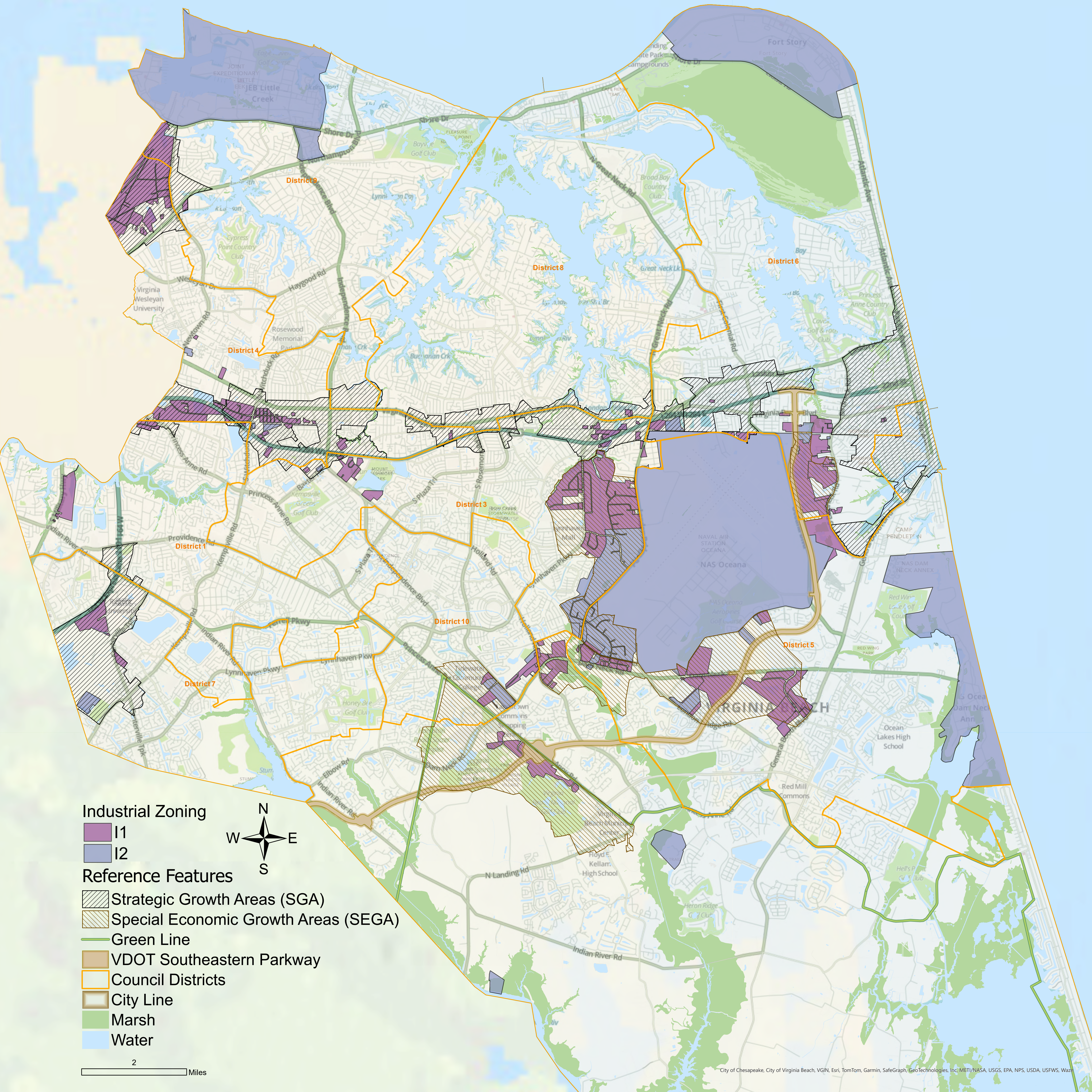




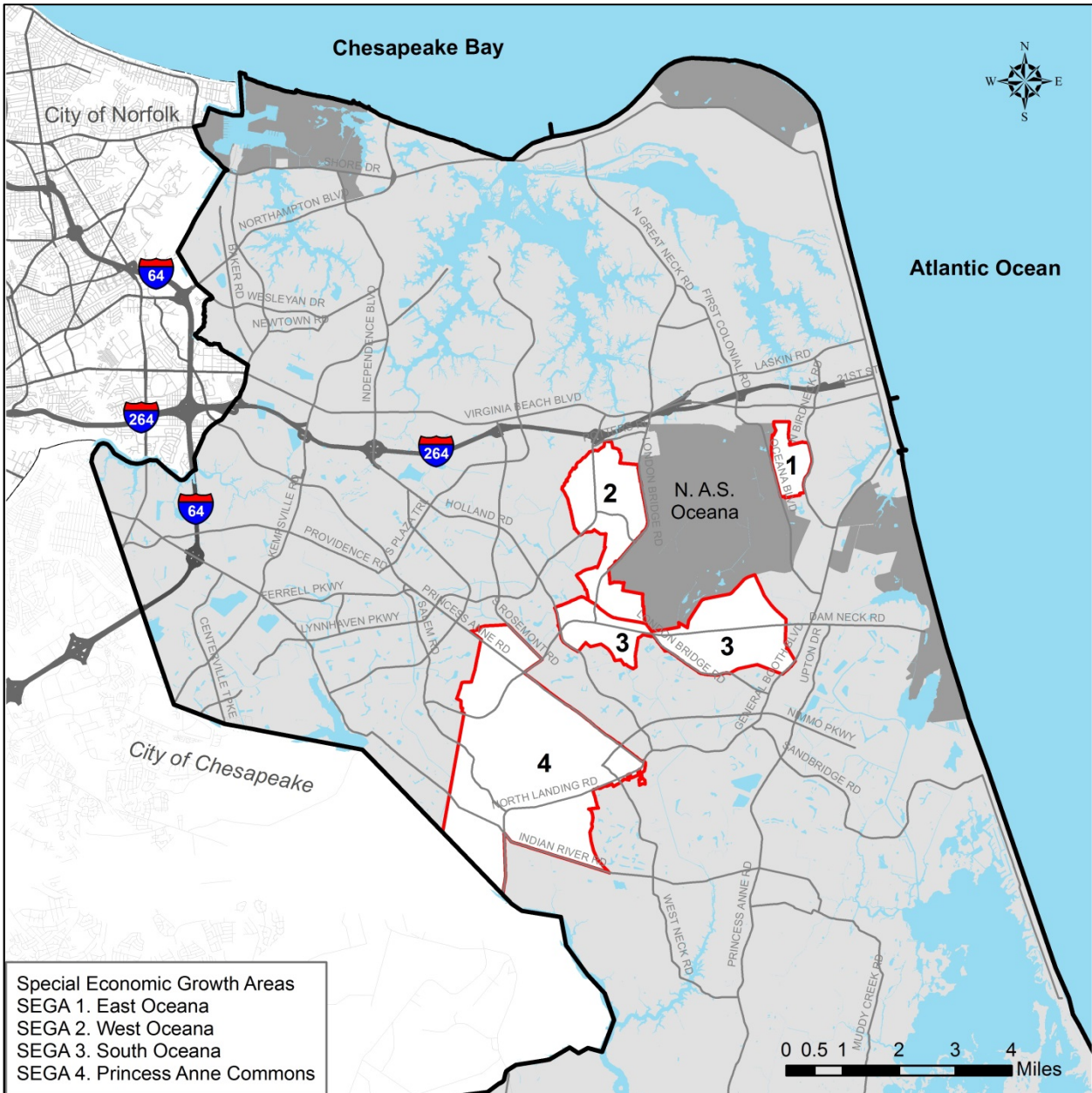
Industrial Zoning

- I1
- I2

Reference Features

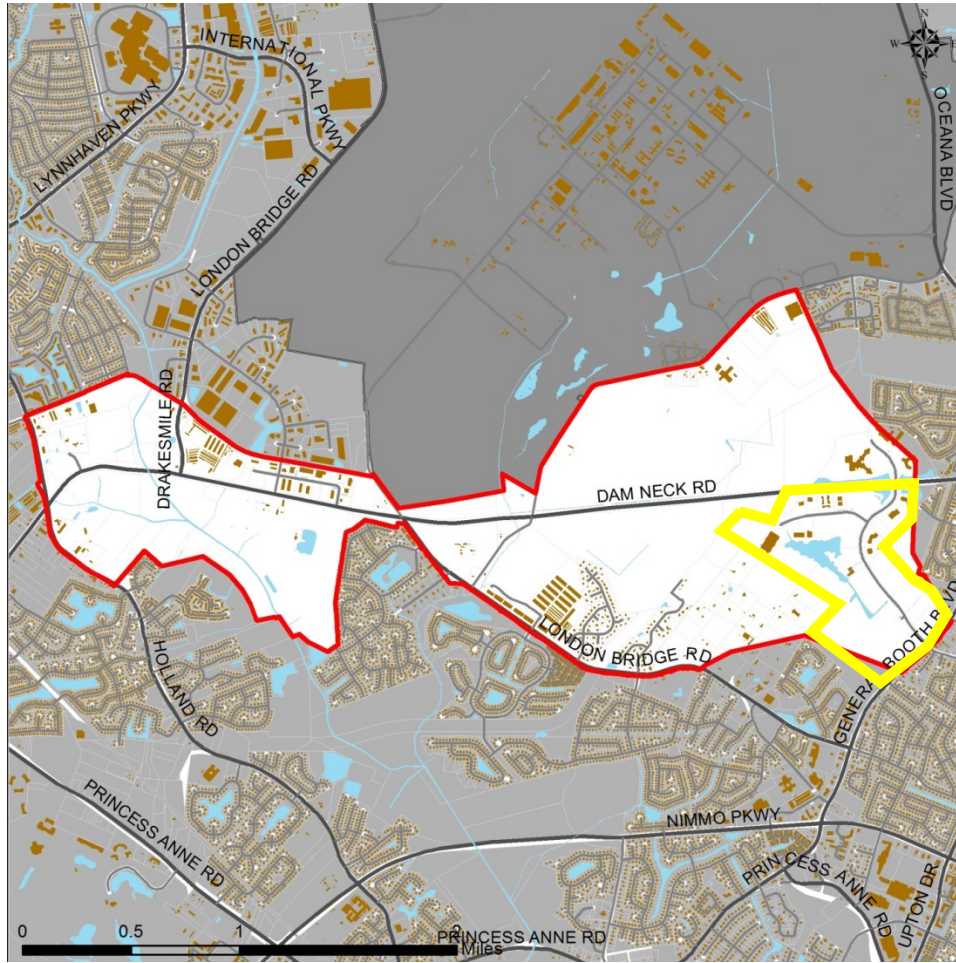
- Strategic Growth Areas (SGA)
- Special Economic Growth Areas (SEGA)
- Green Line
- VDOT Southeastern Parkway
- Council Districts
- City Line
- Marsh
- Water

2 Miles



SPECIAL ECONOMIC GROWTH AREA (SEGA) LOCATOR MAP

Special Economic Growth Area 3 – South Oceana



Corporate Landing Business Park

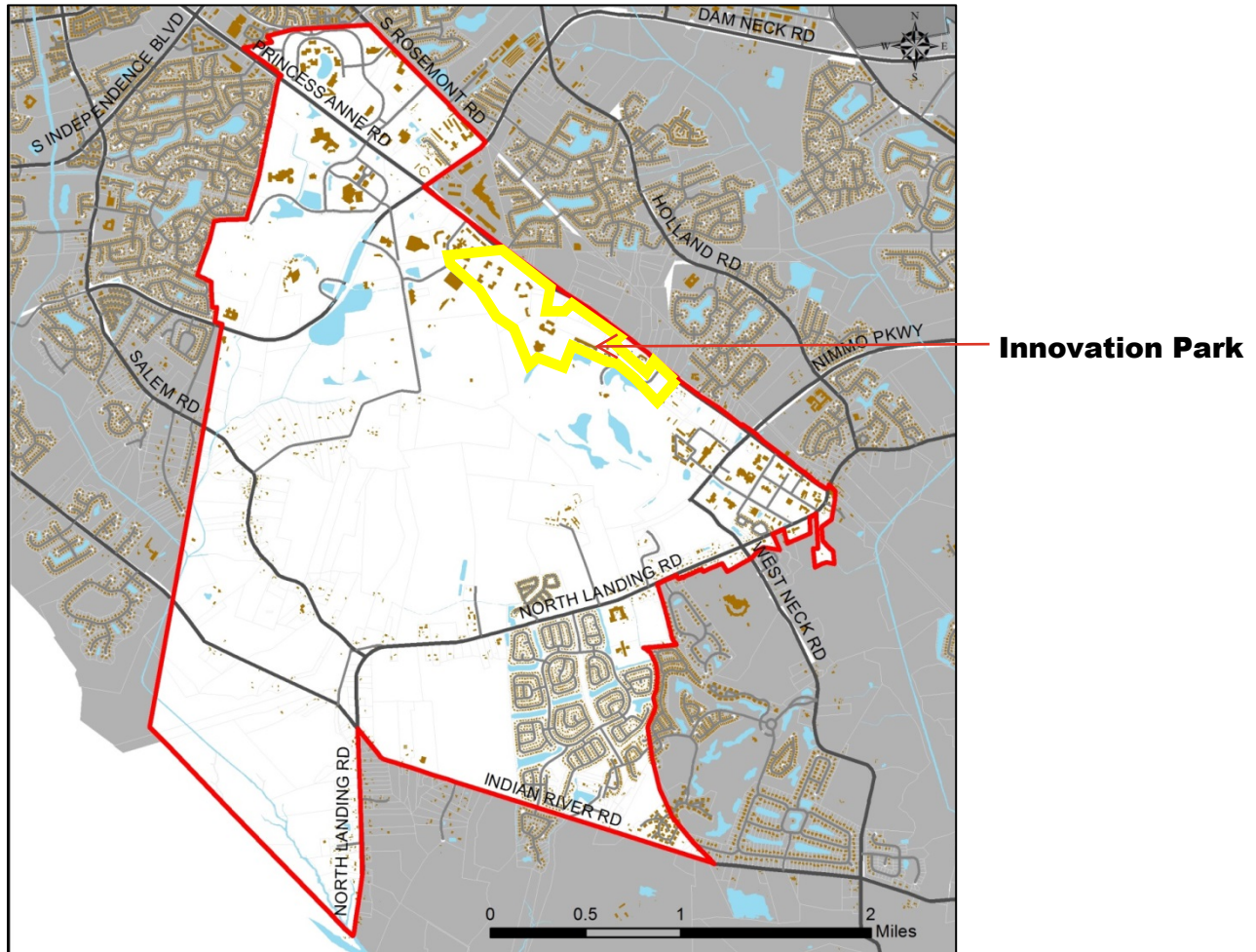
Special Economic Growth Area 3 - South Oceana is a large hourglass shaped tract of land encompassing properties on both sides of Dam Neck Road between Holland Road and Corporate Landing Parkway. There are large tracts of undeveloped land in the area east of London Bridge Road. High quality corporate businesses have developed in the Corporate Landing Business Park. The proposed Southeastern Parkway will traverse the eastern part of this strategic area generally in a northeast to southwest direction and, when built, will provide this area with good regional access.

In the western part of this area, between Drakesmile Road and Holland Road, there are considerable environmental constraints. To varying degrees, portions of this area are impacted by high noise zones, accident potential zones and Navy restrictive easements. Floodplain and other environmental constraints affect the western region of this area south of Dam Neck Road. However, the area located north of Dam Neck Road and east of Holland Road is free of these constraints and, therefore, possesses greater development opportunities.

Recommended Policies:

- No additional residential uses are recommended for any part of this area.
- All proposed land uses in this area must align with the City's AICUZ provisions and Oceana Land Use Conformity program.
- Every effort should be made, where feasible, to consolidate parcels to achieve a more unified development pattern.
- Accesses to London Bridge and Holland Roads should be kept to a minimum.
- Direct private access to Dam Neck Road will not be permitted except when the property in question has no other reasonable access to the circulation system as it is part of the City's Access Controlled Roadway Network (see Chapter 2, Section 2.1 - Master Transportation Plan).
- Build attractive thoroughfares to serve this area.
- Corporate Landing Business Park is located in the eastern part of this site and serves the mid-eastern area of the City. It is reserved for high quality, high wage employment consistent with the City's Economic Development Strategy.
- High quality employment, corporate parks and light industrial uses are recommended for other undeveloped tracts in the eastern part of this SEGA.
- Measures to mitigate negative impacts on adjoining stable residential areas must be part of any development proposal in this area. Mitigation measures should include adequate screening, and light and noise attenuation in building and site design.
- Attractive building designs should be showcased along key arterials and the proposed Southeastern Parkway route.
- The western region of this area is planned for non-residential uses to include a mix of light industrial, low- rise office and limited retail use.

Special Economic Growth Area 4 – Princess Anne Commons



SEGA 4 - Princess Anne Commons was designated in recognition of the land development constraints and economic development opportunities associated with this area's location within a military aircraft overfly zone. This area will focus on providing locations for:

- Rural or campus-like development that may not be suitable in a more urban setting
- Participatory sports
- Entertainment venues
- Tourism
- Biomedical research
- Hospitality uses which can benefit from their proximity to campuses of Tidewater Community College and the Old Dominion University/Norfolk State University.

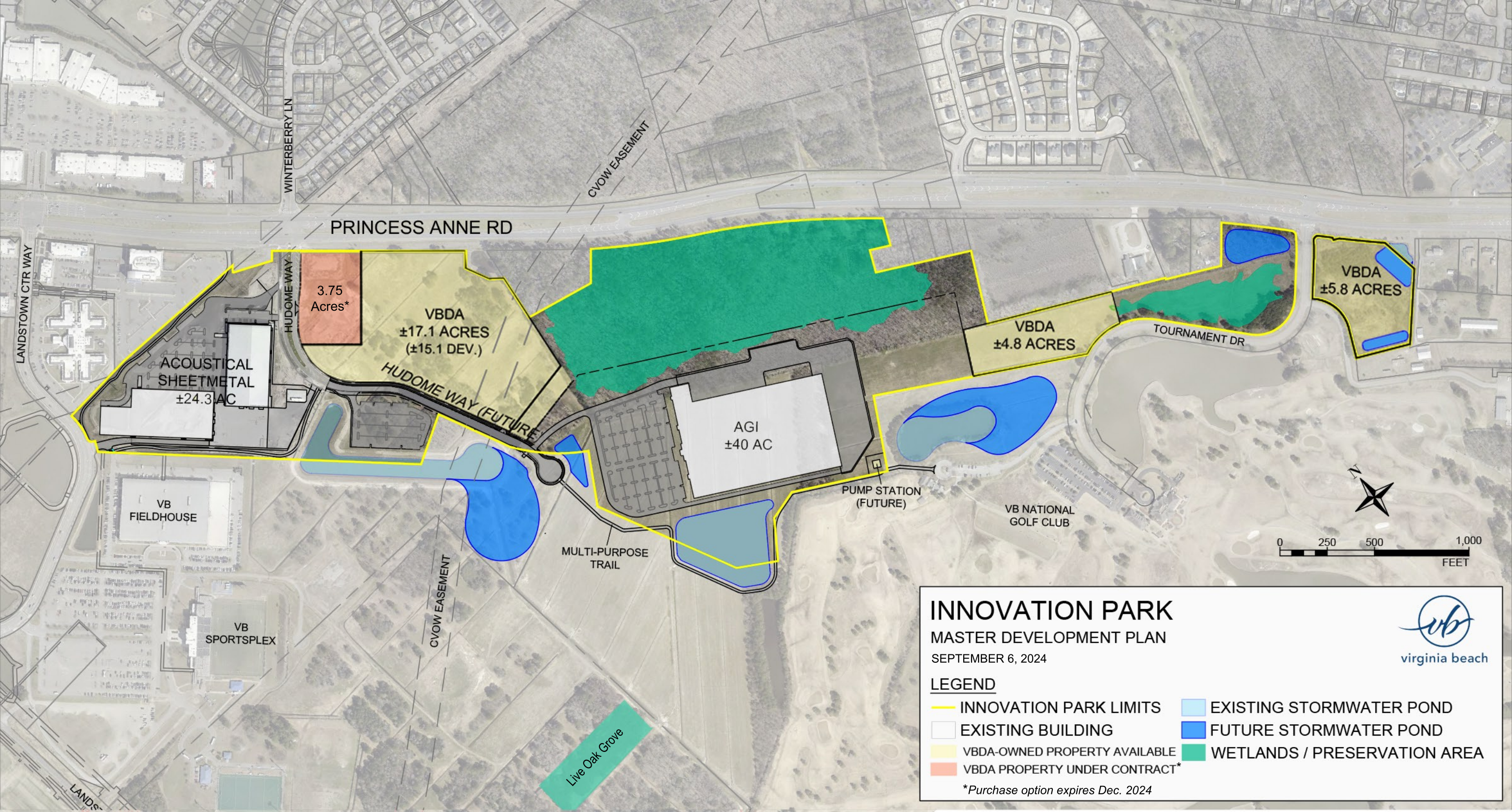
Some land use adjustments are appropriate to accomplish strategic public outcomes and adapt to changes to implement the Oceana Land Use Conformity program. Nonetheless, proposed developments within SEGA 4 –Princess Anne Commons should adhere to the following general

recommendations, unless otherwise addressed in Chapter 1, Section 1.4 - Princess Anne Commons & Transition Area.

Recommended Policies:

- Strive to achieve extensive open space connectivity throughout the Commons.
- Protect the most sensitive land areas where natural resources have been identified.
- Residential development should be limited to areas outside of AICUZ restricted areas.
- Mixed-use town center-style development should be planned within the Municipal Center and Historic/Cultural District.
- Low-impact campus style development for economic development, office/research and development, and recreational uses should be strategically planned for the remainder of Princess Anne Commons.
- The Princess Anne Commons Design Guidelines should be adhered to for high quality building types to ensure appropriate quality and character.
- Expansion of suburban infrastructure should be designed in northern, but not southern, part of Princess Anne Commons and not south of Indian River Road.
- Development should remain limited along existing unimproved roadways.
- Explore the potential for extension of mass transit service to Princess Anne Commons and the Municipal Center from the Town Center (Pembroke SGA).

SEGA 4 – Princess Anne Commons is divided into several subareas: North Princess Anne Commons, Central Princess Anne Commons, South Princess Anne Commons, Historic Princess Anne Center, Interfacility Traffic Area, Municipal Center, Historic/Cultural District, Princess Anne Corporate Park, Brown Farm Area, and Sustainable Laboratory Services. Summary descriptions and recommendations for each are found in Chapter 1, Section 1.4 - Princess Anne Commons & Transition Area. The *ITA & Vicinity Master Plan* can be viewed in the Planning Department's online document library at www.ybgov.com/Planning.



PRINCESS ANNE RD

WINTERBERRY LN

CVOW EASEMENT

HUDOME WAY

3.75 Acres*

VBDA
±17.1 ACRES
(±15.1 DEV.)

HUDOME WAY (FUTURE)

ACOUSTICAL
SHEETMETAL
±24.3 AC

VB
FIELDHOUSE

VB
SPORTSPLEX

AGI
±40 AC

PUMP STATION
(FUTURE)

VB NATIONAL
GOLF CLUB

MULTI-PURPOSE
TRAIL

TOURNAMENT DR

VBDA
±5.8 ACRES

0 250 500 1,000
FEET



INNOVATION PARK

MASTER DEVELOPMENT PLAN

SEPTEMBER 6, 2024

LEGEND

- INNOVATION PARK LIMITS
- EXISTING BUILDING
- VBDA-OWNED PROPERTY AVAILABLE
- VBDA PROPERTY UNDER CONTRACT*

- EXISTING STORMWATER POND
- FUTURE STORMWATER POND
- WETLANDS / PRESERVATION AREA

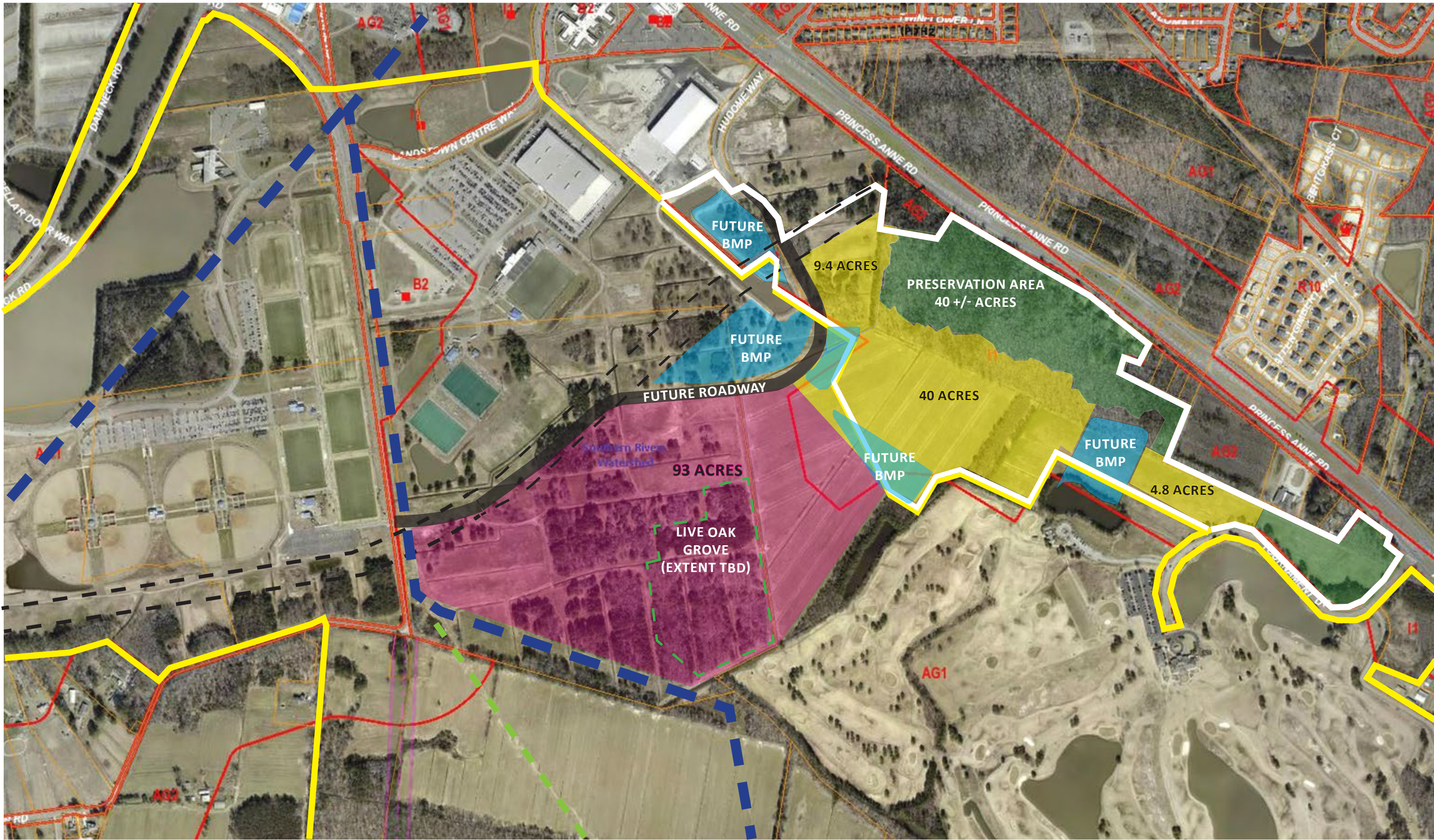
*Purchase option expires Dec. 2024



VIRGINIA BEACH INNOVATION PARK



Innovation Park Southwest



 CITY-OWNED LAND	 LANDSTOWN ALIGNMENT	 DOMINION TRANSMISSION LINE EASEMENT
 DEVELOPMENT AUTHORITY OWNED LAND	 INTERCEPTOR FORCE MAIN EASEMENT	 ZONING
	 SOUTHEASTERN PARKWAY ALIGNMENT	



PA Commons Athletic Village East



- Site Data
 - 250 Acres
- Proposed improvements
 - Championship pickleball facility w/ supporting infrastructure
 - Championship baseball w/ supporting infrastructure
 - Collegiate level cross country w/ supporting infrastructure
 - Access road from Landstown Road w/ potential connection to Hudome Way
 - Preservation of live oak grove
 - Utilizing existing ditch maintenance paths as running trails



PRINCESS ANNE RD

WINTERBERRY LN

CVOW EASEMENT

LANDSTOWN CTR WAY

HUDOME WAY

3.75 Acres*

VBDA ±17.1 ACRES (±15.1 DEV.)

ACOUSTICAL SHEETMETAL ±24.3 AC

HUDOME WAY (FUTURE)

AGI ±40 AC

VBDA ±4.8 ACRES

VBDA ±5.8 ACRES

TOURNAMENT DR

PUMP STATION (FUTURE)

VB NATIONAL GOLF CLUB



INNOVATION PARK

MASTER DEVELOPMENT PLAN

SEPTEMBER 6, 2024



LEGEND

- | | |
|-------------------------------|------------------------------|
| — INNOVATION PARK LIMITS | EXISTING STORMWATER POND |
| EXISTING BUILDING | FUTURE STORMWATER POND |
| VBDA-OWNED PROPERTY AVAILABLE | WETLANDS / PRESERVATION AREA |
| VBDA PROPERTY UNDER CONTRACT* | |

*Purchase option expires Dec. 2024

VR FIELD VIRGINIA BEACH FIELD HOUSE

150 SPACES

250 SPACES

VB SPORTSPLEX

FUTURE PRACTICE FIELDS

VIRGINIA BEACH SPORTSPLEX

FIELD HOCKEY FIELDS

MULTI-USE TRAIL PARKING ACCESS ROAD

1400 SPACES

LIVE OAKS

WARM UP AREA

EXISTING LEASED FARM

EXISTING LEASED FARM