

# Draft Citywide Land Use Policies



# Land Use and Complete Community

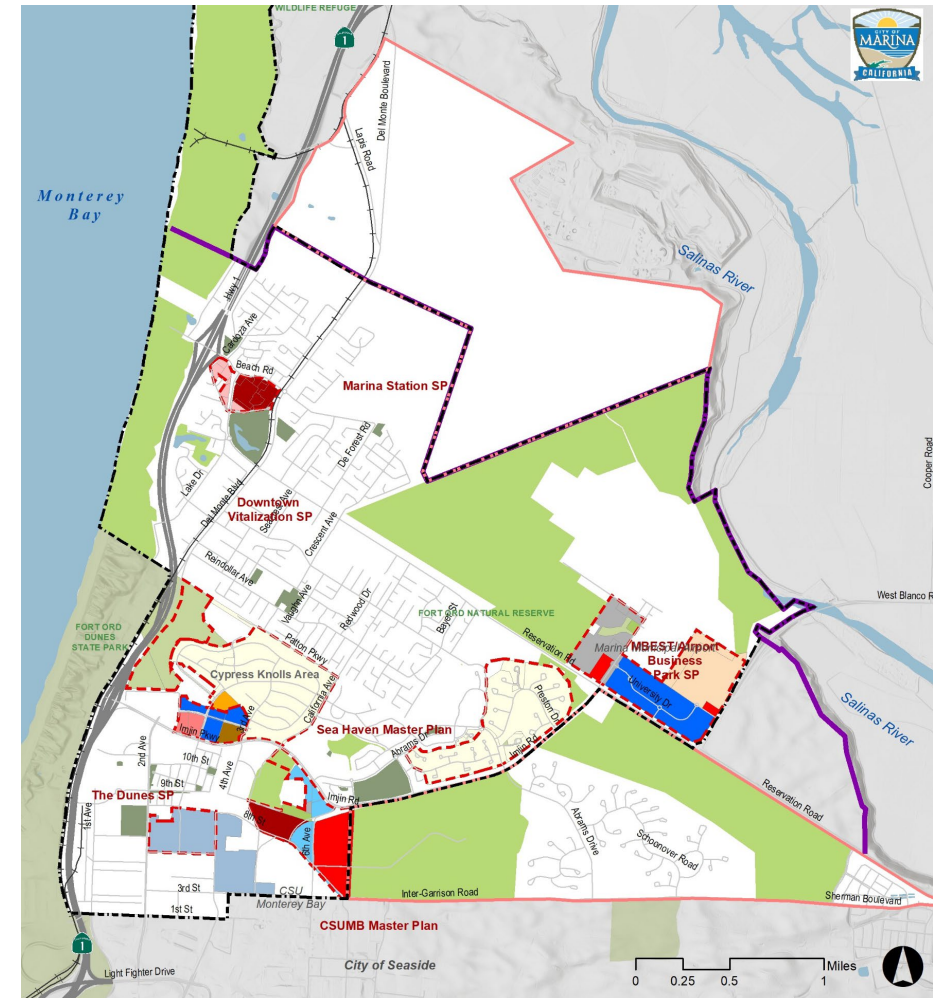
## *Goals/Topics:*

- Focused growth and sustainable infill
- Building new neighborhoods thoughtfully
- Creating community gathering places
- Affordable and high-quality housing
- Improving existing neighborhoods
- Fostering living wage jobs
- Enhance key gateways
- Walkable, Thriving Downtown
- Sustainable and attractive buildings



# Goal 1: Focused growth and sustainable infill

- a. Focus all new growth as infill within the Urban Growth Boundary through 2040
- b. Mitigate impacts of development within the UGB on biological resources, balancing growth with habitat conservation
- c. Prohibit or restrict development where natural conditions present a serious threat
- d. Separate major new developments from existing neighborhoods with open space



# Goal 2: Build new neighborhoods thoughtfully

- a. Integrate new housing into the City fabric
- b. Prohibit or limit gated communities
- c. Limit block lengths or use mid-block alleys to break up long blocks
- d. Require connecting pedestrian and bicyclist paths at all cul-de-sacs
- e. Require new parks, indoor/outdoor recreation, open space, and/or FORTAG or other greenways/trails
- f. Require new “missing middle” housing
- g. Provide setbacks or open spaces between existing neighborhoods and new higher-density developments
- h. Ensure new developments pay their share of additional public service costs





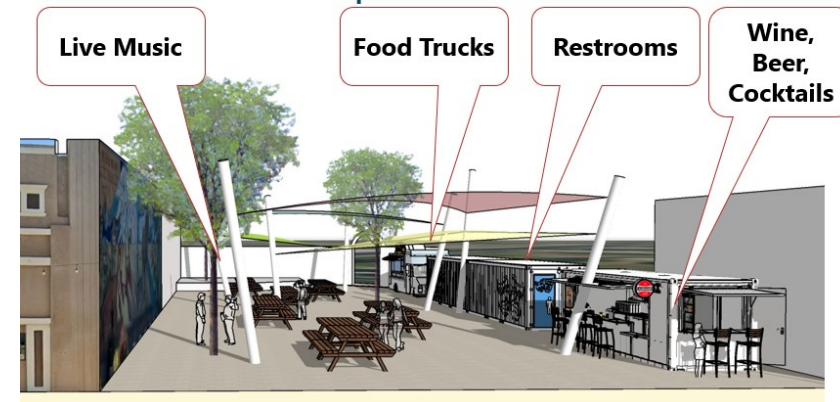
# Goal 3: Creating community gathering places

- a. Support the development of public gathering places in:
1. Downtown destinations
  2. Arts/Civic Village in U.V.
  3. “Promenade” in U.V.
  4. Public gathering place in the heart of Cypress Knolls
  5. Civic Center
  6. Dunes Park & Sports Center
  7. Marina Equestrian Center
  8. Preston Park sports complex



# Goal 3: Creating community gathering places

- b. Attract new sit-down dining and entertainment uses
- c. Allow mixed-use buildings in multiple land use designations
- d. Enforce standards for retail and active uses in gathering places (that prioritize pedestrians)
- e. Include public gathering places and active & passive recreation in the Civic Center
- f. Avoid “strip” commercial; promote “park once” places where multiple activities can be accessed without driving



# Goal 3: Creating community gathering places

- h. Enhance public spaces and major streets in Marina through branding, landscaping, and façade revitalization
- i. Design the City's major corridors with a consistent streetscape appearance and prioritize public realm improvements, mobility enhancements, and pedestrian amenities along these corridors
- j. Highlight and preserve public views of the coastline
- k. Construct memorials that pay homage to Military past
- l. Expand the urban tree canopy along major corridors and in gathering places
- m. Require developments to use walkable design practices





# Goal 4: Improving existing neighborhoods

- a. Establish a distinctive identity for neighborhoods in Central & North Marina
  - Add traffic calming & widen/complete sidewalks
  - Establish more mini-parks in Central Marina
- b. Promote the development of ADUs by:
  - Providing pre-approved ADU plans
  - Allowing ADUs to be sold separately from the primary residence
- c. Streamline approval of “missing middle” infill that meets objective standards
- d. Ensure appropriate setbacks, landscaping, and transitions between single-family neighborhoods and higher-density infill housing
- e. Maintain attractive buffers between residential and non-residential uses





# Goal 5: High quality and affordable housing

- a. Expand where missing-middle housing is allowed (esp. in Cypress Knolls, 8th Street, & Preston Park)
- b. Support infill in Central Marina that meets objective standards
- c. Encourage and attract housing geared towards veterans, seniors, and low income-households
- d. Ensure pedestrian/bicycle connections to new and planned parks, open space, and trails



# Goal 6: Foster living wage jobs

- a. Attract R&D, light industrial, niche manufacturing, & medical office uses
- b. Expand existing & attract new innovative and complementary airport-oriented uses
- c. Facilitate development of jobs related to science and technology to leverage CSUMB + UC MBEST
- d. Promote hotels, long-term temporary lodging, and other visitor-serving uses



Currently Implementing  
through Gateways Project!

# Goal 7: Enhance key gateways

- Design major entry points with subdued commercial signage, clear wayfinding, special design treatments, complete sidewalks, landscaping, mini-parks or plazas
- Reflect the historical significance of Fort Ord in development near entrances to the State Park





# Goal 8: Walkable Thriving Downtown

- a. Create a destination in Downtown through a catalytic site project or programming
- b. Attract entertainment, live-work units, and retail/services
  - Concentrate retail, personal services, and business services along Del Monte and Reservation Road
- c. Transform Downtown into a pedestrian-oriented shopping environment by reducing driveways & curb cuts
- d. Upgrade Del Monte Boulevard's streetscape and image
- e. Prohibit drive-through uses along Del Monte and Reservation
- f. Build neighborhood-serving mini-parks and plazas
- g. Encourage outdoor public spaces/plazas in new developments

## Downtown Vitalization Specific Plan

City of Marina, California • April, 2024





# Goal 9: Sustainable + Attractive Development

- a. Adhere to new Objective Design Standards
- b. Promote a diversity of architectural styles
- c. Promote green building practices

