



**EASTMARK**™

The heart & hub of the East Valley.

## **Development Unit 6 South Development Unit Plan**

Approved on March 23, 2016 by Planning and Zoning Board

Amendment Approved on September 21, 2016 by Planning and Zoning Board



A DMB COMMUNITY®



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## Section 1 DU 6 South Development Unit Plan

In accordance with Section 5 of the Eastmark Community Plan (CP) (formerly referred to as Mesa Proving Grounds), this Development Unit Plan (DUP) is being submitted for a portion of Development Unit 6 (DU6) and is referred to as Development Unit 6 South (DU6s). DU6s is located within the approximately 3,200 acre Eastmark community, as shown on **Exhibit 1.1 – Location Map**. DU6s generally consists of approximately 107 acres in the south portion of DU6 as shown on **Exhibit 1.2 – Development Unit Map– Location of DU 6 south**. The Planning and Zoning Commission approved the DU6s DUP on March 23, 2016. This application is to request an amendment for the sole purpose of expanding the size of the commercial area at the northwest corner of Signal Butte Road and Point Twenty-Two Boulevard. This phase of Eastmark will continue to be primarily for residential development consistent with the vision articulated for DU 6 and for Eastmark in general. This development represents a logical extension of development that is occurring in DU 7 and which has occurred to the east of Signal Butte Road in areas outside of Eastmark. The expansion of the commercial area will allow for additional types of commercial uses, such as a neighborhood grocery store.

### 1.1 Site and Context

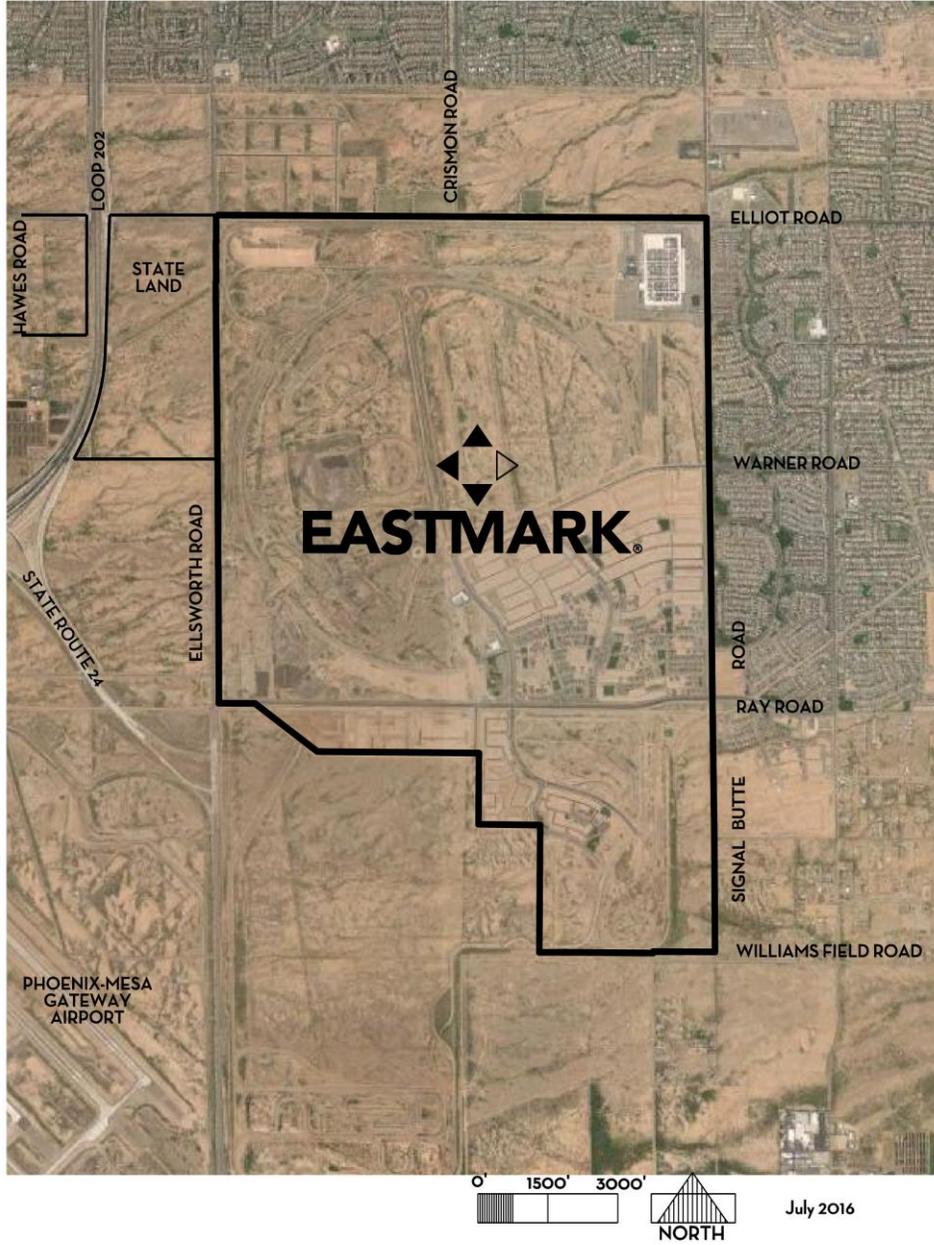
Located in the central portion of Eastmark, DU6s is accessed primarily from Signal Butte Road and Point Twenty-Two Boulevard. DU6s is bounded on the north by the southern boundary of DU6n, on the east by Signal Butte Road, on the south by Point Twenty-Two Boulevard and by Everton Terrace (extended) to the west. Property to the north of DU6s and within Eastmark is undeveloped with the exception of the 1.3 million square foot Apple manufacturing facility which is located at the southwest corner of Elliot Road and Signal Butte Road and an SRP electric substation that primarily serves the Apple facility. Property to the east of Signal Butte Road is developed with single family residential use (non-Eastmark). To the south of Point Twenty-Two Boulevard is the developing portion of DU7. To date approximately 700 homes have been constructed in this area and it is continuing to develop. To the west is undeveloped desert. As shown on **Exhibit 1.3 – DU6s Existing Context**, DU6n and DU5e exist to the north and northwest, respectively. The character of DU6 is described in the CP. DU6s will be developed consistently with the general description and depictions as described within the CP which includes the development of residential neighborhoods, and specifically neighborhoods that include executive enclaves. These enclave neighborhoods may be gated or non-gated and may include lower density residential and smaller upscale residential environments.

### 1.2 DU Development Character

In accordance with Section 8.4G of the CP, DU6 is designated as an “Enclave” character and is intended to be a transitional area that includes both executive type neighborhoods and mixed use employment. DU6n has been planned to include major employment use leaving the remaining portions of DU6 to address housing. DU6s will include residential use some of which will be gated. Densities will be somewhat lower than in other areas of the community which is also consistent with the character descriptions. While residential uses are planned consistent with the described character, residential use in DU6s will not be planned to relate to a golf course development possible in DU5. A commercial site located at Signal Butte and Point Twenty-Two will provide additional opportunity for commercial, office or retail, all of which were anticipated in this portion of DU6.

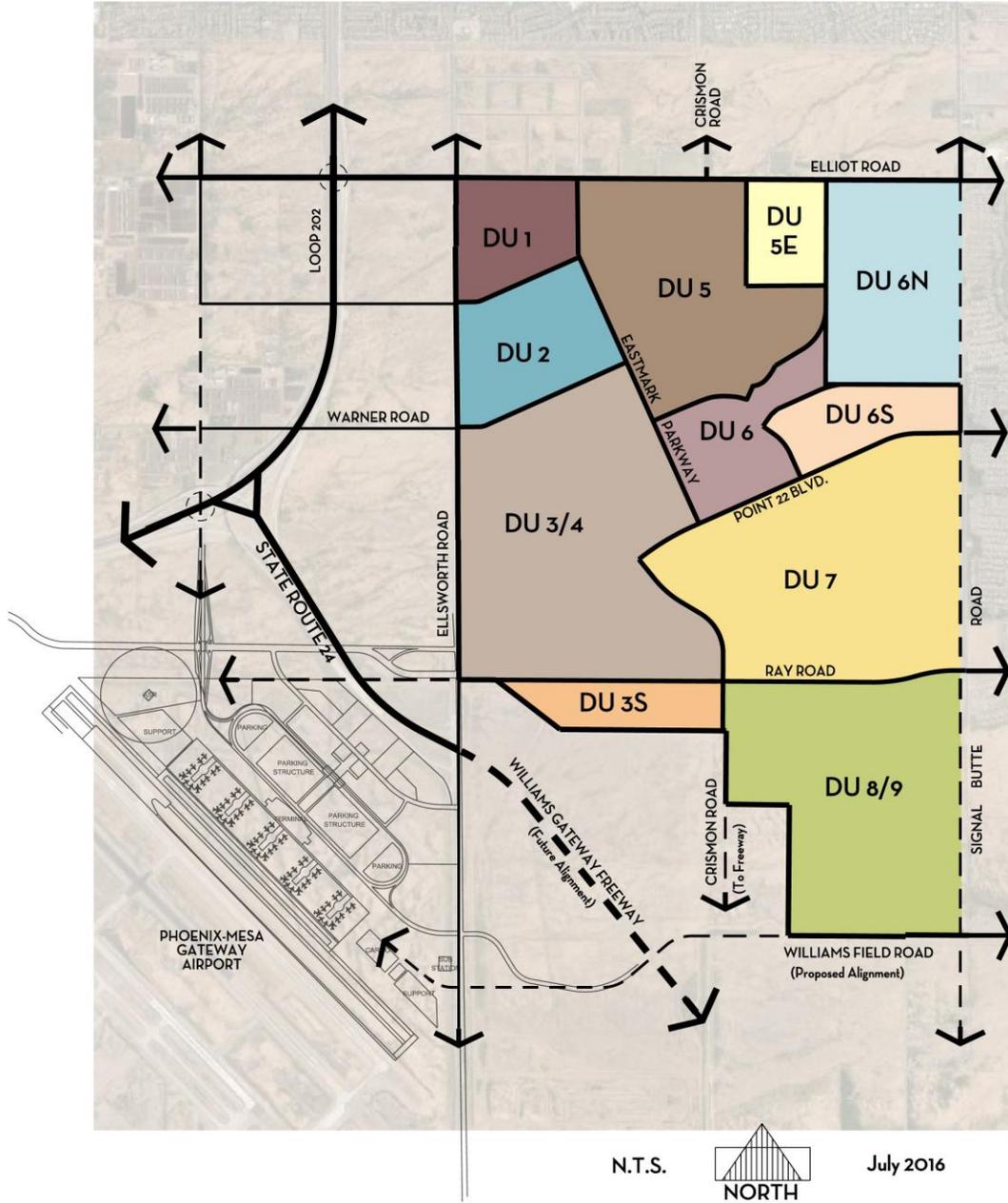
# DU 6 South DUP

## Exhibit 1.1 Location Map



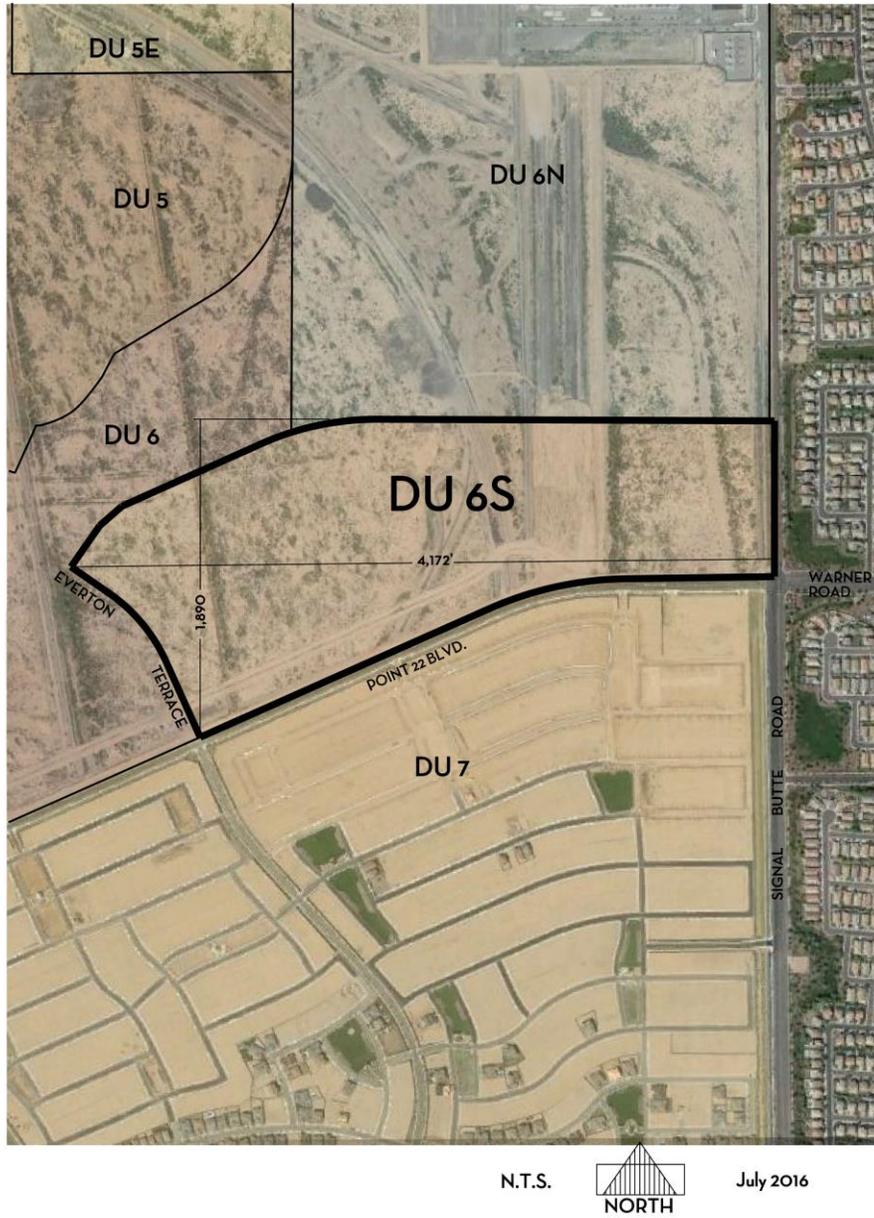
# DU 6 South DUP

## Exhibit 1.2 – Development Unit Map



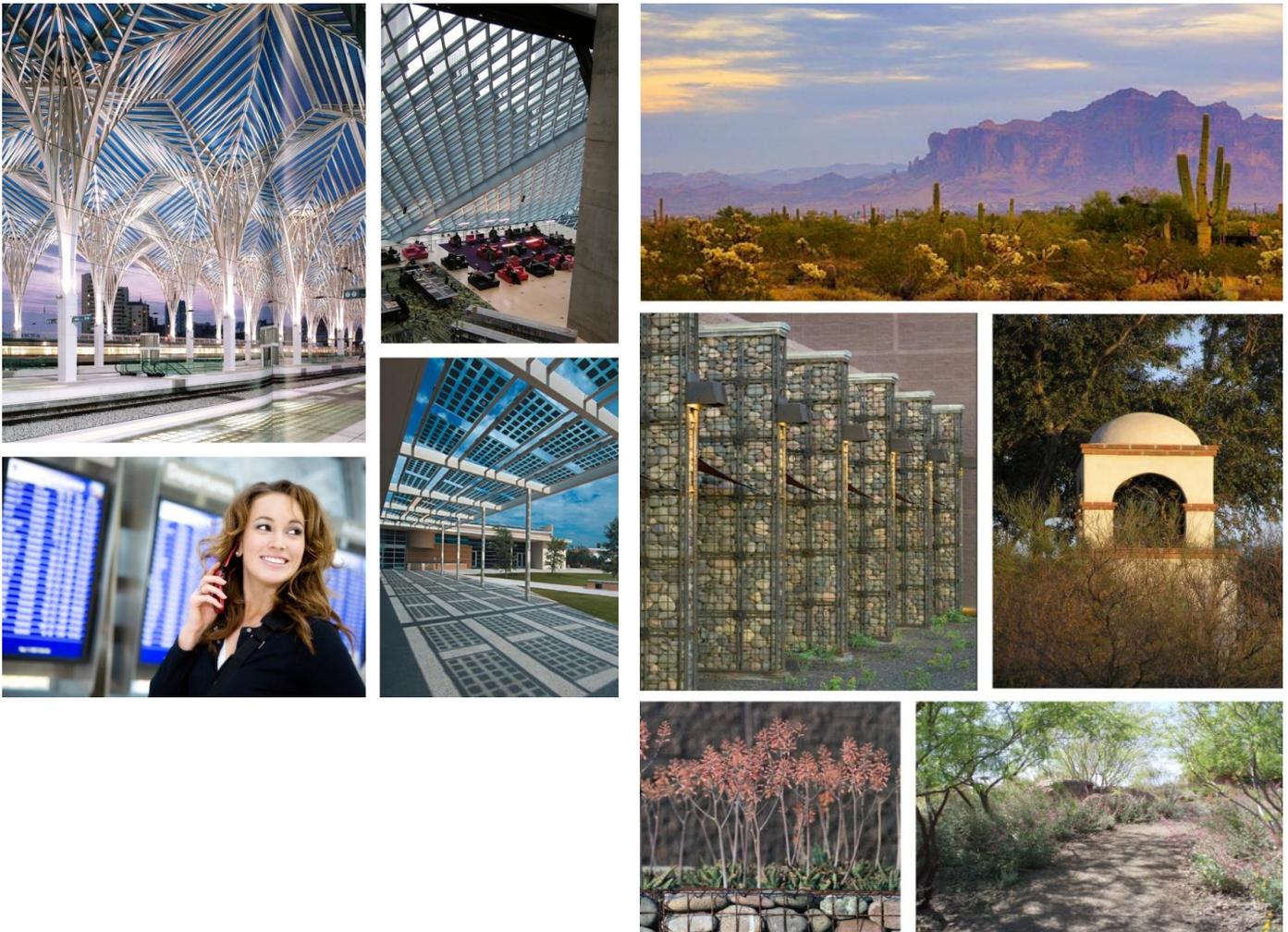
# DU 6 South DUP

## Exhibit 1.3 – DU6s Existing Context



### 1.3 DU Vision

Consistent with the Eastmark CP, DU6 will be planned with a mixture of employment and residential uses. DU6n, which has been approved and partially developed, identifies employment development as the major planned uses for this portion of the DU. Given the location of DU6n in proximity to the intersection of Elliot and Signal Butte Roads combined with the location to the SRP Browning substation, this portion of DU 6 is appropriate for the employment use. To realize the full character for this DU, residential use will play a significant role. With this in mind, DU6s will be developed with residential uses and a small site for neighborhood serving commercial development, creating a synergy between the two types of uses. A need for neighborhood level commercial has been identified, especially as the residential use in the area has expanded. This combination of uses provide for the employment uses sought for within the Gateway area and along the Elliot Road corridor but will transition to residential as you proceed south. The City's recent emphasis on the Elliot Road Technology Corridor will also cement the Elliot Road area as the focus for employment uses. This combination of uses will contribute to the Vision for Eastmark – which is, in part, to provide jobs and to become a Center of Regional Importance as well as provide housing opportunities in close proximity to the jobs.



## DU 6 South DUP

### A. Residential Neighborhoods

The residential neighborhoods of DU6s will be single family that are organized around intimate neighborhood parks or, alternatively along linear open space linkages. Residential neighborhoods with smaller lots will imitate the block pattern and character of the single family neighborhoods of DU7. Neighborhoods with larger lots may be developed with neighborhood parks forming intimate parks or with alternative use of open space that traverses through the private neighborhood with homes either fronting or backing onto these park areas. These neighborhoods may be planned with lots backing onto open space giving a greater emphasis on backyard living. These neighborhoods may also be gated enclaves, though pedestrian access would still be provided to access community green spaces.

### B. Signal Butte/Point Twenty-Two Activity Core

The northwest intersection of Signal Butte and Point Twenty-Two is envisioned to be developed as a more intense property with potential uses to include neighborhood scale retail/convenience, grocery, restaurant, and/or office. This area will likely include development of small scale neighborhood commercial and will be planned in a manner that integrates with the neighborhood. Landscape interfaces, pedestrian connectivity and architectural design of commercial buildings will ensure a cohesive relationship between the uses. Buildings within this area will likely have simple massing and details with an emphasis on the pedestrian level experience.

### C. Point Twenty-Two Boulevard Pedestrian Corridor

A major east-west pedestrian connector within Eastmark is the Point Twenty-Two corridor. This roadway will connect uses throughout community, and for DU6s, will connect potential commercial uses and Church uses at Signal Butte and Point Twenty-Two through the community, to the Eastmark Great Park and ultimately to DU 3/4. 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 treelined corridor to encourage walking and biking.

### D. DU6n/DU6s Interface

DU6s is immediately adjacent to DU6n. While not proposed as part of DU6s, a future amendment to DU6n and the remaining portions of DU6 will address the interface between the uses in DU6n and DU6s. As far as the compatibility between employment and residential uses is concerned, a 400 foot buffer (property restriction) is already in place for the area immediately south of the Apple property. Additionally, zoning restrictions prohibiting single family detached residential within the area ½ mile south of Elliot Road also exist. This DUP identifies a 275' minimum Transition Area within the areas along the northern portion of DU6s and extending into a portion of DU6n that is intended to be held for future study to allow for consideration of how residential uses in DU6s will transition to potential employment uses in DU6n when the DU6n area is developed. Until this planning is complete, no residential use is to be planned for the Transition Area in accordance with the Conditions of Approval. **Exhibit 1.4** identifies the Transition Area within DU6s and DU7n.

# DU 6 South DUP

## Exhibit 1.4 – Transition Area within DU6s



**Notes:**  
Transition area denotes area for future planning in conjunction with uses for DU6N.

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.

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## 1.4 Compatibility to the Overall Eastmark Vision

### A. 21<sup>st</sup> Century Desert Urbanism

Consistent with the 21<sup>st</sup> Century Desert Urbanism character, the plan for DU6s will provide the following:

- Integration of land uses with housing and employment located in close proximity.
- Creation of connected, intimate neighborhoods that will live well over time.
- Conveniently located to educational facilities from preschool to higher education opportunities to allow families to live and work in close proximity, provide opportunities for employee training and growth and collaborative partnerships between universities and business.
- Street trees, shaded walkways and well planned open space will assist in reducing heat island effect.
- Integrated stormwater management to reduce water use in common landscape areas.
- Integrated on-site and off-site flows to minimize inefficient land use for separate surface basins and permit sub-surface storage solutions where possible.
- Easy access to the Airport.
- Easy access to the Phoenix Metropolitan area via the US 60, Loop 202 and State Route 24.

### B. The Eastmark Strategy

The overall Eastmark strategy to become a Center of Regional Importance includes the notion that residential environments are key part of these goals. DU6s is located and envisioned to be a residential area that is designed with streets and "Intimate Neighborhoods" similar to the development pattern in DU7 within an expansion of neighborhood types to include enclaves, all of which ultimately will attract the types of workers the City has envisioned for the area. The development of these neighborhoods will help our existing employer(s) on-site as well as those in close proximity (at the Phoenix-Mesa Gateway Airport and Elliot Road corridor) and to provide housing opportunities close to where people work. These, connected neighborhoods will also help attract companies considering relocation to this part of the world by ensuring that their people will have a place they can proudly and comfortably call home. These neighborhoods in such close proximity to work will also increase the quality of life for the company's employees by reducing time spent commuting to work, including the simple daily family needs and reducing the distance between the worker and their families during the day. Because these neighborhoods will be designed to integrate with the greater community and will include many public services and amenities that will not only support the employees within Eastmark, but also enrich the lives of the families living in the neighborhoods nearby. Coupled with those strategies, the vision includes the notion that employers will locate in areas that fill a variety of needs including the existence of great neighborhoods, educational opportunities and areas that are socially important. DU6s focuses on providing additional and varied housing opportunities in close proximity to existing and future employment uses along the Elliot Road Corridor areas well as other future employment uses in the general area.

### C. Eastmark Planning Principles

DU6s 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 are intended to guide the planning effort and help create a community that can evolve, grow and change over time.

## DU 6 South DUP

### 1. Coordinated Connections.

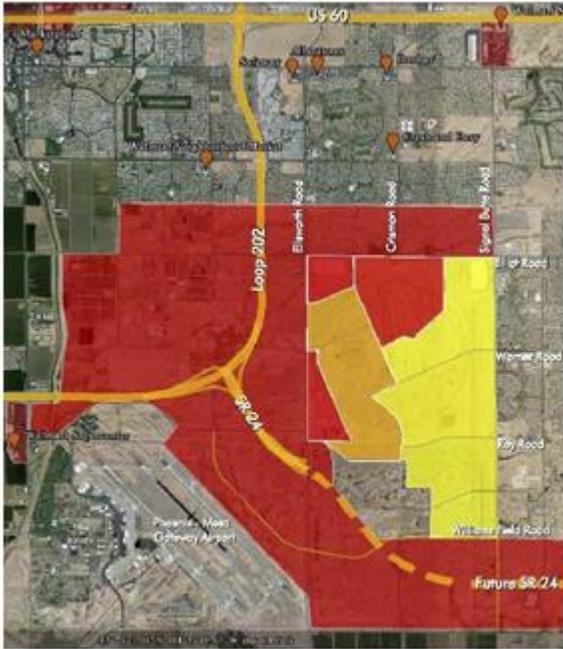
The concept of Coordinated Connections was intended to mean the community would be connected – not only connected internally but also to the surrounding area, region and beyond. These connections include coordination with people and transportation systems. The neighborhoods in DU6s will be successful in many ways because of their Coordinated Connections, partnerships and collaboration. While this portion of DU6 will be housing with the potential for a small amount of commercial, these uses will provide the bases for the labor force for existing and future employment in the area. The development of a vibrant employment base, will be successful in many ways because of its easy and close access to many features desired by employers. Again, Eastmark is well situated to take advantage of regional freeway access and the Airport and also to provide long-term protection for the existing airport and to take advantage of nearby universities, and colleges as well as planned educational institutions. DU6s has been planned with sidewalk connections to Point Twenty-Two Boulevard and to Signal Butte Road – both which contain connections to employment areas along Elliot Road and also to community facilities within the heart of Eastmark including the Eastmark Great Park and existing schools. Note that the Eastmark Great Park is not located within DU6s but is located to the west in DU7. Additionally, DU6s will be closely connected with DU7 which also contains an extensive network of sidewalks and neighborhood parks, all of which are ultimately connected to the Eastmark Great Park.

From a physical perspective, freeway access connections from US60, Loop 202 and State Route 24 make this an ideal site for active families looking to avail themselves of all that the Valley has to offer, close proximity without the burden of being adjacent to the freeways make this an ideal setting for these neighborhoods.

The approved uses within DU6s were located in this portion of Eastmark in recognition of airport overflights and location of employment and activity areas. The potential existence of the aircraft overflights further north encourages and allows these uses here. Locating residential uses in this portion of the site helps to ensure the sustainability of the airport by providing convenient access for business travelers in the portion of the site considered least sensitive by the airport. Given the importance of the Phoenix-Mesa Gateway Airport to the region, protecting its viability and encouraging its growth is important part of the Eastmark vision. Finally, connections with distant mountain views will ensure that the intimate neighborhoods of Eastmark are connected with the larger desert environment of which they are a part. To further these goals, the Land Use Budget in the CP contemplates that non-residential uses could be located in many areas of the community but ensured that certain areas would be developed with significant non-residential. Exhibit 1.5 illustrates areas where concentrations of non-residential were intended to occur based on the boundary of the DU.

# DU 6 South DUP

## 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

## DU 6 South DUP

### 2. Framework to Evolve.

A unique and important aspect of the Mesa Proving Grounds CP is its emphasis on flexibility and the framework to evolve and change by the designation of multiple Land Use Groups ("LUGs") within the DUP. As such, DU6s is the result of Eastmark's commitment to develop a community with such a framework. The neighborhoods will be designed after the traditional neighborhoods and neighborhood design established in the central neighborhoods in DU7. Additionally, enclave neighborhoods will also be provided in this DU. Like DU7, DU6s primarily accommodates residential neighborhoods with neighborhood serving commercial.

### 3. Living Well Over Time.

This planning principle embodies several notions including the creation of urban centers, employment areas, intimate residential areas as well as executive enclaves, villages, streets, open space and sustainability. DU6s builds on development patterns that have been started including a logical extension of residential within DU7 which will ultimately extend to the employment areas along the Elliot Road corridor. Streets with sidewalks and tree canopies along with the neighborhood park open space network will provide the backbone for the framework. Having employment and commercial so close to home will not only dramatically reduce the daily commute of employees, it will also reduce air pollution. This close proximity of housing and jobs provides more family time for households, cleaner air for our health, and a stronger sense of corporate stewardship to the community and people.

### 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. Like DU7, the neighborhood focus of DU6s will provide a thoughtfully organized yet simple land plan for residential land uses, the integration of the street network, the creation of outdoor rooms and the creation of open space corridors, all in close proximity to employment uses along Elliott Road. Residential uses in this portion of DU 6 will primarily be single-family uses. The creation of outdoor rooms and embedded open space corridors throughout the community will be evident in the many neighborhood parks. Open space corridors will be found in the larger lot neighborhoods. Similarly, the tree-lined drives (to the extent feasible) will provide the hallways that connect these outdoor rooms together, lined by simple, quality front facades. The road network in the central neighborhoods is designed to encourage walking and cycling. Commercial areas will also be designed to blend with residential areas, primarily through use of substantial open space areas, pedestrian connections and residential lot orientation.

## DU 6 South DUP



### E. Community Facilities

The neighborhoods of DU6s are a likely setting for community facilities and gathering places with larger activities likely occurring in the Eastmark Great Park (not part of this DUP). Community facilities will be located in close proximity, along the Eastmark Great Park.



### F. Airport Compatibility

Of primary importance to the vision of Eastmark is its proximity to the Airport and providing development that is compatible with its on-going operations. The uses and character described in this DUP for DU6s are intended to be compatible to the needs, growth and expansion of the airport. This portion of DU 6 is outside of areas identified for special consideration to airport operations. These areas are located 1/2 mile south of Elliot Road and are restricted with no single family residential use allowed. The DU6s area is outside of this area.

### G. Neighborhood Compatibility

Eastmark is committed to creating a connected community, which includes insuring that new uses are compatible to our existing neighbors. Section 4.4 B. of the CP outlines the commitments made to ensure such compatibility. Within DU6s, measures have been undertaken to make sure new uses are compatible with these restrictions which include the following:

- Buildings will be limited to 40' in height within 150' of the eastern property boundary of Eastmark.

## DU 6 South DUP

- The existing power line corridor and proposed drainage channel will insure that all buildings are setback at least 40' from Signal Butte Road.
- Uses other than single-family residences within 300' of the eastern boundary will require major site plan review.

## Section 2 Economic Development Statement

In keeping with the original vision for Eastmark to become a Center of Regional Importance, DU6s is intended to provide housing opportunities and neighborhood commercial for individuals who can live and work in the same area and support the planned employment uses in other portions of Eastmark. With the development of the 1.3 million square foot employment and manufacturing facility that will be utilized by a high tech manufacturer, Eastmark is beginning to see the evolution of this area as an employment area. Specifically, the focus of DU6s is to create a lifestyle that can attract and sustain the workforce necessary to support High-tech businesses. Developing intimate and enclave neighborhoods that have at their core small neighborhood parks, open space corridors and an array of housing types; including schools and places of worship to educate and inspire; and facilitating a social network by providing an active community life program by the Eastmark Community Alliance all combine to form a tight, resilient community fabric. This fabric is held together in the central neighborhoods of DU7, DU3s, DU 8 &9, and now DU6s by great tree lined streets. DU6s will provide a continuation of these central neighborhoods. With DU6s taking on a character that includes a combination of enclave and neighborhood character articulated in DU7. Streets are designed not only for the utilitarian use of moving traffic and refuse pick up, but also to encourage neighbors to get out and walk in their shade. By providing destinations, way points and a comfortable walking environment, residents are routinely called to be themselves a part of the community fabric. Activities as simple as walking to the neighborhood park at the end of the street in the evening to pick up the mail and play with the kids becomes an opportunity to engage with the neighbors. It is this social living and constant opportunity for interaction that attracts the knowledge workers the region needs to compete globally against places like the Pacific Northwest, the Northeast and the Bay area for the best talent and major employers.

### 2.1 Estimated Economic Development Impact – DU6 south

Economic impact will result primarily from in the creation of construction jobs. When commercial is developed at Signal Butte and Point Twenty-Two, additional jobs will be provided. In addition to creating a community to attract knowledge workers, during the construction period, an estimated 200 to 300 jobs will be created. Commercial uses will also generate sales tax revenues for the City.

## Section 3 DU Land Use Plan

The Land Use Plan for DU6s is primarily dominated by central and enclave neighborhoods with non-residential use planned at Signal Butte Road and Point Twenty-Two. The residential neighborhoods will be linked to each other, to neighborhood parks and community destinations and ultimately to the Eastmark Great Park. These neighborhoods will primarily include neighborhood parks and open space corridors, social gathering spaces, recreation areas, and single family uses. Gated enclaves may also be included within these neighborhoods. Neighborhood serving commercial planned for the Signal Butte activity core is intended to provide basic commercial needs for residents in the area. The land use plan and building forms will be similar to the character described in the CP's LUG E – Estate, LUG V – Village, LUG CS – Civic, LUG OS – Open Space, and LUG D – District. Additionally, the northern portion of DU6s is shown as a temporary Transition Area that will be further planned when uses within the DU6n area are further articulated. At this time, LUGs are not designated for this area, rather further planning will occur when more information is known about the future uses to the north in DU6n.

### 3.1 Street Types

Street Types as described in Section 10.7 – Street Types of the CP, are not road classifications or cross sections, but rather an urban form designation. In DU6s, the street types for public roadways will generally be as shown on **Exhibit A.1 – Street Types**.

#### A. Arterial Types

Signal Butte Road on the east is an Arterial – very high volume vehicular traffic streets with little pedestrian activity moving along the length of the street.

#### B. Primary Types

The streets internal to DU6s will typically be public, but some may be private and gated. Neighborhood streets will include Primary and Secondary types. Primary types will be most predominate street type in the interior of DU6s – intended to connect the individual homes and buildings. The internal, local streets will be as narrow as the City will allow to encourage slower traffic and to create connected routes for cars, bikes and pedestrians within DU6s. If internal roads are private, they may be gated.

#### C. Secondary Types

Secondary types are generally connector or supporting streets between other street types with variation in pedestrian and automobile traffic. Point Twenty-Two Boulevard on the south is a Two-Way Four Lane District Street and will be Secondary type. Point Twenty-Two Boulevard will have varying pedestrian activity and may have some uses fronting the roadway along them. Adjacent uses can be encouraged to engage these streets, but this may not be possible with most residential uses.

#### D. Service Types

## DU 6 South DUP

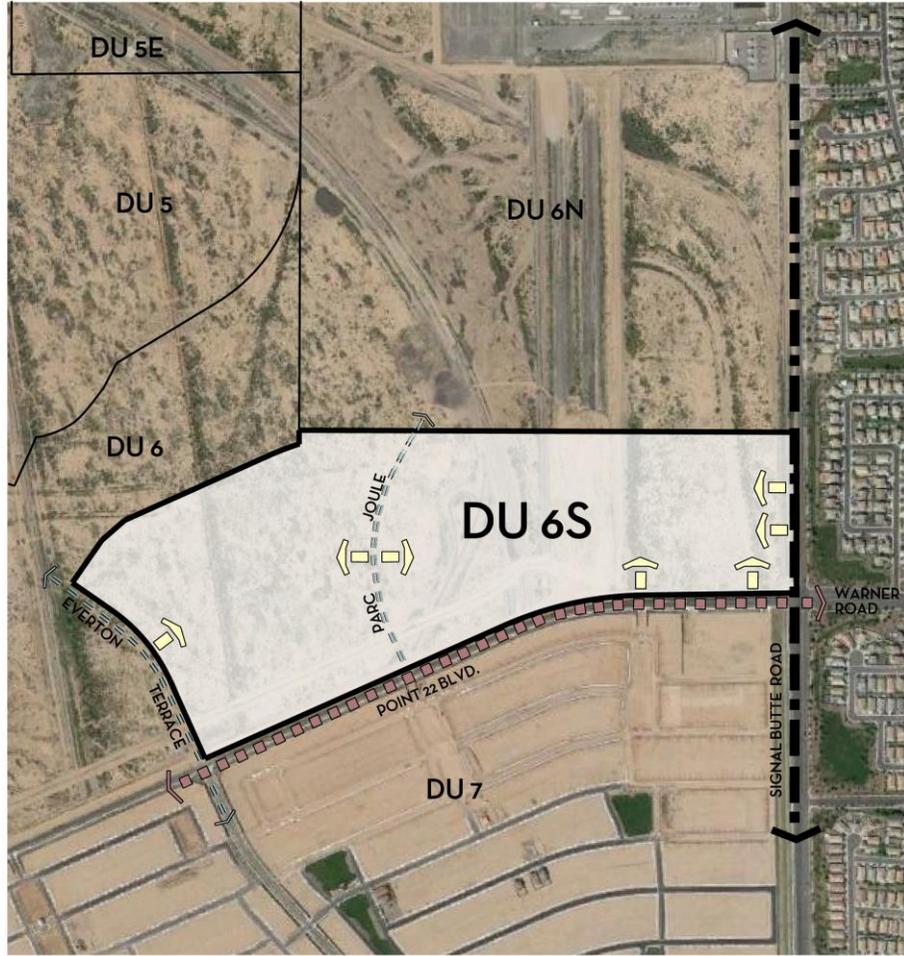
Everton Terrace and Parc Joule will be Service type streets with a Neighborhood Street cross section. Everton Terrace and Parc Joule will continue north from DU7 into DU6s, may have low vehicular traffic volumes and will provide automotive connectivity to the surrounding neighborhoods as "back-ways in". These streets will eventually continue north into DU6n and unplanned portions of DU6. Planning for the remaining portions of DU6 will identify how these roads connect with a future east-west roadway. While these streets may have vehicle traffic, they will not have a tight urban interaction at the street level because of the uses on either side. These streets may be paralleled by local residential streets (primary and secondary types) that will provide far better pedestrian walking environments connecting parks and fronts of homes. However, sidewalks to circulate pedestrians along these roadways will be provided on both sides.

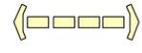
Service and Secondary Street types (with Neighborhood Street cross sections) will generally provide access from Point Twenty-Two into the DU. These entry streets will generally not have uses fronting them and often will take on the form of a narrow, landscaped throat into the neighborhood.

Other Service type streets that may be developed could include private streets or alleys. These streets, alleys or drive aisles, when present will likely have little to no pedestrian traffic and may not have sidewalks depending on the context. These may have walkable service yards or trash enclosures fronting the street.

# DU 6 South DUP

## Exhibit A.1 – Street Types



-  Arterial
-  Primary
-  Secondary
-  Service

Notes: Internal streets may be a mix of Primary, Secondary and Service types and are shown conceptually. Internal streets shown are not required and additional streets may be provided.

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.

N.T.S.



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## 3.2 LUG Locations

DU6s shall be comprised of the following Land Use Group (LUGs): Estate (E) LUG; Village (V) LUG; District (D) LUG; LUG – Open Space (OS); and LUG – Civic Space (CS) all consistent with the CP.

## DU 6 South DUP

A. LUG E – Estate

Within DU6s, LUG E may be applied anywhere within the area shown on **Exhibit A.2 – LUG E – Estate**. LUG E is not required in DU6s.

### Exhibit A.2 – LUG E – Estate Summary

LUG E – Estate		
	<b>General Character***</b>	Consistent with CP
	<b>Typical Uses**</b>	Consistent with CP
	<b>Typical Building Height*</b>	Consistent with CP
	<b>Maximum Building Height*</b>	Consistent with CP, limited to 40' within 150' of Signal Butte Road
	<b>Minimum Lot/Parcel Size*</b>	Consistent with CP
	<b>Maximum Residential Density*</b>	Consistent with CP
	<b>Floor Area Ratio (FAR) Range*</b>	Consistent with CP
	<b>Minimum Lot/Parcel Width/Depth*</b>	Consistent with CP
	<b>Building Setbacks – Street*</b>	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)
	<b>Building Setbacks – Rear/Side*</b>	Consistent with CP *****
	<b>Building Setbacks – Service Lane*</b>	Consistent with CP *****
	<b>Block Character</b>	Consistent with CP
	<b>Circulation Character</b>	Consistent with CP The urban fabric may be extended with visual and pedestrian connections, and not always with through vehicular streets. Open space corridors may be located behind homes and contain pedestrian links.
	<b>Service Areas</b>	Consistent with CP
	<b>Landscape Character</b>	Landscape Character in DU6s shall be consistent with the description found in the 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.
<b>Lighting Character*****</b>	Consistent with CP	
<b>Signage Character</b>	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

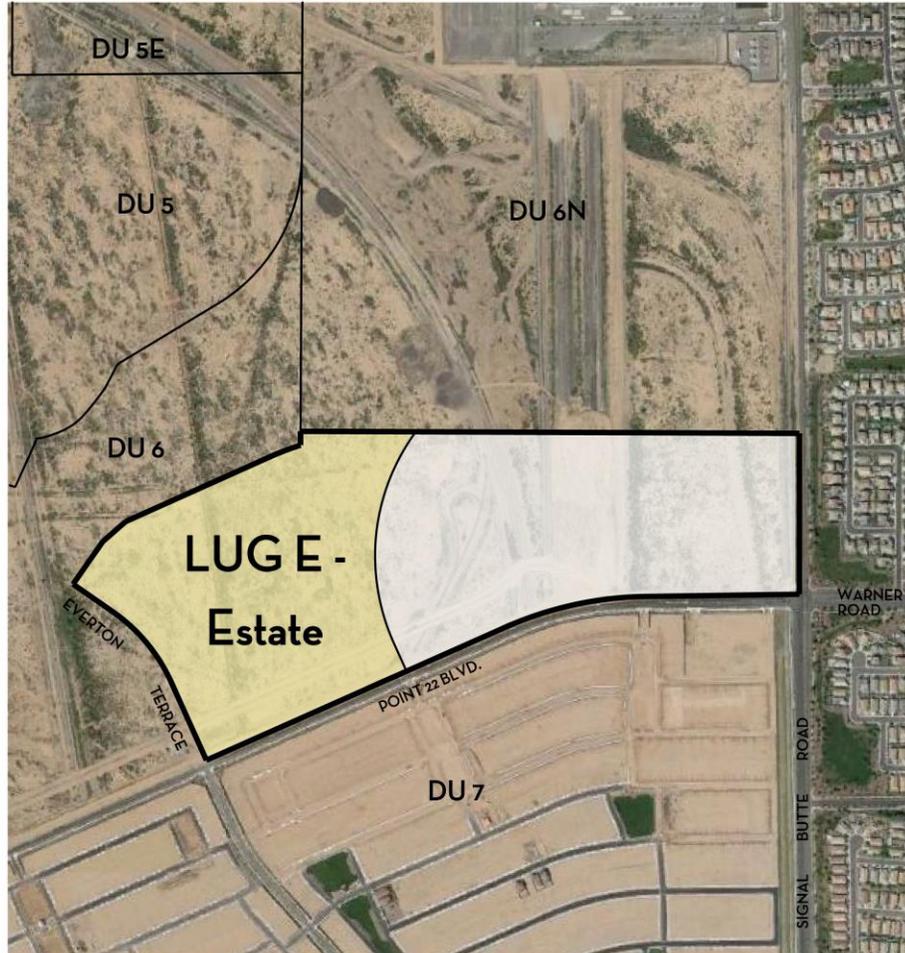
## DU 6 South DUP

\*\*\* 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

\*\*\*\*\* DU6s Setbacks shall apply to buildings as well as perimeter/security fencing more than forty-two (42) inches in height. For purposes of the Supplementary Provisions of the CP, the front yard shall be defined as the first condition outlined in the CP's Definition of Terms, "The physical void created by setbacks." Fencing at the perimeter (but not within the Building Setbacks – Street) shall generally be limited to a single story height and 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 fences will not exceed eight feet in height and are intended to provide privacy and security to the internal portions of the DU.

# DU 6 South DUP



**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.

N.T.S.



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## DU 6 South DUP

### B. LUG V- Village

Within DU6s, LUG V – Village may be applied anywhere as shown on **Exhibit A.3 – LUG V – Village**.

### Exhibit A.3 – LUG V – Village Summary

<b>LUG V – Village</b>		
	<b>General Character***</b>	Consistent with CP
	<b>Typical Uses**</b>	Consistent with CP
	<b>Typical Building Height*</b>	Consistent with CP
	<b>Maximum Building Height*</b>	Consistent with CP limited to 40' within 150' of Signal Butte Road
	<b>Minimum Lot/Parcel Size*</b>	Consistent with CP
	<b>Maximum Residential Density*</b>	Consistent with CP
	<b>Floor Area Ratio (FAR) Range*</b>	Consistent with CP
	<b>Minimum Lot/Parcel Width/Depth*</b>	Consistent with CP
	<b>Building Setbacks – Street*</b>	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)
	<b>Building Setbacks – Rear/Side*</b>	Consistent with CP*****
	<b>Building Setbacks – Service Lane*</b>	Consistent with CP*****
	<b>Block Character</b>	Consistent with CP Two-way streets may be used around parks and plazas to accommodate fire concerns.
	<b>Circulation Character</b>	Consistent with CP The urban fabric may be extended with visual and pedestrian connections, and not always with through vehicular streets.
	<b>Service Areas</b>	Consistent with CP
	<b>Landscape Character</b>	Landscape Character in DU6s shall be consistent with the description found in the 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.
<b>Lighting Character****</b>	Consistent with CP	
<b>Signage Character</b>	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

## DU 6 South DUP

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

\*\*\*\*\* DU6s Setbacks shall apply to buildings as well as perimeter/security fencing more than forty-two (42) inches in height. For purposes of the Supplementary Provisions of the CP, the front yard shall be defined as the first condition outlined in the CP's Definition of Terms, "The physical void created by setbacks." Fencing at the perimeter (but not within the Building Setbacks – Street) shall generally be limited to a single-story height; shall be designed as an integral part of the landscape and shall not be limited to forty-two (42) inches in height. These fences will not exceed eight feet in height and are intended to provide privacy and security to the internal portions of the DU.

# DU 6 South DUP



Notes:  
LUG V allowed anywhere in DU6S  
LUG V is not required to be a major component of DU6S

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.

N.T.S.



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## DU 6 South DUP

C. LUG D – District

Within DU6s, LUG D may be applied anywhere as shown on **Exhibit A.4 – LUG D – District**. LUG D is not required in DU6s.

### Exhibit A.4 – LUG D – District Summary

<b>LUG D – District</b>		
	<b>General Character***</b>	Consistent with CP
	<b>Typical Uses**</b>	Consistent with CP
	<b>Typical Building Height*</b>	Consistent with CP
	<b>Maximum Building Height*</b>	Consistent with CP, limited to 40' within 150' of Signal Butte Road
	<b>Minimum Lot/Parcel Size*</b>	Consistent with CP
	<b>Maximum Residential Density*</b>	Consistent with CP
	<b>Floor Area Ratio (FAR) Range*</b>	Consistent with CP
	<b>Minimum Lot/Parcel Width/Depth*</b>	Consistent with CP
	<b>Building Setbacks – Street*</b>	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)
	<b>Building Setbacks – Rear/Side*</b>	Consistent with CP *****
	<b>Building Setbacks – Service Lane*</b>	Consistent with CP *****
	<b>Block Character</b>	Consistent with CP Two-way streets may be used around parks and plazas to accommodate fire concerns.
	<b>Circulation Character</b>	Consistent with CP The urban fabric may be extended with visual and pedestrian connections, and not always with through vehicular streets.
	<b>Service Areas</b>	Consistent with CP
	<b>Landscape Character</b>	Landscape Character in DU6s shall be consistent with the description found in the 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.
<b>Lighting Character****</b>	Consistent with CP	
<b>Signage Character</b>	Signage Character within the LUG D shall be consistent with the CP. Signage maybe placed in DU6s along Point Twenty-Two and Signal Butte to advertise the uses in the LUG D areas of DU6s.	

## DU 6 South DUP

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

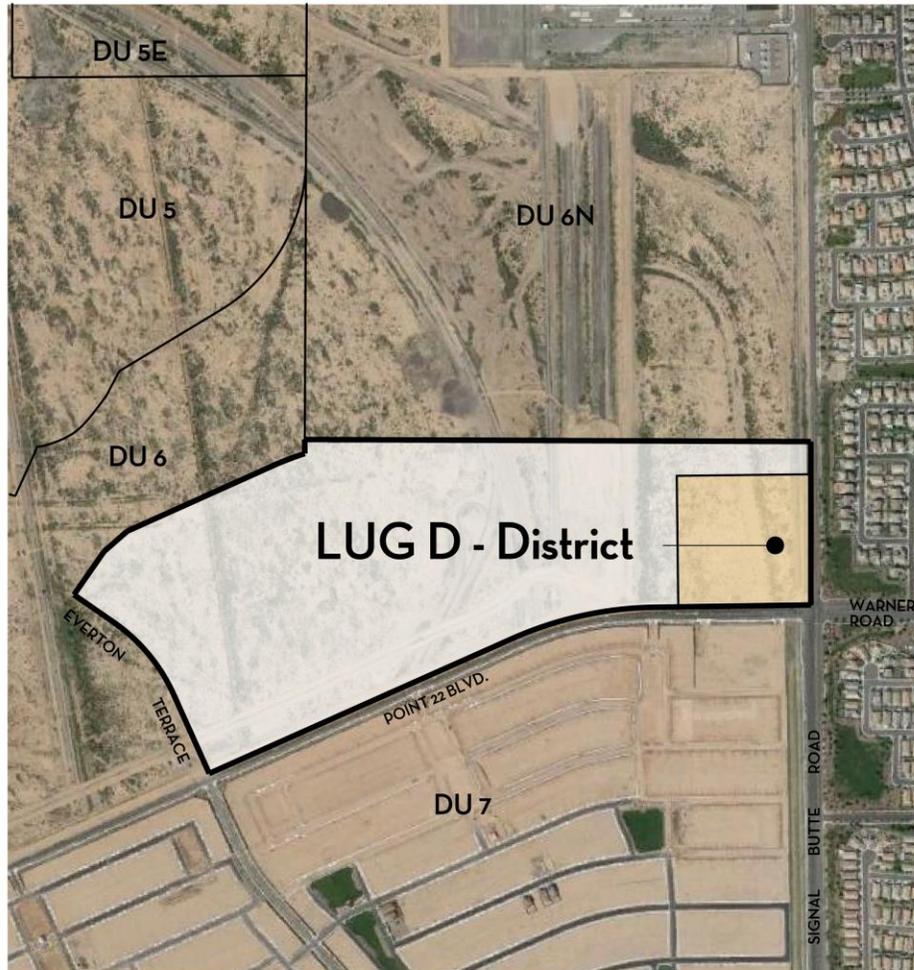
\*\* For details refer to Section 7.16 - Permitted Uses of the CP

\*\*\* 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.

\*\*\*\*\* DU6s Setbacks shall apply to buildings as well as perimeter/security fencing more than forty-two (42) inches in height. For purposes of the Supplementary Provisions of the CP, the front yard shall be defined as the first condition outlined in the CP's Definition of Terms, "The physical void created by setbacks." Fencing at the perimeter (but not within the Building Setbacks – Street) shall generally be limited to a single story height and shall be designed as an integral part of the landscape and shall not be limited to forty-two (42) inches in height. These fences will not exceed eight feet in height and are intended to discourage the general public from using the internal portions of the DU.

# DU 6 South DUP



**Notes:**

The maximum area of LUG D is not limited in DU6S

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.

N.T.S.



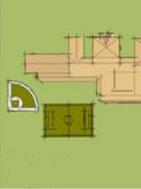
July 2016

## DU 6 South DUP

### D. LUG CS – Civic Space

Within DU6s, LUG CS – Civic Space may be applied anywhere as shown on **Exhibit A.6 – LUG CS – Civic Space**. LUG CS is not required to be a major component of DU6s.

#### Exhibit A.6 – LUG CS – Civic Space Summary

LUG CS – Civic Space		
	<b>General Character</b>	The General Character within the LUG CS areas of DU6s 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 DU6s it is anticipated that the support uses will often be screened from public view with the landscape (plants, walls or other built structures). Structures will generally be more utilitarian and less culturally important.
	<b>Typical Uses**</b>	Typical Uses within LUG CS areas of DU6s shall be consistent with those outlined in the CP, particularly civic uses and service and maintenance buildings and other such uses. Residential, Office, Retail, Educational uses as outlined in Exhibit 7.38 – Permitted Uses of the CP shall not be allowed. Similarly, Transit Terminals and Wireless Cell Phone Towers for public use shall not be permitted. Wireless Communication Facilities / Cell Towers for private use shall be permitted. It is anticipated that uses such as open space, landscaping, drainage, solar panel fields, substations, and parking may be included in areas designated as LUG CS.
	<b>Typical Building Height*</b>	Consistent with CP
	<b>Maximum Building Height*</b>	50', limited to 40' within 150' of Signal Butte Road
	<b>Minimum Lot/Parcel Size*</b>	Consistent with CP
	<b>Maximum Residential Density*</b>	Consistent with CP
	<b>Floor Area Ratio (FAR) Range*</b>	Consistent with CP
	<b>Minimum Lot/Parcel Width/Depth*</b>	Consistent with CP
	<b>Building Setbacks – Street*</b>	Consistent with CP Fencing/Walls higher than forty-two (42) inches tall may be constructed outside of the minimum Building Setback area.****
	<b>Building Setbacks – Rear/Side*</b>	Consistent with CP****
	<b>Building Setbacks – Service Lane*</b>	Consistent with CP****
	<b>Block Character</b>	Consistent with CP
	<b>Circulation Character</b>	Consistent with CP
	<b>Service Areas</b>	Consistent with CP
	<b>Landscape Character</b>	Landscape Character in DU6s shall be consistent with the description found in the CP. The landscape planting shall generally be formal to complement the design of the use, except in retention or large open space areas where it may retain its naturalistic character. Surface parking areas may push their

## DU 6 South DUP

		landscape requirements to the edges of the parking field to entirely screen the parking fields from adjacent public areas. This may be done as an alternative to visually reduce the overall size of the fields. In this way, landscaping can more effectively and efficiently be used to provide an aesthetic buffer along the streetscape. Such parking areas shall be screened from public view by depressing the parking areas, built structures or heavy vegetation screens that keep their foliage year-round. 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.
	<b>Lighting Character***</b>	Consistent with CP
	<b>Signage Character</b>	Consistent with CP

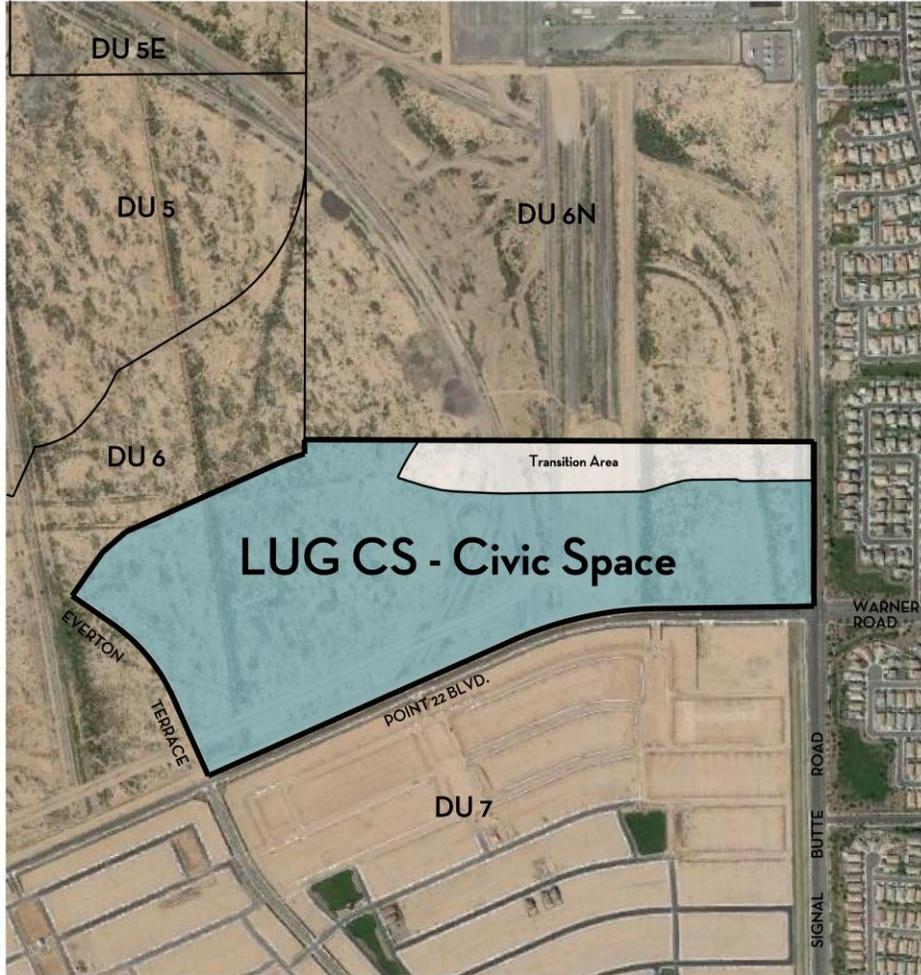
\*For details refer to Exhibit 7.32 - Land Use Group General Development Standards

\*\* For details refer to Section 7.16 - Permitted Uses

\*\*\* For details Refer to Section - 10.5 Public Street Lighting Standards and Section 15

\*\*\*\* DU6s Setbacks shall apply to buildings as well as perimeter/security fencing more than forty-two (42) inches in height. For purposes of the Supplementary Provisions of the CP, the front yard shall be defined as the first condition outlined in the CP's Definition of Terms, "The physical void created by setbacks." Fencing at the perimeter (but not within the Building Setbacks – Street) shall generally be limited to a single story height and shall be designed as an integral part of the landscape and shall not be limited to forty-two (42) inches in height. These fences will not exceed eight feet in height and are intended to discourage the general public from using the internal portions of the DU.

# DU 6 South DUP



Notes:  
LUG CS allowed anywhere in DU6S  
LUG CS may include support and utility uses  
LUG CS is not required to be a major component of DU6S

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.

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## DU 6 South DUP

### E. LUG OS – Open Space

Within DU6s, LUG OS may be applied anywhere shown on **Exhibit A.7 – LUG OS – Open Space**. LUG OS is not required to be a major component of DU6s.

#### Exhibit A.7 – LUG OS – Open Space Summary

<b>LUG OS – Open Space</b>	
	<b>General Character</b> While many of the images in the CP of the LUG OS character show the character of the recreation and garden landscape that can be included in the LUG, in DU6s it is anticipated that the uses will often be more open landscapes or private recreational uses.
	<b>Typical Uses**</b> Typical Uses within LUG OS areas of DU6s shall be consistent with those outlined in the CP.
	<b>Typical Building Height*</b> Consistent with CP
	<b>Maximum Building Height*</b> Consistent with CP, limited to 40' within 150' of Signal Butte Road
	<b>Minimum Lot/Parcel Size*</b> Consistent with CP
	<b>Maximum Residential Density*</b> Consistent with CP
	<b>Floor Area Ratio (FAR) Range*</b> Consistent with CP
	<b>Minimum Lot/Parcel Width/Depth*</b> Consistent with CP
	<b>Building Setbacks – Street*</b> Consistent with CP Fencing/Walls higher than forty-two (42) inches tall may be constructed outside of the minimum Building Setback area.****
	<b>Building Setbacks – Rear/Side*</b> Consistent with CP****
	<b>Building Setbacks – Service Lane*</b> Consistent with CP****
	<b>Block Character</b> Consistent with CP
	<b>Circulation Character</b> Street forms may complement or take the form of adjacent LUGs.
	<b>Service Areas</b> Consistent with CP
<b>Landscape Character</b> Landscape Character in DU6s shall be consistent with the description found in the 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.	
<b>Lighting Character***</b> Consistent with CP	
<b>Signage Character</b> Consistent with CP	

\*For details refer to Exhibit 7.32 - Land Use Group General Development Standards

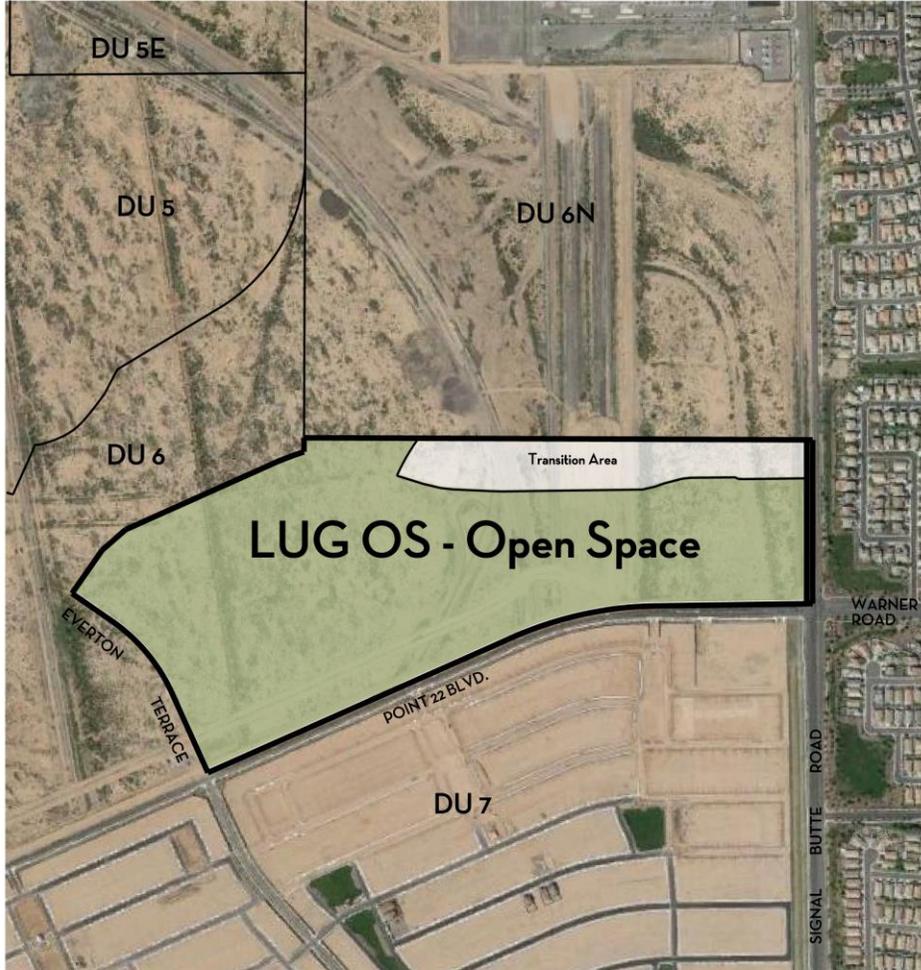
\*\* For details refer to Section 7.16 - Permitted Uses

\*\*\* For details Refer to Section - 10.5 Public Street Lighting Standards and Section 15

## DU 6 South DUP

\*\*\*\* DU6s Setbacks shall apply to buildings as well as perimeter/security fencing more than forty-two (42) inches in height. For purposes of the Supplementary Provisions of the CP, the front yard shall be defined as the first condition outlined in the CP's Definition of Terms, "The physical void created by setbacks." Fencing at the perimeter (but not within the Building Setbacks – Street) shall generally be limited to a single story height and shall be designed as an integral part of the landscape and shall not be limited to forty-two (42) inches in height. These fences will not exceed eight feet in height and are intended to discourage the general public from using the internal portions of the DU.

# DU 6 South DUP



Notes:  
LUG OS allowed anywhere in DU6S  
LUG OS is not required to be a major component of DU6S

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.



### 3.3 Transition Area

The northern portion of DU6s is shown in this DUP as a Transition Area. This area is approximately 220 - 280 feet in depth and represents the area located between proposed residential in DU6s and the designated employment area in DU6n. Given that the southern portion of DU6n has not developed as planned, it is unknown how this area will develop. With emphasis for development being along the Elliot Road corridor, it is likely that future employment may occur in this area. Until the development pattern in DU6n is further understood, the specific transition between the single family residential in DU6s is unknown. Transitions could take the form of land use transitions, open space, landscaping, walls or other such approaches. The purpose of the Transition Area designation is to hold this area for future planning and subsequent designation with a LUG. Until more is known, the Transition Area will be used as a method to indicate that additional planning is necessary.

### 3.4 Build-to-Line Requirements

The DU6s DUP does not designate any area of the DU for LUG – General Urban (GU) or LUG – Urban Core (UC). Because these LUG's are not potentially allocated within DU6s, there is no need for Build-to-Lines requirements.

### 3.5 Major Roadways

**See Section 4 of this DUP**

### 3.6 Community Facilities

DU6s will provide central and enclave neighborhoods consistent with the pattern established in DU 7 for this portion of Eastmark. As such, DU6s will connect to existing and planned community facilities planned in and near the Eastmark Great Park but will also include multiple intimate neighborhood parks to form the hub for each neighborhood.

## Section 4 DU Transportation Plan

In DU6s, the perimeter streets and most of the internal streets will be public roadways although, it is possible that some of the internal roads may be private. The streets that are internal to the DU will generally be local neighborhood streets, and accessible to the public unless gated. If the internal roads are private, they may be gated subject to approval by the City. The internal streets typically will have access from Point Twenty-Two Boulevard and Everton Terrace into the DU. Public roadways will have right-of-way/easement dedications provided per Section 10 of the CP. Additionally, streets are designed to comply with City of Mesa standards (M-62.01 to M-62.07) for solid waste collection vehicles or as allowed in the CP. Roadways are in compliance with the CP and have been designed to allow for access for fire apparatus.

### 4.1 Pedestrian Corridors

Pedestrian corridors are an essential element of DU6s as they provide the human scale linkages for its residents. Pedestrian corridors will be located throughout the enclave and central neighborhoods, providing connections for residents to neighborhood parks, the Eastmark Great Park, employment uses, commercial and ultimately, to other places in Eastmark. Pedestrian corridors will be located primarily along street and within open space corridors that may be located at the back of homes.

#### A. District and Arterial Streets

Pedestrian corridors will be primarily located on the perimeter of DU6s and provide access throughout the DU. They will generally follow perimeter roadways along Signal Butte and Point Twenty-Two Boulevard and access the core as shown on **Exhibit 4.1 – Pedestrian Corridors**. Additional pedestrian access points are neither prohibited nor discouraged, but may be limited due to the ability of pedestrians to cross the major perimeter streets. Pedestrian sidewalks along the perimeter streets will be a minimum of six (6) feet wide. The sidewalk will generally parallel the roadway. The required minimum sidewalk setback from face-of-curb will generally be six (6) feet. However, the areas between back-of-curb and the sidewalk setback that do not contain 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 poured concrete and may include different paving material(s) than the sidewalk. In areas with landscape corridors along the major roadways, 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. Crosswalks are encouraged at intersections that provide pedestrian access into the interior of DU6s. Landscaping along the pedestrian corridors will be installed and maintained to create a comfortable walking environment and the sidewalk may be off set for lengths to create visual interest for pedestrians on long straight runs (landscaping within site distance areas may be limited). Pedestrian ramps will generally transition to road grade in the last sidewalk segment before the sidewalks intersect creating an urban plaza at the intersection.

Bus stops and “far-side” bus pullouts should be located, when possible, to correspond to pedestrian entries from the perimeter roadways. 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 DU6s 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 unstriped, or be simple painted stripes, stamped or colored pavement, decorative pavement or

## DU 6 South DUP

grade changes in the roadway pavement to denote the pedestrian corridor. All traffic controls suggested here require the approval of the City of Mesa Traffic Engineer.



### B. Internal Streets

Internally to the DU, the pedestrian network will primarily follow the local roadway network. Pedestrian activity is anticipated traveling east-west and north-south across the neighborhoods to get to the Eastmark Great Park. Pedestrian activity is also anticipated on routes between the neighborhood parks, either on the street or within an open space corridor. Sidewalks within the neighborhoods 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.

At intersections, pedestrian ramps will generally transition to road grade in the last sidewalk segment before the sidewalks intersect creating an urban plaza at the intersection. When these plazas become large, they may include a planted triangle at the back of curb. Detailed design must be approved by City Engineer and Traffic Engineer.

Typically, internal streets will not be served by buses. If neighborhood shuttles are provided, they should be encouraged to stop at the activity centers of the neighborhood parks.

#### 1. Standard Neighborhood Streets

## DU 6 South DUP

Along standard neighborhood streets, five (5) foot wide sidewalks will be located on both sides of the road. These will be separated from the roadway by a tree lined parkway. Landscaping in these areas may be modified to address sight visibility triangles including limiting plants to no higher than three (3) feet in height. Sidewalks will typically parallel the roadway.

### 2. Everton Terrace/Parc Joule

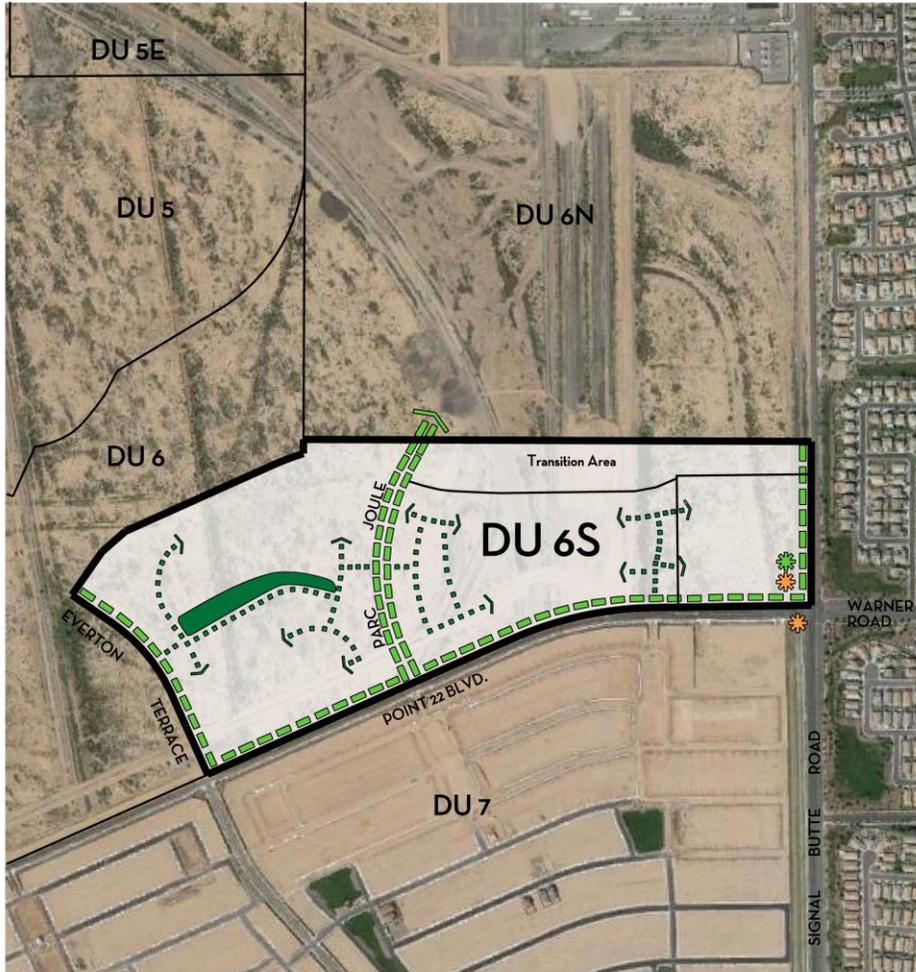
Everton Terrace and Parc Joule will be designed to provide simple convenient vehicular access to the neighborhoods – “a back way in”. These routes are not designed to be an engaging pedestrian space. The layout of the neighborhoods will provide a secondary route along both sides of Everton Terrace and Parc Joule one block in on each side. This layout will also provide ample opportunities for pedestrians to cross Everton Terrace and Par Joule, tying the neighborhoods together. These streets will be constructed with a wider taper as they approach Point Twenty-Two Parkway, similar to how they were constructed in DU7. Until future extensions are planned, appropriate turn-arounds will be constructed.

### 3. 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.

# DU 6 South DUP

## Exhibit 4.1- Pedestrian Corridors



-  Minimum 6' wide sidewalk
-  Minimum 5' wide sidewalk
-  Open Space Corridor Connection
-  Additional pedestrian corridors typically required if LUG D
-  Potential bus / Transit stop

Notes:  
 Crosswalks encouraged at all intersections that provide pedestrian access into the interior of DU6S. Crosswalks are not always marked.

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.

N.T.S.



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## 4.2 Primary Public and Private Streets and Extended Access Ways

Refer to **Exhibit 4.2 – DU6s Major Roadways**

A. Signal Butte Road

- East boundary of DU6s
- Six Lane Perimeter Arterial
- 65' – 75' wide 1/2 street ROW
- No raised and/or landscaped median per City of Mesa
- Vertical Curb
- Bike Lane
- No Parking
- Very high volume vehicular traffic street
- Little pedestrian activity moving along the length of the street
- Not likely to have a tight urban cross-section because of the adjacent SRP power lines.
- Bus stops may be located near the intersections with Point Twenty-Two Boulevard. If bus service is provided along the length of Signal Butte Road, bus stops may also be located to align with neighborhood entries. Bus service shall be as determined by the transit authority.

B. Point Twenty-Two Boulevard

- South boundary of DU6s
- Two-Way Four Lane District Street
- ROW will be located at back of curb (approximately 67' back of curb to back of curb)
- 12' Raised and/or landscaped median
- Vertical Curb
- No Parking
- 6' Bike Lane
- High volume, low speed vehicular traffic street
- Some pedestrian activity moving along the length of the street
- Several neighborhood and parcel entries with full turning intersections 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 Signal Butte to accommodate the potential commercial, civic and religious users. If bus service is provided along the length of Point Twenty-Two Boulevard, informal "flag" bus stops may also be located to align with neighborhood entries. Bus service shall be as determined by the transit authority.

## DU 6 South DUP

### C. Internal Streets

- Neighborhood Streets and potential Service Lanes
- ROW typically at back of curb (when provided)
- Various road sections
- Generally public though potentially could be private and gated
- Through access generally provided

#### 1. Internal Streets – Everton Terrace/Parc Joule

- In the middle of DU6 – provides the “back way in”
- Two-Way Neighborhood Street
- ROW will be located at back of curb (approximately 23’ back of curb to back of curb)
- No Median
- Ribbon Curb
- No Parking
- Medium volume, low speed vehicular traffic street
- Little pedestrian activity moving along the length of the street – Several crossings for pedestrian access are anticipated, sidewalks will be provided as requested by the City on both sides of the road, and all other pedestrian activity will be accommodated in adjacent neighborhoods
- Several neighborhood entries are anticipated
- No bus stops – Bus service shall be as determined by the transit authority

#### 2. Internal Streets – Entry Drives

- Provide access to neighborhoods from perimeter streets and Everton Terrace and Parc Joule
- Two-Way Neighborhood Street
- ROW will be located at back of curb (approximately 23’ back of curb to back of curb)
- No Median
- Vertical Curb
- No Parking
- No Bike Lanes
- Medium volume, low speed vehicular traffic street
- Pedestrian activity moving along the length of the street varies based on location – east-west Entry Drives providing access between neighborhoods
- Roadways often tee into cross traffic on the neighborhood end or transition to standard neighborhood streets out 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

#### 3. Internal Streets – Standard Neighborhood Streets

- Standard Neighborhood Street section in DU6s
- Two-Way Neighborhood Street
- ROW will be located at back of curb (approximately 35’ back of curb to back of curb)
- No Median

## DU 6 South DUP

- Rolled Curb
- 7' Parallel Parking on both sides
- No parking at intersections where "chicanes" or "neck downs" are desired
- 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

### 4. Internal Streets – Park Side Streets

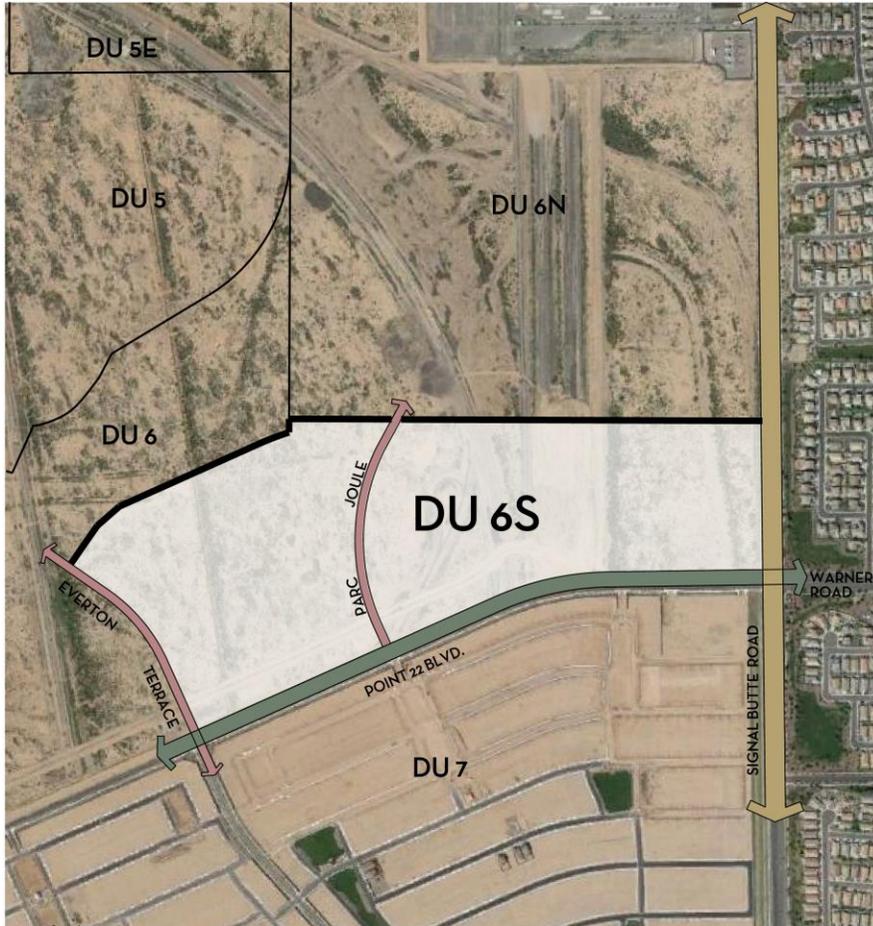
- Provide access along and around neighborhood parks
- Two-Way Neighborhood Street
- ROW will be located at back of curb (approximately 29' back of curb to back of curb)
- No Median
- Rolled Curb on side opposite the park, Vertical Curb along park
- 7' Parallel Parking on side opposite the park
- No parking at intersections where "chicanes" or "neck downs" 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

### 5. Internal Streets – Block End Streets

- Provide connections between blocks in DU6s, used to provide visual relief into neighborhoods from perimeter 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 (approximately 23'-35' back of curb to back of curb)
- No Median
- Rolled Curb
- No Parking required, 7' Parallel Parking on 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 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

# DU 6 South DUP

## Exhibit 4.2 – Major Roadways



-  Six Lane Perimeter 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

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.

N.T.S.



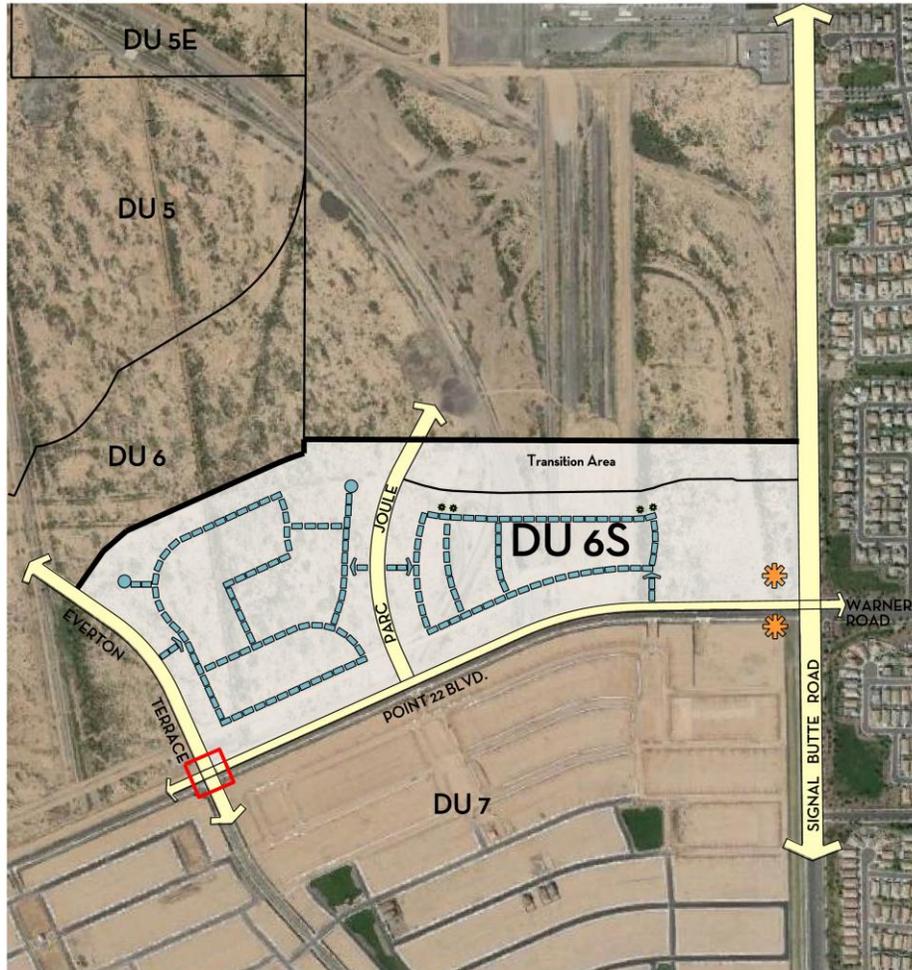
July 2016

## 4.3 Intersections

DU6s shall be accessed primarily from Point Twenty-Two Boulevard. Separate drives/intersections to access the site may be provided for various vehicle types and users and may be signed appropriately. Drives/intersections accessing the interior of DU6s may be secured and/or gated in one or more locations but typically should not limit through access within the DU. Streets inside private gates will be private streets. It is anticipated that at least one drive will access DU6s from Point Twenty-Two Boulevard and at least one drive will access DU6s from Everton Terrace and Parc Joule. If the traffic counts warrant a traffic signal at these intersections, they shall be provided to ease access to the DU as shown on **Exhibit 4.3 – Transportation Plan**. Signals will be reviewed and approved by the City based on need, warrants and location.

# DU 6 South DUP

## Exhibit 4.3 – DU6s Transportation Plan



-  Perimeter roadways
-  Potential signalized intersection
-  Potential bus / Transit stop

 Interior roadways, driveways and access\*

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

- \*\* Potential access to future north development may be provided. Such access will not be utilized if north property is developed with non residential use.

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.

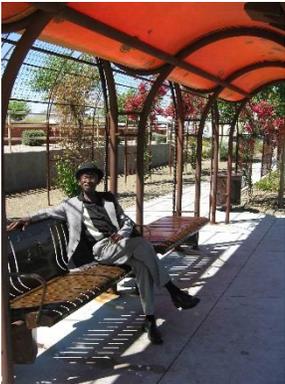
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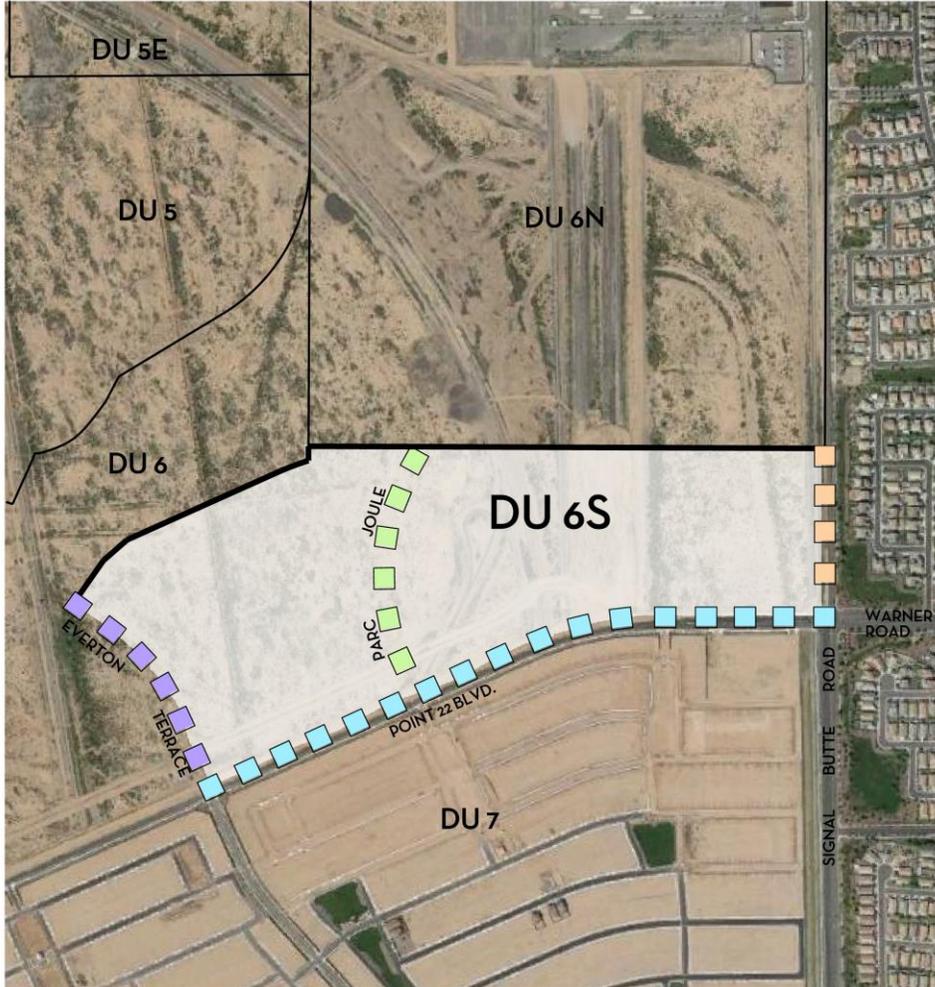
## 4.4 Street and Circulation Phasing

Street and circulation improvements shall be phased and developed with adjacent development as shown on **Exhibit 4.4 – Street and Circulation Phasing**. Though not reflected on Exhibit 4.4, the east half of Signal Butte will be developed to extend north to the existing portion along the Apple property. It is also anticipated that the Everton Terrace and Parc Joule improvements will be developed in conjunction with the development of DU6s. When constructed, these roadways will be designed with an appropriate temporary turn-around if roads do not extend north.



# DU 6 South DUP

## Exhibit 4.4 Street and Circulation Phasing



- Phase 1A - Point 22 Boulevard - north half
- Phase 1B - Signal Butte Road - west half
- Phase 1C - east half
- Phase 1D - east and west half

**Notes:**  
Construction of Signal Butte to extend north to existing improvements.

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.

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July 2016

## Section 5 DU Design Guidelines (“DUDG”)

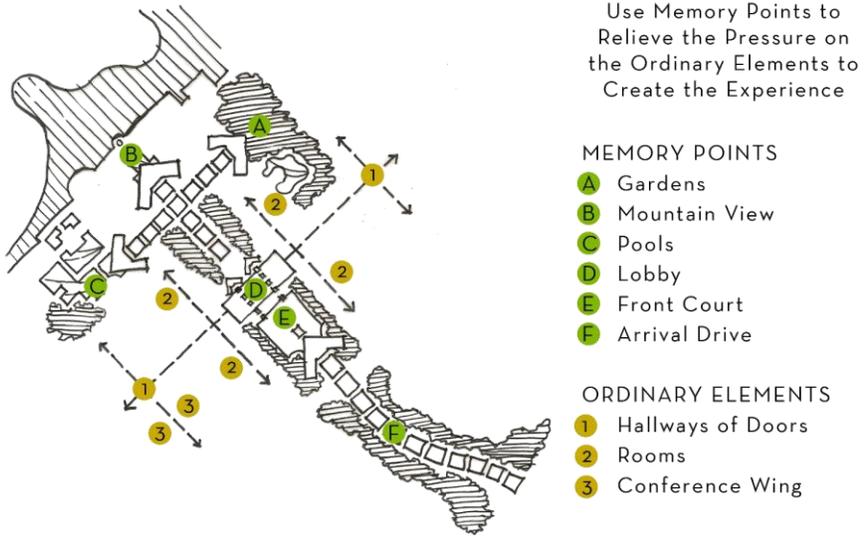
Consistent with the vision for DU6s, development within DU6s will provide for residential use which will ultimately transition to employment uses along the Elliot Road corridor. DU6s will be residential in nature and be developed by a homebuilder or homebuilders coordinated by the Master Developer. These park-focused and enclave neighborhoods will also link to the Eastmark Great Park which will ultimately be extended to Point Twenty-Two Boulevard. A potential commercial property is also located at Signal Butte Road and Point Twenty-Two Boulevard that will likely contain neighborhood serving retail and commercial uses.

The DUDGs for DU6s are designed to integrate the neighborhoods with each other, with the greater Eastmark community and associated community elements, with the planned Signal Butte activity core, with the Eastmark Great Park and with the planned adjacent neighborhoods which are 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. Additionally, the inclusion of a transition area along the north portion of DU6s, between the planned residential use and the currently planned employment use within DU6n, will provide a vehicle to ensure that these two areas are appropriately and cohesively planned.

To create incredible neighborhoods, the DUDGs for DU6s rely on using two concepts symbiotically: memory points and ordinary elements. The mass of any neighborhood is made of ordinary elements – homes, local streets, schools 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. Our memory of these places is made up of the arrival experience and court, the grand lobby, the resort pools and gardens and the distant views. In the neighborhoods of DU6s, these memory points are the neighborhood entries and the neighborhood parks. The quality design, construction and maintenance of these important spaces relieve the pressure on the design of the ordinary elements. In the commercial area along Signal Butte, the memory points will be the landscaped interface and connection points between the residential and commercial as well as iconic elements on the building architecture.

# DU 6 South DUP

## Exhibit 5.1 – Memory Points and Ordinary Elements Diagram



## 5.1 Pedestrian Corridors

See Section 4 of this DUP.

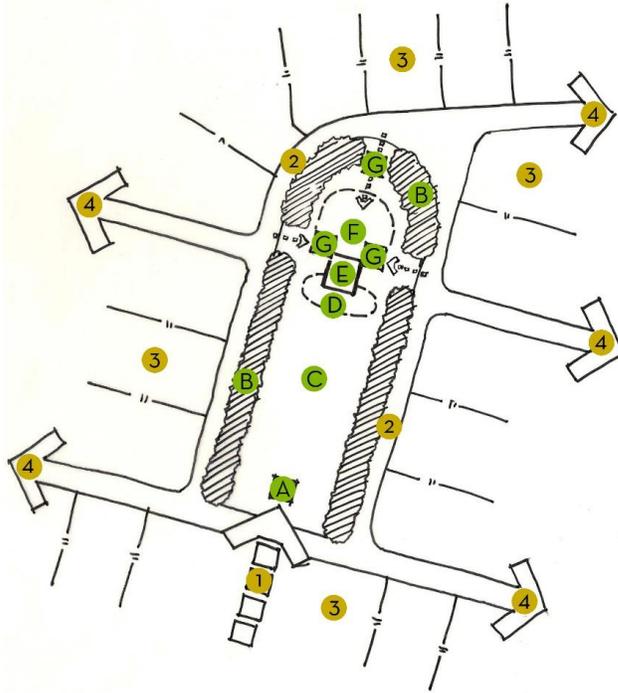
## 5.2 Common Areas

Common areas within DU6s will typically be found in the Neighborhood Parks, the open space corridors, and open space interfaces between residential and commercial uses. Though not part of this DUP, the Eastmark Great Park as expanded will also serve as a social and recreational center for the entire Eastmark community, and which is being designed to accommodate a wide range of functions. To-date, twelve (12) acres of the Eastmark Great Park have been developed but additional phases will occur and will extend the park further north to Point Twenty-Two and beyond. The Eastmark Great Park is being developed consistent with the Great Park Master Plan. The Eastmark Great Park is being developed in many phases and will have a wide variety of landscape and architectural components. Unlike the Eastmark Great Park, Neighborhood Parks will each be the “living room” for individual neighborhoods. They potentially 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.

### A. Neighborhood Parks

In DU6s, 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. A “kit of tools” has been developed for the Neighborhood Parks which provide a series of options for park development that provide for consistency in development yet at the same time, provide for a variety of uses for each park. 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 likely 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.

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 DU6s 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.

2. Park Edge

To stress the importance of the park to the neighborhood, the park may be ringed by narrow, tree-lined neighborhood streets when possible. 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

# DU 6 South DUP

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.

### 3. Homes Facing

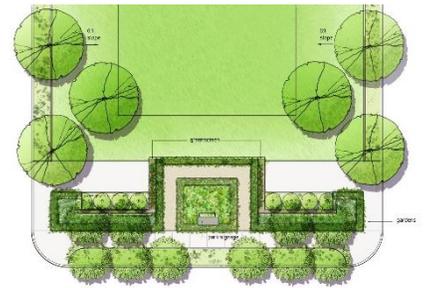
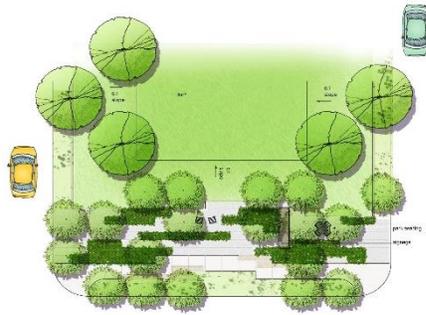
Homes surrounding the park may face the park, further stressing the park's importance as a community space. Homes facing the park also prevent conflicts that tend to arise when the private portions of the home or the lot (typically the rear) are in close proximity to the public spaces of the park. Given the unique shape of DU6s, there may be situations where open space areas side or back onto homes.

### 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.

### 5. Foreground Focal Element

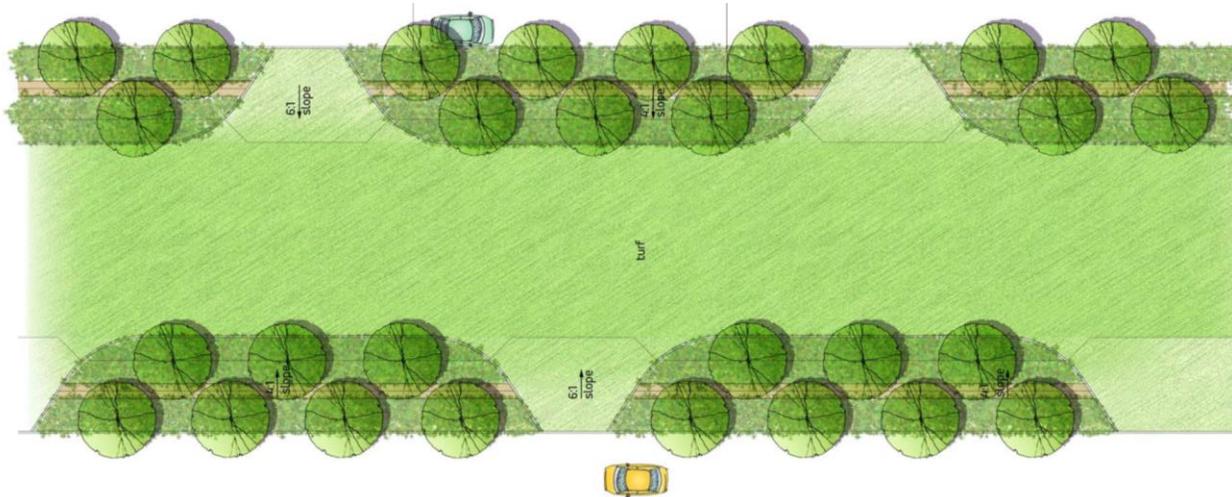
Each park typically has a focal element at the location where the entry road meets the park. This element provides foreground for the view into the park, a bit of privacy for the park users, separation between the view and those participating in the social activity of the park, and it allows the park 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.



## DU 6 South DUP

### 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 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. Landscaping in sight visibility triangles may be limited including limiting plants to no higher than three (3) feet in height.



### 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

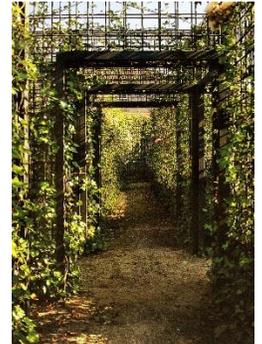
## DU 6 South DUP

lights add to the usability of the park and eventually make the Neighborhood Park one of 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.



### 9. Built, Protective Shade

Each Neighborhood Park should feel as safe and secure as one's own living room. To accomplish this, each park should have 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

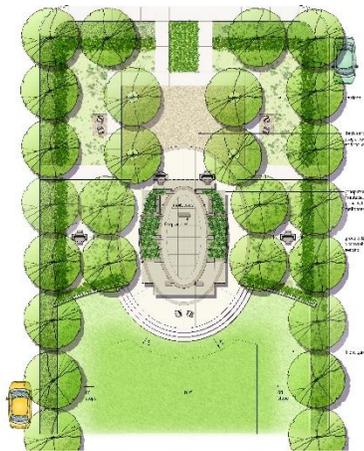


# DU 6 South DUP

required to look like a building. Shade sails may be used in conjunction with landscape, walls and terraces; a greenhouse may be appended onto the ruined remains of an architectural wall just to name a few variations on the theme.



# DU 6 South DUP



Partial, Conceptual Park Site Plans

## 10. Kids Play Area

Within the Neighborhood Parks, typically a kid's 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. Simple structures such as swings, seesaws, slides, rolling hills and sandcastle building areas are often more regularly used than toHot structures. These simple structures are also typically used by a

## DU 6 South DUP

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 swings.



11. While not required to be part of the Neighborhood Park in DU6s, the mailboxes and community notice points are encouraged to be located within the parks. 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. Access to mailboxes will be compliant with any applicable ADA requirements.

### 12. Events

In DU6s, Neighborhood Parks will hopefully be home to many neighborhood 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 community events to be offered for a fee.





13. Parking

Parking for Neighborhood Parks in DU6s 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 in DU6s will generally be very appropriate to and respectful of their setting. The Neighborhood 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. 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.

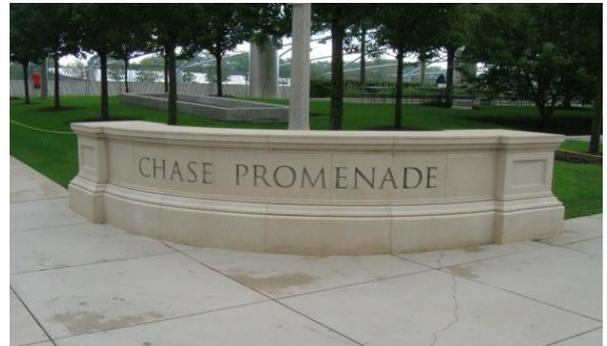


15. Signage

All Neighborhood Parks 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

## DU 6 South DUP

importance of these parks in the neighborhood, Eastmark standard directional signage may be used within the neighborhoods to direct guest to parks.



### B. Open Space Corridors

Within enclave neighborhoods and some smaller lot neighborhoods that function as an enclave, open space may also take the form of an open space corridor that traverses through the community. These open space corridors provide opportunities for residential lots to back onto these areas providing a visual extension of the backyard space and providing vistas and view corridors for homes. When homes back onto these areas, fencing material may be in the form of the Eastmark view fence. Typically, these open space corridors will also serve as pedestrian pathways that will continue an existing street sidewalk.

## DU 6 South DUP

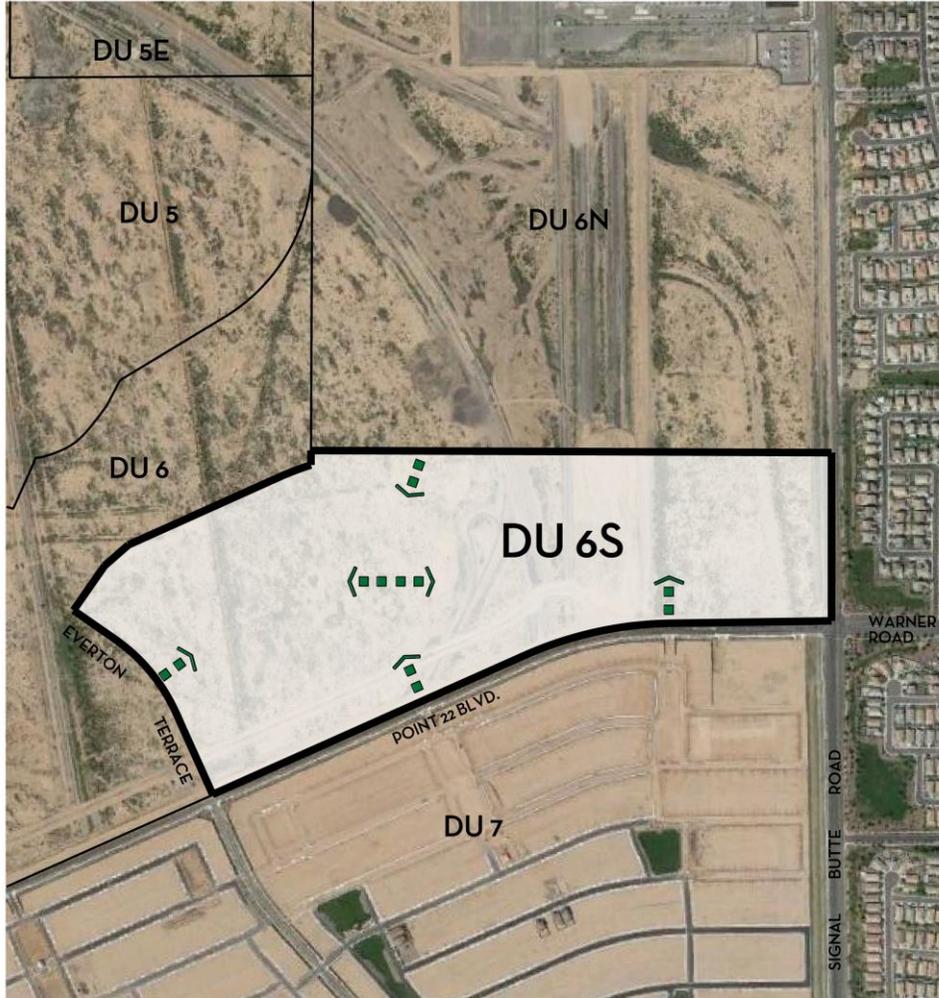
C. The Eastmark Great Park (not a part of this DUP but referenced given its relationship to entire community)

Modeled after Historic Phoenix's Encanto Park and downtown Tempe's Beach Park, the Eastmark Great Park is the social and recreational center for the Eastmark community and the Southeast Valley. The park is being 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. DU6s is in close proximity to the Eastmark Great Park which, to-date, is located entirely in DU7. The Eastmark Great Park is a linear park stretching from Ray Road as shown on **Exhibit 5.3 –Major Neighborhood Elements**, north to other existing and future uses including schools, churches with shared ball fields, civic uses and a community center. The first phase of the Eastmark Great Park has been built and includes an irrigation lake and multi-use path which is currently connected to the DU7 neighborhoods.



# DU 6 South DUP

## Exhibit 5.3 -Major Neighborhood Elements



⟨-----⟩ Entry drives

**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.

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# DU 6 South DUP

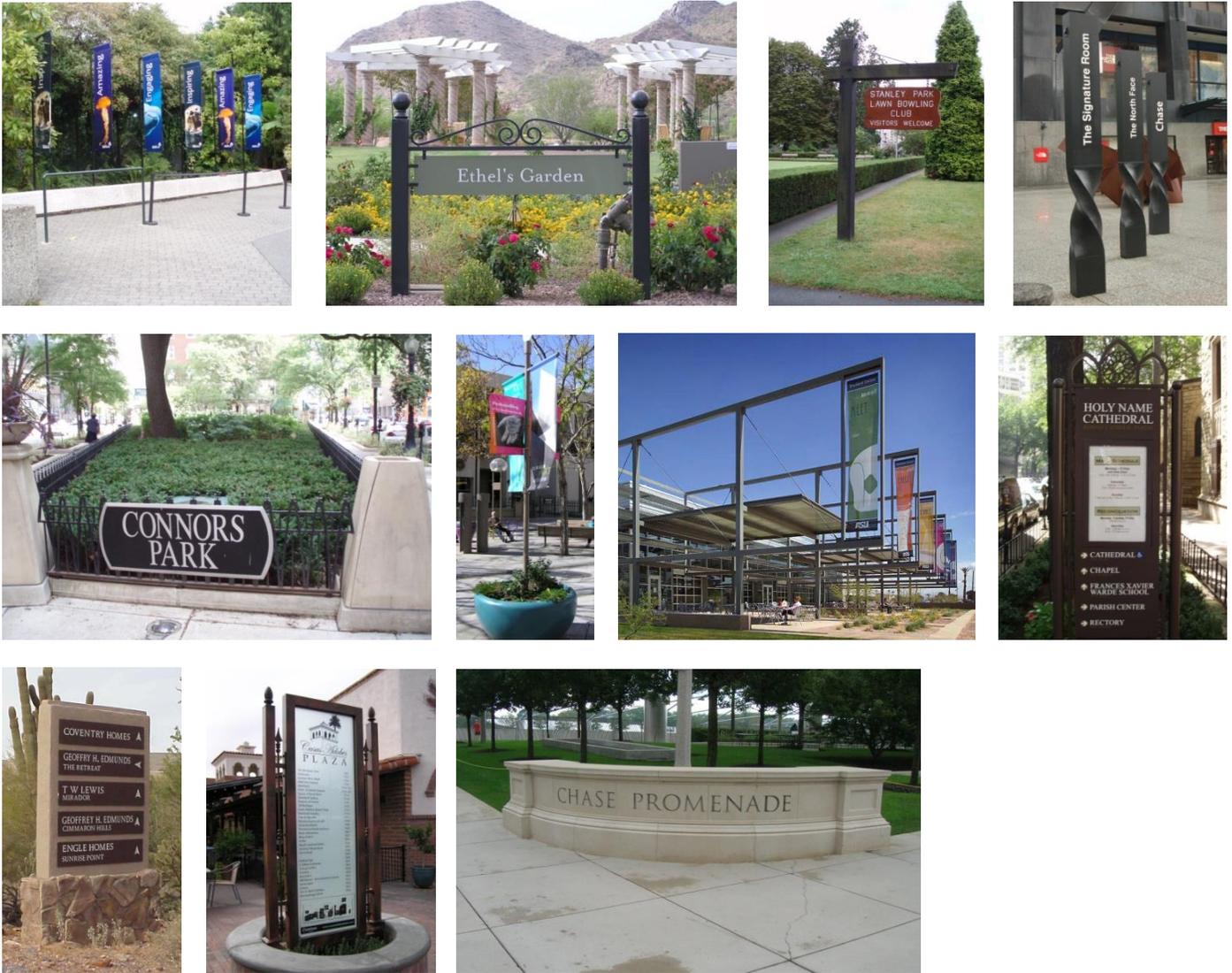
The Eastmark Great Park will evolve to be the home to all sorts of regional events and celebrations. The nature of these celebrations would include events that may require an entry fee or security for things like fireworks and concerts and events that allow for the consumption of alcohol.



DU 6 South DUP



## DU 6 South DUP



### D. Signal Butte/Point Twenty-Two Activity Core

The area at the northwest corner of Signal Butte/Point Twenty-Two provides an opportunity for more intense development that will serve the surrounding neighborhoods. Commercial uses will likely take the form of neighborhood serving retail or commercial office with surface parking. This activity core should be designed to provide connections to the adjacent residential neighborhood. Vehicular access to the core will be via Point Twenty-Two and Signal Butte. Pedestrian access and connections will be provided to the neighborhood to allow easy access to residents. A landscape corridor will provide a compression zone between the uses and within this corridor, will be pedestrian and bicycle linkages so residents can directly access these uses.

Low walls and attention to architecture will ensure that these future uses appropriately relate to the residential areas. Commercial uses will minimize the fronting of "back of house" activities adjacent to the Eastmark residential

## DU 6 South DUP

neighborhoods. If “back of house” uses are oriented towards the residential use to the west, then an open space area with a minimum width of 100 feet will be provided. The “back of house” uses will be screened to the minimum necessary length through the use of higher wall heights, with an 8 foot maximum, to provide screening of the loading docks and service areas while still providing attractive and meaningful access from the neighborhood to the commercial development. Landscaping will also be used to provide the necessary transitions and buffers between the uses. Parking areas will be located away from residential areas with parking lot lighting directed away from residential areas. Site design for the Activity Core should include the possibilities of a vehicular connection to the adjacent neighborhood.

**Pedestrian Connectivity:** Continuous pedestrian pathways will be provided to connect all development components with sidewalks along the public streets. Active ground level uses will be oriented towards the pedestrian ways and sidewalks.

**Land Use Integration:** The integration of non-residential and mixed-use areas with neighboring land uses, including residential neighborhoods, will be achieved through thoughtful site design that minimizes hard edges between projects and promotes a sense of seamlessness throughout the community. Traditional neighborhood design principles that encourage pedestrian activities and promote variety and interest along the street will be utilized to achieve this goal.

**Building Variety:** Buildings will be oriented to create pedestrian connections, create outdoor activity areas and reduce impact of parking separating uses.

### 1. Edge Treatment

The Signal Butte/Point Twenty-Two activity core will be separated from Signal Butte by a linear landscaped edge and with additional separation from the road due to the existence of the SRP utility line corridor. The landscape edge will continue along the Point Twenty-Two street frontage. Low walls using themes and patterns established for Eastmark may be located within these landscape areas creating an enclosure for future uses. A six (6) foot wall will likely be located along the northern edge of the site while a lower thematic wall that may vary in height may be located on the west boundary to provide some separation of areas from the residential area to the west. The western edge will also include a landscaped area that will serve as a transition between the residential and commercial uses. It is anticipated that pedestrian access will be provided in the area.

### 2. Phasing and Evolution

Given the size of the parcel, it is likely that the use will be developed in one or two phases.

### 3. Uses

Uses anticipated for this core will likely be neighborhood serving uses such as grocery stores, small offices, restaurants, convenience or other similar uses that will serve the immediate neighborhood for daily needs.

### 4. Parking

Parking will be handled by surface lots close to the buildings. Parking may also be located along the west property line. Service area will be located so they do not disturb residential areas or will be designed to minimize noise and visibility.

## DU 6 South DUP

### 5. Lighting

Lighting will include parking lot lighting as well as building lighting. Lighting will be planned to provide the necessary security lighting without intruding on adjacent neighborhood areas. Lights will be directed away from residential area.

### 6. Signage

This commercial area will contain typical signage to identify the major uses with signs being freestanding monument set in landscapes and signs attached to buildings. Signage may be used as art and entertainment, but given its proximity to residential, will be designed to minimize any adverse effects to these areas. In addition to typical signage types, an Eastmark standard community directional *may also be used along all major circulation routes to direct guests to the commercial areas.*



### 5.3 Landscaping

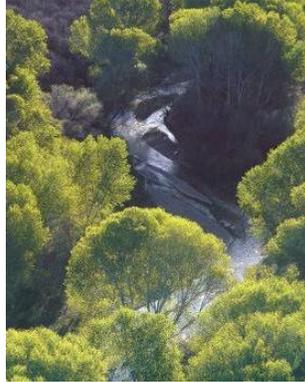
The landscape character of DU6s is intended to support pedestrian oriented streets, human comfort, integrated design and the element of surprise. It is inspired by garden city landscapes of "Old Arizona." In the early 1900's the Salt River Valley was described as a "city of garden and trees" with ordered garden, orchards and tree lined streets that provide tunnels of shade. 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 include tall palms and/or desert appropriate pines, complimented 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. The juxtaposition of regional low water use habitat next to formal, ordered garden streetscapes was used often.



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 DU6s, parks and 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. These

## DU 6 South DUP

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, street perimeter landscape and sight visibility triangles shall be per Section 12 – Landscape Standards, of the CP. Due to the fast growing nature of desert trees in the DU6s plant palette, the minimum size for trees may be smaller if exchanged for an additional quantity of trees in accordance with standards set forth in the City of Mesa zoning ordinances. 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 Parkways 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 DU6s is generally broken into three (3) landscape characters:

- Shaded Parkways
- Shaded Boulevards
- Parks and Gardens

The plants permitted in each of these landscape characters are charted in **Exhibit 5.10 – DU6s 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 DU6s. In addition to these, landscape that may include decorative plants not the approved plant list and plants that may be water intensive may be used in public or private areas where it is placed to encourage the use of outdoor spaces or in areas that are very heavily used by pedestrians. Lawn is typically only permitted for parks, sports fields or when it is placed to encourage the use of outdoor spaces by people in adjacent buildings. Artificial lawns may be used anywhere within DU6s but must be designed, installed and maintained to appear realistic when standing on the artificial turf.

### C. 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 are 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 5.10 – DU6s 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 and trees that provide full green color year around without any 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 also 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 often used in a grouping or as part of a larger pattern and rarely as an individual. 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.

## DU 6 South DUP

### D. Plant and Landscape Character

Landscape within DU6s is generally broken into three (3) landscape characters: Shaded Parkways, Shaded Boulevards and Parks and Gardens as shown generally on **Exhibit 5.4 – Landscape Character – Public Spaces**. In addition to these, landscape that may include 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. Within private spaces, these same characters are shown on **Exhibit 5.5 – Landscape Character – Private Spaces**.

#### 1. 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 curb-separated 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 to accentuate the 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 barren seasonally should be mixed with evergreen vegetation so that the visual space of the roadway is held visually tight year round. These landscape character areas are often dominated by paved/hardscape areas under the tree canopies. All non-paved, non-turf areas shall be covered by dark one half (1/2) inch to one and one half (1-1/2) inch gravel with minus and some larger two (2) inch stones in the mix or four (4) inch to six (6) inch cobble such as “Express Brown,” “Apache Brown,” “Black Cherry,” “Table Mesa Brown,” or “Saddleback Brown” and shall be planted. Other decorative rock gradations may also be considered if appropriate to their setting. Compacted decomposed granite may also be used as a paving material for walkways (such walkways if used for a required ADA route must be ADA compliant).



## DU 6 South DUP



### 2. Shaded Boulevards

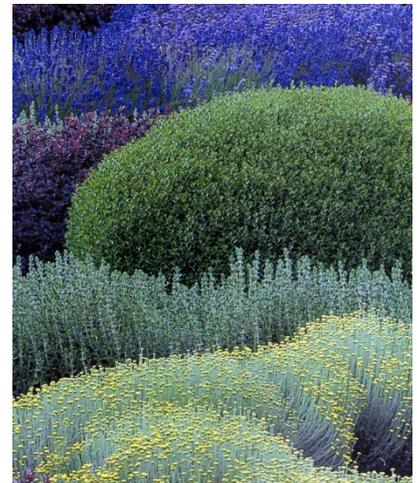
The Shaded Boulevards landscape character is inspired by old county highways that make their way through tree covered areas to provide access to near-town neighborhoods. Like Shaded Parkways, these landscapes are used to narrow the perceived width of the pavement, slow the traffic and shade the adjacent sidewalks. The corresponding plant palette is selected to work in the narrow spaces along the street while providing walls 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 barren seasonally should be mixed with evergreen vegetation so that the visual space of the roadway is held visually tight year round. These landscape character areas are often dominated by paved/hardscape areas under the tree canopies. All non-paved, non-turf areas shall be covered by dark one half (1/2) inch to one and one half (1-1/2) inch gravel with minus and some larger two (2) inch stones in the mix or four (4) inch to six (6) inch cobble such as "Express Brown," "Apache Brown," "Black Cherry," "Table Mesa Brown," or "Saddleback Brown" and shall be planted. Other decorative rock gradations may also be considered if appropriate to their setting. Compacted decomposed granite may also be used as a paving material for walkways (such walkways if used for a required ADA route must be ADA compliant). While pedestrians are accommodated in these spaces, they are not necessarily intended to be engaging pedestrian experiences. 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. Neighborhood entries may also be accented with plantings, walls and columns that compress the space creating a threshold for the neighborhood.





3. Parks and Gardens

The Parks and Gardens landscape character is 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 often in large areas is combined with pockets of Linear Arroyo or Riparian landscape character areas. Vertical forms of vegetation, including palms and pines, 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 barren seasonally should be mixed with evergreen vegetation so that the space is inviting to users year round. These landscape character areas may be dominated by paved/hardscape areas under the tree canopies, open lawns, bodies of water or large recreational uses. Dramatic grade changes are permitted in this landscape character and often the landscape may be depressed to contain flood water to use as natural supplemental irrigation. All non-paved, non-turf areas shall be covered by dark one half (1/2) inch to one and one half (1-1/2) inch gravel with minus and some larger two (2) inch stones in the mix or four (4) inch to six (6) inch cobble such as "Express Brown," "Apache Brown," "Black Cherry," "Table Mesa Brown," or "Saddleback Brown" and shall be planted. Other decorative rock gradations may also be considered if appropriate to their setting. In this character area boulders of the same color as the ground plain treatment may be included, but should typically be two-thirds (2/3) buried unless used as an artistic statement. Compacted decomposed granite may also be used as a paving material for walkways (such walkways if used for a required ADA route must be ADA compliant). 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 6 South DUP

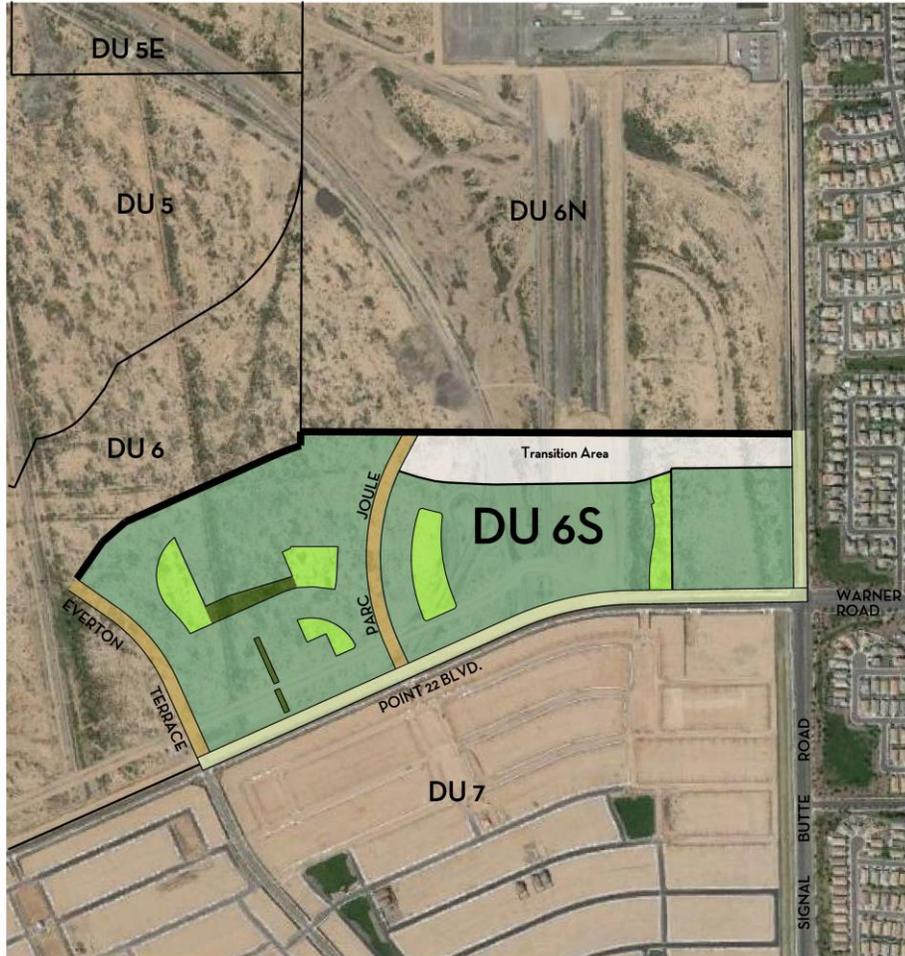


DU 6 South DUP



# DU 6 South DUP

## Exhibit 5.4 – Landscape Character – Public Spaces



-  Shaded Parkways
-  Shaded Boulevards
-  Parks and Gardens
-  Linear Arroyos
-  Open Space Corridor

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

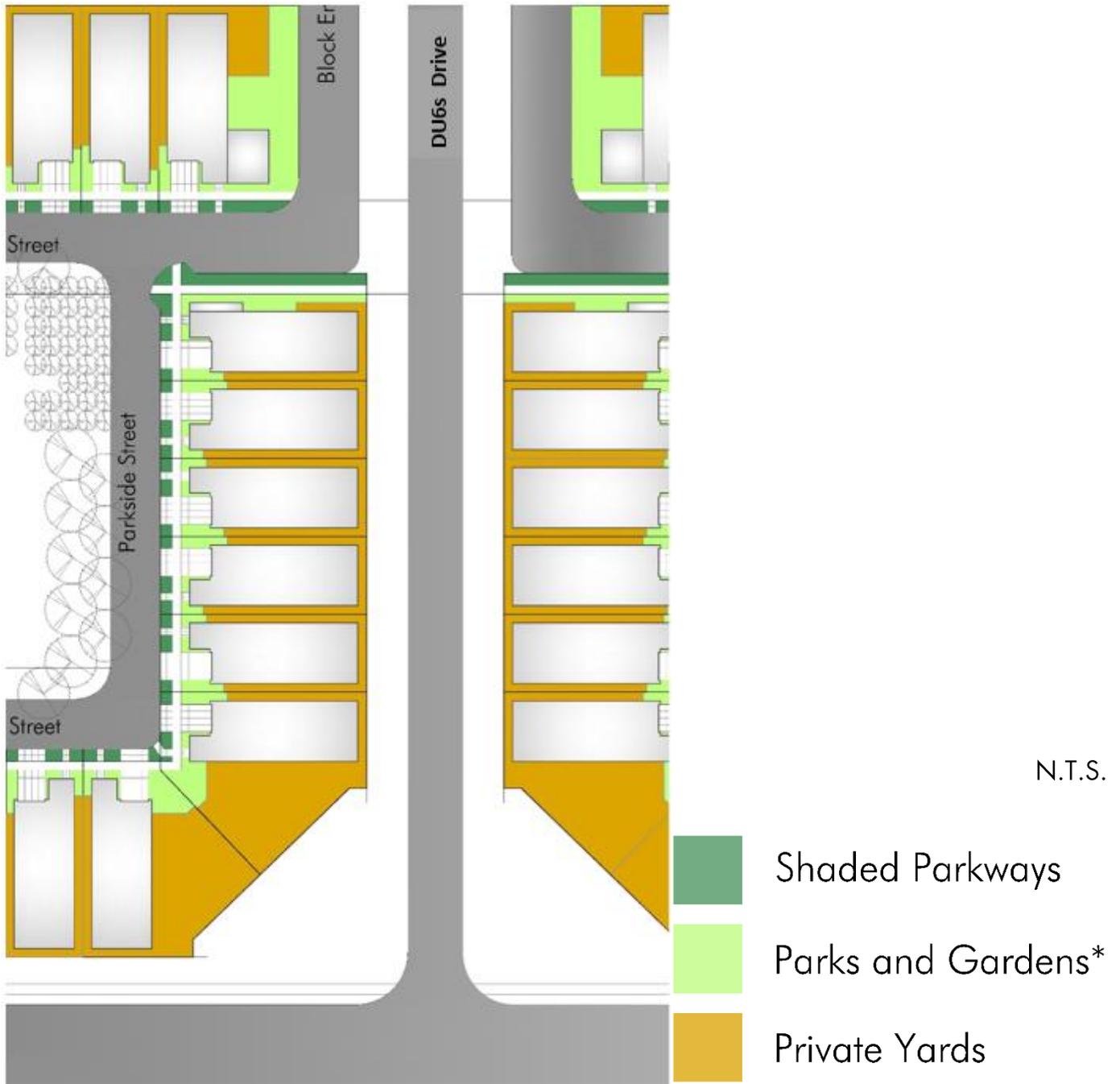
The areas, connections, shapes, quantities, sizes and locations shown are conceptual representations of the future potential development. Actual areas, connections, shapes, quantities, sizes and locations may differ from those shown.

N.T.S.



July 2016

Exhibit 5.5 – Landscape Character – Private Spaces



Notes:

\*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.

## DU 6 South DUP

Private Yards (enclosed by architecture or privacy walls) are not restricted. 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.

### E. 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 the various exhibits 5.6 to 5.9. Sidewalks shall be provided in the landscape area within 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 dark 1/2 inch to 1-1/2 inch gravel with minus and some larger two (2) inch stones in the mix or four (4) inch to six (6) inch cobble such as "Express Brown," "Apache Brown," "Black Cherry," "Table Mesa Brown" or "Saddleback Brown" and shall be planted. 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 five (5) feet (planted approximately one (1) plant per twenty-five (25) square feet). All plantings with sight distance areas must meet the requirement of the City of Mesa.

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 Point Twenty-Two Boulevard. Side yard fences may be provided five (5) feet behind the sidewalk along Neighborhood Streets and Parkside Streets

#### 1. Signal Butte Road

This streetscape as shown in **Exhibit 5.6 - Landscape within Public Right of Way - Signal Butte Road**, is currently dominated by the tall, rusty 69kv power line poles on the west side of the roadway. Just beyond the power lines a significant regional floodway is planned. Half of Signal Butte Road falls within Eastmark and 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 the entire length with the adjacent Linear Arroyos landscape character in the floodway. Within this space, the Palm tree class may be incorporated to minimize the visual effect of the power poles on the skyline. It is likely that the Canopy, Accent and Evergreen tree types along this segment of Signal Butte will take on a more desert character to blend with adjacent floodway. This segment also includes a fence and hedge to complement and extend the look of the streetscape in front of Apple's manufacturing facilities to the north.

Landscaped medians on Signal Butte Road are not planned. Streetlights may be placed behind back of curb on the west side of the roadway typically located in the parkway (six (6) foot landscape area between face of curb and edge of sidewalk).

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.

## DU 6 South DUP

### 2. Point Twenty-Two Boulevard

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. Landscape within the median is intended to be planted per the Shaded Boulevards landscape character. The median is intended to be planted with tree 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 5.7 – Landscape within Public Right of Way – “Point Twenty-Two Boulevard”**. Riparian landscape character areas may come in close proximity to the right-of-way in proximity to the 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.

### 3. Neighborhood Streets / End Block Streets / Neighborhood Entries

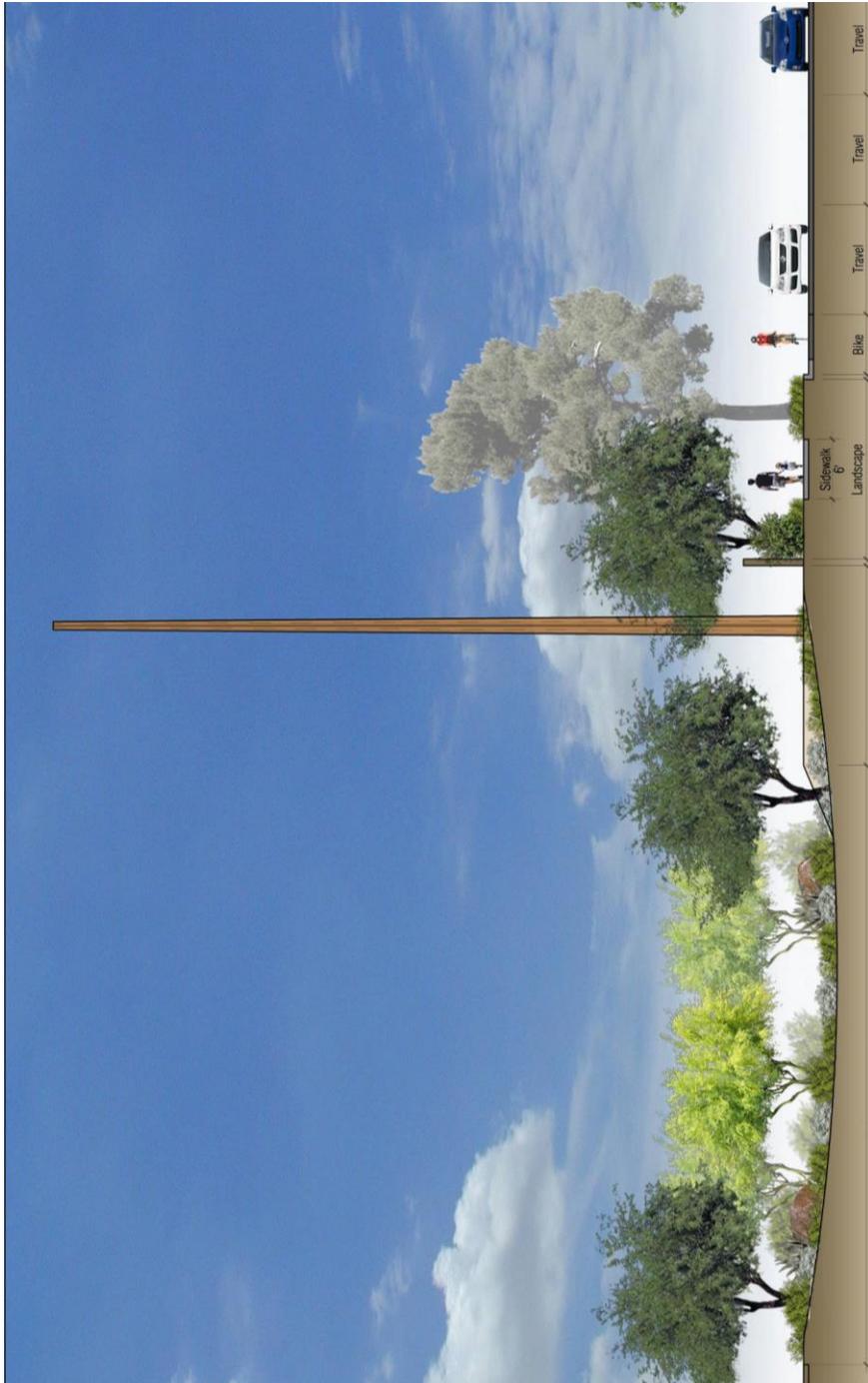
The right-of-way shall be located at back of curb and shall not include landscaped areas. Landscape beyond the right-of-way shall typically be planted per the Shaded Parkways landscape character. Five (5) foot sidewalks will be provided along the sides of the street that engage the front of a home, an 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 Entries as shown in **Exhibit 5.8 – Landscape within Public Right of Way – Neighborhood Entries**.

### 4. 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 5.9 – Landscape within Public Right of Way – Parkside Streets**. Five (5) foot sidewalks will be provided along the house 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 except on the park side where the sidewalk may meander far from the road edge to engage the uses within the park. Such sidewalks should not meander so far that “cross country,” unpaved routes are created and used by “through” pedestrians desiring a direct route.

# DU 6 South DUP

## Exhibit 5.6 – Landscape within the Public Right of Way – Signal Butte Road



# DU 6 South DUP

Exhibit 5.7 – Landscape within the Public Right of Way – “Point Twenty-Two Boulevard”

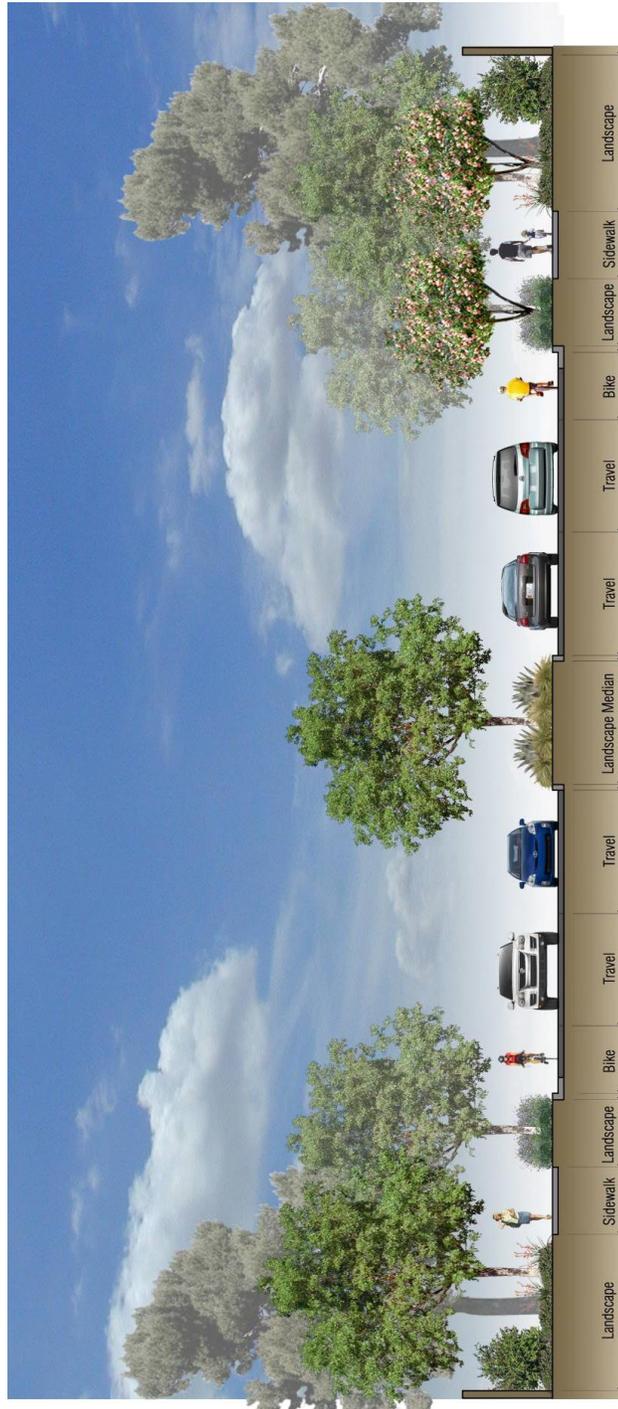


Exhibit 5.8 – Landscape within the Public Right of Way – Neighborhood Entries

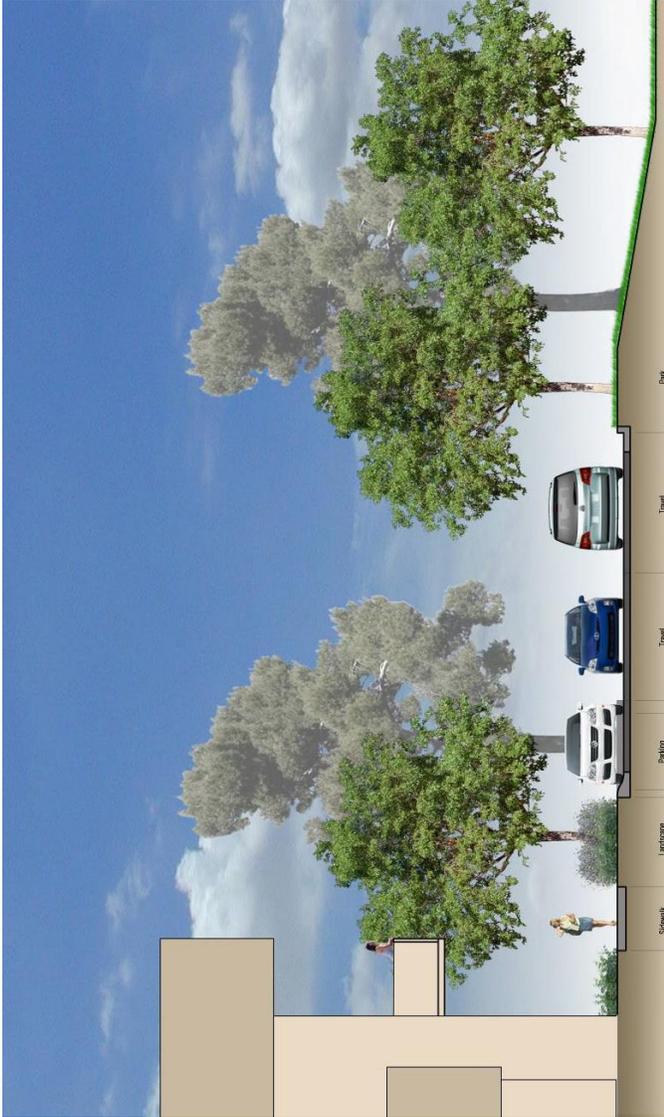


Asymmetrical Entry – Sidewalk One Side (only if permitted by City Traffic Engineer)

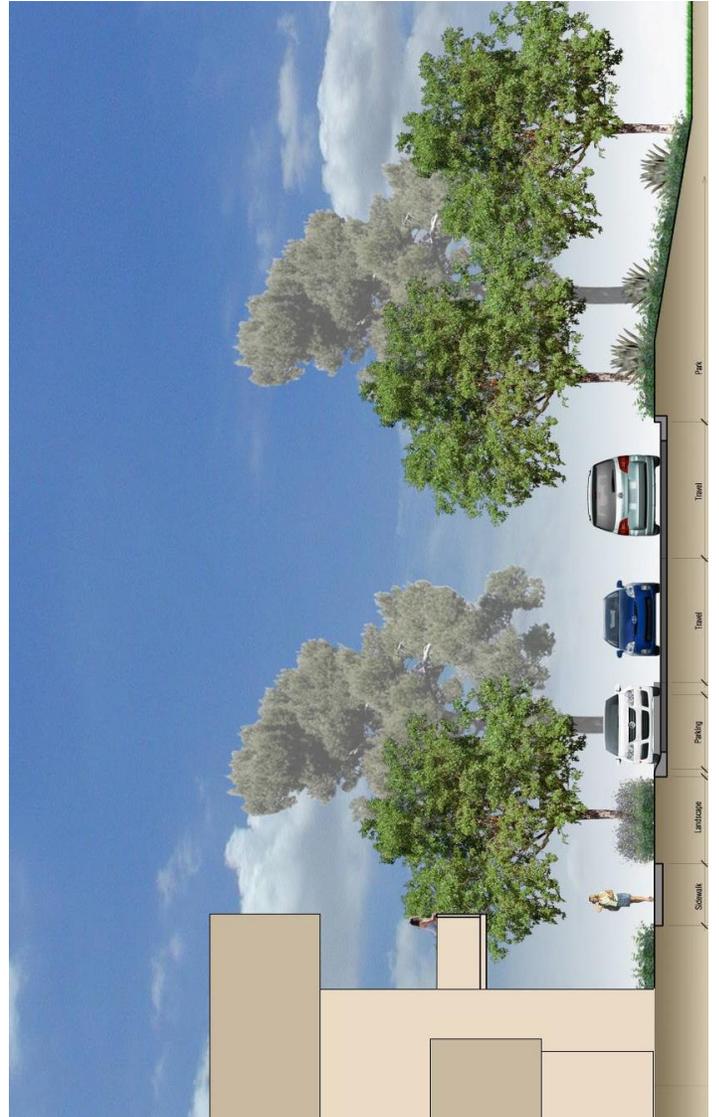


Symmetrical Entry – Sidewalk Both Sides

Exhibit 5.9 – Landscape within the Public Right of Way – Parkside Streets



With Lawn along the Parkside



With Planting Beds along the Parkside

## DU 6 South DUP

### F. Ownership and Maintenance Responsibilities

In private landscapes within DU6s, maintenance shall be the responsibility of the landowner. In public landscapes within DU6s, 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 and as further outlined in the Community Maintenance Agreement and any amendments, thereto.

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

The landscape architecture themes shall be as outlined in **Section 5.3 D. - Plant and Landscape Character** of this DUP. The design standards for landscaping including fences, walls and sentinels, within DU6s can be found throughout **Section 5.3 – Landscaping**. In addition to these standards are the following:

#### 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 – wood, plastic or vinyl fences are typically not permitted
- Fences with metal posts must be capped
- Fences must be screened with some vegetation
- Metal fences should have a dark, finish (paint or coating)
- Corners and ends require columns that are larger (height and width) than the mass of the fence or wall
- 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
- 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
- Perimeter/rear yard walls between six (6) and eight (8) feet in height shall be permitted along District and Arterial streets. Eight (8) foot fences are also allowed adjacent to commercial uses.
- Chain link fence is not permitted
- Fences or walls taller than forty-two (42) inches are not permitted in the minimum required “building setback –



## DU 6 South DUP

street” per the CP

- Fence and wall locations should be placed or sized to respect sight distance restrictions

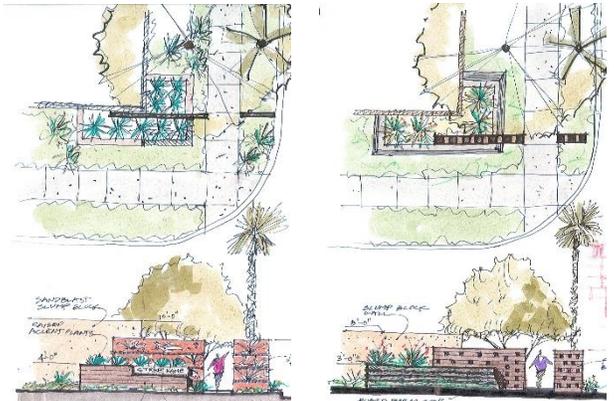


Electrical or mechanical yards that may be screened by a wall must also use vegetation to partially screen the wall. These solid enclosure walls are not permitted to be a dominate design element. Equipment that is taller than the wall that encloses them must be masked or complemented by landscape of similar height and form to lessen the visual impact of the taller equipment.

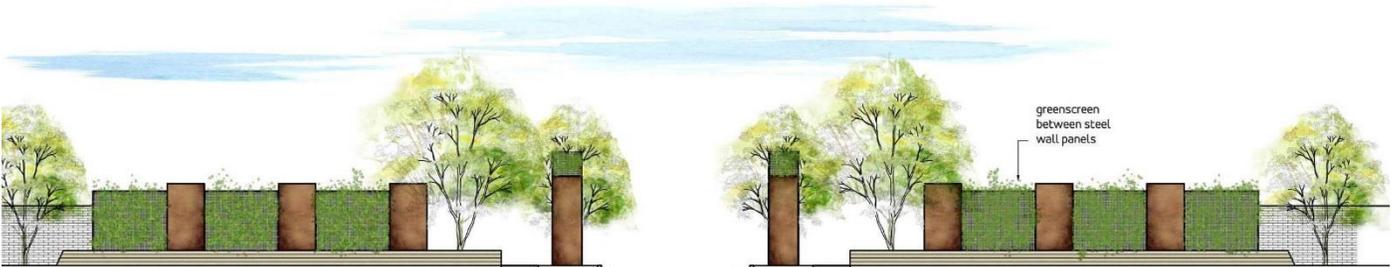
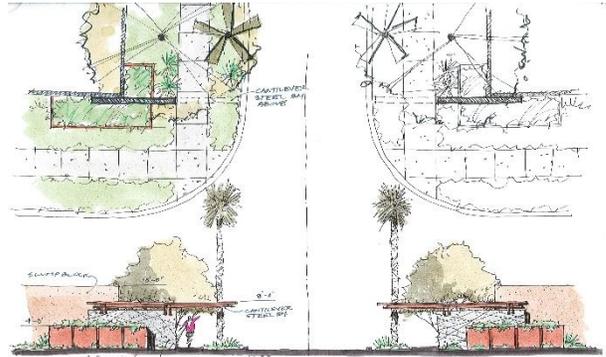
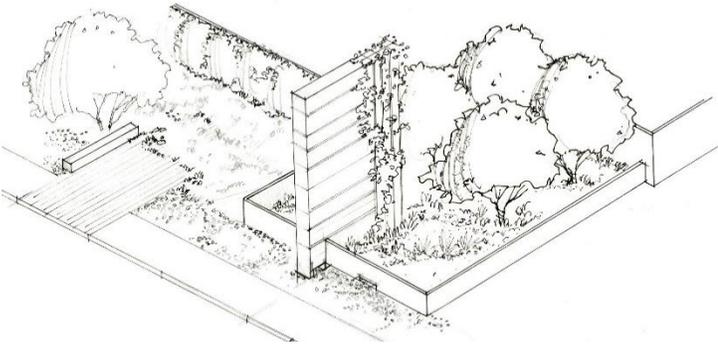
### 2. Sentinels

At neighborhood and community entries, sentinels may be positioned to create a narrow threshold. Sentinels may take the form of decorative wall extensions, decorative columns or a combination of such elements.

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



# DU 6 South DUP



## DU 6 South DUP

### H. Miscellaneous Streetscape and Open Space Elements

The streetscape and open space landscape characters are described throughout Section 5 of the DUP. The streetscapes in DU6s are designed as outdoor rooms whose landscape character is described in detail in **Section 5.3 E. – Plant types within the Public Right-of-Way (ROW)** and **Section 4.1 – Pedestrian Corridors**. The open space areas of DU6s will be comprised primarily of the neighborhood park areas whose composition is described in detail in **Section 5.2 – Common Areas**.

Because open spaces outside of the streetscapes in DU6s are primarily park spaces, the landscape character of open spaces will be primarily Parks as described in **Section 5.3 D. – Plant and Landscape Character**. The park areas in DU6s will 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. The parks may also include low lying areas especially when the park is also used to store storm water. These areas will likely incorporate plants from the Riparian landscape character. These two additional landscape characters may be used anywhere in the parks of DU6s.

#### 1. Hardscape

Hardscape in the streetscape and open spaces of DU6s 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 and neighborhood parks. 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.

#### 2. Street Furniture

Street furniture along the streetscape in DU6s 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 a 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 should be 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.

## DU 6 South DUP

### 3. Public Art

While public art is not required in DU6s, 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 DU6s.

### 4. 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 5.2.9 – 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 surrounded by the landscape that surrounds them.

### 5. Playground Equipment

Playground Equipment in DU6s is not required in every park, but when present, will be appropriate to its setting. In neighborhood parks, the park spaces are designed as intimate settings. Simple play structures such as swings and slides complimented by the occasional small, decorative play structure are more fitting for these spaces. The grand regional activities and spaces of the Eastmark Great Park are more appropriate for grand, age targeted play structures. 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.

### 6. Water Features, Ponds and Fountains

Within DU6s, 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.

Fountains are not required in DU6s, 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. Fountains should generally anchor human activity centers or accentuate socially important locations within the community.

### 7. Foundation Base (Landscape)

Along the streetscapes of DU6s, all non-paved landscape areas 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 DU6s 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

## DU 6 South DUP

sitting. Architecture within open space entirely surrounded by pavement should be complemented by planted pots at the base of columns and framing building entries.

### I. 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 DU6s, 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 and pedestrian plazas are anticipated in DU6s, 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.

### J. 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 DU6s plant palette, the minimum size for required trees may be smaller if exchanged for an additional quantity of trees as outlined in the City of Mesa zoning ordinances.

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 DU6s 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”.



# DU 6 South DUP

## Exhibit 5.10 DU6s Plant Palette

### K. Trees

* Approved for Parkway	** Not Approved for Front Yards	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			E	x	x	
Acacia farnesiana/smallii 	Sweet Acacia	x	x	x	x		E		x	
Acacia rigidula 	Blackbrush Acacia			x	x		E	x	x	
**Acacia salicina 	Willow Acacia	x	x	x			E	x		

## DU 6 South DUP

* Approved for Parkway	** Not Approved for Front Yards	Landscape Character					Tree Class			
BOTANICAL NAME	COMMON NAME	Shaded Parkway	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D=Deciduous	Canopy	Accent	Palm
Acacia willardiana 	Palo Blanco	x	x	x	x		F		x	
Arecastrum romanzoffianum 	Queen Palm			x			E		x	x
Bauhinia lunaroides/congesta 	Anacacho Orchid	x	x	x	x	x	D		x	
Bauhinia variegata 'Candida' 	White Orchid Tree		x	x			D		x	

## DU 6 South DUP

* Approved for Parkway	** Not Approved for Front Yards	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									
Brahea armata 	Mexican Blue Palm	x	x	x	x		F		x	x
** Carya sp. 	Pecan			x			E	x		
** Celtis reticulata 	Canyon Hackberry			x	x	x	D	x		
Cercidium species (see Parkinsonia species)	Palo Verde									
Chilopsis linearis species 	Desert Willow, 'Bubba', 'Lucretia Hamilton'	x	x	x	x	x	D	x	x	

## DU 6 South DUP

* Approved for Parkway	** Not Approved for Front Yards	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									
Chitalpa tashkentensis 	Chitalpa	x	x	x			D	x	x	
**Citrus sp. 	Citrus Tree	x	x	x			E		x	
Cupressus sempervirens 	Italian Cypress	x	x	x			E		x	
Ebenopsis flexicaule/ebano (see Pithecellobium flexicaule)	Texas Ebony									
Ficus microcarpa nitida 	Compact Indian Laurel Fig			x			D	x	x	

## DU 6 South DUP

* Approved for Parkway	** Not Approved for Front Yards	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	x	F		x	
Fraxinus oxycarpa 'Raywood' 	Raywood Ash	x	x	x			D	x		
Fraxinus velutina 'Fantex' 	Fan-tex Ash	x	x	x			D	x		
Fraxinus uhdei (Wenzig) Lingelsh 	Shamel Ash, Tropical Ash	x	x	x			D	x		
Geijera parviflora 	Australian Willow			x			E		x	

## DU 6 South DUP

* Approved for Parkway	** Not Approved for Front Yards	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									
Jacaranda mimosifolia 	Jacaranda	x	x	x			D	x	x	
** Juniperus monospermus 	One Seed Juniper			x	x	x	E			
Lysiloma candida 	Feather Bush			x			E	x	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	

## DU 6 South DUP

* Approved for Parkway	** Not Approved for Front Yards	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									
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	
Parkinsonia praecox 	Palo Brea	x	x	x	x	x	D	x	x	
Phoenix dactylifera 	Date Palm	x	x	x	x		E	x	x	x
Pinus eldarica 	Mondel Pine	x	x	x			E	x		

## DU 6 South DUP

* Approved for Parkway	** Not Approved for Front Yards	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	E	x		
Pistacia atlantica x intergerrima 	Red Push Pistache	x	x	x			D	x		
Pistachia chinensis 	Chinese Pistache	x	x	x			D	x		
Pistacia lentiscus 	Mastic Tree	x	x	x			E	x	x	
Pithecellobium flexicaule 	Texas Ebony	x	x	x	x		E	x	x	

## DU 6 South DUP

* Approved for Parkway	** Not Approved for Front Yards	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>Plantanus wrightii</i> 	Arizona Sycamore		x	x	x	x	D	x		
** <i>Populus fremontii</i> 	Fremont Cottonwood		x	x	x	x	D	x		
<i>Prosopis alba</i> 	Argentine Mesquite	x	x	x	x	x	D	x	x	
<i>Prosopis chilensis</i> 	Chilean Mesquite	x	x	x	x	x	D	x	x	
<i>Prosopis glandulosa</i> species 	Honey Mesquite, 'Maverick' Mesquite	x	x	x	x	x	D	x		

## DU 6 South DUP

* Approved for Parkway	** Not Approved for Front Yards	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									
Prosopis hybrid species 	Phoenix' Thornless Mesquite, 'AZT' Thornless Mesquite	x	x	x			D	x		
Prosopis velutina 	Velvet Mesquite	x	x	x	x	x	D	x		
Prunus cerasifera 'Purple Pony' 	Purple Leaf Plum	x	x	x			D			
Quercus buckleyi 	Red Rock Oak	x	x	x			D	x		
Quercus virginiana 'Heritage' 	Heritage Live Oak	x	x	x			E	x		

**DU 6 South DUP**

* Approved for Parkway	** Not Approved for Front Yards	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									
Rhus lancea 	African Sumac		x	x			E	x	x	
Robina ambigua 'Purple Robe' 	Purple Robe Locust		x	x			D	x	x	
Robina idahoensis 'Purple Robe' 	Idaho Locust		x	x			D	x	x	
Schinus terebinthifolius 	Brazilian Pepper Tree			x			E		x	
Sophora secundiflora 	Texas Mountain Laurel	x	x	x	x		E		x	

## DU 6 South DUP

* Approved for Parkway	** Not Approved for Front Yards	Landscape Character					Tree Class			
BOTANICAL NAME	COMMON NAME	Shaded Parkway	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D= Deciduous	Canopy	Accent	Palm
**Tipuana Tipu 	Tipu			x			D	x	x	
Ulmus parvifolia V. 	Evergreen Elm Varieties	x	x	x			D	x		
Vitex agnus-castus 	Chaste Tree	x	x	x			D	x	x	
Washingtonia filibusta 	Hybrid from cultivation between W. filifera and W. robusta Fan Palm	x	x	x	x		E		x	x
Washingtonia filifera 	California Fan Palm	x	x	x	x		E		x	x

## DU 6 South DUP

* Approved for Parkway	** Not Approved for Front Yards	Landscape Character					Tree Class			
BOTANICAL NAME	COMMON NAME	Shaded Parkway	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D=Deciduous	Canopy	Accent	Palm
Washingtonia robusta 	Mexican Fan Palm	x	x	x	x		E		x	x

## DU 6 South DUP

### L. Shrubs

* Approved for Parkway	** Not Approved for Front Yards	Landscape Character					Shrub Class			
		Shaded Parkways	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D= Deciduous	Accent	Palm	
BOTANICAL NAME	COMMON NAME									
Abutilon palmeri	Indian Mallow		x	x	x		D	x		
** Acacia craspedocarpa	Leather Leaf Acacia		x	x	x		E	x		
Alyogyne huegelii	Blue Hibiscus		x	x			E	x		
Ambrosia deltoidea	Bursage		x	x	x	x	E			
Anisacanthus andersonii	Anderson's Honeysuckle			x	x		E	x		
Anisacanthus quadrifidus	Mountain Flame		x	x	x	x	E	x		
Asclepias subulata	Desert Milkweed	x	x	x	x	x	E	x		
Atriplex lentiformis	Quail Bush					x	E	x		
Bauhinia lunaroides	Anacacho Orchid	x	x	x			D			
Bougainvillea species	Bougainvillea	x	x	x			D	x		
Buxus species	Boxwood		x	x			E			
Caesalpinia gilliesii	Mexican Bird of Paradise		x	x	x		D	x		
Caesalpinia mexicana	Yellow Bird of Paradise		x	x	x		E	x		
Caesalpinia pulcherrima	Desert Bird of Paradise		x	x	x		D	x		
Calliandra californica	Red Fairy Duster		x	x	x		E	x		
Calliandra eriophylla	Native Fairy Duster		x	x	x	x	E	x		
*Callistemon citrinus 'Little John'	Little John	x	x	x			E	x		
Carissa grandiflora	Boxwood Beauty	x	x	x			E			
Carissa grandiflora 'Compacta'	Natal Plum		x	x			E			
Cassia artemisoides	Silver Cassia		x	x	x		E			
Cassia nemophila	Desert Cassia		x	x	x		E			
Cassia phyllodinea	Silver-Leaf Cassia		x	x	x		E			
**Celtis pallida	Desert Hackberry				x	x	E			
Chrysactinia mexicana	Damianita	x	x	x	x		E	x		
Cordia boissierii	Texas Olive	x	x	x	x		D			

**DU 6 South DUP**

* Approved for Parkway	** Not Approved for Front Yards	Landscape Character					Shrub Class		
		Shaded Parkways	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D= Deciduous	Accent	Palm
BOTANICAL NAME	COMMON NAME								
<i>Cordia parvifolia</i>	Littleleaf Olive		x	x			D	x	
** <i>Cortaderia selloana pumila</i>	Dwarf Pampas Grass	x		x			F		
<i>Dalea bicolor v. argyrea</i>	Silver Dalea		x	x	x		D		
<i>Dalea frutescens</i>	Black Dalea		x	x	x		D		
<i>Dalea frutescens</i> 'Sierra Negra' TM	Sierra Negra Dalea		x	x	x		D		
<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>Ephedra viridis</i>	Mormon Tea			x	x	x	D		
<i>Eremophila racemosa</i>	Easter Egg Bush	x	x	x			E		
* <i>Eremophila glabra</i> 'Winter Blaze'	Winter Blaze	x	x	x	x		E		
* <i>Eremophila hygrophana</i>	Blue Bells	x	x	x	x		E		
<i>Eremophila</i> sp.	Valentine Bush	x	x	x	x		E		
* <i>Ericameria laricifolia</i>	Turpentine Bush	x	x	x	x	x	E		
** <i>Eriogonum</i> sp.	Buckwheat sp.				x	x	E		
<i>Euphorbia biglandulosa</i>	Gopher Plant		x	x			E	x	
<i>Euphorbia rigida</i>	Gopher Plant	x	x	x			E		
<i>Euonymus japonica</i>	Evergreen Euonymus	x	x	x			E		
<i>Europea</i> 'Little John'	Dwarf Olive Shrub	x	x	x			E		
* <i>Gaura lindheimerii</i>	Whirling Butterflies 'white'	x	x	x			D	x	
<i>Hibiscus rosa-sinensis</i>	Hibiscus	x	x	x			E	x	
<i>Jasminum mesnyi</i>	Primrose Jasmine	x		x			E		
<i>Juniperus chinensis</i> varieties	Juniper	x		x			E		
<i>Justicia californica</i>	Chuparosa		x	x	x	x	E	x	
<i>Justicia candicans</i> (ovata)	Red Honeysuckle		x	x			E	x	
<i>Justicia spicigera</i>	Mexican Honeysuckle		x	x			E	x	
<i>Lantana</i> species	Bush Lantana	x	x	x			E	x	
<i>Larrea tridentata</i>	Creosote		x	x	x	x	E		
<i>Leucophyllum</i> species	Sage Varieties		x	x	x		E	x	

## DU 6 South DUP

* Approved for Parkway	** Not Approved for Front Yards	Landscape Character					Shrub Class			
BOTANICAL NAME	COMMON NAME	Shaded Parkways	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D= Deciduous	Accent	Palm	
Leucophyllum Candidum Thunder Cloud TM	Texas Sage		x	x	x		E	x		
Leucophyllum laevigatum	Chihuahuan Sage		x	x	x		E	x		
Leucophyllum zygophyllum 'Cimarron'	Cimarron Texas Ranger		x	x	x		E	x		
Ligustrum japonicum	Japanese Privet	x	x	x			E			
Lonicera japonica	Hall's Honeysuckle			x			E			
Lycium fremontii	Wolfberry				x	x	E			
Muhlenbergia capillaris	Pink Muhley	x	x	x	x		D	x		
Muhlenbergia rigens	Deer Grass	x	x	x	x		D	x		
*Muhlenbergia rigida 'Nashville" TM	Nashville Grass	x	x	x	x		D	x		
Myrtus communis	Myrtle		x	x			E			
*Myrtus communis v. 'Compacta'	Dwarf Myrtle	x					E			
Nerium oleander 'Petite Pink"	Petite Pink Oleander			x			E			
Nerium oleander varieties	Oleander		x	x			E	x		
Pittosporum tobira	Japanese Mock Orange	x	x	x			E			
Psilostrophe cooperi	Paperflower		x	x	x	x	D	x		
Punica granatum 'Nana'	Dwarf Pomegranate	x	x	x			E			
Pyracantha varieties	Pyracantha			x			E			
Rhus ovata	Sugarbush		x	x			E			
Rhus virens	Evergreen Sumac		x				E			
Rosa species	Rose	x		x			E			
*Rosmarinus officinalis	Rosemary		x	x			E			
Ruellia species	Ruellia	x	x	x	x	x	E			
*Ruellia brittoniana	Ruellia	x	x	x			E	x		

**DU 6 South DUP**

* Approved for Parkway	** Not Approved for Front Yards	Landscape Character					Shrub Class			
BOTANICAL NAME	COMMON NAME	Shaded Parkways	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D=Deciduous	Accent	Palm	
Ruellia peninsularis	Baja Ruellia		x	x			F	x		
*Russellia equisetiformis	Coral Fountain	x	x	x			F	x		
Salvia coccinea	Scarlet Sage		x	x			F	x		
Salvia greggii	Autumn Sage		x	x			F	x		
Salvia leucantha	Mexican Bush Sage		x	x			F	x		
Sambucus mexicana	Mexican Elderberry		x	x	x	x	E			
Simmondsia chinensis	Jojoba		x	x	x	x	E			
Sophora secundiflora	Texas Mountain Laurel	x	x	x	x		E			
Strelitzia reginae	Tropical Bird of Paradise	x	x	x			D	x		
Tecoma stans	Yellow Bells		x	x	x		E	x		
Tecoma stans 'Gold Star'	Gold Star Tecoma		x	x	x		E	x		
Tecoma stans 'Orange Jubilee'	Orange Tecoma Stans		x	x	x		E	x		
Tecoma x 'Sparky'	Sparky Tecoma		x	x	x		E	x		
Tecoma x 'Sunrise'	Sunrise Tecoma		x	x	x		E	x		
Tecomaria capensis	Cape Honeysuckle		x	x	x		E			
Vigueria deltoidea	Goldeneye		x	x	x	x	D	x		
Xylosma congesta	Xylosma	x		x			E			
Xylosma congesta 'Compacta'	Compact Xylosma	x	x	x			E			
Zixmenia hispida 'Devils River'	Zexem	x		x	x		E			

## DU 6 South DUP

### M. Accents

* Approved for Parkway	** Not Approved for Front Yards	Landscape Character					Class		
		Shaded Parkways	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D=Deciduous	Accent	Palm
BOTANICAL NAME	COMMON NAME								
Agave parryi 'Truncata'	Parry's Agave		x	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 sp.	Aloe	x	x	x	x	x	E	x	
Asclepias subulata	Desert Milkweed		x	x	x	x	E	x	
Bulbine frutescens	Bulbine	x		x			E	x	
Carnegiea gigantea	Saguaro			x	x	x	E	x	
Cereus species	Cereus Varieties	x		x			E	x	
Chamaerops humilis	Mediterranean Fan Palm	x		x			E	x	x
Cycas revolta	Sago Palm			x	x		E	x	x
Cyperus alternifolius	Umbrella Plant			x			E	x	
Dasyliirion acrotriche	Green Desert Spoon	x	x	x	x		E	x	
Dasyliirion longissimum	Mexican Tree Grass	x	x	x	x		E	x	
Dasyliirion quadrangulatum	Toothless Desert Spoon		x	x	x		E	x	
Dasyliirion texanum	Green Desert Spoon		x	x	x		E	x	
*Dasyliirion wheelerii	Desert Spoon	x	x	x	x	x	E	x	
Euphorbia antisiphilitica	Candelilla	x	x	x	x	x	E	x	
Ferocactus acanthodes	Fire Barrel				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	
Hesperaloe funifera	Giant Hesperaloe		x	x	x		E	x	
Hesperaloe nocturna	Night Blooming Hesperaloe		x	x	x		E	x	
Hesperaloe parviflora	Yellow/Red Hesperaloe		x	x	x		E	x	
*Hesperaloe parviflora 'Perpa'	Brakelight Red Yucca	x	x	x	x		E	x	
Hesperaloe x 'Pink Parade'	Pink Parade	x	x	x	x		E	x	

## DU 6 South DUP

* Approved for Parkway	** Not Approved for Front Yards	Landscape Character					Class		
BOTANICAL NAME	COMMON NAME	Shaded Parkways	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D=Deciduous	Accent	Palm
Lophocereus schottii fa. Monstrosus	Totem Pole Cactus		x	x	x	x	E	x	
Nolina species	Beargrass		x	x	x	x	E	x	
Opuntia sp.	Prickly Pear		x	x	x	x	E	x	
Pachocereus marginatus	Mexican Organ Pipe			x	x		E	x	
Pedilanthus macrocarpus	Lady Slipper		x	x	x		E	x	
Philodendron selloum	Selloum Philodendron			x			E	x	
Sansevieria spp.	Mother-in-law's Tongue			x			E	x	
Yucca baccata	Banana Yucca				x	x	E	x	
*Yucca pallida	Pale Leaf Yucca	x	x	x	x		E	x	
Yucca rostrata	Beaked Yucca		x	x			E	x	
Yucca species	Yucca Varieties		x	x	x	x	E	x	

## DU 6 South DUP

### N. Perennials and Groundcovers

* Approved for Parkway	** Not Approved for Front Yards	Landscape Character					Class		
		Shaded Parkways	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D= Deciduous	Accent	Palm
BOTANICAL NAME	COMMON NAME								
*Acacia redolens 'Desert Carpet'	Desert Carpet	x	x	x			E		
Aquilegia chrysantha	Golden-spurred Columbine			x	x		E		
Asparagus densiflorus 'meyers'	Meyer's Asparagus	x	x	x			E		
Asparagus densiflorus 'sprengeri'	Sprenger Asparagus	x	x	x			E		
*Baccharis pilularis 'Starn Thompson'	Dwarf Coyote Bush	x	x	x			E		
Baileya multiradiata	Desert Marigold				x	x	D	x	
Berlandiera lyrata	Chocolate Flower	x	x	x	x	x	E		
Campsis radicans	Common Trumpet Creeper	x	x	x			E		
Carpobrotus chilensis	Ice Plant	x	x	x			E		
*Carrisa 'Green Carpet'	Green Carpet	x	x	x			E		
Catharanthus roseus	Madagascar Periwinkle	x	x	x			E		
Cuphea llavea	Monkey Flower	x	x	x			E		
Convolvulus cneorum	Bush Morning Glory		x	x			E	x	
Convolvulus mauritanicus	Ground Morning Glory	x	x	x			E		
Coreopsis bigelovii	Desert Coreopsis	x	x	x	x		E		
Cosmos species	Cosmos Varieties	x	x	x	x		E		
*Dalea captata 'Sierra Gold'	Dalea	x	x	x			E	x	
**Dimorphotheca sinuata	African Daisy				x	x	D		
Dyssodia acerosa	Shrubby Dogwood		x	x	x		D	x	
Dyssodia pentachaeta	Dogweed		x	x	x		D	x	
*Eremophila glabra 'Mingenew Gold'	Outback Sunrise Emu	x	x	x	x		E		

**DU 6 South DUP**

* Approved for Parkway	** Not Approved for Front Yards	Landscape Character					Class		
		Shaded Parkways	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D=Deciduous	Accent	Palm
BOTANICAL NAME	COMMON NAME								
*Eremophila maculata 'Outback Sunrise'	Outback Sunrise Emu	x	x	x	x		E		
Eupatorium greggii 'Boothill'	Eupatoria	x	x	x	x		E		
Gaura lindeimeri	Desert Orchid	x	x	x	x		E		
*Gazania rigens	Trailing Ganzia		x	x			E	x	
*Gazania rigens 'Sun Gold'	Ganzia sp.		x	x			E	x	
Gelsemium sempervirens	Yellow Flowering Jessamine	x	x	x	x		E		
Glandularia tenuisect 'Edith'	Edith Verbena			x	x		D		
Helianthus debilis	Dune Sunflower			x	x		D		
*Hymenoxys acualis	Angelita Daisy	x	x	x			D	x	
*Lantana 'New Gold'	New Gold Lantana	x	x	x			D	x	
* Lantana species	Trailing Lantana	x	x	x			D	x	
Lantana 'Spreading Sunset'	Spreading Sunset	x	x	x			E		
Lonicera japonica 'Halliana'	Hall's Honeysuckle	x	x	x			E		
*Malephora lutea	Rocky Point Ice Plant	x	x	x	x		E		
*Melampodium leucanthum	Blackfoot Daisy	x	x	x			E	x	
Mimulus cardinalis	Monkey Flower			x	x		D		
Mirabilis multiflora	Desert Four-o-Clock						D		
Myoporum	Myoporum	x	x	x			E		
Nemophila maculata	Five Spot			x	x		D		
Oenothera berlandieri	Mexican Evening Primrose	x	x	x	x		D		
Osteospermum fruticosum	Trailing African Daisy	x	x	x	x		D		
Papaver nudicaule	Iceland Poppy				x	x	D	x	
Papaver rhoeas	Shirley Poppy				x	x	D	x	
Penstemon baccharifolius	Rock Penstemon				x	x	D	x	

**DU 6 South DUP**

* Approved for Parkway	** Not Approved for Front Yards	Landscape Character					Class		
		Shaded Parkways	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D= Deciduous	Accent	Palm
BOTANICAL NAME	COMMON NAME								
Penstemon sp.	Penstemon		x	x	x	x	D	x	
*Rosemarinus officinalis 'Huntington Carpet'	Huntington Carpet Rosemary	x					E		
*Rosmarinus officinalis Prostrata	Prostrate Rosemary	x	x	x			E		
*Ruellia brittoniana 'Katie'	Katie Ruellia	x	x	x			E		
Santolina virens	Green Santolina	x	x	x			E		
Setcreasea pallida	Purple Heart Plant	x	x	x			E		
Sphaeralcea ambigua	Desert Globemallow		x	x	x	x	D	x	
Setcreasea pallida	Purple Heart		x	x			E	x	
Tulbaghia violacea	Society Garlic	x	x	x			E	x	
*Tetranauris acaulis	Angelita Daisy	x	x	x	x	x	E	x	
Verbena gooddingii	Native Verbena		x	x	x	x	E	x	
Verbena pulchella	Verbena		x	x	x		E	x	
Verbena species	Verbena		x	x	x		E	x	
*Wedelia trilobata	Yellow Dots	x	x	x			E		
Zephyranthes candida	White Rain Lily		x	x			E	x	
Zinnia grandiflora	Little Golden Zinnia				x	x	E		

## DU 6 South DUP

### O. Grasses

* Approved for Parkway	** Not Approved for Front Yards	Landscape Character					Class		
		Shaded Parkways	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D=Deciduous	Accent	Palm
BOTANICAL NAME	COMMON NAME								
<i>Bouteloua curtipendula</i>	Sideoats Grama		x	x	x		D	x	
<i>Bouteloua gracilis</i>	Blue Grama		x	x	x		D	x	
<i>Bouteloua gracilis</i> 'Blond Ambition'	Blond Ambition	x	x	x	x		D	x	
<i>Muhlenbergia capillaris</i>	Regal Mist	x	x	x			D	x	
<i>Muhlenbergia lindheimeri</i>	Lindheimer's Muhly	x	x	x			D	x	
<i>Muhlenbergia rigens</i>	Deegrass	x	x	x			D	x	
<i>Nolina</i> sp.	Beargrass	x	x	x			E	x	
Bermuda Grass Hybrid	Midiron Turf	x		x	x	x	D	x	
Turfgrass	Palmetto St. Augustine	x		x	x	x	D	x	
Bermuda Grass	Santa Ana Turf	x		x	x	x	D	x	
Bermuda Grass	Tifgreen 328	x		x	x	x	D	x	
Bermuda Grass	Tifway 419	x		x	x	x	D	x	

## DU 6 South DUP

### P. Vines

* Approved for Parkway	** Not Approved for Front Yards	Landscape Character					Tree Class		
		Shaded Parkways	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D= Deciduous	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	
Ficus pumila	Creeping Fig Vine		x	x			E	x	
Hardendergia comptoniana	Lilac Vine								
Hedera helix	English Ivy								
Jasminum polyanthum	Pink Jasmine								
Macfadyena unguis-cati	Cat's Claw		x	x	x	x	E	x	
Mascagnia lilacina	Lilac Orchid Vine								
Mascagnia macroptera	Yellow Orchid Vine		x	x			E	x	
Pandorea jasminoides	Bower Vine								
Podranea ricasoliana	Pink Trumpet Vine		x	x			E	x	
Trachelospermum jasminoides	Star Jasmine		x	x			E	x	
Vigna caracalla	Snail Vine		x	x			D	x	

### Q. Prohibited Plant List

BOTANICAL NAME	COMMON NAME
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
Pennisetum ciliare	Buffel Grass
Tamarix aphylla	Tamarisk or Salt Cedar

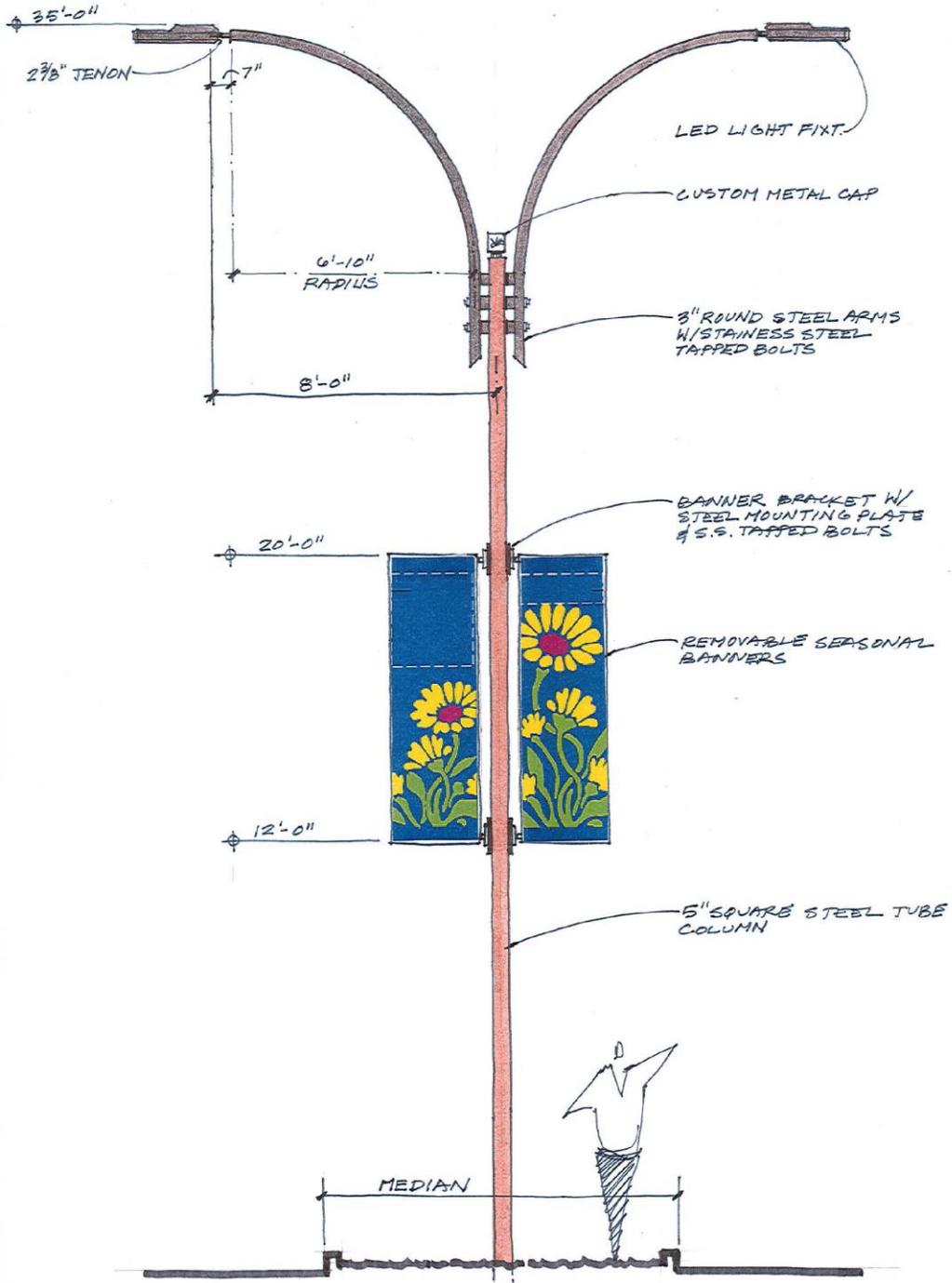
## 5.4 Lighting

Lighting within the right-of-way along Point Twenty-Two Boulevard shall typically be placed in center of the raised median. Along Signal Butte Road it will be placed at the back of the sidewalk.

Light fixtures, poles and traffic lights in the right-of-way shall typically be of the character depicted here as shown in **Exhibit 5.12 – Major Street Lighting**. The right-of-way of perimeter streets shall be illuminated per City of Mesa standards. The use of slim L.E.D street lighting fixtures is encouraged in the right-of-way to be consistent with Eastmark's Vision for sustainability.

DU 6 South DUP

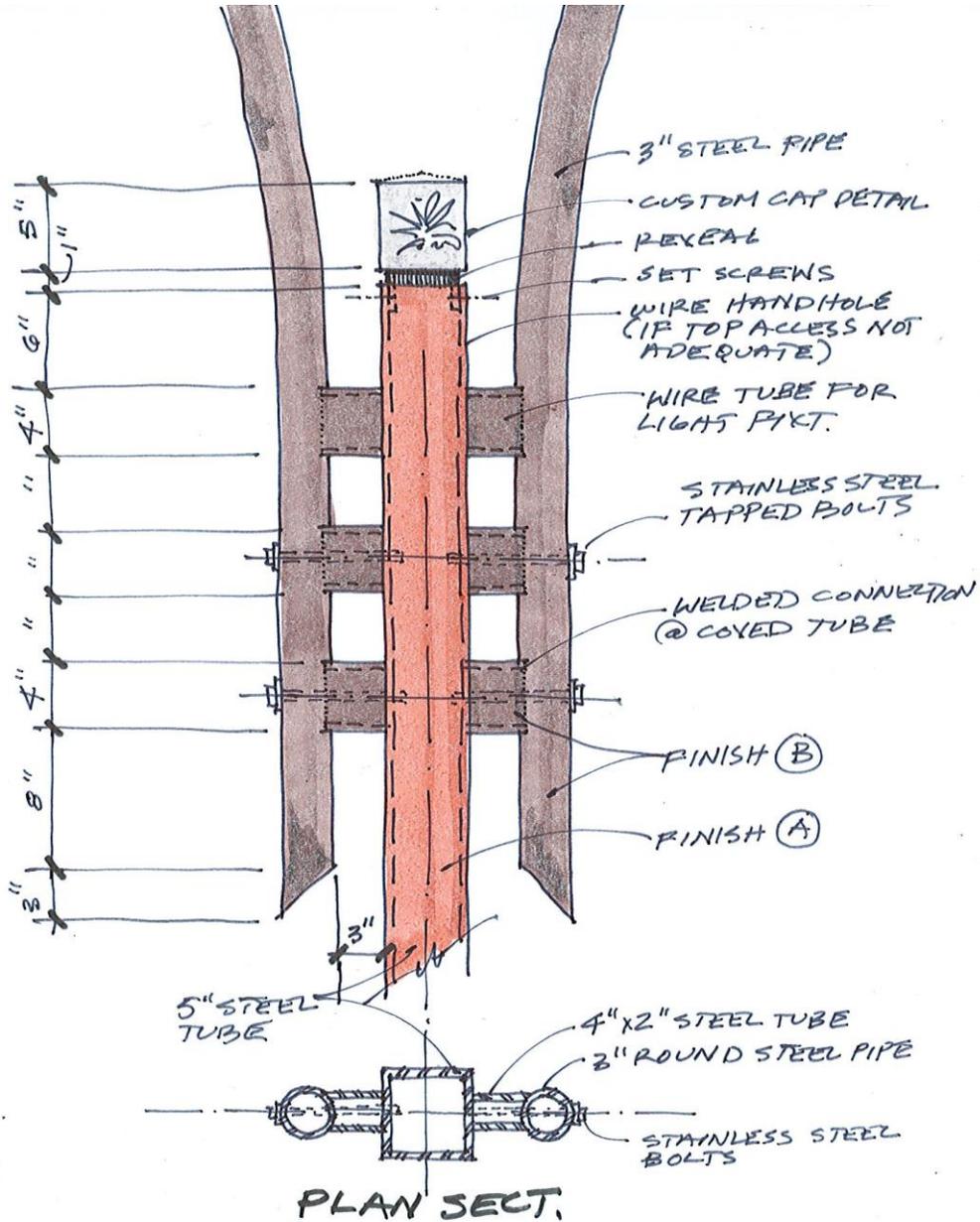
Exhibit 5.12 - Major Street Lighting - Metal Pole



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

DU 6 South DUP

Exhibit 5.12 - Major Street Lighting - Details



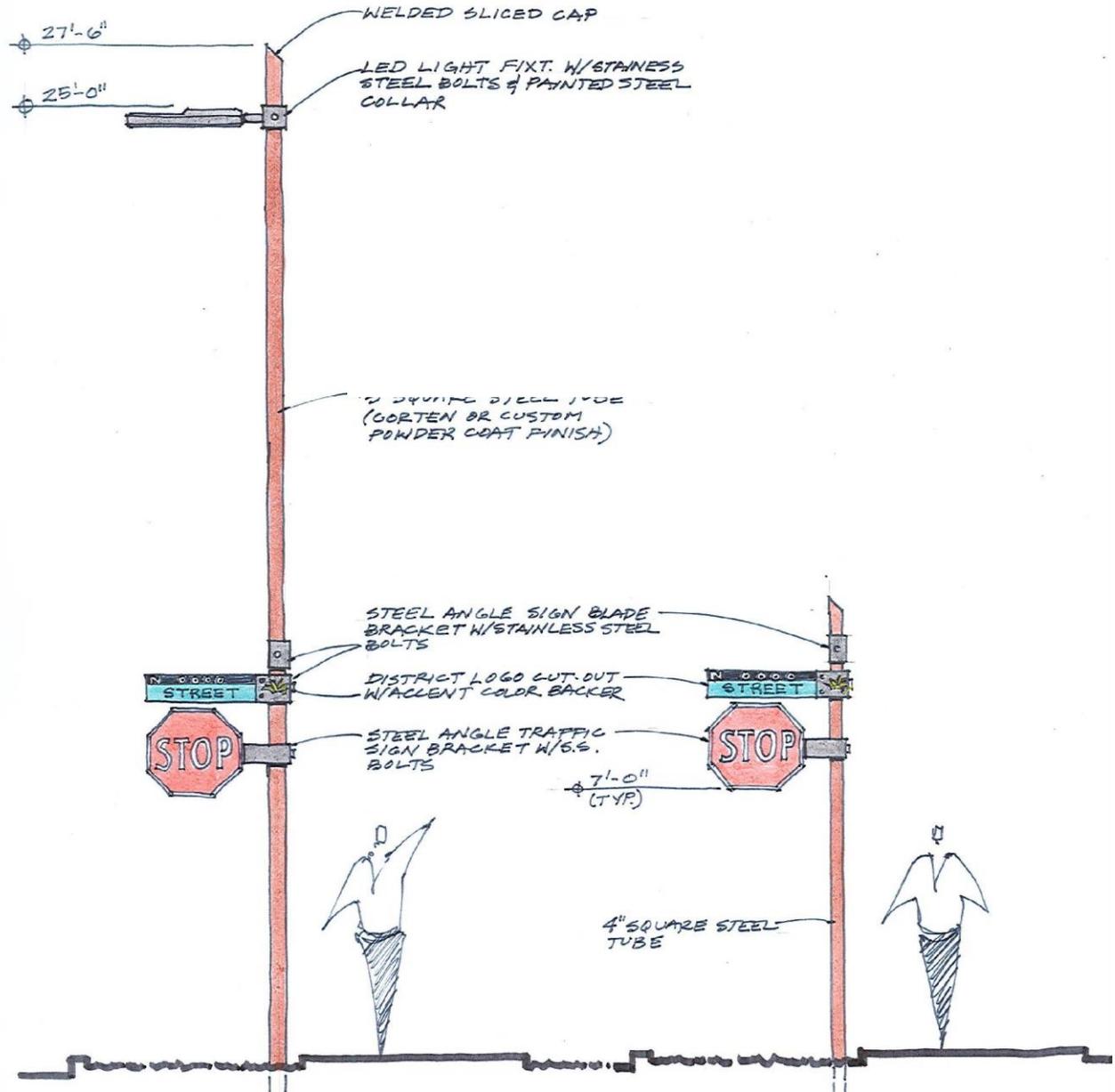
(Concept shown here; specific details must be approved by City of Mesa.)

## DU 6 South DUP

Interior Roadways in DU6s will typically be dark and only lighted at intersections. When these intersections are at a neighborhood park, the light fixture should be located behind the curb opposite the park. Light fixtures, poles and traffic lights in the right-of-way shall typically be of the character depicted here as shown in **Exhibit 5.13 – Interior Roadway Lighting**. The use of slim L.E.D street lighting fixtures is encouraged in the right-of-way to be consistent with Eastmark’s Vision for sustainability.

# DU 6 South DUP

## Exhibit 5.13 - Interior Roadway Lighting - Stone Pole



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

## DU 6 South DUP

Areas within DU6s in addition to the perimeter road right-of-ways and the internal roadway right-of-ways, shall generally fall into the Entry Drive and Park Lighting character zone as depicted on **Exhibit 5.14 - Lighting Character**. Light fixtures and poles in the interior areas of DU6s will be consistent with those in use in other parts of Eastmark and shall typically be of the character depicted here or will be painted or power coated in a dark bronze or copper hue. Metal elements of these fixtures shall not be reflective and should have a matte finish. Maximum standard heights shall be appropriate to the surrounding context. Metal halide lamps and slim LED fixtures are encouraged; high-pressure sodium lamps are discouraged.

### A. Entry Drive and Park Lighting

Entry Drive and Park Lighting is not required, but may be located at the neighborhood entrances to DU6s. 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 up-lighting 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.

### B. Dark/Security Lighting

The large areas of DU6s 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 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.

### C. Front Drive Lighting (non-residential)

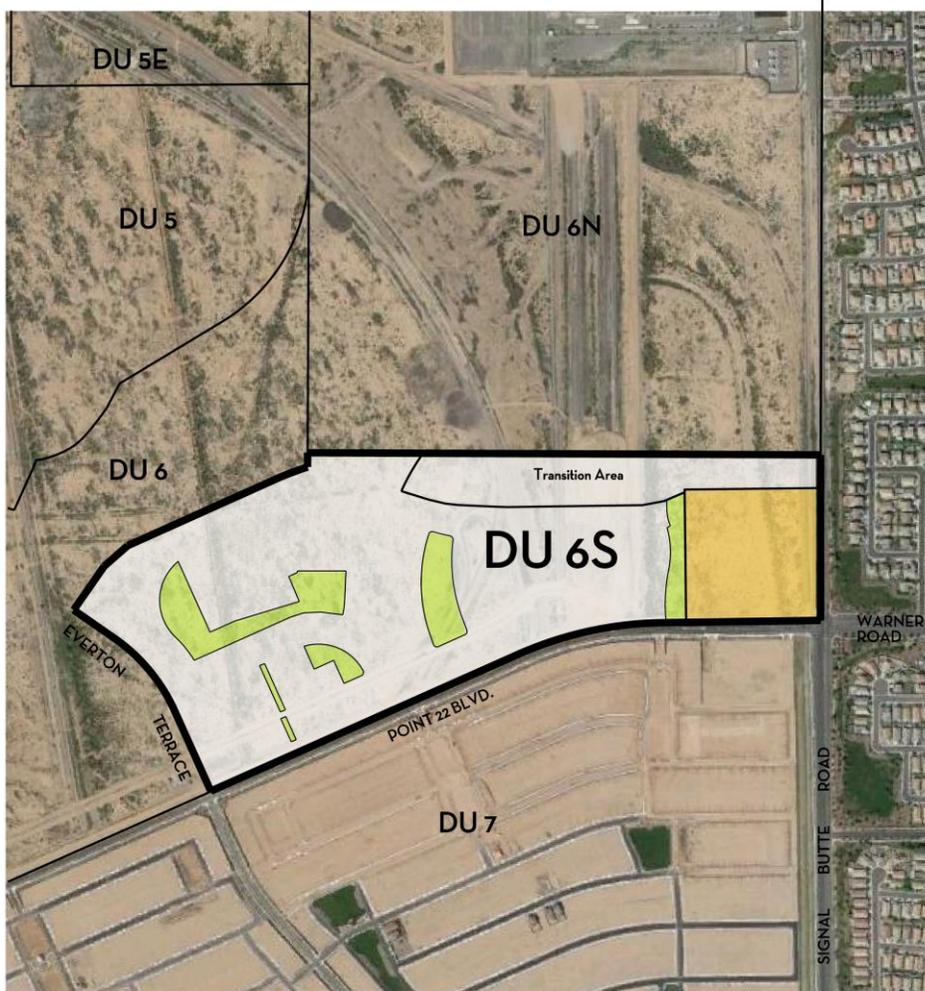
Front Drive Lighting is located at entrances for commercial uses that may develop in DU6s. Lighting in these areas is generally ambient and may include driveway, sidewalk and landscape lighting. Landscape up-lighting in this zone is encouraged, but not required. Lighting fixtures shall typically be mounted at or below twenty-five (25) feet above the adjacent grade.

### D. Parking Lot and Driveway Lighting

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. Parking lots and driveway lighting areas are anticipated to support commercial uses. Lighting in these areas is intended to allow for pedestrians to safely traverse from buildings to vehicles in a comfortable and safe manner.

# DU 6 South DUP

## Exhibit 5.14 - Lighting Character



-  Entry drive and park lighting
-  Parking lot and driveway lighting

Notes: Other areas outside the ROW are generally not illuminated except for general building illumination, artistic landscape illumination and minor parking lot illumination. Lighting fixtures shall typically have a dark bronze or copper hue and a matte finish. High-pressure sodium lamps are prohibited

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.

N.T.S.



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## 5.5 Design Character

Building design and the built environment in DU6s 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.

The design character of DU6s, while typically small or residential in scale includes 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 DU6s is based on the **Exhibit 5.1 - Memory Points and Ordinary Elements Diagram**. Residential areas of DU6s will be home to blocks of small repetitive building masses while the commercial site will have larger building masses. Individual structures may dominate their site and help to add enclosure to public spaces they might surround. Most buildings in DU6s are designed to be background structures, tied together and often dominated by the landscape of the streetscape and the network of intimate parks. Most of these background buildings will be low structures, typically one to three stories in height, with setbacks that allow them to get close to the street.

Building and wall colors in DU6s will vary from historic Spanish and territorial combinations to bold modern accents. 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.

The rhythm of DU6s is mostly expressed through the pattern of the blocks, echoed in the individual buildings and accented by the neighborhood parks. This pattern is created as a result of using the streets to extend the neighborhood parks into the neighborhood.

As central neighborhoods, urban integration will take the form of a series of neighborhoods well connected by pedestrian routes. Urban integration with the residential use will occur with the development of the Signal Butte activity core commercial area. In these areas, urban integration will take the form of pedestrian connections that link these uses. The basic street fabric will echo to the memory points into the landscape, but will not always provide connections with automobile routes. The neighborhoods will also follow the base rule of urbanity – waste no space. Multi-tasking

## DU 6 South DUP

the site plan by incorporating stormwater drainage in roadside bio swells and distributed neighborhood park spaces will emphasize the urban value of the property.

Within DU6s 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 of 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 DU6s, expressed in its required landscape character and palette is designed to combine areas that encourage lingering and gathering to include turf and other attractive elements while conserving water in other areas. The grading of the site should further the Eastmark desire to conserve water not only by retaining all storm water within DU6s, but also by creating small micro-basins that direct rainwater to low water use plants rather than directly to large area basins.

The buildings within DU6s should incorporate modern integrated buildings systems whenever possible and efficient.

### B. Building Form

Each building should be designed to create a visually interesting and balanced composition of varying building forms, volume, massing, heights and roof styles within the context of the location in the Community and target market segment.

Elevation diversity is encouraged and will be consistent with standards imposed in DU7 and DU3 South. Monotonous look-a-like homes are not allowed. Each home and building should be designed to create a visually interesting composition of varying building form, volume, massing heights and roof styles. Individual homes may be designed to be part of an overall street composition which may have less variation in individual buildings.

Building forms should reflect quality design that incorporates appropriate scale and proportion, architectural character and detailing. Buildings will incorporate an appropriate amount of detail on rear/side elevations consistent with the architectural design demonstrated in DU7 and DU3 South. If rear/side elevations are visible from adjacent streets, or common areas, they will include an amount of detail that is in keeping with the street elevation character as demonstrated in DU7 and DU 3 South.

The use of solar panels are encouraged 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 building are also encouraged and may provide visible expressions of the importance of sustainability.

The following images are examples of building forms which could be a part of the community:

# DU 6 South DUP

## RESIDENTIAL ENCLAVES/CENTRAL NEIGHBORHOODS



# DU 6 South DUP

## COMMERCIAL ACTIVITY CORE



## DU 6 South DUP

DU6s may be developed with small scale commercial buildings within the activity core at the northwest corner of Signal Butte and Point Twenty-Two. Building height will be consistent with the CP.

Modern desert appropriate building colors are required on all building facades. These facades will be used as the backdrop to multiple layers of "Old Arizona" and Sonoran Desert landscape screens. The texture and various depths of the required vegetation will provide filtered views of the buildings beyond.

The grading of the site should further the Eastmark desire to conserve water not only by retaining all storm water within DU6s, but also by creating small micro-basins that direct rainwater to low water use plants rather than directly to large area basins.

The buildings within DU6s should be constructed of energy efficient materials. Modern integrated buildings systems shall be used whenever possible and efficient. Construction systems and techniques that can be recycled in future generations are also encouraged.

### 5.6 Signage

Given that commercial and residential uses are anticipated, there are two (2) categories of signs that are anticipated. Within the residential uses, seven (7) distinct categories of signs are anticipated and within commercial, generally four categories are anticipated as noted below:

#### A. Sign Categories

##### Residential Signs:

- Eastmark Community Entry Monuments/Urban Marketing Directionals
- Community Directional, Builder Directional and Security Signs
- Neighborhood Park Identification Monuments
- Sentinel/Enclave Signage
- Private User Signage in Neighborhoods
- Streetscape Banners
- Construction Screening

##### Commercial Signs:

- Attached wall-mounted signs, detached freestanding/monument signs and directional signs. All signs shall be appropriately sized to fit on the building or wall mass to which they are attached. Directional signage shall typically be sized for readability of users on adjacent roadways or sidewalks. Sign placement in DU6s is anticipated as shown on **Exhibit 5.15 – Potential Signage**. Other sign types such as temporary retail/portable signs, window signs, applied signs and menu signs/boards/cabinets may also be allowed in conformance with the CP. Address signage is permitted on the building or as part of Detached Freestanding/Monument Signs. Refer to Section 16 – Sign Standards of the CP for additional signage requirements by sign type and permitted sign area by LUG.

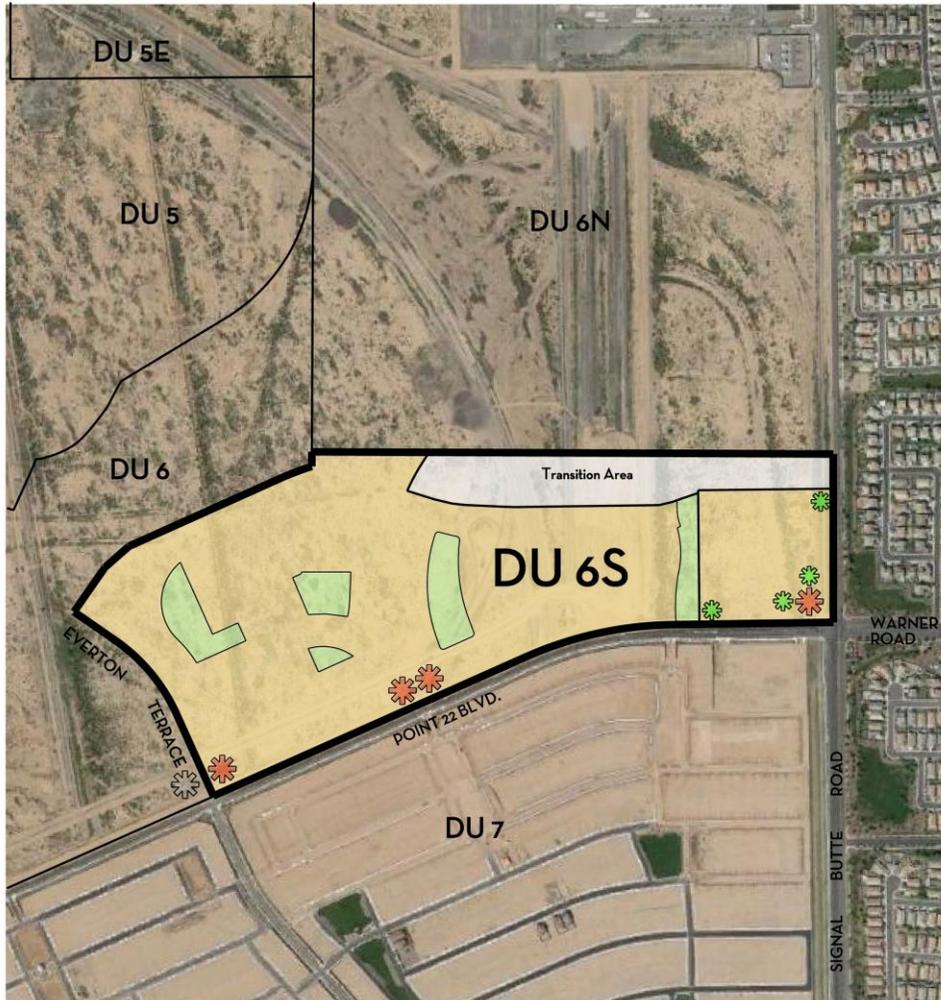
## DU 6 South DUP

### B. Permitted Sign Types

1. Community Signage shall be designed by the Master Developer and approved by the City of Mesa. It may match or complement community signage elsewhere in Eastmark. Community signage may be placed within the ROW or public easements by the Master Developer with the permission of the City of Mesa. Community Signage may be graphic in nature or iconic in the form of a structure or object in the landscape. Community Signage is not required.
2. Attached Wall-Mounted Signs are allowed to be high on the building elevation but must be below the parapet height in LUG OS, CS and D. 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 (as demonstrated in Section 16 of the CP). Multiple (more than one) 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 although other lighting forms are permitted in the appropriate context. Multiple building mounted signs are permitted on the same building façade in LUG OS, CS, and D. Attached Wall-Mounted Signs may also include mural, cabinet sign or canopy sign types. Signs must meet the signage requirements for DU6s below. Wall mounted subdivision entry signs are permitted in LUGs OS, CS, E, V and D.
3. Detached Freestanding/Monument Signs are permitted in the landscape typically at entrances to DU6s from perimeter streets in LUG OS, CS and D. 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, but alternate forms of illumination are permitted if complementary to the design of the sign or if halo lighting is not consistent with the sign lettering. Multiple building mounted signs are permitted on the same blade or wall structure. Vertical sign expressions in the landscape are encouraged. These signs must meet the signage requirements provided for DU6s below. 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. This sign type is generally not permitted in LUG E except for simple, permanent, non-internally illuminated monuments that do not exceed three (3) square feet. Freestanding/Monument Signs in public easements may require an encroachment permit from the City of Mesa.
4. Directional Signs are permitted in the interior and at entrances to DU6s. Directional signage shall be sized appropriate to ensure the convenient readability. This signage is not permitted to advertise tenants or occupants, but is permitted to provide directions to individuals and groups moving through the DU. Directional signage may be illuminated but typically shall not be backlit. These signs must meet the signage requirements for DU6s below. Signs in public easements or right-of-way may require an encroachment permit from the City of Mesa.

# DU 6 South DUP

## Exhibit 5.15 - Potential Signage



-  Private signage in the neighborhood
-  Park and Neighborhood naming signage
-  Private attached wall-mounted signs (building sign) and/or detached freestanding/monument signs (landscape)
-  Eastmark Community Signage

Notes:  
Internal directional and security signage may be used throughout DU6S.

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.

N.T.S.  NORTH July 2016

## DU 6 South DUP

### 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 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
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 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:
    - i) Commercial applications in LUG D visible on/from district and arterial street
    - ii) Limited to one sign per frontage per tenant
    - iii) 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

## DU 6 South DUP

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 5.15 – 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 Types

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

## DU 6 South DUP

12. Freestanding, flashing, moving, rotating, chasing, audible or odor producing signs
13. Suspended internally illuminated panel signs behind glazing
14. Signs that are not professional in appearance
15. Painted or hand lettered signs or newspaper advertisements
16. Cloth, paper, cardboard and other large stickers, decals, or other temporary signs
17. Placards, posters, playbills, postings, signs in any public right-of-way and fixed balloons in any location
18. Inflatable signs or graphic devices
19. Pre-fabricated neon "open", "closed" or other "off-the-shelf" pseudo neon looking window graphics
20. Triple Message Signs
21. 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).

### E. Typical Sign Character (Commercial)

In addition to the exhibits showing typical sign character in Section 16 of the CP, the following images express sign character possible in DU6s.



DU 6 South DUP



## Section 6 DU Drainage Plan

The DU6s area will be designed to self-retain. Drainage may be taken across parcel lines and/or collected in common retention basins, but the retention requirements for DU6s shall be accommodated within the DU. The Drainage Plan for DU6s was prepared by Wood, Patel & Associates and dated October 9, 2015. The Master Drainage Report for Eastmark was also updated to include DU6s on October 9, 2015.

## Section 7      DU Potable Water Plan

The DU Potable Water Plan for DU6s was prepared by Wood, Patel & Associates dated October 9, 2015 and the Master Water Report for Eastmark was also updated to include DU6s, also prepared by Wood, Patel & Associates dated October 9, 2015.

## Section 8      DU Wastewater Plan

A DU Wastewater Plan for DU6s was prepared by Wood, Patel & Associates, dated October 9, 2015 and the Master Wastewater Report for Eastmark was also updated on October 9, 2015.

## Section 9 Master Non-potable Water Plan

The use of non-potable water is currently not contemplated in DU6s at this time. However, the use of non-potable water for landscape irrigation is encouraged whenever it can practically be used.

