CHULA VISTA BAYFRONT

SWEETWATER PARK

SCHEMATIC DESIGN DISCUSSION

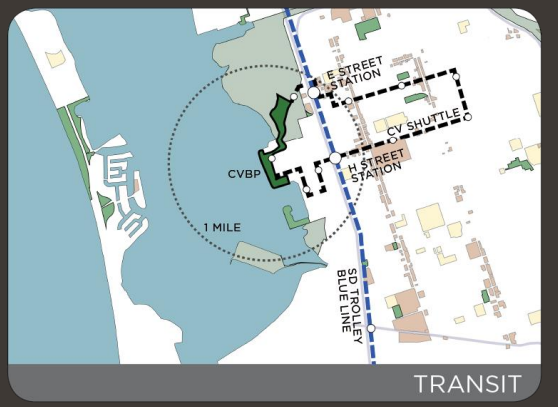
March 20, 2019

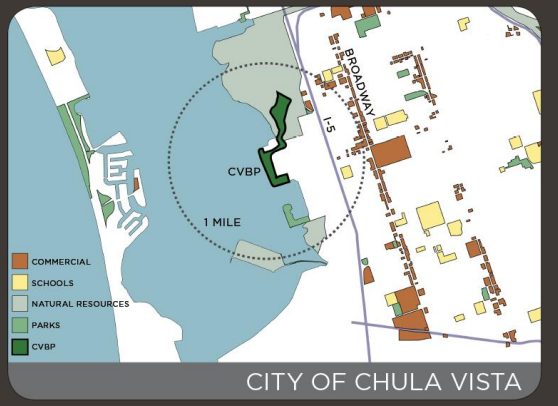
KTUA / PETERSEN STUDIO

SWEETWATER PARK • PLANNING FRAMEWORK

BROADWAY
E STREET
F STREET
H STREET
J STREET
L STREET
CHULA VISTA
E ST STATION
H ST STATION
INTERSTATE 5
OFFICE
MIXED USE / COMMERCIAL
PUBLIC
SAN DIEGO BAY NATIONAL WILDLIFE REFUGE
RV RESORT
HOTEL / OFFICE
INDUSTRIAL BUSINESS PARK
STREET A
HOTEL / COMMERCIAL
RESIDENTIAL
MARINA PARKWAY
SWEETWATER PARK
23 ACRES
SWEETWATER PARK BUFFER
CONFERENCE CENTER HOTEL
CHULA VISTA MARINA
BOAT WORKS
E STREET
HARBOR PARK
25 ACRES
THE LIVING COAST DISCOVERY CENTER
GUNPOWDER POINT
SAN DIEGO BAY
PLANNED REDEVELOPMENT
0'
400'

San Diego
DOWNTOWN SAN DIEGO
Coronado
Na City
Chula Vista
IB
10 MILES
REGIONAL CONTEXT


E STREET STATION
CV SHUTTLE
H STREET STATION
CVBP
1 MILE
SD TROLLEY BLUE LINE
TRANSIT


BROADWAY
I-5
CVBP
1 MILE
COMMERCIAL
SCHOOLS
NATURAL RESOURCES
PARKS
CVBP
CITY OF CHULA VISTA

SWEETWATER PARK

21 Acres Sweetwater Park (S-2)

2 Acres Connector Park (HP-1)

26 Acres of Sweetwater Buffer (SP-1)

2 Acres of Living Coast Staging (SP-3)

TOTAL 51.5 ACRES

- Required to be mostly passive & natural
- No special events or organized sports
- Adventure playgrounds and challenge courses and
- Major activity would include walking, biking, hiking, skating and running
- Educational opportunities for ecology, nature and history are suggested
- Need to control access to the shoreline and provide a fence to protect natural resources in the outer buffers
- Limited paved trails with most surfaces needing to look natural
- Provide 216 parking spaces for the park as well as 100 spaces for Living Coast

SP-4
SP-6
S-3
RV Campground
S-1
Seasonal Wetland
SP-2
RV Buffer
Living Coast Parking & Shuttle 2 acres
Open Park
21 acres
SP-1
1.8 acres
H-3
Connector Park
2 acres
Buffer
26 acres
H-1A (S)
HP-30
H-1

SP-4
SP-6
S-3
S-1
SP-2
SP-3
S-2
H-3
HP-11
Transitional
Limited Use
Don't Touch
6' Fence
HP-1 (N)
H-1A (S)
HP-30
H-1

BRINGING TOGETHER WHAT AT FIRST APPEARS TO BE OPPOSITE GOALS

- Satisfy Curiosity about Natural Areas + Buffer Sensitive Resources
- Bay Front Resource Protection + Encourage Interaction with the Environment
- Park Envisioned as Active Hands On Education + Passive Interpretation
- Park Should Support Passive Serenity + Healthy Active Adventures
- Integrate Art and Design for New Look + Embrace the Natural Context of the Bay

OPPORTUNITIES + CHALLENGES

- The Park has the Potential for Large Crowds + But Needs Protection from Overuse
- Clear and Open Access to Nature + But Limit Access to Sensitive Areas
- Balance Needs of Chula Vista Residents + the Interests of Out of Town Visitors
- Dream Big to Make a Signature Park + But Recognize Constrained Budgets
- Keep the Site Natural + But Change the Current Un-natural Conditions

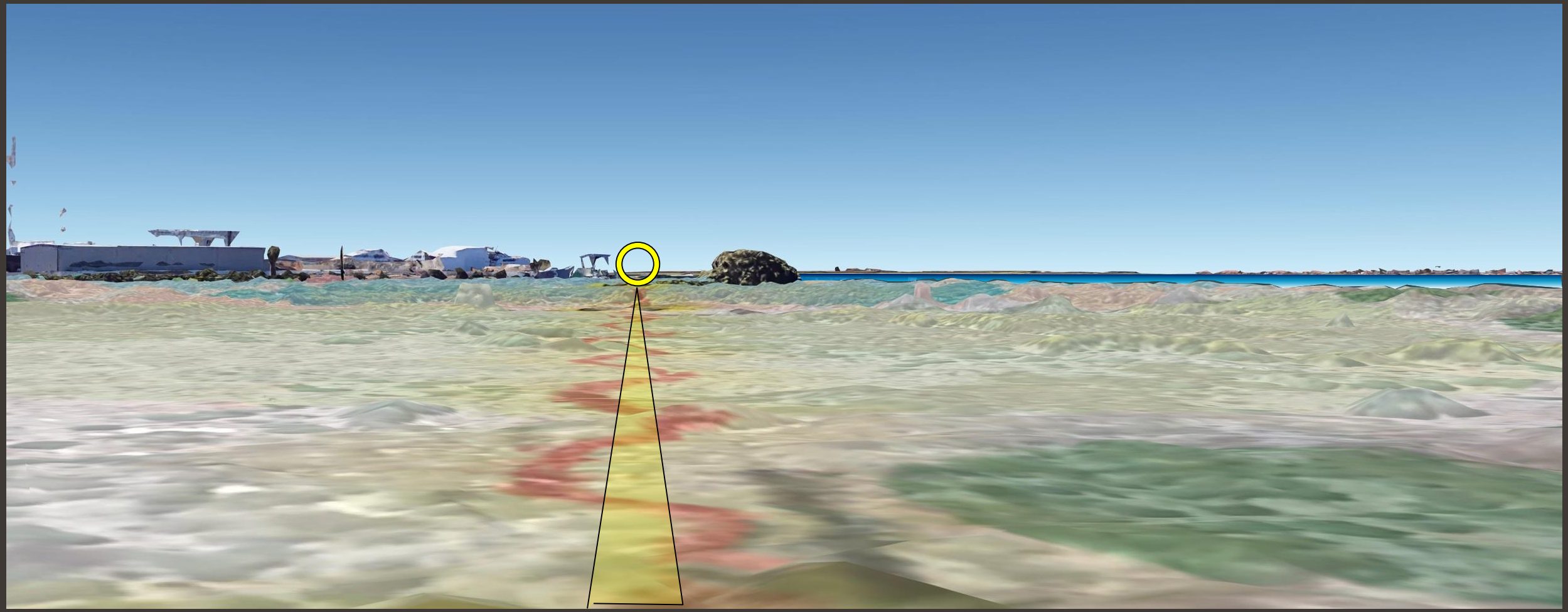
SWEETWATER PARK • VIEW CONSIDERATIONS

S17
Bayshore Bikeway
Gunpowder Point Dr
G St
Sandpiper Way
Bayside Pkwy
Quay Ave
Plover Way

A view corridor does exist down “F” Street.
It is partially blocked but does unveil itself as you travel.
Bay Blvd

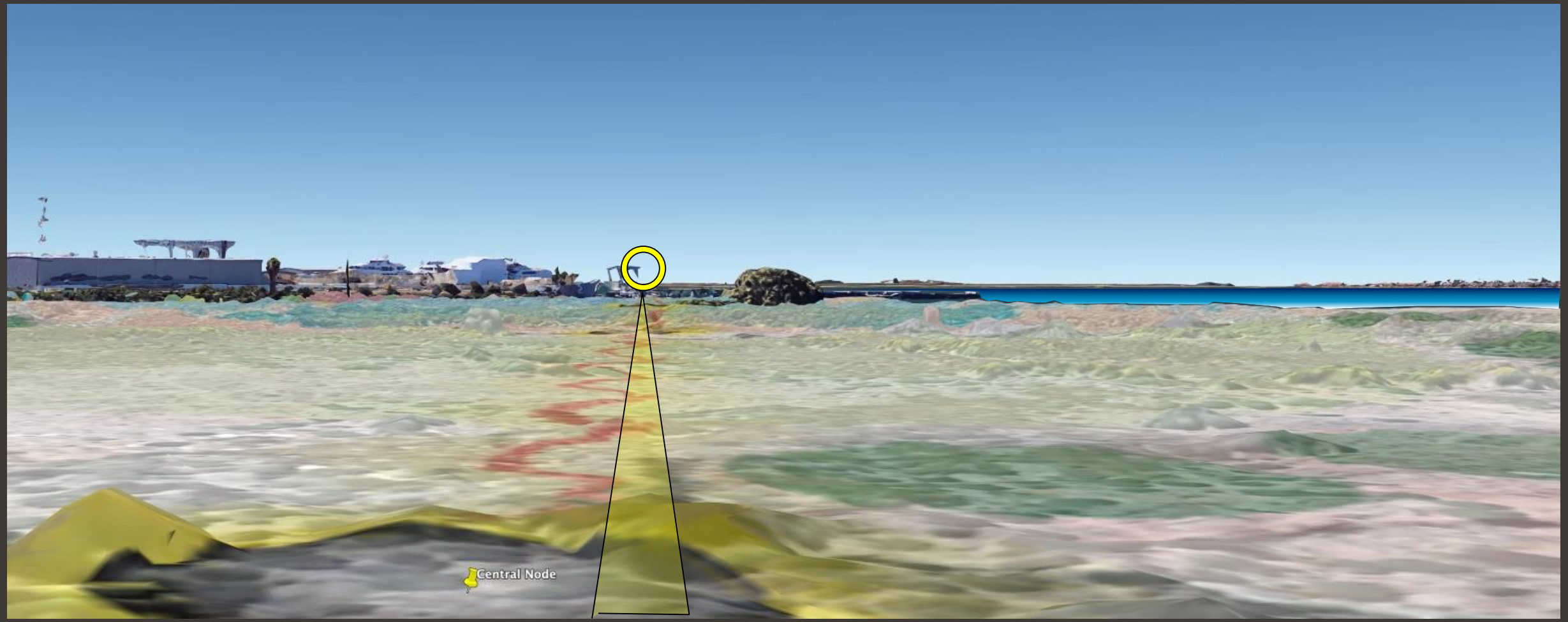
The view corridor continues down the street past City Hall

It is partially blocked but does unveil itself as you travel.

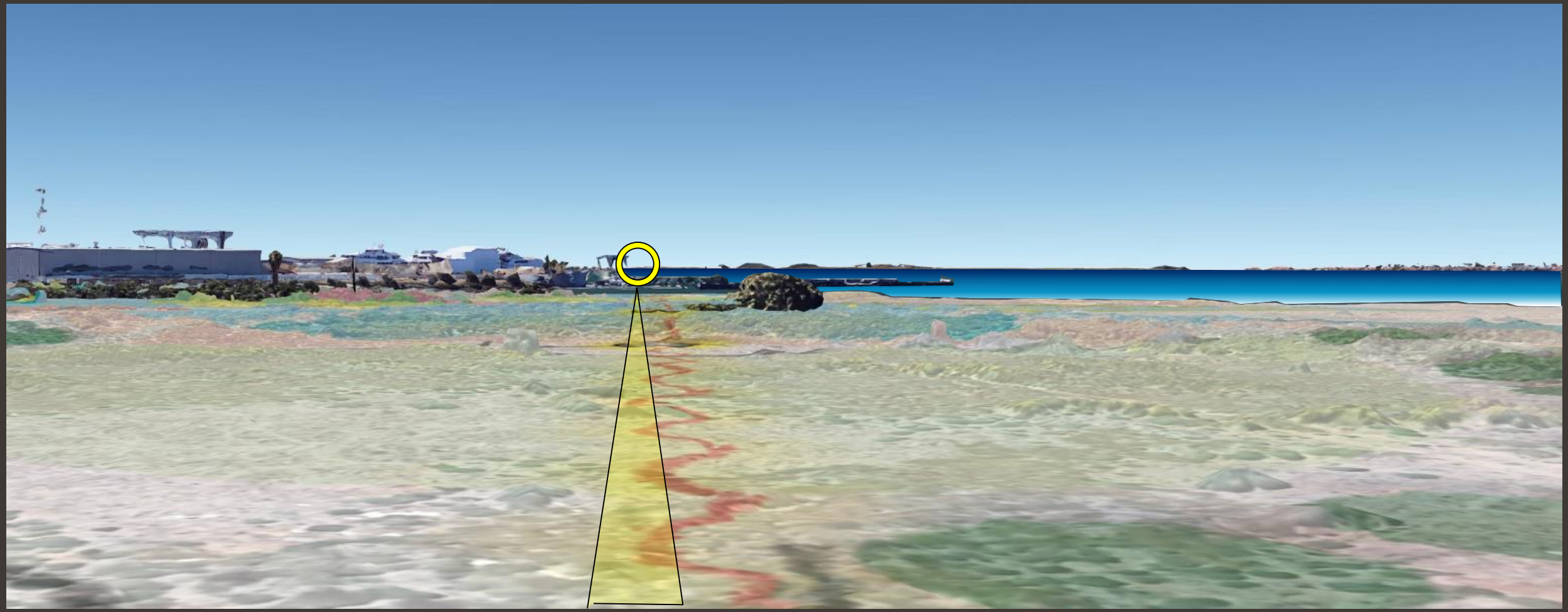


To see the surroundings, elevation gain is desired

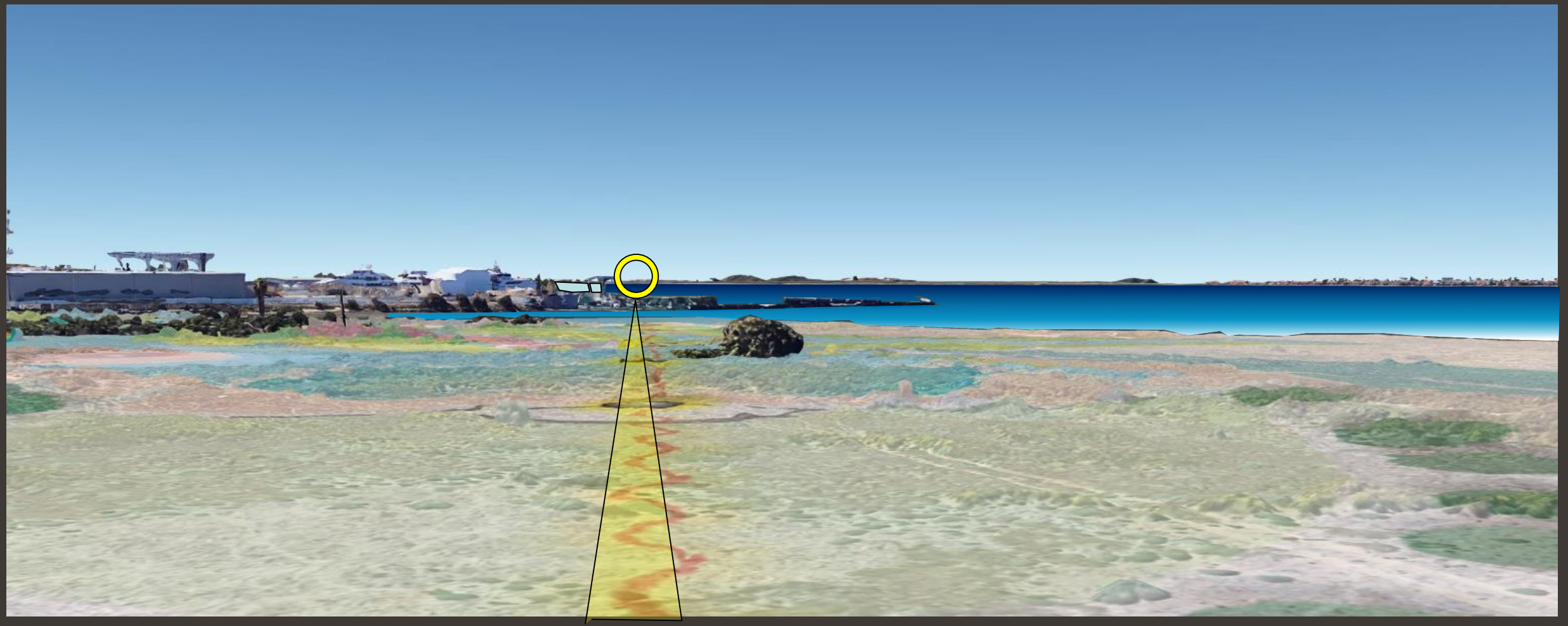
5’ Eye Height Above the Existing Ground



10’ Eye Height Above the Existing Ground

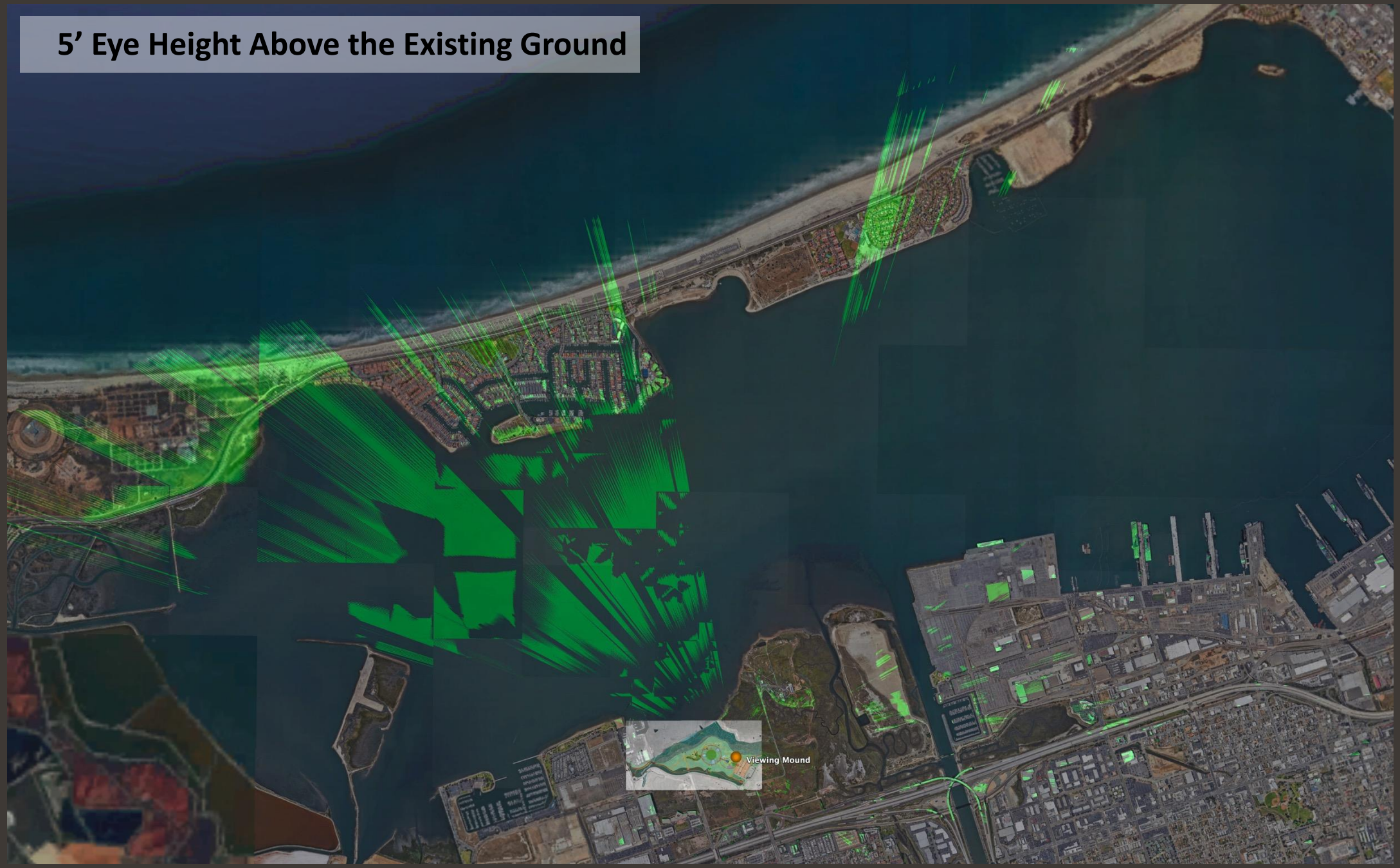


15’ Eye Height Above the Existing Ground

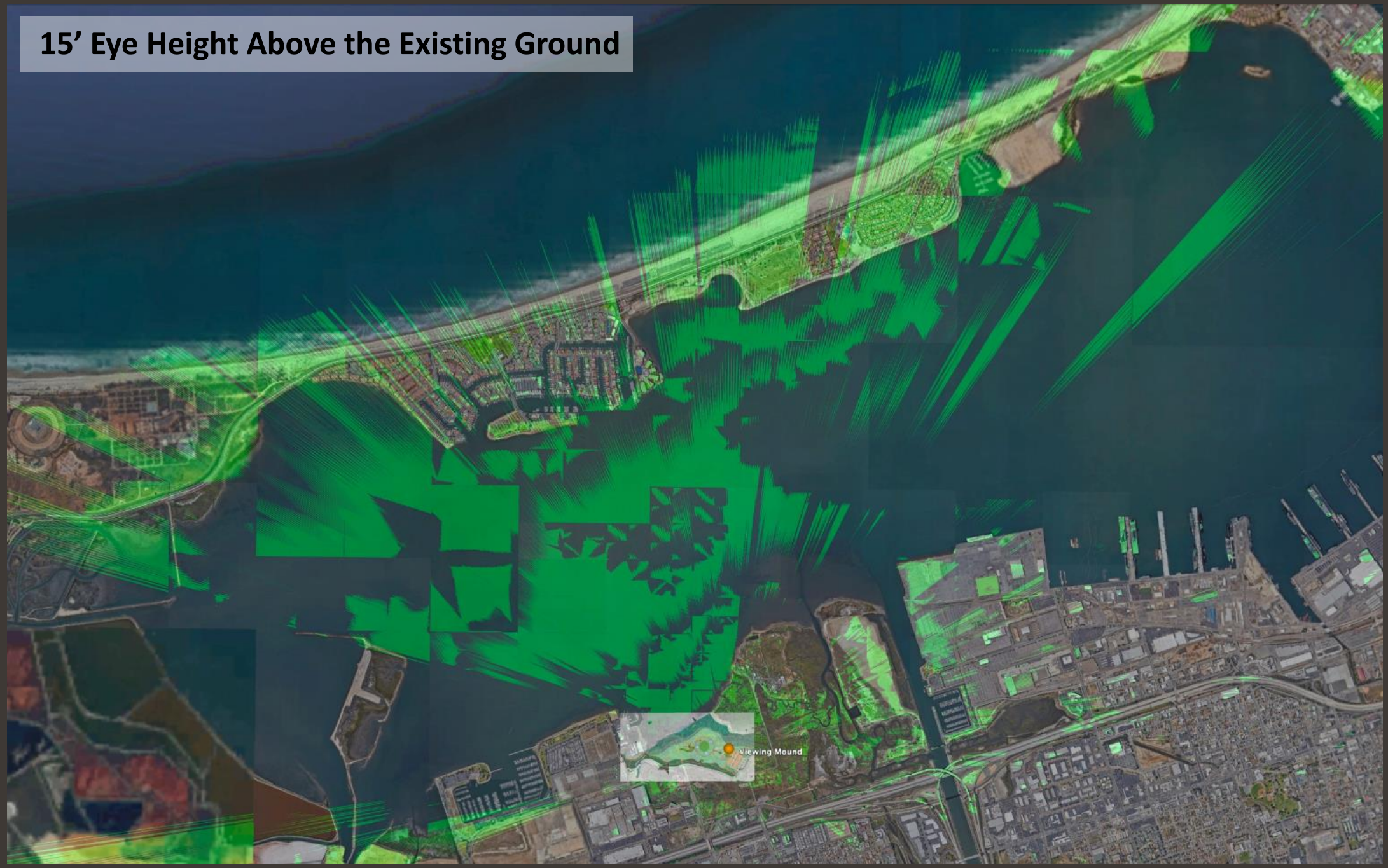


20’ Eye Height Above the Existing Ground

5’ Eye Height Above the Existing Ground



15’ Eye Height Above the Existing Ground



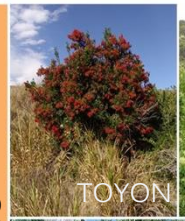
SWEETWATER PARK • COMMITTED PROJECTS

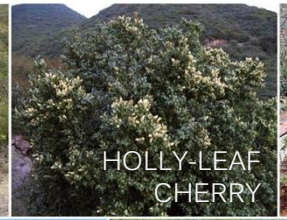
SWEETWATER PARK • URBAN GREENING PROMENADE

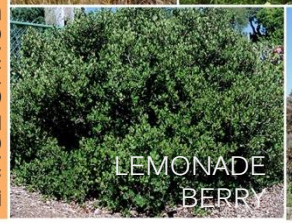
TREES

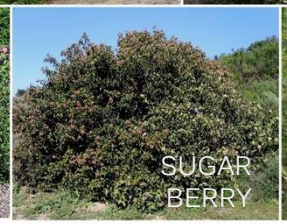
PROPOSED TREES

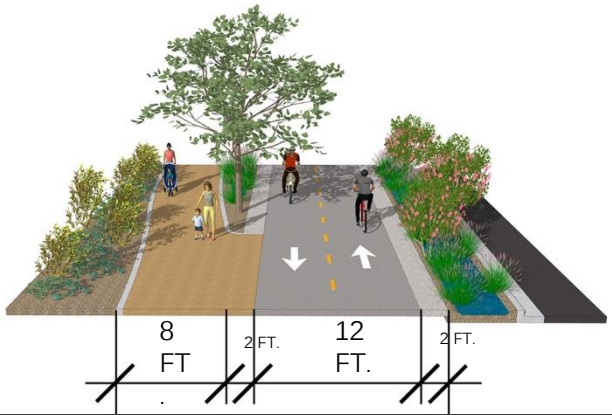
LARGE SHRUBS





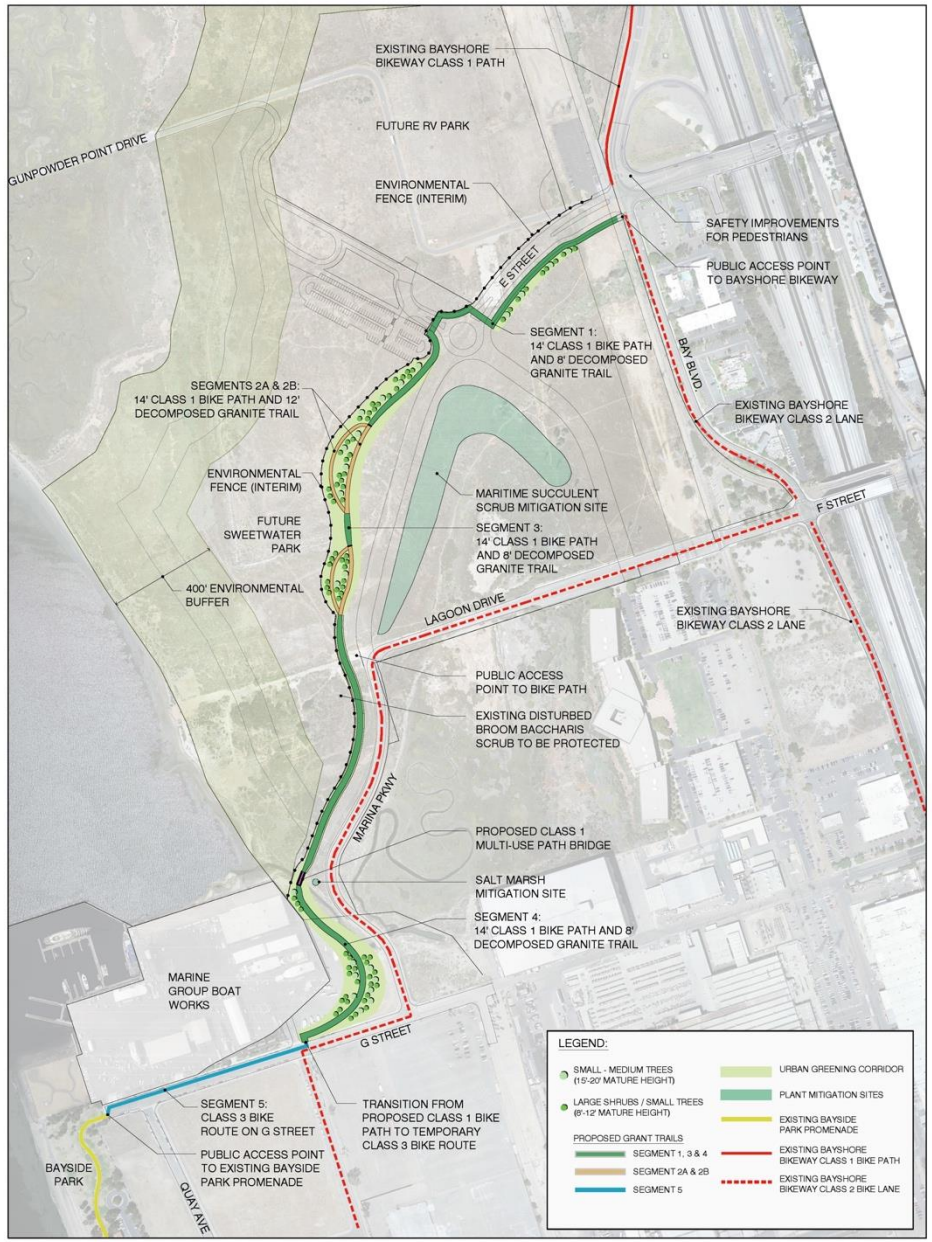






PRIMARY PROMENADE DESIGN

INITIAL BRIDGE CONCEPT



SITE PLAN
SWEETWATER BICYCLE PATH AND PEDESTRIAN PROMENADE - URBAN GREENING STRATEGY

SWEETWATER PARK • MARINE GROUP BOAT WORKS PERIMETER RE-DESIGN

SWEETWATER PARK • COSTA VISTA RV RESORT

SWEETWATER PARK • COMMUNITY PRIORITIES

play + recreation

- nature-inspired playground
- adventure play + skills
- low ropes course
- bouldering (low height)
- log + rock balance course
- climbing nets
- hiking trails
- bike trails (paved/unpaved)
- nature-themed exercise area
- trail par-course equipment
- measured running loops
- _____
- _____
- _____
- _____

education + discovery

- interpretive signs + panels
- interpretive hike talking points
- SD bay boating history panels
- orienteering course
- geocaching + compass areas
- group education pavilion
- small talk education areas
- "do touch" wetland garden
- "do touch" wetland pier/bridge
- nature-themed sprayground
- education beach at marsh
- _____
- _____
- _____
- _____

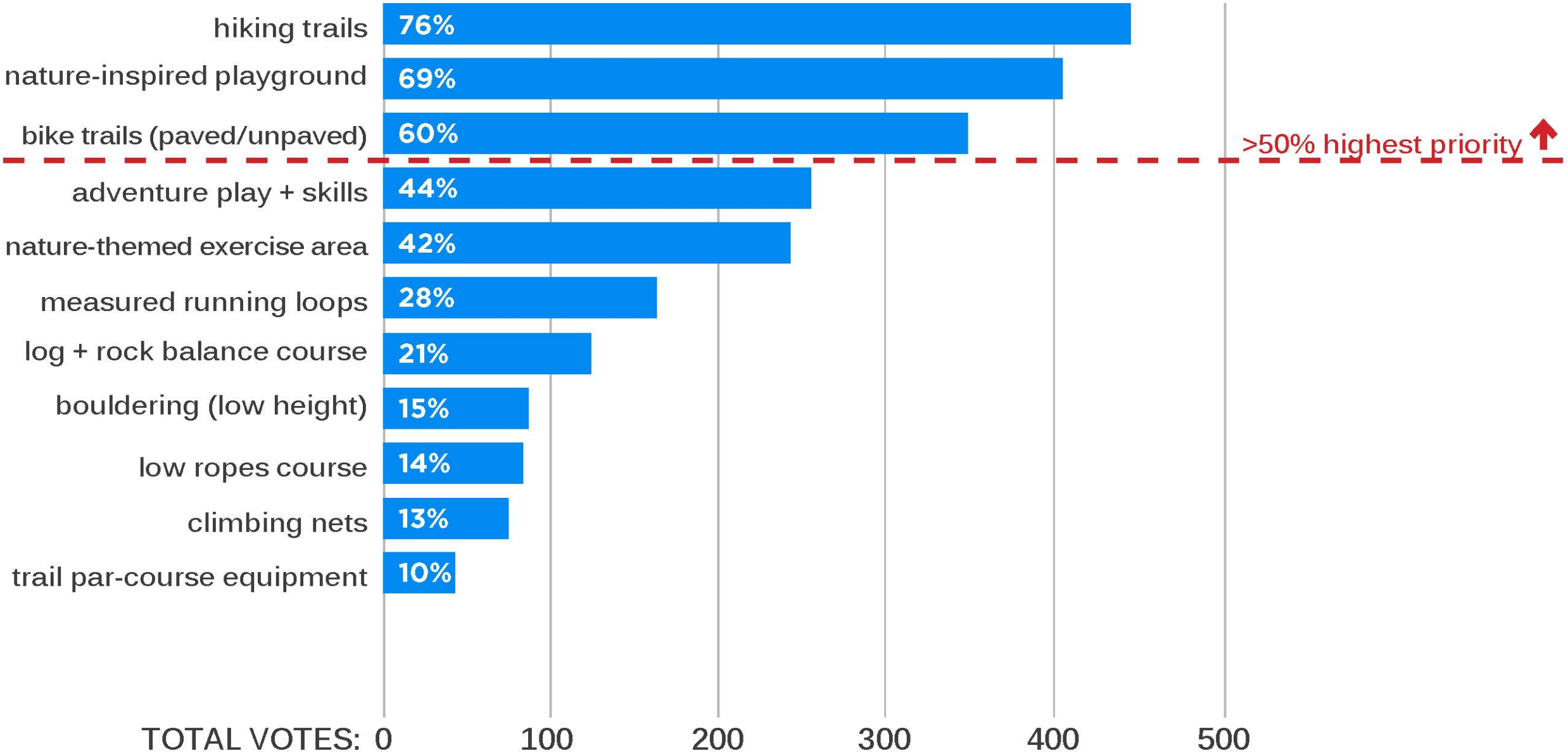
arts + viewing nature

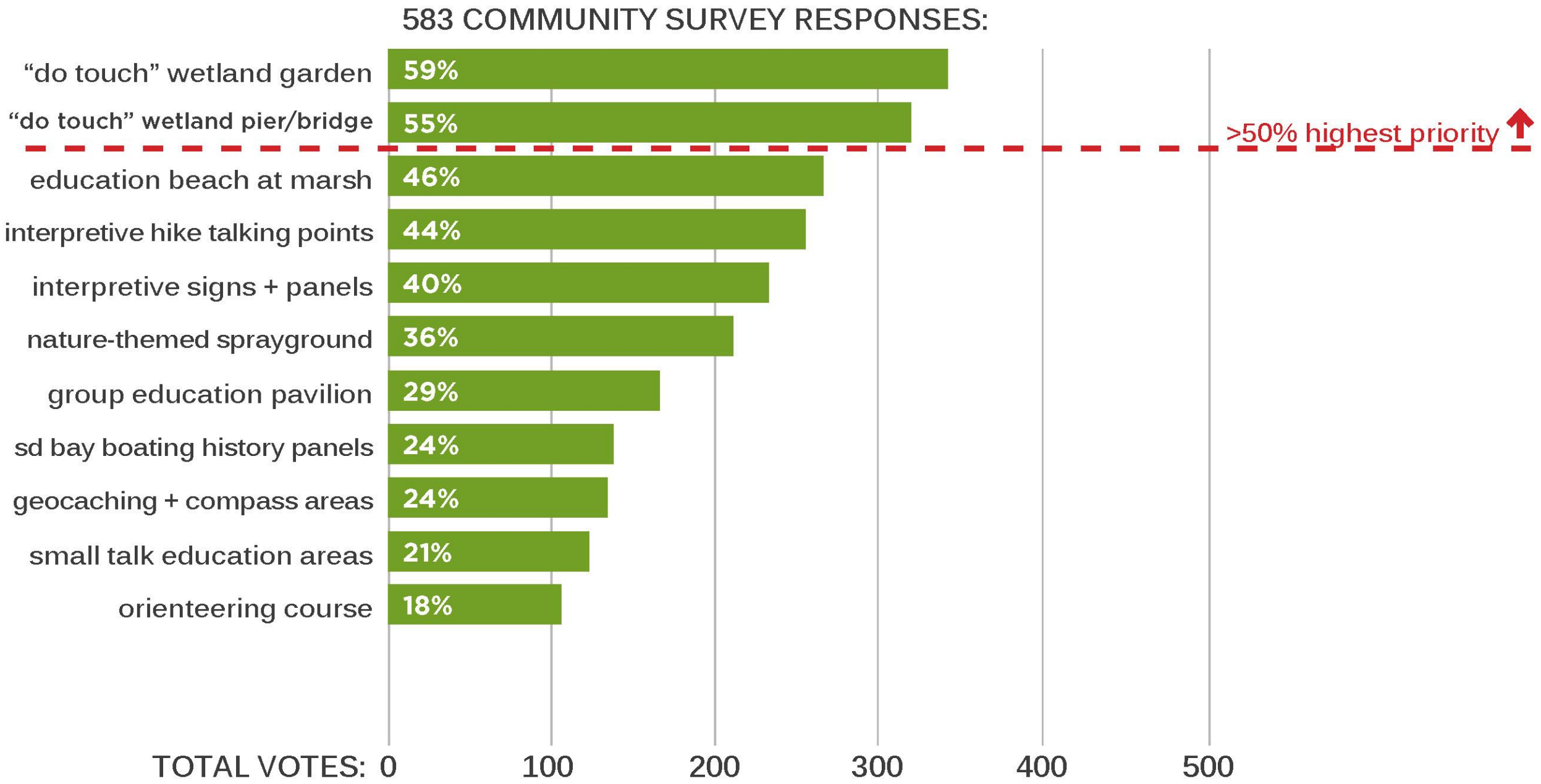
- interactive art
- kinetic art
- nature-inspired art
- map plaza + viewscopes
- wildlife viewing blinds
- viewpoints + overlooks
- dunes + natural landforms
- native plant gardens
- pollinator + butterfly gardens
- water quality/rain gardens
- shuttle + information kiosk
- _____
- _____
- _____
- _____

gathering + shelters

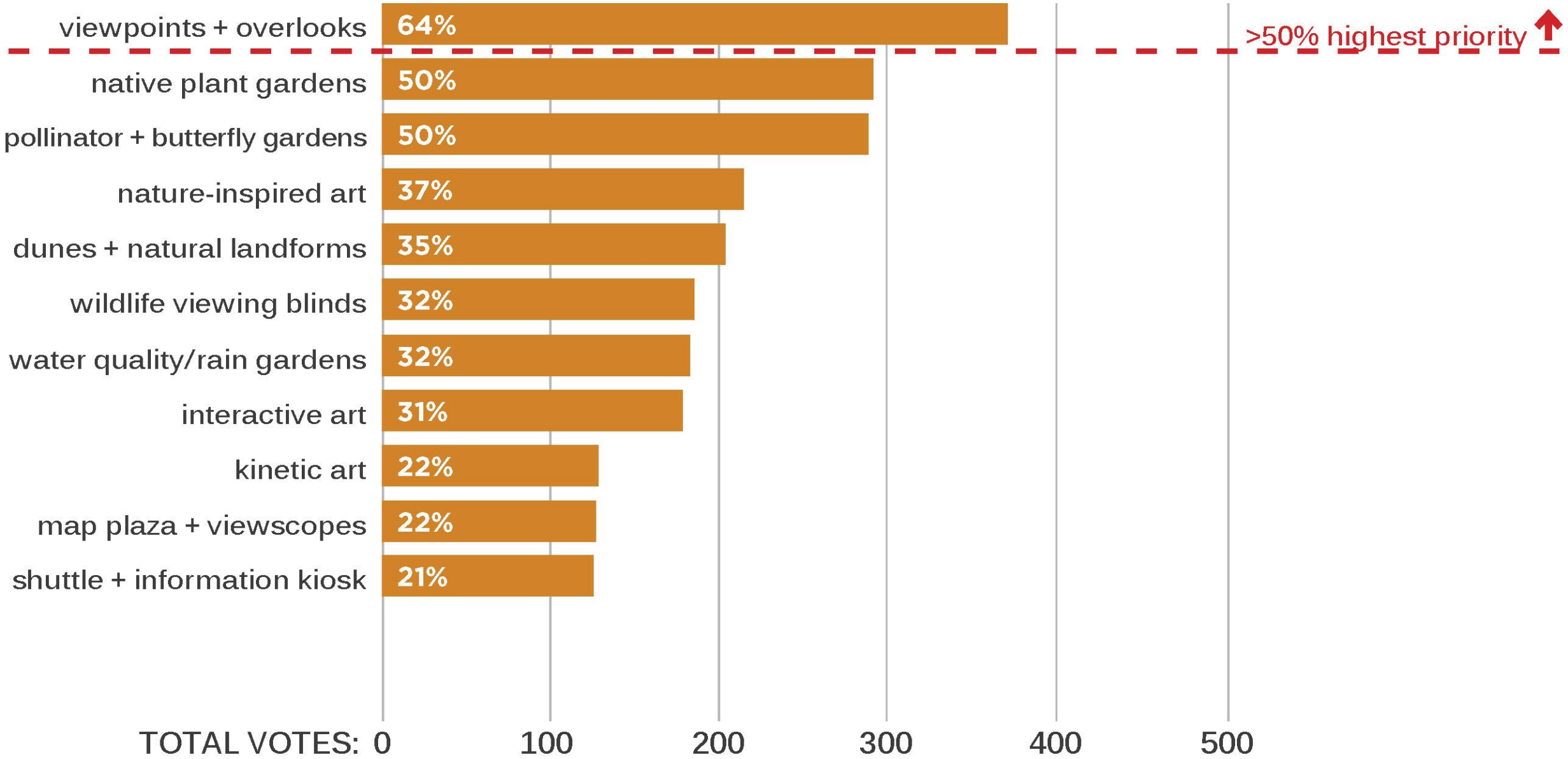
- native plant growing grounds
- open-sided greenhouse
- multi-use meadow for play
- multi-use plaza for gathering
- multi-use field for informal play
- open-air plaza + seating terrace
- multi-use area for small group fitness
- sheltered overlooks
- shade/picnic shelters
- restrooms
- _____
- _____
- _____
- _____
- _____

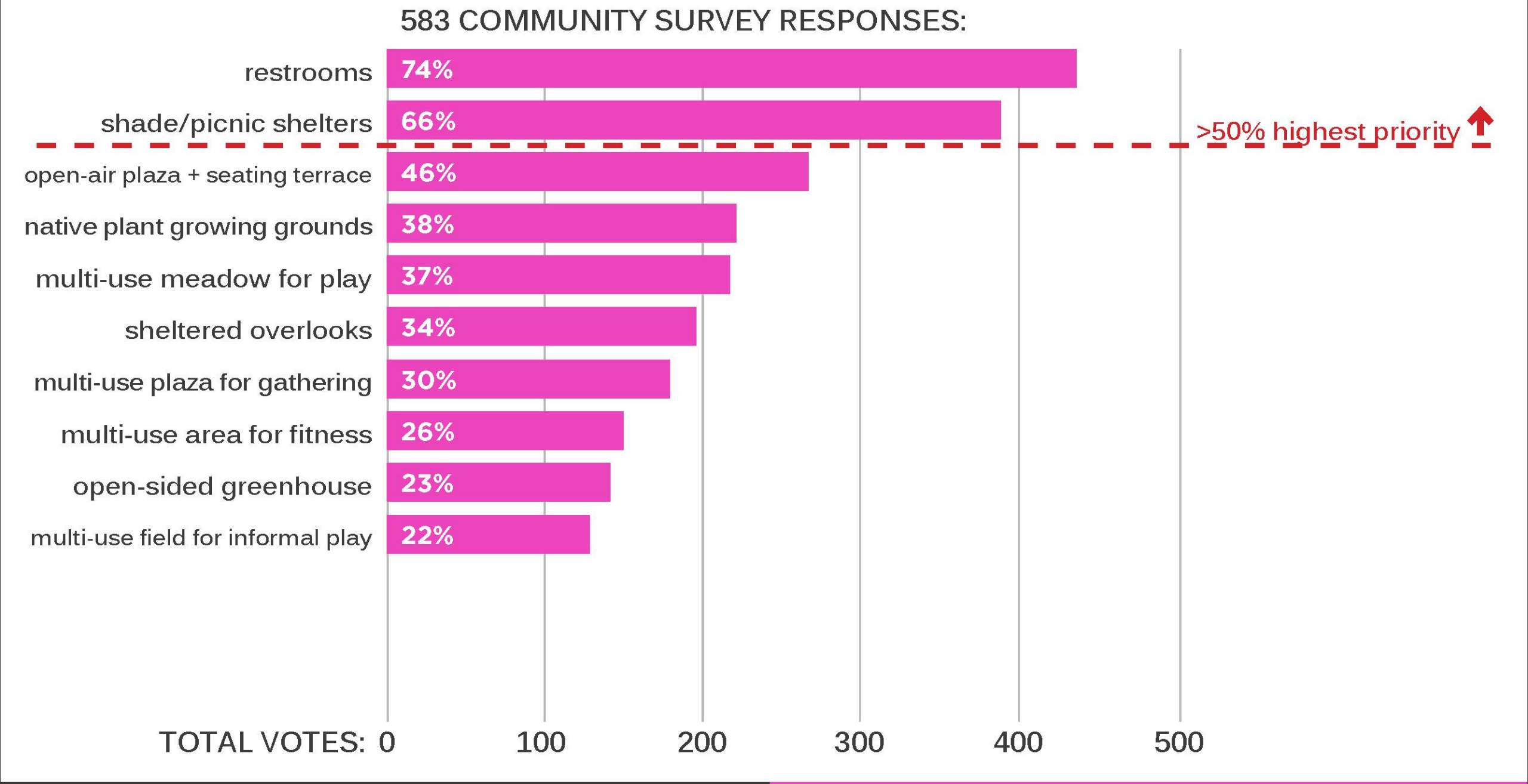
583 COMMUNITY SURVEY RESPONSES:

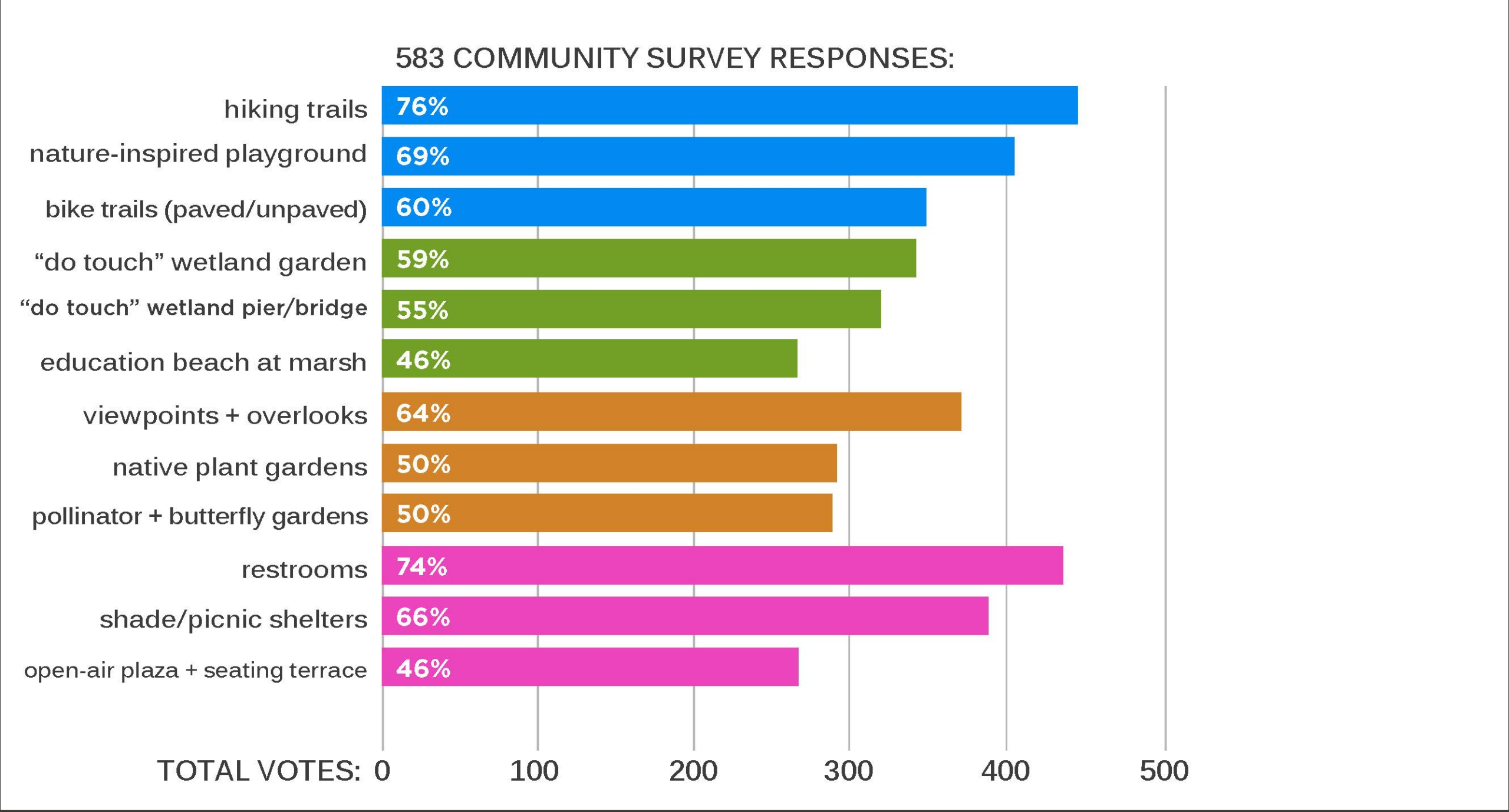



583 COMMUNITY SURVEY RESPONSES:
"do touch" wetland garden
59%
"do touch" wetland pier/bridge
55%
>50% highest priority
education beach at marsh
46%
interpretive hike talking points
44%
interpretive signs + panels
40%
nature-themed sprayground
36%
group education pavilion
29%
sd bay boating history panels
24%
geocaching + compass areas
24%
small talk education areas
21%
orienteering course
18%
TOTAL VOTES: 0
100
200
300
400
500

583 COMMUNITY SURVEY RESPONSES:



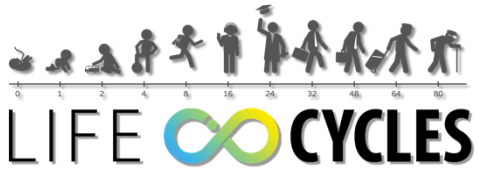

583 COMMUNITY SURVEY RESPONSES:
restrooms
74%
shade/picnic shelters
66%
>50% highest priority
open-air plaza + seating terrace
46%
native plant growing grounds
38%
multi-use meadow for play
37%
sheltered overlooks
34%
multi-use plaza for gathering
30%
multi-use area for fitness
26%
open-sided greenhouse
23%
multi-use field for informal play
22%
TOTAL VOTES: 0
100
200
300
400
500


583 COMMUNITY SURVEY RESPONSES:
hiking trails
76%
nature-inspired playground
69%
bike trails (paved/unpaved)
60%
“do touch” wetland garden
59%
“do touch” wetland pier/bridge
55%
education beach at marsh
46%
viewpoints + overlooks
64%
native plant gardens
50%
pollinator + butterfly gardens
50%
restrooms
74%
shade/picnic shelters
66%
open-air plaza + seating terrace
46%
TOTAL VOTES: 0
100
200
300
400
500

SWEETWATER PARK • CONCEPT 1

A focus on life cycles of humans, the planet, south bay and of living things found in the area while encouraging healthy lifestyles and appreciation of a healthy environment.

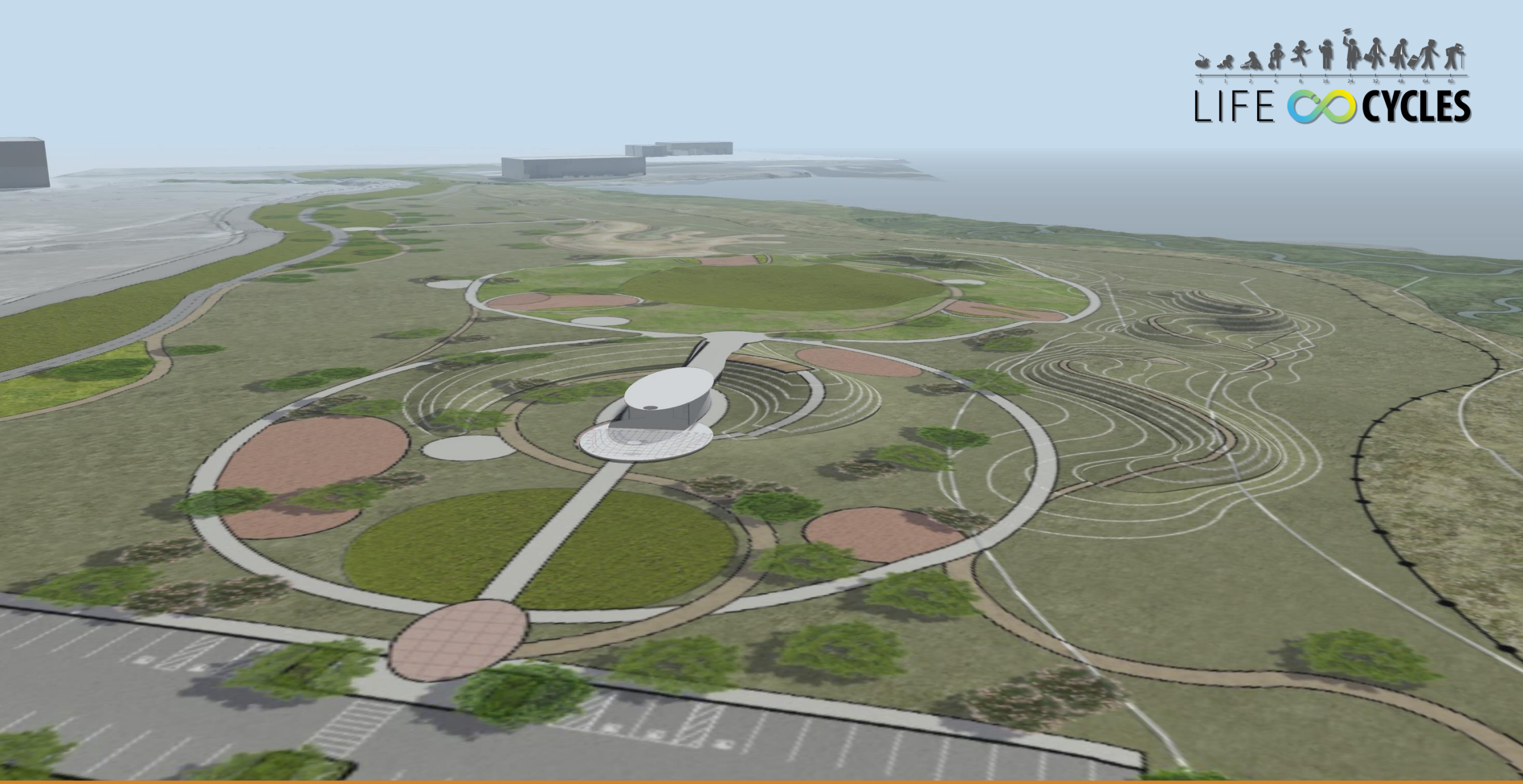
Stories to be told include:



1) **Geologic time, river and the bay morphology that created this location.**
2) **Seasonal, tidal, solar, lunar and biological time cycles.**
3) **Human life cycles from birth to death. The infinite loop would symbolize generation and regeneration.**
4) **Elements arranged to denote different stages of our lives and the sustainment and extension of life through exercise.**
5) **Offers amenities to support movement for both mind, soul and body.**

LIFE CYCLES

Concept 1: **Healthy Activities / Healthy Environment**



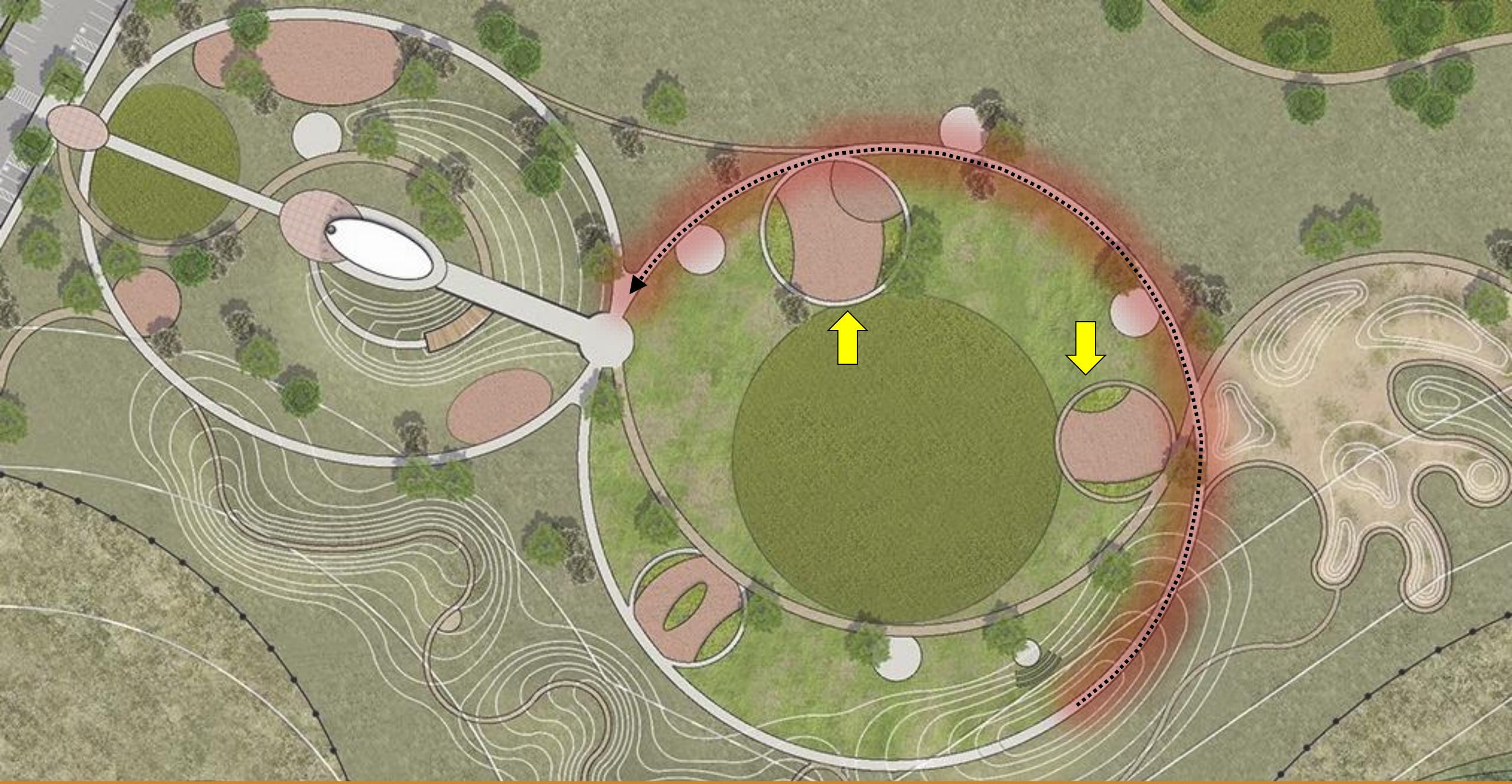
Concept 1: **Looking South**

Concept 1: **Looking East**

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
LIFE CYCLES
1 ENTRY DRIVEWAY
2 PARKING LOT (216 STALLS)
3 SMALL PASSIVE LAWN / MEADOW
4 TODDLER DISCOVERY / NATURE PLAY
5 RESTROOM / SOLAR PLAZA
6 PARK OVERLOOK PLATFORM
7 BOULDERS AND LOG COURSE
8 SMALL GROUP AMPHITHEATER
9 LOW ROPES / NETS COURSE
10 AGILITY COURSE
11 LARGE LAWN / MEADOW
12 SOFT SURFACE TRAILS
13 PICNIC AREA
14 NATIVE AMERICAN PLAZA AND INTERPRETIVE EXHIBITS
15 LIMBER STRETCHING AREA
16 EXERCISE EQUIPMENT AREA
17 TYPICAL VIEWING PLATFORM ON MOUNDS
18 TIDAL WAVE INTERPRETIVE PANELS AND OVERLOOK
NORTH
NOT TO SCALE

Concept 1: **Infinite Loop-** Infant, Toddler, Young Child Amenities

Concept 1: **Infinite Loop-** Teenager, Young Adult Activities & Amenities



Concept 1: **Infinite Loop-** Adult Activities & Amenities

Concept 1: **Infinite Loop-** Sr. Activities & Amenities

SWEETWATER PARK • KTUA

TODDLER DISCOVERY / NATURE PLAY

SWEETWATER PARK • KTUA

KIDS DISCOVERY / NATURE PLAY

SWEETWATER PARK • KTUA

BOULDERS AND LOG COURSE

SWEETWATER PARK • KTUA

LOW ROPES / NETS COURSE

SWEETWATER PARK • KTUA

AGILITY COURSE

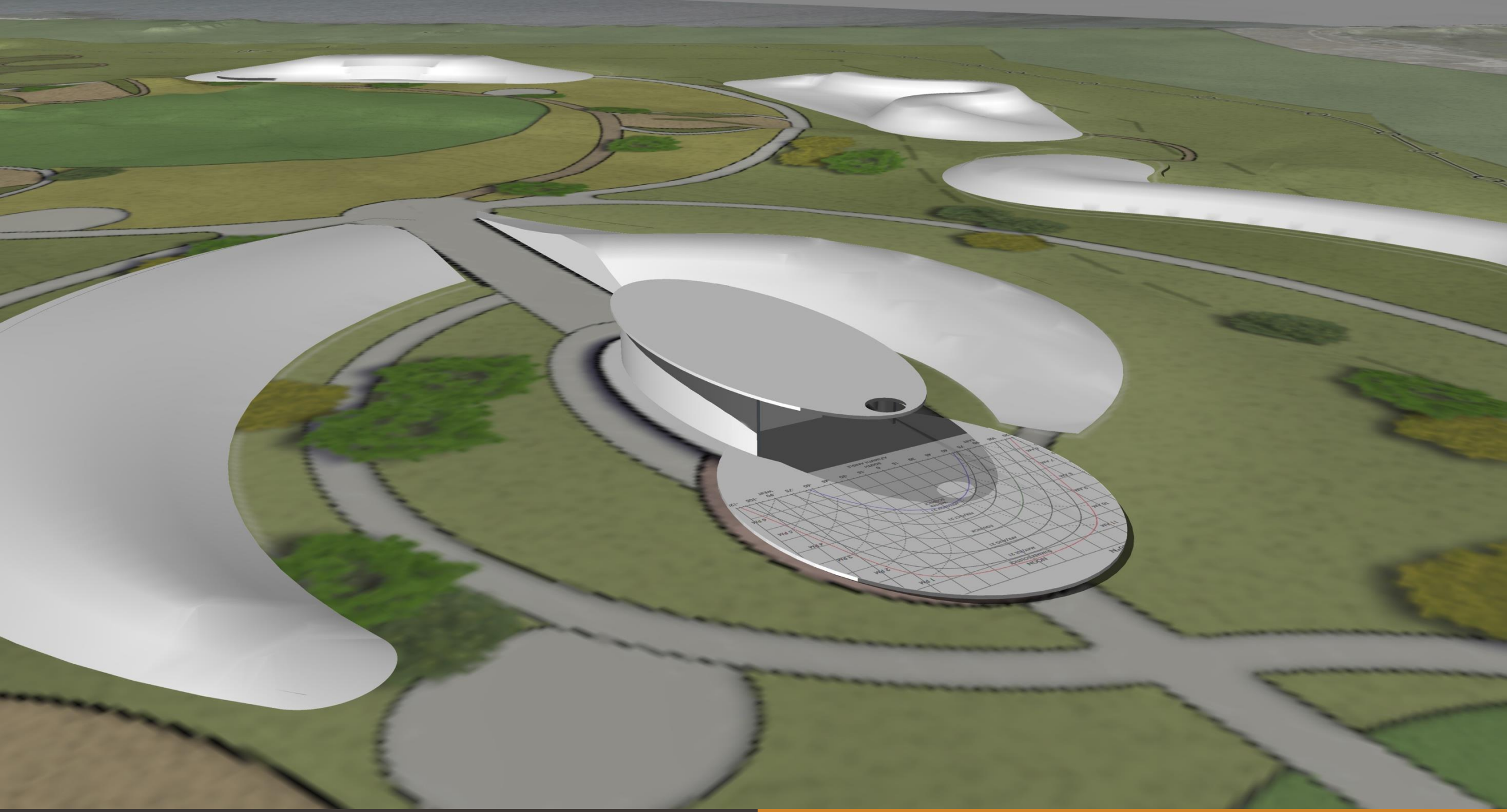
SWEETWATER PARK • KTUA

AGILITY EVENTS AND ORIENTEERING COURSES

SWEETWATER PARK • KTUA

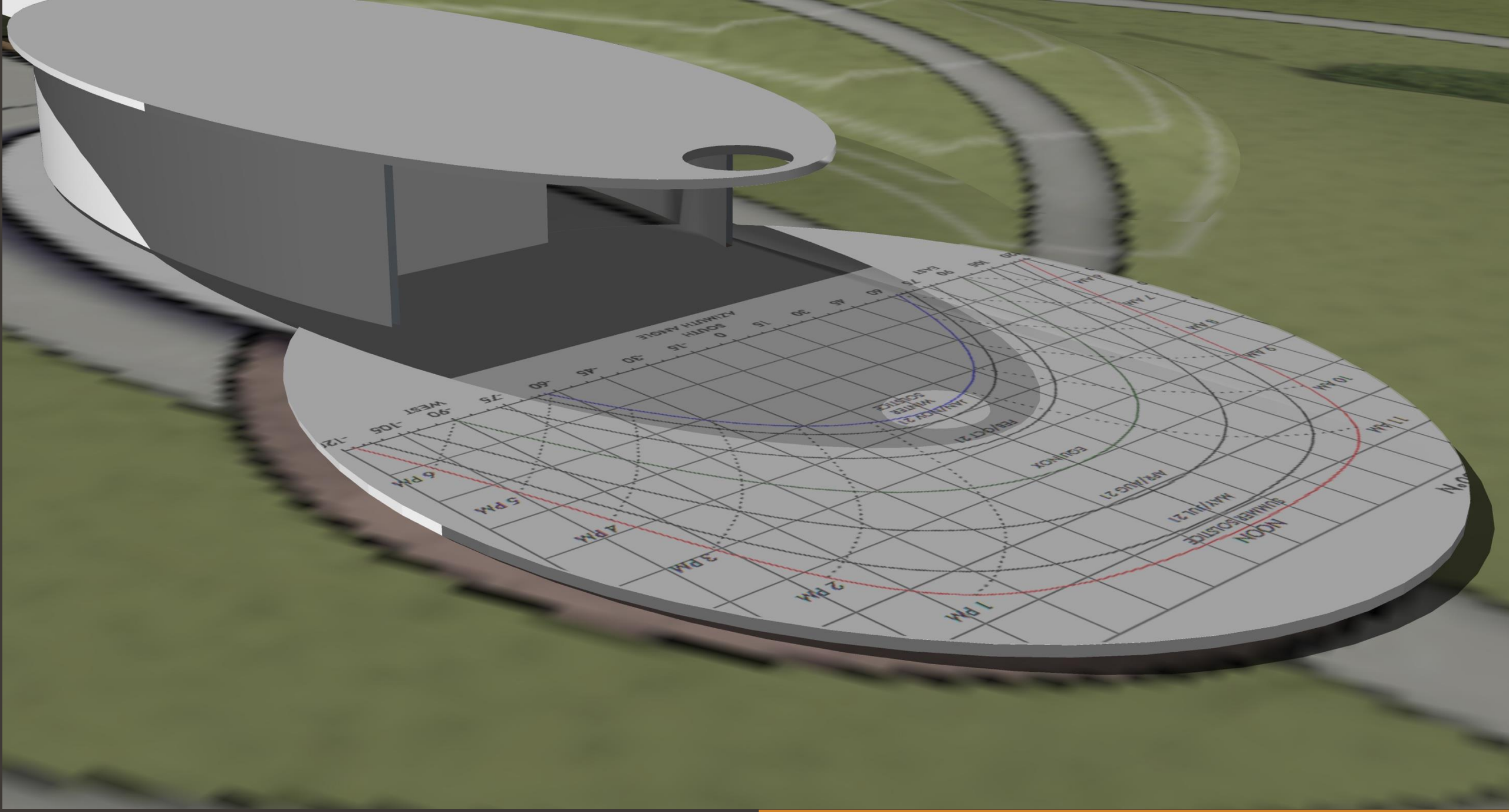
EXERCISE EQUIPMENT AND LIMBER STRETCH AREAS

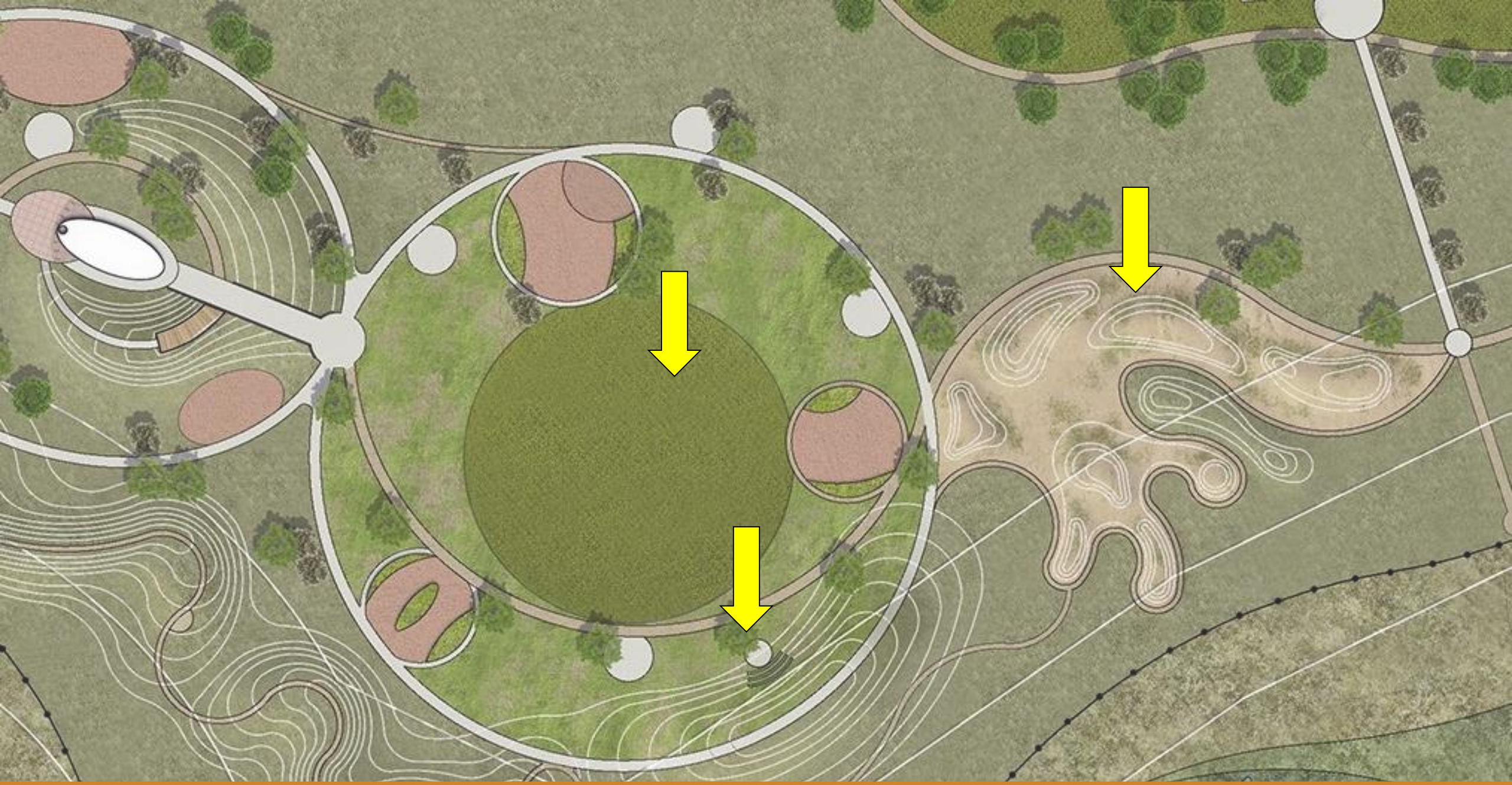
Concept 1: **Restroom and Overlook**



SWEETWATER PARK • KTUA

RESTROOMS


AZIMUTH ANGLE
SOUTH
EAST
WEST
NOON
1 PM
2 PM
3 PM
4 PM
5 PM
6 PM
7 AM
8 AM
9 AM
10 AM
11 AM
SUMMER SOLSTICE
MAY/JUL-21
APR/AUG-21
EQUINOX
FEB/OCT-21
JAN/NOV-21
WINTER SOLSTICE



Concept 1: **Terraces, Meadow and Coastal Dune Play Areas**

SWEETWATER PARK • KTUA

SMALL GROUP TERRACES

SWEETWATER PARK • KTUA

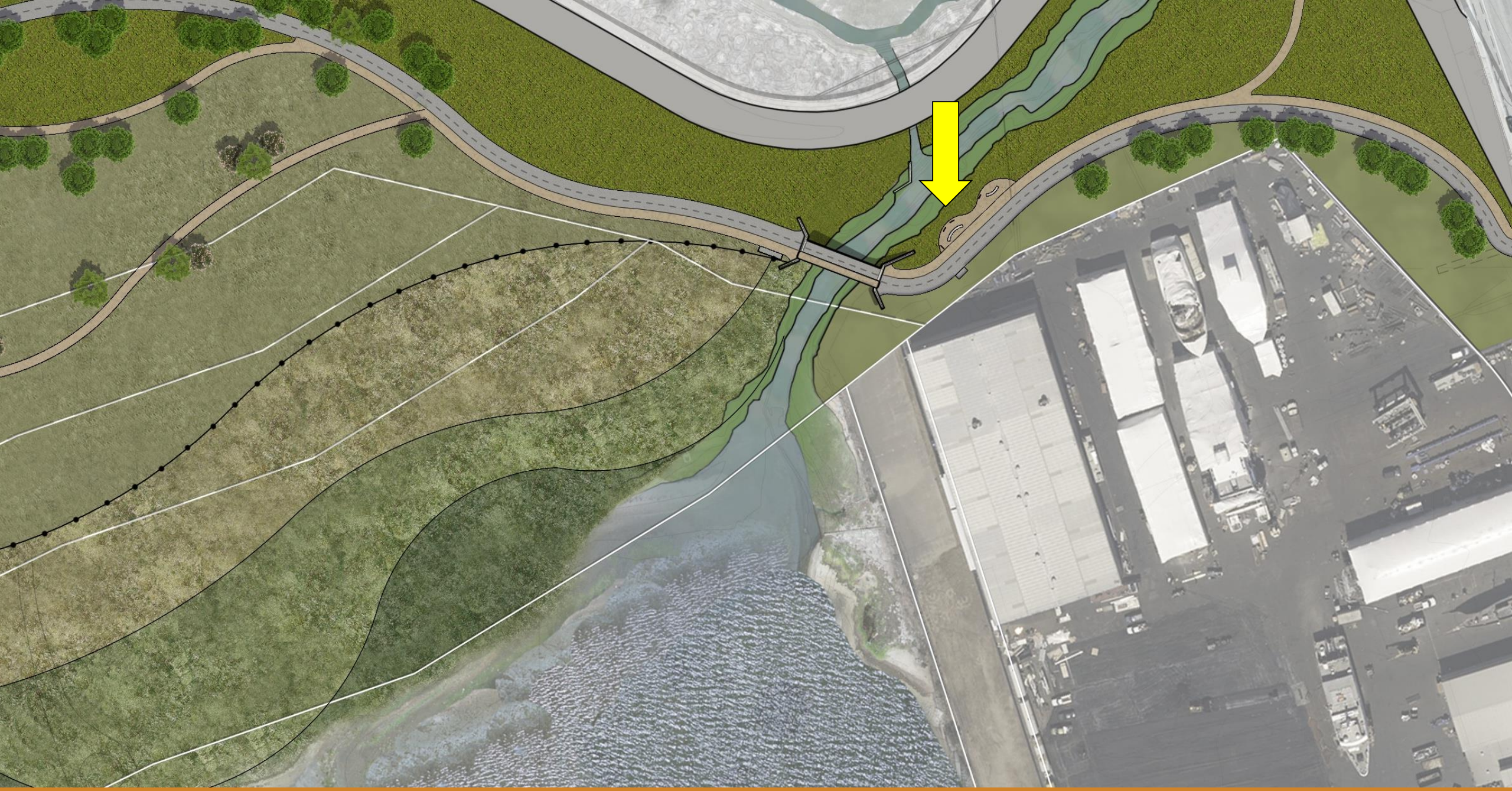
PASSIVE OR INFORMAL USES ON MEADOW

SWEETWATER PARK • KTUA

MEADOW GRASSES

SWEETWATER PARK • KTUA

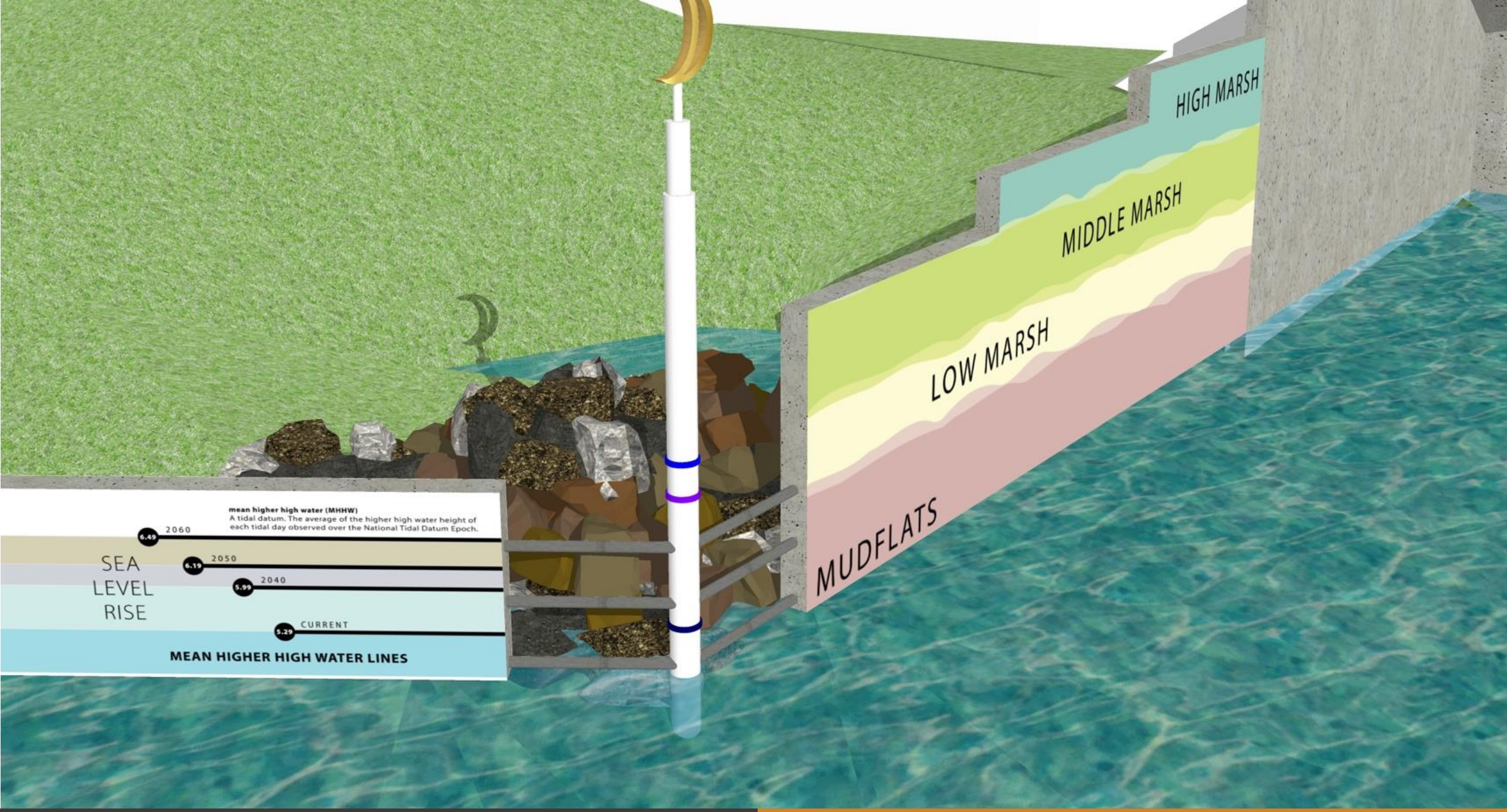
SAND DUNE PLAY AREA



Concept 1: **Connector Park with Tidal Channel Overlooks**

SWEETWATER PARK • KTUA

TIDES OF CHANGE INTERPRETIVE OVERLOOK

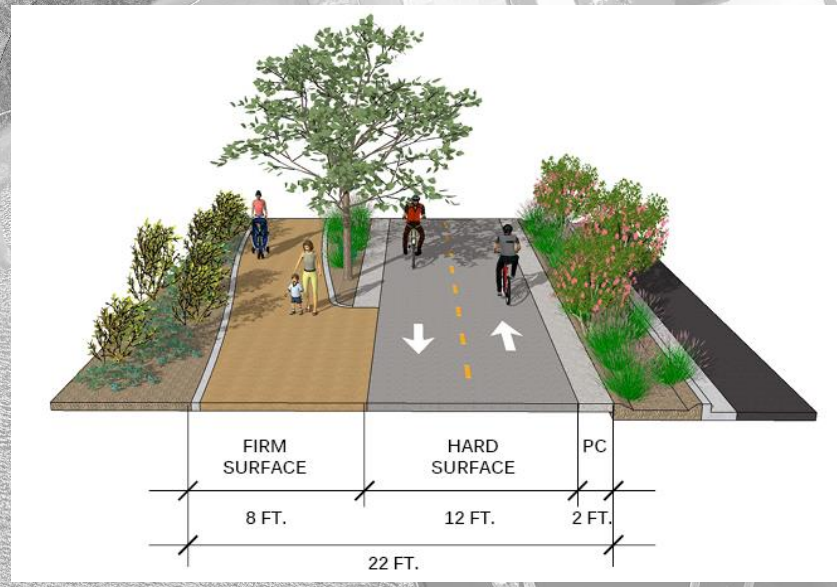

HIGH MARSH
MIDDLE MARSH
LOW MARSH
MUDFLATS
mean higher high water (MHHW)
A tidal datum. The average of the higher high water height of each tidal day observed over the National Tidal Datum Epoch.
SEA LEVEL RISE
2060
6.49
2050
6.19
2040
5.99
CURRENT
5.29
MEAN HIGHER HIGH WATER LINES

SWEETWATER PARK • KTUA

PARK OVERLOOK PLATFORM

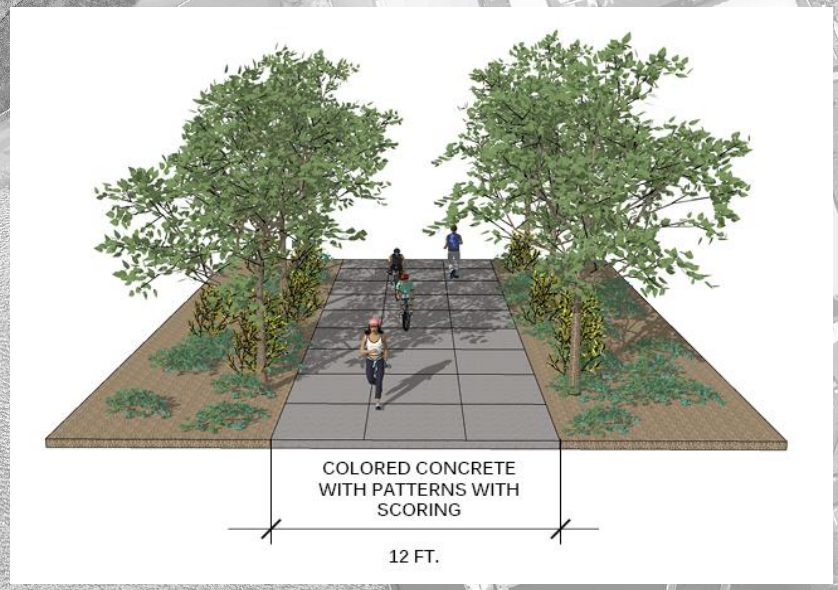
SWEETWATER PARK • KTUA

PICNIC AREA



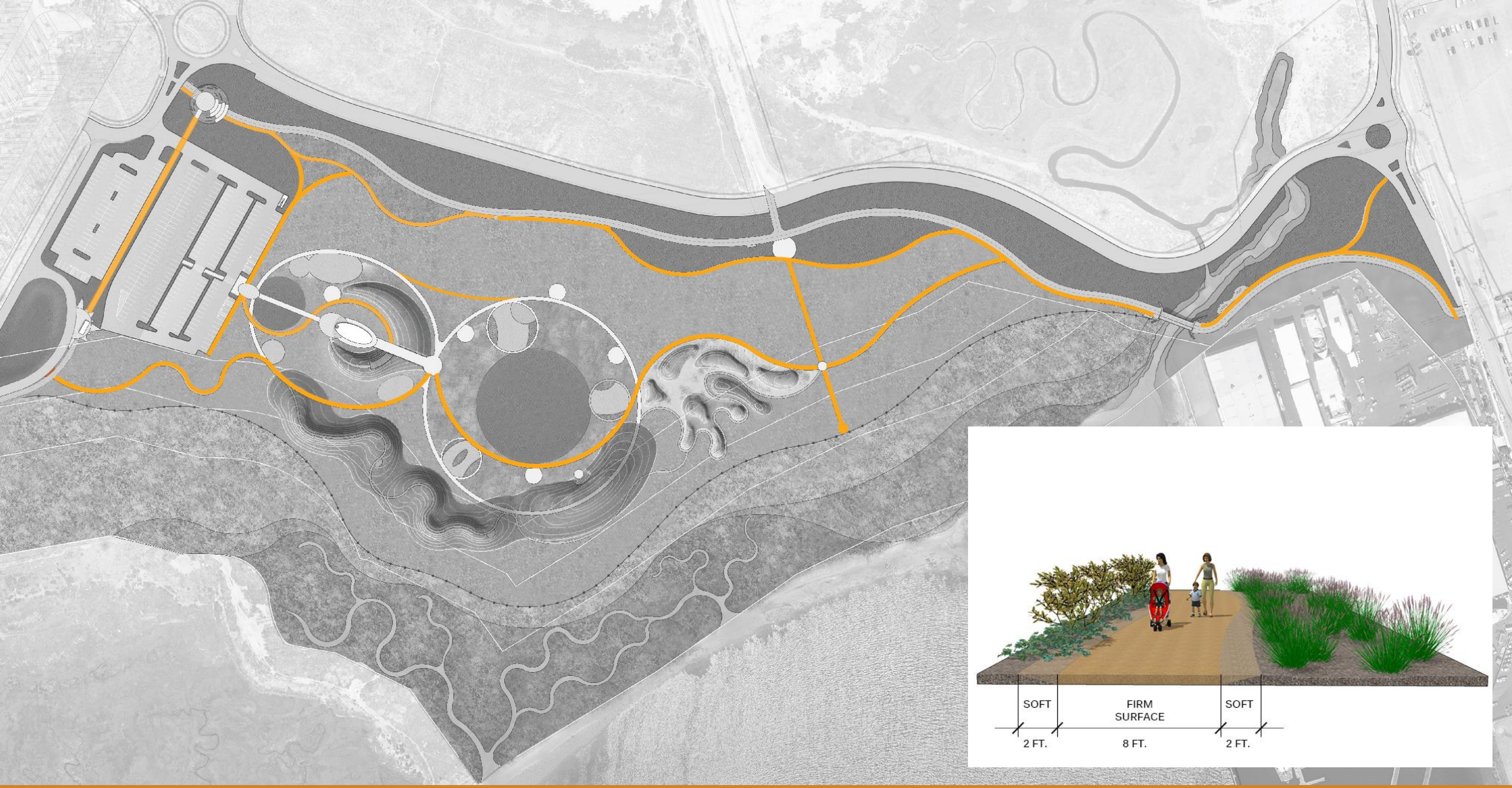
LIFE CYCLES

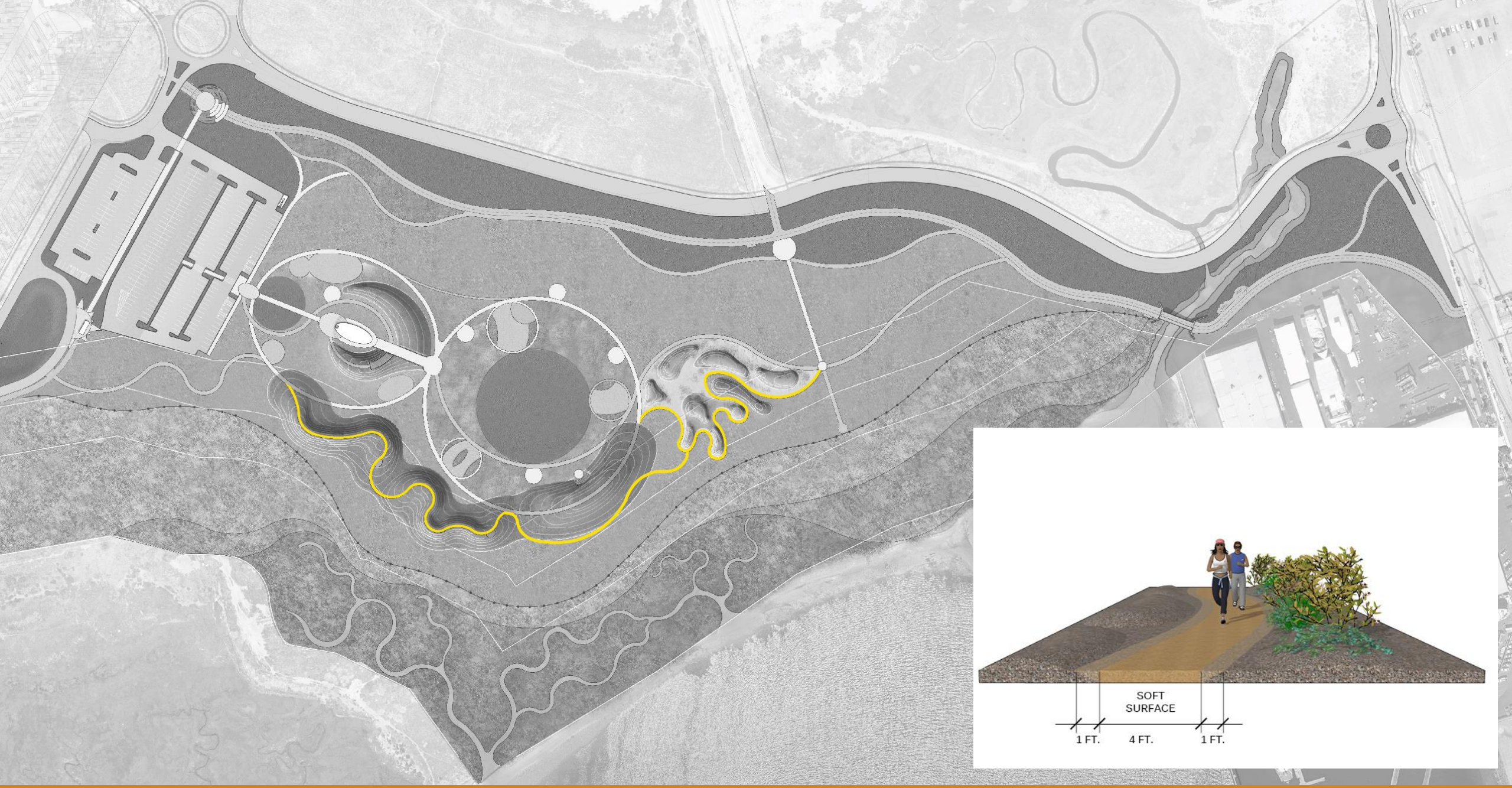
22’ Hard Surface Multi-use Path with Firm Surface Side Trails



LIFE CYCLES

12’-18’ Hard Surface Enhanced Walkways and Plazas


SOFT
FIRM SURFACE
SOFT
2 FT.
8 FT.
2 FT.



LIFE CYCLES

6’ Soft Surface Nature Trail

SWEETWATER PARK • KTUA

SOFT SURFACE TRAILS

SWEETWATER PARK • CONCEPT 2
ECO Tones

Focus on the edges between habitats known as Eco-tones. It will highlight existing and enhanced amenities to inspire, educate, and motivate (including a volunteer component).

Stories to be told include: ECO Tones

1) **Highlight eco-bands that relate first to the required buffers, but extends these zones in a natural pattern throughout the park.**
2) **Bands would be pronounced and defined by trails that make edges more distinct.**
3) **The "tones" would be marked by ecosystem info, typical sounds & character expressed through art and interpretation.**
4) **All features would be natural in character but human interaction and use would be encouraged. Park ecosystems would be managed for sustainment while the outer buffer ecosystems would be managed for protection.**

1) **Need to transition to natural habitats in the buffer.**
2) **Keep “F” street open for views.**
3) **Create mounding for screening and park definition along buffers.**
4) **Need lower elevations for drainage flow and higher elevations for views.**
5) **Balance cut and fill to avoid the need for import.**
6) **Site needs overall higher elevations for views, sea level rise and sewer connection gradients.**

Concept 2: **Overall Concept of Park and Buffers**

Concept 2: **View Looking South**

Concept 2: **View Looking East**

ECO Tones
1 ENTRY PLAZA
2 PARKING LOTS (216 STALLS)
3 NATIVE PLANT GROWING GROUNDS AND GREENHOUSE
4 LIVING COAST DISCOVERY CENTER PARKING
5 SHUTTLE AND VOLUNTEER PROGRAM KIOSK
6 INTERPRETIVE ENTRY PLAZA AND WALL ART
7 RESTROOM / PARK OVERLOOK PLATFORM
8 NATURE-INSPIRED PLAYGROUND
9 SPECIALTY GARDEN
10 MAP PLAZA
11 CHANNEL EXTENSION
12 RAISED WALKWAY THROUGH DUNES
13 "DO TOUCH" WATER QUALITY BASIN AND DUNE AREA
14 WILDLIFE VIEWING BLINDS
15 SMALL GROUP AMPHITHEATER AND PAVILION
16 PICNIC AREAS
17 BIOSWALES AND DRY CREEK BED
18 TYPICAL OVERLOOK / INTERPRETIVE ELEMENT
19 MOUNDS
20 TERRACED SEATING AND OVERLOOK
21 EDUCATIONAL BEACH AT BASIN AND DUNE AREA
22 ORIENTEERING / OBSTACLE DUNE COURSE
NORTH
NOT TO SCALE

ECO Tones
Transitional 100' Buffer
Limited Use 100' Buffer
No Touch 200' Buffer

ECO Tones
UPLAND HABITATS
Native Grassland (+8′ to +22′)
Non-native Grassland (+6′ to +22′)
Native Gardens (+10′ to +15′)
Mulefat (+9′ to +19′)
Coastal Sage (+8′ to 14′)

ECO Tones
UPLAND HABITATS
Native Grassland (+8′ to +22′)
Non-native Grassland (+6′ to +22′)
Native Gardens (+10′ to +15′)
Mulefat (+9′ to +19′)
Coastal Sage (+8′ to 14′)
NATIVE

ECO Tones
PARKLAND WETLANDS
Riparian Grove (+10' to +14')
Willow Riparian (+8' to +12')
This concept would create a percolation / bio-swale basin with riparian corridors, coastal dunes and vegetation that can handle periodic inundation. Pipe discharge of water would be allowed since the water will be cleansed naturally.

ECO Tones

PARKLAND WETLANDS

- Riparian Grove (+10' to +14')
- Willow Riparian (+8' to +12')

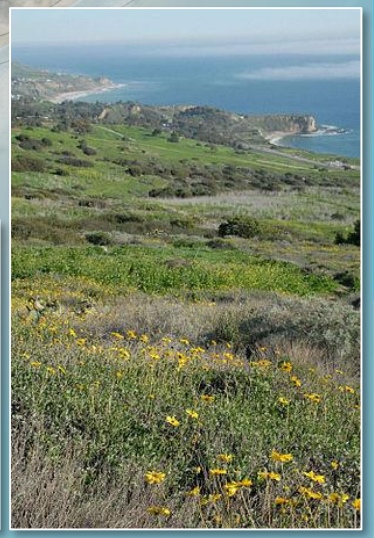
This concept would create a percolation / bio-swale basin with riparian corridors, coastal dunes and vegetation that can handle periodic inundation. Pipe discharge of water would be allowed since the water will be cleansed naturally.

ECO Tones
COASTAL UPLAND HABITATS
Coastal Dunes (+7' to +13')
Maritime Scrub (+7' to +12')

ECO Tones

COASTAL UPLAND HABITATS

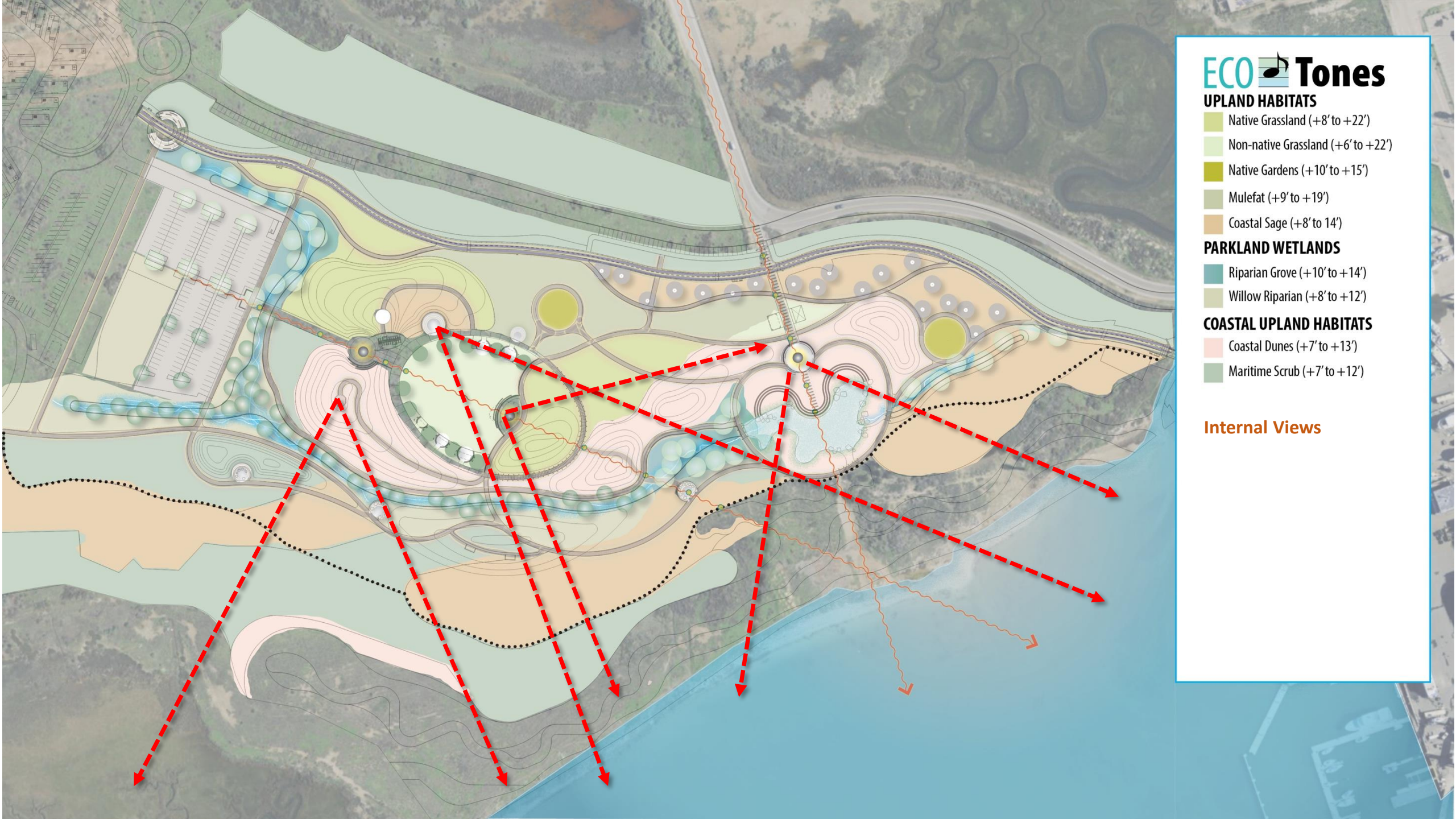
- Coastal Dunes (+7' to +13')
- Maritime Scrub (+7' to +12')



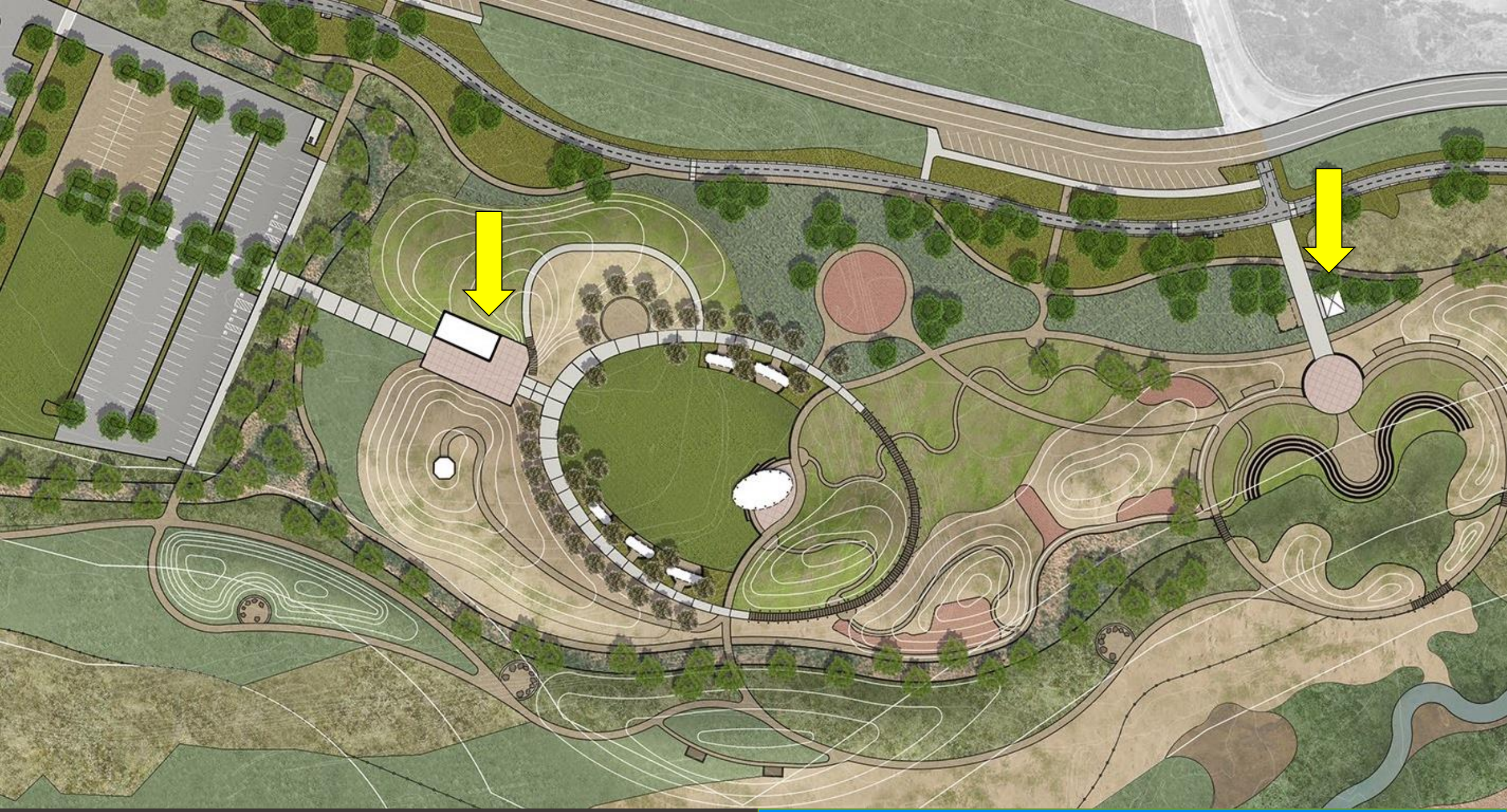
ECO Tones
UPLAND HABITATS
Native Grassland (+8′ to +22′)
Non-native Grassland (+6′ to +22′)
Native Gardens (+10′ to +15′)
Mulefat (+9′ to +19′)
Coastal Sage (+8′ to 14′)
PARKLAND WETLANDS
Riparian Grove (+10′ to +14′)
Willow Riparian (+8′ to +12′)
COASTAL UPLAND HABITATS
Coastal Dunes (+7′ to +13′)
Maritime Scrub (+7′ to +12′)

ECO Tones
UPLAND HABITATS
Native Grassland (+8′ to +22′)
Non-native Grassland (+6′ to +22′)
Native Gardens (+10′ to +15′)
Mulefat (+9′ to +19′)
Coastal Sage (+8′ to 14′)
PARKLAND WETLANDS
Riparian Grove (+10′ to +14′)
Willow Riparian (+8′ to +12′)
COASTAL UPLAND HABITATS
Coastal Dunes (+7′ to +13′)
Maritime Scrub (+7′ to +12′)
Corridor Views

ECO Tones
UPLAND HABITATS
Native Grassland (+8′ to +22′)
Non-native Grassland (+6′ to +22′)
Native Gardens (+10′ to +15′)
Mulefat (+9′ to +19′)
Coastal Sage (+8′ to 14′)
PARKLAND WETLANDS
Riparian Grove (+10′ to +14′)
Willow Riparian (+8′ to +12′)
COASTAL UPLAND HABITATS
Coastal Dunes (+7′ to +13′)
Maritime Scrub (+7′ to +12′)
Perimeter Views


ECO Tones
UPLAND HABITATS
Native Grassland (+8′ to +22′)
Non-native Grassland (+6′ to +22′)
Native Gardens (+10′ to +15′)
Mulefat (+9′ to +19′)
Coastal Sage (+8′ to 14′)
PARKLAND WETLANDS
Riparian Grove (+10′ to +14′)
Willow Riparian (+8′ to +12′)
COASTAL UPLAND HABITATS
Coastal Dunes (+7′ to +13′)
Maritime Scrub (+7′ to +12′)
Internal Views

ECO Tones
UPLAND HABITATS
Native Grassland (+8′ to +22′)
Non-native Grassland (+6′ to +22′)
Native Gardens (+10′ to +15′)
Mulefat (+9′ to +19′)
Coastal Sage (+8′ to 14′)
PARKLAND WETLANDS
Riparian Grove (+10′ to +14′)
Willow Riparian (+8′ to +12′)
COASTAL UPLAND HABITATS
Coastal Dunes (+7′ to +13′)
Maritime Scrub (+7′ to +12′)
Relationship to required buffers
Transitional 100′ Buffer
Limited Use 100′ Buffer
No Touch 200′ Buffer



SWEETWATER PARK • KTUA

PARK OVERLOOK PLATFORM

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EDUCATIONAL PAVILLION AND SMALL SEATING AREA

SWEETWATER PARK • KTUA

GROUP EDUCATION PAVILION

SWEETWATER PARK • KTUA

VOLUNTEER CENTER, GREENHOUSE LATH STRUCTURE AND GROWING GROUNDS

SWEETWATER PARK • KTUA

NATIVE PLANT GROWING GROUNDS

SWEETWATER PARK • KTUA

OPEN-SIDED GREENHOUSE

SWEETWATER PARK • KTUA

VARIOUS GATHERING AREAS & PLAYGROUNDS

SWEETWATER PARK • KTUA

SMALL TALK EDUCATION AREAS

SWEETWATER PARK • KTUA

MULTI-USE PLAZA FOR GATHERING

SWEETWATER PARK • KTUA

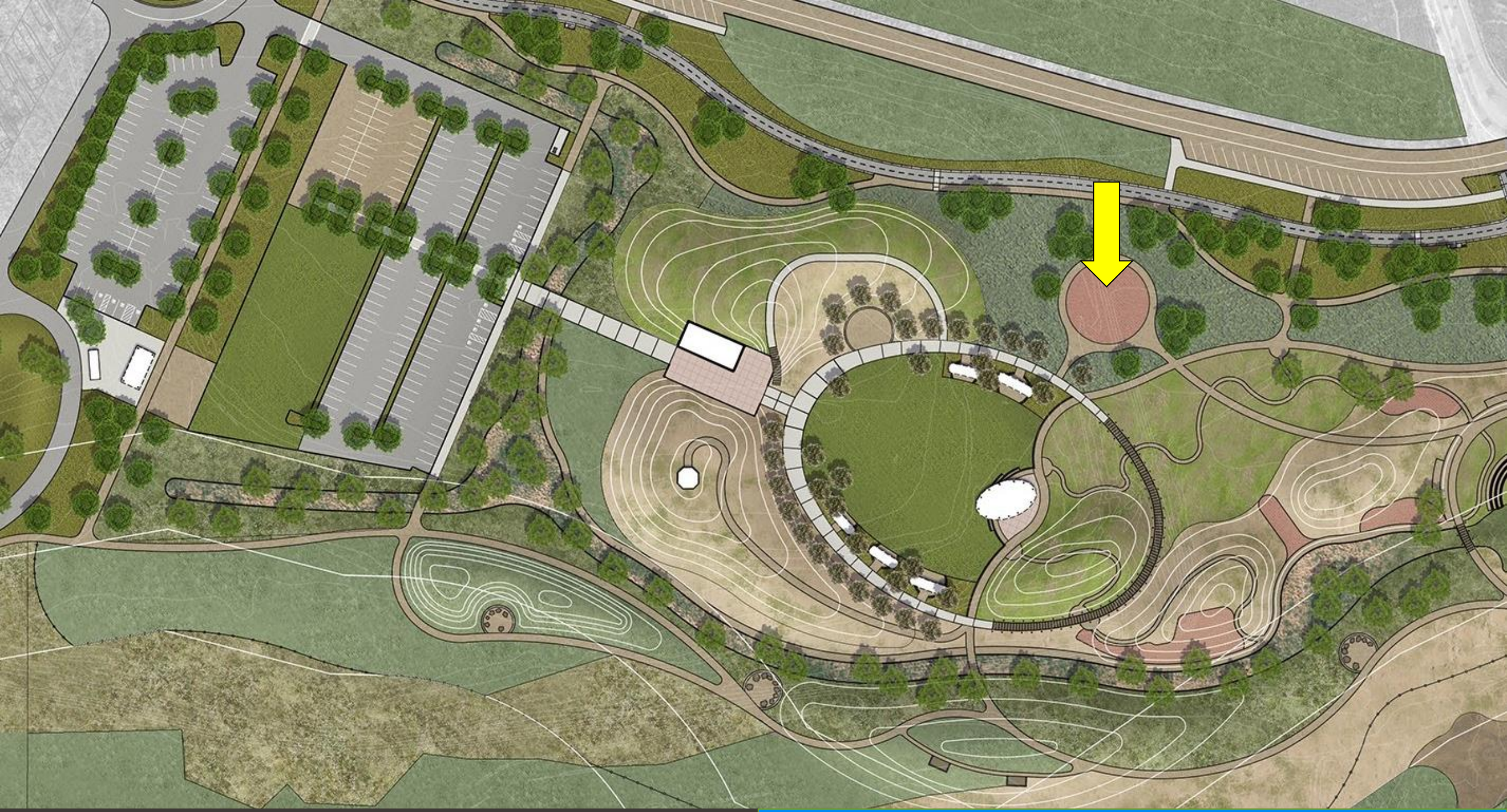
SHADE SHELTERS / PICNIC AREAS

SWEETWATER PARK • KTUA

SHADE SHELTERS / PICNIC AREAS

SWEETWATER PARK • KTUA

WILDLIFE VIEWING BLINDS



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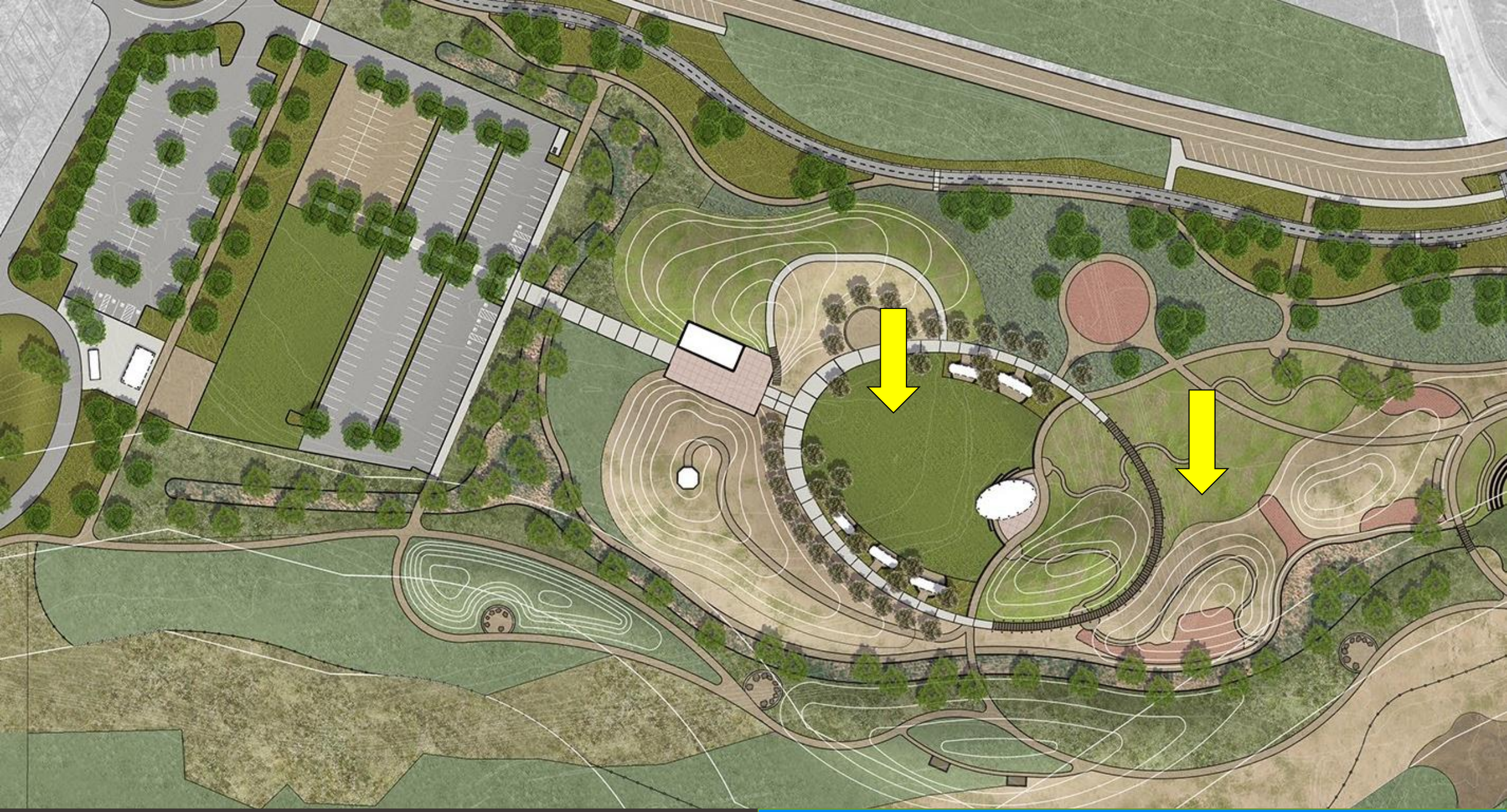
NATURE INSPIRED PLAYGROUND

SWEETWATER PARK • KTUA

NATURE-INSPIRED PLAYGROUND



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NATIVE GRASSLAND MEADOW AREA

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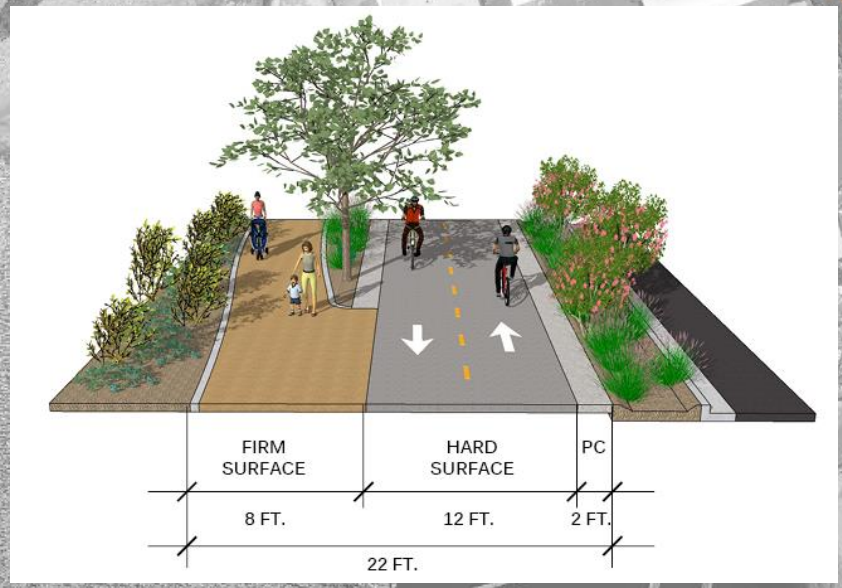
MULTI-USE MEADOW FOR FITNESS

SWEETWATER PARK • KTUA

MULTI-USE MEADOW SAMPLES

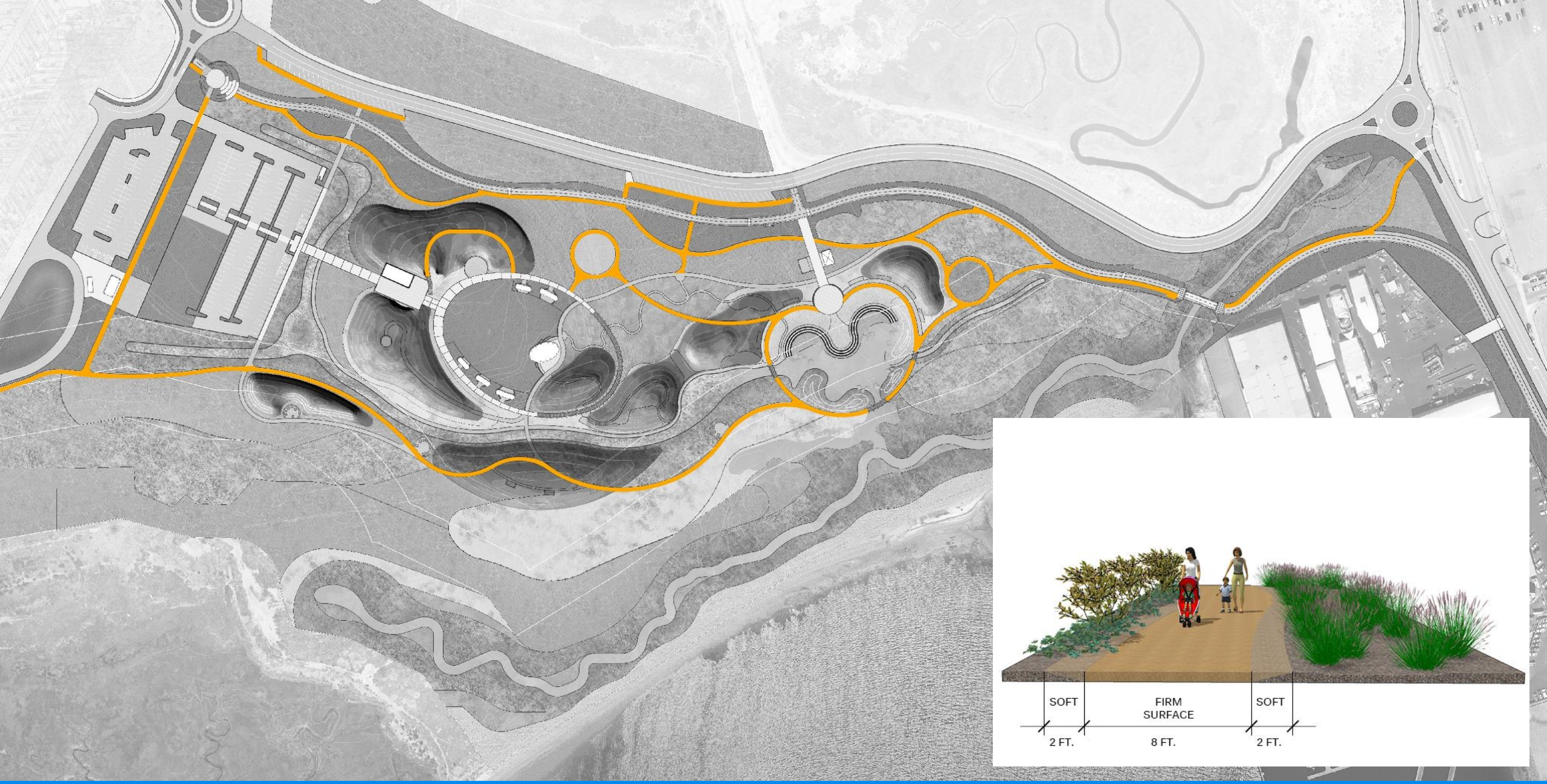


ECO Tones

22’ Hard Surface Multi-use Path with Firm Surface Side Trails

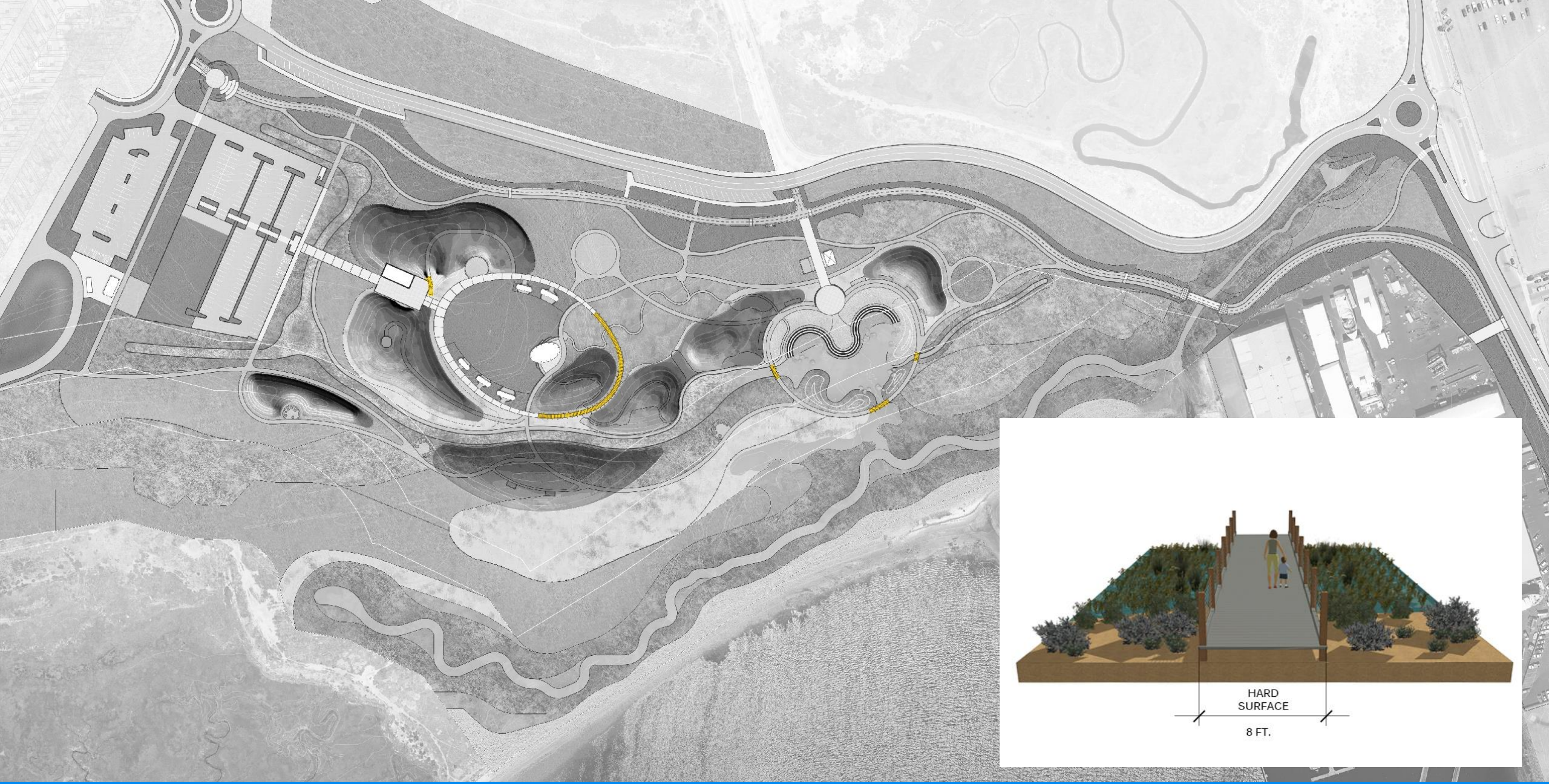
ECO Tones

12’-18’ Hard Surface Enhanced Walkways and Plazas



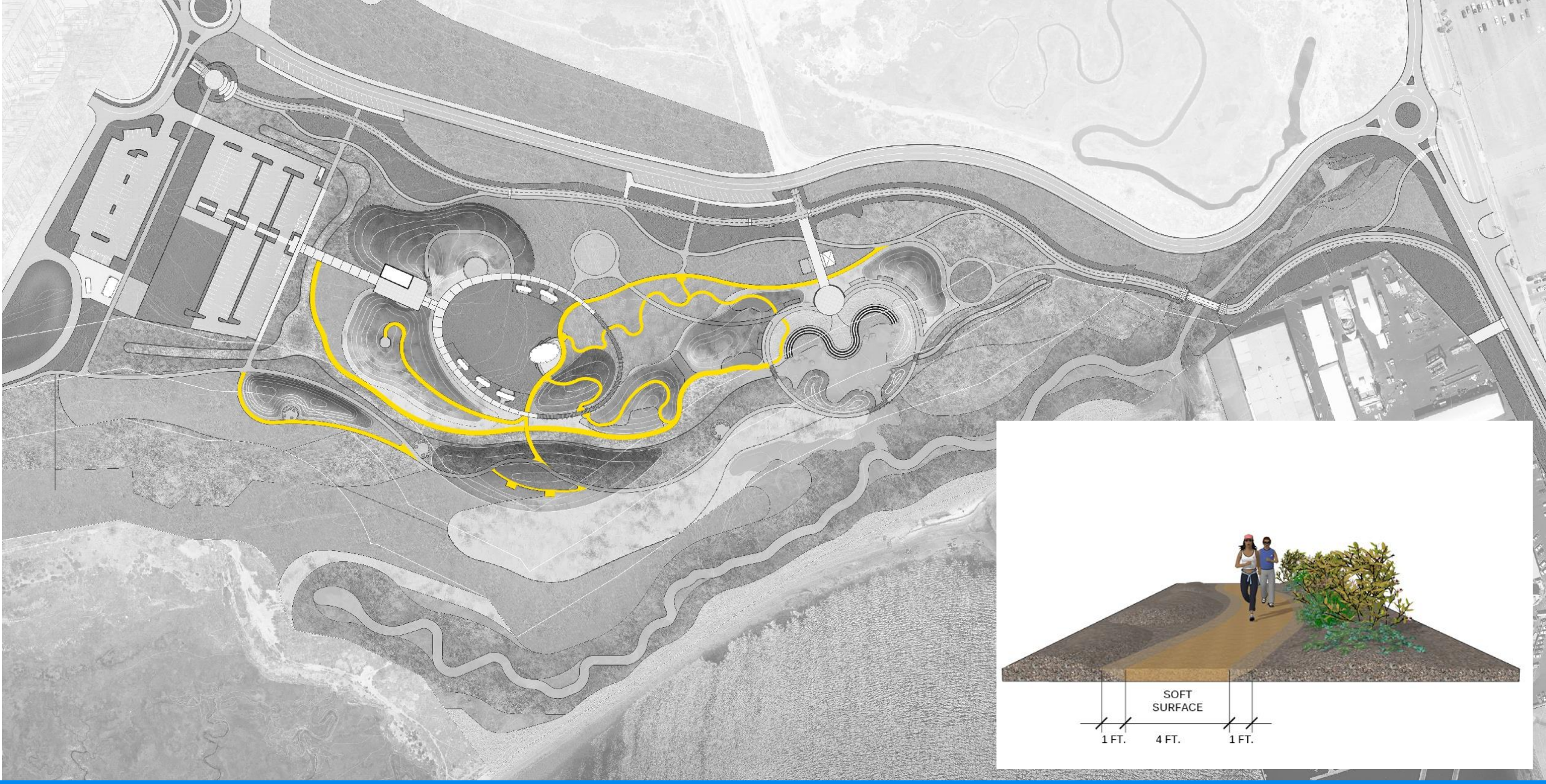
ECO Tones

12’ Firm Surface DG Walking Trails



ECO Tones

8’ Hard Surface Raised Boardwalk or Small Bridges



ECO Tones

6’ Soft Surface Nature Trail

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SOFT SURFACE TRAILS

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SOFT SURFACE TRAILS WITH TRAIL EDGE CONTROL

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ORIENTEERING, SKILLS, GEO-CACHING AND OBSTACLE COURSE

SWEETWATER PARK • KTUA

SPECIAL NATIVE POLLEN AND BUTTERFLY GARDENS

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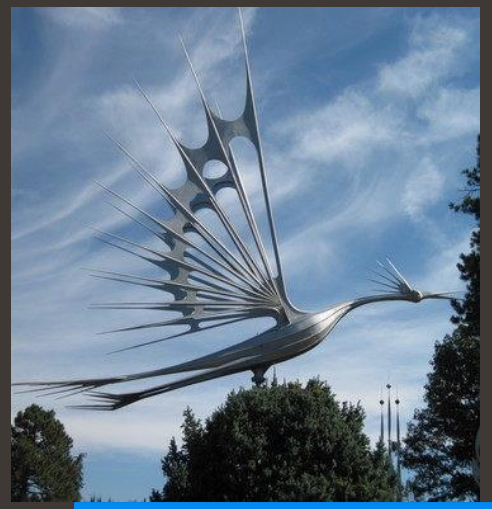
NATIVE PLANT GARDENS



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KINETIC ART / INTERPRETIVE ELEMENTS

Galvanized and painted standard poles

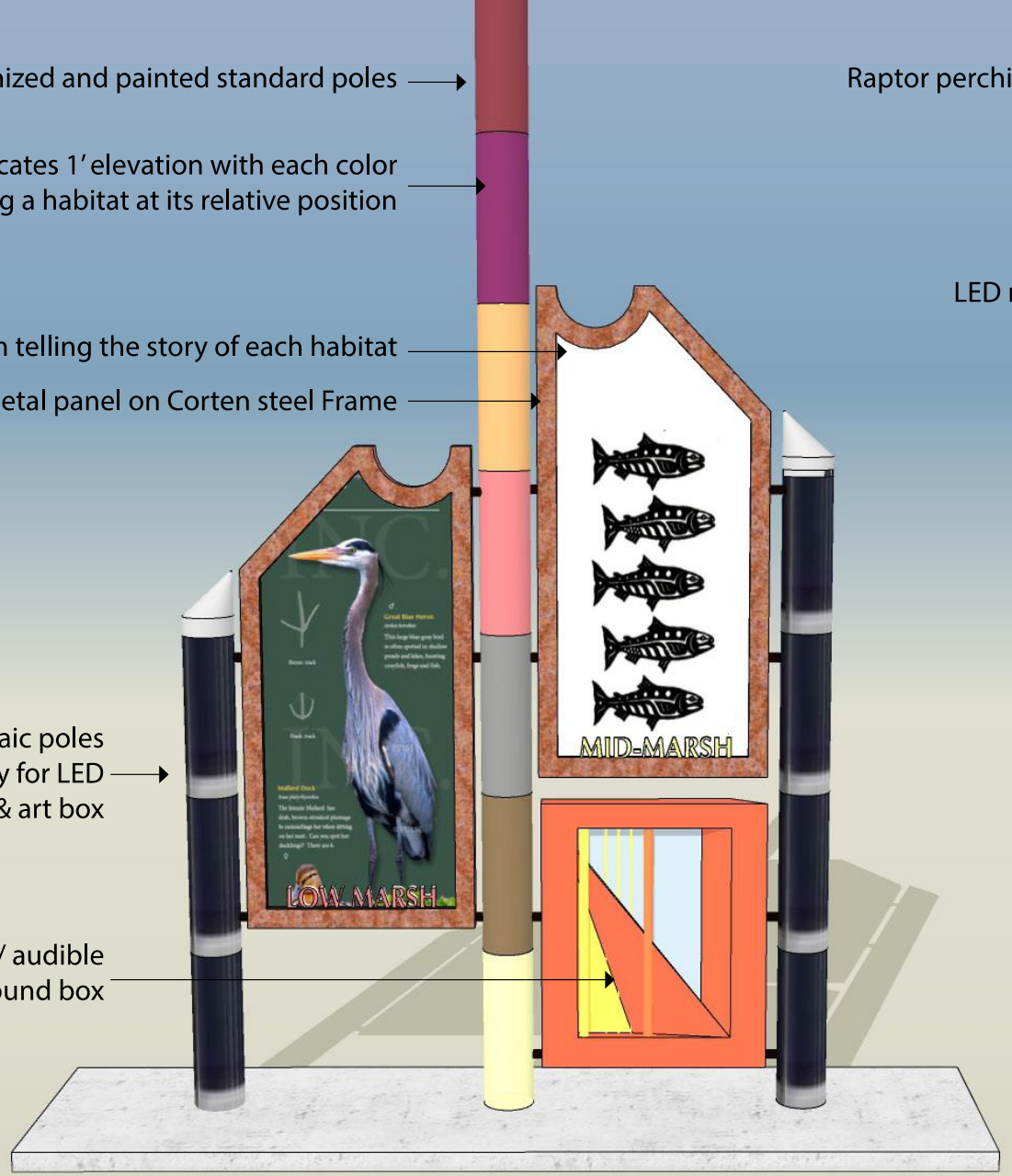
Striping indicates 1' elevation with each color denoting a habitat at its relative position

Two panel system telling the story of each habitat

Metal panel on Corten steel Frame

Thin film photo-voltaic poles with internal battery for LED lighting & art box

Eco-tone public art / audible sound box

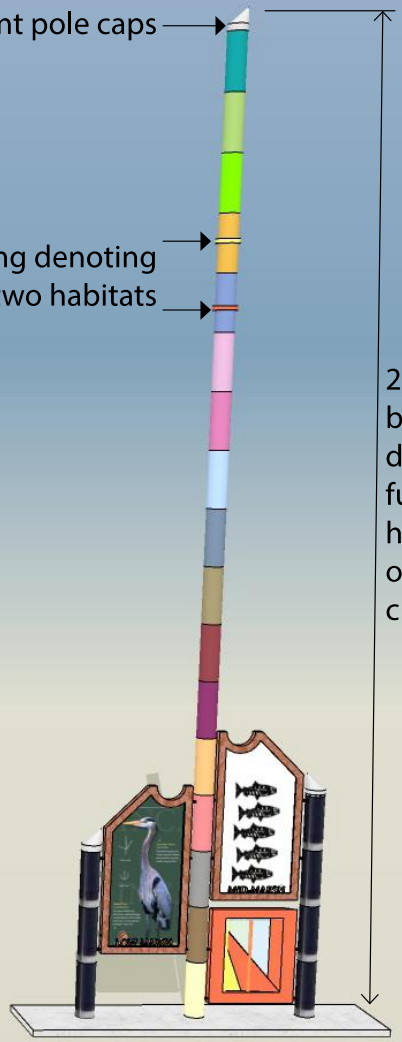


ECO-TONE INTERPRETIVE PANELS, MARKERS AND PUBLIC ART

Raptor perching resistant pole caps

LED ring lighting denoting the two habitats

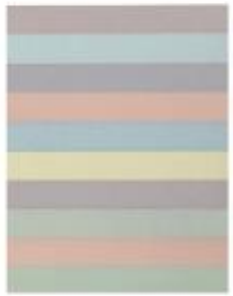
20' pole with banding denotes drop across the full site, with habitats in order of elevational change

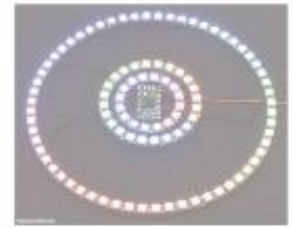


FULL HEIGHT SHOWN

ECO Tones

24’ Hard Surface Multi-use Path with Side Trails



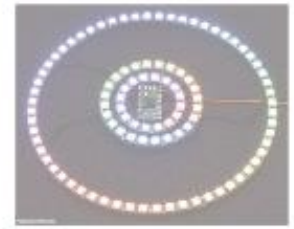


COASTAL
DUNES

HIGH
MARSH

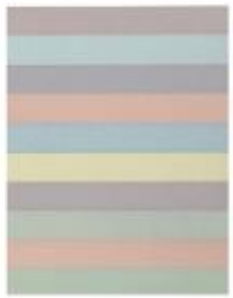
COASTAL
DUNES

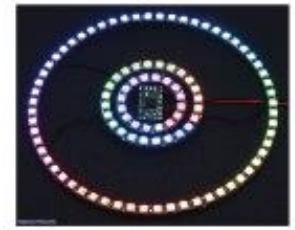
HIGH
MARSH



COASTAL
DUNES

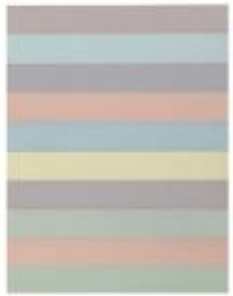
HIGH
MARSH

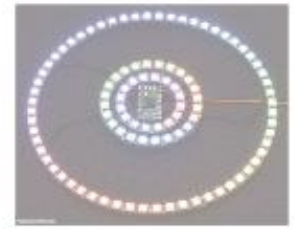




COASTAL
DUNES

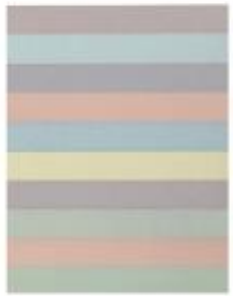
HIGH
MARSH

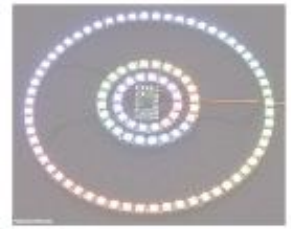




COASTAL
DUNES

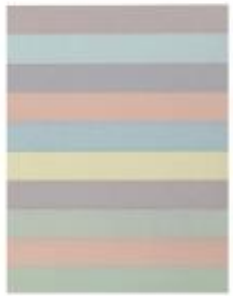
HIGH
MARSH

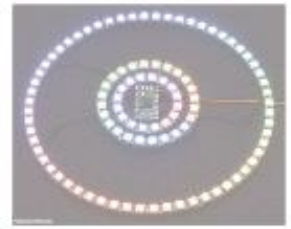




COASTAL
DUNES

HIGH
MARSH





COASTAL
DUNES

HIGH
MARSH

SWEETWATER PARK • KTUA

ECO-TONE HABITAT MARKERS

SWEETWATER BUFFER • RESTORATION CONCEPTS

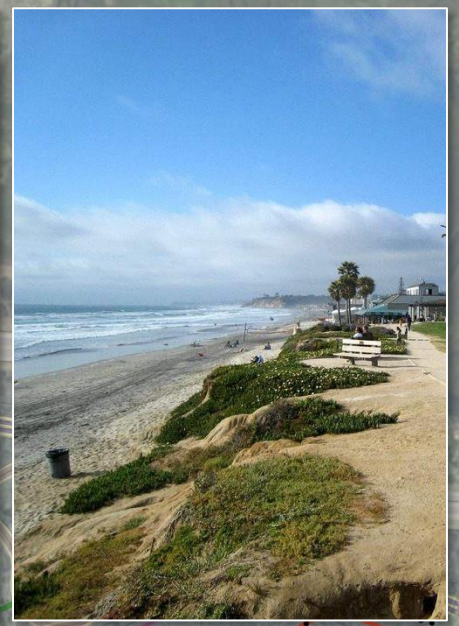
1) **Wetland development in the buffer requires water input, especially saltwater.**
2) **Need to use adaptive strategies for sea level rise.**
3) **Replace access to the sensitive shoreline area with a stormwater natural basin, beach like sand dune areas and views of the shoreline.**
4) **Develop volunteer programs with education docents, growing grounds and planting / maintenance “getting your hands dirty” programs perhaps with partners like the Living Coast Discovery Center.**

Sweetwater Buffer: **Primary Goals**

Concept 1: **Buffer Wetland and Upland Treatments**

Concept 2: **Buffer Wetland and Upland Treatments**

ECO Tones
BUFFER WETLANDS
Open Water / Salt Marsh (-3′ to +8′)
Freshwater Marsh (+5′ to +12′)
Brackish Marsh (+5′ to +9′)
Intertidal Beach / Bluff (+4′ to +8′)
Salt Panne (+6′ to +8′)
High Marsh (+6′ to +7.5′)
Middle Marsh (+4′ to +6′)
Low Marsh (+3′ to +4.5′)
Mudflat (-2′ to +3.5′)



ECO Tones

BUFFER WETLANDS

- Open Water / Salt Marsh (-3′ to +8′)
- Freshwater Marsh (+5′ to +12′)
- Brackish Marsh (+5′ to +9′)
- Intertidal Beach / Bluff (+4′ to +8′)
- Salt Panne (+6′ to +8′)
- High Marsh (+6′ to +7.5′)
- Middle Marsh (+4′ to +6′)
- Low Marsh (+3′ to +4.5′)
- Mudflat (-2′ to +3.5′)

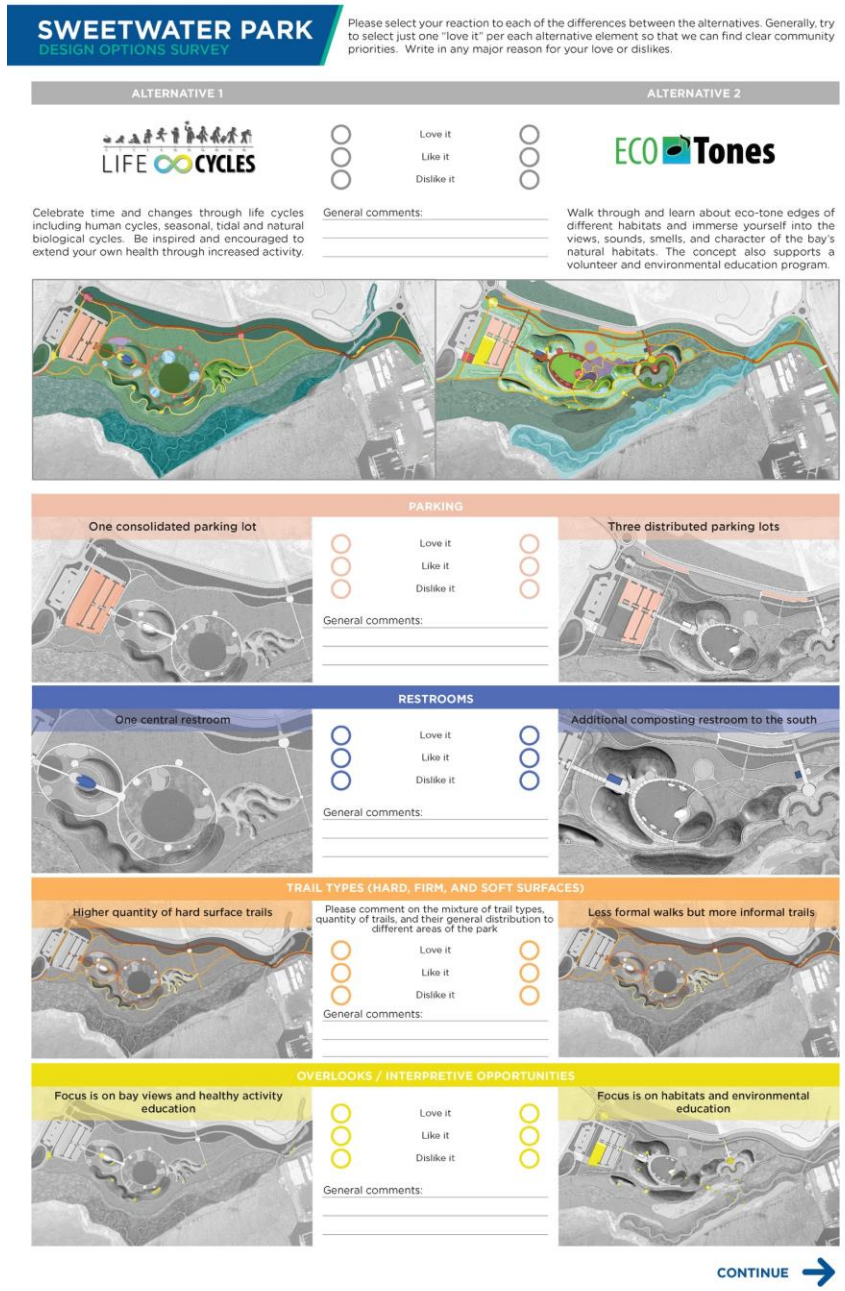
ECO Tones
UPLAND HABITATS
Native Grassland (+8′ to +22′)
Non-native Grassland (+6′ to +22′)
Native Gardens (+10′ to +15′)
Mulefat (+9′ to +19′)
Coastal Sage (+8′ to 14′)
PARKLAND WETLANDS
Riparian Grove (+10′ to +14′)
Willow Riparian (+8′ to +12′)
COASTAL UPLAND HABITATS
Coastal Dunes (+7′ to +13′)
Maritime Scrub (+7′ to +12′)
BUFFER WETLANDS
Open Water / Salt Marsh (-3′ to +8′)
Freshwater Marsh (+5′ to +12′)
Brackish Marsh (+5′ to +9′)
Intertidal Beach / Bluff (+4′ to +8′)
Salt Panne (+6′ to +8′)
High Marsh (+6′ to +7.5′)
Middle Marsh (+4′ to +6′)
Low Marsh (+3′ to +4.5′)
Mudflat (-2′ to +3.5′)
Transitional 100′ Buffer
Limited Use 100′ Buffer
No Touch 200′ Buffer

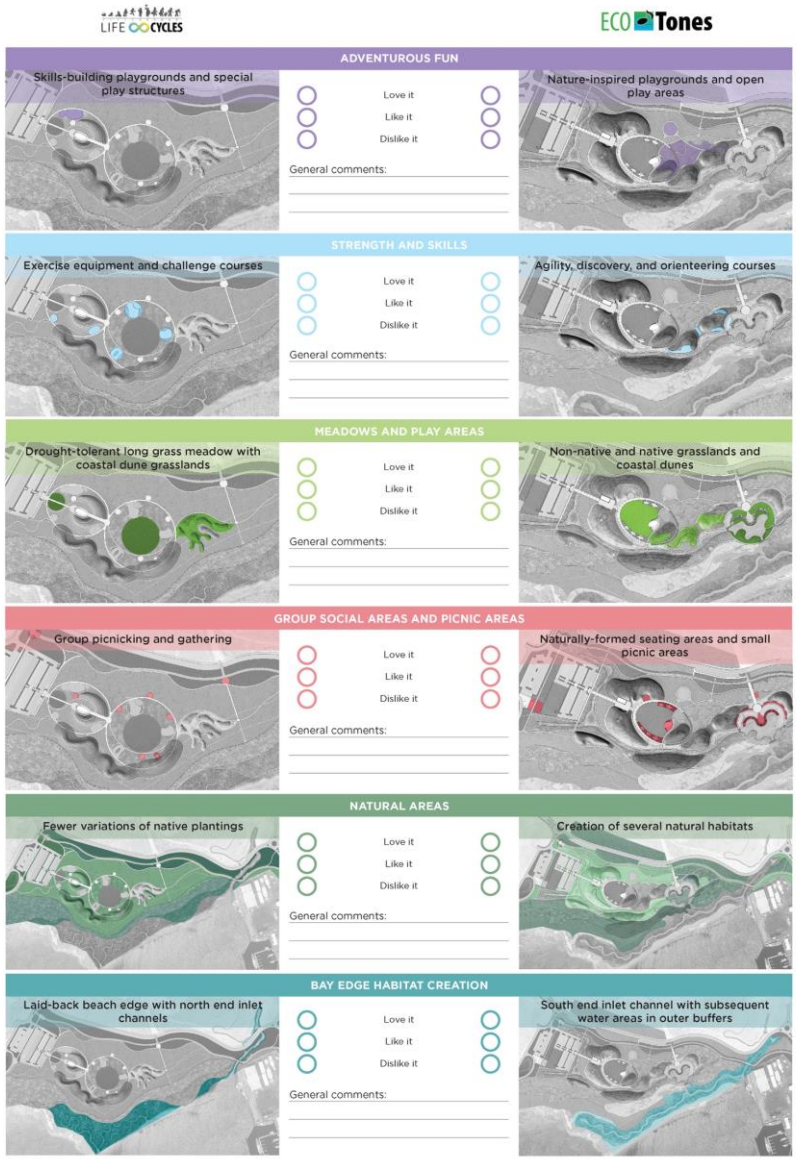
CHULA VISTA BAYFRONT

SWEETWATER PARK

SCHEMATIC DESIGN DISCUSSION

WHAT WE NEED FROM YOU!





Though you can provide input on which of the two options you like the best, it is most important for us to hear the elements of the plan you like the best.

We will take the input and use it to combine the best elements into a new option.

LIFE CYCLES

Concept 1: **Overall Concept**

LIFE CYCLES

Element 1: **Parking**

Element 2: **Restroom Facilities / Design / Location**

LIFE CYCLES

Element 3: **Paths and Trails**

LIFE CYCLES

Element 4: **Overlooks / Interpretive Opportunities**

LIFE CYCLES

Element 5: **Adventurous Fun**

LIFE CYCLES

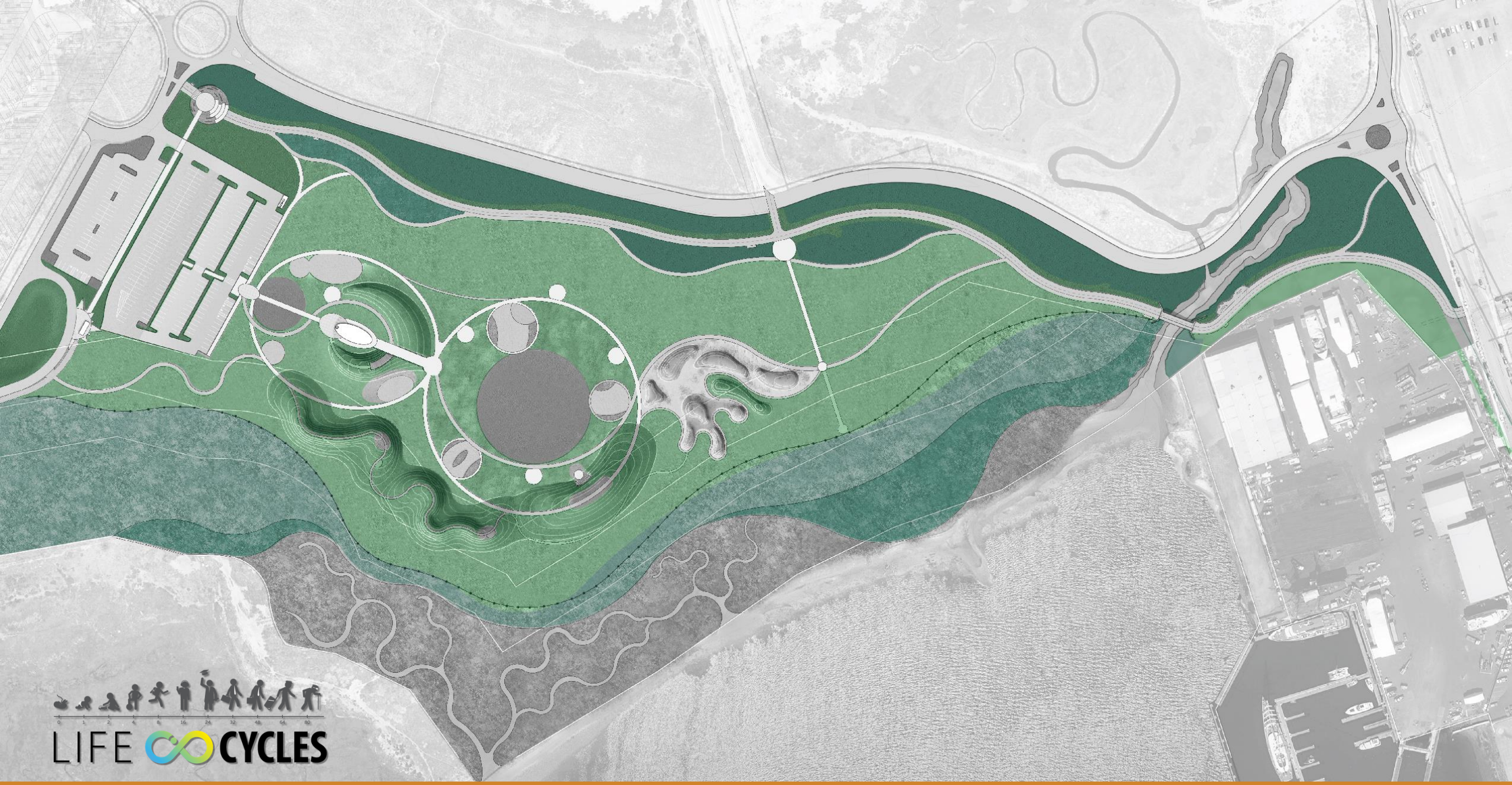
Element 6: **Strengths and Skills**

LIFE CYCLES

Element 7: **Meadows and Play Areas**

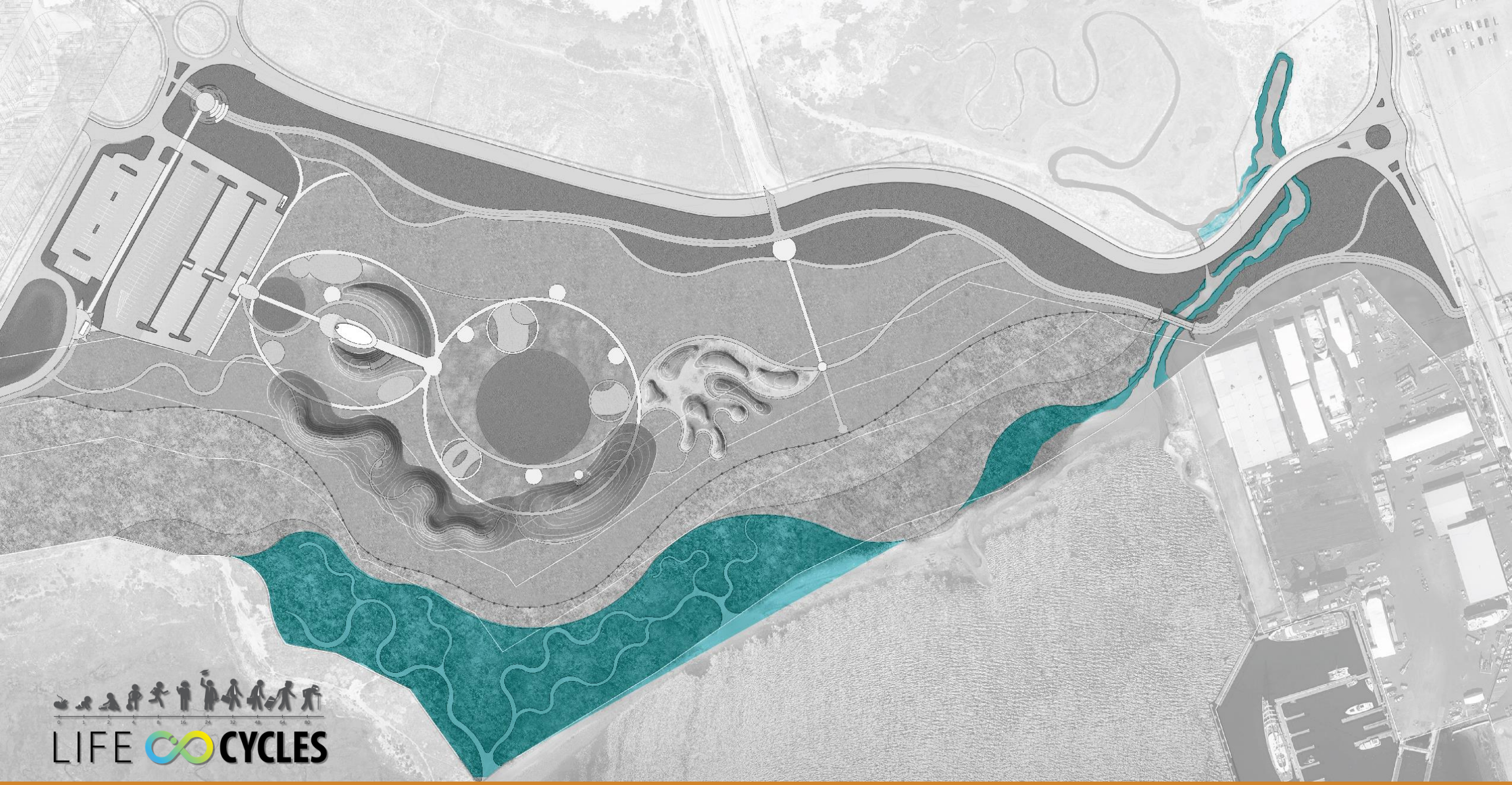
LIFE CYCLES

Element 8: **Group Social Areas and Picnic Areas**



LIFE CYCLES

Element 9: **Natural Areas**



LIFE ∞ CYCLES

Element 10: **Bay Edge Habitat Creation**

Concept 2: **Overall Diagram for EcoTones**

Element 1: **Parking**

Element 2: **Restrooms**

Element 3: **Paths and Trails**

Element 4: **Overlooks and Interpretive Opportunities**

Element 5: **Adventurous Fun**

Element 6: **Strengths and Skills**

Element 7: **Meadows and Play Areas**

Element 8: **Group Social / Picnic Areas**

Element 9: **Natural Areas**

Element 10: **Bay Edge Habitat Creation**

CHULA VISTA BAYFRONT • SWEETWATER PARK

Next Steps:

- Summarize survey input from tonight and on-line (until April 3)
- Begin feasibility studies for grading, drainage & utilities
- Prepare additional cost estimates for alignment with budgets
- Merge the best of both concepts into a new hybrid option
- Present Sweetwater / Harbor designs for public input at 3rd workshop in June
- Refine schematics to obtain Coastal Development Permits in the fall

Thank You!

For further information regarding Harbor & Sweetwater Park please visit

www.portofsandiego.org/chulavistabayfront