



EASTMARK™

The heart & hub of the East Valley.

Development Units 3/4 Development Unit Plan

12 May 2014

Approved 21 May 2014 – City of Mesa Planning and Zoning Board



A DMB COMMUNITY®



DU 3/4 DUP

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Section 1 DU 3/4 Development Unit Plan

In accordance with Section 5 of the Mesa Proving Grounds Community Plan (CP), this Development Unit Plan (DUP) is being submitted for Development Unit (Development Unit) 4 and a portion of Development Unit 3 north of Ray Road (DU 3/4). The portion of DU3 not included in this Development Unit Plan was submitted as a separate Development Unit Plan known as DU3 South. The northern portion of DU3 and DU4 are being planned and developed as a single area and the two regions are combined in this DUP. Because of this combination and given that DUs 3 and 4 are being planned as a single unit, streets and/or property lines do not necessarily follow the conceptual DU boundaries depicted on the CP. DU 3/4 is located within the approximately 3,200 acre Eastmark community (formerly known as Mesa Proving Grounds), as shown on **Exhibit 1.1 – Location Map**, DU 3/4 generally consists of approximately 620 acres on the northeast corner of Ray Road and Ellsworth Road as shown on **Exhibit 1.2 – Development Unit Map**. This area of Eastmark is proposed for a mix of uses consistent with the vision as articulated in the CP.

1.1 Site and Context

Located at the southwest corner of Eastmark, DU 3/4 will have many access points from Ray Road, Ellsworth Road, “Warner North,” Eastmark Parkway, Inspirian Parkway and Point Twenty-two Boulevard. DU 3/4 is bounded by Ray Road on the south with proposed and planned single-family neighborhoods (whose character is described in the DU3 South DUP) and by proposed residential and commercial development that will be developed by Harvard Investments as shown on **Exhibit 1.3 – DU 3/4 Existing Context**. DU 3/4 is bounded on the west Ellsworth Road with undeveloped commercial property located west of Ellsworth Road. The new State Route 24 freeway is being constructed and will connect the Loop 202 to Ellsworth Road. At the southwest corner of Ellsworth and Ray Roads is a stormwater retention basin that will likely remain undeveloped. The DU is bounded by “Warner North” on the north with DU2 (Eastmark) lying north of “Warner North”. On the east DU 3/4 is bounded by Eastmark Parkway (formerly “Spine East”) and the DU5 and DU6 portions of Eastmark. From the intersection of Eastmark Parkway and Point Twenty-two Boulevard (formerly “Warner South”), the DU is bounded by Point Twenty-two Boulevard until it reaches the intersection with Inspirian Parkway (formerly “Spine West”). South of that intersection the DU is bounded on the east by Inspirian Parkway and the Eastmark Great Park currently under development. The character of DU3 is described in the CP as central neighborhoods located between the urban cores and the Eastmark Great Park and DU4 is described as the airport gateway core.

1.2 DU Development Character

In accordance with Section 8.4 B., Development Unit 4 – Airport Gateway Core is the secondary core in Eastmark and is intended to anchor major employment uses and uses related to the Phoenix Mesa Gateway Airport (airport). Per section 8.4 F., Development Units 3 is characterized as a Central Neighborhood between the Urban Cores and the Great Park. This area was anticipated to be a collection of neighborhoods forming the core residential living environments in Eastmark. The CP anticipates that due to the proximity to DU4, that the uses of DU3 may also be transitional in terms of uses. In accordance with Section 8 character, descriptions, we anticipate that DU3 areas will include a combination of urban non-residential uses as well as residential uses.



DU 3 / 4 DUP

The major employment uses are envisioned to include educational campuses, research and development based, incubator businesses. These uses are likely to be drawn to this area of Eastmark by the presence of a large university campus that will form the major hub for DUs 3 and 4. The campus is primarily set back one block off of Ellsworth Road which allows for the campus use to embed itself into the community while at the same time allowing for employment, office and commercial uses to border the campus and be strategically located along the major perimeter roadway that serves the region and provides access to the airport. Sitting entirely north of Point Twenty-two Boulevard, the university campus comprises a large portion of this DU, including nearly half of the land area north of Point Twenty-two Boulevard. The campus which will include classrooms, dormitories, and many supporting buildings will be complemented by a commercial center south of Point Twenty-two at Ellsworth Road. The interaction between these two primary uses will create a core of activity centered just east of Ellsworth near Point Twenty-two Boulevard. At the intersection of Ellsworth and Ray Roads, south of the core of activity, the gateway center will provide neighborhood retail services for the university, residents of Eastmark as well as the large region. The area east of the commercial center is anticipated to be an enclave of (either gated or non-gated) residential neighborhoods of varying densities. East of the university campus, the Eastmark Great Park continues to work its way north of Point Twenty-two Boulevard between the two parkways. North of the campus the area south of "Warner North" is anticipated to be a small enclave of residential or employment uses.

Point Twenty-two Boulevard is designed as a major pedestrian and bicycle route connecting the activity core (university and commercial) to the Eastmark Great Park. This dominate connection will negate the need for other pedestrian routes. Pedestrian connections through the campus may be gated and for use by students, staff and guests only. Pedestrian connections through gated neighborhoods and employment campuses may limit access to residents, employees and guests and thus emphasizing the Point Twenty-two routes. The north half of the Eastmark Great Park will be the major open space and recreational amenity in the DU, continuing the character of the park started in DU7. The Eastmark Great Park will develop as outlined in the approved Great Park Master Plan. A major multi-use path will continue to wind its way north from the first half of the park stretching the length of the park to "Warner North."

DU 3 north and 4 will be planned as a cohesive development and will have a similar character. Rather than retain the artificial boundary between these two DUs, this DUP will address both as a single combined DU.

Exhibit 1.1 - Location Map



Exhibit 1.2 - Development Unit Map

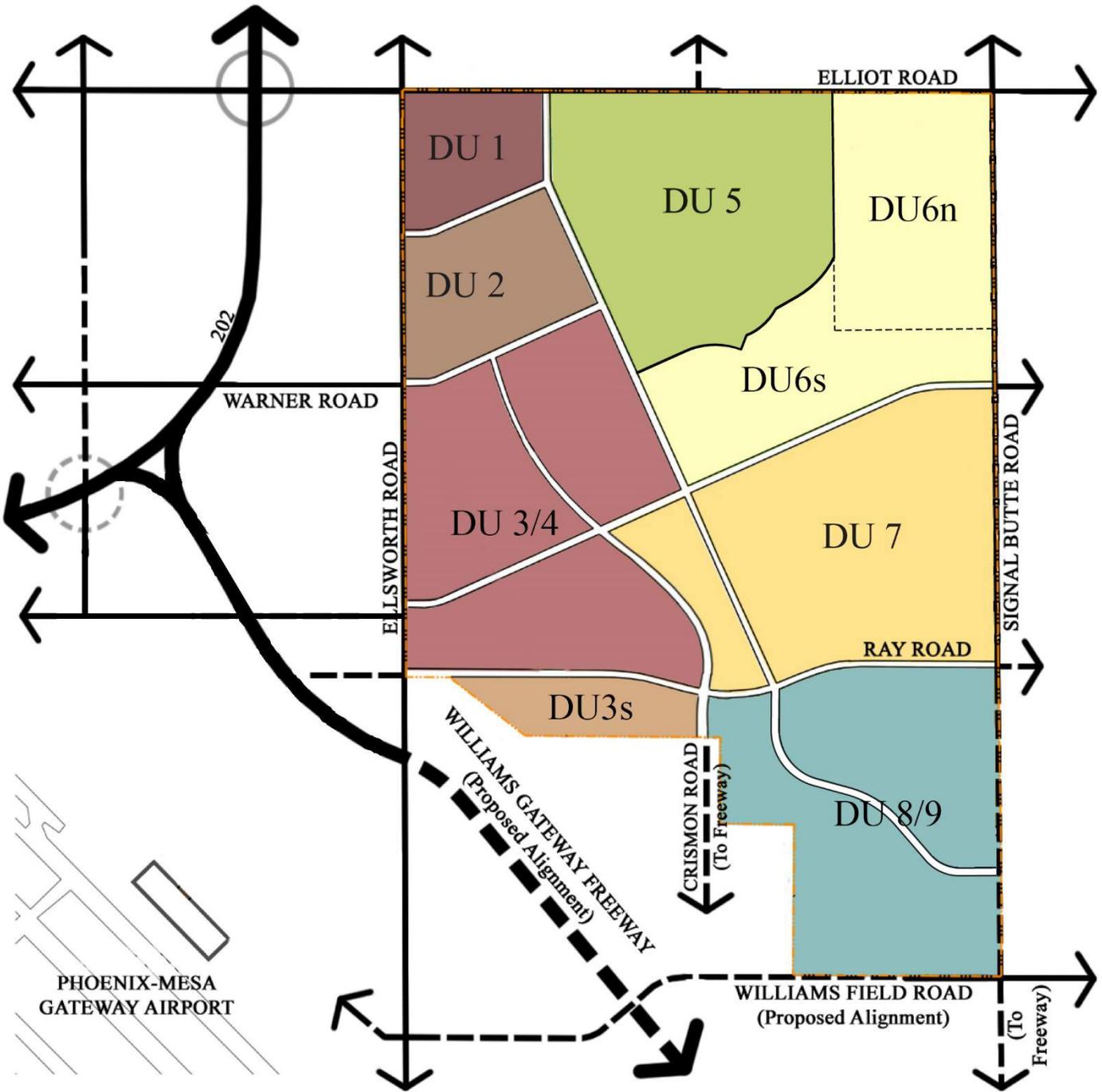
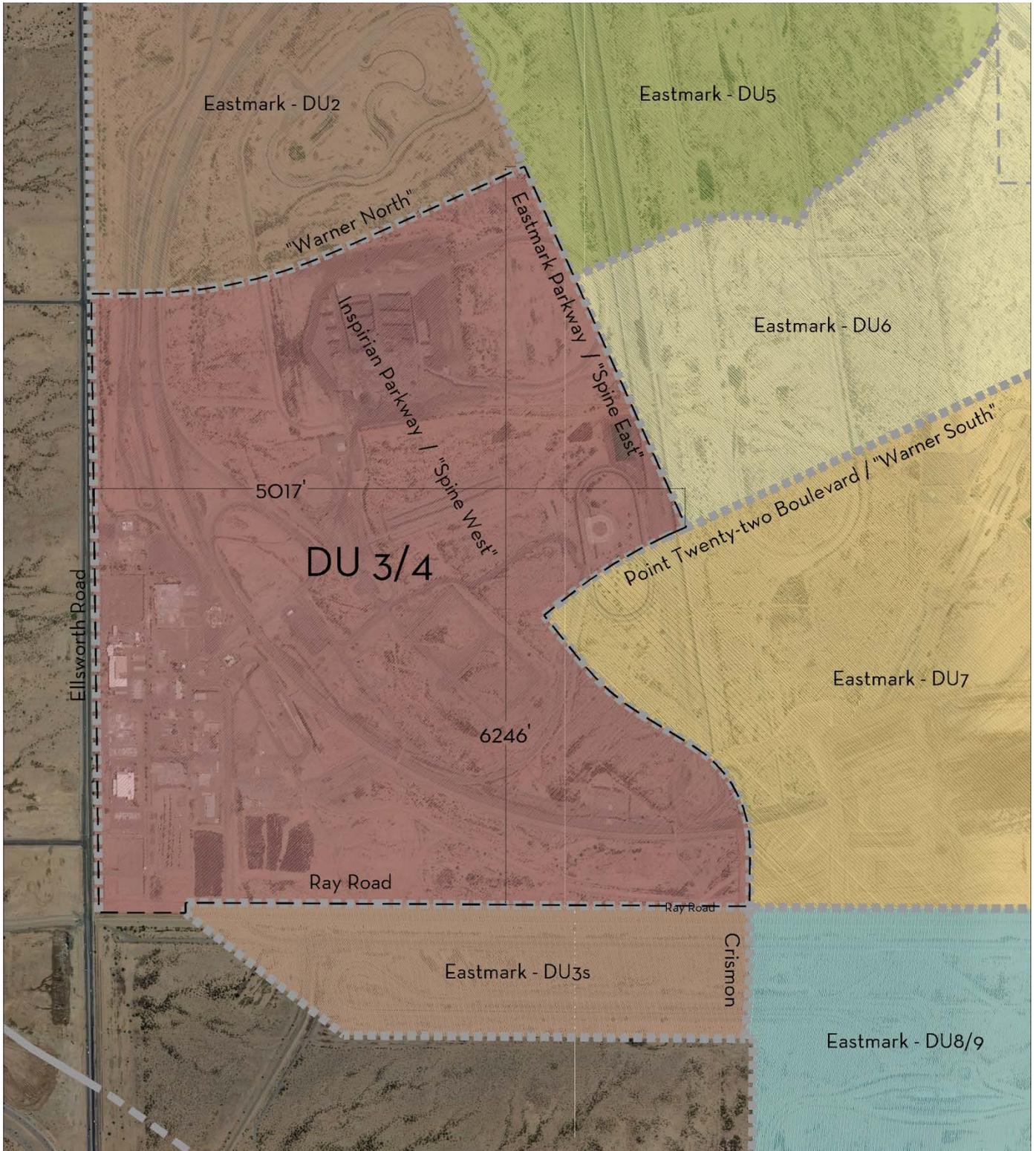


Exhibit 1.3 - DU 3/4 Existing Context



1.3 DU Vision

Consistent with the Eastmark CP, DU 3/4 will be developed with a mix of uses designed around activity core (located east of the intersection of Ellsworth Road and Point Twenty-two Boulevard) and along Ray Road and Ellsworth Road. The totality of this area is planned to include uses such as a university, a dining and entertainment district, neighborhood serving retail, employment uses, residential neighborhoods, schools, civic institutions and the north half of the Eastmark Great Park.



DU 3/4 is located in an area of Eastmark with strong connectivity to the larger region via Ellsworth Road, Ray Road and Point Twenty-two Boulevard that links the uses east of Eastmark along Warner Road to this area. Ellsworth Road currently provides the strongest connection to the larger region via intersections with the US 60 (3.5 miles north of this area), the new State Route 24 (a quarter miles south of this area) and the Loop 202 via Elliot Road (1.5 miles northwest of this area). The area of DU 3/4 closest to Ellsworth Road will develop with connections welcoming guests, visitors, employees and customers who may not call Eastmark home. Because this area is easily accessible to so many in the region and because this area is located at the "entrance" to the Eastmark community, the western portion of the DU will be able to support the most commercial activity and employment uses with more residential and campus settings in the central and eastern areas of DU 3/4.



The residential neighborhoods when combined with the DU3 South, DU7 and DU 8/9 neighborhoods will surround the Eastmark Great Park and will form the core residential living environments for Eastmark and be the basis of the social fabric of the community. Local streets in the residential neighborhoods and campus environments of DU 3/4 will be designed to encourage slower traffic, facilitate pedestrian routes and create an intimate quality to the spaces accented by grand open views. The number of dwelling units within DU 3/4 will be within the range allowed by the CP which allows for a combined (DU's 3 and 4) range of 929 to 4,559. In addition to the residential units, substantial amounts of dormitory beds are anticipated for students living in the university campus portions of Eastmark.



Many of the residential neighborhoods as well as the university campus environment are likely to develop as gated settings to provide a sense of security and intimacy in a portion of Eastmark that also welcomes so many visitors. These enclosed environments will provide pedestrian connectivity for residents and regular users to the commercial areas along Ellsworth Road, the university campus and the Eastmark Great Park, but will not typically permit other pedestrians, bicyclists or motorists access to or through their private enclave. The pedestrian systems will encourage pedestrian activity from the activity core east of the intersection of Ellsworth Road and Point Twenty-two Boulevard to the Eastmark Great Park to the east. This will be accommodated primarily by strong pedestrian and bicycle facilities along Point Twenty-two Boulevard. Individual gated, private spaces will connect to this corridor as the primary pedestrian connection.



DU 3/4 DUP

A. Ellsworth Road Commercial/ Employment Corridor (Ellsworth Commercial Corridor)

The western portion of DU 3/4 along Ellsworth Road will be a mixed use commercial and employment corridor (see **Exhibit 1.4 – DU 3/4 Mix of Uses**). Uses are envisioned to include employment campuses, research and development facilities, incubator businesses, medical facilities, office towers, garden office, university supporting services and retail, restaurants and clubs, entertainment venues, hospitality, and neighborhood/convenience services and retail. These uses may be complemented by residential uses mixed into the commercial settings and will be supported by an additional district street (“Business Boulevard”) east of Ellsworth Road running parallel with the roadway. A retail/entertainment district will anchor the south end of “Business Boulevard” and major pedestrian routes along the street will connect the various uses to the activity core. “Business Boulevard” may be segmented into public and private portions. In areas, the Ellsworth Road frontage may be lined with surface stormwater retention in the form of desert and riparian landscapes.



B. University Campus

The central portion of DU 3/4, north of Point Twenty-two Boulevard, will be a university campus (see **Exhibit 1.4 – DU 3/4 Mix of Uses**). This portion of the DU (while not required) will likely be enclosed and gated to provide a safe and secure environment for students. The campus will be knit together by a grid-like network of sidewalks and open spaces. Buildings on campus will relate to the perimeter streets or the internal pedestrian network. The campus will primarily be a pedestrian environment, with limited vehicular access. This area will be anchored by the student union which will be the social gathering point for the campus. The campus may include on-site housing for up to 12,750 students as well as many classroom and auxiliary buildings. Pools, courts, sports and recreation fields will enhance student life and take advantage of the best of Arizona outdoor living. These facilities will likely be lighted for nighttime use. Gates along the Inspirian Parkway and the “Business Boulevard” will provide pedestrian access to the Eastmark Great Park and to the activity core south of Point Twenty-two respectively. Primary access to the campus for guests will be via a private drive north of Point Twenty-two from Ellsworth Road east to the campus. Northeast of the corner of Point Twenty-two and “Business Boulevard” will be the campus’ Recreation Center. This facility may be home to regular large-scale public events.



C. Activity Core

Within DU 3/4, southeast of the intersection of Point Twenty-two Boulevard and Ellsworth Road, an Activity Core will develop (see **Exhibit 1.4 - DU 3/4 Mix of Uses**). It will provide the adjacent university and residential neighborhoods with a social/commercial destination. The development of the Activity Core may occur in phases and the uses and design of each phase will relate to the adjacent uses, working to intensify the “social energy” or vitality at the core. The open space heart of the Activity Core may be designed as an urban plaza, town green or simple garden supporting adjacent uses. This may be a private open space for use by patrons only, and because of the increasingly dense nature of the core over time, the open space may also be used to retain stormwater (on the surface or below grade with drywells). Buildings within the Activity Core will likely have simple massing and details with an emphasis on the pedestrian level experience providing very comfortable walking and lingering environments. Both pedestrian and automotive access in this area may be via private access ways.

D. Point Twenty-two Blvd Pedestrian Corridor

The major pedestrian connection across DU3/4 from east to west is along Point Twenty-two Boulevard (see **Exhibit 1.4 - DU 3/4 Mix of Uses**). Adjacent campus and residential uses will connect to this major pedestrian and bicycle route to access to the Eastmark Great Park on the east and the Ellsworth commercial corridor and Activity Core on the west. This major connection is designed with multiple pedestrian routes (wide sidewalk, multi-use path, jogging trail) and bike lanes along the roadway. This will generally be a shaded tree-lined corridor to encourage walking and biking. Visual interest will be provided along the three quarter of a mile long connection and may be provided via various methods which may include: providing visual openness between the pedestrian corridors and adjacent uses so that the corridor does not feel visually walled off, providing engaging architecture in close proximity to the pedestrian corridors at the ground level, providing focal activity nodes that incorporate park or plaza settings, or sculpture at locations where adjacent uses intersect with the pedestrian corridors to encourage interaction between the two user groups and a string of destinations for the pedestrian corridor users or by providing other forms of “social energy” exchange between adjacent uses and the users of the pedestrian corridors.

DU 3/4 DUP

E. Residential Neighborhoods

The residential neighborhoods of DU 3/4 may include single family or multi-family homes. These neighborhoods can be located in three primary areas of the DU including 1) north of the campus in the area south of "Warner North," 2) east of Inspirian Parkway in development sites integrated along the Eastmark Great Park, and 3) west of Inspirian Parkway between Point Twenty-two Boulevard and Ray Road.

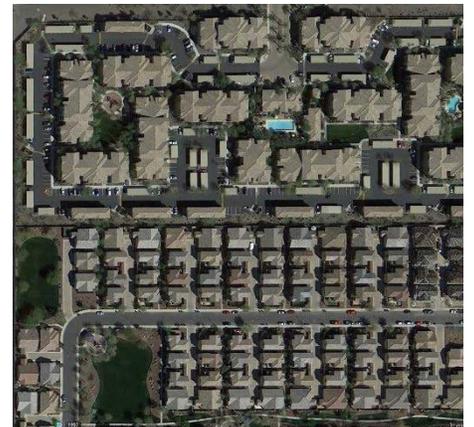
When residential areas of DU 3/4 are single family neighborhoods they will be formally organized around intimate neighborhood parks. These areas will imitate the block pattern and character of the single family neighborhoods of DU7, creating dense near-town residences that may include or be converted to small scale businesses. Single family detached residences will not be permitted in the portion of the DU between Eastmark Parkway and Inspirian Parkway unless they appear to be attached residences (i.e. row homes).

When the residential areas of the DU are multi-family neighborhoods they can take on a wide variety of forms from row homes and town homes to private enclaves of apartments or condominiums.

Row homes and town homes will take on block patterns similar to the residential neighborhoods of DU7 with homes facing tree-lined streets accented by intimate neighborhood parks that may take on an increasingly urban or plaza like character. These neighborhoods may repeat one or two buildings multiple times to create a neighborhood of consistent architecture or vary building to building with architecture character appropriate to the desert southwest.

Enclaves of apartments or condominiums may contain custom buildings or one or two buildings repeated multiple times with consistent architectural styles throughout each project. Open space in these enclaves may be formal parks or landscaped outdoor rooms enclosed by buildings or open space areas that serve as trail systems. These private enclaves may be gated, often with limited access points.

All types of multi-family neighborhoods shall arrange buildings so they appear to address adjacent streets and relate to a modified grid throughout the project. While not required, engaging the perimeter streets at the ground level with doors, porches, courtyards, front walks, etc. is encouraged. When possible, site plans shall arrange buildings to act as the street wall and eliminate additional privacy walls between the street and adjacent buildings. Multi-family neighborhoods or private enclaves may include private amenity buildings or facilities, rental offices and maintenance structures. These may be free standing or incorporated into residential buildings, neighborhood parks or private open spaces. The parking in these areas may be accessed via streets, allies or private access ways and may be accommodated in many ways including on-street parking, private garages, shared parking structures and surface parking lots.



F. The Eastmark Great Park
The eastern portion of DU 3/4 will contain the northern half of the Eastmark Great Park (see **Exhibit 1.4 – DU 3/4 Mix of Uses**). This element will be designed to be the heart of East Valley activities and Eastmark’s civic core. The development of the Eastmark Great Park will occur in phases and the uses and design of each phase will relate to the adjacent uses. The park will be aesthetically integrated into the uses surrounding the park so that the surrounding uses appear to be within the park. These uses may include civic, educational, recreational, residential and commercial uses that are encouraged to be connected and integrated into the adjacent park uses. Park uses will encourage activity and will vary from heavy use areas to isolated natural settings. Park landscape may include recreation fields, sculpted forms, natural habitats, irrigation lakes and streams, stormwater storage basins and tended gardens. The park may include permanent and temporary gathering areas and structured recreational amenities. These landscapes and facilities may be shared with adjacent uses, and may rely on adjacent uses for shared parking. Parking for the park will also be provided on-street on both sides of Eastmark Parkway and Inspirian Parkway. Linking the Great Park together, a multi-use path will continue from the south half of the park and extend the length of the north half. This major walkway will be complemented by a network of smaller paved paths and un-paved trails connecting the uses of the park and connecting the adjacent neighborhoods to the core of the park.

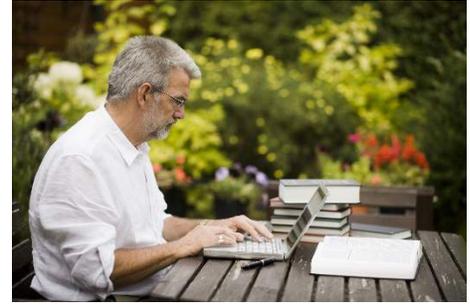
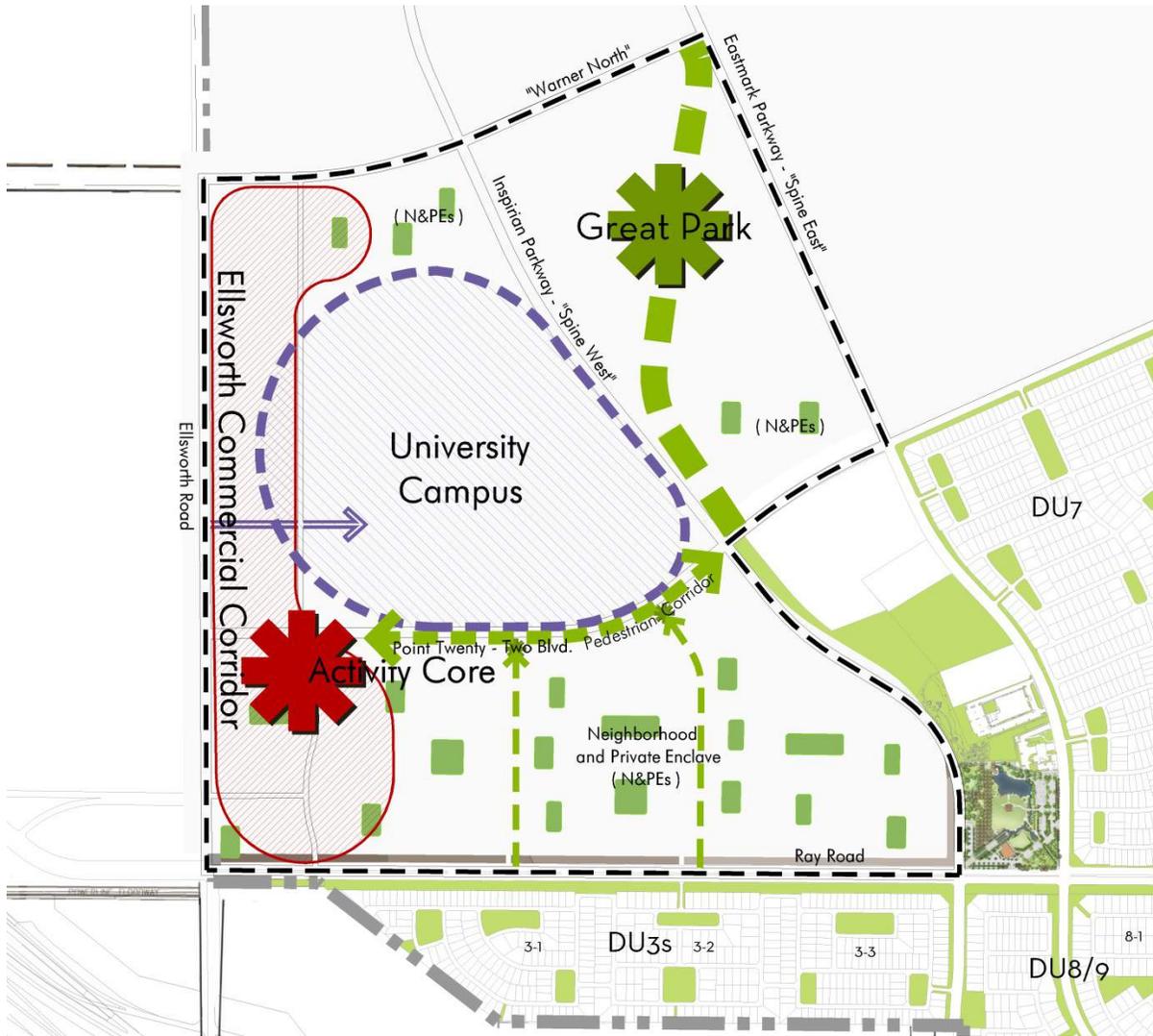


Exhibit 1.4 – DU 3/4 Mix of Uses



1.4 Compatibility to the Overall Eastmark Vision

A. 21st Century Desert Urbanism

Consistent with the 21st Century Desert Urbanism character for Eastmark outlined in the CP, DU 3/4 will provide:

21st CENTURY

- development form and building form are designed to allow transformation to happen as quickly as possible, intensifying commercial, employment, and campus uses in this area over time
 - buildings organized in simple grid patterns with surface parking or recreation uses in early phases easily accommodate additional buildings, structured parking, underground stormwater retention, etc. in future phases to intensify non-residential development



DU 3/4 DUP

- block sizing and connectivity will also easily accommodate many different land uses appropriately allowing easy change from one non-residential use to another
 - blocks in the Ellsworth corridor are sized with the position of “Business Boulevard” to accommodate a wide range of non-residential uses including employment in various forms, medical, hospitality and university serving retail
 - blocks around the Activity Center are sized for a variety of urban commercial and hospitality uses (based on the street patterns shown in Exhibit 4.3 – DU 3/4 Transportation Plan)
 - the gated university campus is planned in a modified grid plan to support the dense campus and if the campus use is abandoned generations from now, the grid is designed to be re-connected to the surrounding urban fabric so that the buildings can viably be converted to a mix of residential and non-residential uses
- integration of the street, bicycle and pedestrian systems along “Business Boulevard” and Point Twenty-two Boulevard to connect the Activity Core to the Eastmark Great Park
- six of the eleven required arterial and district streets intersect in this DU, providing connectivity only matched by the northwest core of Eastmark
- this DU provides the primary interface and gateway connection between the East Valley region and the predominately residential areas of Eastmark (DU3 South, DU6, DU7, DU 8/9) surrounding the Eastmark Great Park
- easy connections to the airport and its national destinations
- places to connect socially in the Activity Core, the event centers on the university campus, and the Eastmark Great Park
- university campus at the center of this DU will be a place of knowledge and learning, complemented by the schools along the Eastmark Great Park
- the more than 400,000 square feet of buildings/facilities, asphalt water skid pad, and miles of asphalt track in this DU have been recycled
- intensity of uses around the Activity Core in this DU and strong pedestrian connections to the core via Point Twenty-two Boulevard and “Business Boulevard”'s enhanced pathways
- a mixed use setting around the Activity Core that shortens travel distances (reducing vehicle miles traveled)
- street trees, shaded walkways and disperse open spaces to reduce the heat island effect
- Eastmark Great Park landscaped to reduce the heat island effect
- integrated stormwater management to reduce water use in common landscape areas – neighborhood parks, the Eastmark Great Park and fields and open space on the university campus may be used to store stormwater
- integrate on-site and off-site flows to minimize inefficient land use for separate surface basins and permit sub-surface stormwater storage solutions
- non-potable irrigation will be used in the Eastmark Great Park
- compact homes and lots to lower maintenance costs
- Eastmark Great Park accessible via (potentially private) internal great streets and enhance pathways along Point Twenty-two Boulevard
- neighborhood/convenience retail and services at the entrance/gateway to the Eastmark residential areas (DU3s, DU6, DU7, DU 8/9)
- neighborhood/convenience retail and services in walking distance to student dormitories and dense residential living
- schools and educational establishments are located along the Eastmark Great Park in close proximity to the homes of Eastmark



DU 3/4 DUP

DESERT

- narrow and tree-lined streets to maximize shade along the streets
- Point Twenty-two Boulevard is aligned east of the Eastmark Great Park to enhance the distant views of the Superstition Mountains from the park crossing
- water used in a manner that is appropriate and conservative by limiting turf to useful and heavy use areas (such as the Eastmark Great Park, university campus, Activity Core, and neighborhood parks)
- using vegetation that is appropriate to the setting such as desert pines and palms in areas that need height, deciduous trees in zones to encourage multi-season use, and desert trees and native vegetation in landscape areas with low human use
- natural areas in the Eastmark Great Park will be designed to encourage urban wildlife as well as human exploration and enjoyment

URBANISM

- vibrant life supported by an integration of university, employment, commercial and residential uses around a 24-hour entertainment district/Activity Core.
- Eastmark Great Park will anchor civic and cultural facilities and events in the park and around its edges
- convenient shopping in the Ellsworth Road corridor
- convenient educational opportunities at the university campus and schools along the Eastmark Great Park
- convenient recreational opportunities at the Eastmark Great Park
- entertainment as a key element of the Activity Center
- opportunities for cultural and civic venues along the Eastmark Great Park
- employment opportunities at the university campus and in the Ellsworth Road corridor
- easy access to the airport via Ray Road until the future terminal is constructed and then easy access via Ray or Ellsworth Road
- easy access to the Phoenix Metropolitan area via the US 60, Loop 202 and the State Route 24
- uses arranged to provide a synergy of uses around the Activity Core

B. The Eastmark Strategy

The overall Eastmark strategy to become a Center of Regional Importance, as outlined in Exhibit 3.1 – The Strategy, includes the notion retail / entertainment districts, university and schools, tree-lined drives, urban plazas and neighborhood parks are a key part of the goal. DU 3/4 is located and envisioned to be a mixed use area that is designed with “Great Streets,” and “Intimate Neighborhoods” as base building blocks to encourage economic development. Employment, commercial and educational (university campus) uses surround an entertainment driven Activity Core. These ingredients are essential elements for an important employment area. Their synergy (in close proximity) will create a zone to attract technology based businesses, corporate offices, incubator businesses, and health, wellness and medical facilities.

DU 3/4 will be a major component in Eastmark’s development as Center of Regional Importance. The Activity Center and the Eastmark Great Park contain much of the social importance for this DU as well as many of the surrounding DUs. The university campus will anchor and attract additional employment and wellness uses along the Ellsworth Road corridor. The presence of the university will also encourage incubator businesses to develop along with campus supporting retail and services. The university will also be vital for the training of Knowledge Workers to support the tech businesses attracted to the area. Surrounding Eastmark neighborhoods and the social amenities of the Eastmark Great Park will keep these well trained individuals in the community. These neighborhoods for knowledge workers, executives and active adults are also designed to support the development of additional employment and other economic development in this DU. They will supply the businesses with the staff, coaches, and specialized expertise needed to thrive. They will also support the commercial viability of the retail, support services, and entertainment district. These uses will support employees during the day, the residents in the evening and the students living on campus.

The development of exclusive clubs, exclusive spas and executive culture supported by arts, dining and fashion are not anticipated to be a major component of this DU but rather provided elsewhere in Eastmark.

C. Eastmark Planning Principles

DU 3/4 will be a part of bringing Eastmark’s Planning Principles of 1) Coordinated Connections, 2) a Framework to Evolve and 3) Living Well Over Time to fulfillment. These planning principles were identified in Section 3 of the CP and are the principles used to develop and ultimately implement the vision for Eastmark. These principles were intended to guide the planning effort and help create a community that can evolve, grow and change over time.

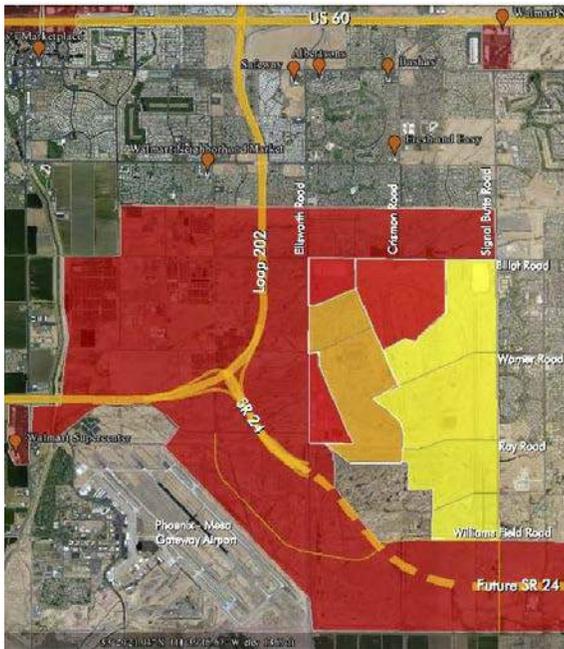
1. Coordinated Connections

The concept of coordinated connections is intended to extend the impact of the development of the property beyond the boundaries of Eastmark.

Freeway access connections from US60, Loop 202 and the State Route 24 Freeway make this an ideal site for a mix of uses. The university campus is located to offer easy access to all of the East Valley’s students. Employers interested in a location that has easy access to the knowledge workers of the East Valley as well as a great life style for the executives, emeritus staff and staff who would like to bike or walk to work. This DU is also ideally located to host many of the East Valley’s major social events, and the Eastmark Great Park will be designed to host such social and civic activities.

The Land Use Budget in the CP contemplates more intense non-residential uses in DU 3/4. This DU serves as a gateway to these predominately residential areas to the east (see **Exhibit 1.5 – Major Residential and Commercial Zones**).

Exhibit 1.5 – Major Residential and Commercial Zones



- Commercial / Employment Areas (designated to protect airport operations)
- Eastmark DU's Requiring a Minimum of 1,875,000 Non-residential GFA
- Eastmark DU's Requiring a Minimum of 50,000 Non-residential GFA
- DU's Without a Non-residential Minimum Requirement

The DU has been carefully structured to provide strong connections between the Activity Core and the Eastmark Great Park while maintaining privacy and security to those living in close proximity to these regional destinations. Connections to the university campus, employment campuses, and private residential enclaves of apartments or condominiums may be limited for these reasons. The major pedestrian connections will be provided along Point Twenty-two Boulevard and “Business Boulevard” and through the Eastmark Great Park. Sidewalk connections will be provided along “Warner North,” Ellsworth Road and Ray Road as these are not anticipated to become heavily used pedestrian routes.

The commercial uses along the Ellsworth corridor, the university campus, the Activity Core and the Eastmark Great Park and its associated uses will be the major destinations in DU 3/4. As such, these are natural gathering points for any future potential neighborhood shuttles that would connect these diverse uses to the airport, the ASU polytechnic campus and the neighborhoods of Eastmark.

2. Framework to Evolve

A unique and important aspect of the Eastmark CP is its emphasis on flexibility and the framework to evolve and change. The mixed use nature of this DU includes uses that are likely to take advantage of the framework to evolve and change over time, particularly the commercial and employment uses along the Ellsworth corridor, the university campus and the Eastmark Great Park areas. The residential neighborhoods may also evolve, but will likely do so more slowly.

The commercial and employment sites have the most flexibility to change over time. Their changing physical forms may be altered by many outside forces including the development of the adjacent sites, the development and reach of the airport’s planned terminal and expansion of commercial flights, the changing nature of the work place and working from home, the changing nature of shopping, entertainment and on-line commerce. A commercial site that develops as a simple neighborhood grocery center will do so on a regular grid with the ability to add users to the site. In time, with the development of the new airport terminal it is likely that original commercial pads may re-develop as office uses potentially with the retail use remaining on the ground level if it has been a commercial success. Employment sites may

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begin as garden office sites, or with a surface parked mid-rise tower against Ellsworth Road, the "Business Boulevard" or a private street connecting the two. Over time, as the demand for office space increases, these sites will likely add additional office towers with more people choosing non-automotive means to travel to the office or with the addition of a parking structure to accommodate the additional employees. The accessibility of the Ellsworth Road corridor will help insure it remains a viable location for commercial and employment uses. The focus of the circulation network, concentrating activity in this area will also help. These elements along with industry standard roadway grid/blocks will make these areas attractive for many various uses. Large single-user employment campuses, medical facilities, hospitality and entertainment uses will also be attracted to develop here and will be supported by surrounding uses.

The campus will likely evolve dramatically over time. Starting with a couple of dormitory buildings, classrooms and supporting buildings in lushly vegetated grounds, the campus is anticipated to grow to house a student body of 10,000-15,000. As the nature of on-line education and private education evolve, these outside forces may shape the physical growth and form of the campus. The grid of the pedestrian network has been established to keep key vistas to iconic buildings on site open while allowing an ongoing densification of the rest of the campus.

While the largely residential uses of DU 3/4 are not likely to evolve much (if any) over time, their presence in Eastmark provides flexibility for other uses and may encourage their evolution. These neighborhoods in close proximity to the social amenities of the Eastmark Great Park attract and provide a diverse pool of talent within Eastmark. The neighborhoods provide the opportunity for a stable home life with employment, entertainment and educational options within walking distance. They also provide for elderly and disabled populations for whom a lifestyle that is non-automotive-dependent may be very attractive. These live-work-play neighborhoods will also provide a lifestyle that will allow companies to recruit and attract new talent. These types of neighborhoods were one of the elements that most attracted the university to the area.

Unlike the residential neighborhoods, the Eastmark Great Park may evolve noticeably over time. Its direction will be shaped primarily by the residents of the East Valley and the events and traditions they create for the use of the park. Seasonal festivals, corporate employee events, popular sporting activities, and other events may be accommodated by the park and its physical form may evolve to support the events. A framework is established by this DUP to allow the park to incorporate many retail/commercial uses over time. Uses may include elements such as (but not limited to) coffee stands or shops, lunch carts, cafés, health and wellness classes, dance classes, spa services, personal trainers, rock climbing, equipment rentals, etc. These uses may be tenants or on-site services for a fee. They may be located in permanent structures, on-site offices, carts in the grounds, or as seasonal installations. Uses may be included in the park proper or in adjacent intertwined development sites. The uses may even include partnerships with the Eastmark Alliance that may include preferential use of the grounds or facilities, or partnerships with the City to offset park maintenance costs. These uses may be open to the general public or limited to residents or patrons.

The CP also created a framework for the "plan" to evolve from its original conception in response to opportunities that present themselves as the community develops. To accommodate such uses, on-campus dormitory or residential units that are for the use of students and staff will not be counted against the allowable residential units but rather are counted as non-residential. Exhibit 7.32 note (1) of the CP provides this exception to encourage mixed-use development of such site and exempts residential units from counting toward the Land Use Budget caps.

3. Living Well Over Time

This planning principle embodies several notions including the creation of urban centers, urban villages, great streets, open space and sustainability. The residential neighborhoods of Eastmark enhance the economic viability of urban centers and villages in DU 3/4. Great streets, open space and sustainability will be major components within the DU. The great streets and open space anchored by the Eastmark Great Park will provide the backbone, a framework, that emphasizes and reinforces the importance of physical elements to support the social elements of the community.

a. Urban Centers

Urban centers organized as mixed use settings so that live-work-play scenarios can flourish. DU 3/4's Activity Core at the confluence of commercial, employment and educational uses will develop slowly over time into an urban center. The combination of uses will provide diverse vitality for the center. It is anticipated that the Activity Core will either include high-density living and employment opportunities or they will be immediately adjacent to the core. The core is envisioned as a private pedestrian friendly setting inviting to the general public. This will provide more flexibility in the design and maintenance of the space. Dining, bars, and an open space for gathering are all expected in the early phases of development and will be supported primarily by residents, regional traffic and the university. With time as employment, research and medical uses are attracted to the DU (to complement the university) offices, hospitality, and entertainment uses will be added to the mix. The arrangement of the initial uses will contemplate these future additions so that the core is an attractive place in the initial phases and is enhanced as it grows. Residential uses may also be integrated into the Activity Core provided they do not unduly limit the entertainment elements within the area.

b. Urban Villages

In early phases of development the Activity Core of DU 3/4 may appear more like an urban village with activity supported by grocery, neighborhood retail and convenience services. As the core becomes more intense, these early uses may provide less of the activity in the area, but should be arranged so that they can add energy to the developing core and remain important parts of the mix of uses. As residential density develops around the Activity Core and the Eastmark Great Park, it may be possible to support an additional urban village near or in the park. It is anticipated that such a core would be most economically viable near the intersection of the Eastmark Great Park and Point Twenty-two Boulevard. However, if another site is more viable than this location, or the proposed site is not viable, the urban village should not be forced to this location. An empty, non-vital commercial center would be a drain on the activity of the park and the ambiance of the surrounding neighborhoods. Such a village may take on a physical form similar to a corner market rather than a traditional main street, but must emphasize strong pedestrian connections to the Eastmark Great Park and adjacent neighborhoods.

c. Great Streets

The layout of the DU is designed to encourage the infusion of a multi-modal transportation system. Point Twenty-two Boulevard is the backbone of the system in DU 3/4 and is designed to include bike lanes, a wide pedestrian friendly sidewalk on the south and a parallel multi-use path and jogging trail on the north connecting the Activity Core, university campus and the Eastmark Great Park. The major uses along Point Twenty-two Boulevard, "Business Boulevard" and the great park will be key stops for any future potential neighborhood shuttle service. It is expected that any such neighborhood system would link to the regional system near the Activity Core in the Ellsworth Road corridor. Eastmark Parkway and Inspirian Parkway will both be designed to incorporate parking on both sides of the street with curb-separated sidewalks along the tree-lined roadway. "Bulb outs" may be used at intersections and at driveways to assist in defining the parking lanes and to lessen the effect of site visibility triangles on the tree-lined streets. These designs will encourage pedestrian activity coming and going from events in the Eastmark Great Park and will be enhanced by the multi-use path running the length of the park at its core.

Great streets in the university campus, commercial center, Activity Core and employment campuses may be private streets to provide more design flexibility. These streets may appear to be an extension of the public street system and will be allowed to have typical curb returns when intersecting public streets rather than driveway aprons. Simple signage may be required by the City Traffic Engineer to mark the beginning of the private portions of the roadway.

d. Open Space

Eastmark Great Park (north)

- Designed as a landscape dominated setting
- Landscape shall include open fields, natural areas, irrigation lake(s), and manicured gardens/play areas
- Primary open space for DU 3/4 at the core of the DU 3/4, DU2, DU5, DU6 and DU7 neighborhoods
- Adjacent uses may include City of Mesa facilities such as a library and aquatic center and private uses such as schools, commercial and residential integrated with the adjacent park improvements
- A linear park and major multi-use path shall stretch from Point Twenty-two Boulevard to "Warner North"



Neighborhood Parks

- Used to accent neighborhoods of single family homes (may be used in multi-family neighborhoods)
- Designed as formal parks surrounded by roadways at the core of residential neighborhoods
- Shaped and located to retain local area stormwater
- Typically on focus when arriving to a neighborhood by automobile

Private Enclave Open Space

- Private open space between buildings
 - Useful, function space such as a courtyard
 - Not typically located on the perimeter of private enclaves
- May be private open space for enclave resident use only
- May include social and recreational amenities such as halls, pools and courts
- May be used to retain stormwater
- Discouraged in isolated settings without passive surveillance

University Campus

- The primary open space for the university
- May be private open space for university use only
- Open spaces may be formal lawns (with natural or artificial turf), sports fields, natural and manicured landscapes
- May include social and recreational amenities such as halls, pools and courts
- May be used to retain stormwater
- Design to include a mall or formal lawn as the forecourt to the Student Union at the heart of the campus

Activity Core

- The primary open space for the Activity Core will be a space for "social energy" exchange enhanced by the surrounding uses
- May be private open space for patrons only
- May be designed as an urban plaza, town green or simple garden supporting adjacent uses
- May be used to retain stormwater (underground storage and drywells anticipated)
- Size may be small and appropriately scaled to increase vitality within the space

Point Twenty-two Boulevard and "Business Boulevard"

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- Primary pedestrian connections between the Ellsworth Road corridor uses, university campus, Activity Center, and the Eastmark Great Park
- Designed with multiple pedestrian routes (wide sidewalk, multi-use path, jogging trail) and bike lanes
- Tree-lined for shaded walking experience
- Visual interest shall be provided along the street scene by adjacent properties, this may be done through:
 - Visual openness between the pedestrian corridors and adjacent uses (not visually walled off)
 - Engaging architecture in close proximity to the pedestrian corridors at the ground level (i.e. front doors, outdoor patios, semi-public uses visible from the street, engaging architectural designs)
 - Focal activity nodes that incorporate park or plaza settings, sculpture, or similar at locations where adjacent uses intersect with the pedestrian corridors to encourage interaction between the two user groups and a string of destinations for the pedestrian corridor users between the Activity Core and the Eastmark Great Park

e. Sustainability

Sustainability has been part of the planning and execution of DU 3/4 from the beginning including use of the following concepts.

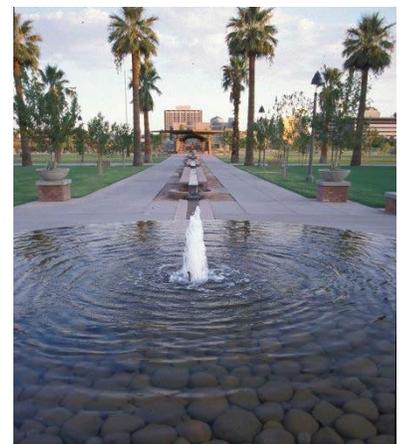
- existing test track, water skid test area and industrial buildings in the DU 3/4 area are being recycled for re-use
- mix of uses in DU 3/4 to include university campus/education, employment, commercial, entertainment, recreational and residential – Live-Work-Play
- mix of uses creates the possibility (at build out of the DU) of an automobile free lifestyle in DU 3/4
- dramatically reduce the daily commute for employees and the related air pollution
- use of energy efficient building techniques by the various homebuilders and commercial facilities (EFL rating system, low energy use appliances/equipment, solar options)
- collection of rainwater to supplement the landscape irrigation
- high water use landscapes in high use (or high pedestrian use) areas such as the Eastmark Great Park, dense multi-family housing, Point Twenty-two Boulevard, "Business Boulevard," Activity Core and the university campus
- In private gated enclaves and the university campus the streets may be narrower than the typical pavement section for two-way streets with parking on both sides reducing the total amount of impervious surface
- use of street trees throughout, reducing the associated heat island effect while increasing the visual appeal of the great streets as walking environments

D. Eastmark Design Theme

The design theme for Eastmark is based on the notion of integrated multi-use development that promotes the best aspects of community living. DU 3/4 provides several important elements of that overall mix. As described in the CP proposed land uses will be thoughtfully organized to encourage connectivity and provide separation where needed in areas such as the residential enclaves, service areas and the private university campus of this DU.

Public neighborhood design will include:

- pedestrian friendly environments that will allow residents and visitors the opportunity to enjoy strolling
- the tree-lined drives lined by simple (as described in Section 5 – DU Design Guidelines), quality front facades
- limited use of cul-de-sacs



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Private residential enclave design will include:

- pedestrian friendly environments that connect to the major pedestrian routes to the Eastmark Great Park and the Activity Core (through routes not required)
- the tree-lined drives with simple, quality front facades
- gated (not required) roadway and pedestrian access

University campus design will include:

- an iconic student union,
- simple (background) classroom, support and dormitory buildings
- extensive park-like grounds (private)
- gated roadway and pedestrian access

Activity Core design will include:

- simple commercial buildings with very comfortable walking and lingering environments and an emphasis on the pedestrian level experience
- intimate town green, plaza or entertainment activated open space (private)
- private roadways and pedestrian access



Ellsworth Road commercial corridor design could include:

- simple commercial buildings with an emphasis on the pedestrian level experience when buildings are placed along "Business Boulevard"
- tree covered parking lots, solar covered parking lots or parking structures (private)
- tree-lined perimeter streets (public or private)
- private roadways and pedestrian access



Point Twenty-two Boulevard (from "Business Boulevard" to the multi-use path in the Eastmark Great Park) and "Business Boulevard" (from Point Twenty-two Boulevard north) design will include:

- multi-use path, wide sidewalk, jogging trail and bike lanes
- connections to the neighborhoods, Eastmark Great Park (with its cultural, social, civic and educational uses), Ellsworth Road commercial corridor, university campus and Activity Core
- shaded tree-lined streets to encourage walking and biking



The Eastmark Great Park design will include:

- multi-use path through the core
- simple commercial, cultural, social, civic and educational buildings dominated by the surrounding landscape and iconic buildings as accents in the landscape
- connections to the various cultural, social, civic and educational uses adjacent to the park proper; the neighborhoods; and the Ellsworth Road commercial corridor, university campus and Activity Core via the pedestrian corridors along Point Twenty-two Boulevard
- sidewalks and bike lanes along the shaded tree-lined streets at the perimeter of the park to encourage walking and biking

E. Community Facilities

- The community facilities of DU 3/4 will be heavily concentrated in and around the Eastmark Great Park. In the north portion of the park, community facilities such as a potential City of Mesa library, aquatic center or other recreation facility are anticipated. These will be complemented by additional schools and the adjacent university campus to support the educational needs of the community. The park will be the major public open space in the DU stretching from Point Twenty-two Boulevard north to “Warner North.” It will include a major multi-use trail running the length of the park and a diverse collection of recreational and social uses along the route.
- Private neighborhood parks and open spaces are envisioned throughout the DU for resident, student, staff, employee and/or commercial use.
- Public safety needs (police and fire stations) are provided for elsewhere in Eastmark and will not be a part of this DU.
- While a multi-modal transit center is not anticipated at this time, the circulation network has been designed to accommodate local circulators that would gather people from neighborhoods and key social centers to link them with the Eastmark Great Park and the Activity Core in this DU. The system is designed to support regional transit connections to the ASU polytechnic campus and the Phoenix Mesa Gateway Airport

F. Airport Compatibility

Of primary importance to the vision of Eastmark was its proximity to the Airport and providing development that is compatible with its on-going operations. DU 3/4 is designed to take advantage of the close proximity to the future terminal northeast of the existing runways; bringing strong multi-modal connectivity from the Eastmark community to our western boundary with the hope of it being extended to the airport proper in the future. The Ellsworth Road corridor commercial uses are organized to enhance the economic development efforts that surround the new terminal while buffering more private uses such as the university and residential from the regional traffic associated with a highly successful commercial airport. All of DU 3/4 is outside of the flight pattern for the airport.



G. Neighborhood Compatibility

DU 3/4 is adjacent to the western edge of Eastmark where there are no existing neighbors or neighboring uses and does not extend to the eastern or southern boundaries where there are existing neighbors. As such, the requirements of Section 4.4 B. of the CP do not apply to this DU.

H. Engineering to Support the Vision

The vision described above will require a partnership between the City and private development. As outlined in Section 9 of the CP, modifications to engineering standards will be necessary to bring the vision for DU 3/4 to fruition. In particular, stormwater drainage, parking and street standards will need to take on urban forms to accommodate the denser development forms and accommodate incremental growth over time. Particularly, street trees to provide shade in areas with many commercial driveways, underground stormwater storage, drywells, and shared parking models are anticipated to execute this vision.

Section 2 Economic Development Statement

In keeping with the original vision for Eastmark to become a Center of Regional Importance, DU 3/4 is intended to provide a mix of uses supported by the diverse housing opportunities in the neighborhoods of DU2, DU3s, DU5, DU6, DU7 and DU 8/9. Specifically, the focus is to create a setting that can attract businesses, their executives and employees and provide a lifestyle that will sustain them. Key to this is a mix of uses, carefully arranged to take advantage of the synergy between them. A private university at the core of the DU will create a center for learning and drive much of the constant activity of the DU. It will not only provide robust education and continuing education opportunities, its students and staff will also activate and support an adjacent retail and entertainment area. Students living on campus will be afforded a non-automotive lifestyle with dining, entertainment, grocery and neighborhood services all adjacent to the campus. The university even at full build out, cannot on its own support some of these uses such as a modern grocery store. However, such uses can be arranged to be within easy walking distance of the campus and adjacent high-density residential while convenient via automobile or neighborhood shuttle to the larger residential neighborhoods of Eastmark. Businesses attracted by this synergy of university and retail uses wanting to locate to the area will find a home along the Ellsworth Road corridor. Here they will enjoy the vitality of the university, the regional presence along Ellsworth Road and convenient connectivity to the US60, Loop 202 and State Route 24. Their employees will be in walking distance of the restaurants of the entertainment district for lunch service, business meetings and happy hour get-togethers. Their employees will also find great places to call home in the neighborhoods of Eastmark accented by the recreational/social/civic core of the Eastmark Great Park. In time these business uses will likely attract hospitality and medical components to the corridor to support the businesses and residents. This collection of carefully orchestrated uses will help the region compete globally against places like the Pacific Northwest, the Northeast and the Bay area for the major employers. It will provide a post-card setting to get them interested in the area and a lifestyle to keep them once they come.



2.1 Estimated Economic Development Impact

The university campus will likely be the major employment driver within DU 3/4. The university will open with approximately 250 employees and ramp up to 2,000 employees as enrollment increases. The campus will be supported by an operations center which will house another 700 employees in the Ellsworth Road corridor. The construction of the campus will create over \$200 million worth of activity employing 1,200 local individuals for the campus and another 100 to 125 for the development of the operations center. In time the university is expected to house as many as 12,750 students on campus with a student population that may grow to 15,000. These students will economically support local retail/entertainment development and through partnerships with local businesses will help grow the exiting high-tech work force.

In addition to the university, several employment and medial uses will likely develop along the Ellsworth Road corridor. With 1 million – 2.5 million square feet for these uses it is anticipated that they could employ between 4,000 and 10,000 individuals as the corridor builds out. During construction, these uses are estimated to generate 2000 to 5000 jobs employing people from the local area.

Hospitality, retail and entertainment uses are also expected in the Ellsworth Road corridor and are likely to support another 820 service jobs. During the construction period, these uses are estimated to employ 400 people from the surrounding region.

Neighborhood supporting uses such as schools, the City library, religious facilities, and social recreational centers are likely to generate another 150 jobs in and around the Eastmark Great Park.



Section 3 DU Land Use Plan

The Land Use for DU 3/4 is a mix of uses with several dominant elements – the university campus, the Ellsworth Road commercial corridor, the Activity Core, the Eastmark Great Park and the surrounding neighborhoods. At the core of the DU, the university campus will contain many large-scale, multi-level buildings in a park like landscape. Between the university and Ellsworth Road along the roadway, commercial uses are anticipated. These will range in form and likely include (but not limited to) forms such as: big-box grocery store, individual pad retail with drive-through facilities (restaurants, banks, drycleaners, etc.), gas station, big-box entertainment, in-line shops, retail kiosks, garden office, office towers, medical facilities, hotels and multi-family residential. The Eastmark Great Park will continue to be home to schools, social and civic buildings. These can range dramatically in form from small kiosks to large multi-story structures in a landscape setting formally engaging adjacent streets. Between these uses residential neighborhoods and private enclaves will develop which while not limited, can include single family detached homes, attached townhomes, multi-family buildings, residential towers and neighborhood supporting forms such as churches and schools.

The land use plan and building forms will be similar to the character described in the CP’s LUG CS – Civic, LUG OS – Open Space, LUG V – Village, LUG D – District, LUG C – Regional Center/Campus, LUG GU – General Urban, and LUG UC – Urban Core (see **Exhibit 3.1 – Land Use Groups Transect**). The only LUGs not permitted in DU 3/4 are LUG R – Retreat which is reserved for portions of the northwest core at Eastmark and LUG E – Estate which is reserved for less intense areas of the community.

Exhibit 3.1 – Land Use Groups Transect



The land uses in DU 3/4 will typically be arranged on a modified grid, primarily radiating from Ellsworth and Ray Roads. This arrangement will provide efficient rectilinear blocks in the denser commercial and campus areas of the DU (along Ellsworth and Ray Roads). This generic form accommodates a wide variety of commercial uses and will encourage these portions of the DU to transition to denser uses over time. The grid will likely morph as it approaches Inspirian Parkway to accommodate the general alignment of the Eastmark Great Park. While transitions over time in the eastern portion of the DU are likely to occur slowly, if at all, the smaller, more customized building forms of civic, social and residential land use types are better suited to accommodate this grid transition. These uses will also be more likely to take advantage of the distant mountain and proximate park views accommodated by the grid transition.

3.1 Street Types (Urban Form not Transportation)

Street Types as described in Section 10.7 – Street Types of the CP, are **not road classifications or cross sections**, but rather a planning urban form designation. In DU 3/4, the street types for public roadways will generally be as shown on **Exhibit 3.2 – Street Types**. Arterial Street Types form the southern and western boundary of DU 3/4 with public and private Primary Street Types providing access from the Activity Core to the Eastmark Great Park and a parallel north-south route along the university campus (“Business Boulevard”). Public and private Secondary Street Types provide access to private residential enclaves, residential neighborhoods, the university campus and the uses along the Eastmark Great Park from the Arterial and Primary Street Types. In single family detached neighborhoods and multi-family neighborhoods with public streets, Primary Street Types with homes fronting and Secondary Street Types with homes siding make up the framework of neighborhood streets. Service Street Types will be used in DU 3/4 extensively on the university campus to assist with temporary access, maintenance and fire access; and on other sites to provide access to back-of-house areas and are anticipated in commercial and residential settings as well.

A. Arterial Types

This street type is characterized by very high volume vehicular traffic streets with little pedestrian activity moving along the length of the street. Commercial buildings may engage these roadways and make use of their pedestrian routes, but are not required to do so in all Land Use Groups. These roadways may be lined intermittently with surface storm water storage basins with desert and riparian landscapes. In these arrangements, buildings may be set back from the roadway with surface parking between the buildings and the roadway. Residential buildings typically setback from or fenced off from these roadways and do not engage them in DU 3/4.

- Ray Road on the south
- Ellsworth Road on the west

B. Primary Types

Primary Street Types within in DU 3/4 are intended to be well used pedestrian and vehicular routes with homes and buildings facing the street. Retail pedestrian circulation is not required along the frontage and homes/buildings may face the street on one side of the street only but are encouraged to face the street on both sides. Front doors and front walks usually engage the street from each building. Streets are typically lined with street trees on regular intervals to hold the visual form of the street. These street types are typically high activity connections within the DU with both high vehicular and pedestrian traffic. Because within DU 3/4 these roadways are typically heavily travelled routes, when single family detached neighborhoods are adjacent to them, individual buildings/homes are permitted to side or back to these roadways. The narrow width of these streets along with the high interaction with adjacent buildings encourage slower traffic and to create connected routes for cars, bikes and pedestrians within DU 3/4.

- Point Twenty-two Boulevard (from Ellsworth Road to Inspirian Parkway (aka “Spine West”)) and its multi-modal circulation routes
- “Business Boulevard” and its multi-modal circulation routes
- “Warner North”

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- public neighborhood streets with right-of-way consistent with the CP
- private drives in the Activity Core and Ellsworth Road commercial corridor

C. Secondary Types

Secondary Street Types connect the Arterial and Primary Street Types and may vary dramatically in vehicular and pedestrian traffic.

- Inspirian Parkway and Eastmark Parkway (aka "Spine East") both provide access along the Eastmark Great Park and to its various associated uses.
- Through streets (two) providing an alternative north-south route between Point Twenty-two Boulevard and Ray Road
 - residential buildings may front or side these roadways
 - multi-family buildings may align with these streets, but not provide direct access for privacy and security
 - potentially private/gated roadways
- private street providing north-south circulation within the university campus

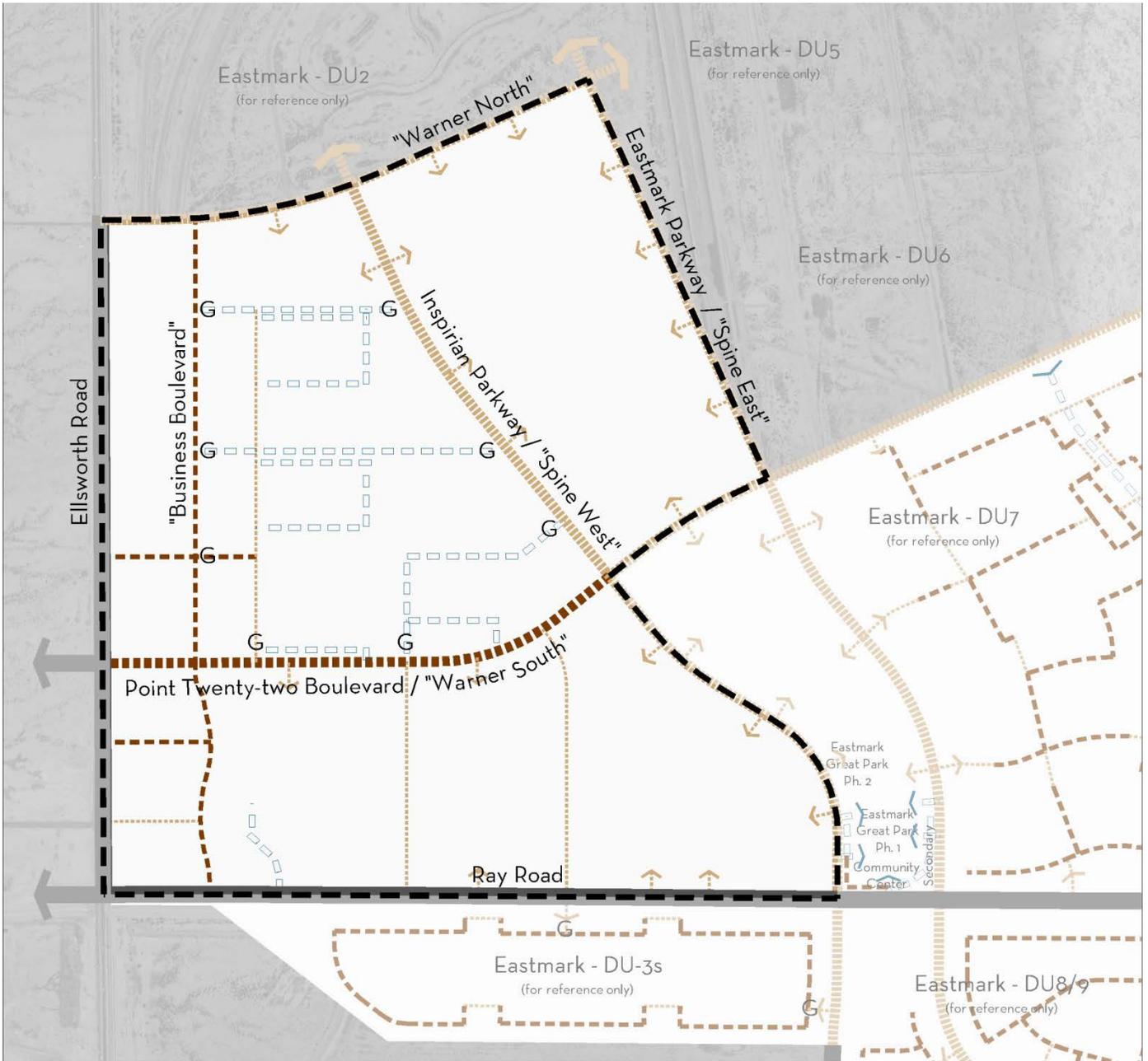
Internal neighborhood streets

- incorporated to connect the Primary types between blocks and at the ends of blocks
- provide access (entry drives) from surrounding Arterial, Primary and Secondary Street Types into the individual neighborhoods
- entry streets will generally not have uses fronting them and often will take on the form of a narrow, landscaped throat into the neighborhood

D. Service Types

This street type is limited to private streets, service drives or alleys. These streets, alleys or drive aisles will likely have little to no pedestrian traffic or sidewalks. These types may have walled service yards or trash enclosures fronting the street. The university at the heart of the DU may rely almost exclusively on Service Type Streets as described in the CP to accommodate temporary access (such as maintenance, student load-in, and security), fire access and back of house functions. This street type will also be used to access back-of-house and parking areas in commercial sites. Service Street Types may be used in residential areas to provide alley access to garages, parking and service areas.

Exhibit 3.2 - Street Types



-  Arterial
-  Primary
-  Secondary
-  Service
-  Gated Entry Anticipated

Notes: Internal Streets may be a mix of Primary, Secondary and Service Types and are shown here conceptually. Internal streets shown are not required and additional streets may be provided. Non - Arterial Streets shown may be public or private streets. Access points shown are not required.

Site distance design and associated requirements shall be per Section 10.4 of the CP.

The areas, connections, shapes, quantities, sizes and locations shown are conceptual representations of the future potential development. Actual areas, connections, shapes, quantities, sizes and locations may differ from those shown.



3.2 LUG Locations

Consistent with the Land use budget in the CP, DU 3/4 shall be comprised of the following Land Use Groups (LUGs) – Open Space (OS), Civic Space (CS), Village (V), District (D), Regional Center/Campus (C), General Urban (GU), and Urban Core (UC).

A. LUG OS – Open Space

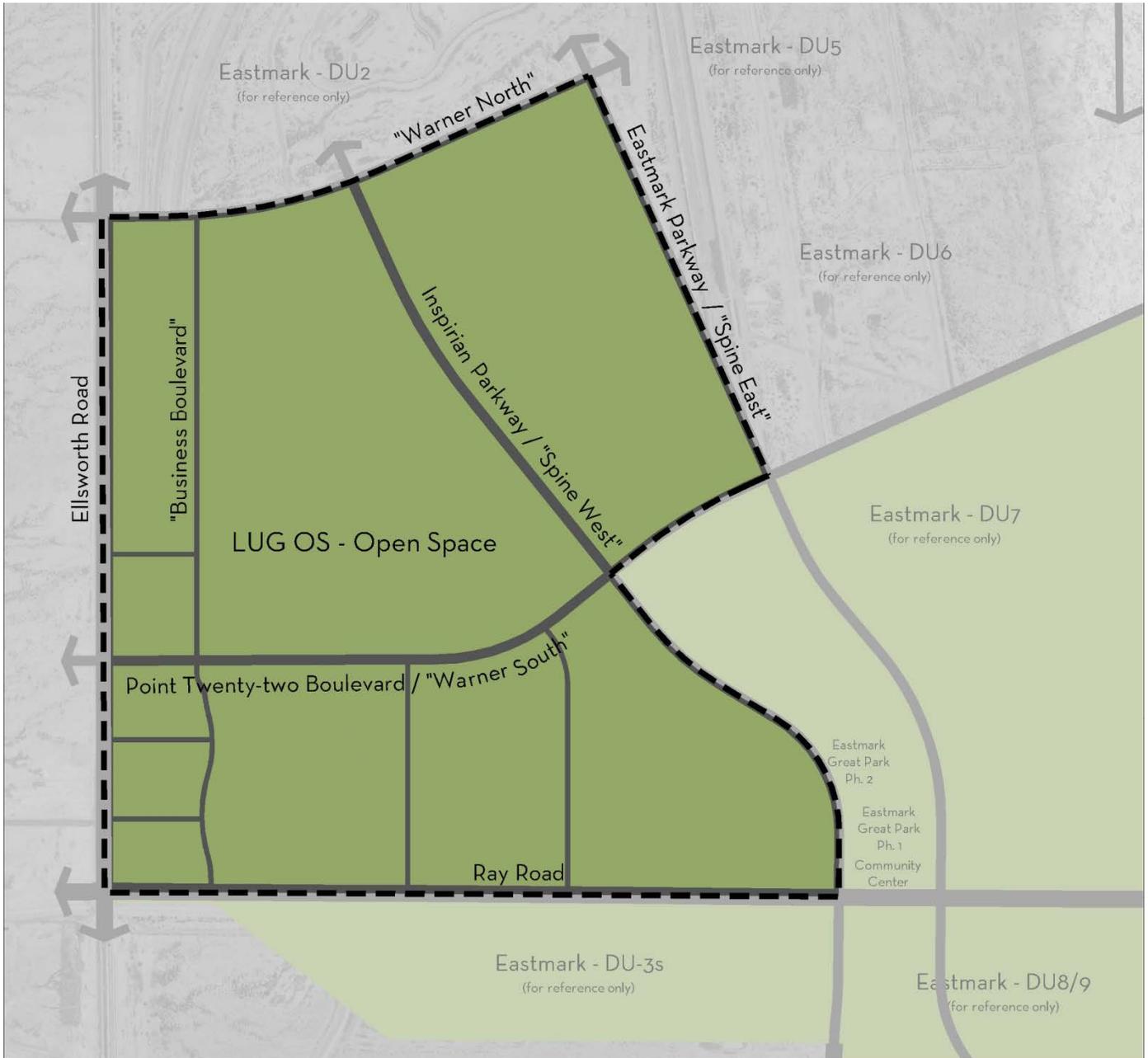
Within DU 3/4, LUG OS may be applied anywhere as shown on **Exhibit 3.4 – LUG OS – Open Space**. LUG OS is not required to be a major component of DU 3/4.

Exhibit 3.3 – LUG OS – Open Space Summary

LUG OS – Open Space		
	General Character	Consistent with CP
	Typical Uses**	Consistent with CP, no golf course anticipated as part of DU 3/4
	Typical Building Height*	Consistent with CP
	Maximum Building Height*	Consistent with CP
	Minimum Lot/Parcel Size*	Consistent with CP
	Maximum Residential Density*	Consistent with CP
	Floor Area Ratio (FAR) Range*	Consistent with CP
	Minimum Lot/Parcel Width/Depth*	Consistent with CP
	Building Setbacks – Street*	Consistent with CP Fencing/Walls higher than forty-two (42) inches tall may be constructed behind the minimum Building Setback area. ****
	Building Setbacks – Rear/Side*	Consistent with CP****
	Building Setbacks – Service Lane*	Consistent with CP****
	Block Character	Consistent with CP
	Circulation Character	Consistent with CP Street forms may complement or take on the forms of adjacent LUGs especially when small LUG OS areas are surrounded other LUGs.
	Service Areas	Consistent with CP
	Landscape Character	Consistent with CP Due to the fast growing nature of desert trees, the minimum size for required trees may be smaller if exchanged for an additional quantity of trees.
Lighting Character***	Consistent with CP	
Signage Character	Consistent with CP	

* For details refer to Exhibit 7.32 - Land Use Group General Development Standards of the CP
 ** For details refer to Section 7.16 - Permitted Uses of the CP
 *** For details Refer to Section - 10.5 Public Street Lighting Standards and Section 15 of the CP
 **** See Exhibit 3.17 - Wall/Fence Placement

Exhibit 3.4 - LUG OS - Open Space



- LUG OS Appropriate Area
- Conceptual Streets (for context only)

Notes:
 LUG OS allowed anywhere in DU3/4
 LUG OS is not required to be a major component of DU3/4

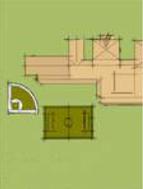
The areas, connections, shapes, quantities, sizes and locations shown are conceptual representations of the future potential development. Actual areas, connections, shapes, quantities, sizes and locations may differ from those shown.



B. LUG CS – Civic Space

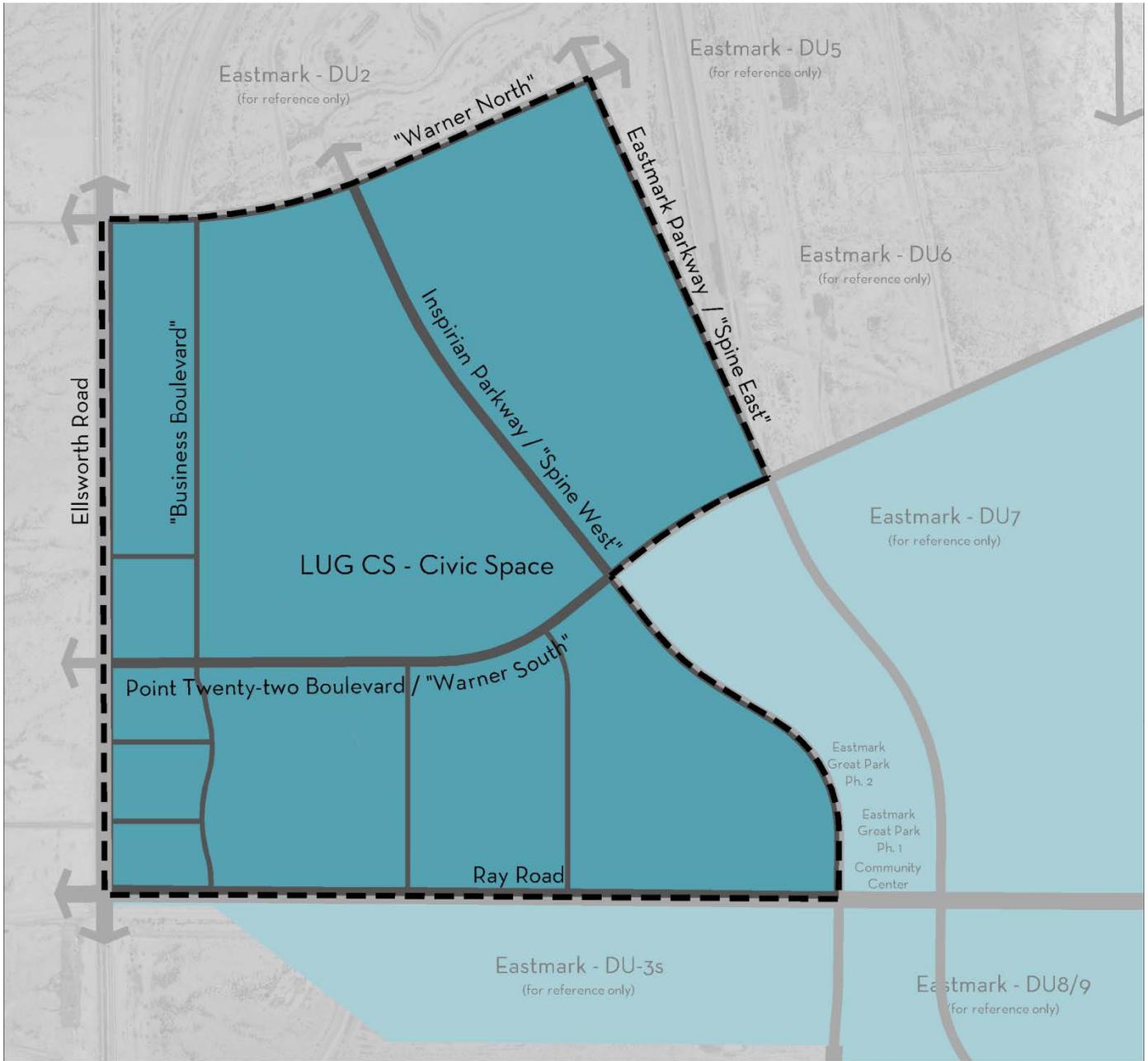
Within DU7, LUG CS – Civic Space may be applied anywhere as shown on **Exhibit 3.6 – LUG CS – Civic Space**. LUG CS is not required to be a major component of DU7.

Exhibit 3.5 – LUG CS – Civic Space Summary

LUG CS – Civic Space	
	<p>General Character</p> <p>The General Character within the LUG CS areas of DU 3/4 shall be consistent with the character described in the CP. While many of the images in the CP of the LUG CS character show the character of the iconic and civic buildings that can be included in the LUG, in DU 3/4 it is anticipated that large areas of LUG CS may have a LUG OS aesthetic including open fields and wilderness areas that might evolve to include additional civic structures over time.</p>
	<p>Typical Uses**</p> <p>Typical Uses within LUG CS areas of DU 3/4 shall be consistent with those outlined in the CP, particularly civic uses and service and maintenance buildings and other such uses.</p>
	<p>Typical Building Height*</p> <p>Consistent with CP</p>
	<p>Maximum Building Height*</p> <p>Consistent with CP</p>
	<p>Minimum Lot/Parcel Size*</p> <p>Consistent with CP</p>
	<p>Maximum Residential Density*</p> <p>Consistent with CP</p>
	<p>Floor Area Ratio (FAR) Range*</p> <p>Consistent with CP</p>
	<p>Minimum Lot/Parcel Width/Depth*</p> <p>Consistent with CP</p>
	<p>Building Setbacks – Street*</p> <p>Consistent with CP Fencing/Walls higher than forty-two (42) inches tall may be constructed behind the minimum Building Setback area.****</p>
	<p>Building Setbacks – Rear/Side*</p> <p>Consistent with CP****</p>
	<p>Building Setbacks – Service Lane*</p> <p>Consistent with CP****</p>
	<p>Block Character</p> <p>Consistent with CP</p>
	<p>Circulation Character</p> <p>Consistent with CP</p>
	<p>Service Areas</p> <p>Consistent with CP</p>
	<p>Landscape Character</p> <p>Consistent with CP. Due to the fast growing nature of desert trees, the minimum size for required trees may be smaller if exchanged for an additional quantity of trees.</p>
	<p>Lighting Character***</p> <p>Consistent with CP</p>
<p>Signage Character</p> <p>Consistent with CP</p>	

* For details refer to Exhibit 7.32 - Land Use Group General Development Standards of the CP
 ** For details refer to Section 7.16 - Permitted Uses of the CP
 *** For details Refer to Section - 10.5 Public Street Lighting Standards and Section 15 of the CP
 **** See Exhibit 3.17 - Wall/Fence Placement

Exhibit 3.6 – LUG CS – Civic Space



- LUG CS Appropriate Area
- Conceptual Streets (for context only)

Notes:
 LUG CS allowed anywhere in DU3/4
 LUG CS may include support and utility uses
 LUG CS is not required to be a major component of DU3/4

The areas, connections, shapes, quantities, sizes and locations shown are conceptual representations of the future potential development. Actual areas, connections, shapes, quantities, sizes and locations may differ from those shown.



C. LUG V – Village

Within DU 3/4, LUG V – Village may be applied anywhere as shown on **Exhibit 3.8 – LUG V – Village**. LUG V is not required in DU 3/4. LUG V shall not be applied to the Eastmark Great Park proper, but may be applied over adjacent uses.

Exhibit 3.7 – LUG V – Village Summary

LUG V – Village		
	General Character***	Consistent with CP
	Typical Uses**	Consistent with CP
	Typical Building Height*	Consistent with CP
	Maximum Building Height*	Consistent with CP
	Minimum Lot/Parcel Size*	Consistent with CP
	Maximum Residential Density*	Consistent with CP
	Floor Area Ratio (FAR) Range*	Consistent with CP
	Minimum Lot/Parcel Width/Depth*	Consistent with CP
	Building Setbacks – Street*	Consistent with CP Fencing/Walls higher than forty-two (42) inches tall may be constructed behind the minimum Building Setback area.***** (i.e. community or privacy yard walls)
	Building Setbacks – Rear/Side*	Consistent with CP*****
	Building Setbacks – Service Lane*	Consistent with CP*****
	Block Character	Consistent with CP Two-way streets may be used around parks and plazas to accommodate fire concerns.
	Circulation Character	Consistent with CP The urban fabric may be extended with visual and pedestrian connections, and not always with through vehicular streets.
	Service Areas	Consistent with CP
	Landscape Character	Consistent with CP. Due to the fast growing nature of desert trees, the minimum size for required trees may be smaller if exchanged for an additional quantity of trees.
Lighting Character****	Consistent with CP	
Signage Character	Consistent with CP	

* For details refer to *Exhibit 7.32* - Land Use Group General Development Standards of the CP

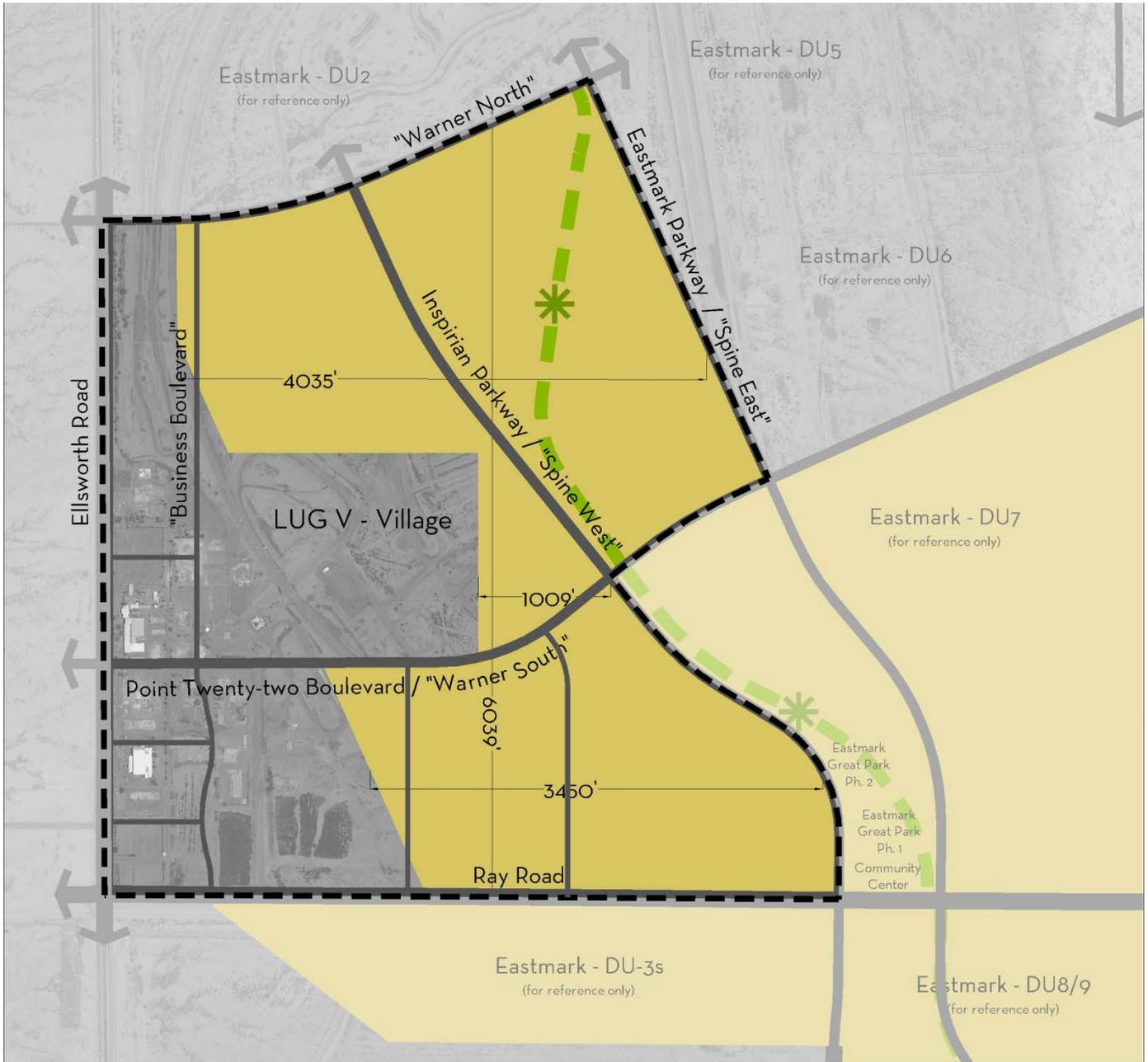
** For details refer to Section 7.16 - Permitted Uses of the CP

*** Refer to Section 4.4 – Airport and Neighborhood Compatibility Provisions for additional regulations for this LUG of the CP

**** For details Refer to Section - 10.5 Public Street Lighting Standards and Section 15 of the CP

*****See Exhibit 3.17 - Wall/Fence Placement

Exhibit 3.8 - LUG V - Village



-  LUG V Appropriate Area
-  Conceptual Streets (for context only)
-  Conceptual Great Park - LUG V not permitted within the Great Park (See approved Eastmark Great Park master plan)

Notes:
Maximum area of LUG V in DU3/4 shall be limited to 407 acres.

The areas, connections, shapes, quantities, sizes and locations shown are conceptual representations of the future potential development. Actual areas, connections, shapes, quantities, sizes and locations may differ from those shown.



DU 3 / 4 DUP

D. LUG D – District

Within DU 3/4, LUG D may be applied anywhere as shown on **Exhibit 3.10 – LUG D – District**. LUG D is not required in DU 3/4. LUG D shall not be applied to the Eastmark Great Park proper, but may be applied over adjacent uses.

Exhibit 3.9 – LUG D – District Summary

LUG D – District		
	General Character***	Consistent with CP
	Typical Uses**	Consistent with CP
	Typical Building Height*	Consistent with CP
	Maximum Building Height*	Consistent with CP
	Minimum Lot/Parcel Size*	Consistent with CP
	Maximum Residential Density*	Consistent with CP
	Floor Area Ratio (FAR) Range*	Consistent with CP
	Minimum Lot/Parcel Width/Depth*	Consistent with CP
	Building Setbacks – Street*	Consistent with CP Fencing/Walls higher than forty-two (42) inches tall may be constructed outside of the minimum Building Setback area.***** (i.e. community or privacy yard walls)
	Building Setbacks – Rear/Side*	Consistent with CP *****
	Building Setbacks – Service Lane*	Consistent with CP *****
	Block Character	Consistent with CP Two-way streets may be used around parks and plazas to accommodate fire concerns.
	Circulation Character	Consistent with CP The urban fabric may be extended with visual and pedestrian connections, and not always with through vehicular streets.
	Service Areas	Consistent with CP
	Landscape Character	Consistent with CP. Due to the fast growing nature of desert trees, the minimum size for required trees may be smaller if exchanged for an additional quantity of trees.
Lighting Character****	Consistent with CP	
Signage Character	Consistent with CP	

* For details refer to *Exhibit 7.32* - Land Use Group General Development Standards of the CP

** For details refer to Section 7.16 - Permitted Uses of the CP

*** Refer to Section 4.4 – Airport and Neighborhood Compatibility Provisions for additional regulations for this LUG of the CP

**** For details Refer to Section - 10.5 Public Street Lighting Standards and Section 15 of the CP

***** See Exhibit 3.17 - Wall/Fence Placement

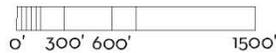
Exhibit 3.10 - LUG D - District



-  LUG D Appropriate Area
-  Conceptual Streets (for context only)
-  Conceptual Great Park - LUG D not permitted within the Great Park (See approved Eastmark Great Park master plan)

Notes:
Maximum area of LUG D in DU3/4 shall be limited to 473 acres.

The areas, connections, shapes, quantities, sizes and locations shown are conceptual representations of the future potential development. Actual areas, connections, shapes, quantities, sizes and locations may differ from those shown.



12 May 2014

E. LUG C – Regional Center/Campus

Within DU 3/4, LUG C may be applied anywhere as shown on **Exhibit 3.12 – LUG C – Regional Center/Campus**. LUG C is not required in DU 3/4.

Exhibit 3.11 – LUG C – Regional Center/Campus Summary

LUG C – Campus		
	General Character***	Consistent with CP
	Typical Uses**	Consistent with CP
	Typical Building Height*	Consistent with CP
	Maximum Building Height*	Consistent with CP
	Minimum Lot/Parcel Size*	Consistent with CP
	Maximum Residential Density*	Consistent with CP Student Housing/Dormitories shall be permitted as an accessory use to educational campuses and shall not count against the residential units or the non-residential square feet on the Land Use Budget in the CP.
	Floor Area Ratio (FAR) Range*	Consistent with CP
	Minimum Lot/Parcel Width/Depth*	Consistent with CP
	Building Setbacks – Street*	Consistent with CP Fencing/Walls higher than forty-two (42) inches tall may be constructed outside of the minimum Building Setback area.***** (i.e. community or privacy yard walls)
	Building Setbacks – Rear/Side*	Consistent with CP *****
	Building Setbacks – Service Lane*	Consistent with CP *****
	Block Character	Consistent with CP
	Circulation Character	Consistent with CP
	Service Areas	Consistent with CP
	Landscape Character	Consistent with CP. Due to the fast growing nature of desert trees, the minimum size for required trees may be smaller if exchanged for an additional quantity of trees.
	Lighting Character****	Consistent with CP
Signage Character	Consistent with CP	

* For details refer to *Exhibit 7.32* - Land Use Group General Development Standards of the CP

** For details refer to Section 7.16 - Permitted Uses of the CP

*** Refer to Section 4.4 – Airport and Neighborhood Compatibility Provisions for additional regulations for this LUG of the CP

**** For details Refer to Section - 10.5 Public Street Lighting Standards and Section 15 of the CP

***** See Exhibit 3.17 - Wall/Fence Placement

F. LUG GU – General Urban

Within DU 3/4, LUG GU may be applied anywhere as shown on **Exhibit 3.14 – LUG GU – General Urban**. LUG GU is not required in DU 3/4. LUG GU shall not be applied to the Eastmark Great Park proper, but may be applied over adjacent uses.

Exhibit 3.13 – LUG GU – General Urban Summary

LUG GU – General Urban		
	General Character***	Consistent with CP
	Typical Uses**	Consistent with CP
	Typical Building Height*	Consistent with CP
	Maximum Building Height*	Consistent with CP
	Minimum Lot/Parcel Size*	Consistent with CP
	Maximum Residential Density*	Consistent with CP Student Housing/Dormitories shall be permitted as an accessory use to educational campuses and shall not count against the residential units or the non-residential square feet on the Land Use Budget in the CP.
	Floor Area Ratio (FAR) Range*	Consistent with CP
	Minimum Lot/Parcel Width/Depth*	Consistent with CP
	Building Setbacks – Street*	Consistent with CP. Fencing/Walls higher than forty-two (42) inches tall may be constructed outside of the minimum Building Setback area.***** (i.e. community or privacy yard walls)
	Building Setbacks – Rear/Side*	Consistent with CP *****
	Building Setbacks – Service Lane*	Consistent with CP *****
	Block Character	Consistent with CP
	Circulation Character	Consistent with CP. The urban fabric may be extended with visual and pedestrian connections, and not always with through vehicular streets.
	Service Areas	Consistent with CP
	Landscape Character	Consistent with CP. Due to the fast growing nature of desert trees, the minimum size for required trees may be smaller if exchanged for an additional quantity of trees.
	Lighting Character****	Consistent with CP
Signage Character	Consistent with CP	

* For details refer to *Exhibit 7.32* - Land Use Group General Development Standards of the CP

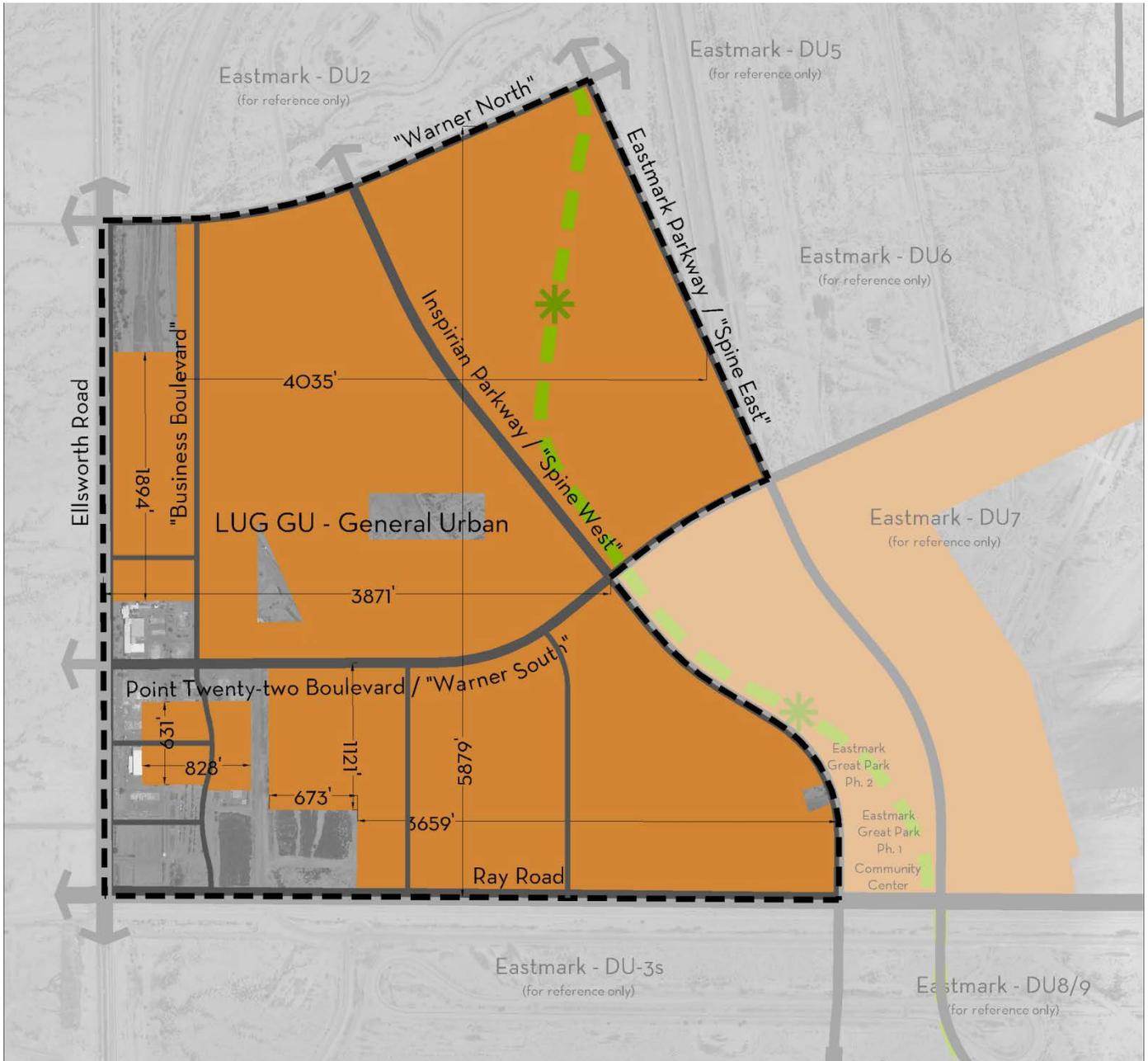
** For details refer to Section 7.16 - Permitted Uses of the CP

*** Refer to Section 4.4 – Airport and Neighborhood Compatibility Provisions for additional regulations for this LUG of the CP

**** For details Refer to Section - 10.5 Public Street Lighting Standards and Section 15 of the CP

***** See Exhibit 3.17 - Wall/Fence Placement

Exhibit 3.14 - LUG GU - General Urban



-  LUG GU Appropriate Area
-  Conceptual Streets (for context only)
-  Conceptual Great Park - LUG GU not permitted within the Great Park (See approved Eastmark Great Park master plan)

Notes:
Maximum area of LUG GU in DU3/4 shall be limited to 534 acres.

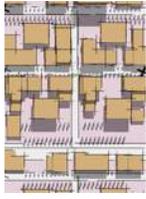
The areas, connections, shapes, quantities, sizes and locations shown are conceptual representations of the future potential development. Actual areas, connections, shapes, quantities, sizes and locations may differ from those shown.



G. LUG UC – Urban Core

Within DU 3/4, LUG UC may be applied anywhere as shown on **Exhibit 3.16 – LUG UC – Urban Core**. LUG UC is not required in DU 3/4.

Exhibit 3.15 – LUG UC – Urban Core Summary

LUG UC – Urban Core		
	General Character***	Consistent with CP
	Typical Uses**	Consistent with CP
	Typical Building Height*	Consistent with CP
	Maximum Building Height*	Consistent with CP
	Minimum Lot/Parcel Size*	Consistent with CP
	Maximum Residential Density*	Consistent with CP
	Floor Area Ratio (FAR) Range*	Consistent with CP
	Minimum Lot/Parcel Width/Depth*	Consistent with CP
	Building Setbacks – Street*	Consistent with CP Fencing/Walls higher than forty-two (42) inches tall may be constructed outside of the minimum Building Setback area.***** (i.e. community or privacy yard walls)
	Building Setbacks – Rear/Side*	Consistent with CP *****
	Building Setbacks – Service Lane*	Consistent with CP *****
	Block Character	Consistent with CP
	Circulation Character	Consistent with CP The urban fabric may be extended with visual and pedestrian connections, and not always with through vehicular streets.
	Service Areas	Consistent with CP
	Landscape Character	Consistent with CP. Due to the fast growing nature of desert trees, the minimum size for required trees may be smaller if exchanged for an additional quantity of trees.
Lighting Character****	Consistent with CP	
Signage Character	Consistent with CP	

* For details refer to *Exhibit 7.32* - Land Use Group General Development Standards of the CP

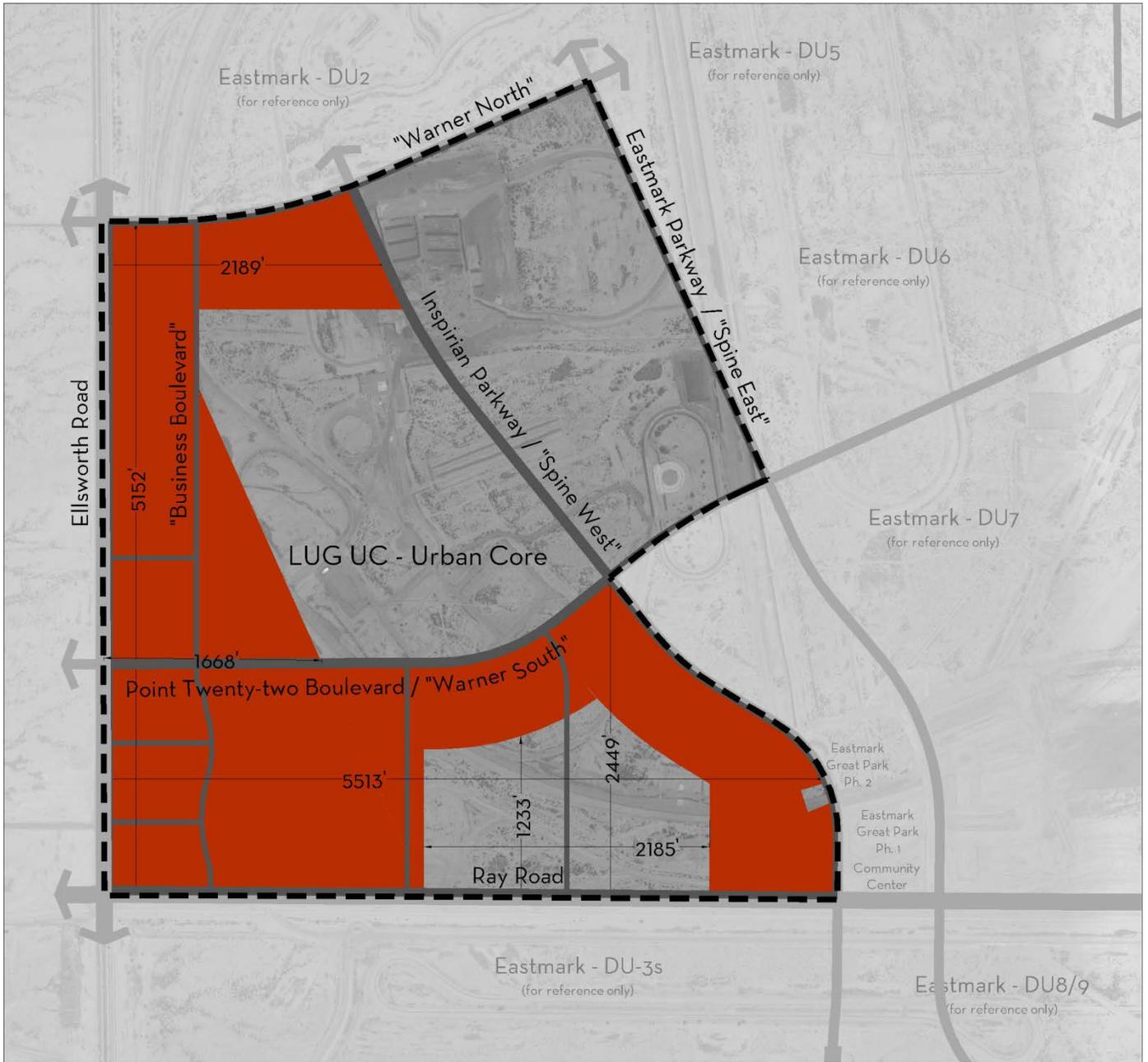
** For details refer to Section 7.16 - Permitted Uses of the CP

*** Refer to Section 4.4 – Airport and Neighborhood Compatibility Provisions for additional regulations for this LUG of the CP

**** For details Refer to Section - 10.5 Public Street Lighting Standards and Section 15 of the CP

***** See Exhibit 3.17 – Wall/Fence Placement

Exhibit 3.16 - LUG UC - Urban Core



- LUG UC Appropriate Area
- Conceptual Streets (for context only)

The areas, connections, shapes, quantities, sizes and locations shown are conceptual representations of the future potential development. Actual areas, connections, shapes, quantities, sizes and locations may differ from those shown.



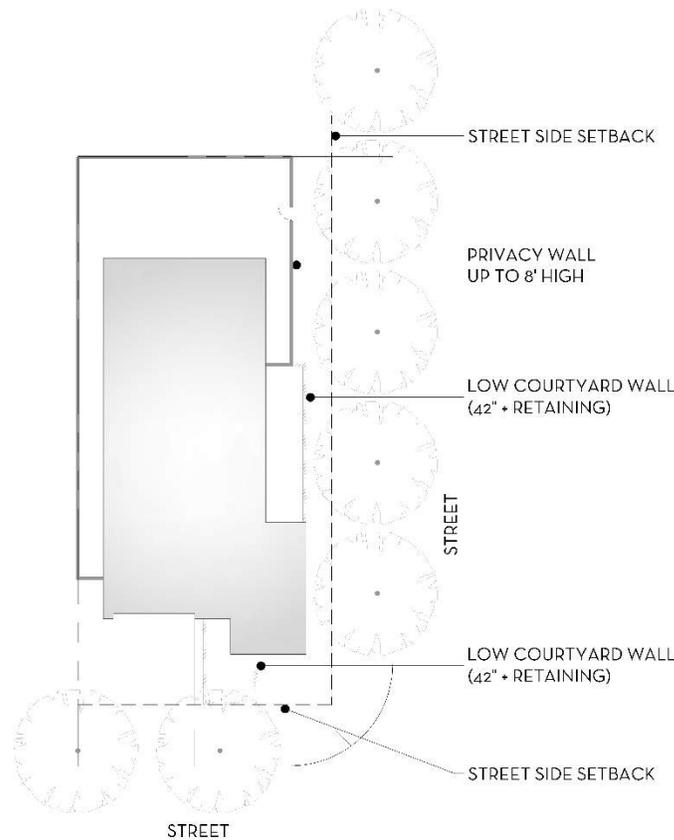
Exhibit 3.17 – Wall/Fence Placement

As a result of minor conflicts between Section 17.7 – Height of Fences and Other Structures, Section 18 – Definition of Terms for “Yard” and the intended location of privacy and courtyard walls this exhibit is provided to clarify the requirements.

In DU 3/4 Street Setbacks shall apply to buildings as well as perimeter/security walls/fencing more than forty-two (42) inches in height.

For purposes of the Supplementary Provisions of the CP Section 17.7 – Height of Fences and Other Structures, the front yard shall be defined as the first condition outlined in the CP’s Section 18 - Definition of Terms for “Yard,” “The physical void created by setbacks.” Privacy walls and fences in excess of forty-two (42) inches tall are permitted between the ROW and the façade of the primary building provided they are outside of the Street Setback.

Fencing/Walls enclosing a private yard (but not within the Street Setbacks) shall generally be limited to eight (8) feet height; shall be designed as an integral part of the landscape and shall not be limited to forty-two (42) inches in height. It is anticipated that these walls/fences may exceed eight (8) feet in height to provide privacy and security to the internal portions of the DU



Note: "Wall" shall mean wall or fence.

3.3 Build-to-Lines

The DU 3/4 DUP identifies portions of the DU where LUG – General Urban (GU) and LUG – Urban Core (UC) can be utilized. The Build-to-Lines (or maximum building setback) for LUG GU, LUG UC and LUG C in the Activity Core are shown on **Exhibit 3.20 – Build-to-Line**. Buildings in LUG GU, UC and C in the Activity Core should be placed so that a majority of their front face comes up to the build-to-line (or maximum building setback). At intersections, buildings may either hold the corner or create a plaza approximately the depth of the adjacent buildings as shown on **Exhibit 3.18 – Build-to-Line – Typical** and **Exhibit 3.19 – Build-to-Line – University District**. Such a plaza may incorporate both pedestrian and automobile traffic. Build-to-lines are generally only required along major streets and primary street types as shown in **Exhibit 3.18 - 3.20 – Build-to-Line**. Building(s) on parcels with frontage on multiple streets may choose any arterial, major or primary street type to align to (i.e. a building on a parcel that stretches from Ellsworth Road to “Business Boulevard” may align to either roadway with surface parking lots behind or beside the building). The building(s) on these parcels must accommodate the build-to-line of the adjacent street they choose to front, and must engage the pedestrian activity along that street.

A. LUG C Build-to-Lines

While LUG C does not typically require build-to-lines (or maximum building setbacks), there is a desire to create a holistic streetscape in the Activity Core and along Point Twenty-two Boulevard. As such, LUG C uses must conform to Section 3.3 - Build-to-Lines when they are adjacent to Point Twenty-two Boulevard or within the Activity Core.

B. Landscape and Sidewalk

In locations where no vehicular travel lanes are necessary between the buildings and the back of curb (only landscape and sidewalk), the build-to-lines (or maximum building setback) shall be located at thirty (30) feet behind the right of way located at back of curb. Along the north side of Point Twenty-two Boulevard and the east side of “Business Boulevard” because of the heavy pedestrian activity in these corridors and the wide path and trail to accommodate the activity, the build-to-lines (maximum building setback) shall be located at sixty-four (64) feet behind the right of way located at back of curb.

C. Slip Lanes

Because LUG GU and UC uses in DU 3/4 will likely need to blend with adjacent uses and may desire to be located along Arterial streets where vehicular access and parking may be limited, a parking area and access or slip lane (a liner street with on-street parking) may be necessary between the buildings and the major roadways. This may be especially true at major intersections where turning maneuvers may limit access even more. Access to parking areas may be highly restricted in close proximity to signalized intersections and such access points require the approval of the City Traffic Engineer. In locations with single isle parking areas (linear streets) or plazas, the build-to-lines (maximum building setback) shall be located at eighty (80) feet behind the right of way located at back of curb. Along the north side of Point Twenty-two Boulevard and the east side of “Business Boulevard” because of the heavy pedestrian activity in these corridors and the wide path and trail to accommodate the activity, the build-to-lines (maximum building setback), when a slip lane is present, shall be located at one hundred twenty-four (124) feet behind the right of way located at back of curb.

D. Site Plans

Build to lines may be adjusted as part of the site plan approval for LUG C, GU and UC uses.

Exhibit 3.18 - Build-to-Line - Typical

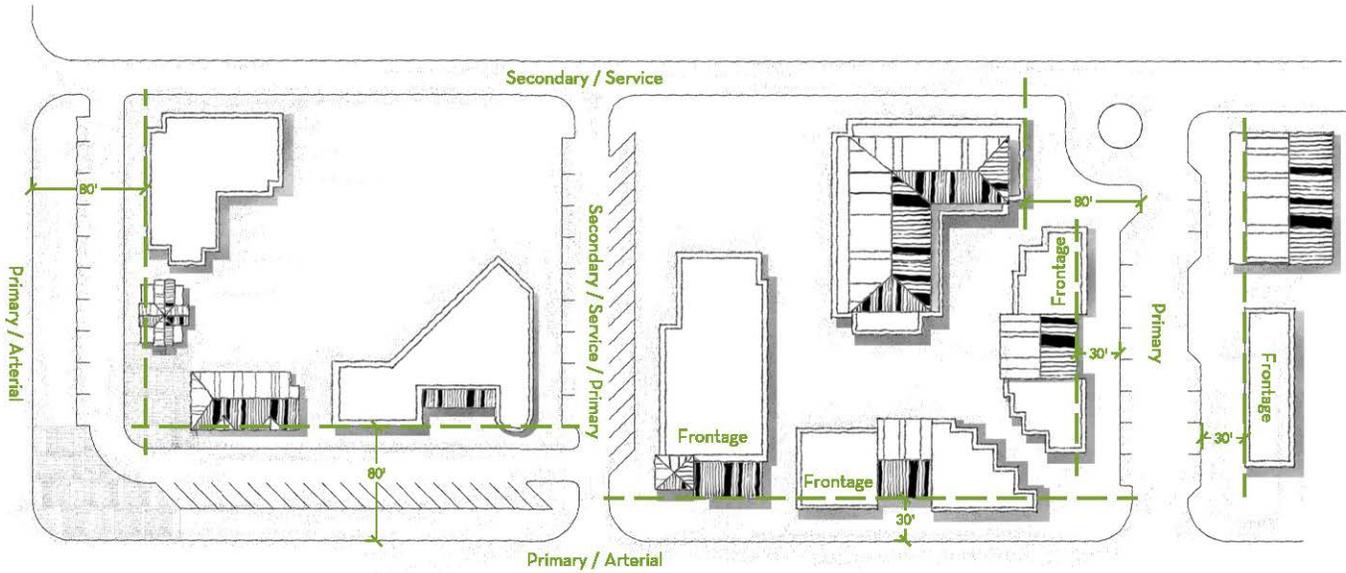


Exhibit 3.19 - Build-to-Line - University District

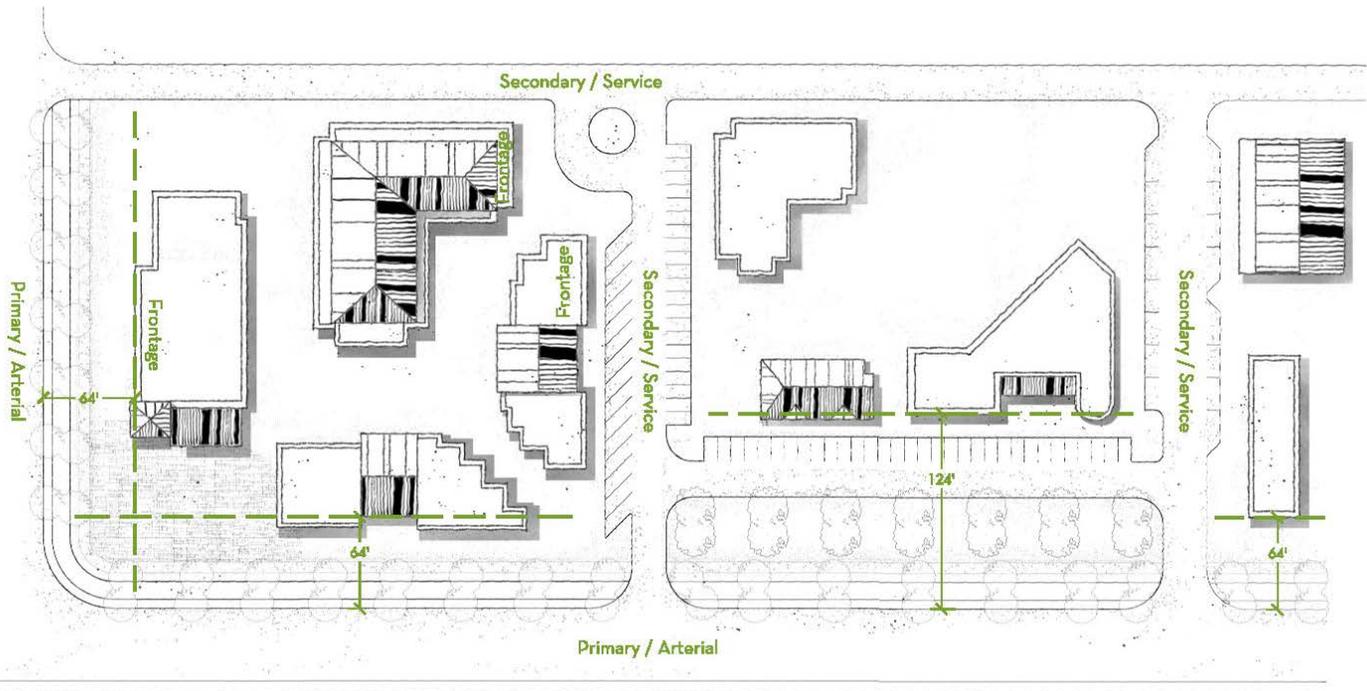
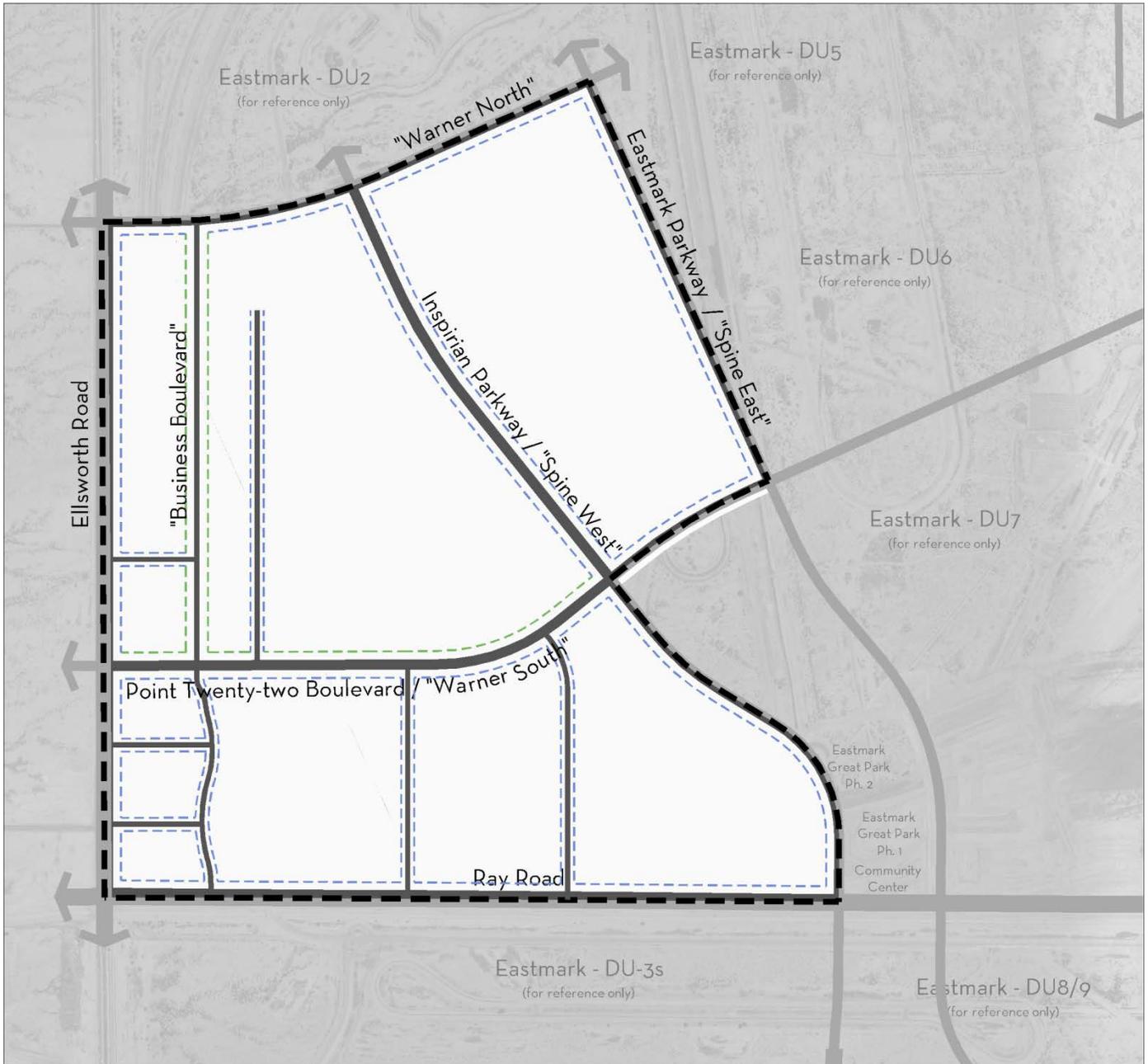
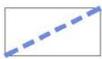


Exhibit 3.20 - Build-to-Line



Perimeter Roadway



Build-to-Line - Typical

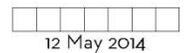
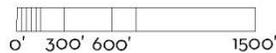


Build-to-Line - University District

Notes:

Build-to-line placement behind ROW may vary based on adjacent conditions.

The areas, connections, shapes, quantities, sizes and locations shown are conceptual representations of the future potential development. Actual areas, connections, shapes, quantities, sizes and locations may differ from those shown.



3.4 Major Roadways

See Section 4 of this DUP

3.5 Community Facilities

DU 3/4 will include the northern half of the Eastmark Great Park stretching from Point Twenty-two Boulevard north to "Warner North." This open space park and its adjacent associated civic and social uses will provide the major community facilities for this DU. These may include uses such as places of worship, schools, City of Mesa library, City of Mesa aquatic center, and other public or private institutions.

The university campus may also provide facilities that, while private, function like major community facilities. Such uses may include the recreation center, sports fields and other facilities shared on occasion with the general public, open to the general public for events, or leased to the general public for events.

The Eastmark Great Park will contain a major multi-use path running the length of the park which will be complemented by two strong multi-modal routes, one along Point Twenty-two Boulevard (from "Business Boulevard" to the multi-use path in the Great Park) and the other along the "Business Boulevard" (from Point Twenty-two Boulevard to "Warner North"). These routes will include a multi-use path, jogging trail, wide sidewalk and bike lanes along a tree-lined drive. The routes will also connect the DU 3/4 Activity Core to the Eastmark Great Park.

DU 3/4's trail facilities will also include a portion of the potential regional trail along the south side of Ray Road stretching from the boundary of DU3s to the intersection with Ray Road. It is expected that this trail, the curb-separated sidewalks and bike lanes will be continued along Ray Road across adjacent properties to the future airport terminal, ASU Polytechnic and the regional trail system along the East Maricopa Floodway (EMF). This system may ultimately provide access from Eastmark to the San Tan Regional Park.

Section 4 DU Transportation Plan

In addition to the text of this section refer to "Eastmark Master Transportation Plan Update – February 2014" dated 2-27-2014 and "Eastmark Transportation Plan for Development Unit 3/4," dated 3-27-2014 – prepared by AECOM and as updated and approved by the City of Mesa Traffic Engineer.

The transportation plan for DU 3/4 focuses the circulation in the area toward the southwest corner of the community. This intensity in the circulation plan supports increasing intensity in the land use planning. In DU 3/4, all of the Arterial and District streets (Eastmark Parkway / "Spine East," Inspirian Parkway / "Spine West," "Business Boulevard," "Warner North," Point Twenty-two Boulevard / "Warner South," and Ray Road) will be public roadways. Roadways connecting to these may be public or private streets and may be gated to limit vehicular and pedestrian access. The internal streets will provide access from the Arterial and District streets into the neighborhoods and uses of the DU. The internal streets will provide access to the parking lots, buildings, private driveways and truck loading areas. Streets inside (behind) private gates will be private streets.

4.1 Pedestrian Corridors

Pedestrian corridors are an essential element of DU 3/4 providing shaded, comfortable, easy routes connecting neighborhoods, the Eastmark Great Park, the DU 3/4 Activity Core, the university campus and the Ellsworth Road commercial uses. The pedestrian corridors are also positioned to provide connectivity to other uses outside of the Eastmark community such as the ASU Polytechnic campus, the Phoenix-Mesa Gateway Airport and the San Tan Regional Park.

A. District and Arterial Streets - Typical

Pedestrian corridors will be located along the district and arterial streets of DU 3/4 and will provide access to neighborhoods, private enclaves and the uses they surround. They will generally follow the roadways along Eastmark Parkway, Inspirian Parkway, "Business Boulevard," "Warner North," Point Twenty-two Boulevard and Ray Road. They will also access the internal areas as shown on **Exhibit 4.1 – Pedestrian Corridors**. Additional pedestrian access points are neither prohibited nor discouraged, but may be limited due to the private nature of adjacent uses. Pedestrian sidewalks along the district and arterial streets will be a minimum of six (6) feet wide and will generally parallel the roadway. The required minimum sidewalk setback from face-of-curb will typically be six (6) feet. In vehicular site visibility triangles, the sidewalk may be closer to the back of curb or attached. The areas between back-of-curb and the sidewalk setback that do not contain understory vegetation may be paved as well. This additional paved area may include tree wells and/or street furniture and may be paved with pavers, stamped concrete or pored concrete and may be different paving material(s) than the sidewalk. In areas with landscape corridors along the major roadways, such as the Eastmark Great Park the sidewalk may be detached from the roadway by a significant distance to engage the pedestrian in the landscape. Access points between the roadway adjacent pathways should be provided for access from the roadway when needed and the pedestrian route can not be placed so far from the roadway that it is inconvenient for pedestrians following the roadway (as determined by the City of Mesa Traffic Engineer). Crosswalks are encouraged at all intersections that provide pedestrian access into the internal areas of DU 3/4. Landscaping along the pedestrian corridors will be installed and maintained to create a comfortable, shaded walking environment and the sidewalk may be off set for lengths to create visual interest for pedestrians on long, straight runs. Paved areas around pedestrian ramps and intersections should be minimized in favor of landscaped areas whenever possible.

DU 3/4 DUP

Bus stops and “far-side” bus pullouts should be located, when possible, to correspond to pedestrian entries from the district and arterial streets, major social amenities, and focal points in the pedestrian network (see **Exhibit 4.1 – Pedestrian Corridors** for such locations). The location of bus stops and bus pullouts will be coordinated with the City Staff. Bus stops at these locations can facilitate and encourage future transit use by residents within DU 3/4 and their guests. Crosswalks are also encouraged at these locations/intersections to facilitate the use of bus stops on the far side of the street. Crosswalks may be simple painted stripes, stamped or colored pavement, decorative pavement or grade changes in the roadway pavement to denote the pedestrian corridor. All traffic controls suggested here (specifically marked crosswalks) require the approval of the City of Mesa Traffic Engineer.



B. District Streets – Multi-modal Corridor

A segment of two (2) district streets in DU 3/4 are enhanced to be major multi-modal corridors. The two segments are “Business Boulevard” (between Point Twenty-two Boulevard and “Warner North”) and Point Twenty-two Boulevard (between Ellsworth Road and Inspirian Parkway). These segments will be designed to include a twelve (12) foot wide multi-use path and an eight (8) foot wide jogging path on the university side of the street, six (6) foot bike lanes on the roadway in each direction and an extra wide, minimum nine (9) foot, sidewalk on the other side of the street. These pedestrian and bike paths will be shaded by tree-lines along the roadway and between the paths (see **Exhibit 5.8 – Landscape within the Public Right of Way – “Business Boulevard”** and **Exhibit 5.9 – Landscape within the Public Right of Way – Point Twenty-two / “Warner South”**).

C. Internal Streets

Internally to the DU, the pedestrian network (while not required) will primarily rely on the local roadway network. Pedestrian activity is anticipated to be concentrated on the many district and arterial streets. Heavy pedestrian activity is also anticipated on the enhanced multi-modal corridor routes between the neighborhoods and the Activity Core, the Eastmark Great Park, the university campus and the Ellsworth Road commercial uses. Sidewalks within the neighborhoods or uses along public streets will be a minimum of five (5) feet wide. Some pedestrian routes are anticipated to have little to no activity. In these areas, sidewalks may be provided on only one (1) side of the street with the approval of the City Traffic Engineer. Along private streets, sidewalks may be provided on only one (1) side of the street. Paved areas around pedestrian ramps and intersections should be minimized in favor of landscaped areas when ever possible.

Internal streets will not typically be served by buses. If neighborhood shuttles are provided, they will stop at pedestrian entries to neighborhoods and private enclaves, major social amenities, and focal points in the pedestrian network (see **Exhibit 4.1 – Pedestrian Corridors** for such locations).

1. Standard Neighborhood Streets

Along standard neighborhood streets, five (5) foot wide sidewalks will be located on both sides of the road. These may be separated from the roadway by a tree lined parkway. Sidewalks will typically parallel the roadway.

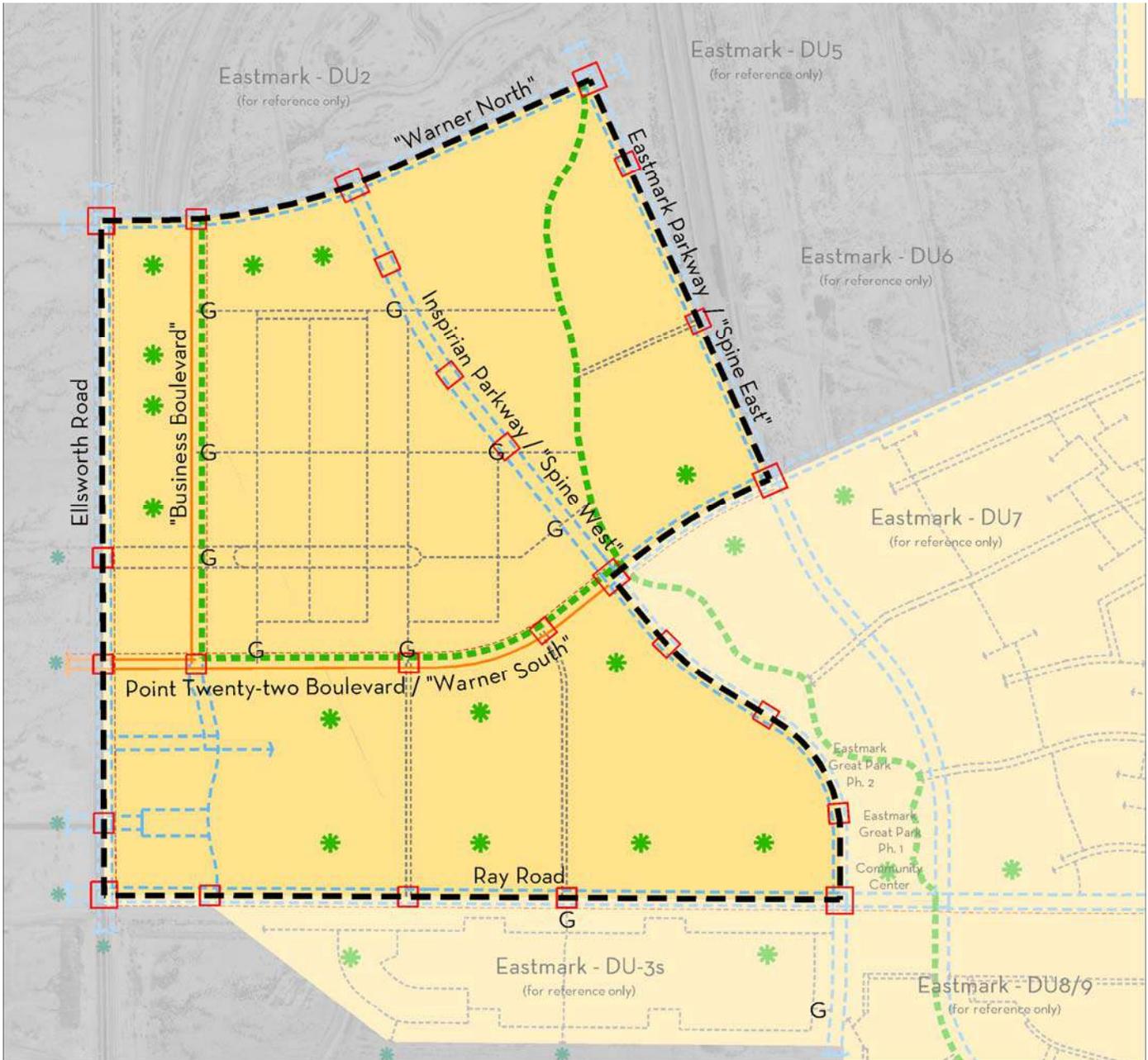
2. Park Streets

Neighborhood parks are designed to be destinations in the pedestrian circulation system. Along parks, sidewalks along the roadway surrounding the park will typically only be provided on the home side. Sidewalks generally will not be included on the park side except at entries or across the ends of the parks to facilitate pedestrian connectivity as depicted in the CP and as approved by the City Traffic Engineer.

D. Regional Trail Segments

South of Ray Road in DU 3/4 a segment of a large regional trail system will be a part of the pedestrian circulation. The trail will generally follow the north bank of the Powerline Floodway south of Ray Road. East of Ellsworth Road, another segment of the regional trail system will parallel Ellsworth Road. These decomposed granite trails will typically be six (6) feet wide or wider. While not required, portions of the trail may be paved. These trails will not typically be illuminated and may parallel roadside sidewalks.

Exhibit 4.1 - Pedestrian Corridors

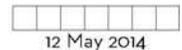
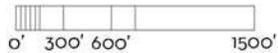


- Additional Pedestrian Corridors Typically Required if LUG D,V,GU or UC
- Minimum 12' Wide Multi - Use Path
- Minimum 9' Wide Sidewalk
- Minimum 6' Wide Sidewalk
- Minimum 5' Wide Sidewalk
- Minimum 6' Wide Trail
- Potential Signaled Intersection

- Potential Connection to Adjacent Property (Outside Eastmark)
- G** Gated Entry Anticipated

Notes:

The areas, connections, shapes, quantities, sizes and locations shown are conceptual representations of the future potential development. Actual areas, connections, shapes, quantities, sizes and locations may differ from those shown.



4.2 Primary Public and Private Streets and Extended Access Ways

Refer to **Exhibit 4.2 – Major Roadways** and **Exhibit 4.3 - DU 3/4 Transportation Plan**

A. Ray Road

- South boundary of DU 3/4
- Six Lane Perimeter Arterial (see Exhibit 10.7 – 6 Lane Perimeter Arterial/6 Lane Internal Arterial (Ray Road) – Detailed Cross Section, of the CP)
- 65' – 75' wide 1/2 street ROW (other half part of DU3s) – full right of way for portion of Ray between DU3s and Ellsworth Road
- 40 mile per hour design speed and posted speed limit (see Exhibit 10.3 – District and Arterial Streets – Roadway Hierarchy, of the CP)
- Raised and/or landscaped median
- Vertical Curb
- No Parking
- Very high volume vehicular traffic street
- Little pedestrian activity moving along the length of the street although encouraged adjacent to the Ellsworth Road commercial corridor
- Neighborhood entries with full turning intersections with curb returns (rather than driveway aprons) are anticipated
- When neighborhood/commercial entries align with potential signal locations, street cross section shall be a minimum of thirty-four (34) foot back-of-curb – three lanes.
- Not likely to have a tight urban cross-section because of the adjacent Powerline Floodway on the south and non-commercial uses on the north. A tight urban cross-section is encouraged with adjacent commercial, civic or religious uses when possible and may incorporate a liner street to provide access and parking.
- Bus stops may be located near the intersections with Eastmark Parkway and Inspirian Parkway to accommodate the Eastmark Great Park users. If bus service is provided along the length of Ray Road, bus stops may also be located to align with neighborhood entries to the north. Bus service shall be as determined by the transit authority.

B. Ellsworth Road

- West boundary of DU 3/4
- Six Lane Perimeter Arterial (see Exhibit 10.7 – 6 Lane Perimeter Arterial/6 Lane Internal Arterial (Ray Road) – Detailed Cross Section, of the CP)
- 65' – 75' wide 1/2 street ROW
- 45 mile per hour design speed and posted speed limit (see Exhibit 10.3 – District and Arterial Streets – Roadway Hierarchy, of the CP)
- Raised and/or landscaped median
- Vertical Curb
- No Parking
- Very high volume vehicular traffic street
- Little pedestrian activity moving along the length of the street although encouraged adjacent to the Ellsworth Road commercial corridor
- Commercial entries with full turning intersections and curb returns (rather than driveway aprons) are anticipated
- When neighborhood/commercial entries align with potential signal locations, street cross section shall be a minimum of thirty-four (34) foot back-of-curb – three lanes.

DU 3/4 DUP

- Not likely to have a tight urban cross-section in early phases of development, however a tight urban cross-section is encouraged with adjacent commercial, civic or religious uses when possible and may incorporate a liner street to provide access and parking.
- Stormwater storage in surface and sub-surface facilities is anticipated along this frontage
- Bus stops may be located near the intersections with Ray Road, Point Twenty-two Boulevard and “Warner North” to accommodate adjacent users. If bus service is provided along the length of Ellsworth Road, bus stops may also be located to align with major commercial entries to the east. Bus service shall be as determined by the transit authority.

C. Point Twenty-two Boulevard

- Located in the middle of DU 3/4 – generally running east-west from Ellsworth Road to Eastmark Parkway
- Two-Way Four Lane District Street (see Exhibit 10.8 – Two-Way Four Lane District Street – Detailed Cross Section, of the CP)
- ROW will be located at back of curb (approximately 64’ back of curb to back of curb)
- 9’ Raised and/or landscaped median (not required to be raised for all segments – may be paved 11’ center lane with adjacent 10’ travel lanes)
- Vertical Curb
- Typically no on-street parking, however parking may be added to the roadway to complement adjacent uses and encourage pedestrian interaction and front-of-house operations to engage the roadway
- 6’ Bike Lanes
- High volume, low speed vehicular traffic street
- High pedestrian activity moving along the length of the street to the Eastmark Great Park from the university and Activity Core as well as activity crossing the street between the halves of the park, between the neighborhoods and university campus, between the uses in the Ellsworth Road commercial corridor
- Several neighborhood and parcel entries with full turning intersections and curb returns (rather than driveway aprons) are anticipated
- Not likely to have a tight urban cross-section along the Eastmark Great Park, however a tight urban cross-section is encouraged with adjacent commercial, civic, educational or religious uses when possible and may incorporate a liner street to provide access and parking
- Bus stops may be located near the intersections with Eastmark Parkway and Inspiran Parkway to accommodate the Eastmark Great Park users. Bus stops may be located near the intersections with “Business Boulevard” and Ellsworth Road to accommodate the university campus, Activity Center and Ellsworth Road commercial corridor users. Bus service may be provided along the length of Point Twenty-two with bus stops typically located to align with neighborhood entries and adjacent major uses. Bus service shall be as determined by the transit authority.

D. “Warner North”

- North boundary of DU 3/4
- Two-Way Four Lane District Street (see Exhibit 10.8 – Two-Way Four Lane District Street – Detailed Cross Section, of the CP)
- ROW will be located at back of curb (approximately 64’ back of curb to back of curb)
- Minimum 9’ wide raised and/or landscaped median (not required to be raised for all segments – may be paved 11’ center lane with adjacent 10’ travel lanes)
- Vertical Curb
- Typically no on-street parking, however parking may be added to the roadway to complement adjacent uses and encourage pedestrian interaction and front-of-house operations to engage the roadway

DU 3/4 DUP

- 6' Bike Lanes
- High volume, low speed vehicular traffic street
- High pedestrian activity moving along the length of the street to the Eastmark Great Park as well as activity crossing the adjacent uses and the park
- Several neighborhood and parcel entries with full turning intersections and curb returns (rather than driveway aprons) are anticipated
- Not likely to have a tight urban cross-section along the Eastmark Great Park, however a tight urban cross-section is encouraged with adjacent commercial, civic, educational or religious uses when possible and may incorporate a liner street to provide access and parking
- Bus stops may be located near the intersections with Eastmark Parkway and Inspirian Parkway to accommodate the Eastmark Great Park users. Bus stops may be located near the intersections with "Business Boulevard" and Ellsworth Road to accommodate the university campus and Ellsworth Road commercial corridor users. Bus service may be provided along the length of "Warner North" with bus stops typically located to align with neighborhood entries and adjacent major uses. Bus service shall be as determined by the transit authority.

E. Eastmark Parkway / "Spine East"

- Eastern boundary of DU 3/4 between Point Twenty-two Boulevard and "Warner North"
- Two-Way Four Lane District Street (see Exhibit 10.8 – Two-Way Four Lane District Street – Detailed Cross Section, of the CP)
- ROW will be located at back of curb (approximately 81' back of curb to back of curb)
- 12' wide raised and/or landscaped median (not required to be raised for all segments – may be paved 12' center lane with adjacent 11' travel lanes)
- Vertical Curb
- 8' Parallel Parking on both sides
- 5' Bike Lanes – no striping except to denote edge of travel lane
- High volume, low speed vehicular traffic street
- High pedestrian activity moving along the length of the street adjacent to the Eastmark Great Park as well as activity crossing between adjacent uses and the park
- Several crossings to access the Eastmark Great Park are anticipated
- Several neighborhood and parcel entries with full turning intersections and curb returns (rather than driveway aprons) are anticipated
- Not likely to have a tight urban cross-section because of the uses on either side
- Bus stops may be located near the intersections with Point Twenty-two Boulevard and "Warner North" to accommodate the Eastmark Great Park users. If bus service is provided along the length of Eastmark Parkway, informal "flag" stops may also be located to align with neighborhood entries and adjacent major users. Bus service shall be as determined by the transit authority.

F. Inspirian Parkway / "Spine West"

- Eastern boundary of DU 3/4 between Point Twenty-two Boulevard and Ray Road (internal to the DU north to "Warner North")
- Two-Way Four Lane District Street (see Exhibit 10.8 – Two-Way Four Lane District Street – Detailed Cross Section, of the CP)
- ROW will be located at back of curb (approximately 81' back of curb to back of curb)
- 12' wide raised and/or landscaped median (not required to be raised for all segments – may be paved 12' center lane with adjacent 11' travel lanes)
- Vertical Curb

DU 3/4 DUP

- 8' Parallel Parking on both sides
- 5' Bike Lanes – no striping except to denote edge of travel lane
- High volume, low speed vehicular traffic street
- High pedestrian activity moving along the length of the street adjacent to the Eastmark Great Park as well as activity crossing between adjacent uses and the park
- Several crossings to access the Eastmark Great Park are anticipated
- Several neighborhood and parcel entries with full turning intersections and curb returns (rather than driveway aprons) are anticipated
- Not likely to have a tight urban cross-section because of the uses on either side
- Bus stops may be located near the intersections with Ray Road, Point Twenty-two Boulevard and “Warner North” to accommodate the Eastmark Great Park users. If bus service is provided along the length of Inspirian Parkway, informal “flag” stops may also be located to align with neighborhood entries and adjacent major users. Bus service shall be as determined by the transit authority.

G. “Business Boulevard”

- Parallel to Ellsworth Road, one block east in DU 3/4 between Point Twenty-two Boulevard and “Warner North”
- Two-Way Two Lane District Street (see Exhibit 10.9 – Two-Way Two Lane District Street – Detailed Cross Section, of the CP)
- ROW will be located at back of curb (approximately 50' back of curb to back of curb)
- 9' wide raised and/or landscaped median (not required to be raised for all segments – may be paved 11' center lane with adjacent 10' travel lanes)
- Vertical Curb
- No Parking
- 6' Bike Lanes
- High volume, low speed vehicular traffic street
- High pedestrian activity moving along the length of the street adjacent to the university campus as well as activity crossing Point Twenty-two Boulevard connecting the uses of the Ellsworth Road commercial corridor
- Several crossings to access the university campus are anticipated
- Several parcel entries with full turning intersections and curb returns (rather than driveway aprons) are anticipated
- A tight urban cross-section is encouraged with adjacent commercial, civic, educational or religious uses when possible and may incorporate a liner street to provide access and parking
- Bus stops may be located near the intersections with Point Twenty-two Boulevard and “Warner North” to accommodate the university campus and Ellsworth Road commercial corridor users. If bus service is provided along the length of “Business Boulevard”, informal “flag” stops may also be located to align with parcel entries and major adjacent users. Bus service shall be as determined by the transit authority.

H. Internal Streets

- Neighborhood Streets and potential Service Lanes
- ROW typically at back of curb (when provided)
- Various road sections (see Exhibits 10.10 through 10.13, of the CP)
- Potentially gated (gated streets will be private streets)
- Through access may be limited if provided at all

DU 3 / 4 DUP

1. Internal Streets - Entry Drives

- Provide access to neighborhoods or parcels from district and arterial streets
- Two-Way Neighborhood Street
- ROW will be located at back of curb (approximately 23' back of curb to back of curb) (minimum 34' back of curb to back of curb required if entry aligns with potential traffic signal location on arterial streets)
- No Median (typical), median may be added for gated entries, but pavement width should be minimized.
- Vertical Curb
- No Parking
- No Bike Lanes
- Medium volume, low speed vehicular traffic street
- Pedestrian activity moving along the length of the street varies
- Roadways often tee into cross traffic on the neighborhood/parcel end or transition to standard neighborhoods streets after crossing a neighborhood park
- Bus stops may be located at intersections with major streets - Bus service shall be as determined by the transit authority

2. Internal Streets – Standard Neighborhood Streets

- Standard Neighborhood Street section
- Two-Way Neighborhood Street
- ROW will be located at back of curb (approximately 35' back of curb to back of curb if on-street parking is provided on both sides of the street)
- No Median (typical)
- Rolled Curb (typical), with option for vertical or ribbon curb
- Parking on both sides
- No Bike Lanes
- Medium to low volume, low speed vehicular traffic street
- Pedestrian activity moving along the length of the street varies based on location
- No bus stops - Bus service shall be as determined by the transit authority

3. Internal Streets – Park Side Streets

- Provide access to along and around neighborhood parks
- Two-Way Neighborhood Street
- ROW will be located at back of curb (smaller R.O.W. approximately 28' back of curb to back of curb is allowed)
- No Median
- Rolled Curb (typical) on side opposite the park, Vertical Curb along park
- 7' parallel parking on side opposite the park
- No parking at intersections where "chicanes," "neck downs" or "bulb outs" are desired
- No Bike Lanes
- Medium to low volume, very low speed vehicular traffic street
- High Pedestrian activity moving along the length of the street and crossing the streets to access the park
- Roadways often transition to standard neighborhoods streets at intersections
- No Bus stops anticipated – if neighborhood circulator provided, informal/"flag" bus stop in close proximity to the built shade structure (when present) would be desired - Bus service shall be as determined by the transit authority

DU 3/4 DUP

4. Internal Streets – Block End Streets

- Provide connections between blocks in DU 3/4, used to visually open neighborhoods to district roadways and landscape areas, used to provide pedestrian connectivity without providing automobile connectivity
- Two-Way Neighborhood Street
- ROW will be located at back of curb (smaller R.O.W. approximately 23'-35' back of curb to back of curb is allowed)
- No Median
- Rolled Curb (typical)
- No Parking required, 7' parallel parking may be provided on one or both sides
- No Bike Lanes
- Medium to low volume, low speed vehicular traffic street
- Pedestrian activity moving along the length of the street varies based on location but is often low when Block End Streets are used to visually open up the neighborhood to perimeter streets or along open spaces or to provide through pedestrian only access.
- Roadways are often short and typically have limited driveway conflicts
- No Bus stops anticipated - Bus service shall be as determined by the transit authority

4.3 Intersections

DU 3/4 shall be accessed primarily from the district and arterial streets as shown on **Exhibit 4.3 – DU 3/4 Transportation Plan**. Several separate entry drives/intersections to access DU 3/4 may be provided for various vehicle types and users and may be signed appropriately. Drives/intersections accessing the internal portions of DU 3/4 may be secured and/or gated in one or more locations and may limit through access across the DU. Streets inside private gates will be private streets. It is further anticipated that:

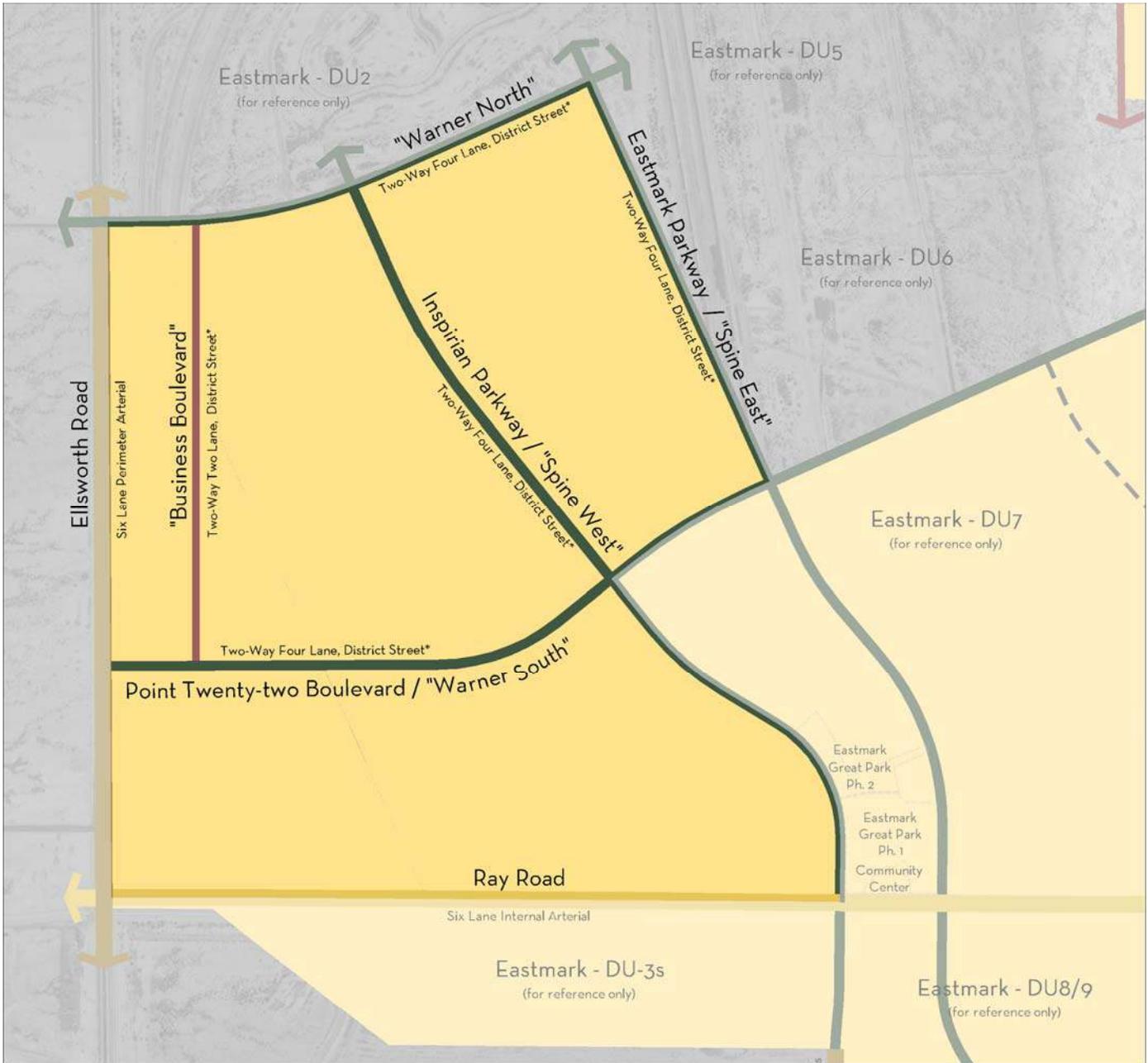
- at least four (4) drives will access DU 3/4 from Ray Road
- at least four (4) drives will access DU 3/4 from Point Twenty-two Boulevard
- at least one (1) drive will access DU 3/4 from “Warner North”
- at least four (4) drives will access DU 3/4 from Ellsworth Road
- at least two (2) drives will access DU 3/4 from “Business Boulevard”
- at least one (3) drives will access DU 3/4 from Inspirian Parkway
- the Eastmark Great Park will be accessed in several locations from Inspirian Parkway, Eastmark Parkway, Point Twenty-two Boulevard and “Warner North”
- the university campus will be accessed in at least five (5) locations from Inspiran Parkway, Point Twenty-two Boulevard and “Business Boulevard”

If the traffic counts warrant a traffic signal at intersections as shown on **Exhibit 4.3 – DU 3/4 Transportation Plan**, they shall be provided to ease access to the DU.

4.4 Street and Circulation Phasing

Street and circulation improvements shall be phased and developed with adjacent development as shown on **Exhibit 4.4 – Street and Circulation Phasing**. It is anticipated that the “Warner North” full street road improvements will not be necessary to accommodate the use anticipated in DU 3/4 however at least half-street improvements will be developed along with the adjacent parcels. Specific phasing and timing of the road construction will be coordinated with the City of Mesa. Temporary locations to turn around traffic may be required by the City of Mesa Traffic Engineer at the ends of phases that do not provide an un-gated, public through route for traffic. These turn around locations may require additional, temporary pavement or temporary striping.

Exhibit 4.2 - Major Roadways



Note: The areas, connections, shapes, quantities, sizes and locations shown are conceptual representations of the future potential development. Actual areas, connections, shapes, quantities, sizes and locations may differ from those shown.



Six Lane Perimeter Arterial



Six Lane Internal Arterial



Two-Way Four Lane, District Street with Raised Median*



Two-Way Two Lane, District Street with Raised Median*

*raised and/or landscaped median optional; on-street parking, bike lanes or other options at perimeter of roadway permitted

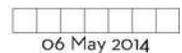
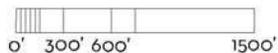
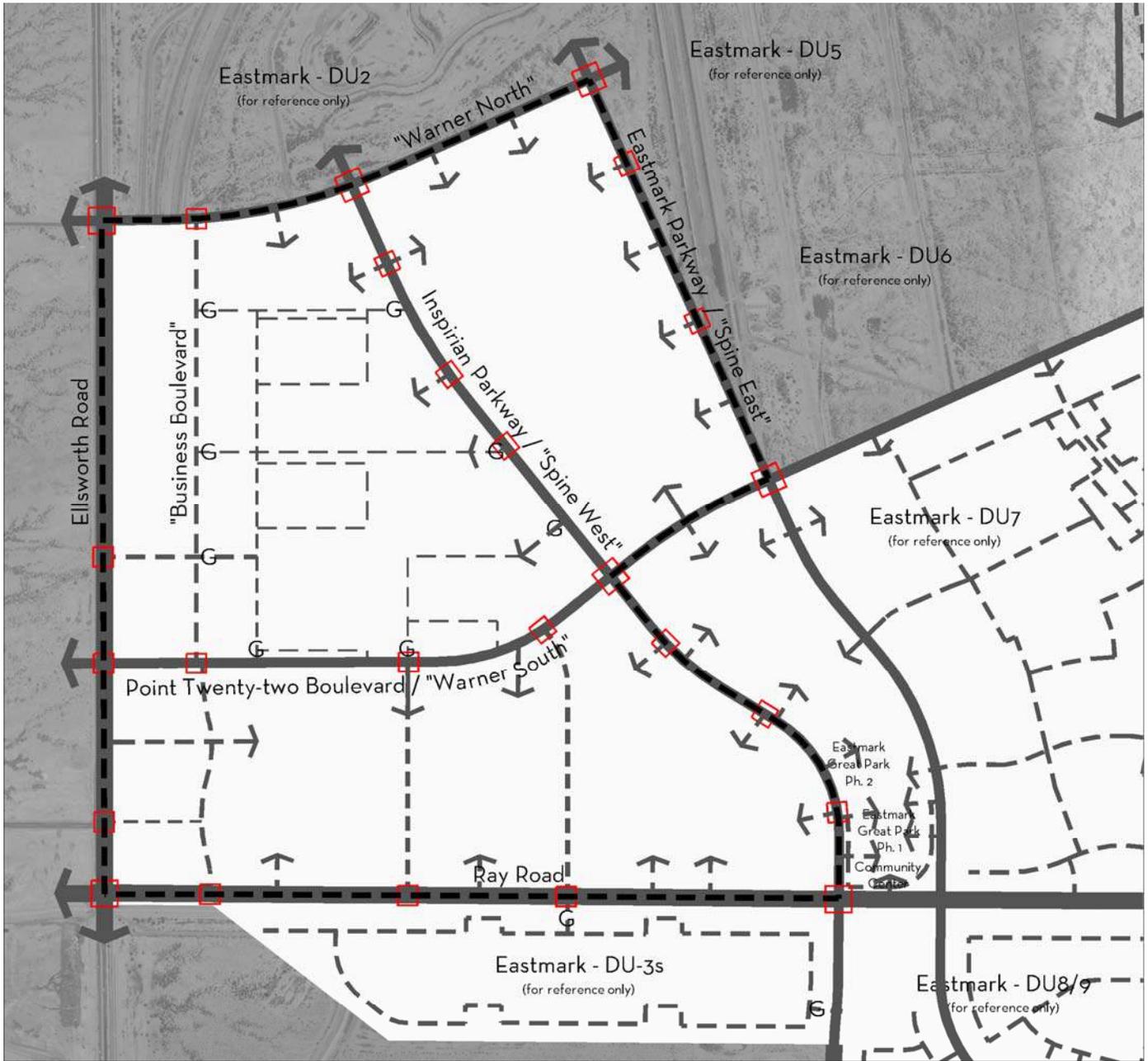


Exhibit 4.3 - DU 3/4 Transportation Plan



Note: The areas, connections, shapes, quantities, sizes and locations shown are conceptual representations of the future potential development. Actual areas, connections, shapes, quantities, sizes and locations may differ from those shown.

Perimeter Roadways
 Interior Roadways, Driveways and Access*

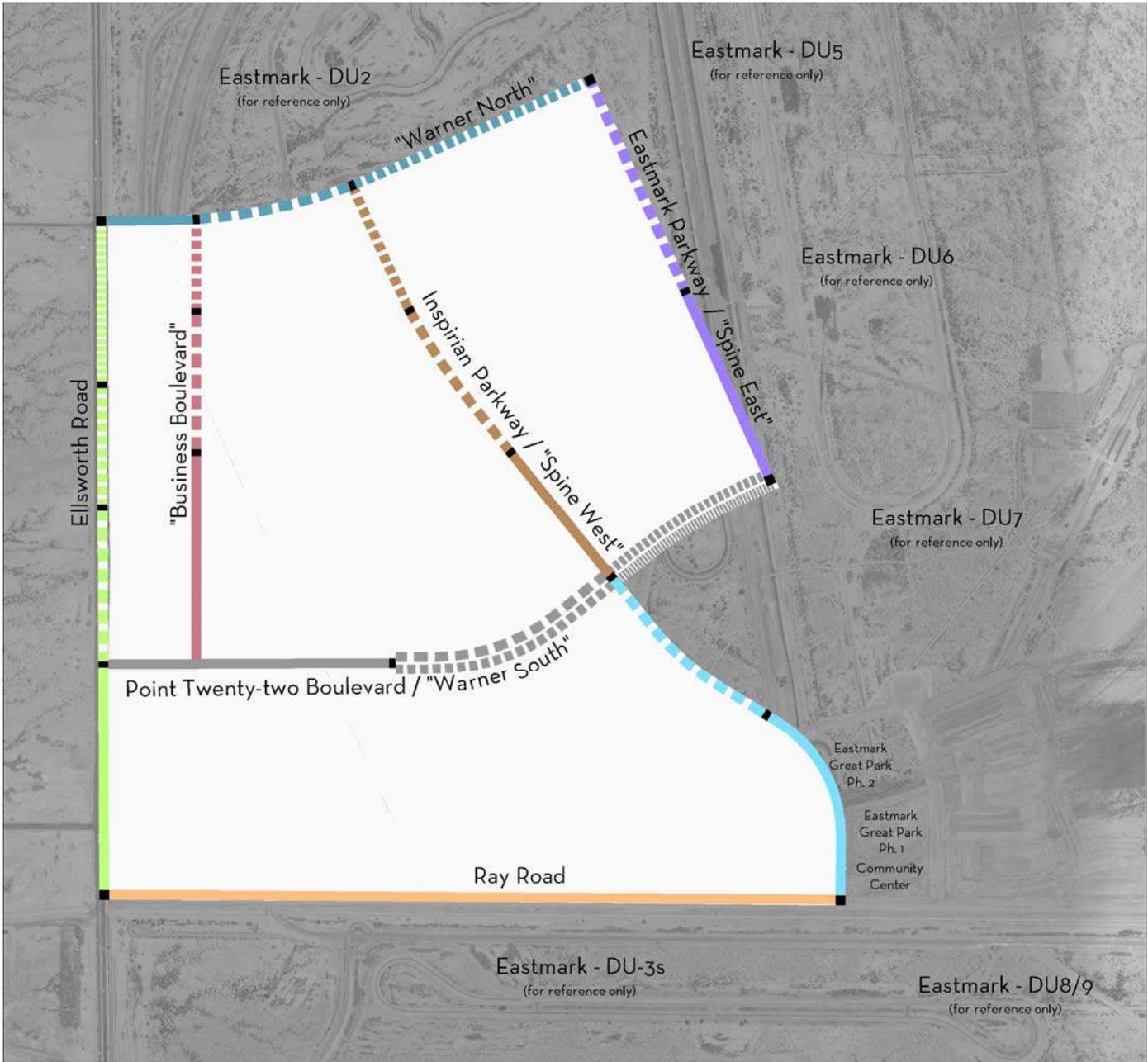
Potential Signalized Intersection

G Gated Entry Anticipated

*Public, interior circulation shown here conceptually for reference - additional streets may be provided

0' 300' 600' 1500'
 NORTH
 12 May 2014

Exhibit 4.4 - Streets and Circulation Phasing

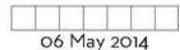
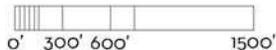


- Phase 1A - Ray Road - S. Half
- Phase 1B - Ellsworth Road - E Half
- Phase 2B - Ellsworth Road - E Half
- Phase 3B - Ellsworth Road - E Half
- Phase 4B - Ellsworth Road - E Half
- Phase 1C - "Business Boulevard"
- Phase 2C - "Business Boulevard"
- Phase 3C - "Business Boulevard"
- Phase 1D - "Warner North"
- Phase 2D - "Warner North"
- Phase 3D - "Warner North"

- Phase 1E - P22 Blvd
- Phase 2E - P22 Blvd - N. Half
- Phase 3E - P22 Blvd - S. Half
- Phase 4E - P22 Blvd - N. Half
- Phase 5E - P22 Blvd - S. Half
- Phase 1F - Eastmark Pkwy
- Phase 2F - Eastmark Pkwy

- Phase 1G - Inspirian Pkwy
- Phase 2G - Inspirian Pkwy
- Phase 3G - Inspirian Pkwy
- Phase 1H - Inspirian Pkwy
- Phase 2H - Inspirian Pkwy

Note: The areas, connections, shapes, quantities, sizes and locations shown are conceptual representations of the future potential development. Actual areas, connections, shapes, quantities, sizes and locations may differ from those shown.



4.5 Gates and Limited Access Points

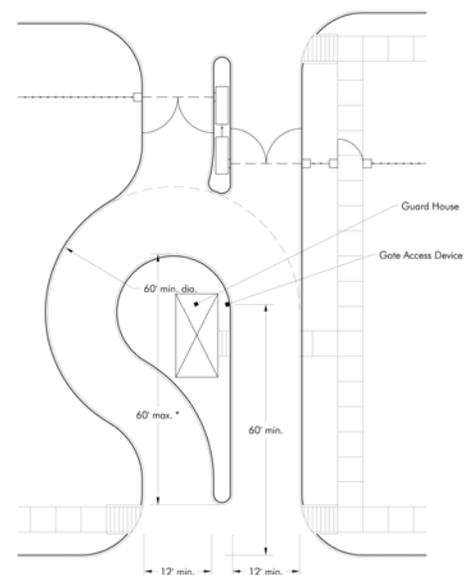
A. Vehicular Gates

As shown on **Exhibit 4.3 – DU 3/4 Transportation Plan**, vehicular gates are anticipated to be a major component of the circulation system on the university campus. In addition to these locations, it is anticipated that vehicular gates will be used to secure private residential enclaves and corporate campuses. Additionally vehicular gates will likely be used to screen service areas/drives and limit access to parking garages and parking fields. The layout and character of these gates may vary greatly depending on use and setting. The following are permitted layouts and uses for gates.

1. Formal Gate/Gate House Arrival

At limited access main gate locations at the university campus, residential enclaves and commercial campuses, a Formal Gate/Gate House Arrival is required. These arrivals are to be designed to the following standards.

- all vehicular stacking (at the gate) shall be provided on-site
- designs with long stacking distances are discouraged
- arrivals may have one or two arrival lanes
- curb returns rather than driveway aprons are encouraged
- if driveway aprons are used, the use of the Eastmark standard driveway apron design is encouraged
- pedestrian access at this location is encouraged
- the center median must be attractively designed with materials consistent with the associated uses/buildings and is encouraged to be landscaped
- the guard house is optional, but if present should be designed to serve both vehicular and pedestrian traffic
- swing arm may be provided to stop vehicles at the gate house before proceeding through the gate
- vehicular traffic may be limited via a gated with or without limiting pedestrian access
- curvilinear design shown below may also be a linear design with a wider median to accommodate the turn around maneuver



* Per Exhibit 10.16 - Defensible Positions of the C.P.

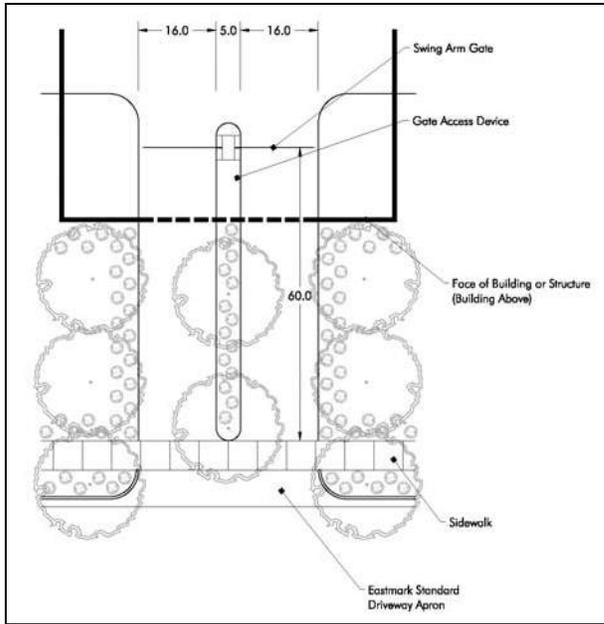
2. Private Parking Entry

At limited access vehicular entries to private parking structures/lots or at secondary limited access locations to the university campus, residential enclaves and commercial campuses, the Private Parking Entry is permitted. These arrivals are to be designed to the following standards.

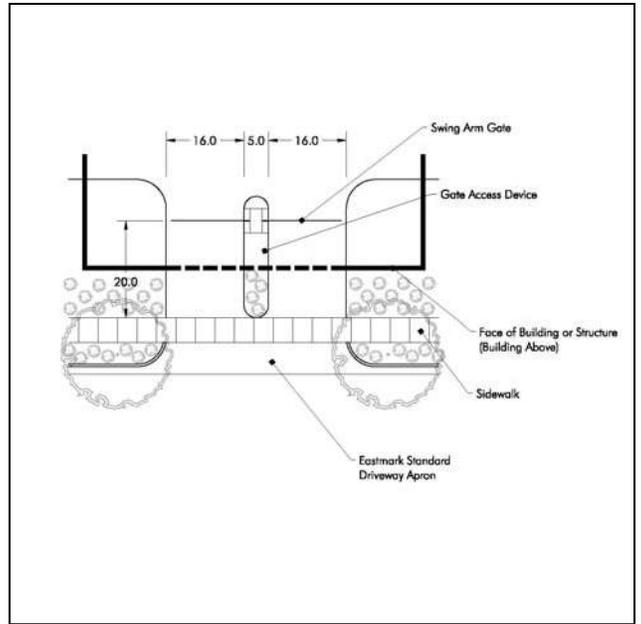
- all vehicular stacking (at the gate) shall be provided on-site when entering from arterial streets or two-way four-lane district streets without on-street parking
- vehicular stacking (at the gate) may be provided on-street when entering from two-way four lane district streets with on-street parking (using the parking lane as staking), two-way two lane district streets, local streets or private drives
- designs with long stacking distances are discouraged
- arrivals may have one or two arrival lanes
- pedestrian access is permitted, but not required at these locations
- minor pedestrian access for people leaving parking lots and structures at these locations is encouraged
- when a center median is present (not required) the center median must be attractively designed with materials consistent with the associated uses/buildings and is encouraged to be landscaped
- a guard house at this location is optional, but if present should be designed to serve both vehicular and pedestrian traffic
- swing arm or gate may be used to provided limit vehicular access
- vehicular traffic may be limited via a gated with or without limiting pedestrian access
- linear design required so that the gate is clearly visible from the roadway
- driveway apron required so that entry clearly appears as a private entry
- building or parking structure may overhang the entry and gates
- not permitted for guest parking entries where guest's entry needs to be verified



DU 3/4 DUP



Private Parking Entry - from arterial streets or two-way four-lane district streets without on-street parking



Private Parking Entry - from two-way four-lane district streets with on-street parking, two-way two-lane district streets, local streets or private drives



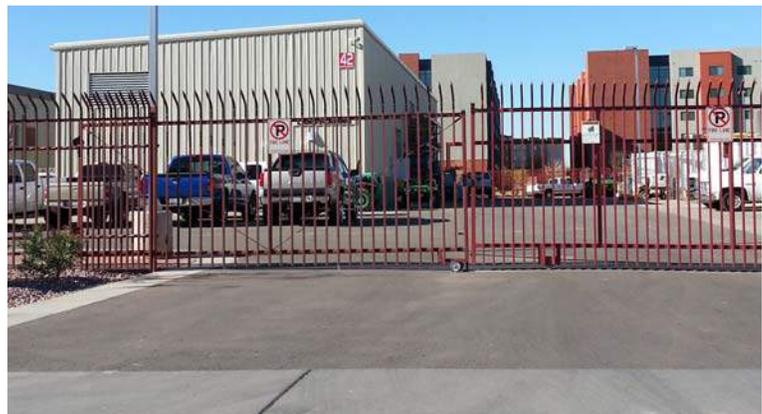
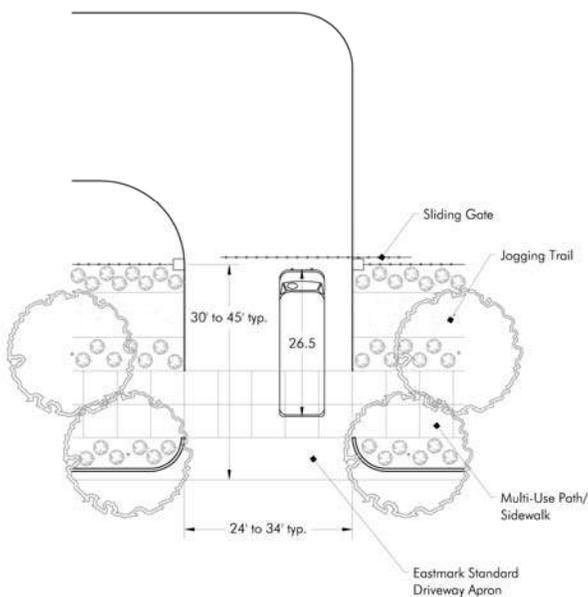
3. Service Yard/Occasional Use Entry

At limited access vehicular entries to service yard or driveways only used on rare occasions, the Service Yard/Occasional Use Entry is permitted. These gate types are anticipated:

- to screen back-of-house service areas where the gate opens automatically when a vehicle approaches
- on private drives that access the university campus only for student housing load-in events, fire access or grounds maintenance
- at service areas where the gate is open while the yard is in operation (“open for business”).

These arrivals are to be designed to the following standards.

- this entry gate type is only permitted in locations where the gate is fully open during use, or opens automatically (every time) when a vehicle approaches the gate
- vehicular stacking (at the gate) is not required
- designs with long stacking distances are discouraged
- pedestrian access is permitted, but not required at these locations
- a guard house at this location is optional, but if present should be designed to serve both vehicular and pedestrian traffic
- vehicular traffic may be limited via a gated with or without limiting pedestrian access
- linear design required so that the gate is clearly visible from the roadway
- driveway apron required so that entry clearly appears as a private entry
- building or parking structure may overhang the entry and gates
- not permitted for guest parking entries where guest’s entry needs to be verified
- swing arm may not be used to limit vehicular access
- automatic gates must default to the open position in case of a power failure
- the gate must be set back sufficiently to permit the stacking of one vehicle between the gate and the edge of travel lane. This stacking should accommodate the largest standard size vehicle typically arriving at the gate (i.e. delivery truck, service vehicle)
- driveway width shall typically be twenty-three (23) feet wide. Driveways up to thirty-four (34) feet wide permitted. Driveways wider than thirty-four (34) feet are only permitted if required for typical vehicle turning radii.



B. Pedestrian Gates – Full Access

Pedestrian gates may be provided anywhere in the pedestrian circulation network, provided they are not lockable. Such gates are useful to denote play area zones (such as a splash pad/water play area) or to keep younger children away from major streets (such as the four (4) foot fencing along Everton Terrace). The design of the gate must meet all ADA standards for the design of the latch/handle and the swing clear zones. The design of the gate must be a holistic part of the overall landscape character and must meet or exceed the design standards for the fence or wall the gate is installed in. These gates must remain unlocked and open to the general public.

C. Pedestrian Gates – Limited Access

As shown on **Exhibit 4.1 – Pedestrian Corridors**, limited access pedestrian gates are anticipated to be a major component of the pedestrian circulation system on the university campus. In addition to these locations, it is anticipated that limited access pedestrian gates will be used to secure private residential enclaves, commercial buildings and corporate campuses.

1. Front Door Pedestrian Gate

At locations where pedestrian access is limited, one “front door” pedestrian access must be provided to each overall site (or building if only the building is secured). A front door pedestrian gate is anticipated off of “Business Boulevard” to access the university campus. All front door pedestrian gates must meet the following conditions.

- Must be located in a prominent location such that all guests arriving by foot or by bicycle know where they should approach the site
- Should be designed as a ceremonial, “front door” quality arrival
- The design of the gate must be a holistic part of the overall landscape or building character and must meet or exceed the design standards for the fence or wall the gate is installed in
- Must provide same system of contacting tenants/residents/users as is provided for vehicular gates
- The design of the gate must meet all ADA standards for the design of the latch/handle and the swing clear zones

2. Secondary Limited Access Pedestrian Gates

At locations where pedestrian access is limited, one “front door” pedestrian access must be provided to each overall site (or building if only the building is secured). Additional gates may be provided for use by residents or tenants and may, if desired, not provide for guest/general public arrival. All secondary limited access pedestrian gates must meet the following conditions.

- Should not be designed as a ceremonial arrival, but rather as a subtle or blind access
- The design of the gate must be a holistic part of the overall landscape or building character and must meet or exceed the design standards for the fence or wall the gate is installed in
- The design of the gate must meet all ADA standards for the design of the lock, latch/handle, access device and the swing clear zones

DU 3/4 DUP

Section 5 DU Design Guidelines (“DUDG”)

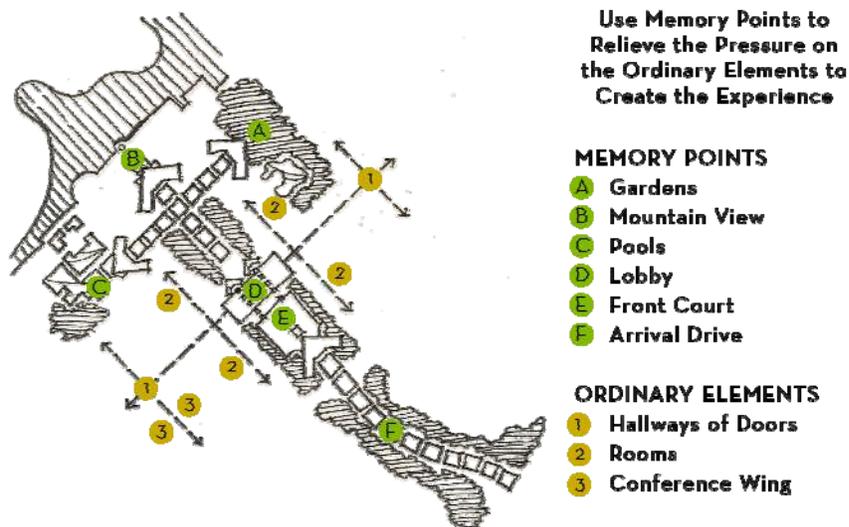
Consistent with the vision for DU 3/4, this area will provide a core that will ultimately relate to the adjacent airport, a home for major employment uses, a university campus and the central neighborhoods between the cores and the Eastmark Great Park (see **Exhibit 1.4 – DU 3/4 Mix of Uses**). DU3/4 will include a mix of employment, education, retail, civic, recreation and residential uses built in phases over a long period with ample opportunity for redevelopment to follow initial construction. These diverse uses will also link to the Eastmark Great Park on the east via major multi-modal connections along Point Twenty-two Boulevard.



The DUDGs for DU3/4 are designed to integrate the Activity Core, Ellsworth Commercial Corridor, university campus, residential neighborhoods, residential enclaves, and Eastmark Great Park with each other, the adjacent existing and proposed neighborhoods and the southern portion of the Eastmark Great Park. This is essential to Eastmark’s community goal of “living well over time”. These DUDG’s will help to ensure a successful integration with existing and future surrounding uses.

To create great neighborhoods and places, the DUDGs for DU3/4 rely on using two concepts symbiotically: memory points and ordinary elements. The mass of any neighborhood, campus or commercial site is made of ordinary elements – homes, local streets, schools, shops, offices and places of worship. These elements are much like the rooms, hallways and conference rooms of a resort (refer to **Exhibit 5.1 – Memory Points and Ordinary Elements Diagram**). They make up the mass of the resort, are nicely appointed, but they are not what is remembered about the resort experience. The ordinary elements of DU 3/4 will have simple, quality facades – good quality, nicely appointed, free from elaboration, ostentation or display. Our memory of resorts is made up of the arrival experience and court, the grand lobby, the resort pools and gardens and the distant views. Similarly, the Eastmark Great Park is the major collection of memory points for the community and the north half of the park is within this DU. In addition, the Activity Core and university campus will each have one or more iconic structures or settings that become their memory points. In the residential neighborhoods and enclaves of DU3/4, these memory points are likely the neighborhood entries, the neighborhood parks and the private open spaces. The quality design, construction and maintenance of these important spaces relieve the pressure on the design of the ordinary elements.

Exhibit 5.1 – Memory Points and Ordinary Elements Diagram



5.1 Pedestrian Corridors

See Section 4 of this DUP.

5.2 Common Areas

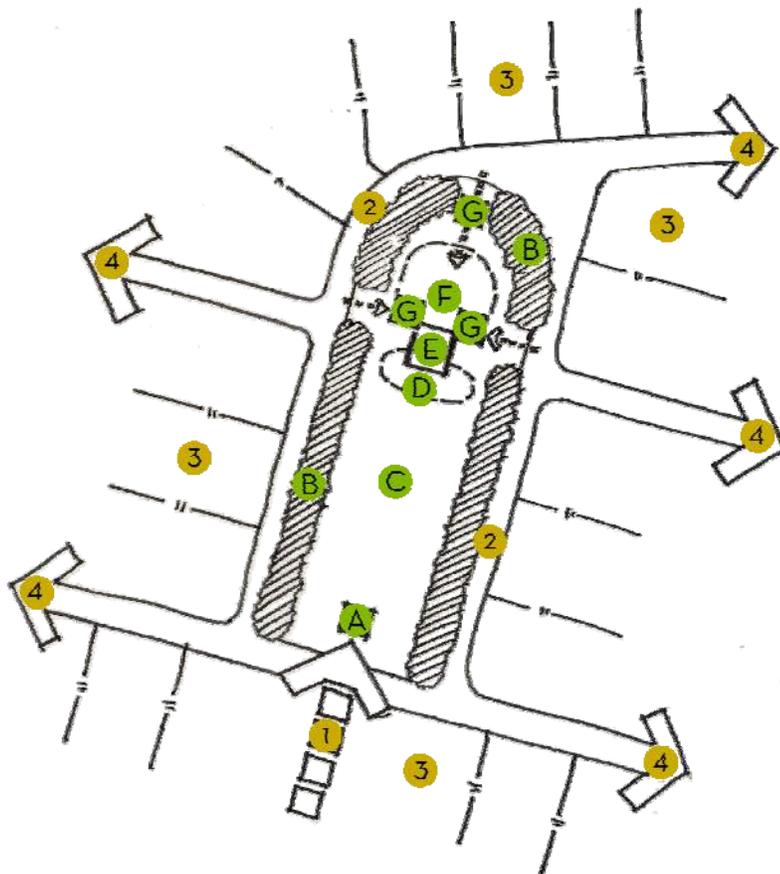
Within DU 3/4, common areas will typically take on one of a few forms: the Eastmark Great Park, Neighborhood Parks/Plazas, residential enclave open space, the university campus grounds, and the Activity Core. The Eastmark Great Park will be a social and recreational center for the entire Eastmark community, and designed to accommodate a wide range of functions. The north half of the park will be in this DU. The Eastmark Great Park will be developed consistent with the Eastmark 'Great Park' Park Master Plan (GPMP) dated 04.03.12 and the CP. The Eastmark Great Park will be implemented in many phases and have a wide variety of landscape and architectural components. Unlike the Eastmark Great Park, Neighborhood Parks/Plazas will each be the "living room" for individual neighborhoods – more intimate outdoor spaces. They may host community wide events on occasion, but they will be designed to regularly serve the needs of each neighborhood. Each will be a single holistic design and typically will be highly varied from park to park. Similar to the neighborhood parks in character, the residential enclave open spaces will be private common areas for the benefit of the residents of an enclave.



A. Neighborhood Parks/Plazas and Residential Enclave Open Spaces

In DU 3/4, Neighborhood Parks will be the “living room” of each neighborhood and they will have similar key elements. These key elements help to ensure that the parks play a primary role in the social fabric of each neighborhood. These elements have been accumulated from international research and over a decade and a half of refinement in modern Arizona communities. The key elements should be used as a guide not as absolute rules because parks can and will likely take on several different forms and will like contain different elements and features. The parks will need to be appropriate to their context and the intention of each key element may take on many physical forms to accomplish the same goals. Similar to Neighborhood Parks, residential enclave open spaces will typically be less formal, more private outdoor spaces.

Exhibit 5.2 – Neighborhood Park Elements



NEIGHBORHOOD ELEMENTS

- 1 **Enter on Focus**
Arrive first to the park and then to the house.
- 2 **Park Edge is Defined by the Roadway**
- 3 **Homes Facing the Park**
When possible
- 4 **Use Streets to Extend the Park into Neighborhood**
"The park is at the end of my street."

PARK ELEMENTS

(Sample list of potential elements)

- A **Foreground Focal Element**
Art, Seating, Trellis - to screen view
- B **Tree Lined**
- C **Open Flat Lawn**
Pick-up games, Stormwater Retention
- D **Adult Attractive Element**
Fire pit, Water Feature, Kinetic Art
- E **Built, Protective Shade**
- F **Kids Play Area**
- G **Potential Mail Box/Community Notice Points**

1. Enter on Focus

Most people come and go from the community by automobile or by a transit system using the regional road network. The design of DU 3/4 positions neighborhood parks at each main vehicular entry to the neighborhoods. In this way much like an individual home, one arrives first to the living room and then goes off to other parts of the home if invited to do so. This places great importance on the living room as the social center of the home. In a similar way, the Neighborhood Park is situated to greet residents and visitors when they return home. Often the park is aligned so that those arriving look down the length of the park as shown in **Exhibit 5.2 – Neighborhood Park Elements**. This effect may also be accomplished with a road crossing the park, or coming in and looking across the short axis of the park. The first of these alternative effects can be useful when the continuation of the street is important to the social fabric of the neighborhood. The second alternative effect provides more intense focus on one aspect of the park and more privacy to the remainder of the park pieces and can be very appropriate in context. These are not the only alternatives that can create the same effect, and often it is possible to pass a few homes or cross streets to arrive to the park. The important element of this sequencing as a guest or resident is that you have the ability to first arrive at the park and then to the home. In residential enclave open spaces, often a piece of architecture (community room, leasing office, pool house) is on focus at the arrival with the open space beyond.

2. Park Edge

To stress the importance of the park to the neighborhood, the park should be ringed by narrow, tree-lined neighborhood streets when possible. In residential enclave open spaces, the open space maybe ringed by walkways or buildings rather than streets. The parks may be irregularly shaped and may utilize land that is less suitable for other uses to maximize the efficiency of the community. The streets ringing the park typically do not have sidewalks on the park side of the street, but an ADA compliant accessible route(s) into the park is required. The sidewalks in the community are used to draw people to the parks, but are not needed to circle the parks. Turf or gravel walkways coming up to the edge and paved pathways connecting pedestrians at intersecting streets into the core of the park are common. Neighborhood Parks are generally not fenced but rather open to encourage use from all directions. Residential enclave open spaces, while not required, generally are fenced and private spaces for the use of the residents of the individual enclave.

3. Homes Facing

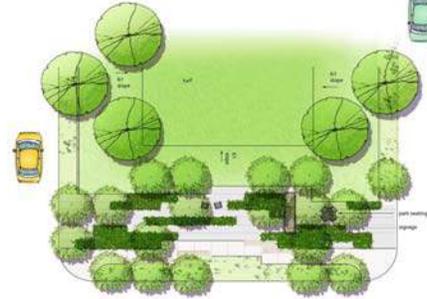
Homes surrounding the park face the park, further stressing the park's importance as a community space. Homes facing the park also prevent conflicts that tend to arise when the private portions of the home or the lot (typically the rear) are in close proximity to the public spaces of the park. In residential enclave open spaces, buildings often surround the park and both private and public spaces of the home may engage the open space.

4. Streets Extend the Park

Neighborhood streets should tie the neighborhood to the parks whenever possible. When residents can walk out into the narrow, tree-lined streets in front of their home and see the park at the end of the street, it makes the park theirs. That type of bond between the house and the park help to ensure that in the mind of the residents that home will be something bigger than their house. In residential enclave open spaces, pedestrian walkways and green belts tie residents to the major open spaces in a similar fashion.

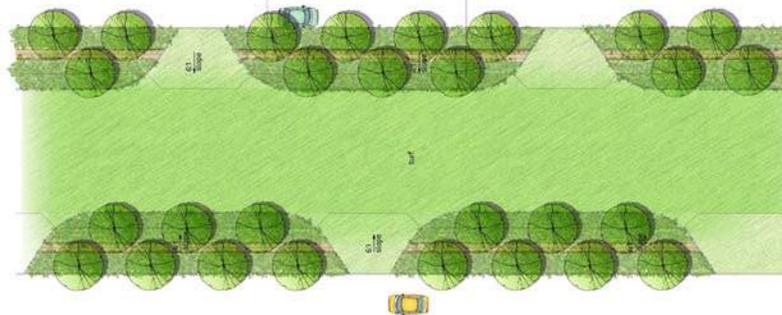
5. Foreground Focal Element

Each park typically has a focal element at the location where the entry road meets the park. This element provides foreground for the view into the park, a bit of privacy for the park users, separation between the view and those participating in the social activity of the park, and it allows the park to reveal itself slowly. This foreground element can be simple. It is often no more than a picturesque seating area, an arbor, a sculptural tree or artistic sculpture. In residential enclave open spaces, the foreground element may be a piece of architecture (community room, leasing office, pool house) and may obscure the view of the open space beyond.



6. Tree Lined

Typically the parks are tree-lined. The trees provide enclosure for the outdoor rooms of the park and shade for the casual users of the park. In smaller parks, the tree line is often in the parkway of the road, across the street from the park. In long neighborhood parks that are in excess of 400' long, trees may be used at the edge to reduce the visual width of the park to a size closer to 70' in width. This may include a double or triple row of trees enclosing areas of the length of the park. In plazas, the trees may take the form of a bosque of trees providing a continuous canopy rather than lining the edges or relate to the geometry of the plaza space rather than adjacent roadways.



7. Open Flat Lawn

The open flat lawn is often the largest and simplest part of the park. The open flat lawn is often used for larger occasional events. The flat lawn is used evenings and on the weekend for pickup field games and the lawn is often sunken to retain both soccer balls and storm water. The lawn also provides a large open middle ground in the aesthetic composition of the park.



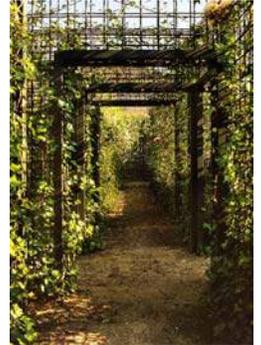
8. Adult Attractive Element

If the parks attract adults and give them a reason to linger, they will bring the kids and stay for a while. To attract adults, often this element has to have the same effect as sitting by a fire. A fire pit, a small water feature or a piece of kinetic art tends to draw the attention of adults for hours. Park elements such as the Built, Protective Shade provide a safe and comfortable place to encourage people to linger. Small additions such as outlets, ceiling fans and dim-able lights add to the usability of the park and eventually make the Neighborhood Park/Plazas and residential enclave open spaces among the most desirable places to spend the evening in the neighborhood. The adult attractive elements shall typically be located in close proximity to the Built, Protective Shade Element when included in a park.



9. Built, Protective Shade

Each Neighborhood Park/Plazas and residential enclave open spaces should feel as safe and secure as one's own living room. To accomplish this, parks may incorporate built, protective shade of some sort at its major gathering location. Often this is accomplished with a covered ramada with open walls that anchor the building solidly to the ground. The structure should provide sitting areas that are sheltered not only from the weather, but also from the view of others. Sitting in the structure, one should not feel visually exposed. The structure should have some visible openness for safety, but it should not feel weak, temporary or fragile. The structure should feel like the hearth of the community. The built, protective shade may take on many different forms and is not required to look like a building. Shade sails may be used in conjunction with landscape, walls and terraces; or a greenhouse may be appended onto the ruined remains of an architectural wall just to name a few variations on the theme.



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Partial, Conceptual Park Site Plans

10. Kids Play Area

Within the Neighborhood Parks/Plazas and residential enclave open spaces, typically a kids play area will be located near the built, protective shade and the adult attractive elements. This location will ensure that the kids can play in close proximity to the areas the adults naturally will want to gather and linger in the park. The Kids Play Area's should not be complicated play structures, but rather structures that can sit quietly and in the park and not draw attention to themselves. Simple structures such as swings, seesaws, slides, rolling hills and sandcastle building areas are often more regularly used than tot-lot structures. These simple structures are also typically used by a bigger range of ages. The colors of these Kids Play Areas shall be complementary to the composition of the Neighborhood Park. Clever, alternative play structures (such as chalk board and climbing walls) and "free play" structures are encouraged for Kids Play Areas when combined with simple traditional elements such as a swing.



11. Mail Box/Community Notice Points

While not required to be part of the Neighborhood Park/Plazas or residential enclave open spaces in DU 3/4, the mailboxes and community notice points are encouraged to be located within the parks/plazas and open spaces. Residents often come each day to pick up the mail. When this utilitarian function is combined with a place to sit and review the mail, people are often enticed to linger longer in the park. Locating these elements in close proximity to the built, protected shade element, adult attractive element and kids play area will increase the synergy of these components. Having the mail at the park also increases the opportunity for chance encounters with other neighbors, further strengthening the overall community fabric.

12. Events

In DU 3/4 Neighborhood Parks/Plazas and residential enclave open spaces will hopefully be home to many resident events and celebrations. To accommodate these, the parks will need to be designed so that they are easy to find and flexible to accommodate a wide variety of uses. Park design may include special considerations for electricity, water and temporary catering and restroom facilities. The park design should also encourage small business and grass root events and classes that might be offered for a fee.



13. Parking

Parking for Neighborhood Parks /Plazas and residential enclave open spaces in DU 3/4 will be handled typically on-street, across the street from the park, but the intent is to maximize the open space and recreational uses in the park while not creating parking problems for guests. Parking spaces may be provided in the park when appropriate to the use and setting. The intent of these parking solutions is to accommodate regular use while encouraging most guests to walk to the park. For occasional events, the intent is not to provide ample parking for all guests, rather to encourage most local residents to walk and to utilize on-street parking in the immediate area.

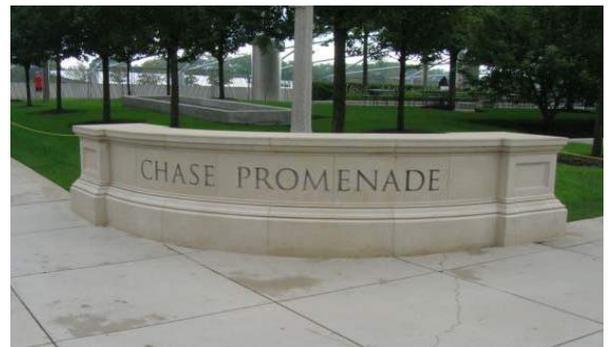
14. Lighting

Lighting in Neighborhood Parks/Plazas and residential enclave open spaces in DU 3/4 will generally be very appropriate to and respectful of their setting. The parks should not stand out as a bright, hot spot in the neighborhood. Walkways within the park may not be illuminated. Similarly, sport courts (when present) and the large lawns are not anticipated to be illuminated for nighttime play unless the light is shielded from adjacent residences by other buildings or landscape planting. Yard lights should be discouraged except for emergency or temporary uses. In areas with a lot of activity, lighting for nighttime use is encouraged. In these areas, lights strung across patios and walkways, up lighting of buildings and trees, moonlighting down through trees or with pattern filters, all might be used.



15. Signage

All Neighborhood Parks/Plazas and residential enclave open spaces will likely need signage to name them and provide direction to them. It is likely that in time, all the parks will have a name associated with them. Naming signage may be free standing in the landscape or attached to buildings, fences or walls. Signage must be appropriate to its setting and may be and colorful, simple, civic and/or pastoral in nature. Signage in the form of banners on streetlights and poles may be incorporated to advertise events. Streetlights with banners must be designed to support the wind loads of attached banners. Because of the social importance of these parks in the neighborhood, Eastmark standard Community Directional – Minor (see Eastmark Master Comprehensive Sign Plan(MCSP)) signage may be used within the neighborhoods to direct guest to parks.



B. The Eastmark Great Park

Modeled after Phoenix’s Historic Encanto Park, downtown Tempe’s Beach Park and Scottsdale’s Indian Bend Wash, the Eastmark Great Park will be a social and recreational center for the Eastmark community and the East Valley. The park will be designed to accommodate a wide range of functions likely including: pastoral strolls through rolling natural landscapes, sports competitions on open green fields, families picnicking and playing in fountains, and adults enjoying a night out watching movies in the park, attending a concert or just hanging out on the terrace. DU 3/4 will contain the north half of the Eastmark Great Park generally located within the area between Eastmark Parkway and Inspirian Parkway. This portion of the park will likely be a linear expression stretching from Point Twenty-two Boulevard as shown on **Exhibit 1.4 – DU 3/4 Mix of Uses**, in the south to “Warner North,” connecting schools with shared ball fields, civic uses and community amenities. This portion will also likely include an irrigation lake and multi-use path which will be connected to the adjacent neighborhoods. The Great Park and its description herein shall be developed consistent with the GPMP and the CP.

1. Edge Treatment

The Eastmark Great Park will be designed to collaborate and share with surrounding uses. The exact boundary of the park will generally be visually unclear. The Eastmark Great Park proper will be a public park, but it will likely spill into adjacent private places of worship, community centers, private amenities and schools who will be encouraged to share their parking and grounds with the Eastmark Great Park. It may reach into residential enclaves and commercial centers connecting them together. Walls and fences simply defining the perimeter of the Eastmark Great Park or adjacent parcels are not permitted. Walls and fences may however be necessary for safety and security reasons throughout the Eastmark Great Park as well as in and around adjacent parcels, but they should be designed as part of the landscape or as echoes of the adjacent architecture.

2. Phasing, Evolution and Design Diversity

The Eastmark Great Park will be designed in phases to grow organically over time. It will begin with a framework that will allow for additions and renovations over many generations. Even the initial framework will be implemented in phases. The Eastmark Great Park will not be a single homogenous design nor a monoculture of landscape planting. Rather, it will provide diverse experiences for the users of the park with landscape ranging from manicured gardens to wild unkempt riparian forests. Likewise, architecture may range from simple utilitarian or agrarian structures to the high art of architectural follies to the formality found in structures of great civic pride.



3. Uses

The Eastmark Great Park will hopefully be home to all sorts of regional events and celebrations. To accommodate these, the park will need to be designed so that large portions of the park might be fenced-off, enclosed or secured. The nature of these celebrations would include events that may require an entry fee or security for things like fireworks and concerts and events that allow for the consumption of alcohol. The design of the Eastmark Great Park will also require the incorporation of staging, checkpoints, temporary restroom and food facilities and temporary emergency stations to accommodate these special events. This should not suggest however that all or even most events in the Eastmark Great Park would be large. The park should also be designed to accommodate all manner of street vendors, encouraging the ice cream cart on game days, the glow stick stand on movie night, Santa hat sales during the holiday festival of lights and other such activities. The park design should also encourage small business and grass root events such as Tia Chi classes, painting classes and dance classes offered for a fee. For special events, street closures, partial street closures or lane and parking restrictions along the Eastmark Great Park should be anticipated.





4. Parking

Parking for the Eastmark Great Park will be handled in a number of ways, but the intent is to maximize the open space and recreational uses in the park while not creating parking problems for guests. On-street parking will be encouraged along Eastmark Parkway and Inspirian Parkway where they provide easy access to the park or its associated adjacent uses. Parking lots will be provided outside of the Eastmark Great Park proper in adjacent uses such as places of worship and schools. Whenever possible, shared parking arrangements will be worked out/encouraged with these organizations to provide many diverse and efficient parking options. Quasi-public uses (such as community or commercial centers) adjacent to or in close proximity to the park will also likely share parking with these uses as well as provide additional parking themselves. The intent of these parking solutions is to park the regular event guest adequately while encouraging most guests to walk to the park or use public transit to get to an event. For large regional events, the intent is not to provide ample parking for all guests. It is anticipated for these events that guest may have to be bussed in from many locations, with most local residents walking to the event or using public transit (much like events in downtown Tempe). Temporary traffic blockades may be required during these events to discourage parking and traffic on local streets in the neighborhoods.

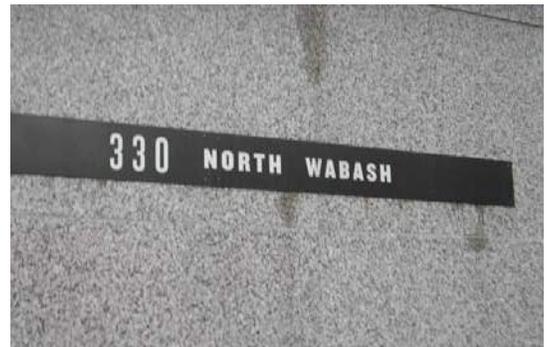
5. Lighting

Lighting in the Eastmark Great Park will vary dramatically from brightly lit ball fields to dark unlighted riparian bosques. The main pedestrian and bicycle pathway(s) through the Eastmark Great Park will be illuminated at night with pedestrian level lighting. The nighttime parking lots and the perimeter streets (Eastmark Parkway and Inspirian Parkway) will also be illuminated. Some of the ball fields may also be lighted for nighttime play and for use as nighttime event and concert venues. Similarly, some of the sports courts are anticipated to be illuminated for nighttime play. Sports court and field lighting may require shielding on the light fixtures. On adjacent sites such as places of worship and schools, lighting is expected, but yard lights should be discouraged unless lighting only an area that is screened from view from other areas by architecture or dense vegetation. In areas with a lot of activity, lighting can be used as a form of entertainment to add to the activity at night. In these areas, colored lighting, lights strung across patios and walkways, up lighting of buildings and trees, moonlighting down through trees or with pattern filters, all might be used. In contrast, large areas of the Great Park may be completely unlit.

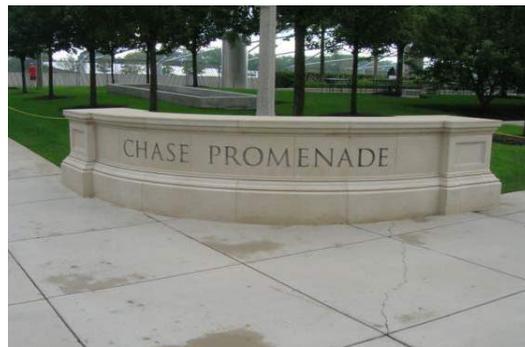


6. Signage

Many of the uses and locations in the Eastmark Great Park will require signage to identify and direct. Because of the social importance of many of these elements of the Eastmark Great Park, signage while appropriate to its setting may be large and colorful or simple and pastoral. This will help to give clarity to designations for social gatherings. Naming signage may be free standing in the landscape or attached to buildings, fences or walls. Signage in the form of banners on streetlights and poles, electronic message signs and temporary freestanding signs are anticipated to advertise events in the Eastmark Great Park. Signage for major destinations and events in and around the Eastmark Great Park may also be placed at the perimeter of Eastmark along the major circulation routes. This signage is likely required to ensure the viability of amenities buried in the heart of the community away from regional traffic routes. In addition to these signage types, an Eastmark standard Community Directional – Minor (see MCSP) may be used along all major circulation routes to direct guest to key elements of the Eastmark Great Park and its surrounding associated uses. Private signs placed in the public ROW and in public easements are permitted by the CP, but require an encroachment permit from the City of Mesa. As a place that is intended for regional use, clear way finding through the community and from regional traffic routes is essential.



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C. The University Campus Grounds

Inspired by the design of liberal arts college campuses, the grounds of the university campus will be a private social and recreational center for the students, faculty and staff of the university. The grounds will be arranged formally and be dominated by tree lined pedestrian walkways and large open turf fields. The grounds will be designed not only for the recreational need of the university, but also as holding areas for future expansion – location for future buildings as the campus grows. In early phases of the development of the campus the grounds may be extensive stretching from the “Business Boulevard” to Inspirian Parkway. As the campus develops, it is anticipated that buildings will frame outdoor malls and walkways with the open recreation fields cored around a student union at the center of the campus and stretching to the east from there, strengthening the connection with the Eastmark Great Park. The grounds will likely include outdoor study areas, lighted recreational fields, landscaped malls, pedestrian walkways, and pool areas close to dormitories. Portions of the university campus grounds will likely be used on a regular basis for community or regional events.



1. Edge Treatment

The university campus grounds will be separated from the surrounding uses by a wall or fence. While not required, this separation will give the university grounds an elite feel much like Harvard Yard, while also providing the security for the students the university desires. Gates at key locations as shown on **Exhibit 4.1 – Pedestrian Corridors** will provide pedestrian and vehicular access to the university campus grounds from adjacent uses such as the Activity Core and the Eastmark Great Park. The enclosing wall or fence should complement the Eastmark thematic character, and not dominate the entire length of the streetscene on the perimeter roadways. The wall may be screened by vegetation or used for displaying images of campus life.

2. Phasing and Evolution

The university campus grounds will be designed so that as the university grows and becomes denser over time the buildings will enclose outdoor spaces. Large open lawns will eventually be home to university buildings that define the edges of outdoor landscaped malls. The architecture of the campus will transform over time from buildings sitting in the landscape to buildings in an urban campus form defining the open space that remains between them.

3. Uses

The university campus grounds are primarily intended for the recreational use and enjoyment of the university students, faculty and staff. The grounds might be home to regional events hosted by the university. To accommodate these, the grounds will need to be designed so that they may be fenced-off, enclosed or secured, for daily uses and open for regional events. The grounds may also require the incorporation of staging, checkpoints, temporary restroom and food facilities and temporary emergency stations to accommodate these special events. The grounds may also be used to store stormwater in surface basins or underground structures.



4. Parking

Parking for the university campus grounds will be handled primarily by parking lots and structures on the perimeter of the campus along “Business Boulevard” and Inspirian Parkway. Temporary traffic blockades may be required during

regional events to discourage parking and traffic on local streets in the neighborhoods. Access to the grounds for regional events may also be limited to encourage traffic and parking to utilize certain zones of the campus.

5. Lighting

Lighting in the grounds will vary from brightly lighted ball fields to illuminated pedestrian walkways. The main pedestrian and bicycle pathway(s) through the university campus grounds will be illuminated at night with pedestrian level lighting. The nighttime parking lots and structures will also be illuminated. The ball fields and courts may also be lighted for nighttime play and for use as nighttime event and concert venues. Sports court and field lighting will require shielding on the light fixtures to prevent the light source from being visible off property. Yard lights should be discouraged unless lighting only an area that is screened from view from other areas by architecture or dense vegetation. In areas with a lot of activity, lighting can be used as a form of entertainment to add to the activity at night. In these areas, colored lighting, lights strung across patios and walkways, up lighting of buildings and trees, moonlighting down through trees or with pattern filters, all might be used. In contrast, areas of the university campus grounds that have not been improved for use by students, faculty and staff may be completely unlit.

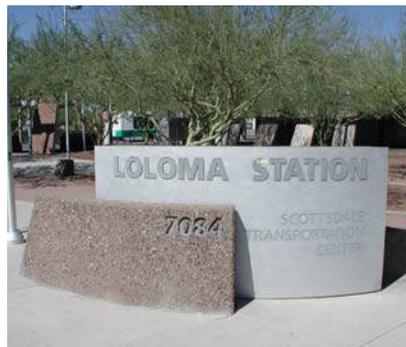


6. Signage

It is anticipated that the grounds will be home to digital media displays to activate outdoor space. The grounds may also be home to various signs in the landscape advertising the university, campus life and portions of the campus. Signage in the grounds may take many forms and displays of campus life and directional signage are anticipated throughout the grounds. Because of the social importance of the setting, signage may be large and colorful. Signage naming the space or zones and buildings within the grounds may be free standing in the landscape or attached to buildings, fences or walls. Signage in the form of banners on streetlights and poles, electronic message signs and temporary freestanding signs are anticipated to advertise events on the grounds. Signage for the university and events on the grounds may also be placed at the perimeter of Eastmark along the major circulation routes. This signage is likely required to ensure the viability of uses buried without frontage on regional traffic routes. In addition to these

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signage types, an Eastmark standard Community Directional – Minor (see MCSP) may be used along all major circulation routes to direct guest to the campus. Private signs placed in the public ROW and in public easements are permitted by the CP, but require an encroachment permit from the City of Mesa. As a place that is intended for regional use, clear way finding through the community and from regional traffic routes is essential.



D. The Activity Core

Modeled after the best college town entertainment districts, the Activity Core will be a vibrant entertainment center for the Eastmark community and the East Valley. While not necessarily a large space, the space for “social energy” exchange within the core will be designed to accommodate frequent social events and functions. The design of this semi-private common area may take the form of an urban plaza, town square or dining orchard.

1. Edge Treatment

The space for “social energy” exchange within the Activity Core will be designed to support the surrounding uses. The exact boundary of the space may be visually unclear. The core will be extensively connected to adjacent uses and the regional transportation network and the multi-modal connections along Point Twenty-two Boulevard to the Eastmark Great Park. Portions of the space for “social energy” exchange within the core might be fenced-off, enclosed or secured for permanent uses such as dining, and serving alcohol. A portion or the entire space for “social energy” exchange within the core may on occasion be fenced-off, enclosed or secured for temporary events that may require an entry fee or security for concerts or events that allow the consumption of alcohol.

2. Uses

The Activity Core will hopefully be home to all sorts of events and celebrations. The design of the space for “social energy” exchange within the core will require the incorporation of staging, checkpoints, temporary restroom and food facilities and temporary emergency stations to accommodate these special events. This should not suggest however that all or even most events in the core would be large. On a regular basis the space for “social energy” exchange within the core should function more like a neighborhood park/plaza. The space should also be designed to accommodate and encourage all manner of street vendors. For special events, street closures, partial street closures or lane and parking restrictions in areas around the Activity Core should be anticipated.



3. Parking

No parking will be provided for the space for "social energy" exchange within the Activity Core itself, but rather parking will be provided as required for adjacent uses. The use of the space for "social energy" exchange within the core on a regular basis is intended to be incidental to these uses. For occasional events, the intent is not to provide ample parking for all guests, rather to encourage most local residents to walk or to utilize limited parking in the immediate area.

4. Lighting

The Activity Core is intended to be an area with a lot of activity where lighting can be used as a form of entertainment to add to the vibrancy at night. In these areas, colored lighting; lights strung across patios, drives and walkways; up lighting of buildings and trees; moonlighting down through trees or with pattern filters, all might be used.

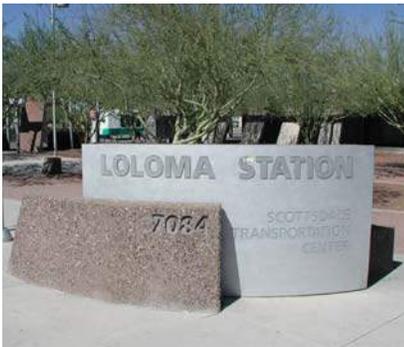


5. Signage

The core itself will not likely require any signage, but uses in and around the core will need extensive signage. In areas around the core, signage may be used as art and entertainment in many various ways. Because of the social importance of the setting, signage may be large and colorful. Signage naming the space or zones and buildings within the core may be free standing in the landscape or attached to buildings, fences or walls. Signage in the form of banners on streetlights and poles, electronic message signs and temporary freestanding signs are anticipated to advertise events in the Activity Core and the greater Eastmark community. Signage for major destinations and events in and around the Activity may also be placed at the perimeter of Eastmark along the major circulation routes. This signage is likely required to ensure the viability of uses buried without frontage on regional traffic routes. In addition to these signage types, an Eastmark standard Community Directional – Minor (see MCSP) may be used along all major circulation routes to direct guest to the Activity Core. Private signs placed in the public ROW and in public easements are permitted by the CP, but require an encroachment permit from the City of Mesa. As a place that is intended for regional use, clear way finding through the community and from regional traffic routes is essential.



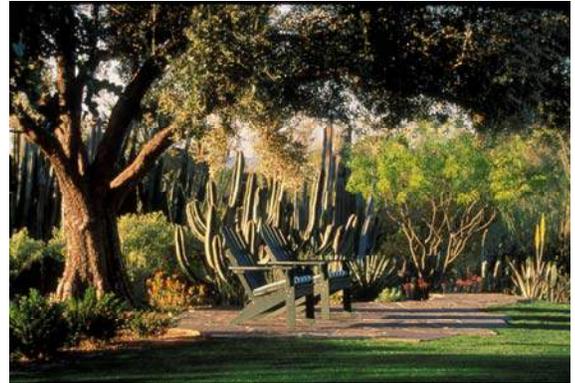
DU 3/4 DUP



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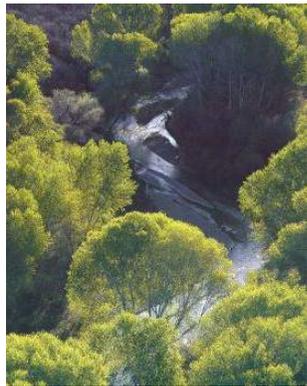
5.3 Landscaping

Section 3.2 B of the CP, describes the “Desert” component of the 21st Century Desert Urbanism character of Eastmark. The character of the community’s landscape is most heavily influenced by this component. The CP describes the “Desert” component as an enduring place that capitalizes on location and climate emphasizing shade, shadows and the importance of water. The landscape character of DU 3/4 is inspired by urban landscapes of “Old Arizona” and is intended to support pedestrian oriented streets, human comfort, integrated design and the element of surprise. These landscapes, while typically composed of low water use plants, provided a lush, often agrarian, look due to the deep green year-round color of the foliage selected and the formal planting patterns used. Trees are often planted in windrows, bosques or groves. These landscapes typically used color planted in mass or in hedgerows usually as shrubs or ground cover. To provide height and a sense of enclosure, these landscapes often included tall palms and/or desert appropriate pines, complemented by indigenous desert trees. For artistic accent, these garden landscapes often included sculptural forms such as agave, prickly pear or other succulents planted in mass, in rows or as clustered accents. Historically, planted “Old Arizona” landscapes often enclosed large open lawns or areas of scrub desert. The juxtaposition of regional low water use habitat next to formal, ordered garden streetscapes was often used.



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The urban landscapes of "Old Arizona" were also accented by natural landscapes that celebrated the path of water. Moving water shaped the Salt River Valley, and in the desert, it is clear where water is or has been present. Within DU 3/4 parks, when practical parkways shall remind residents and guests of the path of water even when storm water or irrigation are not present. These "path of water" landscapes typically have depressions in the landscape to hold the water and are often more lush at the lowest points, or along the edges of a water pathway. These edges can take on both planted, formal patterns and natural organic forms. The "path of water" landscapes can vary greatly from dry arid plantings that only occasionally receive water to irrigated tree lined lawns that hold water during storm events to the edges of irrigation lakes in the Eastmark Great Park. These landscapes can be used to foster environments for abundant wildlife throughout the community within riparian habitats, along the path of water, through parks and dense urban areas. In built form, these landscapes may include the collection and re-use water from building condensate, fountains and channels, landscape canals and paved floodways.



A. Landscape Standards

Landscape standards including minimum plant size and quantity, parking area landscape and street perimeter landscape shall be per Section 12 – Landscape Standards, of the CP. Due to the fast growing nature of some of the desert trees in the DU 3/4 plant palette, the minimum size for trees may be smaller if exchanged for an additional quantity of trees (i.e. one (1) twenty-four (24) inch box tree for two (2) fifteen (15) gallon trees). The following plant palette and landscape characters shall be applied to public spaces. Private yards and landscapes may use any of the following landscape characters, but it is anticipated that most will be the Shaded Parkway or Parks and Gardens character. Yards or landscape areas enclosed by privacy walls and generally not visible from public areas shall not be limited.

B. Landscape Plant Palette

Landscape palette within DU 3/4 is generally broken into five (5) landscape characters:

- Shaded Parkways
- Shaded Boulevards
- Parks and Gardens
- Linear Arroyos
- Riparian

The plants permitted in each of these landscape characters are charted in **Exhibit 5.13 – DU 3/4 Plant Palette**. Plants not found on this plant palette may be considered as part of the site plan review and approval if they generally meet, complement or enhance the corresponding landscape character for that portion of DU 3/4. In addition to these, landscape areas may include limited areas of decorative plants not on the approved plant list and limited areas of plants that may be water intensive (in public or private areas) where they are placed to encourage the use of outdoor spaces or in areas that are very heavily used by pedestrians. Turf will have the potential to be used at entries, areas of visual impact, trail nodes and focal points within the community. Turf will be appropriately sized for the location and

DU 3/4 DUP

proposed use. Artificial lawns may be used anywhere within DU 3/4 but must be designed, installed and maintained to appear realistic when standing on the artificial turf.

All non-paved, non-turf areas shall be covered by dark one three (3) inch decorative rock with minus such as "Apache Brown," "Express Carmel," "Express Brown," "Black Cherry," "Table Mesa Brown," or "Saddleback Brown" and shall be planted. Other decorative rock gradations may also be allowed if appropriate to their setting. Compacted decorative rock may also be used as a paving material for walkways (such walkways if used for a required ADA route must be ADA compliant). Non-paved walkways that utilize a crushed rock surface (such as a jogging trail) may use the same color decorative rock in a quarter inch minus form.

1. Landscape Character

Landscape within DU 3/4 is generally broken into five (5) landscape characters: Shaded Parkways, Shaded Boulevards, Parks and Gardens, Linear Arroyos, and Riparian as shown generally on **Exhibit 5.3 – Landscape Character – Public Spaces** and **Exhibit 5.4 – Landscape Character – Private Spaces**. In addition to these, decorative plants not on the approved plant list, plants that may be water intensive and lawn may be used in public or private areas that are placed to encourage the use of outdoor spaces or are very heavily used by pedestrians. On Exhibit 5.3 – Landscape Character – Public Spaces the landscape characters often overlap. In overlapping areas, the landscape may be either of the overlapping characters or may transition between them. Character areas should not generally be mixed. For example along the major roadways, the Shaded Boulevards character is often interrupted at neighborhood/use entries with the Parks and Gardens character. Similarly, the Eastmark Great Park, predominately Parks and Gardens character, may be accented by natural areas of Riparian character; and Ellsworth Road's Shaded Boulevards character may be accented by Linear Arroyos character where retention basins are located along the roadway between intersecting streets.

a. Shaded Parkways

The Shaded Parkways landscape character is inspired by the turn of the century garden city neighborhoods of "Old Arizona" and Central Phoenix. These landscapes are used to create a pedestrian dominated streetscape. This character narrows the perceived width of the pavement, slows traffic and shades sidewalks. The corresponding plant palette is selected to work in the narrow parkways while providing a tunnel of shade and color accents. The palette also includes evergreens that may be used to accentuate seasonal changes. Palms may also be a part of this landscape character. Their height helps to enclose the streetscape and dominate the space to reduce speed. Understory planting in this character area must be able to handle some foot traffic as people walking to and from parked cars



along the parkway. Understory plantings must also be versatile to be able to grow in both heavily shaded and sunny settings. Plants that go dormant seasonally should be mixed with evergreen vegetation so that the visual space of the roadway is pleasant year round. These landscape character areas often include paved/hardscape areas under the tree canopies.



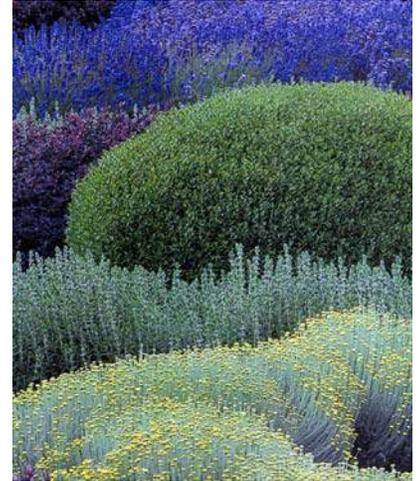
b. Shaded Boulevards

The Shaded Boulevards landscape character is inspired by old county highways that make their way through tree covered areas to provide access to near-town neighborhoods. Like Shaded Parkways, these landscapes are used to narrow the perceived width of the pavement, slow the traffic and shade the adjacent sidewalks. The corresponding plant palette is selected to work in the narrow spaces along the street while providing edges of green landscape to enclose the road. The palette includes evergreens to accentuate the seasonal changes and palms whose height helps to enclose the streetscape and provide vertical accent. Vertical forms of vegetation may be used specifically to screen adjacent uses from the streetscape. Understory plantings must be versatile to be able to grow in both heavily shaded and sunny settings. Plants that go dormant seasonally should be mixed with evergreen vegetation so that the visual space of the roadway is pleasant year round. These landscape character areas often include paved/hardscape areas under the tree canopies. This landscape character area is typically designed to be experienced from an automobile, but may have more detail, focus and a formalization of planting patterns at neighborhood entries, commercial centers and along heavy pedestrian routes. Neighborhood entries may also be accented with plantings, walls and columns that compress the space creating a distinctive entry to the neighborhood. In commercial areas this landscape character may be maintained to have a high clear canopy with strong visibility to businesses and storefronts.



c. Parks and Gardens

The Parks and Gardens landscape character is inspired by the turn of the century parks and gardens. Like well kept front yards, this landscape character creates outdoor rooms and space for long term enjoyment by users. The scale of these spaces can range dramatically from small front yards to intimate neighborhood parks to the expanse of the Eastmark Great Park. Similarly, the plant type can vary dramatically from arid desert clusters to sprawling tree-lined lawns to lush, oasis-like planting in heavily used kinetic areas. The corresponding plant palette is broad to handle these various types of planting. This landscape character in large areas is often combined with pockets of Linear Arroyo or Riparian landscape character areas. Vertical forms of vegetation, including palms, pines, or other distinctive vertical elements may be used specifically to screen adjacent uses and lighting or to enclose larger open areas. Understory plantings must be versatile to be able to grow in both heavily shaded and sunny settings. Plants that go dormant seasonally should be mixed with evergreen vegetation so that the space is inviting to users year round. These landscape character areas may include paved/hardscape areas under the tree canopies, open lawns, bodies of water or large recreational uses. Dramatic grade changes (in excess of ten (10) feet) are permitted in this landscape character and often the landscape may be depressed to contain drainage to use as natural supplemental irrigation. In this character area, boulders of the same color as the ground plain treatment may be included, but should typically be partially buried unless used as an artistic statement. These areas may be designed to provide an experience from an automobile, but this landscape character area is primarily intended to provide engaging pedestrian experiences. The level of detail and focus will likely vary through the character area with emphasis put on areas that attract heavy kinetic use by residents and guests. Plantings may be formal or organic in form and may intentionally provide dramatic juxtaposition of the two forms. Planting in this landscape character may also include vegetable and flower gardens including many species not included in the plant palette. This landscape character may also include Shaded Parkway or Shaded Boulevard landscapes at its edges where it interacts with the surrounding streetscapes.



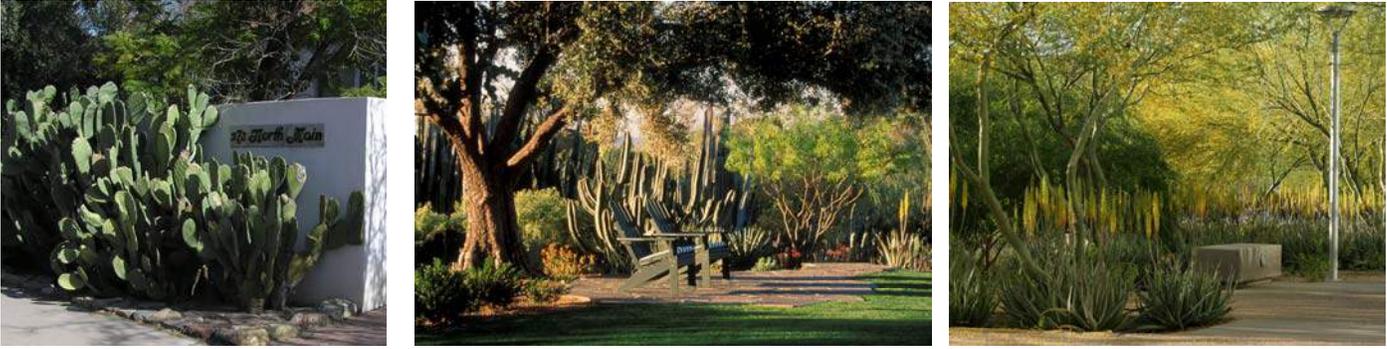
DU 3/4 DUP



d. Linear Arroyos

The Linear Arroyo landscape character is inspired by the arroyos of the Sonoran Desert. These landscapes are intended to transport and hold storm water and to provide natural landscape habitat for local animal species. The corresponding plant palette is selected to work in the linear spaces along the Eastmark Great Park while providing variation to create a natural setting. The palette includes palms whose height may be used to enclose an adjacent streetscape, provide camouflage for tall rust colored ball field lights or to provide vertical accent. Fencing and planted hedges may be incorporated into this landscape character to provide buffers from adjacent uses. Plants in this landscape character may be primarily ground cover and shrubs including Creosote, Bursage, Mormon Tea, Ocotillo, Turpentine Bush, Jojoba, Brittle Bush. Wildflower seed is encouraged in these areas and may be watered to encourage growth and seasonal flowering. Appropriate wildflowers include Showy Golden Eye, Desert Marigold, Desert Lupine, Mexican Gold Poppy, Desert Bluebells, Desert Globe Mallow. Ironwood, Mesquite, Foothill and Blue Palo Verde trees are often found as large overgrown shrubs in this landscape character. While this landscape is typically an organic composition, it may transition to formal patterns at edges, entries and at interfaces with urban forms. Entries may also be accented with plantings, walls and columns that compress the space creating a threshold to heighten the sense of arrival. While this Character can be created in a minimum six (6) foot parkway on either side of a road, its effects are heightened when it is ten (10) to twenty (20) feet on either side of a road or a thirty (30) to fifty (50) foot wide landscape corridor. These spaces may be enclosed by landscape walls, privacy walls, fences or buildings. Decorative stone ground treatment in these areas should vary dramatically in size and include minus imitating the natural Sonoran Desert cobble. In this character area, boulders of the same color as the ground plain treatment may be included, but should typically be partially buried unless used as an artistic statement. Compacted decorative rock may also be used as a paving material for walkways (such walkways if used for a required ADA route must be ADA compliant). This landscape character area is typically designed as a natural environment.





e. Riparian

The Riparian landscape character is inspired by the riparian landscapes of the Sonoran Desert. These landscapes are intended to hold storm water, to provide natural landscape habitat for local animal species and to provide natural edges to larger bodies of water. The corresponding plant palette is selected to work in the linear spaces often along other open spaces while providing variation to create a natural setting. The palette includes palms whose height may be used to provide vertical accent. Fencing and planted hedges may be incorporated into this landscape character to provide buffers from adjacent uses. Mesquite, Willow and Ash and Cotton Wood trees are often unmaintained in this landscape character. This landscape character area is typically designed as a natural environment – a wild place to explore. While this landscape character is typically an organic composition, it may transition to formal patterns at edges, entries and at interfaces with urban forms. Entries may also be accented with plantings, walls and columns that compress the space creating a threshold to heighten the sense of arrival. Decorative rock in these areas should vary dramatically in size and include minus imitating the natural Sonoran Desert cobble. In this character area, boulders of the same color as the ground plain treatment may be included, but should typically be partially buried unless used as an artistic statement. Decorative rock may also be used as a paving material for walkways (such walkways if used for a required ADA route must be ADA compliant).

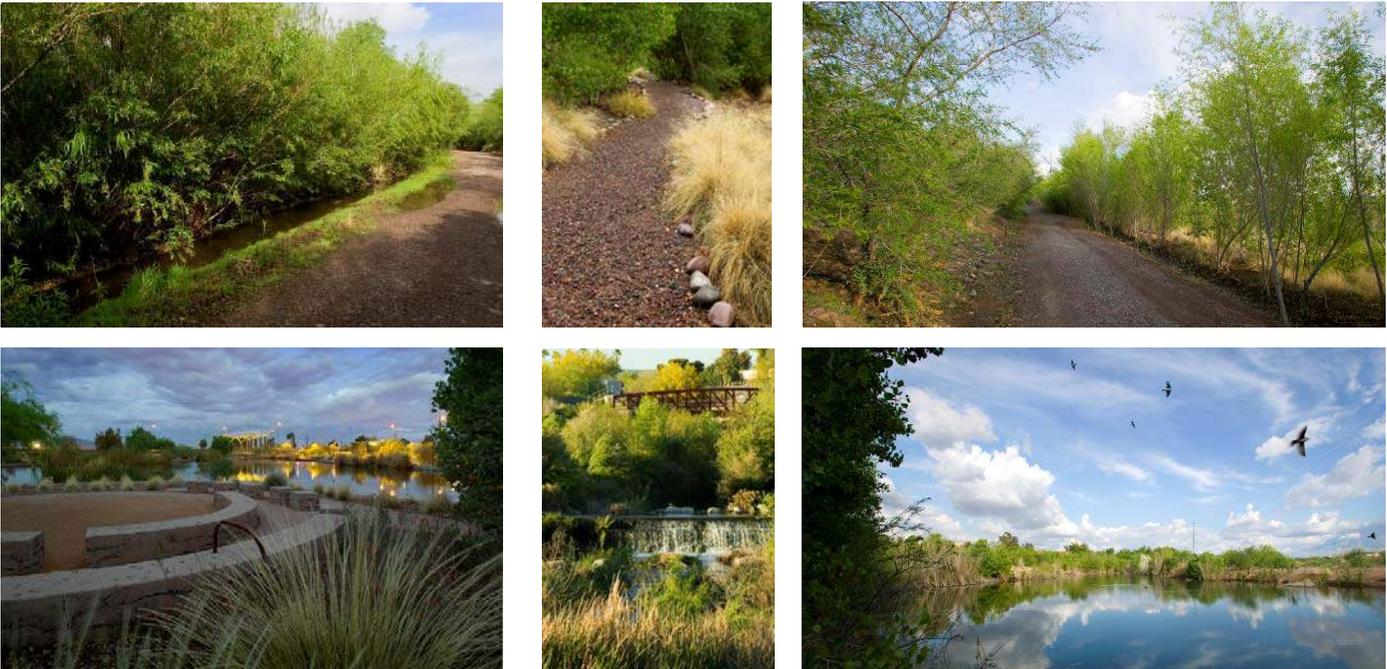


Exhibit 5.3 – Landscape Character – Public Spaces



-  Shaded Parkways
-  Shaded Boulevards
-  Parks and Gardens
-  Riparian
-  Linear Arroyos

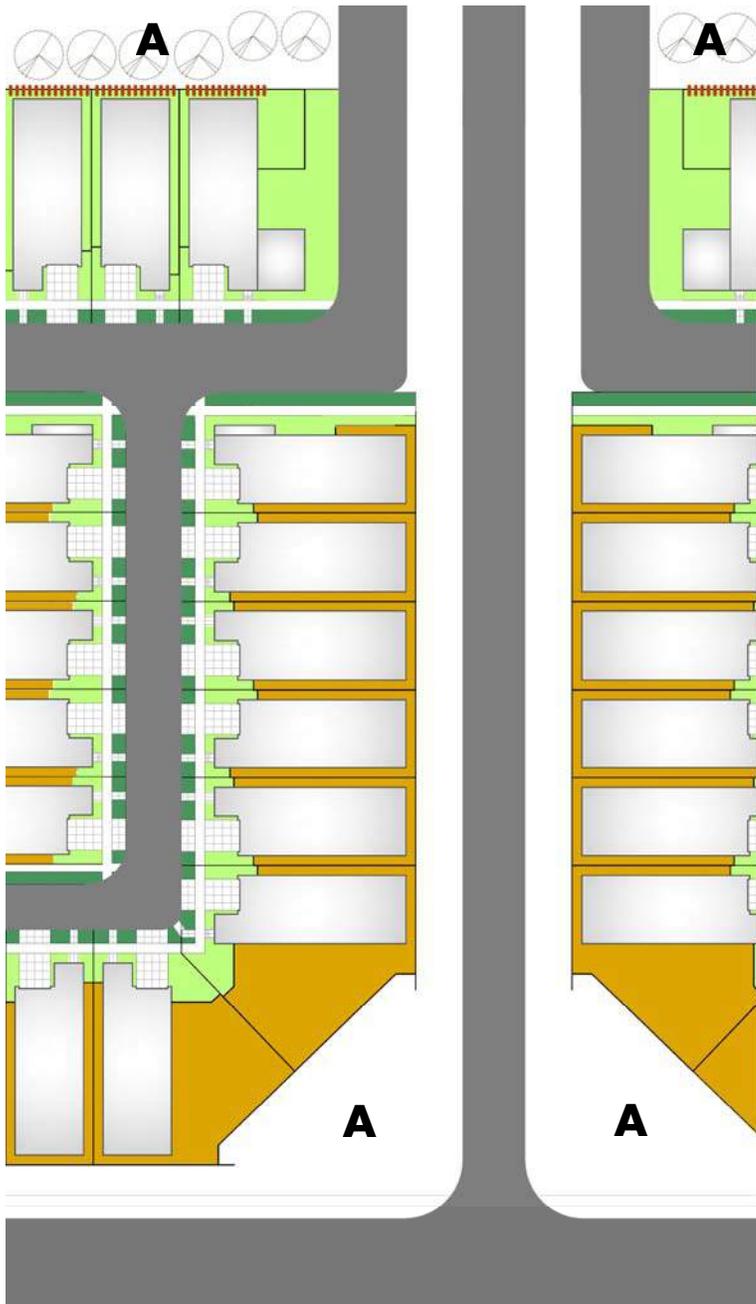
Notes: Lush landscape including lawn permitted in common areas and when placed to encourage the use of outdoor spaces

See section 5.3 B.1 for overlapping character areas.

The areas, connections, shapes, quantities, sizes and locations shown are conceptual representations of the future potential development. Actual areas, connections, shapes, quantities, sizes and locations may differ from those shown.



Exhibit 5.4 – Landscape Character – Private Spaces



N.T.S

-  View Fence or Low Wall
-  Low Wall
-  Shaded Parkway
-  Parks and Gardens*
-  Private Yards

Notes:

A – Public open space area, see Exhibit 5.4 – Landscape Character – Public Spaces for landscape character

* - The Parks and Gardens landscape type may be substituted for any other landscape character provided it is complementary to the architecture and appropriate to the setting as approved by the Eastmark Master Developer Design Review Board.

Private Yards (enclosed by architecture or privacy walls) are not restricted. Private Yards visible through “view fence” or over low walls shall be landscaped with the Parks and Gardens landscape type

The pattern of development is iconic only. Driveway placement, scoring, wall locations, lot layout, building placement, sidewalk location, and street geometry are all for referencing landscape locations and character only. Buildings shown depict single family detached homes, but the same landscape zones would apply to single family attached, multi family or commercial structures. The areas, connections, shapes, quantities, sizes and locations shown are conceptual representations of the future potential development. Actual areas, shapes, sizes and locations may differ from those shown.

2. Tree Classes

Different types or classes of trees are required to create the diverse garden city landscape look of “Old Arizona.” There are four (4) tree classes that may be used in each of the various landscape character areas: Evergreen, Canopy, Accent and Palm. The plants permitted in each of these tree classes are charted in **Exhibit 5.13 – DU 3/4 Plant Palette**. The use, placement and combination of these tree classes along with the tree species, the understory planting and the ground plain treatments create the differences between the landscape characters. While any tree species may be included in more than one tree class, each tree class has a particular role for which it is typically used.

a. Evergreen

The Evergreen tree class includes Pines, Oak, Olive and trees that provide full green color year around without significant loss of leaves seasonally. This tree class is used to hold the green, vibrant look of the streetscape when other trees drop their leaves. This class is also used to screen views of adjacent uses and is often used in a grouping or as part of a larger pattern.

b. Canopy

The Canopy tree class is the workhorse tree providing the mass of the streetscape. This class includes a wide variety of trees ranging from native desert to formal garden. Mesquite, Palo Verde, Acacia, Olive, Oak, Elm, and Ash are all typical of this tree class. This tree class is used to provide a majority of the broad shade needed for the pedestrian experience, grows formally enough to be planted in parkways without destroying the pavement, and provides a full, solid look to visually enclose the streetscape for a majority of the year.

c. Accent

The Accent tree class provides the visual accent and playful fun to the landscape setting. This class includes a wide variety of trees ranging from native desert to formal garden. Trees with colorful foliage, seasonal flowering displays, unique bark color or interesting architectural forms make up this class. This tree class is used to accent the Memory Points in the community and is often used at neighborhood entries, parks, places that are socially important or other places where people gather. This tree class is also used to provide general interest as a highlight in large masses of other tree classes.

d. Palms

The Palm tree class provides the vertical accent and vertical enclosure of the streetscape. This class also includes palms that are appropriate to the urban Sonoran Desert setting. These trees are typically used in a grouping or as part of a larger pattern. This tree class is used to accentuate Memory Points in the community and may be used at neighborhood entries, parks, places that are socially important or other places where people gather. This tree class may also be used to enclose or create outdoor rooms and to direct the eye in the streetscape. This tree class is also used to provide wayfinding or a placemaking hierarchy in the community.

C. Plant Types within the Public Right-of-Way (ROW)

Within the public right-of-way, the landscape character shall be as described below and as shown in **Exhibits 5.5 through 5.12 – Landscape within Public Right of Way**. Sidewalks shall be provided in the landscape area within or along the right-of-way as described below and as shown in **Exhibit 4.1 - Pedestrian Corridors**. The sidewalks shall be paved as described in the Pedestrian Circulation section of this DUP.

All non-paved areas shall be covered by a natural desert cobble or by dark one three (3) inch decorative rock with minus such as “Apache Brown” or “Express Carmel” and shall be planted. Other decorative rock gradations may also be allowed if appropriate to their setting. Compacted decorative rock may also be used as a paving material for walkways (such walkways if used for a required ADA route must be ADA compliant). Non-paved walkways that utilize a crushed rock surface (such as a jogging trail) may use the same color decorative rock in a quarter inch minus form.

In all non-turf, non-paved landscape areas, the understory planting must be shrubs, succulents or cactus planted organically, in large formal masses or in hedgerows as described below. Shrub/succulent planting shall be dense and not less than one (1) plant every four and a half (4.5) feet (planted approximately one (1) plant per twenty (20) square feet).

The grading of non-paved landscape areas in the right-of-way should be depressed below the curb and adjacent pavement to collect rainwater and channel it toward vegetation.

An optional tall, decorative rear yard/neighborhood perimeter fence may be provided approximately ten (10) feet behind the sidewalk along Ray Road, “Warner Road,” Eastmark Parkway, Inspirian Parkway, Ellsworth Road and five (5) feet behind the sidewalk/multi-use path on Point Twenty-two Boulevard and the “Business Boulevard”. These walls shall not exceed a total exposed height of ten (10) feet and typically should not exceed an eight (8) foot high privacy wall on top of (in addition to) the retaining portions of the wall. (i.e. 2’ retaining wall + 8’ privacy wall or 4’ retaining wall + 6’ privacy wall) Side/rear yard privacy fences may be provided a minimum of three (3) feet (in limited locations) and typically five (5) feet behind the sidewalk along Neighborhood Streets and Parkside Streets

1. Ray Road

The Ray Road landscape character was set by the adjacent DU7 DUP and is included here for reference.

On Ray Road as shown in **Exhibit 5.5 – Landscape within Public Right of Way – Ray Road**, the right-of-way includes approximately eighteen (18) feet behind face of curb. This space is part of the Shaded Boulevards landscape character, but interfaces with the Parks and Gardens landscape character near the Eastmark Great Park. Along the roadway, there is typically a broken double row of street trees behind curb and a single row down the middle of the median. The first row of trees behind the curb will typically be three (3) feet behind back of curb and the second (3) feet behind the sidewalk. Of the four (4) tree classes, the Canopy class will do the majority of the work in the median and the first row behind the curb. The Canopy class trees may transition slowly through various kinds of canopy trees over the length of the roadway. The other classes may also be mixed into these rows to create the effect they are each suited for: Evergreen – winter greenery and screening, Palm – enclosure and vertical accent, and Accent for color and visual interest. In the back row of trees (which is behind the sidewalk), the Evergreen tree class will become a greater part of the streetscape. This row may be composed entirely of Evergreen and Canopy trees, providing the backdrop to Accent trees in front. This back row of trees will help to define the roadway as a separate and distinct space from the neighborhoods adjacent to it. Landscape within the median shall be planted per the Shaded Boulevards landscape character. The median shall be planted with trees typically thirty (30) to forty (40) feet on center in the middle of the median. Typically streetlights will be located in the median to minimize their visual impact and light spill onto adjacent

Exhibit 5.5 – Landscape within the Public Right of Way – Ray Road

properties. The first two (2) feet behind back of curb in the median may be paved with pavers or stamped concrete. Tree placement and type may become more formal and accented as the roadway approaches the Ellsworth Commercial Core, neighborhood entries, intersections and the Eastmark Great Park.

Six (6) foot sidewalks will be provided along both sides of the street. Sidewalks on both sides will be detached from the curb typically by at least six (6) feet of landscape from face-of-curb. While the sidewalks will be generally parallel to the roadway, they may include staggered offsets to provide interest for the pedestrian. Additional paving (sidewalk width) shall be incorporated in LUG GU and UC areas. Such sidewalks while generally wider will typically be interrupted by planters, pots, patio enclosures and street furniture.



Along the Eastmark Great Park



Along Residential Neighborhoods/ Enclaves and Commercial Development

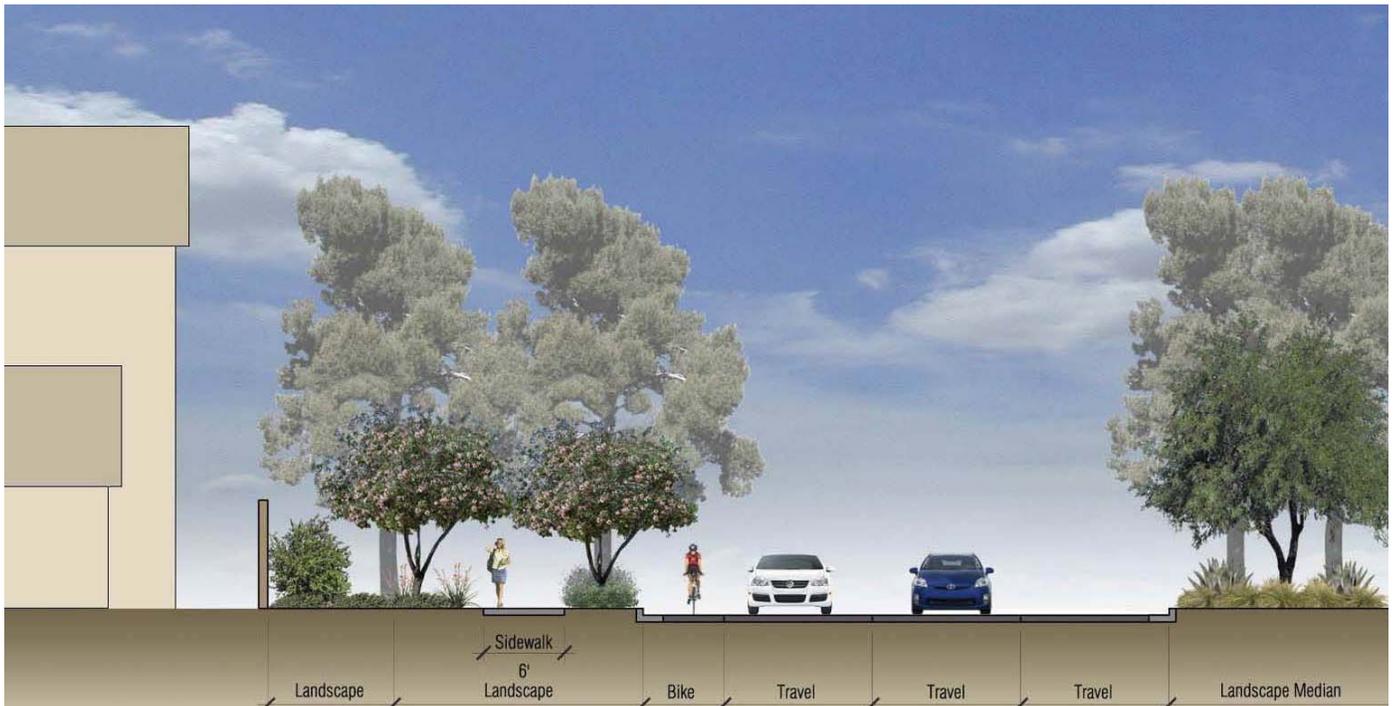
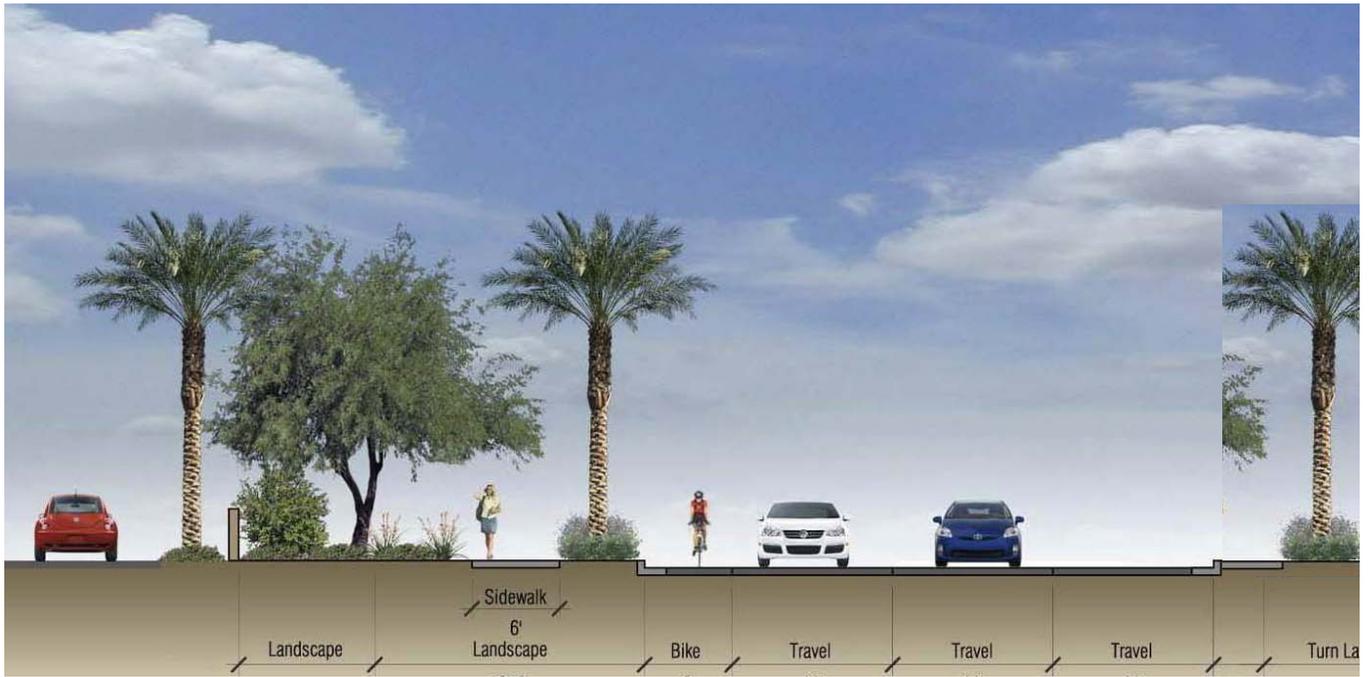
2. Ellsworth Road

On Ellsworth Road as shown in **Exhibit 5.6a & b - Landscape within Public Right of Way - Ellsworth Road**, the right-of-way includes approximately eighteen (18) feet behind face of curb. This space is part of the Shaded Boulevards landscape character, but interfaces with the Linear Arroyos landscape character where stormwater retention is located adjacent to the roadway. Along the roadway, there is typically a broken double row of street trees behind curb and a single row down the middle of the median. The first row of trees behind the curb will typically be three (3) feet behind back of curb and the second (3) feet behind the sidewalk. Of the four (4) tree classes, the Canopy class will do the majority of the work in the median and the first row behind the curb. The Canopy class trees may transition slowly through various kinds of canopy trees over the length of the roadway, but trees capable of tall canopies such as Desert Museum Palo Verde, Ash and Jacaranda will be used to maximize visibility of the adjacent commercial uses. Evergreen (winter greenery and screening), Palm (enclosure and vertical accent), classes will also be a major part of the streetscape because of their ability to be trimmed up to provide visibility to the adjacent commercial uses. In the back row of trees (which is behind the sidewalk), the Evergreen and Palm tree classes will become a greater part of the streetscape. The rows of tall trees will help to engage the roadway as a part of the commercial corridor adjacent to it. Accent classes may also be mixed into these rows at intersections/driveways for color and visual interest. Landscape within the median shall be planted per the Shaded Boulevards landscape character. The median shall be planted with trees typically thirty (30) to forty (40) feet on center in the middle of the median. Typically streetlights will be located behind the back of curb because this roadway is at the west edge of the community. The first two (2) feet behind back of curb in the median may be paved with pavers or stamped concrete. Tree placement and type may become more formal and accented at intersections and driveways with the formality breaking adjacent to Linear Arroyo landscaped stormwater retention basins.

Exhibit 5.6a - Landscape within the Public Right of Way - Ellsworth Road



Exhibit 5.6b - Landscape within the Public Right of Way - Ellsworth Road



3. Eastmark Parkway / "Spine East"

The right-of-way shall be located at back of curb and shall not include landscaped areas except a twelve (12) foot wide (face-of-curb to face-of-curb) raised landscaped median and potential parallel parking landscape islands. Landscape within the median will be planted per the Shaded Boulevards landscape character. The median is intended to be planted with trees typically thirty (30) to forty (40) feet on center in the middle of the median. Typically streetlights will be located in the median to minimize their visual impact. The first two (2) feet behind back of curb in the median may be paved with pavers or stamped concrete. Landscape in the parallel parking landscape islands shall be planted per the Shaded Boulevards landscape character with at least one tree planted in the center of the island and trees planted at least twenty (20) to forty (40) feet on center in longer islands. Landscape beyond the right-of-way shall typically be planted per the Shaded Boulevards landscape character in the parkways and median and Parks and Gardens landscape character in the wider landscape areas as shown in **Exhibit 5.7 - Landscape within Public Right of Way - Eastmark Parkway / "Spine East" & Inspirian Parkway / "Spine West"**. Riparian landscape character areas may come in close proximity to the right-of-way on the Eastmark Great Park side of the road. The landscape pallet shall generally be an extension of the Eastmark Great Park planting so that the parkway appears to be in or at the edge of the park space. Shorter trees (accent type) may be used rather than boarder canopy type trees in areas where the view from the park over the trees toward the Superstition Mountains are desired.

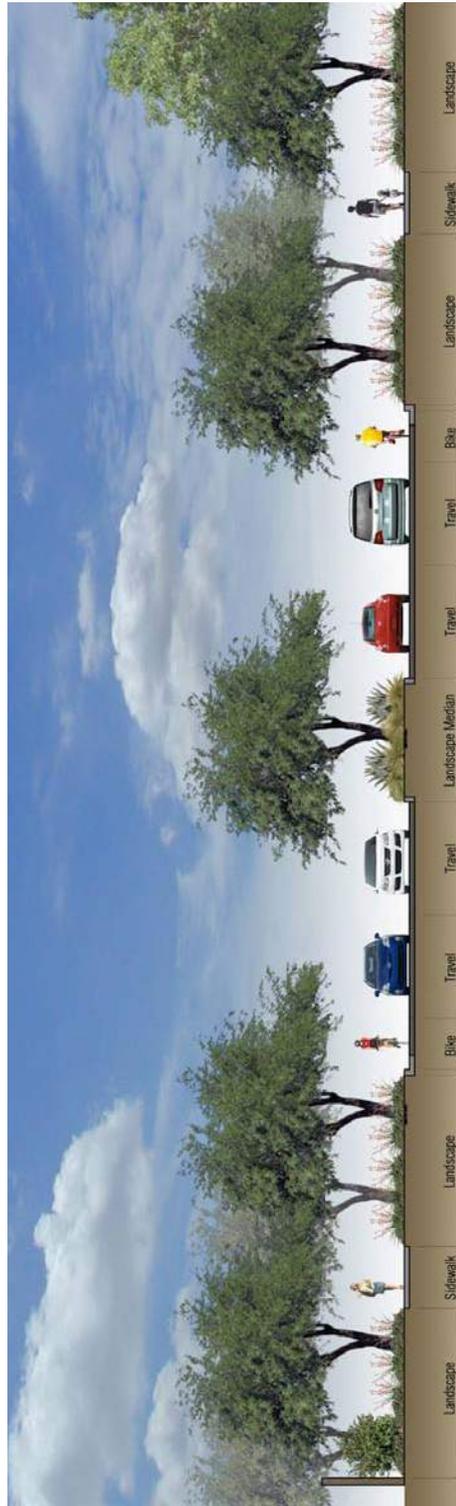
Six (6) foot sidewalks will be provided along both sides of the street. Sidewalks on both sides will be detached from the curb typically by at least six (6) feet of landscape from face-of-curb. The sidewalk on the park side may meander far from the road edge to engage the uses within or adjacent to the park. Additional paving (sidewalk width) shall be incorporated in LUG GU and UC areas. Such sidewalks while generally wider will typically be interrupted by planters, pots, patio enclosures and street furniture.

4. Inspirian Parkway / "Spine West"

The right-of-way shall be located at back of curb and shall not include landscaped areas except a twelve (12) foot wide (face-of-curb to face-of-curb) raised landscaped median and potential parallel parking landscape islands. Landscape within the median shall be planted per the Shaded Boulevards landscape character. The median is intended to be planted with trees typically thirty (30) to forty (40) feet on center in the middle of the median. Typically streetlights will be located in the median to minimize their visual impact. The first two (2) feet behind back of curb in the median may be paved with pavers or stamped concrete. Landscape in the parallel parking landscape islands shall be planted per the Shaded Boulevards landscape character with at least one tree planted in the center of the island and trees planted at least twenty (20) to forty (40) feet on center in longer islands. Landscape beyond the right-of-way shall typically be planted per the Shaded Boulevards landscape character in the parkways and median and Parks and Gardens landscape character in the wider landscape areas as shown in **Exhibit 5.7 - Landscape within the Public Right of Way - Eastmark Parkway / "Spine East" & Inspirian Parkway / "Spine West"**. Riparian landscape character areas may come in close proximity to the right-of-way on the Eastmark Great Park side of the road. The landscape pallet shall generally be an extension of the Eastmark Great Park planting so that the parkway appears to be in or at the edge of the park space. Shorter trees (accent type) may be used rather than boarder canopy type trees in areas where the view over the park and trees toward the Superstition Mountains are desired. Tall canopy and evergreen type trees may be used in locations were afternoon shade (protection from the western sun) in the Eastmark Great Park is desired.

Six (6) foot sidewalks will be provided along both sides of the street. Sidewalks on both sides will be detached from the curb typically by at least six (6) feet of landscape from face-of-curb. The sidewalk on the park side may meander far from the road edge to engage the uses within or adjacent to the park, but should not meander so far that "cross country," unpaved routes are created and used by "through" pedestrians desiring a direct route. Additional paving (sidewalk width) shall be incorporated in LUG GU and UC areas. Such sidewalks while generally wider will typically be interrupted by planters, pots, patio enclosures and street furniture.

Exhibit 5.7 – Landscape within the Public Right of Way – Eastmark Parkway / "Spine East" & Inspirian Parkway / "Spine West"



General Landscape along the Roadway



Accent Landscape along the Roadway

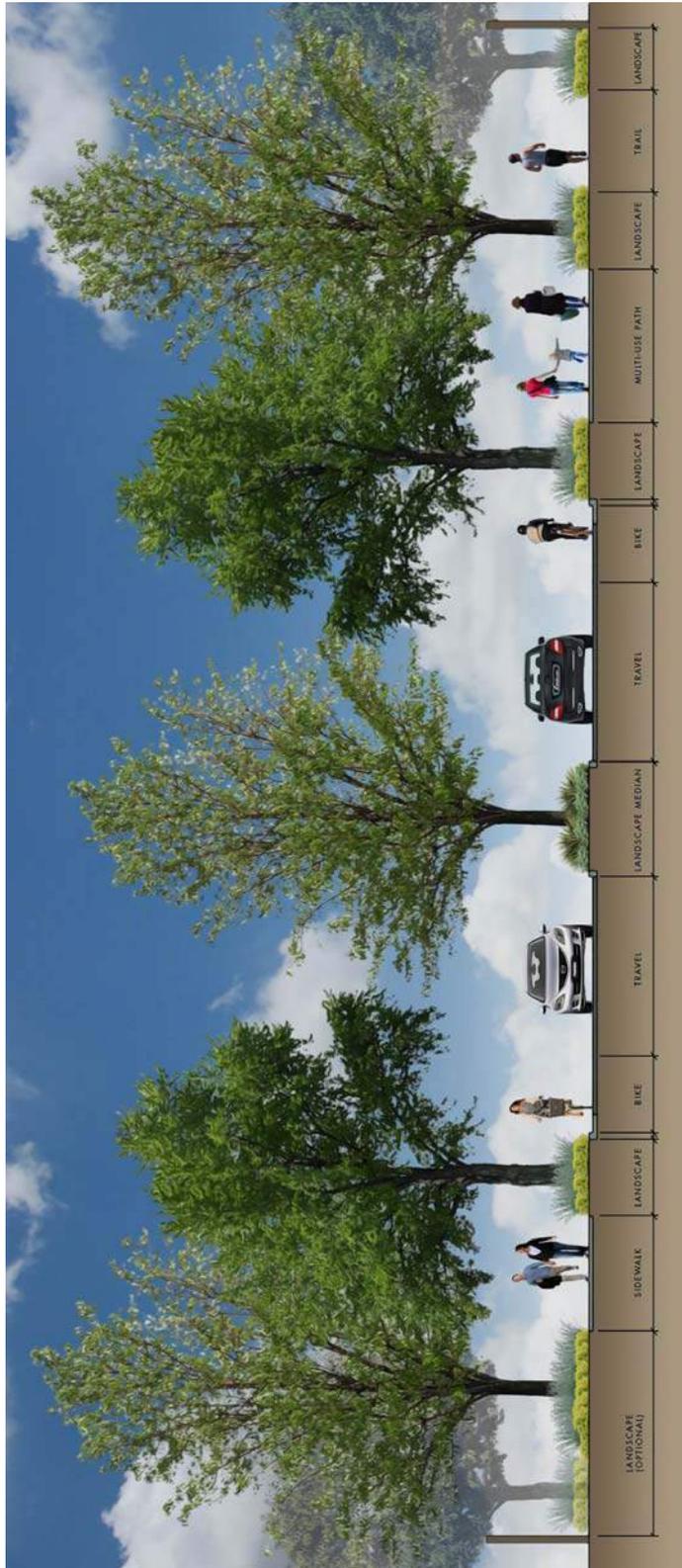
5. "Business Boulevard"

The right-of-way shall be located at back of curb and shall not include landscaped areas except a nine (9) foot wide (face-of-curb to face-of-curb) raised landscaped median. Landscape within the median shall be planted per the Shaded Boulevards landscape character. The median is intended to be planted with trees typically thirty (30) to forty (40) feet on center in the middle of the median. Typically streetlights will be located in the median to minimize their visual impact. The first two (2) feet behind back of curb in the median may be paved with pavers or stamped concrete. Landscape beyond the right-of-way shall typically be planted per the Shaded Boulevards landscape character in the parkways and median and Parks and Gardens landscape character in the wider landscape areas as shown in **Exhibit 5.8 - Landscape within the Public Right of Way - "Business Boulevard"**. Tall canopy, palm and evergreen type trees may be used to complement the commercial corridor, accent adjacent multi-story buildings and screen adjacent surface parking while providing a shaded walk to the Activity Core to the south.

A nine (9) foot sidewalk will be provided along the west side of the street and a twelve (12) foot multi-use paved path will be provided along the east side of the street. Both sidewalk and multi-use path will be detached from the curb typically by six (6) feet of landscape from face-of-curb. The sidewalk and multi-use paths may engage the uses adjacent to the roadway. Setbacks from the sidewalk/multi-use path shall not be required. Paving may become wider in areas and will typically be interrupted by planters, pots, patio enclosures and street furniture. A six (6) foot minimum clear through route is required. On the east side of the road, separated from the multi-use paved path by a six (6) foot landscape area is an urban trail. This non-paved (crushed decorative rock) surface may vary in width from four (4) to eight (8) feet wide and will provide an alternative surface for joggers and pedestrians.

Roadside bike lanes may be interrupted by bus stops, turn out lanes, temporary turn stacking and a second temporary traffic lanes when handling traffic for major events. The multi-use path may provide the temporary bike route when the on-street bike lanes are in use for other purposes.

Exhibit 5.8 – Landscape within the Public Right of Way – “Business Boulevard”



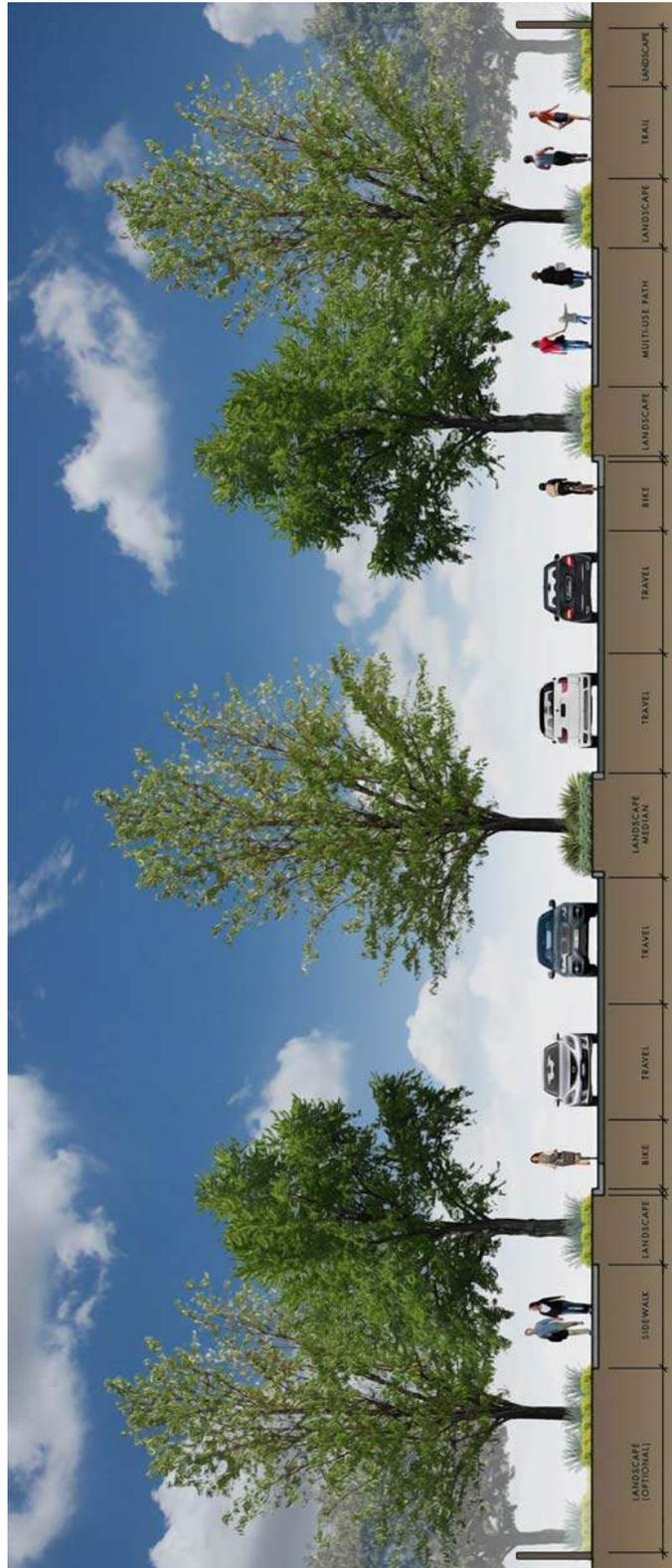
6. Point Twenty-two Boulevard / "Warner South"

The right-of-way shall be located at back of curb and shall not include landscaped areas except a nine (9) foot wide (face-of-curb to face-of-curb) raised landscaped median. Landscape within the median shall be planted per the Shaded Boulevards landscape character. The median is intended to be planted with trees typically thirty (30) to forty (40) feet on center in the middle of the median. Typically streetlights will be located in the median to minimize their visual impact. The first two (2) feet behind back of curb in the median may be paved with pavers or stamped concrete. Landscape beyond the right-of-way shall typically be planted per the Shaded Boulevards landscape character in the parkways and median and Parks and Gardens landscape character in the wider landscape areas as shown in **Exhibit 5.9 - Landscape within the Public Right of Way - Point Twenty-two Boulevard / "Warner South"**. Tall canopy, palm and evergreen type trees may be used to complement the commercial corridor, accent adjacent multi-story buildings and screen adjacent surface parking while providing a shaded walk between the Activity Core and the Eastmark Great Park.

A nine (9) foot sidewalk will be provided along the south side of the street and a twelve (12) foot multi-use paved path will be provided along the north side of the street. Both sidewalk and multi-use path will be detached from the curb typically by six (6) feet of landscape from face-of-curb. The sidewalk and multi-use paths may engage the uses adjacent to the roadway. Setbacks from the sidewalk/multi-use path shall not be required. Paving may become wider in areas and will typically be interrupted by planters, pots, patio enclosures and street furniture. A six (6) foot minimum clear through route is required. On the north side of the road, separated from the multi-use paved path by a six (6) foot landscape area is an urban trail. This non-paved (crushed decorative rock) surface may vary in width from four (4) to eight (8) feet wide and will provide an alternative surface for joggers and pedestrians.

Roadside bike lanes may be interrupted by bus stops, and temporary turn stacking during the semi-annual student load in event at the university campus. The multi-use path may provide the temporary bike route when the on-street bike lane is in use for other purposes.

**Exhibit 5.9 – Landscape within the Public Right of Way – Point
Twenty-two Boulevard / “Warner South”**



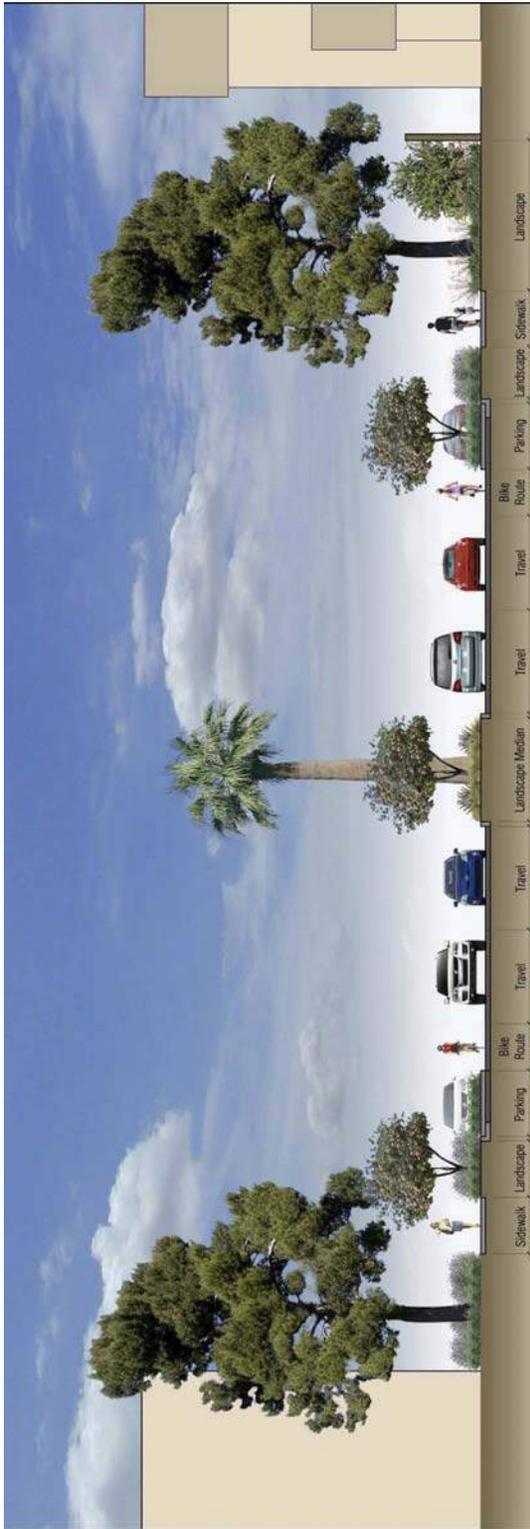
7. "Warner North"

The right-of-way shall be located at back of curb and shall not include landscaped areas except a nine (9) foot wide (face-of-curb to face-of-curb) raised landscaped median and potential parallel parking landscape islands. Landscape within the median shall be planted per the Shaded Boulevards landscape character. The median is intended to be planted with trees typically thirty (30) to forty (40) feet on center in the middle of the median. Typically streetlights will be located in the median to minimize their visual impact. The first two (2) feet behind back of curb in the median may be paved with pavers or stamped concrete. Landscape in the parallel parking landscape islands shall be planted per the Shaded Boulevards landscape character with at least one tree planted in the center of the island and trees planted at least twenty (20) to forty (40) feet on center in longer islands. Landscape beyond the right-of-way shall typically be planted per the Shaded Boulevards landscape character in the parkways and median and Parks and Gardens landscape character in the wider landscape areas as shown in **Exhibit 5.10 - Landscape within the Public Right of Way - "Warner North"**.

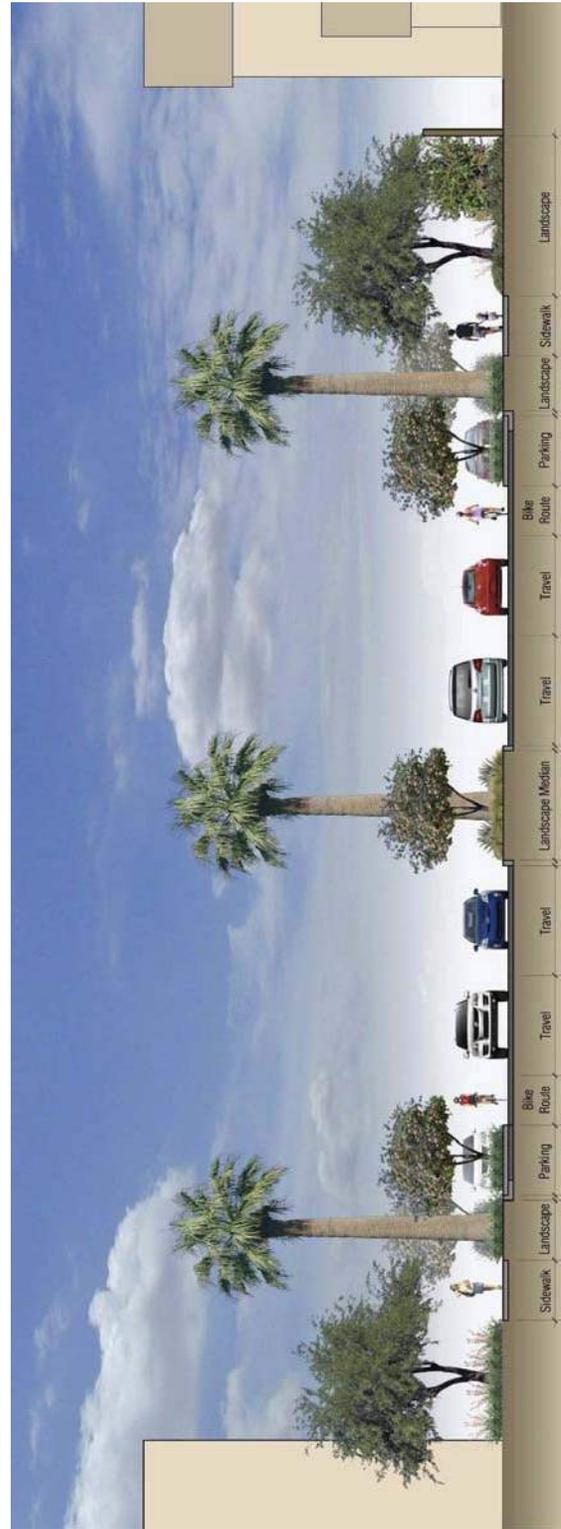
Six (6) foot sidewalks will be provided along both sides of the street. Sidewalks on both sides will be detached from the curb typically by at least six (6) feet of landscape from face-of-curb. Along the Eastmark Great Park, the sidewalk on the park side may meander far from the road edge to engage the uses within or adjacent to the park. Additional paving (sidewalk width) shall be incorporated in LUG GU and UC areas. The sidewalks may engage the uses adjacent to the roadway. Setbacks from the sidewalk shall not be required. Paving may become wider in areas and will typically be interrupted by planters, pots, patio enclosures and street furniture. A six (6) foot minimum clear through route is required.



Exhibit 5.10 – Landscape within the Public Right of Way – “Warner North”



With Pines



With Palms

8. Neighborhood Streets / End Block Streets / Neighborhood Entries

The right-of-way shall be located at back of curb and shall not include landscaped areas. Landscape beyond the right-of-way shall typically be planted per the Shaded Parkways landscape character. Five (5) foot sidewalks will be provided along the sides of the street that engage the front of a home, an adjacent use or on at least one side of street when the street connects two blocks together. Sidewalks will typically be detached from the curb by at least six (6) feet of landscape from face-of-curb. The sidewalks will typically be parallel to the roadway. See Neighborhood Streets as shown in **Exhibit 5.11 – Landscape within the Public Right of Way – Neighborhood Streets.**

9. Parkside Streets

The right-of-way shall be located at back of curb and shall not include landscaped areas. Landscape beyond the right-of-way is intended to typically be planted per the Shaded Parkways landscape character in parkways and Parks and Gardens landscape character in wider landscape areas as shown in **Exhibit 5.12 – Landscape within the Public Right of Way – Parkside Streets.** Five (5) foot sidewalks will be provided along the house/building side of the street. Sidewalks will typically be detached from the curb typically by at least six (6) feet of landscape from face-of-curb. The sidewalks will typically be parallel to the roadway. On the park side of the street, sidewalks are not required except as necessary to provide access to the park. Park side sidewalks may meander far from the road edge to engage the uses within the park or open space corridor.

Exhibit 5.11 - Landscape within the Public Right of Way - Neighborhood Streets



Along parking sections



Along no-parking sections

Exhibit 5.12 – Landscape within the Public Right of Way – Parkside Streets



With Lawn along the Parkside/Open Space Corridor



With Planting Beds along the Parkside/Open Space Corridor

D. Landscape Architecture Theme(s) and Design Standards for Landscaping

The landscape architecture themes shall be as outlined in **Section 5.3 B.1. - Landscape Character** of this DUP. The design standards for landscaping including fences, walls and sentinels, within DU 3/4 can be found throughout **Section 5.3 - Landscaping**.

E. Miscellaneous Streetscape and Open Space Elements

The streetscape and open space landscape characters are described throughout Section 4 and 5 of the DUP. The streetscapes in DU 3/4 are designed as outdoor rooms whose landscape character is described in detail in **Section 5.3 C. - Plant types within the Public Right-of-Way (ROW)** and **Section 4.1 - Pedestrian Corridors**. The open space areas of DU 3/4 will be comprised primarily of the Eastmark Great Park, neighborhood parks, the university campus grounds and the Activity Core, whose composition is described in detail in **Section 5.2 - Common Areas**.

Because open spaces outside of the streetscapes in DU 3/4 are primarily park spaces, the landscape character of open spaces will be primarily Parks and Gardens as described in **Section 5.3 B.1. - Landscape Character**. The park areas in DU 3/4 may also include pockets of natural desert to contrast the formal park plantings. These natural pockets will likely occur at the edges and corners of the park spaces, and will draw plants from the Linear Arroyo landscape character. The parks may also include low lying areas especially when the park is also used to store stormwater. These areas may incorporate plants from the Riparian landscape character. These two additional landscape characters may be used anywhere in the parks of DU 3/4 and while they may be small components of neighborhood parks, they may become a larger element of the Eastmark Great Park.

1. Fences and Walls

Fences or walls visible from publicly accessible areas, right-of-way or adjacent properties must meet the following requirements:

- Fences must be constructed of decorative materials such as wrought iron or decorative metal work – wood, plastic or vinyl fences are typically not permitted
- Fences with metal posts must be capped
- Fences as solitary elements in the landscape are not permitted; they must be screened with some vegetation (regular foundation planting, vines, tall hedge)
- Metal fences should have a dark, finish (paint or coating) or be allowed to rust naturally
- Fences require a column or solid mass that is larger (height and width) than the mass of the fence at corners and ends
- Fences are not permitted to step (must be level on the top), when grade transitions are required, a solid mass or column is required to step, and an offset in plan is encouraged
- Fences are not allowed to continue in a single plane for more than 250'. Offset location, depth and design must be integral to the overall landscape or building design
- Fence or wall material and color must a.) blend with the



landscape setting using colors that do not contrast with the vegetation OR b.) be complementary and compatible with the building architecture

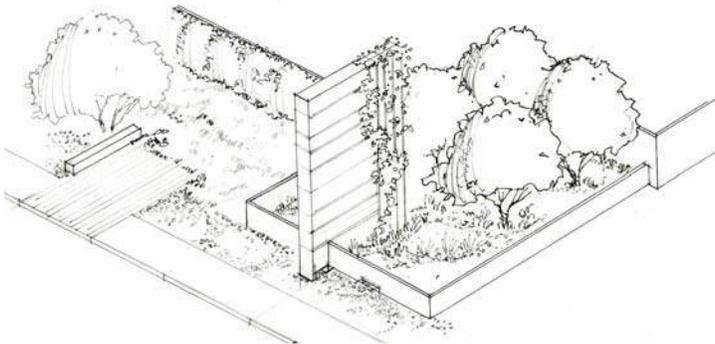
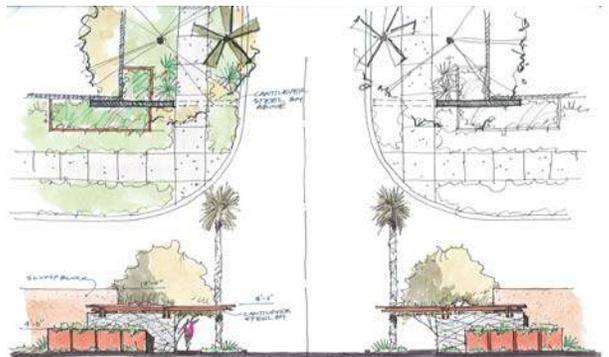
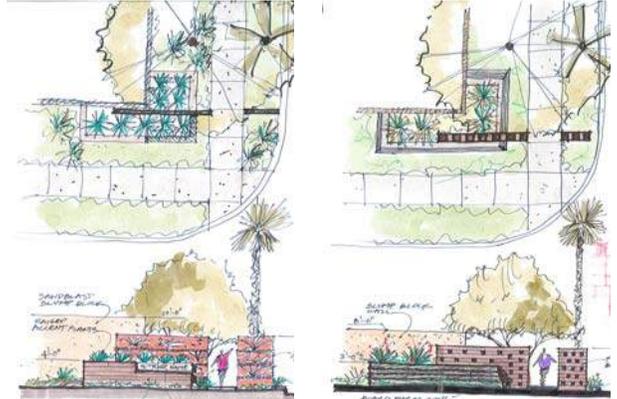
- Chain link fence is not permitted
- Fences or walls taller than forty-two (42) inches are not permitted in the minimum required "building setback – street" per the CP (see Exhibit 3.12 – Wall Placement)
- Fence and wall locations should be placed or sized to respect sight distance restrictions
- Walls are typically constructed of masonry units, concrete, or similar product
- Walls must be made or faced with materials such as stone, brick, slump block, and patterned block; or must be finished with a sand finished stucco
- Walls must end in columns, 90 degree returns or thickened ends so that the wall appears to have mass (16"+)
- Changes in wall height must be accompanied by an offset in plan or wall mass so that single walls do not appear to step.
- Masonry typically is not permitted to be painted, but rather should be integral colored materials.
- Perimeter/privacy / rear yard walls between six (6) and ten (10) feet in height shall be permitted along District and Arterial streets. These walls shall not exceed a total exposed height of ten (10) feet and typically should not exceed an eight (8) foot high privacy wall on top of (in addition to) the retaining portions of the wall. (i.e. 2' retaining wall + 8' privacy wall or 4' retaining wall + 6' privacy wall) Six (6) to eight (8) foot high walls shall be permitted in other areas
- Electrical or mechanical yards that may be screened by a wall must also use vegetation to partially screen the wall. These solid enclosure walls are not permitted to be a dominate design element. Equipment that is taller than the wall that encloses them must be masked or complemented by landscape of similar height and form to lessen the visual impact of the taller equipment

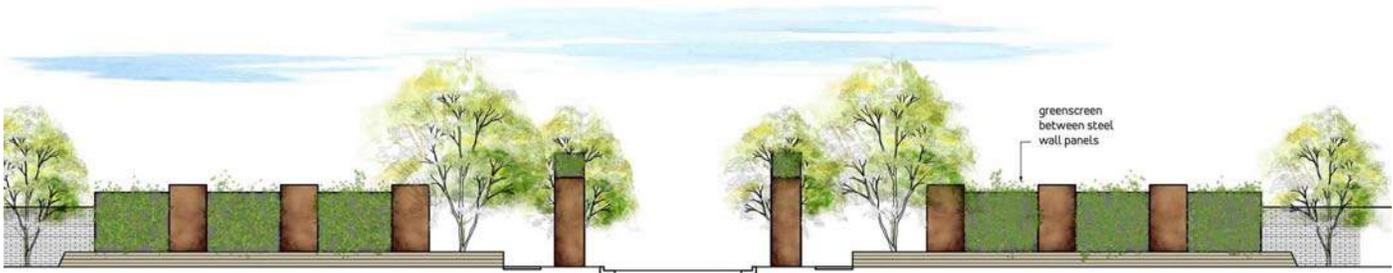


2. Sentinels

At neighborhood and community entries to DU 3/4, sentinels may be positioned to create a threshold. Sentinels may take the form of decorative wall extensions, decorative columns or a combination of such elements. Within DU 3/4 Sentinels or community walls at Enclave entries from Eastmark Parkway may include signage that expresses the name of the residential enclave or commercial use (see **Exhibit 5.19 – Potential Signage**).

- Sentinels must be constructed of permanent, long lasting, decorative materials
- Sentinels may be illuminated or visually accented by material or color choice
- Sentinel material and color must complement or artistically contrast their landscape and architectural setting
- Sentinels may be much higher than adjacent fences or structures
- Sentinels may visually narrow/compress the roadway and may have vertical elements located two feet from back of curb on either side
- Sentinels should be placed or sized to respect sight distance restrictions





3. Hardscape

Hardscape in the streetscape and open spaces of DU 3/4 will primarily be standard gray concrete. In walkways, the hardscape may be scored to create two (2) by two (2) to three (3) by three (3) panels to reduce the visual size of the pavement. Colored or textured concrete is not required but may be used in the private open spaces, neighborhood parks and the extension of the Eastmark Great Park. The use of alternative paving materials such as brick, flag stone, paving stones, and concrete pavers in areas where people gather and linger should be encouraged. The use of alternative paving materials in the roadways is not anticipated, but may be permitted with the approval of the City Engineer and City Traffic Engineer and may be used to strengthen the threshold effect at neighborhood entries or to slow traffic and draw attention to important social locations.

4. Street Furniture

Street furniture along the streetscape in DU 3/4 shall not be required but is permitted in the styles complementary to the overall landscape and architectural styles described in this DUDG. Street furniture in open spaces will vary dramatically and should complement the landscape and architectural setting. Typically furniture will be one of two types. The first type will be legacy pieces positioned to have importance and of a quality that will last for decades. While these pieces may be few, they are provided intentionally to create a long term bond with their users. The second type will be very

functional furniture. These pieces may be light weight, of lesser quality materials, which are still durable. These pieces are placed for convenience and are typically easy to move and re-locate to serve the ever changing needs of the open space user.

Landscape walls whenever appropriate should be designed to be additional built-in furniture. Wall heights and tops should be designed to encourage their use as a seat wall or as high cocktail seat (allowing the user to lean on the wall with a bent knee and the foot resting on the vertical surface of the wall). Designs that discourage sitting on the wall are discouraged.

Furniture such as trash receptacles and bike racks should be simple, practical design solutions similar to those found in a typical commercial setting. These pieces may be artful or custom creations, when appropriate additions to their setting, but should otherwise be dark finished and not call attention to themselves.

5. Public Art

While public art is not required in DU 3/4, there are many locations where the addition of public art could be incorporated. Public art can most easily and appropriately be added to focal points in open space settings. At these key locations, the artwork can be appreciated by users of the open space who have time to linger and experience the artwork. Art can also be incorporated in the design of the neighborhood sentinels or the landscape surrounding the entry thresholds. In these locations the art work will not likely be experienced at a pedestrian level, but rather would be a sign of wealth, power or pride for the neighborhood strengthening community stewardship. Public art should not be placed randomly or without relationship to its context in the along the streetscapes or in the open spaces of DU 3/4.

6. Shade Structures

Shade structures along the streetscape such as bus stops and in open spaces such as ramadas or gazebos should be designed in a character as described in **Section 5.2 A.9. – Built, Protective Shade** of this DUP. These structures should be designed to be a substantial and integral part of their landscape setting. Even when these elements are iconic or focal, they should be dominated or visually enclosed by the landscape that surrounds them.

7. Playground Equipment

Playground Equipment in DU 3/4 is not required in every park or plaza, but when present will be appropriate to its setting. In neighborhood parks, simple play structures such as swings and slides complimented by the occasional small, decorative play structure are fitting. The grand regional activities and spaces of the Eastmark Great Park are more appropriate for grand, age targeted play structures. In the Eastmark Great Park setting, colors may also be bolder, drawing attention to imaginative structures artfully placed in the landscape. Whenever possible, these structures should be incorporated into or surrounded by landscape elements so they are not a void in the natural fabric of the community.

8. Water Features, Ponds and Fountains

Within DU 3/4, Water features, ponds and fountains are only anticipated in open spaces, and are not typically a part of the streetscape unless a window into adjacent open spaces is provided.

Ponds in DU3/4 are only anticipated within the Eastmark Great Park and are intended to also be used as a source for landscape irrigation. In this location ponds are anticipated to have both natural/organic and formal/manicured edges. Pond edges may also have hardscape walkways at their edges with bridged crossings of roads and walkways. Ponds within the Eastmark Great Park may be large bodies of water, or long canal like fingers. Ponds may also be home to various water activities such as boating. Streams, creeks, arroyos, fountains, or other water features may flow into the

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ponds in the Eastmark Great Park. The ponds in the Eastmark Great Park in DU 3/4 will likely be constructed in phases to accommodate and integrate with adjacent uses.

Fountains are not required in DU 3/4, but may be a regular part of open space settings. When present in neighborhood parks, fountains should be scaled appropriately to the size of the space and provide tranquil locations to linger in the park. In the Eastmark Great Park and other open spaces the fountains may be grander, but should always be in scale with their surroundings. Fountains should generally anchor human activity centers or accentuate socially important locations within the community.

Splash pads and other water play areas are anticipated within DU 3/4, typically in areas of high pedestrian activity and at community gathering points.

9. Foundation Base (Landscape)

Along the streetscapes of DU 3/4, all non-paved landscape areas (except trails) shall be planted, providing a foundation base for perimeter walls. This foundation base is not required at the neighborhood entries around the sentinels. In these locations, plaza or sidewalk paving may extend to the base of the sentinels.

In open spaces in DU 3/4 hedges and shrub masses shall be used to create outdoor rooms. Around architecture within these open spaces, foundation base plantings are not required, but should be used when plazas or sidewalks do not extend to the base of the architecture. Foundation base plantings should be used at the base of the architecture unless patios, plazas and sidewalks that extend to the base of the architecture can provide useful outdoor space for walking or sitting. Architecture within open space entirely surrounded by pavement should be complemented by planted pots at the base of columns and framing building entries. Paving adjacent to solid masonry walls should be avoided unless pedestrian access to the paved area from that portion of the immediately adjacent building or private yard is provided and the lack of foundation base landscape improves the usability of the paved space.

10. Street Perimeter Landscape Standards

Landscape standards including minimum plant size and quantity, parking area landscape and street perimeter landscape shall be per Section 12 – Landscape Standards, of the CP. Within DU 3/4 Street trees will predominately line the roadways (in organic or formal patterns) and be planted very close to the back of curb to minimize the visual width of the roads. As such, in most cases the minimum required Street Perimeter Landscaping will be provided by these street trees and the landscape planted beneath them in the parkways. Because private driveways, parking lots and pedestrian plazas are anticipated throughout DU 3/4, large portions of the landscape under the trees may paved, turf or planted in flower beds. The remaining vegetation areas should be heavily planted so that they appear to be well kept garden spaces or dense natural clusters. Planting in these areas, while not required to exceed the minimum requirements, may often need to be much denser (one plant per twenty (20) square feet) to create this overall effect. Landscape within walled courts or yards that are not visible from adjacent public areas is not required. Such courts may be enclosed by walls, gates, fences or dense vegetation hedges.

a. Minimum Plant Size

Landscape standards including minimum plant size and quantity, parking area landscape and street perimeter landscape shall be per Section 12 – Landscape Standards, of the CP. Due to the fast growing nature of desert trees in the DU 3/4 plant palette, the minimum size for required trees may be smaller if exchanged for



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an additional quantity of trees (i.e. one (1) twenty-four (24) inch box tree for two (2) fifteen (15) gallon trees.

When hedges are used in the landscape, to ensure that trees utilized for "hedge" purpose have sufficient opportunity to be trained via controlled pruning and maintenance, it is appropriate to reduce the "typical" standard minimum plant size to allow for fifteen (15)-gallon minimum plant size in DU 3/4 in exchange for an additional quantity of trees. An example of this is a hedge planted at a density of one (1) tree per twelve (12) linear feet of hedge with fifteen (15) gallon trees for the "Street Perimeter Landscaping".

F. DU 3/4 Ownership and Maintenance Responsibilities

In private landscapes within DU 3/4, maintenance shall be the responsibility of the landowner. In public landscapes within DU 3/4, maintenance responsibilities shall be as outlined in Section 3.6, (c) of the Pre-Annexation Development Agreement between the City of Mesa and DMB Mesa Proving Grounds LLC.

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Exhibit 5.13 – DU 3/4 Plant Palette

A. Trees

		Landscape Character					Tree Class				
		Shaded Parkway	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D= Deciduous	Canopy	Accent	Palm	
BOTANICAL NAME	COMMON NAME										
Acacia aneura 'Mulga' 	Acacia Aneura	x	x	x			F	x	x		
Acacia greggii 	Catclaw			x	x	x	E		x		
Acacia rigidula 	Blackbrush Acacia	x	x	x	x		E	x	x		
Baccharis salicifolia 	Seep Willow	x	x	x		x	D				
Callistemon viminalis 	Bottle Brush Tree	x	x	x			E		x		
Carya sp. 	Pecan	x	x	x			E	x			

BOTANICAL NAME	COMMON NAME	Landscape Character					Tree Class			
		Shaded Parkway	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D= Deciduous	Canopy	Accent	Palm
Celtis reticulata 	Canyon Hackberry	x	x	x	x	x	D	x		
Cercidium(see Parkinsonia)	Palo Verde									
Chilopsis linearis 	Desert Willow	x	x	x	x	x	D	x	x	
Chilopsis linearis 'Bubba' 	Desert Willow	x	x	x	x	x	D	x	x	
Chilopsis linearis 'Lucretia Hamilton' 	Desert Willow	x	x	x	x	x	D	x	x	
Chitalpa tashkentensis 	Chitalpa	x	x	x			D	x	x	
Cupressus arizonica	Arizona Cypress			x			E			

		Landscape Character					Tree Class				
		Shaded Parkway	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D= Deciduous	Canopy	Accent	Palm	
BOTANICAL NAME	COMMON NAME										
											
<i>Dalbergia sissoo</i>	Indian Rosewood			x			D	x			
											
<i>Fraxinus uhdei</i> (Wenzig) Lingelsh	Shamel Ash, Tropical Ash	x	x	x			D	x			
<i>Fraxinus velutina</i>	Arizona Ash	x	x	x		x	D	x			
											
<i>Fraxinus velutina</i> 'Bonita'	Bonita Ash	x	x	x			D	x			
											
<i>Fraxinus velutina</i> 'Fan-tex'	Fan-tex Ash	x	x	x			D	x			
											
<i>Gleditsia tricanthos inermis</i>	Honeylocust	x	x	x			D	x			
											
<i>Jacaranda acutifolia</i> <i>Jacaranda mimosifolia</i>	Jacaranda	x	x	x			D	x	x		
											

		Landscape Character					Tree Class			
		Shaded Parkway	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D=Deciduous	Canopy	Accent	Palm
BOTANICAL NAME	COMMON NAME									
Juglans major 	Arizona Walnut			x			D	x		
Juniperus monosperma 	One Seed Juniper			x	x	x	E			
Olea europaea 'Swan Hill' 	Swan Hill Olive	x	x	x			E	x		
Olneya tesota 	Ironwood	x	x	x	x	x	E	x	x	
Parkinsonia floridum 	Blue Palo Verde	x	x	x	x	x	D	x	x	
Parkinsonia hybrid "Desert Museum" 	Desert Museum Palo Verde	x	x	x	x	x	D	x	x	
Parkinsonia microphyllum 	Foothills Palo Verde			x	x	x	D		x	
Pinus eldarica	Afgan Pine, Eldarica Pine	x	x	x			E	x		

		Landscape Character					Tree Class			
		Shaded Parkway	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D= Deciduous	Canopy	Accent	Palm
BOTANICAL NAME	COMMON NAME									
Pinus halepensis 	Aleppo Pine	x	x	x	x	x	F	x		
Pistacia atlantica x Intergerrima 	Red Push Pistache	x	x	x			D	x	x	
Pistacia vera L. 	Pistachio			X			D	x		
Populus fremontii 	Cottonwood			x		x	D	x		
Prosopis glandulosa 	Honey Mesquite	x	x	x	x	x	D	x		
Prosopis hybrid 'Phoenix' 	Phoenix Mesquite, Argentine Mesquite, Thorn-less South American Mesquite, Chilean Mesquite	x	x	x			D	x		
Prosopis pubescens 	Screwbean Mesquite		x	x	x	x	D	x		

BOTANICAL NAME	COMMON NAME	Landscape Character					Tree Class			
		Shaded Parkway	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D=Deciduous	Canopy	Accent	Palm
Prosopis velutina 	Velvet Mesquite	x	x	x	x	x	D	x		
Quercus emoryii 	Emory Oak	x	x	x			E	x		
Quercus virginiana 	Live Oak	x	x	x			E	x		
Salix exigua 	Coyote Willow				x	x	D			
Salix gooddingii 	Goodding's Willow			x	x	x	D	x		
Tipuana Tipu 	Tipu			x			D	x	x	

		Landscape Character					Tree Class			
		Shaded Parkway	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D= Deciduous	Canopy	Accent	Palm
BOTANICAL NAME	COMMON NAME									
Ulmus parvifolia 	Chinese Elm	x	x	x			D	x		
Ulmus parvifolia Allee 	Chinese Elm Allee, Chinese Elm Bosque	x	x	x			D	x		
Vitex agnus-castus 	Chaste Tree	x	x	x			D	x	x	
Brahea armata 	Mexican Blue Palm	x	x	x	x		E		x	x
Chamaerops humilis 	Mediterranean Fan Palm	x	x	x			E		x	
Phoenix canariensis 	Canary Island Date Palm	x	x	x			E	x	x	x

BOTANICAL NAME	COMMON NAME	Landscape Character					Tree Class			
		Shaded Parkway	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D=Deciduous	Canopy	Accent	Palm
Phoenix dactylifera 	Date Palm	x	x	x	x		E	x	x	x
Washingtonia filifera 	California Fan Palm, Hybrid Fan Palm (wide trunk)	x	x	x	x	x	E	x	x	x
Acacia willardiana 	Palo Blanco	x	x	x	x		E		x	
Bauhinia blankeana 	Hong Kong Orchid Tree	x	x	x			D	x	x	
Bauhinia lunaroides 	Anacacho Orchid	x	x	x	x	x	D		x	

		Landscape Character					Tree Class			
		Shaded Parkway	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D= Deciduous	Canopy	Accent	Palm
BOTANICAL NAME	COMMON NAME									
Caesalpinia cacalaco 	Cascalote	x	x	x	x		E	x	x	
Cercis canadensis v. 'Mexicana' 	Mexican Redbud	x	x	x			D	x	x	
Chorisia speciosa 	Silk Floss Tree	x	x	x			D	x	x	
Citrus sp. 	Citrus Tree	x	x	x			E		x	
Cordia boissierii 	Texas Olive	x	x	x	x		E		x	
Cupressus sempervirens 	Italian Cypress	x	x	x			E		x	
Diospyros texana 	Texas persimmon			x			D	x	x	

		Landscape Character					Tree Class			
		Shaded Parkway	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D=Deciduous	Canopy	Accent	Palm
BOTANICAL NAME	COMMON NAME									
Fraxinus greggii 	Littleleaf Ash	x	x	x	x		E		x	
Nerium oleander 'Sister Angus' 	Giant White Oleander	x	x	x			E		x	
Lagerstroemia indica 	Crape Myrtle	x	x	x			D	x	x	
Laurua nobilis 	Bay Laurel	x	x	x			E	x	x	
Pistacia lentiscu 	Mastic Tree	x	x	x			E	x	x	

BOTANICAL NAME	COMMON NAME	Landscape Character					Tree Class				
		Shaded Parkway	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D=Deciduous	Canopy	Accent	Palm	
Pithecellobium flexicaule 	Texas Ebony		x	x	x		E	x	x		
Pithecellobium mexicanum 	Mexican Ebony		x	x	x		E	x	x		
Pithecellobium pallens 	Tenaza		x	x	x		E	x	x		
Platanus wrightii 	Arizona Sycamore		x	x	x	x	D	x			
Prunus armeniaca 	Apricot			x			D		x		
Prunus cerasifea 	Purple Leaf Plum	x	x	x			D	x	x		

BOTANICAL NAME	COMMON NAME	Landscape Character					Tree Class			
		Shaded Parkway	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D=Deciduous	Canopy	Accent	Palm
Prunus persica	Peach			x			D		x	
Pyrus calleryana 'Bradford' 	Bradford Pear	x	x	x			D	x	x	
Pyrus kawakamii 	Evergreen Pear	x	x	x			D	x	x	
Quercus suber 	Cork Oak		x	x	x		E	x		
Sophora japonica 	Japanese Pagoda Tree			x			D	x	x	
Sophora secundiflora 	Texas Mountain Laurel	x	x	x	x		E		x	

		Landscape Character					Tree Class			
		Shaded Parkway	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D= Deciduous	Canopy	Accent	Palm
BOTANICAL NAME	COMMON NAME									
Thevetia peruviana 	Mexican Oleander	x	x	x			E		x	

G. Shrubs

BOTANICAL NAME	COMMON NAME	Landscape Character					Tree Class				
		Shaded Parkways	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D=Deciduous	Canopy	Accent	Palm	
<i>Abutilon palmeri</i>	Indian Mallow	x	x	x	x		D		x		
<i>Acacia craspedocarpa</i>	Leather Leaf Acacia	x	x	x	x		E		x		
<i>Alyogyne huegelii</i>	Blue Hibiscus		x	x			E		x		
<i>Ambrosia ambrosoides</i>	Giant Bursage					x	E				
<i>Ambrosia deltoidea</i>	Bursage		x	x	x	x	E				
<i>Anisocathus quadrifidus</i>	Mountain Flame		x	x	x	x	E		x		
<i>Atriplex canescens</i>	Fourwing Saltbrush					x	E				
<i>Atriplex lentiformis</i>	Quail Bush					x	E		x		
<i>Buddleia marrubifolia</i>	Woolly Butterfly Bush		x	x	x	x	E		x		
<i>Buxus m. japonica</i>	Japanese Boxwood	x	x	x			E				
<i>Caesalpinia gilliesii</i>	Mexican Bird of Paradise		x	x	x		D		x		
<i>Caesalpinia mexicana</i>	Yellow Bird of Paradise		x	x	x		E		x		
<i>Caesalpinia pulcherrima</i>	Desert Bird of Paradise		x	x	x		D		x		
<i>Calliandra californica</i>	Red Fairy Duster		x	x	x		E		x		
<i>Calliandra eriophylla</i>	Native Fairy Duster	x	x	x	x	x	E		x		
<i>Callistemon citrinus</i> 'Little John'	Little John	x	x	x			E		x		
<i>Carissa grandiflora</i> 'Compacta'	Natal Plum	x	x	x			E				
<i>Cassia artemisoides</i>	Silver Cassia		x	x	x	x	E		x		
<i>Celtis pallida</i>	Desert Hackberry				x	x	E				
<i>Cordia parvifolia</i>	Littleleaf Olive		x	x			D		x		
<i>Dalea frutescens</i>	Black Dalea	x	x	x	x		D		x		
<i>Dalea pulchra</i>	Indigo Bush		x	x			D		x		
<i>Dodonaea viscosa</i>	Hopbush		x	x	x	x	E				
<i>Dodonaea viscosa</i> 'Purpurea'	Purple-leafed Hopbush		x	x			E		x		
<i>Encelia farinosa</i>	Brittlebush		x	x	x	x	E		x		
<i>Ephedra viridis</i>	Mormon Tea			x	x	x	D				
<i>Ericameria laricifolia</i>	Turpentine Bush	x	x	x	x	x	E				
<i>Euphorbia biglandulosa</i>	Gopher Plant	x	x	x			E		x		
<i>Gaura lindheimeri</i>	Whirling Butterflies 'white'	x	x	x			D		x		
<i>Hibiscus rosa-sinensis</i>	Hibiscus			x			E		x		
<i>Hyptis emoryi</i>	Desert Lavender				x	x	E				
<i>Jasminum sambac</i>	Jasmine	x	x	x			E		x		
<i>Justicia californica</i>	Chuparosa		x	x	x	x	E		x		
<i>Justicia spicigera</i>	Mexican Honeysuckle		x	x			E		x		
<i>Larrea tridentata</i>	Creosote		x	x	x	x	E				
<i>Leucophyllum</i> sp.	Sage (small)	x	x	x	x		E		x		

BOTANICAL NAME	COMMON NAME	Landscape Character					Tree Class				
		Shaded Parkways	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D=Deciduous	Canopy	Accent	Palm	
Leucophyllum sp.	Sage (large)		x	x	x		E		x		
Leucophyllum frutescens	Texas Ranger		x	x			E		x		
Leucophyllum frutescens 'Compacta'	Texas Ranger	x	x	x			E		x		
Leucophyllum laevigatum	Chihuahuan Sage		x	x	x		E		x		
Leucophyllum laevigatum 'Rio Bravo'	Chihuahuan Sage		x	x	x		E		x		
Leucophyllum zygophyllum 'Cimarron'	Cimarron Texas Ranger	x	x	x	x		E		x		
Lycium andersonii	Wolfberry				x	x	E				
Lycium fremontii	Wolfberry				x	x	E				
Myrtus boetica	Twisted Myrtle		x	x			E				
Myrtus communis	Myrtle	x	x	x			E				
Nerium oleander Dwarf	Dwarf Oleander	x	x	x			E		x		
Nerium oleander	Common Oleander		x	x			E		x		
Perovskia atriplicifolia	Russian Sage		x	x	x		D		x		
Psilostrophe cooperi	Paperflower		x	x	x	x	D		x		
Rhus ovata	Sugarbush		x	x			E				
Rhus virens	Evergreen Sumac		x				E				
Rosmarinus officinalis 'Huntington Carpet'	Upright Rosemary	x	x	x			E				
Ruellia brittoniana	Ruellia	x	x	x			E		x		
Ruellia peninsularis	Baja Ruellia	x	x	x			E		x		
Russellia equisetiformis	Coral Fountain	x	x	x			E		x		
Salvia coccinea	Scarlet Sage	x	x	x			E		x		
Salvia greggii	Autumn Sage	x	x	x			E		x		
Salvia leucantha	Mexican Bush Sage	x	x	x			E		x		
Sambucus mexicana	Mexican Elderberry		x	x	x	x	E				
Senna covesii	Desert Senna				x	x	D		x		
Simmondsia chinensis	Joboba		x	x	x	x	E				
Tecomaria capensis	Cape Honeysuckle	x	x	x			D		x		
Tecoma stans	Yellow Tecoma Stans		x	x	x	x	E		x		
Tecoma stans 'Orange Jubilee'	Orange Tecoma Stans		x	x	x	x	E		x		
Vauquelinia californica	Arizona Rosewood		x	x	x	x	E				
Vigueria deltoidea	Goldeneye		x	x	x	x	D		x		
Xylosma congesta 'Compacta'	Compact Xylosma	x	x	x			E				
Ziziphus obtusifolia	Grey Thorn				x	x	D				

H. Accents

		Landscape Character					Tree Class			
		Shaded Pathways	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D=Deciduous	Canopy	Accent	Palm
BOTANICAL NAME	COMMON NAME									
Agave americana 'Marginata'	Century Plant	x	x	x	x		E		x	
Agave bovicornuta	Cowhorn Agave		x	x	x		E		x	
Agave desmentiana	Agave		x	x	x		E		x	
Agave geminiflora	Twin Flowered Agave	x	x	x			E		x	
Agave parryi 'Truncata'	Parry's Agave	x	x	x	x	x	E		x	
Agave schidigera 'Durango Delight'	Durango Delight Agave	x	x	x			E		x	
Agave vilimoriana	Octopus Agave	x	x	x			E		x	
Agave sp.	Agave	x	x	x	x	x	E		x	
Aloe barbadensis	Yellow Aloe	x	x	x	x		E		x	
Aloe x 'Blue Elf'	Blue Elf Aloe	x	x	x	x		E		x	
Aloe sp.	Aloe		x	x	x		E		x	
Asclepias subulata	Desert Milkweed	x	x	x	x	x	E		x	
Asparagus densiflorus 'foxtail'	Asparagus Fern			x			E		x	
Carnegiea gigantea	Saguaro			x	x	x	E		x	
Cereus peruvianus	Night Blooming Cereus		x	x			E		x	
Cycas revolta	Sago Palm			x			E		x	
Dasyliirion quadrangulatum	Toothless Desert Spoon		x	x			E		x	
Dasyliirion texanum	Green Desert Spoon		x	x			E		x	
Dasyliirion wheelerii	Desert Spoon		x	x	x		E		x	
Dietes bicolor	Fortnight Lily	x	x	x			E		x	
Echinocactus grusonii	Golden Barrel Cactus		x	x			E		x	
Echinocerus engelmannii	Hedgehog Cactus		x	x	x	x	E		x	
Eremophila prostrata 'outback sunrise'	Outback Sunrise	x	x	x			E		x	
Erigeron divergens	Fleabane	x	x	x	x	x	E		x	
Euphorbia antisyphilitica	Candelilla	x	x	x	x		E		x	
Ferocactus wislizenii	Native Barrel Cactus			x	x	x	E		x	
Fouquieria splendens	Ocotillo – seed grown		x	x	x	x	E		x	
Hemerocallis sp.	Daylily	x	x	x			E		x	
Hesperaloe funifera	Giant Hesperaloe		x	x			E		x	
Hesperaloe nocturna	Night blooming hesperaloe		x	x			E		x	
Hesperaloe parviflora	Yellow/Red Yucca		x	x			E		x	
Hesperaloe parviflora var 'Brakelight'	Brakelight Red Yucca	x	x	x			E		x	
Lophocereus schottii fa. Monstrosus	Totem Pole Cactus		x	x	x		E		x	
Manfreda masculosa	Manfreda	x	x	x			E		x	

DU 3/4 DUP

BOTANICAL NAME	COMMON NAME	Landscape Character					Tree Class				
		Shaded Parkways	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D=Deciduous	Canopy	Accent	Palm	
Opuntia sp.	Prickly Pear		x	x	x	x	E		x		
Opuntia acanthocarpa	Buckhorn Cholla			x	x	x	E		x		
Opuntia basilaris	Beavertail Prickly Pear		x	x	x	x	E		x		
Opuntia engelmannii	Native Prickly Pear		x	x	x	x	E		x		
Opuntia ficus-indica	Indian Fig Prickly Pear		x	x			E		x		
Opuntia fulgida	Chainfruit Cholla			x	x	x	E		x		
Opuntia santa-rita	Purple Prickly Pear		x	x	x		E		x		
Opuntia spinoslor	Cane Cholla			x	x	x	E		x		
Pachycereus marginatus	Mexican Organ Pipe			x	x		E		x		
Pedilanthus macrocarpus	Lady Slipper	x	x	x	x		E		x		
Rosa sp.	Rose		x	x			D		x		
Stenocereus thurberi	Organ Pipe Cactus	x	x	x	x	x	E		x		
Strelitzia reginae	Tropical Bird of Paradise			x			E		x		
Trachelospermum jasminoides	Star Jasmine	x	x	x			E		x		
Yucca aloifolia	Spanish Bayonet		x	x			E		x		
Yucca baccata	Banana Yucca				x	x	E		x		
Yucca pallida	Pale Leaf Yucca	x	x	x	x		E		x		
Yucca recurvifolia	Curve Leaf Yucca	x	x	x	x		E		x		
Yuccan rostrata	specimen		x	x			E		x		
Yucca rupicola	Twisted Leaf Yucca	x	x	x			E		x		
Common Succulents	Common Succulents (in pots or defined beds)	x	x	x			E		x		
Common Fruits and Vegetables	Edible Garden Plants (in pots or defined beds)				x		D				

I. Perennials and Groundcovers

		Landscape Character					Tree Class				
		Shaded Pathways	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D=Deciduous	Canopy	Accent	Palm	
BOTANICAL NAME	COMMON NAME										
Acacia redolens	Prostrate Acacia	x	x	x			F				
Baileya multiradiata	Desert Marigold				x	x	D		x		
Bulbine frutescens	Bulbine	x	x	x			F		x		
Convolvulus cneorum	Bush Morning Glory	x	x	x			F		x		
Dalea captata 'Sierra Gold'	Dalea	x	x	x			F		x		
Dyssodia acerosa	Shrubby Dogweed		x	x	x		D		x		
Dyssodia pentachaeta	Dogweed		x	x	x		D		x		
Echinacea purpurea	Coneflower		x	x	x		D		x		
Eschscholzia californica sp. Mexicana	Mexican Gold Poppy				x	x	D		x		
Gazania rigens 'Sun Gold'	Gazania sp.	x	x	x			F		x		
Lantana camara 'New Gold'	Lantana	x	x	x			D		x		
Lantana montevidensis	Lantana	x	x	x			D		x		
Lantana camara 'Radiation'	Lantana	x	x	x			D		x		
Lavender sp.	Lavender	x	x	x			F		x		
Lippa nodiflora	Frogfruit	x	x	x			F		x		
Liriope muscari	Lilyturf	x	x	x			F		x		
Lupinus sparsiflorus	Desert Lupine				x	x	D		x		
Melampodium leucanthum	Blackfoot Daisy	x	x	x			F		x		
Penstemon parryii	Parry Penstemon				x	x	D		x		
Penstemon sp.	Penstemon	x	x	x	x	x	D		x		
Portulacaria afra	Elephant Food		x	x			F		x		
Ratibida columnifera	Mexican Hat				x	x	D		x		
Rosmarinus officinalis Prostrata	Prostrate Rosemary	x	x	x			F				
Sphaeralcea ambigua	Desert Globemallow	x	x	x	x	x	D		x		
Sphagneticola trilobata	Yellow Dot	x	x	x			F		x		
Setcreasea pallida	Purple Heart	x	x	x			F		x		
Tetranauris acaulis	Angelita Daisy	x	x	x	x	x	F		x		
Verbena gooddingii	Native Verbena	x	x	x	x	x	F		x		
Verbena pulchella	Verbena	x	x	x	x		F		x		
Zephyranthes candida	White Rain Lily	x	x	x			F		x		
Common Annuals (to season)	Colorful Annuals (in pots or defined beds)	x	x	x			D		x		

J. Grasses

		Landscape Character					Tree Class			
		Shaded Parkways	Shaded Boulevards	Parks and	Linear Arroyos	Riparian	E= Evergreen D= Deciduous	Canopy	Accent	Palm
BOTANICAL NAME	COMMON NAME									
<i>Aristida purpurea</i>	Purple Three Awn				x	x	D		x	
<i>Bouteloua curtipendula</i>	Sideoats Grama	x	x	x	x		D		x	
<i>Bouteloua gracilis</i>	Blue Grama	x	x	x	x		D		x	
<i>Bouteloua gracilis</i> 'Blond Ambition'	Blond Ambition Blue Grama	x	x	x	x		D		x	
<i>Cynodon dactylon</i> Hybrid	Hybrid Bermunda	x	x	x			D			
<i>Distichlis spicata</i>	Saltgrass				x	x	D		x	
<i>Lolium</i> sp.	Rye Grass (seasonal only)	x	x	x			D			
<i>Muhlenbergia capillaris</i>	Regal Mist		x	x			D		x	
<i>Muhlenbergia lindheimeri</i>	Lindheimer's Muhly		x	x			D		x	
<i>Muhlenbergia rigens</i>	Deergrass		x	x			D		x	
<i>Muhlenbergia rigens</i> 'Nashville'	Nashville Deergrass	x	x	x			D		x	
<i>Nolina</i> sp.	Beargrass		x	x			E		x	
<i>Sporobolus airoides</i>	Alkali Sacaton				x	x	D		x	
<i>Sporobolus cryptandrus</i>	Sand Dropseed				x	x	D		x	

K. Vines

		Landscape Character					Tree Class			
		Shaded Pathways	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D=Deciduous	Canopy	Accent	Palm
BOTANICAL NAME	COMMON NAME									
Antigonon leptopus	Queen's Wreath Vine		x	x	x	x	D		x	
Bougainvillea spp.	Bougainvillea		x	x	x		D		x	
Campsis radicans	Trumpet Vine		x	x			D		x	
Ficus pumila	Creeping Fig Vine	x	x	x			E		x	
Gelsemium sempervirens	Caroline Jasmine	x	x	x			E		x	
Hardendergia violacea	Lilac Vine	x	x	x			D		x	
Lonicera japonica 'Halliana'	Hall's Honeysuckle	x	x	x			E		x	
Macfadyena unguis-cati	Cat's Claw	x	x	x	x	x	E		x	
Mascagnia macroptera	Yellow Orchid Vine	x	x	x			E		x	
Parthenocissus sp. Hacienda	Hacienda Creeper	x	x	x	x		E		x	
Passiflora caerulea	Passion Vine	x	x	x			E		x	
Podranea ricasoliana	Pink Trumpet Vine	x	x	x			E		x	
Rosa banksiae	Lady Banks Rose	x	x	x			D		x	
Solanum jasminoides	White Potato Vine	x	x	x			E		x	
Trachelospermum jasminoides	Star Jasmine	x	x	x			E		x	
Vigna caracalla	Snail Vine	x	x	x			D		x	
Vitis sp. 'Roger's Red'	Roger's Red Vine (grape)		x	x			D		x	

L. Prohibited Plant List

Baccharis sarathroides	Desert Broom	
Brassica tournefortii	Saharan Mustard	
Bromus rubens	Red Bromegrass	
Casuarina species	Beefwood	
Centaurea melitensis	Malta Starthistle	
Chamaecyparis species	False Cypress	
Cynodon dactylon	Common Bermuda Grass	
Grevillea robusta	Silk Oak	
Morus alba	White Mulberry	
Olea europea	Olive (fruiting)	
Pennisetum ciliare	Buffel Grass	
Tamarix aphylla	Tamarisk or Salt Cedar	

5.4 Lighting

Lighting within the right-of-way along Ray Road, Point Twenty-two Boulevard, "Warner North," Eastmark Parkway, Inspirian Parkway, "Business Boulevard" and Ellsworth Road shall typically be placed in center of the raised median, but may be placed at the edge of the roadway to minimize site triangle/street tree conflicts in the median or when median breaks are present.

Light fixtures, poles and traffic lights in the right-of-way shall typically be of the character depicted here as shown in **Exhibit 5.14a - Major Street Lighting** or will be rusted steel or painted or powder coated in a rust, dark bronze, brushed stainless steel or copper hue unless another color is chosen by the Master Developer as part of an overall streetscape design package and approved by the City of Mesa. The right-of-way of perimeter arterial streets shall be illuminated per City of Mesa standards. The use of slim L.E.D street lighting fixtures is required in (and along) the right-of-way on public streets and encouraged in private settings to be consistent with Eastmark's vision for sustainability.

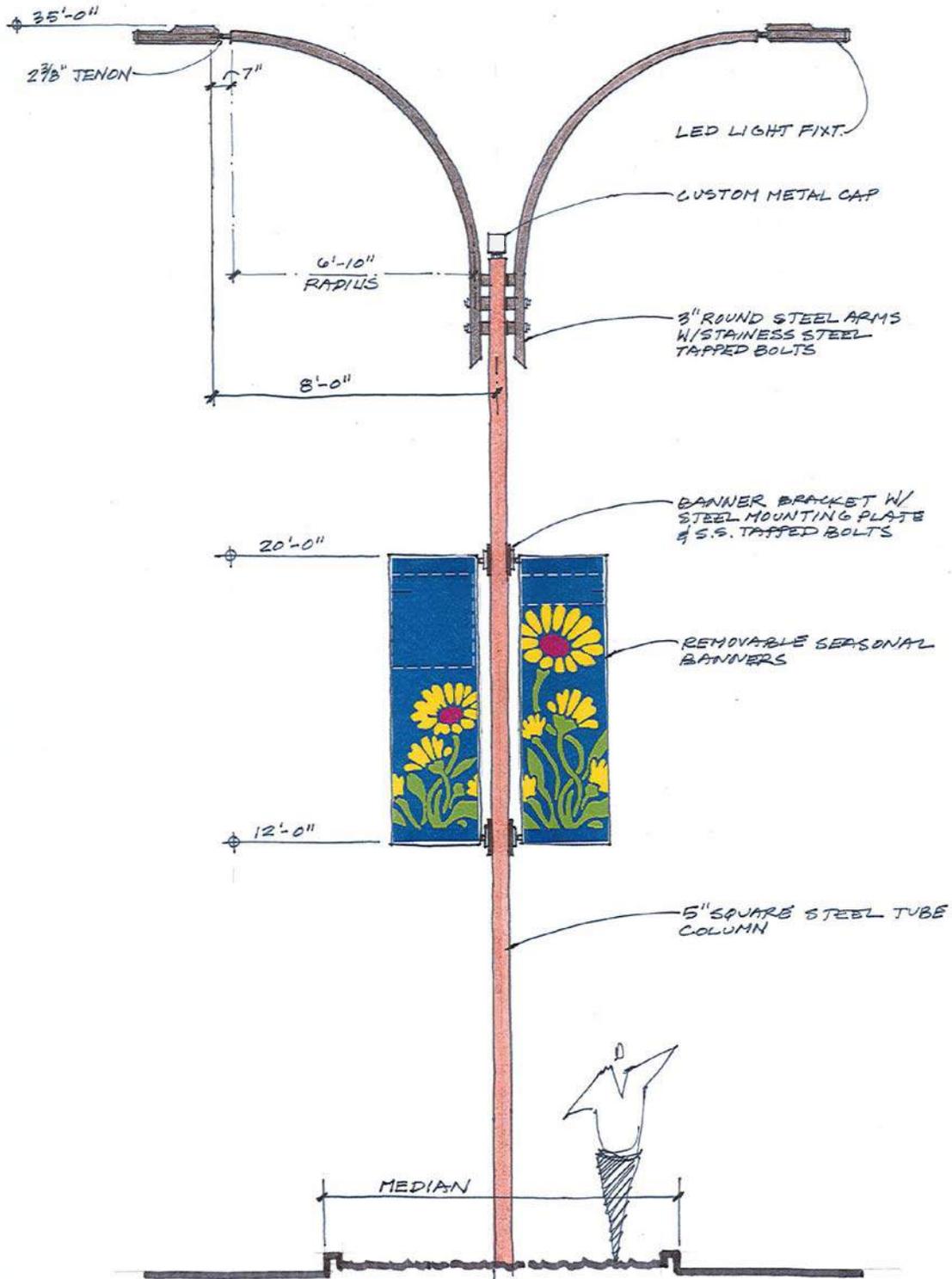
Interior roadways in LUG V neighborhoods (if included) will typically be dark and only lighted at intersections and pedestrian crossings. Interior roadways in all other LUGs (and in LUG V if approved by the Master Developer) will be consistently lighted the entire length. When street lights are located at a neighborhood park or open space corridor, the light fixture should be located behind the curb opposite the park/open space.

Light fixtures, poles and traffic lights in the right-of-way shall typically be of the character depicted here as shown in **Exhibit 5.15 - Interior Roadway Lighting and Stop Signs** or will be rusted steel or painted or powder coated in a rust, dark bronze, brushed stainless steel or copper hue unless another color is chosen by the Master Developer as part of an overall streetscape design package and approved by the City of Mesa. The use of slim L.E.D street lighting fixtures is required in (and along) the right-of-way on public streets and encouraged in private settings to be consistent with Eastmark's vision for sustainability.

In areas where the roadway grid is replaced by pedestrian network such as the university campus or the great park, smaller scale pole lighting may be used. These fixtures may match the character shown in the images on this page or in **Exhibit 5.15 - Interior Roadway Lighting and Stop Signs**. Such signs will be rusted steel or painted or powder coated in a rust, dark bronze, brushed stainless steel or copper hue unless another color is approved by the Master Developer as part of a site plan approval. A gray-tone, exposed aggregate, square Ameron concrete pole with a similar form may also be used. The use of slim L.E.D street lighting fixtures is encouraged to be consistent with Eastmark's Vision for sustainability.

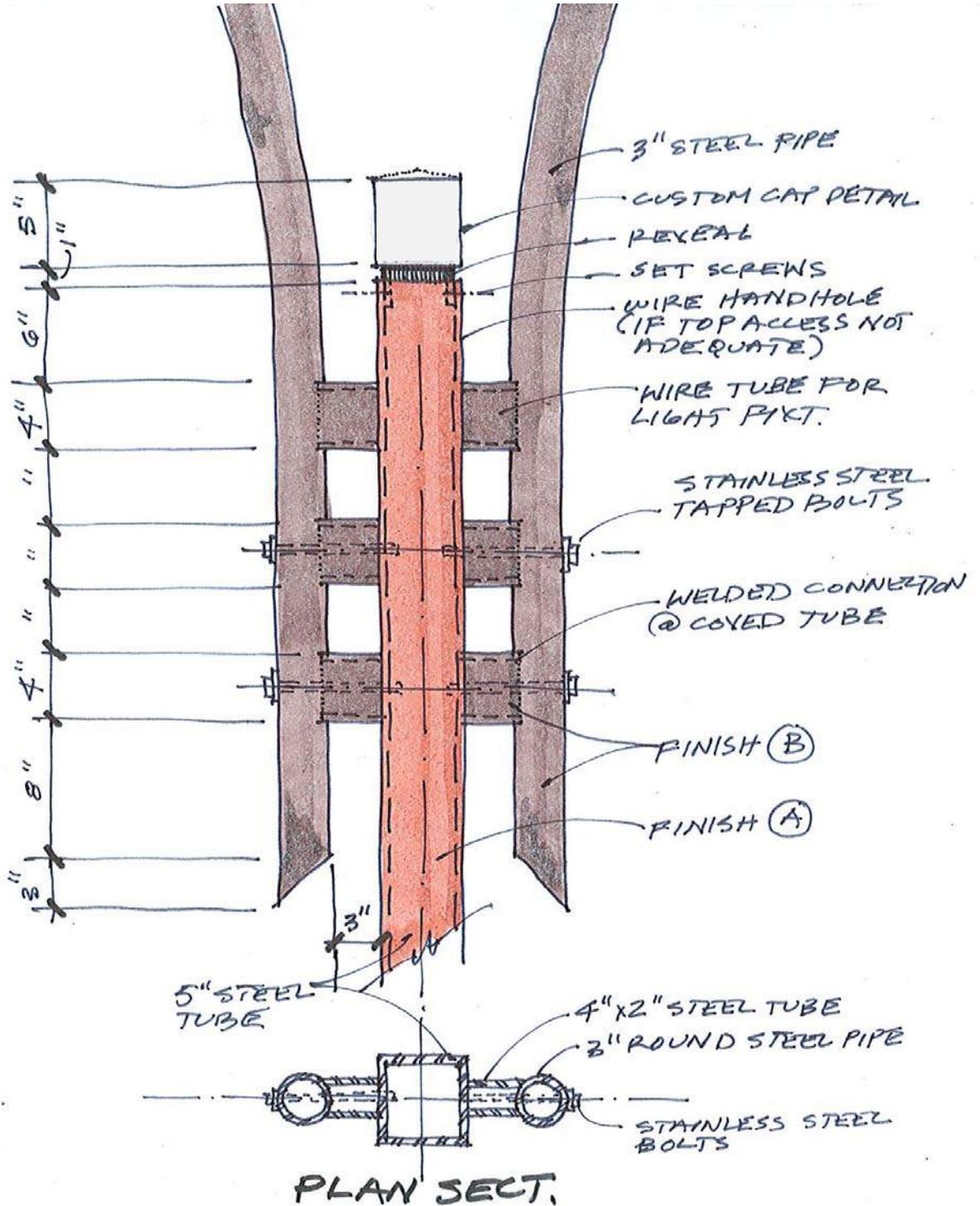


Exhibit 5.14a - Major Street Lighting



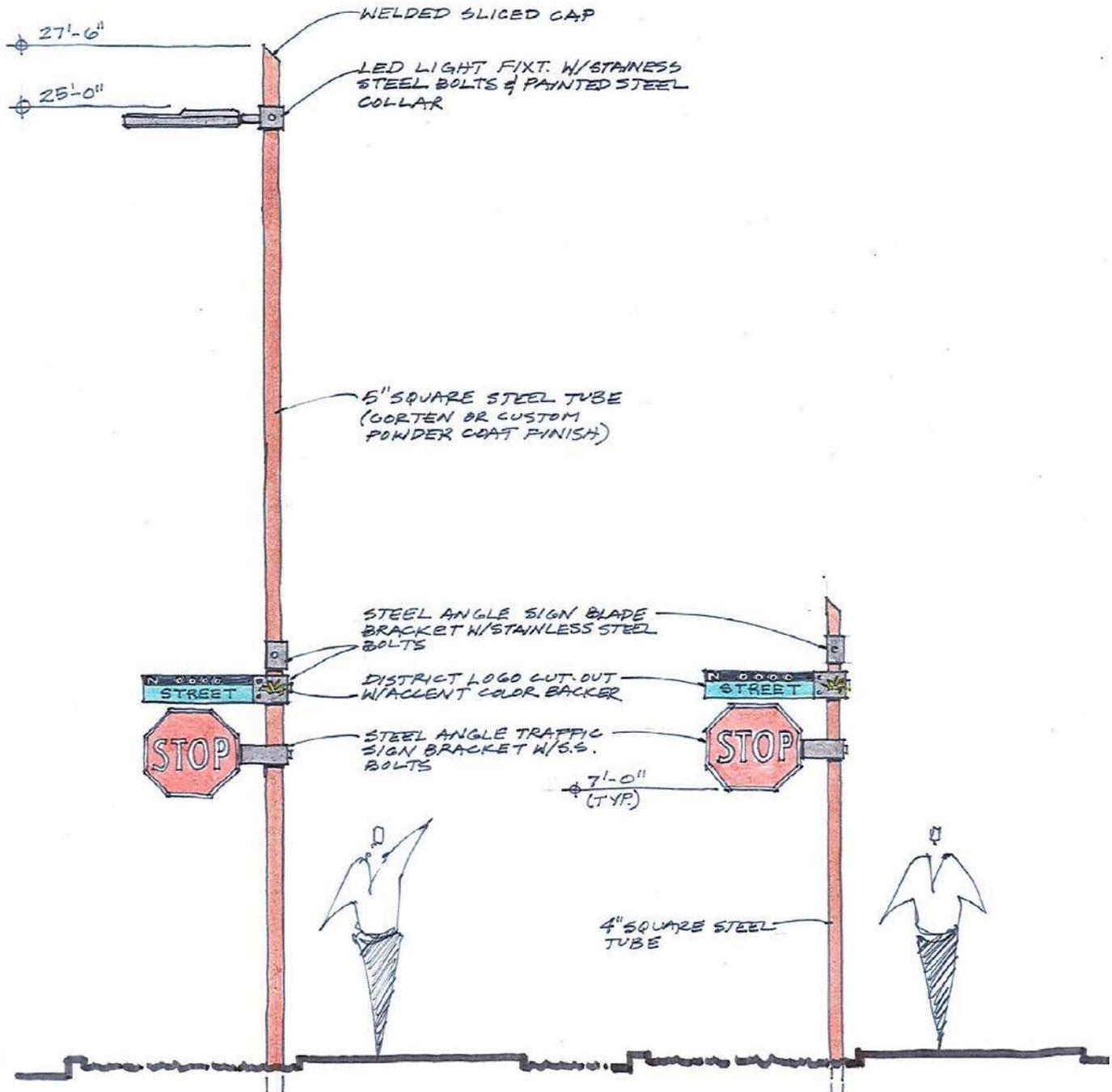
(Concept shown here; specific details must be approved by City of Mesa.)
(See **Exhibit 5.9b - Major Street Lighting - Details**)

Exhibit 5.14b - Major Street Lighting - Details



(Concept shown here; specific details must be approved by City of Mesa.)

Exhibit 5.15 - Interior Roadway Lighting and Stop Signs



(Concept shown here; specific details must be approved by City of Mesa.)

Areas within DU 3/4 in addition to the major street right-of-ways and the internal roadway right-of-ways, shall generally fall into one of four lighting character zones as depicted on **Exhibit 5.16 – Lighting Character – Neighborhood & Park** and **Exhibit 5.17 – Lighting Character – Parking Lot & Ball Field**. Light fixtures and poles in the interior areas of DU 3/4 shall typically be of the character depicted in this section and will be rusted steel or painted or powder coated in a rust, dark bronze, brushed stainless steel or copper hue unless another color is approved by the Master Developer as part of a site plan approval. A gray-tone, exposed aggregate, square Ameron concrete pole with a similar form may also be used. Metal elements of these fixtures shall typically not be reflective (except brushed stainless steel hue) and should have a matte finish. Maximum standard heights shall be appropriate to the surrounding context and shielded by landscape or building massing when possible. Slim L.E.D. fixtures are encouraged; high-pressure sodium lamps are discouraged.

A. Entry Drive, Park and Open Space Lighting

Entry Drive, Park and Open Space Lighting are not required, but may be located at the entrances to neighborhoods, private enclaves, commercial and civic uses in DU 3/4. Lighting in these areas is generally ambient and may include architectural, wall, roadway, sidewalk and landscape lighting. Landscape up-lighting in this zone is encouraged, but not required. Architecture in these areas may be illuminated not only for regular use but to create a beautiful accent at night. This may be created through uplighting on the building façade, lighting sconces or lighting glowing from inside. Landscape walls in these areas may be washed with light to illuminate a name or just to accent the wall in the landscape. Lighting fixtures in addition to the required right-of-way lighting at intersections may be decorative or festive including fixtures strung across the roadway. These accent lights may be used in calculations of the required continuous street lighting in LUGs where this is required.

B. Parking Lot and Driveway Lighting

The Parking Lot and Driveway Lighting zone is applied in portions of DU 3/4 where driveways and parking fields are anticipated to support multi-family, commercial, civic and the university uses. Lighting in these zones is intended to make the walk to and from vehicles comfortable and safe. Lighting fixtures shall typically be mounted at or below twenty-five (25) feet above adjacent grade. Lighting fixtures may be mounted at higher positions when the light is shielded by surrounding enclosing building and landscape masses.

C. Ball Field and Court Lighting

Ball Field Lighting is expected to be a major component of both the Eastmark Great Park and university campus in DU 3/4. Courts (such as tennis, pickleball, etc.) and event lawns (for parties, croquet, lawn bowling, etc.) as part of the Activity Center, private enclaves or residential neighborhoods may be lighted.

D. Continuous Neighborhood Street Lighting

In the areas west of Inspirian Parkway in DU 3/4 the interior streets will consistently lighted the entire length with ambient neighborhood street lighting. The fixtures in this area should be designed, placed and illuminated as described above for Interior Roadways. Continuous Neighborhood Street Lighting is not required in the area between Inspirian Parkway and Eastmark Park or in LUG V areas.

E. Dark/Security Lighting

The large areas of DU 3/4 outside of the right-of-ways and the lighting character zones described above typically do not require additional lighting, but are encouraged to have coach and/or front door lights on the buildings along the

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roadways. Such fixtures when possible should be on a dusk to dawn sensor, providing an ambient glow throughout the neighborhood at night. Open landscape areas without programmed use will generally not be illuminated at night.

Refer to Section 15 – Lighting Standards of the CP for additional lighting requirements.

Refer to Section 5.6 A.10. Streetscape Banners for banners on street lights.

Exhibit 5.16 - Lighting Character - Neighborhood & Park



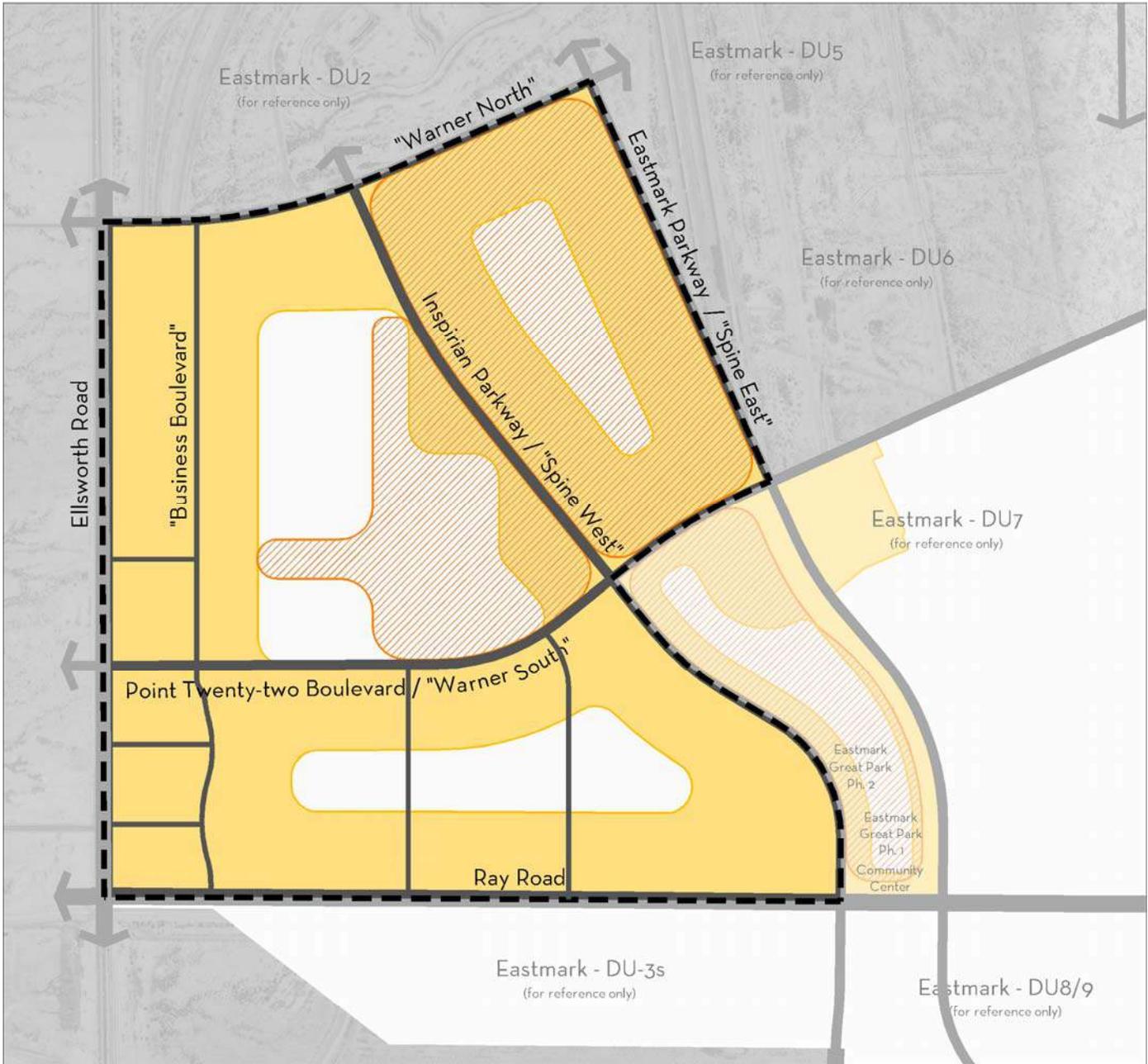
-  Continuous Neighborhood Street Lighting
-  Entry Drive and Park Lighting
-  Conceptual Streets (for context only)

Notes:
 Lighting fixtures shall typically have a dark bronze, copper or rust hue and a matte finish, or stainless steel with brushed finish.
 High-pressure sodium lamps are prohibited. LED fixtures are encouraged.

The areas, connections, shapes, quantities, sizes and locations shown are conceptual representations of the future potential development. Actual areas, connections, shapes, quantities, sizes and locations may differ from those shown.



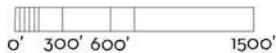
Exhibit 5.17 - Lighting Character - Parking Lot & Ball Field



-  Parking Lot and Driveway Lighting
-  Ball Field and Court Lighting
-  Conceptual Streets (for context only)

Notes:
 Lighting fixtures shall typically have a dark bronze, copper or rust hue and a matte finish, or stainless steel with brushed finish.
 High-pressure sodium lamps are prohibited. LED fixtures are encouraged.

The areas, connections, shapes, quantities, sizes and locations shown are conceptual representations of the future potential development. Actual areas, connections, shapes, quantities, sizes and locations may differ from those shown.



5.5 Design Character

Building design and the built environment in DU 3/4 are intended to live well over time and are characterized by “High Performance Living”. Design in this DU is the careful combination of artful and sustainable development as described in Exhibit 8.2 of the CP. The design character of DU 3/4 may include:

- Civic iconic structures
- Buildings that are small or residential in scale
- Large single-floor, single user buildings
- multi-story commercial and residential buildings
- complex or campus of multi-story buildings

These various characters will all include careful consideration of the following design characteristics:

- Material Integration
- Building Intensity
- Urban Integration
- Rhythm and Balance
- Color and Texture
- Shade and Shadow
- Scale and Proportion
- Water Conservation
- Green Building Concepts
- Energy Efficiency
- Renewable Energies



A. Neighborhood Form

The design character of DU 3/4 is based on the **Exhibit 5.1 - Memory Points and Ordinary Elements Diagram** and **Exhibit 1.4 - DU 3/4 Mix of Uses**.

DU 3/4 will be home to blocks of repetitive building masses. Individual structures may dominate their site and help to add enclosure to public spaces they might surround. With the exception of a few community, commercial, university or civic buildings, most buildings in DU 3/4 are designed to be background structures, tied together by the landscape of the streetscape and the network of intimate parks. Most of these background buildings will range from low structures (typically one to three stories in height) to mid-rise structures (typically three to seven stories in height) with setbacks that allow them to get close to the street. In DU 3/4, buildings located on prominent focal axis at the end of streets, major open spaces or walkways are memory points (see **Exhibit 5.1 - Memory Points and Ordinary Elements Diagram**). These iconic structures will require additional architectural detailing and design so they are recognizable as iconic buildings in the community. Any buildings over seven stories high will also be considered “memory point” architecture as it becomes a recognizable part of the Eastmark skyline.

Building and wall colors in DU 3/7 will vary from historic Spanish and territorial combinations to bold modern accents. Natural materials and integral colored block with various textures in grays and natural tones may be common in the commercial and multi-family settings. Throughout the university and in adjacent areas red brick accents may be common as an iconic expression of university character. All colors should complement or accentuate the natural desert tones. The building facades and walls will be used as backdrop to the streetscape landscape. Dense street tree planting will de-emphasize the facades as the landscape matures. In commercial areas, the use of tall trees that are

DU 3/4 DUP

trimmed up will allow visibility to the store fronts and in these areas, the color and accent is often provided by canopies and signage.

The rhythm of DU 3/4 is mostly expressed through the pattern of the blocks, echoed in the individual buildings and accented by the neighborhood parks and in the commercial and university settings by a few iconic buildings (see **Exhibit 2.18 – Typical Neighborhood Form**). This pattern is created as a result of using the streets and major walkways to extend the neighborhood parks and open spaces into the neighborhood and by using Point Twenty-two Boulevard to extend the Eastmark Great Park into the community.

As central neighborhoods between the urban cores and the great park, urban integration will take the form of a series of neighborhoods or private residential enclaves linked by pedestrian routes. Urban integration will also take the form of a private university campus for a major portion of the DU. Portions of the DU that will develop as a secondary urban core along Ellsworth Road will be dominated by commercial/employment uses. In these areas urban integration will take the form of pedestrian connections that link these uses to adjacent residential settings. The basic street fabric will echo the memory points into the landscape, but will not always provide connections through automobile routes. The neighborhoods will also follow the base rule of urbanity – waste no space. Multi-tasking the site plan by incorporating stormwater drainage in roadside bio swells, distributed neighborhood parks and open spaces will emphasize the urban value of the property. This multi-use of the property will also work to strengthen the connection of the stewards/residents to the land. Integration can also be strengthened by focusing the points of connection to the greater community. At these points, transit and pedestrian comfort and convenience must be emphasized.

Within DU 3/4 the play of shade and shadow will be most noticeable in the continuous street tree experience accented by Evergreen and Accent tree classes. The required landscape palette blends soft round shapes with strong pointed ones. This required complexity of form is intentional to create fine-grain shadow patterns that can play against the repetitive teeth of the building canvas. The play of shadow will be contrasted against the open lawns and recreation areas of the parks. These spaces will provide the ability to capture long views to watch the light show on the distant peaks. The play of shade and shadow will be expressed in built forms such as awnings, shadow lines, eaves and trellises.

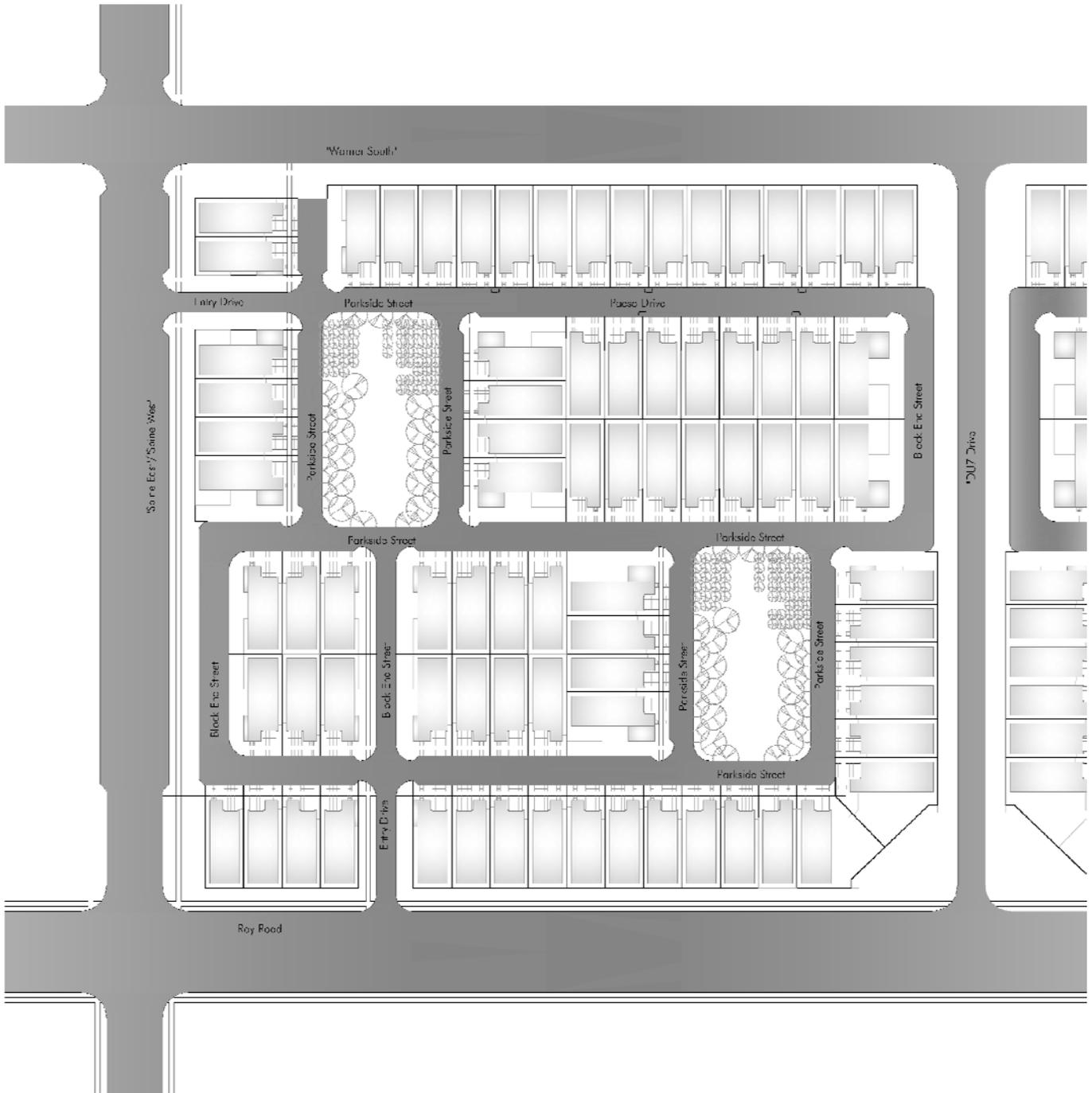
The design character of DU 3/4, expressed in its landscape character and palette, is designed to provide:

- a tall canopy in commercial/employment areas
- height around the university buildings
- visual enclosure along wide streets to slow traffic and dominate the streetscape with the landscape and architecture
- turf and water consumptive landscapes in heavy use areas (such as university campus, neighborhood parks and Eastmark Great Park) and areas that encourage lingering (such as commercial gathering points and open space associated with restaurants and multi-family private enclaves)
- landscapes that conserve water in areas that are removed from human engagement (such as roadside or parking lot storm water retention areas)

It is the landscape character that provides the strongest sustainable elements in the neighborhood form with the inclusion of:

- continuous street trees – shades homes and street
- stormwater retention – located to augment open space irrigation needs, retain all stormwater within DU 3/4
- streets and open space corridors that encourage walking – encourages neighborhood fitness

Exhibit 5.18 – Typical Neighborhood Form



Note:

The areas, connections, shapes, quantities, sizes and locations shown are conceptual representations of the future potential development. Actual areas, shapes, sizes and locations may differ from those shown. Intersection turning movements and signalization shall be limited as described in the CP. Access to entries in close proximity to major intersections may be limited.

N.T.S.

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B. Building Form

Design Intent	Potential Practical Application / Solutions
Building forms must reflect quality design that incorporates appropriate scale and proportion, architectural character and detailing.	<ul style="list-style-type: none"> ▪ columns must appear large enough to hold up the mass above ▪ shutters must be large enough to cover adjacent windows ▪ style appropriate window grids/surrounds ▪ eaves must be appropriate in size and form to the architectural style ▪ stone or exposed masonry materials must wrap exposed corners and terminate only at interior corners or intersecting privacy walls.
Buildings must incorporate an appropriate amount of detail on rear/side elevations, if rear/side elevations are visible from adjacent streets or common areas.	<ul style="list-style-type: none"> ▪ subtle changes in building/roof mass ▪ recessed windows ▪ style appropriate window grids/surrounds
Each building must be designed to create a visually interesting and balanced composition within the context of the location in the community. Elevation diversity is encouraged. Monotonous look-a-like structures are not allowed. Individual buildings maybe designed to be part of an overall street composition which may have less variation in individual structures.	<ul style="list-style-type: none"> ▪ varying building forms, building to building ▪ varying building volume, building to building ▪ varying building massing, building to building ▪ varying building heights, building to building ▪ varying building roof styles, building to building ▪ limiting plotting of/site plans with similar building elevations or massing next to each other
The use of solar panels are permitted in the landscape and on roofs in areas hidden by parapets or when they can be artfully incorporated into the building architecture. The use of other renewable energy sources in the site, landscape, parks and buildings are also encouraged and may provide visible expressions of the importance of sustainability.	<ul style="list-style-type: none"> ▪ provide clear areas for large, contiguous areas of solar panels (rather than vents breaking up the mass causing complex panel patterns) ▪ encourage use of "stealth" solar or other "green" elements designed to appear as traditional architectural elements ▪ consider the placement of large overhangs or awnings in the original building design to encourage passive solar applications
The buildings within DU 3/4 should incorporate modern integrated buildings systems whenever possible and efficient. Construction systems and techniques that can be recycled in future generations are also encouraged.	<ul style="list-style-type: none"> ▪ support the use of low-water and low-energy appliances and mechanical systems, making minor architectural exceptions to incorporate them when needed ▪ support the use of recycled/recyclable materials, making minor architectural exceptions to incorporate them when needed

When buildings in this DUP are described as "simple" or as having "simple, quality facades" they are typically Ordinary Elements (see **Exhibit 5.1 - Memory Points and Ordinary Elements Diagram**). This should not imply that they are low quality or stark buildings, but rather that they will be good quality, nicely appointed, free from elaboration, ostentation or display. These buildings/facades often have simple repeating patterns of windows or openings, simple elegant massing, and may add emphasis at the pedestrian level with canopies, trellises, porches or other additions to the base building for interest in high pedestrian traffic areas. These buildings will typically not stand out in the landscape, but rather blend with it, holding the quality, but not as the center of attention. These buildings are contrasted with Memory Points or iconic buildings which stand out in their setting as the center of attention and focus.

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The following images are examples of building forms which represent the variety of building form anticipated throughout DU 3/4.

Neighborhoods and Private Enclaves



DU 3/4 DUP

Neighborhoods and Private Enclaves

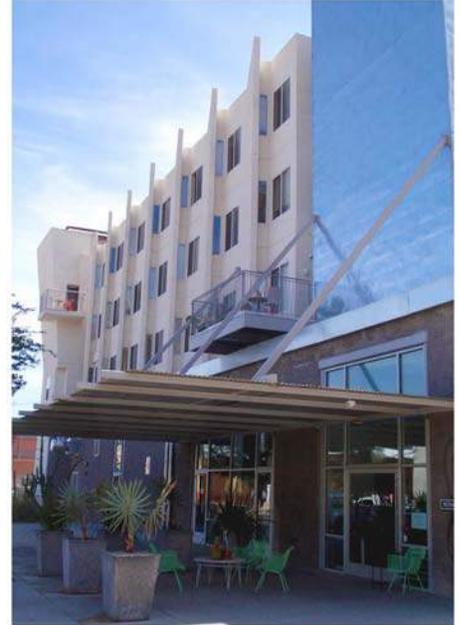


Neighborhoods and Private Enclaves



DU 3/4 DUP

Neighborhoods and Private Enclaves



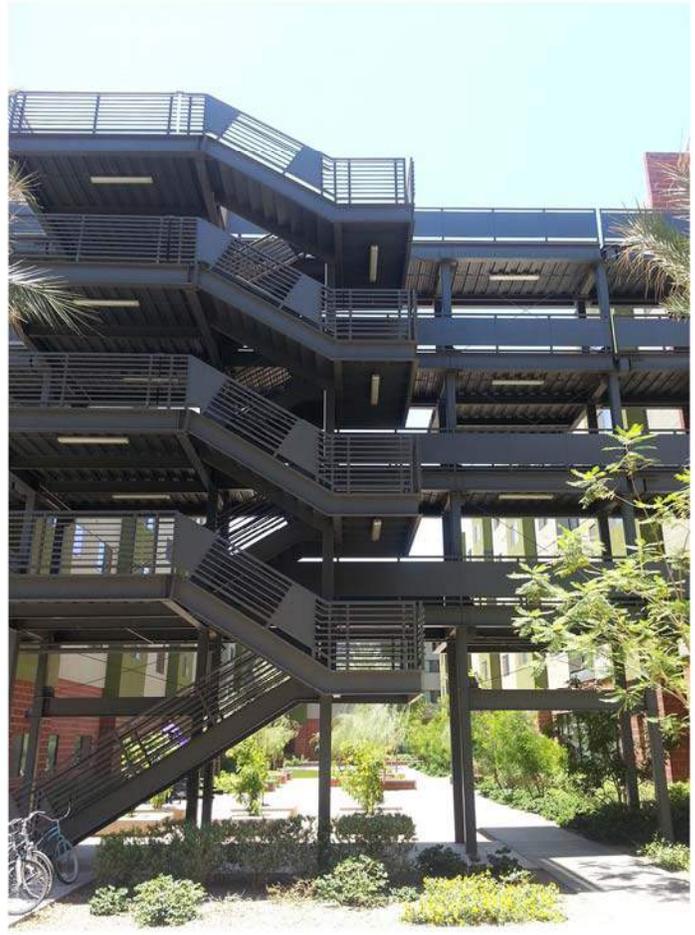
Neighborhoods and Private Enclaves



University Campus



University Campus



University Campus



DU 3/4 DUP

Employment / Commercial



DU 3/4 DUP

Employment / Commercial



DU 3/4 DUP

Employment / Commercial



Employment / Commercial



Employment / Commercial



Employment / Commercial



Employment / Commercial



Employment / Commercial



Employment / Commercial



Employment / Commercial



Hospitality / Private Enclave



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5.6 Signage

Because of the location of DU 3/4 between major regional transportation routes and the Eastmark Great Park, and because the DU includes uses such as a university campus and commercial corridor, signage is likely to be a major component. There are eight (8) distinct categories of signage anticipated in DU 3/4:

- Eastmark Community Entry Monuments / Urban Marketing Directionals
- Community Directional and Builder Directional
- Neighborhood Park Identification Monuments
- Sentinel / Enclave Signage
- Private User Signage in Residential Neighborhoods and Enclaves
- Private User Attached Wall-mounted Signs and Detached Freestanding/Monument Signs
- Private User Directional Signage
- Digital Media Displays
- Streetscape Banners
- Construction Screening

Per the CP and Eastmark Master Comprehensive Sign Plan (MCSP), all signs shall be appropriately sized to fit on the building or wall mass to which they are attached or the opening in which they are hung. Directional signage shall typically be sized for readability of users on adjacent roadways or sidewalks. Sign placement in DU 3/4 is anticipated as shown on **Exhibit 5.19 – Potential Signage**. Address signage is permitted on the building in all LUGs or as part of Detached Freestanding/Monument Signs except in LUG V. Refer to Section 16 – Sign Standards of the CP and the MCSP for additional signage requirements by sign type and permitted sign area by LUG.

A. Sign Categories / Permitted Sign Types

1. Eastmark Community Entry Monuments / Urban Marketing Directionals
 - Design and location per the MCSP
 - May be placed within the right-of-way or public easements by the Master Developer with the permission of the City of Mesa. An encroachment permit may be required
 - May be graphic in nature or iconic in the form of a structure or object in the landscape
2. Community Directional and Builder Directional
 - Design and location per the MCSP
 - May be placed within the right-of-way or public easements by the Master Developer with the permission of the City of Mesa. An encroachment permit may be required
 - May be graphic in nature or iconic in the form of a structure or object in the landscape
3. Neighborhood Park Identification Monuments
 - Design per the MCSP
 - Location anticipated as shown in the Eastmark Great Park and neighborhood park, plaza and open space zones on Exhibit 4.13 – Potential Signage
4. Sentinel / Enclave Signage
 - Design and scale appropriate to location integrated into the landscape setting
 - Sentinel / Enclave Signage is only permitted for a gated residential enclave (such as a condominium or apartment project) or for a non-gated residential enclave (such as a condominium or apartment project) with an on-site leasing office
 - Signage to include name and/or logo of the Enclave
 - Signage may be incorporated in/with Sentinel Element (see **Section 5.3 E.2. – Sentinels**)
 - Location anticipated as shown on Exhibit 4.13 – Potential Signage

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- Only a Sentinel / Enclave Sign or Eastmark Community Entry Monument may be used at each location when their proposed locations overlap. One of each sign at each location is not permitted
 - Sentinel / Enclave Signage is not permitted for non-gated residential neighborhoods
5. Private User Signage in Residential Neighborhoods and Enclaves
 - Design and location per the CP
 - Location anticipated as shown in zones throughout the DU on private property (see Exhibit 4.13 – Potential Signage)
 - At location/on property, the signs should be located near, or en route to the building entries for the business or operation. Building (Wall) mounted signs should be located at a pedestrian level
 - Signage must be designed holistically to create a single artful expression in the landscape and on the building façade even though it may include several sign elements. Several stand alone, unrelated adjacent signs are not permitted
 - Sign type, color and materials must complement the materials of the surface the sign is mounted to
 - Halo lighted signs are encouraged when illumination is used
 6. Private User Attached Wall-Mounted Signs (outside of Residential Neighborhoods and Enclaves)
 - Are allowed to be high on the building elevation but must be below the parapet height
 - Signage must be designed holistically to create a single artful expression in the landscape and on the building façade even though it may include several sign elements. Several stand alone, unrelated adjacent signs are not permitted
 - Sign type, color and materials must complement the materials of the surface the sign is mounted to
 - Halo lighted signs are encouraged when illumination is used
 - Multiple building mounted signs are permitted on the same building façade
 - Attached Wall-Mounted Signs may also include mural, artistic neon, cabinet sign or canopy sign types
 7. Private User Detached Freestanding/Monument Signs (outside of Residential Neighborhoods and Enclaves)
 - Are permitted in the landscape typically at entrances from perimeter streets
 - Sign type, color and materials must complement the materials of the surface the sign is mounted to
 - Halo lighted signs are encouraged when illumination is used
 - Multiple building mounted signs are permitted on the same blade or wall structure
 - Vertical sign expressions in the landscape are encouraged
 - Signage types that refer to attachment to the building façade may also be applied to Detached Freestanding/Monument signs when attached to a base or blade
 - Freestanding/Monuments Signs in public easements may require an encroachment permit from the City of Mesa.
 8. Private User Directional Signs
 - Are permitted in the interior and at entrances to DU 3/4
 - Shall be sized appropriate to ensure the convenient readability
 - Not permitted to advertise tenants or occupants, but is permitted to provide directions to individuals and groups moving through the DU
 - May be illuminated but typically shall not be backlit
 9. Digital Media Displays
 - Per Section 16.11 of the CP, Video Display Signage is permitted with this DU Comprehensive Sign Plan.
 - Design per the CP
 - Location (as part of the Activity Core and university campus anticipated as shown on Exhibit 4.13 – Potential Signage)



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10. Streetscape Banners

- Design and location per the MCSP
- It is anticipated that the Eastmark Great Park, university campus, Activity Core and Ellsworth Commercial Corridor may independently use Streetscape Banners to promote their district character. Such banners may display a general "quality of life" character or advertise for events open to the public as outlined in the MCSP. Streetscape Banners in these locations are encouraged.

11. Construction Screening

- Design and location per the MCSP
- In addition to locations called out in the MCSP, Construction Screening may also be used to enhance enclosed service yards and screen un-developed portions of the Eastmark Great Park, university campus, Activity Core and Ellsworth Commercial Corridor
- Signs in public easements or right-of-way may require an encroachment permit from the City of Mesa

B. Typical Sign Character

In addition to the exhibits showing Typical Sign Character in section 16 of the CP, the following images express sign character anticipated within DU 3/4.







Digital Media Displays



Exhibit 5.19 - Potential Signage

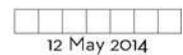
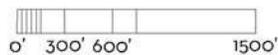


-  Private User Signage
-  Neighborhood Park Identification Monument
-  Sentinel / Enclave Signage
-  Digital Media Displays

Notes: Internal directional and security signage may be used throughout DU 3/4.

See Eastmark Master Comprehensive Site Plan for Community Entry Monuments, Urban Marketing Directionals, Community Directionals, Builder Directional Signs, Civic Center Signs, Streetscape Banners, Construction Screening.

The areas, connections, shapes, quantities, sizes and locations shown are conceptual representations of the future potential development. Actual areas, connections, shapes, quantities, sizes and locations may differ from those shown.



C. Design Requirements

All signage must comply with the following design principles for quality, color and contrast, illumination, size and quantity, graphic content, locations, and permit requirements:

1. Quality
 - a. Signage must be an integral design feature of the base building design
 - b. Signage shall be designed to complement the base building or wall design
 - c. Designs, materials and fabrication must reflect the quality of the architecture and its construction and should add to the overall experience of the community
 - d. Freestanding incidental signage (such as parking, traffic, directional and security signage) if post mounted must be mounted on a rust, rust colored or decorative pole. When such signage is a simple metal panel, the back side must be painted or finished in a rust or other approved decorative color.
2. Color and Contrast
 - a. Sign colors should complement or be in context with colors used on the base building
 - b. A clear contrast between signage and background must be provided
 - c. Signs shall not be placed on a background material that detracts from the finish and appearance of the sign
3. Illumination
 - a. Illumination of signage although not required may be either internal, external, or both
 - b. Lighted signs shall be installed to avoid any glare or reflection into any adjacent use
 - c. All signage lighting must remain on and in good operating order during the hours of operations at night
 - d. All signage lighting must be installed on a 24/7 time clock
 - e. Use of exposed neon is generally not permitted except in the following conditions:
 - Commercial applications in LUG C, D, GU and UC visible on/from district and arterial street
 - Limited to one sign per frontage per tenant
 - Must be an artistic expression – no store bought / pre-made neon signs
 - f. Halo Illumination
 - Lamp must be contained entirely within a reverse pan-channel sign and/or individual letters
 - Elements of the sign must be raised from the background
 - The source of illumination must not be visible
 - g. Care must be taken to provide even illumination and to avoid “hot spots” of light versus dark areas
 - h. All lighting, including that for signage, must comply with the Lighting Section of these design guidelines
4. Size and Quantity
 - a. The quantity of signs is not specifically limited, but shall be in appropriate quantities, proximate to locations shown on **Exhibit 5.19 – Potential Signage**, to create a holistic artful expression in the landscape and on the building façade
 - b. Margins left by the sign size described below should generally be in balance around the sign
 - c. To encourage design creativity, no maximum letter size has been established
5. Graphic Content
 - a. The use of signage shall be limited to the Tenant’s approved trade name as stated in the Lease, Ownership or as approved by the Master Developer at its sole discretion
 - b. Taglines or identification of specific products or services are not permitted
 - c. Trademarks are not permitted

D. Prohibited Signage

1. Signs that are installed without written approval from the Master Developer, or that are inconsistent with approved drawings
2. Signs mounted to the roof of the Building
3. Signage with an exposed raceway or electrical connections
4. Individual metal channel letters with illuminated Plexiglas® faces
5. Face lit Acrylic (or similar material) individual letter or cabinets
6. Luminous vacuum formed type plastic letters
7. Signs with gold or silver plastic trim caps
8. Typical cabinets of Acrylic, Plexiglas®, or plastic-faced panels with surface or second-surface applied or painted graphics, internally backlit in a standard geometric shape
9. Cabinet signs with the face panel routed out with Plexiglas® or similar material, laminated behind
10. Standard flat front cabinet signs
11. Change-panel signs
12. Freestanding, flashing, moving, rotating, chasing, audible or odor producing signs
13. Signs that are not professional in appearance
14. Painted or hand lettered signs or newspaper advertisements
15. Cloth, paper, cardboard and other large stickers, decals, or other temporary signs
16. Placards, posters, playbills, postings, signs in any public right-of-way and fixed balloons in any location
17. Inflatable signs or graphic devices
18. Pre-fabricated neon "open", "closed" or other "off-the-shelf" pseudo neon looking window graphics
19. Triple Message Signs
20. Signage considered rude, obscene, and offensive that is not in conformance with the CAP code of the British Code of Advertising or similar regulations by a similar regulating body (see Graphic Content Section for CAP guidelines)

Section 6 DU Drainage Plan

The DU 3/4 area will be designed in compliance with City of Mesa Standards as amended by the CP. Drainage may be taken across parcel lines and/or collected in common retention basins, but the retention requirements for DU 3/4 shall be accommodated within the combined DU. The Great Park was previously planned to be a regional retention facility.

Refer to "Master Drainage Report Update for Eastmark," dated April 24, 2014 – prepared by Wood, Patel & Associates, Inc.

Refer to "Master Drainage Report for Development Unit 3/4 at Eastmark," dated April 16, 2014 – prepared by Wood, Patel & Associates, Inc.

DU 3/4 DUP

Section 7 DU Potable Water Plan

Refer to "Master Water Report Update for Eastmark," revised April 15, 2014 - prepared by Wood, Patel & Associates, Inc.

Refer to "Master Water Report for Development Unit 3/4 at Eastmark," dated April 8, 2014 - prepared by Wood, Patel & Associates, Inc.

DU 3/4 DUP

Section 8 DU Wastewater Plan

Refer to "Master Wastewater Report Update for Eastmark," revised April 24, 2014 - prepared by Wood, Patel & Associates, Inc.

Refer to "Master Wastewater Report for Development Unit 3/4 at Eastmark," dated April 28, 2014 - prepared by Wood, Patel & Associates, Inc.

DU 3/4 DUP

Section 9 Master Non-potable Water Plan

The use of non-potable water is currently contemplated in the Eastmark Great Park in DU 3/4. The use of non-potable water for landscape irrigation is encouraged whenever it can practically be used. If non-potable water is utilized elsewhere in DU 3/4, the Master Non-Potable Water Plan will be updated and a non potable water plan for DU 3/4 will be prepared and submitted to the City of Mesa.

Refer to "Eastmark Master Non-Potable Water Report Update," dated April 24, 2013 - prepared by Wood, Patel & Associates, Inc.

DU 3/4 DUP