## CITY OF SAN CLEMENTE DESIGN REVIEW SUBCOMMITTEE OBJECTIVE DESIGN STANDARDS RESPONSE TO COMMENTS FROM 1/24/24 MEETING

COMMENT	RESPONSE TO COMMENT
17.XX.050 Objective Design Standards. A. Site Design Standards.	The standard has been revised to reflect this suggestion.
1. Open Areas. (NEW) New development shall provide usable	
residential open areas (as defined by Title 17, Section 17.88	SEE REV. ODS PAGE: 3
(Definitions)), subject to the following standards. a. A minimum	
of 20% of the total lot area shall be used for open areas. Open area is calculated as a percentage of net lot area; and b. In mixed	
use districts, surface parking and setback areas may be used to	
meet the open area requirement.	
Suggestion:	
The greater of a minimum of sq ft 60 sq ft or 20% of the total lot	
areas as usable residential space	
Page 7 and 8: Street Landscaping Suggestions	The standards have been revised to reflect these suggestions.
• Tree should be planted with enough distance from the curb	SEE REV. ODS PAGE: 8
so a parked car door can open without hitting the tree	
Drip irrigations systems shall be installed	
Page 9: Outdoor Lighting (NEW)	The standards have been revised to reflect these suggestions.
a. Exterior lighting shall be energy-efficient and shielded or	SEE REV. ODS PAGE: 9
recessed so that direct	
glare and reflections are contained within the boundaries of the	
parcel and shall	

be directed downward and away from adjoining properties and public rights-ofway. b. No lighting shall blink, flash, or be of unusually high intensity or brightness. c. All lighting fixtures shall be appropriate in scale, intensity and height to the use. Security lighting shall be provided at all entrances/exits. Highlighted section I understand is from current code. But it is ambiguous and not an objective standard. High intensity or	
brightness is subjective. Lighting design should be consistent with the architectural styles, so a better placement for lighting requirements is in the architectural style categories.	Sentence about specific lighting requirements related to architectural styles added.
Signage design should be consistent with the architectural styles, so a better placement for signage requirements is in the architectural style categories.	Question for City to address.
Building on sloping lots shall step down with the topography of the site – small lots may not be the case.	Revised to include "unless infeasible due to the size of the lot." SEE REV. ODS PAGE: 11
Form and massing: what is meant by vertical and horizontal elements?	Revised to indicate that vertical elements are built upwards and horizontal elements are longer than they are tall. Representational graphics will be drafted to assist applicants. SEE REV. ODS PAGE: 16, 21
Roof design – wording is confusing for hipped roofs and tower domes. Strike the language.	Language has been removed (2 and 3). SEE REV. ODS PAGE: 16

Eaves – eaves can extend past the roof and can be wood or	Revised language to remove "eaves shall be shallow and not
stucco.	extend past the roof" and remove "wooden."
	SEE REV. ODS PAGE: 17
Wall finishes – how it's applied isn't the concern, the finish is.	Revised language to remove "pool trowel" and "painted or built-
Eliminate painted or built-up and pool trowel finish.	up brown coat finish stucco."
	SEE REV. ODS PAGE: 18
Exterior staircase – stepped or rounded stucco isn't always the	Revised language to replace "shall" with "can,
case, can be stucco or wrought iron or decorative tiles. No glass	and added wrought iron and tile cap. Added statement that glass
or chain link is permitted.	and chain link are prohibited.
	SEE REV. ODS PAGE: 20
Roof design – hopped should be hipped.	Revised hopped to hipped.
	SEE REV. ODS PAGE: 21
Roof materials – no galvanized sheet metal or asphalt shingles.	Galvanized sheet metal and asphalt shingles have been removed.
Add standing seam metal and decorative tiles.	Standing seam metal and decorative tiles are added.
	SEE REV. ODS PAGE: 21
Exterior walls – strike wall thickness.	Wall thickness has been removed.
	SEE REV. ODS PAGE: 23