



## THE VILLAGE AT TOPANGA

### RETAIL CRITERIA MANUAL **LITE**

NOTE: This is an abridged version of the Tenant Criteria Manual to be used as a quick guideline and not to be used for construction. The full Tenant Criteria Manual is found on [WestfieldTenantCoordination.com](http://WestfieldTenantCoordination.com)

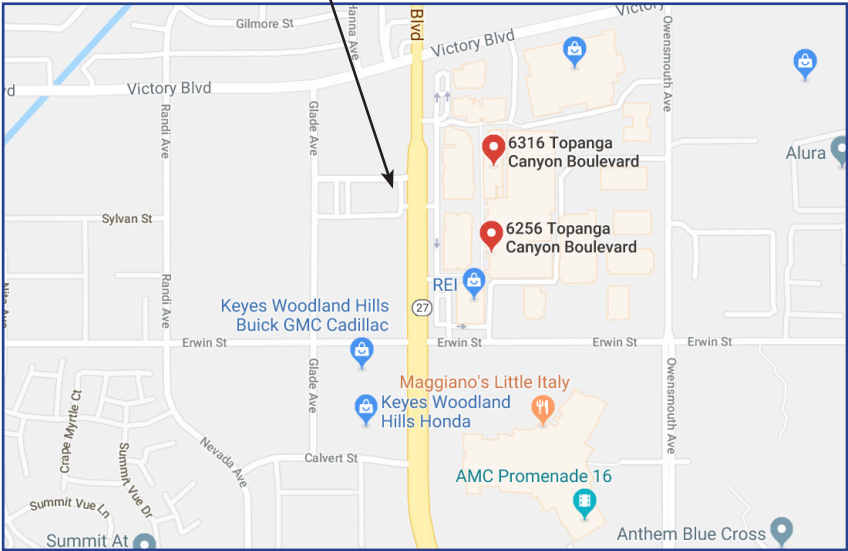
**INLINE RETAIL CENTER:**

The Village at Topanga  
 6220-6250-6252-6256-6316-6320-6344  
 Topanga Canyon Blvd.  
 Woodland Hills, CA 91367  
 o) 818-227-5500

Senior General Manager: Molly Unger  
 Facilities Director: Stephen Neff  
 Senior Marketing Director: Erin Anderson

Corey McAnear  
 cmcane@westfield.com  
 o) 310-689-2531  
 c) 310-623-2327

Project location



**BASE BUILDING INFORMATION**

The following is provided as a general guide only and does not release the Tenant from complying with all applicable codes and regulations, as required by jurisdictional authorities. It shall be the Tenant's responsibility to determine the edition of the above code or codes which are applicable (including supplements and state amendments) as codes are frequently revised and updated.

Construction Type:

Existing Mall Building: Buildings A, B, E, F and G:  
 Type II-B (Fully Sprinklered)

Buildings C and D:  
 Type I-A (Fully Sprinklered)

Primary Occupancy: Group M (Mercantile)

Sprinklered: Yes

Total Area: (Per A2)

Occupancy Load: Persons

Required Exits: Required/Provided

**CODE INFORMATION**

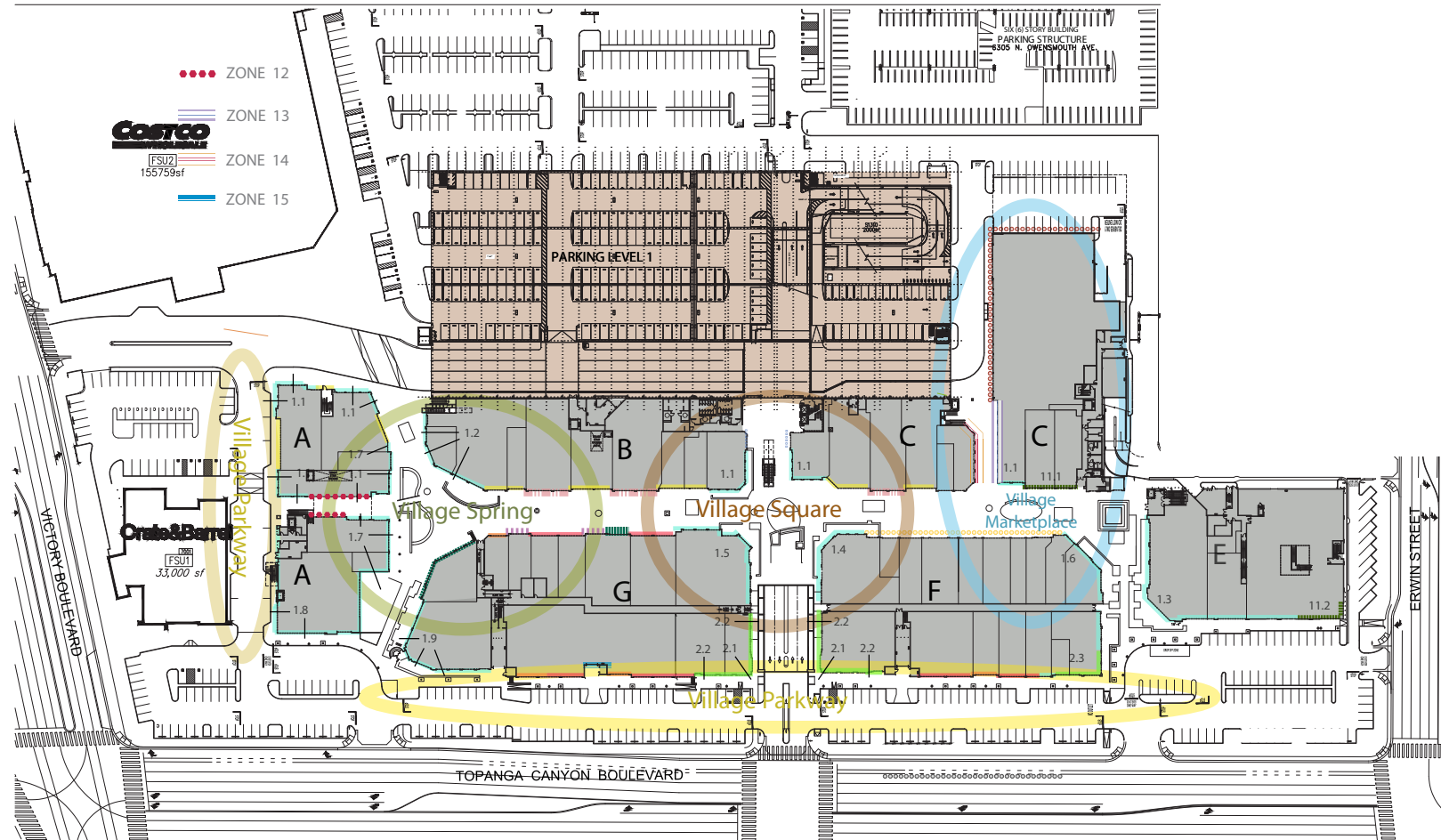
- Building:** Most recent applicable code
- Mechanical:** Most recent applicable code
- Plumbing:** Most recent applicable code
- Electrical:** Most recent applicable code
- Fire:** Most recent applicable code
- Accessibility:** Most recent applicable code
- Energy:** Most recent applicable code

All Local Ordinances Having Jurisdiction.

It shall be the Tenant's responsibility to determine that edition of the above codes which are applicable (including supplements and state amendments) as codes are frequently revised and updated.

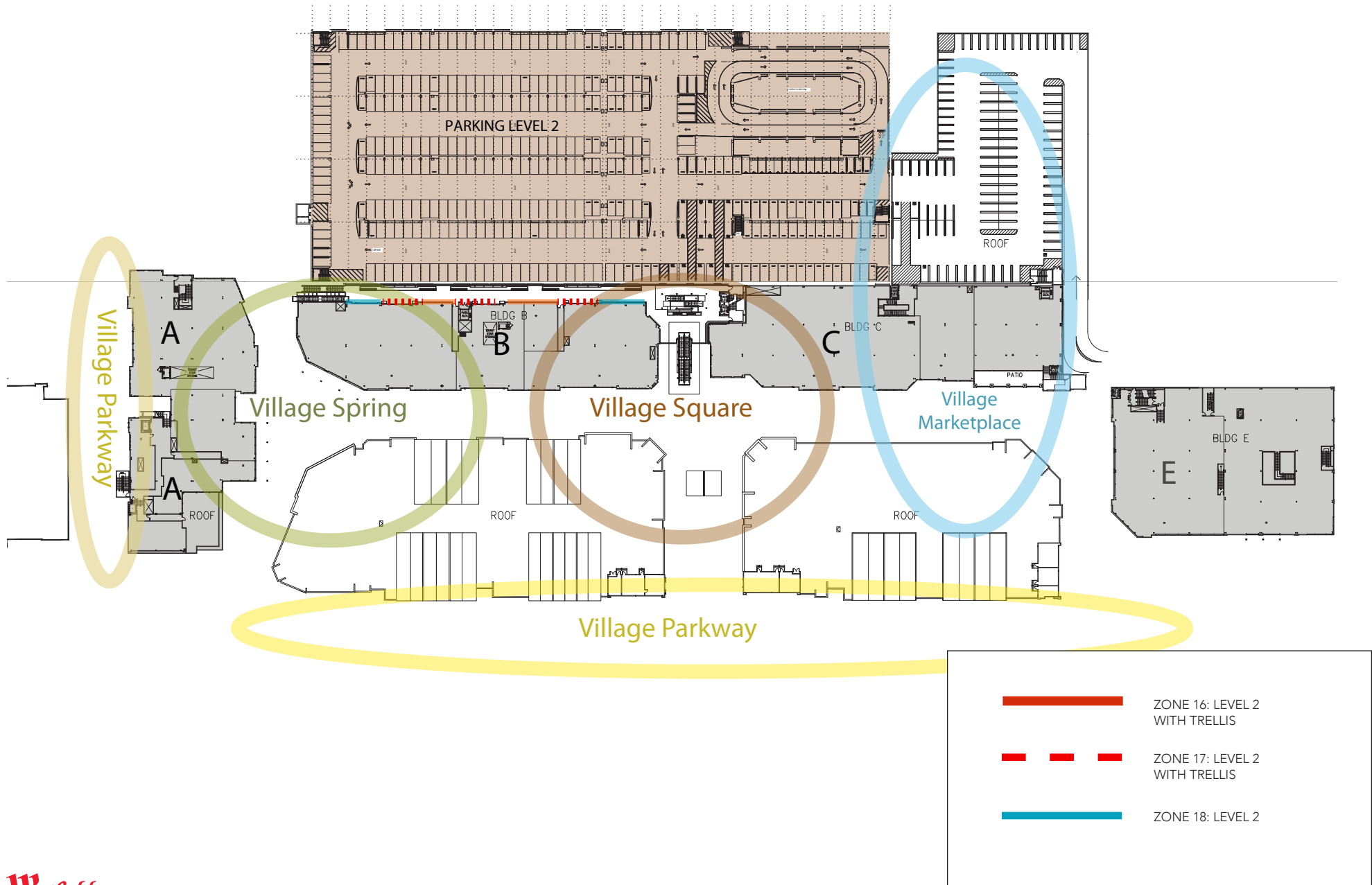
The most stringent requirement of the above-mentioned applicable codes shall govern each increment of the work.

# ZONING PLAN\_LEVEL ONE



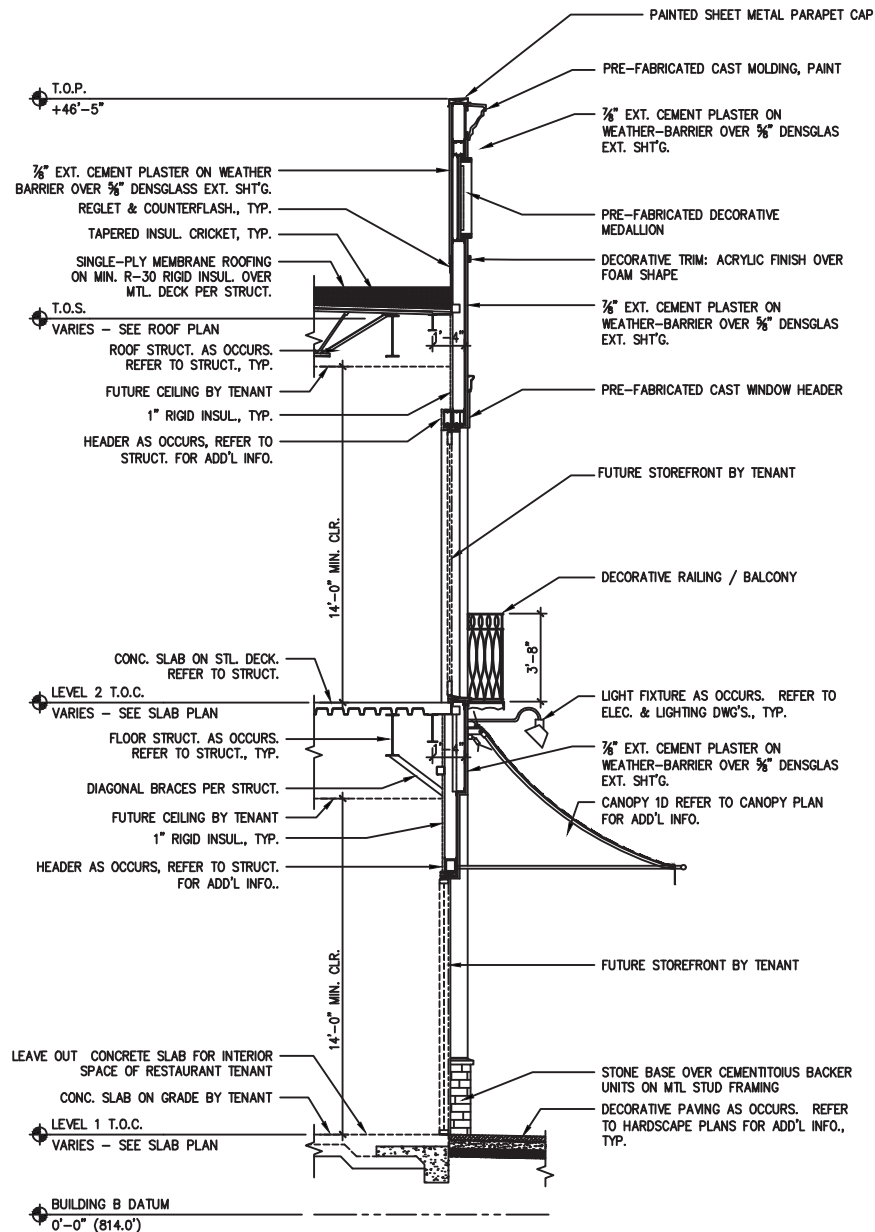
	ZONE 1: 1.1 - 1.9 CORNER BUILDING		ZONE 5: 2 STORY PLASTER BLDG.		ZONE 9: 1 STORY BRICK BLDG.		ZONE 13
	ZONE 2: 2.1 - 2.3 LANTERN		ZONE 6: BREEZEWAY		ZONE 10: CORRUGATED M BLDG.		ZONE 14
	ZONE 3: GABLE BUILDING		ZONE 7: 1 STORY WOOD BLDG.		ZONE 11: 11.1 - 11.2		ZONE 15
	ZONE 4: 2 STORY WOOD BLDG.		ZONE 8: 1 STORY STONE BLDG.		ZONE 12		

# ZONING PLAN\_LEVEL TWO

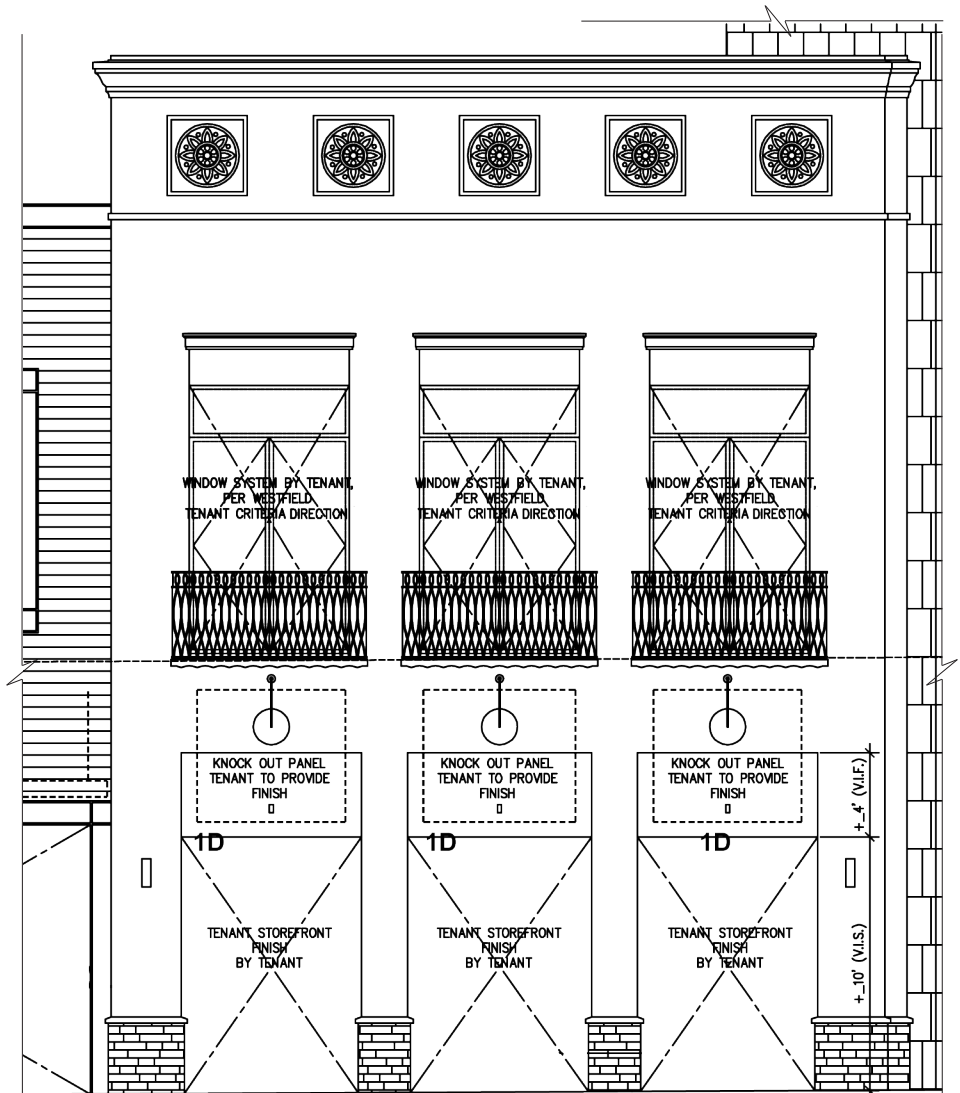




# STOREFRONT: ZONE 1 DETAILS



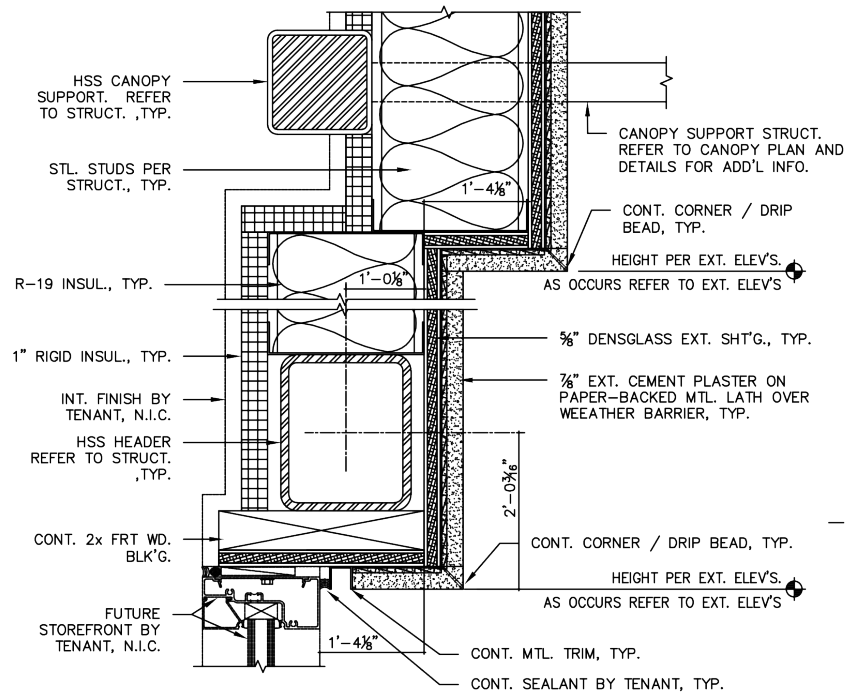
Wall Section



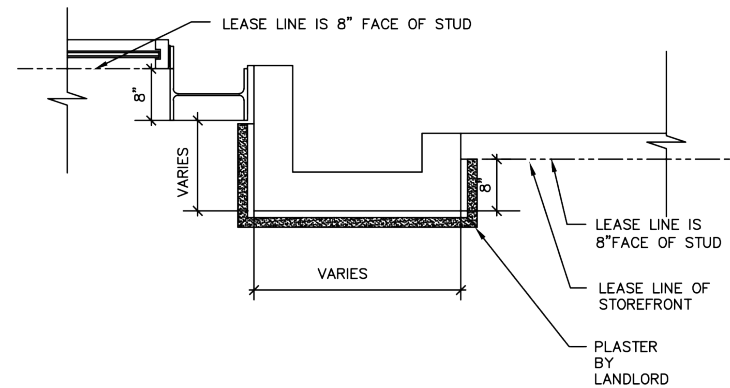
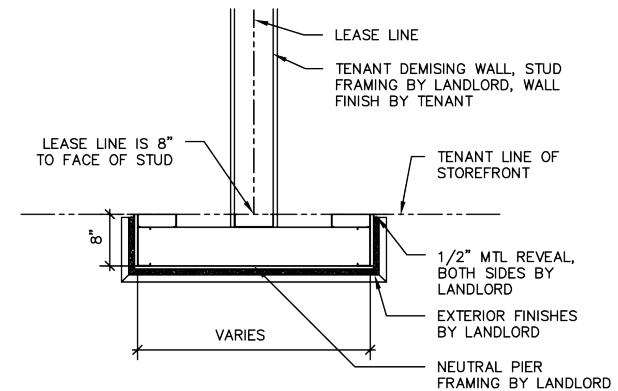
Elevation

Note: Drawings not to scale

# STOREFRONT: ZONE 1 DETAILS\_CORNER BUILDING



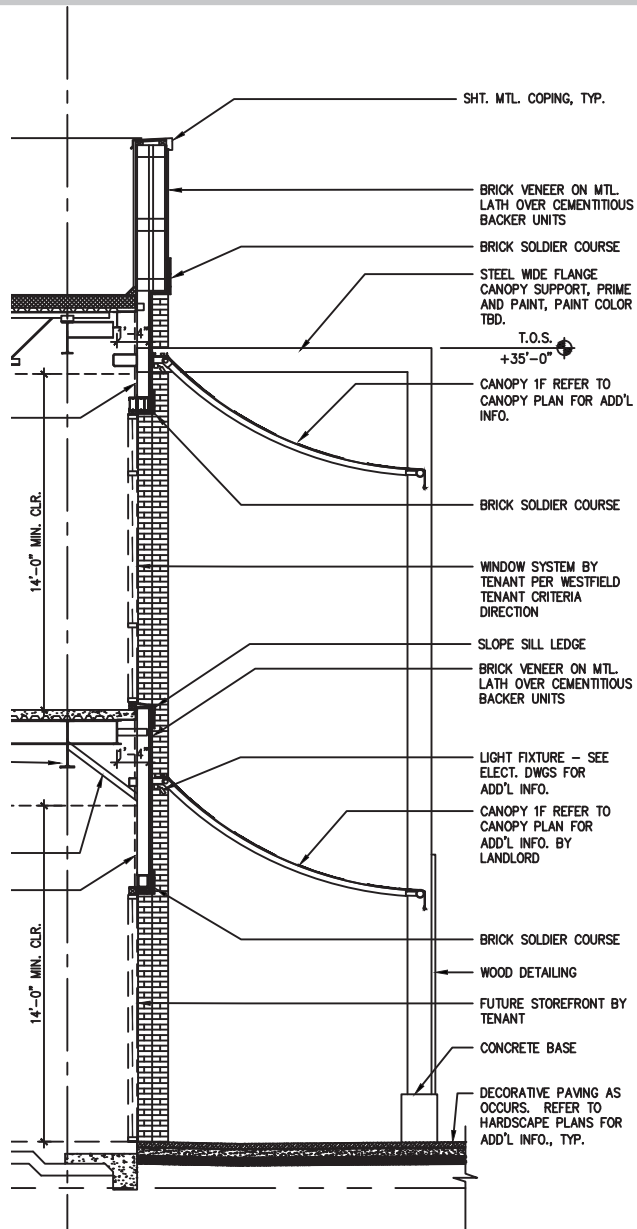
Header Detail



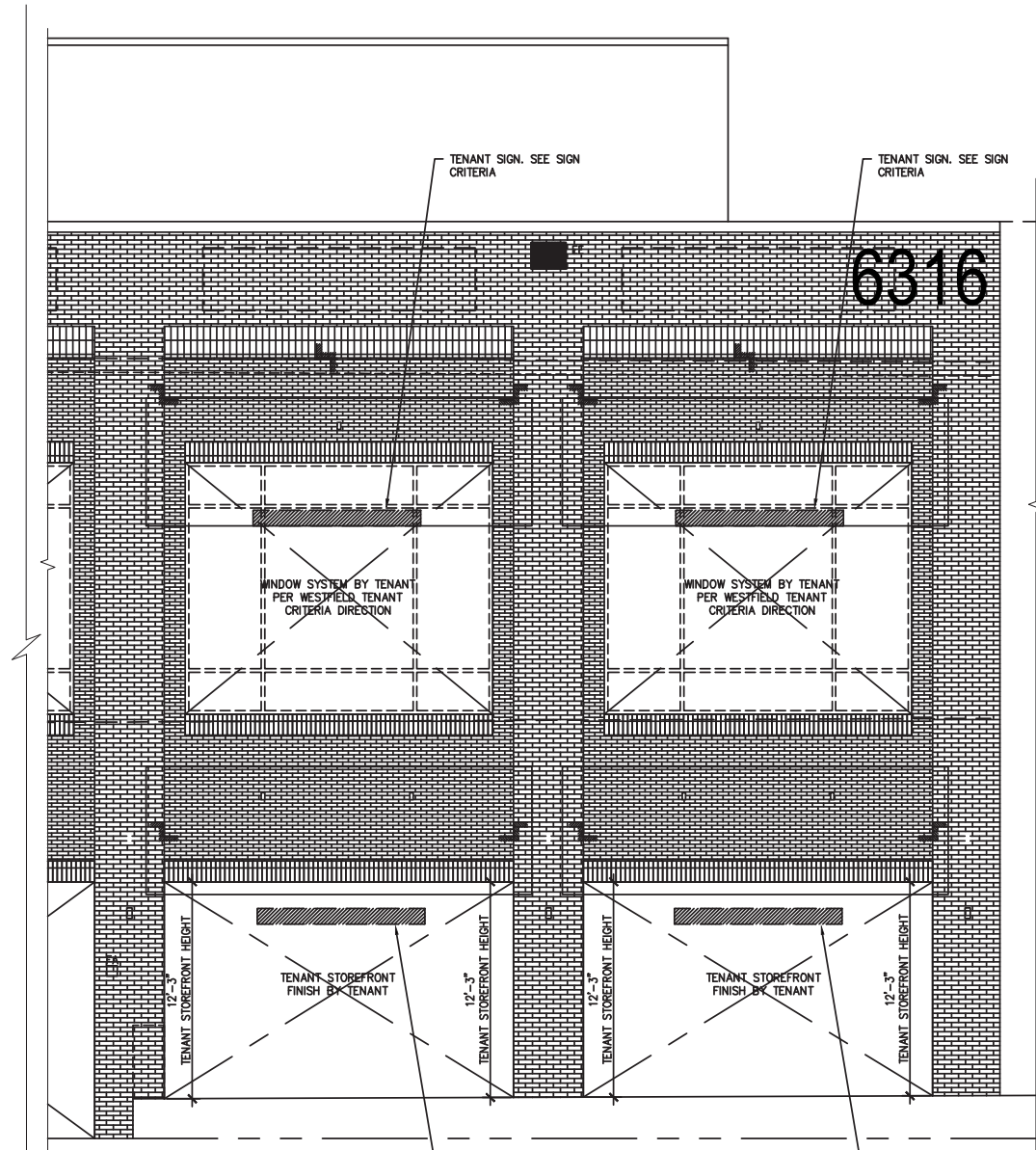
Neutral Pier Detail

Note: Drawings not to scale

# STOREFRONT: ZONE 1 DETAILS



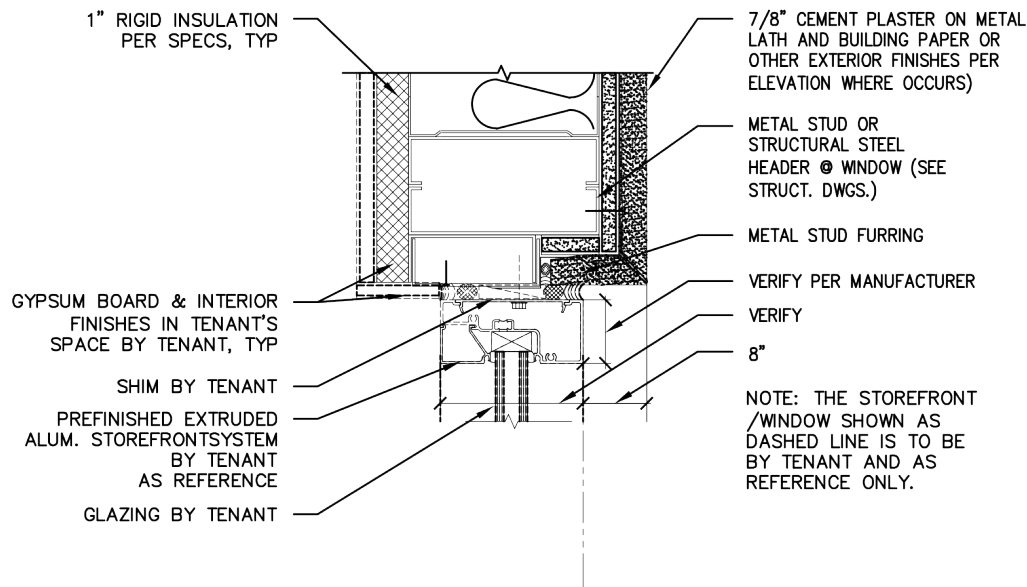
Wall Section



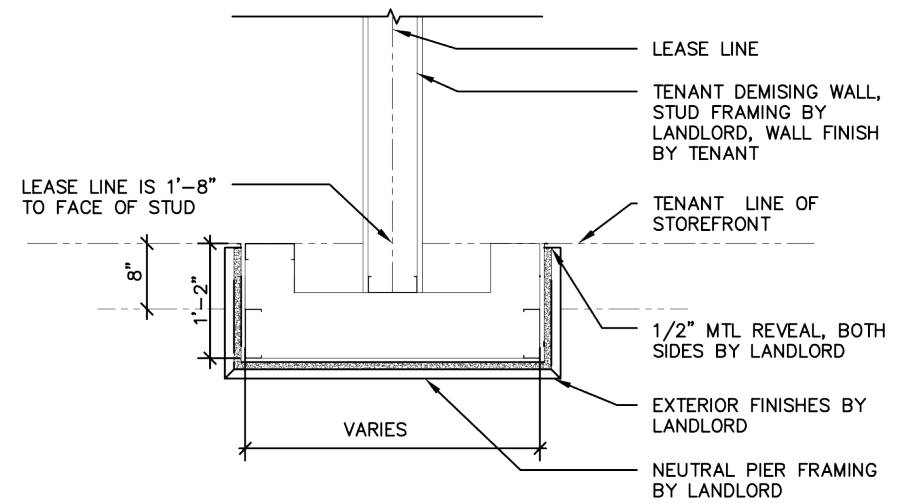
Elevation

Note: Drawings not to scale

# STOREFRONT: ZONE 1 DETAILS\_CORNER BUILDING



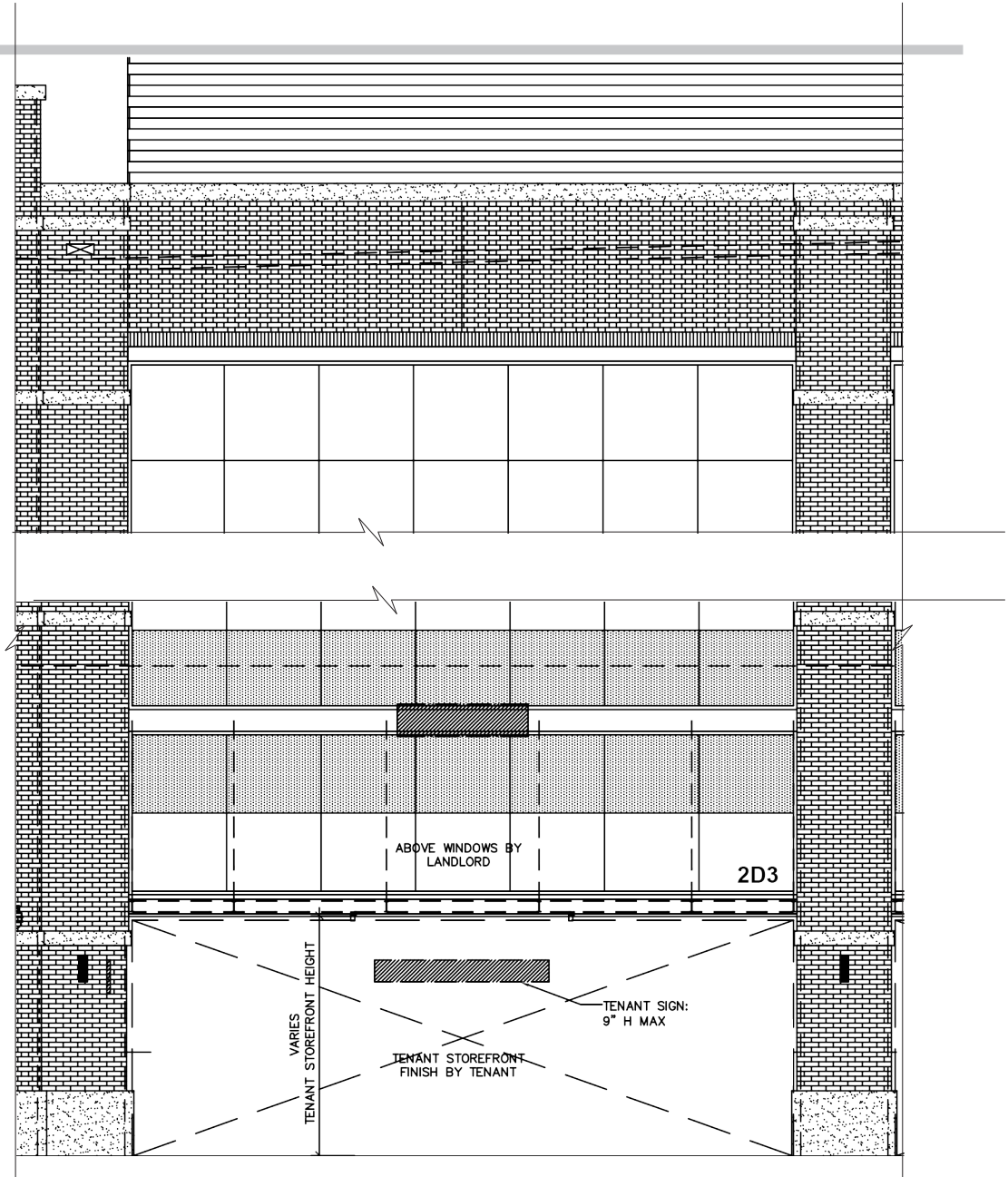
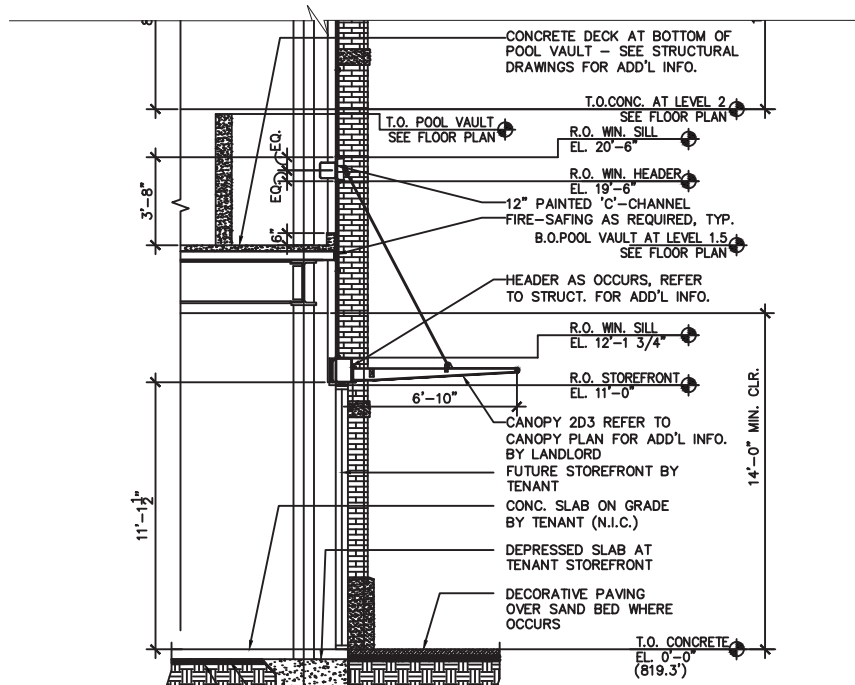
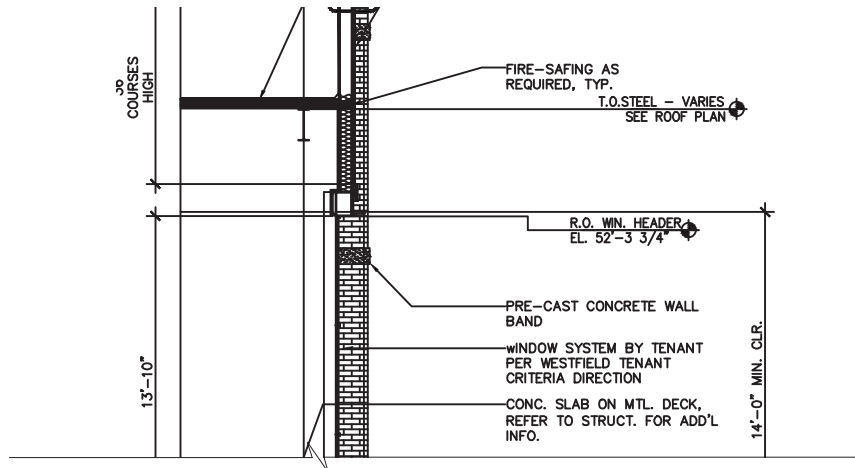
Header Detail



Neutral Pier Detail

Note: Drawings not to scale

# STOREFRONT: ZONE 1 DETAILS

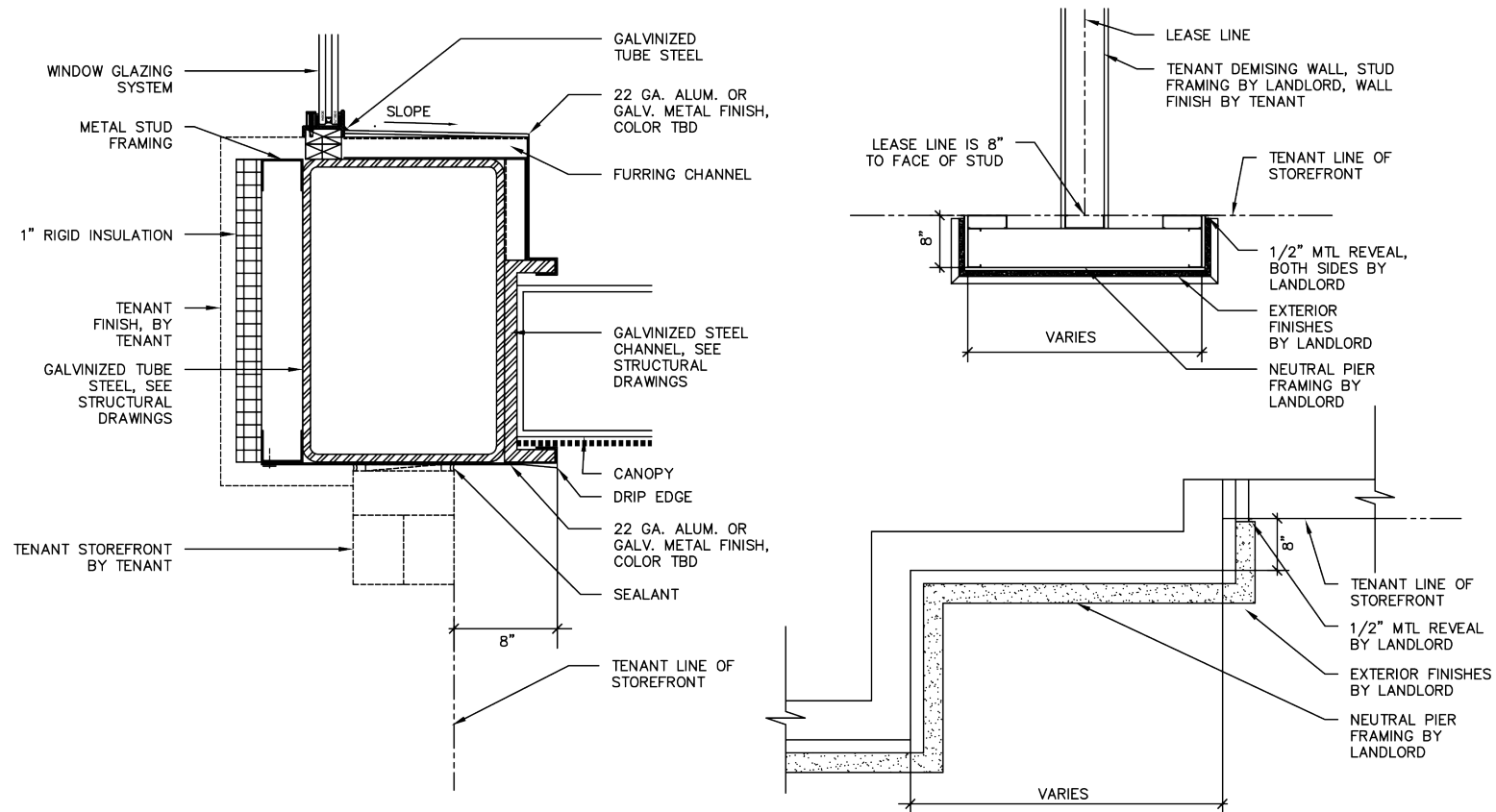


Note: Drawings not to scale

Wall Section

Elevation

# STOREFRONT: ZONE 1 DETAILS\_CORNER BUILDING



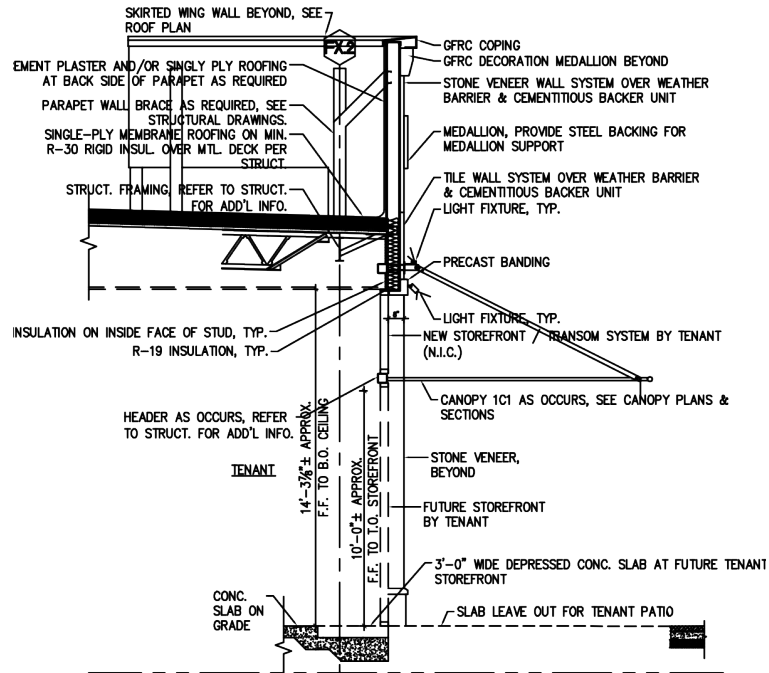
Header Detail

Neutral Pier Detail

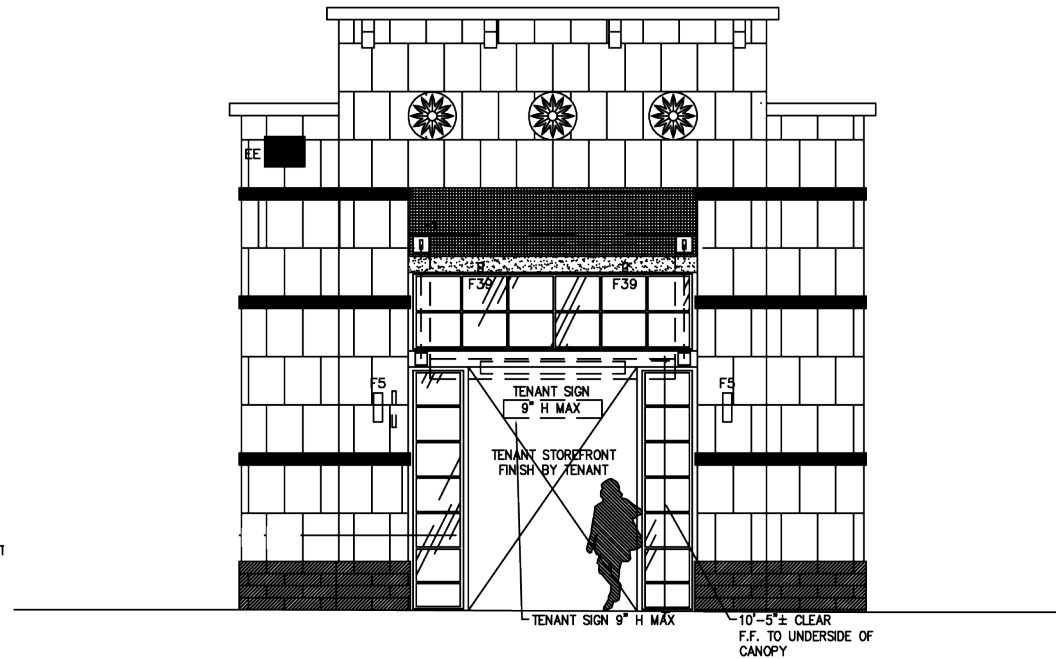
Note: Drawings not to scale



# STOREFRONT: ZONE 1 DETAILS



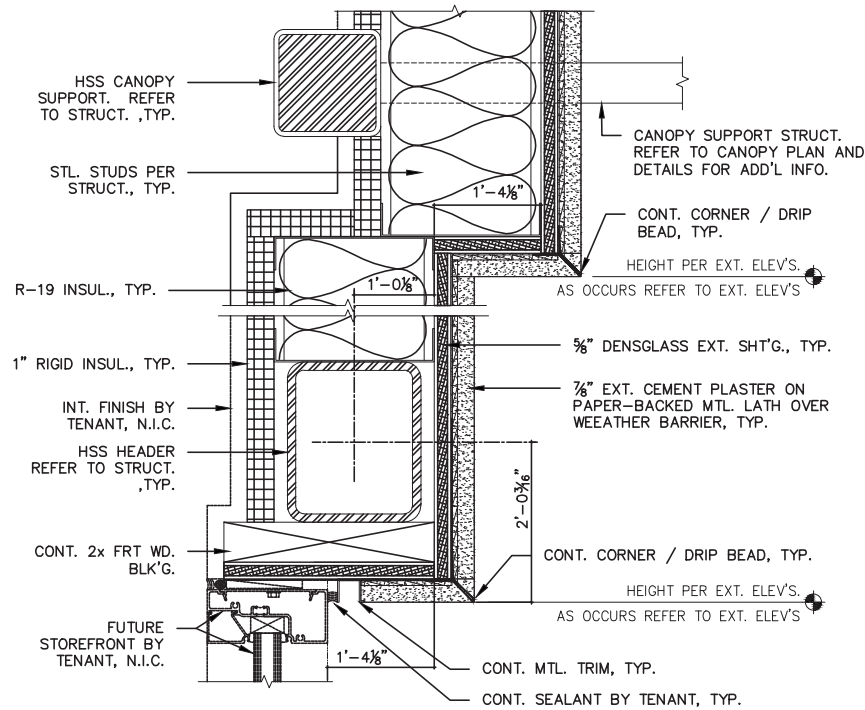
Wall Section



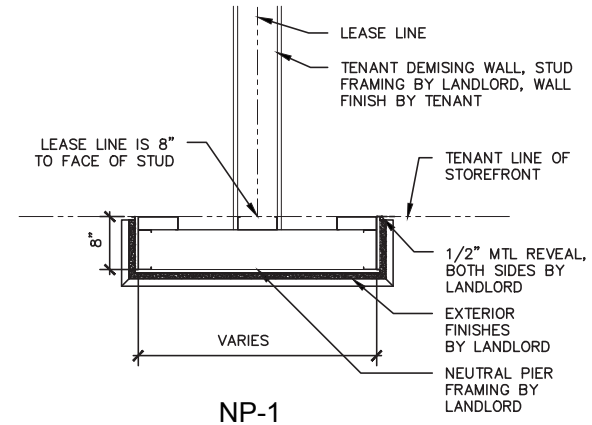
Elevation

Note: Drawings not to scale

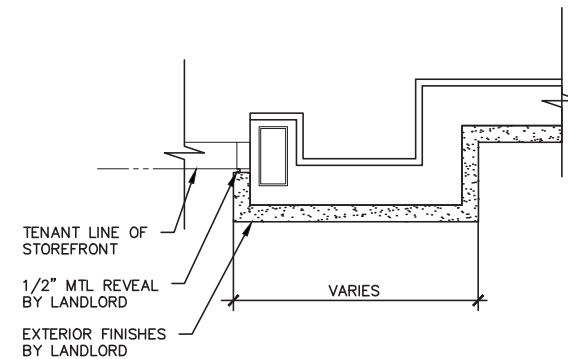
# STOREFRONT: ZONE 1 DETAILS\_CORNER BUILDING



Header Detail



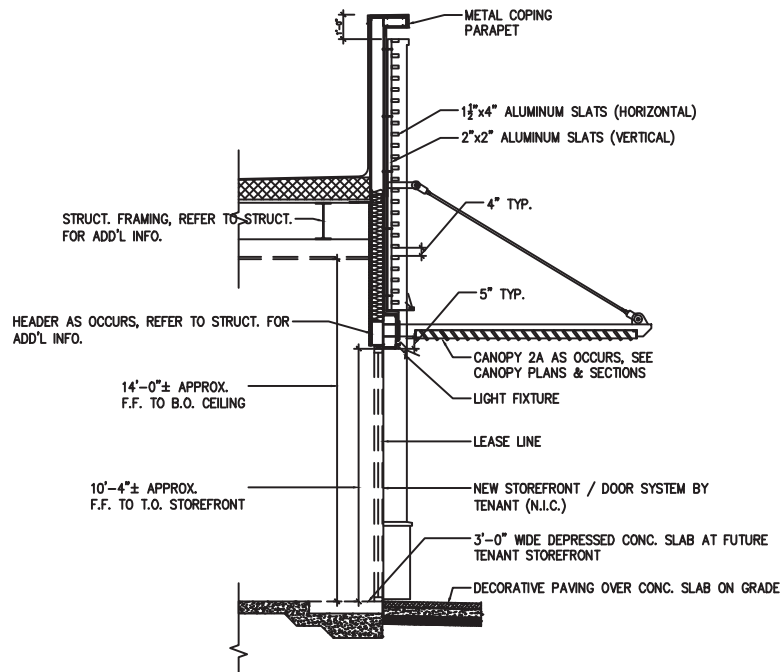
Neutral Pier Detail



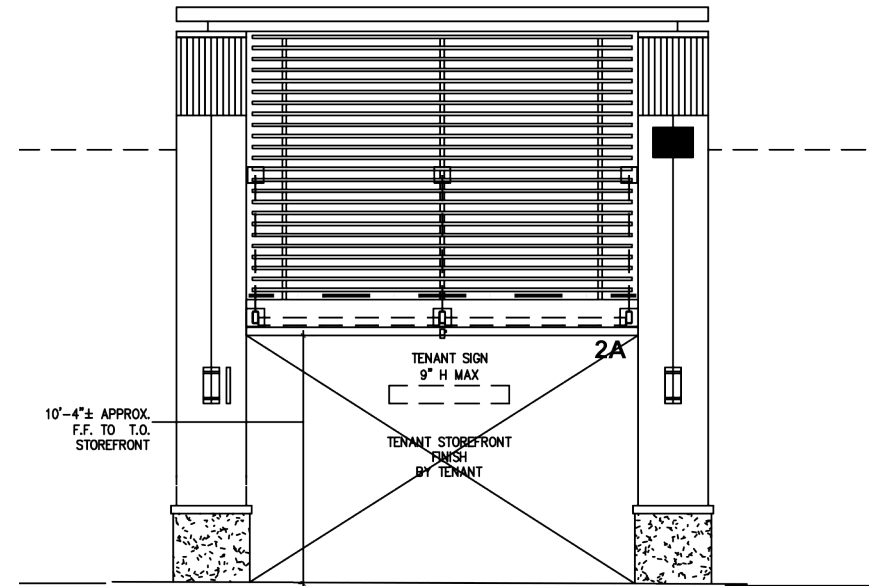
Note: Drawings not to scale



# STOREFRONT: ZONE 1 DETAILS



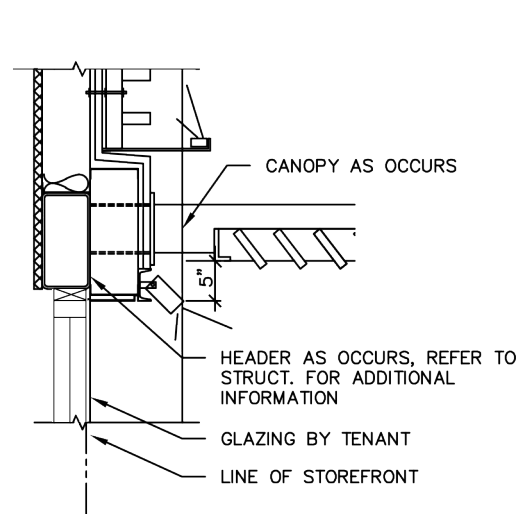
Wall Section



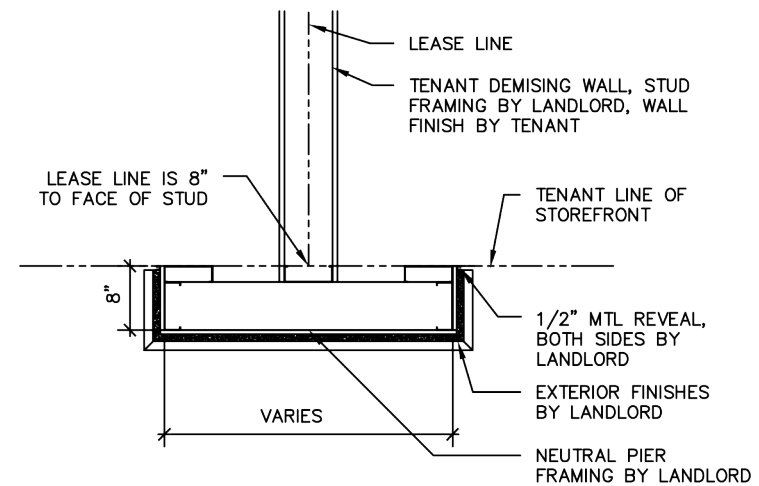
Elevation

Note: Drawings not to scale

# STOREFRONT: ZONE 1 DETAILS\_CORNER BUILDING



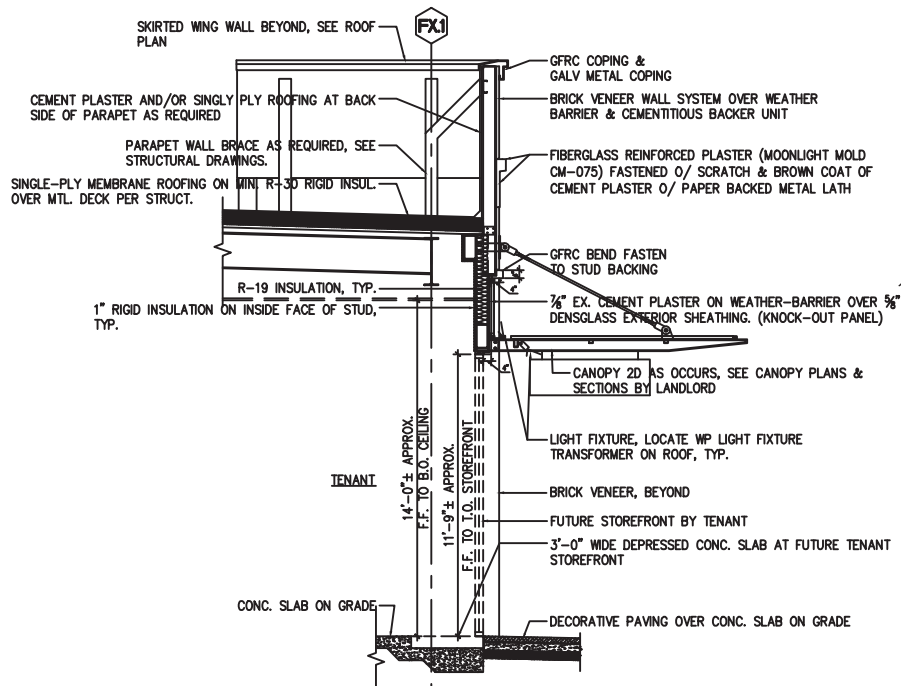
Header Detail



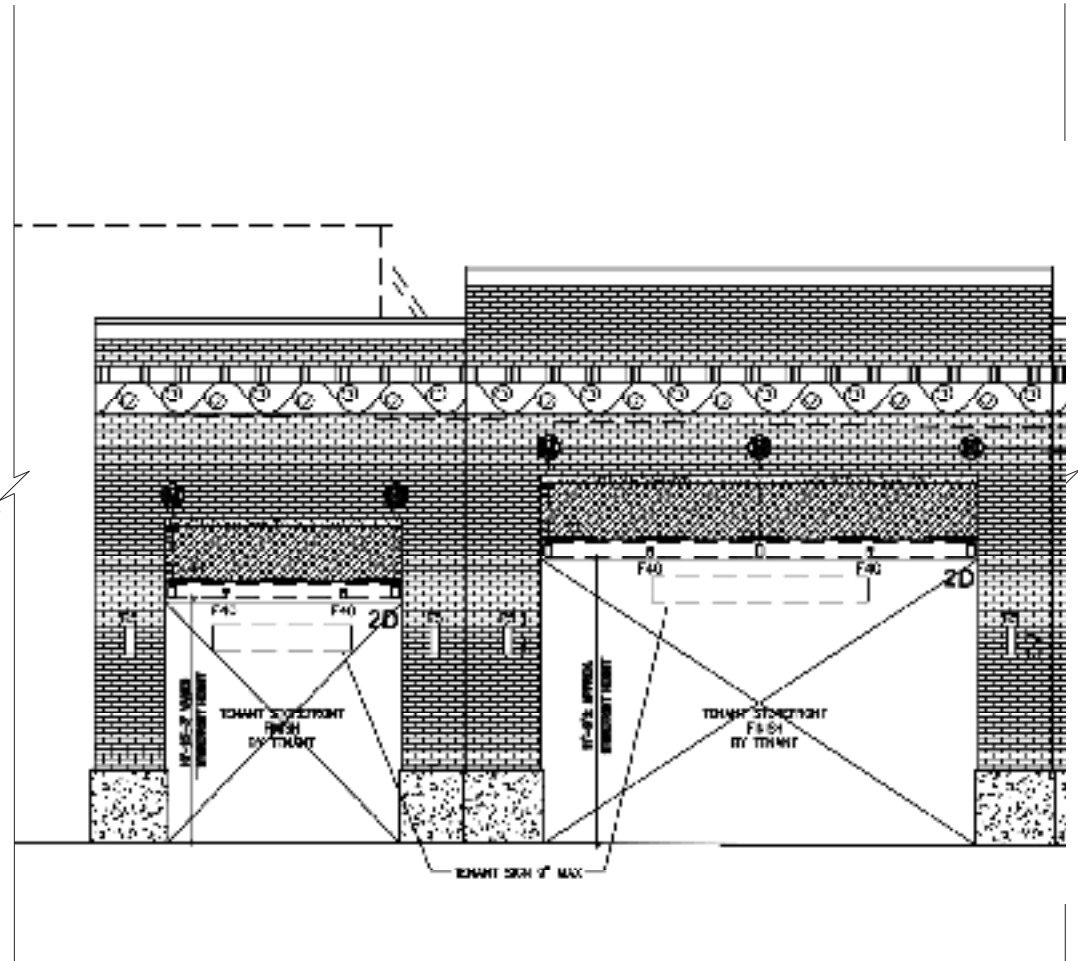
Neutral Pier Detail

Note: Drawings not to scale

# STOREFRONT: ZONE 1 DETAILS



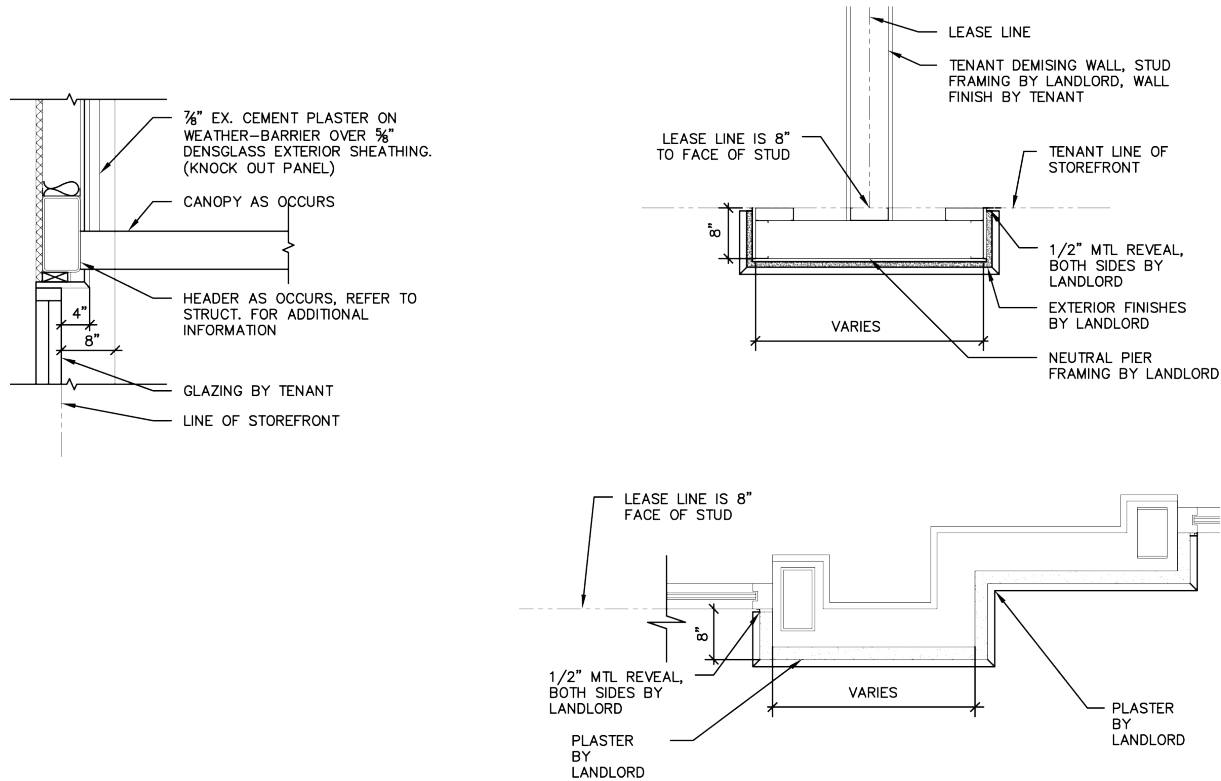
Wall Section



Elevation

Note: Drawings not to scale

# STOREFRONT: ZONE 1 DETAILS\_CORNER BUILDING

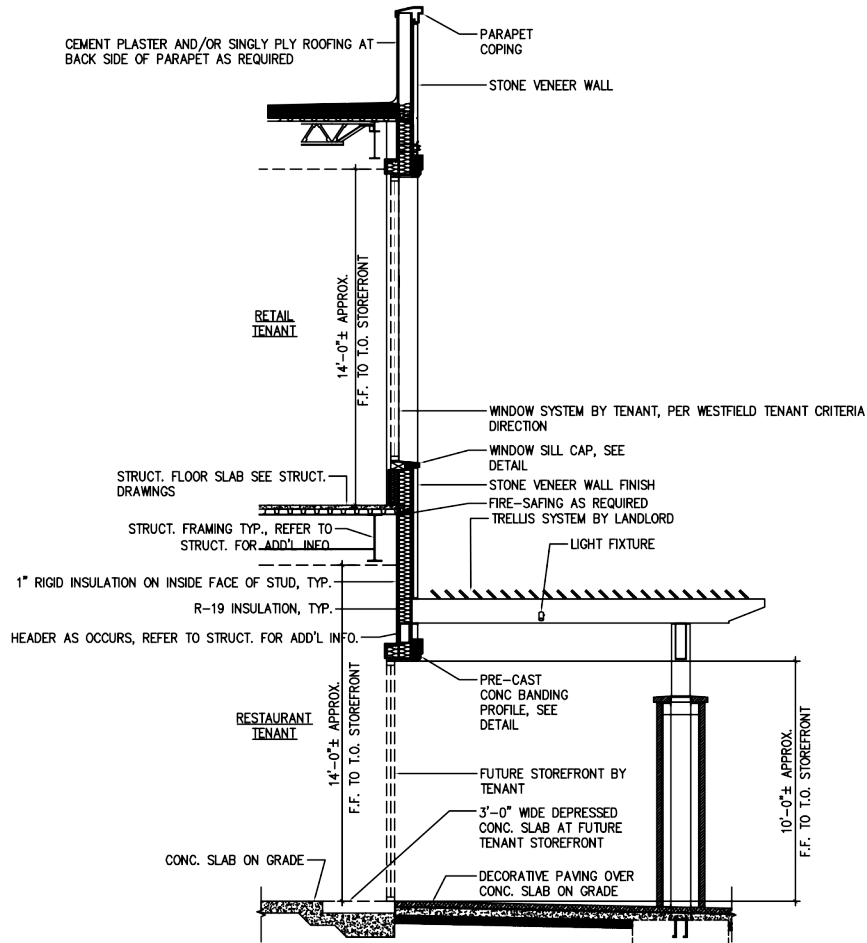


Header Detail

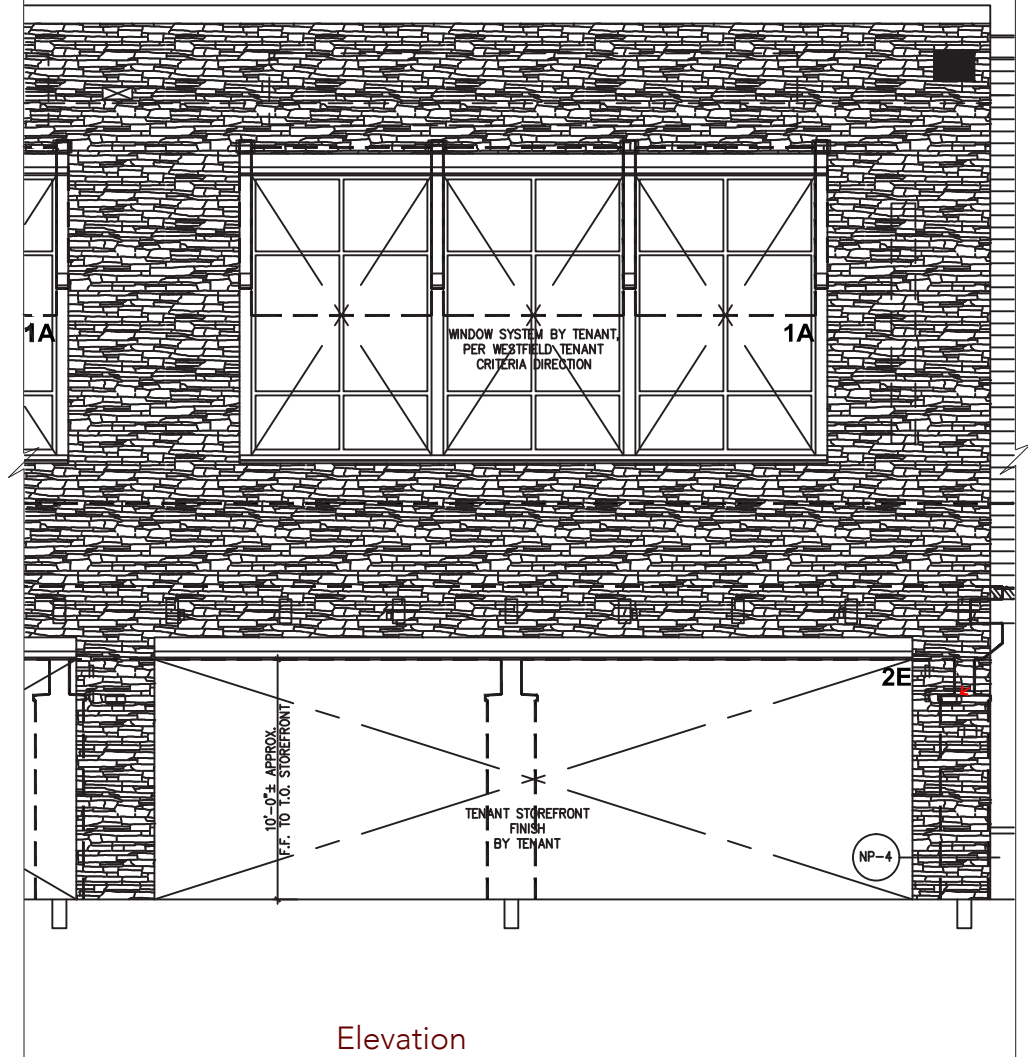
Neutral Pier Detail

Note: Drawings not to scale

# STOREFRONT: ZONE 1 DETAILS



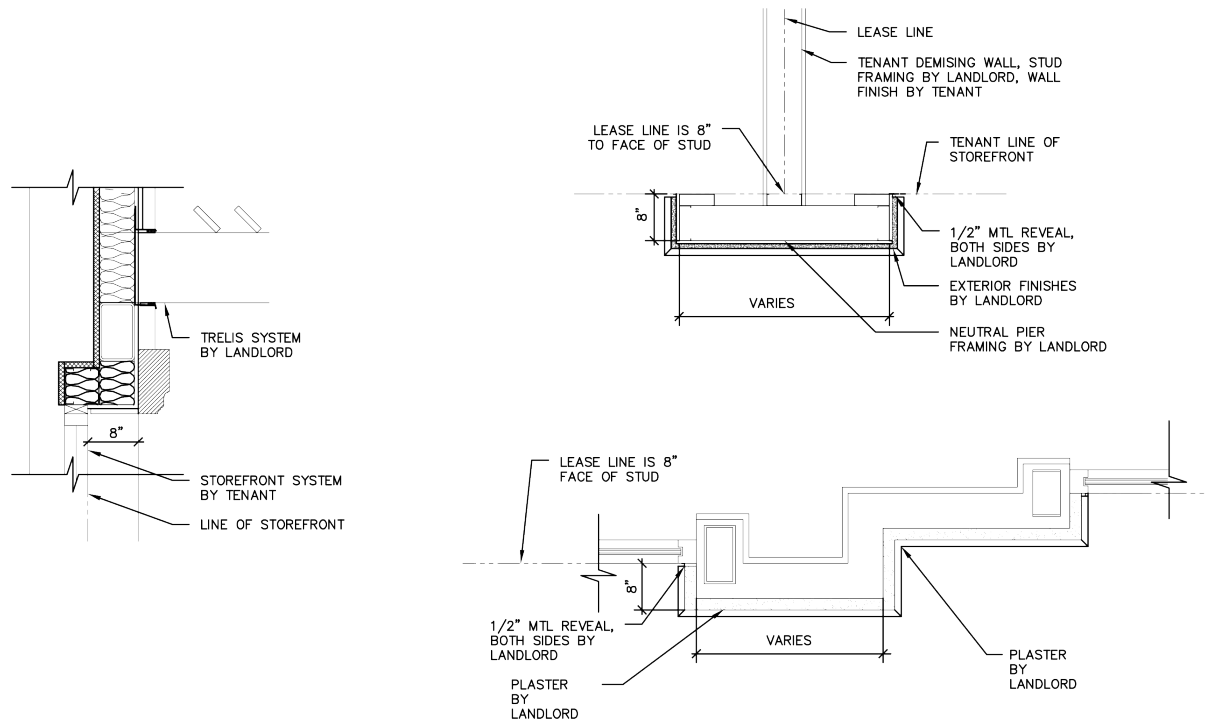
Wall Section



Elevation

Note: Drawings not to scale

# STOREFRONT: ZONE 1 DETAILS\_CORNER BUILDING

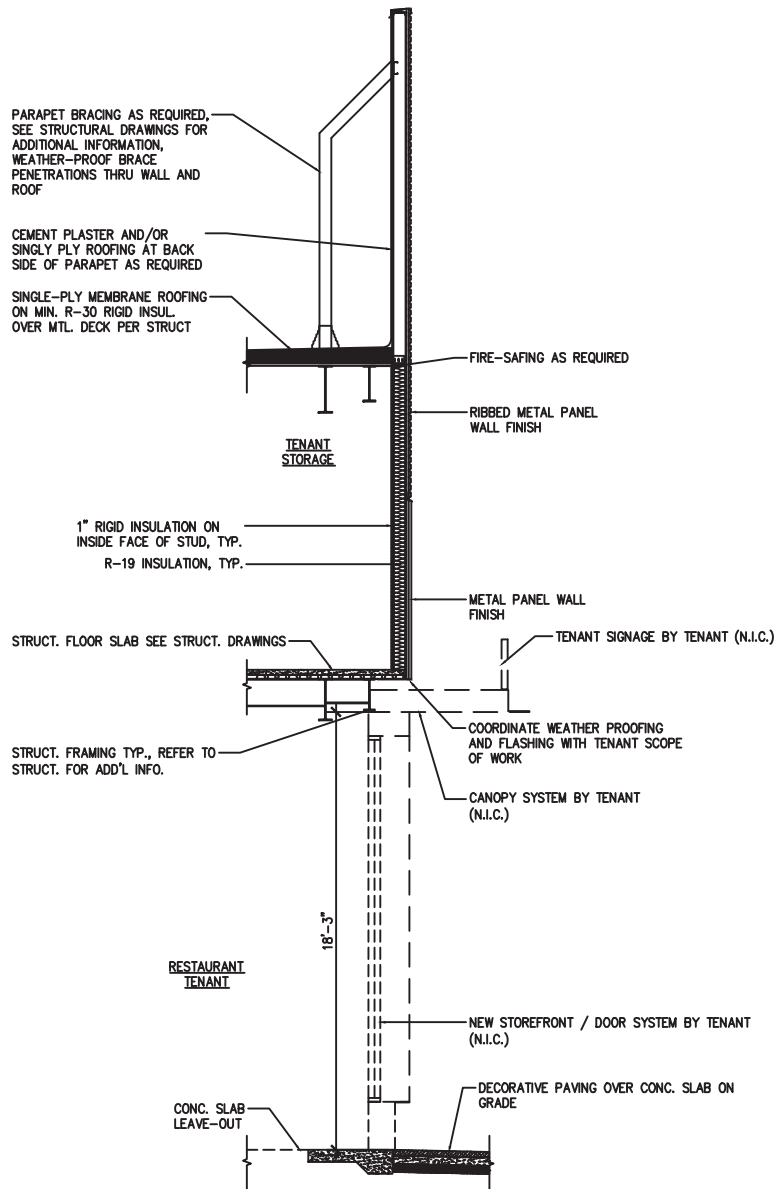


Header Detail

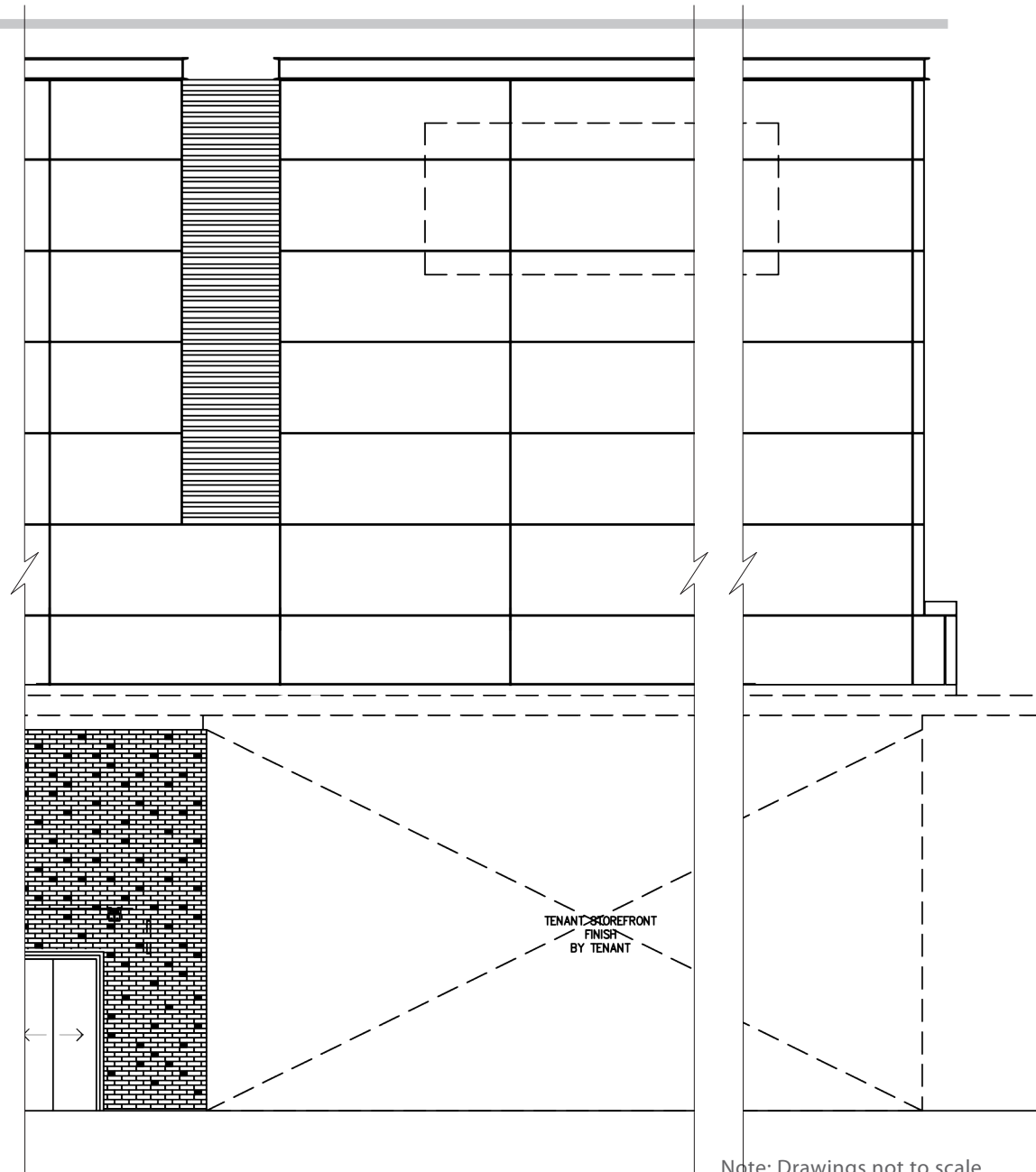
Neutral Pier Detail

Note: Drawings not to scale

# STOREFRONT: ZONE 1 DETAILS



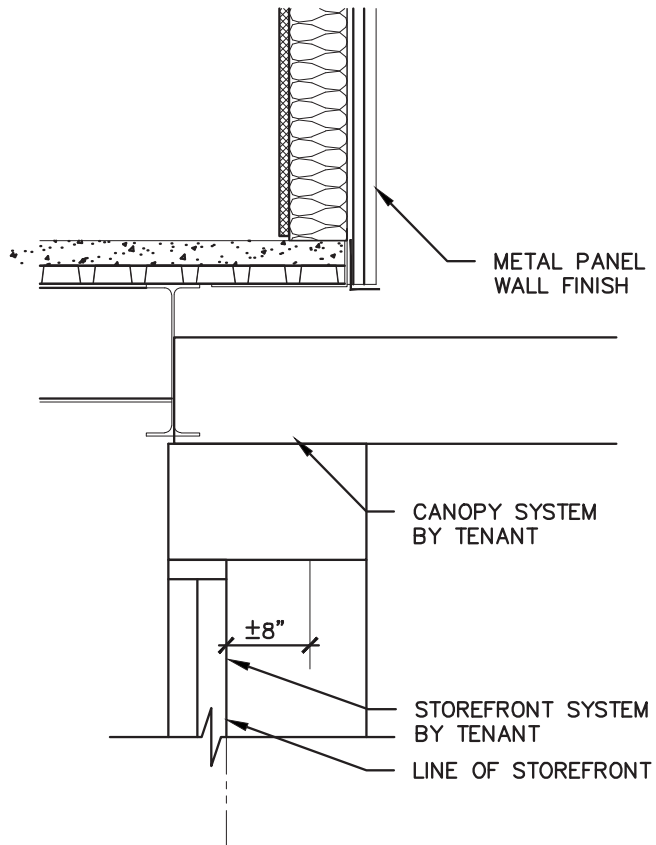
Wall Section



Elevation

Note: Drawings not to scale

# STOREFRONT: ZONE 1 DETAILS\_CORNER BUILDING

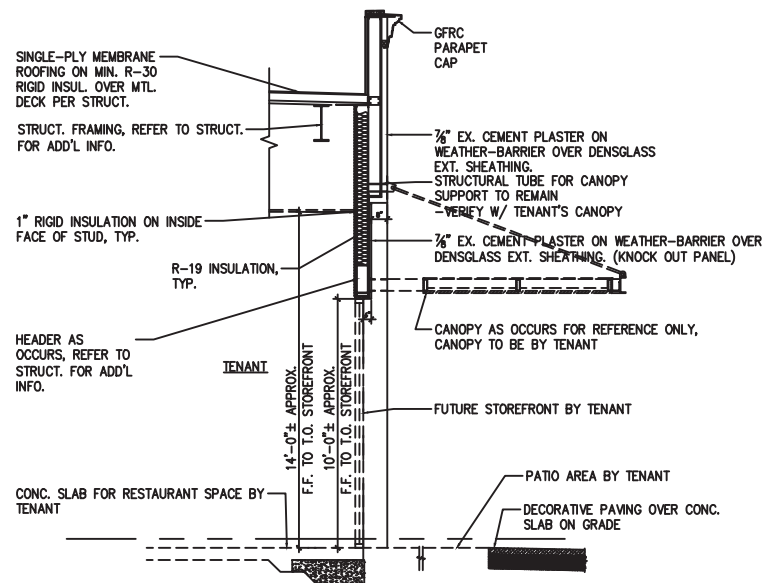


Header Detail

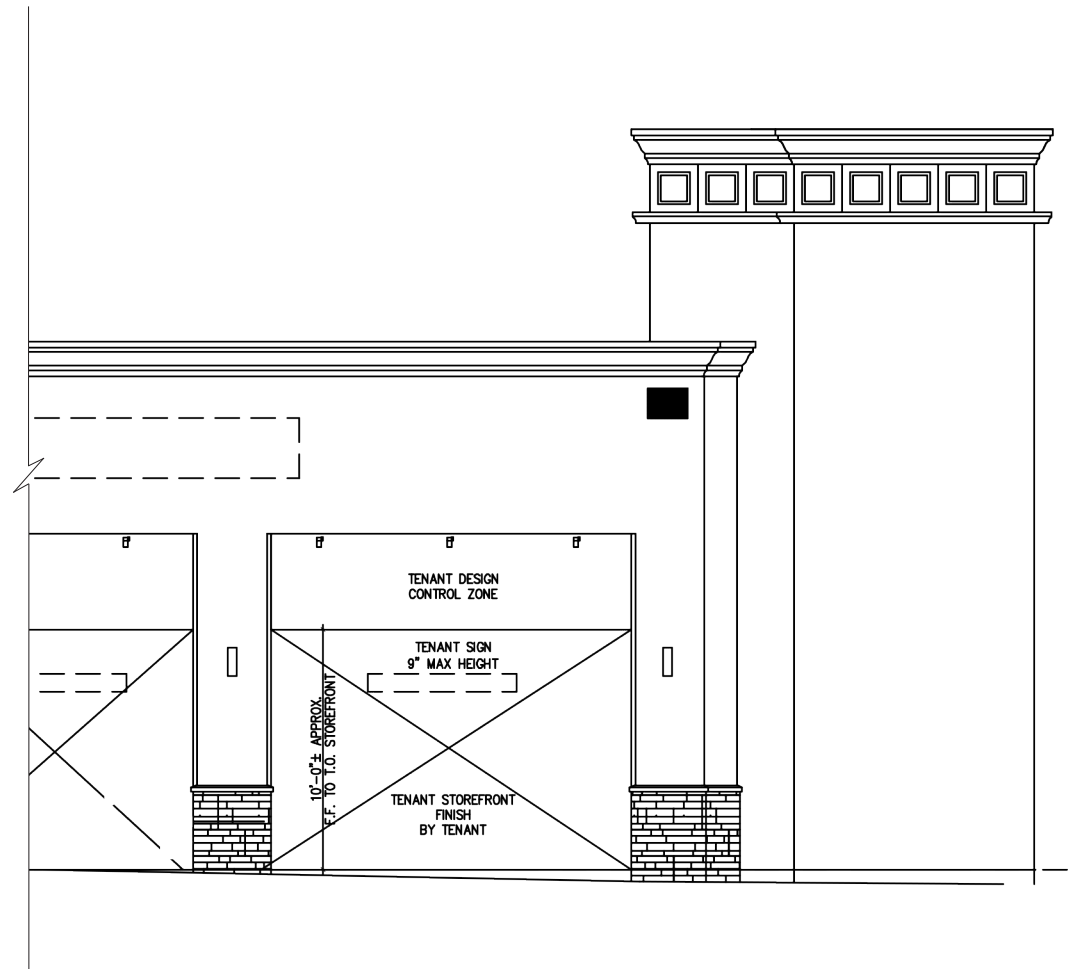
Note: Drawings not to scale



# STOREFRONT: ZONE 1 DETAILS



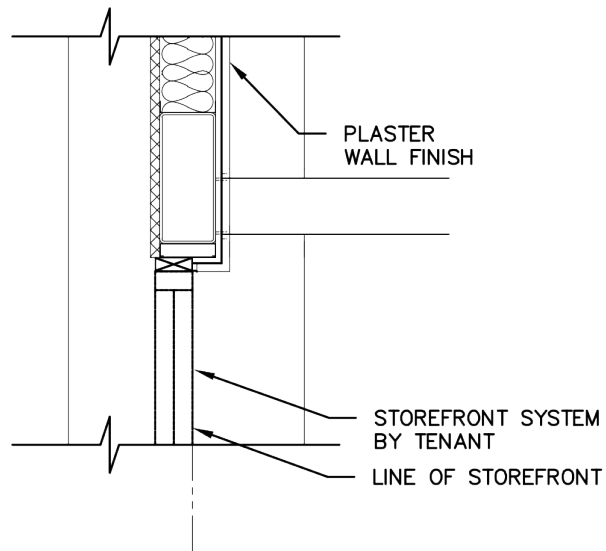
Wall Section



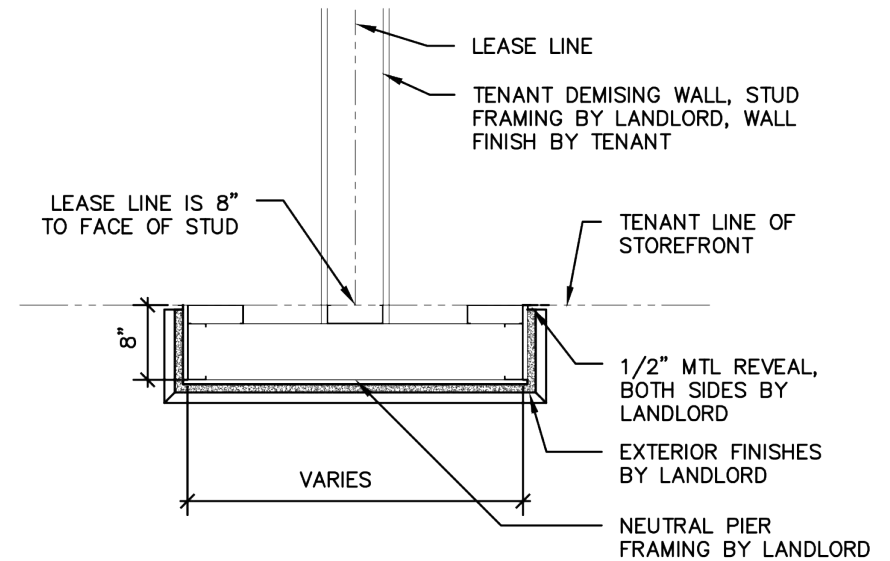
Elevation

Note: Drawings not to scale

# STOREFRONT: ZONE 1 DETAILS\_CORNER BUILDING



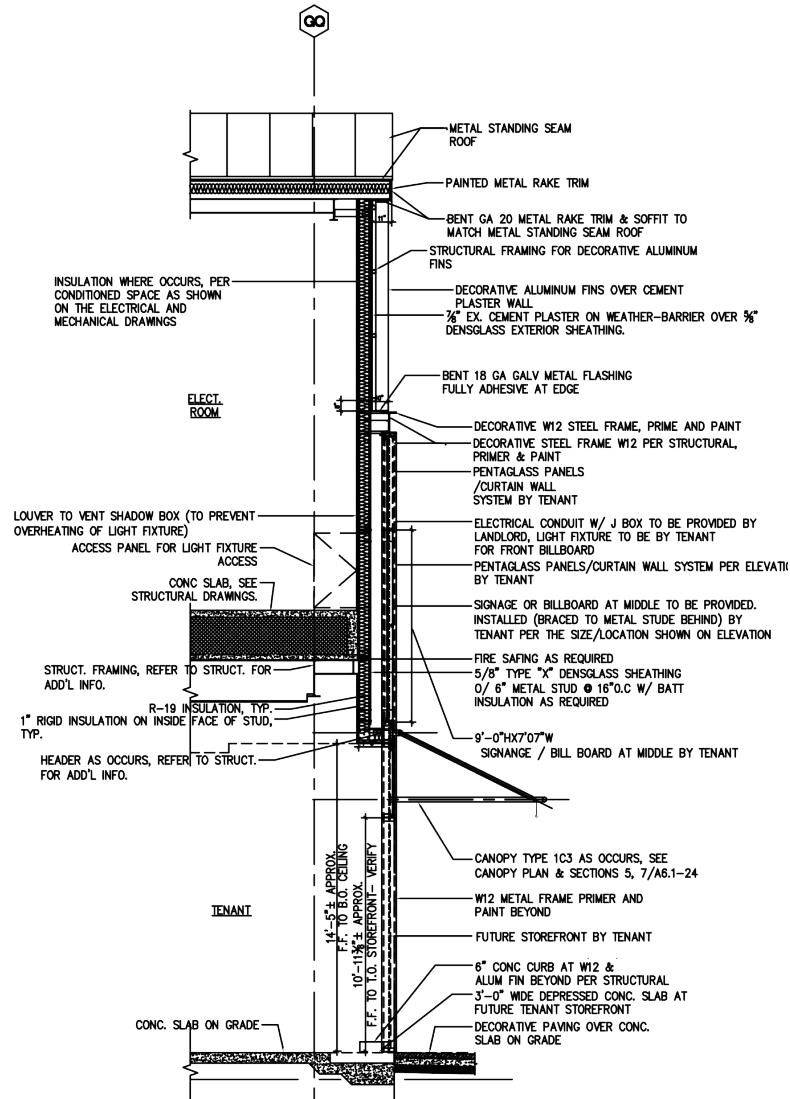
Header Detail



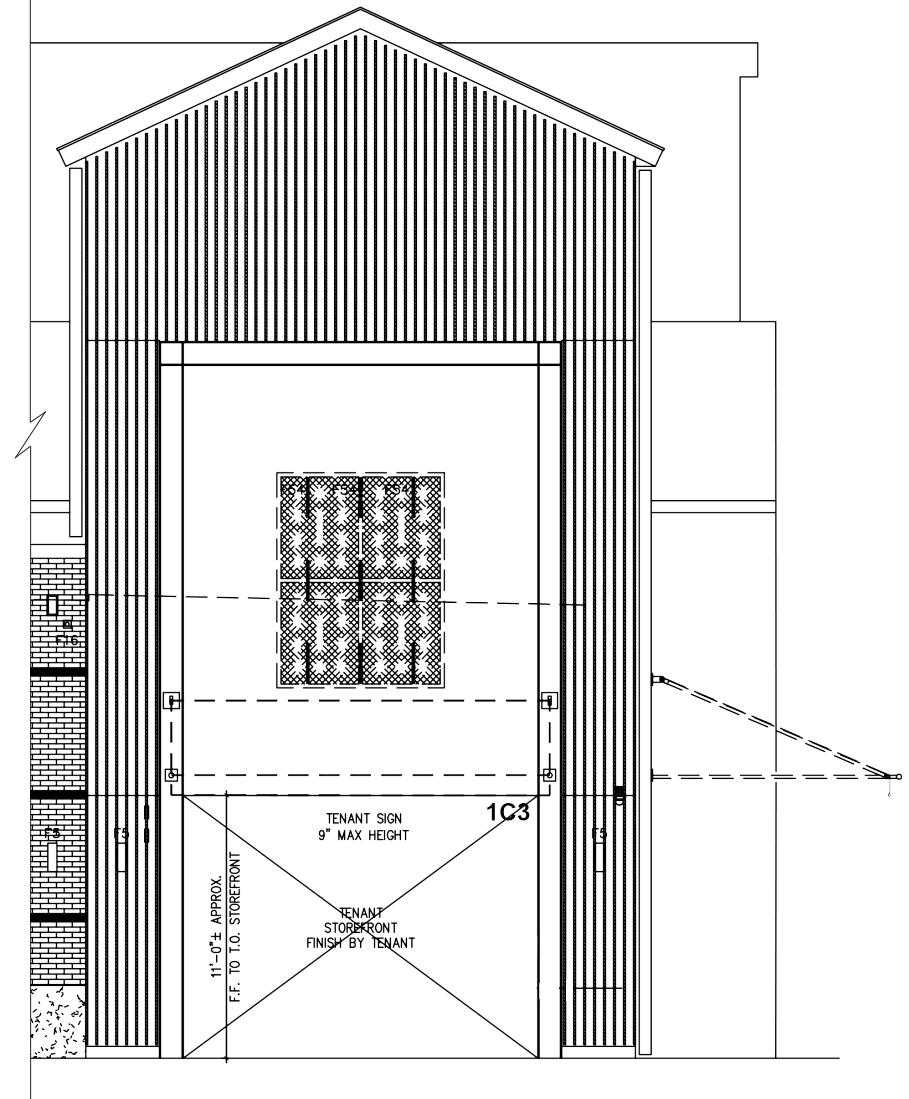
Neutral Pier Detail

Note: Drawings not to scale

# STOREFRONT: ZONE 2 DETAILS



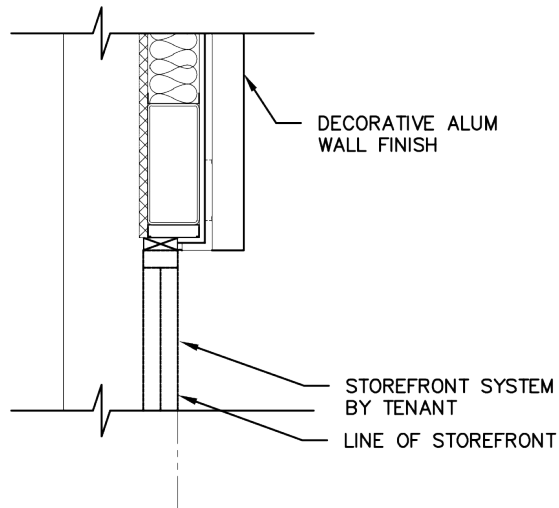
Wall Section



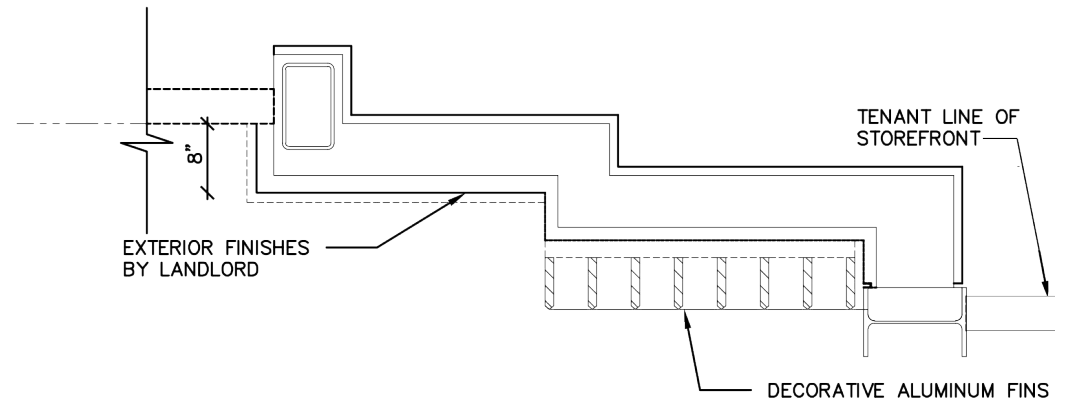
Elevation

Note: Drawings not to scale

# STOREFRONT: ZONE 2 DETAILS\_LANTERN BUILDING



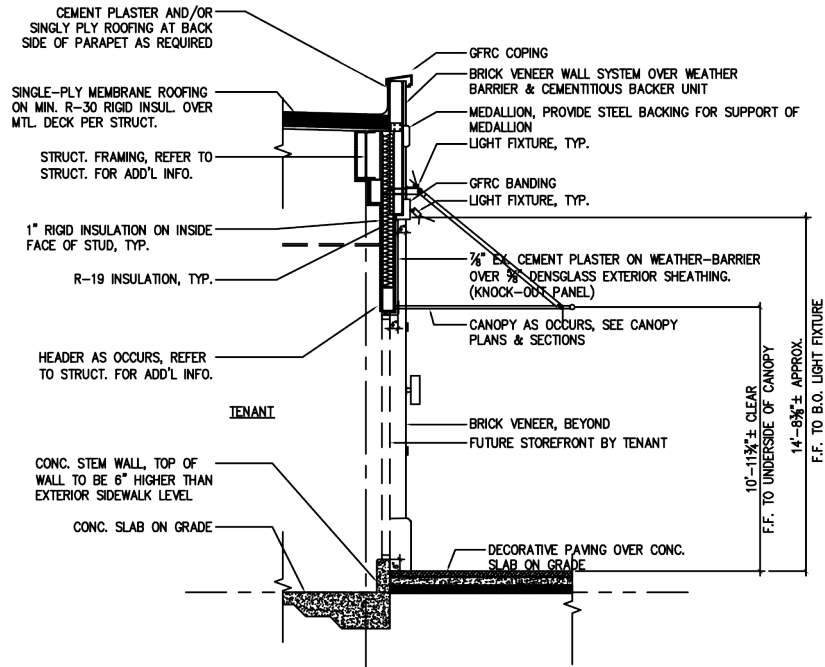
Header Detail



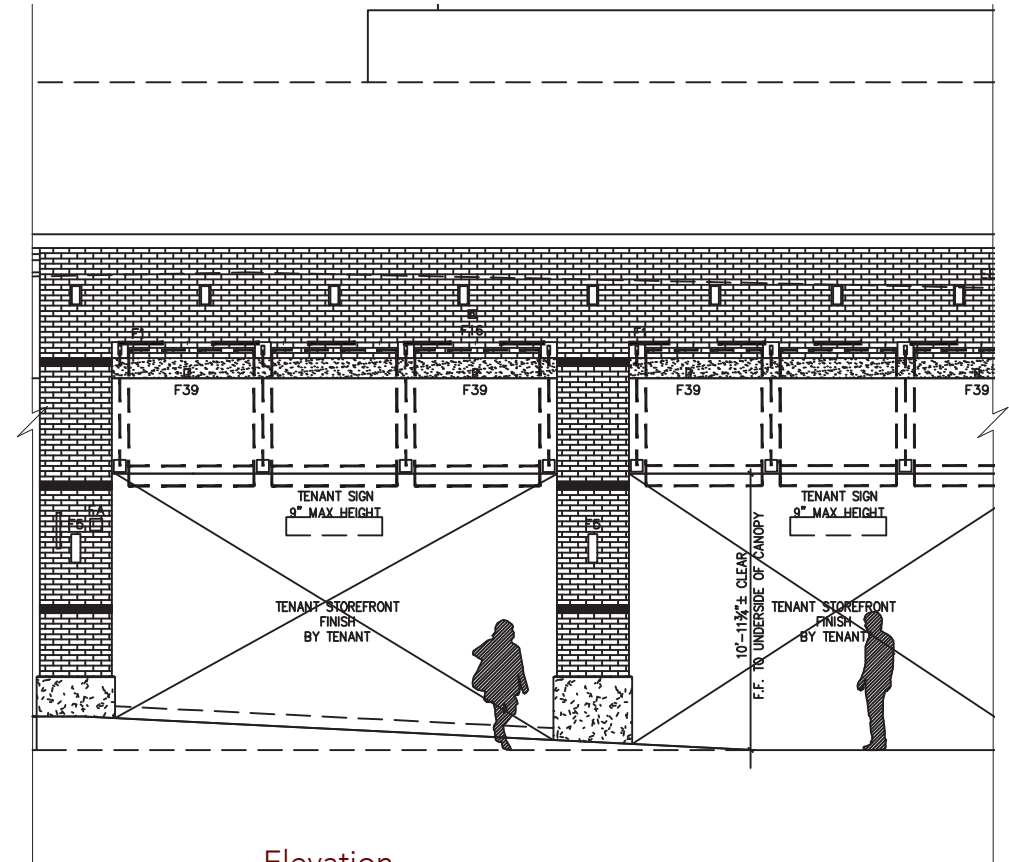
Neutral Pier Detail

Note: Drawings not to scale

# STOREFRONT: ZONE 2 DETAILS



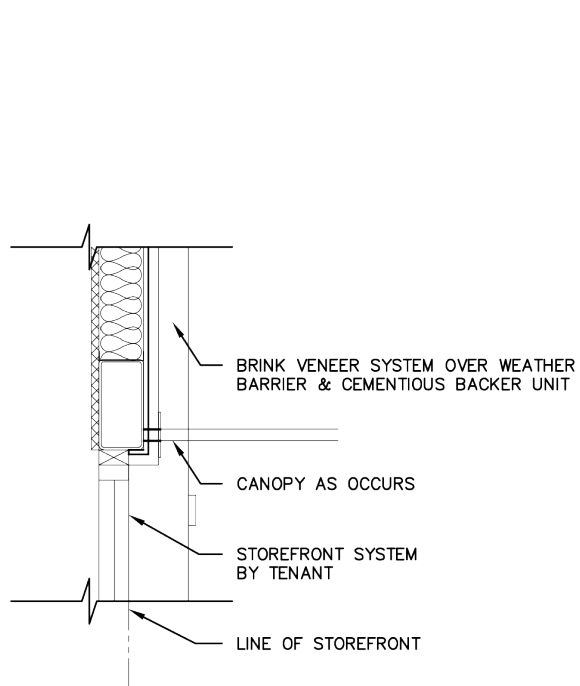
Wall Section



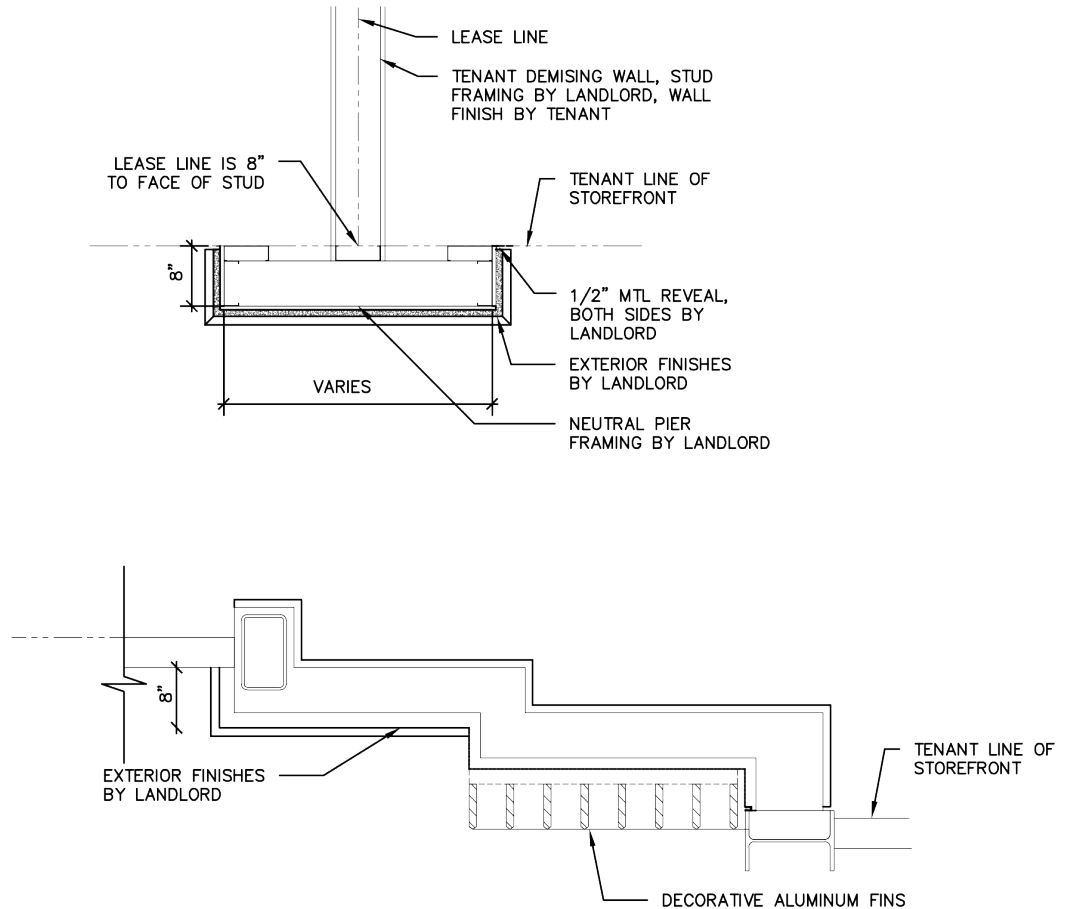
Elevation

Note: Drawings not to scale

# STOREFRONT: ZONE 2 DETAILS\_LANTERN BUILDING



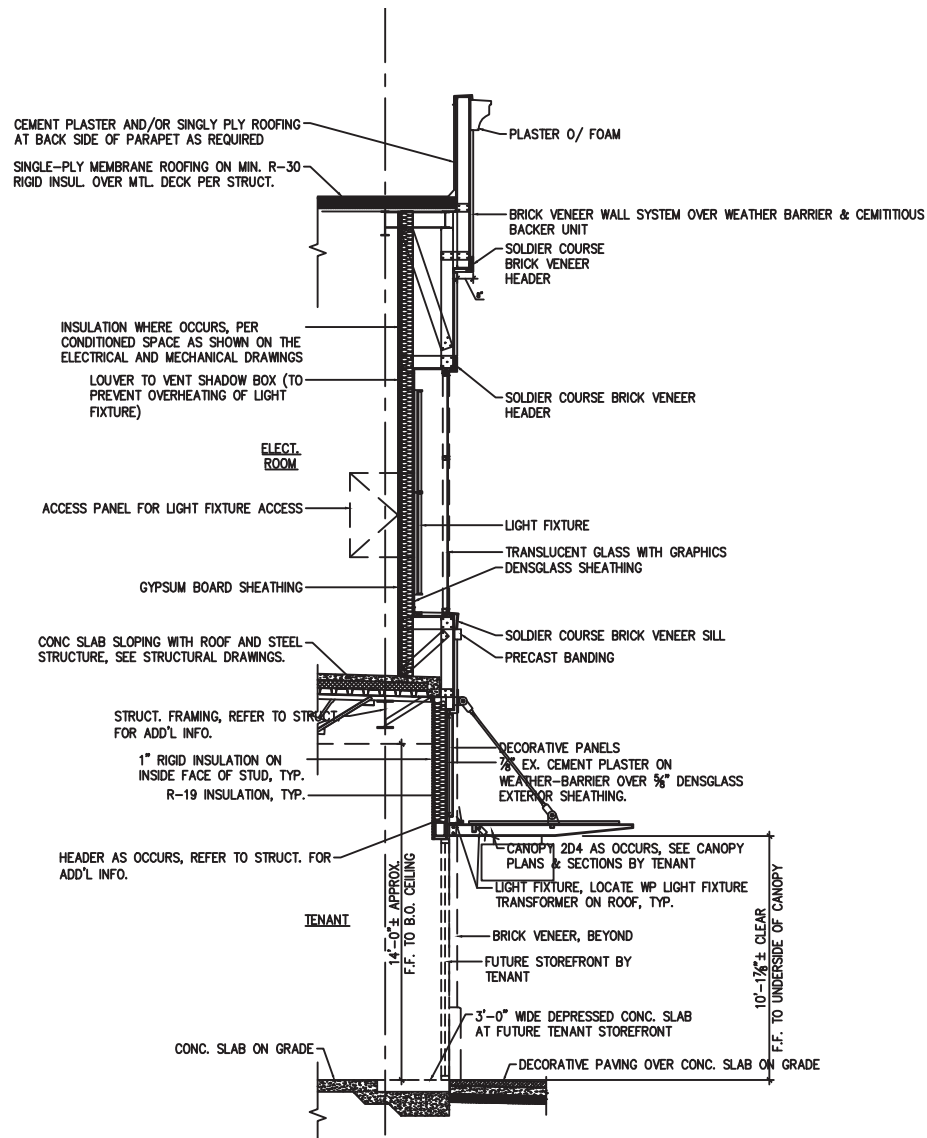
Header Detail



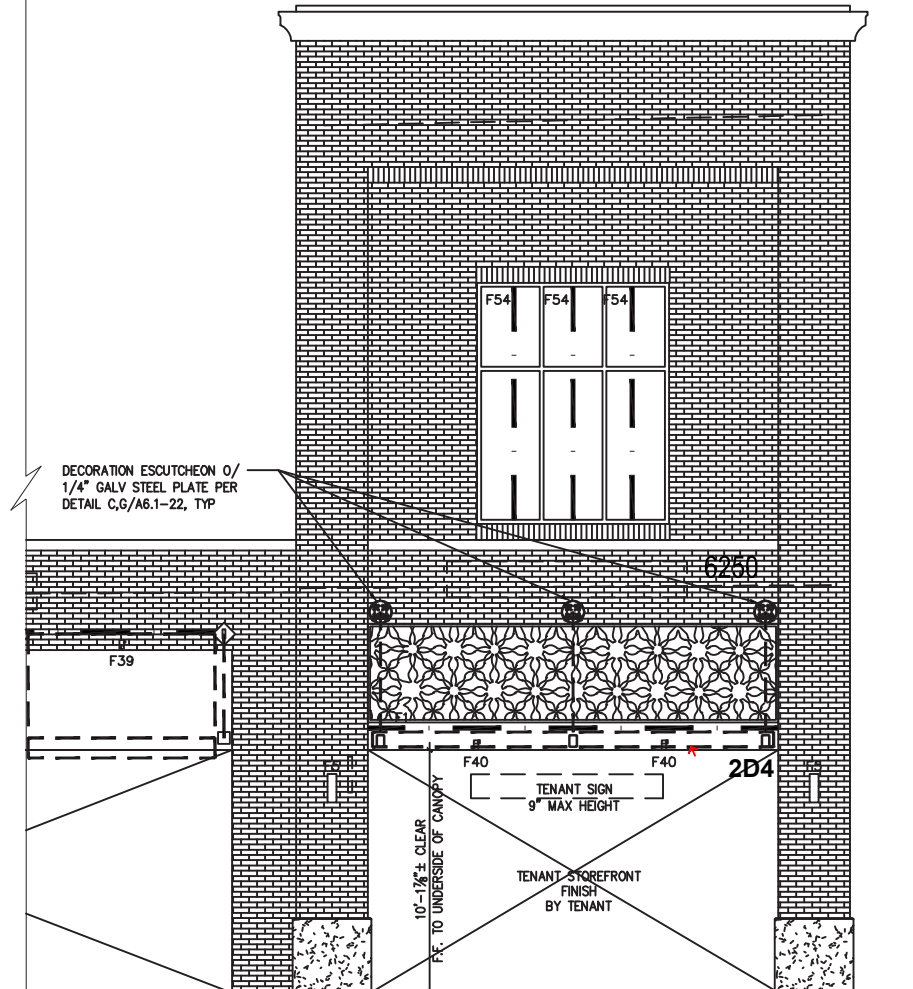
Neutral Pier Detail

Note: Drawings not to scale

# STOREFRONT: ZONE 2 DETAILS



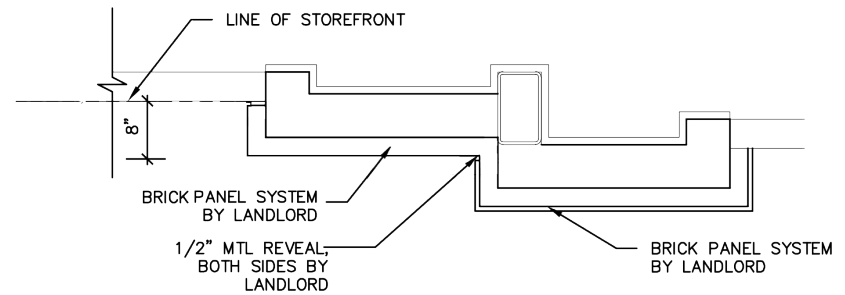
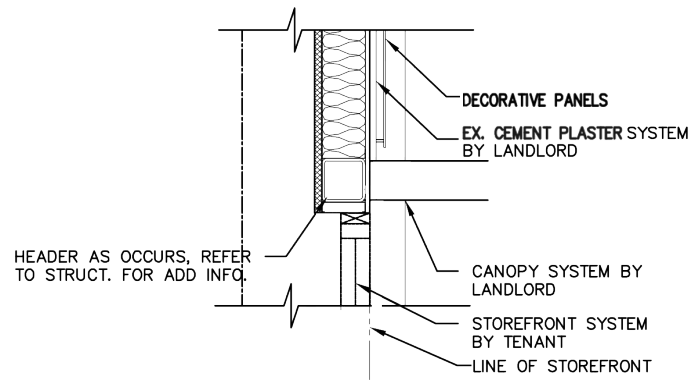
Wall Section



Elevation

Note: Drawings not to scale

# STOREFRONT: ZONE 2 DETAILS\_LANTERN BUILDING

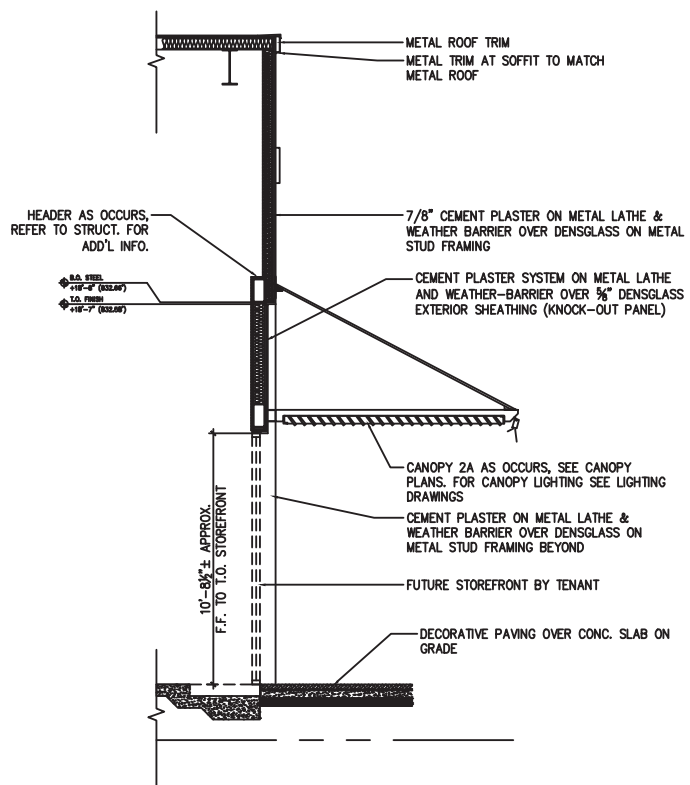


Neutral Pier Detail

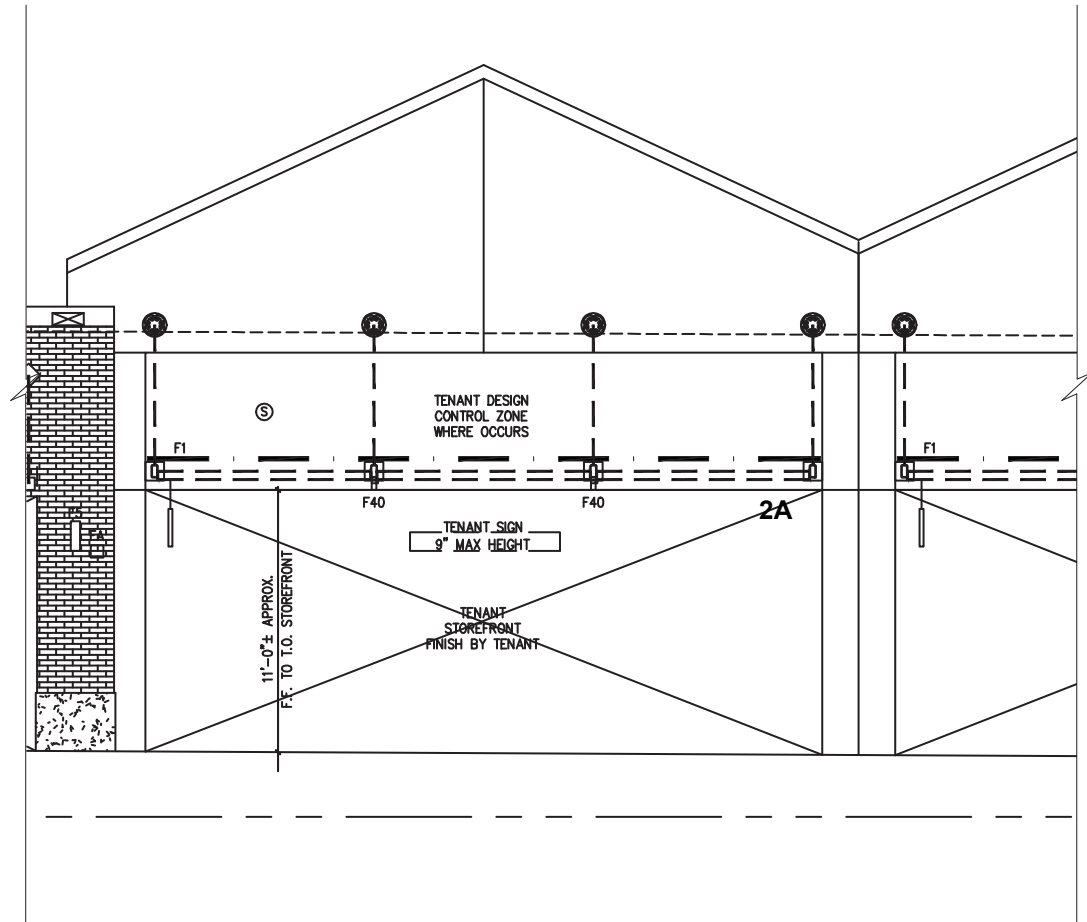
Note: Drawings not to scale



# STOREFRONT: ZONE 3 DETAILS



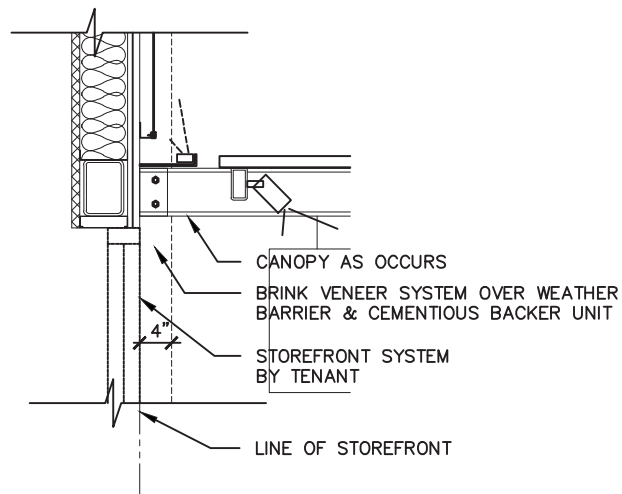
Wall Section



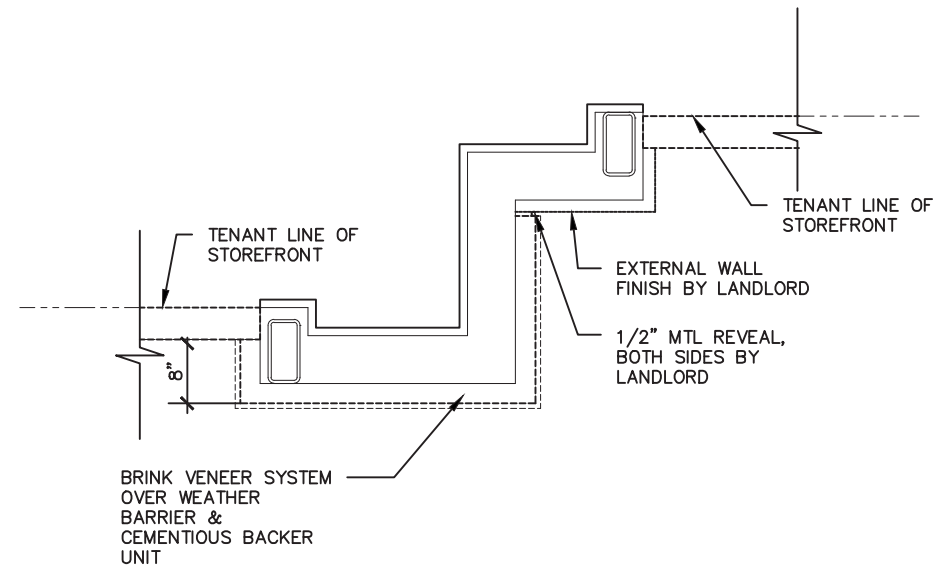
Elevation

Note: Drawings not to scale

# STOREFRONT: ZONE 3 DETAILS\_GABLE BUILDING



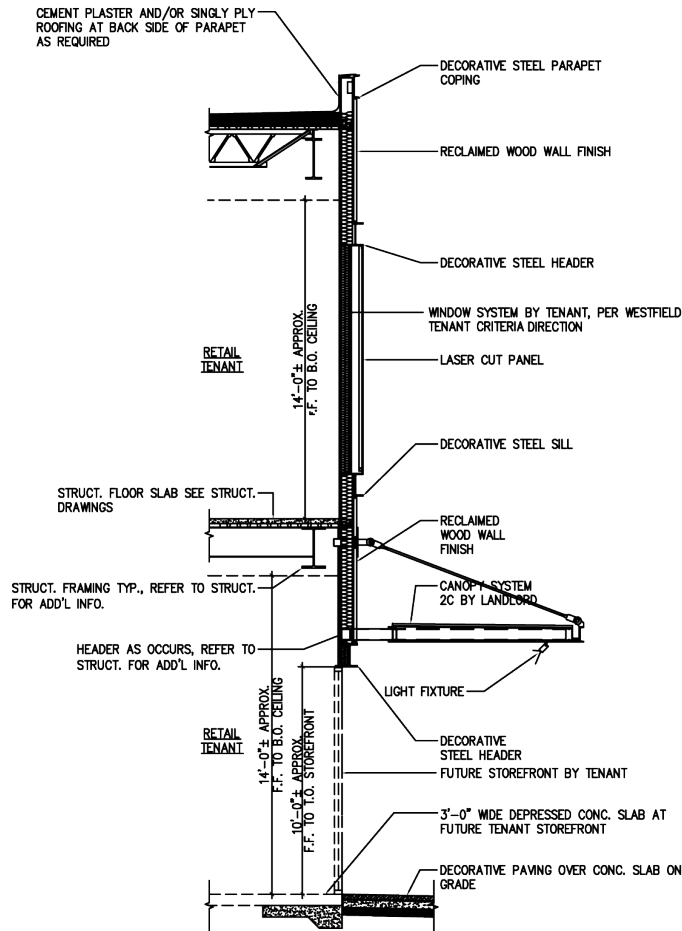
Header Detail



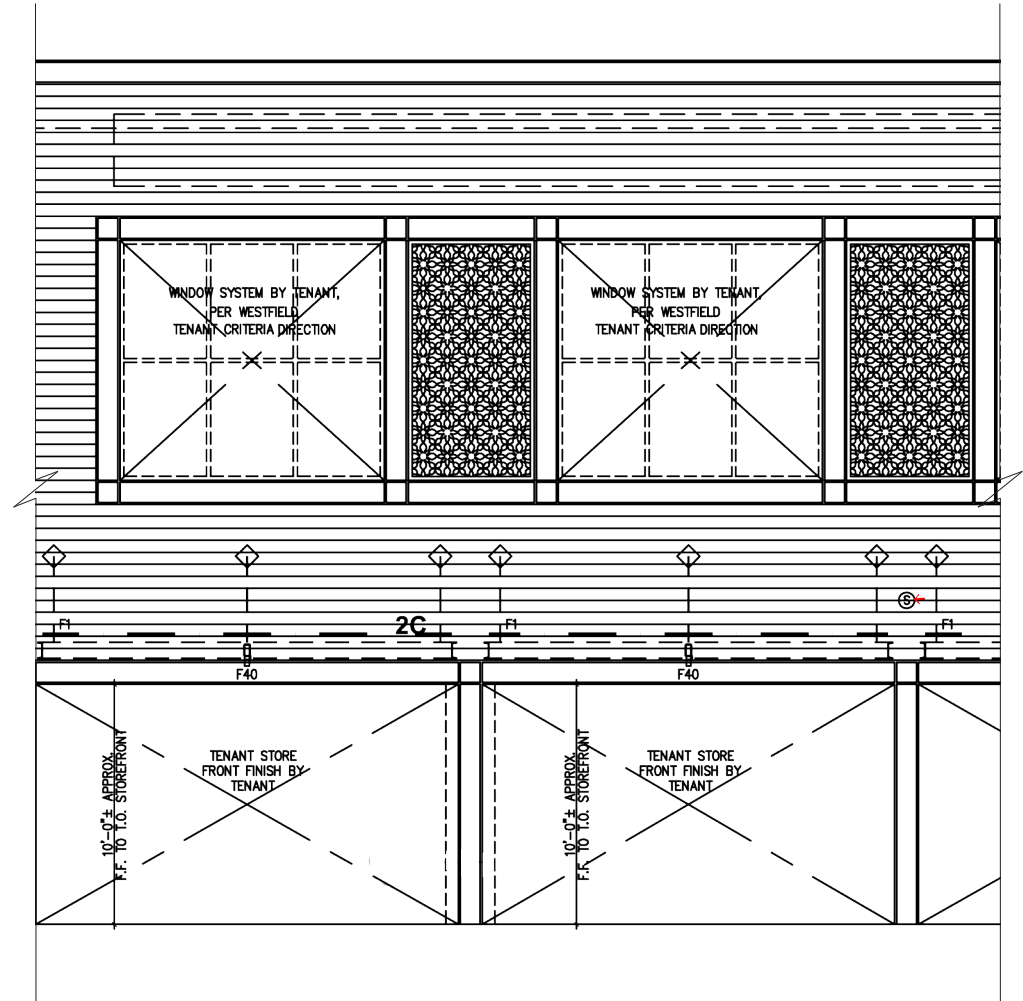
Neutral Pier Detail

Note: Drawings not to scale

# STOREFRONT: ZONE 4 DETAILS



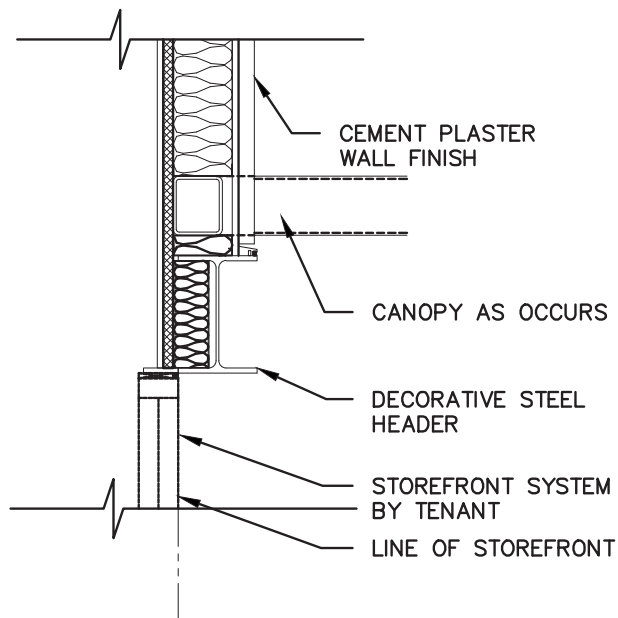
Wall Section



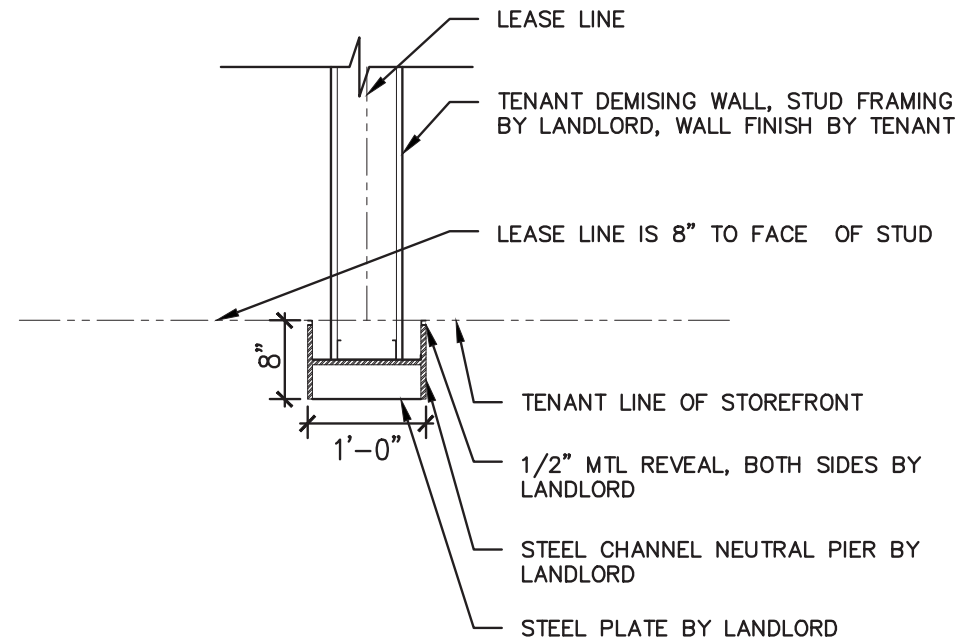
Elevation

Note: Drawings not to scale

## STOREFRONT: ZONE 4 DETAILS\_ 2 STORY WOOD BUILDING



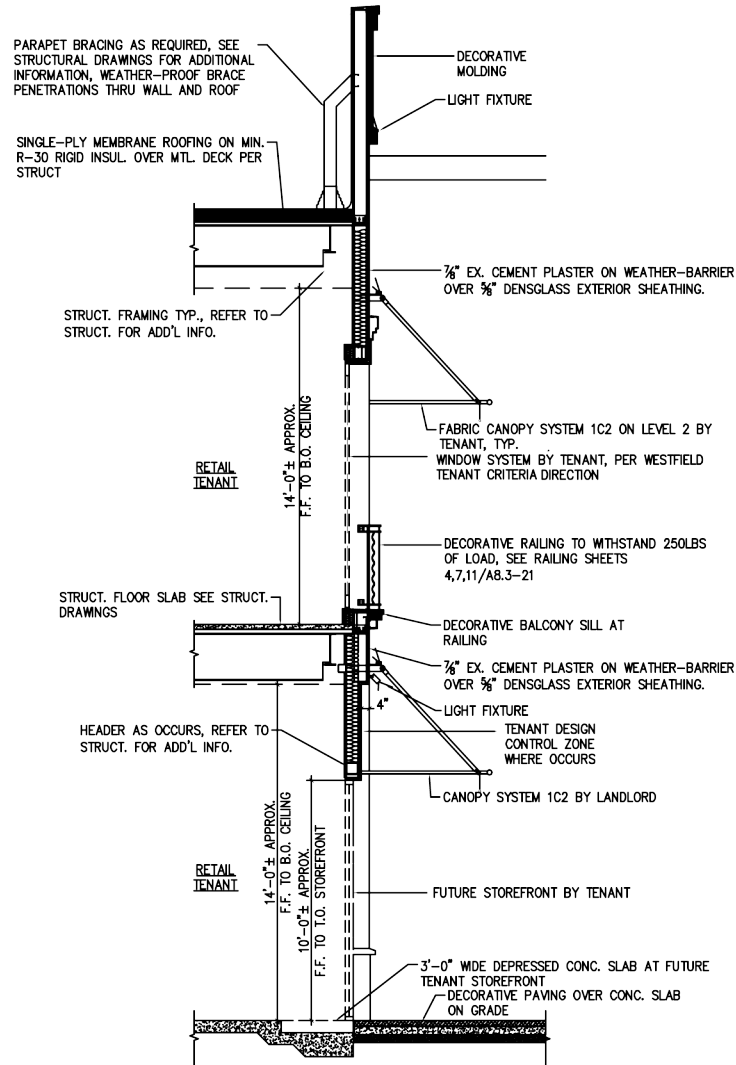
Header Detail



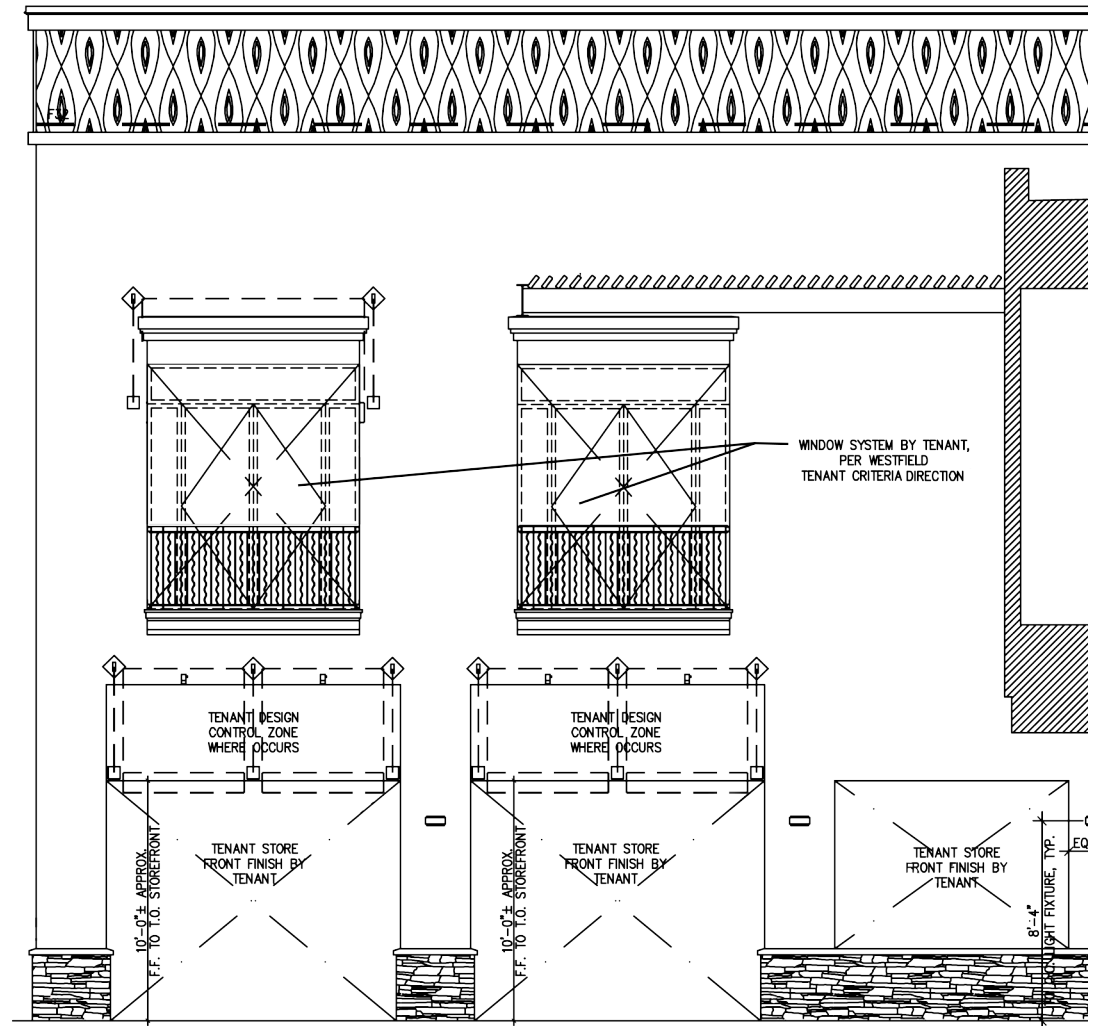
Neutral Pier Detail

Note: Drawings not to scale

# STOREFRONT: ZONE 5 DETAILS



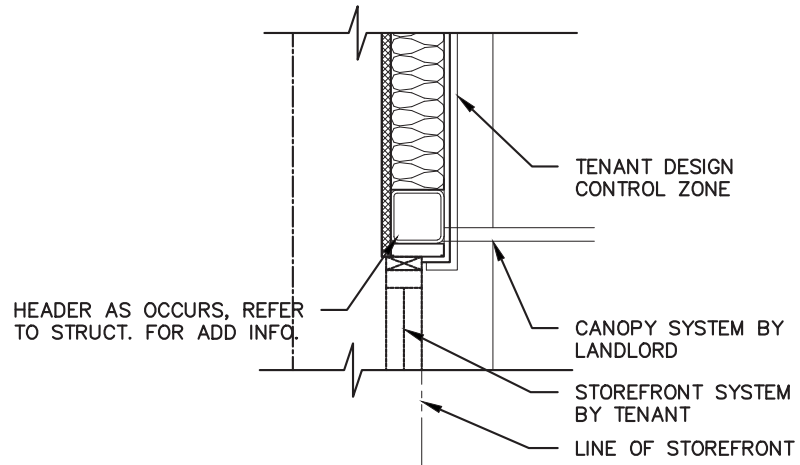
Wall Section



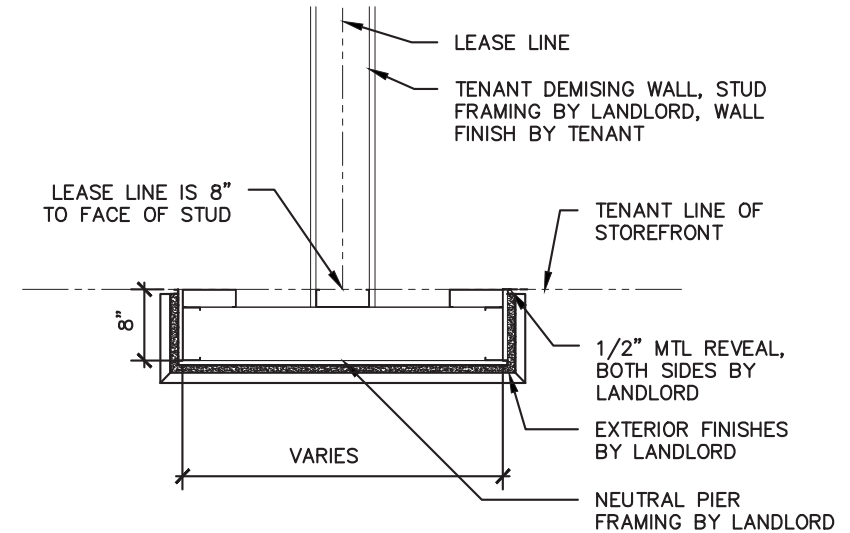
Elevation

Note: Drawings not to scale

# STOREFRONT: ZONE 5 DETAILS\_ 2 STORY PLASTER BUILDING



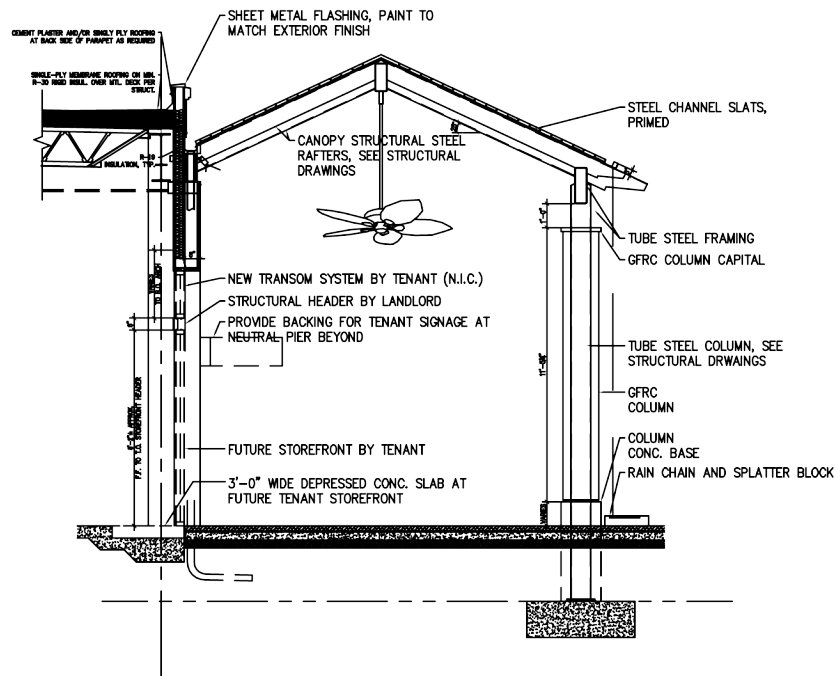
Header Detail



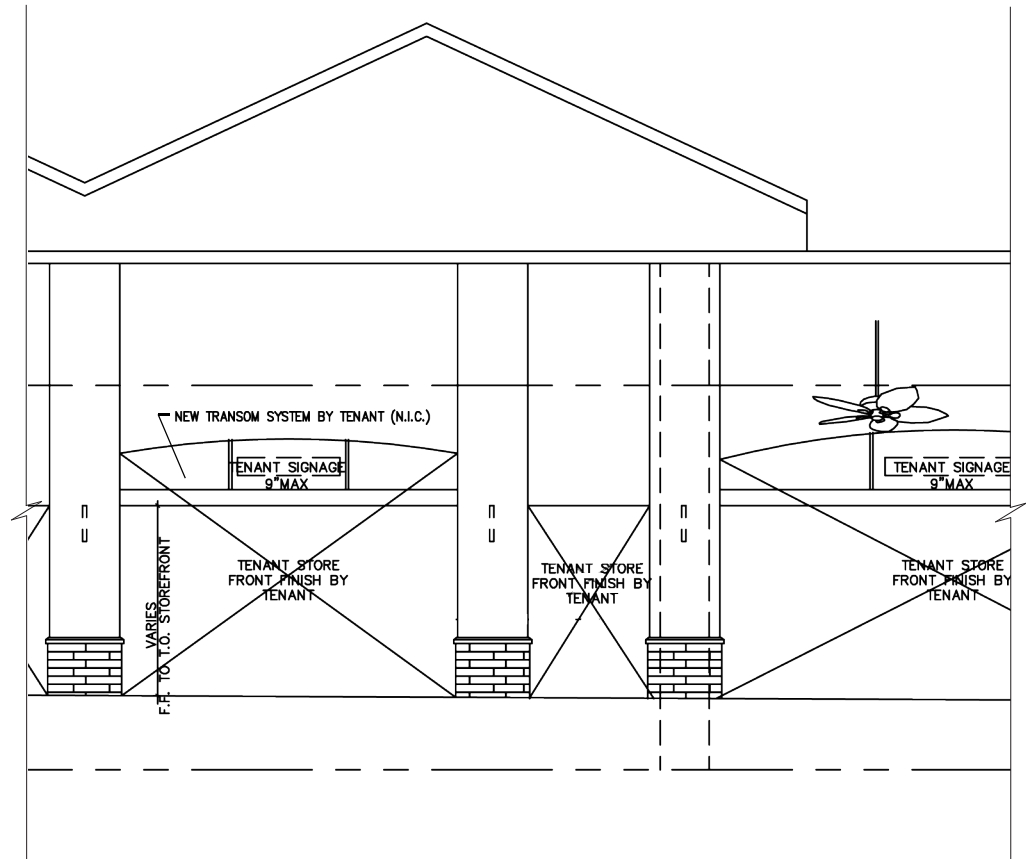
Neutral Pier Detail

Note: Drawings not to scale

# STOREFRONT: ZONE 6 DETAILS



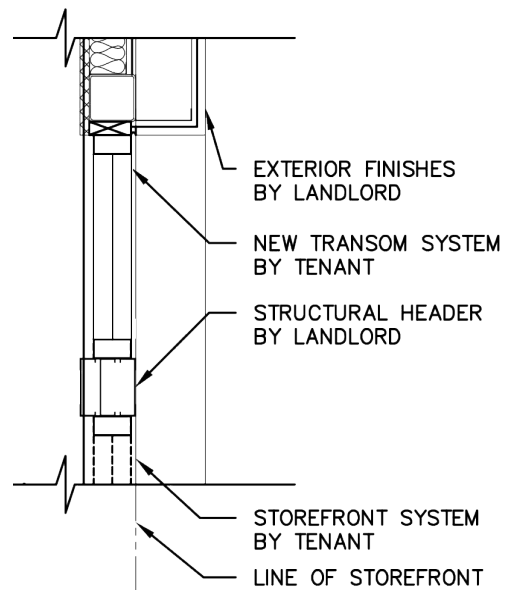
Wall Section



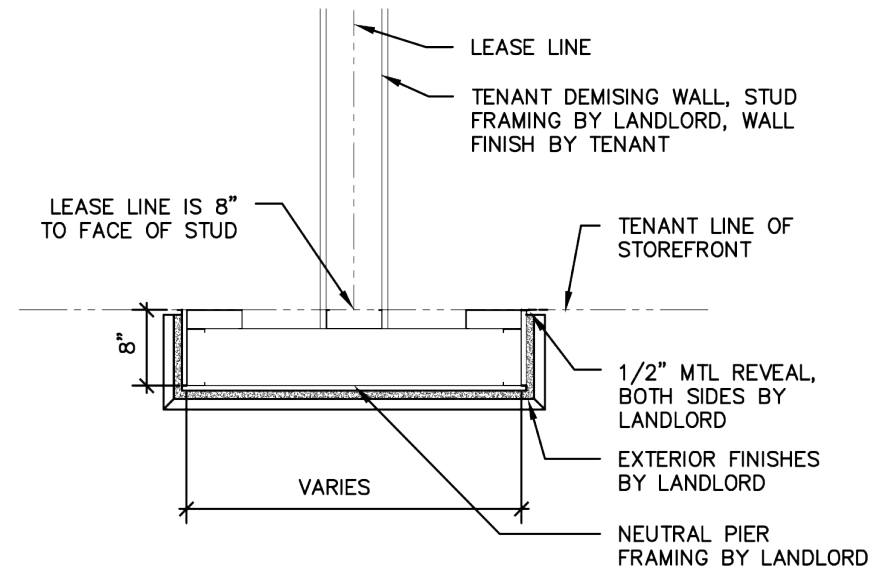
Elevation

Note: Drawings not to scale

# STOREFRONT: ZONE 6 DETAILS\_ BREEZEWAY



Header Detail

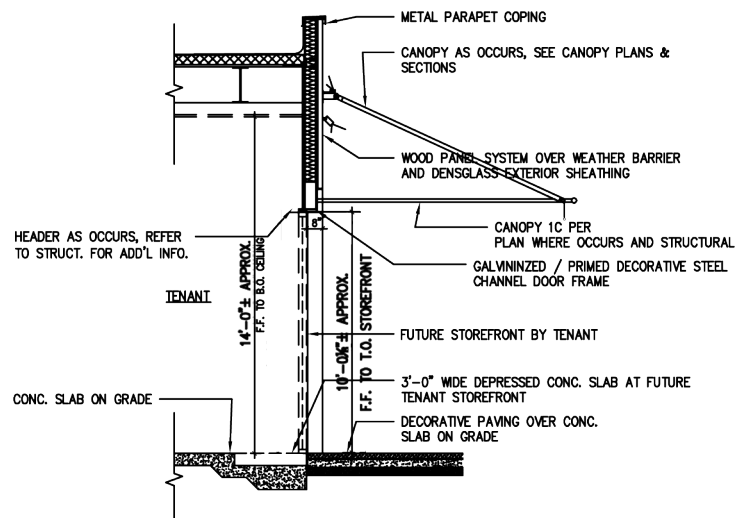


Neutral Pier Detail

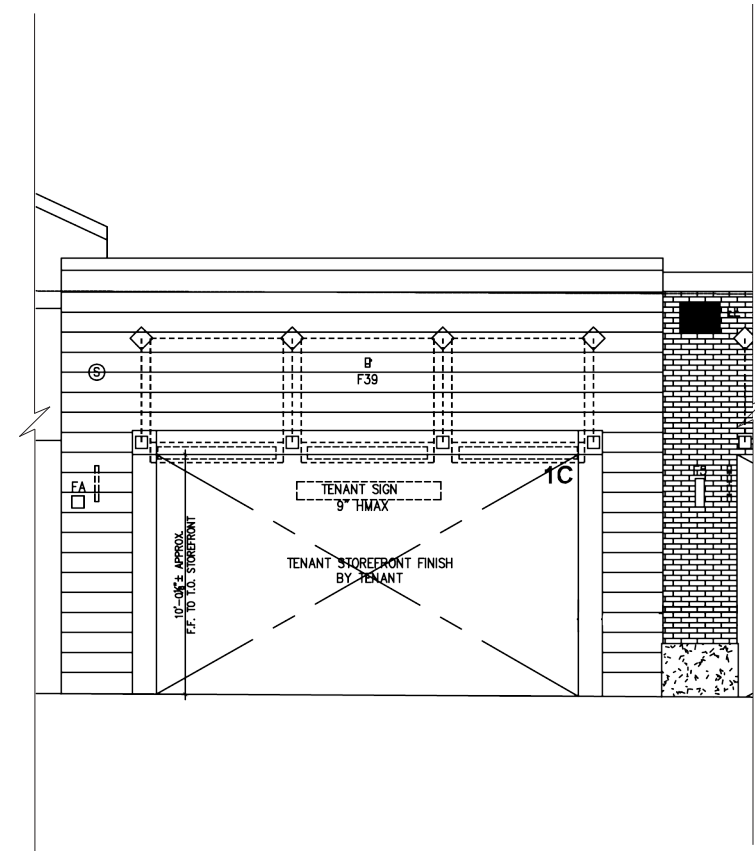
Note: Drawings not to scale



# STOREFRONT: ZONE 7 DETAILS



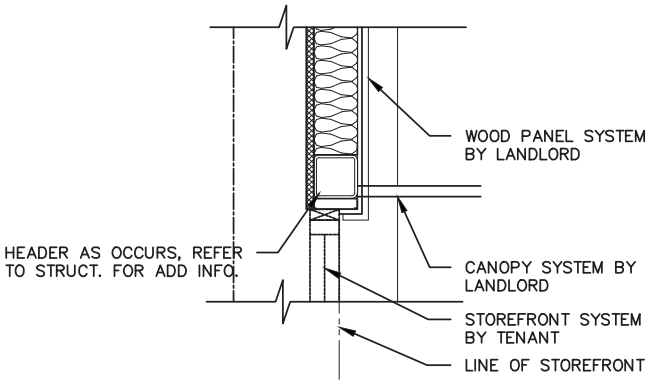
Wall Section



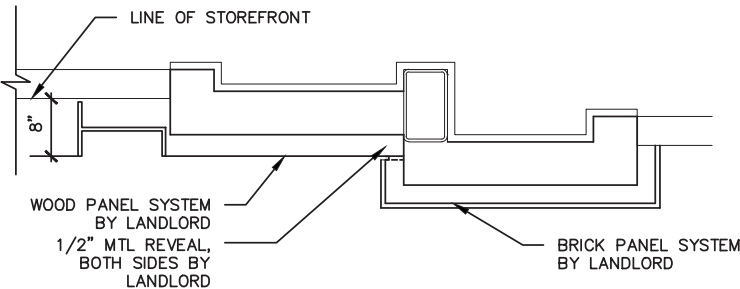
Elevation

Note: Drawings not to scale

# STOREFRONT: ZONE 7 DETAILS\_ ONE STORY WOOD BLDG.



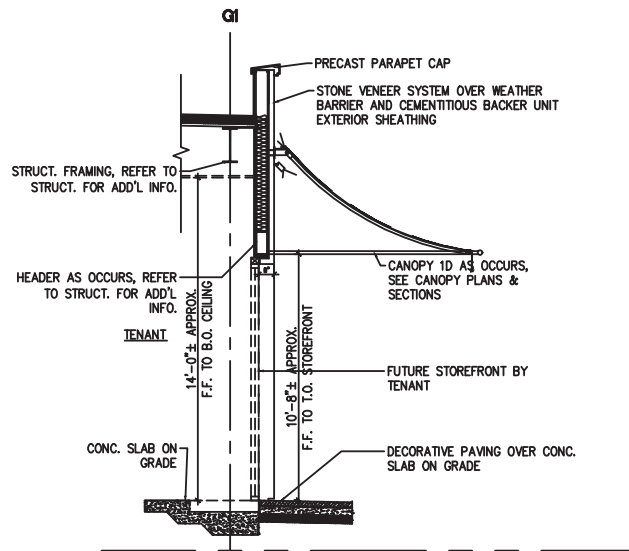
Header Detail



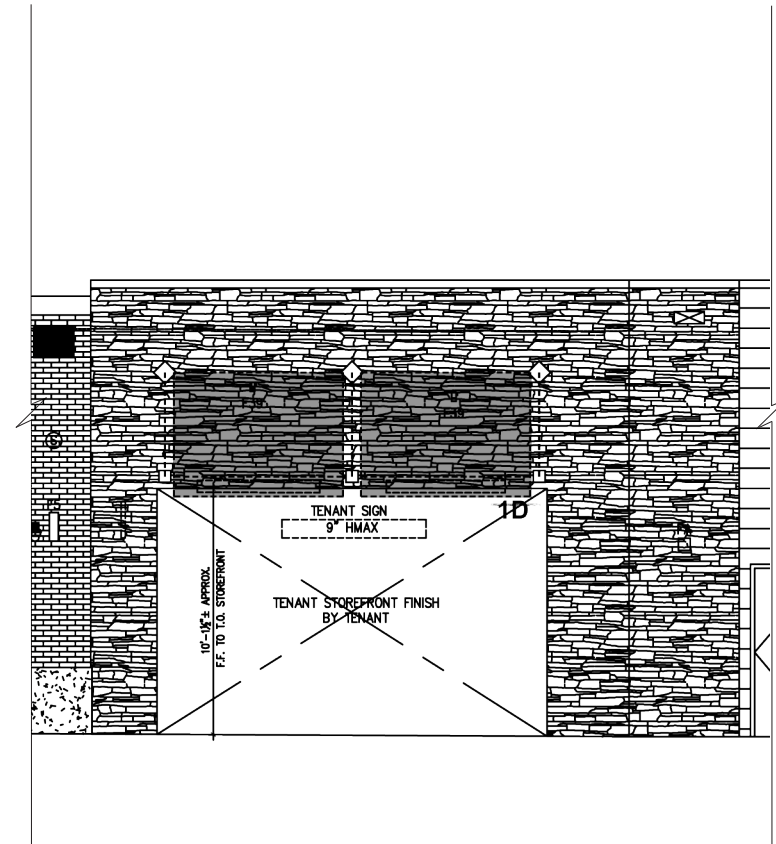
Neutral Pier Detail

Note: Drawings not to scale

# STOREFRONT: ZONE 8 DETAILS



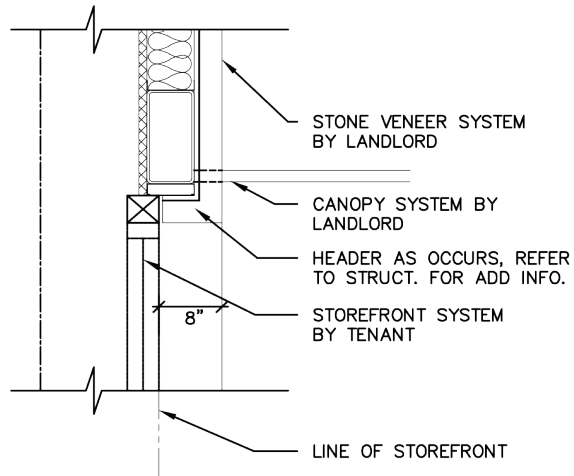
Wall Section



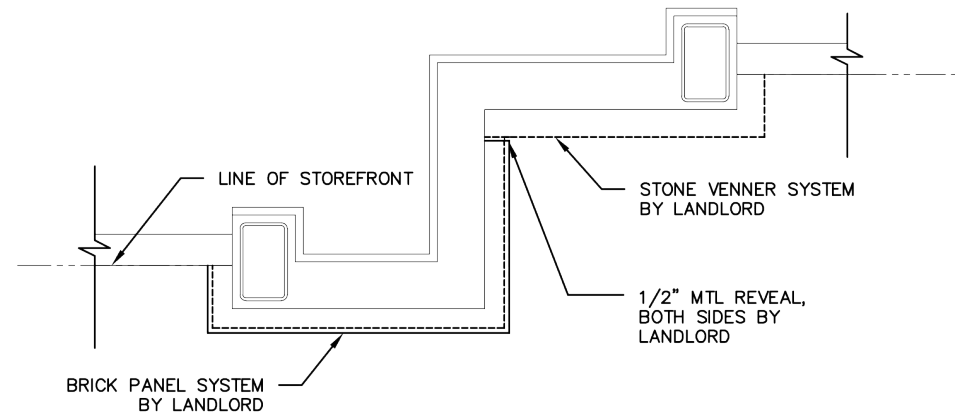
Elevation

Note: Drawings not to scale

## STOREFRONT: ZONE 8 DETAILS\_ ONE STORY STONE BLDG.



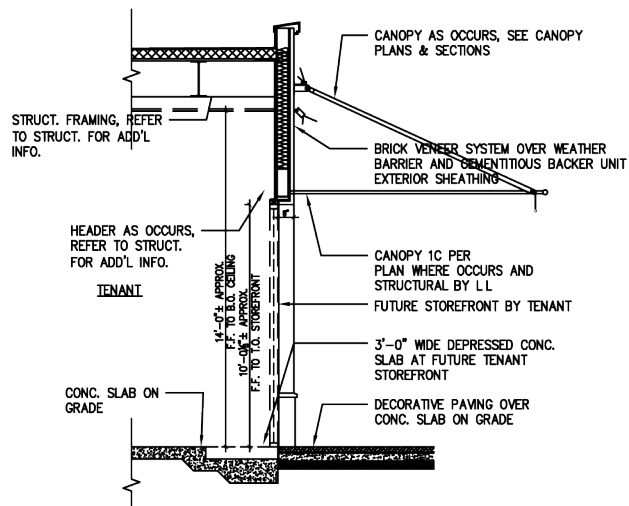
Header Detail



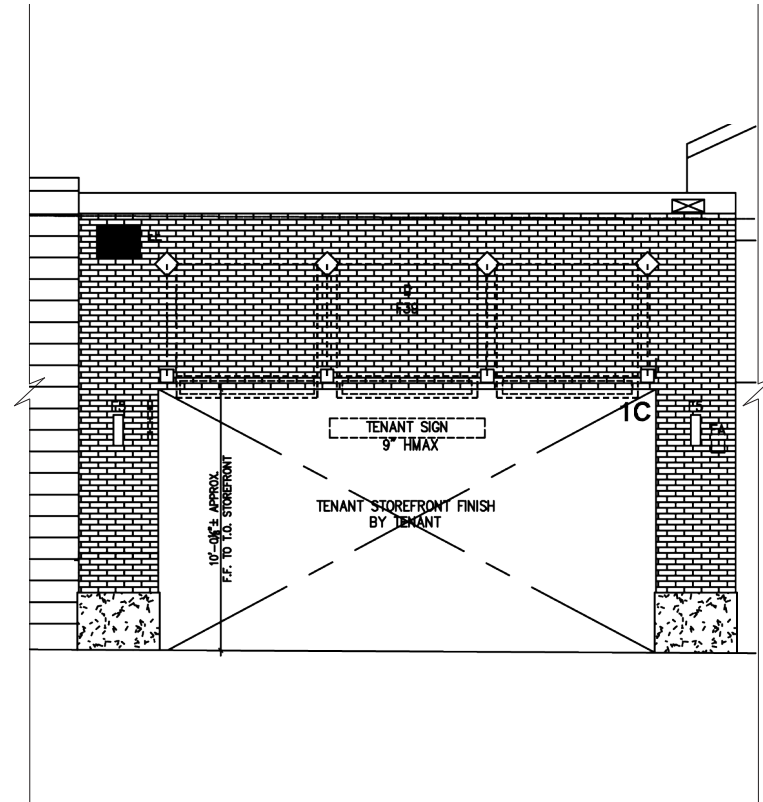
Neutral Pier Detail

Note: Drawings not to scale

# STOREFRONT: ZONE 9 DETAILS



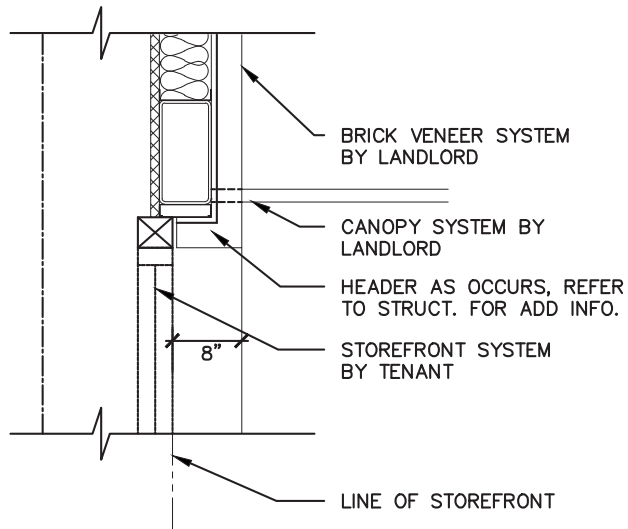
Wall Section



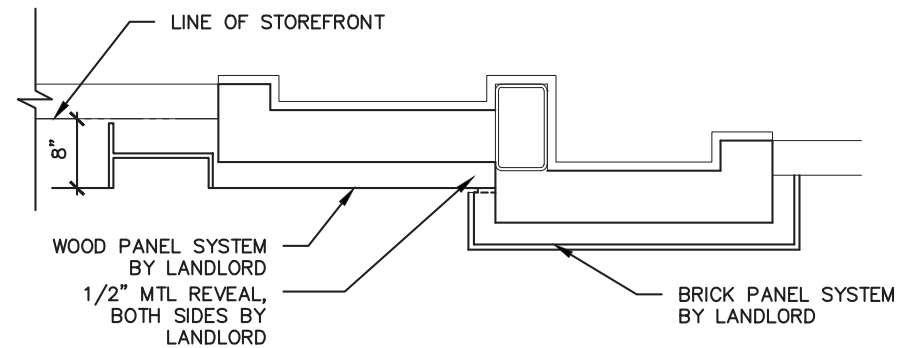
Elevation

Note: Drawings not to scale

# STOREFRONT: ZONE 9\_ ONE STORY BRICK BLDG.



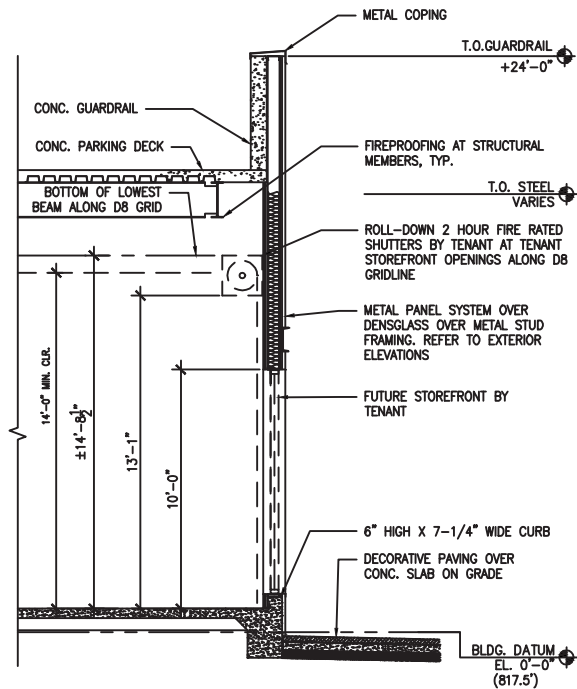
Header Detail



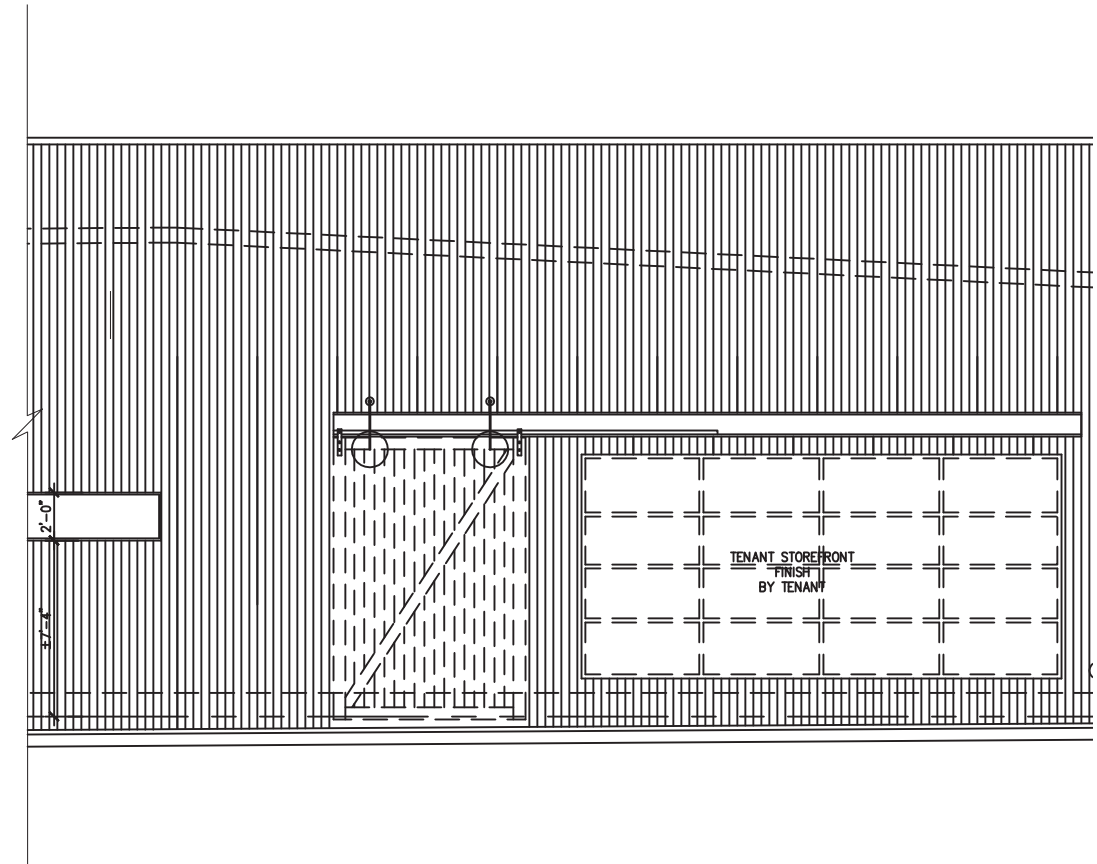
Neutral Pier Detail

Note: Drawings not to scale

# STOREFRONT: ZONE 10



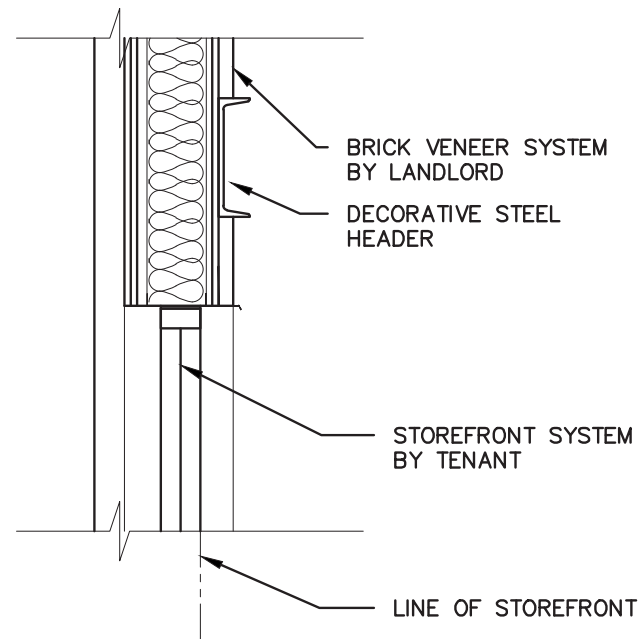
Wall Section



Elevation

Note: Drawings not to scale

## STOREFRONT: ZONE 10\_ CORRUGATED METAL BLDG.

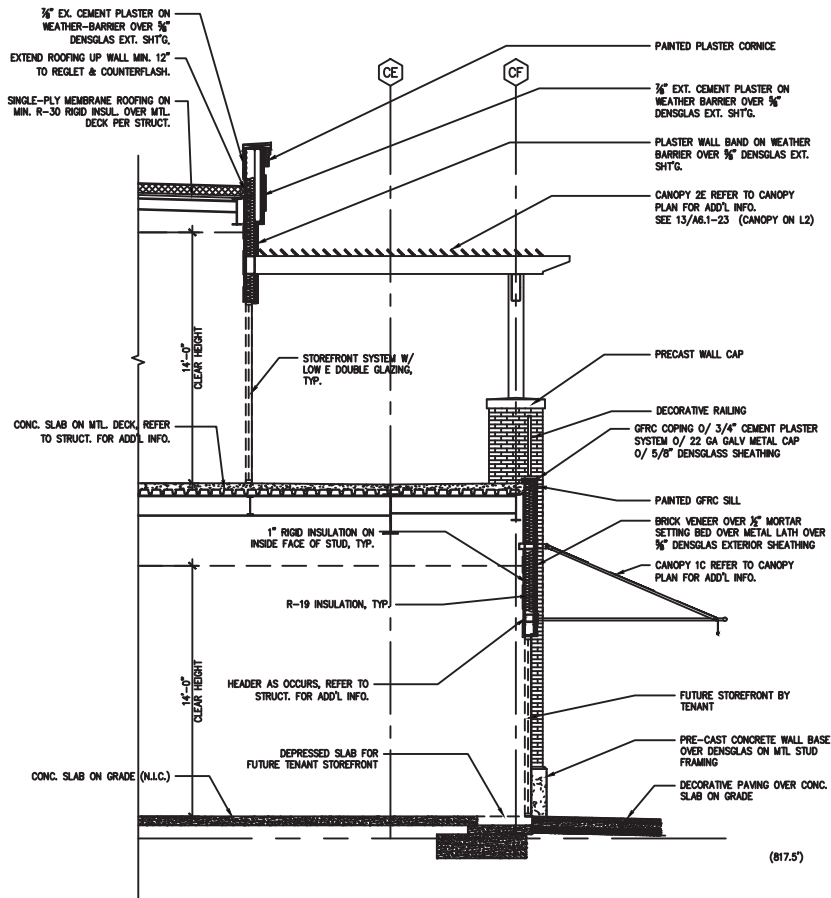


Header Detail

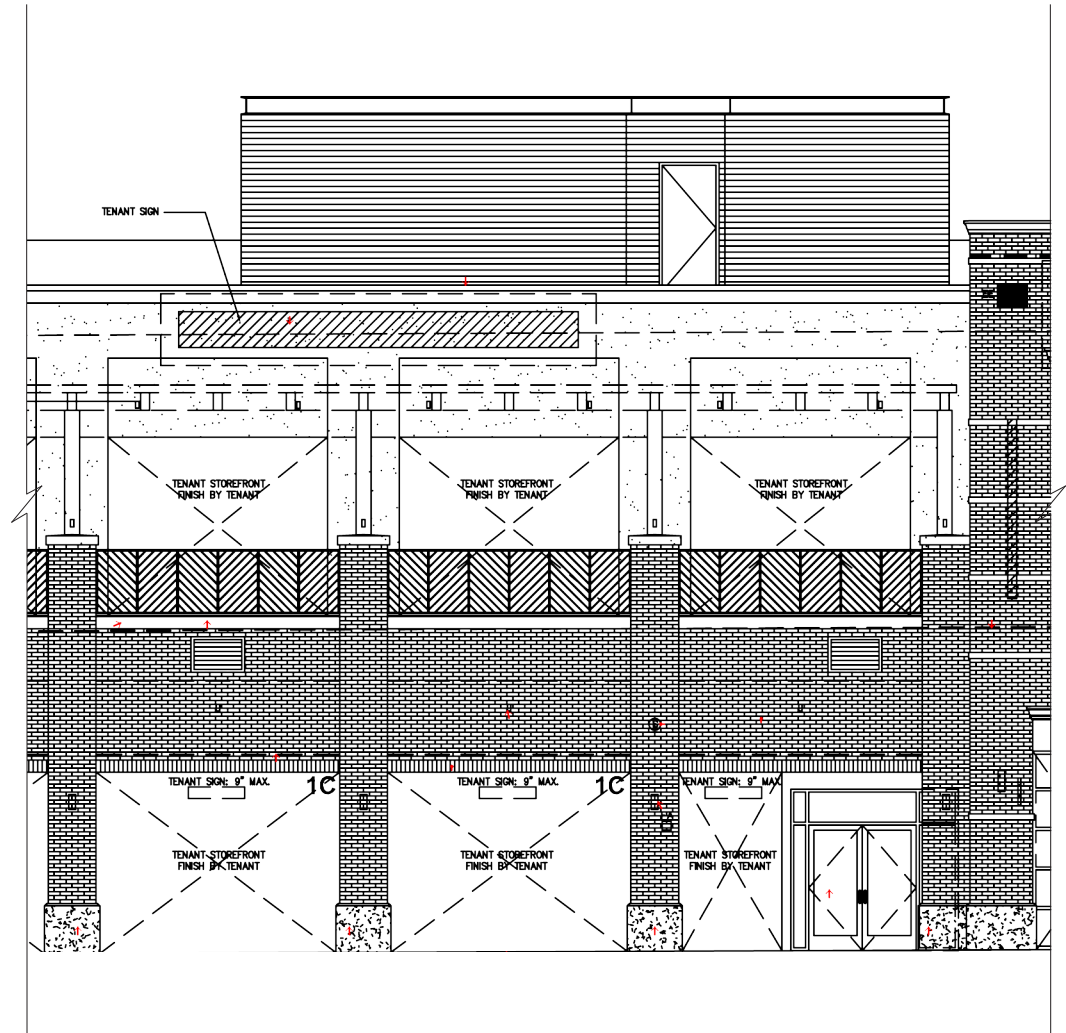
Note: Drawings not to scale



# STOREFRONT: ZONE 11 DETAILS



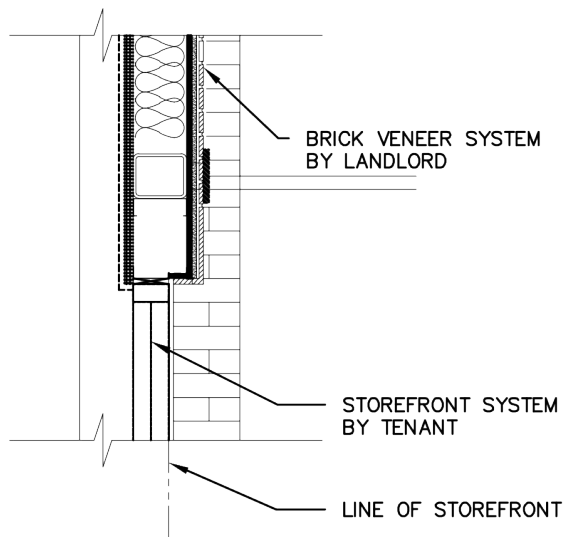
Wall Section



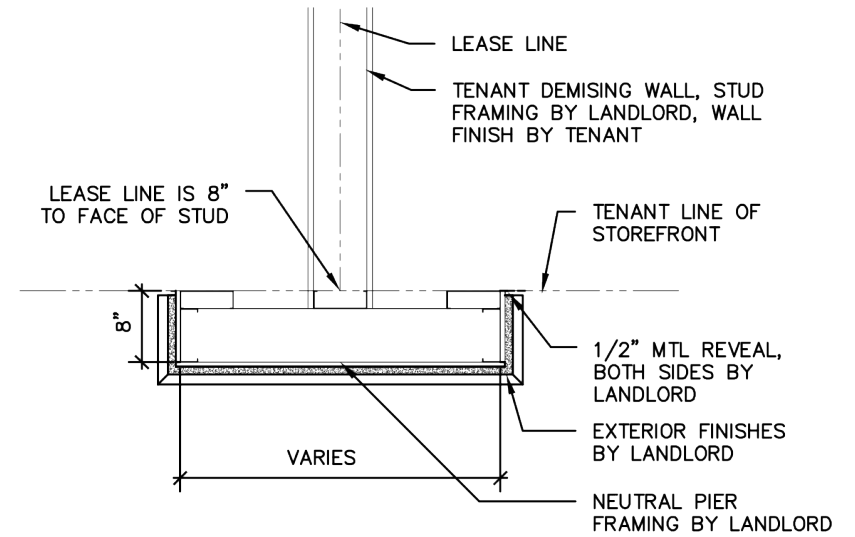
Elevation

Note: Drawings not to scale

# STOREFRONT: ZONE 11 DETAILS \_ LEVEL TWO



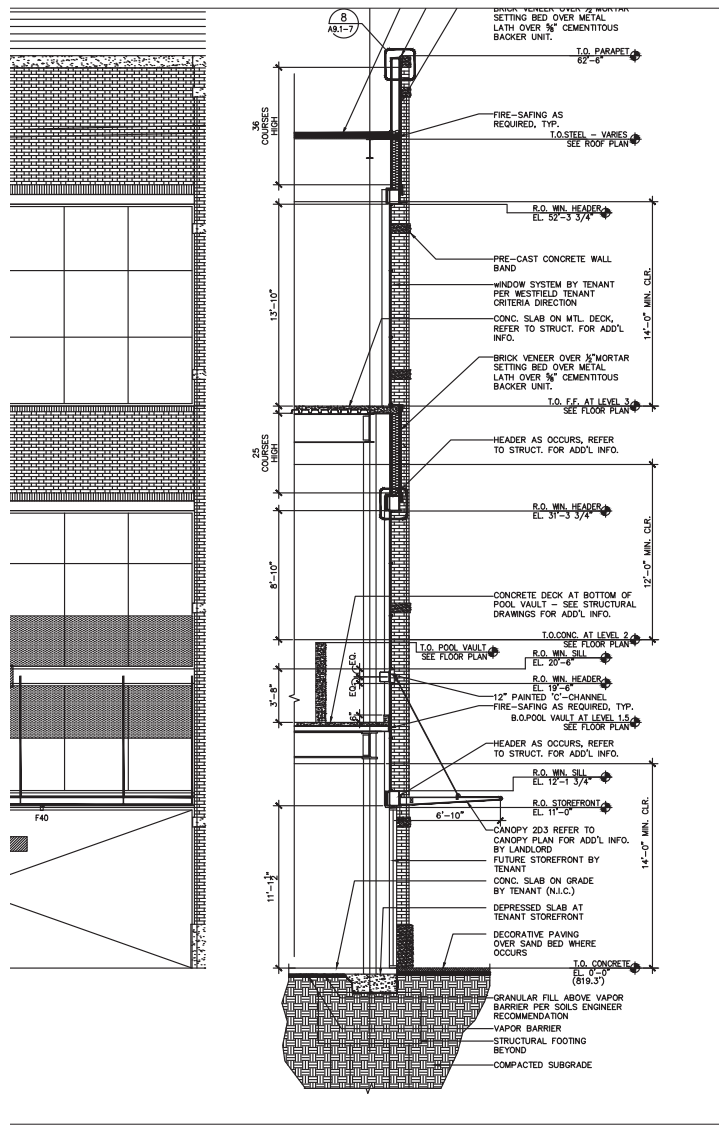
Header Detail



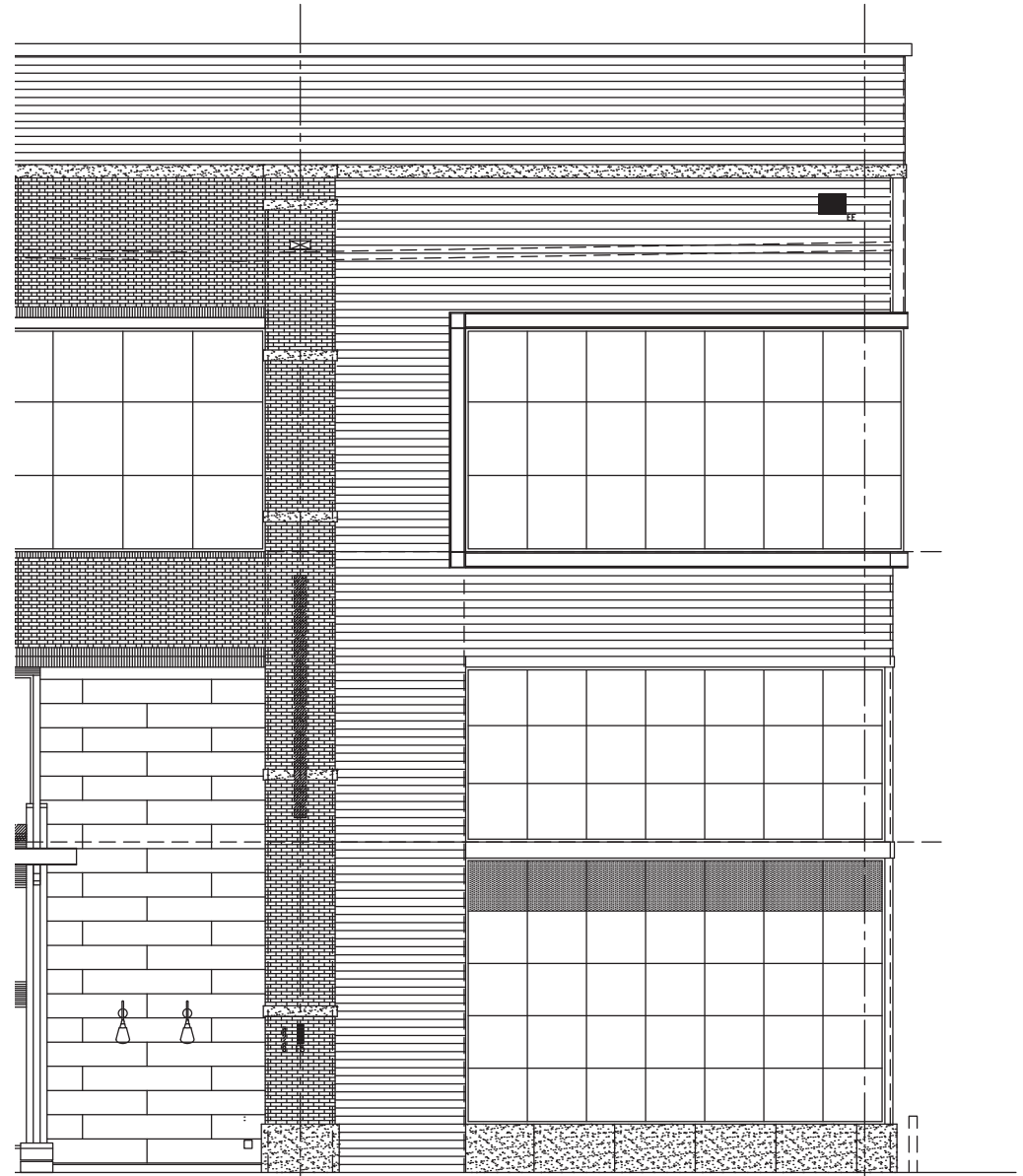
Neutral Pier Detail

Note: Drawings not to scale

# STOREFRONT: ZONE 11 DETAILS



Wall Section

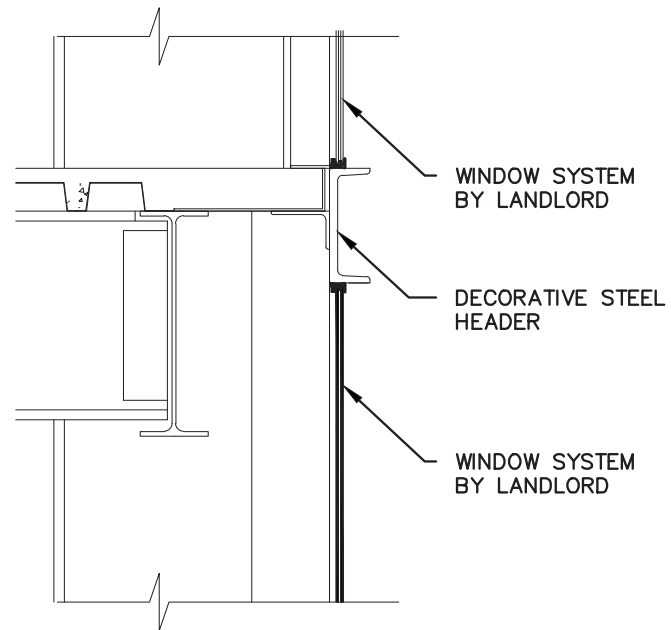


Elevation

Note: Drawings not to scale

## STOREFRONT: ZONE 11 DETAILS\_ LEVEL TWO

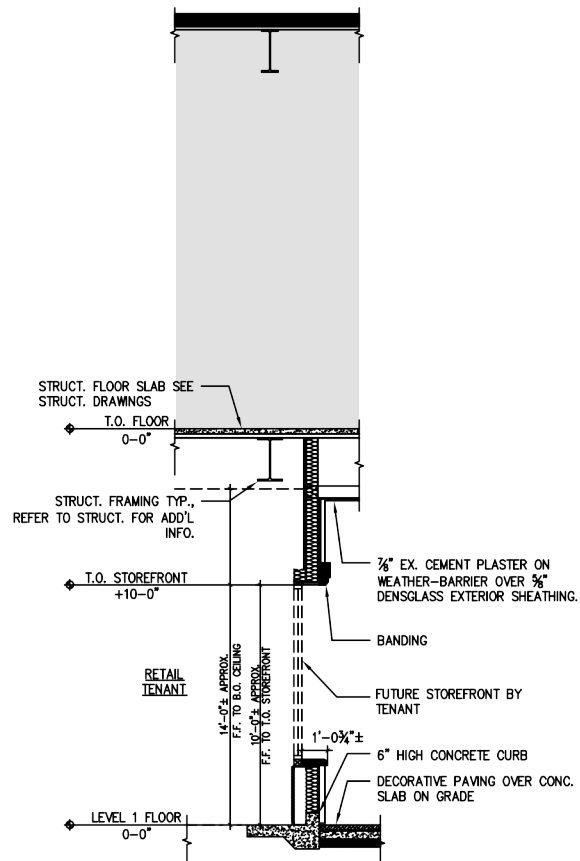
---



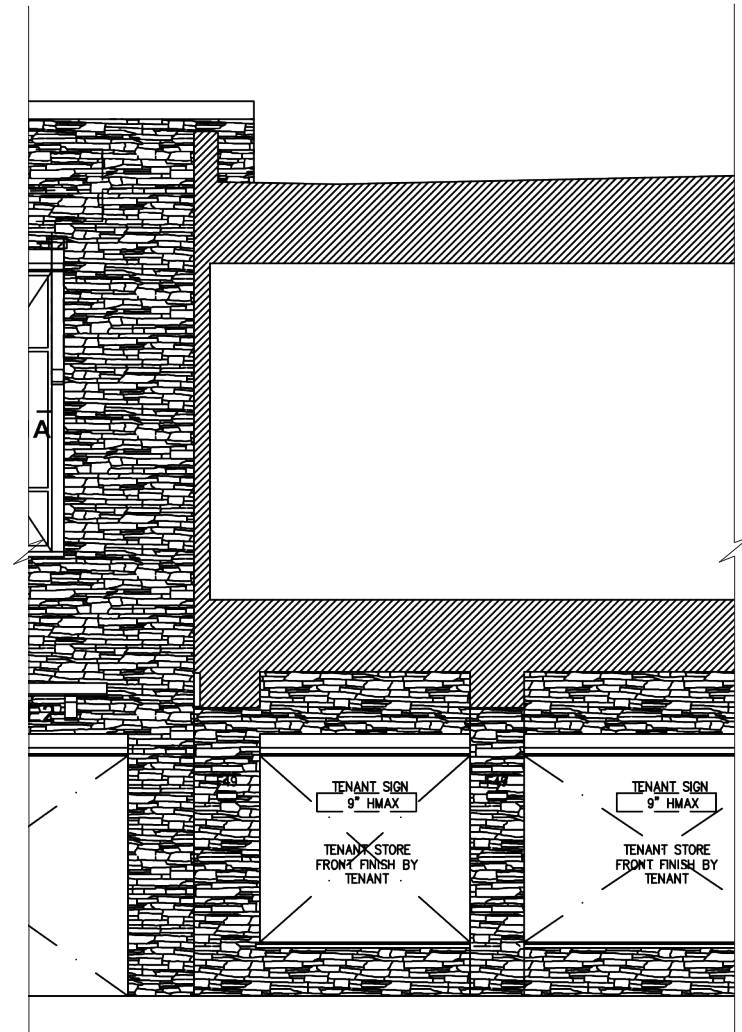
Header Detail

Note: Drawings not to scale

# STOREFRONT: ZONE 12 DETAILS



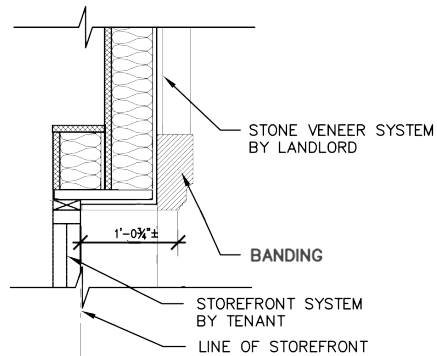
Wall Section



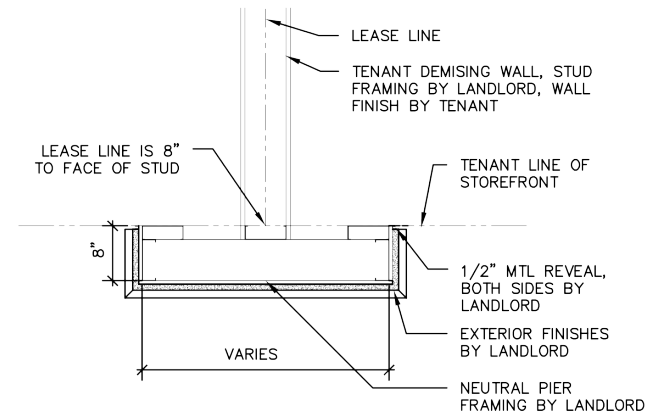
Elevation

Note: Drawings not to scale

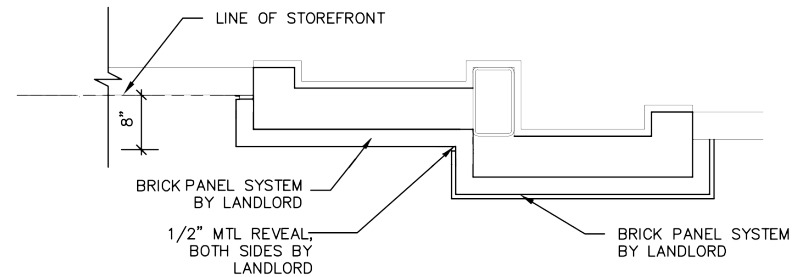
# STOREFRONT: ZONE 12 DETAILS



Header Detail

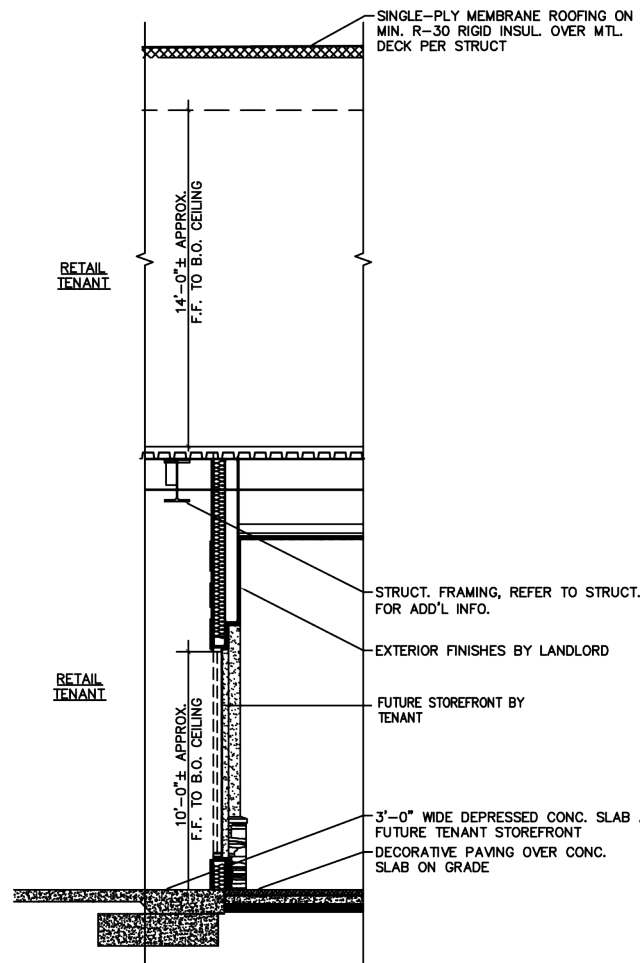


Neutral Pier Detail

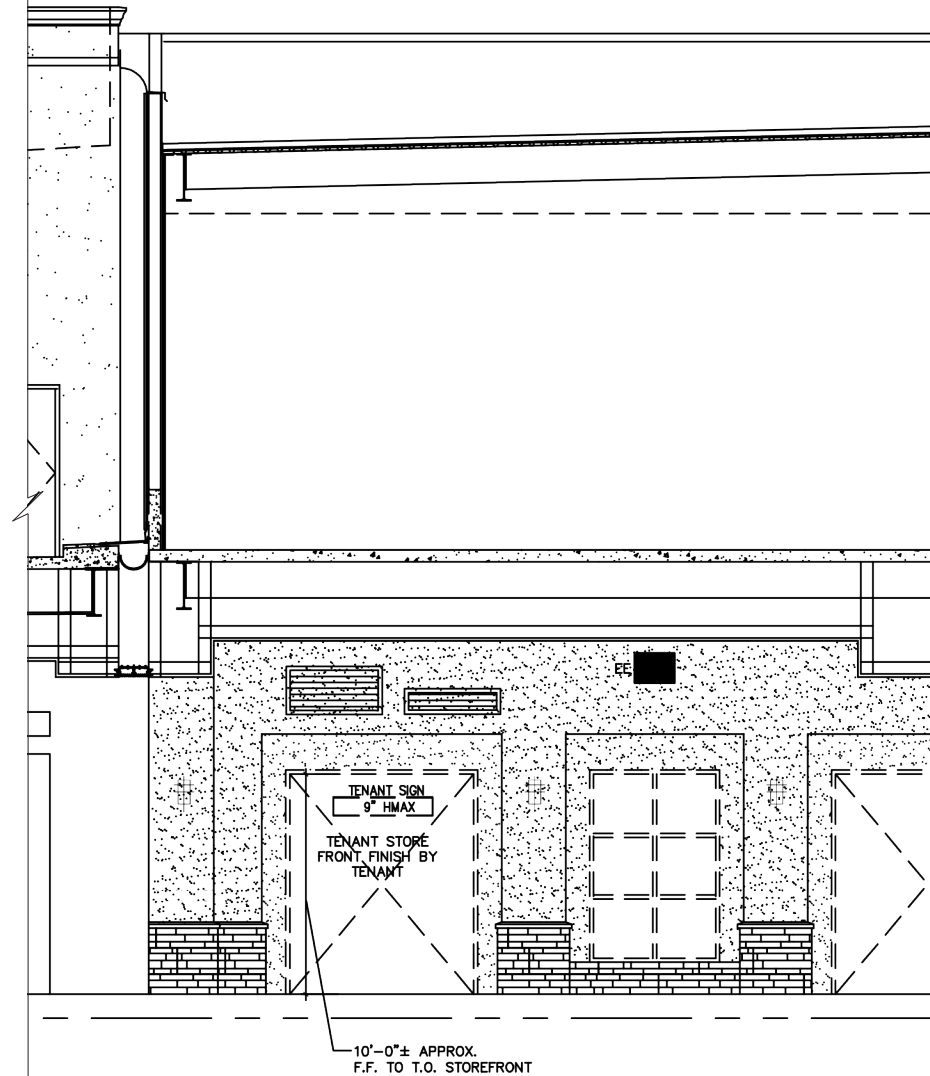


Note: Drawings not to scale

# STOREFRONT: ZONE 13 DETAILS



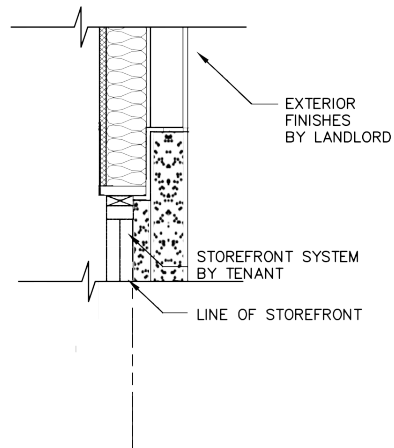
Wall Section



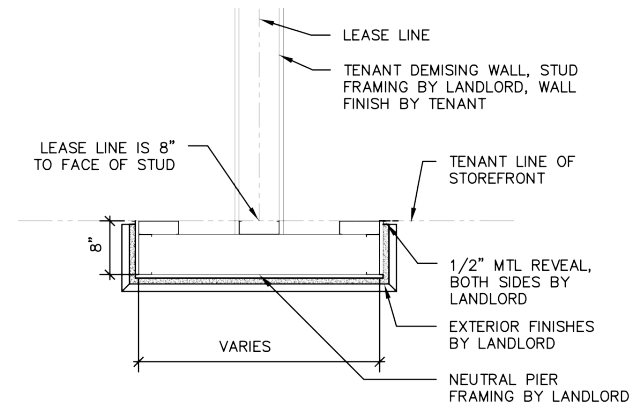
Elevation

Note: Drawings not to scale

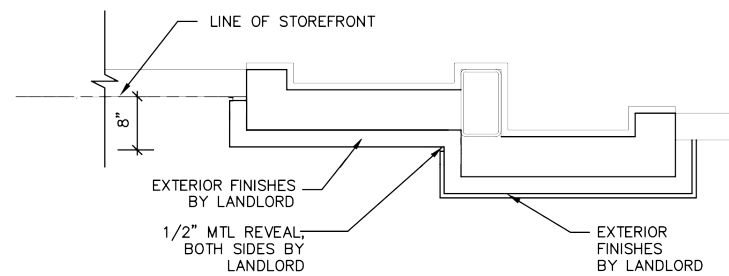
# STOREFRONT: ZONE 13 DETAILS



Header Detail



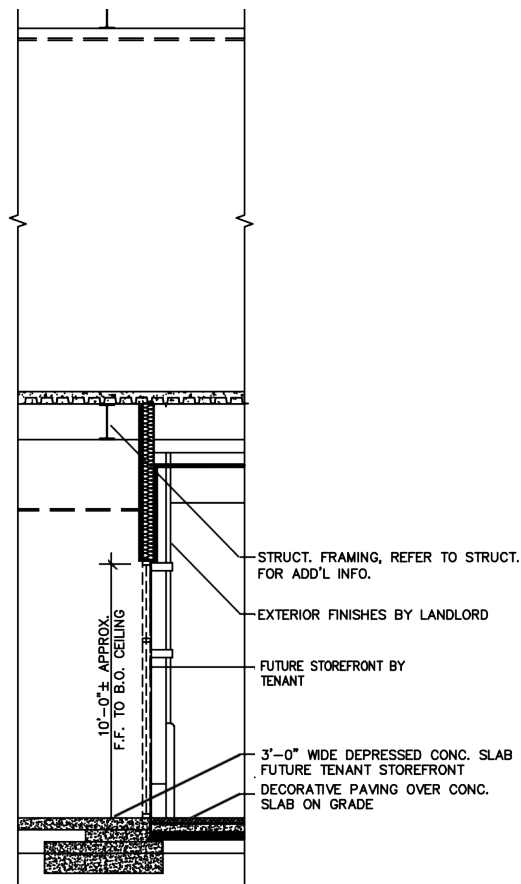
Neutral Pier Detail



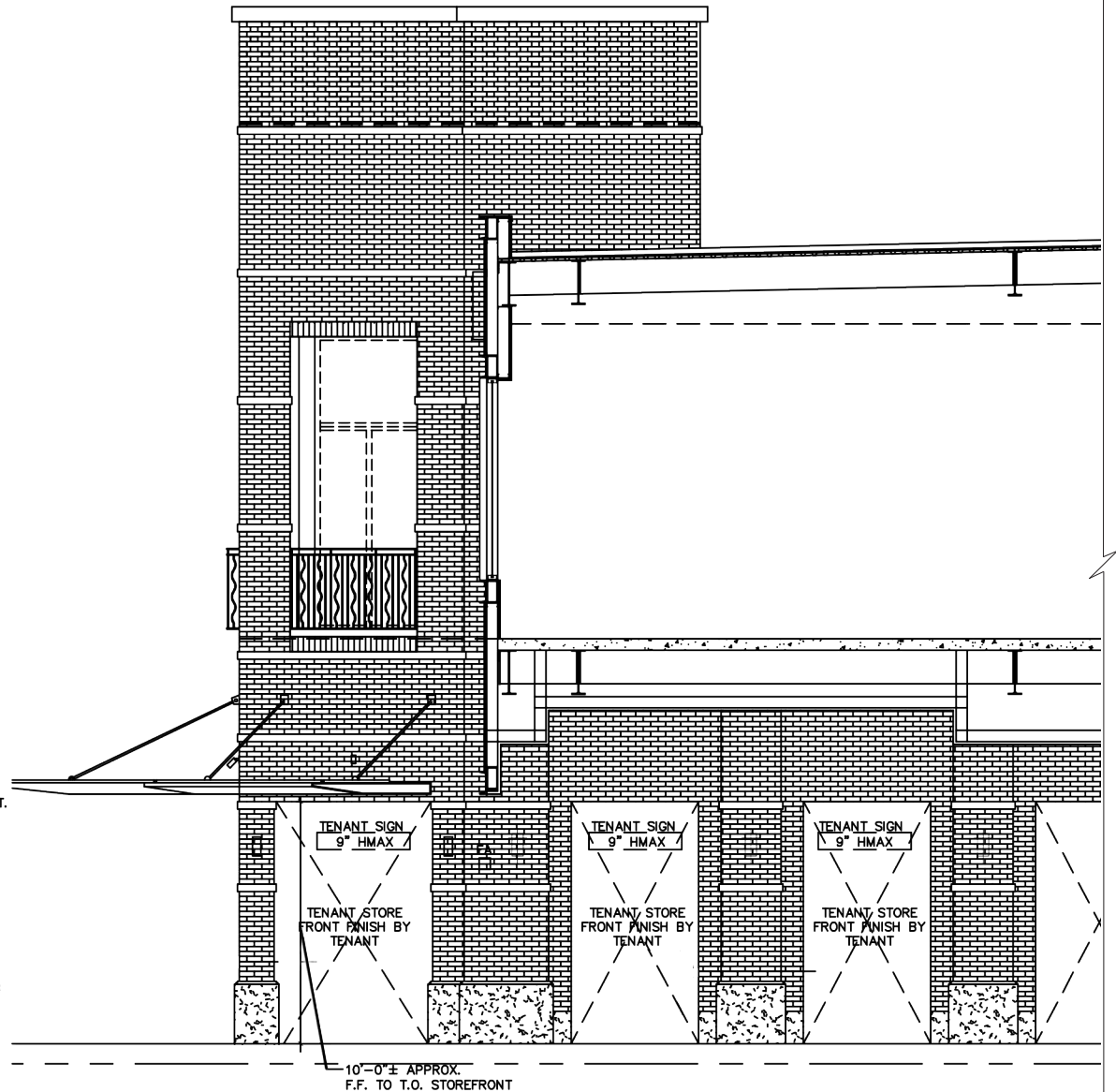
Note: Drawings not to scale



# STOREFRONT: ZONE 14 DETAILS



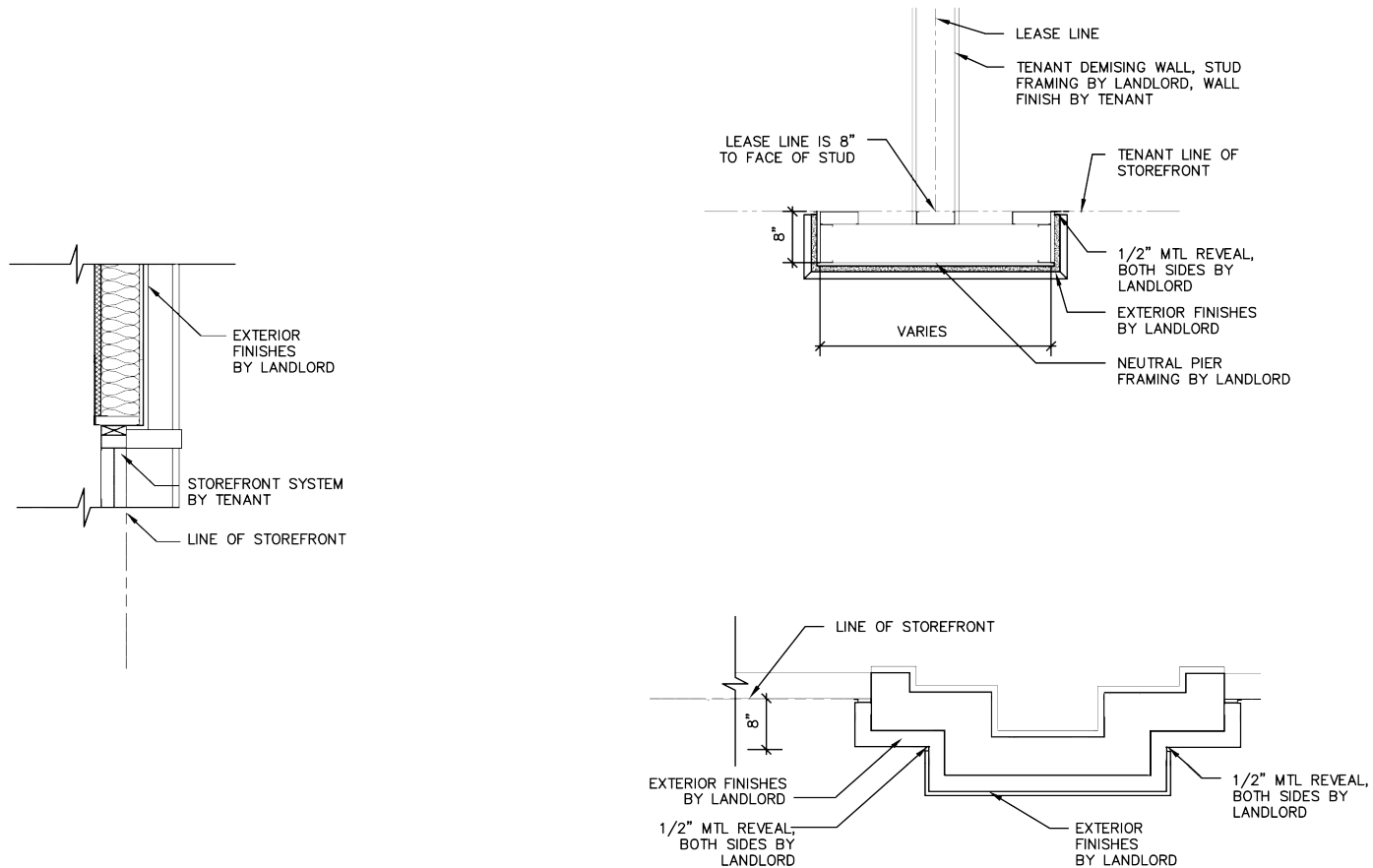
Wall Section



Elevation

Note: Drawings not to scale

# STOREFRONT: ZONE 14 DETAILS

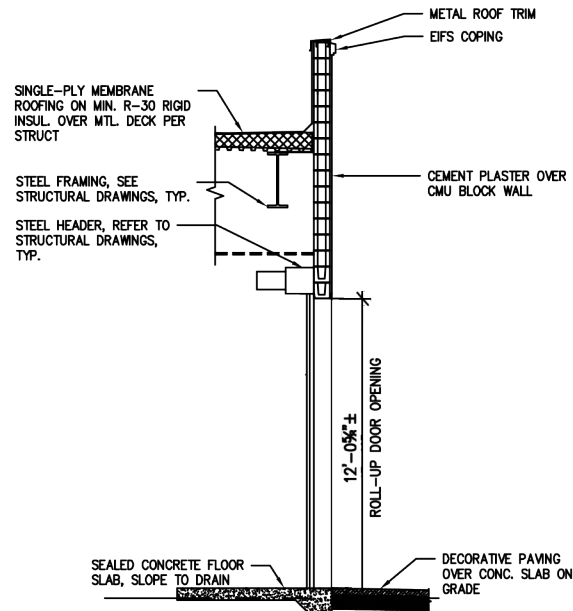


Header Detail

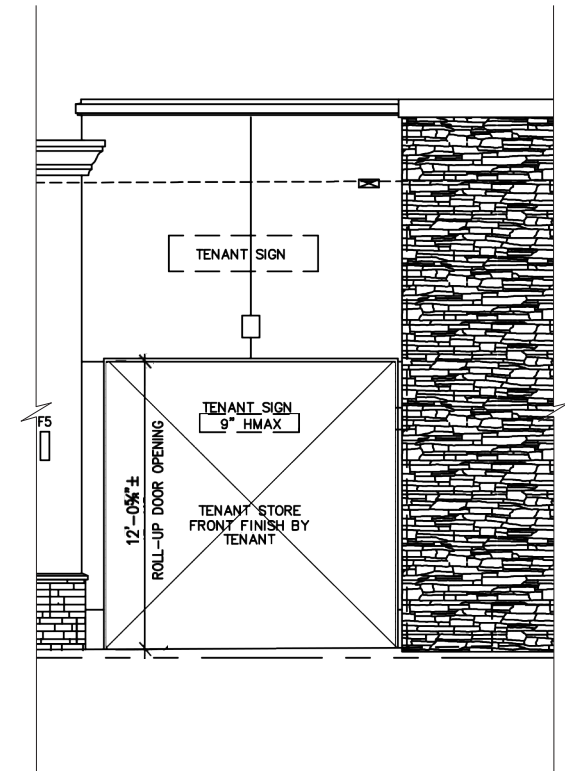
Neutral Pier Detail

Note: Drawings not to scale

# STOREFRONT: ZONE 15 DETAILS



Type F Header (Typical)

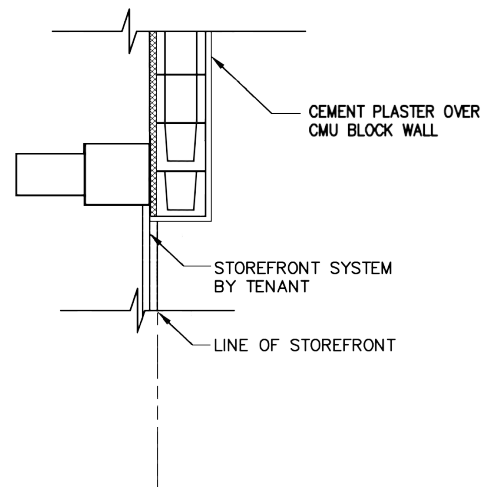


Neutral Pier Detail

Note: Drawings not to scale

## STOREFRONT: ZONE 15 DETAILS

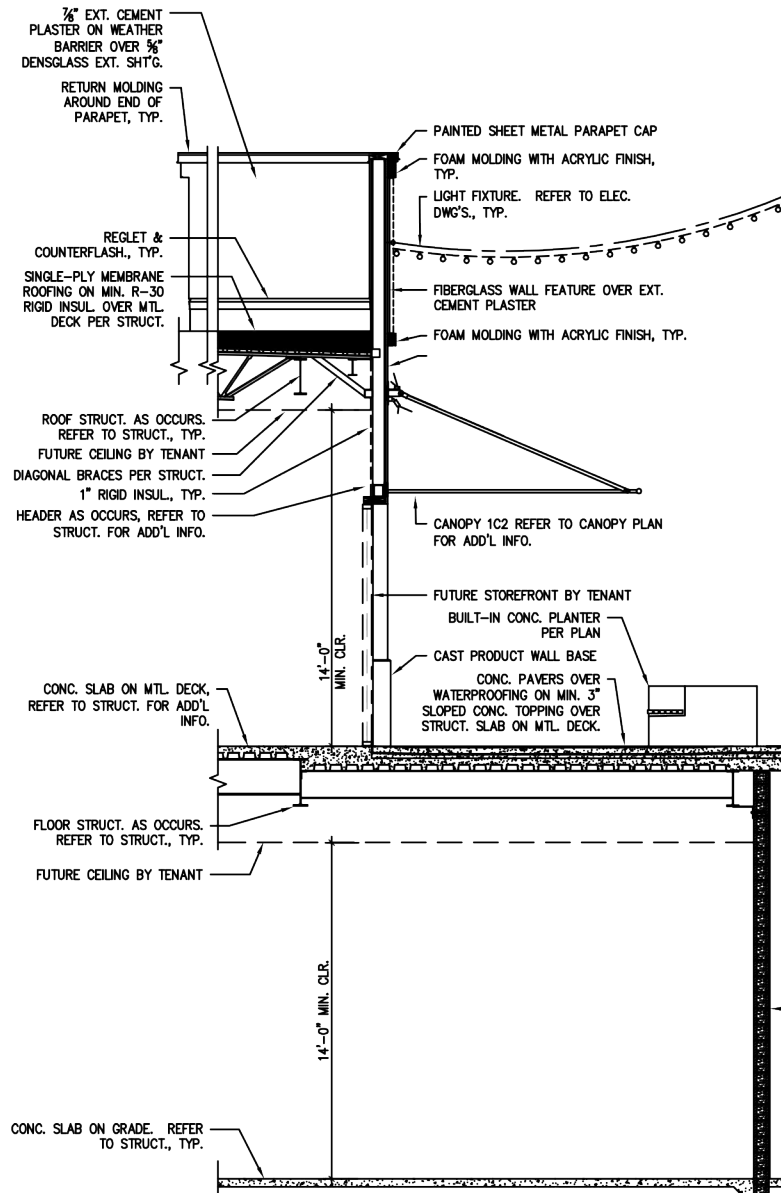
---



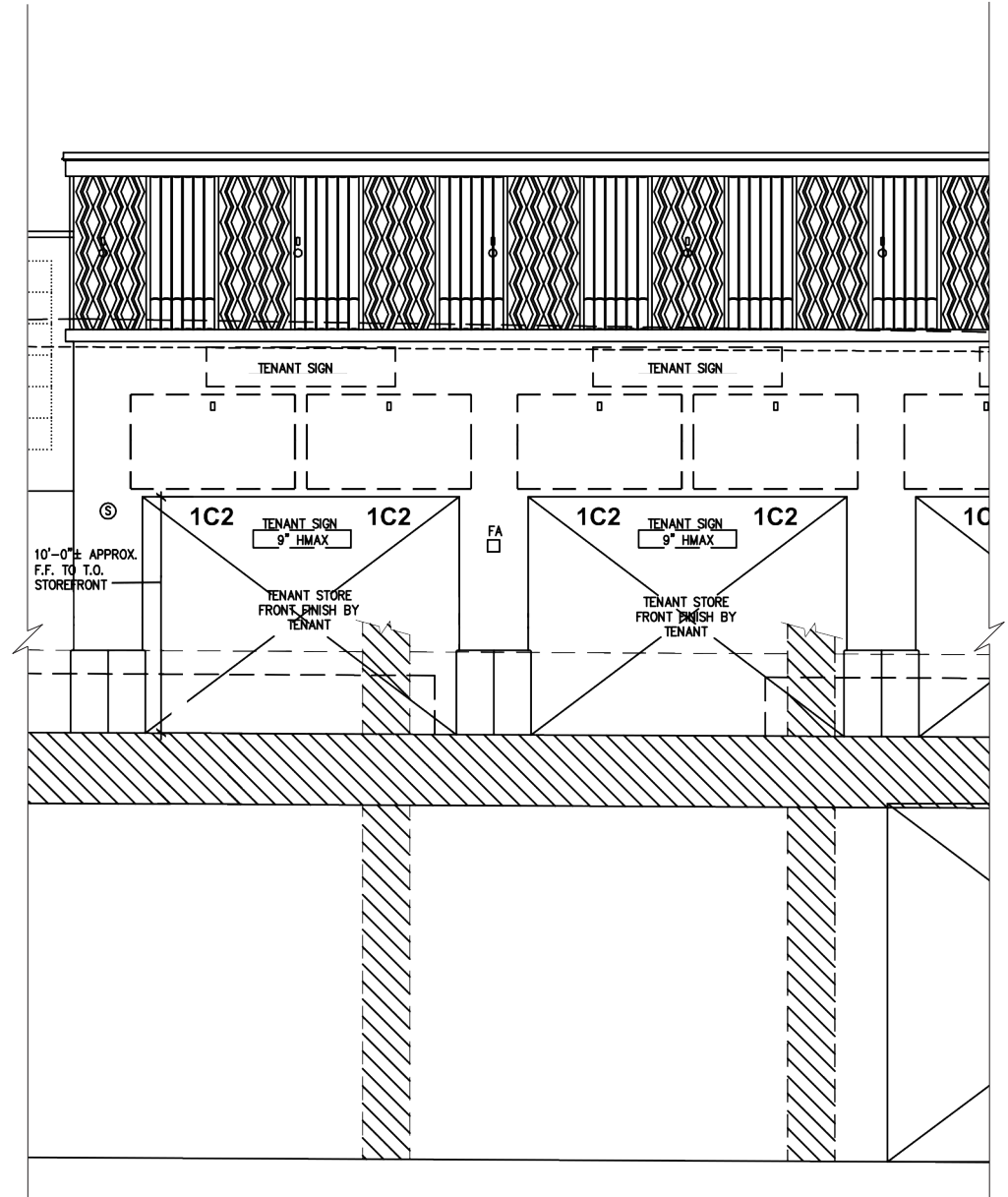
Header Detail

Note: Drawings not to scale

# STOREFRONT: ZONE 16 DETAILS



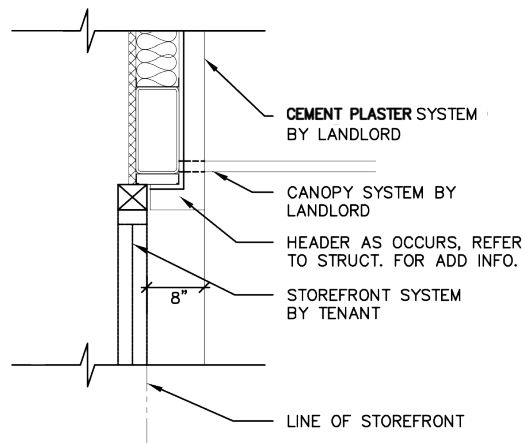
Wall Section



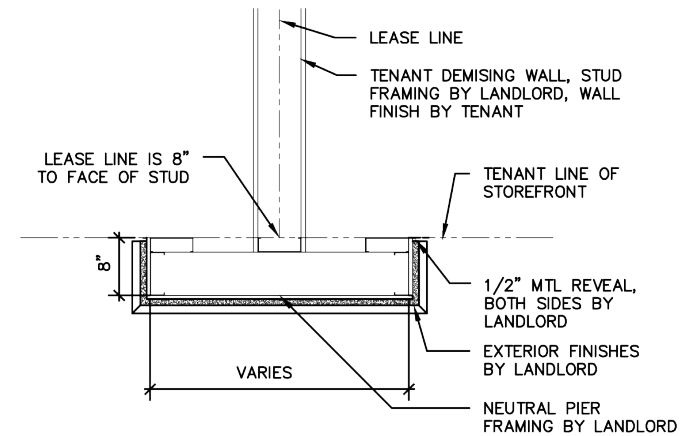
Elevation

Note: Drawings not to scale

# STOREFRONT: ZONE 16 DETAILS



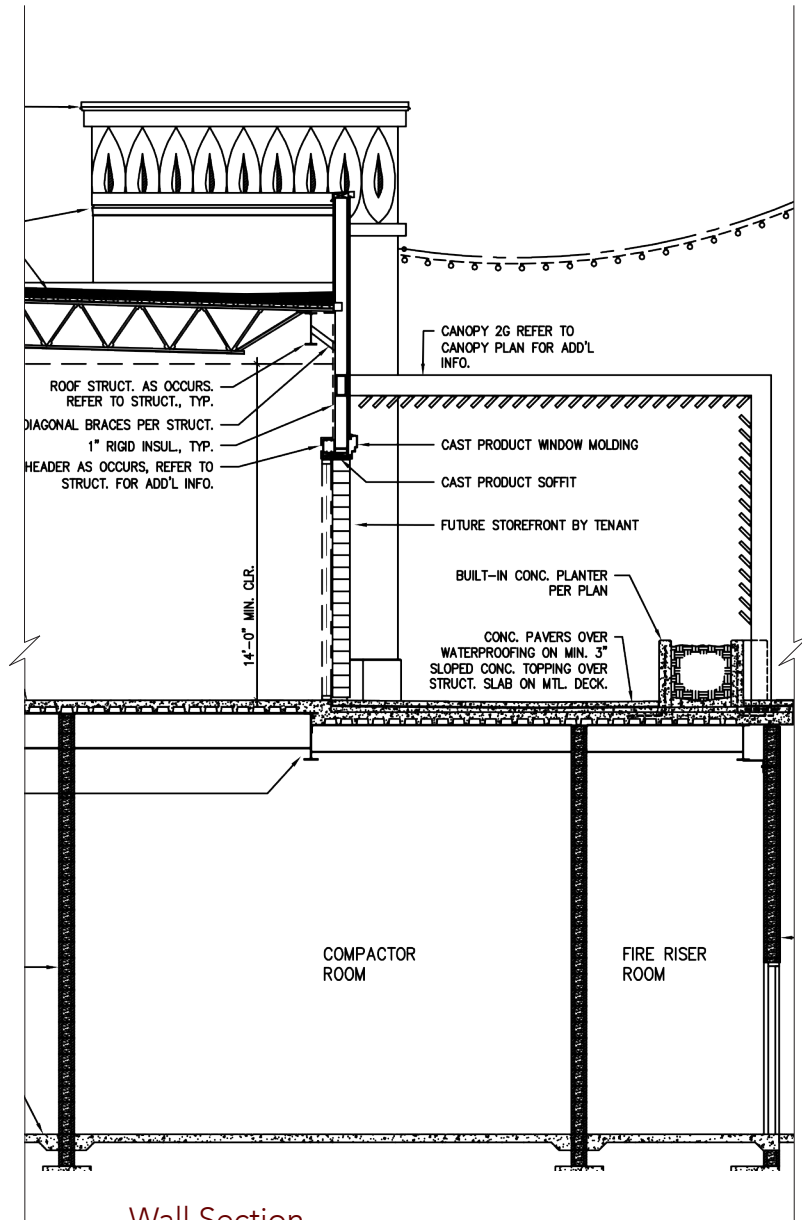
Header Detail



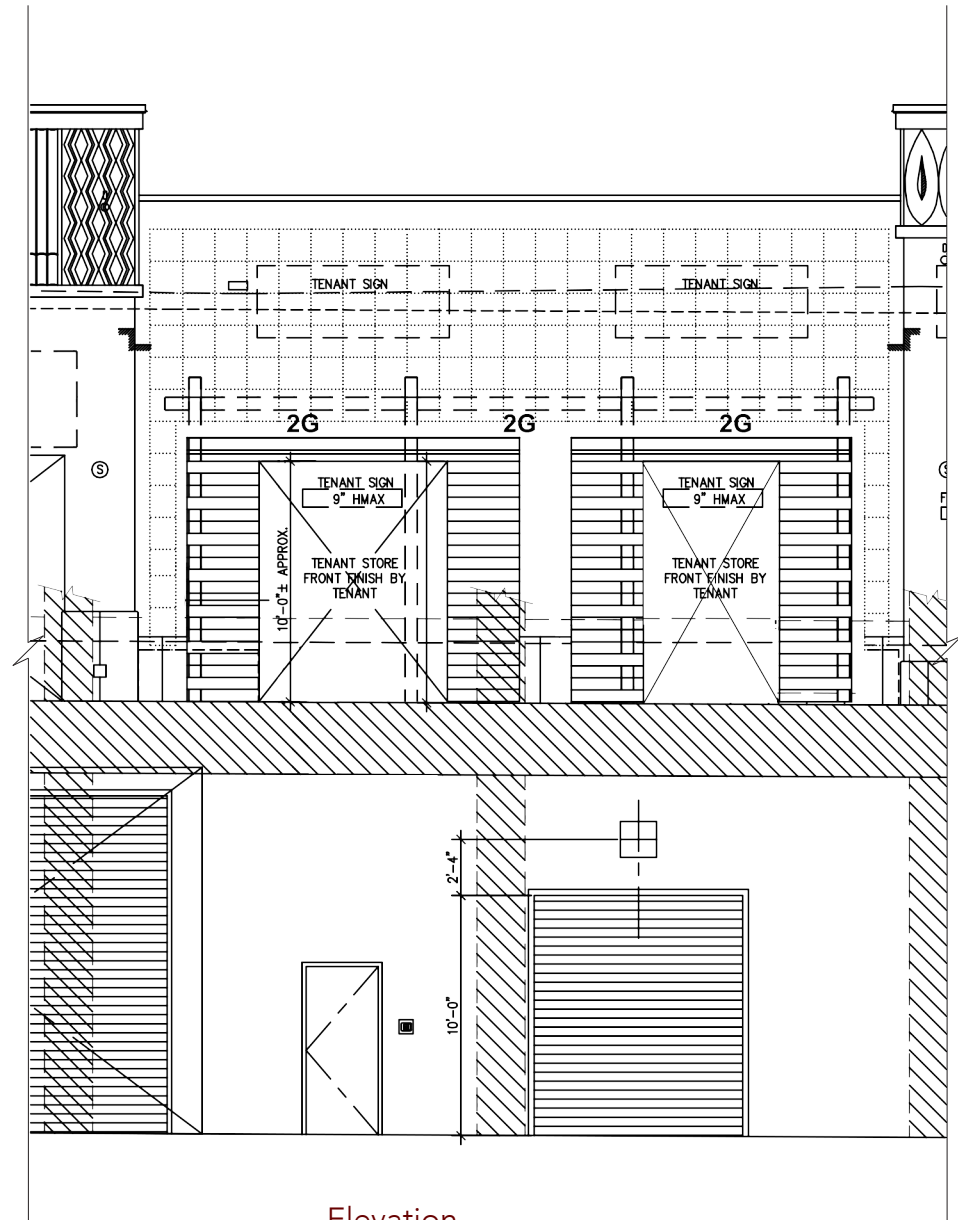
Neutral Pier Detail

Note: Drawings not to scale

# STOREFRONT: ZONE 17 DETAILS



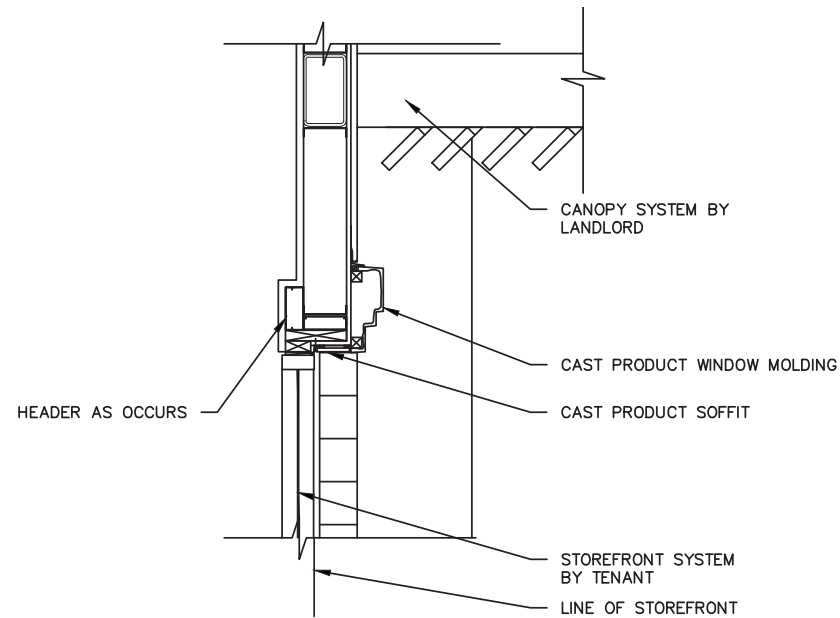
Wall Section



Elevation

Note: Drawings not to scale

## STOREFRONT: ZONE 17 DETAILS

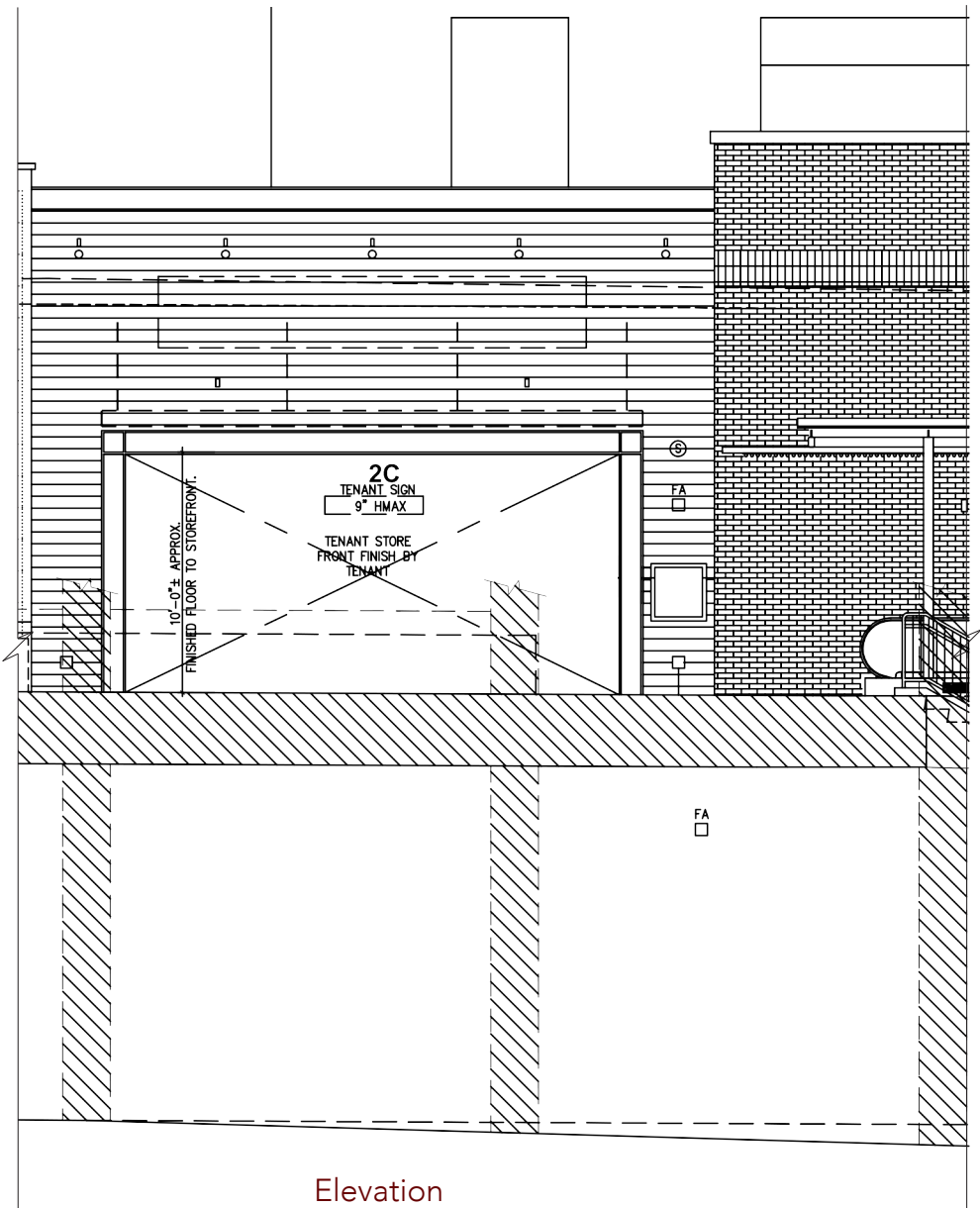
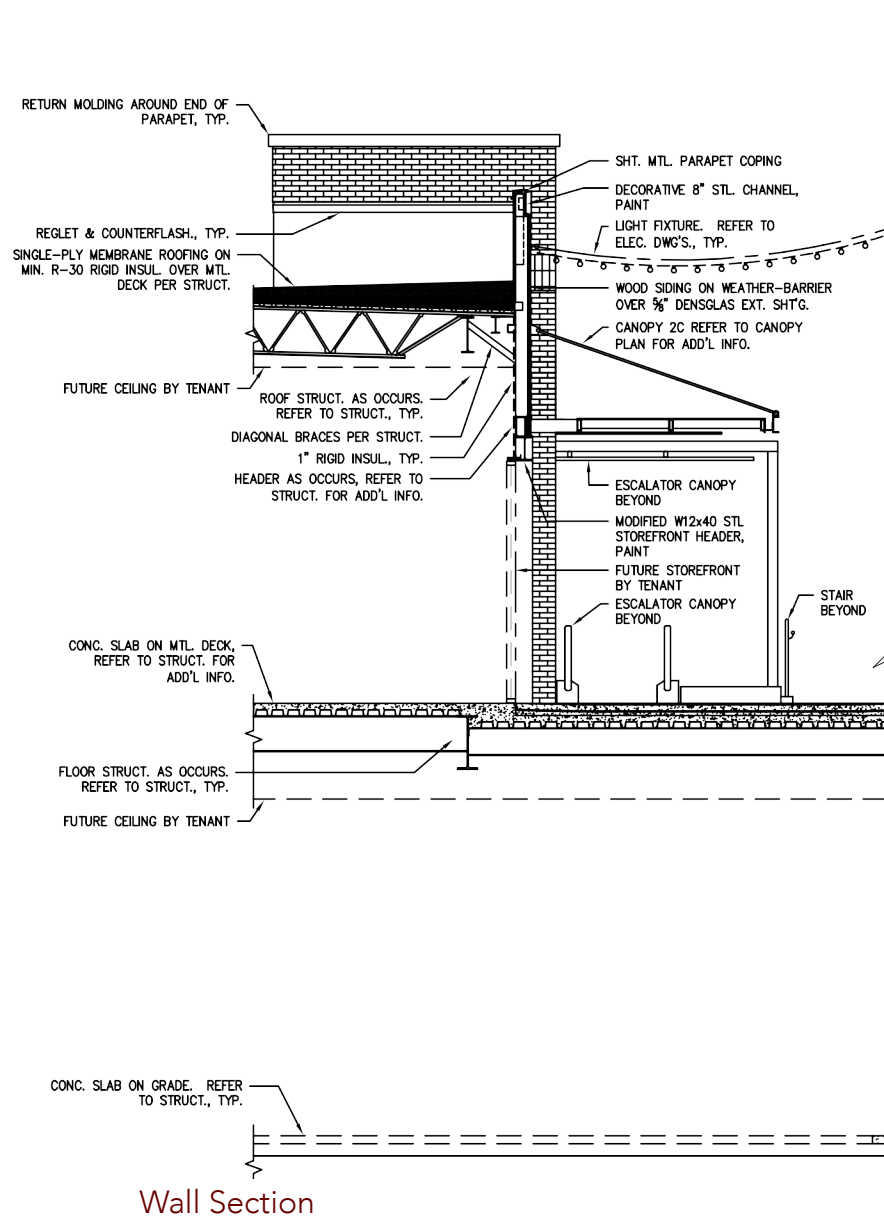


Header Detail

Note: Drawings not to scale

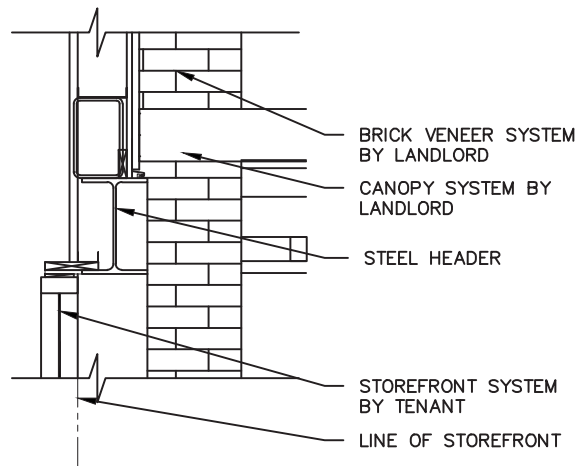


# STOREFRONT: ZONE 18 DETAILS

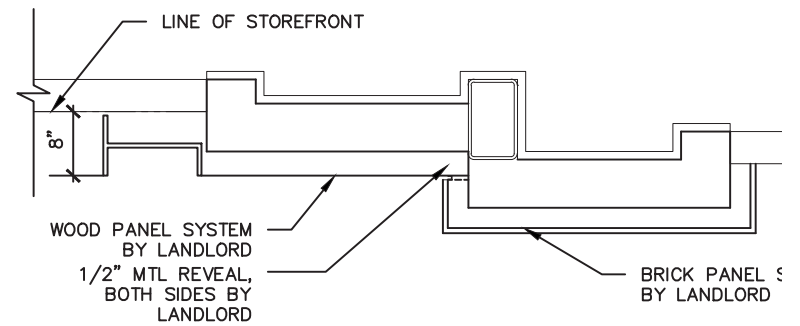


Note: Drawings not to scale

# STOREFRONT: ZONE 18 DETAILS



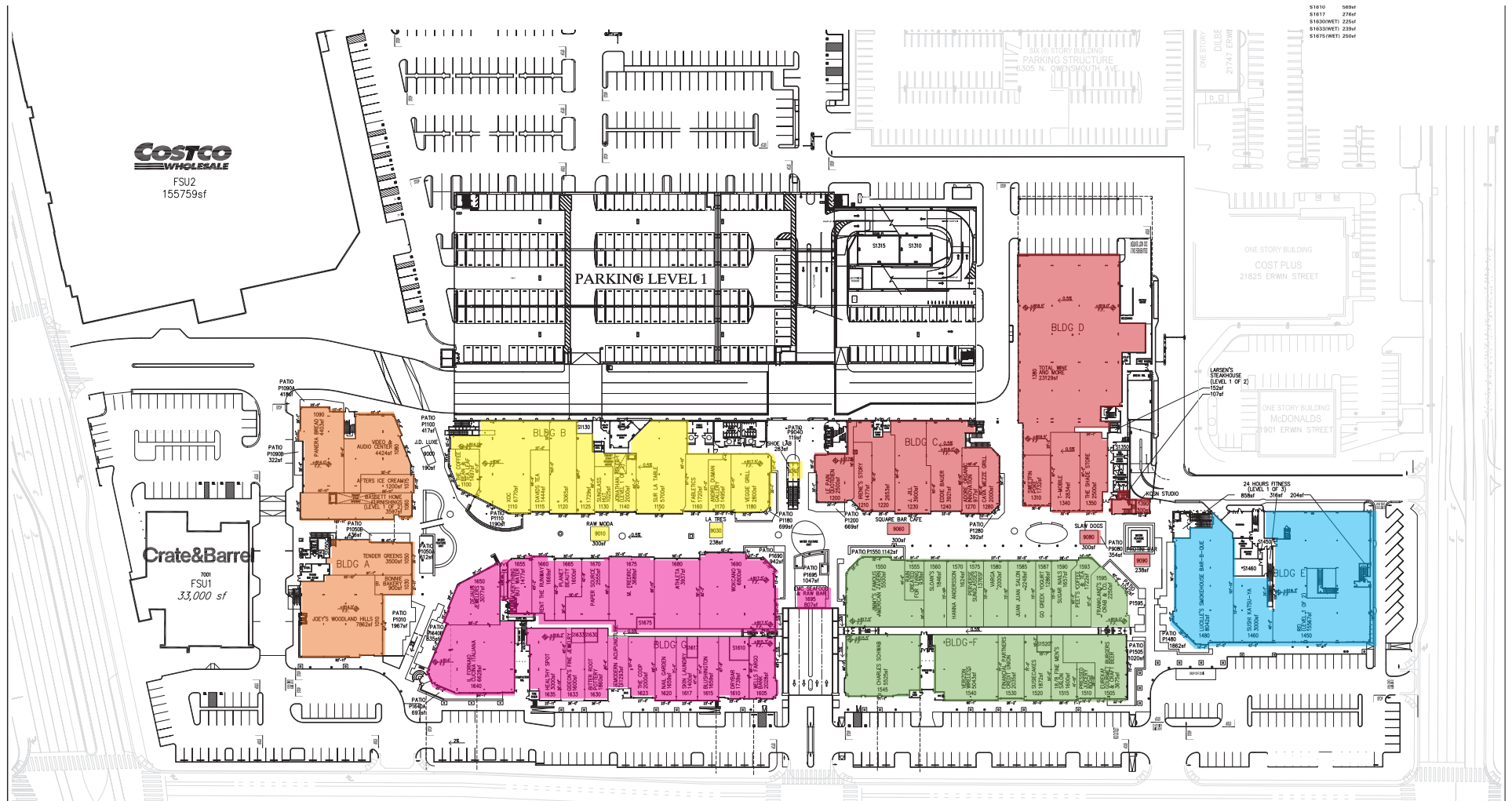
Header Detail



Neutral Pier Detail

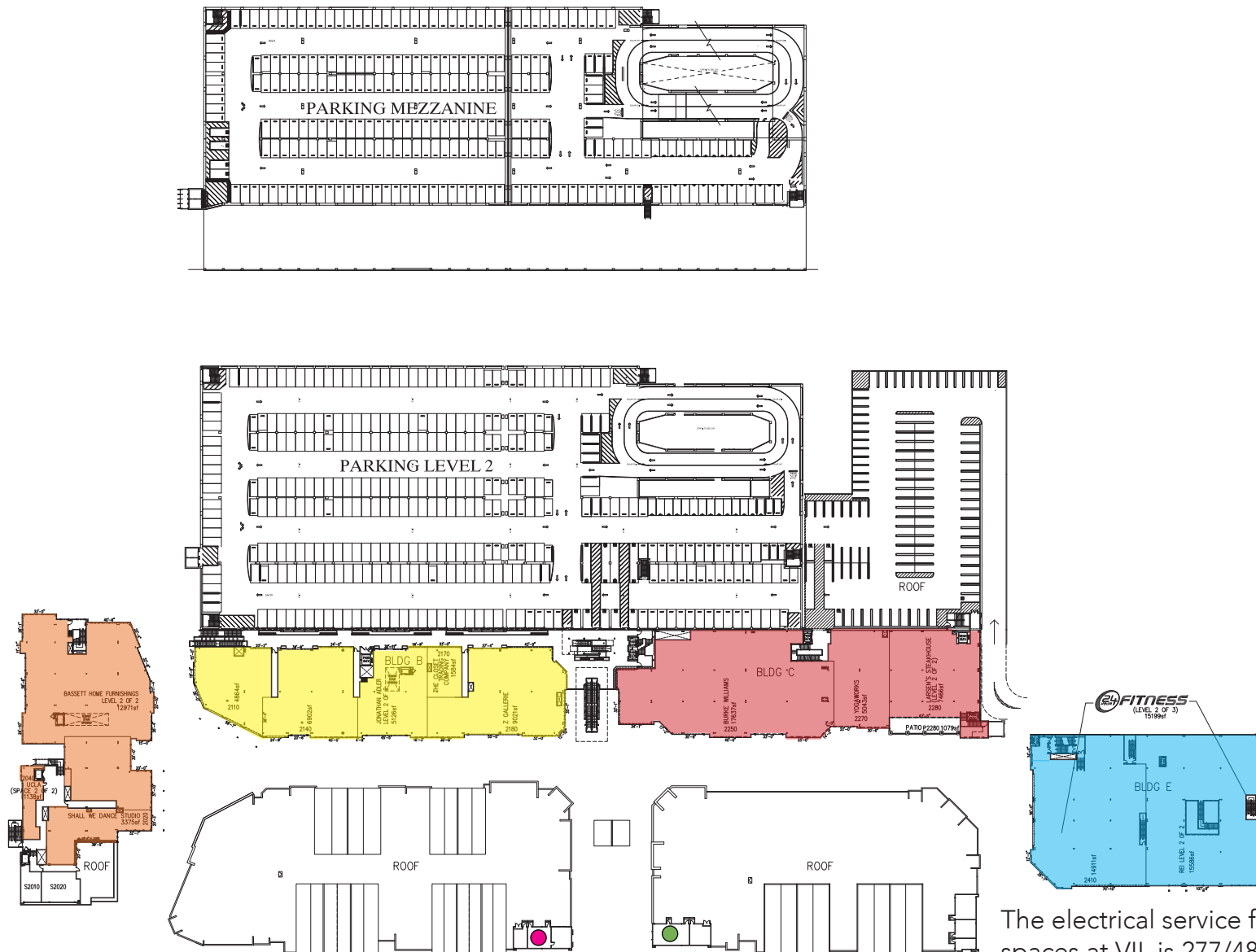
Note: Drawings not to scale

# MEP MAPS: ELECTRICAL\_ LEVEL ONE



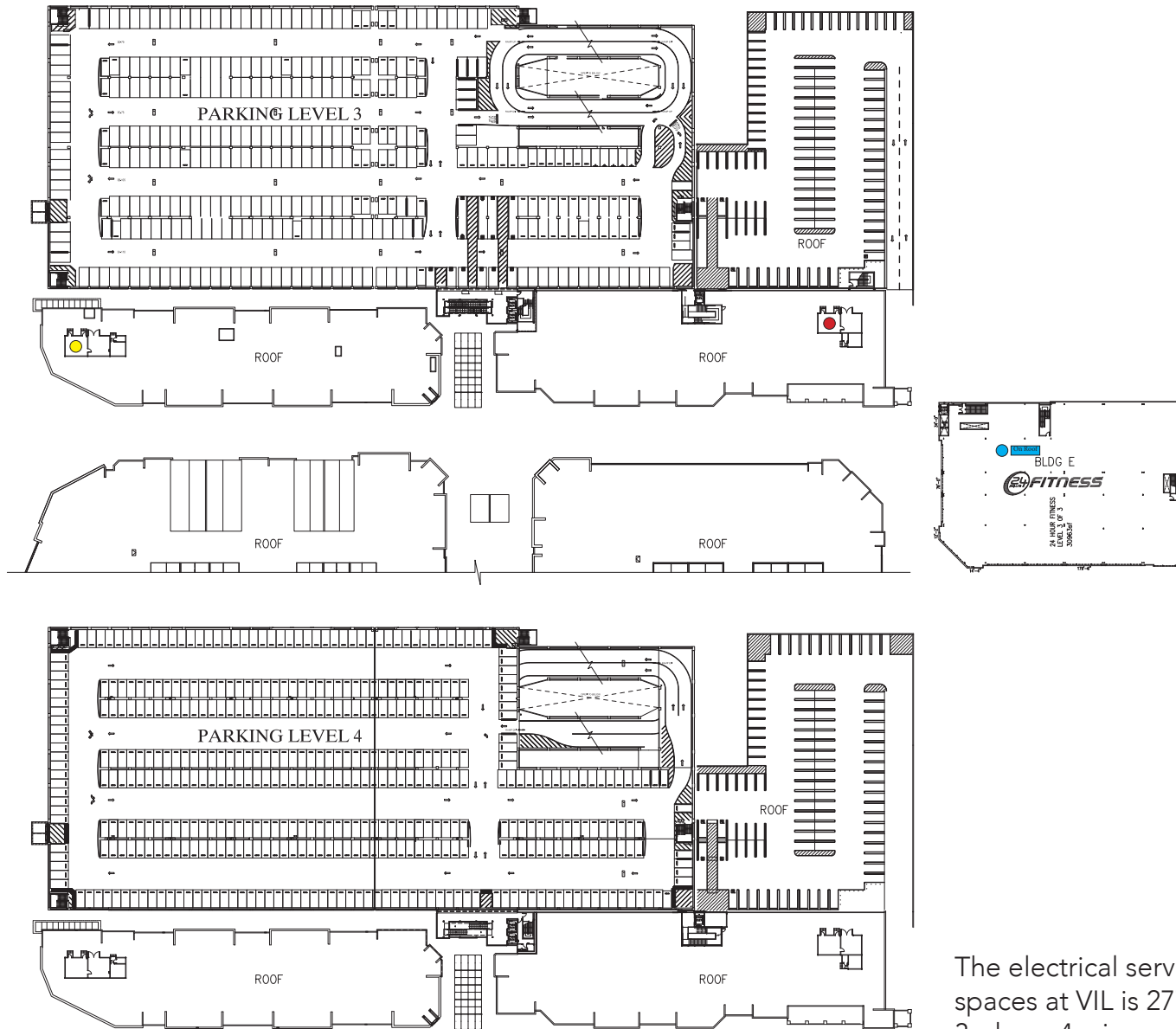
The electrical service for all Tenant spaces at VIL is 277/480v, 3-phase 4-wire.

# MEP MAPS: ELECTRICAL\_LEVEL TWO



The electrical service for all Tenant spaces at VIL is 277/480v, 3-phase 4-wire.

## MEP MAPS: ELECTRICAL\_LEVEL THREE



The electrical service for all Tenant spaces at VIL is 277/480v, 3-phase 4-wire.

# SUBMITTAL PROCEDURES:

---

## HOW TO SUBMIT:

All drawings shall be submitted electronically at [www.westfieldtenantcoordination.com](http://www.westfieldtenantcoordination.com). A welcome letter with password access will be sent to the Tenant Contact (as listed in the lease documentation). If you have any trouble gaining access to the website contact one of the Westfield Tenant Coordination Team.

## WHAT TO SUBMIT:

All drawing submittal must be prepared by an architect or engineer registered with the State of New Jersey. It is the Tenant's sole responsibility to comply with all laws, codes, and regulations as may apply.

Drawing sheet format: 24"x36"

Document format: a single Adobe PDF containing all sheets, in order.

Plans must be submitted to Landlord for approval in the following three phases:

1. **PRELIMINARY SUBMITTAL**  
Design Intent Package with minimum:  
Color Rendering of Storefront
  - Material Sample Board
  - Floor Fixture Plan & RCP
  - Section at Storefront
  - Concept Inspirational Images
  - Photos of existing Concept (if available)
2. **FINAL SUBMITTAL**  
100% Set Submittal - Full Construction set as outlined in the following pages.
3. **SIGN SHOP DRAWINGS**  
Shop drawing set including all signs & graphics visible to the public.

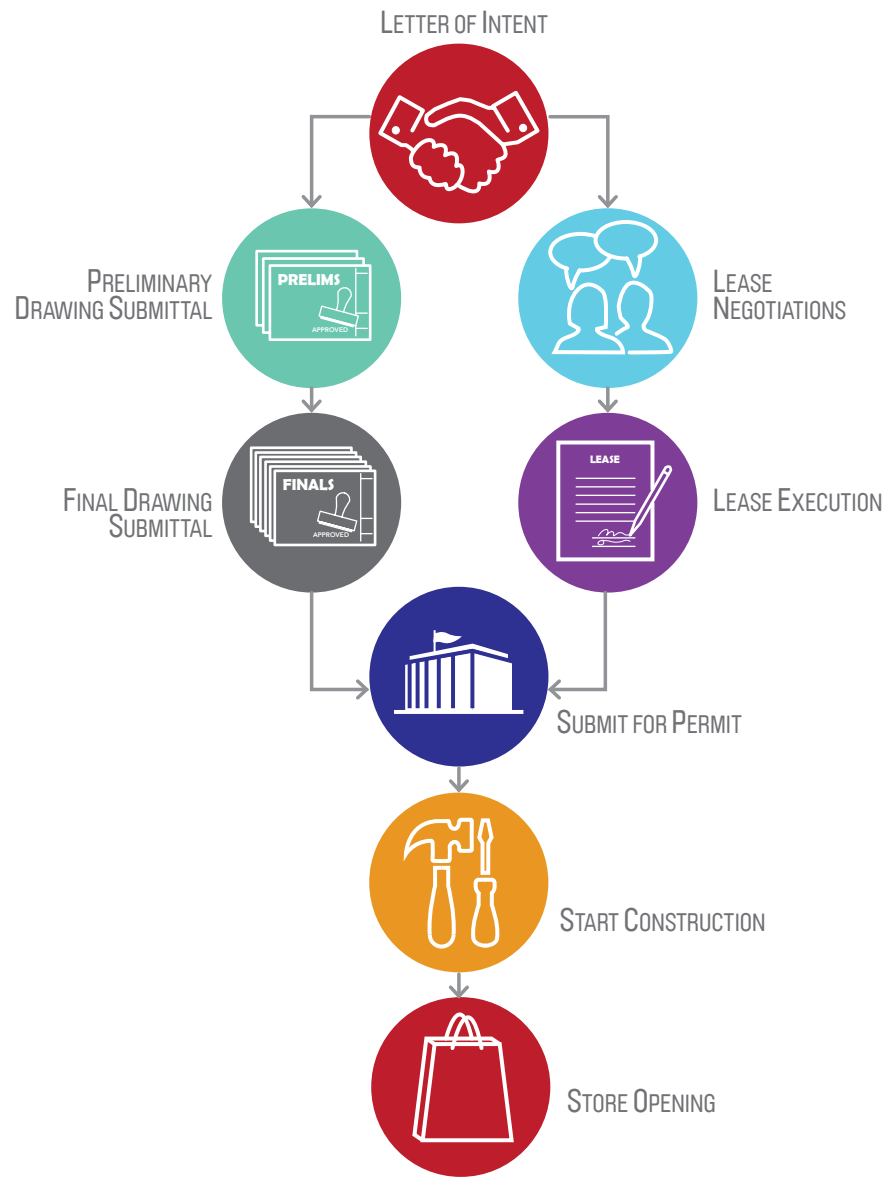
## LANDLORD APPROVAL:

Landlord's approval of the construction documents is for compliance with this criteria. By reviewing these drawings, the Landlord, its agent(s) and consultant(s) assume no responsibility for code compliance (including ADA requirements), dimensional accuracy, engineering accuracy or completeness of these drawings for construction purpose.

Landlord's Design Manager reserves the right to use discretion to assure all stores conform to the criteria and have a strong visual concept, use good design principles, and is harmonious with the surrounding tenants & base building.

Tenant & GC must have the stamped Landlord Approved drawing set onsite at all times during construction.

## PROJECT CRITICAL PATH:



## CONSTRUCTION:

- Tenant's General Contractor is required to contact Westfield's Mall Management Office (Mall Facilities Manager) and arrange a Preconstruction Meeting with him/her and Westfield's On Site Tenant Coordinator to go over all construction and installation requirements when working at the mall.

This meeting will discuss the following items, but not limited to:

- Building Permits
- Contractor's Fees
- All insurance requirements
- All bonds
- Access to Project
- Parking
- All Deliveries Schedules and Designated Locations
- Service Elevators Requirements
- Security Requirements
- Safety Requirements
- Construction Schedules
- Barricade Requirements
- Construction Utilities
- Required Landlord Approved Drawings
- Any Construction Restrictions