



CITY OF HUNTINGTON BEACH
INTER-DEPARTMENT COMMUNICATION

TO: Planning Commission Members

VIA: Scott Hess, AICP, Planning Director

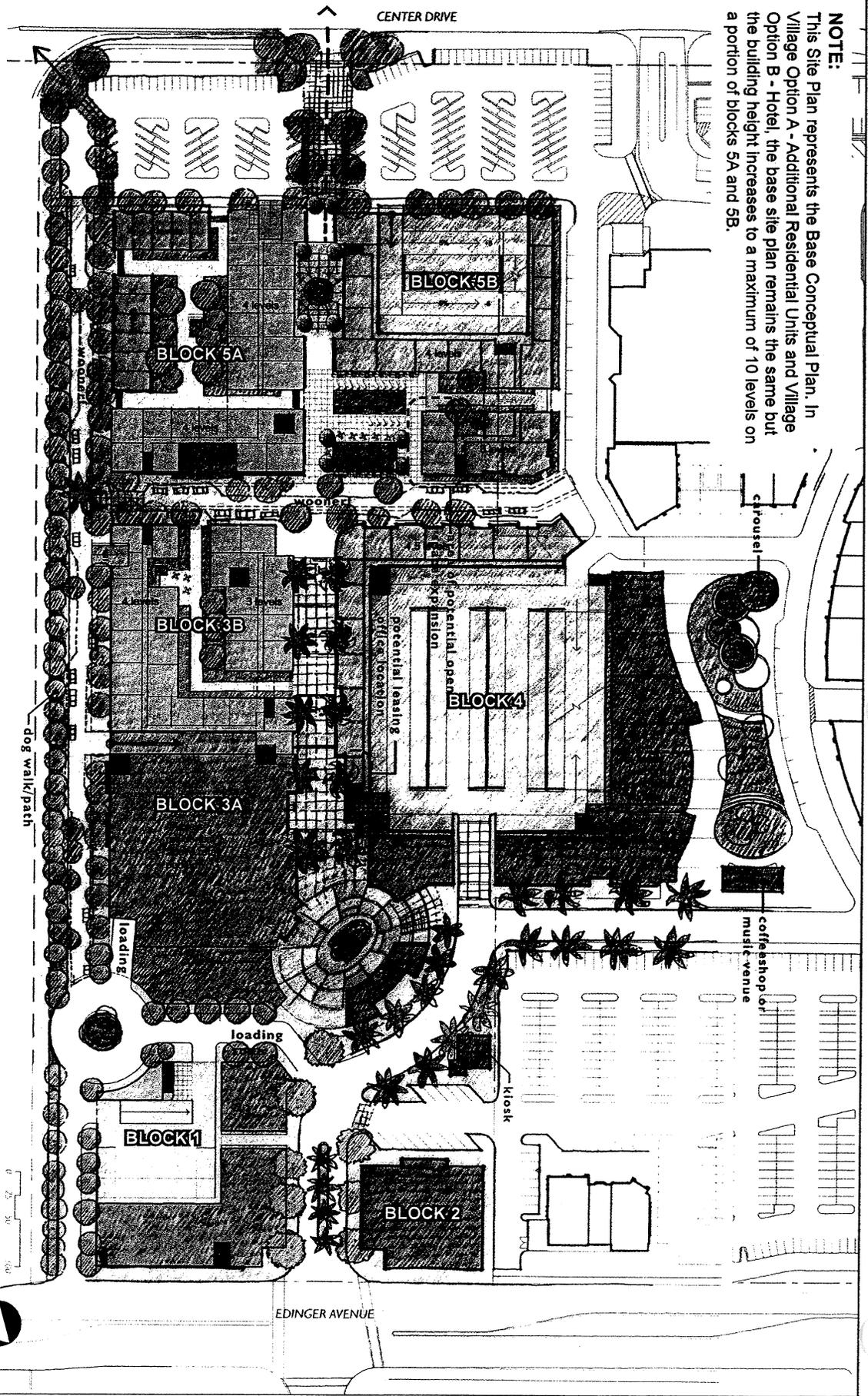
FROM: Mary Beth Broeren, Planning Manager *MBB*

DATE: March 17, 2008

**SUBJECT: PLANNING COMMISSION WORKSHOP – ITEM C-1
EDINGER/BEACH CORRIDOR – PROJECT UPDATES**

Attached please find conceptual plans for two of the projects within the Edinger Corridor that we are currently working on: Bella Terra Phase II and The Ripcurl. At the Workshop, we briefly describe the status of these projects and provide an update on other projects that are in the pipeline.

NOTE:
 This Site Plan represents the Base Conceptual Plan. In Village Option A - Additional Residential Units and Village Option B - Hotel, the base site plan remains the same but the building height increases to a maximum of 10 levels on a portion of blocks 5A and 5B.

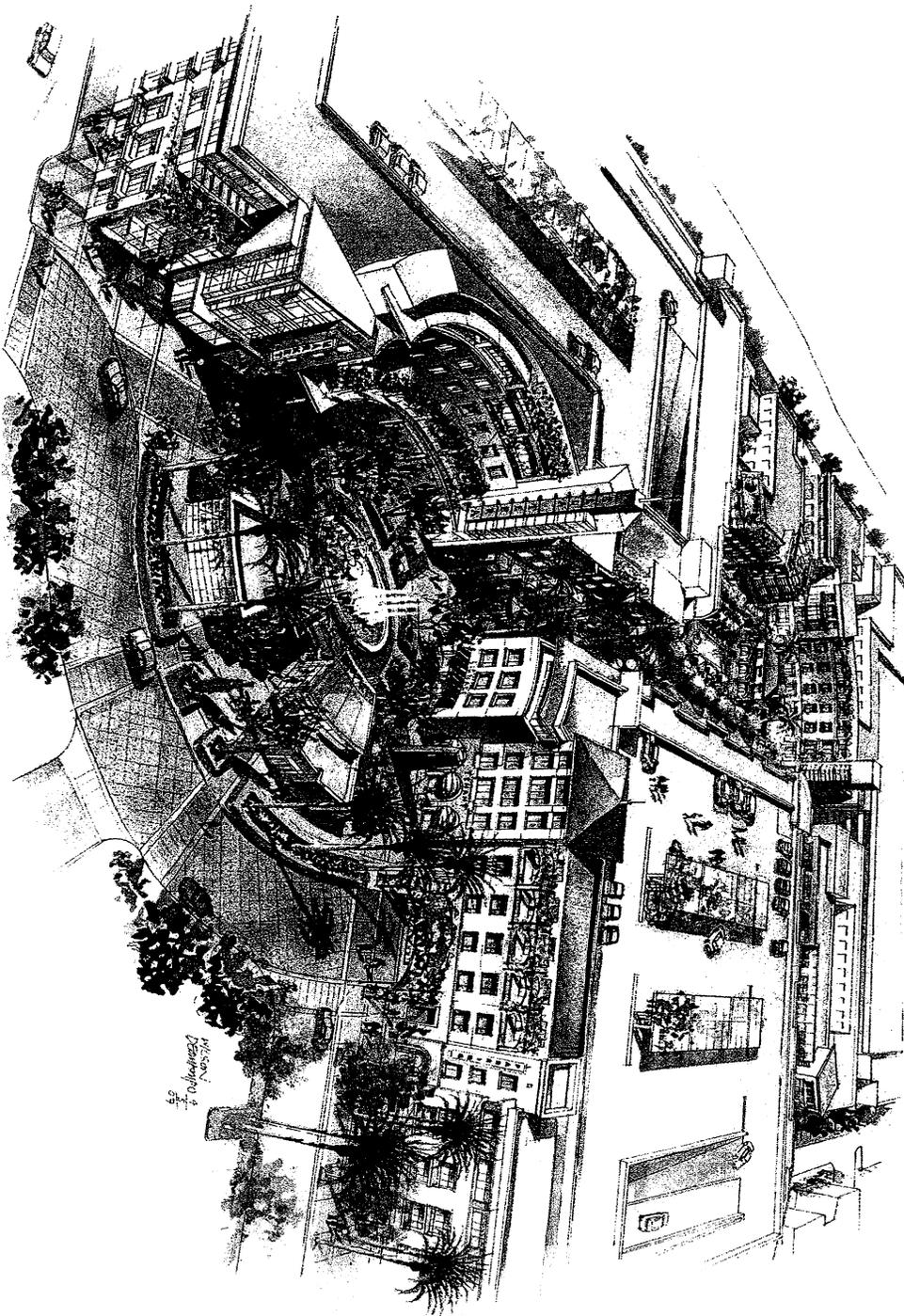


Source: Perkowitz+Ruh, 2008.

FIGURE 3
 Conceptual Ground Level Plan – Proposed Project



0D2138300



BELLA TERRA II
HUNTINGTON BEACH, CALIFORNIA

Aerial Perspective

A-01

studio   **leven**

at Perkowitz+Ruh Architects

111 W. Ocean Blvd. 17th Floor, Long Beach, CA 90802 | (562) 901-1500

Perkowitz + Ruh

A R C H I T E C T S

600 Anton Blvd. 18th Floor, Costa Mesa, CA 92626 | (714) 850-3400

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05/22/10 April 11, 2007

Conceptual Plan

For analysis purposes, a base conceptual plan has been developed in compliance with the proposed GPA and ZTA. Presently, this base conceptual plan has the development option to add a Village component, which would consist of either additional residential units or a hotel, up to a maximum of ten stories in height, on the northern portion of the project site. As a result, there are three potential development scenarios that will be analyzed: 1) Base Conceptual Plan; 2) Village Option A—Additional Residential Units; or 3) Village Option B—Hotel. The following discussion presents each of the three development options (collectively referred to as the “Conceptual Plan”) that could occur under adoption of the proposed GPA and ZTA. Table 1 presents the maximum development potential under each scenario.

Table 1 Conceptual Plan Development Scenarios				
Development Options	Residential	Retail Commercial	Hotel Rooms	Total SF
Base Conceptual Plan	500 du (681,790 sf)	136,910 sf	0	818,700 sf
Village Option A—Additional Residential Units	700 du (980,263 sf)	136,910 sf	0	1,117,173 sf
Village Option B—Hotel	538 du (747,126 sf)	136,910 sf	162 rooms (233,137 sf)	1,117,173 sf

These options represent the overall development scenarios that could occur under the proposed project; however, only one scenario would ultimately be developed.

1. Base Conceptual Plan

The Base Conceptual Plan is an 818,700 sf horizontal and vertical mixed-use residential and commercial development. The residential component of the Base Conceptual Plan would consist of approximately 500 units at a density of 32 units per acre. The residential units would be located in building blocks ranging in height from four to six stories, totaling 681,790 sf. The commercial component of this plan would consist of up to 136,910 sf of retail uses. Refer to *Figure 3* for a conceptual ground level plan for all three development scenarios.

2. Village Option A—Additional Residential Units

Building upon the development potential of the Base Conceptual Plan, Village Option A would consist of 200 additional residential units, up to ten stories in height, located in the back blocks of the project site. Specifically, the additional residential units would be located on the northern portion of the project site, within Blocks 5a and 5b.

3. Village Option B—Hotel

Development permitted under Village Option B would build upon the development potential of the Base Conceptual Plan and would also consist of a hotel development up to ten stories in height. The hotel development would be located on the northern portion of the project site, within either Block 5a or 5b.



CITY OF HUNTINGTON BEACH

PLANNING COMMISSION COMMUNICATION

TO: Chair and Planning Commission

VIA: Scott Hess, AICP, Director of Planning

FROM: Mary Beth Broeren, Planning Manager 

SUBJECT: **ITEM C-1-EDINGER/BEACH CORRIDOR**

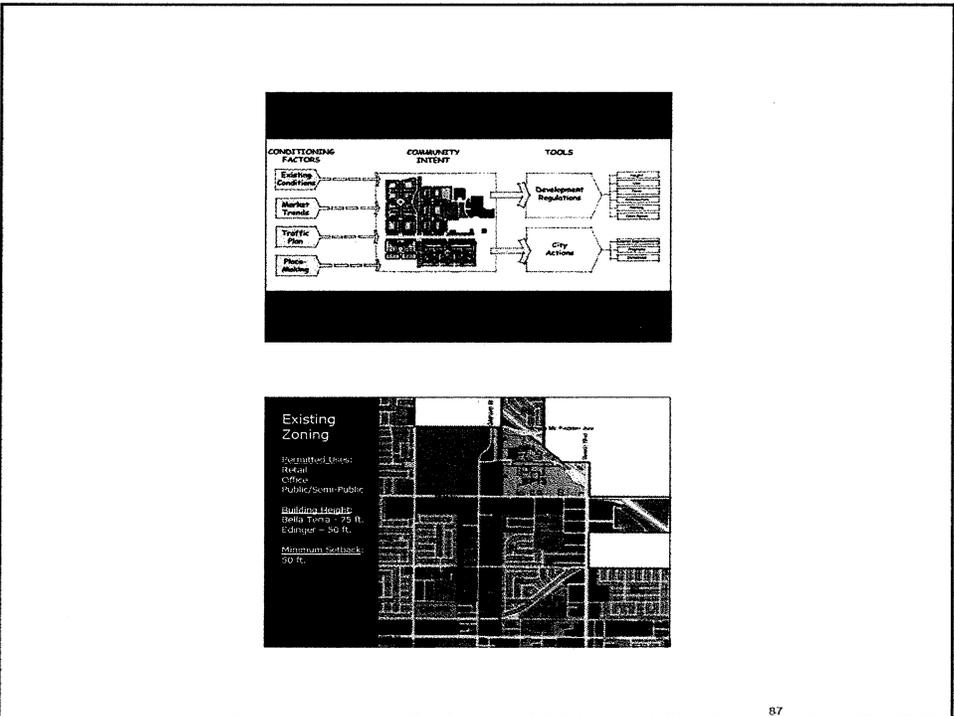
DATE: March 20, 2008

Attached please find presentation materials for the discussion of Item C-1: Edinger/Beach Corridor as they pertain to the Draft Specific Plan.

ATTACHMENT:

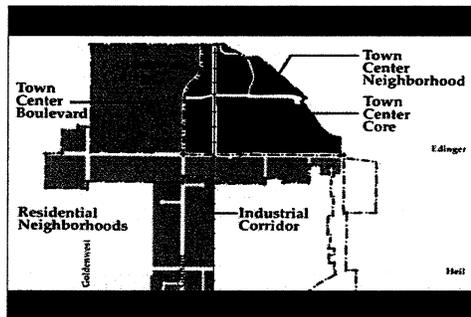
- 1) Edinger/Beach Power Point Presentation

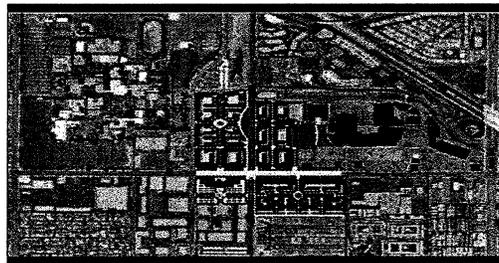
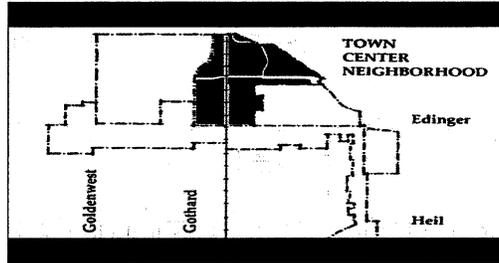
BEACH AND EDINGER STUDY AREA DRAFT STANDARDS



DISTRICT ZONES

- TOWN CENTER CORE EDGE
- TOWN CENTER CORE BOULEVARD
- TOWN CENTER NEIGHBORHOOD
- RESIDENTIAL TRANSITION





Regulations

SITE DEVELOPMENT REGULATIONS - DRAFT		
	PROPOSED: TOWN CENTER NEIGHBORHOOD	EXISTING: COMMERCIAL GENERAL (CG)
Building Use		
Retail		
Business & Professional Services	Permitted	Permitted
Corner Store Retail	Permitted	Permitted
Live-Work	Permitted	Not Permitted
Lodging	Permitted	Permitted
Residential	Multi-Family w/Common or Individual Entry	Not Permitted

Regulations (cont'd)

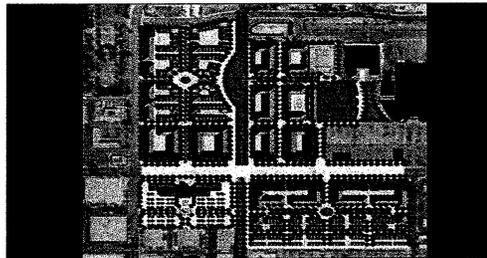
SITE DEVELOPMENT REGULATIONS - DRAFT		
	PROPOSED: TOWN CENTER NEIGHBORHOOD	EXISTING: COMMERCIAL GENERAL (CG)
Building Height		
Minimum height	2 floors / 27 feet	n/a
Maximum height	6 floors / 76 feet	50 feet

Regulations (cont'd)

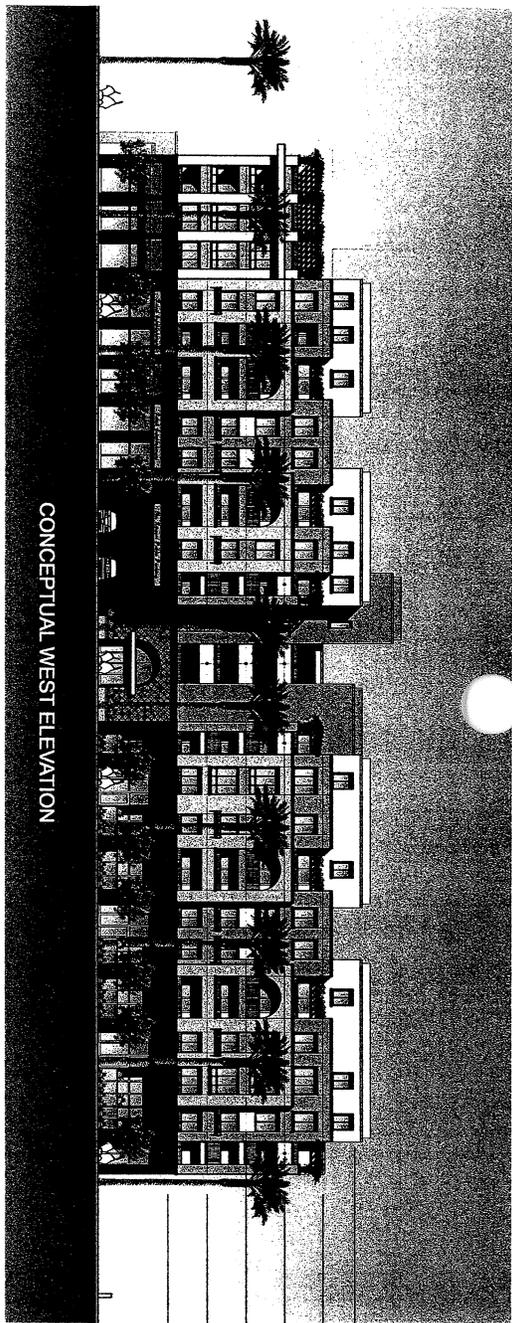
SITE DEVELOPMENT REGULATIONS - DRAFT		
	PROPOSED: TOWN CENTER NEIGHBORHOOD	EXISTING: COMMERCIAL GENERAL (CG)
Front Yard Setback		
Minimum / Maximum	0 ft / 15 ft	10 ft. (Edinger 50 ft or 25 ft landscape setback)
Side Yard Setback		
Minimum w/living space windows (adj to s.f. homes)	15 ft	0 ft side / 10 ft street side
Minimum w/out living space windows	0 ft	n/a
Frontage Coverage		
Minimum - other existing or new streets	90 %	40 %

Regulations (cont'd)

SITE DEVELOPMENT REGULATIONS - DRAFT		
	PROPOSED: TOWN CENTER NEIGHBORHOOD	EXISTING: COMMERCIAL GENERAL (CG)
Parking Standards		
Residential Units		
Spaces per studio	1 min / 1.5 max in surface parking	1 enclosed per unit
Spaces per 1 bedroom	1 min / 1.5 max	1 enclosed per unit
Spaces per 2 br+	1.5 min / 2 max	2 Space (1 enclosed) per 2 be units / 2.5 spaces for 3 or more units
Guest Spaces per 10 DU	1 min / 3 max	0.5 spaces per unit
Locations	On site	On site

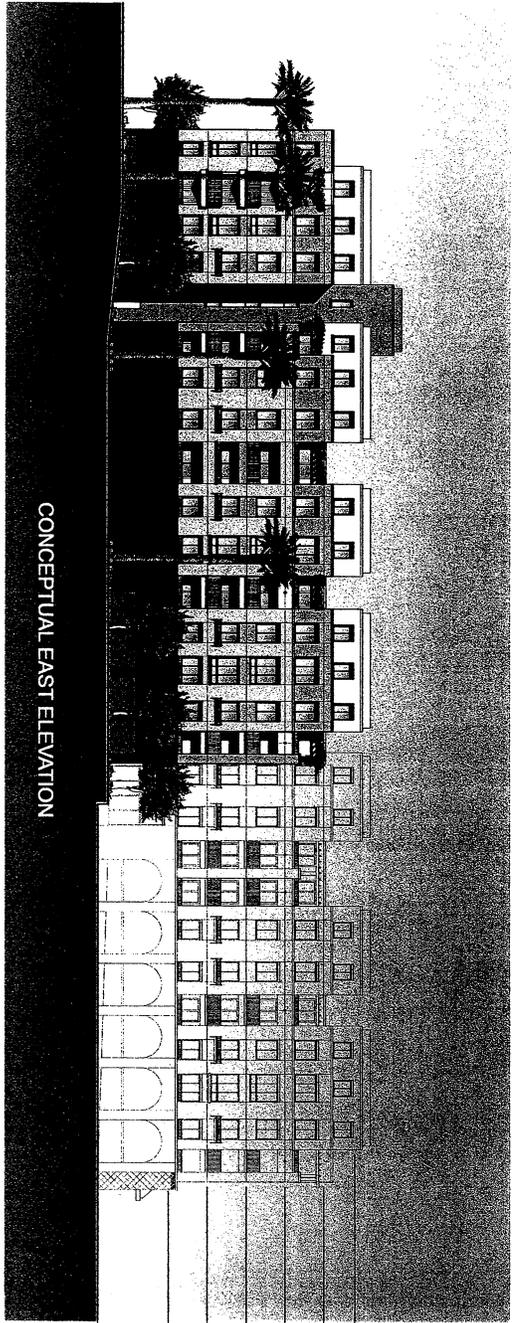
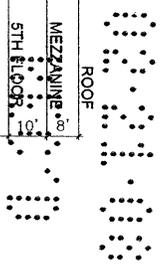


- EXTERIOR MATERIAL**
- 1 PORTLAND CEMENT PLAST
 - 2 ANODIZED ALUMINUM WINDOW JOH SYSTEM
 - 3 ENHANCED RETAIL / BLDG. BASE TREATMENT
 - 4 METAL TRELLIS
 - 5 STORE FRONT SYSTEM
 - 6 ENHANCED RETAIL / BLDG. BASE TREATMENT



CONCEPTUAL WEST ELEVATION

ROOF	MEZZANINE	5TH FLOOR	4TH FLOOR	3RD FLOOR	PODIUM/2ND FLOOR	GROUND/1ST FLOOR
	8'	10'	10'	10'	10'	18'



CONCEPTUAL EAST ELEVATION

ROOF	MEZZANINE	5TH FLOOR	4TH FLOOR	3RD FLOOR	PODIUM/2ND FLOOR	GROUND/1ST FLOOR
	8'	10'	10'	10'	10'	18'



landarc west



ANSTAR GROUP

VAN TILBURG, BAYARD & SODERBERGH, AIA
ARCHITECTS PLANNERS INTERIORS

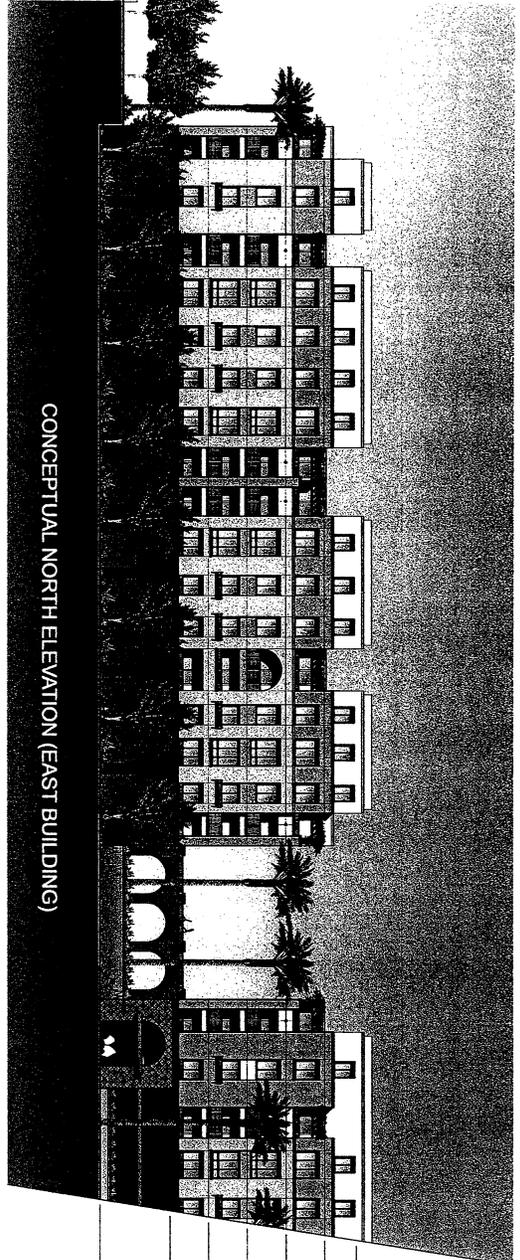
R.E.D. OAKS
INVESTMENTS
A REAL ESTATE COMPANY

THE RIPCURL
MIXED USE DEVELOPMENT
200 CENTER AVENUE
EMERYVILLE, CA 94608

BUILDING ELEVATIONS A11

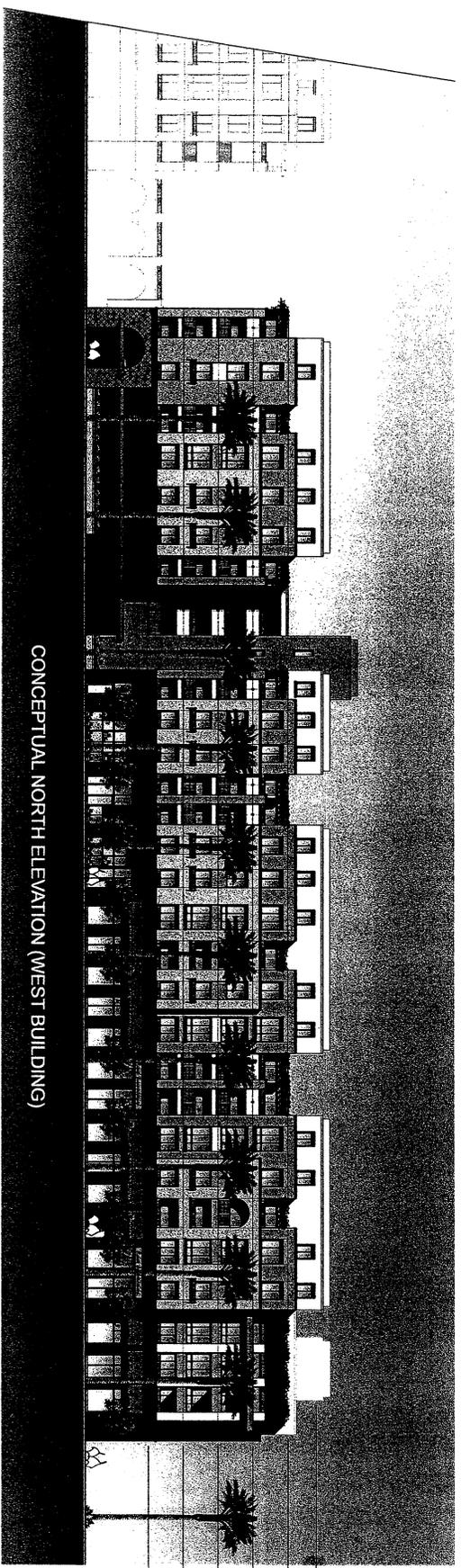
EXTERIOR MATERIALS

- 1 PORTLAND CEMENT PLASTER
- 2 ANODIZED ALUMINUM WINDOW / DOOR SYSTEM
- 3 METAL GUARDPILL
- 4 METAL TRILLS
- 5 METAL TRILLS SYSTEM
- 6 ENHANCED RETAIL / BUGS BASE TREATMENT



CONCEPTUAL NORTH ELEVATION (EAST BUILDING)

ROOF	8'
MEZZANINE	8'
5TH FLOOR	10'
4TH FLOOR	10'
3RD FLOOR	10'
PODIUM/2ND FLOOR	10'
GROUND/1ST FLOOR	18'



CONCEPTUAL NORTH ELEVATION (WEST BUILDING)

ROOF	8'
MEZZANINE	8'
5TH FLOOR	10'
4TH FLOOR	10'
3RD FLOOR	10'
PODIUM/2ND FLOOR	10'
GROUND/1ST FLOOR	18'

lander west

AMSTAR GROUP

VA TILBURG, BANARD & SOJERBERGH, AIA

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