PLANNING AREA 9 Park

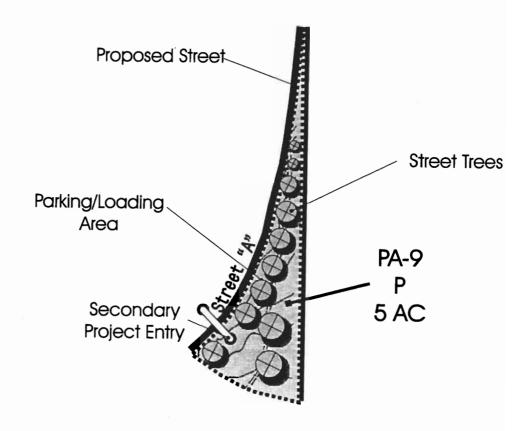
Overall Concept:

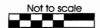
Planning Area 9 shall be an active recreation facility managed by the Valley-Wide Park and Recreation District (VWPRD). The park shall be constructed by the developer pursuant to the standards of the VWPRD. Special design treatment shall include onsite-parking areas along Street 'A' to orient recreation facilities away from Street 'A'. Development of this park shall follow the issuance of 200 occupancy permits pursuant to VWPRD policy and shall require the removal of the existing dairy on the property.

Figure 19 shows Planning Area 9 and its relationship to roads and adjacent planning areas. Pedestrian and bicycle access to the planning area will be taken from "A" Street and internal pedestrian/bike trails. Cross-access for pedestrians and bicyclists between Planning Area 9 and Planning Area 10 shall be required as individual project designs within PA 10 warrant.

- a. Planning Area 9 consists of about 5 acres and is located along the south side of Street "A" just south of Holland Road. It is zoned for Park uses. Refer to Specific Plan Zone, Section IV.2.d, herein, and Article VIIIe, Section 8.100a of Ordinance 348 for detailed zoning information.
- b. The Limits of Development for this planning area are proposed road rights of way, as described in Section VA 3 for adjacent streets, and the development boundary with PA 10.
- c. Special Treatment Areas within this planning area include the interface between park and residential land uses, and the possible interface between the park and existing offsite dairy uses, should they be in operation at the time of park construction. Please refer to Section V.C, Design Guidelines, herein for specific guidelines for design of these areas.
- d. No unique environmental constraints affect Planning Area 9.
- e. No areas of additional study or mitigation are necessary.
- f. Planning Area 9 is located completely within Assessor Parcel Nos. 466-150-019 and -020.











Planning Area 9- Figure 19