



THE VILLAGE AT SQUAW VALLEY



APPENDIX B : DEVELOPMENT STANDARDS AND DESIGN GUIDELINES





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COMMONLY USED ACRONYMS - APPENDIX B

ACRONYM	DEFINITION
EC	Entrance Commercial
FAR	Floor Area Ratio
HVAC	Heating Venilation Air Conditioning
LID	Low Impact Development
PCZO	Placer County Zoning Ordinance
SVGPLUO	Squaw Valley General Plan Land Use Ordinance
VC-C	Village Core-Commercial
VC-N	Village Core-Neighborhood
V-P	Village-Parking
V-HC	Village-Heavy Commercial
V-FR	Village-Forest Recreation
V-CP	Village-Conservation Preserve
VOC	Volatile Organic Compounds



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DEVELOPMENT STANDARDS AND DESIGN GUIDELINES

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B.1 DESIGN CONCEPT AND GUIDING PRINCIPLES

The mountain environment provides the basis for the overall character of the landscape and buildings within the Village at Squaw Valley. The design of all buildings and related improvements build upon and reinforce the vision of establishing an interconnected, pedestrian-oriented mountain community while addressing the goals and objectives laid forth in this Specific Plan. To assist in the design of site, landscape and building improvements, this set of Development Standards and Design Guidelines will shape what can be built. The underlying objective is to produce a mountain village identity - one that is unified but still diverse - through architecture and landscaping that celebrates and connects with the unique Sierra Nevada setting. The following objectives describe the guiding principles for all site improvements within the Specific Plan:

- ✦ To design buildings and landscapes that reinforce and form the Village pedestrian network. All site improvements are to ensure that a robust pedestrian network is established so that all neighborhoods, amenities, and outdoor recreation areas are connected. The Plan Area is organized around an interconnected network of plazas, courts, gathering spaces, and pedestrian corridors that emphasize the “pedestrian first.” All buildings should include amenities, building forms, and landscape designs that link to and animate this overall system.
- ✦ To extend the natural landscape into the Village so that a strong sense of place is established. Landscaping throughout the Plan Area shall draw from natural landscape elements consistent with those already established within the Olympic

Valley and the Sierra Nevada Mountains. Buildings then may be sited to compliment their surroundings and reinforce the connection to the mountain environment.

- ✦ To maintain scenic view corridors to the surrounding mountain peaks from Village areas. Ensuring that views to the prominent mountain peaks are maintained is a key principle in establishing a village environment connected to this mountain setting.
- ✦ To encourage sustainable building systems, infrastructure, materials, and construction techniques in all designs and improvements. Reducing consumption of materials and energy, reducing waste, and making intelligent choices about how a building is used benefits both Squaw Valley and the surrounding ecosystem. Squaw Valley is committed to the implementation of sustainable concepts that emphasize an integrated-systems approach.
- ✦ To create a varied built fabric that reflects a true mountain Village aesthetic. Ensuring that the Village environment is a coherent mix of building masses, heights, and materials that create a vibrant pedestrian experience is central to the overall design concept.



EXAMPLE OF PEDESTRIAN SPACE SHAPED BY BUILDING DESIGN AND LAYOUT

B.2 OVERVIEW OF DEVELOPMENT STANDARDS AND DESIGN GUIDELINES

B.2.1 INTRODUCTION

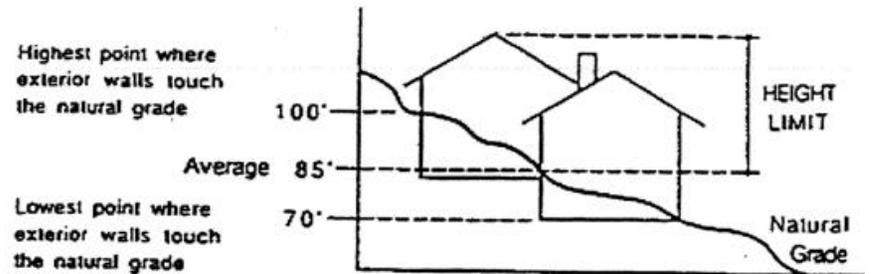
The Development Standards and Design Guidelines described in this document provide a regulatory framework by which the goals and policies outlined in the Specific Plan shall be implemented. Adopted by ordinance, these Development Standards and Design Guidelines will serve as a guideline for orderly development, improvements, and construction within the Plan Area. This document should be used in conjunction with the balance of the Specific Plan. All photos and/or drawings included in this document are shown as examples only and are not intended to represent required designs.

Development Standards provide quantitative and/or compulsory development requirements and limitations. Development standards are most often expressed as numeric minimums, such as number of parking spaces or minimum property boundary setbacks, or numeric maximums such as number of building stories, height limits, maximum floor area ratio, maximum building coverage, maximum number of bedrooms, minimum open space and other quantitative standards such as those shown on the development plats for each development lot. Development Standards are also denoted with compulsory language such as “shall”, “must”, “will” or similar language signifying that the requirement establishes minimum and maximum limits. Design Guidelines provide qualitative design intent through descriptions and illustrations. Design Guidelines allow for flexibility and interpretation so long as the intent of the Design Guidelines is upheld. Guideline statements use words like “should,” “may,” “encouraged,” and “discouraged.” Determinations on the applicability of design standards and design guidelines shall be made by the Design/Site Review Committee in accordance with

Section 17.60.070.B of the County Code. Appeals of the Design/Site Review Committee determination of the applicability of a development standard or design guideline may be filed in accordance Section 17.60.110 of the County Code.

These Development Standards and Design Guidelines shall supersede any conflicting Squaw Valley General Plan and Land Use Ordinance (SVGPLUO) Standards and, as set forth herein, take precedence. These Development Standards apply exclusively to the Plan Area. Where Development Standards are not explicitly described in this document, those Standards contained in the SVGPLUO and Placer County Zoning Ordinance (PCZO) shall apply.

Should individual projects differ, but be substantially consistent with the intent of these Development Standards, minor deviations may be allowed under certain circumstances. Consistency between any development proposal within the Plan Area and the Specific Plan shall be determined by the Planning Director. Appeals may be made to the Planning Commission.



EXCERPT FROM PLACER COUNTY ZONING ORDINANCE
FIGURE 17.04.030-2A.

B.2.2 DEFINITIONS

Definitions and terminology in this document supplement and supersede definitions found in the SVGPLUO and the Placer County Zoning Ordinance (PCZO). Refer to Section 17.04.030 of the PCZO for definitions and terminology not specifically described in the body of this document. The following is a partial list of definitions for use within the development diagrams.

Building Height – The vertical distance from the average level of the lowest point of that portion of the lot or building site covered by the building to the topmost point of the structure, excluding chimneys or vents. For buildings that utilize podium parking, the podium height that is above average natural grade shall be included in the building height calculation. Sub-surface portions of a building, or podium parking, will not count towards the height. In areas with a low water table, podiums may be completely sub-grade. For the purpose of determining the height limits in all zones the datum shall mean sea level unless otherwise specified.

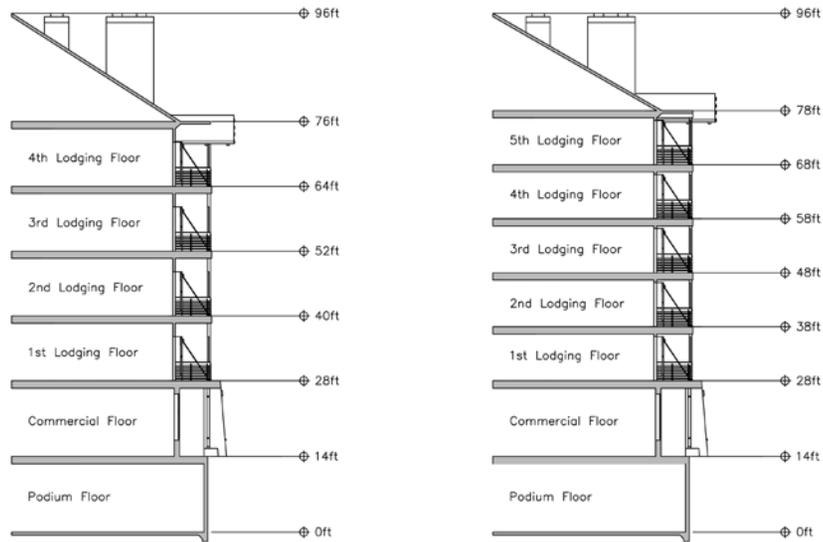
Floor Area Ratio – Floor Area Ratio (F.A.R) is the ratio between the useable floor area of buildings and the total lot area on which the building stands. Floor area includes the total floor area of each floor of all buildings on a site, including internal circulation (halls, lobbies, and stairways, etc.), as measured from the outside faces of exterior walls. Elevator shafts, covered porches, balconies, and carports shall be excluded from the floor area. No portion of a room which measures less than five feet from the finished floor to the finished ceiling shall be included in any computation of gross floor area in the building. Podium parking shall not count towards the F.A.R.

Landscape Zone – Landscape corridors and buffers within neighborhoods that provide visual buffers and link to the surrounding forested areas. These do not include roads, parking areas, or areas covered by buildings, garages, or carports. They may include pervious trails and fields, or areas for passive recreational activities but not paved sports facilities.

Pedestrian Corridor – Refers to both primary and secondary Pedestrian Corridors. Primary Pedestrian Corridors are the main pedestrian routes that interconnect all areas within the Village. Secondary Pedestrian Corridors are the smaller pedestrian routes, alleys, and lanes. These areas may include paving, signs, lighting, landscape, decks, recreational amenities (such as ice rinks and ski trails), emergency vehicle access, and/or any elements that help to animate the pedestrian network throughout the Plan Area. Accessory or utility buildings are allowed in these areas provided they do not exceed 200 square feet.

Village Open Space – This area is the combination of “Landscape Zone” and “Pedestrian Corridor” areas as defined in this ordinance, as well as pool and spa areas, and other lands not occupied by habitable structures.

Setback - An area on a lot where no buildings, structures, or additions may be located. Setbacks may be required between buildings, structures and property lines; between buildings and structures themselves; between buildings, structures, and natural features such as waterways; or between other features of site development. Refer to the development diagrams found in Section B.3 of this document for additional setback information and Section B.5.1.4 for information on permitted encroachments into setbacks.



EXAMPLE OF DIFFERENT FLOOR PLATE COMBINATIONS

Story – Per the PCZO, “that portion of a building included between the upper surface of any floor and the upper surface of the floor next above, except that the topmost story shall be that portion of a building included between the upper surface of the topmost floor and the ceiling or roof above. If the finished floor level directly above a usable or unused floor space is more than 6 feet above the natural grade of the building site for more than 50% of the total perimeter of a building or is more than 12 feet above natural grade at any point, such usable or unused under-floor space shall be considered a story.” The height of a story may vary due to plate height design.

Water Quality Features – Low Impact Development (LID) storm water mitigation techniques, which lower the peak runoff and/or treat the runoff at/near the storm water source. Examples include bioswales, rain gardens, and cisterns.

B.2.3 MODIFICATIONS

The Development Standards and Design Guidelines may be modified as necessary pursuant to Government Code Section 65853 et seq. and Section 17.60.090 of the Placer County Zoning Ordinance.

- ✦ The revision to the Development Standards and Design Guidelines does not materially change a physical characteristic of the anticipated development.
- ✦ The objectives and intent of the Specific Plan are better served through the revision to the Development Standards and Design Guidelines.
- ✦ The revision to the Development Standards and Design Guidelines does not materially change the general land use pattern of the Plan Area.
- ✦ The revision to the Development Standards and Design Guidelines is consistent with the Specific Plan.
- ✦ No increase in the overall density will result through the revision to the Development Standards and Design

Guidelines.

- ✦ If all these conditions are met, the Placer County Planning Department Director may approve changes to the Development Standards.

B.2.4 UNIDENTIFIED USES

If a use is not specifically identified in the Development Standards and Design Guidelines, but permitted under the Placer County Zoning Ordinance, it may be allowed as a permitted or conditionally permitted use. This use must be consistent with the intent and purpose of the Specific Plan and compatible with adjacent land uses. Determinations on whether an unidentified use may be allowed shall be made in accordance with Section 17.02.050 of the Placer County Zoning Ordinance.

B.2.5 ENFORCEMENT

The Development Standards and Design Guidelines shall be enforceable by the Planning Director or designee in a manner similar to other provisions contained in the Placer County Zoning Ordinance. Additionally, all project proposals will be reviewed by the Placer County Design/Site Review Committee. The Placer County Design/Site Review Committee shall make a finding of consistency among the development plan, the Specific Plan, and the Development Standards and Design Guidelines. The Village Design Board shall be formed, funded and operated by the Village at Squaw Valley ownership, and shall review and approve/deny projects such as art and signage as identified throughout Appendix B.

LAND USE TYPE	MINIMUM NUMBER OF PARKING SPACES REQUIRED
<i>Transient Lodging Uses</i>	
Hotel/Condo-Hotel - 1 Bedroom Unit	0.86 spaces per unit
Hotel/Condo-Hotel - 2 Bedroom Unit	1.11 spaces per unit
Hotel/Condo-Hotel - 3 Bedroom Unit	1.36 spaces per unit
Fractional Cabins	1.78 spaces per unit
East Parcel Employee Housing	0.66 spaces per bed
<i>Resort-Residential Uses</i>	
Residential/Timeshare - 2 Bedroom Unit	1.25 spaces per unit
Residential/Timeshare - 3 Bedroom Unit	1.50 spaces per unit
Residential/Timeshare - 4 Bedroom Unit	1.75 spaces per unit
<i>Retail Trade Uses</i>	
Retail	0.57 spaces per 1,000 sf of use area
Restaurant	1.00 spaces per 1,000 sf of use area
Mountain Adventure Camp	0.45 spaces per 1,000 sf of use area
Conference Space	1.38 spaces per 1,000 sf of use area
East Parcel Retail	3.33 spaces per 1,000 sf of use area
Office Space	0.57 spaces per 1,000 sf of use area

TABLE B.1- PARKING STANDARDS PER LAND USE

Note: All podium parking will be inflated adequately to satisfy any shortages in total parking supply. Any land use not shown in Table B.1 is subject to the Placer County Zoning Ordinance and/or the Squaw Valley General Plan Land Use Ordinance parking requirements.

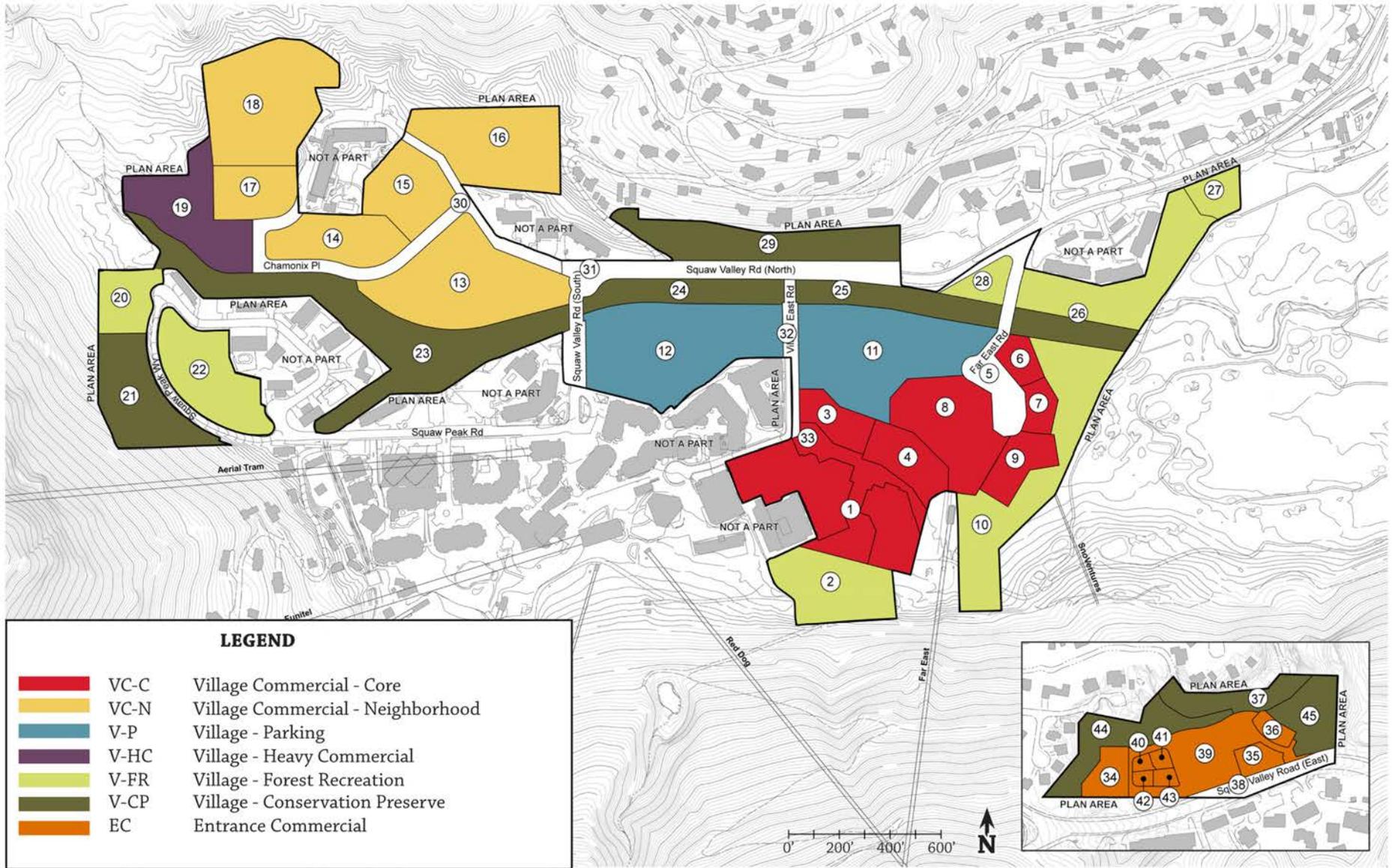


FIGURE B.1- SITE LAND USE AND ZONING

Land Use Designation/Zoning		Site
<i>Village Commercial - Core</i>	<i>VC-C</i>	1, 3, 4, 6, 7, 8, 9, 33
<i>Village Commercial - Neighborhood</i>	<i>VC-N</i>	13, 14, 15, 16, 17, 18
<i>Village - Heavy Commercial</i>	<i>V-HC</i>	19
<i>Village - Forest Recreation</i>	<i>V-FR</i>	2, 10, 20, 22, 26, 27, 28
<i>Village - Conservation Preserve</i>	<i>V-CP</i>	21, 23, 24, 25, 29, 26, 37, 44, 45
<i>Village - Parking</i>	<i>V-P</i>	11, 12
<i>Entrance Commercial</i>	<i>EC</i>	34, 35, 36, 39, 40, 41, 42, 43
<i>Roads</i>		5, 30, 31, 32, 38

TABLE B.2-COMPARISONS OF LAND USES, ZONING, AND SITE IDENTIFICATION

LOT	MAXIMUM BEDROOMS PER ACRE
1A	84
1B	128
3	92
4	76
6	89
7	98
9	138
13	75
14	48
15	79
16	14
18	9
36	166
40	135
41	100
42	118
43	100

TABLE B.3-PROPOSED BEDROOM DENSITIES

B.2.6 ALLOWABLE LAND USES AND PERMIT REQUIREMENTS

The seven land use areas each have their own set of permitted, not permitted, and conditionally permitted uses. These are laid out in Table 3.2– Allowed Uses (see Section 3.4 of the Specific Plan). Table 3.2 shall be used in conjunction with Section 17.06.030 Allowable Land Uses and Permit Requirements of the Placer County Zoning Ordinance. Land uses in Table 3.2 are identified as subject to one of the land use permit requirements outlined in Section 17.06.050 Land Use and Permit Tables of the Placer County Zoning Ordinance. Refer to Appendix A of this document for land use definitions.

B.3 SITE DEVELOPMENT STANDARDS AND DESIGN GUIDELINES

The Plan Area is divided into a series of “lots”, and each lot is assigned a land use category (see Figure 3.1 Site Land Use and Zoning in Section 3.2) and a zoning category (Refer to Figures B.2 to B.30 Development Diagrams). The land use designation and zoning category regulates the uses allowed on the site and defines the intensity of use as described in the Development Diagrams herein. Areas where buildings are expected to be connected, or between two opaque walls less than 60’ wide, such as the Employee Housing, may be excluded.

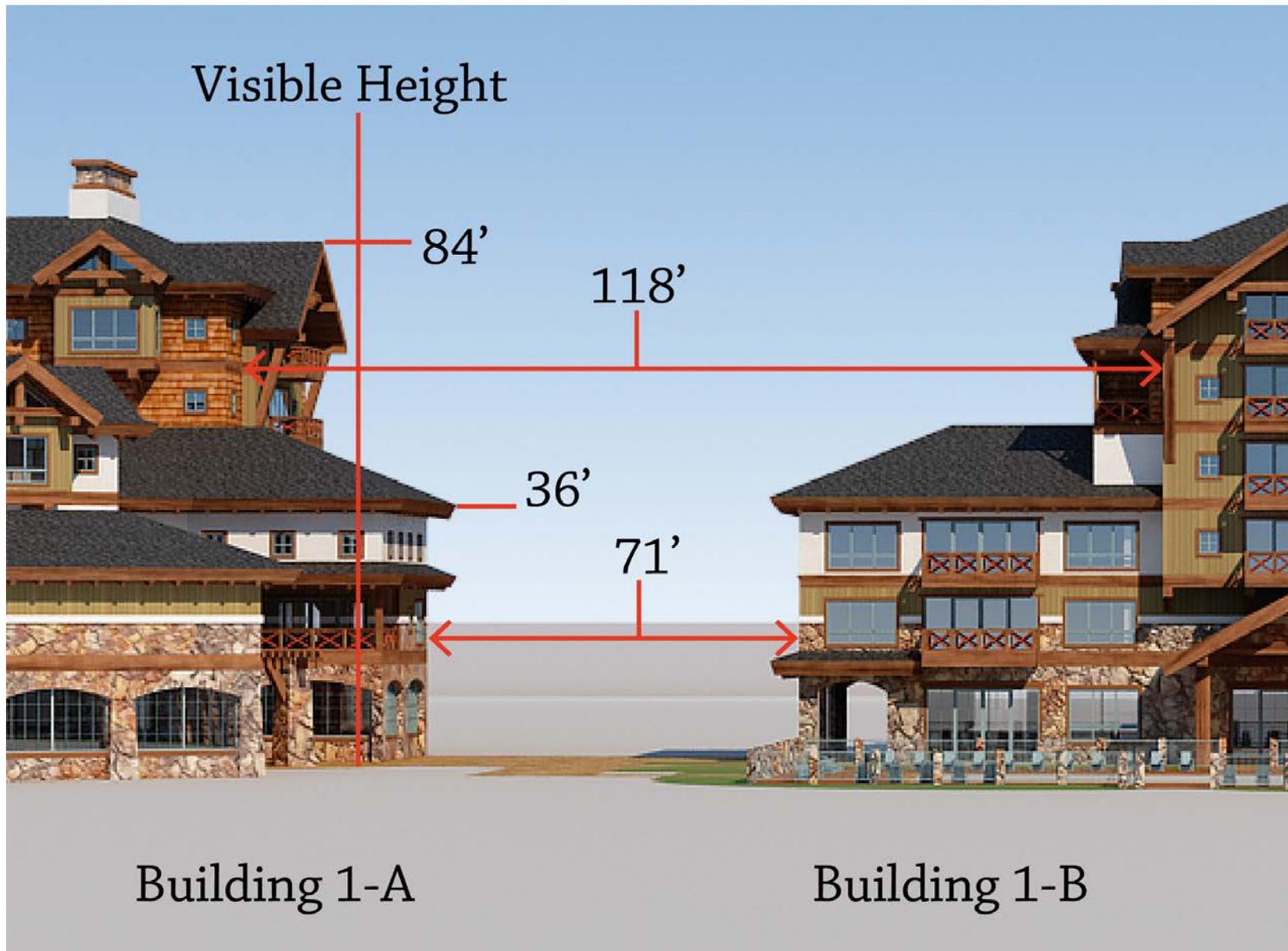
B.3.1 VILLAGE COMMERCIAL - CORE

The Village Commercial - Core (VC-C) land use designates a pedestrian-oriented, mixed-use area. These sites are prominently located along the snow beach frontage and development here seeks

to create buildings that provide a strong visual and architectural framework while activating the Village Core.



EXAMPLE OF PLAZA ACREAGE



EXAMPLE OF BUILDING SETBACK RATIO

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The Village Core is comprised of a network of pedestrian corridors, which shall converge at the main pedestrian plaza and will be populated with smaller gathering spaces, passive and active recreational nodes, and other points of interest.

The main pedestrian plaza within the Village Core shall be prominently located and a minimum of .75 acres to accommodate public events.

The building separation to building height ratio, also referred to as “building setback ratio”, within the Village Core shall be .8 along Passageways (8 feet of building separation for every 10 feet of building height) and .6 along Pathways (6 feet of building separation for every 10 feet of building height).

To Calculate Building Setback Ratio:

- ✦ Note that the applicable building height in the Village Core is measured starting from the plaza level;
- ✦ Measure the height of the two immediately opposing vertical walls (if the two opposing walls are different heights, the applicable height will be the average of the two) = b;
- ✦ Calculate the horizontal separation between the two opposing walls = c;
- ✦ Divide the horizontal separation from the vertical wall height = a, Building Setback Ratio

- ✦ Note that the above steps will need to be repeated for each vertical wall setback.

*a = c/b (See Example of Building Setback Ratio)

B.3.2 VILLAGE COMMERCIAL - NEIGHBORHOOD

The Village Commercial – Neighborhood (VC-N) land use designates mixed-used neighborhoods that have a resort-residential emphasis and are complementary and well connected to the Village Core by the pedestrian and vehicular network. These zones reinforce the creation of a diverse building fabric by establishing a clear hierarchy of building improvements as well as having a landscape buffer to the adjacent Squaw Creek Corridor. It also contains the least intensively developed areas and creates a gradual transition to the adjacent neighborhoods and forested areas, incorporating landscape buffers and corridors.

Building setback ratio for the VC-N shall also be .8 along passageways and .6 along pathways. If two opposing buildings are different heights, the applicable height will be the average of the two. (see “To Calculate Building Setback Ratio” and Example of Building Setback Ratio).

B.3.3 VILLAGE - HEAVY COMMERCIAL

The Heavy Commercial (V-HC) land use designates a storage and maintenance site for resort operations and is located to provide access to recreational areas and to minimize impacts to sensitive uses.

B.3.4 VILLAGE - FOREST RECREATION

The Village - Forest Recreation (V-FR) land use designates forested environments that are to be retained where recreational uses and facilities are permitted. They are located to accommodate access to recreational amenities like hiking trails, trailheads, and ski lifts. Structures and buildings on V-FR zoned land shall be no more than 25 feet tall. The total developable space shall be equivalent to no more than a 0.2 floor area ratio (F.A.R.) per lot; no individual structure or building may have an area exceeding 1,000 square feet. Structures and buildings shall be at least 50 feet away from any building on an adjacent lot and 100 feet away from the creek centerline. Parcel boundary setbacks shall be consistent with the standards outlined in the SVGPLUO.

B.3.5 VILLAGE - CONSERVATION PRESERVE

The Village - Conservation Preserve (V-CP) land use designates environmental and ecological resources that must be protected from development impacts and permanently preserved. Riparian areas such as Squaw Creek can be sensitive to external impacts if not mitigated appropriately. Structures on V-CP zoned land shall be no more than 18 feet tall. The total developable space shall be equivalent to no more than a 0.1 F.A.R. Individual structures shall have a 400 square foot maximum area. Buildings and structures shall be at least 100 feet away from any building on an adjacent lot and 75 feet away from the creek centerline. All buildings and structures shall be located outside of the 100-year floodplain. Parcel boundary setbacks shall be consistent the standards outlined in the SVGPLUO.

B.3.6 VILLAGE - PARKING

The Village - Parking (V-P) land use designates vehicular circulation and parking areas that support the Village Commercial - Core lots and developments. It is predominantly provided for day skier and day visitor parking needs, but may also service special events and Mountain Adventure Camp on non-peak ski days.

B.3.7 ENTRANCE COMMERCIAL

The Entrance Commercial (EC) land use designates land in the East Parcel near the entrance to the Olympic Valley for supportive services and facilities to the project such as parking, warehousing, distribution, and employee housing. Limited commercial and retail establishments are also permitted.

Due to the close proximity to residential neighborhoods, development and vehicular circulation within the EC areas shall be designed in a manner that shall minimize the need for delivery trucks to utilize back-up beepers and vehicle motion alarms.

Due to close proximity to residential neighborhoods to the west and north of the EC areas within the East Parcel, there shall be a minimum 8 feet high, opaque, curvilinear privacy wall extending from the eastern corner of Lot 34 to the eastern corner of Lot 36 in which to shield neighbors from the permissible uses associated with the EC zoning.

Areas where buildings are expected to be connected, such as with the Employee Housing buildings, or between two opposing opaque walls



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60 feet wide or less, are excluded from the minimum building setback ratio.

B.3.8 SNOW STORAGE AREAS

The 1983 Squaw Valley General Plan, section 121, stipulates that the snow storage area shall be 20% of the plowable areas. Snow storage along public roads shall not be counted towards the 20%. The post development access corridors, roadways, surface parking, and potential open rooftop parking areas requiring snow removal is approximately 17.8 acres in the Village Core and Village Neighborhood and 3.2 acres in the East Parcel. Applying the 20% rule equates to 3.6 acres of snow storage for the Village Core and Neighborhood and 0.7 acres of snow storage for the East Parcel. One possible scenario of how the 20% required snow storage can be satisfied is depicted in Figure 7.8

Pedestrian areas internal to each neighborhood or phase will define snow storage locations through the entitlement review process for each successive phase of development. The available area adjacent to each proposed roadway, beyond the right-of-way varies as follows and illustrated on Figure 7.8– Snow Storage Easements:

- ✦ Section A: Far East Road – None Available;
- ✦ Section B: Squaw Valley Road (North) – 25’ on the North Side;
- ✦ Section C: Squaw Valley Road (South) – 18’ on Both Sides;
- ✦ Section D: Village East Road – 10’ on both Sides;

- ✦ Section E: Secondary Road option 1 – None Available;
- ✦ Section F: Chamonix Place – 10’ on Both Sides;
- ✦ Section G: Secondary Road option 2– 10’ on East Side;
- ✦ Section I: Lane – 10’ on Both Sides;
- ✦ Section J: Far East Road Bridge – None Available;
- ✦ Section K: Village East Road Bridge – None Available; and
- ✦ Section L: Squaw Valley Road Bridge – None Available.
- ✦ Section M: Squaw Valley Road (East) - 20’ on North Side

Off hauling may be utilized when warranted and is highly dependent upon the snow conditions within any given snow season. Snow storage shall be stored upstream of water quality devices. The water quality for areas of snow storage is covered more in depth as part of the Master Drainage Study.

B.3.9 PARKING STRUCTURES

Parking structures within the Plan Area should employ either concrete and or structural steel construction methods for structural integrity and cost efficiency objectives. LID measures shall be incorporated into

the design and engineering of the structures to meet all state water quality mandates and requirements. The architectural vernacular and theme of these structures should emulate heavy timber, stone, and steel structures of the early to mid 1900s. Parking stall sizes and all design guidelines not addressed here shall refer to SVGPLUO standards. The following design standards should be employed:

- ✦ At least 40% of the visible portion of the exterior vertical elevation shall be clad;
- ✦ Cladding shall be designed to allow for maximum ventilation but limit headlight spillage;
- ✦ Secondary cladding materials shall be stone (indigenous in appearance) and steel (corten, black iron strapping, clavos, etc.);
- ✦ Entries, corners, and long elevations should be anchored and/or visually broken-up with towers of the same architectural vernacular;
- ✦ Elevated parking surfaces shall have perimeter rail and cladding no more than six feet tall to minimize vehicle headlight spillage from the structure;
- ✦ No more than 60% of the exposed exterior facades shall be opaque to allow for adequate natural ventilation; and
- ✦ Lighting shall be consistent with the design standards and examples within Section B.8 Master Lighting Plan.

- ✦ Architectural appurtenances shall not exceed 30 feet above average grade, not to exceed 40' on the East Parcel.
- ✦ Maximum height of parking structure, excluding architectural appurtenances shall be no more than 20 feet above average grade for Village parking structures; no more than 35 feet above average grade for East Parcel structure.
- ✦ Parking structures shall incorporate opaque walls around the perimeter of each parking level to prevent headlight spill. Opaque walls shall be a minimum of 42 inches in height.
- ✦ Parking structures and podium parking levels may cross parcel boundaries and encroach into both building setbacks and building polygon areas (see Figures B.3 - B.29).

B.3.10 FIRE SUB-STATION

A new 24 hour fire station will be developed on either Lot 11 or Lot 12 to provide enhanced fire and EMS service to the western end of Olympic Valley. The station will be developed when approximately 50% of the plan area is built out and will be operated by the SVFD in conjunction with the current fire station located at the entrance to the valley. Specific timing of parcel and station development and conveyance is outlined in the Master Phasing Plan.

Upon determination of the location within either Lot 11 or 12, the fire station parcel will be subdivided from the parking parcel.

Once separated, the new parcel will be subject to the same standards and guidelines defined in Appendix B for The Village at Squaw Valley.

APPENDIX B

Additionally, the following standards will be applicable to the fire station parcel:

- ✦ Station must be structurally independent from the adjacent parking structure
- ✦ Minimum 20' setback from lot line adjacent to any road
- ✦ Minimum 15' setback from lot line adjacent to a Squaw Creek parcel
- ✦ Minimum 10' setback from lot line adjacent to a parking lot/ structure
- ✦ Maximum 50% lot coverage
- ✦ Maximum height is two stories and 35 feet

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EXAMPLE OF PARKING STRUCTURE

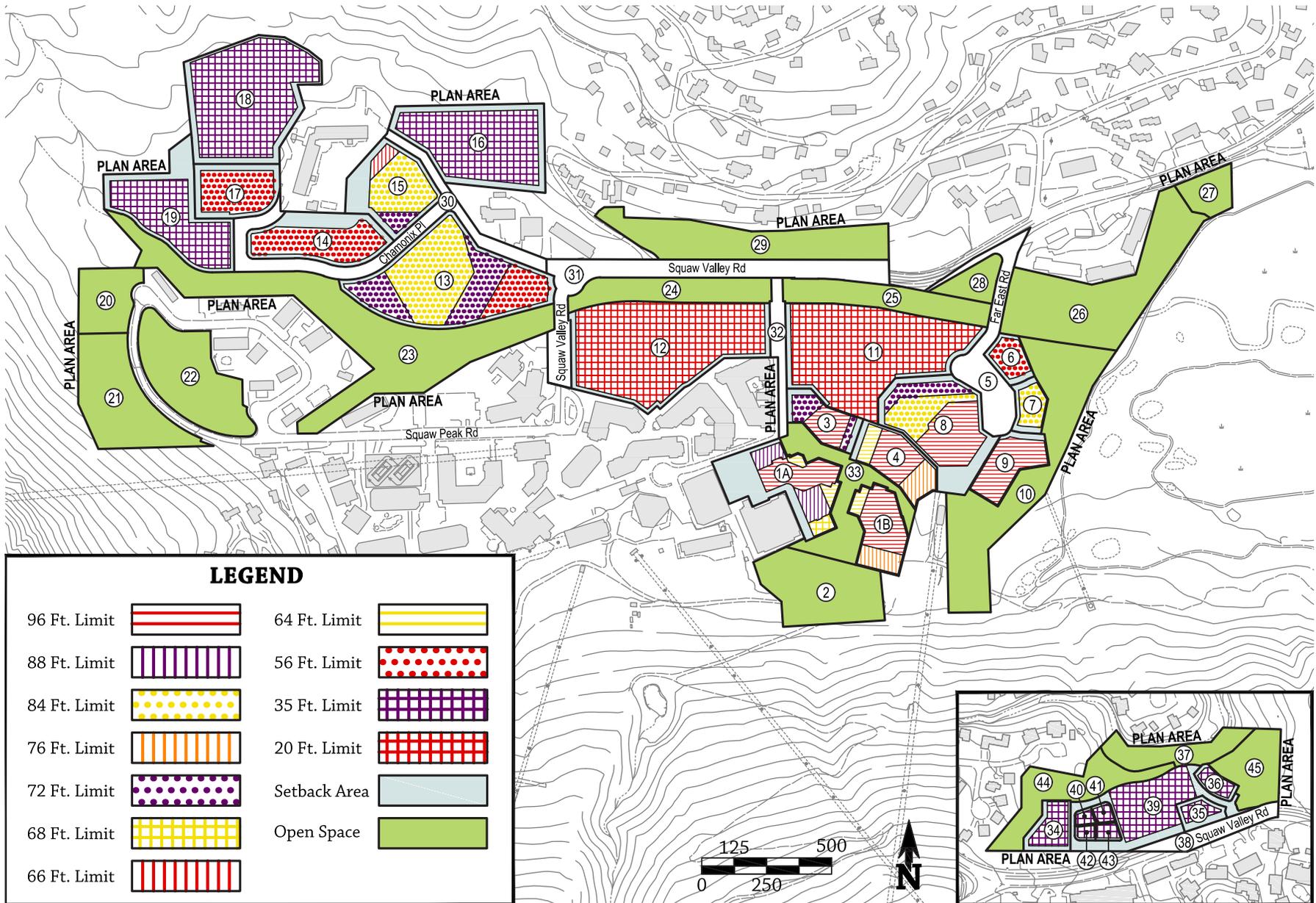


FIGURE B.2- PROJECT HEIGHTS AND SETBACKS

LOT 1A

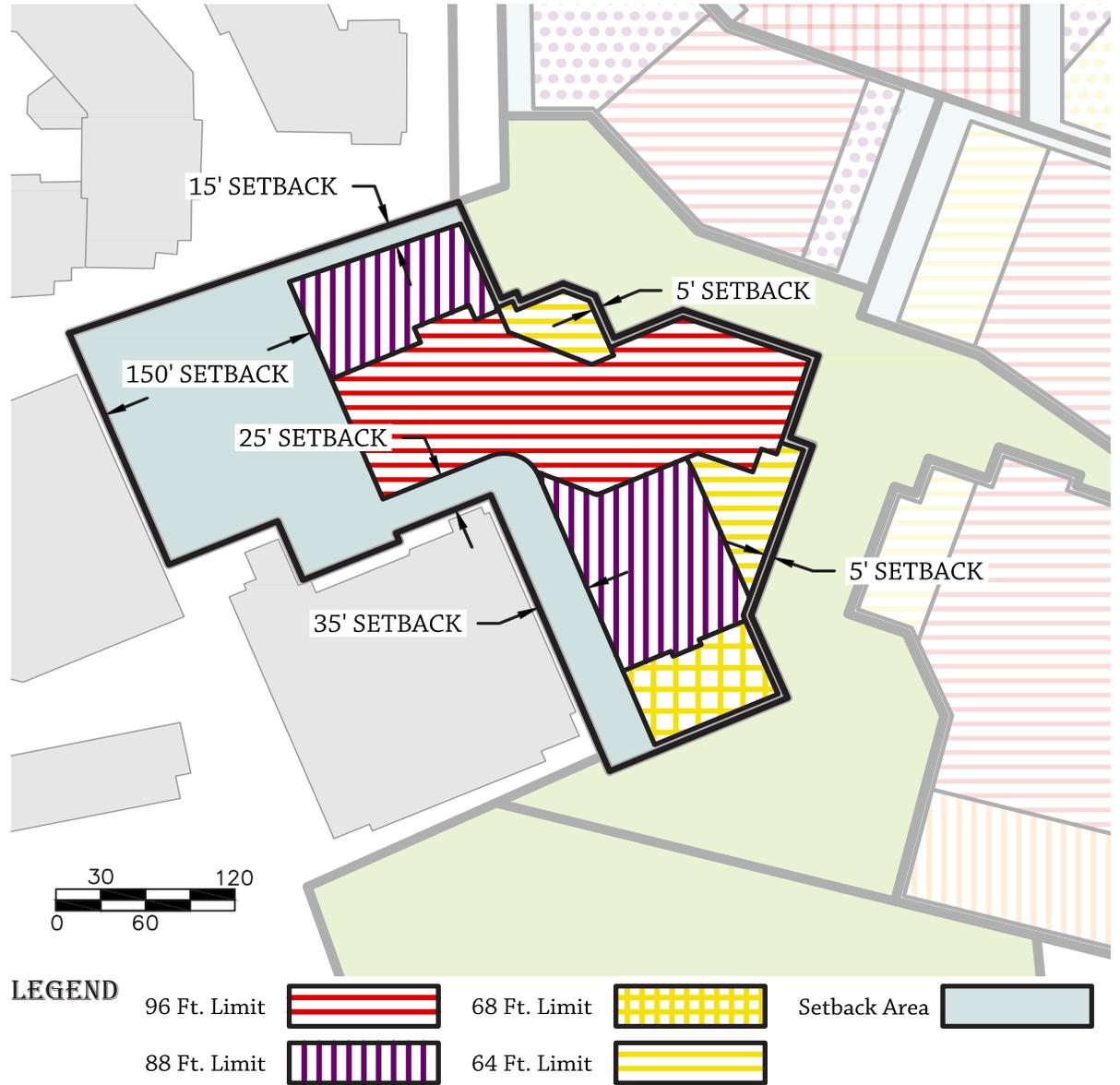
FIGURE B.3- LOT 1A

Development Standards	
Zoning/Land Use	VC-C
Neighborhood	Village Core
Acres	2.35
Floor Area Ratio (Max.)	2.75
Stories	6
Bedroom Density (Per Acre)	84
Building Coverage	50% of Lot Max.
Open Space Requirement	15% of Lot Min.



CONCEPTUAL BUILDING LAYOUT

This figure represents one potential design that complies with standards, regulations, and guidelines set forth in the Specific Plan.



LEGEND

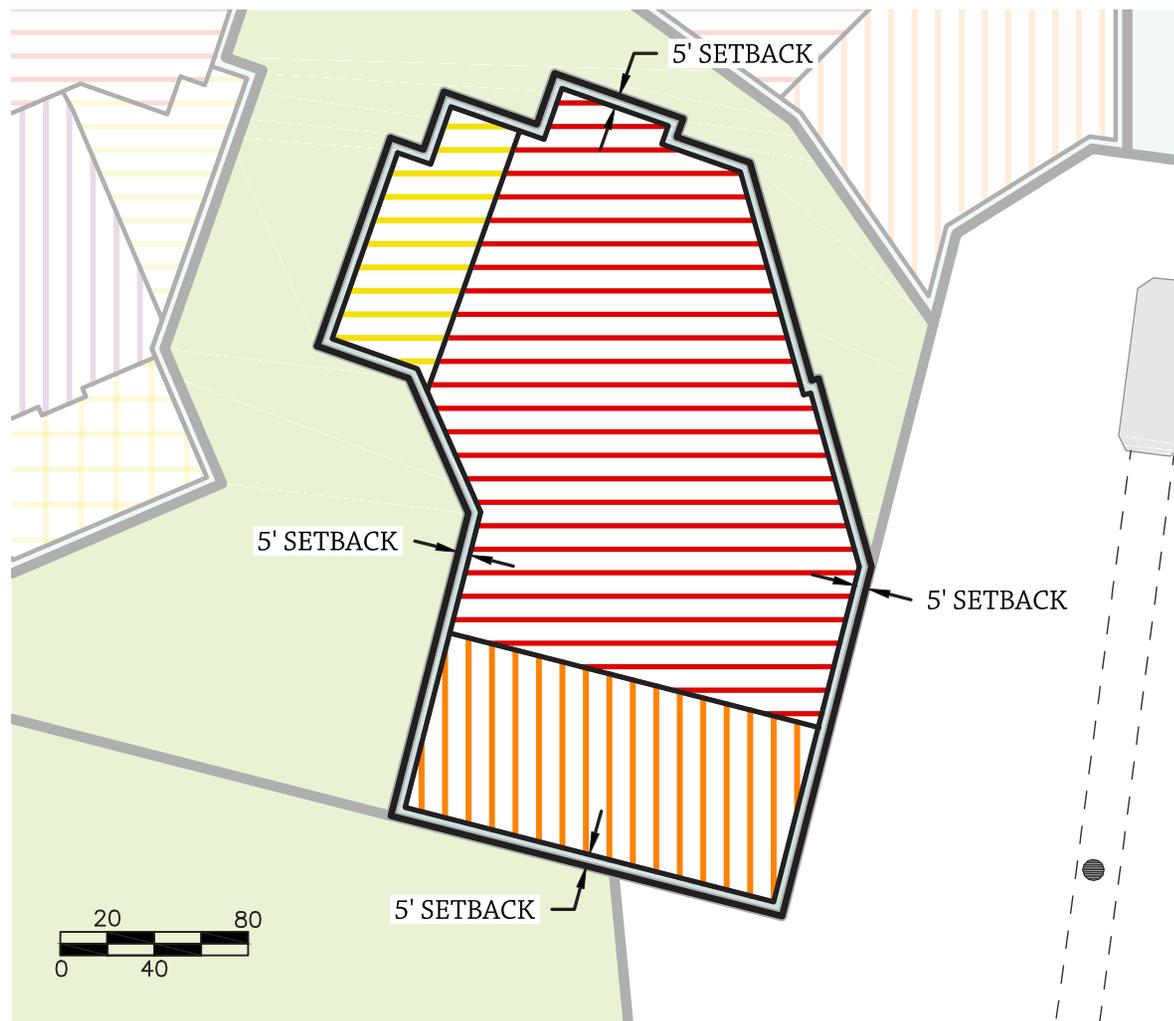
96 Ft. Limit		68 Ft. Limit		Setback Area	
88 Ft. Limit		64 Ft. Limit			

Notes:

1. Open Space requirement does not include parking, roadways, or driveways.
2. Development standards only applicable to new development
3. Refer to Section B.5.1.4 for Exceptions to Setbacks.

LOT 1B

FIGURE B.4- LOT 1B



LEGEND	96 Ft. Limit		64 Ft. Limit	
	76 Ft. Limit		Setback Area	

Notes:

1. Open Space requirement does not include parking, roadways, or driveways.
2. Development standards only applicable to new development
3. Refer to Section B.5.1.4 for Exceptions to Setbacks.

Development Standards	
Zoning/Land Use	VC-C
Neighborhood	Village Core
Acreage	1.29
Floor Area Ratio (Max.)	3.90
Stories	6
Bedroom Density (Per Acre)	128
Building Coverage	50% of Lot Max.
Open Space Requirement	25% of Lot Min.



CONCEPTUAL BUILDING LAYOUT

This figure represents one potential design that complies with standards, regulations, and guidelines set forth in the Specific Plan.

LOT 3

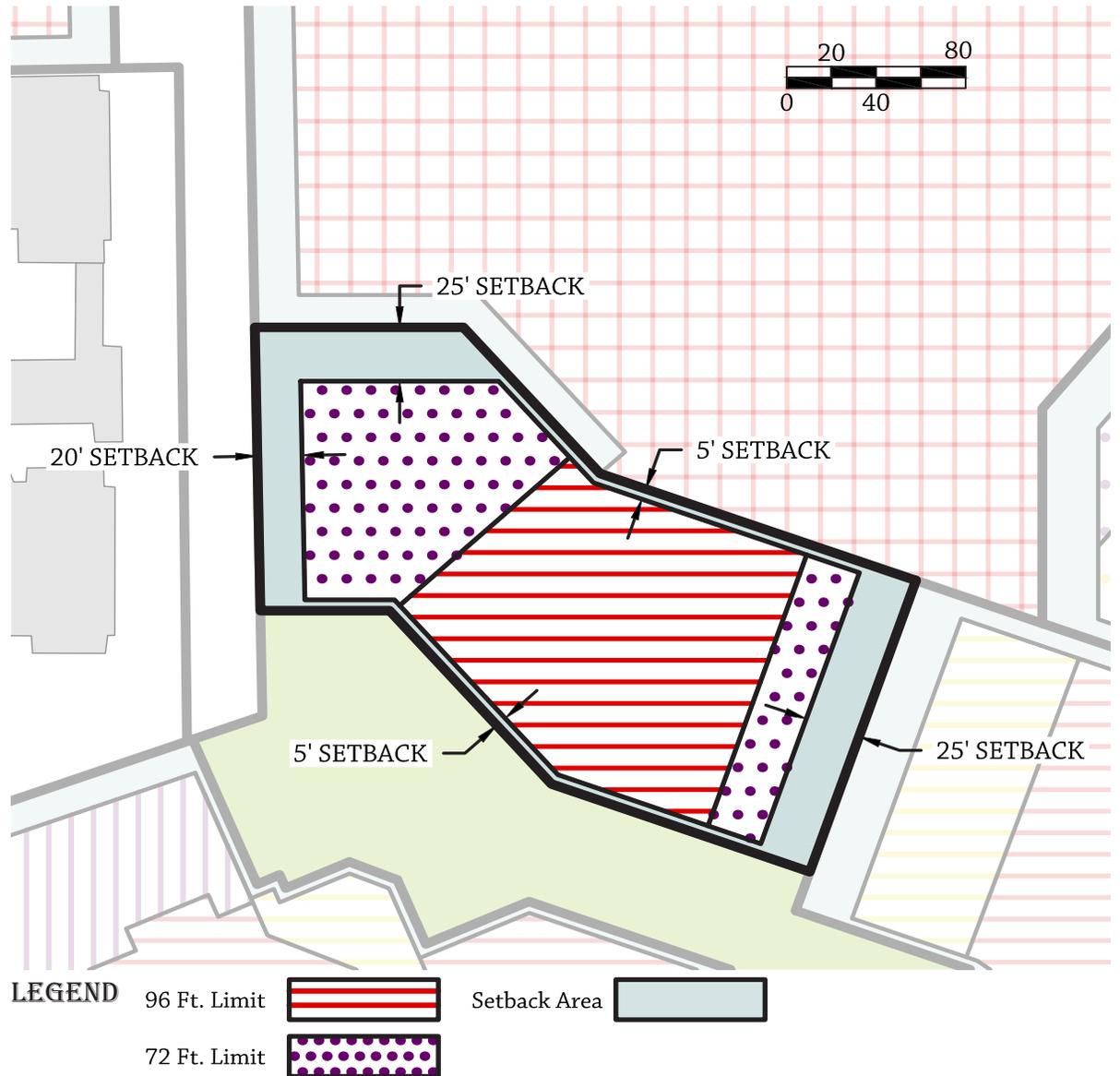
FIGURE B.5- LOT 3

Development Standards	
Zoning/Land Use	VC-C
Neighborhood	Village Core
Acres	0.93
Floor Area Ratio (Max.)	2.50
Stories	6
Bedroom Density (Per Acre)	92
Building Coverage	50% of Lot Max.
Open Space Requirement	19% of Lot Min.



CONCEPTUAL BUILDING LAYOUT

This figure represents one potential design that complies with standards, regulations, and guidelines set forth in the Specific Plan.

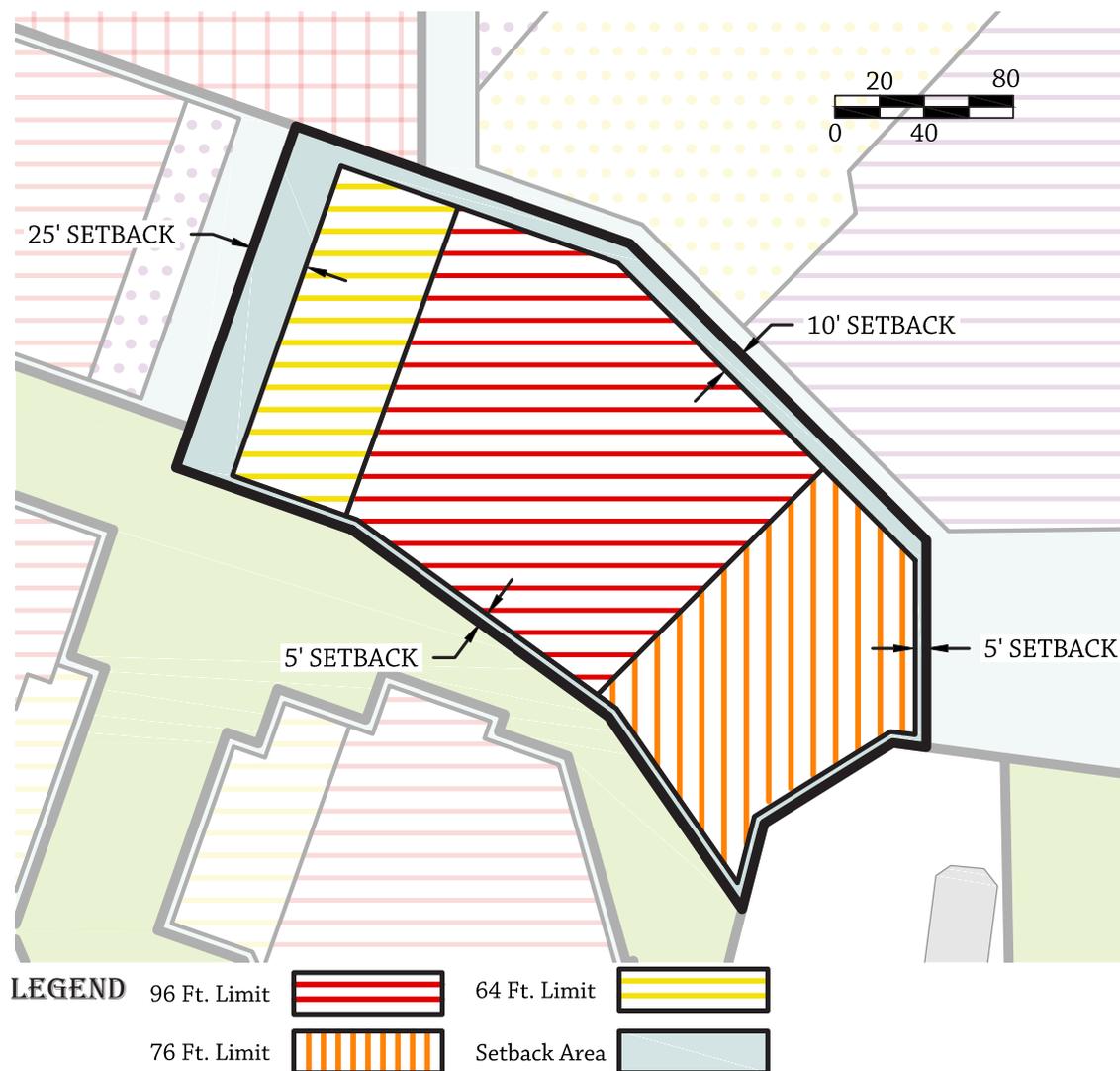


Notes:

1. Open Space requirement does not include parking, roadways, or driveways.
2. Development standards only applicable to new development.
3. Parking structures may encroach into building polygon and building setback areas.
4. Refer to Section B.5.1.4 for Exceptions to Setbacks.

LOT 4

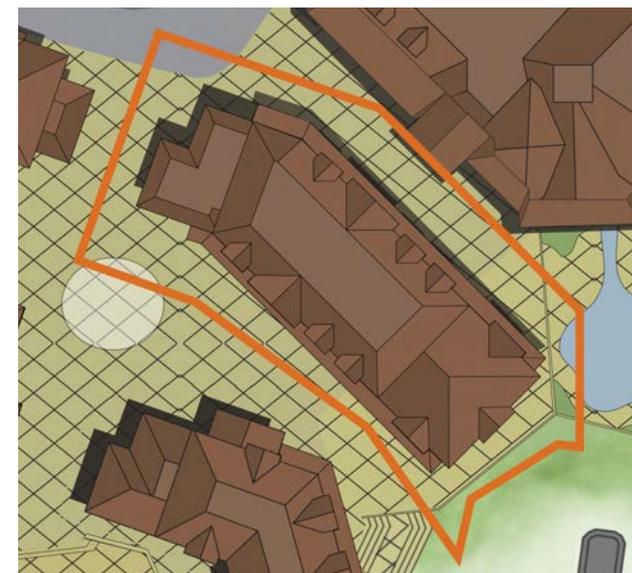
FIGURE B.6- LOT 4



Notes:

1. Open Space requirement does not include parking, roadways, or driveways.
2. Development standards only applicable to new development.
3. Parking structures may encroach into building polygon and building setback areas.
4. Refer to Section B.5.1.4 for Exceptions to Setbacks.

Development Standards	
Zoning/Land Use	VC-C
Neighborhood	Village Core
Acreage	1.33
Floor Area Ratio (Max.)	2.60
Stories	6
Bedroom Density (Per Acre)	76
Building Coverage	50% of Lot Max.
Open Space Requirement	25% of Lot Min.



CONCEPTUAL BUILDING LAYOUT

This figure represents one potential design that complies with standards, regulations, and guidelines set forth in the Specific Plan.

LOT 6

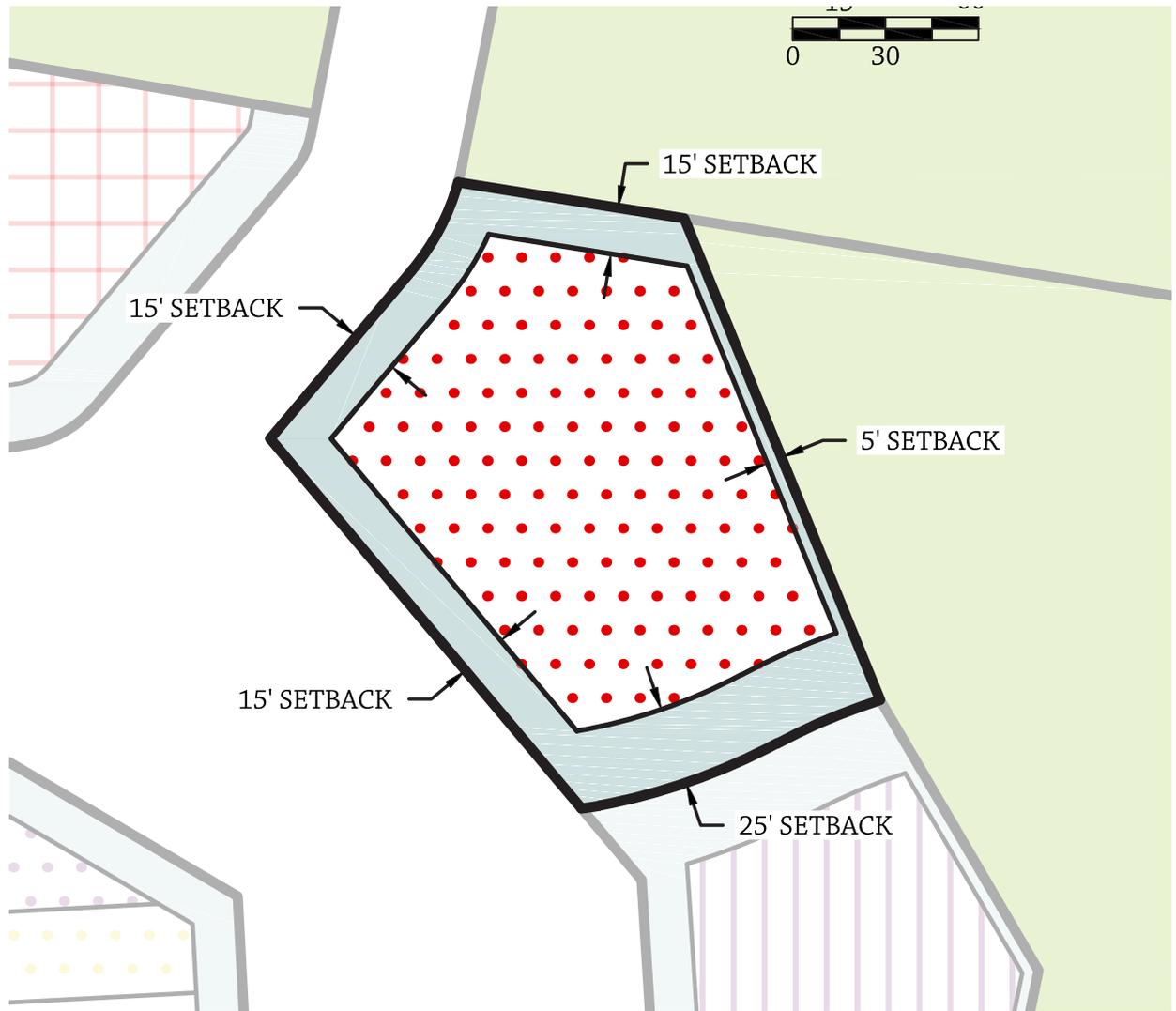
FIGURE B.7- LOT 6

Development Standards	
Zoning/Land Use	VC-C
Neighborhood	Village Core
Acreage	0.54
Floor Area Ratio (Max.)	3.00
Stories	4
Bedroom Density (Per Acre)	89
Building Coverage	50% of Lot Max.
Open Space Requirement	25% of Lot Min.



CONCEPTUAL BUILDING LAYOUT

This figure represents one potential design that complies with standards, regulations, and guidelines set forth in the Specific Plan.



LEGEND 56 Ft. Limit  Setback Area 

Notes:

1. Open Space requirement does not include parking, roadways, or driveways.
2. Development standards only applicable to new development.
3. Refer to Section B.5.1.4 for Exceptions to Setbacks.

LOT 7

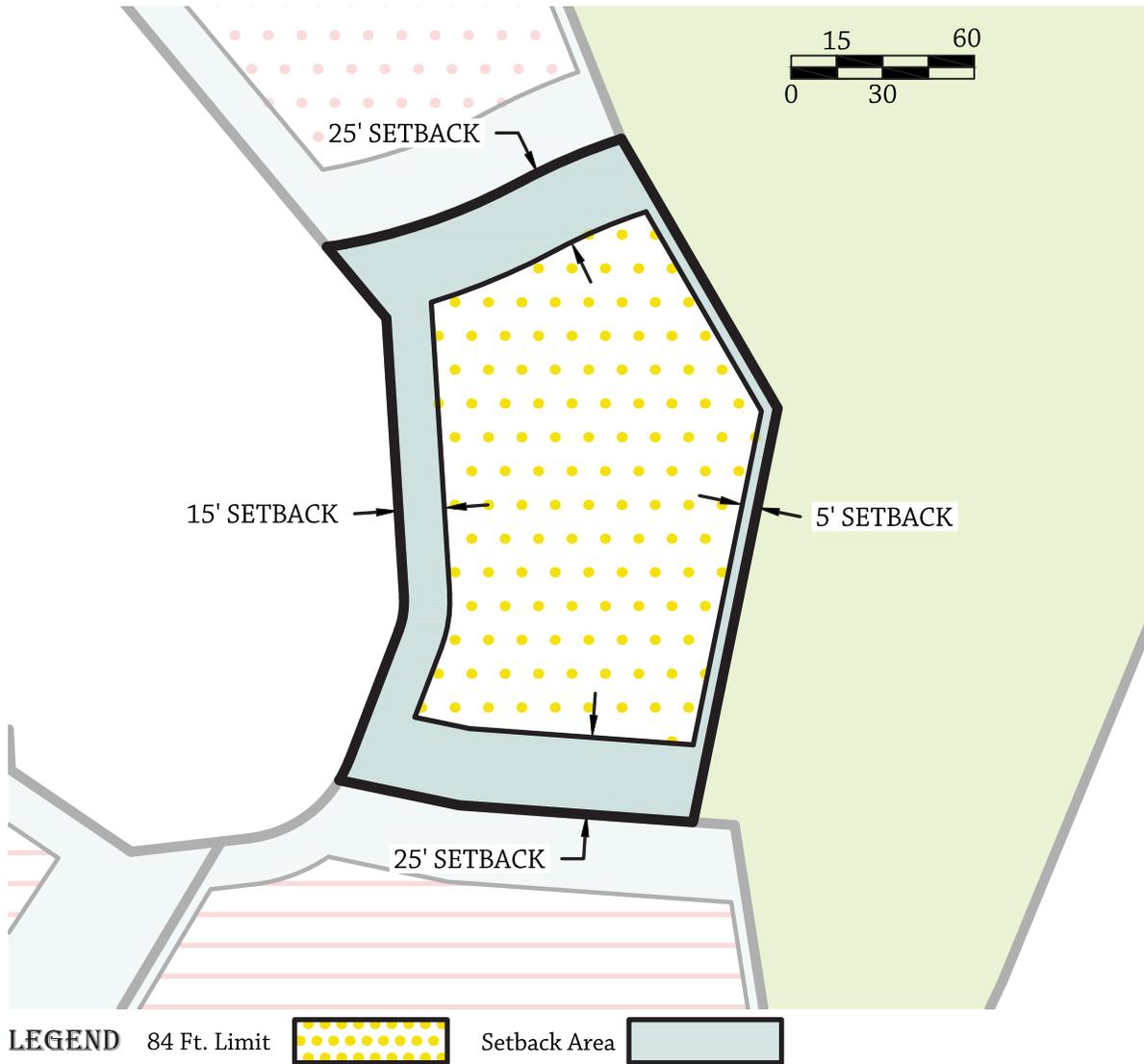
FIGURE B.8- LOT 7

Development Standards	
Zoning/Land Use	VC-C
Neighborhood	Village Core
Acreage	0.52
Floor Area Ratio (Max.)	2.50
Stories	5
Bedroom Density (Per Acre)	98
Building Coverage	50% of Lot Max.
Open Space Requirement	25% of Lot Min.



CONCEPTUAL BUILDING LAYOUT

This figure represents one potential design that complies with standards, regulations, and guidelines set forth in the Specific Plan.



Notes:

1. Open Space requirement does not include parking, roadways, or driveways.
2. Development standards only applicable to new development.
3. Refer to Section B.5.1.4 for Exceptions to Setbacks.

LOT 8

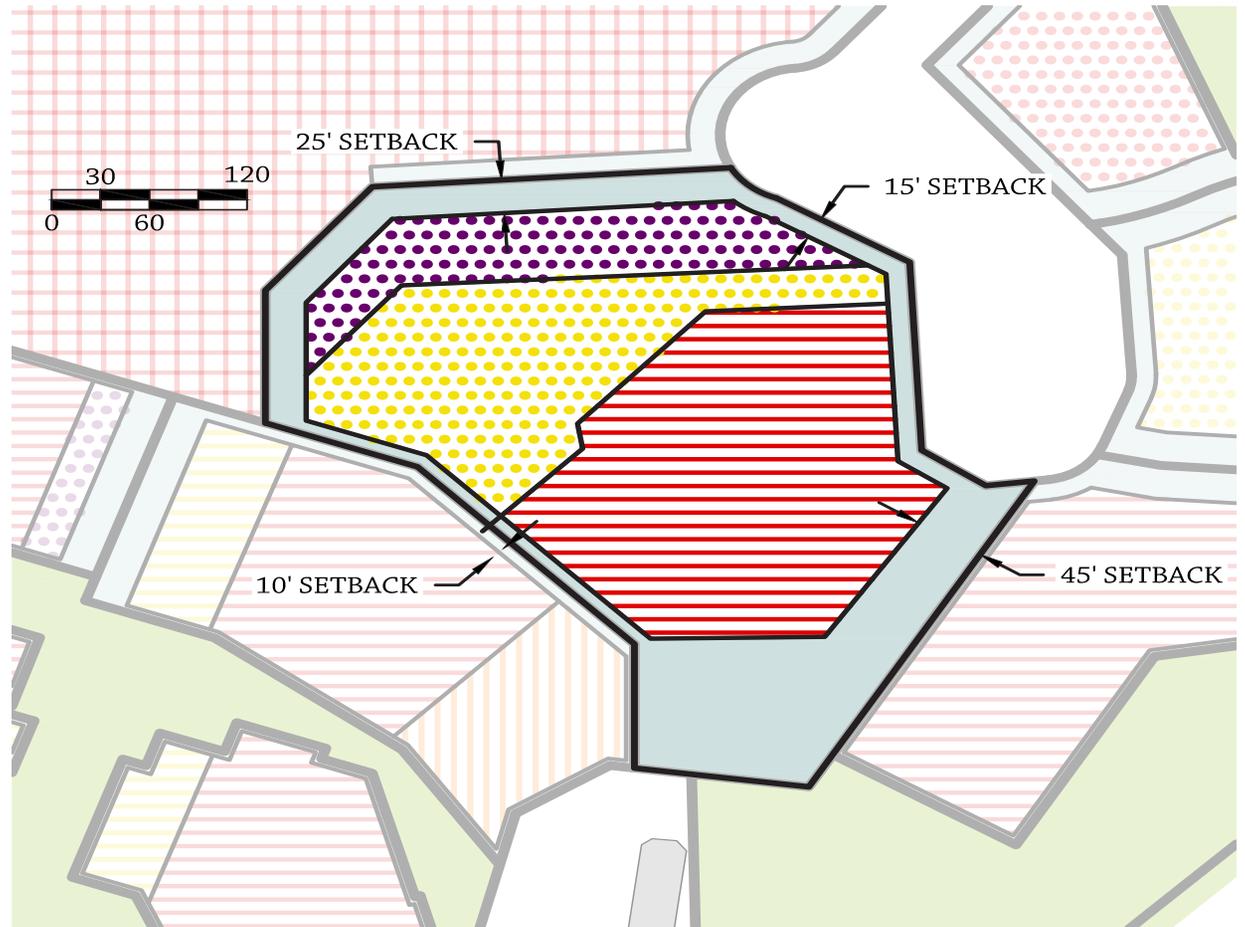
FIGURE B.9- LOT 8

Development Standards	
Zoning/Land Use	VC-C
Neighborhood	Village Core
Acreage	2.97
Floor Area Ratio (Max.)	1.10
Stories	Not Applicable
Bedroom Density (Per Acre)	Not Applicable
Building Coverage	50% of Lot Max.
Open Space Requirement	20% of Lot Min.



CONCEPTUAL BUILDING LAYOUT

This figure represents one potential design that complies with standards, regulations, and guidelines set forth in the Specific Plan.



LEGEND	96 Ft. Limit		72 Ft. Limit	
	84 Ft. Limit		Setback Area	

Notes:

1. Open Space requirement does not include parking, roadways, or driveways.
2. Development standards only applicable to new development.
3. Parking structures may encroach into building polygon and building setback areas.
4. Refer to Section B.5.1.4 for Exceptions to Setbacks.

LOT 9

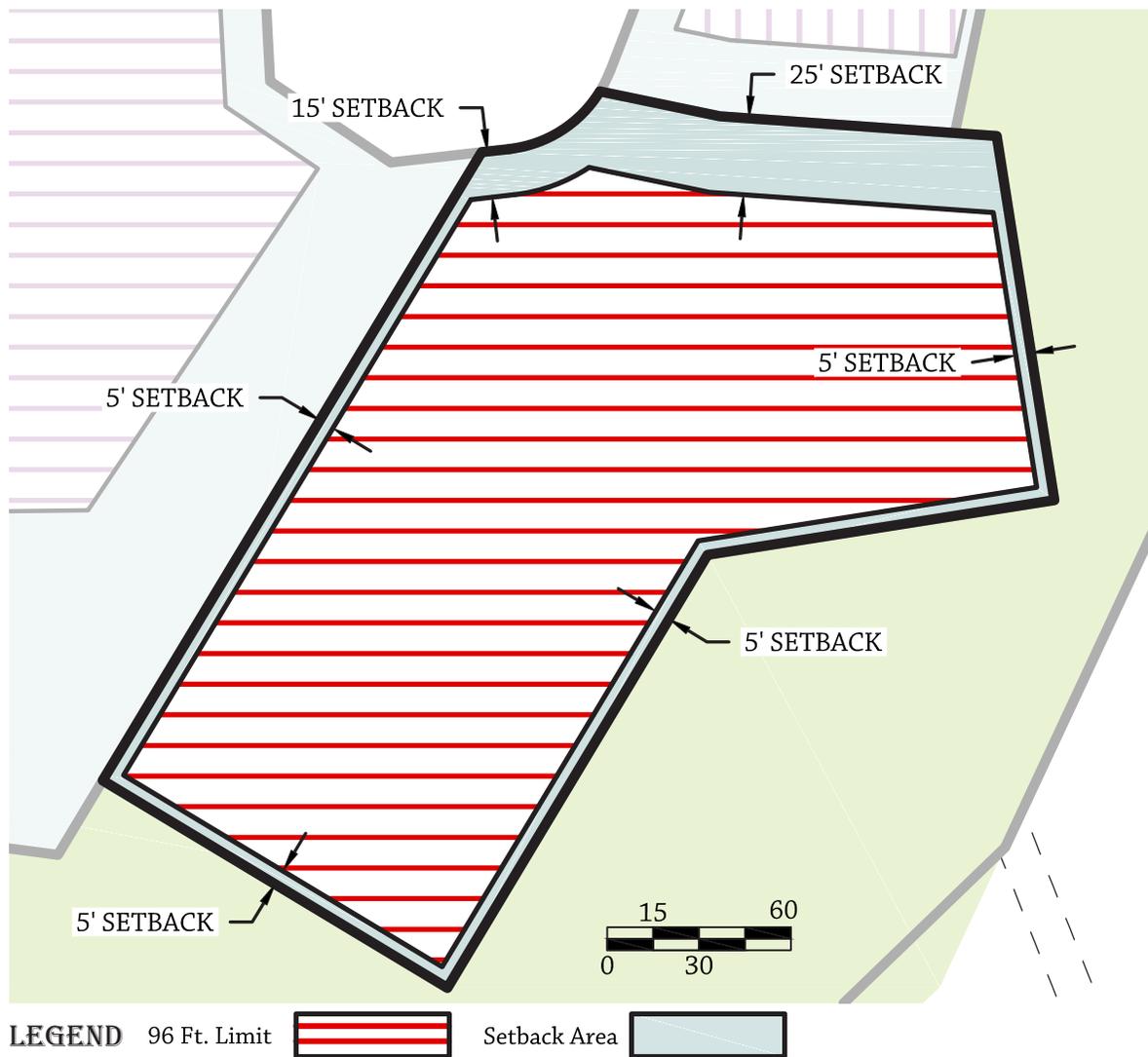
FIGURE B.10- LOT 9

Development Standards	
Zoning/Land Use	VC-C
Neighborhood	Village Core
Acreage	1.05
Floor Area Ratio (Max.)	5.00
Stories	7
Bedroom Density (Per Acre)	138
Building Coverage	50% of Lot Max.
Open Space Requirement	25% of Lot Min.



CONCEPTUAL BUILDING LAYOUT

This figure represents one potential design that complies with standards, regulations, and guidelines set forth in the Specific Plan.



Notes:

1. Open Space requirement does not include parking, roadways, or driveways.
2. Development standards only applicable to new development.
3. Refer to Section B.5.1.4 for Exceptions to Setbacks.

LOT 11

FIGURE B.11- LOT 11

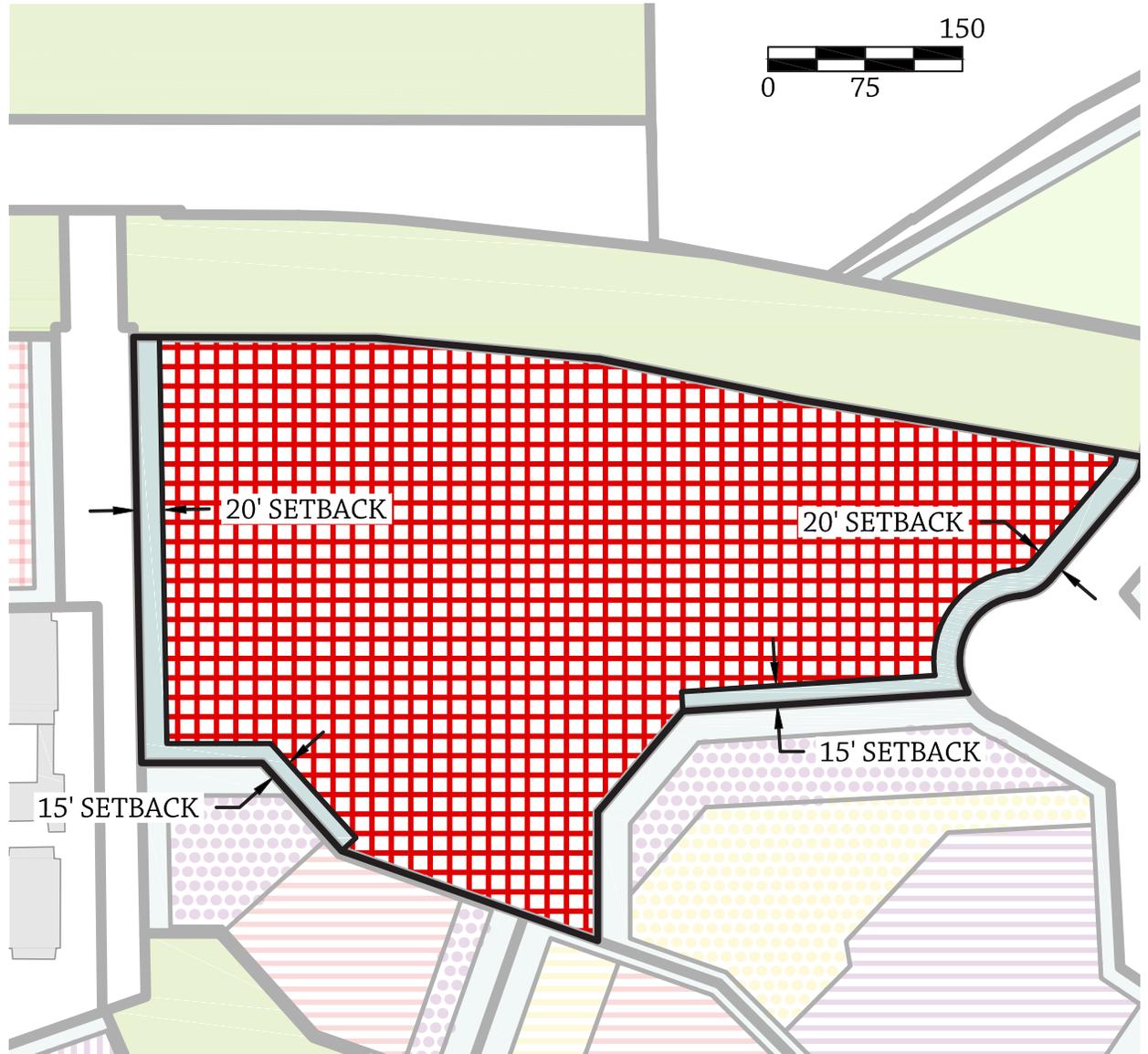
Development Standards	
Zoning/Land Use	V-P
Neighborhood	Not Applicable
Acreage	5.05
Floor Area Ratio	Not Applicable
Stories	Not Applicable
Bedroom Density (Per Acre)	Not Applicable
Parking Structure Coverage	80% of Lot Max.
Open Space Requirement	Not Applicable

*See section B.3.10 Fire Sub-Station



CONCEPTUAL BUILDING LAYOUT

This figure represents one potential design that complies with standards, regulations, and guidelines set forth in the Specific Plan.



LEGEND 20 Ft. Limit  Setback Area 

Notes:

1. Snow bunkers are not included in the parking structure coverage.
2. Development standards only applicable to new development.

LOT 12

FIGURE B.12- LOT 12

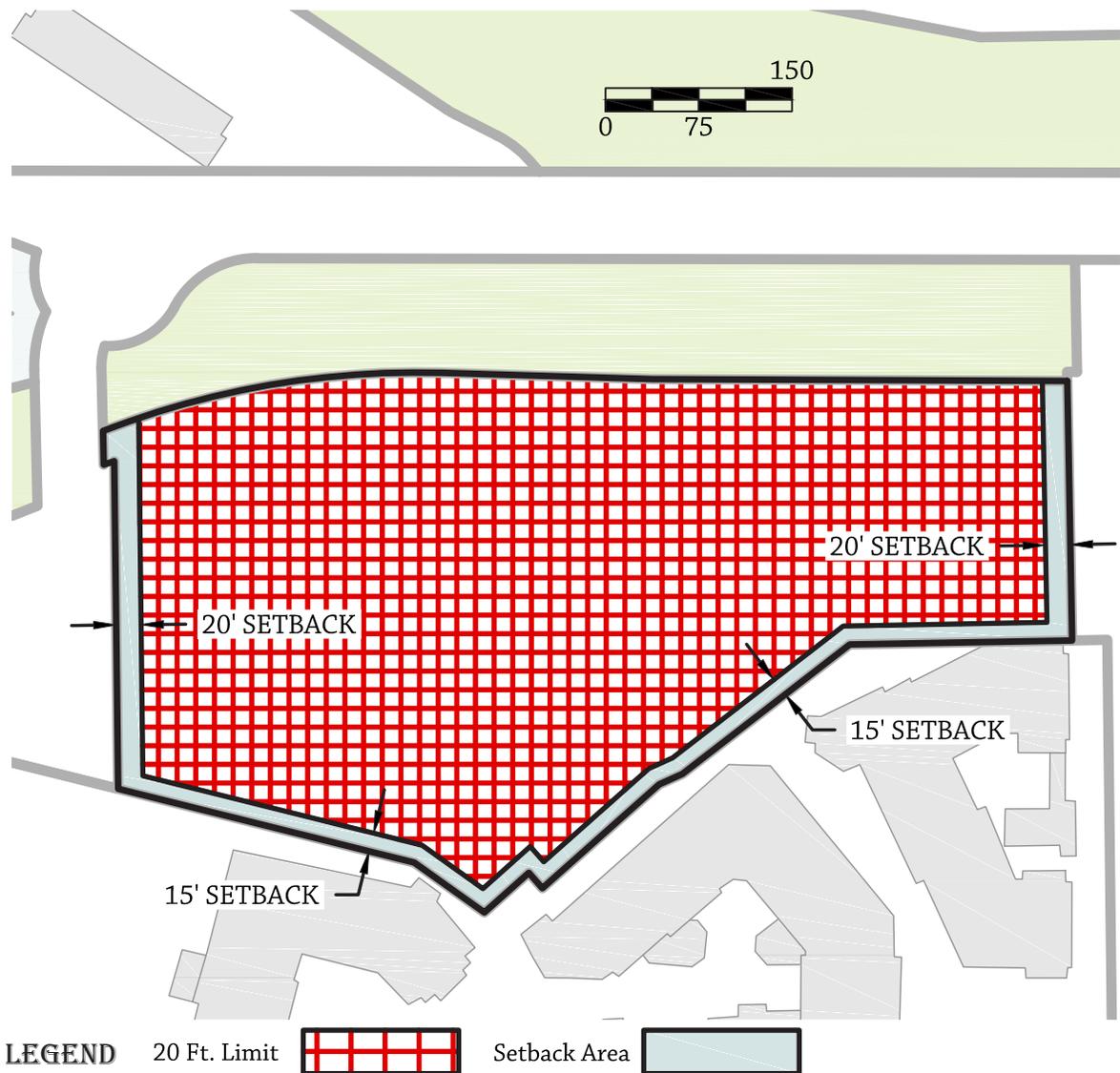
Development Standards	
Zoning/Land Use	V-P
Neighborhood	Not Applicable
Acreage	5.52
Floor Area Ratio	Not Applicable
Stories	Not Applicable
Bedroom Density (Per Acre)	Not Applicable
Parking Structure Coverage	80% of Lot Max.
Open Space Requirement	Not Applicable

*See section B.3.10 Fire Sub-Station



CONCEPTUAL BUILDING LAYOUT

This figure represents one potential design that complies with standards, regulations, and guidelines set forth in the Specific Plan.



Notes:

1. Snow bunkers are not included in the parking structure coverage.
2. Development standards only applicable to new development.

LOT 13

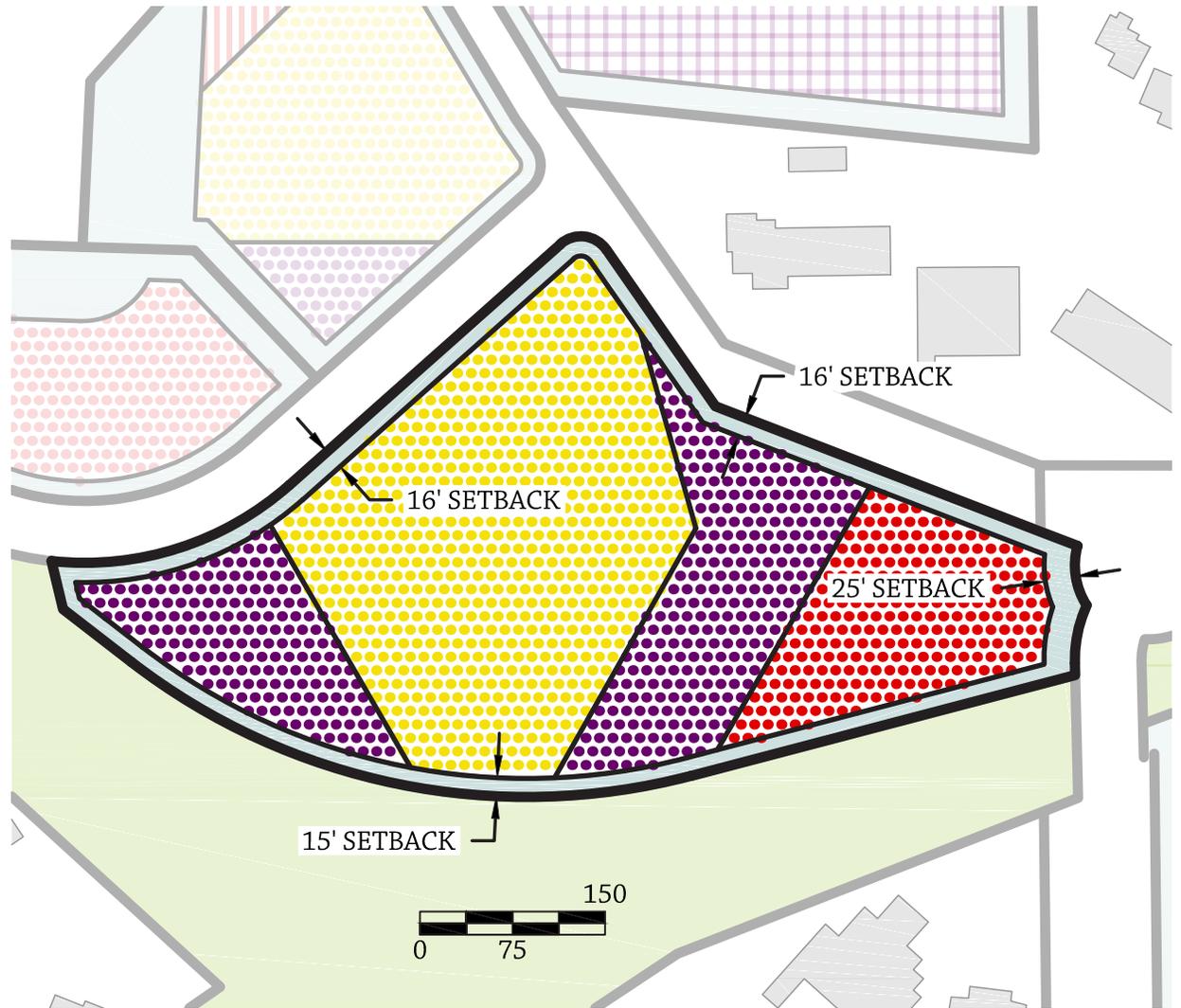
FIGURE B.13- LOT 13

Development Standards	
Zoning/Land Use	VC-N
Neighborhood	Village Neighborhood
Acreage	4.69
Floor Area Ratio (Max.)	2.25
Stories	6
Bedroom Density (Per Acre)	75
Building Coverage	50% of Lot Max.
Open Space Requirement	25% of Lot Min.



CONCEPTUAL BUILDING LAYOUT

This figure represents one potential design that complies with standards, regulations, and guidelines set forth in the Specific Plan.



LEGEND	84 Ft. Limit		56 Ft. Limit	
	72 Ft. Limit		Setback Area	

- Notes:
1. Open Space requirement does not include parking, roadways, or driveways.
 2. Development standards only applicable to new development.
 3. Refer to Section B.5.1.4 for Exceptions to Setbacks.

LOT 14

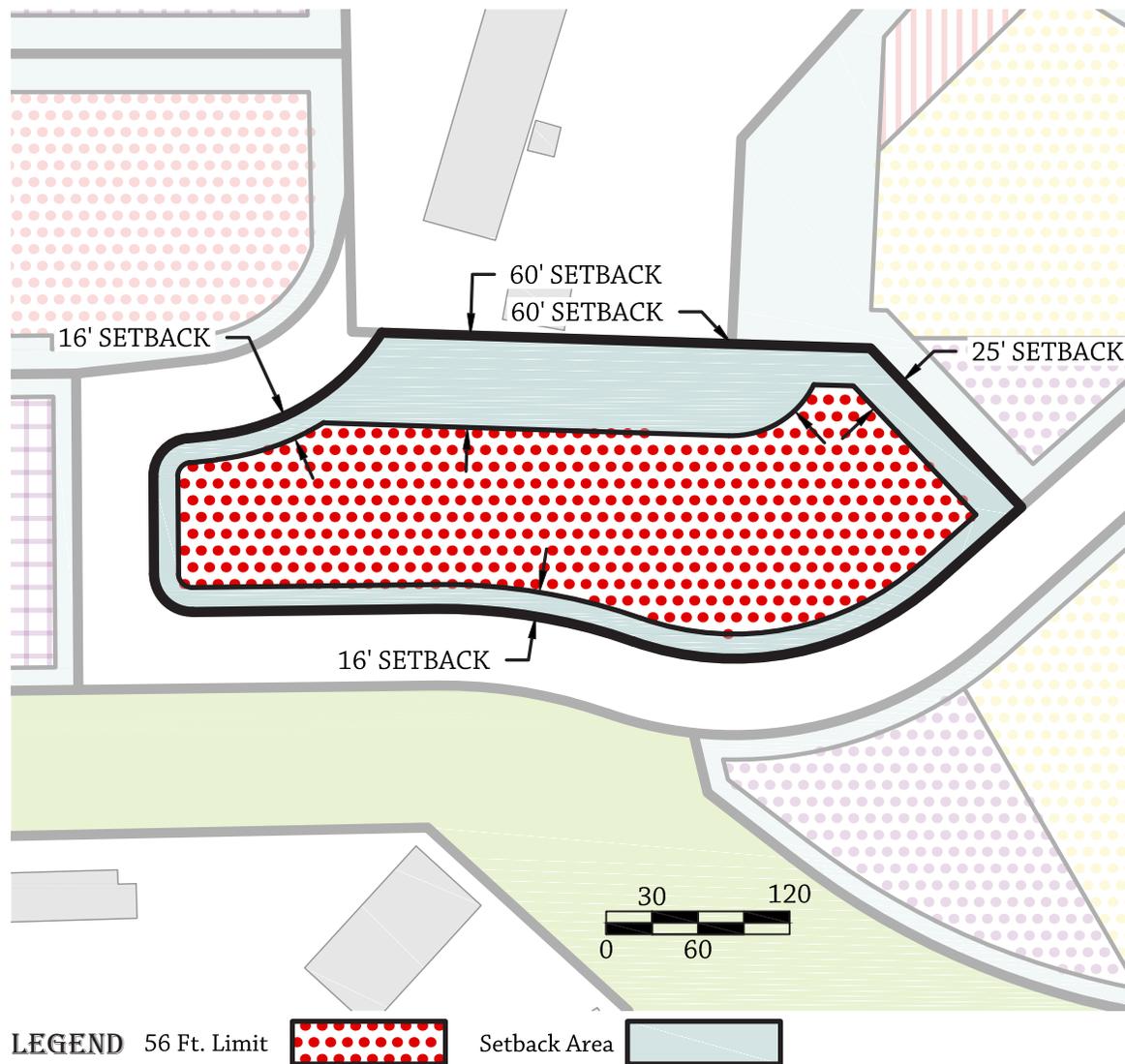
FIGURE B.14- LOT 14

Development Standards	
Zoning/Land Use	VC-N
Neighborhood	Village Neighborhood
Acreage	2.06
Floor Area Ratio (Max.)	1.85
Stories	4
Bedroom Density (Per Acre)	48
Building Coverage	50% of Lot Max.
Open Space Requirement	25% of Lot Min.



CONCEPTUAL BUILDING LAYOUT

This figure represents one potential design that complies with standards, regulations, and guidelines set forth in the Specific Plan.



Notes:

1. Open Space requirement does not include parking, roadways, or driveways.
2. Development standards only applicable to new development.
3. Refer to Section B.5.1.4 for Exceptions to Setbacks.

LOT 15

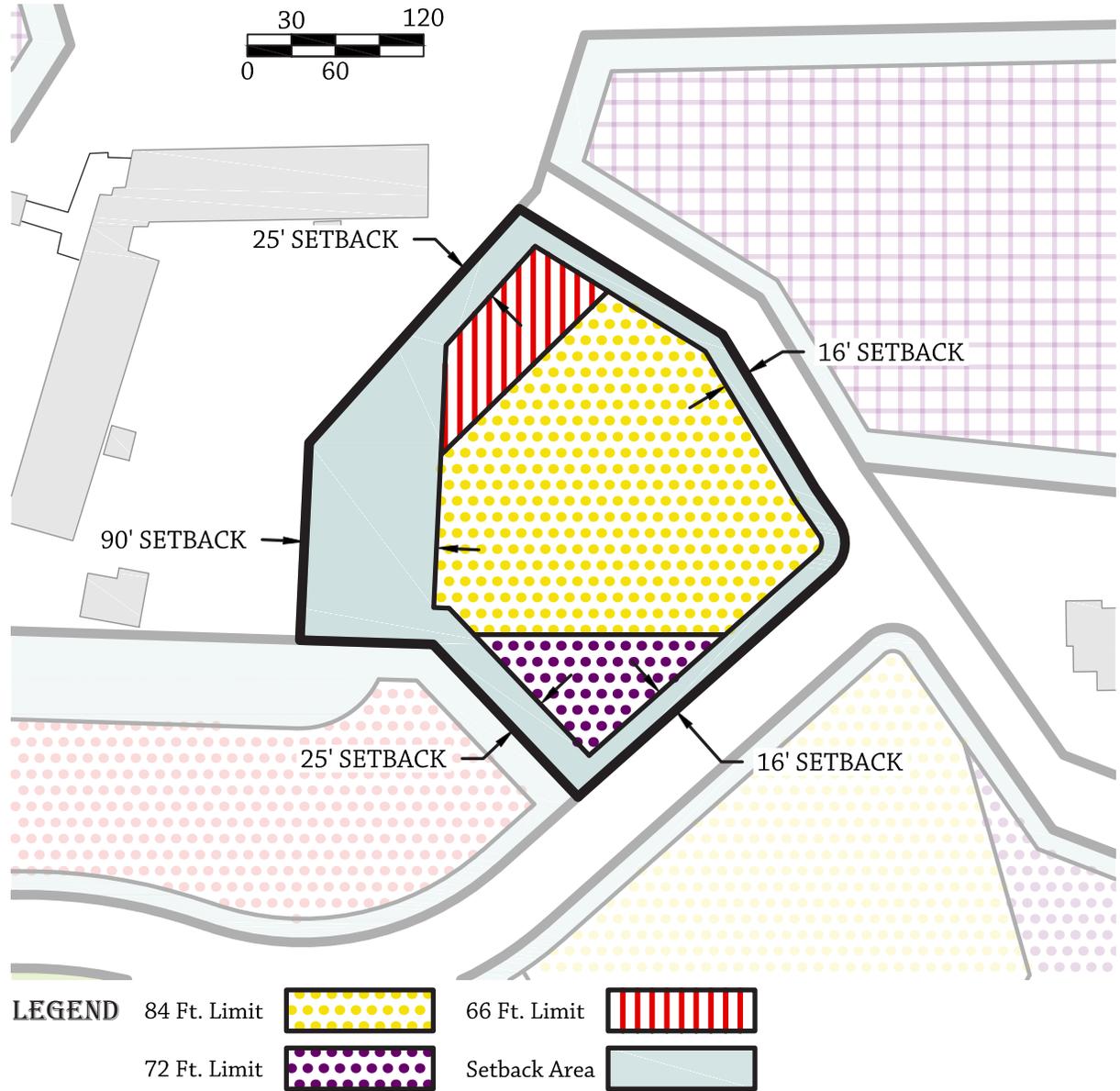
FIGURE B.15- LOT 15

Development Standards	
Zoning/Land Use	VC-N
Neighborhood	Village Neighborhood
Acreage	2.01
Floor Area Ratio (Max.)	2.30
Stories	6
Bedroom Density (Per Acre)	79
Building Coverage	50% of Lot Max.
Open Space Requirement	25% of Lot Min.



CONCEPTUAL BUILDING LAYOUT

This figure represents one potential design that complies with standards, regulations, and guidelines set forth in the Specific Plan.



Notes:

1. Open Space requirement does not include parking, roadways, or driveways.
2. Development standards only applicable to new development.
3. Refer to Section B.5.1.4 for Exceptions to Setbacks.

LOT 16

FIGURE B.16- LOT 16

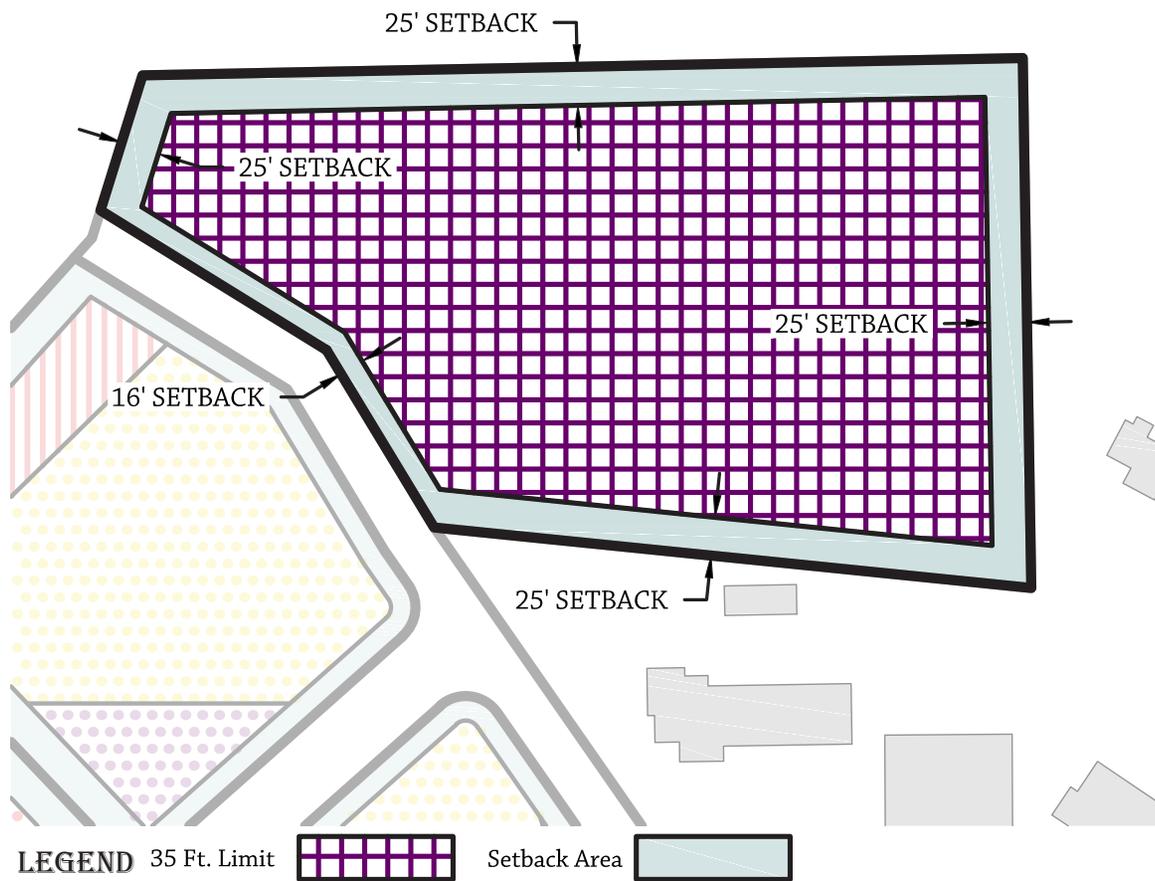
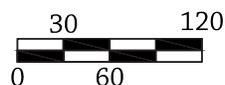
Development Standards	
Zoning/Land Use	VC-N
Neighborhood	Village Neighborhood
Acreage	3.65
Floor Area Ratio (Max.)	0.35
Stories	2
Maximum Units*	15
Bedroom Density (Per Acre)	14
Building Coverage	50% of Lot Max.
Open Space Requirement	50% of Lot Min.

*Total allowable units for Lots 16 and 18 combined is 21 units.



CONCEPTUAL BUILDING LAYOUT

This figure represents one potential design that complies with standards, regulations, and guidelines set forth in the Specific Plan.



- Notes:
1. Open Space requirement does not include parking, roadways, or driveways.
 2. Development standards only applicable to new development.
 3. Garages must be setback 25' from the roadway (measured road edge to garage face).
 4. Refer to Section B.5.1.4 for Exceptions to Setbacks.

LOT 17

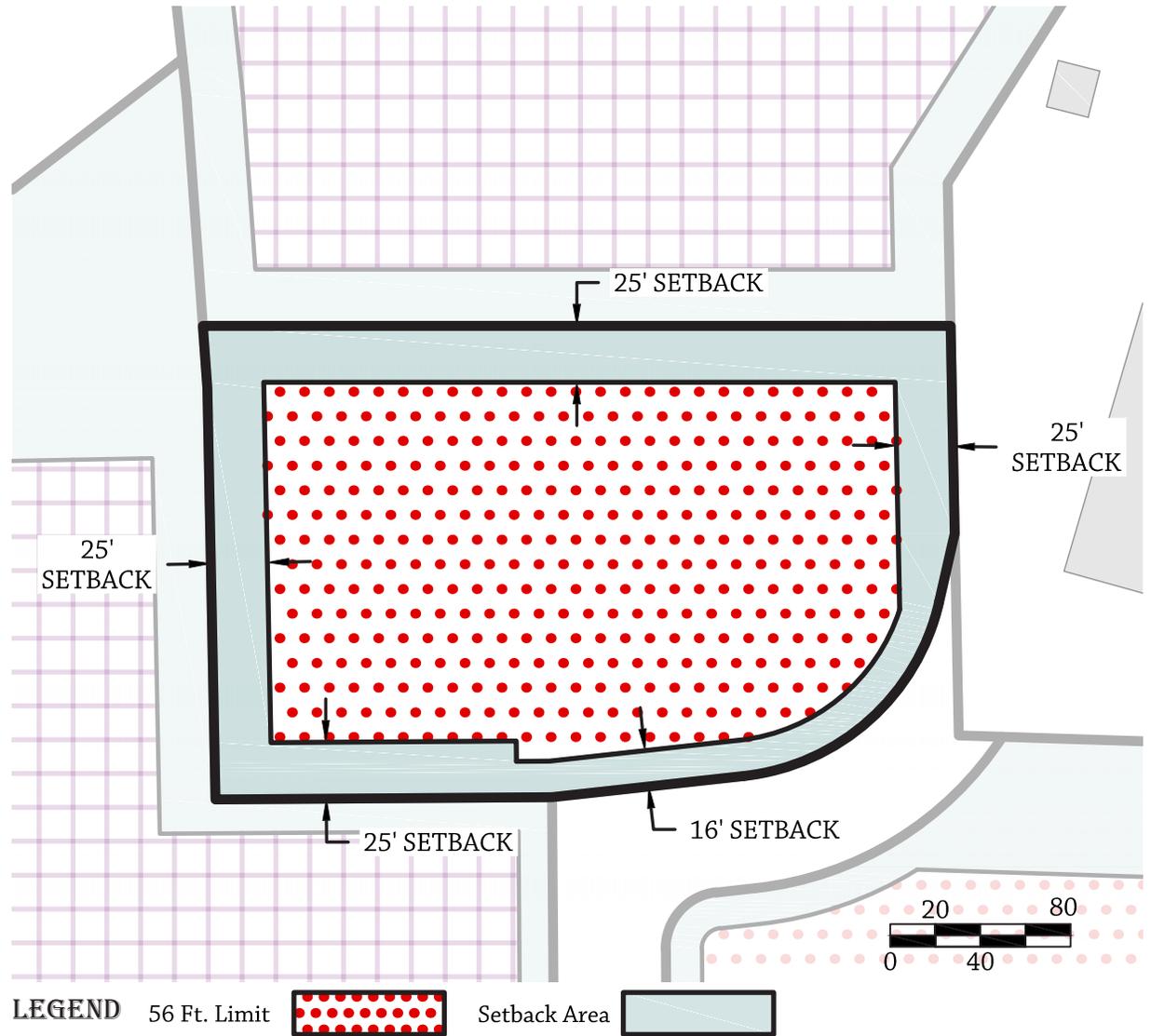
FIGURE B.17- LOT 17

Development Standards	
Zoning/Land Use	VC-N
Neighborhood	Village Neighborhood
Acreage	1.5
Floor Area Ratio (Max.)	0.20
Stories	2
Bedroom Density (Per Acre)	Not Applicable
Building Coverage	50% of Lot Max.
Open Space Requirement	25% of Lot Min.



CONCEPTUAL BUILDING LAYOUT

This figure represents one potential design that complies with standards, regulations, and guidelines set forth in the Specific Plan.

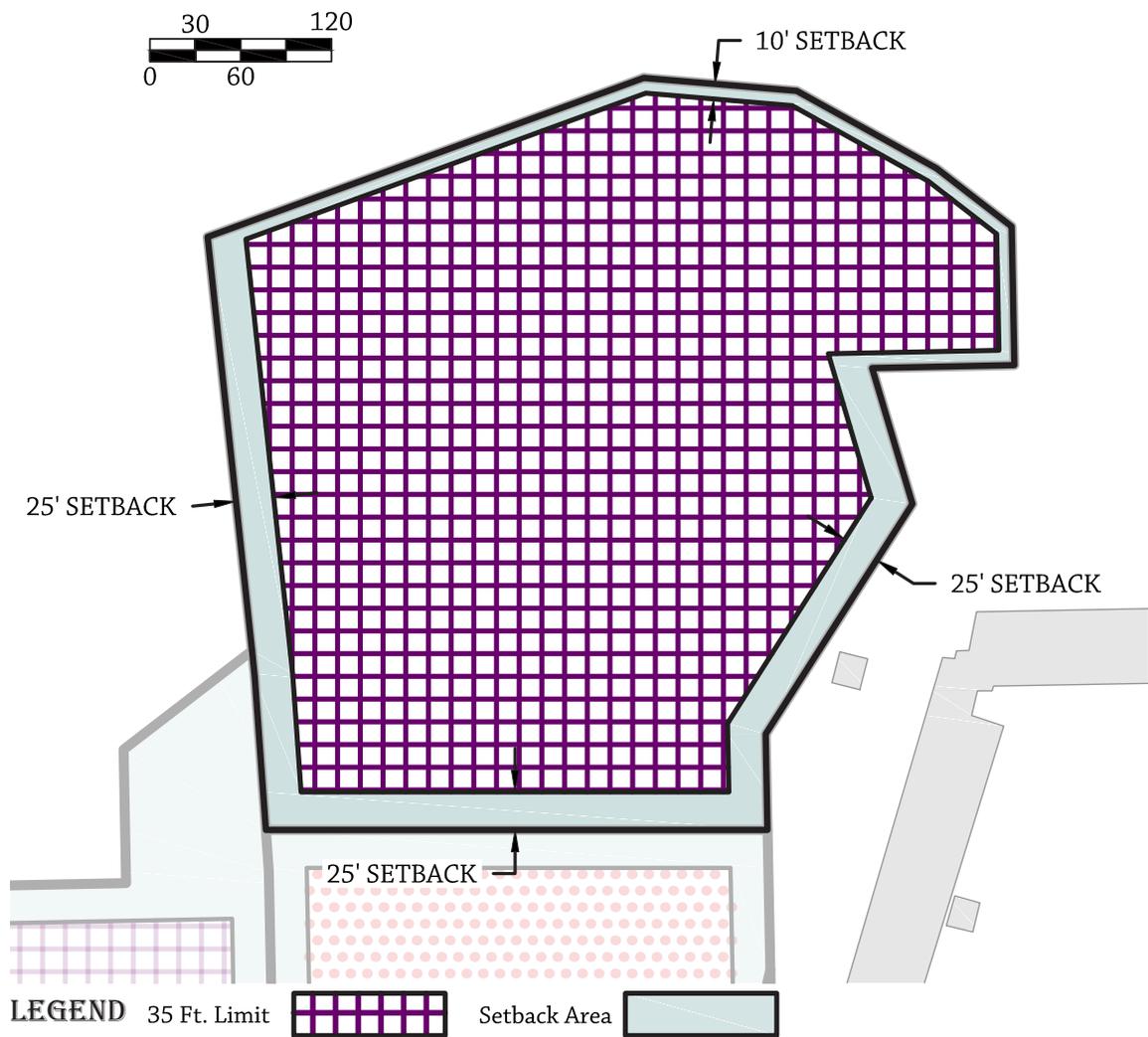


Notes:

1. Open Space requirement does not include parking, roadways, or driveways.
2. Development standards only applicable to new development.
3. Refer to Section B.5.1.4 for Exceptions to Setbacks.

LOT 18

FIGURE B.18- LOT 18



Notes:

1. Open Space requirement does not include parking, roadways, or driveways.
2. Development standards only applicable to new development.
3. Garages must be setback 25' from the roadway (measured road edge to garage face).
4. Refer to Section B.5.1.4 for Exceptions to Setbacks.

Development Standards	
Zoning/Land Use	VC-N
Neighborhood	Village Neighborhood
Acreage	4.56
Floor Area Ratio (Max.)	0.25
Stories	2
Maximum Units*	15
Bedroom Density (Per Acre)	10
Building Coverage	50% of Lot Max.
Open Space Requirement	50% of Lot Min.

*Total allowable units for Lots 16 and 18 combined is 21 units.



CONCEPTUAL BUILDING LAYOUT

This figure represents one potential design that complies with standards, regulations, and guidelines set forth in the Specific Plan.

LOT 19

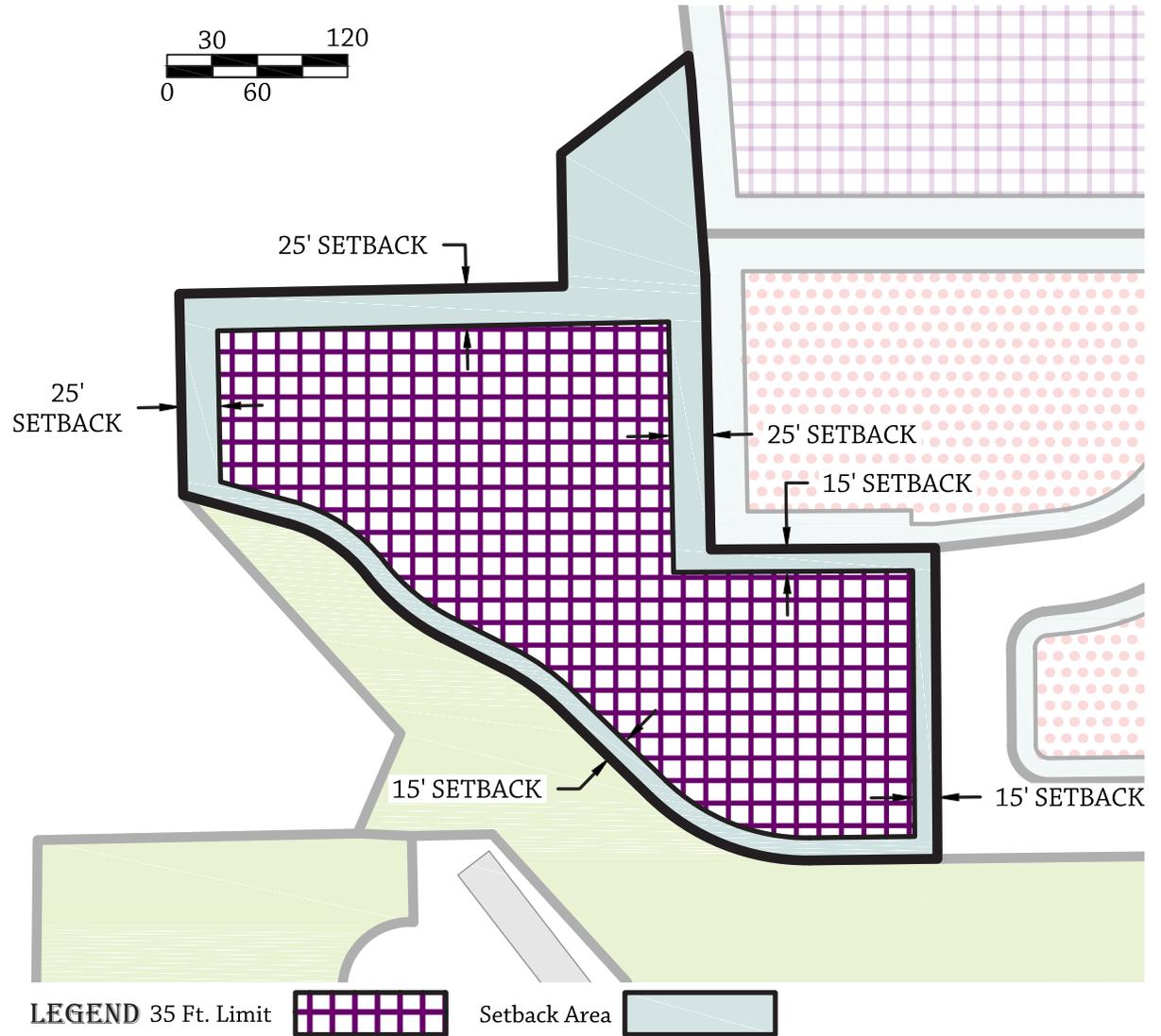
FIGURE B.19- LOT 19

Development Standards	
Zoning/Land Use	V-HC
Neighborhood	Village Neighborhood
Acreage	2.85
Floor Area Ratio (Max.)	0.10
Stories	2
Bedroom Density (Per Acre)	Not Applicable
Open Space Requirement	25% of Lot Min.



CONCEPTUAL BUILDING LAYOUT

This figure represents one potential design that complies with standards, regulations, and guidelines set forth in the Specific Plan.

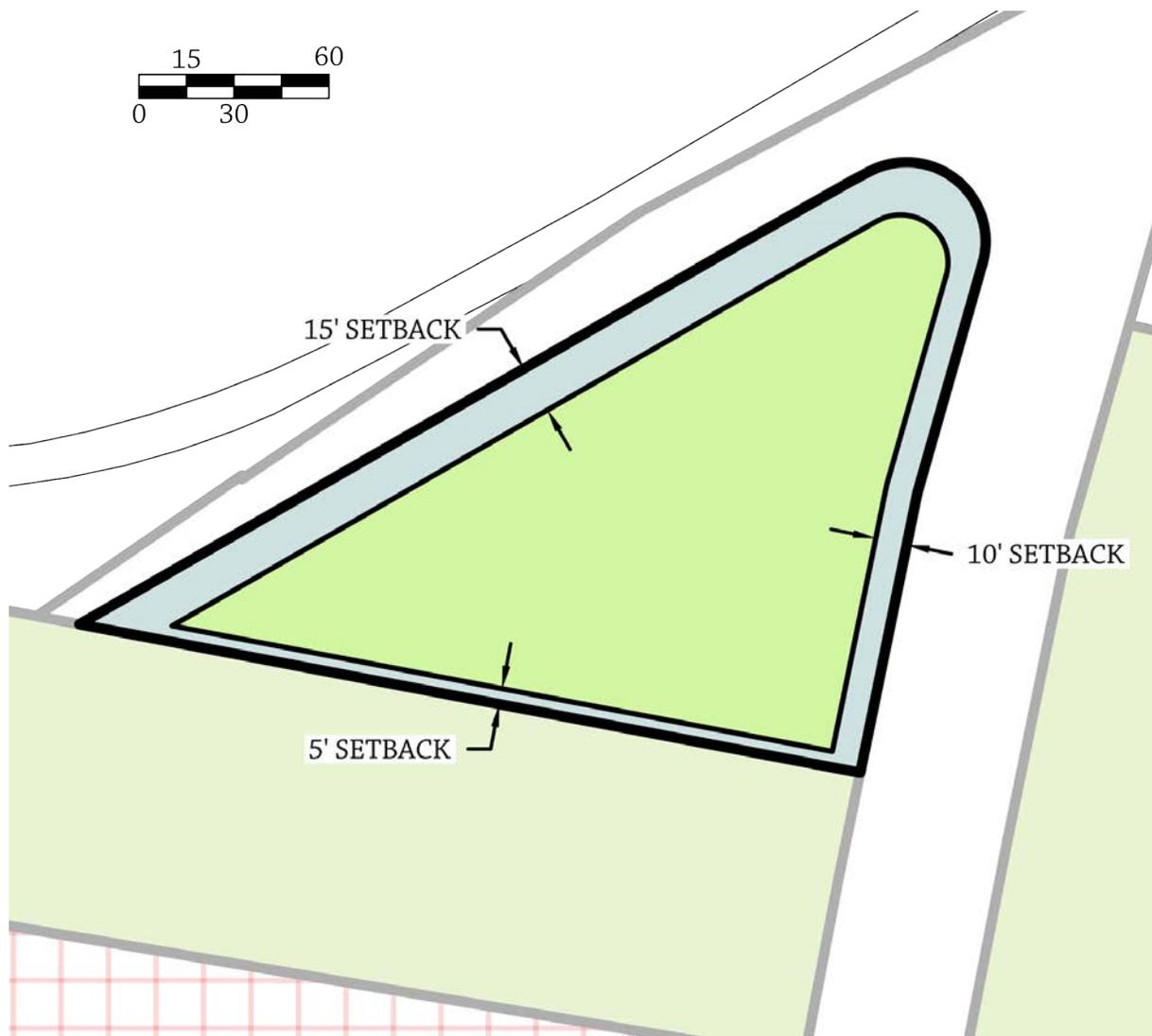


Notes:

1. Open Space requirement does not include parking, roadways, or driveways.
2. Development standards only applicable to new development.
3. Refer to Section B.5.1.4 for Exceptions to Setbacks.

LOT 28

FIGURE B.20- LOT 28



Development Standards	
Zoning/Land Use	V-FR
Acreage	0.62
Floor Area Ratio (Max.)	0
Stories	Not Applicable

Lot 28 is zoned V-FR. The intended uses for Lot 28 include: marque signage, pedestrian paths and/ or trails and low spill lighting. These uses are allowed within the V-FR zone designation. The proposed marquee signage will be required to go before the Squaw Valley Design Review Committee and shall follow all standards required by the Village at Squaw Valley Specific Plan.



CONCEPTUAL BUILDING LAYOUT

This figure represents one potential design that complies with standards, regulations, and guidelines set forth in the Specific Plan.

LOT 33

FIGURE B.21- LOT 33

Development Standards	
Zoning/Land Use	VC-C
Neighborhood	Village Core
Acreage	1.82
Floor Area Ratio (Max.)	0
Stories	Not Applicable
Bedroom Density (Per Acre)	Not Applicable
Building Coverage	Not Applicable
Open Space Requirement	90% of Lot Min.



CONCEPTUAL BUILDING LAYOUT

This figure represents one potential design that complies with standards, regulations, and guidelines set forth in the Specific Plan.



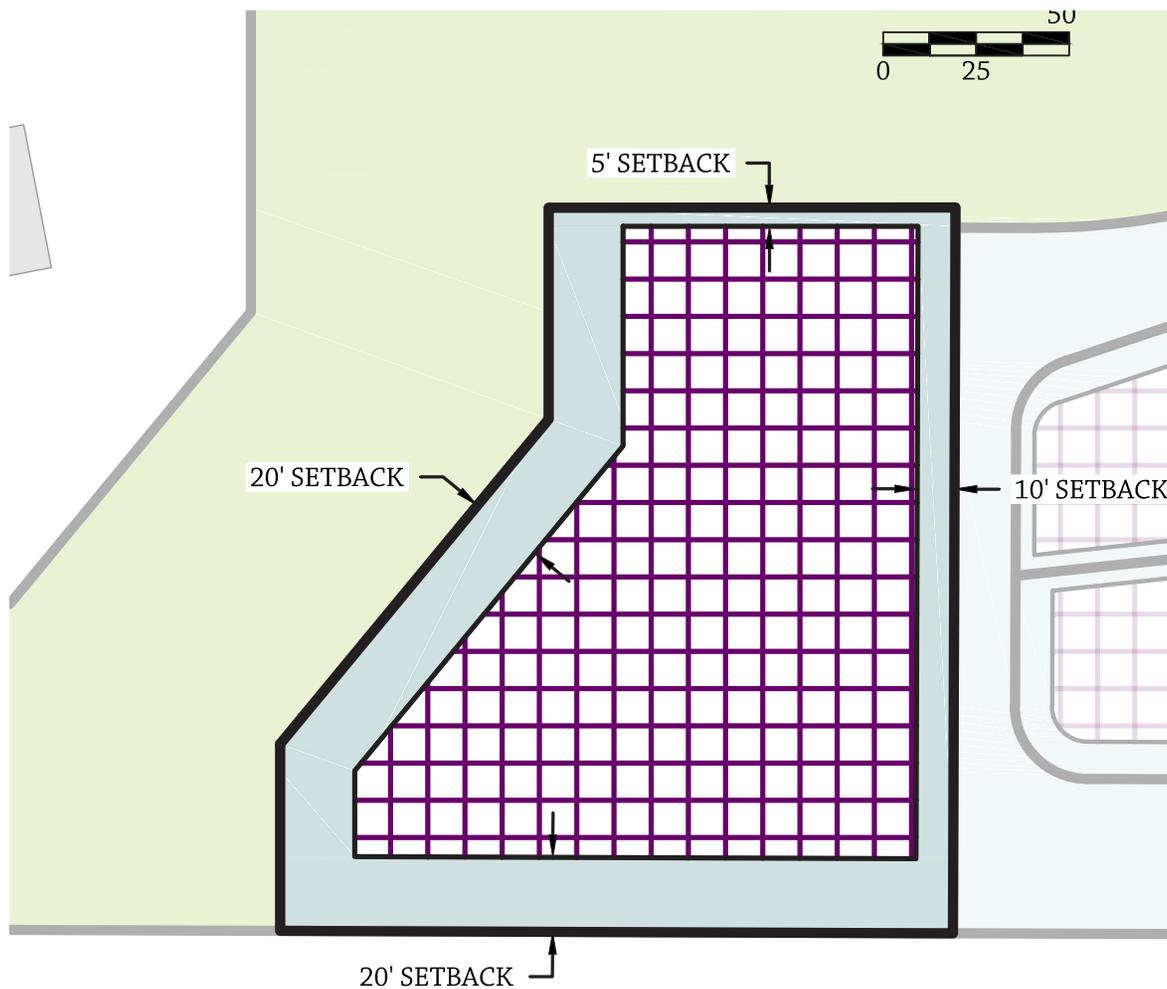
LEGEND Open Space

Notes:

1. Open Space requirement does not include parking, roadways, or driveways.
2. Development standards only applicable to new development.
3. Refer to Section B.5.1.4 for Exceptions to Setbacks.

LOT 34

FIGURE B.22- LOT 34



LEGEND

35 Ft. Limit



Setback Area



Notes:

1. Open Space requirement does not include parking, roadways, or driveways.
2. Development standards only applicable to new development.
3. Refer to Section B.5.1.4 for Exceptions to Setbacks.

Development Standards	
Zoning/Land Use	V-EC
Neighborhood	East Parcel
Acreage	0.64
Floor Area Ratio (Max.)	0.70
Stories	2
Bedroom Density (Per Acre)	Not Applicable
Building Coverage	50% of Lot Max.
Open Space Requirement	20% of Lot Min.



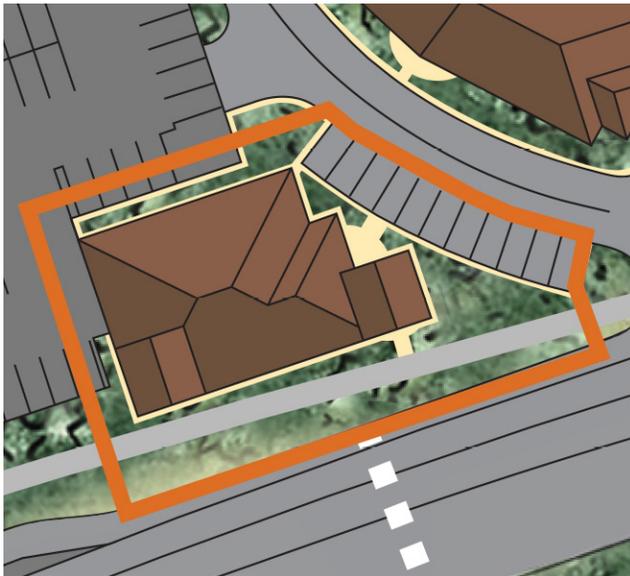
CONCEPTUAL BUILDING LAYOUT

This figure represents one potential design that complies with standards, regulations, and guidelines set forth in the Specific Plan.

LOT 35

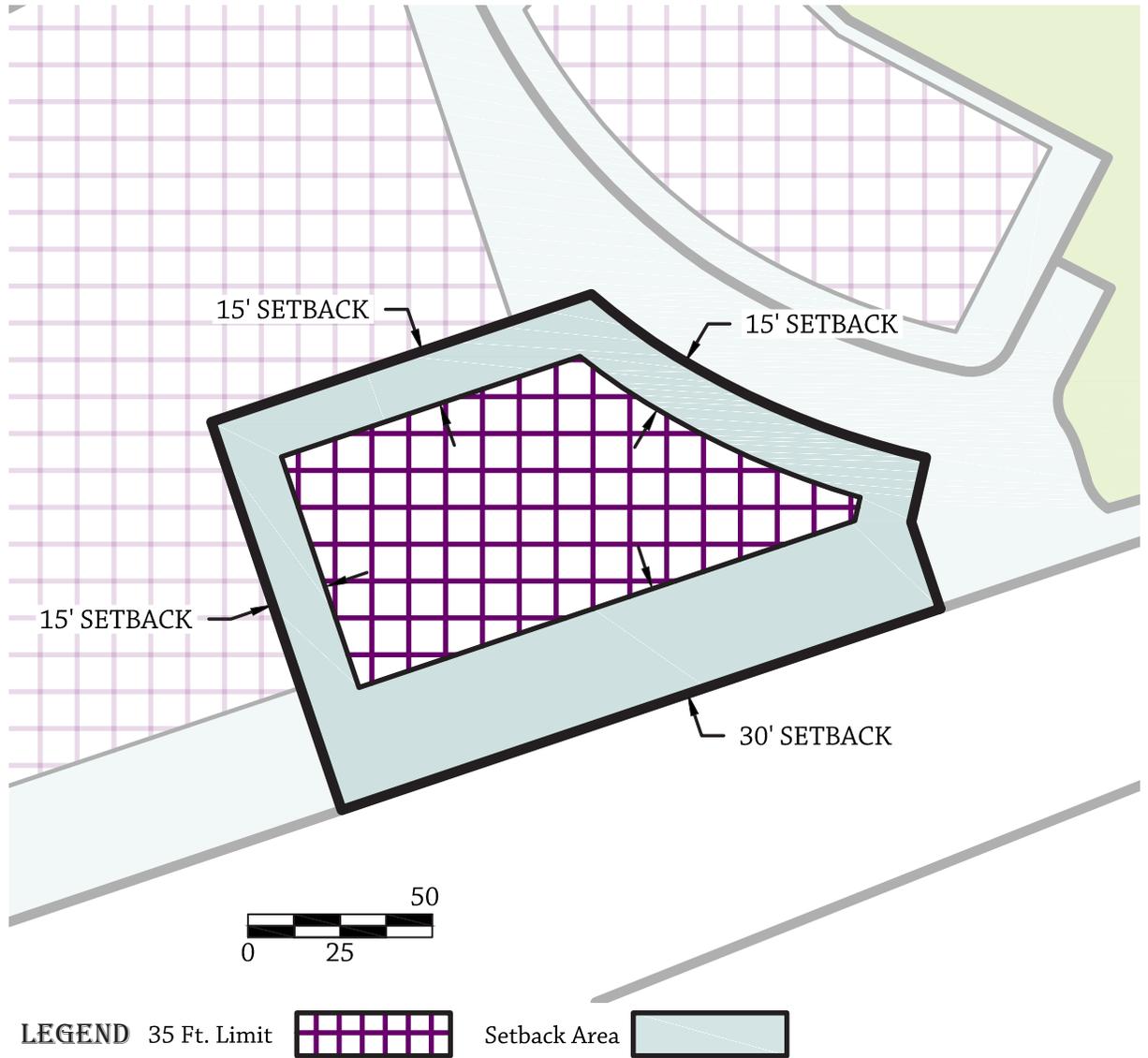
FIGURE B.23- LOT 35

Development Standards	
Zoning/Land Use	V-EC
Neighborhood	East Parcel
Acreage	0.39
Floor Area Ratio (Max.)	0.40
Stories	2
Bedroom Density (Per Acre)	Not Applicable
Building Coverage	50% of Lot Max.
Open Space Requirement	25% of Lot Min.



CONCEPTUAL BUILDING LAYOUT

This figure represents one potential design that complies with standards, regulations, and guidelines set forth in the Specific Plan.

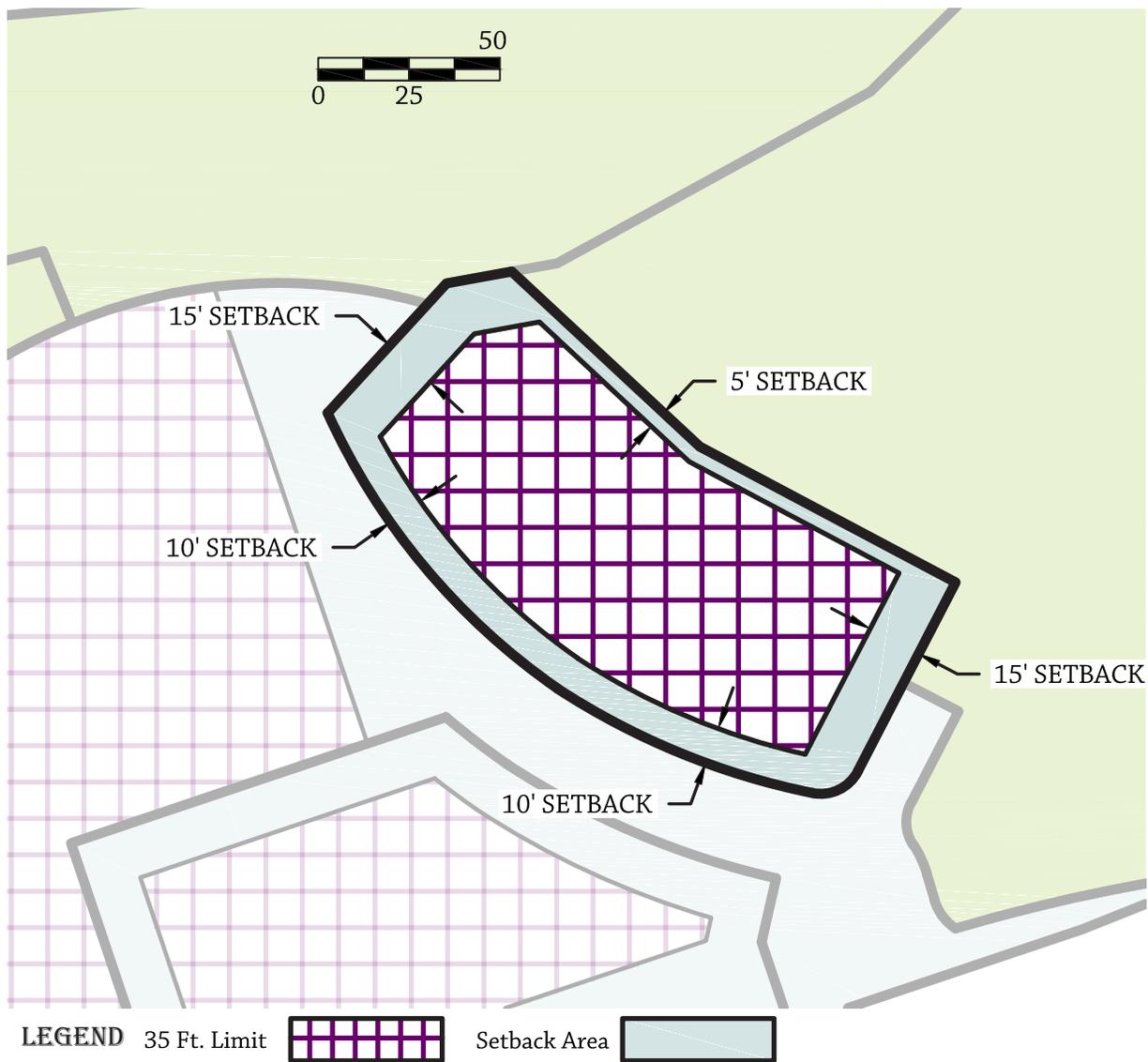


Notes:

1. Open Space requirement does not include parking, roadways, or driveways.
2. Development standards only applicable to new development.
3. Parking structures may encroach into building polygon and building setback areas.
4. Refer to Section B.5.1.4 for Exceptions to Setbacks.

LOT 36

FIGURE B.24- LOT 36



- Notes:
1. Open Space requirement does not include parking, roadways, or driveways.
 2. Development standards only applicable to new development.
 3. Parking structures may encroach into building polygon and building setback areas.
 4. Refer to Section B.5.1.4 for Exceptions to Setbacks.

Development Standards	
Zoning/Land Use	V-EC
Neighborhood	East Parcel
Acreage	0.29
Floor Area Ratio (Max.)	1.55
Stories	3
Bedroom Density (Per Acre)	166
Building Coverage	50% of Lot Max.
Open Space Requirement	25% of Lot Min.



CONCEPTUAL BUILDING LAYOUT

This figure represents one potential design that complies with standards, regulations, and guidelines set forth in the Specific Plan.

LOT 39

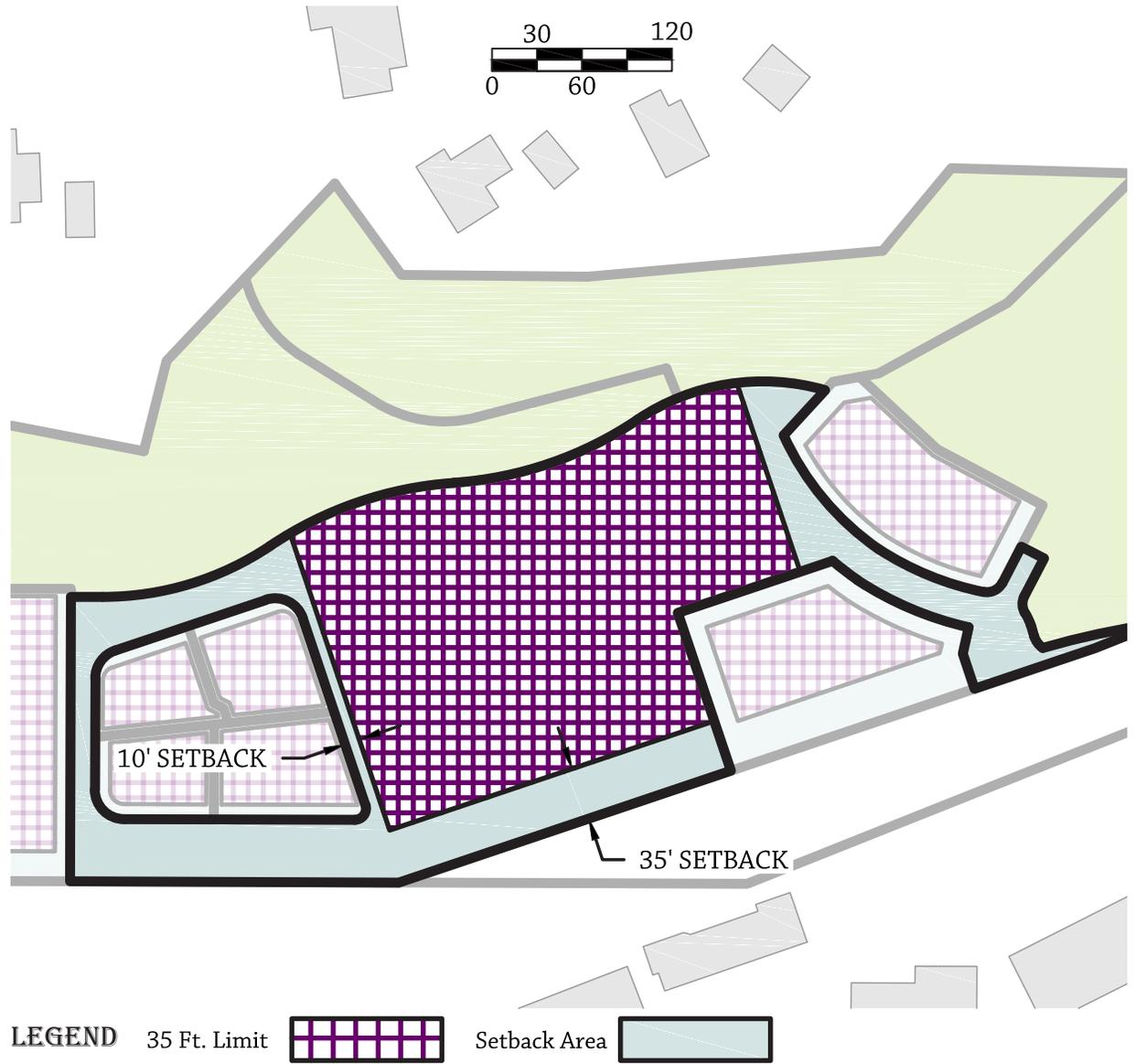
FIGURE B.25- LOT 39

Development Standards	
Zoning/Land Use	V-EC
Neighborhood	East Parcel
Acreage	2.16
Floor Area Ratio	Not Applicable
Stories	Not Applicable
Bedroom Density (Per Acre)	Not Applicable
Parking Structure Coverage	80% of Lot Max.
Open Space Requirement	20% of Lot Min.



CONCEPTUAL BUILDING LAYOUT

This figure represents one potential design that complies with standards, regulations, and guidelines set forth in the Specific Plan.

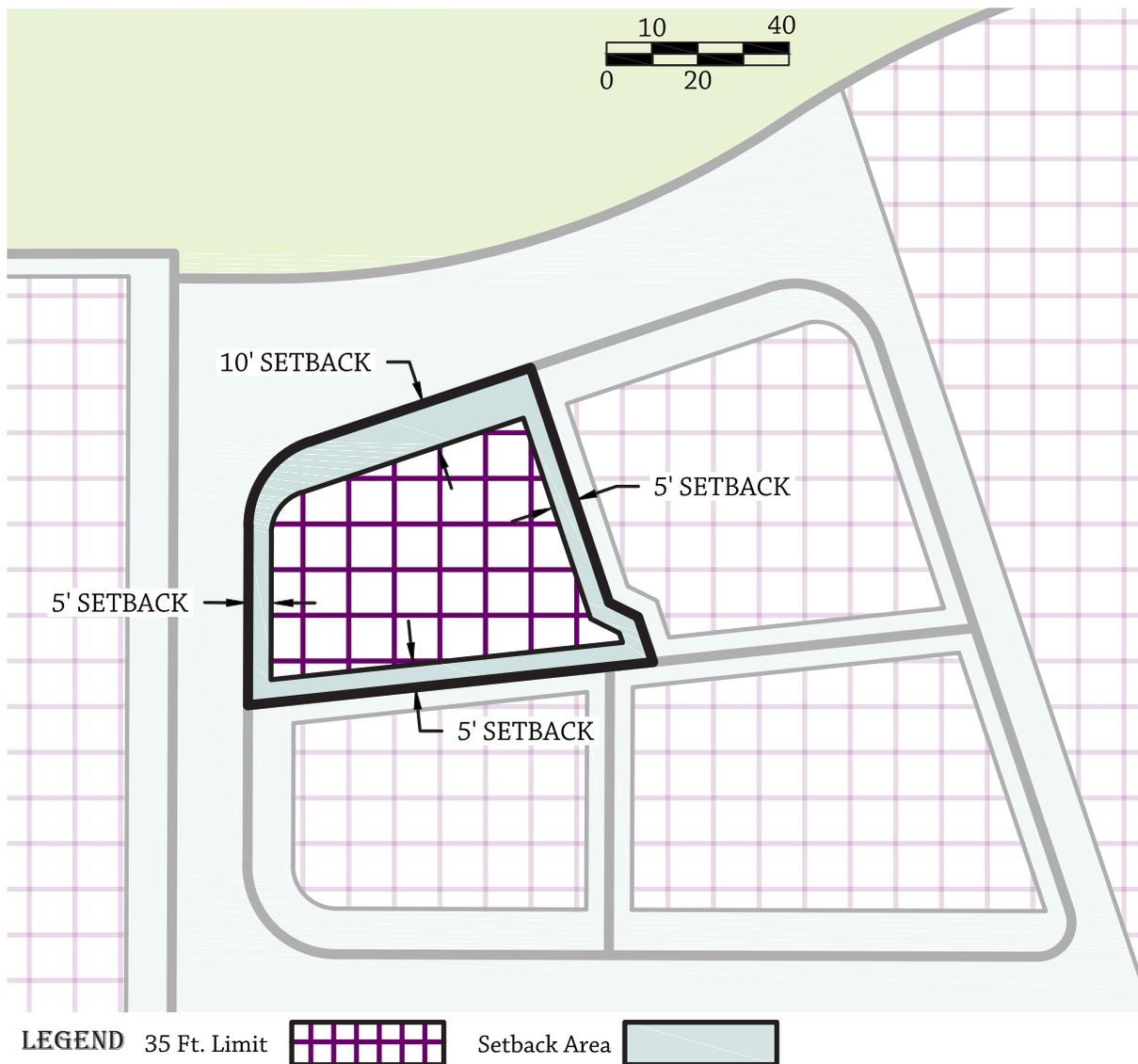


Notes:

1. Development standards only applicable to new development.

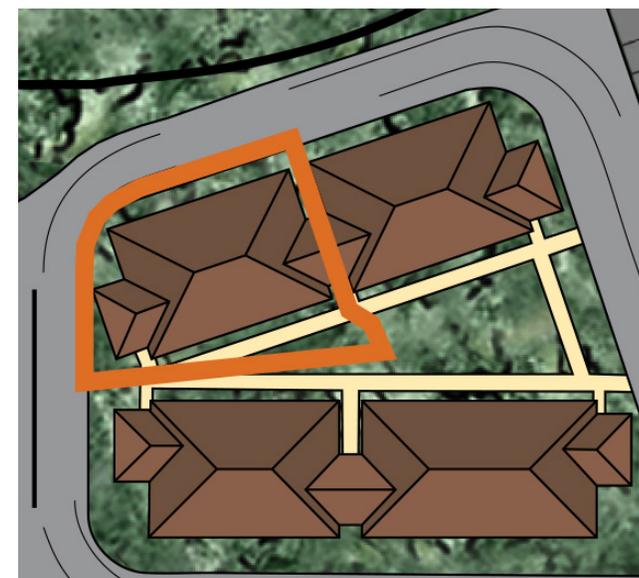
LOT 40

FIGURE B.26- LOT 40



- Notes:
1. Open Space requirement does not include parking, roadways, or driveways.
 2. Development standards only applicable to new development.
 3. Refer to Section B.5.1.4 for Exceptions to Setbacks.

Development Standards	
Zoning/Land Use	V-EC
Neighborhood	East Parcel
Acreage	0.10
Floor Area Ratio (Max.)	1.70
Stories	3
Bedroom Density (Per Acre)	135
Building Coverage	50% of Lot Max.
Open Space Requirement	25% of Lot Min.



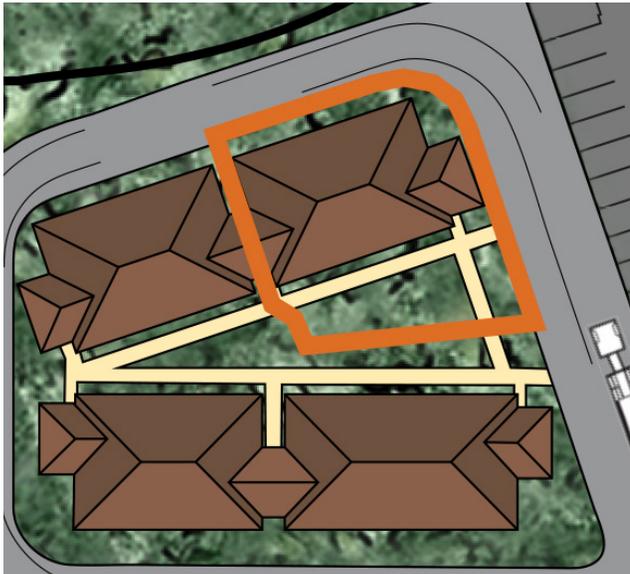
CONCEPTUAL BUILDING LAYOUT

This figure represents one potential design that complies with standards, regulations, and guidelines set forth in the Specific Plan.

LOT 41

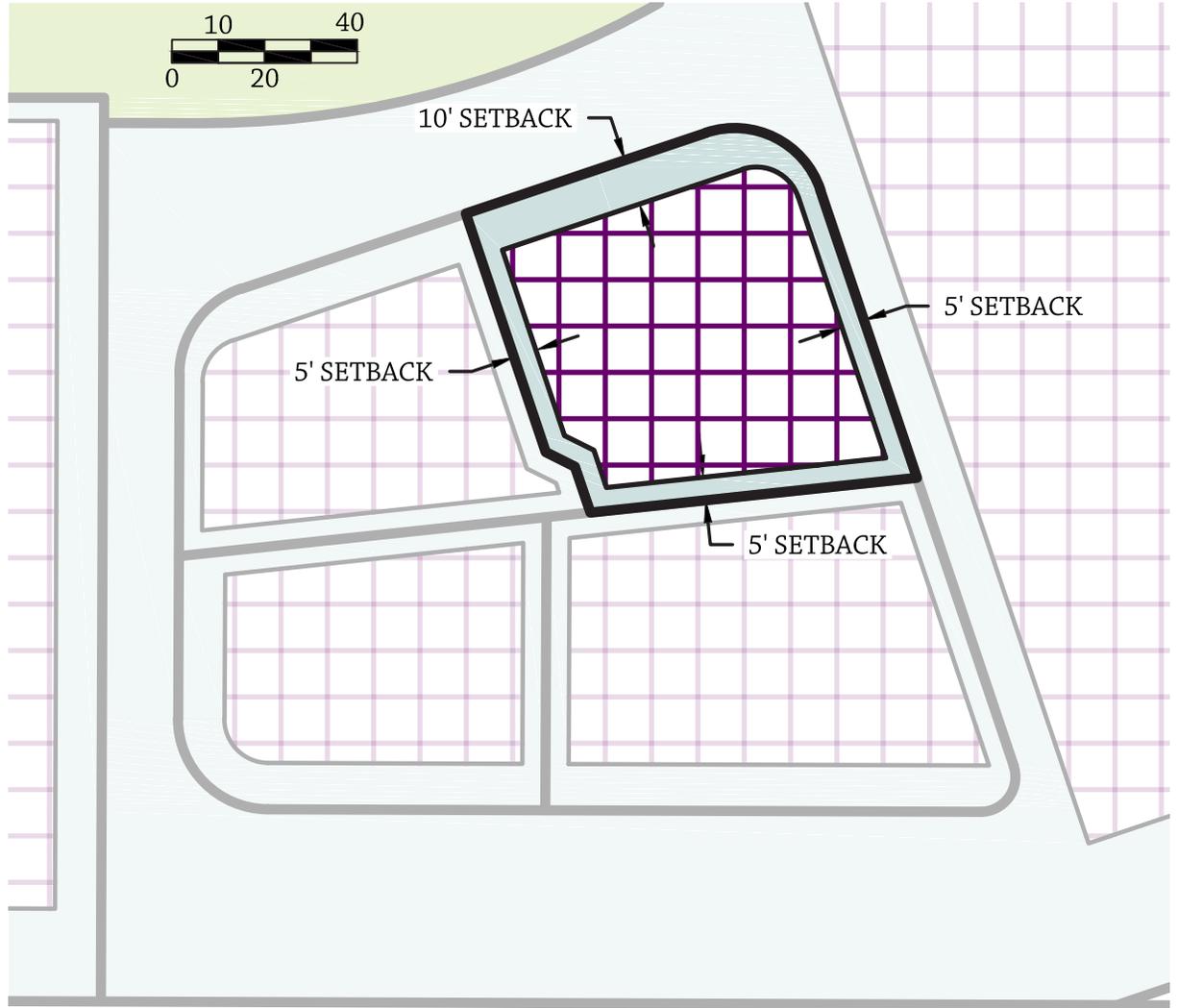
FIGURE B.27- LOT 41

Development Standards	
Zoning/Land Use	V-EC
Neighborhood	East Parcel
Acreage	0.13
Floor Area Ratio (Max.)	1.30
Stories	3
Bedroom Density (Per Acre)	100
Building Coverage	50% of Lot Max.
Open Space Requirement	25% of Lot Min.



CONCEPTUAL BUILDING LAYOUT

This figure represents one potential design that complies with standards, regulations, and guidelines set forth in the Specific Plan.



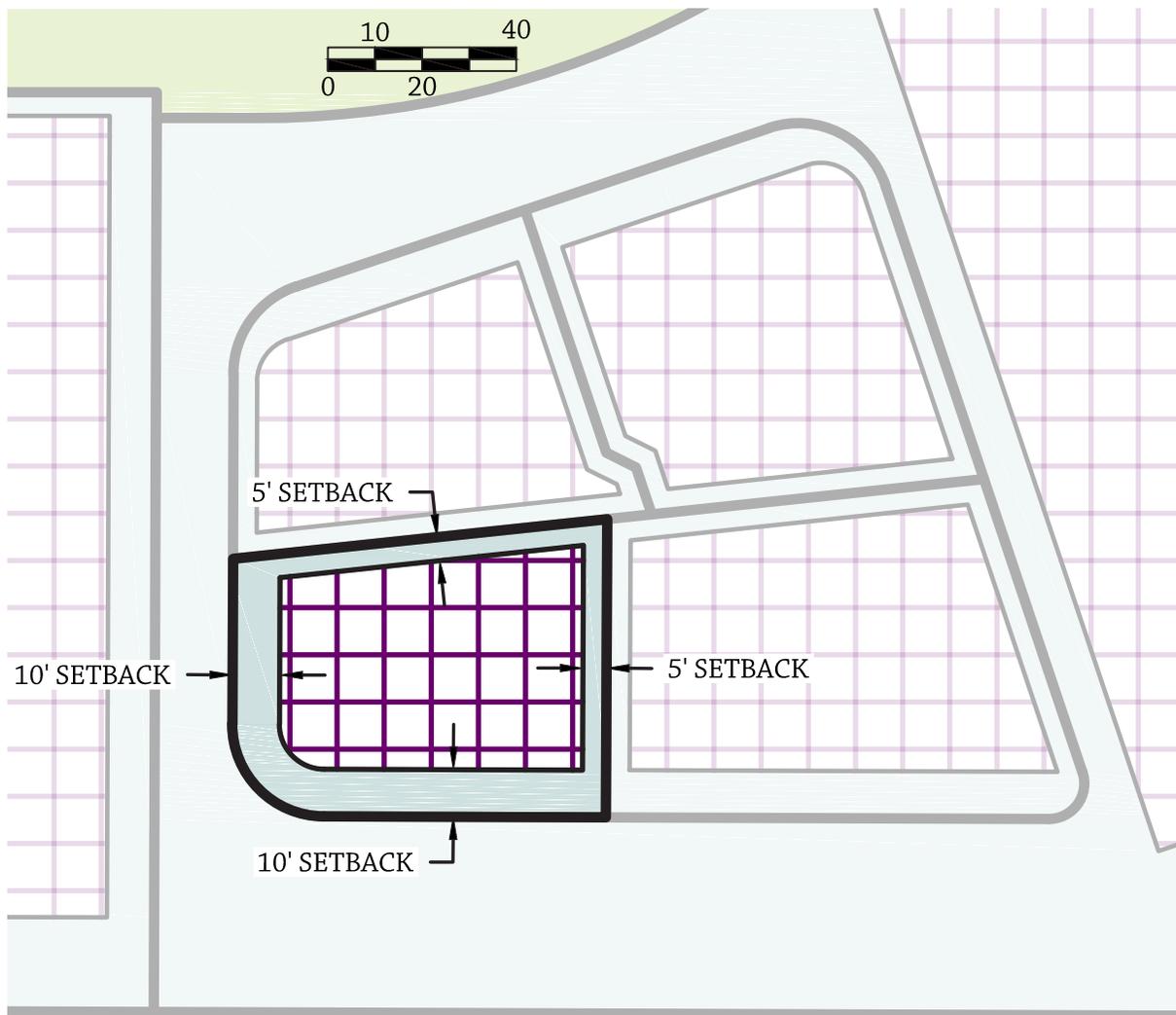
LEGEND 35 Ft. Limit  Setback Area 

Notes:

1. Open Space requirement does not include parking, roadways, or driveways.
2. Development standards only applicable to new development.
3. Refer to Section B.5.1.4 for Exceptions to Setbacks.

LOT 42

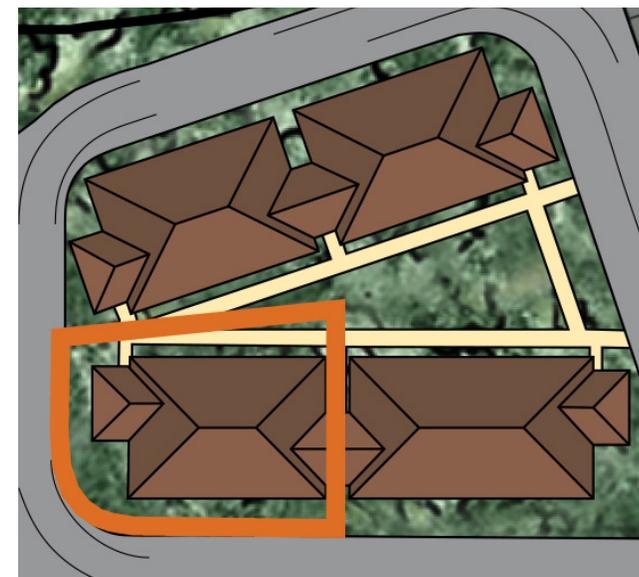
FIGURE B.28- LOT 42



LEGEND 35 Ft. Limit  Setback Area 

- Notes:
1. Open Space requirement does not include parking, roadways, or driveways.
 2. Development standards only applicable to new development.
 3. Refer to Section B.5.1.4 for Exceptions to Setbacks.

Development Standards	
Zoning/Land Use	V-EC
Neighborhood	East Parcel
Acreage	0.11
Floor Area Ratio (Max.)	1.55
Stories	3
Bedroom Density (Per Acre)	118
Building Coverage	50% of Lot Max.
Open Space Requirement	25% of Lot Min.



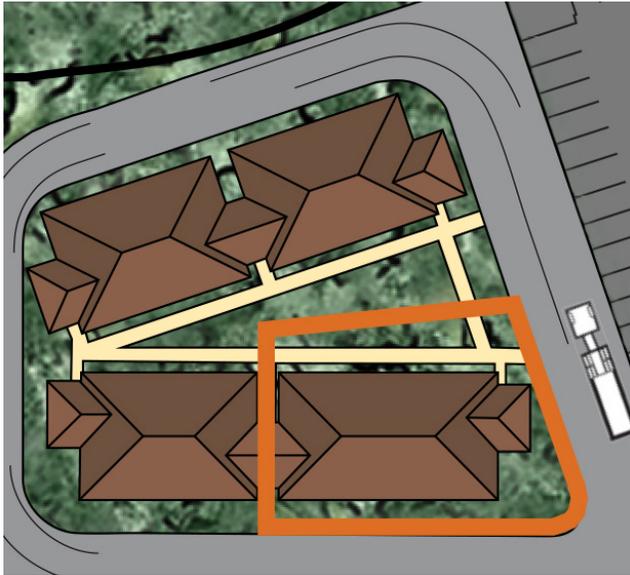
CONCEPTUAL BUILDING LAYOUT

This figure represents one potential design that complies with standards, regulations, and guidelines set forth in the Specific Plan.

LOT 43

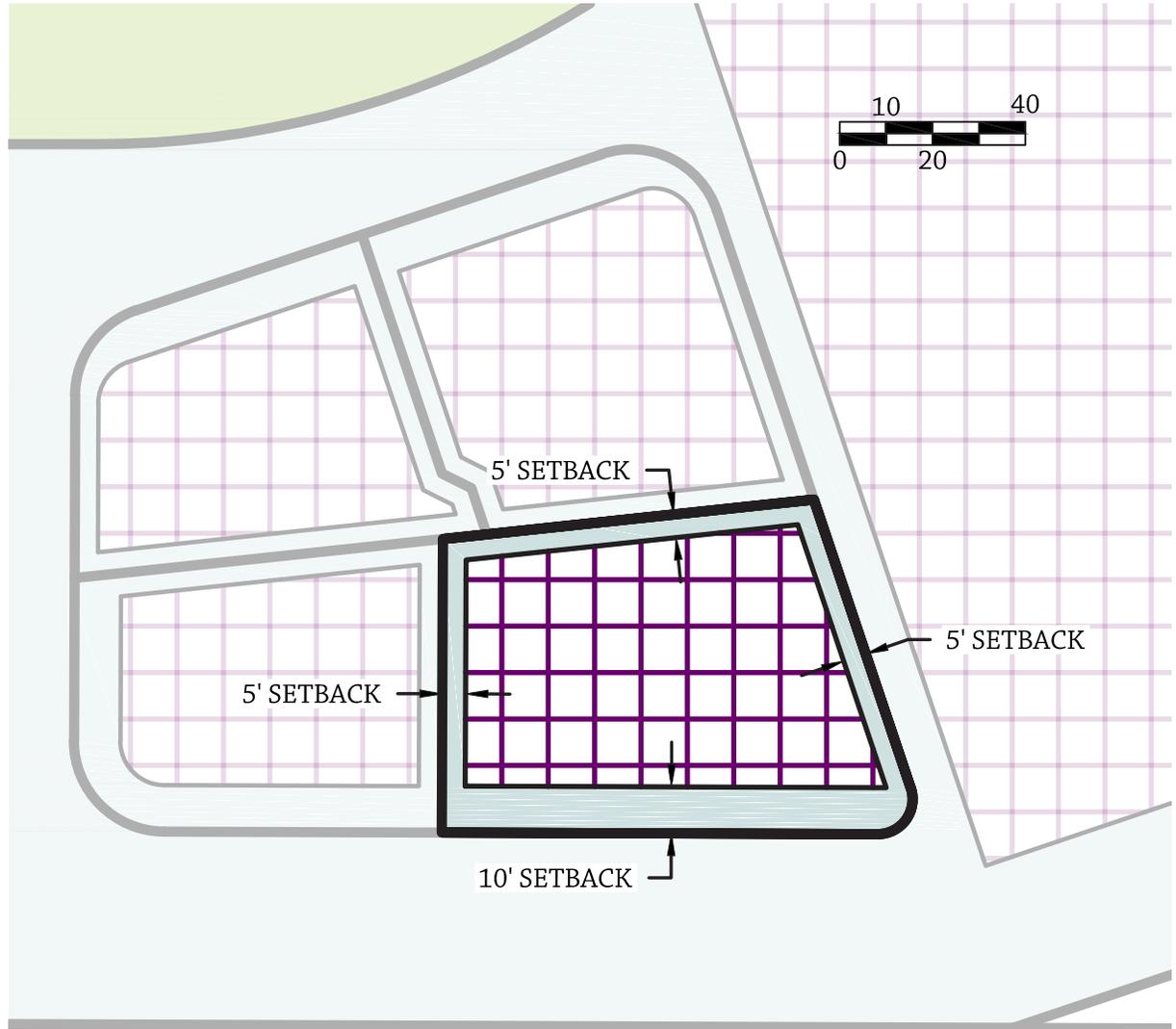
FIGURE B.29- LOT 43

Development Standards	
Zoning/Land Use	V-EC
Neighborhood	East Parcel
Acreage	0.14
Floor Area Ratio (Max.)	1.20
Stories	3
Bedroom Density (Per Acre)	100
Building Coverage	50% of Lot Max.
Open Space Requirement	25% of Lot Min.



CONCEPTUAL BUILDING LAYOUT

This figure represents one potential design that complies with standards, regulations, and guidelines set forth in the Specific Plan.



LEGEND

35 Ft. Limit



Setback Area



Notes:

1. Open Space requirement does not include parking, roadways, or driveways.
2. Development standards only applicable to new development.
3. Refer to Section B.5.1.4 for Exceptions to Setbacks.

B.4 LANDSCAPE AND CIRCULATION DEVELOPMENT STANDARDS AND DESIGN GUIDELINES

B.4.1 MOUNTAIN VILLAGE DESIGN CONCEPT

The Village at Squaw Valley, at the west end of the Olympic Valley, is the center of activity for the area; the focal point for year-round recreation and an economic base for the Olympic Valley. To this end, the Specific Plan employs a Mountain Village design concept of mixed-used neighborhoods centered on a high-density commercial core. The Plan Area consists of two main zones:

- ✦ The Village Core has the highest-density and greatest variety of use, with commercial and active recreational activities as well as resort-residential and visitor accommodations. Here, a well-connected pedestrian network encourages users to “park once and walk.”
- ✦ The Village Neighborhoods immediately adjacent to the core will be low to medium-density and accommodate a mix of uses and passive recreation.

B.4.1.1 THE PEDESTRIAN NETWORK

The pedestrian network within the Village Core is an essential part of creating a vibrant, diverse mountain village. It is envisioned as a series of interconnected passageways, paths, terraces, plazas, and courtyards that provide access to all resort facilities and function as multi-use environments for walking, gathering, and shopping. These spaces are accessible to pedestrians only, with the exception of providing emergency vehicle access as required. Points along

the network provide opportunities for social gatherings, including cultural and seasonal events.

Primary Pedestrian Corridors are the primary pedestrian thoroughfares, typically 20-50 feet wide, that interconnect main outdoor spaces and resort facilities as described below:

- ✦ *Passageways* are primary pedestrian accessways within the Village Core and Neighborhood and are no less than 40 feet wide as measured from building face to building face.
- ✦ Outdoor pedestrian pass-throughs and arcades underneath buildings shall be at least 15 feet wide and 15 feet tall.
- ✦ Amenities for pedestrians shall be provided (e.g. small pavilions or trellises, vendor carts and kiosks, water features, café tables and chairs, benches, and public art).
- ✦ Pavement treatments should be selected to reinforce circulation patterns, enrich the outdoor environment, and compliment the adjacent architectural and streetscape design elements.
- ✦ Planting shall be used to help define gathering areas, screen service zones, and mitigate stormwater runoff where feasible.
- ✦ Passageways shall be softened by landscaping and/or foliage islands, minimum 2 to 3 feet wide.





EXAMPLE OF COMMERCIAL PATIO



EXAMPLE OF PRIMARY PEDESTRIAN CORRIDORS



EXAMPLE OF COURTYARD



EXAMPLE OF SECONDARY PEDESTRIAN CORRIDORS

Secondary Pedestrian Corridors are the smaller, secondary pedestrian ways, typically 12-20 feet wide, that link the primary pedestrian corridors, terraces, plazas, and courtyards, as described below:

- ✦ *Paths* are secondary pedestrian routes within the Village Core and Neighborhood and are no less than 20 feet wide as measured from building face to building face.
- ✦ Elements to enrich the environment and provide visual interest shall be provided (e.g. landscape pots, hanging gardens, decorative signs, and architectural elements such as wall-mounted trellises).
- ✦ Pavement treatments should be selected to enrich the outdoor environment and compliment the adjacent architectural and streetscape design elements.
- ✦ Planting shall be used to add texture and color, especially to blank walls using vertical trellis systems as feasible.
- ✦ Within the village, passageways and plazas must be softened by landscaping and/or foliage islands, minimum 2 to 3 feet wide.

Pedestrian Parking Lot Corridors

- ✦ Foliage buffers shall be incorporated along the south perimeter of parking Lots 11 and 12 and shall be no less than

15 feet wide to provide a soft edge transition and a welcoming entry to the Village. As Lot 11 directly ties into the plaza level at the Village Core, only 50% of the south perimeter is required to be buffered.

Terraces, Plazas, and Courtyards are outdoor gathering spaces as described below:

- ✦ *Terraces* are outdoor rooms that naturally extend from the indoors and anchor buildings to the land. Their function should correspond to the adjacent indoor use.
- ✦ *Plazas* are the venues for larger gatherings, such as seasonal and cultural events, outdoor dining, active and passive recreation, public art, and water features.
- ✦ *Courtyards* are the venues for smaller gatherings, such as outdoor cafés and smaller events/performances.
- ✦ Terrace pavement treatments should be coordinated with adjacent indoor floor materials.
- ✦ Plaza and Courtyard pavement treatments shall be selected to enrich the outdoor environment and compliment adjacent architectural and streetscape design elements. Where feasible, pervious paving should be used in low-traffic areas to soften the hardscape.
- ✦ Plazas and Courtyards should provide for a mix of seating

options to accommodate different group sizes, exposure to sun or shade for year-round climatic comfort, and the need for shelter from the elements.

- ✦ Planting design in Terraces, Plazas, and Courtyards shall strive to improve building energy savings (e.g. summertime shade on south-facing walls), create hospitable microclimates (e.g. sunny spots in the winter, shaded areas in the summer, shelter from the wind), screen service areas, and mitigate stormwater runoff.
- ✦ Passageways and plazas shall be softened by landscaping and/or foliage islands, minimum 2 to 3 feet wide.

B.4.2 EXTERIOR HARDSCAPE: PAVING, WALLS, AND RETAINING WALLS

Objectives:

- ✦ Integrate site features, such as terraces, site walls, etc., with the natural topography or with adjacent building frontages.
- ✦ Utilize retaining walls to reduce slope gradients where needed.
- ✦ Utilize materials and colors that are or appear to be indigenous to the site and surrounding region.
- ✦ When feasible, utilize traditional construction methods, such as dry-stacked walls and boulder stabilization treatments.

- ✦ Wherever possible use pervious paving treatments to maximize on-site stormwater infiltration, reduce runoff volumes and peaks, replenish aquifers, and reduce soil erosion.

Standards and Guidelines:

- ✦ Wherever feasible, pervious paving materials shall be used to reduce impervious surface area.
- ✦ The selection of approved paving materials from local sources (within 500 miles of the site) and use of salvaged materials, such as bricks and stones, is encouraged.
- ✦ Quality material that can be feasibly repurposed, should be repurposed. Quality materials that are acquired through the demolition process may be reclaimed by project developers, donated to non-profit organizations, or made available to individuals, businesses, or other entities who wish to utilize or collect them.
- ✦ Appropriate materials for walls may include but are not limited to:
 - ✦ Copper, metal, and metalwork;
 - ✦ Stones and bricks;

- ✦ Wood beams and fixtures;
 - ✦ Concrete; and
 - ✦ Lumber.
- ✦ Approved pervious paving materials include:
- ✦ Pervious concrete with integral color admixture;
 - ✦ Open-celled pavers;
 - ✦ Decomposed granite; and
 - ✦ Unit/precast pavers.
- ✦ Approved impervious paving materials include:
- ✦ Natural or faux stone;
 - ✦ Integral colored concrete banded with stone or brick and/or seeded; and
 - ✦ Stamped colored concrete.
- ✦ Discouraged paving materials include:
- ✦ Smooth trowel finished concrete.
- ✦ The following materials are not allowed:
- ✦ Compacted sand; and
 - ✦ Slate.
- ✦ Snow considerations for paving:
- ✦ Paved Terraces, Plazas, and Courtyards should be located for maximum southern exposure where feasible to minimize snow and ice accumulation.
 - ✦ To the extent feasible, pedestrian corridors should also be located for maximum southern exposure. In addition, they should be wide enough to allow space for proper drainage and storing plowed snow.
 - ✦ Access for snow removal equipment should be considered in the design of the pedestrian network spaces: Pedestrian Corridors, Terraces, Plazas and Courtyards. The location of fences and walls must consider maintenance equipment needs.
 - ✦ Avoid sag vertical curves in paving which may result in overland release if drainage systems are clogged.

APPENDIX B

- ✦ Provide a shoulder sloping away from the pavement along pedestrian corridors not immediately abutted to a vertical wall, to prevent icing on pavement when snow deposited on the shoulder begins to melt.
- ✦ Maintain and protect pervious paving from snow removal equipment.
- ✦ Incorporate the use of snow melt systems into hardscaped areas, especially high traffic and/or high visibility pedestrians areas, where feasible.
- ✦ Paved areas adjacent to ski terrain should be raised a minimum of 18 inches above the finish grade of the earth area at the snow to allow for snow to fill in and for

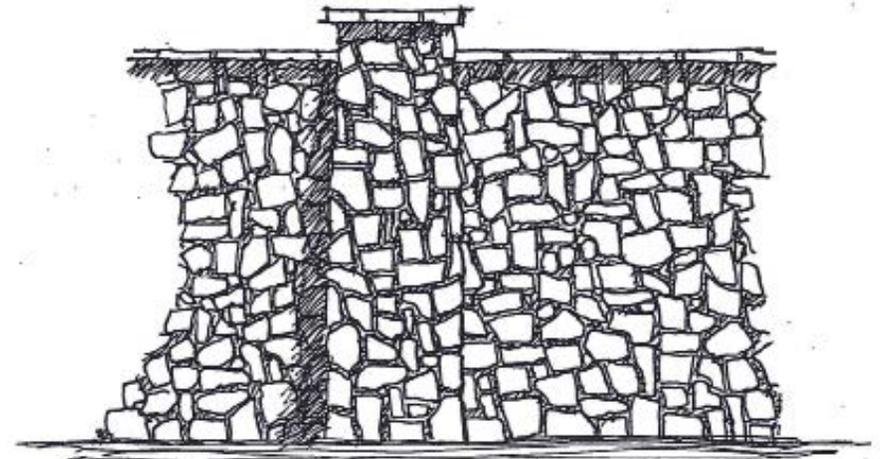


EXAMPLE OF RETAINING AND TERRACED WALL

grooming to take place. Typical edge treatment should be 3 steps down from paving to finish grade. During ski season this allows for direct level transition from pavement to snow surface.

Walls and Retaining Walls

- ✦ Walls shall be no more than 10 feet tall.
- ✦ Terraced walls shall be used to address grade changes exceeding 6 feet in height, provided that wall segments are separated by ample planting areas (minimum 4 feet wide).
- ✦ Retaining walls shall not end abruptly but blend naturally with the adjacent topography, using grading methods, rock outcrops, and vegetation.



EXAMPLE OF STONE WALL WITH PILASTER

- ✦ Pony and terraced walls shall be at least 18 inches tall.
- ✦ Freestanding and retaining walls should be designed as an integral part of the building frontages or landscape features (i.e. extension of a planter wall, connected to building frontages or entries) rather than as a separated feature.
- ✦ Freestanding and retaining walls should be built of attractive, durable materials that are compatible with the adjacent architecture.
- ✦ Freestanding walls adjacent to Pedestrian Corridors, Terraces, Courtyards, and Plazas should not exceed 5 feet in height.
- ✦ Appropriate retaining wall materials include:
 - ✦ Native or native-appearing natural stones and boulders.
 - ✦ Natural stone veneers, installed to appear load-bearing and not veneered.
 - ✦ Faux stone installed to appear load-bearing and not veneered.
 - ✦ Landscape timbers (reclaimed indigenous materials recommended).

- ✦ Appropriate freestanding wall and support post materials include stone, brick, precast concrete, poured-in-place concrete, and stucco.

B.4.3 DRIVEWAYS AND ACCESS LANES

Objectives:

- ✦ Provide low-maintenance and snow-equipment compatible paving at driveways and access lanes and loading areas.

Standards and Guidelines

- ✦ Approved paving materials for driveways, access lanes, and loading areas include:
 - ✦ Asphalt.
 - ✦ Rock salt, broom finished, pavers, or smooth trowel finished concrete, with or without integral color admixture.
 - ✦ Unit/precast pavers.
 - ✦ Porous concrete.
 - ✦ Stamped concrete.

APPENDIX B

- ✦ At driveway aprons and access lane entries and exits, decorative paving is encouraged. Approved paving materials include:
 - ✦ Natural stone .
 - ✦ Unit/precast pavers.
 - ✦ Integral colored concrete, banded with stone or brick, and/or seeded.
 - ✦ Stamped concrete.

- ✦ Prohibited paving materials include:
 - ✦ Compacted earth, sand, or gravel.

B.4.4 FENCING AND GATES

Objectives:

- ✦ Screen service and refuse areas.
- ✦ Design and utilize durable materials that complement building frontages.

Standards and Guidelines:

- ✦ Fencing may not be used to define and enclose a property.



EXAMPLE OF GATE



EXAMPLE OF POOL WITH FENCING

- ✦ Guardrails, pool fencing, and areas with restricted access are exempt from this limitation and should meet all relevant code requirements.
- ✦ Fencing and gates adjacent to Pedestrian Corridors, Terraces, Courtyards, and Plazas shall not exceed five feet in height. Fencing used to screen service and refuse areas are exempt from this limitation and shall adhere to the minimum height needed to provide screening of equipment and refuse/recycling bins. All other fences cannot exceed seven feet.
- ✦ Fencing and gates shall be built of attractive, durable materials that are compatible with the adjacent architecture. Perforation, changes in materials, or design variances should be used to prevent fences and gates from appearing monolithic.
- ✦ Temporary or permanent fencing used to shield or mark storage and construction areas shall be at least 75% opaque; perforations are allowed.
- ✦ Chain link, barbed-wire, razor-wire, and corrugated metal fencing are not permitted.
 - ✦ Exception: Chain link may be used in construction staging areas with opaque screening materials.
- ✦ Appropriate fencing and support post materials include:
 - ✦ Metal, wood, wood with metal accents and detailing, fiber cement, and masonry (posts).
 - ✦ Wrought iron and steel are preferred metals.
 - ✦ Support posts and/or pilasters should be used to add visual interest and break up long expanses in fencing, walls, and railings. Masonry posts should measure a minimum 18 inches per side or diameter. Metal, wood, masonry, and fiber cement posts should measure a minimum of 4 inches per side or diameter.
 - ✦ Gates shall be placed where entrances/exits are needed for circulation or safety purposes.
 - ✦ Gates cannot be more than three feet taller than the fence or wall with they are connected

B.4.5 LANDSCAPE AND PLANT MATERIALS

An Approved Plant List has been created to include native and naturalized species. Many of the species are drought and cold-tolerant and well-adapted to the alpine environment. Refer to Appendix C for the Approved Plant List. Species not included in Appendix C may not be used within the Plan Area.

Objectives:

APPENDIX B

- ✦ Visually integrate new buildings with, and reinforce connections to, the existing mountain setting.
- ✦ Visually anchor buildings to the site using tree groupings and shrub planting.
- ✦ Frame significant views
- ✦ Design planting to seamlessly transition from the built environment to natural undisturbed areas.
- ✦ Take cues from the surrounding native plant communities for species selection, species mix, and planting patterns.

- ✦ Maximize on-site stormwater infiltration, reduce runoff volumes and peaks, replenish aquifers, and reduce soil erosion.

Standards and Guidelines:

General

- ✦ Re-vegetate all disturbed areas with a native plant palette to blend new development with the surrounding landscape.
- ✦ Locate groupings of trees and large shrubs to visually anchor buildings to the site.
- ✦ Locate planting material to frame significant views.



EXAMPLE OF VEGETATED BIOSWALE



EXAMPLE OF LANDSCAPING

- ✦ Low Impact Development (LID) measures must be incorporated into landscape design and application where feasible. Examples of such measures include, but are not limited to, vegetative and rock swales, rain gardens, bioretention areas, and vegetated filtration strips.

Species Selection and Mix

- ✦ Refer to Appendix C – Approved Plant List.
- ✦ A portion of trees and large shrubs adjacent to commercial establishments should be deciduous, with open branching structures to ensure visibility.
- ✦ Trees and large shrubs should be carefully selected and located where they will complement the building elevation



EXAMPLE OF LANDSCAPING

and not obscure retail storefront signage from view.

- ✦ Tree species should be selected with root growth habits that will not cause damage to paving or building foundations.
- ✦ Energy conservation within structures should be addressed by recognizing the solar exposure on the site and providing appropriate tree species:
 - ✦ Deciduous trees on the southern exposure.
 - ✦ Mix of deciduous and evergreen trees along the eastern and western exposures.
 - ✦ Evergreens along the northern exposure.

Screening and Accent Planting

- ✦ Refer to Appendix C – Approved Plant List.
- ✦ Evergreen shrubs and trees should be used for screening around trash/recycling areas and mechanical equipment, and to obscure parking garages, surface parking, and service areas.
- ✦ Vertical gardens, especially along the façades of parking structures, are encouraged. Wire mesh trellis systems (or similar) may be used and should be planted with vines.

APPENDIX B

- ✦ Seasonal native flowering shrubs and trees should be planted throughout the Village Commercial – Core pedestrian environment, including areas adjacent to Passageways, Pathways, and in Plazas and Courtyards, as a frame for building entrances and at pedestrian network intersections.

Water Conservation

- ✦ Water intensive landscaping, such as turf grass, should be concentrated in areas of high visibility and use, such as Plazas and Courtyards. The combined square footage of turf grass and water features (e.g. fountains, ponds, etc.) shall be minimized to reduce water use and evapotranspiration. For recreational amenities that typically use turf grass, other sources such as artificial turf should be considered.
- ✦ The use of irrigated turf grass in landscape design shall be utilized responsibly and only where appropriate to the end use such as areas of recreational activity. Turf grass shall be used to an extent of no more than 20% of all Village landscape. Varieties that can survive under reduced or limited water while still maintaining overall plant health shall be used.

B.4.6 IRRIGATION

- ✦ Minimize water use for planting areas through appropriate plant selection and efficient irrigation systems. Refer to Appendix C – Approved Plant List.
- ✦ To the highest extent possible, eliminate the use of potable water for irrigation by using non-aquifer sources of water

including the use of existing on-mountain wells, and when feasible reclaimed water.

Standards and Guidelines:

- ✦ Efficient irrigation systems (drip, subsurface, low-flow, etc.) should be utilized wherever possible.
- ✦ Other water-saving equipment should be utilized whenever possible, including but not limited to smart ET (evapotranspiration) based controllers, satellite weather stations, and soil moisture sensors.
- ✦ Other water-saving techniques should be utilized whenever possible, including:
 - ✦ Utilization of native and naturalized species (see Appendix C – Approved Plant List) adapted to the local precipitation patterns;
 - ✦ Requiring minimal supplemental watering except during times of drought;
 - ✦ Proper amendment of soil to support minimal watering; and
 - ✦ Grouping species with similar watering needs.
- ✦ Where feasible, make non-potable sources of water available

for irrigation purposes through rainwater catchment and storage, and the installation of grey and/or black water systems.

B.4.7 EXTERIOR SERVICE/LOADING AREAS AND UTILITIES

Objectives:

- ✦ Reduce the visual and noise impact of services equipment and services areas.
- ✦ Design utility connections with future technology and energy conservation principles in mind.

Standards and Guidelines:

- ✦ Electrical transformers and similar utility structures shall be undergrounded or placed in the rear of buildings where feasible. If undergrounding is infeasible due to preexisting site conditions, the facility shall be enclosed within the building or adequately screened from the view of any public frontage. Screening shall be by a solid fence or wall with an integrated planting treatment.
- ✦ Utilities lines shall be installed underground on alignments that minimize grading, vegetation removal, and other land disturbances. They will strive to avoid long, straight cuts through the landscape.
- ✦ Rooftop mechanical and electrical equipment, microwave

antennae, or building elements to screen such equipment, shall be designed as an integral part of the building architecture.

- ✦ All exterior trash and storage areas, service yards, loading docks, and ramps, trash compactors, wood service poles, electric and gas meters, fire sprinkler valves, irrigation backflow prevention devices, transformers, HVAC units, communications equipment, etc., shall be screened from view in a manner that is compatible with the building and site design. Screening materials should be substantial and durable, and the screening should be well-designed. Generally, all such elements should be located to the rear of buildings, in parking garages and or podiums, and/or away from public frontages.
- ✦ Trash/recycling enclosures shall be animal-proof and be located in convenient areas for collecting and loading recyclable materials. Dimensions of the trash/recycling area shall accommodate receptacles to meet the recycling needs of the project.
- ✦ The Improvement Plans shall show that all stormwater runoff will be directed around trash storage areas to minimize contact with pollutants. Trash container areas shall be screened or walled to prevent off-site transport of trash by forces of wind or water.
- ✦ The Improvement Plans shall show that loading dock areas are covered and run-on and run-off to the dock areas shall be minimized. Direct connections to storm drains or sanitary

sewer systems from depressed loading docks (truck wells or sumps) are prohibited.

- ✦ Generators, HVAC units, trash compactors, and similar equipment shall be placed in enclosures to mitigate noise.
- ✦ Electrical service within parking structures is encouraged to allow for future installation of car charging stations.

B.5 ARCHITECTURAL DESIGN OBJECTIVES

The following section sets forth Development Standards and Design Guidelines for all improvements relating to new construction of building(s) and the renovation, alteration, or addition to the exterior finish of an existing structure including massing, exterior finishes, color, and suggested sustainability measures.

The following architectural objectives have been identified for all buildings in the Plan Area:

- ✦ Build on regional architectural traditions to create modern, efficient buildings. Draw from the region's architectural traditions to create contemporary building designs that reflect the regional climate and architectural character. Where feasible, use locally available materials. Designs should draw inspiration from traditional mountain architecture, which uses bold building forms, rustic treatments, broad sheltering roofs, and roof structures expressed with framing, outriggers, and rafter tails.



**EXAMPLE OF ARTICULATED MOUNTAIN ARCHITECTURE
INTEGRATED WITH LANDSCAPE**

- ✦ Articulate building facades and massing to reduce the apparent bulk and size of buildings. The stepping of ridgelines and introduction of balconies, building projections, and other architectural elements should be used to create the impression that buildings are smaller than they actually are. Architectural design is to be integrated with the landscape design to create buildings that are set into their surroundings and are responsive to the climate and site.
- ✦ Emphasize designs that bring the outdoors in. Design buildings that evoke the outdoor lifestyle of the region. Buildings should take advantage of the setting by bringing the outdoors in through ample amounts of windows and by extending indoor living spaces through the exterior facades to create outdoor rooms. Decks, balconies, and windows should be located and designed to capture views, maximize sun and shade (depending on season), and reduce wind exposure.
- ✦ Incorporate sustainable measures in building designs. Designing an efficient building, including ample glazing for daylighting opportunities and orienting windows and doors to take advantage of sun, shade, and wind conditions, minimizes the building's requirement on mechanical heating and cooling systems.
- ✦ Create a variety of designs that maintain a unified whole. Buildings should create a varied yet unified resort. A high level of architectural diversity shall be implemented while complementing neighbors and the overall environment. Architectural design should incorporate the design concepts and details of traditional North American mountain architecture as well as the objectives noted throughout

these Development Standards and Design Guidelines. All neighborhood designs should be integrated into the overall open space systems using the following architectural concepts:

- ✦ *Responsive:* Building and landscape elements should respond to the climate and site setting.
- ✦ *Handcrafted Appearance:* Designs should emphasize well-proportioned detailing that has a custom appearance.
- ✦ *Simple:* Roofs should have simple, straightforward forms with overhangs that provide shade at windows and shelter at entries and porches. Detailing and massing should reflect an organic, informal aesthetic rather than a formal, “ornamental” approach.



EXAMPLE OF BUILDING FACADE

- ✦ *Indoor/Outdoor:* Building massing should utilize transitional spaces for easy access to the outdoors from all rooms of the house to reinforce the indoor-outdoor relationship.

B.5.1 BUILDING, FORM, MASS, AND SCALE

Objectives:

- ✦ Create building forms that reflect the shape and drama of the mountain setting.
- ✦ Avoid large, obtrusive building forms by breaking large volumes into smaller wings and additions.
- ✦ Utilize building offsets and projections to create strong shadow lines, textures, and scale.
- ✦ Buildings must not appear monolithic and shall have variations in roofline and incorporate stepdowns in roof heights.
- ✦ Ensure that buildings and improvements within distinct neighborhoods are connected and integrated into the overall resort.
- ✦ Ensure building designs and orientations minimize shadows cast on outdoor gathering areas or residential buildings, especially in winter.



EXAMPLE OF FRACTIONAL CABIN



EXAMPLE OF FRACTIONAL CABIN COMMUNITY

- ✦ Orient buildings to minimize the extent to which existing views are limited or blocked.

Standards and Guidelines:

Building forms are to be designed with three main components:

- ✦ *Foundation Walls* shall merge with the ground plane and be expressed as structural stone walls generally one story or less in height. The intent is to obscure the line of demarcation between structures and the ground plane.
- ✦ *Building Walls* should be expressed as horizontal wood or composite siding, stone structures, or textured and colored concrete and stucco.
- ✦ *Roof Forms*, which include slopes, gable ends, and dormers, should be the dominant element of the building and shall be designed to safely hold snow; exceptions would be made for towers, dormers, architectural appurtenances on roofs, solar panels, and skylights, specifically the proposed pyramidal skylights on the MAC which are designed to shed snow.

The massing of any building should respond to the size, setting and environmental characteristics of the site.

B.5.1.1 VIEW CORRIDORS

Squaw Valley is located in a stunning mountain setting. Experiencing the mountain views is an important part of the guest experience at

Squaw Valley. Buildings and the orientation of decks and balconies within the Plan Area shall be oriented to maximize viewsheds for guests staying within the Village. Building heights and orientation shall be sensitive to the views of guests circulating within the Village, as well as neighboring residences, and pedestrians and vehicles approaching from Squaw Valley Road. Recreational amenities within the linear park should be situated to create opportunities for pedestrians to stop and appreciate the mountains. Snow King, elevation 7,550 feet, KT-22, elevation 8,200 feet, Squaw Peak, elevation 8,900 feet, and Tram Face, elevation 7,444 feet, are significantly above the Olympic Valley floor which has an elevation of only 6,200 feet. Maintaining view corridors and having a dense, lively Village Core are compatible and complimentary goals.

B.5.1.2 LOW AND MEDIUM INTENSITY DEVELOPMENT

The following general guidelines apply for all low and medium density buildings, including townhomes, condo-townhome hybrids, small condominium buildings, cabins, and smaller community buildings:

- ✦ Building masses should use simple, bold rectangular forms that are residential in scale. Townhome groupings should appear as collections of individual, distinctive homes.
- ✦ Variation of building exteriors should occur between townhome units or stacks of condominiums within the same neighborhood to avoid excessive repetition of building forms and to breakdown the scale.
- ✦ Shed roofs and other single story elements should be introduced to reduce the apparent height and mass of buildings.



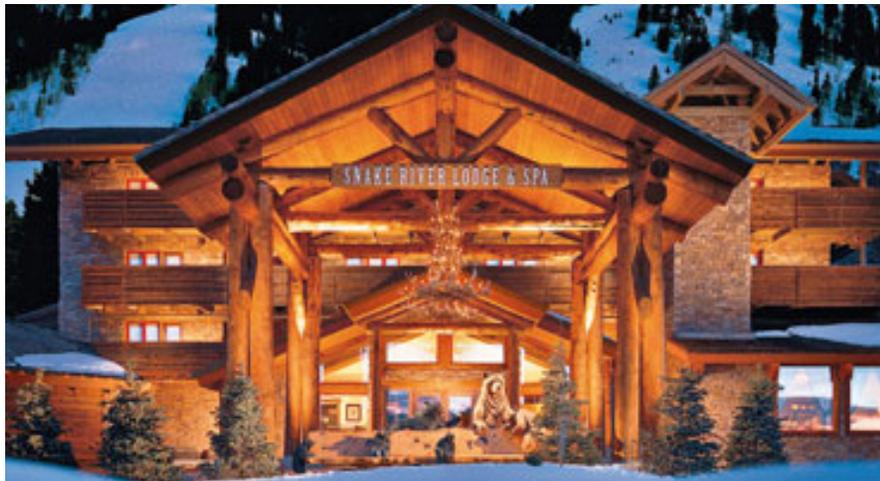


EXAMPLE OF HIGH INTENSITY DEVELOPMENT

- ✦ Facade and roof design variations should occur between units by introducing architectural elements, such as dormers, gables, balconies, and/or patios that vary from unit to unit.
- ✦ Building masses should be composed of clusters of building forms so that they appear to be a collection of individual structures and not rows and/or stacks of essentially identical “products”.
- ✦ Building massing should be broken into a variety of volumes, reflective of interior spaces and uses.

B.5.1.3 HIGH INTENSITY DEVELOPMENT

The following general guidelines apply for all large scale buildings, including condominiums, condo hotels, and attractions:



EXAMPLE OF PORTE COCHERE

- ✦ Larger scale buildings (buildings over four stories) should utilize a variety of forms, arranged in a hierarchy with one form clearly dominant. The dominant form of a building should generally be located towards the center of the building. Subordinate masses should step down on the sides to anchor buildings to the land and the surrounding Village.
- ✦ View corridor between buildings 1A and 1B must be a minimum of 70 feet wide at the pedestrian plaza level and a minimum of 100 feet wide at an elevation of 50 feet above the pedestrian plaza level.
- ✦ Immediately adjacent to Village Core Passageways, maximum

building height shall be the equivalent to one commercial level plus three lodging levels, or a maximum of 50 feet, before a minimum 15' stepback. Balconies, roof structures (max 5:12 pitch) or similar architectural features may be incorporated within stepback.

- ✦ Buildings shall be oriented to minimize shading and shadows on main plazas and passageways throughout the year. Developers shall be required to provide an accurate shadow analysis to demonstrate this as buildings and site plans are proposed.
- ✦ Accent features (architectural elements that add interest and relief to building elevations) should be incorporated in order to create the sense that the building consists of a collection of building forms rather than one large unarticulated rectangular mass. Higher density buildings may incorporate the following techniques to create accent features:
 - ✦ The use of full-height stacked balcony elements or other building projections to break up the perceived building length;
 - ✦ The incorporation of building projections of various heights that are approximately the size of a bedroom, living room, or large alcove;
 - ✦ Variations in building materials at entries, balconies, and other building projections.



EXAMPLE OF ROOFLINE WITH SNOW GUARD



EXAMPLE OF TIERED ROOFLINES

- ✦ Porte cocheres, entry gables, shed roofs, balconies, and other single story elements should be introduced to reduce the apparent height and mass of buildings, and to provide shadow and texture.

B.5.1.4 EXCEPTIONS TO SETBACKS

Entry gables, porte cocheres, shed roofs, balconies, porches, chimneys, cornices, eaves, bay windows, landings, and other similar architectural features are allowed to project into setbacks no more than five feet. Any projection must not impede pedestrian safety and circulation or snow removal, and none are permitted into the public right of way or multipurpose easements.

B.5.2 BUILDING HEIGHT

Objectives:

- ✦ Incorporate varied Building Heights to reinforce the creation of a diverse and vibrant Village atmosphere and to preserve key views of surrounding mountain peaks
- ✦ Utilize Building Heights that maximize solar access for outdoor areas and the pedestrian network.
- ✦ Properly balance the use of building heights to reduce overall development footprints.
- ✦ Portions of new construction within 100 ft of existing residential buildings must not exceed the height of the existing building by more than 20 ft.

- ✦ All buildings are to comply with the Building Height criteria as specified for each Parcel in the Development Standards included in Appendix B.3. Refer to Appendix B Section B.2.2 for the Building Height definition.

B.5.3 ROOFS

Objectives:

- ✦ Primarily utilize simple, gabled roof forms.
- ✦ Express traditional roof structural systems.
- ✦ Use natural or natural appearing roof materials to help blend rooftops into the surrounding mountain setting.

Standards and Guidelines:

- ✦ A visible hierarchy of roof forms shall be incorporated in the overall design of individual buildings as well as the overall “collection” of masses in an area. A dominant “primary” roof plane with “secondary” roof planes shall be established for all buildings.
- ✦ Roofs shall generally be simple gable and hip forms and are to avoid complex intersections and awkward pitches. Shed roofs may be used on porches, tiered and “secondary” roofs. Parapet roof forms are encouraged for maximum snow retention. Approved roof shapes are:

- ✦ Gable;
- ✦ Double gable;
- ✦ Clipped gable;
- ✦ Parapet;
- ✦ Partial or full hip; and
- ✦ Shed roof (to be used over porch element, dormers, or on Accessory Structures).
- ✦ Long uninterrupted roof lines are not permitted. Roof lines must be broken up with the use of various architectural elements, such as changes in roofline direction or change in height of at least one floor.

B.5.3.1 ROOF PITCH

- ✦ Roof pitches for dominant roof forms should be shallow enough to hold snow (maximum 6:12 pitch). Shed roof elements may utilize 2:12 to 6:12 pitches. 12:12 roof pitches are permissible for secondary or accent roof elements, decorative features, architectural pertinences, dormers, and towers. Flat roof sections are acceptable on “secondary” roof elements.
- ✦ Roofs should have overhangs that reduce glass reflectivity,

improve the energy efficiency of buildings, offer protection at outdoor patios, decks, and terraces, and provide summer shade while still allowing for penetration of winter sunlight.

- ✦ Parapet roofs are acceptable and encouraged in roof design for buildings within the Plan Area. Parapet roofs shall be designed to hold a minimum of 750 psf of snow storage. Appropriate and sufficient drainage and snow melt systems shall be incorporated into the design of all parapet roof systems to minimize drippage and disturbance to pedestrian areas below.

B.5.3.2 ROOF MATERIALS

- ✦ Roof materials are to be Class A roofing materials. Approved roof materials are:



EXAMPLE OF CHIMNEYS



APPENDIX B

- ✦ Composition shingle;
 - ✦ Classic rolled seam and other traditional metal; and
 - ✦ Approved synthetic or other materials.
- ✦ Secondary roof materials may also include metals, such as:
- ✦ Patinaed metal;
 - ✦ Painted metal;
 - ✦ Zinc/galvanized finish;
 - ✦ Copper; and
 - ✦ Oxidized or antiqued steel.

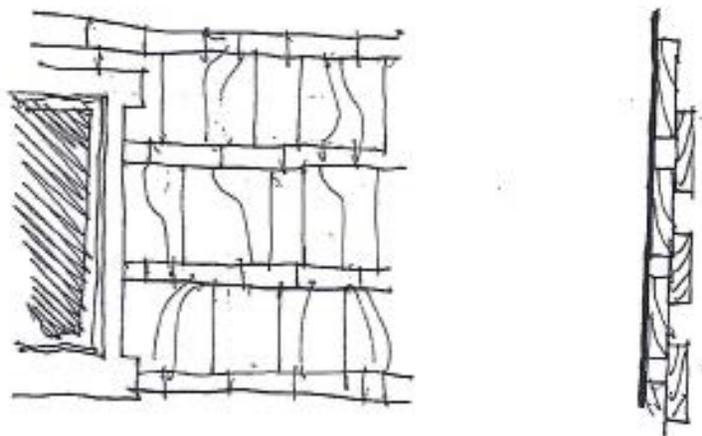
B.5.3.3 SNOW CONDITIONS

- ✦ Roofs may be designed with metal eaves to reduce damage from ice damming.
- ✦ Roof forms shall consider snow and rain shedding to maintain safety in areas adjacent to walkways, driveways, utilities, and other outdoor areas. Roof plans shall be designed in concert with site and landscape plans.

- ✦ The technical design of roofs, including ventilation detailing and insulation, shall consider the factor of severe snowfall, snow accumulation, and the potential for associated ice dams.
- ✦ Properly-placed snow guards may help retain snow on the roof to avoid potentially dangerous avalanching of snow.
- ✦ Snow guard braces and rails made of steel shall be painted to match or relate to the primary or secondary roof color. Snow guard rails may also be constructed of timber.
- ✦ In general, roofs shall be designed structurally and with shallow pitches, when possible, to retain the snow.

B.5.3.4 DORMERS

- ✦ Dormers may utilize gable, hipped, or shed roof styles.
- ✦ Dormers should be used to break up long ridgelines, add architectural interest to shallow pitches and parapets, and are encouraged for daylighting opportunities as well as their aesthetic contributions to the building's architecture.
- ✦ Placement, shape, and size of dormers should consider the scale and proportions of the primary building as well as interior spaces and functions.



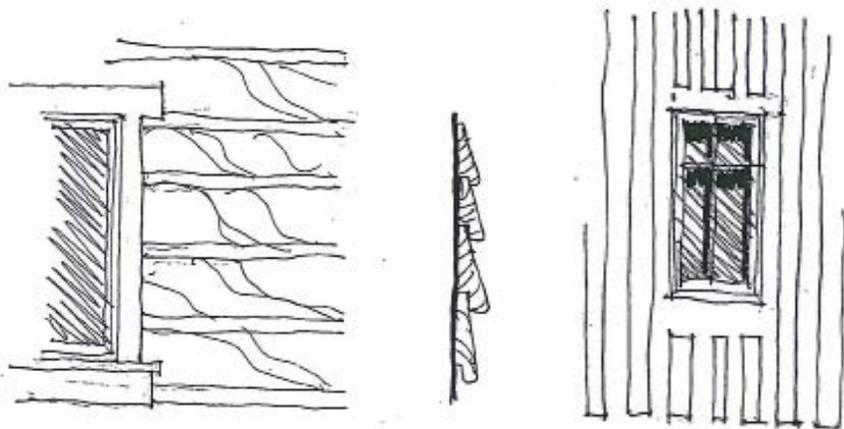
EXAMPLE OF SHINGLES

B.5.3.5 CHIMNEYS, FLUES, AND ROOF VENTS

- ✦ Chimneys should be finished with stone or stucco material to match that used elsewhere on the building.
- ✦ Crafted detailing of stone or metal chimney caps and flues is encouraged.
- ✦ Large, non-decorative flues and vents (especially on high density buildings) should be consolidated and enclosed within chimney-like enclosures.
- ✦ Small flues such as plumbing vents may be exposed if painted to match the adjacent roof.

B.5.3.6 GUTTERS, DOWNSPOUTS, AND FLASHING

- ✦ The overall design and strategic placement of roof forms should be the primary method of managing and/or collecting water run-off and snow-shedding. Gutters and downspouts shall divert water from entries and outdoor rooms towards surface drainage.
- ✦ Gutters, downspouts, and flashing shall be fabricated from zinc, copper, or other durable materials with a galvanized or painted finish that will patina and/or weather to blend with adjacent walls and roofs.



EXAMPLE OF HORIZONTAL, VERTICAL AND BOARD AND BATTEN SIDING

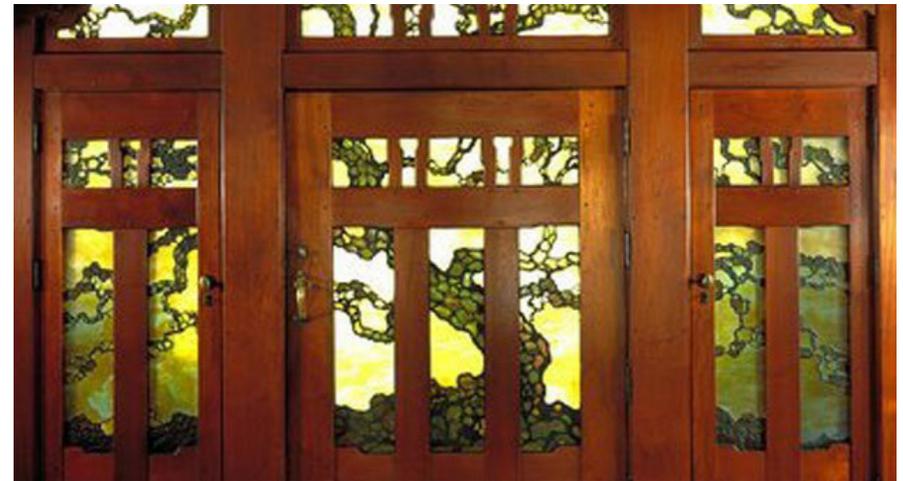


B.5.3.7 SKYLIGHTS AND SATELLITE DISHES

- ✦ Skylights may provide energy savings through natural daylight and solar heat gain. Layout, location, size, and configuration of skylights shall fit with the design and proportions of the building and roof forms.
- ✦ Exposed metal should be anodized or factory finished a dark color to match or accent surrounding roof materials.
- ✦ Skylights shall comply with the following Development Standards and Design Guidelines:
 - ✦ Skylights should be mounted on the same plane and angle as the associated roof, however, pyramid skylights are permissible on flat or parapet roofs.
 - ✦ Glass may be clear, or stained leaded mullions for stained glass is encouraged.
 - ✦ Skylights should be located to minimize visibility from golf areas and adjacent sites and roadways.
- ✦ Satellite dishes shall be located to minimize their visibility and painted to match roofs and/or other adjacent building materials. Dish size should be minimized as much as possible.



EXAMPLE OF WINDOWS



EXAMPLE OF DECORATIVE GLAZING

B.5.4 EXTERIOR WALLS AND FINISHES

Objectives:

- ✦ Use materials, finishes, and colors that relate the buildings to the mountain setting and create a vibrant Village setting.

Standards and Guidelines:

- ✦ A variety of exterior wall types may be incorporated into building design. No more than four exterior wall treatments may be used on any one building.
- ✦ Where changes in wall material occur, there should be a clear break in the surface plane. Materials should be consistently applied to all sides of a building.
- ✦ All sides of a building shall receive cohesive architectural treatment where visible from adjacent properties or public spaces.
- ✦ Long facades shall be broken up by providing three dimensional relief by way of recessed openings, balconies, changes in color and material, etc.
- ✦ Buildings must be designed such as to have a clearly defined base, middle, and top in proportion to the scale of the building; not be of a fixed size or height. Exterior architectural treatments shall also be in proportion with the scale of the building.

- ✦ No more than four exterior wall treatments shall be used on any one building. Changes in material must be associated with a change in floor plates and or a change in building plane. Materials must be consistently applied to all sides of the building.
- ✦ All sides of buildings shall receive cohesive architectural treatment where visible from adjacent properties or public spaces.

B.5.4.1 STONE WALLS (INCLUDING NATURAL APPEARING FAUX STONE, STUCCO, OR COLORED, TEXTURED CONCRETE)

- ✦ Stone used for exterior walls should appear indigenous to the region.
- ✦ Stone surfaces shall have a structural, dry-laid appearance. Walls should incorporate a mix of sizes and shapes with larger stones predominantly at lower levels. Natural bedding planes should be laid horizontally. Horizontal and vertical joints are to be frequently interrupted.
- ✦ Stone should turn corners and not be used only on one wall facade of a building.
- ✦ Large boulders may be integrated with foundation walls, especially at corners, in order to visually anchor buildings to the site.



B.5.4.2 WOOD OR WOOD SUBSTITUTES

- ✦ Appropriate wood siding treatments may include:
 - ✦ Shingles;
 - ✦ Board and battens;
 - ✦ Planks and timbers;
 - ✦ Horizontal or vertical siding; and
 - ✦ Fiber Cement (such as Hardiplank and Hardishingle) appropriately textured and colored to have a weathered and varied surface.
- ✦ A structural frame of timber may be infilled with glass to create an exterior wall. The individual members of the frame should be sized to represent their true or apparent structural loading.
- ✦ Various sizes and profiles of wood siding may be used in horizontal or vertical patterns. Diagonal siding is not appropriate.
- ✦ Utilizing reclaimed wood is encouraged to create an authentic rustic appearance.

- ✦ The use of wood and lumber certified by the Forest Stewardship Council (FSC) or similar sustainably harvested wood is encouraged.

B.5.5 EXTERIOR DOORS AND WINDOWS

Objectives:

- ✦ Utilize high performance windows and doors.
- ✦ Place windows and doors to take advantage of views and to emphasize the connection to the outdoors.
- ✦ Orient windows to maximize natural daylight and ventilation opportunities.

Standards and Guidelines:

- ✦ Window placement should respond to the setting to capture daylight, take advantage of prevailing breezes, and limit summer heat gain. Carefully placed window devices, such as clerestories, dormers, and skylights may increase daylighting opportunities. Operable windows should be incorporated to take advantage of ambient cooling effects from prevailing breezes in the summer.
- ✦ Doors shall avoid the danger of shedding snow by placing them under gable roofs or other protected roof areas.
- ✦ Numerous windows and doors opening to exterior spaces from main entry and living areas are encouraged to reinforce

the connection to the outdoors.

- ✦ Individual windows and lites should be primarily rectangular in form, vertically oriented, and have larger, undivided panes surrounded by smaller, divided windows.
- ✦ Divided lites shall be authentic or simulated to appear authentic, using mullions to create or simulate true divided lites.
- ✦ Large expanses of glass may be used to capture views when set within a structural frame. Roof overhangs should be placed above large areas of glass to provide shade, protection from weather, and minimize glare.
- ✦ Decorative glazing (stained glass, leaded glass, etc.) is encouraged in high impact areas.
- ✦ Windows and doors set within stone walls should be recessed a minimum of 6 inches and should include keyed arches and/or headers to express structural support.
- ✦ Windows and doors set within wood and shingle walls shall be trimmed on all sides.
- ✦ Appropriate window types include double-hung, casement and fixed windows.
- ✦ Windows and doors should be wood, vinyl clad, metal clad

with a natural finish, or bronze anodized finish. Unfinished aluminum windows are not permitted.

- ✦ Energy Star windows or similar high performance solutions are required. These products reduce heat loss and solar gain to provide warmer buildings in the winter and cooler buildings in the summer.

B.5.6 ACCESSORY STRUCTURES AND GARAGES

Objectives:

- ✦ Integrate all accessory structures with the architectural vernacular of the main building.



EXAMPLE OF COMMERCIAL LEVEL FACADE



APPENDIX B

Standards and Guidelines:

- ✦ All accessory structures (any building detached from the main building) should be subordinate to the main buildings and utilize the same or similar detailing and stylistic qualities.
- ✦ Garages, excluding parking structures, shall also abide by the following guidelines:
 - ✦ The face of the garage must be a minimum of 25 feet from the travel way.
 - ✦ Where possible garage entries should be screened
- ✦ from the street by grading driveway entries below the line of site, using vegetative screening, extending roof overhangs or building projections, incorporating side-loading garages where feasible, and/or reorienting doors.
- ✦ Separate garage buildings should be subordinate to the main buildings and oriented facing away from the street frontage.
- ✦ Garage doors should be recessed a minimum of 6 inches, as measured from the outside face of the wall.



EXAMPLE OF COMMERCIAL LEVEL FACADE



EXAMPLE OF COMMERCIAL LEVEL FACADE

B.5.7 COLOR

Objectives:

- ✦ Select field and accent colors that complement the Village mountain setting.

B.5.7.1 WALL COLOR

- ✦ Exterior walls shall be generally compatible with the colors of the natural landscape.
- ✦ Stucco and paint colors should be light to provide adequate contrast to other elements.
- ✦ Stone color should relate to existing rock outcroppings around the site. Bright, reflective stone such as white or buff limestone is not permitted.
- ✦ Wood may be treated or stained to let natural grains show through, but should be dark enough to recede into the surrounding forest landscape.
- ✦ Green Seal certified products and/or other similar products with low levels of volatile organic compounds (VOCs) are encouraged for use on all painted and stained surfaces.

B.5.7.2 ROOF COLOR

- ✦ Roof colors should be shades of green, various shades of gray

and/or brown and textured to blend the building into the mountain setting. Other earth tone colors are also permitted subject to compatibility with existing buildings and the natural environment

- ✦ When metal roofs with factory-applied finishes are specifically approved, metal finish colors should simulate natural roof colors.

B.5.7.3 DETAILS AND TRIM

- ✦ Trim and detail colors shall generally be subtle variations of colors found on the site, including trees, flowers, and other vegetation.
- ✦ Trim must utilize high quality architectural materials and must be applied so as to provide architectural relief from the area that it is detailing.
- ✦ Painted galvanized steel may not be used as metal architectural treatments.

B.5.8 BUILDING MATERIALS SELECTION

Objectives:

- ✦ Increase indoor air quality by selecting materials with low levels of VOCs.



- ✦ Minimize consumption of resources by selecting recycled and salvaged materials, where feasible.

Standards and Guidelines:

One of the main goals in sustainable design is to select and specify environmentally preferable materials for site development. In general, criteria for selection should include the conventional benchmarks such as strength, cost, appearance, and suitability, as well as sustainable criteria such as environmental impact, durability, and toxicity.

- ✦ Incorporate recycled content materials into the overall building materials selection to the greatest extent feasible.
- ✦ Use building materials that may be recycled at the end of their useful life to the extent possible.
- ✦ Incorporate salvaged materials into building designs. Materials could include structural timbers such as beams and posts, hardwood flooring, doors and frames, cabinetry, furniture, and decorative detailing salvaged from older buildings that can be refinished and/or remilled.
- ✦ Use building materials that minimize the emission of VOC's and other pollutants.

B.5.9 COMMERCIAL LEVEL DESIGN GUIDELINES

These design guidelines are specifically for the pedestrian plaza

commercial floors of buildings located within the Village Core. They specifically apply to Lots 1, 3, 4, 8, and 9, but may be used for any other building within the Plan Area at the discretion of the building developer. Designing building architecture at a human scale by emphasizing the first levels of a structure and focusing on creating attractive and friendly facades and storefronts create lively and enjoyable public spaces. Building architecture can also be used to highlight the different uses and commercial tenants within one building.

The commercial level, especially around the Ice Rink Plaza, shall have a different but complimentary architectural appearance to the upper resort-residential stories of the buildings. The first 20 vertical feet of a building are the most important for shaping the pedestrian experience in an area because people have immediate visual and spatial interaction with these facades. This section of buildings should be carefully designed with high quality materials and ample programming to sufficiently support the guest experience in the Village.

If the commercial level is one story, facades shall be 12 to 18 feet tall. If the commercial level is two stories, facades shall be 25 to 32 feet tall. Commercial spaces and individual buildings facades should be designed to have varying heights to avoid a homogenous appearance overall. Facades for individual retailers shall be at least 18 feet wide. There shall be no blank wall surfaces greater than 8 feet wide along Primary Pedestrian Corridors and Primary Gathering Spots, such as Passageways and Plazas respectively. Wall surfaces shall have architectural features and detailing, or programmatic elements that resort guests can interact with.

B.5.9.1 MATERIAL AND COLOR SELECTION

Material and color selection for commercial level facades shall be distinct from the rest of the building. Architectural details like canopies, rooflines, window frames, and doorways shall be styled in a unique manner relative to the rest of the building, but clearly fit with the structure as a whole. Different yet compatible materials and colors shall be used. Individual stores and restaurants, and the commercial level overall should appear to be their own distinct structures located at the base of the resort-residential building behind them. No same material or color shall be used on wall surfaces for greater than 40 consecutive linear feet.

B.5.9.2 FACADE TRANSPARENCY

Commercial facades shall be at least 65% transparent between 20 inches and 130 inches above the sidewalk. Windows, bay windows, lites (cut and prepared pieces of glass) arranged in decorative patterns, lites in doors, and other fenestrations may be employed to achieve this. Storefronts that are clearly visible to pedestrians walking by are more inviting to guests and make public spaces feel larger and more open.

B.5.9.3 ENTRANCES AND EXITS

There shall be one entryway per facade of each commercial establishment. Secondary facades that are less than 30 feet wide are not required to have entryways, if it is compliant with building safety codes. Commercial establishments with three facades shall have entryways on at least two of the facades. A third entryway may be added at the discretion of the tenant. Entrances to food and beverage retailers, such as restaurants and bars, shall have double-

doors measuring at least 70" wide at entryways. All other doorways shall be at least 40" wide. Entrances and exits shall be clearly visible to pedestrians and shall not be located behind walls or significantly screened by vegetation. The design of doorways and the commercial establishment facades shall make entryways the focal point. All establishments shall be designed in accordance with all applicable building and safety codes.

B.5.9.4 SETBACKS AND ROOFLINES

The clearest way to differentiate ground floor retail and restaurants from the resort-residential floors above is to have the commercial facades jut out beyond the rest of the building envelope. Whenever possible, facades on the commercial plaza level should protrude four to twelve feet in front of the upper stories' exterior walls. Rooflines, gables, trellises, canopies, awnings, and other comparable architectural features and ornamentation may be used to further emphasize the visual separation of the commercial level and the resort-residential levels above. Any such architectural features shall not protrude more than five feet from the commercial establishments' façade. Porticos and awnings over the entryways to the resort-residential hotels and condo-hotels shall protrude no more than ten feet in front of the building façade.

B.5.10 MECHANICAL SYSTEMS AND ENERGY EFFICIENT BUILDING ENVELOPES

Objectives:

- ✦ Increase air quality and energy efficiency by incorporating high performance HVAC and insulation systems.

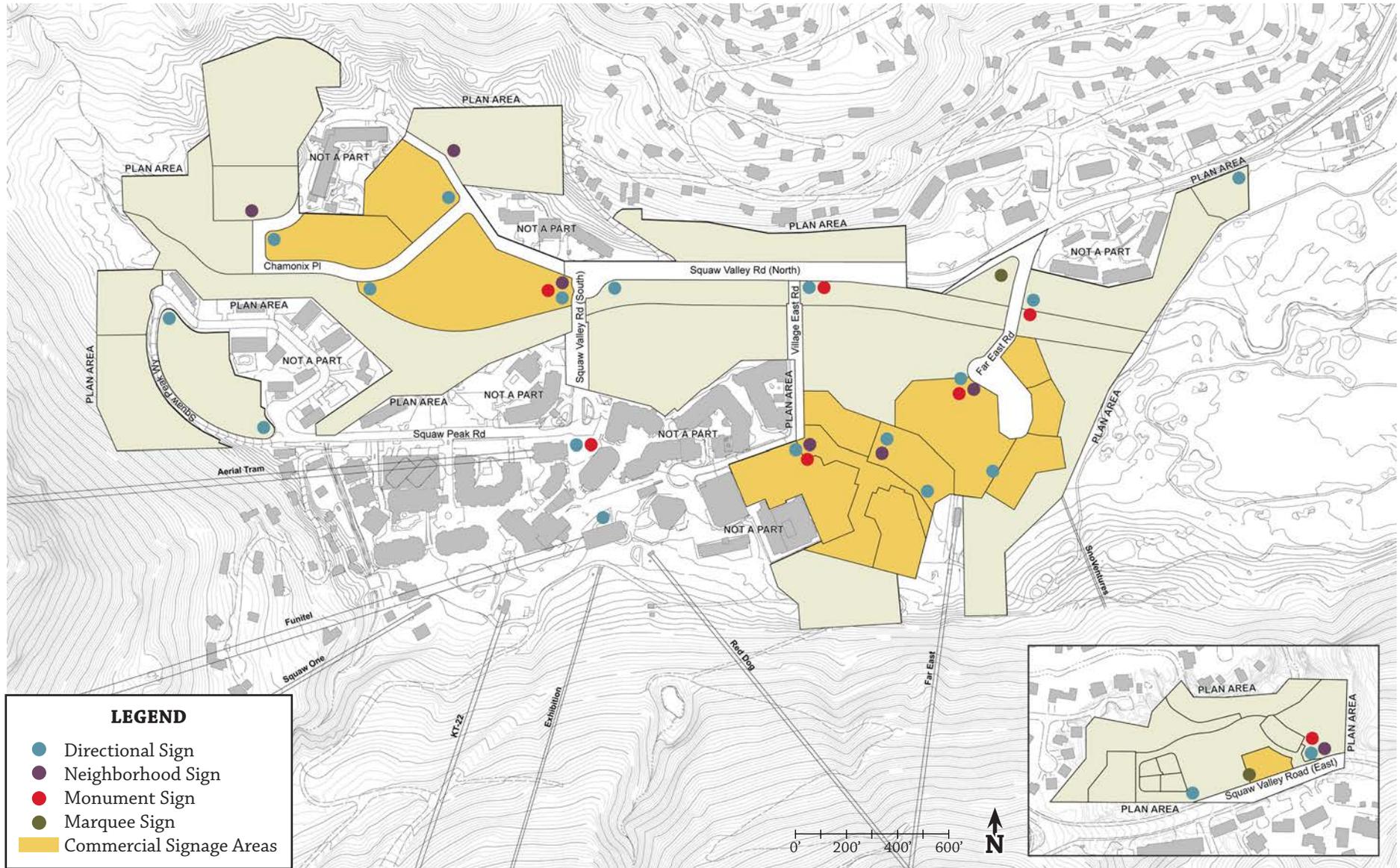


FIGURE B.30- SIGNAGE PLAN

Note: The signage plan depicted above is one conceptual possibility of the overall signage program layout. Lots where commercial signage is permitted may have signs for commercial, retail, food and beverage, and similar establishments per the regulations outlined in Section B.7 Master Signage Plan. Lots where commercial signage is not permitted may have Directional, Neighborhood, Monument, and Marquee signs per the regulation in Section B.7 Master Signage Plan.

- ✦ Utilize efficient indoor lighting products and appliances.
- ✦ Employ renewable energy sources.

Standards and Guidelines:

Designing buildings to reduce reliance on mechanical intervention for the maintenance of physical comfort levels is recommended. The need for air conditioning may be reduced through effective ventilation design and the use of trees and architectural shading devices. Such designs will reduce heat absorption and maximize exposure to summer breezes by facilitating internal air circulation and effective shading. While designing and building on the site, the incorporation of the following sustainable design principles is encouraged.

- ✦ Provide a high level of individual occupant control for thermal, ventilation, and lighting systems. Occupancy sensors and time clock controls may also be incorporated into the building's mechanical design to reduce energy usage.
- ✦ Design a building's orientation, massing, and window layout to maximize effective daylighting and reduce the building energy requirements without increasing glare and/or electric lighting loads that offset glare. The selection and extent of window glazing should vary depending on the criteria required by the window's location including solar heat gain, energy performance, daylighting, views, and glare factors. Exterior sun controls, including porches, overhangs, trellises, balconies, and shutters may be integrated into the building's fenestration design to effectively admit and block

sun penetration as required.

- ✦ Utilizing higher efficiency heating and cooling equipment is required to lower operation costs.
- ✦ When possible, locate the HVAC air handler and ductwork inside the building envelope to minimize energy usage associated with duct leakage outside the conditioned space of the home.
- ✦ The use of Energy Star or other similar rating system appliances is required to produce less heat than traditional options.

B.6 ART

Any outdoor art, paintings, sculptures, or solely decorative elements located within the Plan Area must be approved by the Village Design Board. All art, artistry, and decorative elements shall be placed appropriately and in accordance with pedestrian and vehicular circulation and safety standards. It shall have a visual appearance that is complimentary to its surroundings and to the project overall.

B.7 MASTER SIGNAGE PLAN

B.7.1 GUIDING PRINCIPLES

Signage plays several important roles in The Village experience from enhancing the quality of the built environment to providing wayfinding information, identifying commercial services and insuring the safety of visitors and residents. The main goal of

APPENDIX B

the Master Signage Plan is to provide a coordinated direction for community and commercial signage that communicates information in a visually pleasing manner consistent with the Olympic Valley setting.

The Master Signage Plan is intended to provide for visual consistency among sign types throughout the Specific Plan area. Refer to Figure B.31 for proposed signage placement. All signage, permanent or temporary, must be reviewed and approved by the Village Design Board prior to submittal to local governing agencies for review and permitting. Where the intent of these guidelines is found to be unclear, the Village Design Board shall interpret and make a decision for clarification subject to the local agency review and approval. Photos and/or drawings included in this document are shown as examples only.



EXAMPLE OF NEIGHBORHOOD SIGN

All signs are to relate to the mountain setting. Signs are to use unadorned, simple, and refined forms and details and materials that are respectful of the past and at the same time reflective of contemporary design aesthetics.

Signs are to be in scale with adjoining roadways, trails, and buildings. Signs are to be sized and designed so that a sense of scale relates to its setting. Materials and colors are to be compatible with the surrounding buildings and landscape.

Signs should be designed and located to enhance the pedestrian experience and de-emphasizes the importance of the automobile. Sign designs and graphics are to complement the cultural, historical and environmental setting.

Signs shall be visible and legible. They shall be placed so that they are easily seen from vehicular and pedestrian thoroughfares. They shall use clear, readable type faces, and colors as appropriate, for all sign text. Where necessary for nighttime viewing, signs shall be adequately lit with fixtures that support sign and overall design objectives.

B.7.2 GENERAL SIGN DEVELOPMENT STANDARDS AND DESIGN GUIDELINES

All signs within the Plan Area shall be designed to satisfy the following Development Standards and Design Guidelines and applicable provisions of the Squaw Valley General Plan and Land Use Ordinance.

- ✦ Signs shall be maintained in good condition, always clean and free from graffiti or other disfigurements.
- ✦ Surrounding landscaping should be maintained to allow for visibility and to enhance the sign face and structure. Plantings surrounding the sign should help blend the sign with the landscape setting.
- ✦ Signage shall be reviewed for compliance with the signage Development Standards and Design Guidelines described in this section.
- ✦ Signs shall be constructed of high quality, durable, and long lasting materials.



EXAMPLE OF MONUMENT SIGN

- ✦ Illumination of signs shall comply with applicable lighting Development Standards and Design Guidelines within this document.
- ✦ Any lighted sign shall be illuminated only by continuous and stationary light sources. If the light sources are external to the sign or are otherwise physically detached from the sign, they shall be directed at the sign so that only the sign face is illuminated.
- ✦ Lettering on signs shall be proportional to the sign and shall be in a font and style that is consistent with project signage throughout the Plan Area. All materials are to be non-reflective. This standard does not apply to street signage.
- ✦ The location of any sign or entrance structure shall be located such that there is no interference with driver sight distance. Signs shall not be located within the public right-of-way.
- ✦ If/when multiple signs are in the same location or very close proximity to each other, they may be designed together, merged into one 'cumulative' sign, or otherwise more efficiently and aesthetically designed, placed, or grouped together.
- ✦ All materials should be selected to be complimentary to the mountain environment and the character of The Village while durable enough to withstand the wide range of climatic conditions of Squaw Valley.

- ✦ Snow depth and access for snow removal equipment must be considered in all sign locations.
- ✦ All signage design must meet applicable code restrictions.
- ✦ Illuminated signs and lettering are allowed per the discretion of the Village Design Board.
- ✦ Individual commercial establishments are allowed two signs per façade. Each sign shall abide by its specific Design Guidelines and maximum square footage limitations. Window signage and decoration may be additionally permitted at the discretion of the Village Design Board.
- ✦ Signs may be located in parcel setbacks, provided that they do not impede pedestrian or vehicular circulation.

B.7.2.1 APPROVED MATERIALS AND COLORS

- ✦ Commercial signs are to be constructed predominately of natural, wood, and metal materials.
- ✦ Approved materials include carved and/or painted wood with iron accents and iron/metal signs with a handcrafted appearance. Signs with highly reflective material or made of plastic are not permitted. Neon and illuminated letters are subject to case by case approval.

B.7.2.2 DESIGN AND FONT TYPE

- ✦ Signs are to use designs and letter fonts that reflect the Sierra Nevada mountain aesthetic and historical traditions.
- ✦ The use of “non-square”, relief, pictographic, and statuary (three-dimensional) signs is appropriate.
- ✦ Signs shall blend natural textures and materials, such as wood with iron, and use symbols, images, and/or three-dimensional carvings to portray the nature of the business and/or service advertised.
- ✦ Contemporary interpretations of traditional sign designs that draw from historical details are encouraged.
- ✦ Lettering shall be proportional to the sign dimensions and to the store front, building façade, or entryway it is located on.

B.7.3 NEIGHBORHOOD SIGNS

Neighborhood signs may be used to identify neighborhoods in the Village. Neighborhood signs shall be consistent with the overall design theme of the Village, while relating to the character of each neighborhood. In general, neighborhood signs shall be understated and shall be sized to be smaller than Monument signs. General neighborhood signage Development Standards and Design Guidelines are described below:

- ✦ Neighborhood signs may be located at the entrance to



EXAMPLE OF PROJECTING SIGN



EXAMPLE OF WINDOW SIGNS

neighborhoods. There may be multiple signs for one neighborhood per the discretion of the Village Design Board.

- ✦ Landscaping shall be incorporated at the base of the sign to blend the signage into the landscape.
- ✦ Neighborhood signage should be constructed predominately with stone bases, wood faces, metal and/or stone accents.
- ✦ Pedestrian and vehicular sightlines shall be considered in locating signage.
- ✦ Neighborhood signs shall not be more than 8 feet tall and 10 feet wide.
- ✦ Sign face area shall not exceed 40 square feet.

B.7.4 MONUMENT SIGNS

The purpose of monument signs is to identify specific access points to the project and within the project. Monument signage shall comply with the following Development Standards and Design Guidelines:

- ✦ Monument signage shall be located to identify the primary arrival points to the ski mountain and Village area. Monument signage shall not be used to identify resort-residential neighborhoods.

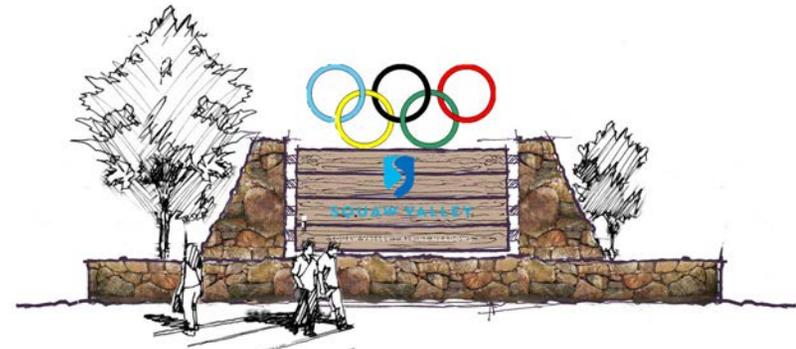
APPENDIX B

- ✦ The size of the sign shall be in scale to the surrounding landscape and/or adjoining road.
- ✦ Monument signage shall be constructed of a combination of wood, colored, textured concrete, corten steel, iron, and/or indigenous stone treatments.
- ✦ All finishes shall be non-reflective.
- ✦ The sign structure must be located to integrate the structure with the surrounding natural and enhanced landscape.
- ✦ Monument signs shall not be more than 12 feet tall and 15 feet wide.
- ✦ Sign area shall not exceed 60 square feet.

B.7.5 MARQUEE SIGN

The purpose of marquee signs is to establish a welcoming entry point to the Plan Area and enhance the sense of arrival to the Village. It is intended solely to identify the project and signify to day skiers and resort guests that they have entered Squaw Valley.

- ✦ No more than two marquee signs may be built within the Plan Area.
- ✦ Marquee signs shall integrate lighting and landscaping into their design.



EXAMPLE OF MARQUEE SIGN

- ✦ Signage base and supporting structure shall not be more than 15 feet tall and 20 feet wide. Sign face shall be no more than 8 feet tall and no more than 100 square feet in area.
- ✦ The entire signage area shall not exceed 300 square feet.

B.7.6 COMMERCIAL SIGNAGE

B.7.6.1 SIGN TYPES

Commercial signs may be located only within the property boundaries of the business which they advertise. The following sign types are permitted for display:

- ✦ Awning - Signs or lettering affixed to or painted on an awning or canopy. The signage must be on the vertical section of the awning or canopy. Awnings and canopies shall be made of

durable, weather-resistant materials and fabrics. Awnings and canopies shall be designed to funnel water and runoff away from doorways and entryways. Awning signs shall not exceed 25 square feet.

- ✦ Banner – Any temporary sign made of fabric or another non-rigid material with no enclosing framework. Banners are not permitted as permanent signage.
 - ✦ Banners or bunting attached to poles and light poles displayed vertically may not exceed three feet wide by five feet tall, and may not be more than twelve square feet. The lowest point of the banner or bunting must be at least seven feet above the ground.
 - ✦ Banners hung over passageways, paths, and other pedestrian thoroughfares must be at least 10 feet off the ground and be less than 50 square feet.
- ✦ Customer Courtesy – Customer courtesy signs are small informational commercial signs, identifying operational information such as store hours, phone number, address, and credit card acceptance policies. All customer courtesy signage shall be no more than one square foot. Customer courtesy signs do not count towards total allowed signage area.
- ✦ Freestanding - Signs that are supported from the ground by some structural element, such as columns, poles or braces, or by the sign itself and is not in any way connected to any part of the building.
 - ✦ Freestanding signs are only permitted when set in an adequately-sized landscape area that does not impede or obstruct the pedestrian corridor (minimum four feet of pedestrian clearance).
 - ✦ Freestanding signs shall not to exceed six feet six inches in height as measured from ground level.
 - ✦ Freestanding signs shall incorporate landscaping when their placement accommodates plantings.
- ✦ Menu Box - Any sign that is enclosed in a case to exhibit a menu or a menu posted flat against the interior of a window. There shall be a maximum of one menu box per entrance. Menu boxes shall be no more than 18 inches wide and 24 inches tall, and have a maximum area of 3 square feet. Menu boxes do not count towards total allowed signage area.
- ✦ Projecting/Hanging - Signs that project from, and are supported by, the wall of a building or structure (excluding wall signs). Projecting/hanging signs are the preferred sign type.
 - ✦ Projecting/hanging signs are not to extend more than five feet out from a building wall.
 - ✦ Projecting/hanging signs are generally not to exceed twelve inches in thickness.



EXAMPLE OF STREET SIGN



EXAMPLE OF WAY-FINDING SIGN



EXAMPLE OF DIRECTORY

- ✦ Projecting/hanging signs are not to extend above the eave line of one-story buildings or above the finished floor of the second story. The bottom of hanging signs are to be located a minimum of eight (8) feet above finished grade.
- ✦ Projecting/hanging signs shall be no more than 10 square feet on any one façade, prior to any area reduction calculations.
- ✦ Projecting/hanging signs shall not be placed over doorways or entryways. They shall be no closer than one foot to the left or right of the doorway or entryway
- ✦ Umbrellas - Commercial establishments with private outdoor terraces, patios, or decks shall be permitted to have their name and logo printed on shade umbrellas. Umbrellas shall not have the name, slogan, logo, representation, or icons of any other commercial establishment, brand, sponsor, or partner.
- ✦ Wall - Signs affixed to or erected flush with a building or structure so that the text and/or image of the sign is displayed in a plane parallel to the wall or structure. Individual, cut and/or raised lettering attached to walls are likewise considered wall signs.
 - ✦ Wall signs identifying buildings and building entrances shall not have lettering exceeding 24 inches tall. They may not be more than 75% of the width of the doorway or entryway over which they are placed.
- ✦ Wall signs marking entrances and exits to parking structures shall be located at each vehicular entrance and exit of every parking structure. Lettering shall not exceed 24 inches tall. They may not be more than 75% of the width of the driveway or entryway over which they are placed.
- ✦ Wall signs not over a doorway or entryway, or located on the second floor of a building, shall be no more than 10 square feet.
- ✦ Window Sign - A sign that is attached or painted onto a window, stickers or decals permanently affixed to a window, or a sign that is displayed inside a building against or immediately adjacent to a window so that it is easily readable from outside the building.
 - ✦ Only one window sign is permitted per window unless otherwise approved by the Design Review Committee and the Village Design Board.
 - ✦ Window signs cannot be larger than four square feet.

B.7.6.2 SIGN AREA

The maximum sign area is based on the lineal footage of each storefront. The maximum area of signs is as follows:

- ✦ The maximum square footage of sign area allotted any store or restaurant is equal to 100% of the total linear feet of the store front:

APPENDIX B

- ✦ Total area = (linear feet of store frontage) x 1.0.
- ✦ For example, a storefront of 25 feet in length may have a total of 25 square feet of signage. (25 sf = 25 ft x 1.0)
- ✦ Only one side of double-faced signs is to be counted against the maximum square footage provided the two faces are parallel and mounted flush with each other.
- ✦ Only 85% of the surface area of a wood relief sign, or of a wall or awning sign with wood cut lettering, is to be counted against the maximum square footage.
- ✦ Temporary painted, lacquered, or sticker window displays shall be up for no more than 45 days, and shall be equal to or



EXAMPLE OF STOP SIGN

less than 75% of the allowable sign area per any individual commercial establishment.

- ✦ The square footage of lettering painted on or otherwise applied directly to a wall, window, and/or awning is to be measured as the area of the perimeter formed by the words and/or phrases in whole and is to be included in the maximum allowable area.
- ✦ Any structural element supporting a sign is not to be included in the maximum square footage.
- ✦ All signs, regardless of maximum area allowed, must be appropriately scaled to surrounding buildings, streets, and pedestrian areas.

B.7.6.3 SIGN ILLUMINATION

Exterior lighting is to provide a subtle “glow” and be minimal enough to preserve the nighttime sky at Squaw Valley. Sign illumination is to be designed together with the exterior building and store window lighting so that all commercial lighting combines to create a warm, indirect, subdued light that encourages nighttime pedestrian activity.

- ✦ All lighting is to be shielded and directed downward, reflecting directly off the sign. Light bulbs and/or tubes should not be visible to passing vehicle and/or pedestrian traffic, except when lettering is specifically approved by the Design Review Committee and the Village Design Board.

- ✦ The intensity of lighting shall not exceed that necessary to make the sign visible to vehicle and/or pedestrian traffic along the nearest street or pedestrian corridor.
- ✦ Sign illumination shall not cast any significant light directly onto the street or pedestrian corridor.
- ✦ All light fixtures, conduit, and shielding shall use simple design details and natural, handcrafted finishes. Colors and materials shall be consistent with those used on the sign itself.
- ✦ Illuminated signs shall not be directed toward any residential, resort-residential, or lodging living space.
- ✦ Low intensity light sources shall be used and translucent or frosted glass lenses are preferable. The color of light is to be “warm”, similar to that of daylight, rather than “blue” light. Sources shall be color corrected to achieve this result. The use of incandescent lighting is to be avoided because of its inefficient energy use.
- ✦ The size of the sign shall be adapted to its location and use, using larger directional signs for vehicular uses and smaller signs for pedestrian settings.
- ✦ Directional signage shall be constructed predominately of wood and metal.
- ✦ The signage shall not be located where it will impair visibility for passing motorists, pedestrians, or cyclists.
- ✦ Signage should not include more than four directional location listings.
- ✦ Landscaping shall be incorporated at the base of the sign to blend the sign into the natural landscape.

B.7.7 DIRECTIONAL AND STREET SIGNAGE

Directional signage assists in navigation through the Plan Area and in locating community features such as amenities, ski facilities, and natural features. Directional signs shall be located near major intersections or decision points along vehicular streets or pedestrian ways. The following Development Standards and Design Guidelines shall apply:



EXAMPLE OF TEMPORARY WINDOW SIGN

APPENDIX B

- ✦ Signs over pedestrian thoroughways shall be at least 8 feet tall, and signs in or near vehicular streets shall be at least 10 feet tall.
- ✦ Directories shall be placed throughout the Plan Area. They are multi-sided signs displaying maps, legends, and contextual directions of the Village, and surrounding neighborhoods if applicable. Directories are central to pedestrian wayfinding and one shall be located in each plaza, as well as any other major pedestrian thoroughfares or entry points. Directories shall be clearly legible graphically and textually, and shall incorporate lighting.
- ✦ Directories shall not exceed 10 feet in height. Each façade shall not exceed 5 feet in width and be no more than 20 square feet. Spines, directory vanes, or architectural appurtenances are not considered a portion of the height.



EXAMPLE OF EVENT SIGN

- ✦ Base support and mounting shall not count into the signage area, at the discretion of the Village Design Board.
- ✦ Directions may be expressed through individual pieces of metal, wood, or appropriate material for each destination being identified, or with single panels of metal, wood, or appropriate material identifying multiple destinations that are in the same direction.
- ✦ A combination of lettering, icons, and arrows may be used to identify destinations and directions. Signs must be clearly legible in daylight and use appropriate reflective materials or lighting to be clear and legible at night. Lettering shall be at least three inches tall.
- ✦ Directional signage may be attached to light posts.
- ✦ Directional signs solely serving vehicular streets shall comply with the following Development Standards and Design Guidelines:
 - ✦ Street signs shall identify the names of the streets and other circulation corridors within the Plan Area.
 - ✦ Poles may be treated wood or metal, or painted a color to match the other site signage to be used throughout the project.

B.7.8 REGULATORY SIGNS

Signs required to regulate safety aspects such as street speed limits and other advisory traffic signs shall be consistent with Placer County and State of California motor vehicular sign Standards. Regulatory signs may include speed limit signs, street signs, access signs, and parking signs. Enhancements to post/support materials and sign backing are required.

B.7.9 TRAIL SIGNS

Trail signs shall comply with the following Development Standards and Design Guidelines:

- ✦ Carved, incised, or burned lettering is encouraged.
- ✦ Trail signs shall be constructed of wood and/or metal and should have a handcrafted appearance.
- ✦ Trail signs should be simple with hand-hewn weathered character.
- ✦ Trailhead signs should meet user needs while allowing the setting to dominate.
- ✦ Permitted trail signs types include:
 - ✦ Single post and cross arm signs;

- ✦ Single post and bracket signs;
- ✦ Single post and suspended signs;
- ✦ Two post signs;
- ✦ Two post suspended signs;
- ✦ Low horizontal signs; and
- ✦ Tree mounted signs.



EXAMPLE OF WALL SCONCE

B.7.10 TEMPORARY SIGNS

Temporary signs for marketing, leasing, real estate sales, and community identities are permitted consistent with Section 17.54.170 of the Placer County Zoning Ordinance. All temporary signage must be approved by the Village Design Board. In addition, the following Development Standards and Design Guidelines shall apply:

- ✦ Signs shall be not taller than five feet six inches in height and not wider than six feet, excluding banners.
- ✦ Signs shall be less than 16 square feet in area and shall not be displayed for a period longer than 45 days.
- ✦ Sign area shall not exceed 75% of the allowable sign area per any individual commercial establishment.
- ✦ Signs shall reflect a relative degree of quality and permanence.
- ✦ Signs shall be displayed for no more than 45 days. When a sign is taken down it cannot be displayed again for at least 30 days.
- ✦ Signs for open houses may only be displayed the day of the open house.

B.7.10.1 EVENT SIGNS

Signage for special events may include mobile signs, illuminated signs, and A-frame signs per approval by the Village Design Board.

B.7.11 PROHIBITED SIGNS

The following signs are prohibited from permanent installation, but may be used for temporary seasonal or event specific purposes. Prohibited signs include, but are not limited to, the following:

- ✦ Billboards or any large signs that change regularly; and
- ✦ Inflatable signs, icons or logos.

The following signs are prohibited from permanent installation, and shall not be used for temporary seasonal or event specific purposes. Prohibited signs include, but are not limited to, the following:

- ✦ Animated, flashing or moving signs;
- ✦ Signs with exposed fluorescent lighting;
- ✦ Unsafe or inadequately maintained signs;
- ✦ For Sale signs;



EXAMPLE OF PEDESTRIAN AREA LIGHTING



EXAMPLE OF LIGHTING BOLLARD

- ✦ Political signs;
- ✦ ‘Going out of Business’ signs;
- ✦ Handbills, postering, and hand distribution of signs;
- ✦ Signs with video, projected or electronically animated text and visual images and messages; and
- ✦ Signs with rotating or motor controlled animation.

B.8 MASTER LIGHTING PLAN

B.8.1 GUIDING PRINCIPLES

In the Sierra Nevadas, the experience of natural darkness at night and seeing the stars above is possible on cloudless evenings due to the clear mountain air and the lack of light pollution. Preservation of this resource not only benefits visitors and residents alike but also the region’s wildlife. The Specific Plan regulates both the type and quantity of outdoor light sources, requiring lamps to be shielded and low glare to minimize ambient light and ‘light trespass’.

The following principles regarding lighting have been identified:

- ✦ Permit reasonable uses of outdoor lighting for nighttime safety, utility, security, and enjoyment on the Plan Area with minimum “light trespass” effects to the night sky.



EXAMPLE OF PARKING LOT LIGHTING POLE



EXAMPLE OF PARKING LOT PERIMETER LIGHTING

- ✦ Protect and maintain the nighttime visual environment and the night sky by minimizing glare and excess or misdirected lighting.

The intent is to design a lighting system that maintains public safety and security while curtailing to the extent feasible the degradation of the nighttime visual environment via limiting evening light radiation and/or light spill.

Objectives:

- ✦ Maintain the dark nighttime sky and reduce impacts to wildlife.
- ✦ Reduce the energy demand of outdoor lighting.
- ✦ Establish a warm, inviting character.

Standards and Guidelines:

- ✦ Exterior lighting should be kept to an absolute minimum as required for safety and address identification at entrances, driveways, and buildings.
- ✦ Exterior light fixtures shall have downward-facing, horizontal cut-off features to hide the light source. Lighting shall be shielded to minimize glare and directed to minimize light spill to adjacent open space areas.

- ✦ Light fixtures shall utilize energy conserving lamps with lamp accessories for creating warm-toned lighting that accurately renders true color. Lights that emit harsh, glaring white light are not allowed.
- ✦ Free standing light fixture designs shall complement adjacent architecture.
- ✦ Light fixtures on buildings shall be designed consistent with the architectural character of said building.

B.8.2 GENERAL LIGHTING STANDARDS

- ✦ Focus all exterior lighting (with possible exception of landscape lighting) in a downward direction. If signs, natural, or architectural features need illumination, light will be predominantly focused downwards. Orient and locate exterior fixtures to focus light inward to minimize light encroachment onto neighboring residences.
- ✦ Incorporate pedestrian lighting into landscape design along major pedestrian paths at appropriate intervals.
- ✦ All lighting shall be installed in such a manner to reduce the effect of ambient lighting, light trespass, and light pollution. All lighting fixtures shall be of appropriate scale and intensity for the use intended.
- ✦ Carefully direct exterior lighting to illuminate only the area needed for safety and security.



EXAMPLE OF STREET LIGHTING



- ✦ Select the lowest possible lighting levels which should not exceed the recommended practice levels.
- ✦ Lighting uniformity at pedestrian areas will be encouraged to provide safety and security lighting. All lighted areas should be within a 10:1 maximum to minimum lighting level ratio.
- ✦ Prohibit reflective surfaces below lighting.
- ✦ Use the minimum fixture height necessary to accomplish the desired objective. Pole-mounted luminaries should be mounted at heights suitable for the intended lighting purpose. Roadway or parking lot light Development Standards should be only as high as required to accomplish the necessary illumination while being in scale with the surrounding landscape and structures. Light fixtures should stay clear of snow storage areas.
- ✦ Encourage solar powered low voltage lighting, where feasible.
- ✦ Use of fluorescent light is restricted to indoor use only.
- ✦ Low-level lighting is encouraged for building, pedestrian corridors and street identification numbers consistent with emergency response requirements.

B.8.3 LIGHTING ATMOSPHERE ZONES

B.8.3.1 PRIMARY PEDESTRIAN AREAS

Primary pedestrian areas are heavily trafficked and need ample illumination to maintain safe conditions for guests and support the commercial enterprises. Lighting in primary pedestrian areas shall be warm and inviting. It shall be sufficiently bright to illuminate the entire pedestrian area and maintain pedestrian safety 24 hours a day without having excessive light spillage that impacts adjacent resort-residential units or views of stars in the night sky. Street lamps, bollards, and outdoor wall sconces shall be the main light sources for primary pedestrian areas. Landscape lighting may be used as a secondary light source. Lighting shall have a consistent and even glow throughout the primary pedestrian areas while minimizing dark spots or corners.

B.8.3.2 PEDESTRIAN PATHS

Paths are not as heavily trafficked as primary pedestrian corridors, lack commercial businesses and programming, and are primarily used for circulation through lower density areas. Secondary paths shall have subtle lighting, sufficient enough only to illuminate the immediate pathway. They do not require significant ambient lighting, especially paths within the Village Neighborhood or that go through V-FR and V-CP areas. Lights may be further apart and not as bright as in primary pedestrian areas. Landscaping light posts and bollards that are no more than 4 feet tall shall be used to illuminate paths. More active pedestrian areas in parks and other recreational areas may require more conventional illumination.

B.8.3.3 SERVICE AREAS

Service areas are where utilities, dumpsters, and exterior “back of house” operations for commercial enterprises occur. Utilities, dumpsters, and other resort operation support use areas shall not be lit at night unless employees are working there. The objective of lighting service areas is to enable workers to see what they are doing and keep them safe. The lighting needs to be sufficiently bright for work to safely occur, but not spill into any adjacent properties or residential units. There shall be an accessible on-off switch for service area lighting so that it can be turned off when employees are done working. The lighting in service areas shall be on for as little time as resort and commercial operations allows. Wall lights and sconces shall be primary used to illuminate service areas.

B.8.3.4 PARKING LOTS

Parking lots may require available lighting 24 hours per day to allow for safe driving conditions and for pedestrians to safely navigate through the parking areas. The central vehicular and pedestrian avenues through the parking lots, the entrances and exits, and any stairwells or elevators shall be lit. Lighting shall be bright enough to illuminate the major accessways to any vehicle or person within the parking lots, but shall not materially interfere with views of the night sky to guests in adjacent residences. The entire parking lot is not required to be lit, darker areas and reasonable gaps in lighting are permissible. Taller light poles shall be the primary form of lighting used. Low spill lighting fixtures should be used.

B.8.4 STREET AND PEDESTRIAN WAY LIGHTING

In general, street lighting is to be kept to the minimum while still

providing public safety and retaining the mountain village character of the area.

- ✦ Streetlights shall be provided and installed to the satisfaction of the Department of Public Works (DPW). In general, street lighting shall illuminate necessary intersections for public safety but shall not utilize formal patterns with regular spaced lights along roads.
- ✦ Full cut-off luminaries (fixtures) shall be used for all street lighting, thus minimizing potential direct glare and light pollution. Dropped dish (ovate) refractors shall not be used in roadway luminaries. Only full cut-off light luminaries with flat lenses or other recessed and shielded design shall be permitted.
- ✦ Streetlights, as well as other lights in public areas, shall be of a simple design and consistent in color and style with the surrounding architecture.
 - ✦ Streetlights lighting vehicular and pedestrian accessways and for safety purposed may be no more than 30 feet tall.
 - ✦ Street lights within the Village Commercial - Core may be no more than 20 feet tall.
- ✦ In resort-residential areas, lighting shall be installed at roadway intersections as needed. Reflective devices shall be used as an alternative to lighting areas such as roadway curves.



B.8.5 VILLAGE COMMERCIAL - CORE LIGHTING

In addition to the general Development Standards and Design Guidelines in Section B.8.2 the following Development Standards apply to the Village Commercial-Core areas. The main principle in these areas is to design storefronts and associated mixed-use areas so that indirect light from storefronts creates a subtle “glow” for pedestrian areas.

- ✦ High-pressure sodium lights or similar technologies shall be used for parking lot lighting as needed. High-pressure sodium is preferred for buildings and pedestrian lighting while other technologies may be employed to minimize lighting levels in other areas.
- ✦ Landscape accent lighting should be controlled. If used to highlight prominent features, special plantings, and pedestrian corridors, only the minimal light levels necessary shall be employed. Light sources should be concealed so as not to distract from the actual object that is being illuminated.
- ✦ Architectural lighting from indirect or hidden sources may be used for wall washing and overhead down lighting.

B.8.6 PROHIBITED LIGHTING

- ✦ The following lighting types are prohibited, unless explicitly approved by the Placer County Planning Director:
 - ✦ Quartz;

- ✦ Mercury vapor;
- ✦ Laser light or similar high intensity light for advertising or entertainment;
- ✦ Searchlights;
- ✦ Glass tubes filled with neon (except for backlighting);
- ✦ Metal halide lighting; and
- ✦ Motion sensor activated lights.

B.8.7 EXEMPTIONS

- ✦ The following lighting is exempt from the Specific Plan regulations because they are governed by other lighting safety regulations:
 - ✦ Lighting in swimming pools and other water features governed by Article 6080 of the National Electrical Code.
 - ✦ Exit signs and other illumination required by building codes.
 - ✦ Lighting for stairs and ramps, as required by building codes.

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