




 Scale 1" = 30'
SUBDIVISION LEGEND

- ADJACENT PROPERTY LINE
- STREET CENTERLINE OR MONUMENT LINE
- DISTINCTIVE BORDER
- EXISTING EASEMENT LINE
- PROPOSED EASEMENT LINE
- PROPOSED LOT LINE

- SUBDIVISION NOTES**
1. THIS VESTING TENTATIVE MAP IS BEING FILED IN ACCORDANCE WITH THE SUBDIVISION MAP ACT ARTICLE 2, SECTION 6645 AND CHAPTER 4.5, AS APPLICABLE. ALL DIMENSIONS AND AREAS SHOWN HEREON ARE APPROXIMATELY ONLY AND SUBJECT TO CHANGE.
 2. THE TOTAL AREA SHOWN WITHIN THE DISTINCTIVE BORDER IS APPROXIMATELY 3.7859+ ACRES. ALL PROPOSED DISTANCES AND BEARINGS SHOWN SHOWN ARE APPROXIMATE AND WILL BE FINALIZED AT THE PARCEL MAP STAGE.
 3. THIS SUBDIVISION SHALL CONFORM TO THE STREET TREE PLAN OF THE CITY OF SANTA CLARA.
 4. NON-BUILDABLE AREAS WILL BE DESIGNATED AS COMMON AREA TO PROVIDE EASEMENTS FOR PRIVATE INGRESS AND EGRESS, EMERGENCY VEHICLE ACCESS, SHARED UTILITIES, PRIVATE DRAINAGE AND RELATED REQUIREMENTS.
 5. ADDITIONAL PRIVATE EASEMENT NEEDS MAY BE IDENTIFIED IN FURTHER STAGES OF DESIGN, AND WILL BE RECORDED THROUGH SEPARATE INSTRUMENTS. ALL EXISTING EASEMENTS ON-SITE ARE TO BE QUITCLAIMED OR VACATED, UNLESS NOTED OTHERWISE.
 6. COVENANTS, CONDITIONS & RESTRICTIONS (CC&R'S) WILL BE PREPARED TO FACILITATE AND MANAGE THE OPERATIONS, MAINTENANCE AND RELATED FUNCTIONS OF THE COMMON AREAS.
 7. NO GEOTECHNICAL REPORT HAS BEEN PREPARED FOR THIS DEVELOPMENT.
 8. LOT 1 SHALL BE DEDICATED FOR CONDOMINIUM PURPOSES.
 9. UNDERGROUND ELECTRICAL EASEMENT FOR THE BENEFIT OF SILICON VALLEY POWER WILL BE DEDICATED ALONG PORTIONS OF JOINT TRENCH THAT INCLUDE ELECTRICAL CONDUIT. SEE PLANS FOR TARRAR FOR DRY UTILITY LAYOUT.
 10. LOT 2 TO BE RESERVED FOR PRIVATE STREETS, EMERGENCY VEHICLE ACCESS EASEMENT (E.V.A.E.), PUBLIC ACCESS EASEMENT (P.A.E.), PRIVATE PARKING EASEMENT.

COLEMAN VILLAGE
 CITY VENTURES
 1400 COLEMAN AVE.
 SANTA CLARA, CALIFORNIA 95050



VESTING TENTATIVE MAP

TM-3.1
 DATE: 05.07.2025
 PROJECT: A23161-1

Z:\2023\A23161-1\WORK\ENTITLEMENTS\TENTATIVE_MAP\A23161-1_TM-3.1.dwg 6--20--25 04:15:08 PM rhd