

Hilton Garden Inn, Calabasas, California

The Hilton Garden Inn designers chose PICP to satisfy the City of Calabasas storm-water management requirements. These mandated at least 30% pervious cover to control the quantity and quality of runoff from the site, specifically by containing the "first flush" or the initial 1/4 in. (6 mm) of rain water within a 24-hour period. The site meets this requirement with PICP that filters runoff into an open-graded base, temporarily detaining water before passing it to the storm drain system.

A color blend of cream/brown, cream/charcoal and solid brown was selected for the 12,000 sf (1,110 m²) project completed in June 2002. This maintains some reflectivity without blinding pedestrians on sunny days. The pavers were placed in a random color pattern to yield mottled tones throughout the pavement surface. The pavement covers the hotel driveway, entry area and parking lot.

The position of the pavers changed over the design stages of the project. Instead of laying the pavers at the lower side, away from the building, they were installed on the uphill side next to the hotel. Placement of pavers next to the hotel entry provided area a visually pleasing appearance, but reduced the total amount of water infiltrated by the pavement's surface. Other measures were implemented to treat runoff which included a grassy swale to filter runoff next to the asphalt pavement and a filter in the catch basin.



PICPs at this hotel in Southern California capture and treat the first flush from the parking lot. The curbs are recessed to allow overflows to run into an adjacent grass swale.

PICPs accommodate markings for parking spaces and an access route for disabled persons.



Design:

Hewitt-Zollars Engineering
Irvine, California

General Contractor:

RD Olson
Irvine, California

Typical Cross-section:

3 1/8 in. (80 mm) thick
permeable pavers
2 in. (50 mm) 1/4 by No. 10
(6 to 1 mm) crushed stone
bedding layer
10 in. (250 mm) 3/4 to 1/2 in.
(20 to 13 mm) crushed
stone base
Geotextile

Subgrade:

Clay