

PC

3/21/89

VP roof screens

ground enclosure could have been
aligned w/ reveals on the bldgs.

each case needs to be studied
by the bldg. architect

not necessarily true for all cases that
they should go on the ground

JJ Morris bldg. didn't come off as well

fume hood stacks should

M E M O R A N D U M

MEETING DATE: MARCH 21, 1989

AGENDA ITEM NO. 3.B.
STUDY SESSION

TO: FOSTER CITY PLANNING COMMISSION

FROM: LESLIE CARMICHAEL, SENIOR PLANNER *LJC*

SUBJECT: REQUEST FOR REVIEW OF GUIDELINES FOR MODIFYING ROOF
EQUIPMENT SCREENS ON RESEARCH & DEVELOPMENT BUILDINGS
IN VINTAGE PARK

This Study Session Agenda Item was carried over from the March 7, 1989 meeting because slides demonstrating roof equipment screens currently existing within Vintage Park had not been developed in time. Staff asked the Commission to hold over the matter for two weeks, until such time as the slides could be gathered and a slide presentation put together.

Attached for Commission review is the March 7 staff report.

ATTACHMENT

AGENDA ITEM 3.B.

MARCH 21, 1989
STUDY SESSION

M E M O R A N D U M

MEETING DATE: MARCH 7, 1989

AGENDA ITEM NO. 3.A.
STUDY SESSION

TO: FOSTER CITY PLANNING COMMISSION

FROM: LESLIE CARMICHAEL, SENIOR PLANNER *LJC*

SUBJECT: REQUEST FOR REVIEW OF GUIDELINES FOR MODIFYING ROOF EQUIPMENT SCREENS ON RESEARCH AND DEVELOPMENT BUILDINGS IN VINTAGE PARK

REQUEST

Vintage Park Associates has requested review of proposed guidelines for modifying roof equipment screens in Vintage Park.

SITE DESCRIPTION

LOCATION/SURROUNDING LAND USE: The research and development buildings which could be affected by the need for taller roof equipment screens are located primarily along Lakeside Drive and Vintage Park Drive in Vintage Park.

GENERAL PLAN: Light Industrial

ZONING: CM/PD, Commercial Mix, Planned Development

ENVIRONMENTAL REVIEW

The proposed buildings were reviewed as part of the Final Supplemental Environmental Impact Report, Vintage Park Master Plan Revision, (SCH # 80120907, EA-49-84) which was certified by the City Council on November 5, 1984. Modification of roof equipment screens would be exempt from further environmental review.

CASE ANALYSIS

In their letter dated October 19, 1988, Vintage Park Associates describes the need for taller roof equipment screens than originally constructed on many buildings in Vintage Park in order to accommodate biomedical tenants. Some of the buildings have been constructed with a five foot difference between the top of the roof to the top of the parapet; others have been constructed with a 2.5 foot difference. Some tenants, especially biomedical tenants require larger heating, ventilation, and air conditioning (HVAC) units as well as some 7 ft. tall exhaust stacks in order to provide for safe air circulation.

In the case of 344 Lakeside Drive, Vintage Park Associates proposed a taller equipment screen at the rear of the building to accommodate Gilead Sciences. The Planning Director approved this change and the screen was constructed (slides will be available at the Study Session). Some equipment was also placed within

a ground level enclosure at the rear of the building. In this case, the screen was set far enough back from the front of the building and painted to match the original roof screen that staff felt its visual impacts to be acceptable.

Staff recommends the following guidelines for staff to use in considering modification of or additional roof equipment screens:

1. Consideration shall be given to whether the equipment should more appropriately be placed on the ground within an enclosure designed and painted to be compatible with the design of the building.
2. Taller portions of roof equipment screens should be placed toward the rear or center of the roof to minimize visual impacts from the front of the building.
3. Modified or additional roof equipment screens should be painted to match the original roof equipment screen.
4. New R&D buildings should be constructed with a minimum of 5 feet from the top of the parapet to the roof.

SUMMARY

The following questions have been developed for Planning Commission consideration in order to provide direction for staff and the applicants:

1. Should modifications to the roof screens be acted on by the Planning Director?
2. Are the proposed guidelines acceptable?

ATTACHMENTS:

Letter from Vintage Park Associates dated 10/10/88

Vintage Park

10 October 1988

Mr Richard Marks
Director of Planning
City of Foster City
610 Foster City Blvd
Foster City CA 94404

**FOSTER CITY
RECEIVED**

OCT 12 1988

**PLANNING
DIVISION**

Re: Vintage Park: Guidelines for Modifying Roof Equipment Screens

Dear Rick:

Pursuant to our September 27th meeting to discuss the modifications needed for the roof screens as required by our biomedical tenant, Gilead Sciences, (1) we respectfully submit to the Planning Department our proposal for roof screen modifications as necessitated by tenant requirements and (2) we wish to confirm your decision to allow the Gilead Science construction to proceed while this proposal is studied by the Planning Department. Inasmuch as these requirements were unanticipated by the Planning Commission and Vintage (yet these needs are very much required for the safe operations of this type of tenant.) we must develop guidelines for these roof screen modifications that shall be acceptable to the City of Foster City for this Gilead construction and future tenants. We wish to thank you for your consideration of the October 28, 1988 occupancy date for Gilead Sciences and permitting the work to proceed. As it was discussed during the meeting, Vintage Park agrees to abide with the Planning Department modifications required at the roof screens.

EXISTING ROOF SCREENS

In previously completed R&D buildings at Vintage Park the roof screen heights relative to the parapet elevations have been adequate for the typical tenant mix at Vintage Park. In the following chart we have illustrated these conditions:

LOT	ADDRESS	PARAPET HT.	ROOF SCREEN HT.
2	331, 335, 353, 357 LAKESIDE	20 FT. ABOVE FIN. FLR.	25 FT. ABOVE FIN. FLR.
1A	364 LAKESIDE	17.5 FT.	22.5 FT.
1B/3	344, 346 LAKESIDE	20 FT.	22.5 FT.
5	320, 324 LAKESIDE	17.5 FT.	22.5 FT.

The buildings that have the (5) five feet difference in the parapet to top of roof screen have not been a problem. The original planned usage of these buildings have been adequately served by small packaged HVAC units (2.5 to 15 ton range) and the units have been sufficiently screened by the existing roof screen. However we are experiencing difficulties at the Gilead Sciences suite at 344 Lakeside Dr because there is too small a difference between the parapet to roof screen height: 2.5 feet. The roof screen must be modified to screen out the roof equipment (particularly the seven feet tall exhaust ducts.)

BIOMEDICAL TENANTS

Biomedical start-up companies currently represent a major growth industry. There are many new companies being funded by venture capital and they several have approached Vintage

about their desire to make Foster City their new home. It is very likely that we shall see more biomedical tenants at Vintage Park as well as expansion by our three existing tenants.

DESIGNING FOR TECHNICAL NEEDS

Biomedical companies require special design and operation practices to minimize the risks to personnel and the environment. The technical and scientific requirements of laboratories are dictated and regulated by many building, environmental, professional, federal and local, and safety codes. Although the design is based on current practices and standards that are quickly evolving and changing, the mechanical engineer must always exercise prudent and conservative judgement when he designs a laboratory. He must mitigate the risks associated with the handling of harmful agents, materials and substances used in the lab.

Specifically Gilead Sciences was designed by our engineer, Western Allied, to use seven (7) feet vertical exhaust stacks for the fume hood system. They consider this to be the recommended design practice. It is their professional opinion that this be the minimum height for these stacks for the safe operation of this system. They have consulted several industrial hygienists with other biotech companies (e.g., Genetech) and they agree with this opinion. The previous edition of the National Fire Code had required these stacks to be 7 feet above the roof, but the current edition has since been revised in to show an unspecified height. We agree with this opinion that the ducts with the 7 feet stacks would discharge fumes above the head of the average workman, hence minimizing the likelihood for a workman, walking past these stacks to do maintenance on other parts of the roof, to be overcome by potentially lethal fumes.

Laboratory operations are very involved and complex, likewise design of equipment is very complex too. Fume and safety hoods are commonly used in research labs so that fumes, reagents and odors are continuously exhausted to the outside. In order to maintain the labs at the proper temperature, humidity, and quality, the make-up air is conditioned once and exhausted out through the fume hood. In most labs this accounts for a large portion of the total HVAC load. This invariably means larger and heavier equipment to supply this need.

The experimentation often requires very tight tolerances for temperature and humidity so that the mechanical equipment usually must run continuously. This is particularly true for cell and organism cultures where the production of cell populations can be hampered by equipment shut-downs. Experimentation involving living organisms should not be compromised by the HVAC design; otherwise it will have serious negative effects on the research and production. Maintenance of the equipment must be judiciously orchestrated to minimize its impact to the progress of research.

In addition, there are humidifiers, high efficiency filters, air handlers, and split systems that are required to handle the needs of the laboratory zones. Air intakes must also be located up-wind and exhaust ducts shall not be positioned to allow fumes to re-enter the building.

In summary, the equipment used for a lab must be heavy-duty to operate continuously and provide high-capacity service. Typically, there are many more components to be located and positioned on the roof so that a larger portion of the roof is often used up. When the larger capacity equipment is used they tend to be taller and larger in dimensions, hence more difficult to hide behind the existing roof equipment screen.

CONCLUSION

Western Allied has designed a mechanical system that has considered the risks associated with this type of company. Their design practice appears to be prudent and consistent with industry standards and numerous professional manual guidelines. Their recommendations for tall exhaust stacks to discharge fumes requires the roof equipment screen at 344 Lakeside Drive to be raised in order to screen out the view of these stacks from the principal public view corridors. I have attached their letter confirming their design practices for your reference. We acknowledge that these roof screen heights were originally insufficient with respect to previous and subsequent designs and this has made the roof condition more difficult to work with.

Biotech tenants appear to be the wave of the future for the technological fields. As is with most scientific and technical companies there are unusually high mechanical requirements that must be designed into the building. This type of usage was not anticipated when these buildings were originally designed. This must now be addressed in order to accommodate such use so as to remain in harmony with the architecture of these buildings. I have enclosed details of a typical roof screen construction and a roof plan for the proposed Gilead Sciences roof screen so that you may begin to study the layout and therefore develop with us guidelines for these modifications.

Very truly yours

VINTAGE PARK ASSOCIATES

By: Dennis Y. Wong
Construction Manager

CC: Kevin Cooper
Jim Muscarella

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A 1 1 1 1 1



WESTERN ALLIED CORPORATION

MECHANICAL CONTRACTORS / 1180 O'BRIEN DRIVE, MENLO PARK, CALIFORNIA 94025, 415-326-0750

October 7, 1988

Vintage Park Associates
393 Vintage Park Drive
Foster City CA 94404

Attention: Dennis Wong

Subject: GILEAD PROJECT
FUME HOOD EXHAUST STACKS
WAC JOB# 50143

Dear Dennis:

This letter is to confirm Western Allied Corporation's position on the issue of fume hood exhaust system design practices.

It is our opinion that the use of 7' vertical discharge stacks on fume hood exhaust fans is considered the recommended design practice and is imperative to ensure a safe operating exhaust system.

Our research in this area substantiates our opinion and includes design manuals such as: ASHRAE guidelines, OSHA, NFPA, as well as consultation with numerous professionals in the field of laboratory ventilation and exhaust.

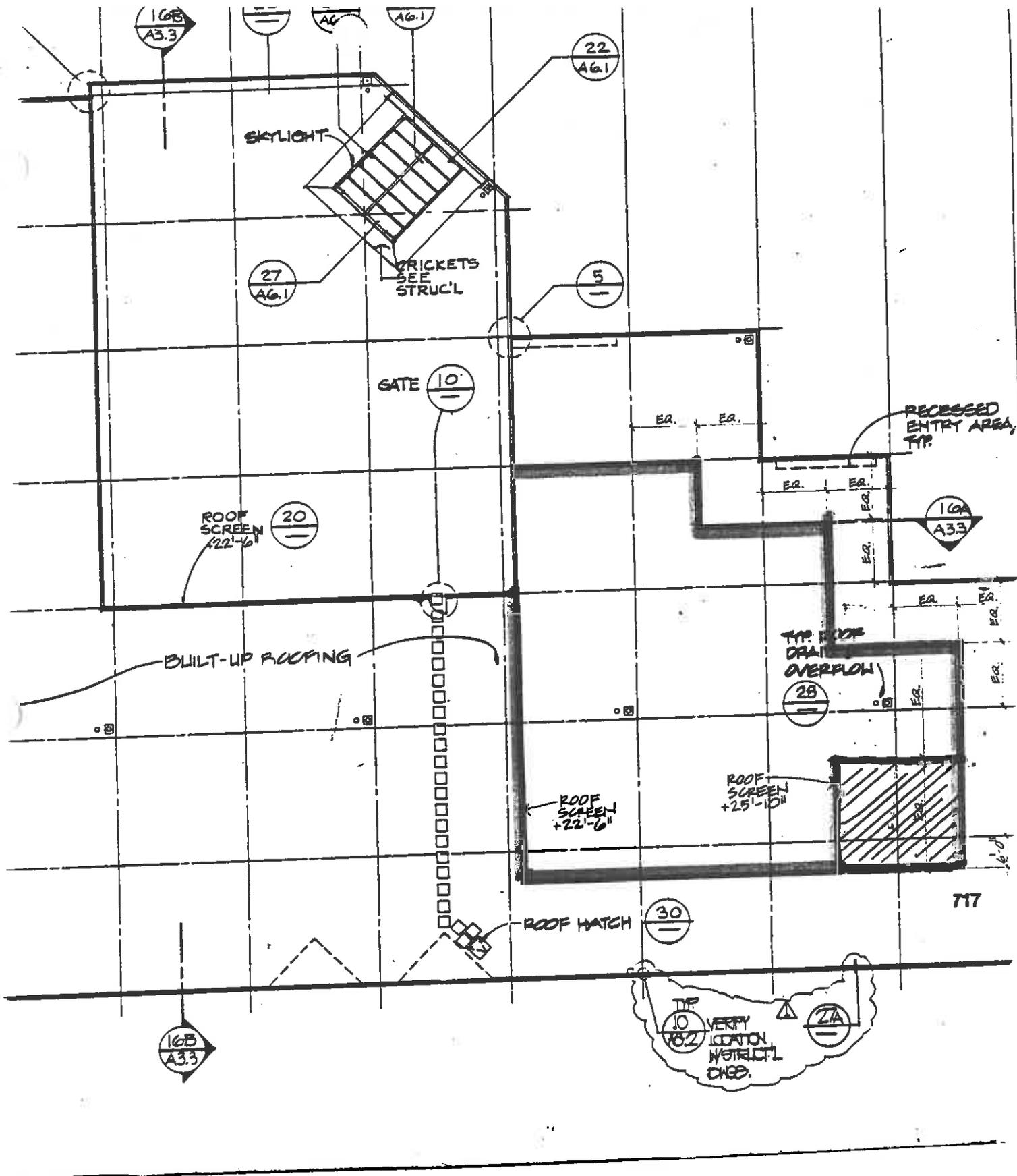
In regards to the Foster City Building Department statement that there are alternatives to 7' stacks, this is true, however, the alternatives in our opinion do not ensure a safe working environment and also include an element of liability that we as the designers and you as the owner should not be willing to accept.

Should you have any questions regarding the above or need any further information, please feel free to give me a call.

Very truly yours,

James A. Muscarella
Project Manager

JAM/em/156



ROOF LEVEL

**NEW ROOF SCREEN @
GILEAD SCIENCES
344 LAKESIDE DR.**

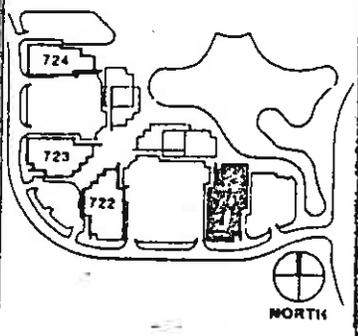
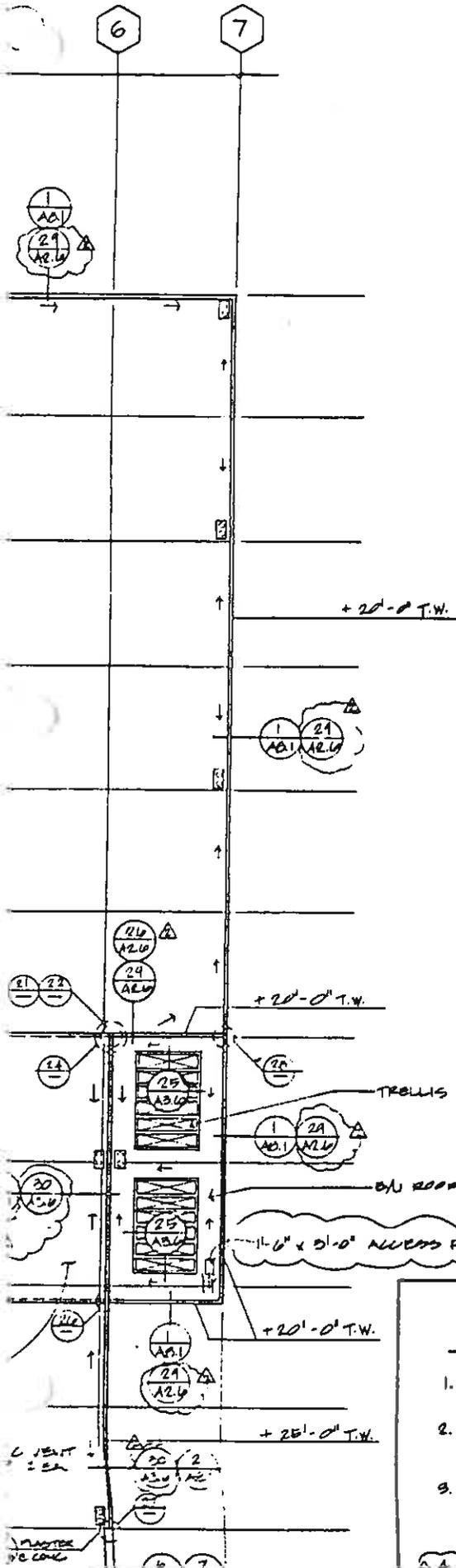
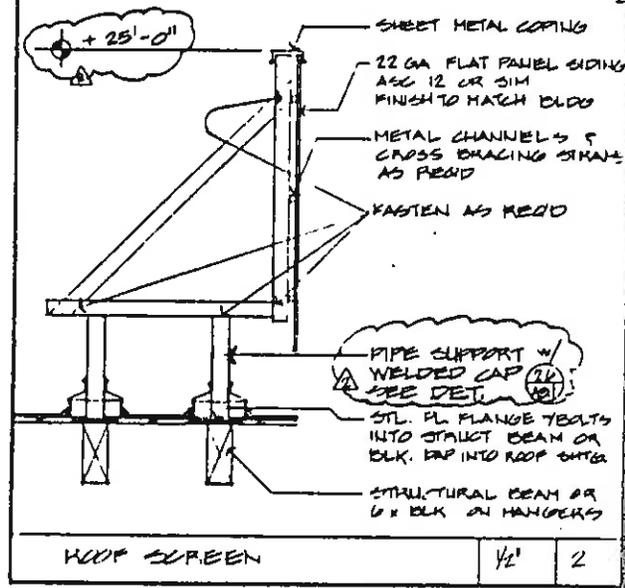
Vintage Park Lot 2

Lakeside Drive
Foster City, California

730

NOTES:

1. PROVIDE DWGS & STRUCT. CALLS FOR APPROVAL
2. ROOF SCREEN TO BE WEATHER RESISTANT.
3. ALL CONNECTIONS TO ROOF & BLKS TO BE WATER TIGHT.



GENERAL NOTES - ROOF PLANS

1. SEE STRUCTURAL ROOF FRAMING PLAN FOR ROOF SLOPES
2. SEE SPECIFICATIONS REGARDING INSPECTION OF ROOF SLOPES TO DRAIN PRIOR TO ANY ROOFING OPERATION.
3. PENETRATIONS THRU ROOF FOR H.V.A.C. EQUIPMENT WILL BE MADE IN THE FUTURE (N.I.C.). THE ROOF STRUCTURAL SYSTEM IS DESIGNED FOR ANTICIPATED H.V.A.C. WEIGHTS WITHIN THE SCREENED AREA.

Leason Pomeroy Associates

Architectural Planning
Interior Design
4875 Lewis Avenue, Peninsula Suite 111
San Jose, California 95051
(415) 351-1411

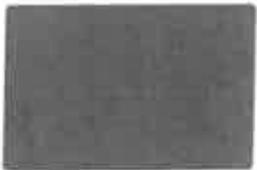
Revision	Description	Date
A	ADDENDUM #2	3-4-86

Color
TRANSPARENCY



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TOWARD SCREEN

Color
TRANSPARENCY



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20 MAR 19



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VINTAGE PARK
FOSTER CITY, CALIFORNIA



VINTAGE PARK

FOSTER CITY, CALIFORNIA

Prepared by:
KenKay Associates
CRS Sistine Inc.
Leason Pomeroy Associates

For:
Vintage Park Associates

DECEMBER 1984

TABLE OF CONTENTS

INTRODUCTION

OPEN SPACE GUIDELINES

Introduction

A. Major Elements

1. Roadway Corridors
2. Gateways — Major & Minor
3. Central Open Space/Vintage Lake
4. Perimeter Landscape Areas
5. Plazas/Pedestrian Activity Areas
6. Parking

B. Common Guidelines

1. Paving
2. Pathways
3. Site Furnishings
4. Lighting
5. Planting
6. Grading & Drainage
7. Utilities & Easements
8. PG&E Easement

ARCHITECTURAL DESIGN GUIDELINES

A. Office Buildings

1. Site Planning
2. Building Height
3. Building Massing
4. Ground Floor Treatment
5. Facade Treatment
6. Roof Treatment

B. Parking Structure

1. Site Planning
2. Building Height
3. Building Massing
4. Ground Floor Treatment
5. Facade Treatment
6. Roof Treatment

C. Office, R&D, Light Industrial, Commercial/Retail

1. Site Planning
2. Building Height
3. Building Massing
4. Ground Floor Treatment
5. Facade Treatment
6. Roof Treatment

D. Restaurant

E. Health Facility

APPENDIX & AMENDMENTS

A. Site Context

B. Site Description

C. Master Plan

1. Land Use Plan
2. Open Space Plan
3. Major Elements—Completed

D. Recommended Plant Materials

E. Glossary of Terms

F. Photographs of Study Models

G. Signage Guidelines

INTRODUCTION

OBJECTIVES OF DESIGN GUIDELINES

To clearly describe the principles and process of Vintage Park Master Plan and record and reference important documentation presented to date.

To establish and emphasize the guidelines for implementation of the Master Plan principles within the formal approval process.

To establish and illustrate the planning and design guidelines which demonstrate that the overall plan and detailed sections are workable and flexible.

PROJECT BACKGROUND

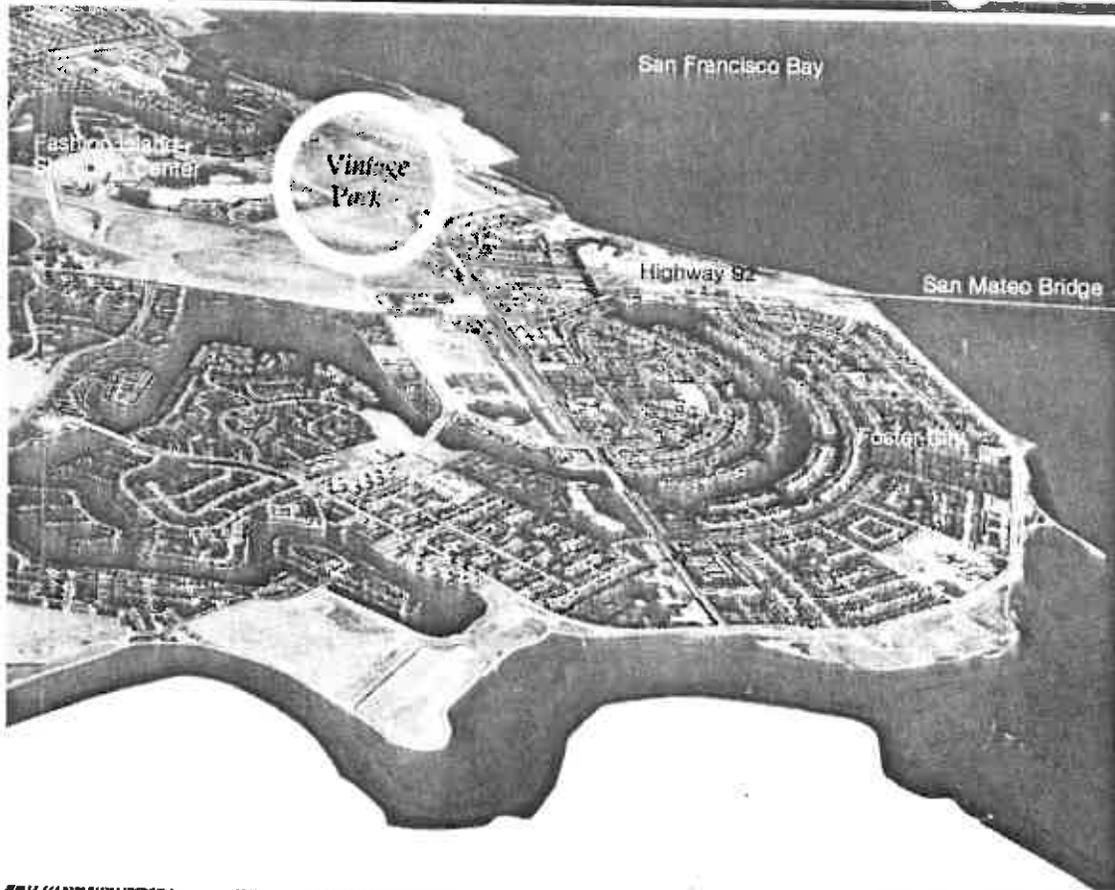
Vintage Park—a proposed 132-acre, mixed-use development—is located at the northwestern corner of Foster City, California. The site lies north and east of the Fashion Island Regional Shopping Center and north of Highway 92. Adjacent to existing light industrial development in Foster City and existing residential development in San Mateo, Vintage Park will be developed as a business and working community tightly integrating the various land uses within and surrounding the site.

The overall development will be comprised of executive offices, commercial/retail, research and development and light industrial land uses. The various "mixed-uses" are integrated into a planned framework of open space systems that collectively create a park-like setting. The majority of the open space will serve the community at large as an amenity, providing pedestrian, bicycle and vehicular circulation. Included will be six acres of fresh water features with public access and a series of passive recreational opportunities. The unbuildable area within the P.G.&E. easements will be utilized for parking, landscaping and recreational uses. Vintage Park will provide an important image and open-space link between the future Metro Center to the south and San Francisco Bay to the north.

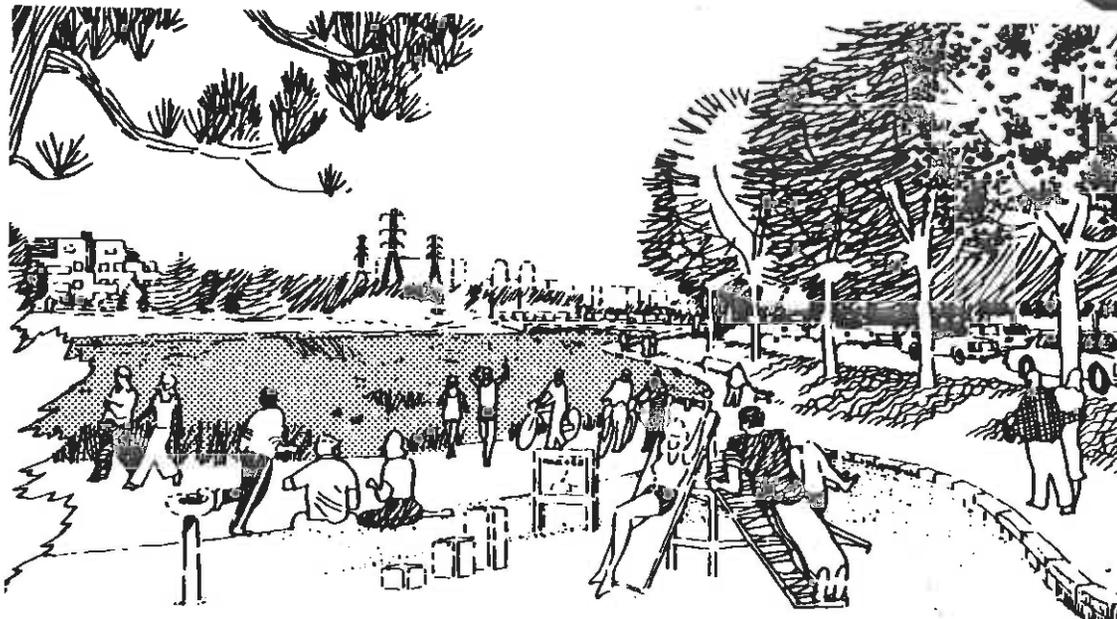
BOOKLET ORGANIZATION

The Vintage Park Design Guidelines Booklet is divided into three major sections—**Open Space Guidelines**, **Architectural Design Guidelines** and the **Appendix & Amendments**.

The **Open Space Guidelines** are organized into two main sections—Major Elements and Common Guidelines. The **Architectural Design Guideline** sections cover Office Buildings, Parking Structures, R&D/Light Industrial, Commercial/Retail, Restaurants, and Health Facility. The **Appendix and Amendments** provide background documentation on the Site Context, Site Description, Master Plan—land use and open space, Major Elements Completed or Under Construction, Recommended Plant Materials List, Glossary of Terms, Signage Guidelines, and Photographs of Study Models.



The aerial photograph of the existing site and surrounding areas is looking north.



The sketch is a view into the near future and depicts the character and uses of Vintage Park. The new Vintage Lake and open space system will benefit the community.

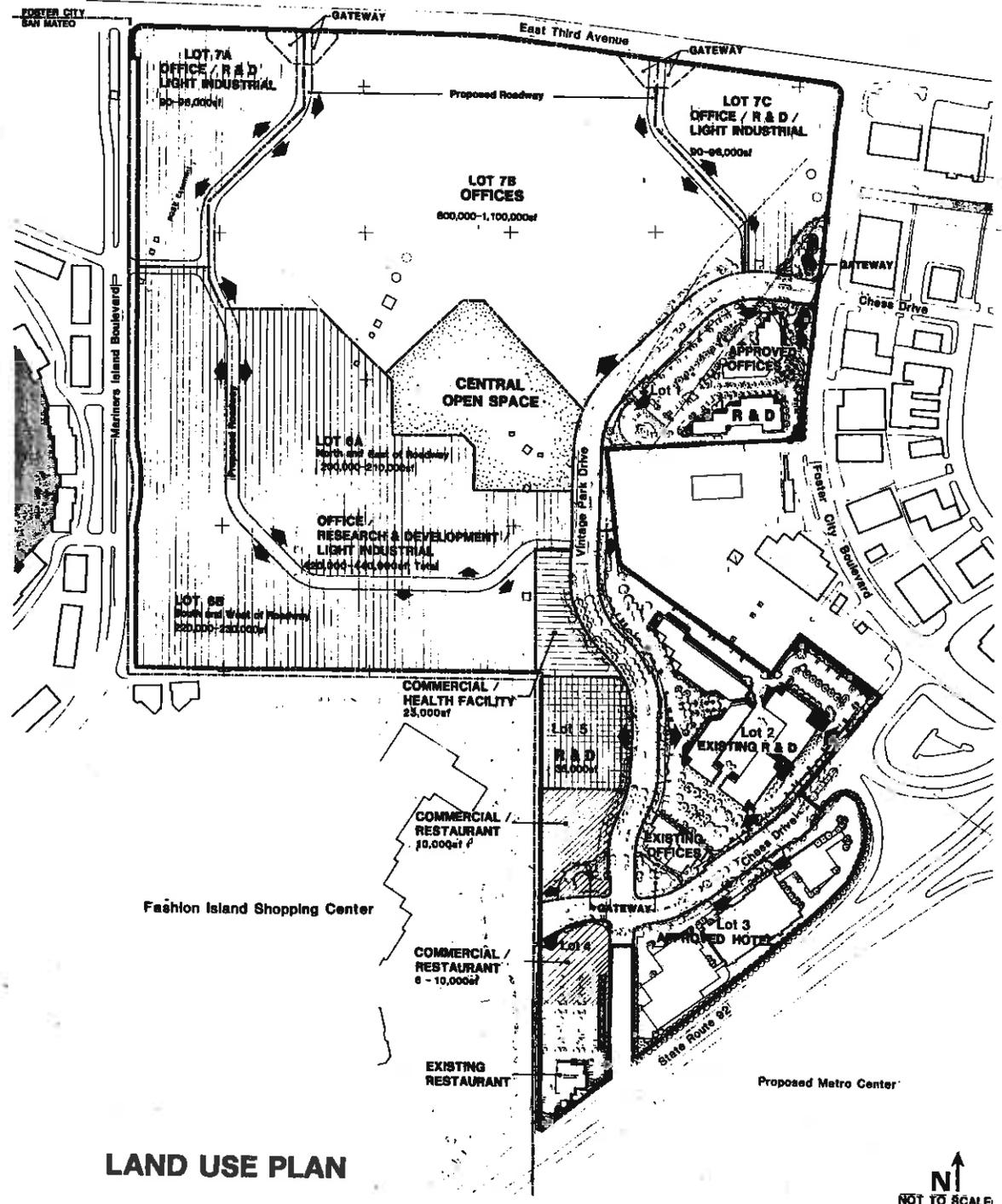
LAND USE PROGRAM

NOTE: R & D LAND USE MAY INCLUDE OFFICE AND LIGHT INDUSTRIAL USES

		ACREAGE	
Lot 1	Offices	2.5	
	R & D	3.1	
	Gateway	.5	
		<u>6.1</u>	6.1 Acres
Lot 2	Offices	2.7	
	R & D	8.4	
	Gateway	.3	
		<u>11.4</u>	11.4 Acres
Lot 3	Hotel	6.2	6.2 Acres
Lot 4	Restaurants/Commercial	3.2	3.2 Acres
Lot 5	Restaurant/Commercial		
	R & D	4.3	
	Gateway	.4	
		<u>4.7</u>	4.7 Acres
Lot 6	Office/R & D/Light Industrial		
	Health Facility		
	& Central Open Space"	37.0	
	Roadway	<u>3.2</u>	
		<u>40.2</u>	40.2 Acres
Lot 7	Office/R & D/Light Industrial	12.7	
	Offices & Central		
	Open Space	35.8	
	Roadway	2.3	
	Gateway	1.9	
		<u>52.5</u>	52.5 Acres
Vintage Park Drive/ Chese Drive Corridors		8.0	8.0 Acres
		TOTAL	132.3 Acres

		GROSS BUILDING SQUARE FOOTAGE	
Lot 1	Offices	43,800 SF	
	R & D	26,340 SF	
Lot 2	Offices	39,000 SF	
	R & D	88,800 SF	
Lot 3	Hotel	281 Rooms	
Lot 4	Restaurants/Commercial	18-20,000 SF	
Lot 5	Restaurant/Commercial	10,000 SF	
	R & D	35,000 SF	
Lot 6	Office/R & D/Light Industrial	420-440,000 SF	
	Health Facility	23,000 SF	
Lot 7	Office/R & D/Light Industrial	180-192,000 SF	
	Offices	800-1,100,000 SF	

PARKING PROGRAM			
Offices	1 / 250 SF Required	1 / 250 SF Provided	
R & D	1 / 300 SF Required	1 / 300 SF Provided	
Restaurant	1 / 100 SF Required	1 / 100 SF Provided	



LAND USE PLAN

↑
N
NOT TO SCALE

PUBLIC OBJECTIVES

Vintage Park occupies an important location within the employment area of Foster City with primary views along Third Avenue, State Route 92 and along its boundary with the Fashion Island regional shopping mall. The project represents a significant portion of Foster City's total industrial area and about 50% of all remaining unbuilt commercially zoned land. Therefore, it is vital to the City's economic health and well-being that Vintage Park be successful.

In order to insure that Vintage Park develops into the kind of mixed use development that is highly sought after by tenants in today's market, the City and Vintage Park Associates have worked to develop a set of Design Guidelines that both parties feel will help it to achieve its fullest potential and to remain a competitive, high quality development for years to come. These Design Guidelines will assist Vintage Park Associates and the City in developing the Vintage Park Project in the following ways:

- By announcing City expectation regarding the design of all projects.
- By assisting potential users in making the deci-

sion about whether or not their project can meet **the design guidelines required for Vintage Park.**

- By maintaining over the long term the design quality and compatibility of all projects within the park.
- By attracting employers to Foster City by providing a high quality office/industrial park for them to locate within.
- By enhancing Foster City's image as a master planned, well designed City.

Just as it is expected that projects which meet the design standards and quality as announced and described in the Design Guidelines (assuming all other City requirements are met) will be approved by the City, **it is expected that projects will be denied which do not meet the design guidelines or quality described therein.**

In effect, the City is hereby announcing what the guidelines and expectations for development are and what guidelines will be used by the City when reviewing projects during the design review process.

DESIGN REVIEW COMMITTEE

All improvements are subject to review and approval by the City and must meet the specifications of Foster City and Estero Municipal Improvement District. Additionally, Vintage Park Design Review Committee, consisting of Vintage Park Associates and the Master Plan Design Team members will review all proposed plans for the Vintage Park Development for conformance to the concepts established in the Master Plan and the guidelines set forth in this manual, prior to review and approval by the City.

Representatives of Vintage Park Master Plan Design Team

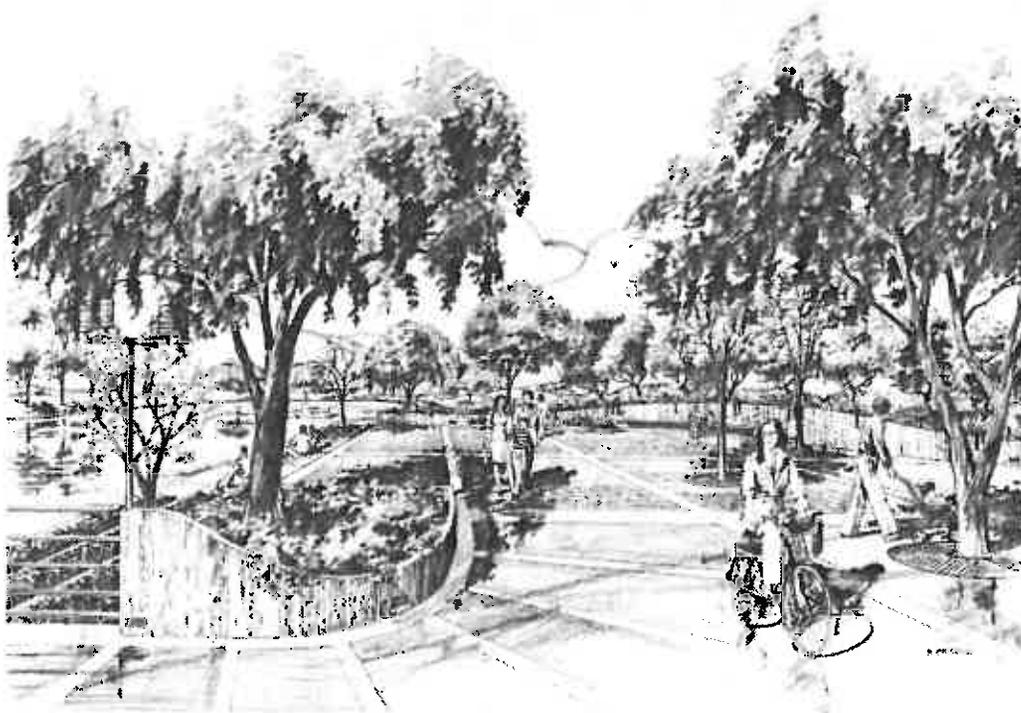
Michael Couch,
John Erving,
Kenneth Kay,
Terry Jacobson,
Warner Schmalz,
Tom Zigterman,

Vintage Park Assoc.
Vintage Park Assoc.
KenKay Assoc.
Leason Pomejoy Assoc.
CRS Serrine Inc.
Tillson Bliss & Assoc.

1

OPEN SPACE GUIDELINES

INTRODUCTION



The Open Space plan for Vintage Park creates a framework of open spaces and circulation systems which ties together this mixed-use development. It allows community access to the site and to its recreational opportunities and encourages energy-conscious alternative transportation systems by providing attractive pedestrian paths, bicycle routes, and bus stops.

The Vintage Park site has no significant existing natural features. The new development must depend entirely on man-made grading, landscaping, water features and architectural massing to create the image envisioned. The goal of the design is to create a park-like quality which organizes the mixed land uses and is economically feasible. The resulting open space system will be the "backbone" of the development both functionally and aesthetically.

During the planning and design process a hierarchy of objectives for Vintage Park development was established and is now represented by the Master Plan. The open space is the framework in which this development will evolve. (For guidelines and descriptions of current construction please see appendix).

CONTENTS

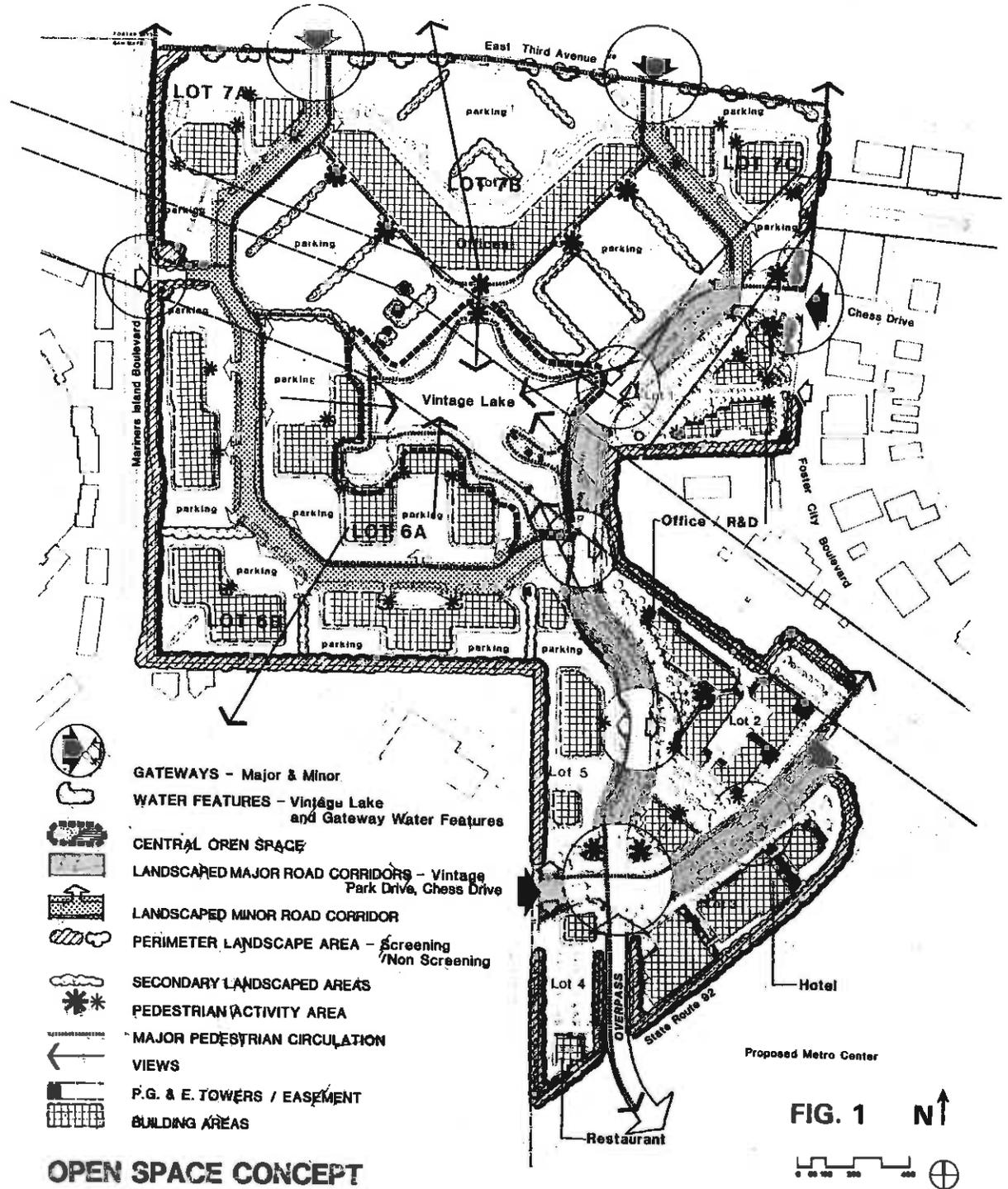
The Vintage Park Open Space Guidelines are organized into two main sections — Major Elements and Common Guidelines. Major Elements include the categories:

- Roadway Corridors
- Major & Minor Gateways
- Central Open Space/Vintage Lake
- Perimeter Landscape Areas
- Plazas
- Parking

Each category contains guidelines which apply specifically to itself.

The Common Guidelines section lists the guideline aspects of Paving, Pathways, Site Furnishings, Lighting, Planting, Utilities & Easements, Grading & Drainage and PG&E Easements which are held in common by the various open space categories they affect.

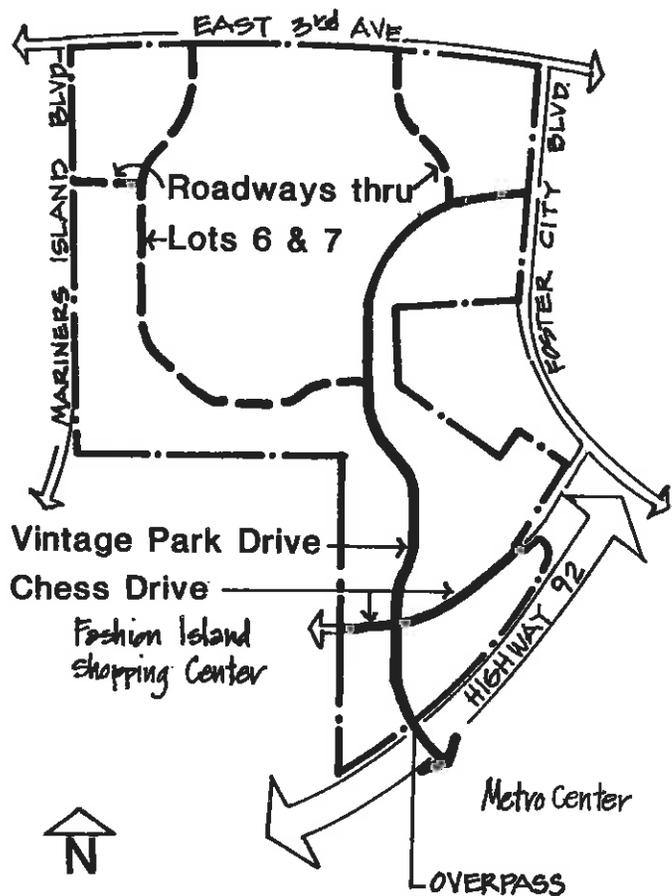
(For Signage Guidelines, please refer to detailed Vintage Park Signage document in the Appendix.)



OPEN SPACE GUIDELINES

A MAJOR ELEMENTS

A1 ROADWAY CORRIDORS



The roadway corridors within Vintage Park are the 'backbones' of the project both functionally and aesthetically. They contain the integrated systems for vehicular, bicycle and pedestrian traffic and maintain high visual interest through sequence of views and spaces set within the corridor.

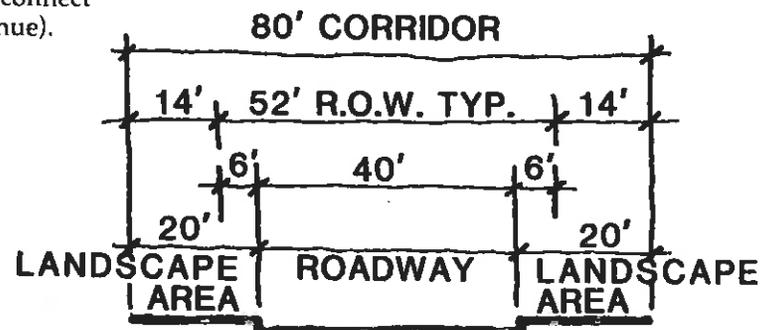
The major roadway corridors are:

- EXISTING
 - Vintage Park Drive and Chess Drive (completed 1984).
- PROPOSED
 - Roadways through Lots 6 & 7 (which connect Vintage Park Drive with East Third Avenue).

Guidelines

The following guidelines will guide the development of the roadway corridors through Lots 6 & 7.

1. Roads will be designed to meet the City standards or meet the approval of the City of Foster City.
2. Dimensions
 - 80' wide corridor
 - 40' wide roadway within 52' wide right-of-way
 - 20' wide landscape areas on both sides including 6' right-of-way.



GOALS: To create green space corridors and circulation systems that enhance movement through a quality development.

To create roadway corridors with emphasis on traffic safety and maintaining clear sight distance.

3. Continuous sidewalk on the lakeside of the roadways with links to pedestrian activity areas, the Central Open Space and Vintage Lake.

4. Suggested materials:

- Sidewalks — concrete
- Crosswalks & Intersections — unit paving stones
- Roadways — asphalt over base; per city standards

5. Lighting:

- Height — 25-30 ft.
- High Intensity
- Spread of illumination — the light source should be seen only from a distance consistent with the overall open space concept.

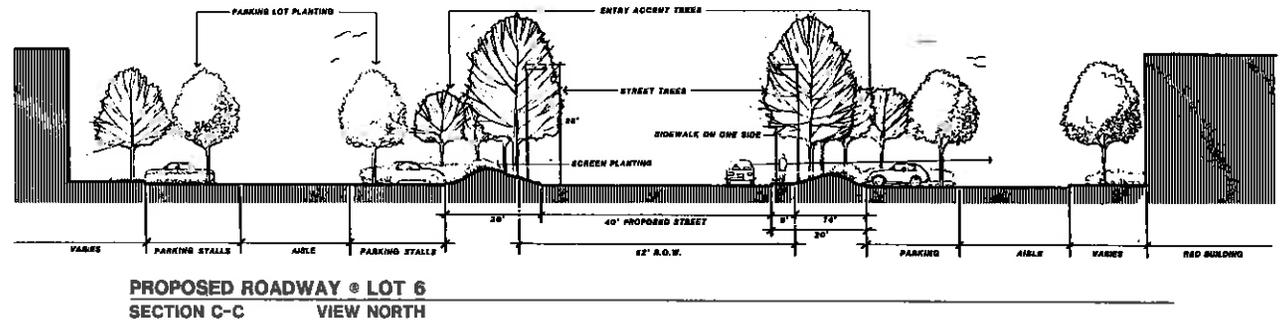
6. Planting:

- Large deciduous canopy trees (such as London Plane Tree, Sycamore)
- Continuous hedge of medium-height shrub to screen parking areas
- Planting along PG&E easement — plant materials must not exceed 15 feet in height under the powerlines; plant materials should be clustered to screen the base of towers from view.

7. Clear demarcation of path/roadway intersections through change in pavement type or signage.

8. Link public bus system and local and regional offsite paths.

9. Signage — please refer to detailed Vintage Park signage document in the Appendix.

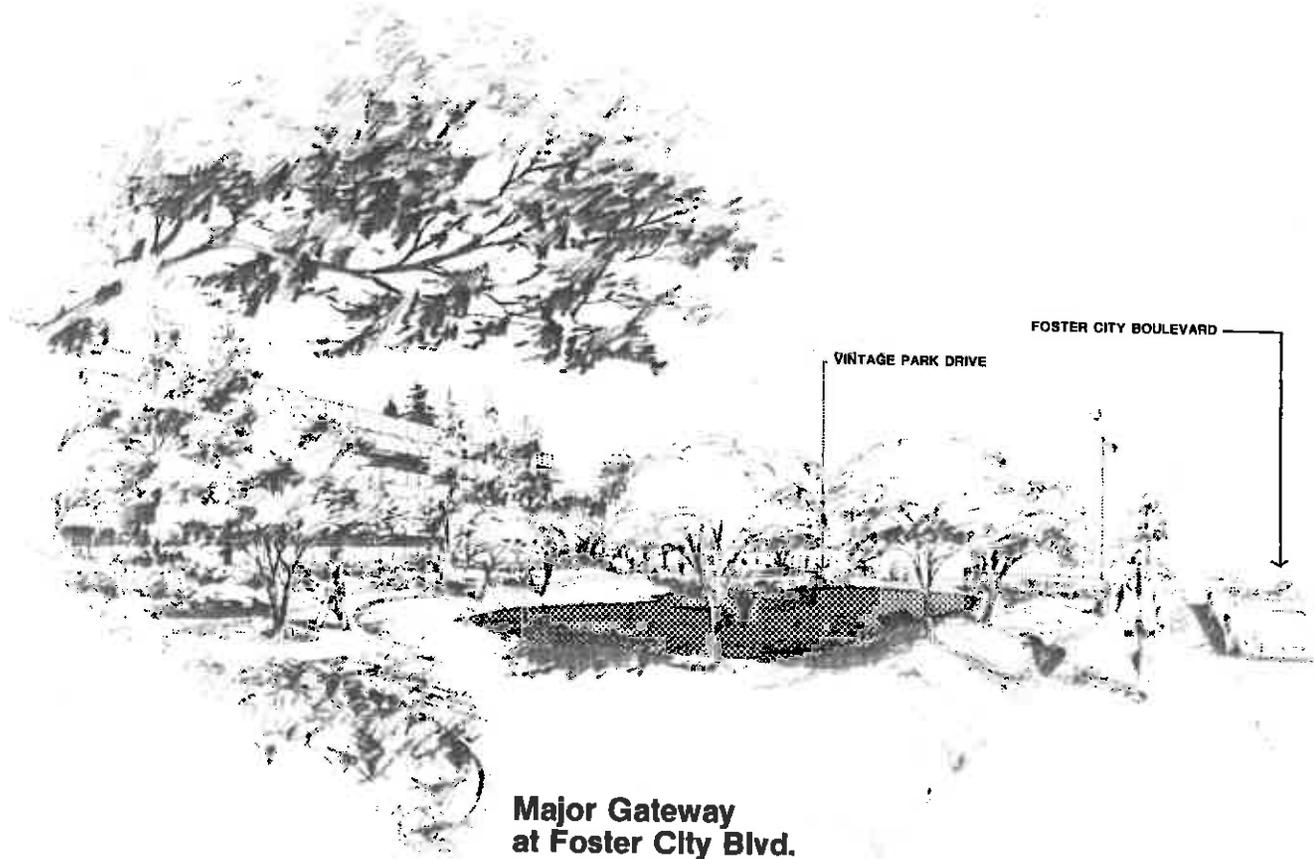


A2 GATEWAYS— MAJOR & MINOR

The Master Plan for Vintage Park identifies gateways at major entries to the project. Gateways are under construction at the intersections of Chess Drive and Vintage Park Drive, and at Vintage Park Drive and Foster City Boulevard. (Please see appendix). Two additional gateways will be developed on East Third Avenue without the use of water.

Minor gateways identify entrances to individual parcels and major land uses along Chess Drive and Vintage Park Drive.

GOALS: Provide a statement for pedestrians and vehicles at the entrances to Vintage Park, individual parcels and major land uses.



Guidelines

1. Color or textural differentiation in the paving through the use of special material such as interlocking pavers with contrasting color bands; used especially at crosswalks and intersections.
2. Vintage Park and individual parcel identity signage incorporated with features such as a special wall or planter. (See Vintage Park signage document).
3. Water, or floral color, or vegetation masses for interest, visible for both pedestrians and autos.
4. Special lighting to reinforce and emphasize gateway themes.
5. One central water feature in the East Third Avenue perimeter landscape area.

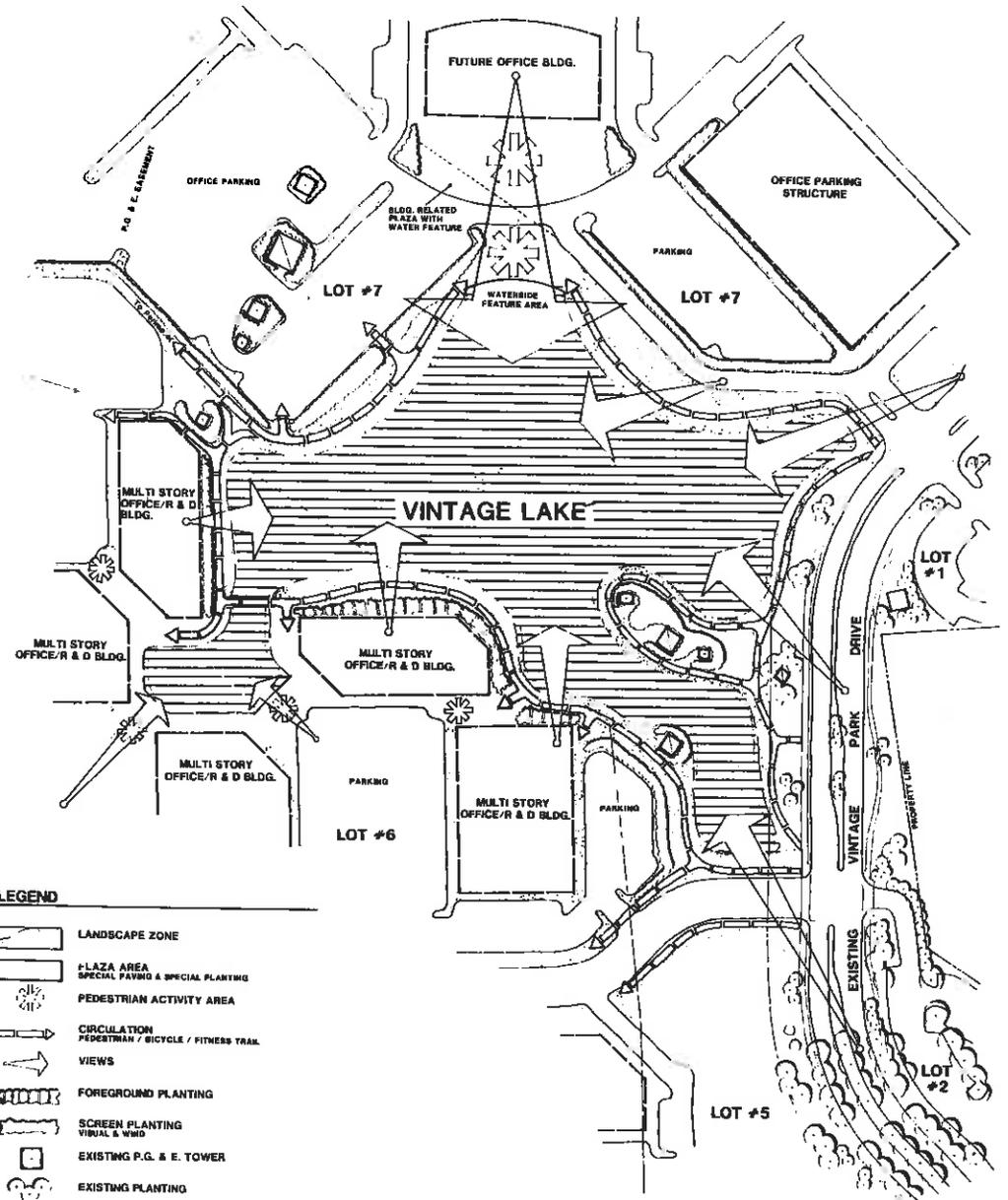
A3 CENTRAL OPEN SPACE/ VINTAGE LAKE

In the center of the development approximately 8 acres will be provided for the Central Open Space. Located just west of the Vintage Park Drive Corridor, with Office development to the north and R.&D./Light Industrial development to the south and southwest, the Central Open Space will utilize the unbuildable area under the PG&E Easement. The Central Open Space will be comprised of Vintage Lake—a fresh water lake approximately 5 acres in size—pathways, jogging/fitness trail and landscaping around the lake.

GOALS: Create a major 'park like' setting with a fresh water lake to provide passive recreational opportunity, interest, variety, and views.

Reflect Foster City's water oriented theme.

Diminish awareness of utility towers.



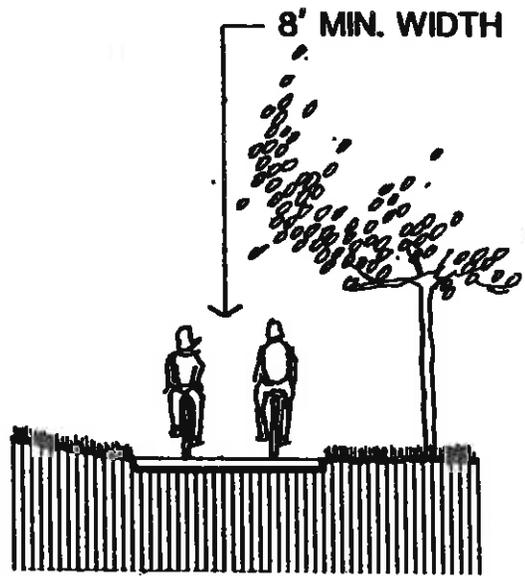
LEGEND

- LANDSCAPE ZONE
- PLAZA AREA
SPECIAL PAVING & SPECIAL PLANTING
- PEDESTRIAN ACTIVITY AREA
- CIRCULATION
PEDESTRIAN / BICYCLE / FITNESS TRAIL
- VIEWS
- FOREGROUND PLANTING
- SCREEN PLANTING
VISUAL & WIND
- EXISTING P.G. & E. TOWER
- EXISTING PLANTING

CENTRAL OPEN SPACE DIAGRAM

FIG. 2





BICYCLE PATH

Guidelines:

1. Visual access to the lake from Vintage Park Drive Corridor and the buildings surrounding the Central Open Space.
2. **Pathways** — pedestrian, bicycle and jogging/fitness pathways around the lake and links to other pedestrian feature-areas throughout the project.

Widths:

- Pedestrian paths — 5' minimum
- Bicycle paths — 8' minimum
- Combined — 10' minimum
- Jogging/fitness — 3' minimum (in conjunction with pedestrian paths)

Surface materials: (in order of preference)

- Pedestrian paths — concrete or asphalt
- Bicycle paths — asphalt or concrete
- Jogging/fitness — compacted crushed rock, asphalt, concrete

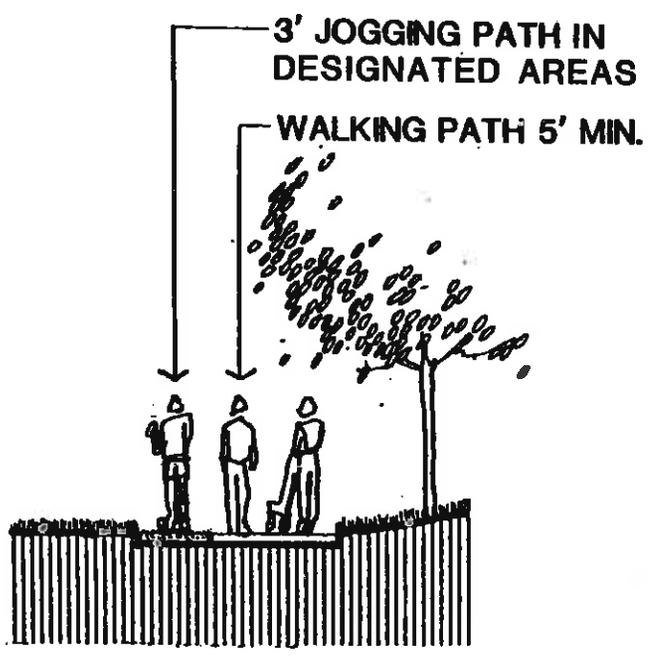
3. **Lighting** — adequate for public safety.

- Height — 12-15 feet
- Intensity — low, relative to scale of traffic circulation

4. **Site furnishings** — such as benches, seat walls, trash receptacles, and exercise stations.

- Locate within view of active gathering and pedestrian circulation.
- Protect from wind.
- Locate seating both in sunlight and shade.
- Sculptural low walls are encouraged for interest, seating, screening and retention of additional soil for more favorable planting medium.
- Locate trash receptacles in high-use areas.
- Place sculptures, waterjets (in lake) and other special focal elements to add interest and vitality to pedestrian activity areas.
- Locate exercise stations on jogging/fitness trails, approximately every 400 feet in the landscape area (as per Circulation Concept diagram).

5. **Water quality** — consistent with public health and safety standards. (A separate water quality and lake management report will be submitted.)



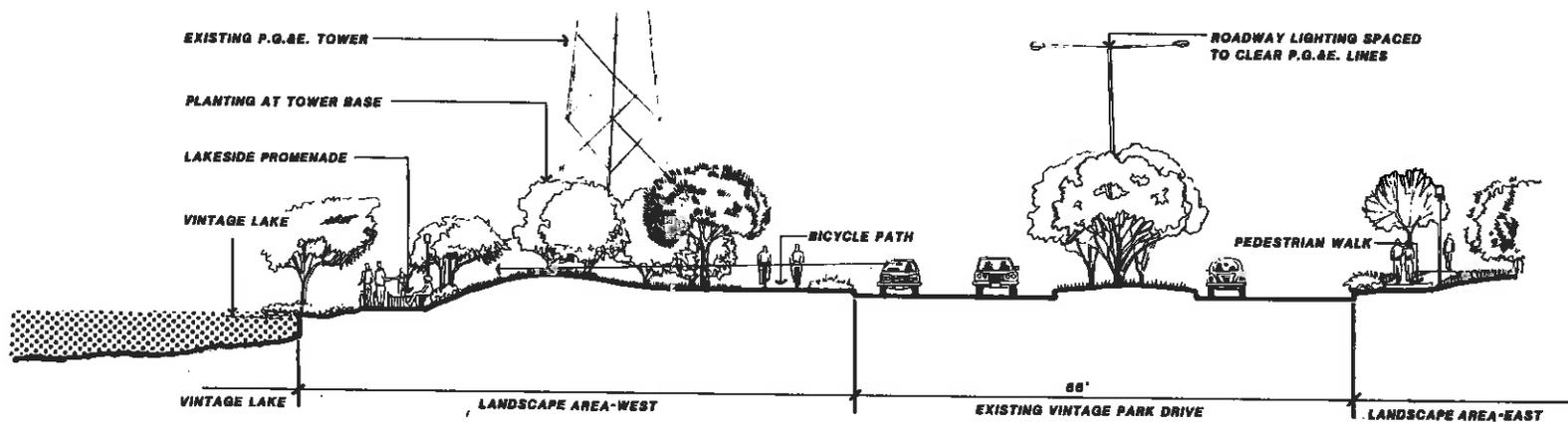
PEDESTRIAN PATH

6. Planting:

- Screen adjacent parking areas, tower bases, and utility equipment.
- Provide wind protected areas around the lake.
- Use planting to limit public access to the water's edge. (Access should be limited to those areas designed with appropriate edge and bottom treatment for public safety.)
- Planting along PG&E easement — plant materials must not exceed 15 feet in height under the powerlines. The plant materials should be clustered to screen the base of towers from view.
- Provide for both sunlight and shade.

7. Grading & Drainage

- Lake edges graded and drained to minimize runoff into lake.
- Grading within PG&E easements — particularly near base of towers and at low sag points of powerlines — is subject to PG&E review.
- No use of excavated Bay mud as part of any finished grading within 3 feet of surface.
- Recent dry fill excavated for the lake may be used for further on-site fill.



VINTAGE PARK DRIVE ALONG VINTAGE LAKE
VIEW NORTH

A4 PERIMETER LANDSCAPE AREAS



The landscaping around the project's perimeter frames Vintage Park's Open Space System. The perimeter will provide screening or buffers between the adjacent streets or land uses and the Vintage Park site.

GOAL: To create a strong landscape framework that enhances views into the project while screening out undesirable views and strong prevailing winds. The desired image is that of a park-like setting.

LANDSCAPE AREA TABLE

<u>Street or Adjacent Property</u>	<u>Landscape Area</u>	<u>Right-of-Way Landscape Area</u>	<u>Adjoining Landscape Area</u>	<u>Total Landscape Area</u>
East Third Avenue	28'	+ 7		35'
Foster City Boulevard				
- North of Vintage Park Drive		8.5'		35'
- South of Vintage Park Drive	16.5'	8.5'		25'
Mariners' Island Blvd.	20*	+ 11'		31'
Fashion Island Edge				
East - West	20+ *		+ 12' min.	20'
North - South	20' *		+ 12' min.	20'
Highway 92				
@ Lot 3	20'+			20'
@ Lot 4	20'			20'
Vintage Park Drive				
West Side	35'	18'		53'
East Side	25'	6'		31'
Chess Drive	19'	6'		25'
Roadways through Lots 6 & 7	14'	6'		20'

* 20' Estero Municipal Utilities District (EMUD)
Levee Easement

+ Landscaping withing the CAL TRANS Right-of-Way

TABLE 1

Guidelines:

(Landscape Area Table indicates the space allocated for the various perimeter areas. See Table 1 and Fig. 3). Some perimeter areas have already been developed. Remaining areas will be developed along the following guidelines:

1. **Pathways** — located in the perimeter landscape area where indicated on the Circulation Diagram.

Widths:

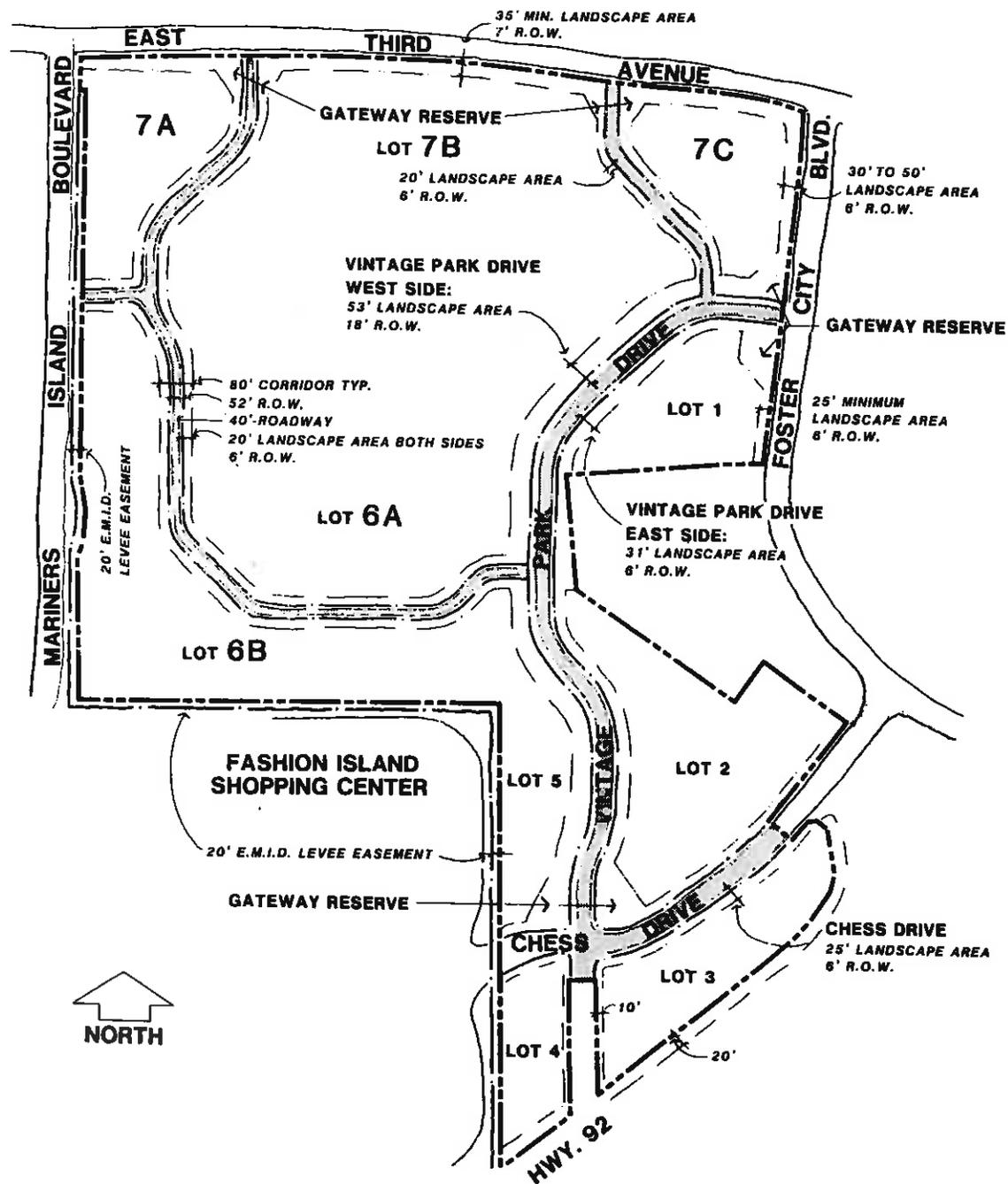
- Pedestrian — 5' minimum
- Jogging/fitness — 3' minimum (in conjunction with pedestrian path)

Surface materials (in order of preferred materials):

- Pedestrian — concrete or asphalt
- Jogging/Fitness — compacted crushed rock, asphalt, concrete

2. Planting

- Dense screen planting along the west perimeter at Mariners Island Boulevard for both visual and wind screen. Dense evergreens.
 - Tall trees, such as poplar, to define project boundary.
 - North perimeter — plant clusters of evergreen trees allowing views into the project between them.
 - Screen parked cars with shrub planting and mounding.
 - Utilize the 20' *Levee Easement*, owned by the Estero Municipal Improvement District, along the entire west frontage and southwest frontage of Fashion Island Shopping Center for perimeter planting.
3. **Site furnishings** — Exercise stations along jogging/fitness paths approximately every 400 feet in landscape area. (See Circulation Dia.)
 4. **Lighting** — provide pedestrian pathway lighting
 - Height — 12-15 feet
 - Low intensity; based on scale of circulation
 5. **Grading & Drainage** — maintain existing EMID easement levees.



LANDSCAPE AREA DIAGRAM
NOT TO SCALE

FIG. 3

A5 PLAZAS/PEDESTRIAN ACTIVITY AREAS



Plazas and other pedestrian activity areas provide the link between open space and architecture. The plaza designs will relate to the themes of adjacent buildings.

GOAL: Create an environment which provides pleasant entry to buildings as well as attractive outdoor spaces for pedestrian activity by integrating building forms and landscaped open spaces.

Guidelines:

1. **Location** — plazas should be situated near spaces between buildings and/or near building entrances; particularly in sunny areas, protected from wind.
2. A Program for Exterior Art is being considered and encouraged within the plaza spaces related to each building cluster. The Master Plan Design Team will review and approve all outdoor art proposed.
3. **Paving**

Suggested materials:

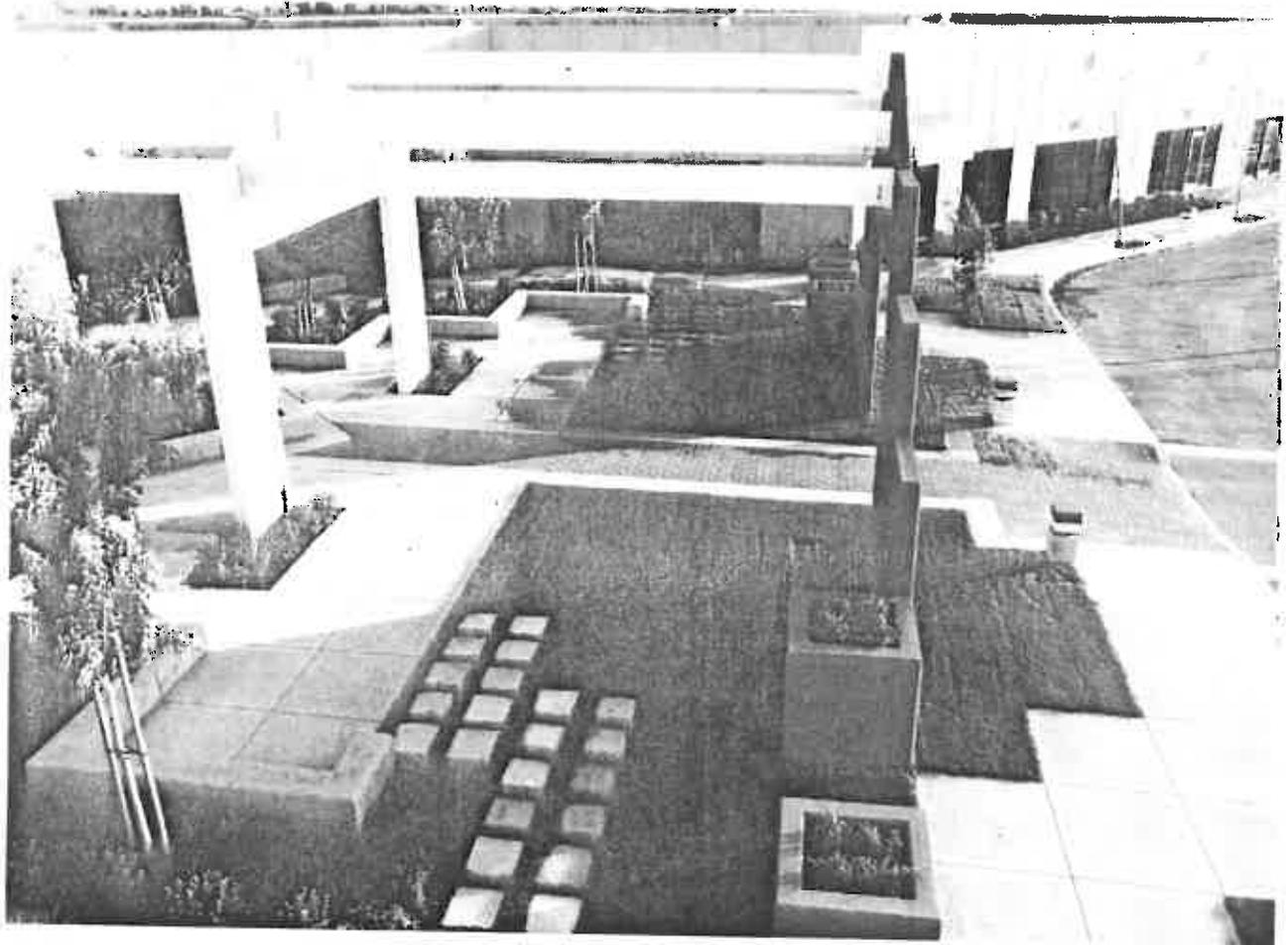
- Those consistent with existing concrete, and unit paving stones
- Granite, cobble, tile, brick, asphaltic concrete pavers, seeded aggregate concrete

Patterns

- Those consistent with existing contrasting color bands
- Bands of special pavement with fields of concrete paving

4. Site Furnishings

- Planters and pots to provide color, textural interest around paved areas.
 - Bollards to provide separation between vehicles and pedestrians and to define plaza areas.
 - Tree grates and guards to protect trunks and roots.
 - Sculptures, fountains and other special focal elements. Water theme is encouraged. Consideration of prevailing winds should be given to water features.
 - Benches and other seating elements within view of active gathering and pedestrian circulation. Should be located both in sunlight and shade and in wind-protected areas.
5. **Lighting**—Special lighting for fountains, sculptures and other focal elements.
- Height (Plaza lights) — 12-15 feet
 - Bollard lights 30" to 36"
6. **Planting** — to provide windscreens, define plazas; sometimes to provide special focal element to plaza.



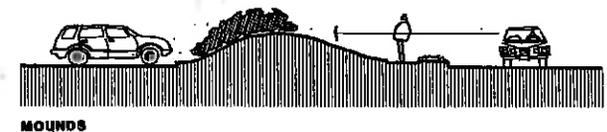
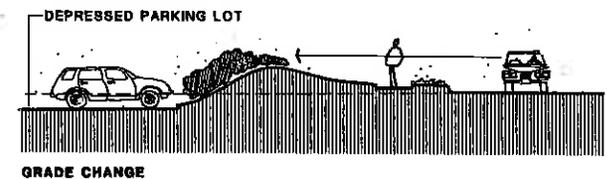
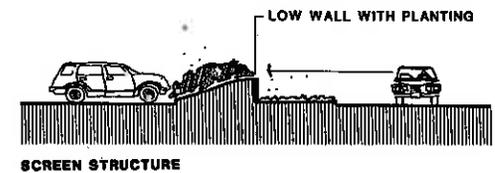
A6 PARKING

Parking areas will occupy a significant portion of the Vintage Park Site and must be carefully designed to minimize their visual impact and to fit into the open space framework. The layout of parking areas should be efficient and well organized to facilitate clear access and egress.

GOALS: De-emphasize the presence of the automobile. Reduce conflicts between all circulation systems, especially at intersections. Design accessible, shared parking areas. Screen, shade and diminish the scale of parking areas.

Guidelines:

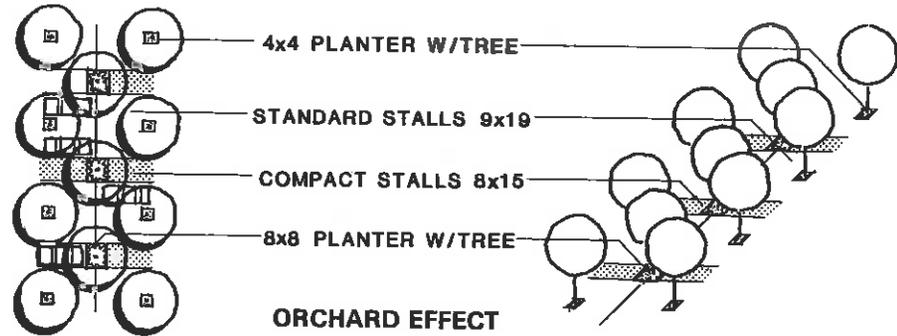
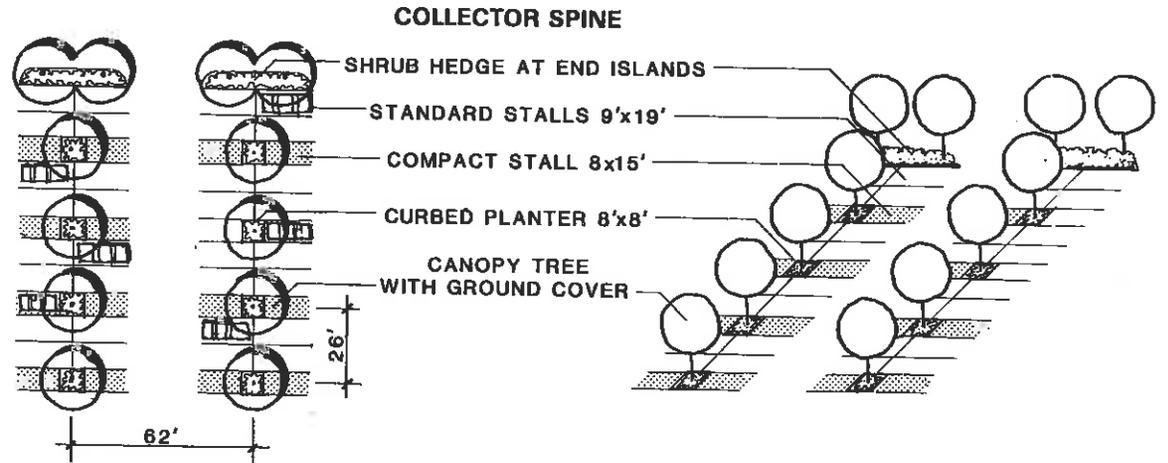
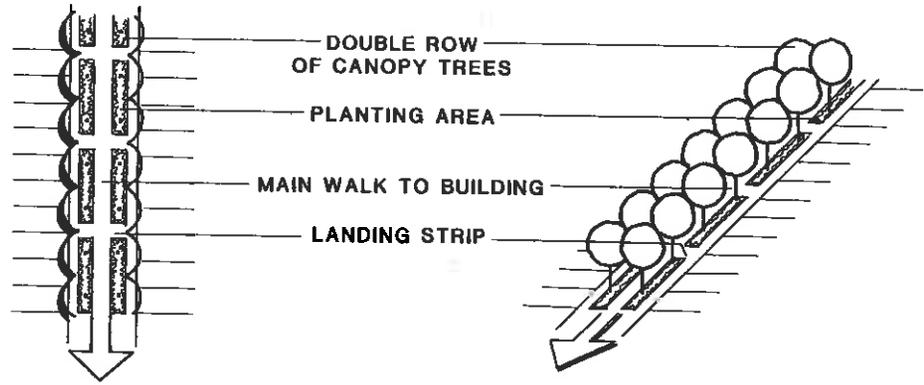
1. Meet the guidelines set forth in the City Parking Ordinance which cover the following:
 - Basis for determining required number of stalls
 - Stall sizes & Aisle dimension
 - Lighting
 - Screening
 - Percentage of landscape area within the parking area
 - Minimum sizes for landscape area
 - Number of trees required
 - Safety features
 - Service requirements
 - Optional provisions
 - Credit for alternative transportation parking
 - Transportation System Management Plan
2. Transportation System Management Plans will be submitted as outlined in the City Parking Ordinance. Upon approval of the plans a written agreement with the City will be developed for approval as outlined. All projects processed within Vintage Park may expect to have a condition of approval attached to the Use Permit regarding participation.
3. Provide visual screen of parked cars from the surrounding and the internal roadways by use of one or more of the following methods: *grade-change mounds, planting, and screen structures.*



4. In large parking expanses surrounding office complexes, provide pedestrian collector spine to facilitate direct and clear pedestrian movement.

5. Planting

- Planting area for trees, creating windbreak and visual screens.
 - Achieve 'orchard effect' by arranging tree planting pockets at regular intervals to visually soften parking areas.
 - Shrub hedges in the planting islands at the end of stalls.
 - Planting along parking structure facade to soften visual effect.
 - Planting along parking structure's top level to soften down-views from adjacent buildings.
 - Planting along perimeter of parking area to screen parked cars.
6. Maintain sight distance clearance at entry points to the parking areas.
7. Shared parking between different land uses with different peak hours will be encouraged (e.g., between office use and restaurants for after work-hour users).



OPEN SPACE GUIDELINES

B COMMON GUIDELINES

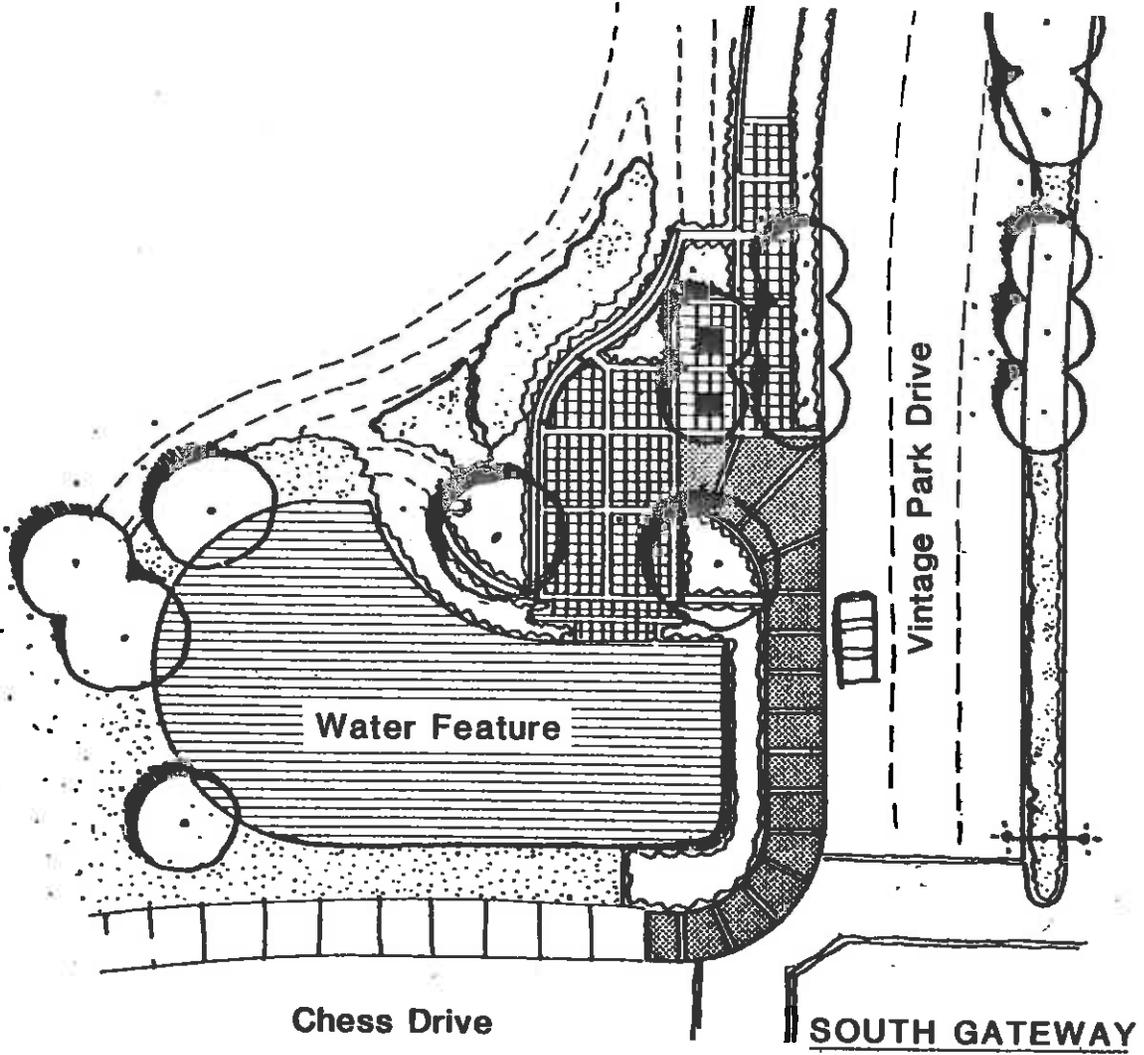
This section lists the guideline aspects of Paving, Paths, Site Furnishings, Lighting, Planting, Utilities & Easements, Grading & Drainage which are held in common by the various open space elements they affect.

B1 PAVING

Careful consideration should be given to the selection of the material, color, pattern and texture of project paving. Paving can be used as a unifying element, provide identity by use of special patterns, materials, and colors; and can provide harmony or contrast to buildings.

Technical consideration should be given to the problem of differential settlement on the site. Use of flexible paving material, modular or unit paving stones which can be reset is recommended.

Paving materials, colors, patterns and details — based upon completed phases of Vintage Park — will be repeated throughout successive phases of the project. Some variation in material, color, pattern and texture will be acceptable but there should be clear continuity with the existing development.



Paving — cont.

The following are existing materials, patterns and textures.

Concrete

Medium to stiff broom finish with smooth trowel finish edges.

Provide dowels at expansion joints.

Unit Paving Stones/Contrasting Color Bands

Located at crosswalk and sidewalk intersections and at plazas. The banding can be in grid, radial or linear pattern.

Asphalt - bicycle path

'Turf Block' or an equal type paver used in landscape areas where occasional vehicular access for emergency or maintenance is required.

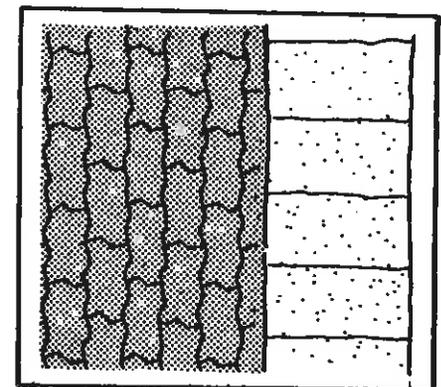
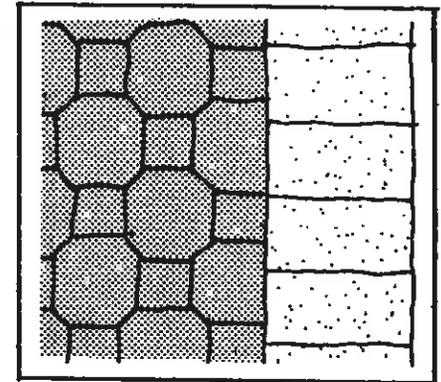
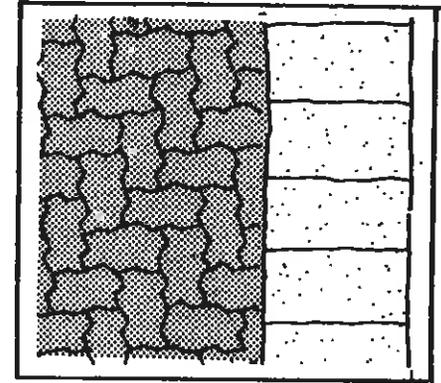
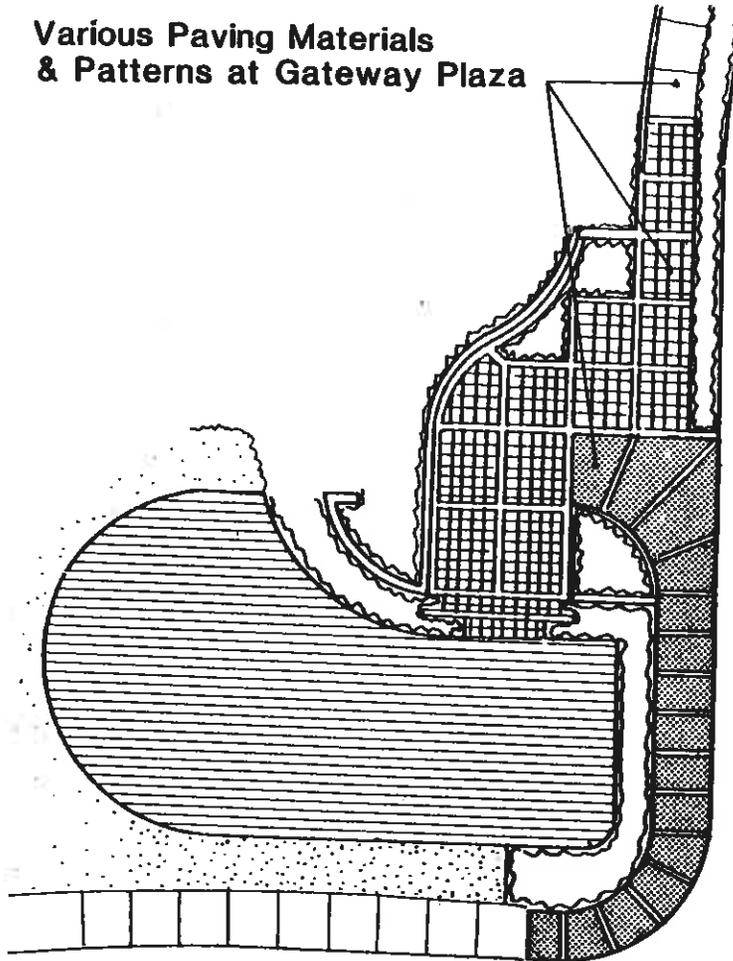
Other Acceptable Material

- Granite
- Cobble
- Tile
- Brick
- Asphaltic Concrete Pavers
- Seeded Aggregate Concrete

Other Acceptable Patterns

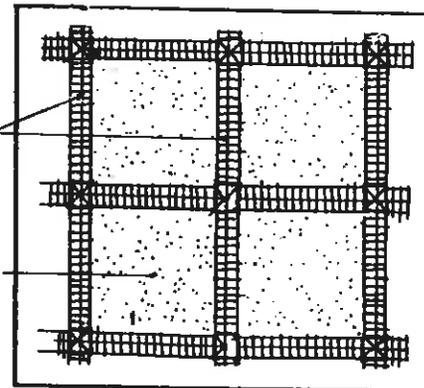
- Bands of special pavement with fields of concrete paving.

Various Paving Materials & Patterns at Gateway Plaza



Bands of
Special Paving

Fields of Concrete

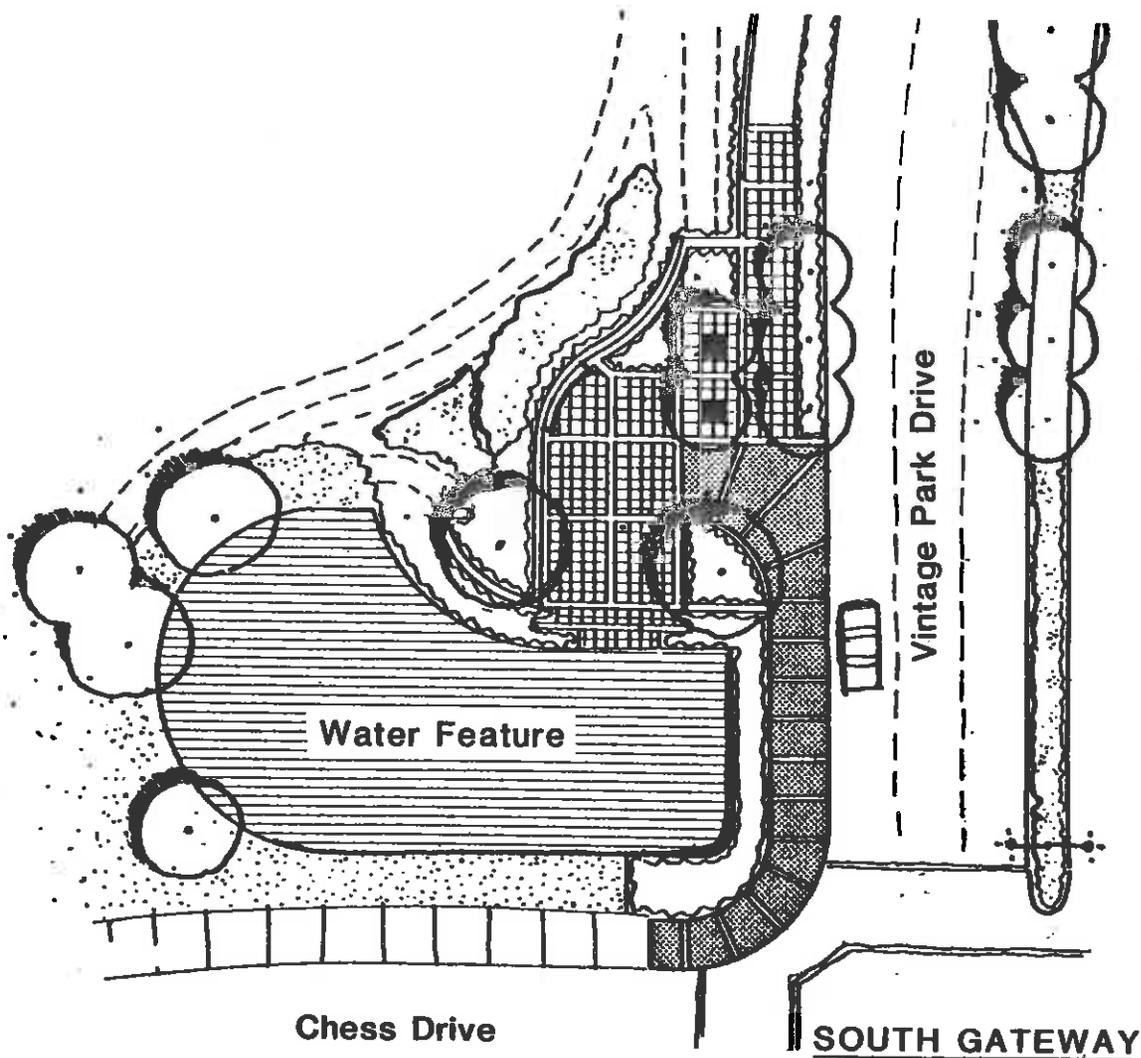


Possible Patterns
of Unit Paving Stone

OPEN SPACE GUIDELINES

B COMMON GUIDELINES

This section lists the guideline aspects of Paving, Paths, Site Furnishings, Lighting, Planting, Utilities & Easements, Grading & Drainage which are *held in common* by the various open space elements they affect.

**B1 PAVING**

Careful consideration should be given to the selection of the material, color, pattern and texture of project paving. Paving can be used as a unifying element, provide identity by use of special patterns, materials, and colors; and can provide harmony or contrast to buildings.

Technical consideration should be given to the problem of differential settlement on the site. Use of flexible paving material, modular or unit paving stones which can be reset is recommended.

Paving materials, colors, patterns and details — based upon completed phases of Vintage Park — will be repeated throughout successive phases of the project. Some variation in material, color, pattern and texture will be acceptable but there should be clear continuity with the existing development.

Paving — cont.

The following are existing materials, patterns and textures.

Concrete

Medium to stiff broom finish with smooth trowel finish edges.

Provide dowels at expansion joints.

Unit Paving Stones/Contrasting Color Bands

Located at crosswalk and sidewalk intersections and at plazas. The banding can be in grid, radial or linear pattern.

Asphalt - bicycle path

'Turf Block' or an equal type paver used in landscape areas where occasional vehicular access for emergency or maintenance is required.

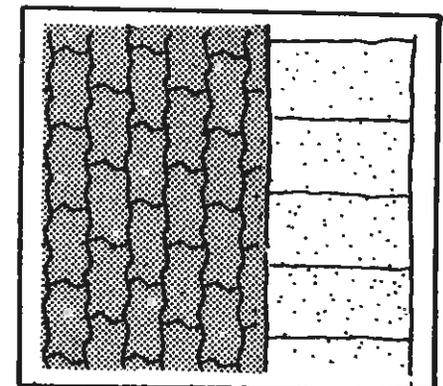
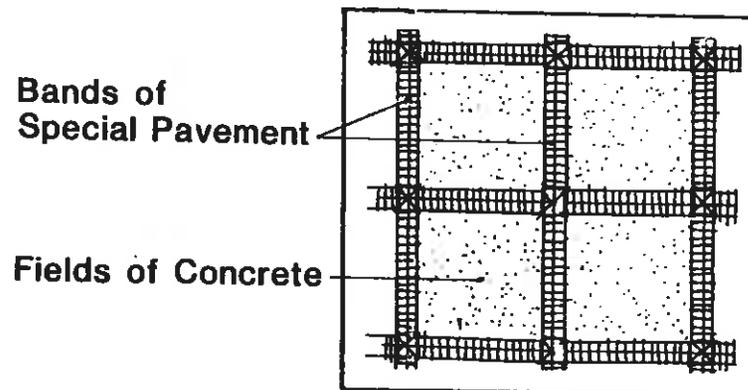
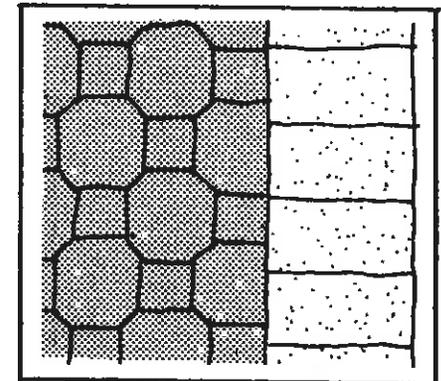
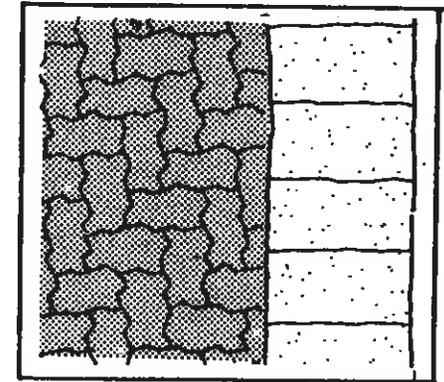
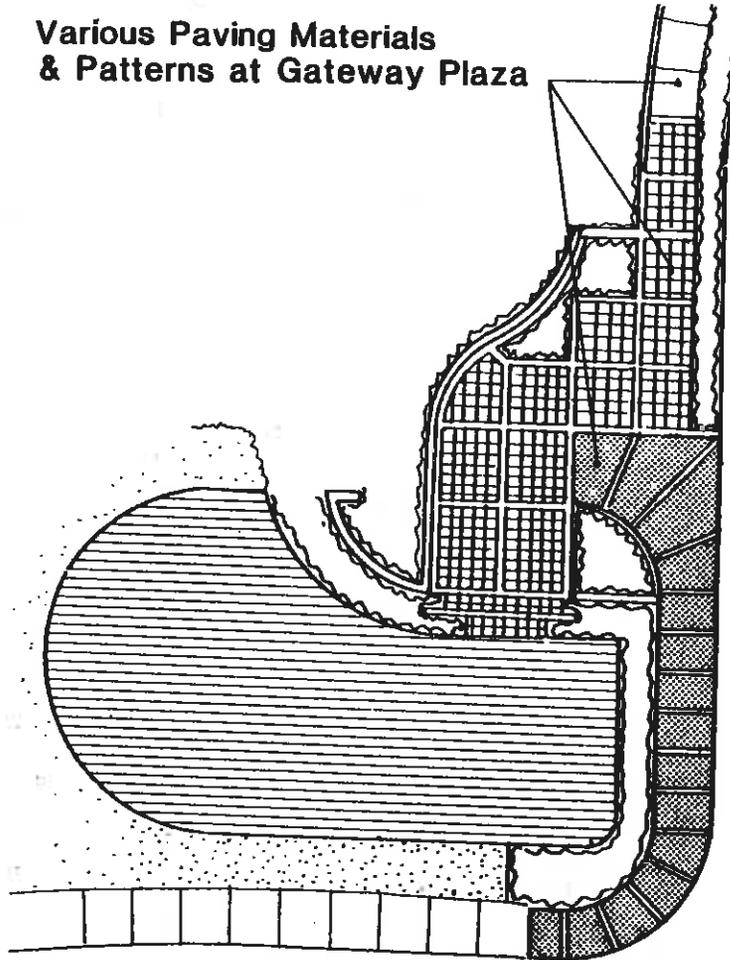
Other Acceptable Material

- Granite
- Cobble
- Tile
- Brick
- Asphaltic Concrete Pavers
- Seeded Aggregate Concrete

Other Acceptable Patterns

- Bands of special pavement with fields of concrete paving.

Various Paving Materials & Patterns at Gateway Plaza

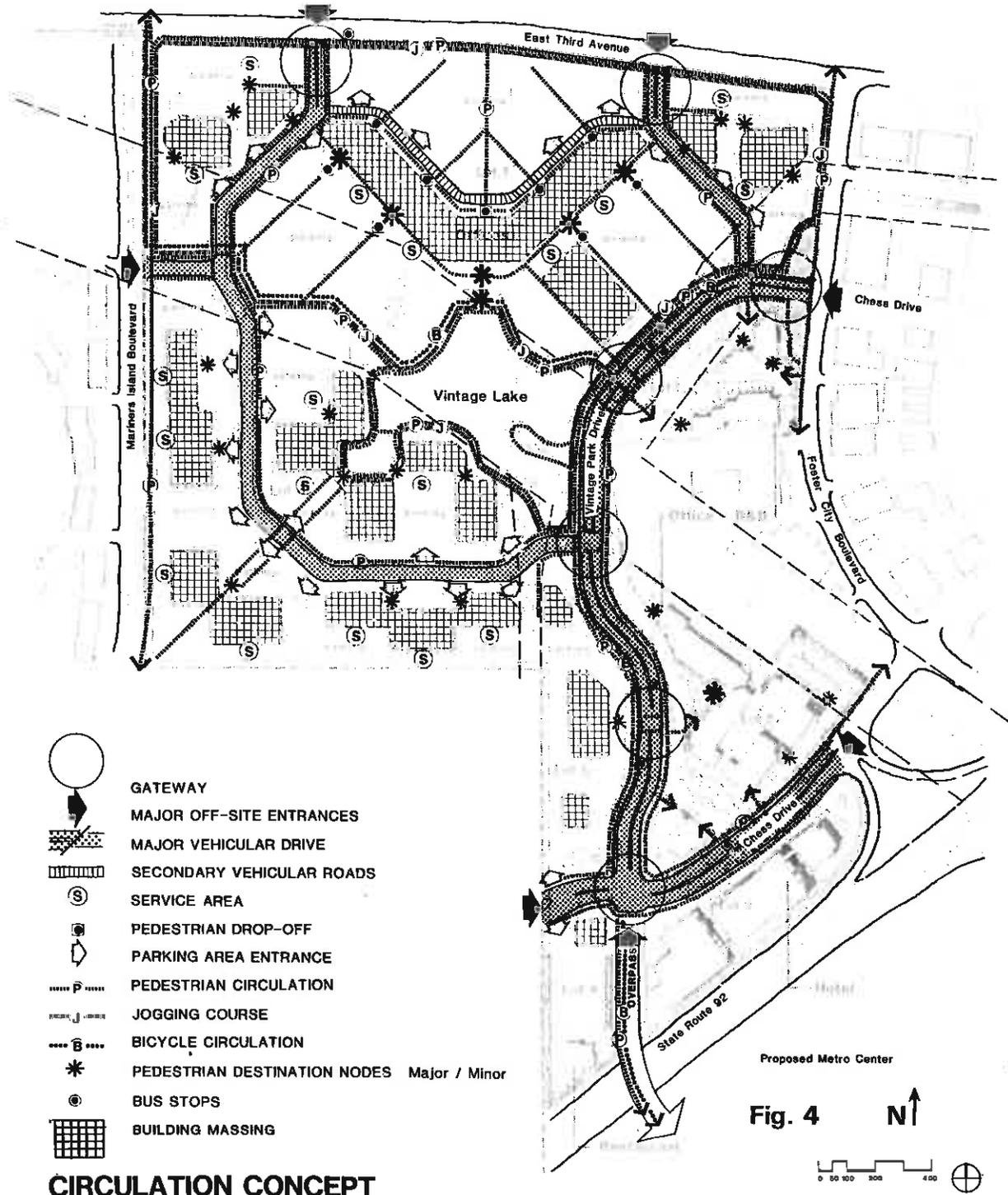


Possible Patterns
of Unit Paving Stone

B2 PATHWAYS

Pedestrian, bicycle, and jogging/fitness pathways within Vintage Park connect the various park amenities as well as provide access to various destination points on and off the site. (See Circulation Concept Diagram Fig. 4 for the location of the pathways)

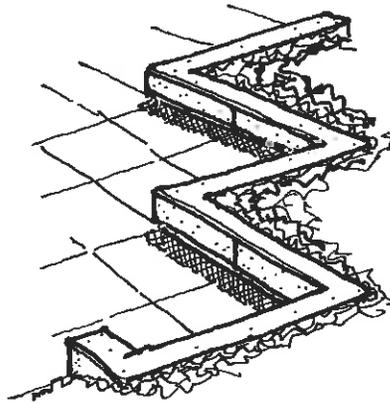
1. Locate pathways within the public use areas
2. Provide clear demarcation and warning — via signage and/or paving changes — where paths intersect with roadways.
3. Slope path for proper drainage.
4. Minimize vertical and horizontal bends in bike path.
5. Separate bicycle and pedestrian paths where space permits.
6. Design major path system to be able to support emergency vehicular traffic.
7. Provide planting strip between the roadway and pathway where space permits.
8. Provide barrier free design for the handicapped.
9. Provide pathway systems to link local and regional offsite paths.
10. Provide links to public bus system.



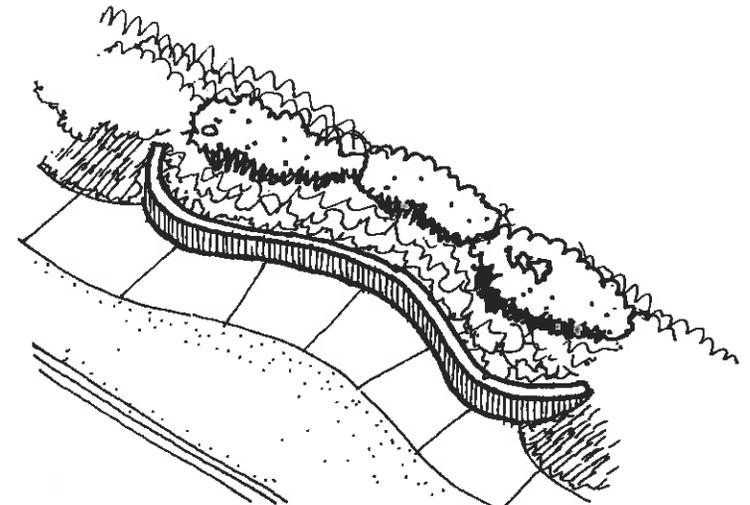
B3 SITE FURNITURE

Site furnishings, unified in design and theme, will include benches, seating elements, bollards, trash receptacles, planters, informational panels, telephone booths, bus shelters, tree grates and guards, etc. Site furnishing selection, location and detailing should be in concert with following guidelines.

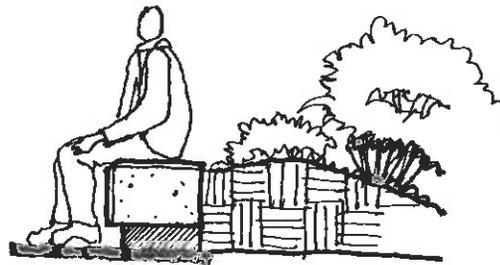
1. Selection, design and siting of the site furnishings should depend upon its function and aesthetic contribution to its surroundings.
2. Integrate site furnishing design with other site elements. (i.e. walls, lighting, signage, etc.)
3. Color, texture, form, material and detailing of furnishings should reinforce the design theme of each area as well as throughout the project.
4. Furnishings should be designed or selected for safety, durability, ease of maintenance and replacement.



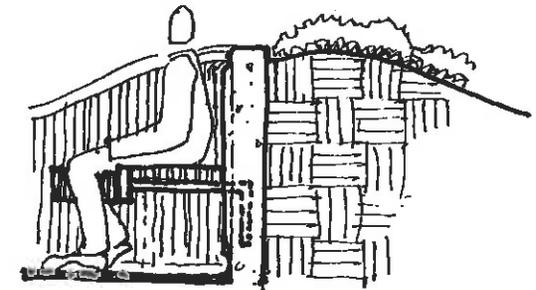
SEATWALL AT
LOT 2 PLAZA



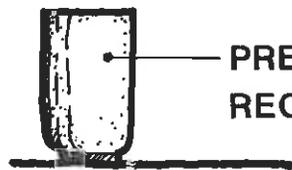
SEATWALL/RETAINING WALL
AT VINTAGE PARK DRIVE CORRIDOR



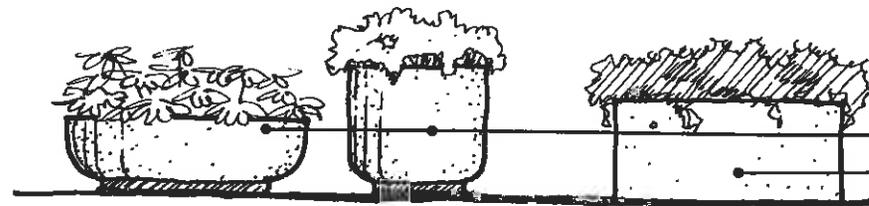
CONCRETE BENCH AT LOT 2



WOOD BENCH ON THE
WALL AT GATEWAY PLAZA

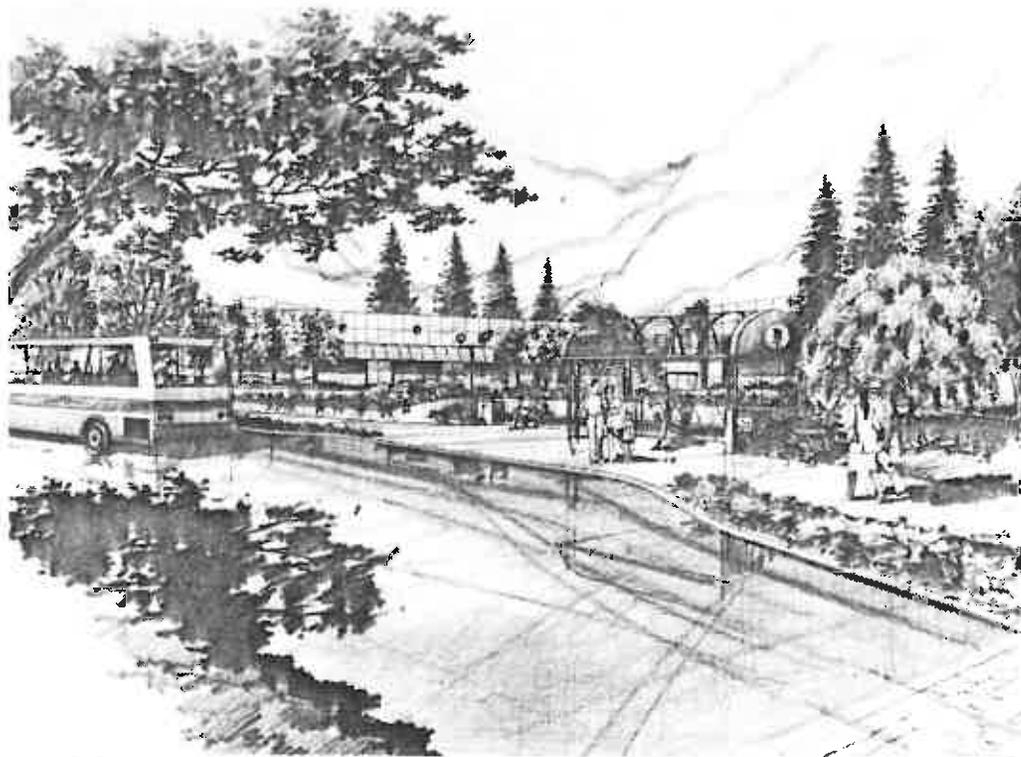


PRECAST TRASH
RECEPTACLE

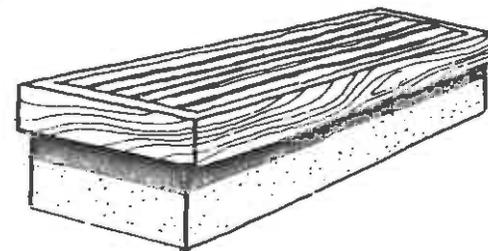


PLANTERS
PRECAST CONCRETE
POURED IN PLACE

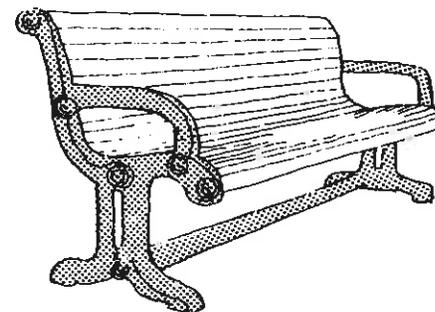
EXISTING SITE FURNISHING



BUS STOP AREA



CUSTOM WOOD & CONCRETE BENCH



MANUFACTURED WOOD & METAL BENCH



BOLLARDS

OTHER ACCEPTABLE SITE FURNISHING

B4 LIGHTING

Exterior lighting, generally considered a functional element in the landscape, illuminates the open space for vehicular, bicycle and pedestrian movement and provides for security in public areas. The lighting system is to be designed not only to serve these functions, but also to reinforce the style and ambience of the park.

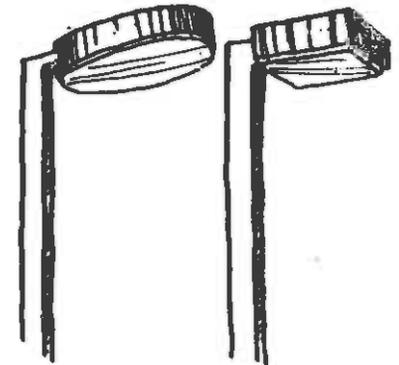
Street lighting within the median strip of Vintage Park Drive and Chess Drive is by standard City street fixtures. Lighting throughout remainder of site shall be selected with the following considerations:

1. Foot candle illumination on the ground plane and fixture specifications will be consistent with City standards and the overall design intent.
2. To insure security and safety, all circulation corridors will be lit based on the scale of circulation system. (Major roads and parking will receive the greatest intensity; pedestrian pathways the lowest).
3. Light fixtures must be unobscured by trees or other plantings.
4. The durability of foundation, pole and luminaire should withstand wind, corrosion, soil instability and vandalism.
5. The components of the lighting system should be easily maintained.
6. Lighting should be energy-efficient and meet conservation standards.
7. The distance from which the light source can be seen should agree with the overall open space concept.
8. Special lighting will be provided for illuminating signs, water elements, and other key features.

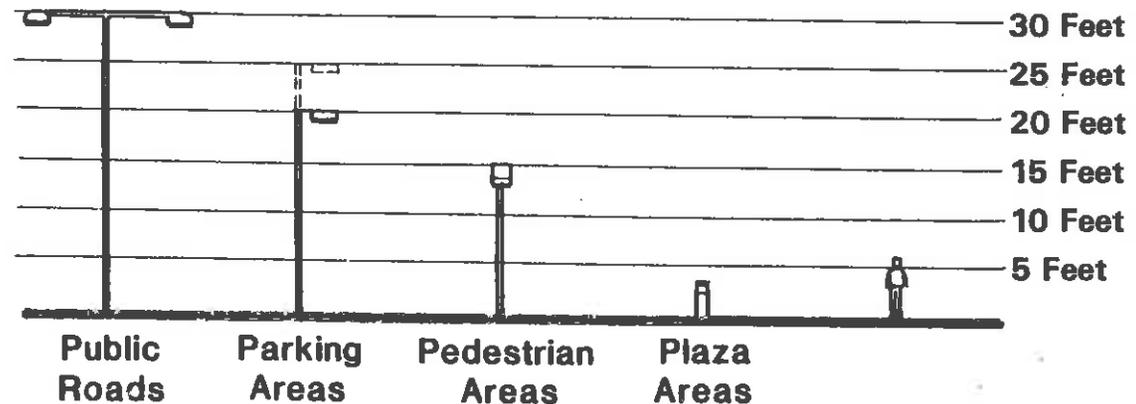
9. Key buildings will be lit both through building lighting systems and general site lighting.
10. The design style and light quality of the various selected fixtures create consistent "families" of lights which enhance the various land use themes of the Park.
11. An alternative to standard City fixture will be proposed for the roadways through Lots 6 & 7, which is subject to approval by the City.



PEDESTRIAN AREAS



PARKING AREAS



B5 PLANTING

Careful selection and maintenance of planting material is necessary to the success of the project. Adverse environmental conditions, such as poor soil quality and strong prevailing winds, threaten the survival of the plant material. (Please refer to the Site Description section in the appendix for a detailed discussion of the existing conditions). The following guidelines should be followed to mitigate adverse planting conditions.

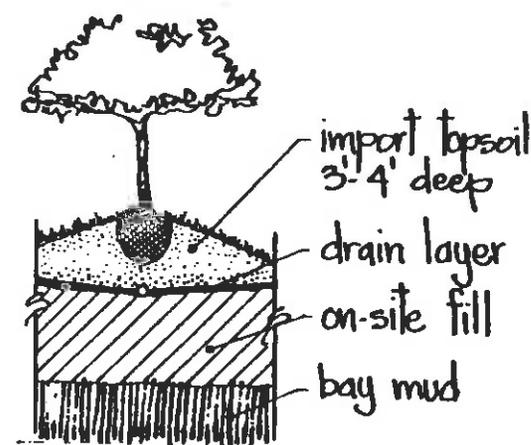
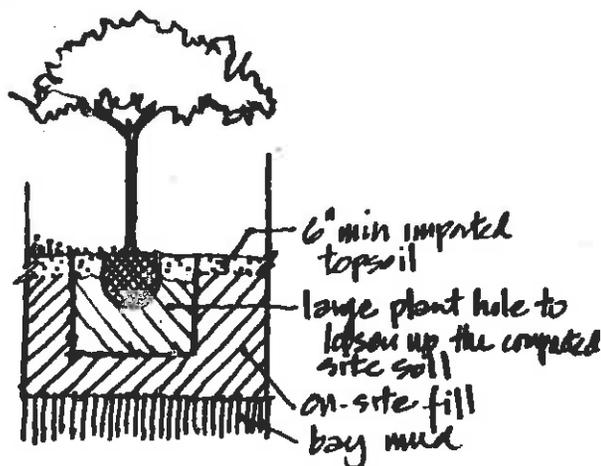
1. Soils

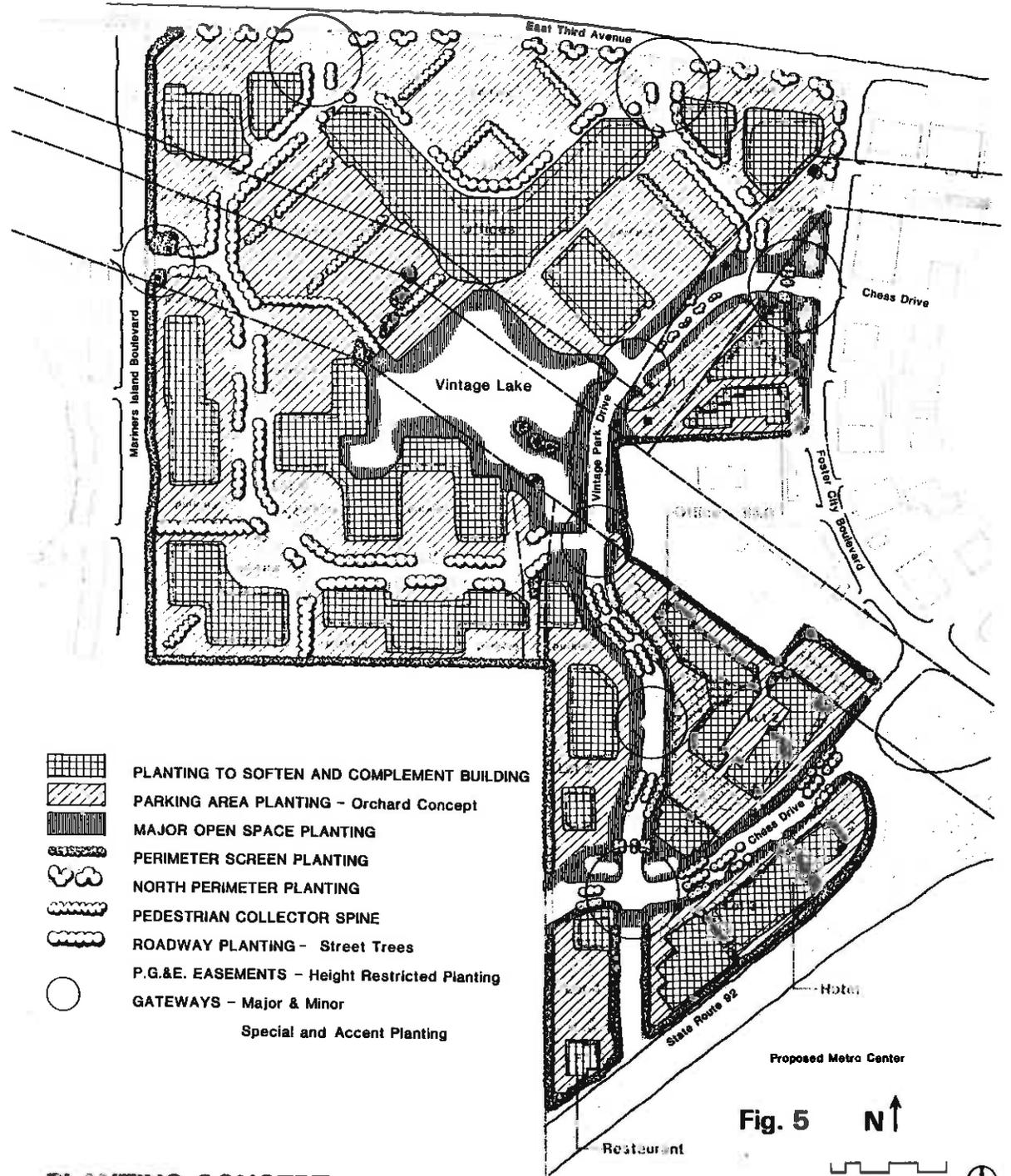
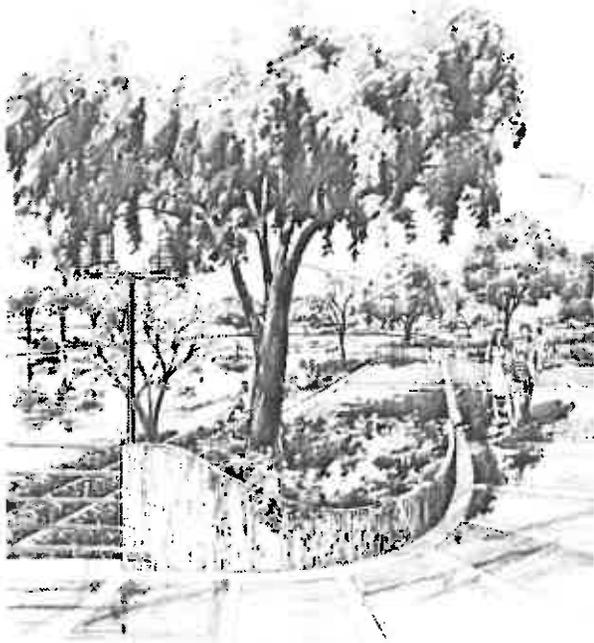
- Import topsoil to a minimum depth of 6" with adequate preparation of subsoil to eliminate abrupt meeting of two dissimilar soils.
- Plant trees and shrubs in large plant holes which have been over excavated to loosen up the compacted site soil.
- Construct mounds to raise plants away from the bay mud.

2. Wind

- The velocity and frequency of the high prevailing wind requires a palette of wind-tolerant plant material for landscaping purposes:
- Where appropriate, plant less mature plant material to facilitate more favorable adaptation of plant material.

3. Use mass planting in dense clusters where strongest winds prevail.
4. Utilize stout plant material and earth berms in high wind areas.
5. Tailor the irrigation program in windy areas to ensure adequate watering in this impaired drainage condition.
6. Stake and guy plant materials adequately at the time of installation.
7. Develop an ongoing pruning program.
8. Recommended plant materials — please refer to appendix.





-  PLANTING TO SOFTEN AND COMPLEMENT BUILDING
-  PARKING AREA PLANTING - Orchard Concept
-  MAJOR OPEN SPACE PLANTING
-  PERIMETER SCREEN PLANTING
-  NORTH PERIMETER PLANTING
-  PEDESTRIAN COLLECTOR SPINE
-  ROADWAY PLANTING - Street Trees
-  P.G.&E. EASEMENTS - Height Restricted Planting
-  GATEWAYS - Major & Minor
-  Special and Accent Planting

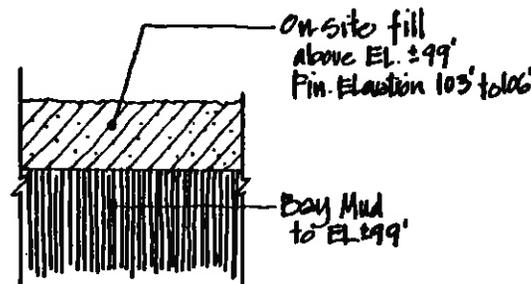
PLANTING CONCEPT

Fig. 5 
 

B6 GRADING & DRAINAGE

Predominantly flat terrain of Vintage Park site must be carefully planned and designed for proper grading and drainage. The Site Description section in the Appendix discusses existing site conditions. A report prepared by Tillson Bliss & Associates, Civil Engineers, entitled *Revised Utilities Master Plan Vintage Park, Foster City, California*, which includes a 'Storm Drainage Design Summary' is referenced here as guidelines for the development along with the following:

1. The site must be graded to drain into the proposed storm drain system, or into the existing drainage channel before that system is installed.
2. Grading operations must adjust to existing soil characteristics:
 - Bay mud below elevation 99
 - Dry fill above elevation 99
3. Differential settlement will occur, particularly over former sloughs. Ways and means for necessary adjustments should be built into management/maintenance programs.
4. Large stock piles of material which will put pressure on the existing soil structure to the point of deformation must be avoided. Consult with soils engineer.
5. Placement of fill must be supervised by a licensed soils engineer experienced with filling over Bay mud.
6. Grading within the PG&E easements, particularly near the base of the towers and at low sag points of the lines, is subject to review by PG&E.
7. Existing levees in the EMID easement must be maintained.
8. Storm drain systems must be sized to carry runoff from at least a 25 year design storm.



B7 UTILITIES & EASEMENTS

UTILITIES

The design and planning of utility systems will also be guided by previously referenced report *Revised Utilities Master Plan, Vintage Park, Foster City, California*, and shall meet all City of Foster City and Estero Municipal Improvement District requirements and approval.

1. Utilities systems shall be developed by licensed and experienced engineers and contractors.
2. Major utility lines with stub-outs to individual lots will be provided along Vintage Park and Chess Drives. These lines will include:
 - storm drain
 - gas & electric
 - sanitary sewer
 - telephone & communications
 - water
3. The surface drainage system will consist of storm drain collection system serving all paved areas which will discharge into the existing off-site drainage channel which connects to the Foster City lagoon system.
4. The sanitary sewer will include a gravity collection system and pumping stations with majority of discharge going into the system's District force main in East Third Ave.

EASEMENTS

Existing easements will be considered individually in the planning. The northern PG&E easements will be re-aligned to be consolidated with the central east-west easements. The area under the easement will be developed to meet PG&E requirements. (Please refer to PG&E Easement Guidelines.) The 20' Estero Municipal Improvement District levee easement will be landscaped and utilized for screening, and pedestrian circulation. The 24" water main easement will be relocated along East Third Avenue. Existing drainage channel easement will be abandoned in the future as the project develops.

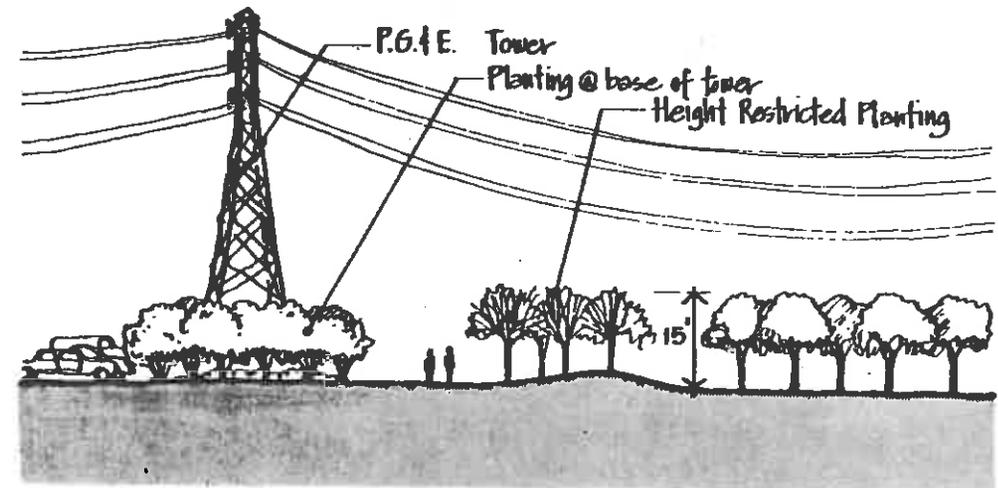
B8 P.G.&E. EASEMENT GUIDELINES

The presence of P.G.&E. electric transmission easements on the Vintage Park site and the restriction of development within the easements have been considered in the master planning phase. The proposed relocation of the northern easements was an integral part of the master plan concept in order to implement the master plan concepts, a careful coordination with P.G.&E. will be required. The following guidelines will need to be followed.

1. A preliminary grading plan will be reviewed by P.G.&E. for conformance to minimum legal ground to conductor clearance of 30'.
2. The proposed relocation of the northern easement adjacent to the southern easement will take place prior to the development of the offices in Lot 7.
3. Structures will not be located within the easements.
4. Electroliers will be sited to be in conformance with minimum clearance specified in the High Voltage Electrical Safety Orders of the State of California.
5. In areas where 30' high electroliers will be in violation of the safety order, poles will be spaced to have proper clearance or alternate means of lighting will be utilized, such as lower mounting height.

6. Metal fencing and other metal objects will require grounding to meet P.G.&E. specifications.
7. Where towers are close to people congregating areas, anti-climbing guards may be installed around the tower bases as required by P.G.&E.
8. Guard rails or other protective barrier around the tower base will be provided by the developer in those areas where vehicles pass close to the towers.

9. Trees within the easements will not exceed a height of 15 feet or will be maintained to stay within the required height limitation. The final planting will be reviewed and approved by P.G.&E. and maintenance agreements may be made between P.G.&E. and the developer to insure proper tree height.



2

ARCHITECTURAL DESIGN GUIDELINES

This Section Prepared by:

CRS Serrine Inc.

Leason Pomeroy Associates

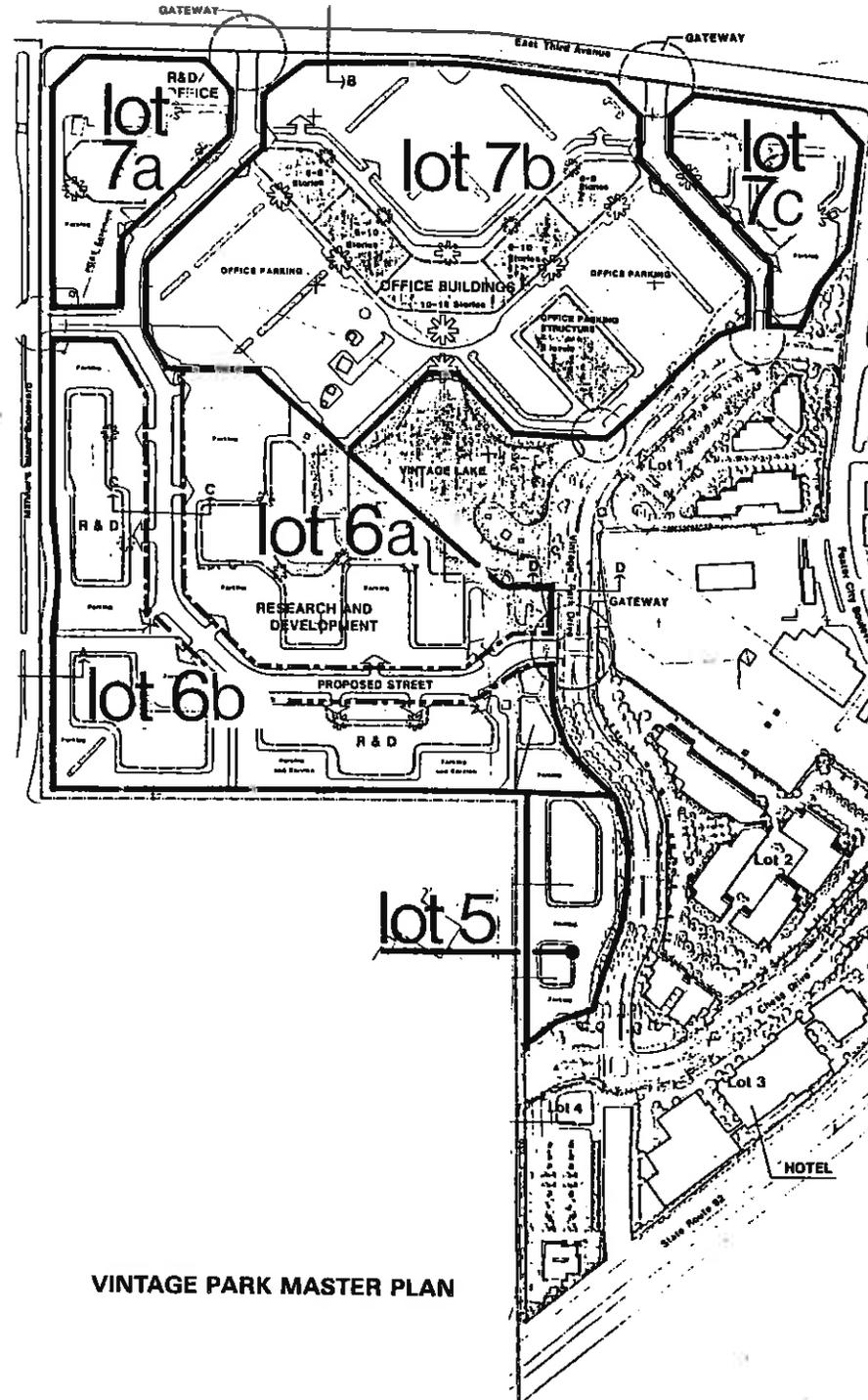
ARCHITECTURAL DESIGN GUIDELINES

The following discussion addresses specific design guidelines common to all proposed building types to be built on Lots 5, 6A, 6B, 7A, 7B, and 7C at Vintage Park. The purpose of this section is to identify the principal design elements which will tie all the building types together to create a unified project. Design guidelines which are specific to each individual building type (offices, R & D, commercial/retail, and parking structures) are discussed as part of the particular section relating to that building.

COLOR

GOAL: Create an integrated architectural theme using similar colors for all building types.

- All buildings should be predominantly light and neutral in color.
- Accent colors are acceptable provided they are secondary to the overall color scheme of each building and the project as a whole. Secondary is defined as less than 40% of the total exterior wall area excluding glass.
- Colors and finish may range from flat to glossy.



VINTAGE PARK MASTER PLAN

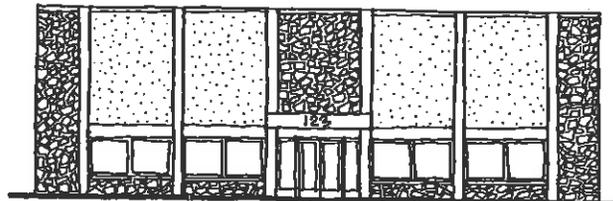
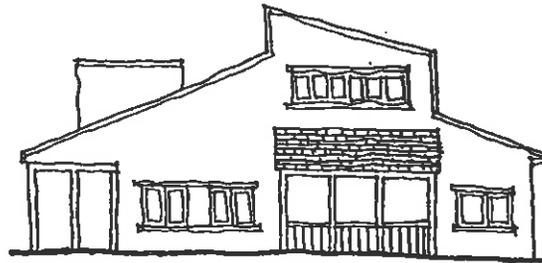
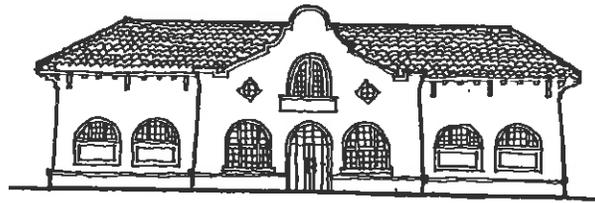
FACADE TREATMENT

GOAL: Create buildings with strong contemporary identity.

- All structures of a common building type should be designed utilizing common exterior design elements which serve to define that building type. Furthermore, the design elements listed below shall be common to all building facades to unify the architectural statement of the development:

- Exterior materials and color.
- Fenestration.
- Building base treatment.
- Building entries.

- All buildings should avoid a highly stylized facade treatment which creates a distinctive historical or thematic connotation not compatible with existing buildings at Vintage Park. Examples of unacceptable styles include "Spanish", "western ranch", or other similar traditional architectural treatments which interrupt the continuity of the contemporary image proposed for Vintage Park. For further discussion of facade treatments for restaurant designs, refer to Section D, Restaurant Design Guidelines.



EXAMPLES OF UNACCEPTABLE
FACADE TREATMENTS

In the sections to follow, design guidelines applicable to individual building types are presented in greater detail with illustrations. The guidelines for each building type are structured as follows:

- SITE PLANNING
- BUILDING HEIGHT
- BUILDING MASSING
- GROUND FLOOR TREATMENT
- FACADE TREATMENT
- ROOF TREATMENT

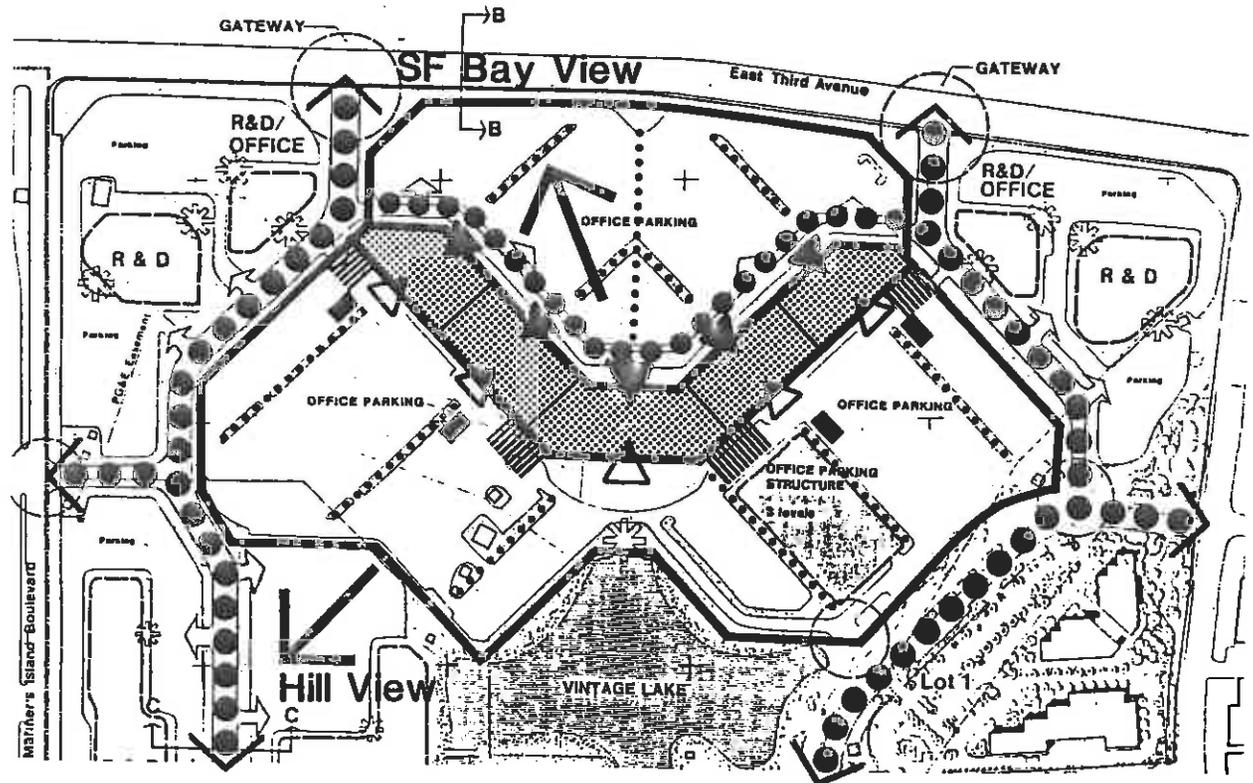
ARCHITECTURAL DESIGN GUIDELINES

A OFFICE BUILDINGS

A1 SITE PLANNING

GOAL: Create a contiguous environment with a formal building plan arrangement.

- Utilize the "V"-form plan arrangement to reduce walking distances from parking lots and balance parking.
- Create a major entry road at the north side of the "V"-form.
- Orient buildings to maximize bay views to the north and hill views to the southwest.
- Provide identifiable pedestrian paths in the parking lots which lead to the primary building entrances.
- Utilize pedestrian paths to break the parking areas into smaller scale lots.
- Create formal entry plazas at the north side and activity plazas at the south side of all buildings.
- Provide continuous pedestrian access between buildings.



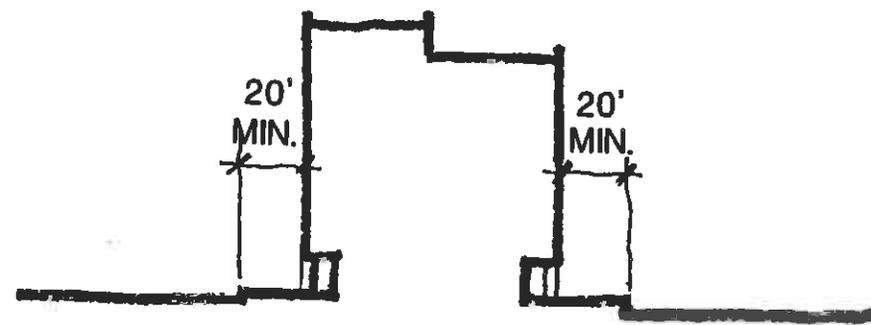
LOT 7B SITE PLANNING

- Pedestrian Circulation (dotted line)
- Vehicular Circulation ●●●●● (solid line with dots)
- Formal Entry Plaza ▲ (solid triangle)
- Activity Plaza △ (hollow triangle)
- Service Loading Zone ▨ (vertical hatched area)
- Trash Enclosure ←■ (arrow pointing to a square)
- View ← (arrow pointing left)
- Office Building Site 'V' form ▩ (grid pattern)



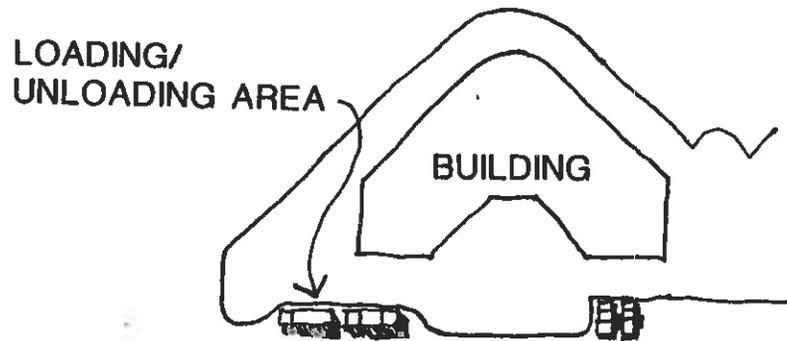
A1 SITE PLANNING

- Establish sufficient landscape areas around buildings.



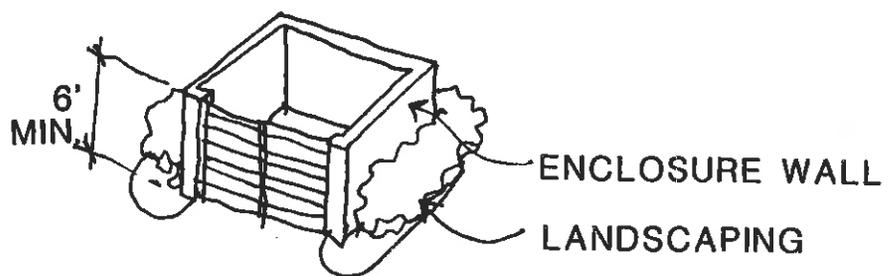
LANDSCAPE AREAS ADJACENT TO BUILDING

- Provide adequate service loading and unloading areas adjacent to the building. Refer to city zoning standards for size and number.



LOADING/UNLOADING AREA

- Locate trash areas within freestanding enclosed areas with surrounding walls of minimum 6 ft. height.

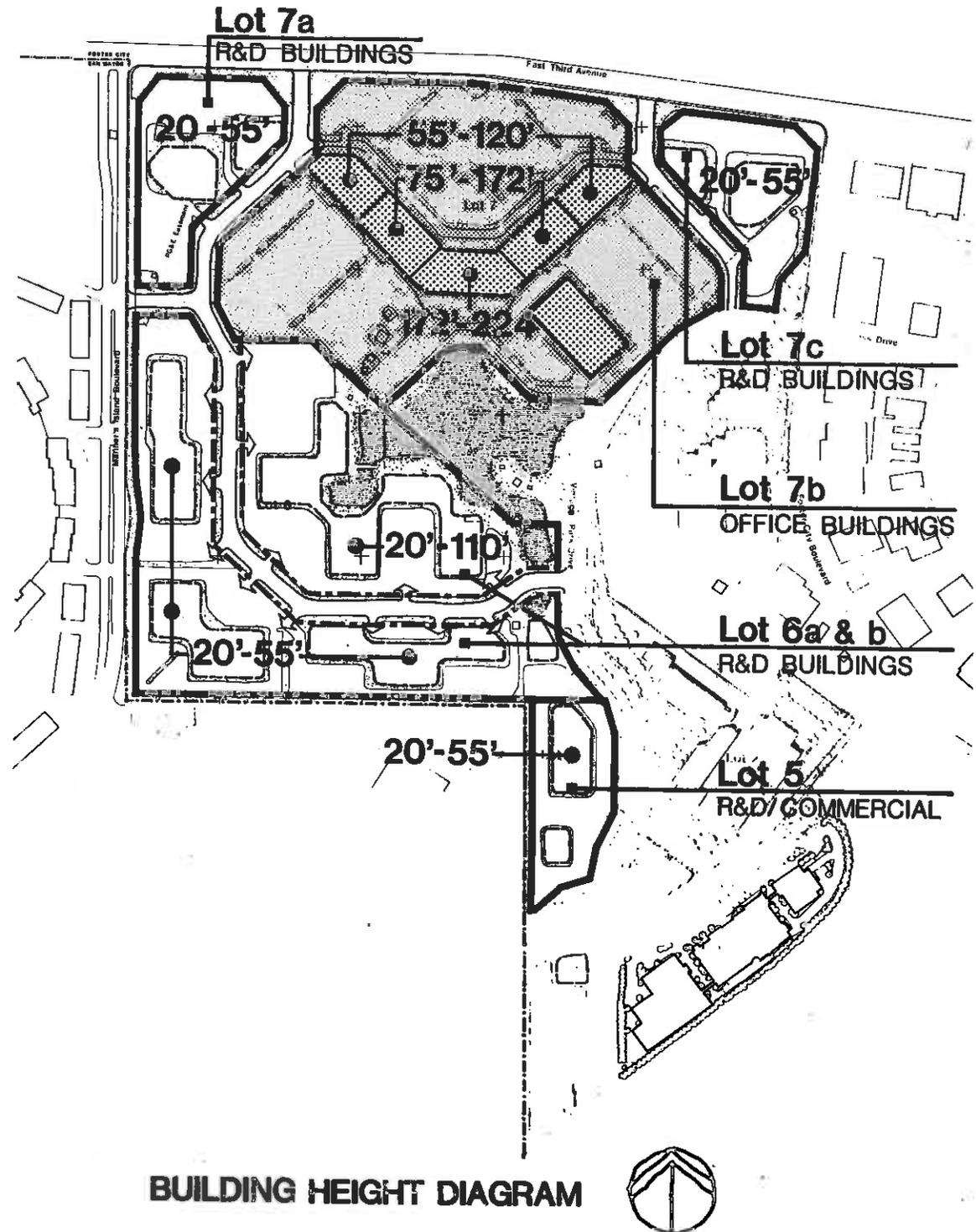


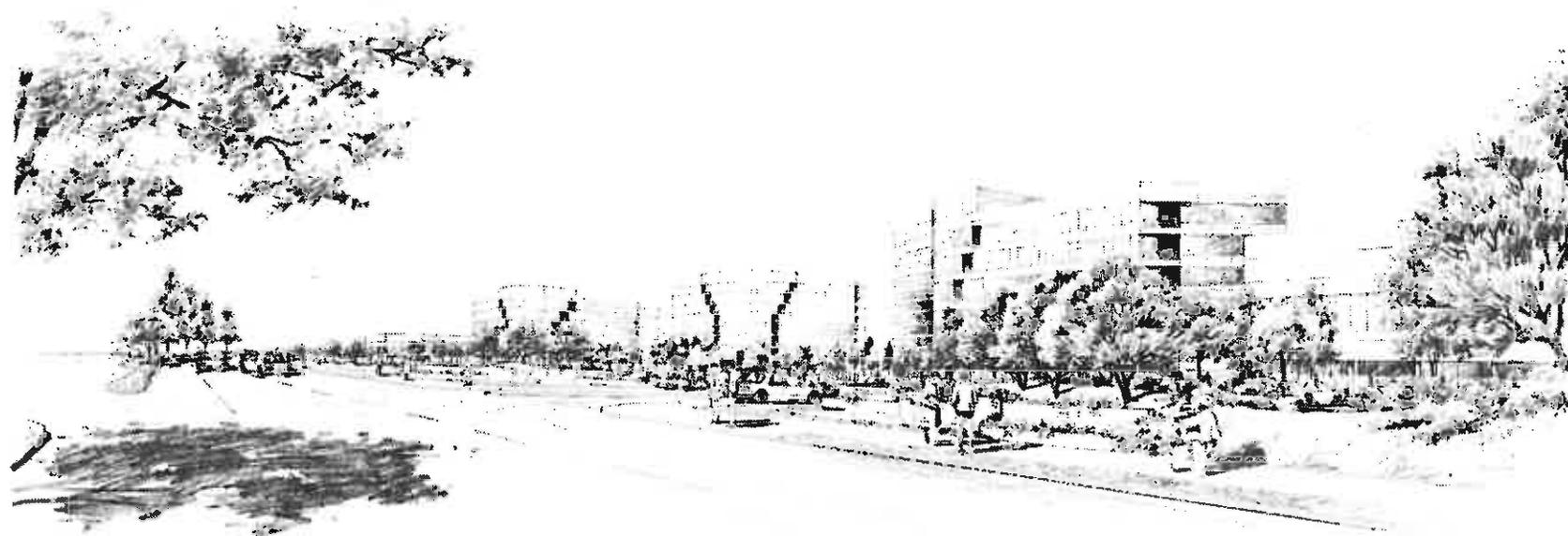
EXAMPLE OF TRASH ENCLOSURE

A2 BUILDING HEIGHT

GOAL: Create a variety of building heights.

- Establish a variety of building heights.
- Establish the center building as the tallest structure.
- Locate the taller buildings toward the south.

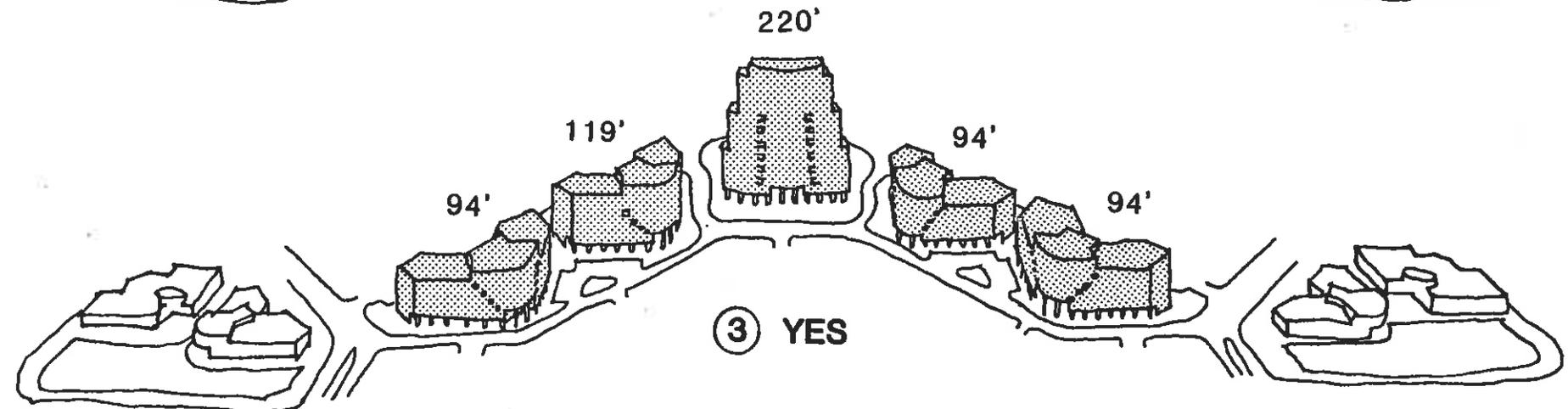
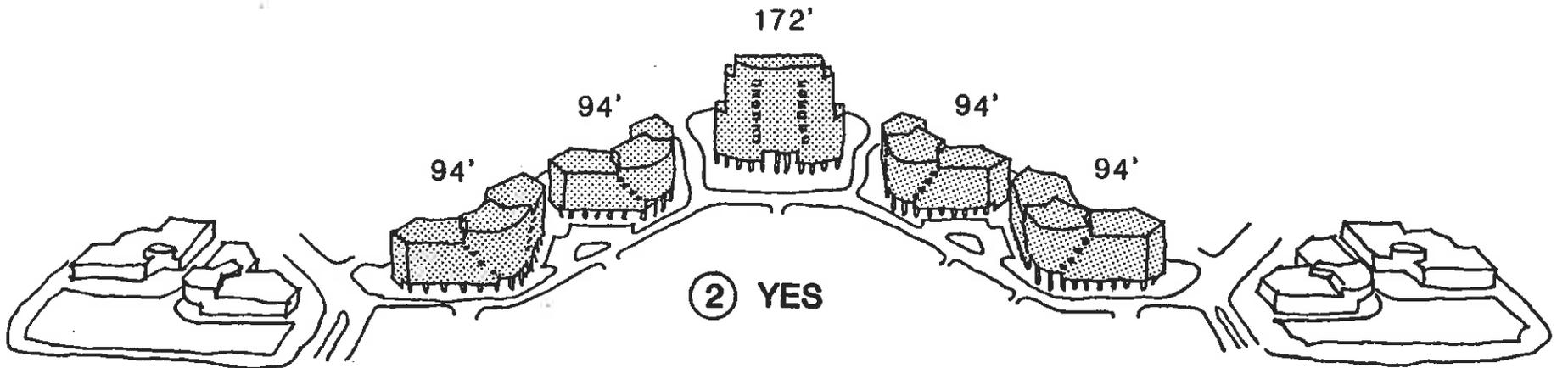
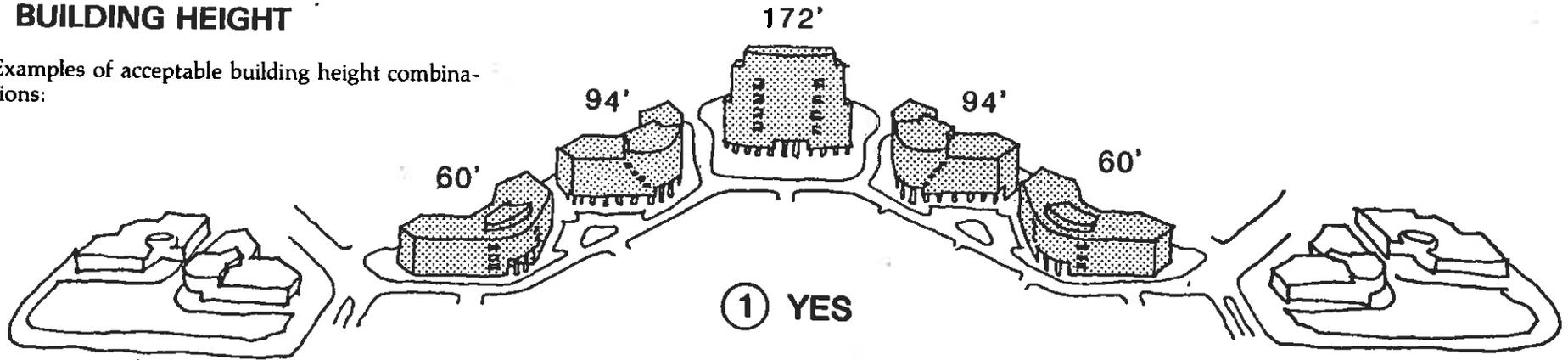




View Along East Third Avenue

A2 BUILDING HEIGHT

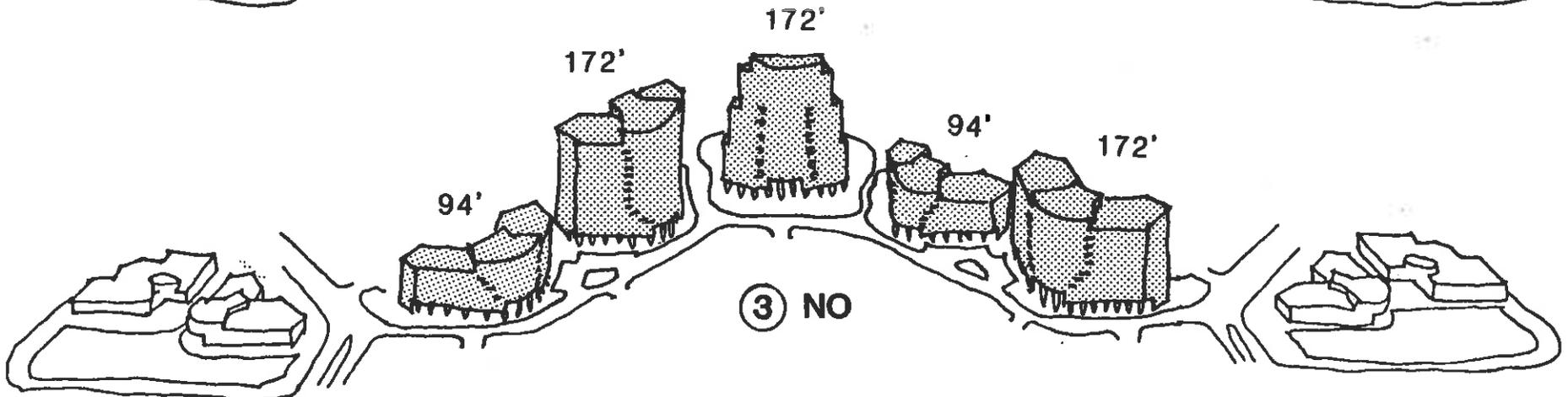
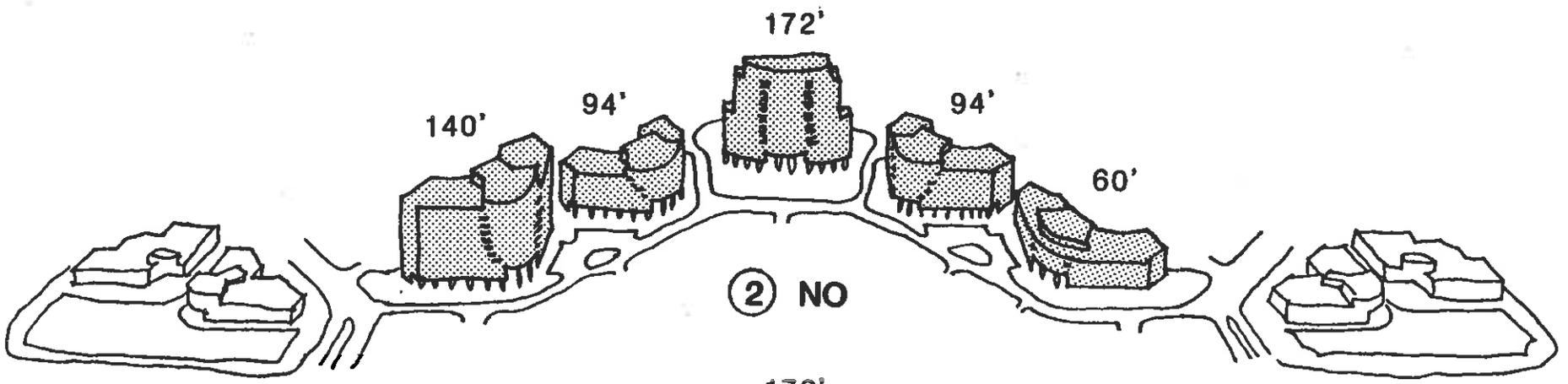
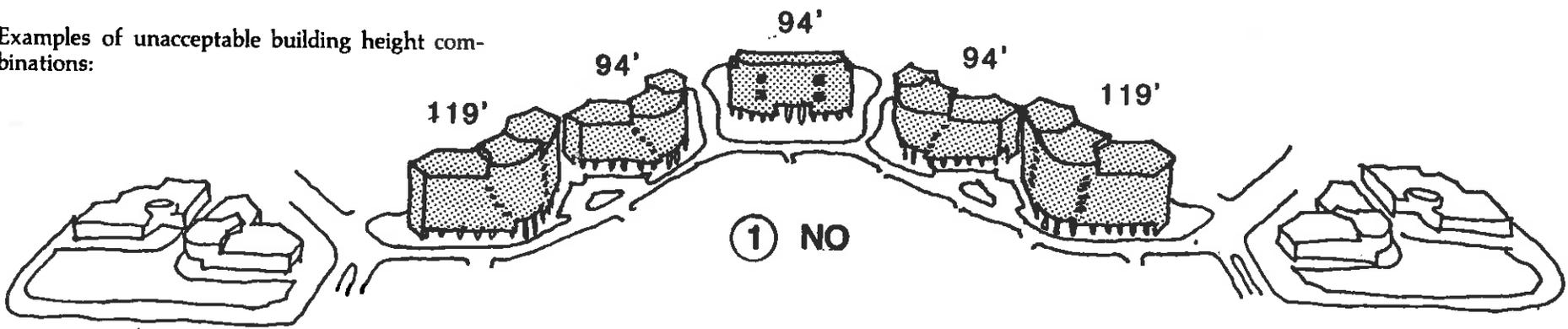
- Examples of acceptable building height combinations:



EXAMPLES OF ACCEPTABLE BUILDING HEIGHT COMBINATIONS

A2 BUILDING HEIGHT

- Examples of unacceptable building height combinations:

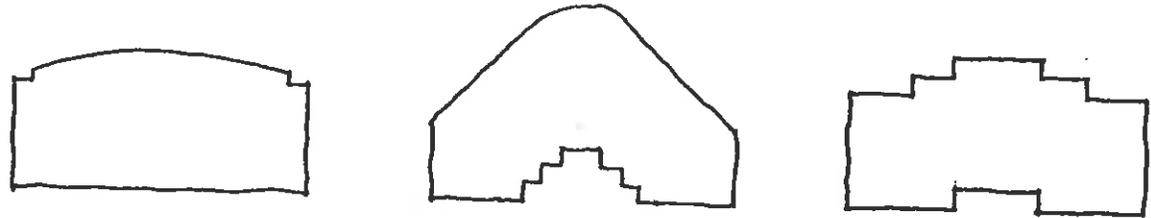


EXAMPLES OF UNACCEPTABLE BUILDING HEIGHT COMBINATIONS

A3 BUILDING MASSING

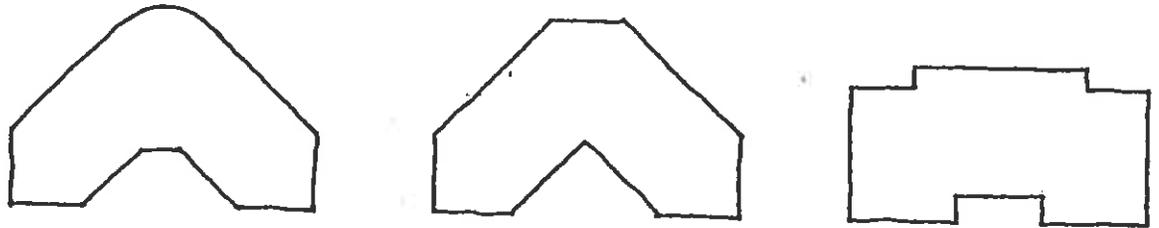
GOAL: Create a group of related building forms which establish a series of pedestrian open spaces.

- Massing can vary from building to building but must reinforce the master plan concepts: the "V"-form plan, creation of pedestrian spaces, and strong visual image.
- Examples of possible plan shapes for the central buildings:



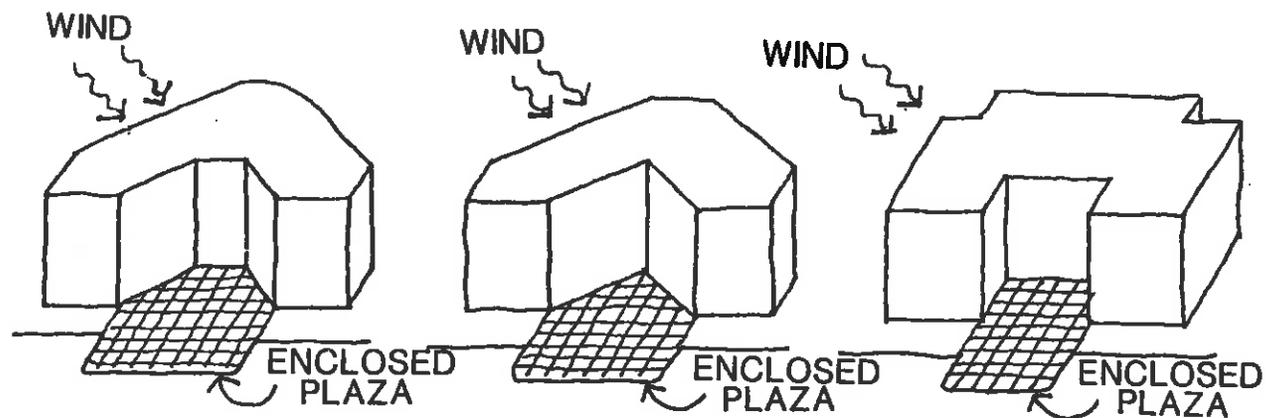
POSSIBLE PLAN FORMS FOR CENTRAL BUILDING

- Examples of possible plan shapes for outer buildings:



POSSIBLE PLAN FORMS FOR OUTER BUILDINGS

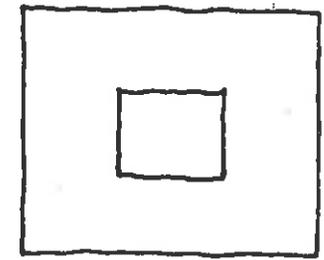
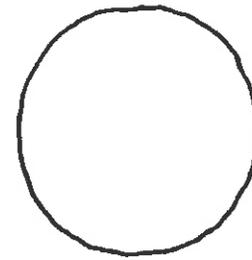
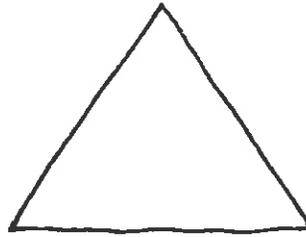
- Utilize building forms to create pedestrian areas which are protected from the wind but oriented to the sun.



EXAMPLES OF PLAZAS AND BUILDINGS

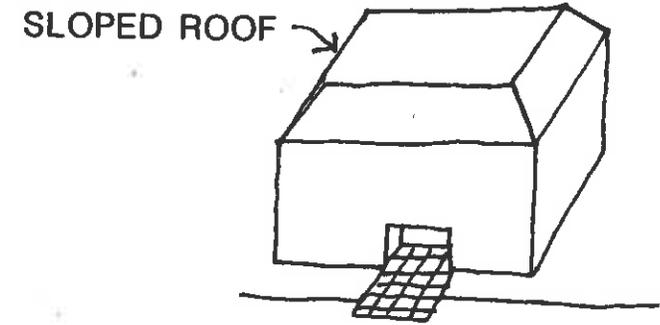
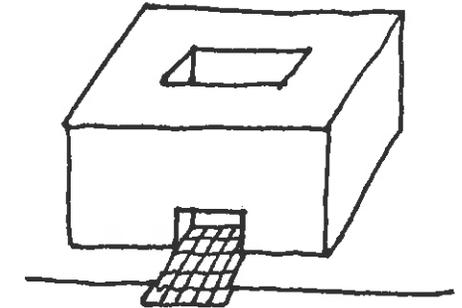
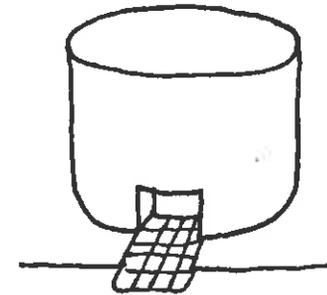
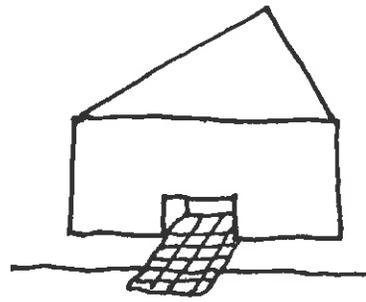
A3 BUILDING MASSING

- Examples of unacceptable plan forms:



① EXAMPLES OF UNACCEPTABLE PLAN FORMS

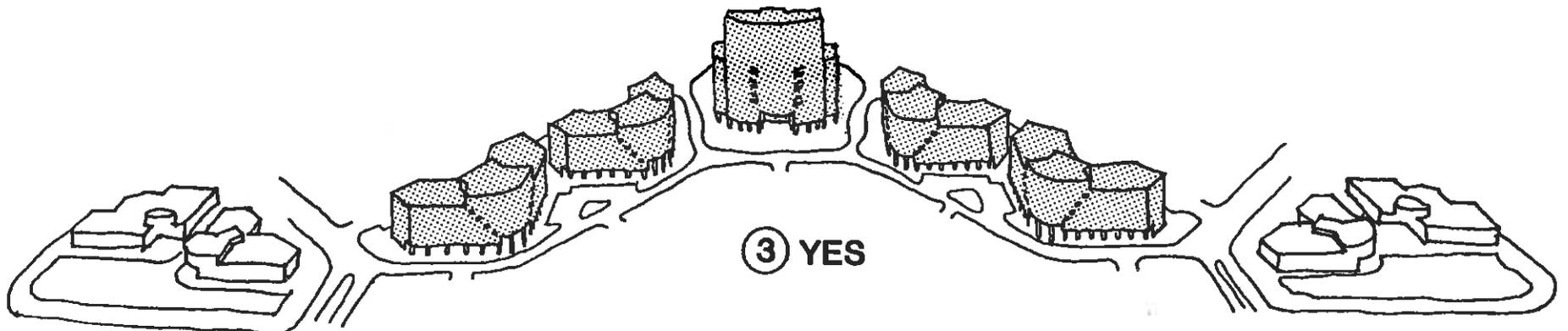
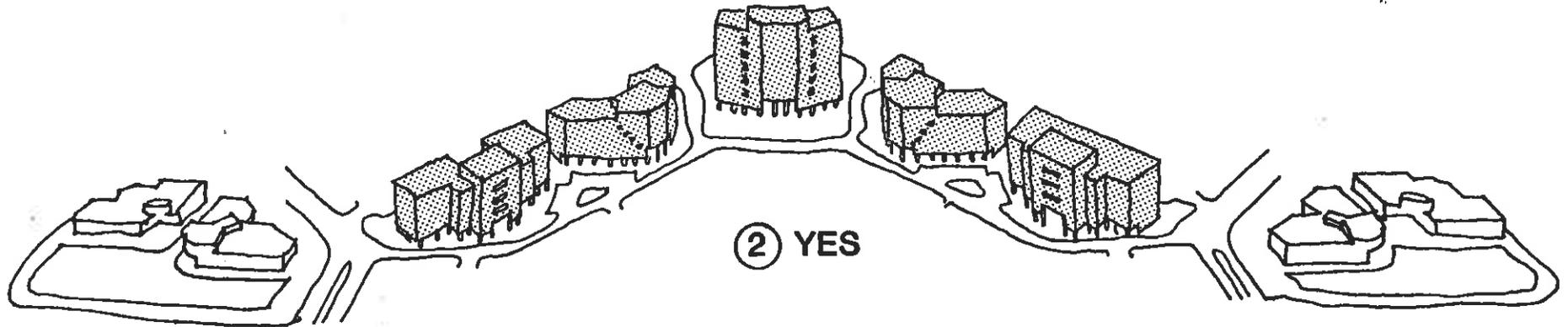
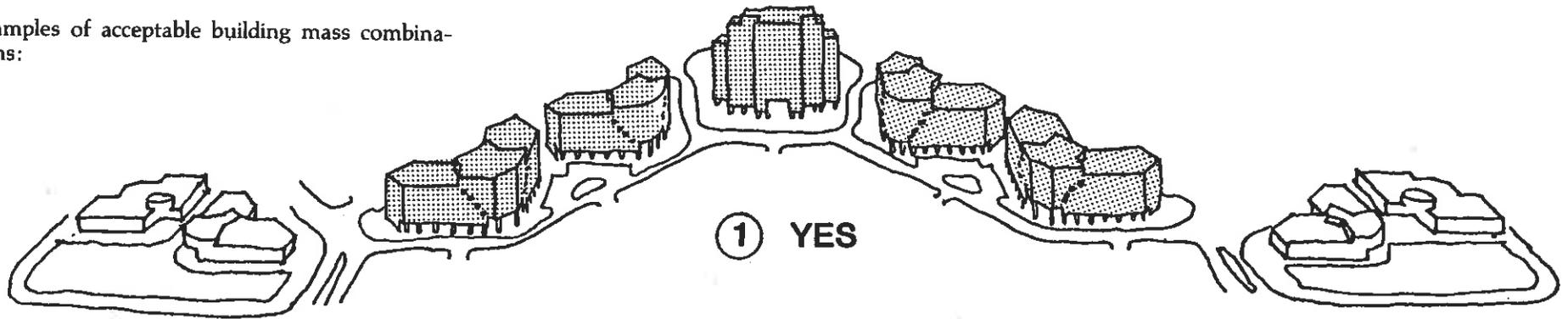
- Examples of unacceptable building mass:
- Avoid use of simple unarticulated building forms.



② EXAMPLES OF UNACCEPTABLE BUILDING FORMS

A3 BUILDING MASSING

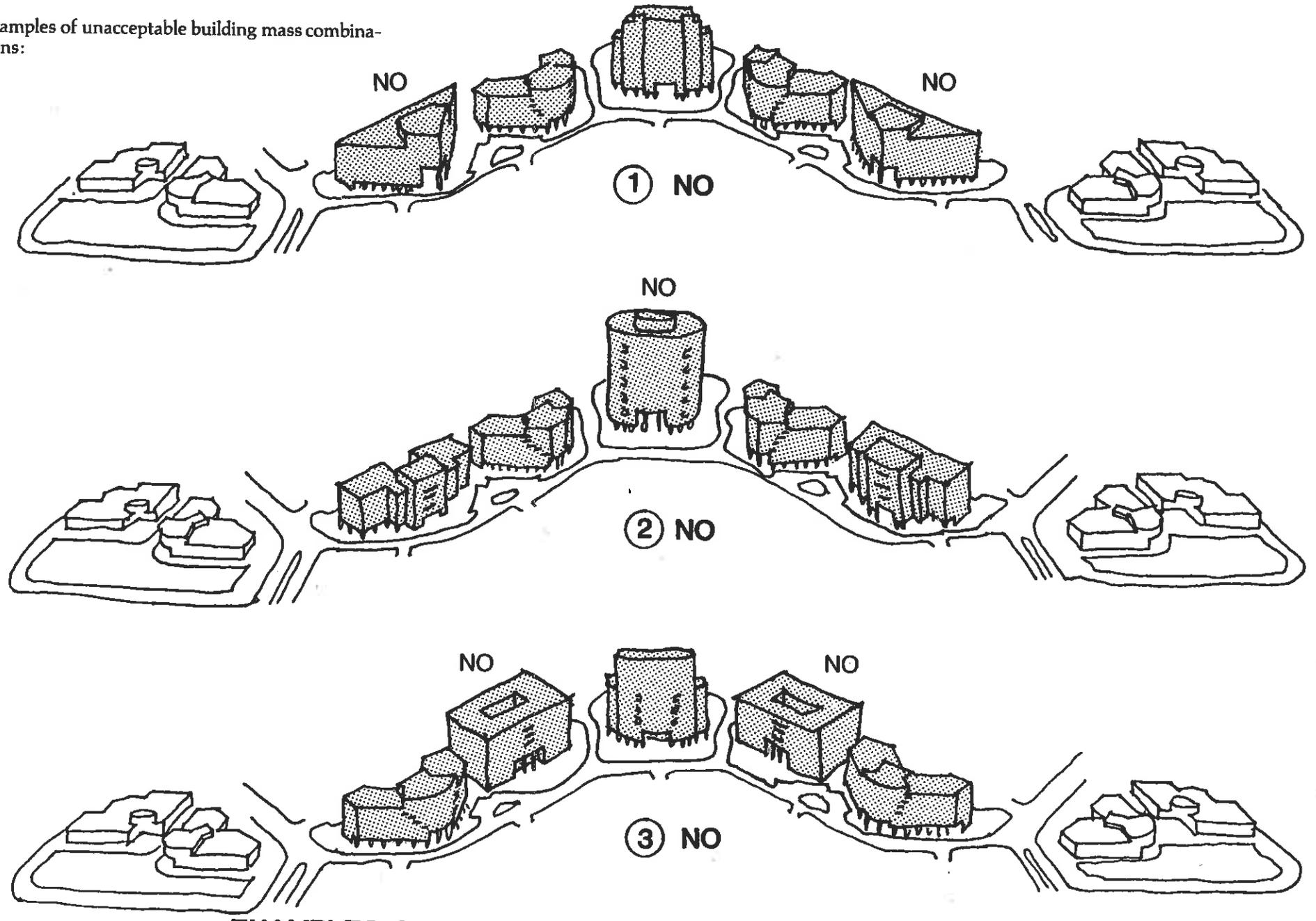
- Examples of acceptable building mass combinations:



EXAMPLES OF ACCEPTABLE BUILDING MASS COMBINATIONS

A3 BUILDING MASSING

- Examples of unacceptable building mass combinations:

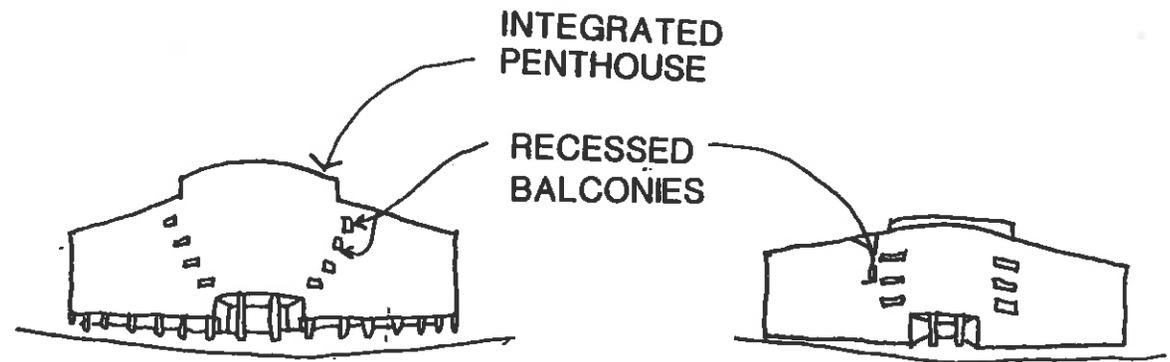


EXAMPLES OF UNACCEPTABLE BUILDING MASS COMBINATIONS

A3 BUILDING MASSING

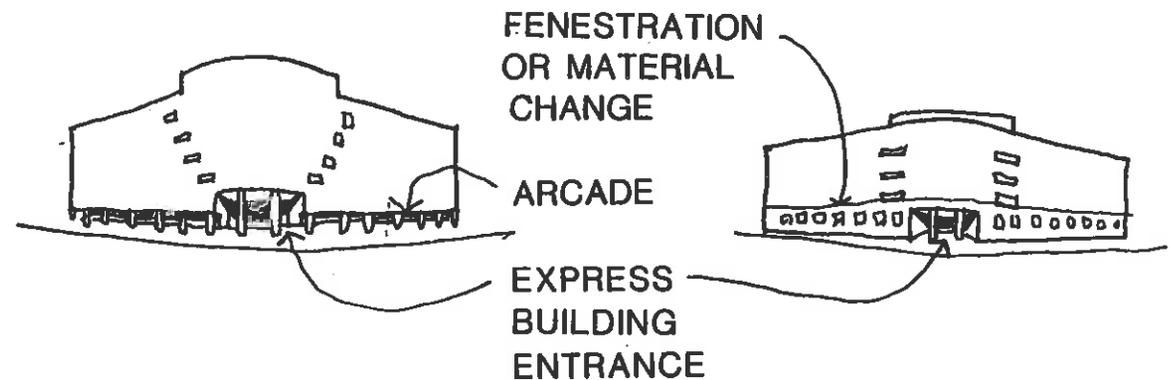
Outer Buildings:

- Utilize steps and/or recessed exterior balconies to articulate building form.
- Simplify basic building form by using similar floor plan shapes for each story.
- Emphasize the vertical height at the center of each building by integrating roof-top enclosures and penthouses with the building mass.



① EXAMPLES OF MASSING TREATMENT

- Articulate the building base with material changes, fenestration changes, provision of an arcade, or expression of building entrance.

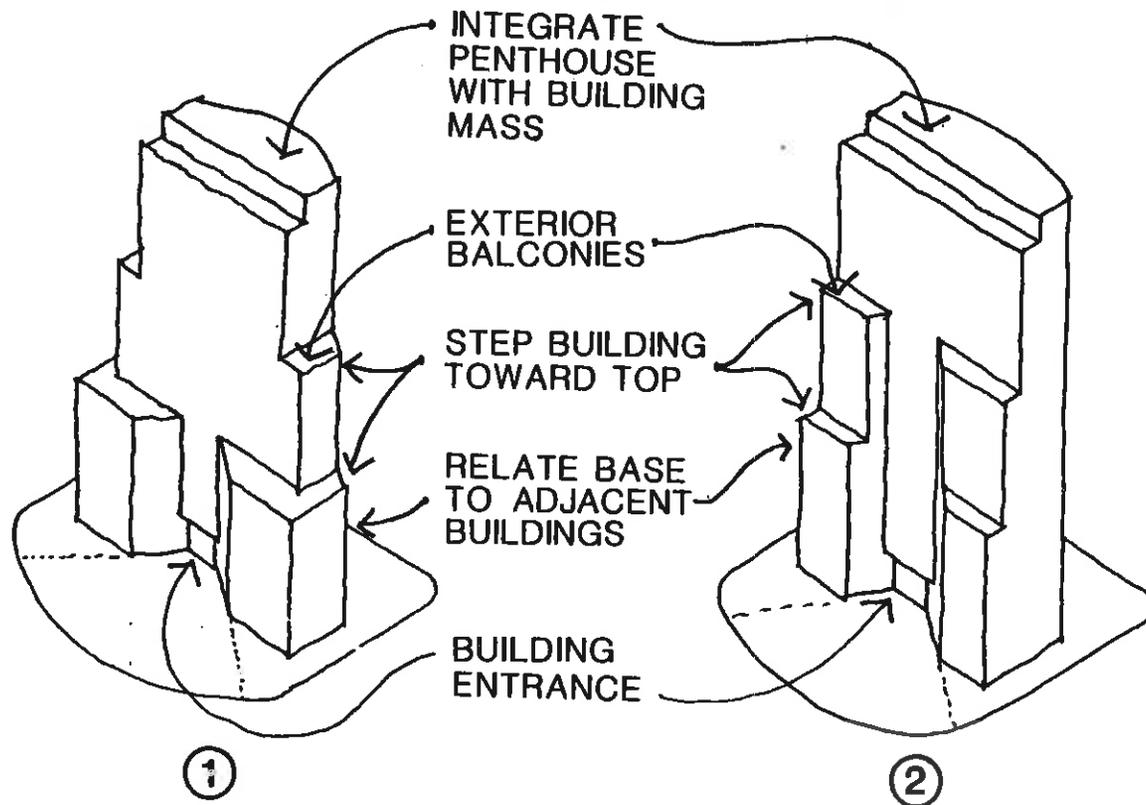


② EXAMPLES OF MASSING TREATMENT

A3 BUILDING MASSING

Central Building:

- Utilize steps and/or recessed exterior balconies to articulate building form.
- Step the building toward the top in order to reduce building mass.
- Step the building down toward the base to relate in scale with adjacent buildings.
- Integrate the penthouse with the building mass.
- Articulate the building base with material changes, fenestration changes, provision of an arcade, or expression of the building entrance.

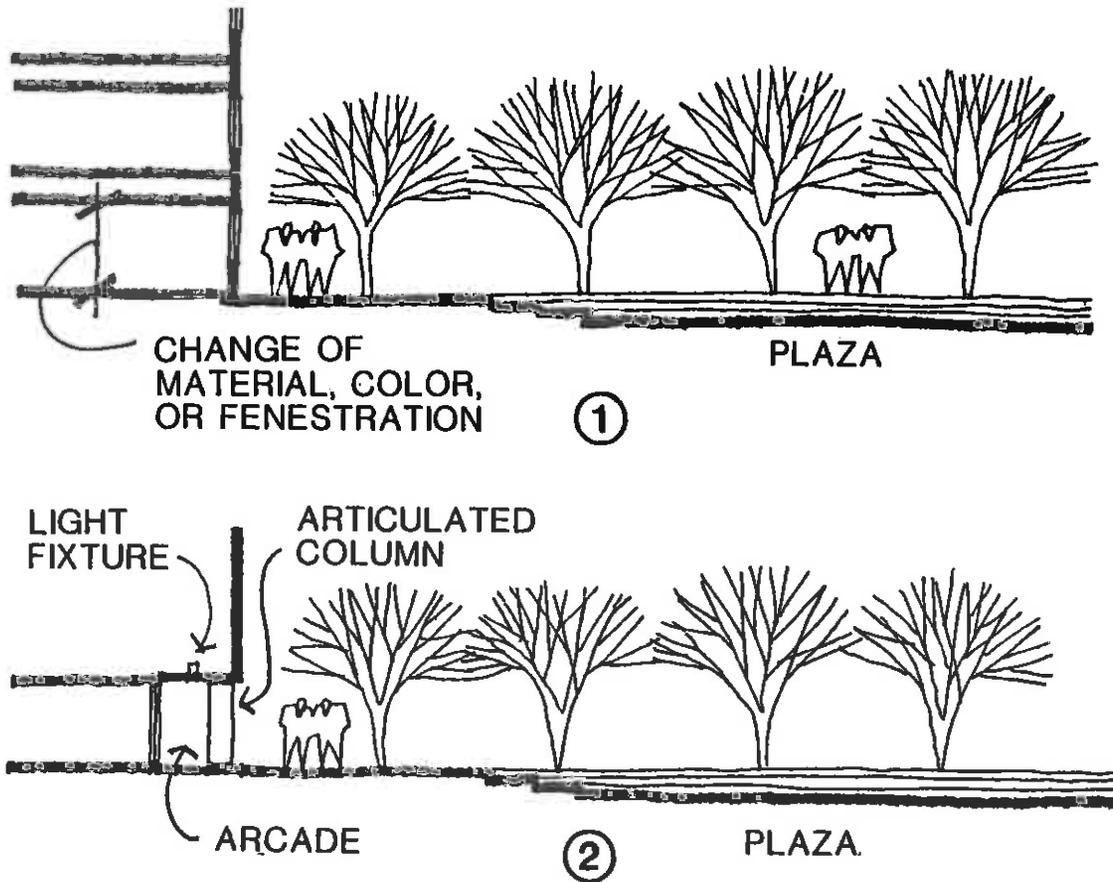


EXAMPLES OF MASSING: CENTRAL BUILDING

A4 GROUND FLOOR TREATMENT

GOAL: Create a pedestrian environment at the ground level with attention to building detailing and integration with the landscape spaces.

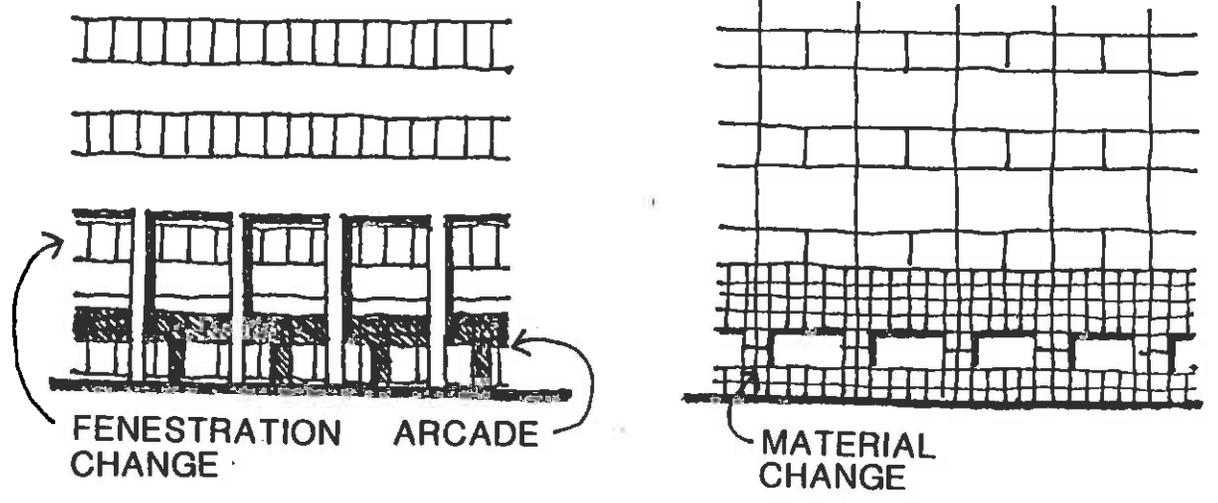
- Articulate the building base with attention to detailing, materials, colors and finishes, lighting and/or arcades.
- Large, blank walls at the building base shall be avoided.
- Provide plaza areas adjacent to buildings for pedestrian activity. These spaces shall be protected from the wind and oriented to the sun.
- Building entrances shall be clearly identifiable by use of scale change and material changes.



EXAMPLES OF GROUND FLOOR TREATMENT

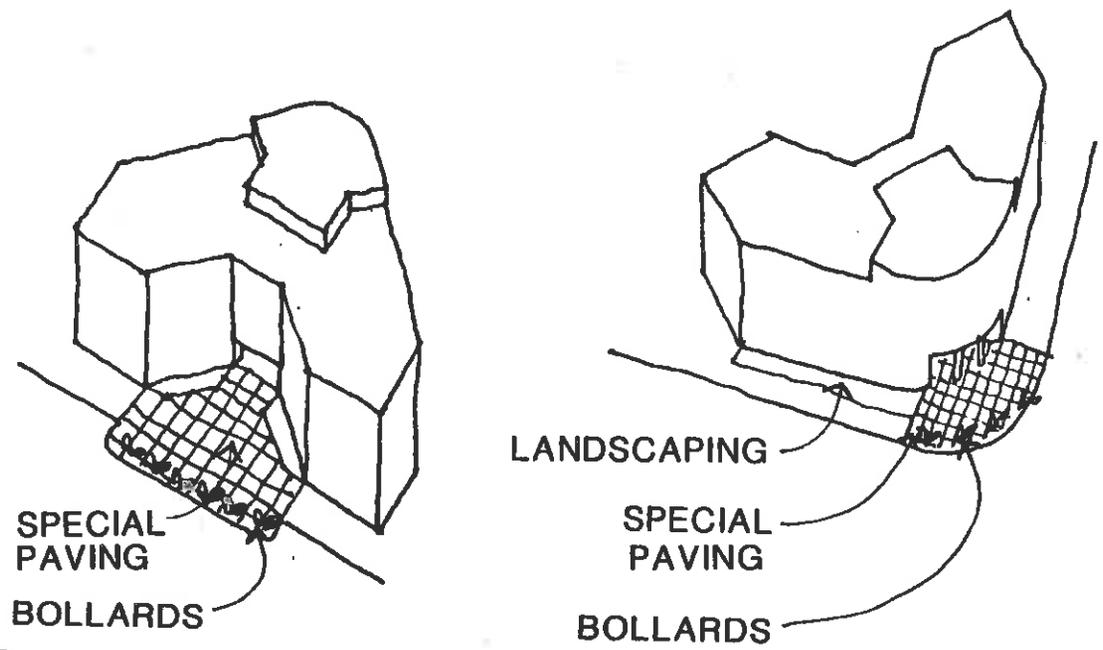
A4 GROUND FLOOR TREATMENT

- Examples of ground floor treatment at building:



① EXAMPLES OF GROUND FLOOR TREATMENT AT BUILDING

- Identify plaza areas adjacent to building entrances and activity areas and treat with landscaping, special paving, lighting and other site furniture. See Open Space Section for further guidelines.

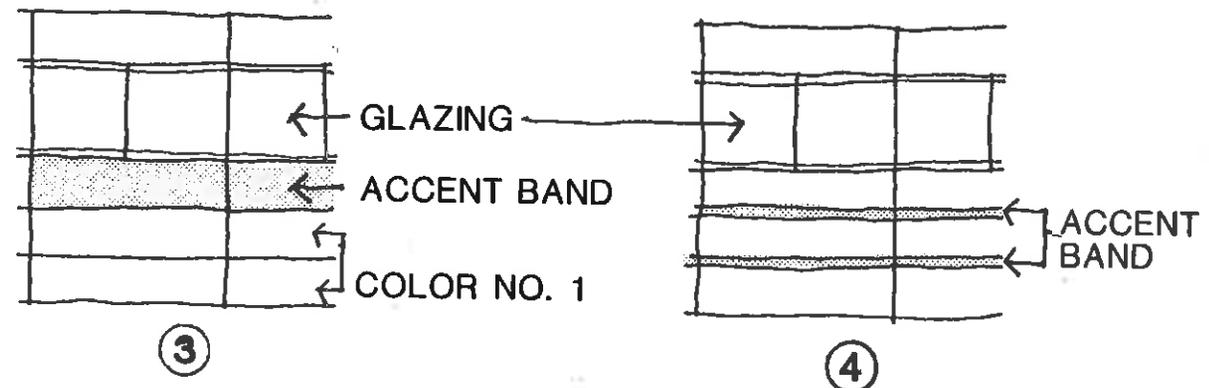
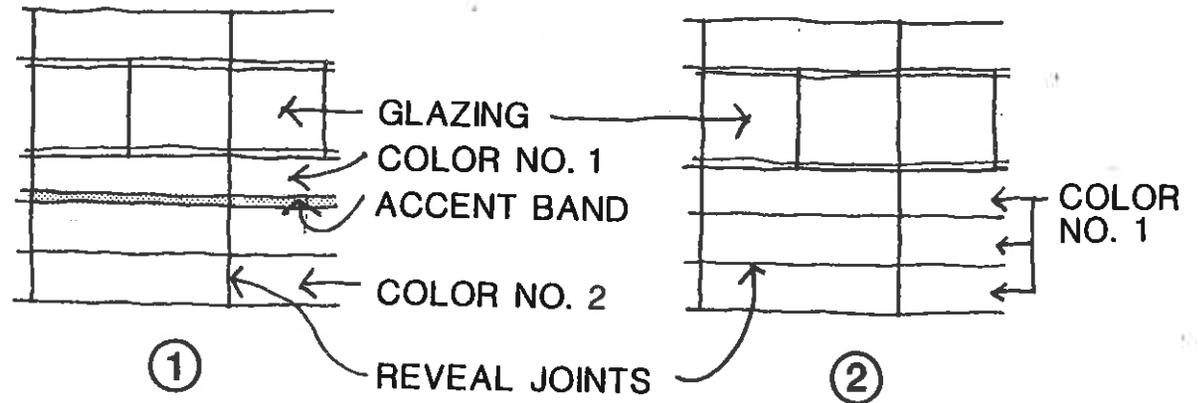


② EXAMPLES OF PLAZAS ADJACENT TO BUILDING

A5 FACADE TREATMENT

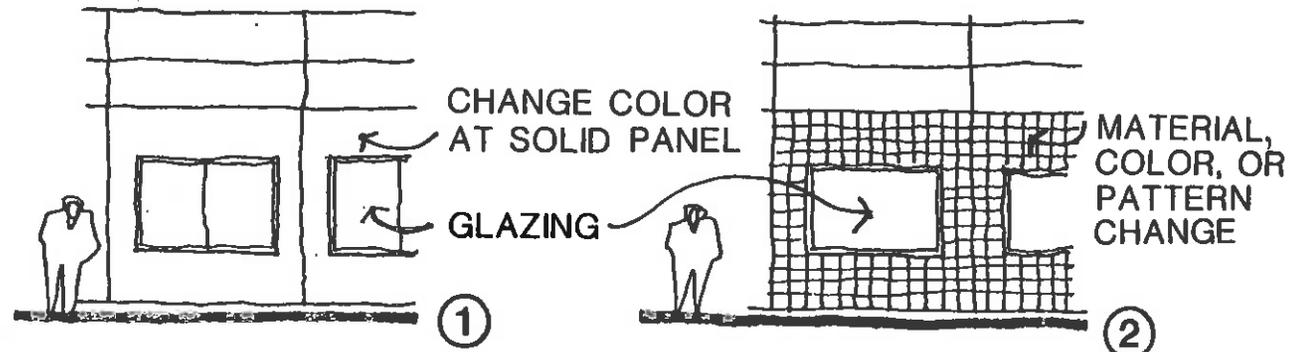
GOAL: Create buildings with distinctive visual identity.

- Exterior wall materials should be predominantly light colored. Acceptable materials are, for example, glass fiber reinforced concrete, metal panel, tile, or similar smooth materials.
- Articulate spandrel panels with use of multiple colors, tones of the same color, or changes in texture.
- Acceptable glazing colors are: clear, reflective, or grey.
- Articulate the building facade with reveal joints, accent stripes (paint, ceramic tile, smooth stone veneer, and/or colored metal strips), balcony rails, and louvers where appropriate. These secondary facade elements can vary in material, color, and detailing among the buildings. (See example diagrams).
- Accent stripes or colors should be secondary to predominantly neutral colors of the major wall materials.



EXAMPLES OF FACADE TREATMENT

- Examples of punched-hole windows:



EXAMPLES OF PUNCHED HOLE WINDOWS

A5 FACADE TREATMENT

- Examples of unacceptable exterior materials:

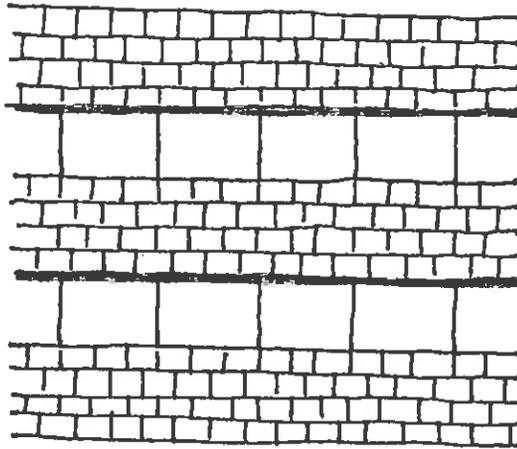
Brick or concrete block.

Rough textured stone veneer.

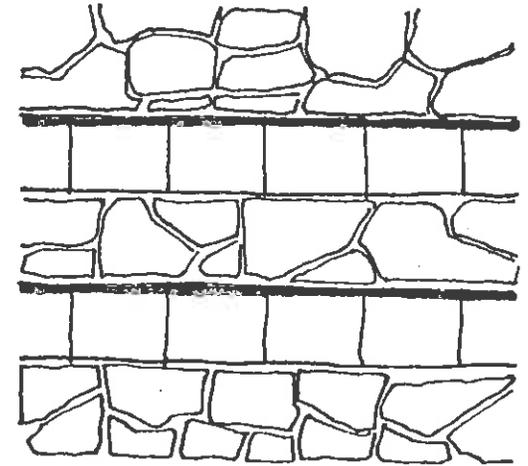
Wood siding.

Mirrored glass or black glass. (Entire buildings of mirrored glass are unacceptable, but small areas of mirrored glass are acceptable).

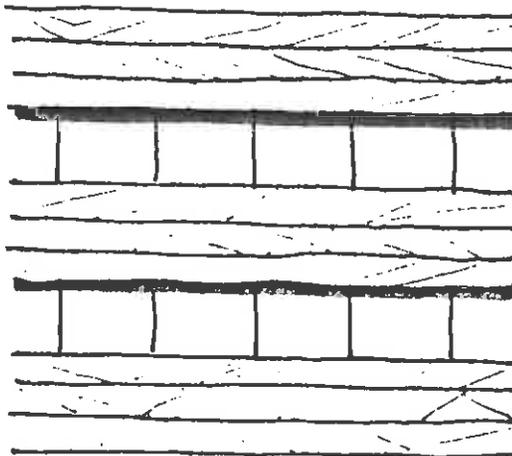
Heavily textured concrete.



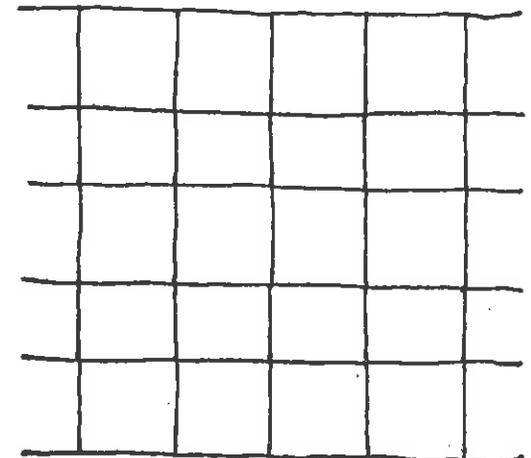
① CONCRETE BLOCK OR BRICK



② ROUGH STONE VENEER



③ WOOD SIDING



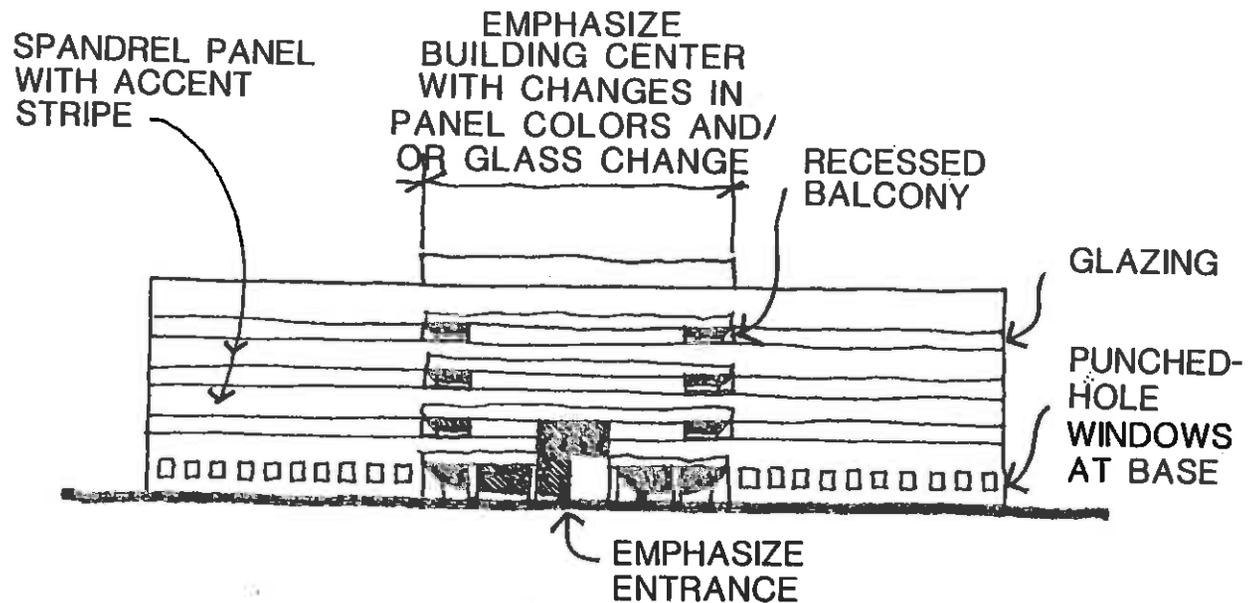
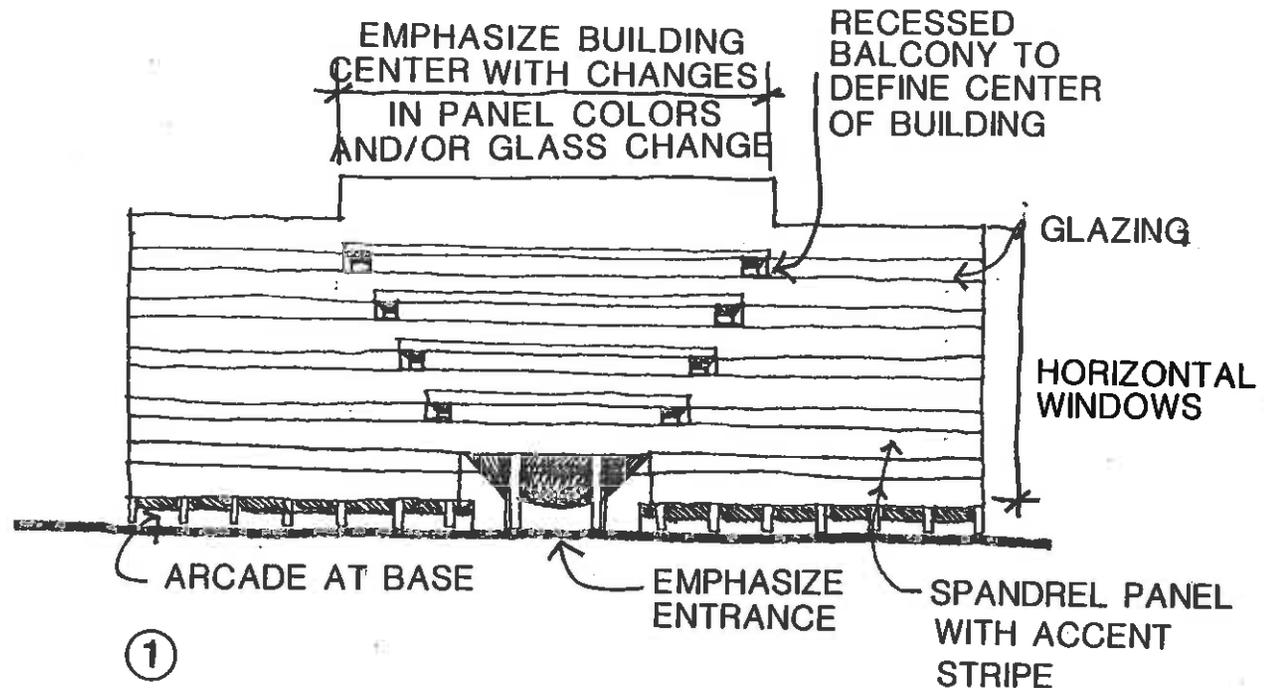
④ MIRRORED OR BLACK GLASS

EXAMPLES OF UNACCEPTABLE EXTERIOR MATERIALS

A5 FACADE TREATMENT

Outer Buildings:

- Use horizontal window expressions as primary theme for lower scale buildings. Punched-hole windows or curtain wall can be used for specific areas such as the building top or base. (See example diagrams).
- Emphasize the central portion of the building by changing elements such as the glazing, panel color, size of accent stripes, etc. (See diagram).

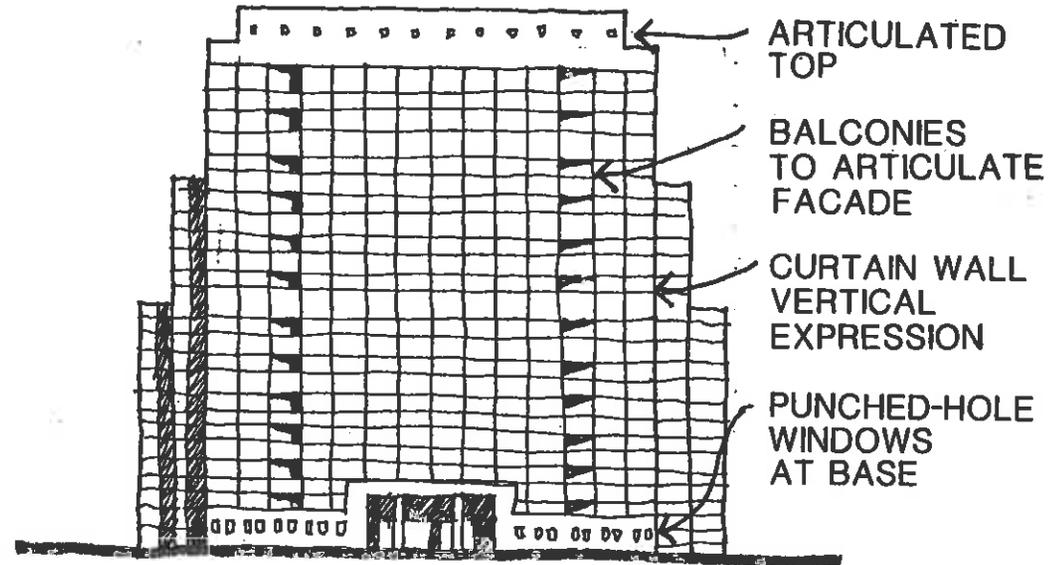


② EXAMPLE OF FACADE TREATMENT

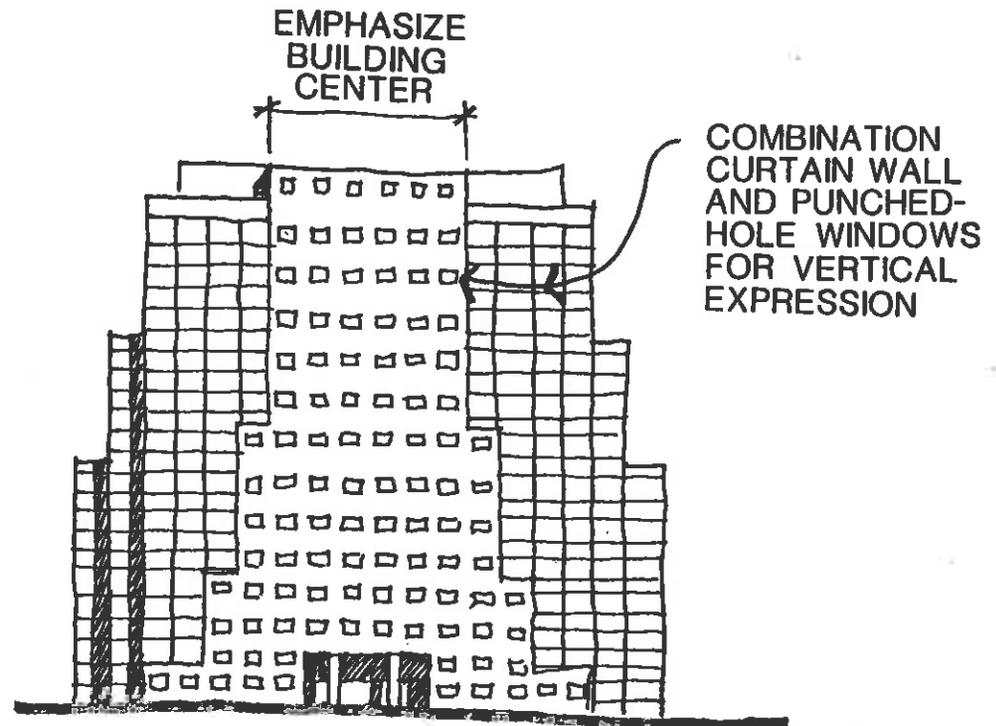
A5 FACADE TREATMENT

Central Building:

- Use vertical window expressions such as curtain wall or combination of vertical windows with punched-hole windows for the central building. Building top and/or base can be articulated with metal panel, tile, or smooth stone veneer.
- Emphasize the central portion of the building.



①



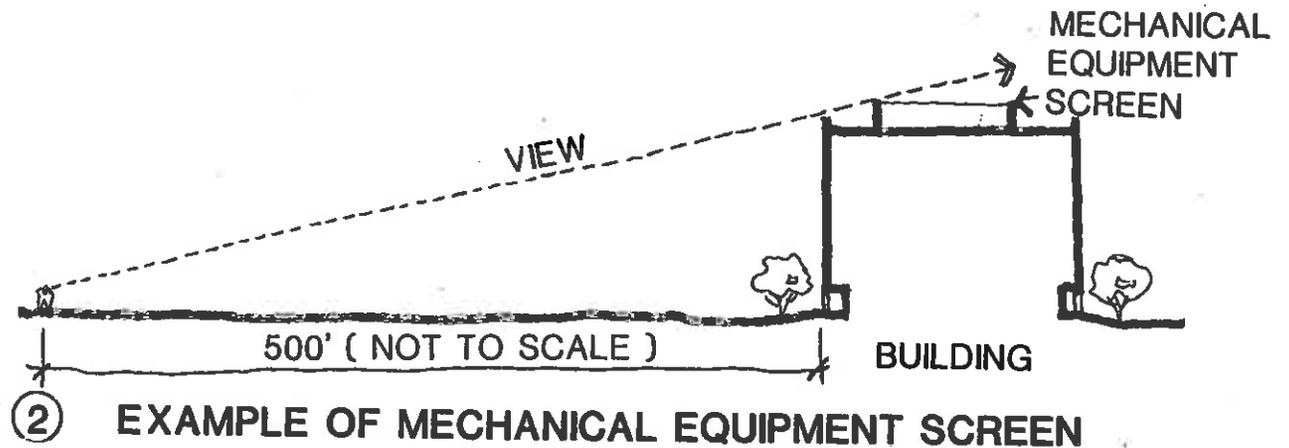
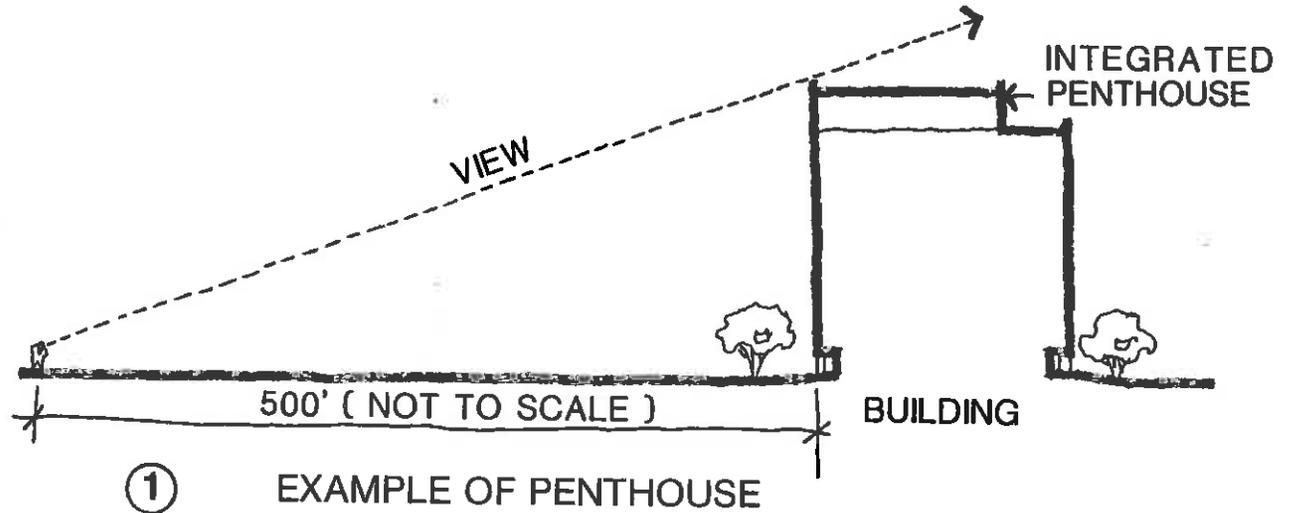
②

EXAMPLE OF FACADE TREATMENT

A6 ROOF TREATMENT

GOAL: Shield rooftop equipment and provide pleasant roof views from adjacent taller buildings.

- All roof-top equipment shall be organized into major groups. Avoid random placement.
- Use screens and/or walls to block ground level views of all major roof equipment at a distance of 500 feet from the building.



A6 ROOF TREATMENT

- Roof equipment screens or penthouses can be integrated with the building through the following methods:

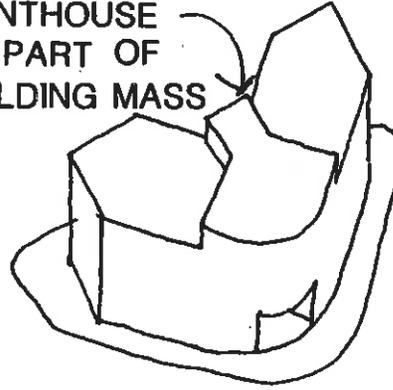
Make the penthouse part of the building mass.

Use similar or same siding material as on building exterior.

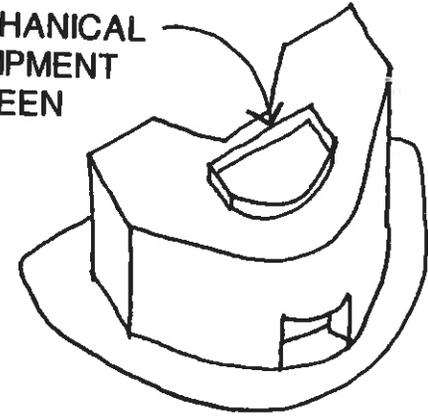
Use similar or same color as on building exterior.

Design penthouse or equipment screen with similar plan form as the building.

PENTHOUSE
AS PART OF
BUILDING MASS



MECHANICAL
EQUIPMENT
SCREEN



EXAMPLES OF BUILDING ROOFS

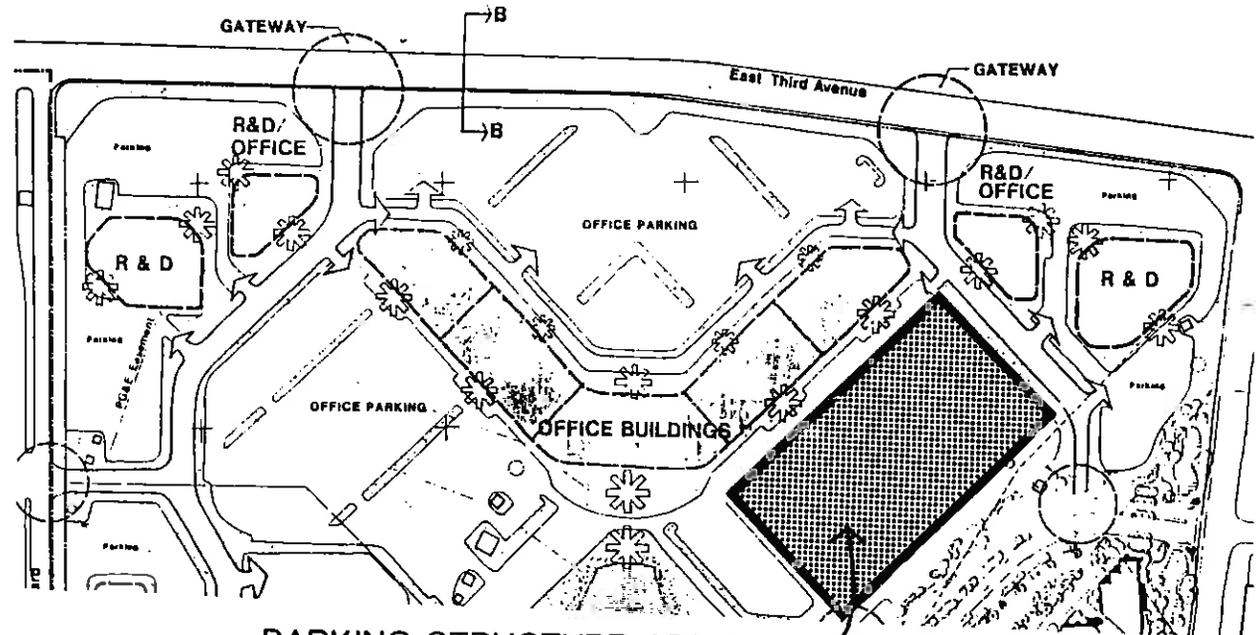
ARCHITECTURAL DESIGN GUIDELINES

B PARKING STRUCTURE

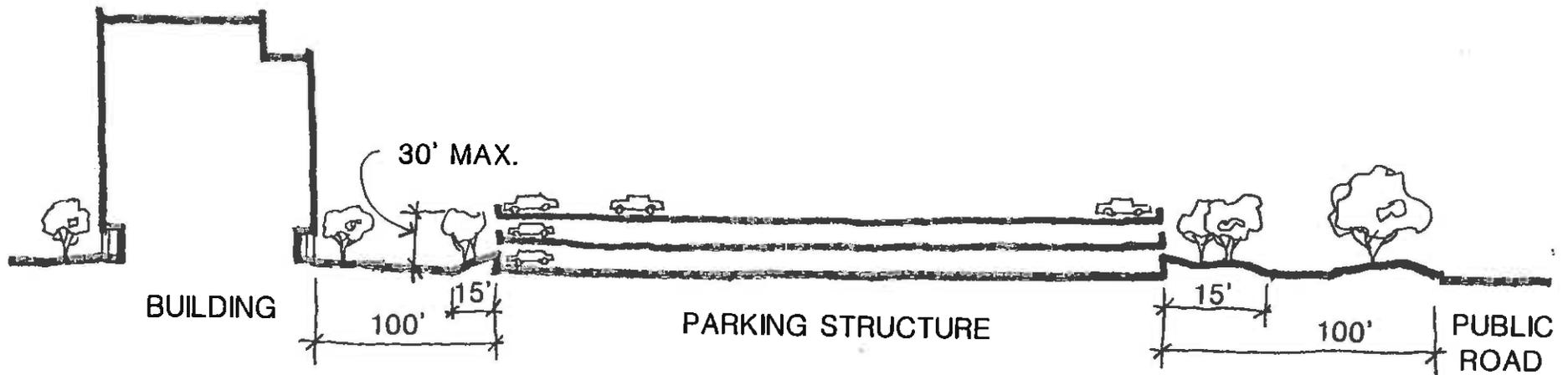
B1 SITE PLANNING

GOAL: Parking structure shall be integrated within the overall master plan.

- Parking structures shall fit within designed parking and circulation patterns and shall be linked to the pedestrian circulation system.
- Parking structures shall be compatibly sited with established building locations.
- Minimum distances shall be maintained from buildings and major roadways. (See illustration below.)



PARKING STRUCTURE AREA
PARKING STRUCTURE AREA



PARKING STRUCTURE LOCATION CRITERIA

B2 BUILDING HEIGHT

GOAL: Minimize building height.

- Maximum height: 30 feet.

B3 BUILDING MASSING

GOAL: Develop a simple building massing to minimize presence on the site.

- Use rectilinear plan shapes whenever possible.
- Use berms and landscaping to "soften" the building mass at the base.

B4 GROUND FLOOR TREATMENT

See Building Massing.

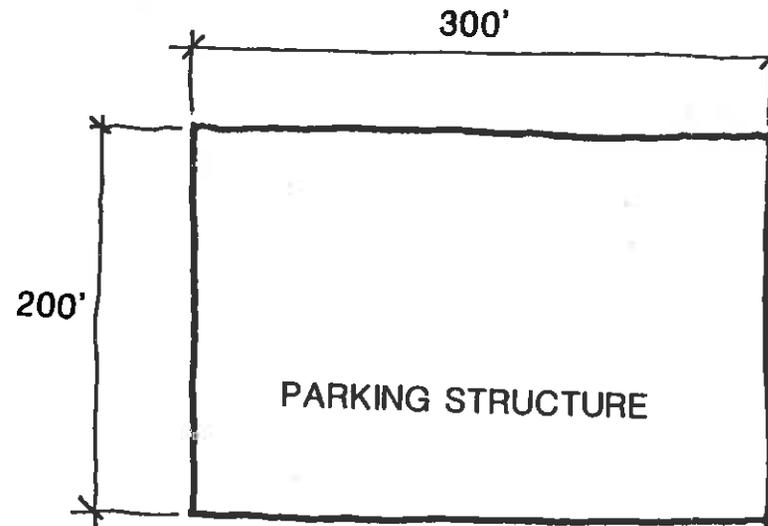
B5 FACADE TREATMENT

GOAL: Facade materials and colors should be compatible with those of other buildings.

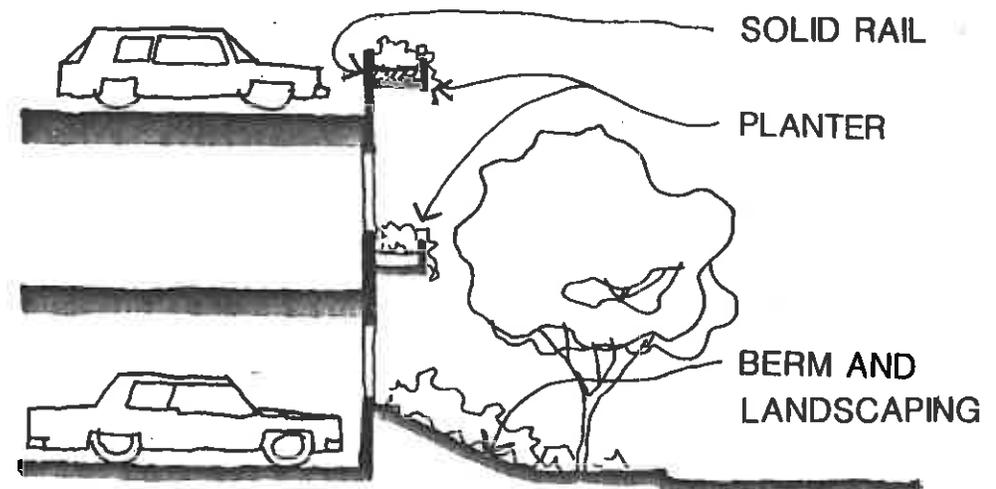
- Facade materials do not have to be those of adjacent buildings, but should have some recall of the accent colors and materials.
- Exterior material should be predominantly light colored concrete or similar material.
- Use solid railings to shield cars from view.

B6 ROOF TREATMENT

See Parking Guidelines, Open Space Plan.



PARKING STRUCTURE: MAXIMUM PLAN DIMENSIONS



PARTIAL SECTION AT PARKING STRUCTURE

ARCHITECTURAL DESIGN GUIDELINES

C

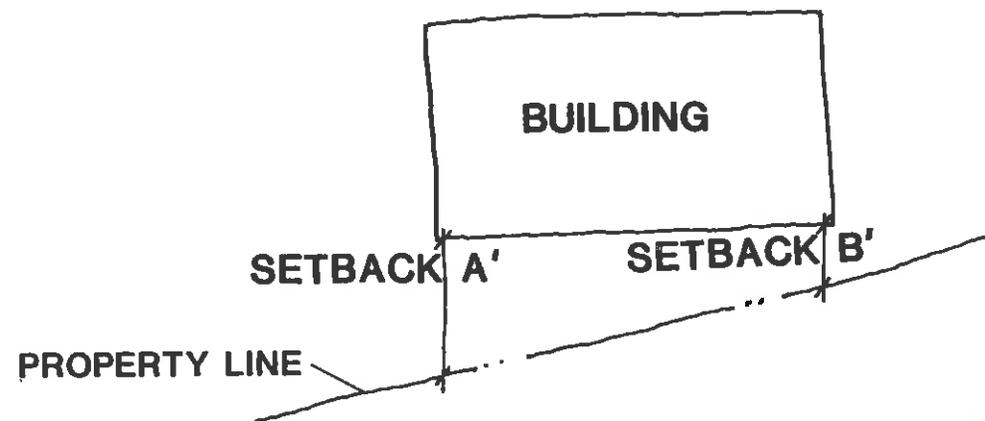
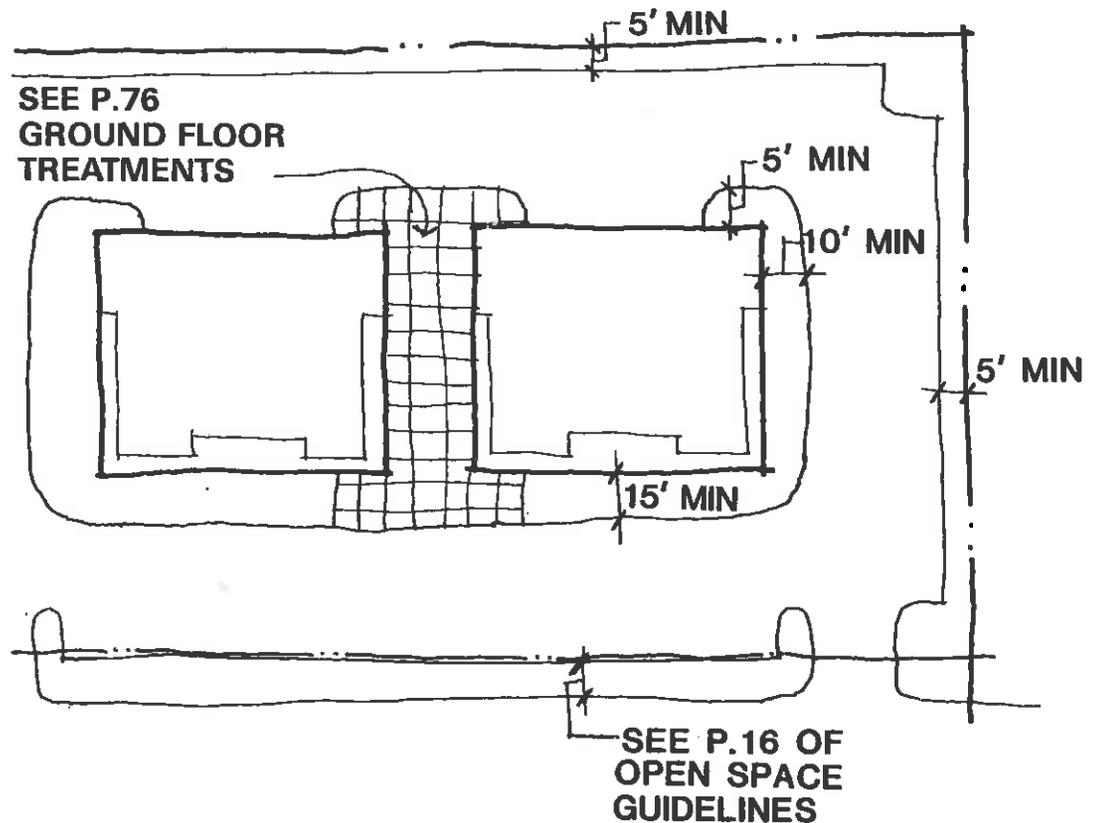
OFFICE, R&D,
LIGHT INDUSTRIAL,
COMMERCIAL RETAIL

C1 SITE PLANNING

Guidelines for Lots 5, 6A, 6B, 7A, 7C.

PARKING, SETBACKS AND REQUIREMENTS

- Parking setbacks excluding those along Chess Drive and Vintage Park Drive, are as follows:
 - For setbacks from streets, refer to Open Space Guidelines.
 - Minimum setback from rear property line and interior property line is 5 feet, except as noted below.
 - Where sufficient landscaping is provided off-site adjacent to a given parcel's property line, parking may have a zero setback from the property line.
- Parking requirements, for layouts, sizes, parking ratios, compact parking, handicapped parking shall comply with city of Foster City parking guidelines and open space guideline on page 20.
- Establish sufficient landscape areas around buildings.
 - 15'-0" Minimum at front.
 - 10'-0" Minimum at sides.
 - 5'-0" Minimum at rear.
- Front and side setbacks may be based on the average landscaped area when the dimension varies.

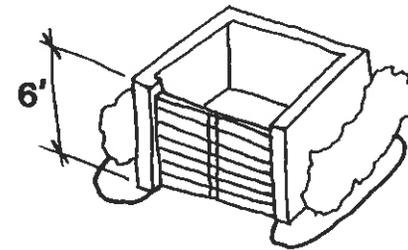
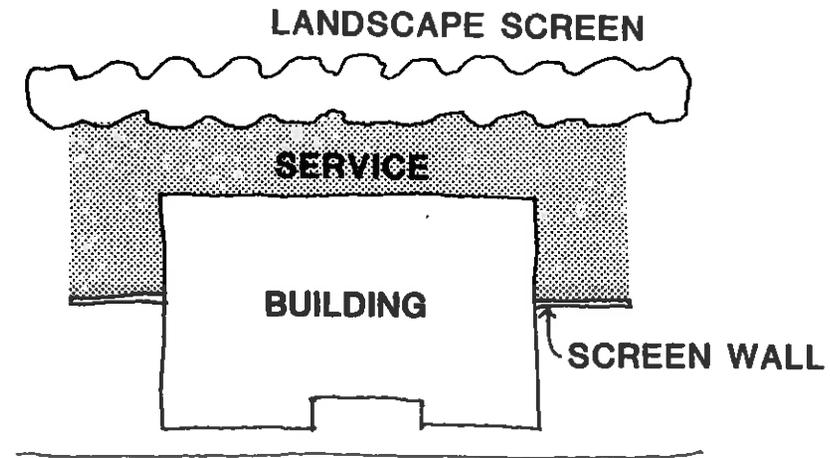


$$\text{AVERAGE SETBACK} = \frac{A' + B'}{2}$$

C1 SITE PLANNING

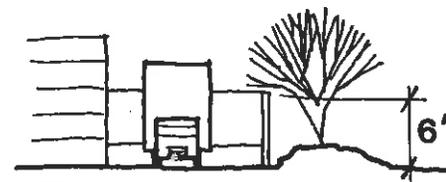
SERVICE AREAS

- Truck loading docks, service delivery areas, where provided, must be located at the rear portion or sides of buildings. Service facilities, where provided on the sides of buildings, must be screened from view from public areas or street.
- Service facilities at the rear portions of the buildings shall be screened with landscaping from view from adjacent parcels of land.
- Gas, meters, fire sprinkler risers, transformers, and other site services shall be hidden from view from any street. These services shall be located away from pedestrian and plaza spaces. Site services are not permitted within the streetside building setback.

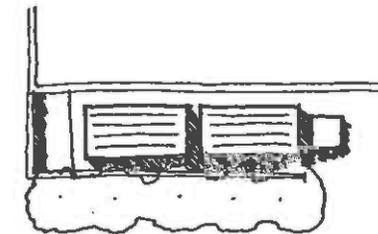


① TRASH ENCLOSURE

- Trash areas are to be hidden from view by screen walls and landscaping.
- Screen walls are to be a minimum of 6'-0" high and shall be constructed from materials which match the adjacent buildings.



② ELEVATION



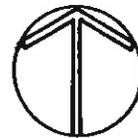
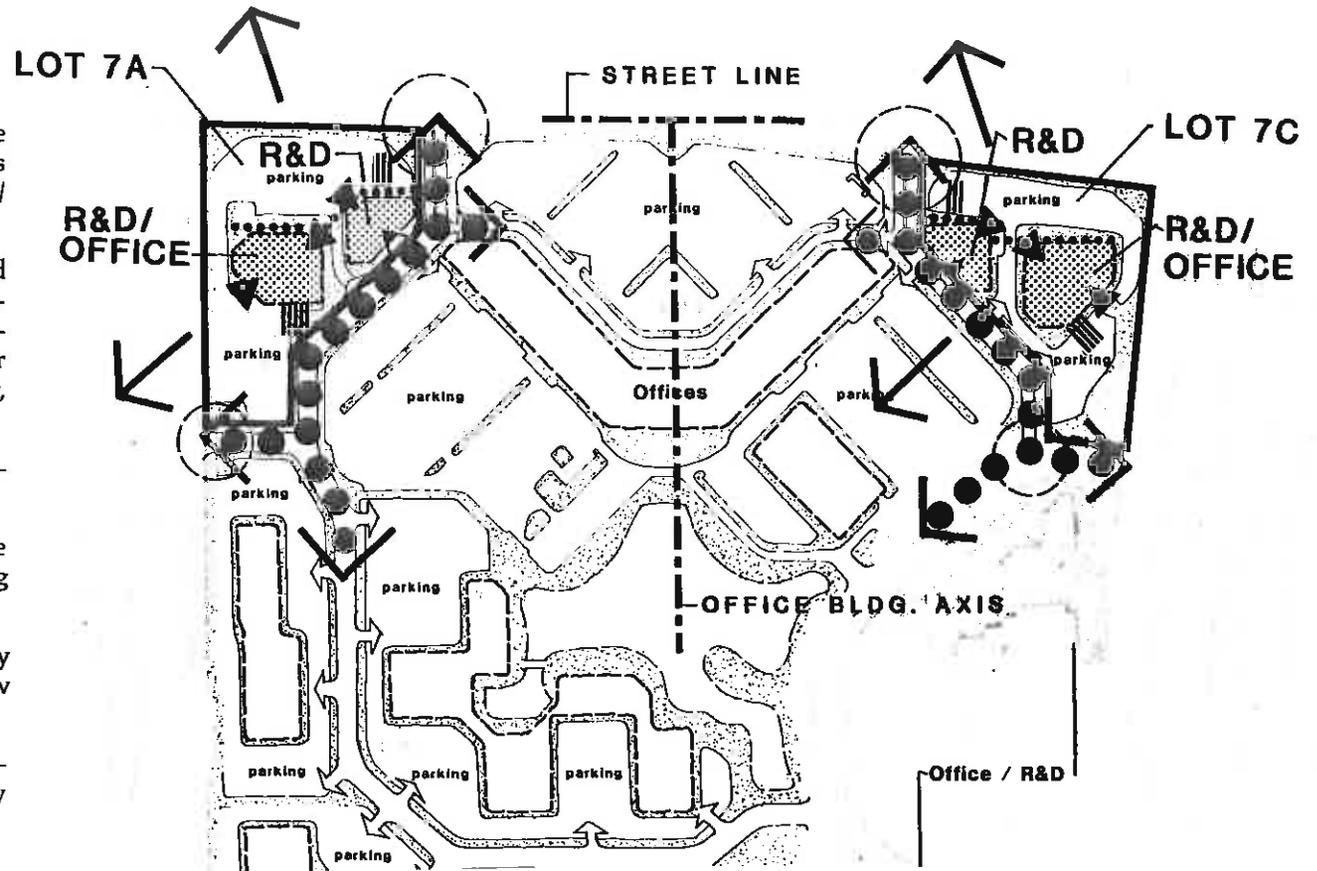
③ PLAN

EXAMPLES OF SCREEN WALLS

C1 SITE PLANNING

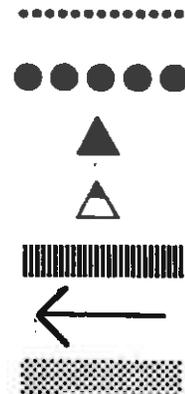
LOT 7A AND 7C SITE PLANNING

- Develop a formally organized plan compatible with concepts for office building goals. Land uses for Lots 7A and 7C are limited to office and R&D/Light Industrial.
- Office/R&D/Light Industrial uses are defined as research and development businesses requiring office space for engineering, research, administration with possible requirements for space for light manufacturing and assembly, and light industry.
- Orient all buildings on the same axis as established for the office building "V" form.
- Utilize stepping of building massing vertical scale to relate to office buildings. (See Page 69, Building Heights.)
- Establish and maintain view corridors of the city of San Francisco, San Francisco Bay and hill view to the southwest.
- Develop parking into district areas utilizing landscaping around and within these areas to visually break them into a smaller scale.



LOT 7A & 7C SITE PLANNING

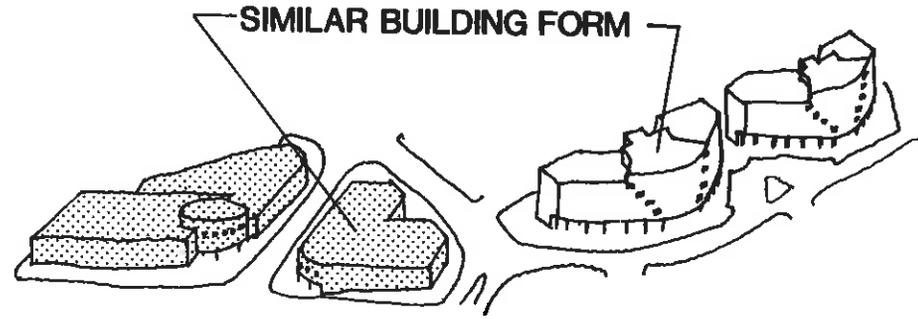
- Pedestrian Circulation
- Vehicular Circulation
- Formal Entry Plaza
- Activity Plaza
- Service Loading Zone
- View
- Building Locations



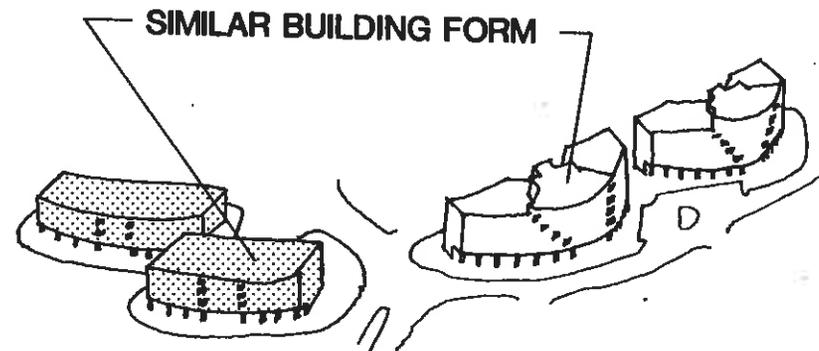
C1 SITE PLANNING

LOTS 7A AND 7C SITE PLANNING

- Building forms shall develop entry plazas and pedestrian areas which take advantage of view corridors. (Refer to page 71, Building Massing)
- Develop secondary sheltered pedestrian plazas, using the building form to block the wind. (Refer to page 71, Building Massing)
- Provide convenient loading areas close to building entrances.
- Lot 7A and 7C Office/R&D/Light industrial buildings shall be related in mass to the adjacent office buildings.
- Massing may vary between buildings, but must reinforce existing building form combinations. (Refer to page 47 for massing combinations of office buildings.)
- Examples of building forms from page 47: Building Massing Lot 7B:



EXAMPLE A

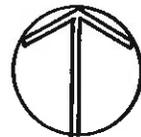
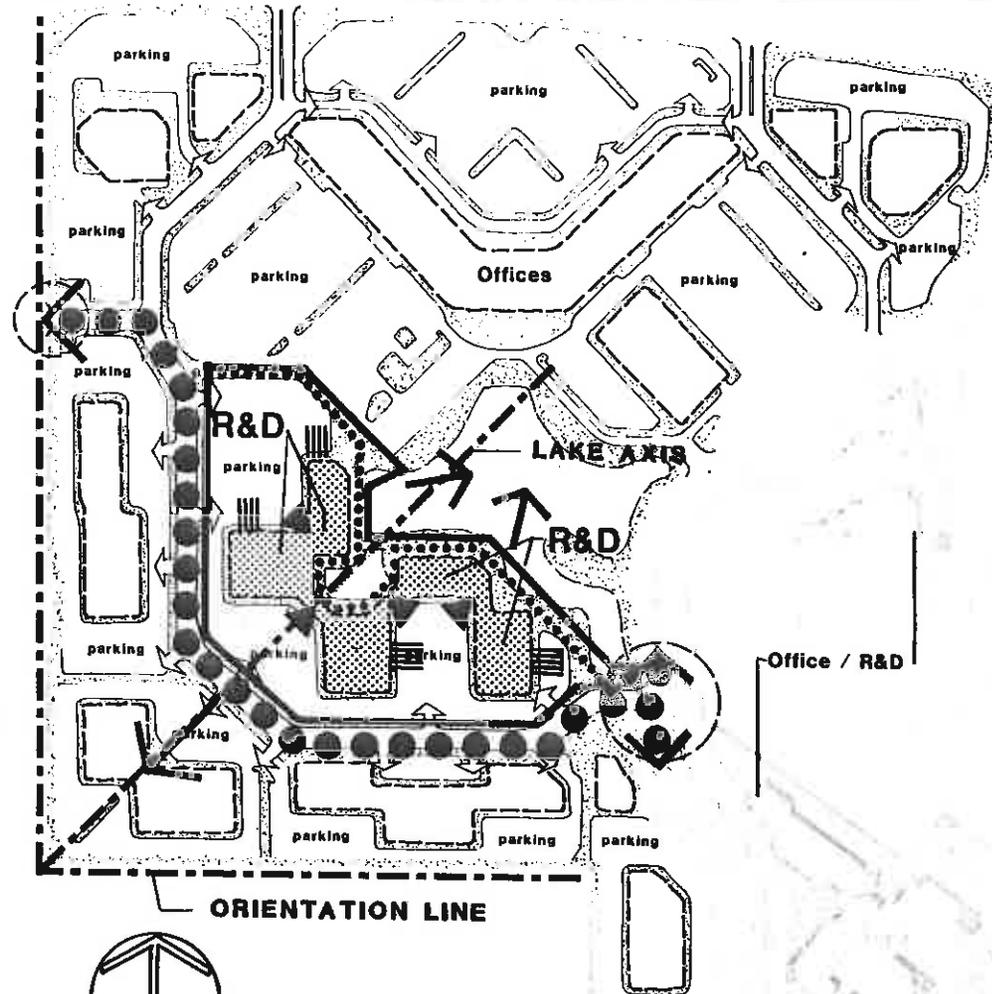


EXAMPLE B

C1 SITE PLANNING

GENERAL LOTS 6A AND 6B SITE PLANNING

- GOALS:**
1. Establish an environment maximizing the visual impact of the Vintage Lake form from within and without.
 2. Maintain diagonal lake axis and views with plazas, pedestrian spaces and landscape elements.
 3. Specific uses for Lots 6A and 6B are limited to Office/Research and Development/Light Industrial. See Lots 7A and 7C Site Planning for R&D/Light Industrial Definitions.
 4. Develop parking into district areas utilizing landscape around and within these areas to visually break them into a smaller scale.
 5. Develop vehicular entry points to each parcel which are staggered so as to not align with any adjacent parcel's entries.
 6. Maintain common building orientation perpendicular and parallel to the southern boundry at Fashion Island Shopping Center.



LOT 6A LAKESIDE PLANNING

Pedestrian Circulation

Vehicular Circulation

Formal Entry Plaza

Activity Plaza

Service Loading Zone

View

Building Locations



LOT 6A LAKESIDE PLANNING

- Allow Vintage Lake edge to penetrate into building forms, while creating a common building pad connecting all buildings.

C1 SITE PLANNING

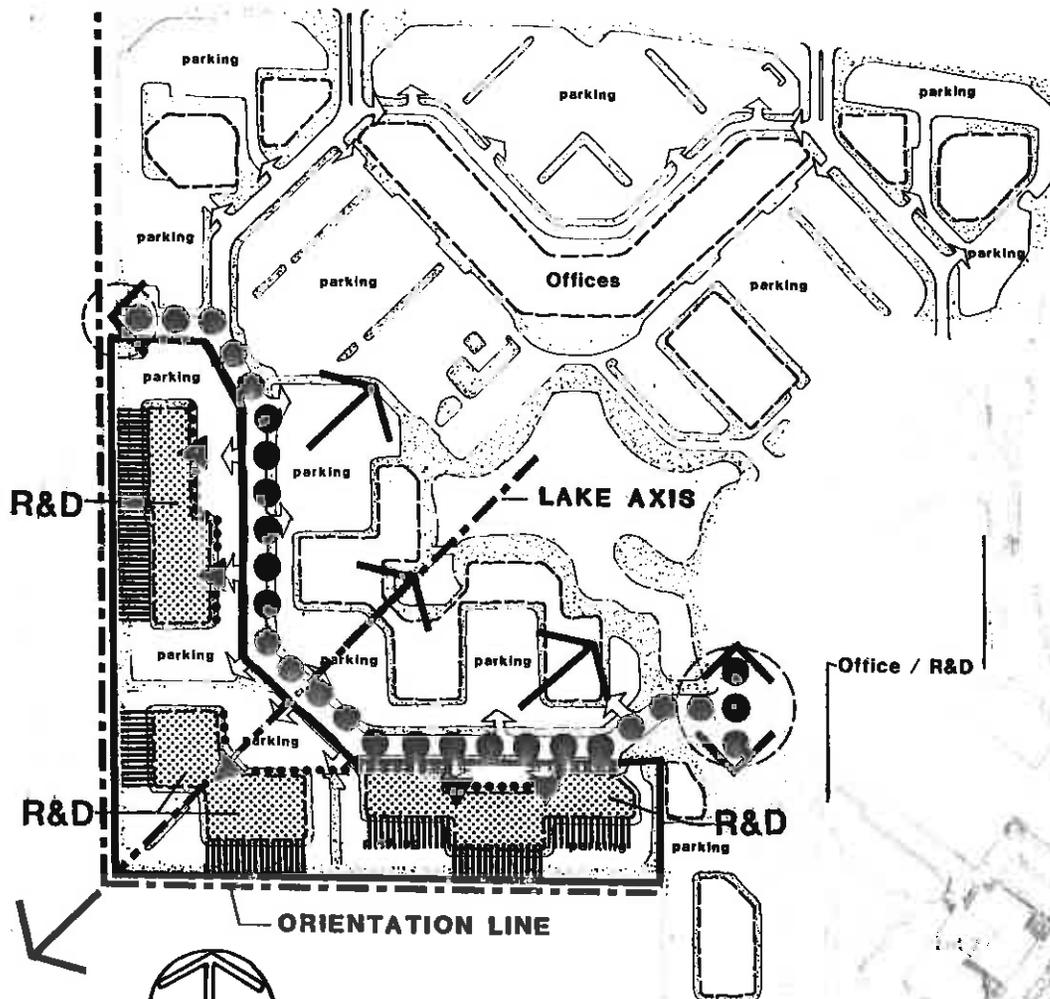
LOTS 6A AND 6B

LOT 6A LAKESIDE PLANNING-CONT'D.

- Building arrangements must maintain and strengthen lake axis by allowing visual access to the lake.
- Orient buildings to maximize lake views while providing continuous pedestrian lake edge access.
- Maintain existing site views from Vintage Park Drive to Vintage Lake.
- Create pedestrian plazas between buildings which enhance participation with Vintage Lake.

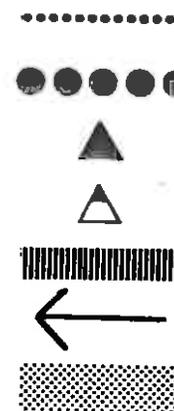
LOT 6B PERIPHERAL SITE PLANNING

- In multi-building projects, group buildings together on a common building pad connecting all buildings to enhance pedestrian intercirculation and landscape continuity.
- Service areas are to be at rear of sites out of view from street and screened from adjacent properties. (See Pg. 62 Service Areas.)
- Create pedestrian plazas between buildings and at building entrances.



LOT 6B PERIPHERAL SITE PLAN

- Pedestrian Circulation
- Vehicular Circulation
- Formal Entry Plaza
- Activity Plaza
- Service Loading Zone
- View
- Building Locations



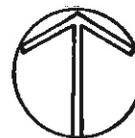
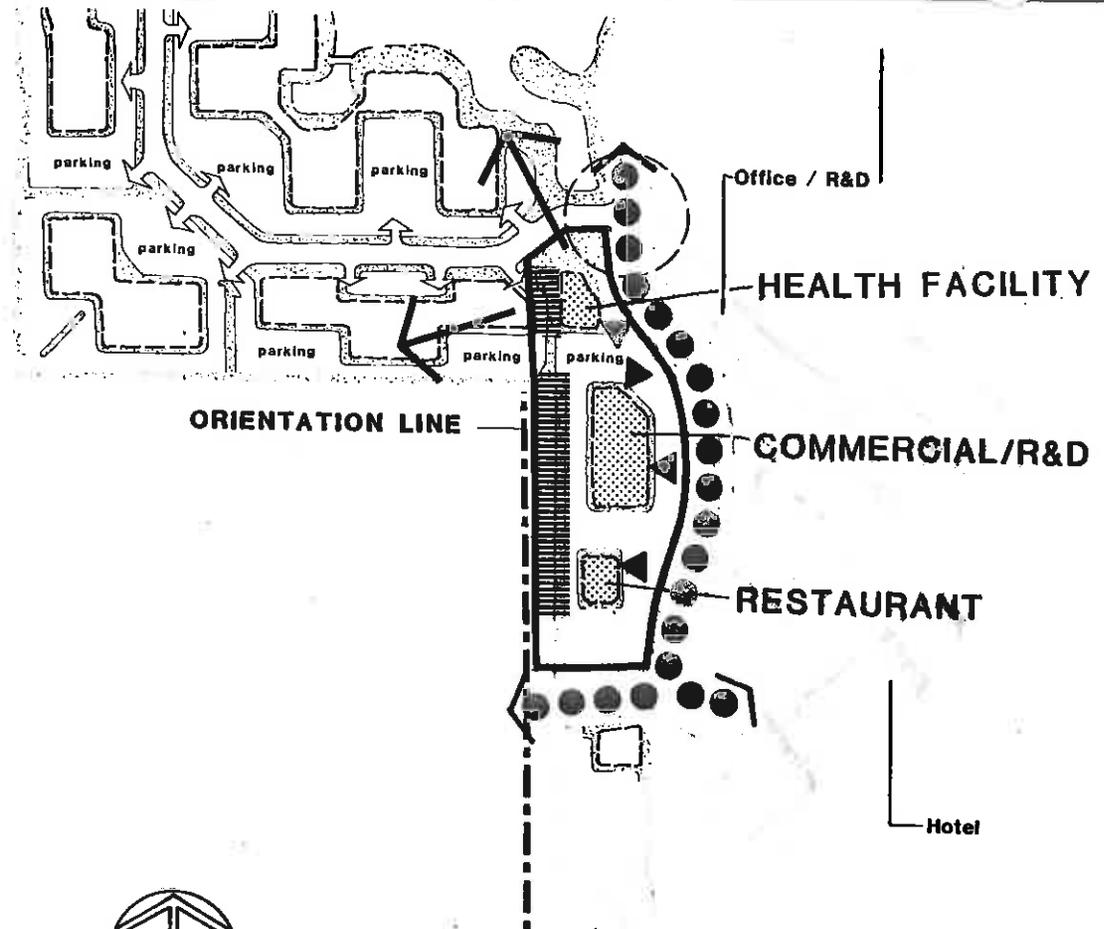
C1 SITE PLANNING

LOT 5

- Specific uses are limited to retail/commercial/financial and R&D/Light Industrial and Health Facility uses.
1. Retail/commercial/financial uses are defined as shopping facilities, banks, savings and loans facilities, restaurants, etc. which provide goods or services to the general public.
 2. Refer to Lot 7A and 7C Site Planning for R & D/ Light Industrial Definitions.
 3. Health Facility uses shall include facilities for public or private membership which provide physical exercise equipment or recreational spaces.

GENERAL PLANNING

- Maintain view corridors from Vintage Park Drive to Vintage Lake.
- Building arrangements must be compatible with adjacent planning of Lots 6A and 6B.
- Develop parking into distinct areas utilizing landscape around and within these areas to visually break them into smaller scale.
- Building forms shall develop plazas to identify entrances and provide outdoor space for pedestrians.



LOT 5 SITE PLANNING

Pedestrian Circulation



Vehicular Circulation



Formal Entry Plaza



Activity Plaza



Service Loading Zone



View



Building Locations



C1 SITE PLANNING

- Service areas are to be at the rear portion of the sites, screened from public view and adjacent parcels.
- Maintain common building orientation perpendicular and parallel to the westerly boundary at Fashion Island Shopping Center.

C2 BUILDING HEIGHTS

GOAL: Create building heights of different magnitudes depending on the building's location in relation to the Lot 7B office buildings, Vintage Lake and existing lot 1, 2 site development.

LOTS 7A AND 7C, LOTS 6A AND 6B, AND LOT 5

- Lots 7A and 7C Buildings shall be limited to 20'-55' heights.
- Refer to Page 43 of Office Building Heights.
- Locate tallest buildings closest to office buildings.

BUILDING HEIGHTS

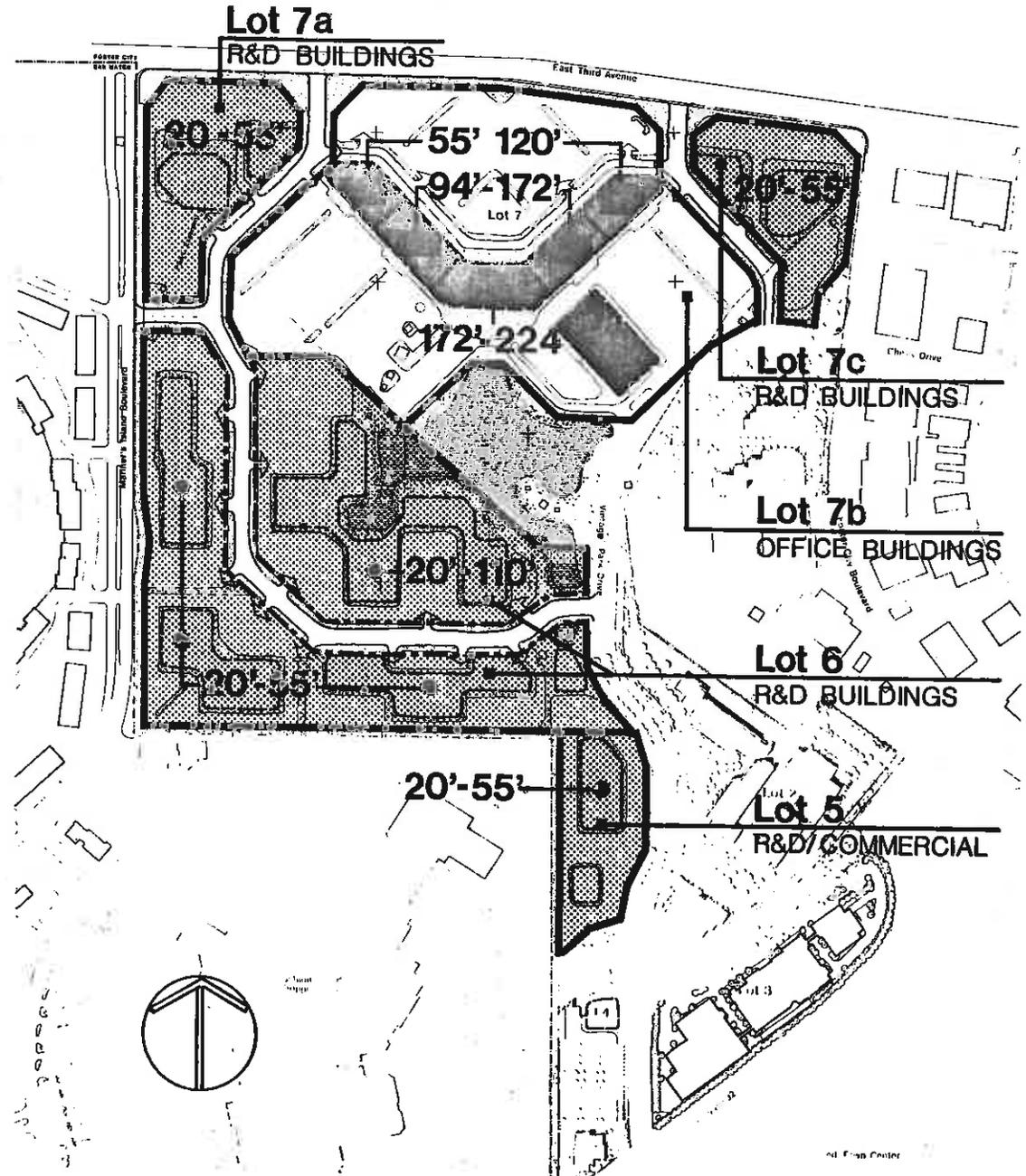
LOTS 6A AND 6B

- Peripheral lot 6 buildings are limited to building heights of 20'-55'.
- Lakeside lot 6 buildings are limited to building heights of 20'-110'.

BUILDING HEIGHTS

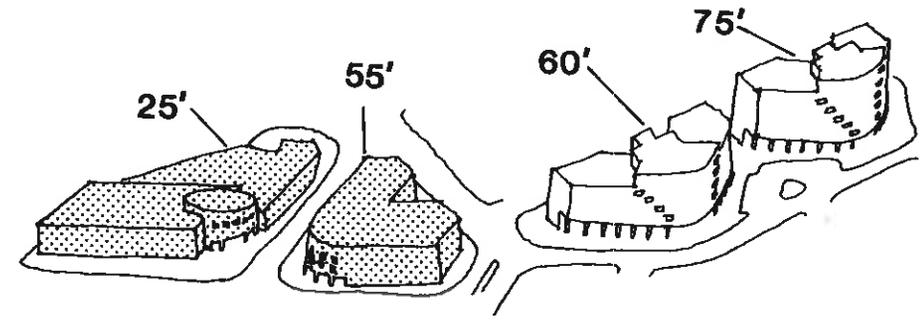
LOT 5

- Lot 5 buildings are limited to building heights of 20'-55'.

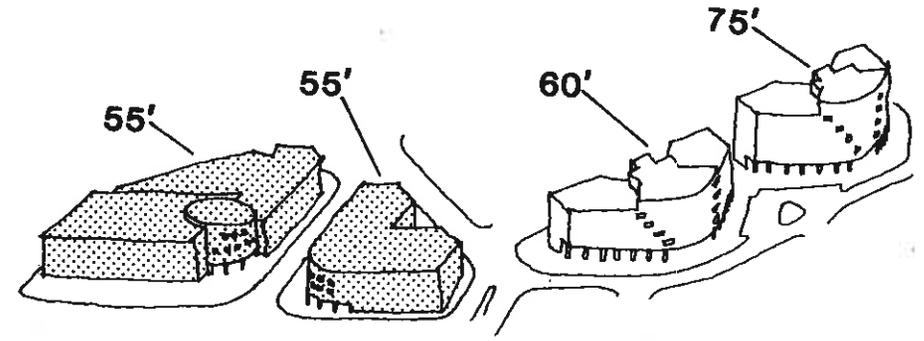


C2 BUILDING HEIGHT

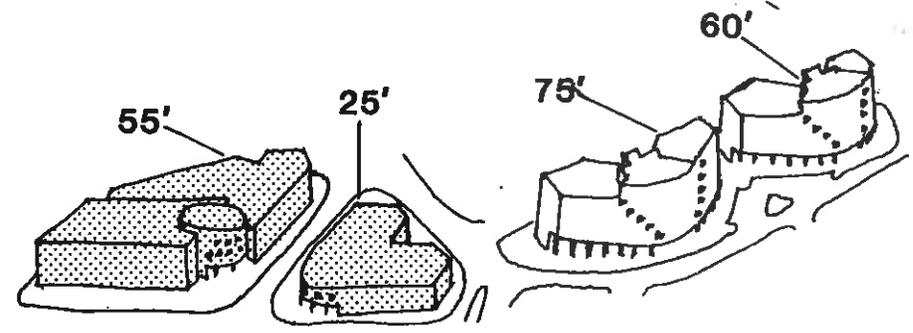
- Examples of possible lot 7 building heights in relation to office buildings:



ACCEPTABLE



ACCEPTABLE



UNACCEPTABLE

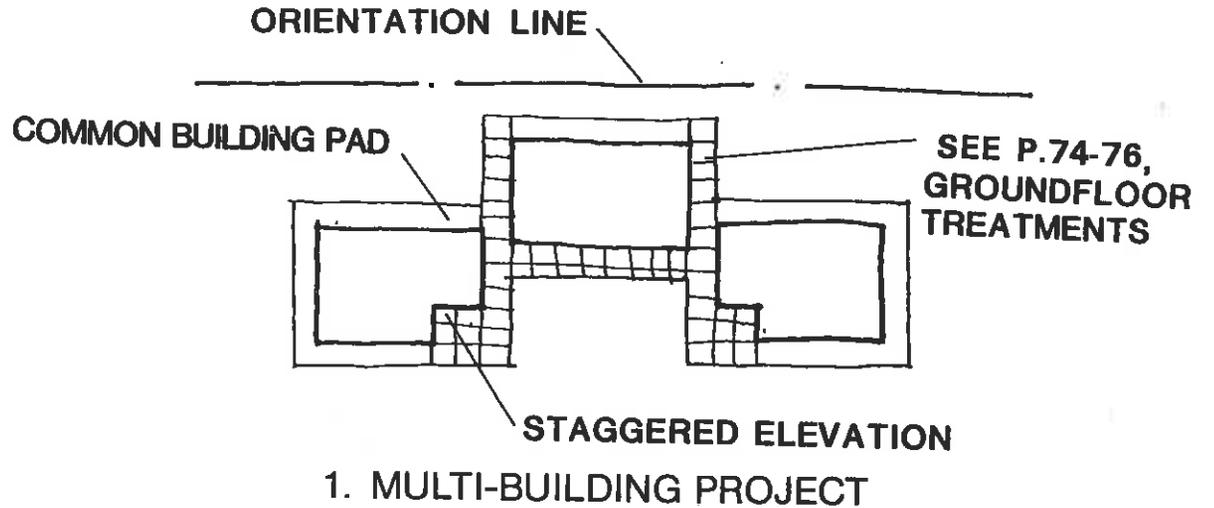
C3 BUILDING MASSING

Guidelines for Lots 5, 6A, 6B, 7A, 7C

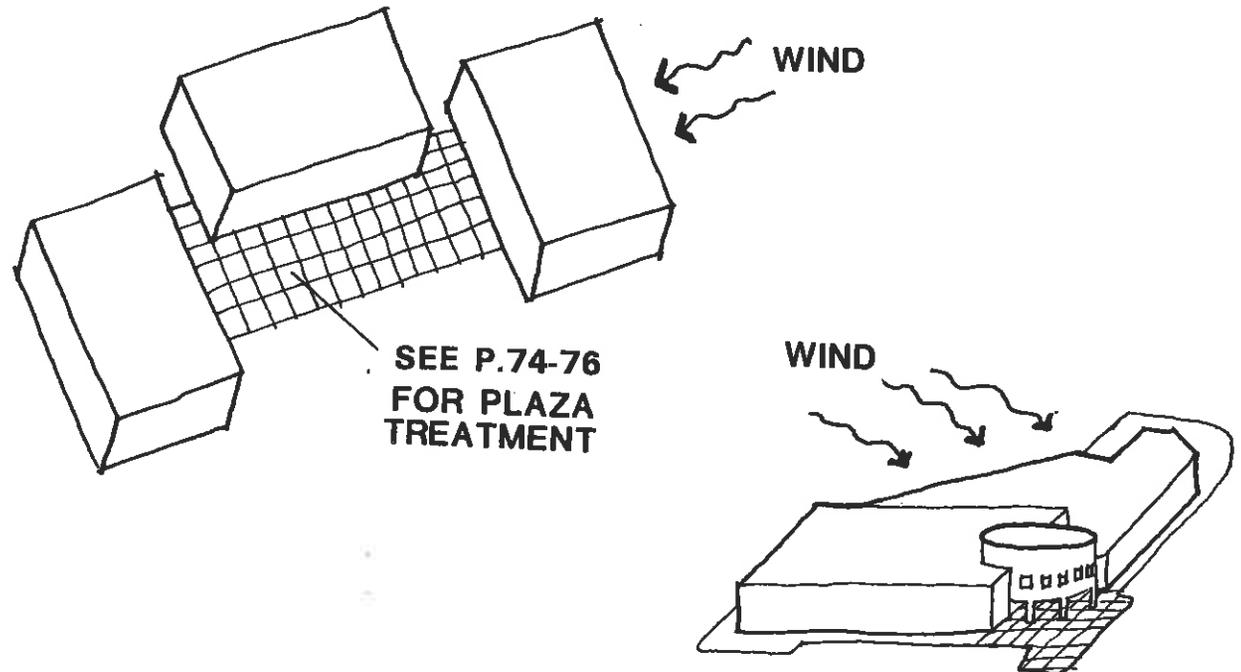
The following guidelines apply to all lots.

- In multi-building projects, group buildings together on a common building pad connecting all buildings to enhance pedestrian inter-circulation and landscape continuity.
- Building forms shall be predominantly rectangular to reinforce the major building orientation line for each area.
- Stagger building plan to create interest to building elevation while defining building entry.

- Utilize clustering of buildings which creates plazas and pedestrian spaces which are protected from the wind.



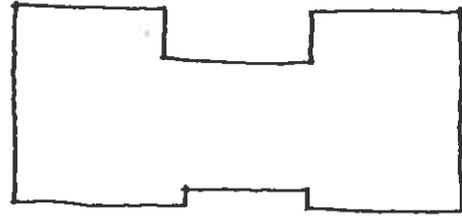
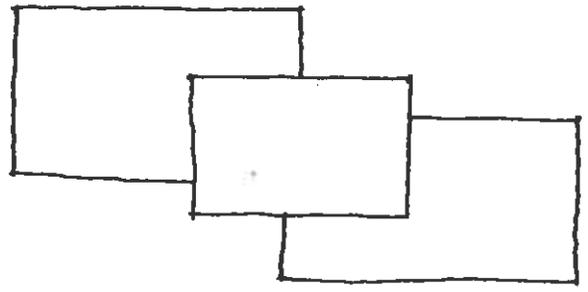
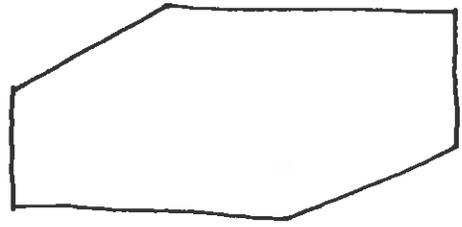
2. EXAMPLES OF CLUSTER BUILDINGS PROTECTED FROM WIND



3. EXAMPLE OF SINGLE BUILDING PROTECTED FROM WIND

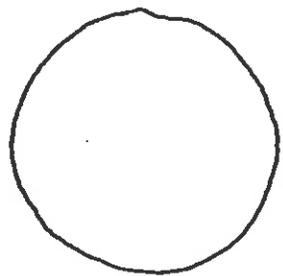
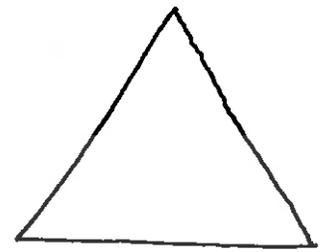
C3 BUILDING MASSING

• Examples of possible rectangular building forms:

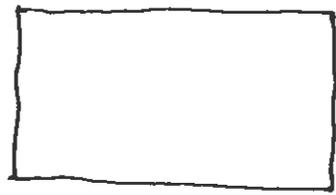


①. YES

• Examples of plan configurations not acceptable:



ORIENTATION LINE

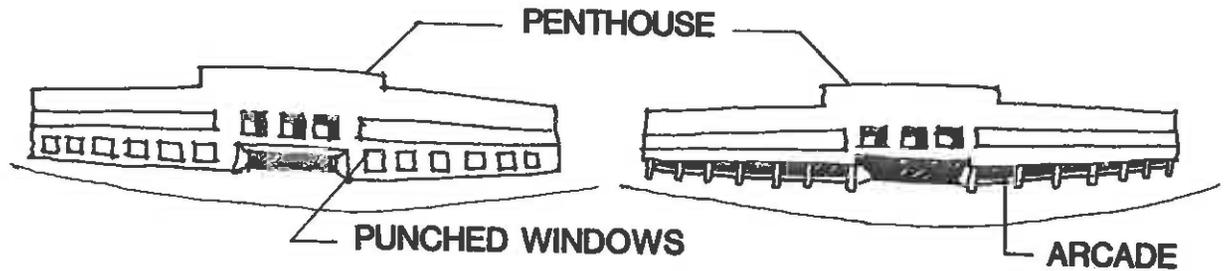


BUILDING NOT PERPENDICULAR AND PARALLEL TO ORIENTATION LINE

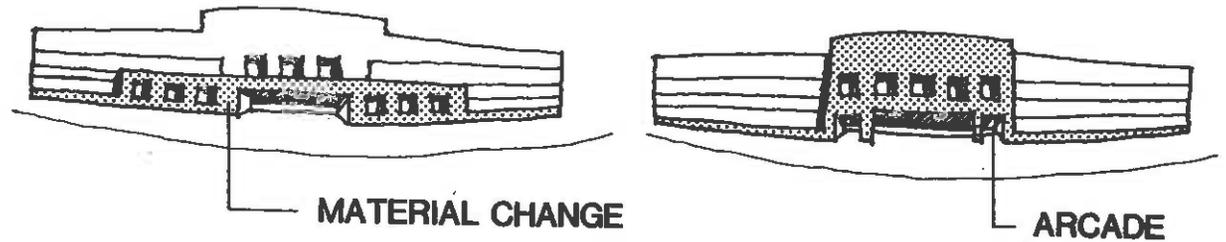
②. NO

C3 BUILDING MASSING

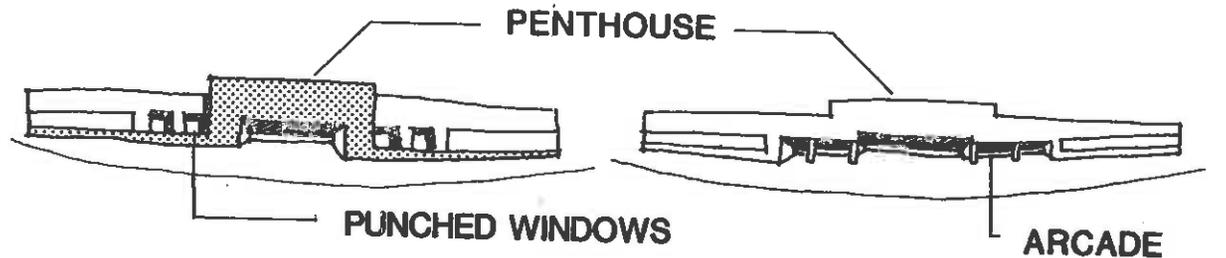
- Articulate the building base with material changes, fenestration changes, provisions of an arcade, accent entry walls (Refer to Page 76, Ground Floor Treatments) or Expression of Building Entrance.
- Incorporate penthouse or mechanical equipment area screens into the building mass.



1. EXAMPLES OF 2 STORY MASSING TREATMENTS



2. EXAMPLES OF 2 STORY MASSING TREATMENTS



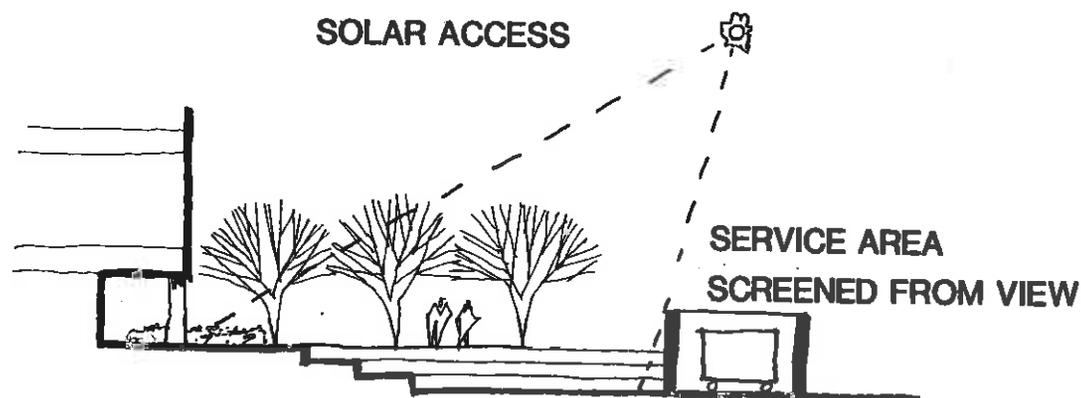
3. EXAMPLES OF 1 STORY MASSING TREATMENTS

C4 GROUND FLOOR TREATMENT

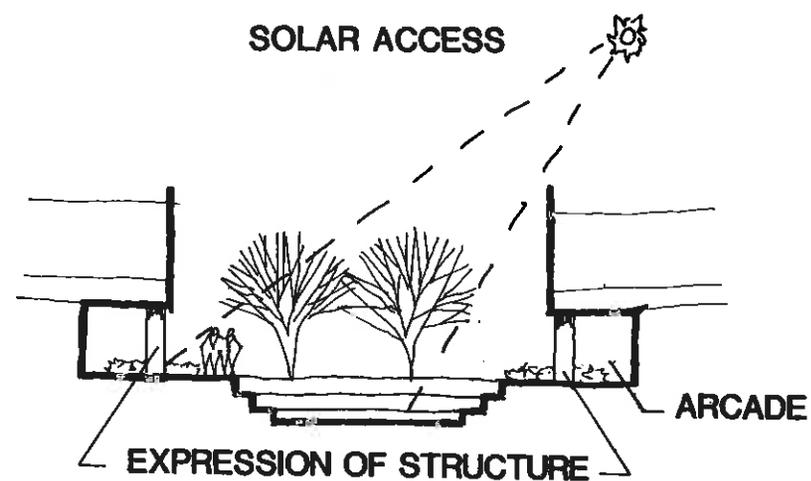
Guidelines for Lots 5, 6A, 6B, 7A, 7C

GOALS: Create a pedestrian environment at ground level with integration of building forms and landscaped open spaces.

- Provide plaza spaces between building forms for pedestrian activity, screened from service areas and protected from the wind.
- Provide solar access to plaza and pedestrian area.
- Integrate landscape hardscape/softscape into building ground floor treatments.



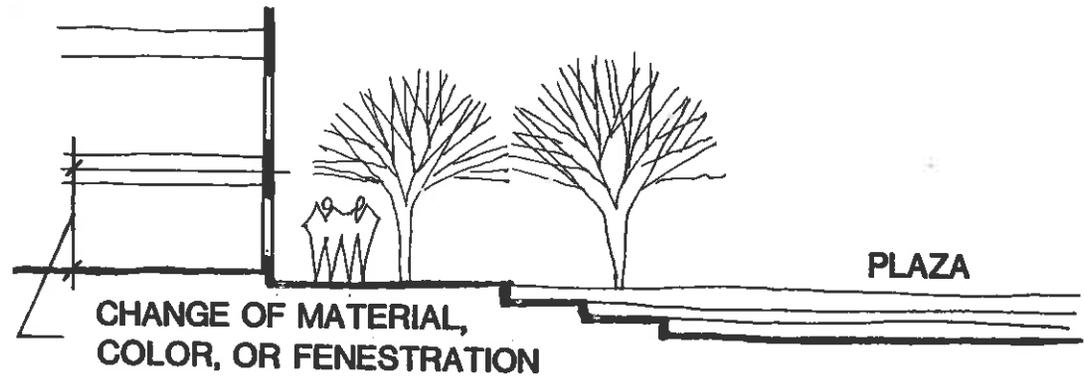
1. EXAMPLE OF GROUND FLOOR TREATMENT



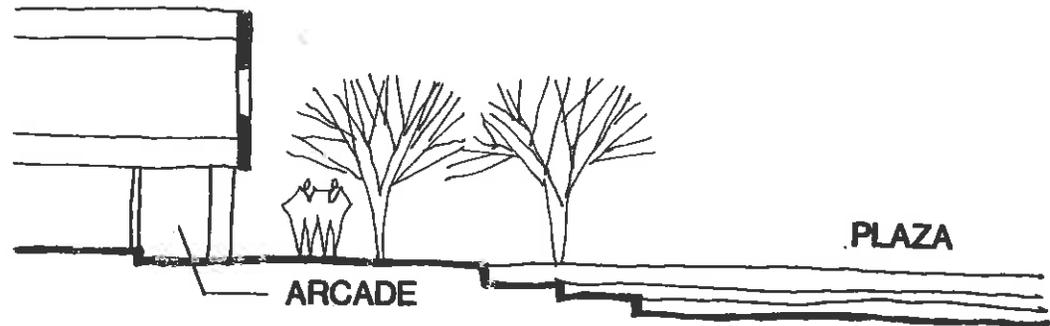
2. EXAMPLE OF GROUND FLOOR TREATMENT BETWEEN TWO BUILDINGS

C4 GROUND FLOOR TREATMENT

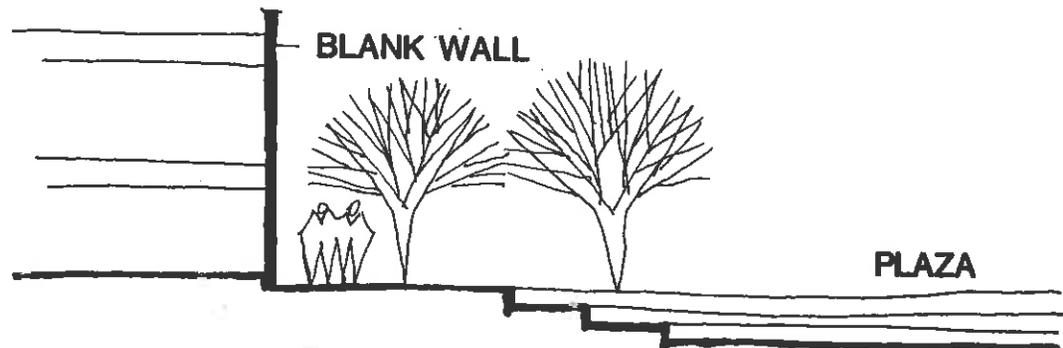
- Create human scale at the building base by change in details, material, fenestration, plane of elevation, scale, expression of structure, etc. (Refer to Page 73, Building Massing and Page 77, Facade Treatments.)



1. EXAMPLE OF GROUND FLOOR TREATMENT



2. EXAMPLE OF GROUND FLOOR TREATMENT

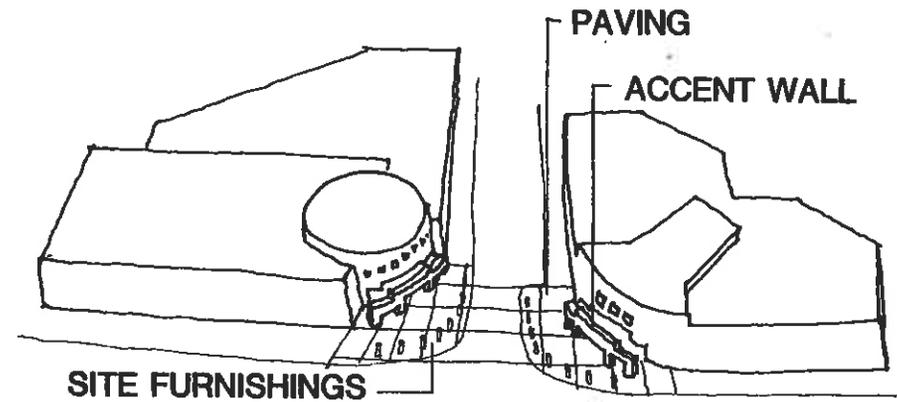


3. EXAMPLE OF UNACCEPTABLE TREATMENT

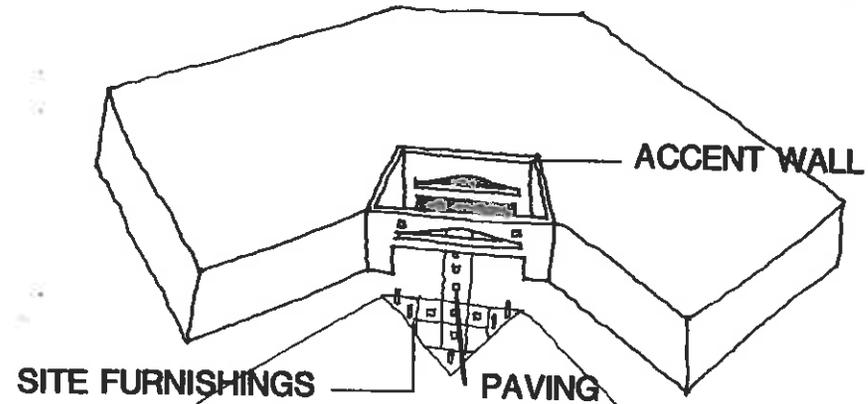
- Blank walls at building base must be avoided.

C4 GROUND FLOOR TREATMENT

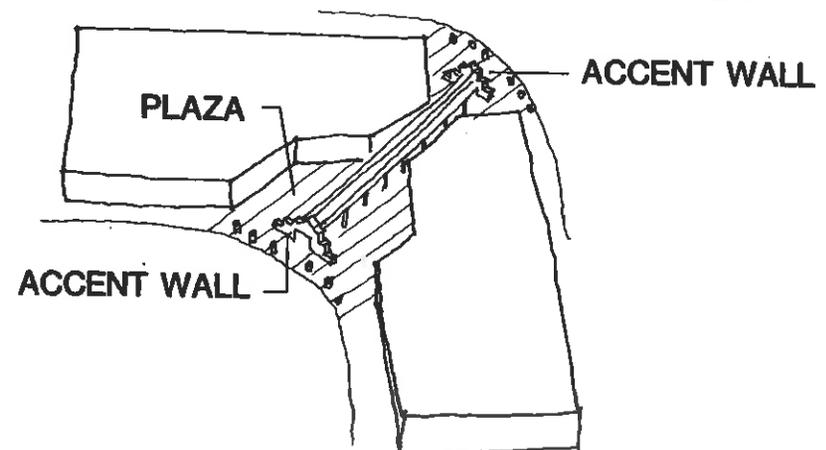
- Use of entry accent walls are encouraged to create human scale and announce the entry. For further information on expression of building entrances, refer to Page 73 of Building Massing.
- Accent walls may be further enhanced by use of accent colors complimentary to neutral building color schemes. (Refer to Page 77, Facade Treatment and see Vintage Park Master Color Board.)
- Site furniture on all projects shall be consistent with the previously established landscape guidelines and shall be an integral part of the total design solution. (Refer to Page 25, Site Furniture.)



1. EXAMPLE OF GROUND FLOOR TREATMENT



2. EXAMPLE OF GROUND FLOOR TREATMENT



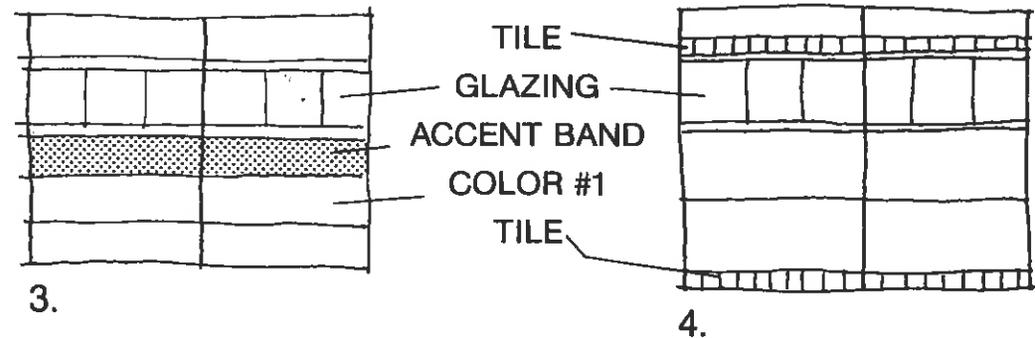
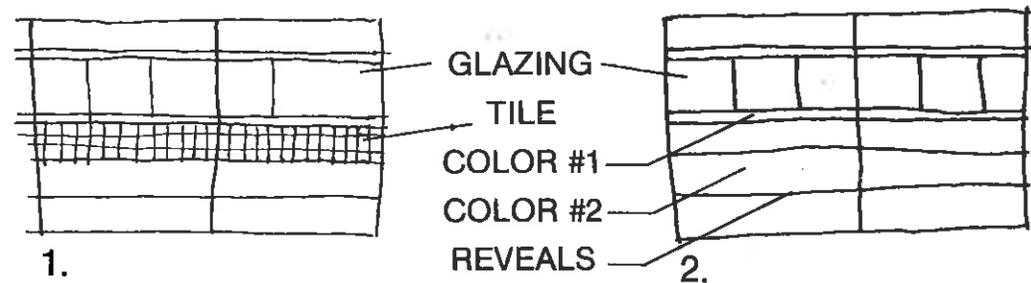
3. EXAMPLE OF GROUND FLOOR TREATMENT

C5 FACADE TREATMENT

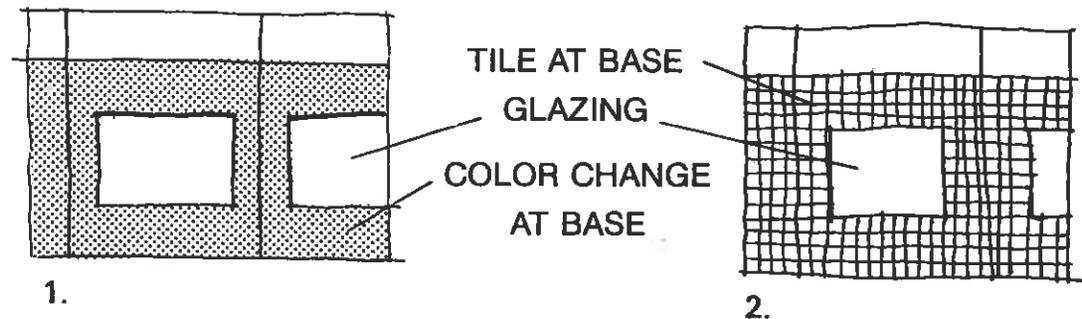
The following guidelines apply to all lots.

GOALS: Create a strong building identity through use of consistent articulation of details, color and materials.

- Exterior wall materials should be predominantly neutral light-colored concrete or metal wall panels, plaster, tile, or similar cementitious materials. Neutral colors are defined as light beiges, cool or warm grey, etc. (See Vintage Park Master Color Board.) Accent stripes or bands should be secondary to predominantly neutral colors of the major wall materials. (See Vintage Park Master Color Board.)
- Articulate the building facade with reveal joints, accent bands (ceramic tile, paint, marble or granite veneer, metal panels) balcony rails, louvers or entry accent walls to provide a level of detail, scale and interest to the exterior elevation.



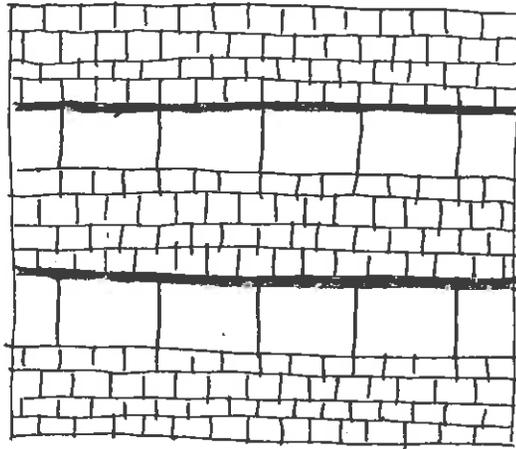
EXAMPLES OF FACADE TREATMENT



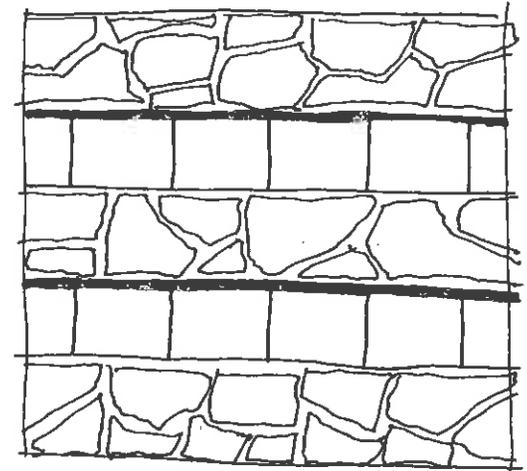
EXAMPLES OF GROUND FLOOR WINDOW TREATMENT

C5 FACADE TREATMENT

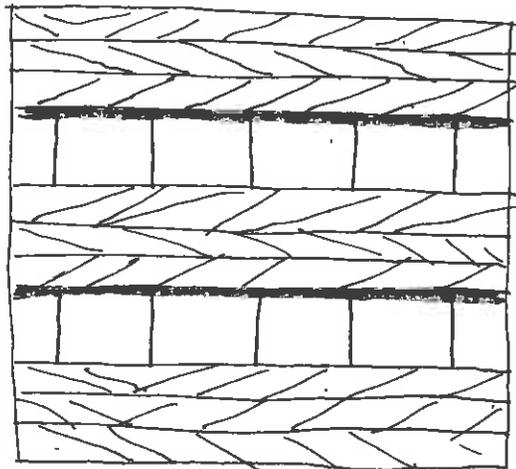
- Use of rusticated materials such as heavily textured concrete, wood, stonework, slumpstone, split-faced concrete block, and brick will not be allowed.



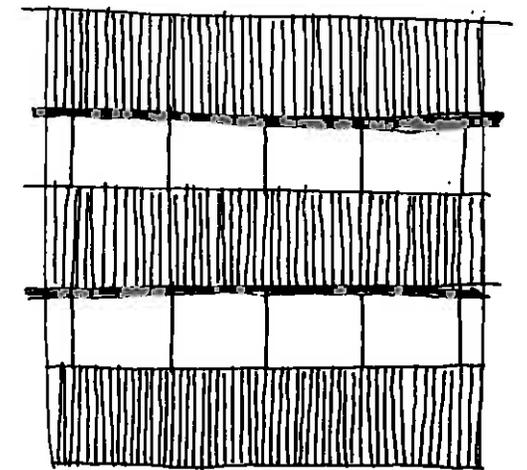
1. SLUMP STONE, BRICK,
CONCRETE BLOCK
NO*



2. STONE VENEER
NO*



3. WOOD SIDING
NO*

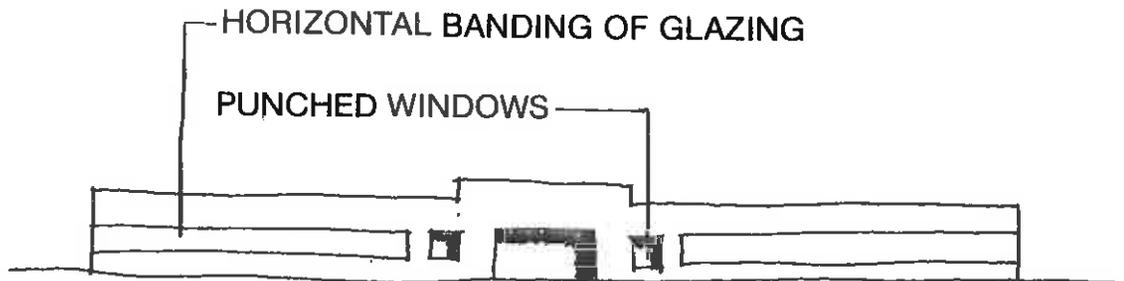


4. HEAVILY TEXTURED
CONCRETE
NO*

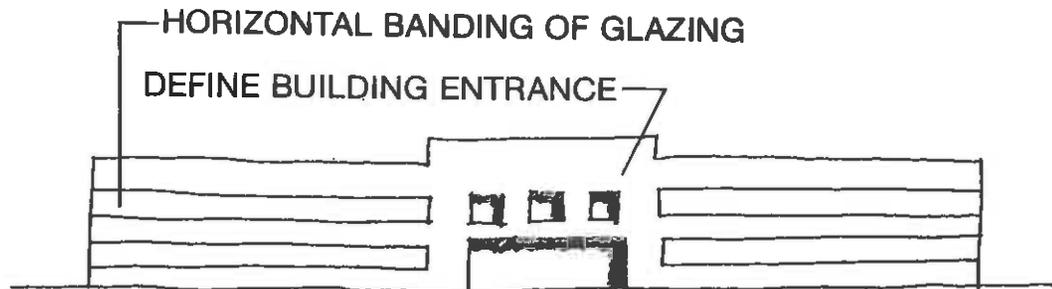
EXAMPLES OF UNACCEPTABLE TREATMENT

C5 FACADE TREATMENT

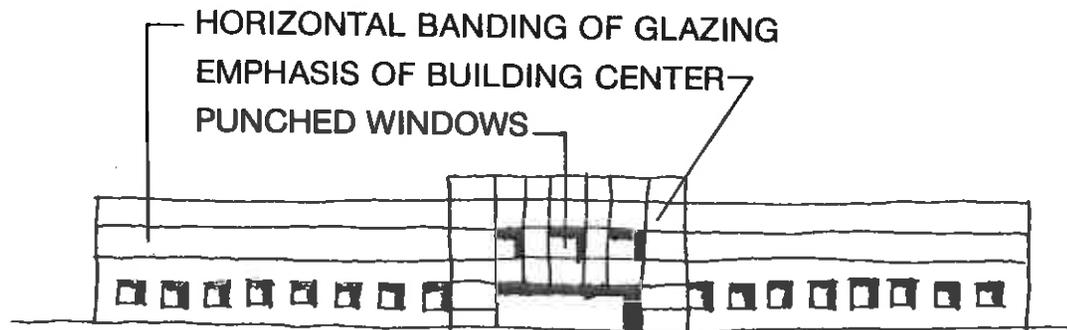
- Mirrored glazing will not be allowed. Glazing must be consistent in color to surrounding wall materials. Reflective glazing limited to a reflectance factor of 30% or less.
- Windows must be predominately expressed as horizontal bands.
- Punched-hole windows may be used to define the building entrance, to articulate building base, or to break down the scale of a large building mass.



1. EXAMPLE OF ONE STORY FACADE TREATMENT



2. EXAMPLE OF TWO STORY FACADE TREATMENT



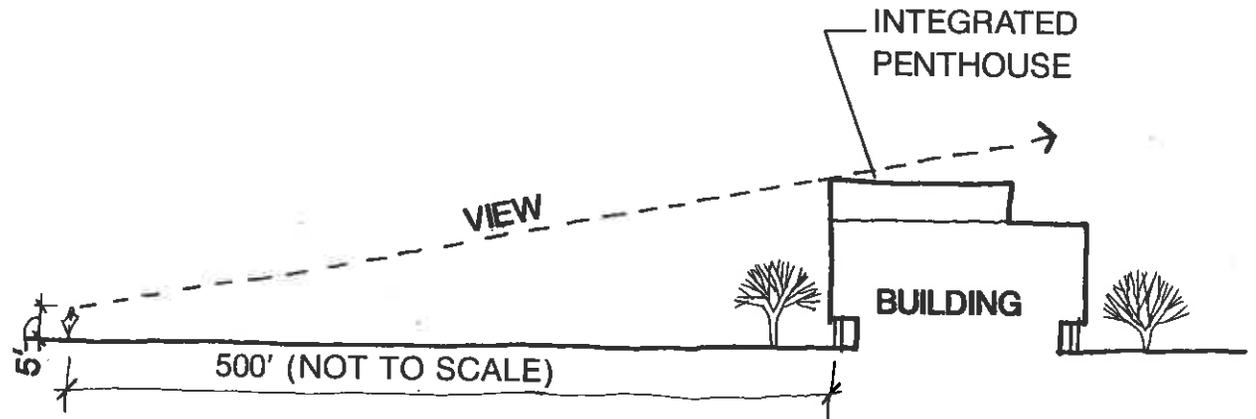
3. EXAMPLE OF TWO STORY FACADE TREATMENT

C6 ROOF TREATMENT

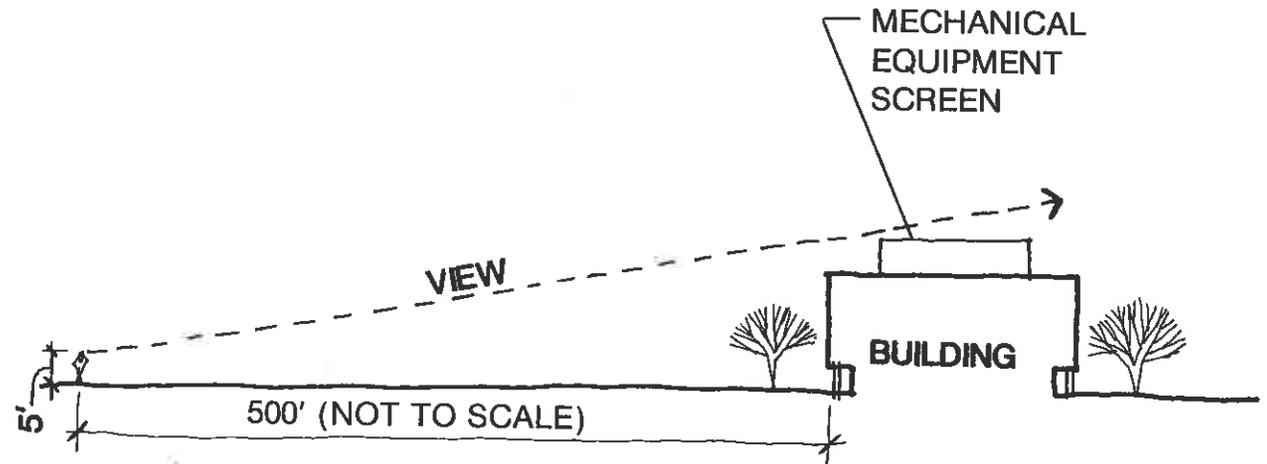
Guidelines for Lots 5, 6A, 6B, 7A, 7C

GOALS: Shield rooftop equipment from public view and provide pleasant views from adjacent taller buildings.

- Exterior components of plumbing, heating, cooling and ventilating systems shall not be directly visible from a height of 5'0" above any ground or ground floor elevation at a distance closer than 500 feet from the closest building wall on any lot.
- Screening of mechanical equipment shall be an integrated part of the building design solution.
- Roof top equipment screen may be part of overall building form.
 - Integrate penthouse/equipment screen as part of the building mass. Or
 - Design equipment screen with a similar plan form as the building.
- Roof screens are to be made of materials used on building facades, complimentary in color, detail and texture.



1. EXAMPLE OF PENTHOUSE



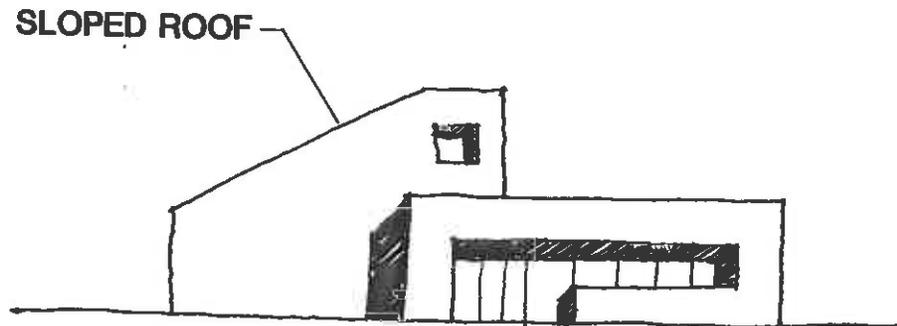
2. EXAMPLE OF MECHANICAL SCREEN

ARCHITECTURAL DESIGN GUIDELINES

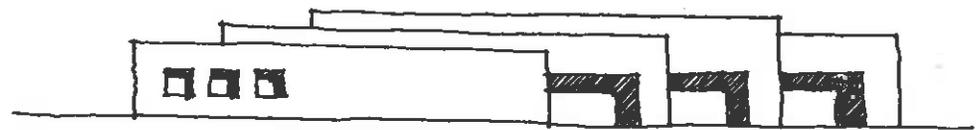
D RESTAURANT

While it is the intent of these guidelines to recognize that restaurants require identity and individuality for commercial success, it is also a design goal that the restaurant results in a design that is recognizable as an integral part of the Vintage Park Master Plan.

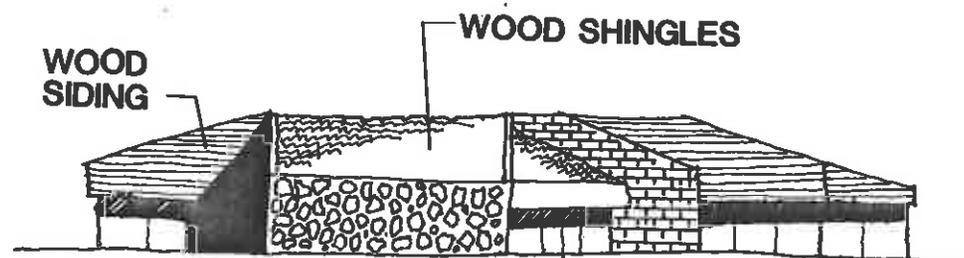
- Uniformity of the following elements is required for design consistency:
 - Site Signage—Refer to detailed Vintage Park Signage System Guidelines.
 - Site Landscaping—Refer to Open Space Guidelines.
 - Building Materials—Refer to page 77 of Facade Treatments.
- Acceptable building materials are plaster, concrete wall panels, granite, marble, tile, metal panels.
- Rusticated materials such as rough wood, stonework, slumpstone, split faced concrete block, and brick will not be allowed.
- Tile roofing materials, metal roofing materials will be considered and only allowed with written approval of the Design Review Committee.
- Highly stylized corporate prototypes shall be adjusted in accordance with these elements to insure design compatibility and integration into Vintage Park.
- Individuality and identity of the restaurant may be expressed by the following:
 - Utilization of entry plazas, see page 71 of Building Massing.
 - Building mass and shape in plan, see page 72, Building Massing.
 - Sloped roof treatments will be allowed after review and written approval of the review committee.



1. ACCEPTABLE



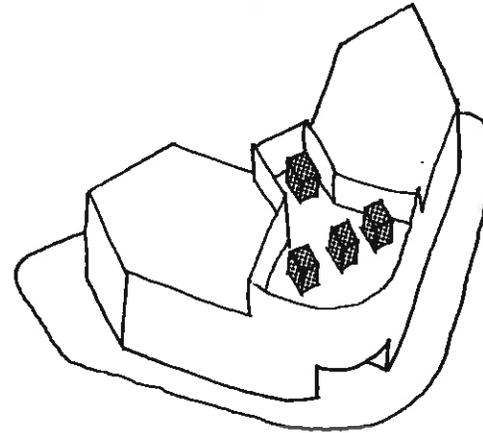
2. ACCEPTABLE



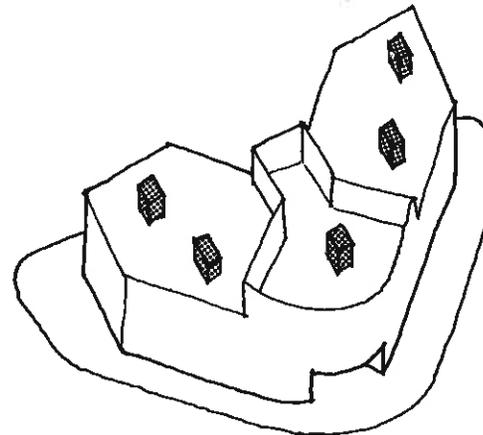
3. UNACCEPTABLE

C6 ROOF TREATMENT

- Rooftop equipment shall be organized into major groups. Random placement will not be allowed.



1. ACCEPTABLE EQUIPMENT ARRANGEMENT



2. UNACCEPTABLE EQUIPMENT ARRANGEMENT

ARCHITECTURAL DESIGN GUIDELINES

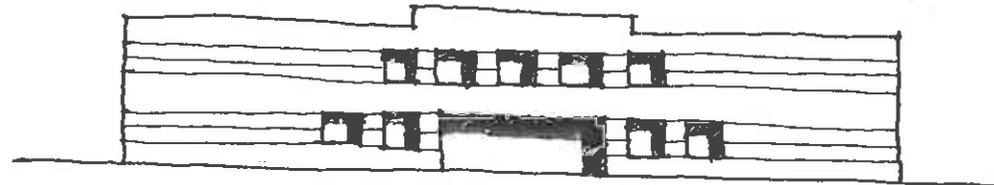
E HEALTH FACILITY

Design Requirements

- Building similar in scale and character to the R&D/Light Industrial Building Forms. Refer to page 69 of Building Heights.
- Flat parapets, horizontal design elements (glass, banding of building spandrels, reveals) are to be unifying elements related to other building forms within Vintage Park.
- Health Facility use may require a taller building mass with use of solid walls. These walls must be broken down in scale with use of texture, score lines, etc.
- The Health Facility building form is not allowed to have a residential character, but must be of a commercial character consistent to the business park environment.



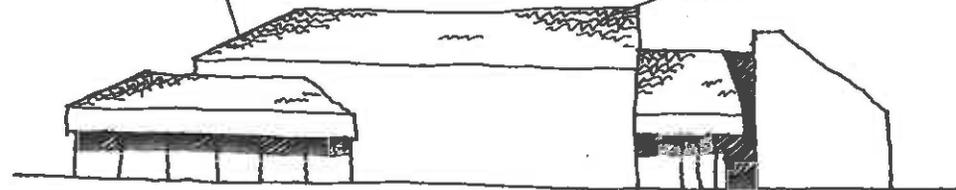
1. ACCEPTABLE



2. ACCEPTABLE

SLOPE NOT ALLOWED

TILE NOT ALLOWED



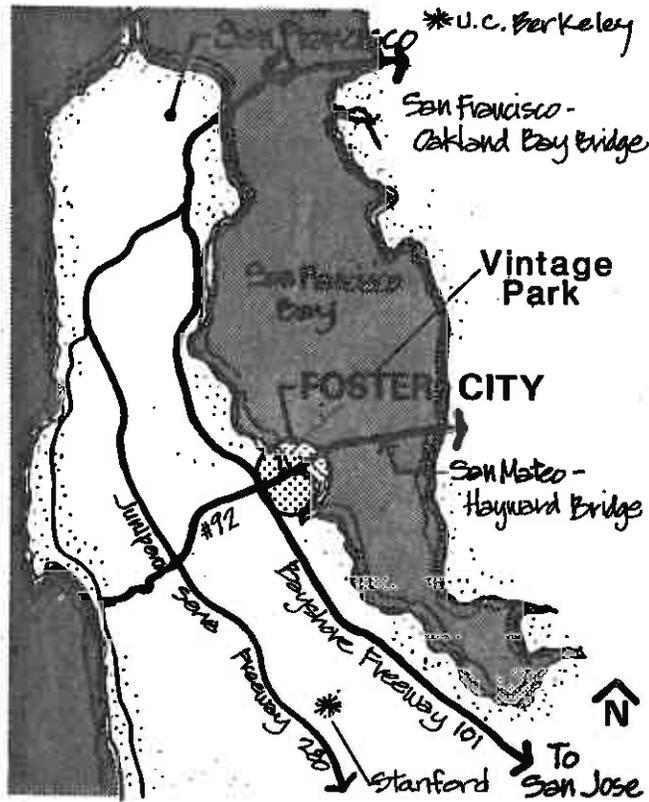
3. UNACCEPTABLE

3

APPENDIX & AMENDMENTS

**This Section Prepared by:
KenKay Associates**

A. SITE CONTEXT



REGIONAL, CITY AND SITE RELATIONSHIPS

The existing 132 acre Vintage Park site is located in the presently unoccupied northwest corner of Foster City. The proposed development is strategically situated between proposed "Town Center" development to the south and the San Francisco Bay to the north, expanding Foster City's core area. Bridging these two particular opportunities and resources are central objectives within the overall framework of the Vintage Park Master Plan and its implementation.

Foster City is situated on the western shore of the San Francisco Bay, approximately 18 miles south of San Francisco. It is bound on the west by City of San Mateo and on the northeast and east by the shoreline of the Bay. To the south is newly developing Redwood Shores community following in the footsteps of Foster City. To the northwest is the San Mateo City limits. Foster City is in the county of San Mateo. In terms of regional transportation, route 101 serves as the primary north/south feeder system with route 92 functioning as the major east/west connection. Route 92, a major freeway, bisects the northern third of Foster City and connects the main Peninsula region to Hayward on the east shore of the Bay via the San Mateo Bridge. Other connections to San Mateo and Belmont are made through East Third Avenue and Hillsdale Boulevard.

The present land of the Vintage Park development site is bounded by Route 92, the J. Arthur Younger Freeway on the south; the San Mateo City line, Mariners Island Boulevard and Fashion Island Shopping Center on the west; East Third Avenue on the north; and Foster City Boulevard on the east. (Refer to map on next page.)

INFLUENCES

Foster City is one of the first planned communities within the San Francisco Bay region to pioneer the concept of waterside living on lagoons and canals connected to the Bay. Foster City is a totally created community and environment located upon an island of landfill now covering the original Bayshore edge. The community and landscape of today has developed over the past 20 years. This has been successfully accomplished within the original city Master Plan intent and image conceived by Mr. Foster and associates in the early 1960's. The flexibility necessary in processing and implementing this long-range plan has come from many dedicated and concerned citizens.

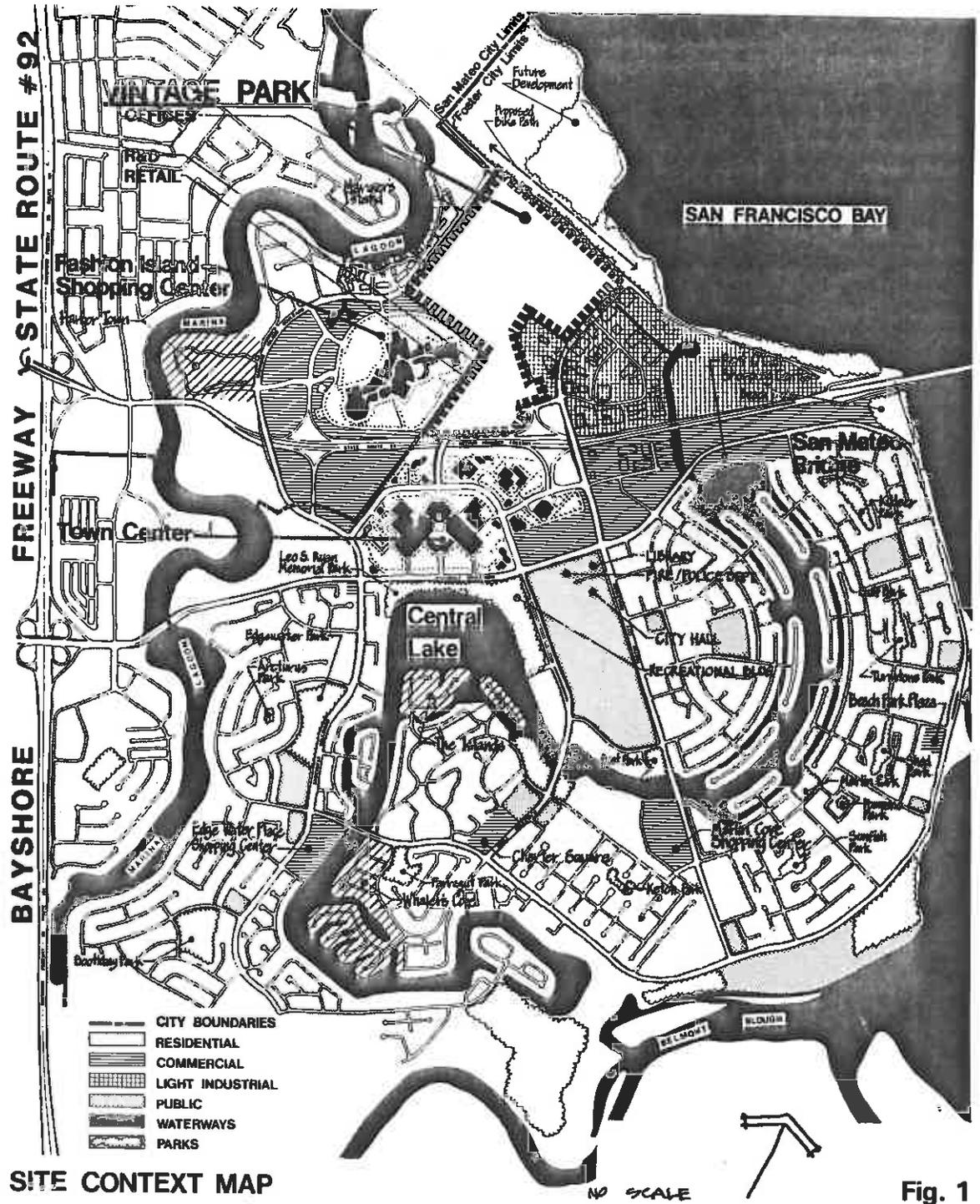
Today, Foster City is a viable and desirable community in which to live and enjoy the special pleasures of this water-oriented lifestyle. The community has grown into a very integral part of the larger Peninsula region but unlike many of its neighbors, has not sacrificed its unique identity and long range commitment to a livable plan and environment.

The challenge to realize the full potential of the expanding community over the past years has not been easy.

Developing the community and landscape within the constraints typical of living on Bayshore landfill conditions requires understanding, experimentation and planning. Understanding these contextual issues provides a clear framework from which to view site specific issues and their larger scale relationships. The majority of residential development is now completed. The new downtown area will serve as the community center of activities and identity. Foster City being physically somewhat removed from the

mainstream of life on the Peninsula offers the rare opportunity to create a totally planned downtown. This look would set the character of the City center for generations to come, providing a strong central focus and place for the enjoyment of residents and visitors alike. There will be new places to work, eat and recreate within easy reach of bicycle, walking or intra-transit systems.

This is a critical time for the future of "downtown". In less than ten years downtown Foster City will be realized, with the completion of Vintage Park and Town Center. Together and individually these projects will interject a spark of urbanization that can be enjoyed by all from afar and within the City. Today these sites are only empty void spaces in the heart of Foster City's community fabric.



B. SITE DESCRIPTION

Introduction

During the early stages of the Vintage Park planning and design process a complete planning study was done, the existing site conditions and its immediate surroundings were inventoried, analyzed and recorded. The purpose of this effort was to clearly define and establish the surface and subsurface constraints and opportunities, along with their inter-relationships, that needed to be taken into account during the planning and design process. The Bay-shore environment and landfill situation create many unique considerations for development implementation and maintenance.

Site Analysis

Vintage Park site encompasses approximately 132 acres of filled and leveled land. The property is one of the last large parcels of undeveloped and unimproved land in Foster City. At present, the site is visually unattractive and physically uninviting. The entire property appears flat, barren and windswept. The surface is void of any substantial vegetation and looks raw. During the rainy season occasional ponding occurs. The prevailing wind is from the west and northwest.

The filling and rough grading that exists today was completed prior to this study. The site has been filled with approximately five feet of dry and rocky fill from Candlestick Hill. This was laid down over the original Bay mud. The drainage on the ground surface pitches into a central open concrete channel system. All the water flows to one outfall point located in the upper northeast corner of the property. From there it flows under Foster City Boulevard into a slough.

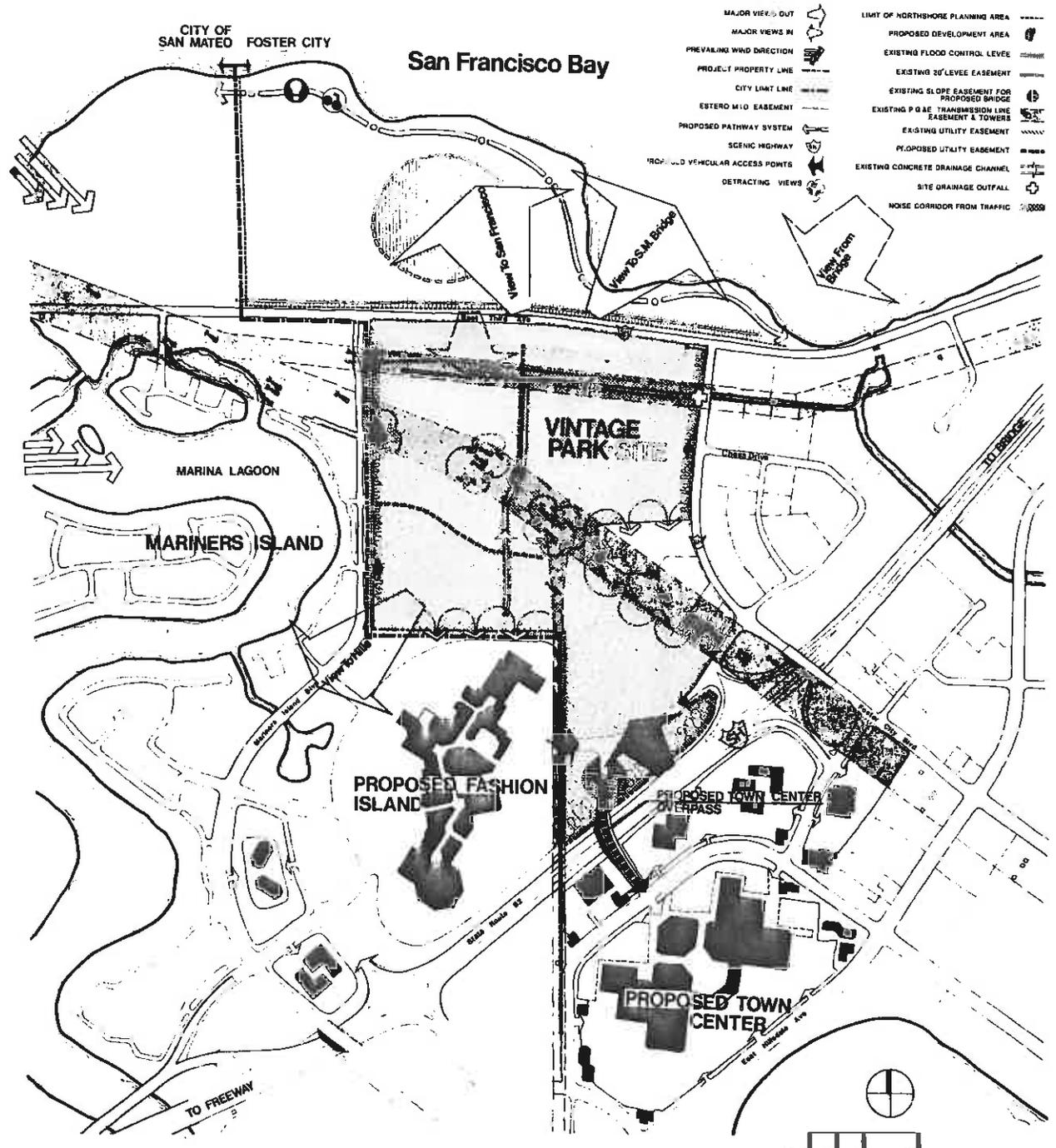
Visually and functionally, the P.G. & E. high tension towers and wires dominate the site and surrounding areas. The tall metal towers up to 70' high with their droopy metal wires create a visual sense of confusion. The present site is spanned by two major high-tension power easements, with a total of 13 towers on site. The principal easement runs east/west across the center of the land. There is a connection to the northwest corner and another easement parallels the north frontage. The basic restrictions on land use from these easements limit land use to recreation, circulation, parking, landscaping and water. The current location of the easements does not allow the reasonable aggregate of buildable land required to create a development that will look and function as one entity. The P.G. & E. towers, wires and easement requirements are described on page _____. They represent the most significant single constraint and their visual impact on the development of the current site. The other major utilities that have a significant impact are the force main and city water line located beneath the surface in the northwest of the property.

Other important considerations identified and addressed as part of the study include:

- **Unpredictable settlement** of the land.
- **Underlying Bay mud** characteristically compresses under the weight of fill and building loads.
- **Lack of proper drainage.**
- **Salt** from the Bay mud rises vertically and has an **adverse affect** on most **vegetation.**
- **Consistent winds** to which the site is exposed, are problems for human comfort, ground stabilization and plant development.
- **Vehicular, bicycle and walkway systems** are non-existent.

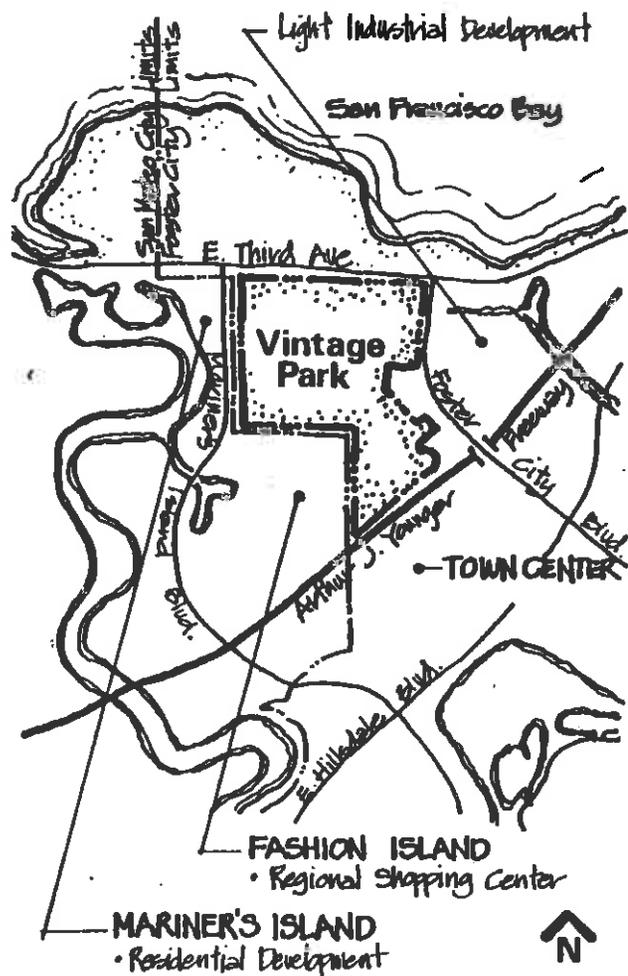
The majority of these factors result from landfilling over the original Bayshore tidelands and salt flats. Although the climate in Foster City is by no means severe, it does exhibit characteristics which should be taken into account.

The positive aspects of the land lie primarily in its potential future as described in the Master Plan. Vision and cooperation between the developer, City and P.G.&E. will play a most important role in the success of this heavily impacted site.



SITE ANALYSIS MAP

Fig. 2



Vintage Park site is bounded by a number of land uses that have either existed for many years, been recently constructed or are presently in the planning phase. Each situation is an important factor in formulating a responsive master plan. Many influences that affect the future development of this site are not contained or limited by the perimeter conditions alone. The opportunities for views and physical links outside of the property to natural and manmade resources are important.

The entire west boundary of the site is on City of San Mateo's border. A twenty-foot levee runs the length of the west side between Vintage Park property line and San Mateo/Foster City limits. The Estero Municipal District maintains a one foot easement along Mariner Island Boulevard that adds to the levee's dimension. This levee is used for flood control.

On the west side of Mariner Island Boulevard is the Mariner Island housing development facing on to Marina Lagoon. Beyond, the fog draped hills above San Mateo can be seen. To the southwest of the site is Fashion Island, a regional shopping center recently completed. The entire two-story linear structure is constructed on a raised earth pad whose ground elevation is above the Vintage Park site. The shopping center is inward oriented and the exterior is surrounded by auto parking, with minimal perimeter planting and berms. A substantial screen and buffer of vegetation is proposed along the entire perimeter of the west side.

The site's north boundary is East Third Avenue, a direct connection to Freeway 101. There is a proposal to widen the road to four lanes in the future. To the North, beyond the flood control levee and undeveloped fill area, lie the open waters of the Bay and a fine view of the San Francisco skyline in the distance. The lands between Third Avenue and the Bay are presently undeveloped and designated by the City as the Northshore Planning Area.

To the east, Vintage Park abuts on light industrial development and Foster City Boulevard. The immediate view is not good, but the development east of Foster City Boulevard is much better in quality. To the northeast there is an excellent view of the San Mateo Bridge.

On the south the site is contained by Route 92, the J. Arthur Younger Freeway, a major east/west connection which runs from Hayward via the San Mateo Bridge to Half Moon Bay. The Freeway is a barrier from the rest of Foster City and is breached only at two points, Mariner Island Boulevard and Foster City Boulevard. The views of the site from the freeway and bridge are an important image consideration. A future bridge or overpass is proposed to span Route 92 from the proposed Town Center development to Vintage Park. The bridge will carry bicycles, pedestrians and vehicles; connecting these two important downtown developments together and to the Bay recreational resources.

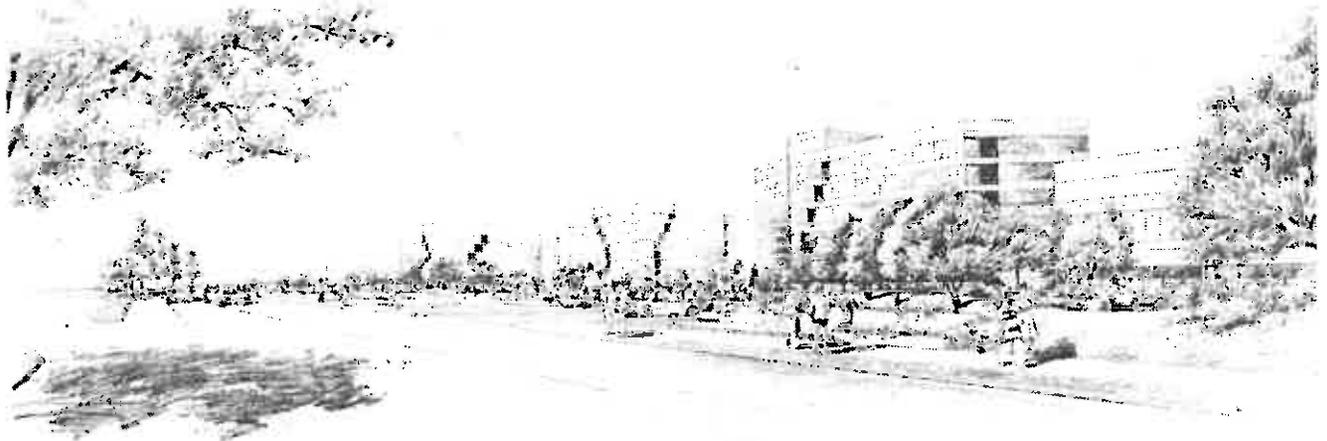
C MASTER PLAN

THE MASTER PLAN

The Master Plan section of this report presents and summarizes the principal concepts and directions established during the past few years of planning and approval. The initial phases of the development are approved and constructed, or currently under construction, following the basic concepts outlined in the Master Plan.

The proposed "Master Plan" for the long-range development of Vintage Park, Foster City, is paramount in importance to both city and development-owners. The plan envisions a unique and exciting "mixed-use" development on the existing 132 acres of presently barren property. The comprehensive plan aims at the creation of a "special place", that will instill the qualities of urban life, respect the unique conditions that exist, be conducive to public use, ensure safety and welfare and recreation, and relate to the contemporary lifestyles of Foster City's personal community.

The significance of the Master Plan is to describe the objectives sought in the development, convey an image of scale, and acknowledge the commitment by Vintage Properties and the city to a long-range quality development.



VINTAGE PARK A MIXED USE DEVELOPMENT

Within Foster City, Vintage Park will become a special place where residents work, shop, eat and enjoy leisure activities. The development concept is one of newness and quality. Offices, commercial/retail, research and development, are planned and integrated within the overall framework of a substantial open space system. This character will be embodied in a "park-like" setting and will reflect the water-oriented theme of Foster City.

Currently, a number of cities and towns throughout this country are addressing the needs and desires of their citizens to retain community scale and identity. The central focus of this major effort is directed at the existing downtown renewal areas. In most downtown areas the structure is already established. Most attempts to change are merely cosmetic, even though they are improvements. Foster City has a unique and rare opportunity to create a 'downtown' where none exists presently. One that can be realized within less than 10 years.

The mixed use development concept for Vintage Park in Foster City is current and central in achieving these overall community goals. The Master Plan is organized, structured and phased to carry out the objectives of this concept.

Historically, Foster City developed over the past two decades within the framework and understanding of an overall Master Plan. Today Vintage Park's Master Plan is in stride with Foster City's approach and heritage.



PROCESS AND INTENT

The Master Plan is focused on many levels of details and issues related to the site, surrounding conditions, and the context of Foster City. There have been many paths followed and steps taken to arrive at the point where we are today. Although this is a very complex project to develop, the cooperation between the city, developer-owner and other factions has been fairly smooth. In the past 4 years the planning process has moved from identifying basic problems and opportunities to the formulation and adoption of the Master Plan. The process continues now into reality.

The basic function of the Master Plan is to identify, formulate, and present to the city the best solution possible for the land in terms of the developer's program. This is defined as a plan that is economically realistic, environmentally sound and respectful of the community as a safe, viable, socially cohesive place. Also important is sufficient flexibility to promote design excellence and sufficient restrictions to protect the best interests of Foster City.

The overall objectives of the Master Plan include:

1. The quality of a totally built environment.
2. The creative inter-relationships of all systems design.
3. The success of meeting social and community objectives.
4. To be responsible to realistic market interpretations.

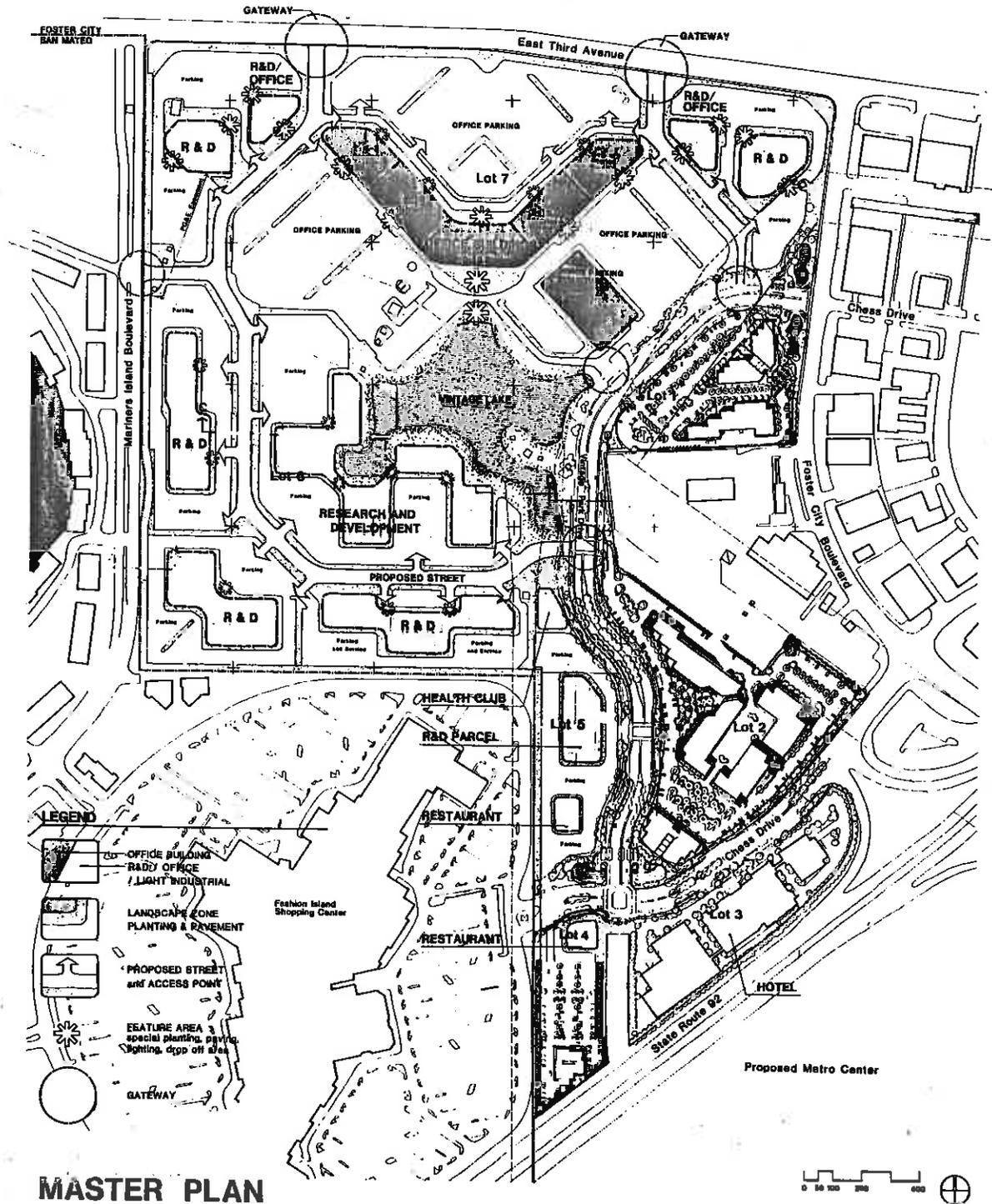
These objectives are accompanied by three streams of focus that were also considered during the Master Plan process: the development as a functioning physical entity, the design and decision-making process required to implement the development, and the management mechanisms and processes required to operate and maintain the project after it is in place. All three systems of considerations were designed into the planning process together from the initial steps so that all could interact.

The key to the success of Vintage Park development will evolve out of organized management, understanding basic concepts outlined in the Master Plan, and flexibility to make practical and efficient decisions throughout the life of the project. The Master Plans for management and development are critical tools for decision making. This document will facilitate that effort and understanding.

THE SITE PLAN CONCEPT

Vintage Park is intended to be a mixed-use community of quality, scale, beauty, security and variety. These primary factors are guidelines for the design and development of each component of the project. The entire 132 acres of land are planned and designed with the understanding that each land use and system has its own function, internal elements and connections that relate and interact with adjacent land uses and systems. Vintage Park is inevitably linked externally to other systems and resources.

The basic site plan arrangement, illustrated in graphic figures, establishes the location, relationship, and extent of three principal land uses, offices, R&D/light industrial and commercial/retail. They range in size from 10 to 50 acres. The most significant factor in the organization of these various land uses on the property is the existing location of the P.G.&E. easements. The easements contain clusters of high tension towers and wires that span the entire central section of the site, running east and west in two



paths. P.G.&E.'s requirements within these easements limit land uses and the heights of introduced elements. No buildings are allowed within the easements, although the opportunity does exist for landscape improvements, circulation, recreation and parking. The other important considerations incorporated in the site plan include environmental conditions, sun, wind, views; the constraints inherent in building on Bay fill; and relationships with surrounding land uses and future developments.

The most significant decision made in the early planning stages was to relocate the northernmost P.G.&E. easement and combine it with the major central east-west corridor. This change allows the land to be aggregated into three large parcels of buildable property. The center of the property between the buildable parcels is planned as the primary open space as it is within the easement.

The open space concept establishes the basic framework and theme of Vintage Park. It consists of a series of interlocking systems that contain landscape, water, circulation/parking, utilities, and recreation amenities for the entire community. The principal features of the open space include: creation of fresh water features, generous landscaping integrated with the buildings; circulation systems with emphasis on bicycle, pedestrian and transit connections; visual order, interest and spatial sequence; and public safety.

The other land uses that compose Vintage Park will include buildings, parking, circulation, and support facilities. The illustrative Master Plan indicates footprint areas of these land uses and their relationships in a hypothetical manner to project the possibilities developed during the planning and design process. These individual areas will be restudied during the implementation process to determine their final form. The city will review the plans at that time for approval. The basic concepts of orientation, relationships, character and scale established in the Master Plan should not be lost. The guidelines to these concepts are outlined within this document.

C1 LAND USE PLAN

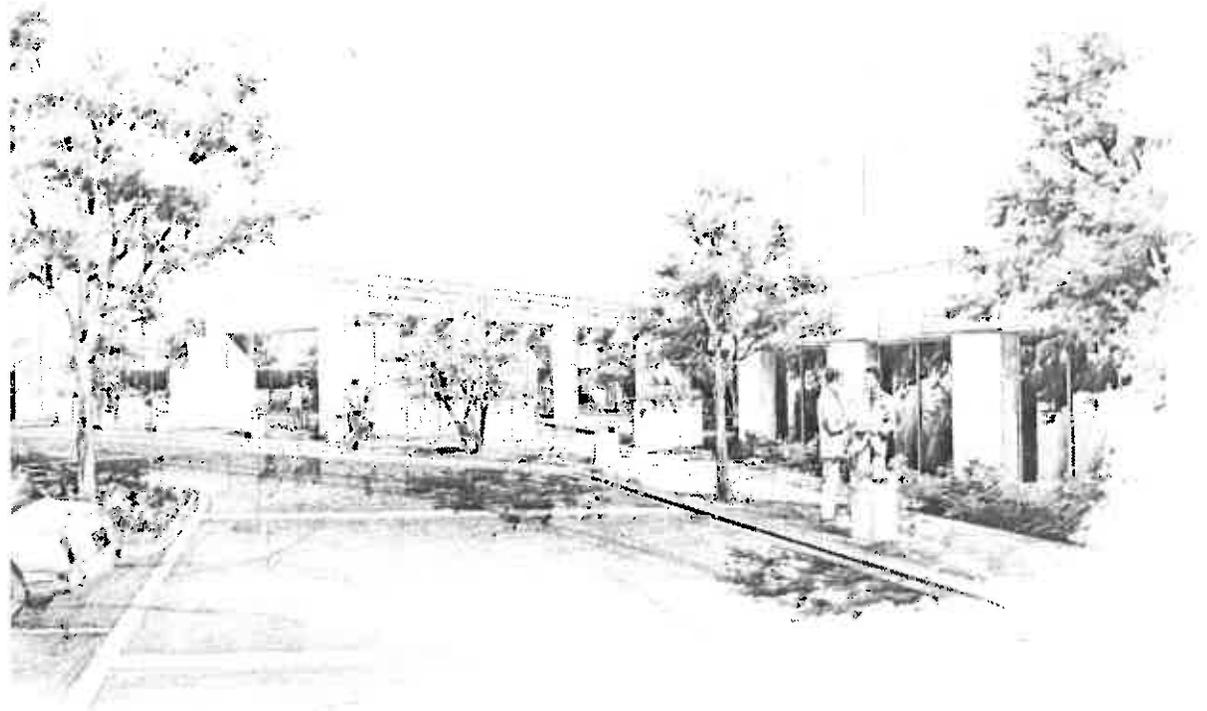
Vintage Park is designed as a mixed use development composed of three major land uses; 1) executive and business offices, 2) research & development/light industrial, and 3) commercial/retail/financial. The various land uses are integrated by an open space system that will give the overall development a park-like quality. The open space network provides community recreational opportunities for the pedestrian and cyclist within a series of landscaped corridors and water features. The unbuildable areas within the P. G. & E. easements are used for parking, circulation, landscaping and recreation. Vintage Park Drive and Chess Drive are the principal onsite vehicular circulation systems. They are embodied within substantial corridors of green space that include separate pedestrian and bicycle systems, gateway entrances and special landscape features.

Secondary roadways will connect East Third Avenue with Vintage Park Drive and will provide access to the offices and the research & development/light industrial land uses. The secondary roadways will also have green space corridors with street trees, sidewalks, and planting to screen parking areas.

Vintage Park will follow the proposed City parking ordinance requirements, except to propose a slightly higher compact car ratio, which is subject to the final approval by the City.

OFFICES

The northern portion of the site is designed for executive offices. Approximately 800,000 to 1.1 million gross square feet of space is proposed in buildings between four and 16 stories high. The space will be leased to a variety of tenants from small offices to large corporate users. Minor accessory uses, such as service retail and restaurants, will be included to serve the office occupants.



The office buildings will focus upon views to the north and the Vintage Lake to the south and will be oriented to provide a strong, positive image along East Third Avenue. Taller buildings will be located toward the interior of the site and will take advantage of the distant views of San Francisco and the near views of the Bay and shoreline.

The plan provides for sufficient convenience and long-term parking onsite without excessive asphalt areas which will be visually objectionable. The concept of "green spine collectors" running through the parking areas addresses and mitigates this concern. There will be adequate bicycle, motorcycle and visitors parking incorporated. Path systems will connect directly to nearby bus stops and research and development buildings reducing the need to drive.

The main vehicular entrance points from off-site will be from East Third Avenue and Vintage Park Drive. A secondary entrance will be off Mariner's Island Blvd.

The proximity of Vintage Lake will provide lunch-time meeting places for both the offices and R&D users. An added amenity will be the jogging course around the offices and Vintage Lake.

LIGHT INDUSTRIAL/RESEARCH & DEVELOPMENT

The light industrial/research and development components are located on Lots 1 and 2 adjacent to the existing industrial uses along Foster City Boulevard; on Lot 6 north of Fashion Island Shopping Center, east of Mariner's Island Boulevard, and south and southwest of the Central Open Space area; on Lot 7 at the northeast and northwest corners of the site; and on Lot 5 east of Fashion Island Shopping Center. These developments will provide space for research,

development and light industrial use requiring office space for engineering, research, administration, with possible requirement for light manufacturing and assembly and light industry.

Approximately 200,000 gross square feet of research and development uses and business offices in one and two story buildings have been approved for Lots 1 and 2 and the major portion will be completed in 1984. On Lot 6, 420,000 to 440,000 gross square feet of space is proposed, with buildings of varying heights. On Lot 7, 90,000 to 96,000 square feet of space is being considered at each corner of the site with one to three story buildings. On Lot 5, 35,000 gross square feet of space is proposed.

COMMERCIAL/RETAIL/FINANCIAL

The southern portion of the site, along State Highway 92 and the southwestern portion of the site east of Fashion Island Shopping Center will provide commercial center, banks, savings & loans, restaurants, hotel or health club which provide goods or services to the general public.

A 281 room hotel on Lot 3 and a 10,000 square foot restaurant on the southern portion of Lot 4 have been approved by the City. Two additional restaurants are planned for the northern portion of Lot 4 and on the southern portion of Lot 5. The areas will be developed with a quality landscape treatment. Parking areas will be shaded and screened from the surrounding streets and land use. Landscape buffers adjacent to the Fashion Island Shopping Center will separate the two visually but not physically. The developments are oriented toward Vintage Park or Chess Drive and integrated in the open space network that connects this land use with the research and development/light industrial areas.

LAND USE PROGRAM

NOTE: R & D LAND USE MAY INCLUDE OFFICE AND LIGHT INDUSTRIAL USES

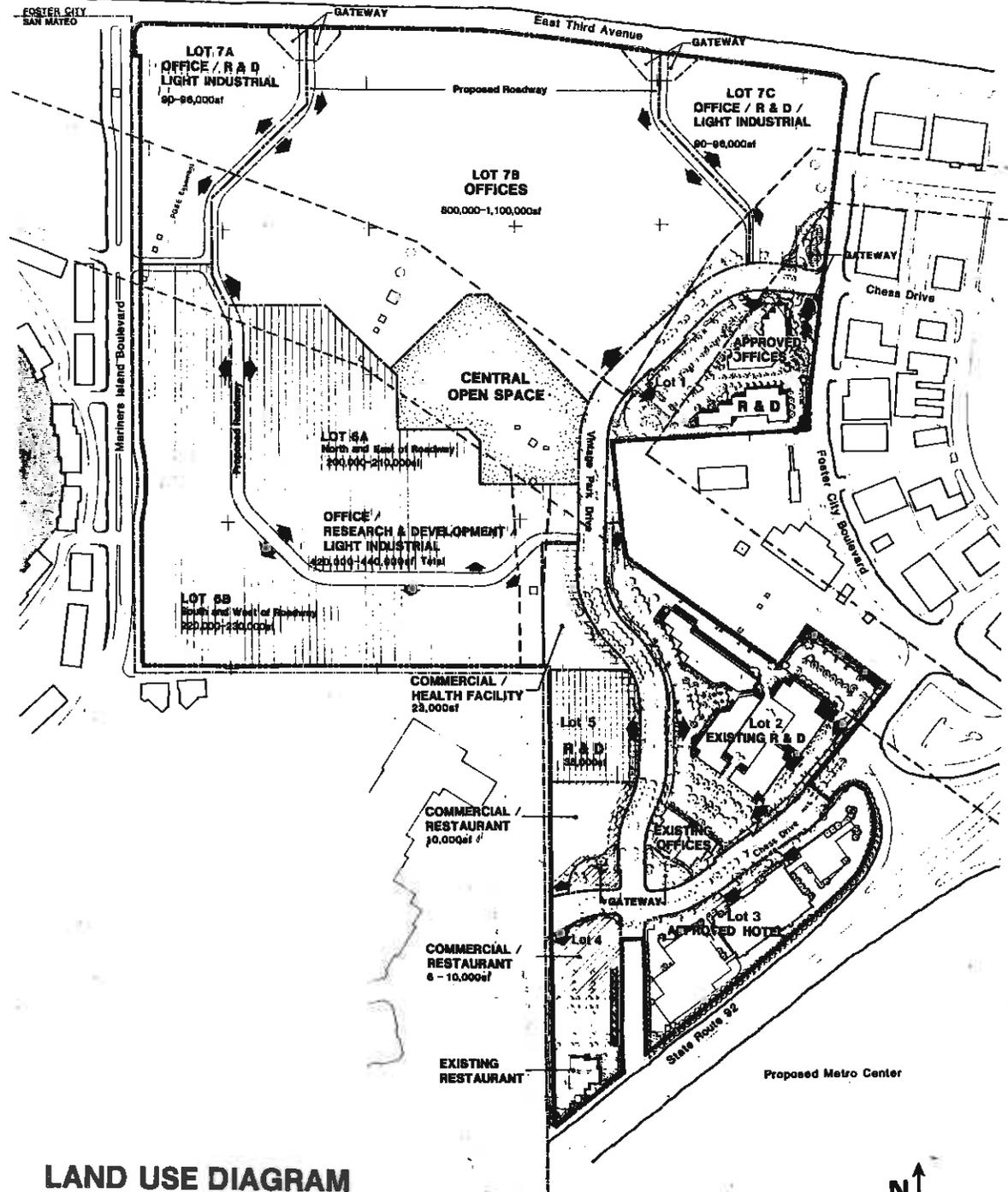
		ACREAGE	
Lot 1	Offices	2.5	6.1 Acres
	R & D	3.1	
	Gateway	.5	
		8.1	
Lot 2	Offices	2.7	11.4 Acres
	R & D	8.4	
	Gateway	.3	
		11.4	
Lot 3	Hotel	6.2	6.2 Acres
Lot 4	Restaurants/Commercial	3.2	3.2 Acres
Lot 5	Restaurant/Commercial	4.3	4.7 Acres
	R & D	.4	
	Gateway	.4	
		4.7	
Lot 6	Office/R & D/Light Industrial	37.0	40.2 Acres
	Health Facility	3.2	
	& Central Open Space	40.2	
	Roadway		
Lot 7	Office/R & D/Light Industrial	12.7	52.5 Acres
	Offices & Central	35.8	
	Open Space	2.3	
	Roadway	1.9	
		52.5	
Vintage Park Drive/ Chess Drive Corridors		8.0	8.0 Acres
		TOTAL	132.3 Acres

GROSS BUILDING SQUARE FOOTAGE

Lot 1	Offices	43,800 SF
	R & D	25,340 SF
Lot 2	Offices	39,000 SF
	R & D	98,800 SF
Lot 3	Hotel	281 Rooms
Lot 4	Restaurants/Commercial	16-20,000 SF
Lot 5	Restaurant/Commercial	10,000 SF
	R & D	35,000 SF
Lot 6	Office/R & D/Light Industrial	420-440,000 SF
	Health Facility	23,000 SF
Lot 7	Office/R & D/Light Industrial	180-192,000 SF
	Offices	800-1,100,000 SF

PARKING PROGRAM

Offices	1 / 250 SF Required	1 / 250 SF Provided
R & D	1 / 300 SF Required	1 / 300 SF Provided
Restaurant	1 / 100 SF Required	1 / 100 SF Provided



LAND USE DIAGRAM

N ↑
NOT TO SCALE

C2 OPEN SPACE PLAN

The framework of Vintage Park is one of open spaces and circulation systems allowing community use of the project. Vintage Park as an overall community will embody much of the idealism of future energy conscious communities by the completeness of the open space systems, alternative transportation systems, and various community facilities within the mixed-use development. The creative use of the P.G.&E. easements upgrade community values and produce a landscape consistent with the overall design concept for a quality development.

Vintage Park site has no significant natural features that exist and the new development must depend entirely on man-made grading, landscaping, water features and architectural massing to create the image envisioned. The goal of the design is to create a park-like quality engrained in the development, which organizes the mixed land uses and is economically feasible. The open space concept will take advantage of the obstacles presented by the P.G. & E. towers and easements and turn it into an exciting opportunity as an overall community recreational amenity.

The open space system represents the "backbone" of the development both functionally and aesthetically. The network of systems that make up the overall open space framework include: grading to shape ground forms, planting, water elements, utilities, circulation patterns, recreational spaces, site furniture, lighting, signage, and creative use of the easements resulting in a comprehensive and unified park setting for the buildings and movement space.

During the planning and design process a hierarchy of objectives of Vintage Park development was established which set the path for the final decision as represented by the Master Plan. The open space system is clearly the framework in which this development will evolve. The overall objectives, and major features are outlined below:

OPEN SPACE PLANNING OBJECTIVES:

To develop the landscape as a statement of quality, identity and organizational framework that forms a supportive environment for working, business and recreation.

To create a quality mixed use development within a "park-like" setting that mitigates the existing site conditions, organizes the mixed land uses, is economically feasible and shares uses of recreation amenities and parking.

To create a strong unified landscape and framework that harmonizes the diverse range of private interests and architectural response.

To develop a unified hierarchy of site functions and elements including circulation systems, recreational amenities, public and private access and landscape forms and details.

To design a development that is not only unique and supportive of a wide range of uses, but is also flexible enough to accommodate changing market demands and unforeseen desires.

To create an identifiable design theme for the open space system by the use of water features, landscape character and circulation patterns.

To plan circulation patterns which are integral systems within the network of landscape corridors, recreational amenities, building massing and view opportunities.

To connect internal and external linkage opportunities where possible including circulation, views and recreational resources from the Bay to Downtown.

To design a development that can be phased over time within the concept established in the Master Plan.

OPEN SPACE DESIGN OBJECTIVES

To take advantage of the obstacles, image and limitations presented by the P.G.&E. towers and turn them into landscape amenities by the use of water features, ground forms, planting, surface detail and architectural massing.

To create adequate green space corridors including circulation systems that enhance the experience of moving through a quality development with particular emphasis on traffic safety and maintaining clear sight distance.

To create fresh water features throughout the development to provide interest, variety, views and to reflect Foster City's water oriented theme. By using quality of water and open space views to detract from the towers' presence.

To use appropriate plant material and installation techniques to create visual order, spatial effects, overall park identity, beauty and variety. Also to mitigate effects of wind, sun, noise, and undesirable views by screening.

To de-emphasize the presence of the automobile both moving and parked. To reduce conflicts between all circulation systems especially at interfaces.

To provide reasonable public access and barrier free design for the handicapped.

To design parking areas to be shared by various land uses where possible and in apportionment for reasonable access to all facilities. To screen, shade, and breakdown the scale of parking areas when possible.

To promote the use of the public bus system by providing drop-off spots and pedestrian connections to building masses.

To enhance the views into and from the site.

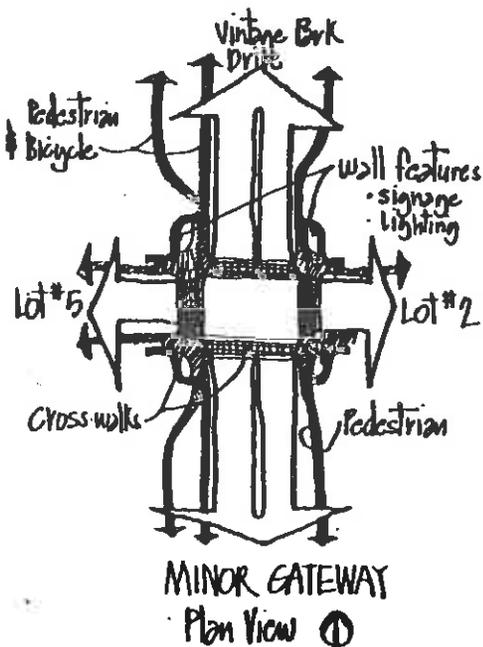
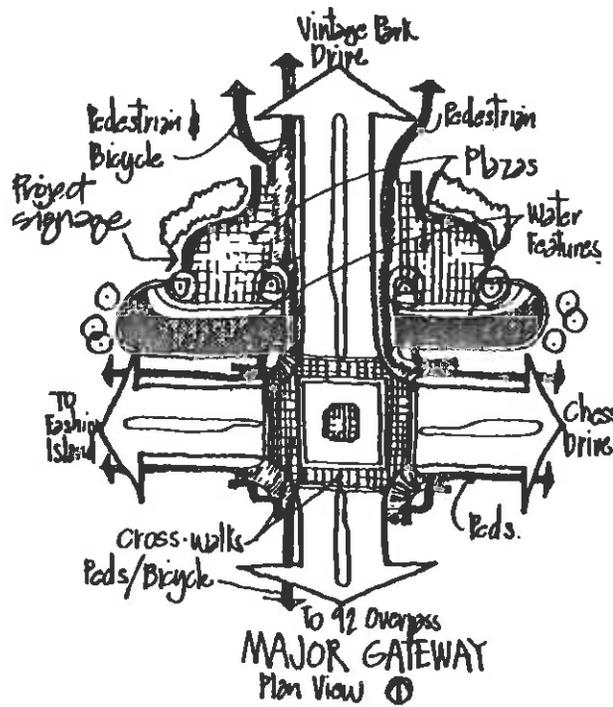
To create a hierarchy, variety and sequence of open spaces that are interconnected by circulation system.

To create a sense of entry into Vintage Park and identity while moving through the interior corridors by use of the "Gateway" concept.

To design, plan and orchestrate all grading, utilities, circulation, gateways, planting, irrigation, site furniture, lighting, signage, etc. so that they make a maximum harmonious contribution to the project as one composition and overall theme: Vintage Park.



C3 MAJOR ELEMENTS-(COMPLETED)



MAJOR GATEWAY

The Master Plan for Vintage Park identifies gateways at major entries to the project. Two gateways are part of the improvements of Chess Drive and Vintage Park Drive. The South Gateway is located at the intersection of Chess Drive and Vintage Park Drive. The North Gateway is located at the intersection of Vintage Park Drive and Foster City Boulevard. Two additional gateways will be developed at the project entries on East Third Avenue. Gateways are composed of various elements which form unique statements announcing arrival at Vintage Park. The Major Gateway Plan to the left shows the relationship of all the elements. The following briefly describes the major elements of the gateways.

INTERSECTION AT SOUTH GATEWAY — Special paving material and pattern using concrete interlocking pavers edged with concrete bands at cross walks, and a field of special paving material and pattern with a concrete band at the center of the intersection.

INTERSECTION AT NORTH GATEWAY — Cross walks across Vintage Park Drive will receive the same treatment outlined for the South Gateway.

GATEWAY PLAZAS — Located just beyond the "bridge" the plazas on both sides of the road will include special pavement with concrete bands, feature element (which may be a fountain or sculpture), trees planted in an esplanade pattern, plaza lights, steps leading to the pool with some planting and site furniture consisting of benches, litter containers and sign-

age. The plazas will be framed on the backside by a low wall or planted berm, with background planting. Connections to the development within the adjacent parcels may occur at the plazas. The plazas will serve as staging areas for bicycle and pedestrian traffic.

MINOR GATEWAYS

Minor gateways identify entrances to individual parcels or major land uses along Vintage Park Drive and Chess Drive. The Proposed Minor Gateway Plan on the left shows the relationship of all the elements which compose the minor gateways.

CROSS WALKS — Special paving material and patterns with concrete bands delineating the cross walks will be used. The curb will be depressed to accommodate handicapped access. Adequate space will be provided at the sidewalk area.

ENTRANCE WALKS — A concrete wall will be at the corner of the intersection. The wall will be utilized for signage identifying the parcel, with lighting.

The walls will be visually and spatially reinforced with special accent planting to complete the composition. The walls will be specially detailed and will serve to retain the landscape berm.

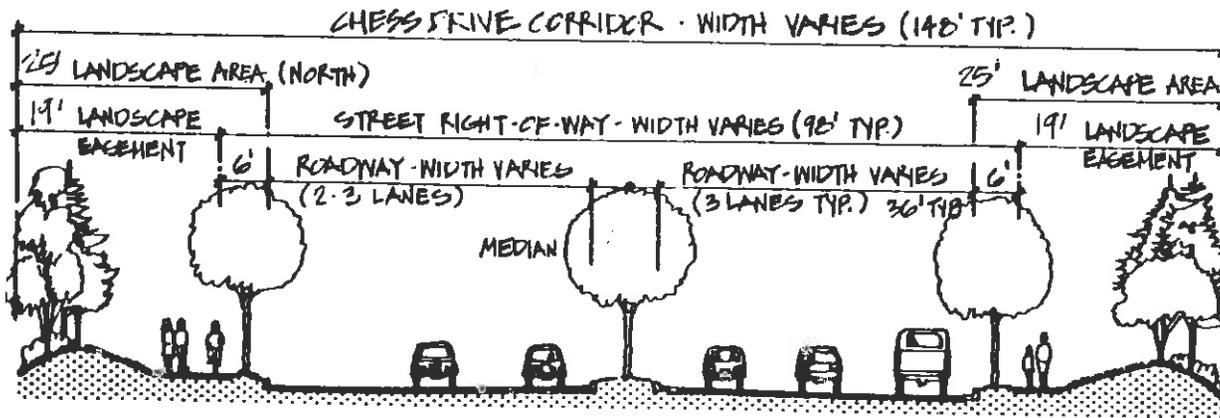
WATER FEATURES — Curvilinear pools of water on both sides with special planting at the edges. The water will be recirculated with provisions for debris collection.

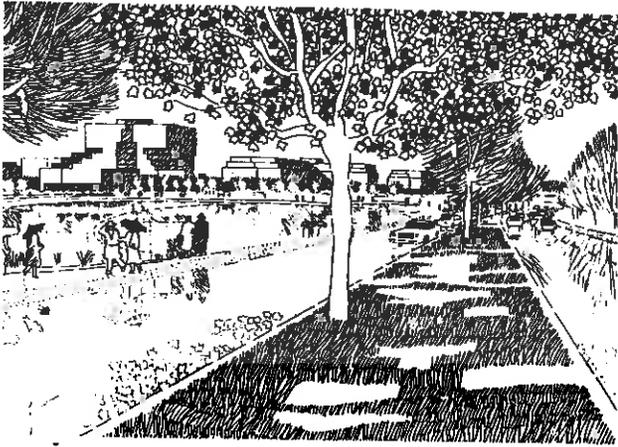
CHESS DRIVE & VINTAGE PARK DRIVE CORRIDOR

CHESS DRIVE

Chess Drive connects the Route 92 interchange to the Fashion Island center. Intersecting this corridor will be the future town center bridge and the major south gateway entrance to Vintage Park Drive. Guidelines for its development are as follows:

- Roadway consists of four to five lanes of road traffic with turnout lanes at special entrances.
- The character is to reflect a park in quality with trees and landscape lining the corridor.
- All roadways are to be in compliance with city specifications and requirements.
- Beyond variable right-of-way widths landscape easement borders each side of the Drive.
- North side landscape combines bicycle and pedestrian path systems in one path.
- South side landscape easement contains only a pedestrian path.
- All paths to be separated from roadway by minimum 6' wide landscaped linear zone.
- Minor gateways are proposed connecting Chess Drive to future developments north and south.
- Two bus turnouts will be provided.
- The median and roadway edges will be planted with large high crowned canopy trees coordinated with lighting elements.
- Minor gateways will be reinforced by medium sized accent trees.
- Understory planting in the median will consist of low maintenance plants with color and texture coordinated to the sequence of tree planting.
- Understory planting on south side will screen future parking while allowing views into retail complex.
- Planting and mounding forms along north side of Drive will form the park edge and focus views into the development.
- Chess Drive will have three lighting systems; standard Foster City Street lights for automobiles, pedestrian lighting for bicycle/pedestrian paths and bus stops, and sign lighting for the park signage system.





VINTAGE PARK DRIVE

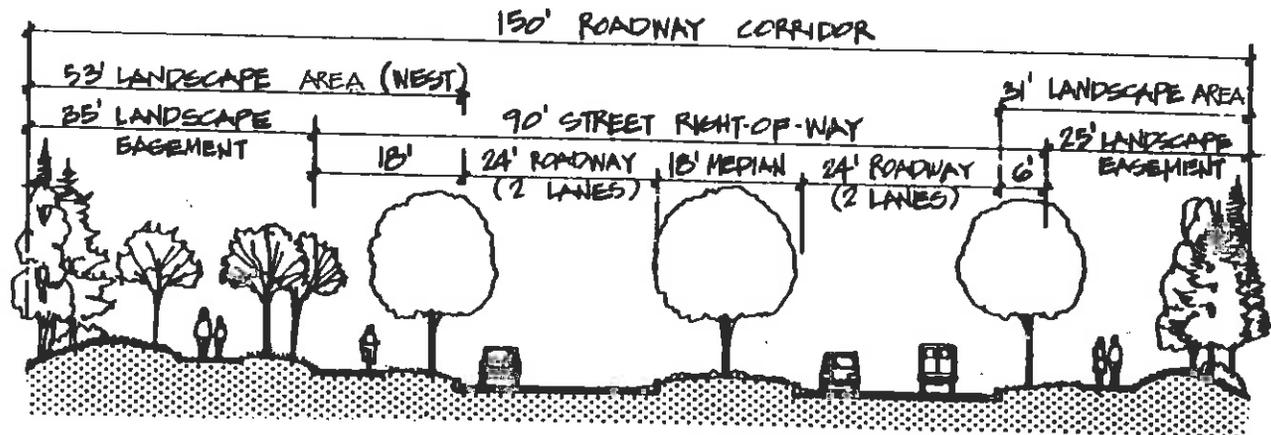
Vintage Park Drive is the major road corridor linking the major entrances, land uses, and open space systems. The Drive connects Chess Drive and future intersection with the proposed development and Foster City Boulevard to the north. Guidelines for its development are as follows:

- Vintage Park Drive corridor legally consists of a 150' wide zone which includes a 90' right-of-way and 60' of landscape easements.
- Physically the 150' roadway corridor will consist of two 24' wide roadways separated by an 18' median with a 53' landscape to the west and a 31' landscape to the east.
- The wider landscape on the west side will accommodate both pedestrian and bicycle paths.

- Several bus turnouts will be provided along the corridors.
- Vintage Park Drive is terminated on both ends by major gateway statements. Three minor gateway nodes occur along the corridor.
- Planting scheme along the Vintage Park corridor follows a sequence of closed and open spaces; the southern portion is tightly contained by trees and building faces with openings related to the plaza reserves and minor gateways. The northern portion is more open with views to the west, across Vintage Lake and within the P.G.&E. easement. Planting tightens the corridor to the extreme north screening adjacent parking.
- Southern drive segment: planting structure will be formed by large evergreen trees as backdrop screening with deciduous trees and shrubs taper-

ing down to meet the road corridor. Accent planting at plazas and entrances articulates nodal points.

- Northern drive segment: dense walling of evergreen shrubs and trees coordinated with mounding on east side reinforces western views with low water edge and erosion control planting meeting the lake. All plant material in P.G.&E. easement is not to exceed 15' height restriction. Planting in extreme north section will be deciduous trees backed by evergreen masses with accent trees located at gateway points.
- The drive corridor will have three types of lighting systems, standard Foster City street lights for automobiles and bicycles, pedestrian lighting for the pedestrian walkways and bus stops, and sign lighting for the Park signage system.



D VINTAGE PARK RECOMMENDED PLANT MATERIAL LIST

The following plant material list has been compiled by KenKay Associates for use in conjunction with the *Overall Landscape Development Plans* for Vintage Park. A major concern in the selection of plant material has been the adaptability of plants to the poor subsurface and soil conditions and the constant winds which occur on the site. Emphasis has been placed on plant material which will do well despite the harsh conditions. Within each category are several alternatives. This plant list is meant to be representative rather than all inclusive. Special considerations for plant material recommended under the P.G.&E. easements are discussed and listed within.

Botanical Name	Common Name
I. Major Plants (not including P.G.&E. easements)	
Tall Trees (40' or taller)	
Acacia melanoxylon	Black Acacia
Alnus oregona	Red Alder
Casuarina cunninghamiana	River She Oak
Cupressocyparis leylandii	Leyland Cypress
Eucalyptus camaldulensis	River Red Gum
Eucalyptus rudis	Desert Gum
Pinus muricata	Bishop Pine
Pinus radiata	Monterey Pine
Platanus acerifolia 'bloodgood'	London Plane Tree, Sycamore
Populus alba	White Poplar
Populus nigra 'Italica'	Lombardy Poplar
Medium Trees (25' - 40')	
Betula pendula	European White Birch
Eucalyptus polyanthemos	Silver Dollar Gum
Eucalyptus spathulata	Swamp Mallee
Liquidambar styraciflua	American Sweet Gum
Maytenus boaria	Mayten Tree
Melaleuca leucadendra	Cajeput Tree
Melaleuca stypheleoides	
Pinus pinea	Italian Stone Pine
Pinus halepensis	Aleppo Pine
Olea europea	Olive
Salix babylonica	Weeping Willow
Schinus terebinthifolius	Brazilian Pepper

Small Trees (under 25')

Acacia longifolia
 Dodonaea viscosa
 Eucalyptus lehmanni
 Leptospermum laevigatum
 Malus floribunda
 Melaleuca nesophila
 Metrosideros excelsa
 Myoporum laetum
 Pittosporum undulatum
 Prunus blireiana
 Prunus cerasifera "Atropurpurea"
 Pyrus kawakami

Sydney Golden Wattle
 Hopseed Bush
 Bushy Yate
 Australian Tea Tree
 Flowering Crabapple
 Pink Melaleuca
 New Zealand Christmas Tree
 Myoporum
 Victorian Box
 Flowering Plum
 Purple Leaf Plum
 Evergreen Pear

Tall Shrubs (over 6')

Acacia longifolia
 Arbutus unedo
 Callistemon citrinus
 Dodonaea viscosa
 Hakea suaveolens
 Melaleuca nesophila
 Myoporum laetum
 Nerium oleander
 Photinia fraseri
 Pittosporum eugenioides

Sydney Golden Wattle
 Strawberry Tree
 Lemon Bottlebrush
 Hopseed Bush
 Sweet Hakea
 Pink Melaleuca
 Myoporum
 Oleander
 Photinia
 Tarata Pittosporum

Medium Shrubs (3' to 6')

Abelia grandiflora
 Agapanthus africanus
 Cistus hybridus
 Cistus purpureus
 Coprosma repens
 Elaeagnus pungens
 Escallonia Species
 Euryops pectinatus
 Hebe species
 Leptospermum scoparium
 Ligustrum japonicum
 Nandina domestica

Glossy Abelia
 Lily-of-the-Nile
 White Rockrose
 Orchid Rockrose
 Mirror Plant
 Silverberry
 Escallonia
 Euryops
 Hebe
 New Zealand Tea Tree
 Privet
 Heavenly Bamboo

Pittosporum tobira
 Pittosporum tobira 'Variegata'
 Plumbago capensis
 Pyracantha coccinea
 Raphiolepis indica
 Viburnum tinus
 Xylosma congestum

Low Shrubs (under 3')

Agapanthus africanus 'Peter Pan'
 Ceanothus griseus 'Horizontalis'
 Grevillea 'Noellii'
 Hebe 'Patty's Purple'
 Juniperus conferta
 Juniperus chinensis varieties
 Juniperus horizontalis varieties
 Lantana montevidensis
 Moraea iridioides
 Rosmarinus officinalis 'prostratus'
 Trachelosperum jasminoides

Groundcover

Arctotheca calendula
 Baccharis pilularis
 Carpobrotus edulis
 Coprosma kirkii
 Gazania species
 Hypericum calycinum
 Myoporum parvifolium
 Osteospermum fruiticosum
 Vinca minor

Tobira
 Varigated Tobira
 Cape Plumbago
 Pyracantha
 India Hawthorne
 Laurustinus
 Shiny Xylosma

Dwarf Lily-of-the-Nile
 Carmel Creeper
 Noelli
 Hebe
 Shore Juniper
 Juniper
 Juniper
 Trailing Lantana
 Fortnight Lily
 Dwarf Rosemary
 Star Jasmine

Capeweed
 Coyote Brush
 Ice Plant
 Creeping Mirror Plant
 Gazania
 Creeping St. Johnswort

Trailing African Daisy
 Periwinkle

P.G.&E. EASEMENT PLANTING

All planting under the P.G.&E. easement is subject to review and approval by P.G.&E. The recommended plants for this special condition are listed within the previous list of small trees and tall, medium and low shrubs. P.G.&E. may approve other plants not listed, if they have the assurance that the plants can be maintained within their height limitations. Trees that exceed the height limitations at maturity may be utilized if they can be maintained to conform within the regulations.

The following plant list recommends trees and tall shrubs that are suitable for this condition. They have been selected because of their existing uses at other sites and for their ability to be maintained within the limitations of the easements without losing their interesting form or character. These plants will be maintained under agreement with P.G.&E. for pruning, shearing and topping as required.

Botanical Name

Common Name

Acacia longifolia	Sydney Golden Wattle
Acacia melanoxylon	Black Acacia
Escallonia species	Escallonia
Eucalyptus lehmanii	Bushy Yate
Myoporum laetum	Myoporum
Photina fraserii	Photina
Pinus pinea	Italian Stone Pine
Prunus cerasifera 'Atropurpurea'	Purple Leaf Plum

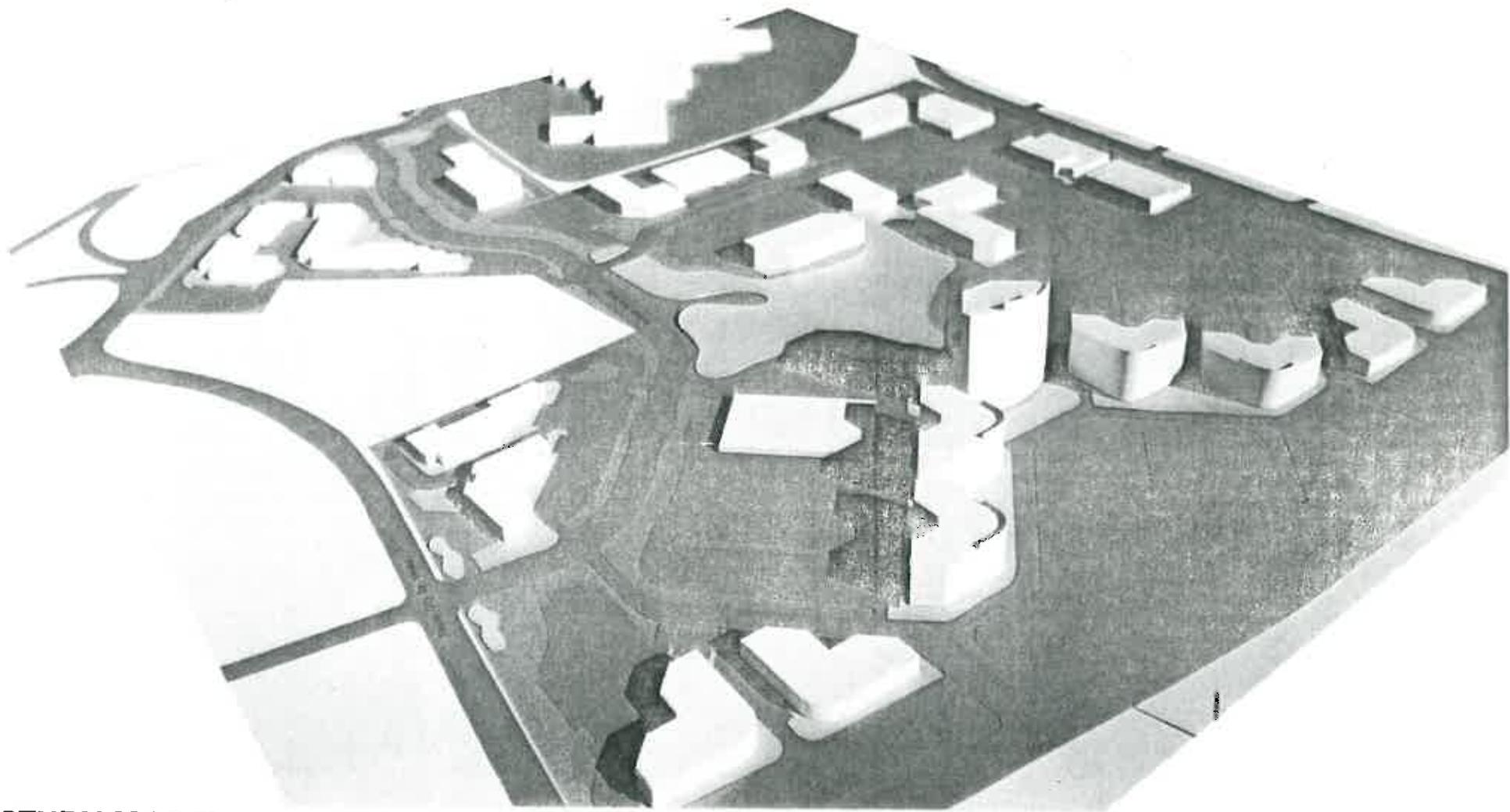
The plant lists will function as guidelines during implementation of Vintage Park. Additions are likely to occur as various situations present themselves. The plant list shown establishes the basic framework which Vintage Park will grow within. Additions that respect the existing conditions will complement the basic list. All additions will be reviewed by the Master Plan design review committee, the City and P.G.&E. if applicable.

E GLOSSARY OF TERMS

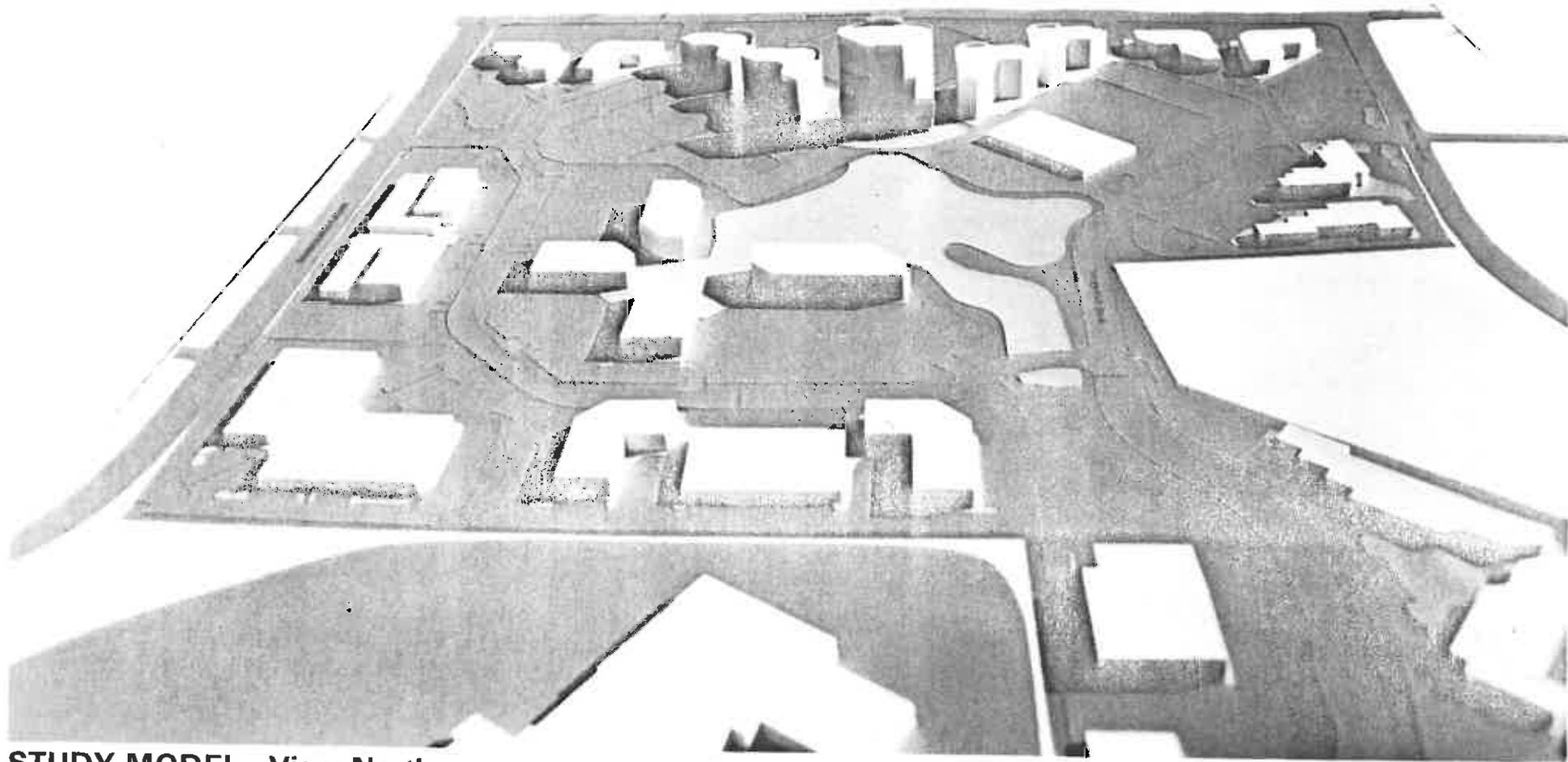
Accent Color:	Color which contrasts with base building exterior color and is less than 40% of the solid wall area.
Accent Entry Wall:	A wall of same or similar material as the building exterior which is detached from the building to define the entrance.
Arcade:	A covered walk.
Articulation:	Use of design elements (e.g., color, form) to define, enhance, and fit into a systematic whole.
Axis:	A straight line indicating a center or specific orientation.
Bollard:	A post of metal, concrete, or wood that serves as a barrier between vehicular and non-vehicular area, as well as a design element.
Commercial Character:	Of a scale and image of commercial developments.
Compatible:	Capable of existing together in harmony.
Contemporary:	Marked by characteristics and styles of the present period.
Contiguous:	Touching along a boundary; in series.
Continuity:	Uninterrupted connection or succession.
Hardscape:	The paved portion of landscape area.
Horizontal Window:	Window fenestration which is designed and detailed to emphasize horizontal banding on a facade.
Jogging/Fitness Trail:	A series of various exercise apparatus or instruction for calisthenics located along a trail to combine the benefit of jogging and exercise.
Massing:	The three dimensional articulation of a form.
Open Space:	The portion of development excluding buildings.
Orchard Effect:	The effect of tree planting pattern created by repeated spacing of trees, simulating an orchard, which soften down views of parking areas from buildings. (See Diagrams on Page 21).

Pedestrian Collector Spine:	A combination of planting island and walkway in the parking areas that serve as collectors of pedestrians. They also facilitate safe and direct access from the parking area to major building entrance areas. (See Diagram on page 21).
Plaza:	A public or semi public outdoor place for gathering and passive recreation usually associated with a building or group of buildings.
Punched-Hole Window:	A window in a wall with solid panels at head, jambs, and sill.
Rectilinear:	Conforming to straight lines and lines perpendicular to them.
Reveal Joints:	The joint between panels or planes.
Residential Character:	Of a scale and image of residential developments.
Setback:	The minimum distance between a reference line and building or portion thereof.
Softscape:	The planted portion of landscape area, "Green Space."
Spandrel Panel:	The wall panel filling the space between the top of the window in one story and the sill of the window in the story above.
Stagger:	Marked by an alternating or overlapping arrangement.
Stylized Facade:	Connoting a specific architectural, historical, or commercial theme.
View Corridor:	Path or passage for visual access.

F PHOTOGRAPHS OF STUDY MODELS



STUDY MODEL - View Southwest



STUDY MODEL - View North

ACKNOWLEDGEMENTS

DESIGN GUIDELINES

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Menlo Park, California

Developer

with cooperation from:

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MASTER PLAN

Vintage Park Master Plan

Vintage Properties	Developers
KenKay Associates	Landscape Architects/Site Planners
San Francisco, CA	
C.R.S. Sirrinc Inc.	Architects & Planners
San Francisco, CA	
Leason Pomeroy Associates	Architects & Planners
Tillson/Bliss & Associates	Civil Engineers
Menlo Park, CA	
Berlogar Long & Associates	Soils Engineer
Palo Alto, CA	
Richard Hopper	Special Consultant
Foster City, CA	
Mark Pechenik	Illustrative Sketches
Norm Kandy	Illustrative Sketches

MASTER PLAN

Environmental Impact Report:

E.I.R. on the Vintage Park Master
Plan prepared for the City of Foster City by
Environment Science Associates, Inc.
Foster City, CA. and by;
Wagstaff & Brady
Berkeley, CA.