, motorcourts, or shared driveways, but they may also be located on the same side as entries, similar to traditional townhomes.
- Tandem and split garages may be used to accommodate covered parking requirements.
- Vine wires may be added over garages that are visible from the street.
- Driveway aprons shall be a minimum three feet (3') but no more than five feet (5') to discourage unauthorized parking. However, site plan shall be reviewed as specific conditions/deviations may occur based on site design.
- Care should be given to provide opportunities for landscape where possible.
- Refer to 20.18.050 Parking Design Standards in the Chino Municipal Code for parking dimensions.

6.3.4 PARKING

Each project will strive to incorporate interior-oriented parking solutions and use the following design techniques to enhance the architecture of the street scene:

- Where parking areas are visible from public streets, these areas should be screened from view with landscape or architectural solutions to the extent possible.
- Refer to the City of Chino Municipal Code for required number of spaces.

6.3.4.1 On-Street Parking

Consistent with The Preserve Urban Neighborhood chapter of The Preserve Design Guidelines (Section 4.3.1), residential visitor parking may be located on new streets created by the residential or mixed-use development. Parking is permitted on Main Street and local streets.

6.3.4.2 Covered Parking

Covered parking solutions for high-density housing types can include side-by-side, staggered garages as well as tandem configurations. Carport parking is permitted per Zoning Code Section 20.18.050.

6.3.5 SAFETY

Security shall be enhanced through appropriate design, such as location of buildings and windows to maximize visibility of entryways, pedestrian pathways, and parking lots. Adequate lighting throughout the community core shall be provided. Well-designed and maintained landscaping shall not block views of entries and pedestrian pathways. Residential projects shall meet the Chino Crime-Free Multi-Housing Program.

6.3.6 RESIDENTIAL DESIGN ELEMENTS

6.3.6.1 Scale, massing and Articulation

Higher-density, urban-styled communities are primarily defined by the streetscape experience; how the building massing frames the street creates an engaging built form and sense of place. Buildings that create active and inviting urban streets are typically large volume buildings. The scale of higher-density buildings shall be designed for visual interest, creating rhythm and scale to the street. Composition of massing, interlocking volumes, and addition of stylized details will achieve engaged streetscapes. This may mean subtle massing offsets or bolder forms with more pronounced massing variation and simple details. The design approach shall be tailored to the architectural style and context of the primary pedestrian street.

Each neighborhood shall include a collection of varied but complementary forms that create a streetscene that is clear to navigate physically and visually.

Smaller buildings especially stand to benefit from a simpler, streamlined architectural treatment characterized by stacked massing, simple rooflines, and an acute attention to detail to maximize livable square footage for the residents. Architecture that results in a simplified massing also has positive impacts on the reduction of the building's carbon footprint through resource-efficient design. Refer to The Preserve Guidelines Section 4.5 for more information.

Base Middle Top

All buildings should be composed of three parts: base, middle and top. The delineation between the base, middle, and top may be as obvious as a massing break, or as subtle as a small canopy over an entry.

- The base or ground floor treatments should generally be designed with individual dwelling entries, stoops and porches.
- A middle part should consist of varied fenestration, color, materials and/or breaks in wall plane.
- The top floor or cornice level should be modulated, and exhibit a strong cornice line or overhang, or be otherwise emphasized. Tops of building façades should be visually terminated through the use of articulated rooftops; stepped parapets, hip and/or vaulted roofs, stepped terraces, domes and/or other forms of multifaceted building tops.



Building Elements Diagram

Horizontal or vertical wall plane break required for wall planes greater than 80 feet in length.

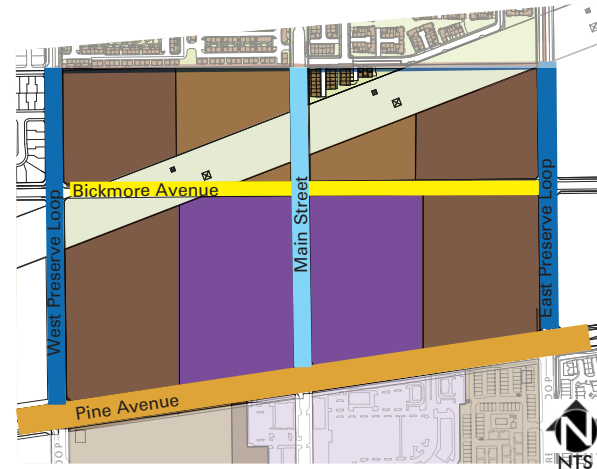


Base-Middle-Top Example

Residential Frontage Types

Dwellings with ground level entries should be oriented to public or private streets and paseos, and accessed individually and directly from the abutting street or pass-through with individual front stoops or porches. Dwellings may have individual entries with two (2) or more units combining walkways to the street sidewalk. Some larger building structures may have entries on a common hall or breezeway. These types of buildings will typically have a larger, more prominent common entry to the building.

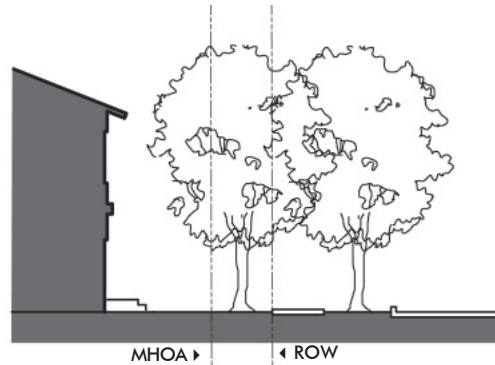
- Dwellings with ground level entries should have individual entries and walkways connecting to the adjacent street unless opening onto a courtyard, greencourt, paseo or private open space.
- Parallel on-street parking should be provided along adjacent street edges in front of dwellings where possible.
- Building entries should be enhanced with stoops, porches, balconies, overhangs, door treatments or other architectural devices that define the façade and create visual interest.
- An entry on a multi-family building does not require a fully covered porch. An entry on these types of buildings only require a simple roof, eyebrow over the door, or a recessed entry to indicate its presence.
- Fences or walls defining the front yard, patio, or courtyard should not exceed 36 inches in height if encroaching into the front setback. Privacy walls must have at least a two-foot (2') landscaped setback from the back of sidewalk.



Frontage Legend

<p>Pine</p>	<ul style="list-style-type: none"> • Primarily walled • Side/rear on conditions
<p>Loop</p>	<ul style="list-style-type: none"> • Primarily front-on, with limited side-on in MDR/HDR zoned areas. Limited side-on in ER/LDR with rear-on conditions being discouraged in all zones. • Side-on, cul-de-sacs, paseos, neighborhood streets allowed, no driveways
<p>Bickmore</p>	<ul style="list-style-type: none"> • Front and side-on conditions, no unit driveways • Driveway entries into projects okay
<p>Main</p>	<ul style="list-style-type: none"> • Primarily front-on, with limited side-on in MDR/HDR zoned areas.

FIGURE 6-14: BUILDING FRONTAGE

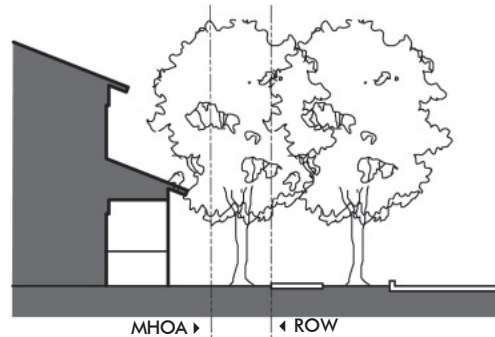


All frontage types shall meet the city's sight distance standards.

Street Level Entry

A street level entry is where the building entrance is at or near street level with a simple design yet without a porch.

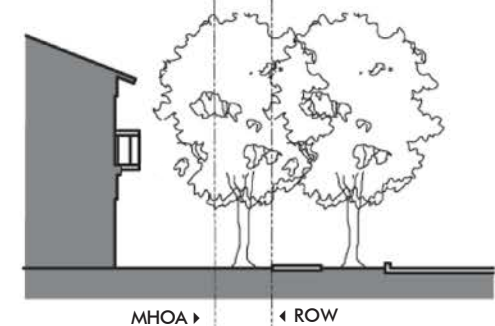
- Access to the residential units is usually through exterior stairs and a landing at the entrance.



Porch

The porch should be within a comfortably close distance of the sidewalk.

- Porches may encroach into the building setback (refer to Table 3 of The Preserve Specific Plan).



Balconies

Balconies may encroach into the building's front or side setbacks (refer to Table 3 of The Preserve Specific Plan).

- Balconies may be located above a porch.

TABLE 6.1 CURB-TO-BUILDING WITHIN LOOP AT FALLONCREST

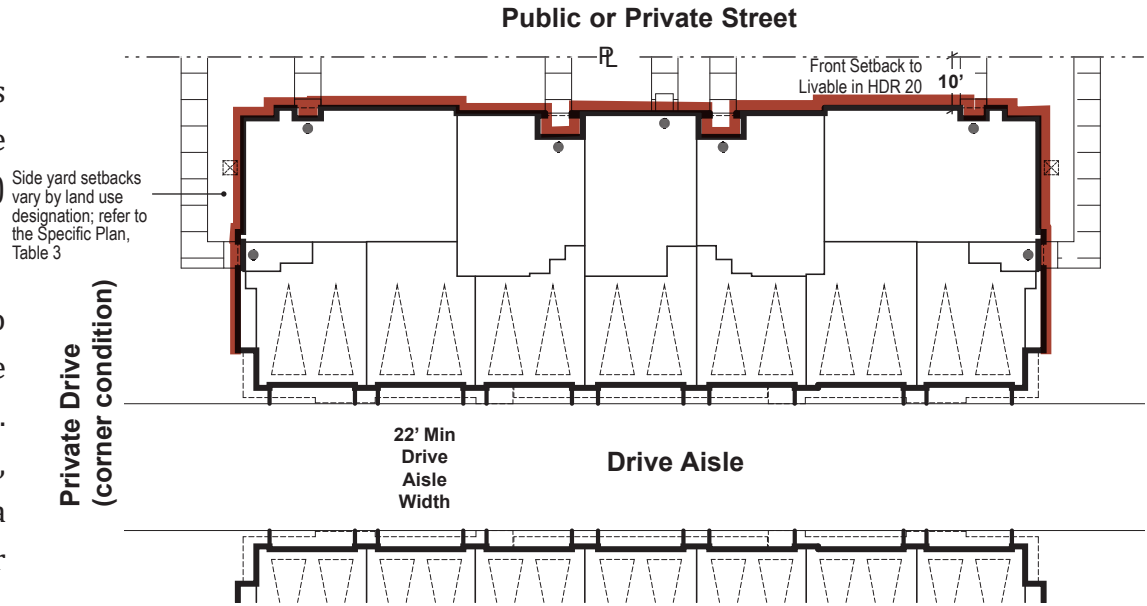
STREET	LANDSCAPE AREA WITHIN ROW	SIDEWALK WIDTH WITHIN ROW	MHOA LANDSCAPE LOT	BUILDING FRONT SETBACK FROM SIDEWALK/ MHOA LOT	TOTAL BUILDING SETBACK FROM CURB
Main Street - North of Pine Avenue					
At Commercial	7' Tree Wells	15' with 8' Clear Path of Travel	N/A	N/A	15'
Residential South of SCE Easement	7' Tree Wells	15' with 8' Clear Path of Travel	N/A	10'	25'
At SCE Easement	8' Parkway	5' Sidewalk	N/A	N/A	N/A
North of SCE Easement	8' Parkway	5' Sidewalk	6'	10'	29'
Bickmore Avenue - Within Loop Roads					
Bickmore Avenue - Within Loop Roads	10' Parkway	5' Sidewalk	6'	10'	31'
Loop Road - North of Pine Avenue					
West Preserve Loop	8'-10' Parkway	5'-6' Sidewalk	6'-8'	12'	29'-34'
East Preserve Loop - South of Bickmore Avenue	8'-10' Parkway	5'-6' Sidewalk	6'-8'	12'	29'-34'
East Preserve Loop - North of Bickmore Avenue	8-10' Parkway	10-6" Sidewalk	6'-8'	12'	34'

Refer to The Preserve Specific Plan Street Sections.

6.3.6.3 2/3-Story Row Townhomes

Row townhomes have front doors oriented to streets or paseos, while garage access is taken from rear drive aisles. They typically range from three (3) to eight (8) or units, but can have more.

Each neighborhood should include a minimum of two (2) building sizes. There should be a minimum of three (3) floor plans represented within each neighborhood. A minimum of two (2) architectural styles are required, although three (3) are preferred. There should be a minimum of three (3) color schemes proposed per architectural style.



<p>Legend</p> <ul style="list-style-type: none"> ● Front Entry — Front Elevation 	<p>Notes:</p> <p>Private Open Space area needs to meet minimum dimensions and sq ft.</p> <p>Sidewalks may be adjacent to curbs or separated, if room allows.</p>
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Product Example Imagery



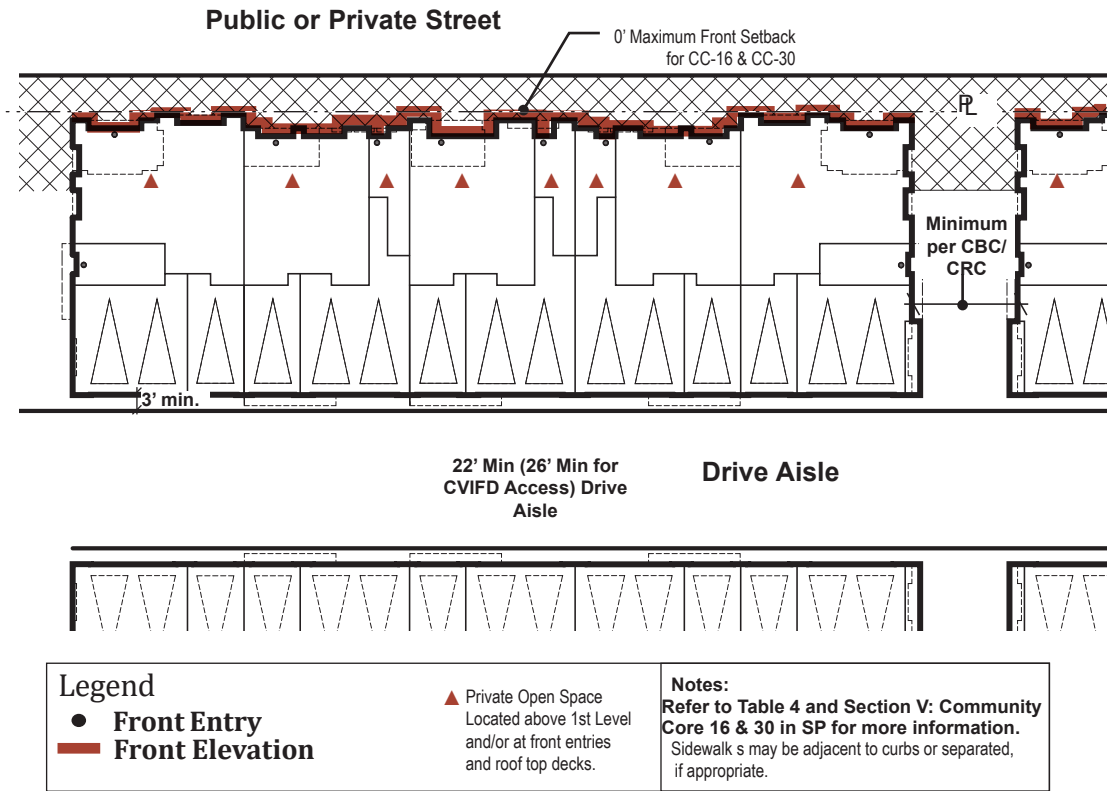
Product Example Imagery

6.3.6.4 2/3-Story Live/Work Townhomes

Live/Work Townhomes have work area or shopkeeper spaces on the first floor. For diversity, not every home is required to have a work space. Front doors orient towards the street or an internal paseo. Homes may be arranged in a flat or townhome configuration. Parking may be accommodated in garages or an adjacent structure or lot.

There should be a minimum of two (2) floor plans represented within each neighborhood. Provide at least two (2) elevations or color schemes per building plan.

If a single unified theme is proposed for a “village-like” atmosphere, than a single architectural style may be proposed. Otherwise the community should have a different architectural style per 100 units, but still a minimum of two (2) color schemes.



Product Example Imagery



Product Example Imagery

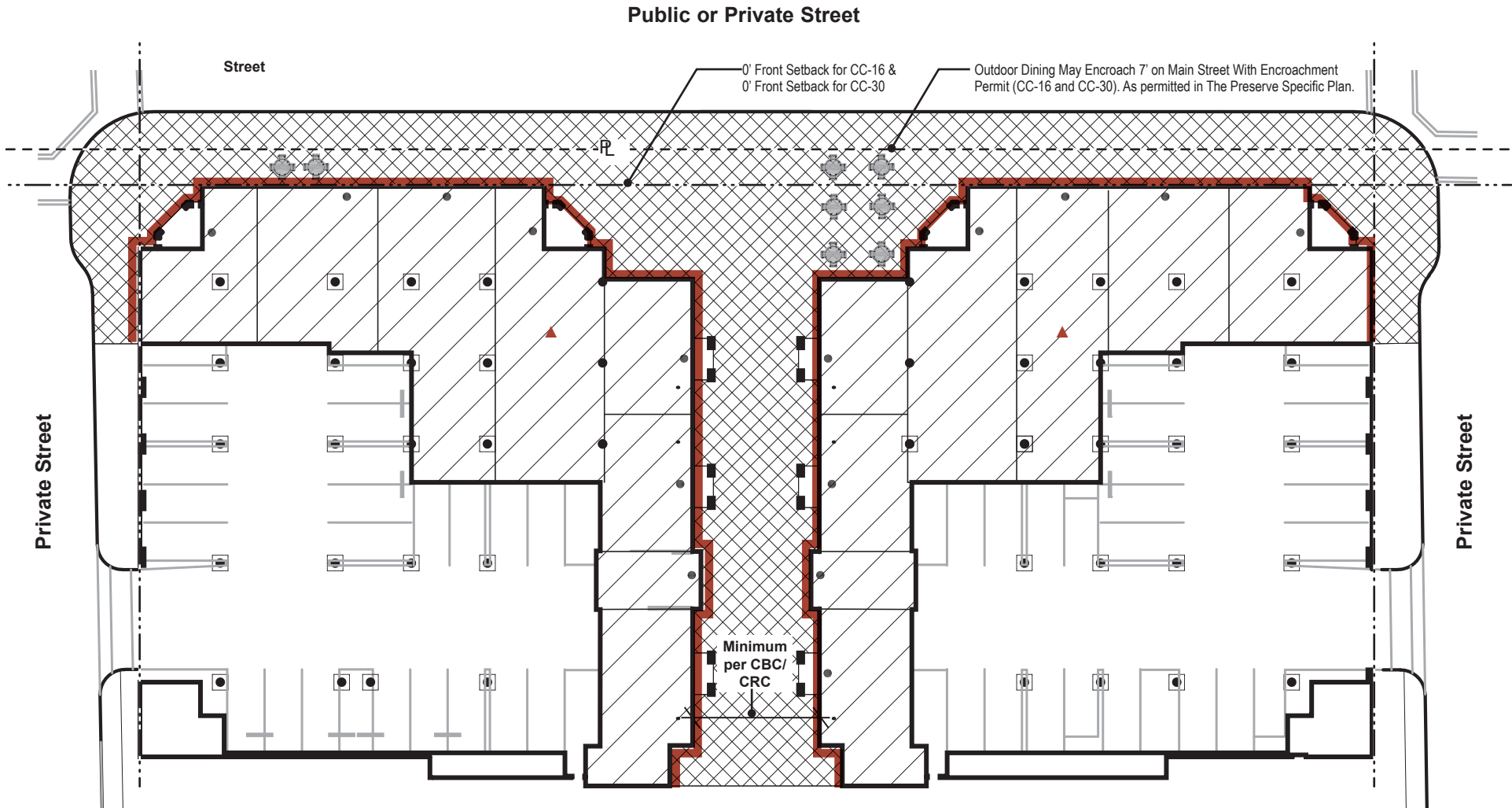
6.3.6.5 Mixed-Use Flats & Towns

Mixed-use buildings typically have retail or shopkeeper spaces on the first floor. Front doors orient towards the street or an internal paseo. Homes may be arranged in a flat or townhome configuration. Parking may be accommodated in underground parking, a parking structure or surface lot.

There should be a minimum of three (3) floor plans represented within each neighborhood. Number of building plans, architectural styles and color schemes will be dependent on neighborhood layout as multiple schemes and styles may not be appropriate for the site design.



Product Example Imagery



Legend <ul style="list-style-type: none">● Front Entry— Front Elevation	<ul style="list-style-type: none">▲ Private Open Space Located above 1st Level and/or at front entries and roof top decks.	Notes: Refer to Table 4 and Section V: Community Core 16 & 30 in SP for more information. Sidewalks may be adjacent to curbs or separated, if appropriate.
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Architectural Styles Example Imagery

6.3.7 ARCHITECTURAL STYLES

Falloncrest strives to create a diverse but harmonious architectural style palette. Builders shall select one or more of the styles below for application to the buildings and homes within the Town Center. Although The Preserve Design Guidelines separate styles into Suburban and Urban which is practical for the diversity, Falloncrest borrows from both Suburban and Urban Neighborhood architectural styles to expand variety in within the more intense Community Core area. Refer to Section 3.8 and 4.7 of The Preserve Design Guidelines for more detailed style descriptions.

Special attention must be paid when mixing separate Style Series together; however, style variation and diversity is encouraged throughout Falloncrest.

Modern Style Series

- Art Deco
- Contemporary
- Industrial

American Heritage Style Series

- Farmhouse
- American Traditional
- Coastal
- Main Street
- Santa Barbara

Millennium Style Series

- Adaptive Farmhouse
- Adaptive Italian
- Adaptive Spanish
- Adaptive Prairie
- Adaptive European

California Heritage Style Series

- Craftsman
- Monterey
- Spanish Colonial

Additional Styles and Style Elements

Additional Styles and Style Elements not listed in this section or in Sections 3.8 or 4.7 of The Preserve Design Guidelines may be proposed. However, they must follow the same principals and attention to detail as the specific styles and style elements provided. Proposed additional styles and style elements may be added with the review and approval of the Falloncrest Farms LLC and the Design Review Board at the City of Chino.

A. Modern Style Series

The Modern Style Series accommodate the more urban setting. These styles are well-suited for high-density residential buildings in urban neighborhoods that blend business, industry, and housing.

These styles include simple, unadorned geometric forms detailed with materials, projections, and windows. The styles emphasize interlocking volumes with a collage of materials and colors. Architectural elements such as awnings, balconies and trellises can be appended to the volumes, allowing indoor/outdoor spaces to be created. Vertical and horizontal elements can provide interest to the residential structures. The roofs may be flat with parapets, sloped, or a combination of both.

- Art Deco (*Refer to 4.7.1 of The Preserve Design Guidelines*)
- Contemporary (*Refer to 4.7.2 of The Preserve Design Guidelines*)
- Industrial (*Refer to 4.7.3 of The Preserve Design Guidelines*)

Modern Style Elements

- Plan form is more cubic, expressed in bold, simplified forms.
- Roofs are typically shielded by parapets and may have accent roof features such as curves, gables, hips or sheds.
- Wall materials typically consist of stucco, metal, brick, stone and/or siding.
- Projections to articulate facades are typical and may include building wall planes, awnings, overhangs, canopies, window trim or accent roof forms.
- Windows are typically a primary feature of the elevation; design sometimes includes groupings, unique size or shape or oversized and symmetrical mullions.
- Handrails and guardrails enhance the elevations.
- Color blocking is typical.



Art Deco



Contemporary



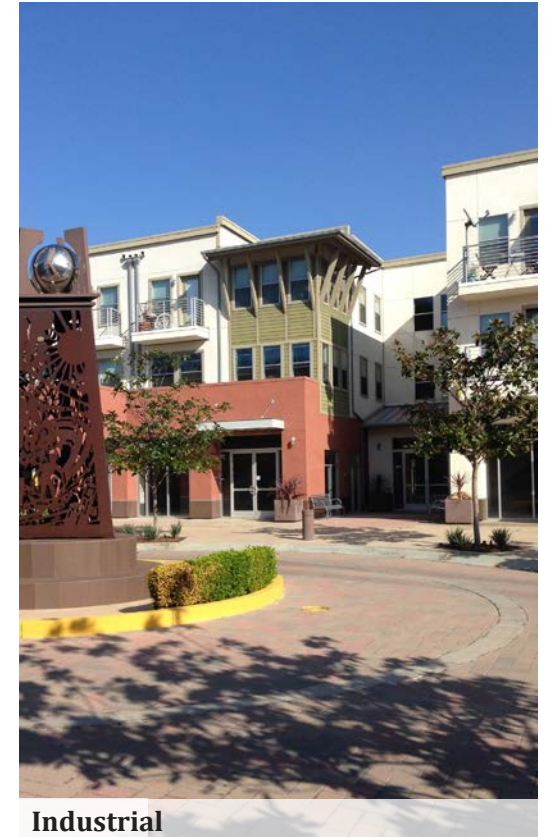
Industrial



Industrial



Contemporary



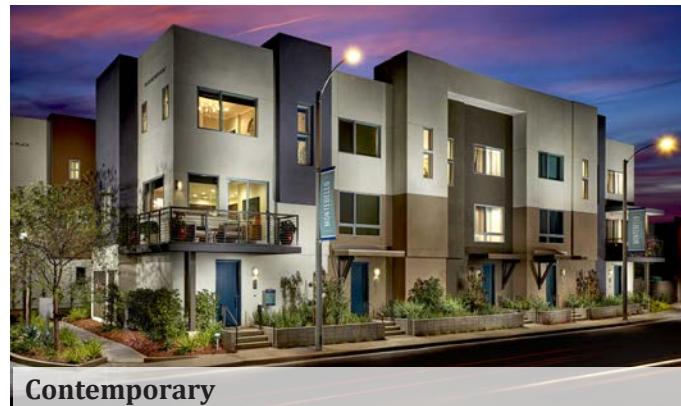
Industrial



Art Deco



Contemporary



Contemporary

FIGURE 6-15: MODERN STYLE SERIES INSPIRATION

B. American Heritage Style Series

This series represents traditional American styles found in throughout the country. The architectural form and design elements of these styles are inspired by architecture of the late 19th and early 20th Centuries. Coastal, Main Street and Santa Barbara styles compose this Heritage grouping. Coastal is derived from the seaside towns, Santa Barbara is inspired by the evolved Spanish Colonial style, and the Main Street style captures the American Main Street frontages, urban environments, and relationship to the street level public realm.

- Farmhouse (*Refer to 3.8.1 of The Preserve Design Guidelines*)
- American Traditional (*Refer to 3.8.3 of The Preserve Design Guidelines*)
- Coastal (*Refer to 3.8.4 of The Preserve Design Guidelines*)
- Main Street (*Refer to 4.7.5 of The Preserve Design Guidelines*)
- Santa Barbara (*Refer to 4.7.6 of The Preserve Design Guidelines*)

American Heritage Elements

- Plan form is simplified but characteristic of the base style.
- Elevation is generally identifiable as derived from the traditional form, detail, or signature feature reflective of the style from which it is derived.
- Roof pitch shall be true to base style with complementary material.
- Wall materials typically consist of stucco, with accents of stone, brick or siding.
- Wall materials may be modern.
- Windows match the theme of the elevation in detail, size, orientation or trim.
- Projections to articulate facades are typical and may include building wall planes, awnings, overhangs, canopies, window trim or accent roof forms.
- Color blocking may be appropriate to the style.



Farmhouse



Main Street



American Traditional



Coastal



Santa Barbara



Santa Barbara



American Traditional



Main Street

FIGURE 6-16: AMERICAN HERITAGE STYLE SERIES INSPIRATION

C. Millennium Style Series

Traditional architecture is based on recognizable, authentic and historically derived forms, materials and details that reasonably express a particular style. Adapted or historically derived elevations focus on character-defining elements but allow for the integration of modern materials, colors and artistic interpretation to generate a more contemporary, yet recognizable, expression of a traditional architectural style.

Adapted elevations can incorporate new, modern or progressive forms, details and materials in the modern context of architecture. Architectural liberties are taken in interpretation and design to create an identifiable style that is not strictly historical.

- Adaptive Farmhouse (*Refer to 4.7.7 of The Preserve Design Guidelines*)
- Adaptive Italian (*Refer to 4.7.8 of The Preserve Design Guidelines*)
- Adaptive Spanish (*Refer to 4.7.10 of The Preserve Design Guidelines*)
- Adaptive Prairie (*Refer to 4.7.9 of The Preserve Design Guidelines*)
- Adaptive European (*Refer to 3.8.16 of The Preserve Design Guidelines*)

Millennium Style Elements

- Plan form is generally bold and simplified.
- Elevation is generally identifiable as derived from the traditional form, detail, or signature feature reflective of the style from which it is derived (i.e. balcony, brackets under eaves, entry surrounds, bay windows, porches, corbels, columns, and railing).
- Roof pitches may be exaggerated (shallower or steeper).
- Roof overhangs may be exaggerated or minimized.
- Wall materials typically consist of stucco, metal, brick, and/or siding; it is recommended that designs be comprised of two (2) different wall materials.
- Wall materials may be modern.
- Windows match the theme of the elevation in detail, size, orientation or trim.
- Details are simpler and highlighted or exaggerated to define style.



Adaptive Italian



Adaptive Prairie



Adaptive Prairie



Adaptive European



Adaptive Spanish

FIGURE 6-17: MILLENNIUM STYLE SERIES INSPIRATION

C. California Heritage Style Series

California Heritage styles re-interpret architectural lifestyle choices with the addition of Western materials and innovation while retaining the decorative detailing of exposed woodwork, wrought iron hardware and moldings. Along with American-born styles such as Craftsman, Spanish architecture has heavily influenced the palette. Craftsman style homes may use materials to create beautifully simple homes suited to the desirable California landscape, While Spanish homes display characteristic tile roofs and light colored stucco. Representing one of California's true vernacular styles, the Ranch House, evolved using native materials and considerations of climate and lifestyle. Styles within this series include the following:

- Craftsman (*Refer to 4.7.4 of The Preserve Design Guidelines*)
- Monterey (*Refer to 3.8.7 of The Preserve Design Guidelines*)
- Spanish Colonial (*Refer to 3.8.8 of The Preserve Design Guidelines*)

California Heritage Style Elements

- Plan form is generally bold and simplified.
- Elevation is generally identifiable as derived from the traditional form, detail, or signature feature reflective of the style from which it is derived (i.e. balcony, brackets under eaves, entry surrounds, bay windows, porches, corbels, columns, and railing).
- Roof pitches may be exaggerated (shallower or steeper).
- Roof overhangs may be exaggerated or minimized.
- Wall materials typically consist of stucco, brick, and/or siding; it is recommended that designs be comprised of two (2) different wall materials.
- Wall materials may be modern.



Monterey



Craftsman



Spanish Colonial



Craftsman



Spanish Colonial



SECTION 6.4 LANDSCAPE DESIGN

6.4.1 INTRODUCTION

Future development within The Falloncrest Town Square property will follow the criteria and guidelines outlined for Landscape Design in Section 5 of The Preserve Design Guidelines unless specific criteria and guidelines are identified in the following sections.

The Landscape Design Section of the guidelines gives an overview of the Guest Builder's responsibilities for landscaping front yards, side yards, streetscapes, entries and pocket

parks. These guidelines ensure a continuity within the community through planting schemes, and the use of materials, color and character that enhances both planning and architecture.

The Landscape Design Section works in conjunction with the planning and architectural portion of the design guidelines. Reference these sections for pertinent information.

6.4.1.1 Community Context

The underlying design philosophy has been to create a community character and quality that reflects the context of the community and its surrounding region. The integration of site planning, architecture and landscape principles into neighborhood design is a fundamental goal for all neighborhoods within The Preserve, Falloncrest included.

6.4.1.2 Landscape Concept Statement

The landscape concept for The Preserve community is inspired by the on-site native habitat and nostalgic agricultural heritage of the land. The landscape concept has been designed to celebrate these elements while creating a “community of trees” that looks forward into a new era inspired by the past. The edges of The Preserve are defined with a singular landscape character, including an informal meandering grove of evergreen and deciduous canopy trees, giving the project a unique image. Drought tolerant and low water use plantings shall be included throughout the Falloncrest community.



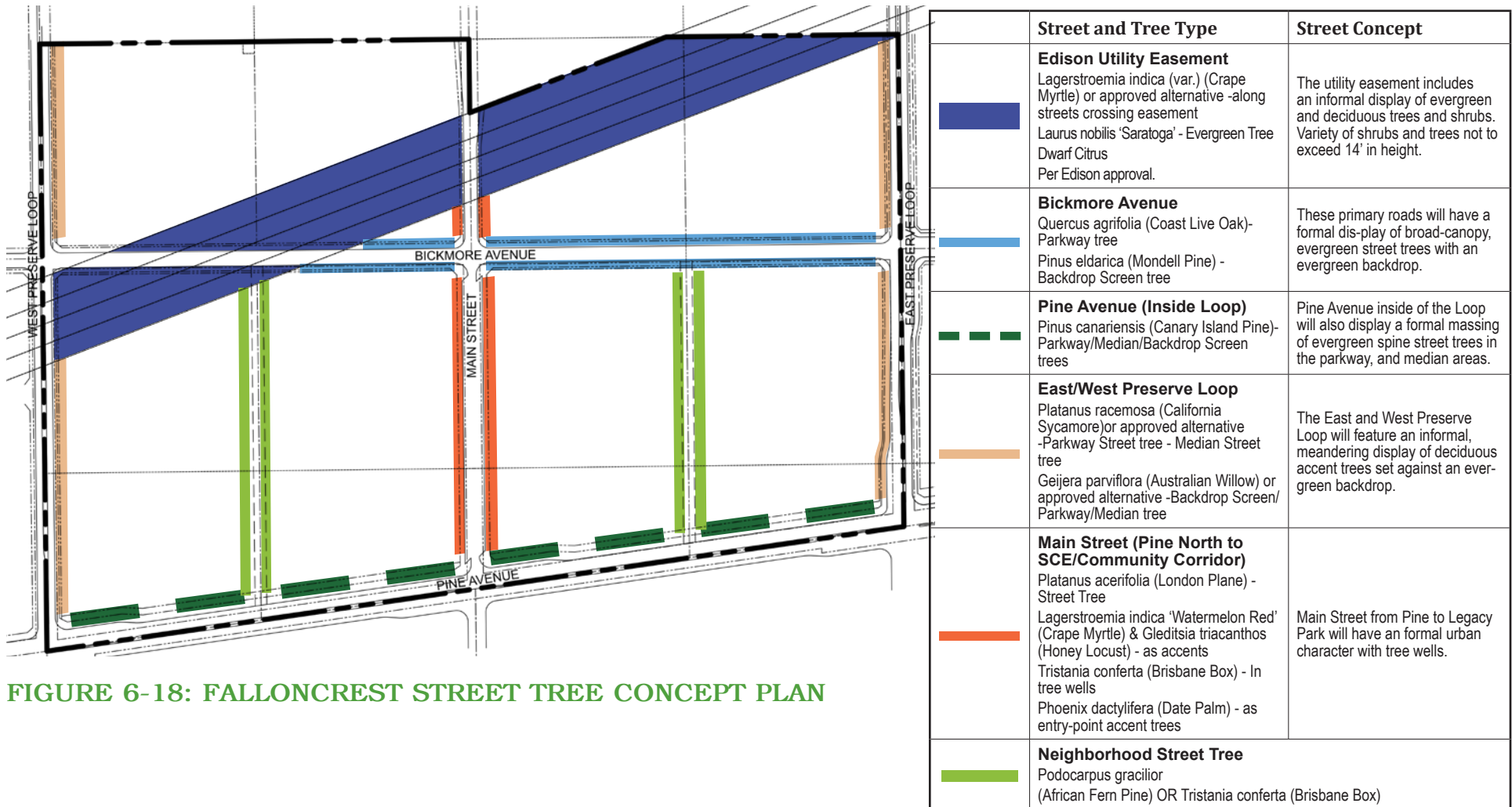


FIGURE 6-18: FALLONCREST STREET TREE CONCEPT PLAN

The open space to the south is drawn into the internal community landscape through paseos, streets, and median landscaping. The north/south streets include a framework of deciduous accent trees and evergreen screen trees that have a rustic but elegant landscape character. The east/west streets are patterned with a grid-like fabric of

urban evergreen orchard plantings in parkways and medians. All streets however, north/south and east/west, will have a distinct appearance apart from each other. Different deciduous and evergreen street trees will punctuate the landscape framework giving diversity and interest among the two distinct directional groups within the community.

This diversity within the community creates a combination of streets that compliment one another through contrasting texture, forms, and structures which knit the community together while also preserving the open space heritage and nostalgic agricultural roots of Chino.

Refer to Figure 6-18.

6.4.1.3 Scope of Work

This section defines the areas of responsibility regarding the installation and maintenance of landscape for the Guest Builder. The Guest Builder is required to irrigate and maintain areas during construction, even if these areas eventually fall under a different jurisdiction subsequent to installation.

The Master Developer will not be constructing any improvements. The improvements will be constructed by phase, as specified in the Falloncrest Development Agreement. PMMC annexation will be done by each individual Guest Builder.

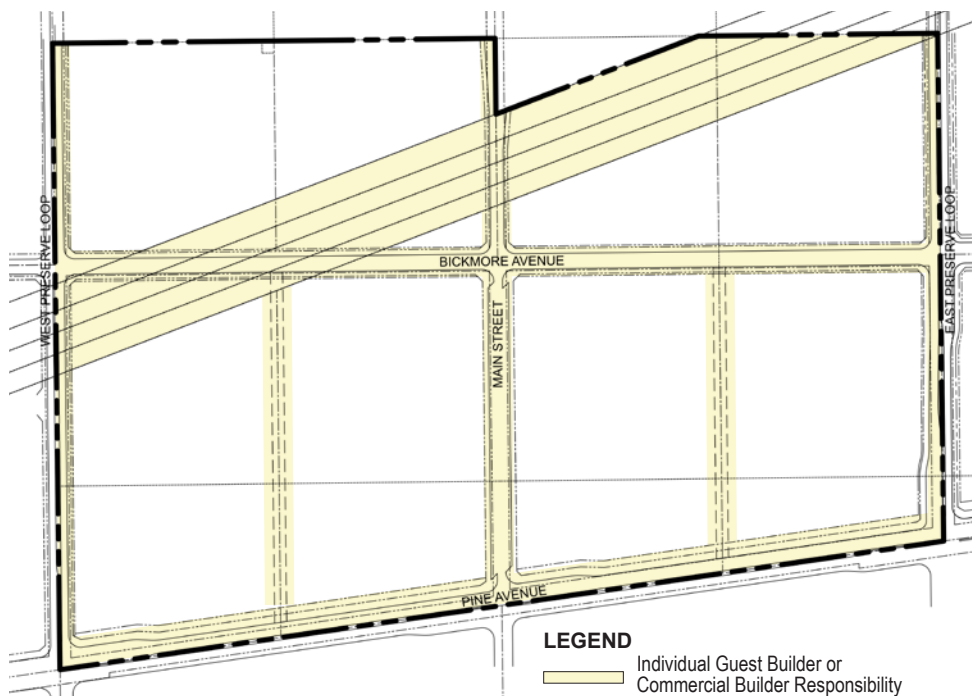


FIGURE 6-19: NEIGHBORHOOD INSTALLATION RESPONSIBILITY PLAN

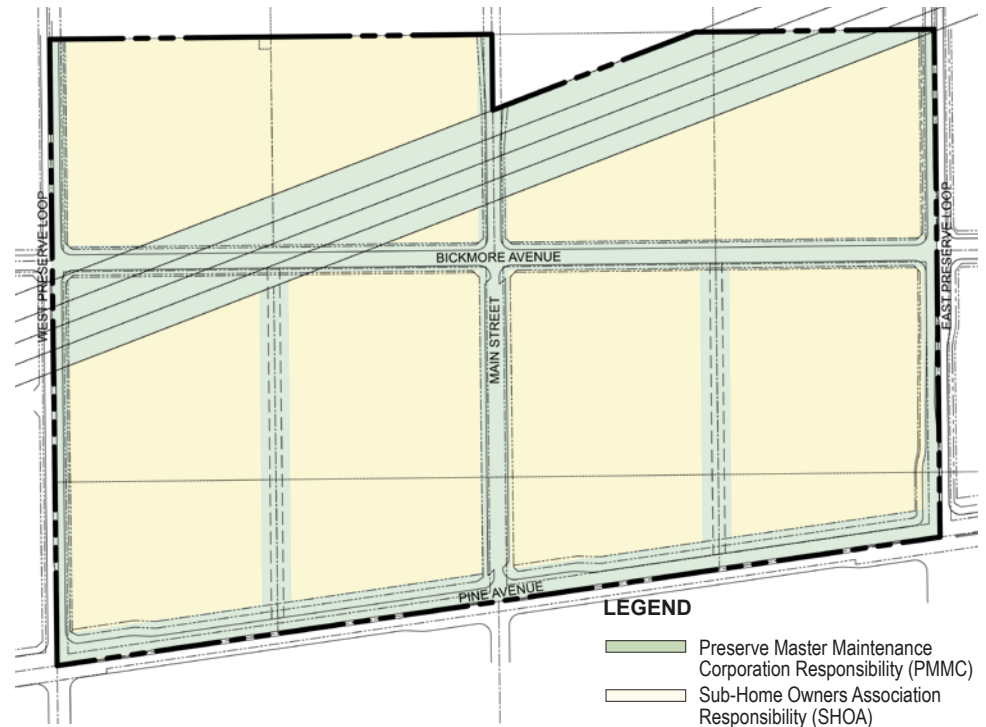


FIGURE 6-20: NEIGHBORHOOD MAINTENANCE RESPONSIBILITY PLAN

6.4.2 NEIGHBORHOOD CHARACTER AND LANDSCAPE DESIGN CONCEPTS

Neighborhood Entry enhancements within the Falloncrest Town Center will be designed to be consistent with the overall Preserve Design Guidelines - Section 5.2.1 Entries

Where gateways, major and minor community entries or community intersections occur, Guest Builders may be affected by special setback requirements. The Master Developer will be responsible for these entries. Guest Builders are to build the Neighborhood Entry Enhancements where appropriate. In residential areas, traditional “Neighborhood Entries” where large, individualized Guest Builder sign monumentation is used to mark “corners” will be discouraged and is not appropriate. Temporary recognition of model complexes through the use of signage and other techniques (to be determined in marketing program) are encouraged, but permanent “entry” definition to all projects is not encouraged.

Refer to Exhibit 6-21.



FIGURE 6-21: MASTER PLAN COMMUNITY GATEWAYS AND ENTRIES PLAN



Conceptual Park Gateway Design

Community Park Gateway

A conceptual design has been created for a Community Park Gateway as part of the proposed Splash Park within the Community Park. **Refer to Figure 6-21.**

- Community gateways are intended to highlight major intersections within The Preserve and announce arrival into major districts.
- Community gateways may include signs identifying the district or community, but should include themed lighting, enhanced hardscape elements, a lush landscape understory and distinct use of the planting palettes which wrapped from the adjoining streets.

The Gateway design for the Community Park area announces the development theme at the intersection of Main Street and Bickmore Avenue. This Gateway establishes a thematic character based on the historic agricultural heritage of the City of Chino. The Community Park Gateway features a twenty foot (20') historic replica Water Tower Shower. This structure will provide a landmark entry monument for the Community Park and will anchor the north end of the Main Street corridor within The Falloncrest Town Square.



Examples of Monumentation

Pine Avenue/Main Street Gateway

The intersection of Pine Avenue and Main Street is at the center of The Preserve's urban core. Matching gateway features will be implemented along Main Street on the north and south side of Pine Avenue. The Master Developer of The Preserve Town Center development will construct the Gateway feature south of Pine Avenue.

The Gateway on the north side of Pine Avenue will be consistent with the south gateway and will be constructed by the Phase 3 Guest Builder of the Falloncrest Town Square as part of the construction of Main Street.



Conceptual Pine Avenue and Main Street Gateway Inspiration



6.4.2.1 Streetscapes

Streetscape Elements Example

Streetscapes in The Falloncrest Town Square will reflect a more urban character. Curb-adjacent sidewalk with tree wells are standard for Main Street from Pine Street to Bickmore Avenue and may be used in other public street sections of the Town Square. The higher density products will typically be served by a private drive aisle system rather than a public local street system, and as such, private drive aisle should be designed consistent with The Preserve Design Guidelines Section 4.5.2. A combination of private streets and drive aisles are permitted in the Falloncrest Town Square area.

- Tree species along Bickmore Avenue, Pine Avenue, Main Street, and The Preserve Loop roads shall be per The Preserve Design Guidelines Section 5.1.2.
- The Guest Builder will be responsible for the installation of the street trees, groundcover, under trees, limited sodded turf and an automatic irrigation system.

- The irrigation and maintenance of the trees and groundcover during their construction period is also the responsibility of the Guest Builder.
- Sidewalks and driveway aprons are to receive a medium broom finish (or other approved type) and approved score pattern to reinforce the village and neighborhood character. Corners are to be designed to minimize hardscape while allowing accessibility.
- Reinforce the historical character of the architecture with the overall planting schemes.
- Evenly space street trees on parkways.
- Plant background trees, shrubs and ground covers in groups to create a dynamic rhythm and avoid the monotony of evenly spaced trees.
- Use continuous foundation shrub planting for all homes. Shrubs are to be selected from the approved palette and help to reinforce the character of the distinct and neighborhood architecture.
- Specimen trees, tree clusters or other landscape elements such as thematic fencing, arbors and seating areas can provide these neighborhood enhancements. If a street island is not present, the Guest Builder is to install specimen trees at the end of each cul-de-sac.
- All tree and shrub plant type and locations shall adhere to vehicular sight line requirements.
- Parkways and drive aisles shall be consistent with Section 5.2.3 of the overall Preserve Design Guidelines (2021).
- All planting within The Falloncrest Town Square shall be selected from the Neighborhood Plant List in Section 5.6 of the overall Preserve Design Guidelines (2021).

6.4.2.2 Residential Landscape

Residential Landscape design within The Falloncrest Town Square will be consistent with Section 5.2.3.B of the overall Preserve Design Guidelines (2021). Primarily multi-family home types are anticipated within the Community and will establish a more urban neighborhood character. Single-family type homes, such as cluster homes, may be proposed within The Falloncrest Town Square area and shall also be consistent with Section 5.2.3.B. Urban single family type homes include Bungalow, Paired Homes and Zero Lot Line Homes.

6.4.2.3 SCE Easement Landscape

Although Southern California Edison will provide review for the landscape and programming occurring in the easement, it is strongly encouraged that native plant materials and non-invasive ornamental landscape materials be incorporated into the easement landscaping plan. Additionally, trails will be either asphalt or decomposed granite (as approved by SCE and City) and a drip irrigation system is preferred.

6.4.3 PARKS AND RECREATION

The Town Square Park and two formal parks are intended to be the focal points within the community. Current location of the parks is conceptual and subject to change based on Guest Builder site design. Park location shall be approved by the City of Chino's Community Services Department.

Recreational opportunities provided in the parks should reflect the residential neighborhoods which they serve. Each park should have a unique form and character while also displaying unifying design elements that knit the parks together. The central location of these parks is designed such that everyone is generally within a few blocks of a park or open space, creating a human-scale and opportunity for social interactions. Park designs will incorporate the thematic concept of adjoining residential areas using specimen trees, flowering shrubbery and sodded turf to set these spaces off as focal elements.

Additional elements such as water features, sports and game areas, active recreational facilities and passive features such as tree groves, thematic shade structures and special hardscape treatments will further tie these spaces into the neighborhood character. These parks shall be installed by the Guest Builders and maintained by the PMMC.

Plans developed for city parks shall be submitted to the Community Services Department for review and approval, and shall meet specific design requirements identified in the Falloncrest Development Agreement.

Refer to Figure 6-22.





**Locations are subject to change during "B" Level map submittal. Park location shall be approved by Chino Community Services Department.*

FIGURE 6-22: TOWN SQUARE/PARKS/RECREATION AREAS LOCATION PLAN*

6.4.3.1 Formal Park Criteria

Amenities within the two formal parks planned for The Falloncrest Town Square may include, but are not limited to open turf flex space, tot lots, picnic areas, picnic areas, ornamental gardens, passive meditation features, active sports areas, BBQs, swimming pools/spas, benches, shade structures and water fountains.

Formal Park designs shall:

- Be located adjacent to streets that are visible and easily accessed by the public.
- Use vertical trees to provide privacy for adjacent homes.
- Plant shrubbery along perimeters where walls or slopes occur.
- Apply all general residential landscape requirements.
- Inclusion of neighborhood park signage is encouraged.
- Use site furnishings proposed in site furnishings section.
- Site lighting shall be consistent with the lighting plan and City of Chino.
- Use of canopy trees and shade structures to provide adequate shade in park area.

6.4.4 WALLS AND FENCING

Walls and fences are an integral component and extension of the building designs and surrounding landscape. They define community boundaries and limits of property ownership and create exterior privacy while providing unity within a product area. Walls and fences shall be constructed of materials that match the community walls and fence details. The colors and textures shall be similar and harmonious with the architectural expression of adjacent homes. Falloncrest Town Square seeks to create a harmonious visual relationship with The Preserve Town Center on the south side of Pine Avenue, design cues should be taken from The Preserve Design Guidelines. Walls and fencing within The Falloncrest Town Square will be designed to the standards Section 5.4 of the overall Preserve Design Guidelines.

Refer to Figure 6-23.

6.4.5 IRRIGATION STANDARDS AND WATER USAGE

Landscape plans and irrigation systems within The Falloncrest Town Square will be designed to the standards Section 5.5 of The Preserve Design Guidelines. The plant palette for The Preserve has been designed to ensure maximum water conservation. Climate appropriate, drought-tolerant plantings and irrigation systems are required.

6.4.6 NEIGHBORHOOD PLANT PALETTE

An approved neighborhood plant palette for The Preserve is included in The Preserve Design Guidelines – refer to Section 5.6. This plant list will apply to all future development within The Falloncrest Town Square. Climate appropriate, drought-tolerant plantings and are required.

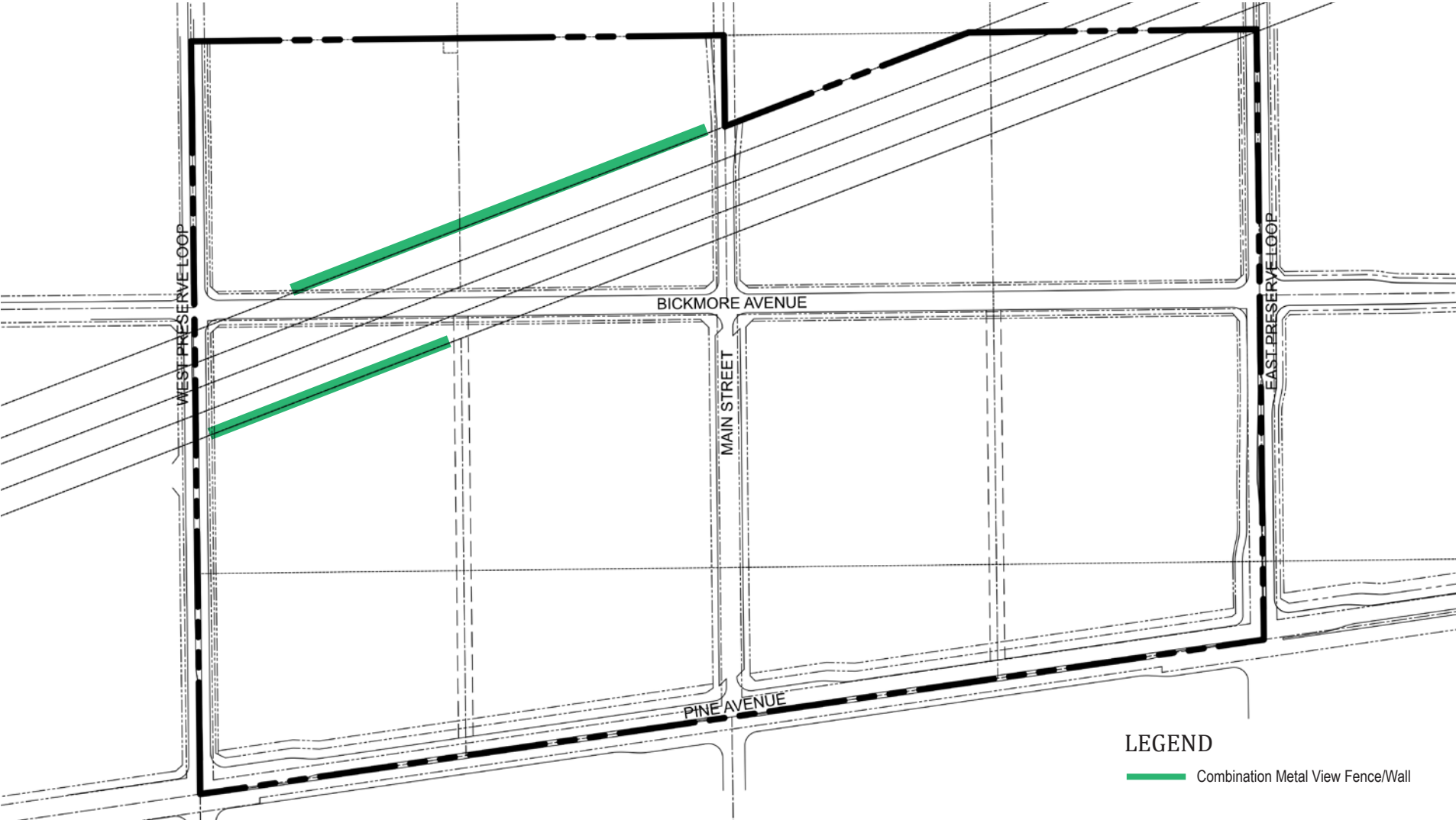


FIGURE 6-23: NEIGHBORHOOD WALLS AND FENCE PLAN

6.4.7 NEIGHBORHOOD SITE FURNISHINGS

Site furnishings shall be designed to coordinate in design, style and color with the principal architectural themes and/or architectural details of the primary structures and homes in the neighborhoods.

Site furnishings within The Falloncrest Town Square, including common area benches, picnic tables, light standards for public local streets, private area light standards and bollards, drinking fountains, bike racks, public and private street signs and trash receptacles, shall meet the criteria within Section 5.7 of the overall Preserve Guidelines.

Notes

- All lighting shall be LED.
- All drinking fountains shall be the City standard, which includes a dog bowl.
- Provide shade for park benches at various locations.
- Provide creative park furnishings.
- Include the City's Park Rules & Regulations signs at each park.
- Provide dog waste stations with bag dispensers and pet waste disposal receptacles.

6.4.7.1 Benches



DuMor



DuMor

Color and design to be determined during "B" Level map submittal. All public elements should be consistent throughout Falloncrest Town Center. Elements within Planning Areas may be specific to the Guest Builder.

6.4.7.2 Picnic Tables



Color and design to be determined during "B" Level map submittal. All public elements should be consistent throughout Falloncrest Town Center. Elements within Planning Areas may be specific to the Guest Builder.

6.4.7.3 Light Standard for Public Local Streets

Refer to Figure 6-24 for lighting Plan locations.



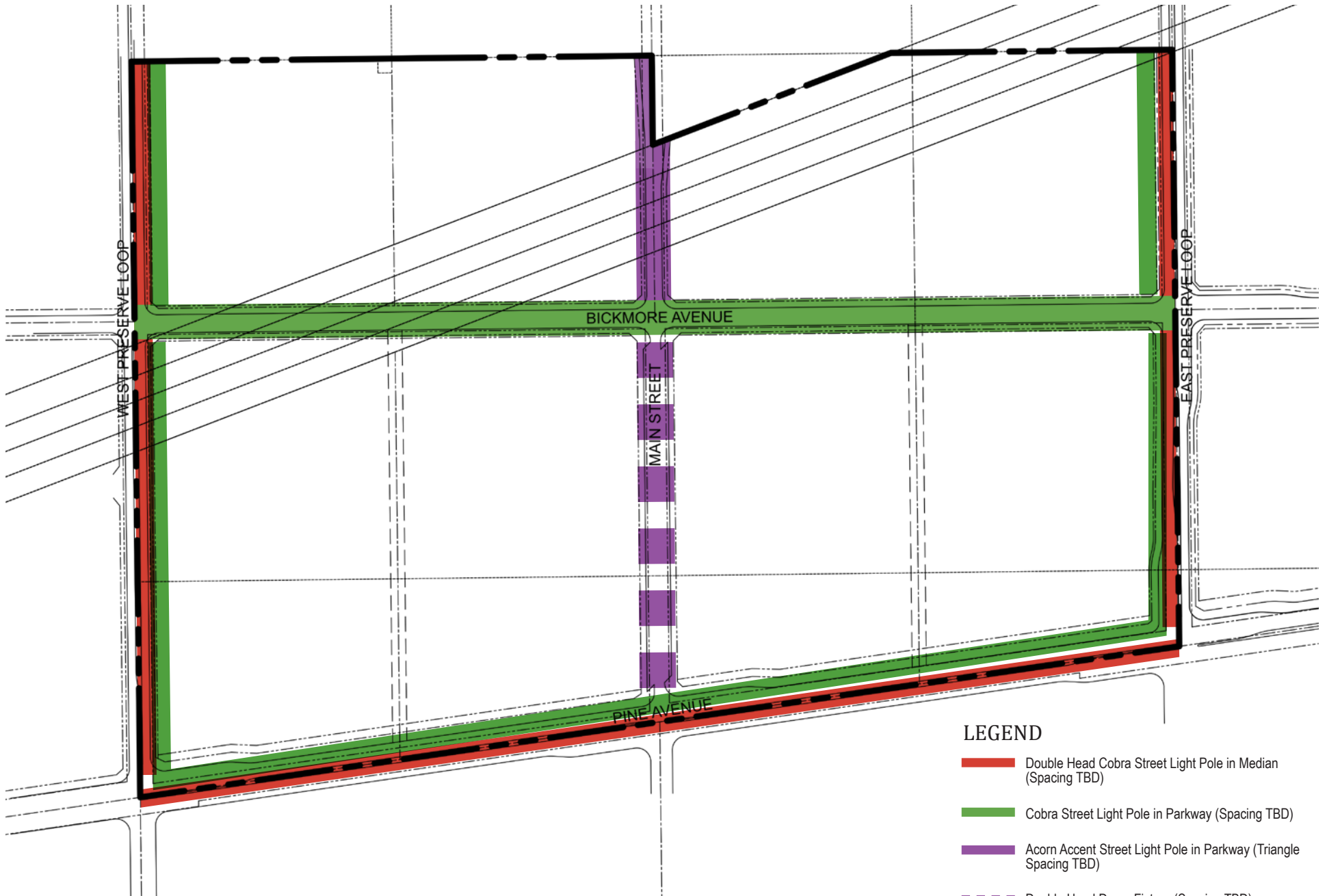
Main Street, Town Center Fixture



Collector Street Light, Cobra Fixture



Local Street, Acorn Fixture



LEGEND

- Double Head Cobra Street Light Pole in Median (Spacing TBD)
- Cobra Street Light Pole in Parkway (Spacing TBD)
- Acorn Accent Street Light Pole in Parkway (Triangle Spacing TBD)
- Double Head Decor Fixture (Spacing TBD)

FIGURE 6-24: CONCEPTUAL LIGHTING PLAN



Private Area Light Standard Examples



Light Bollard Examples

6.4.7.4 Preserve MBU Look



Cluster Mailbox Example

6.4.7.5 Drinking Fountain



Drinking Fountain Example

Color and design to be determined during "B" Level map submittal. All public elements should be consistent throughout Falloncrest Town Center. Elements within Planning Areas may be specific to the Guest Builder.

6.4.7.6 Bike Racks



Bike Rack Examples

Color and design to be determined during "B" Level map submittal. All elements should be consistent throughout Falloncrest Town Center.

Color and design to be determined during "B" Level map submittal. All public elements should be consistent throughout Falloncrest Town Center. Elements within Planning Areas may be specific to the Guest Builder.

6.4.7.7 Public and Private Street Sign



Street Sign Example

6.4.7.8 Trash Receptacles



Trash Receptacles Examples

Color and design to be determined during "B" Level map submittal. All elements should be consistent throughout Falloncrest Town Center.

FALLONCREST TOWN SQUARE CHECKLIST

	Neighborhood Size (Range of Units)	Page 6-11
	Town Square & Pedestrian Mall	Page 6-16
	Formal Park Size, Location, Programming	Page 6-17 & Page 6-63
	Pedestrian Connectivity	Page 6-18 & 6-19
	The Link	Page 6-20 - 6-27
	Garages & Aprons	Page 6-32
	Parking	Page 6-32
	Frontage Types	Page 6-35 & 6-36
	Curb-To-Building Setbacks	Page 6-37
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	Architectural Styles	Page 6-43 - 6-51
	Street Tree Palette	Page 6-54
	Installation and Responsibility	Page 6-55
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	Neighborhood Site Furnishings	Page 6-66 - 6-70