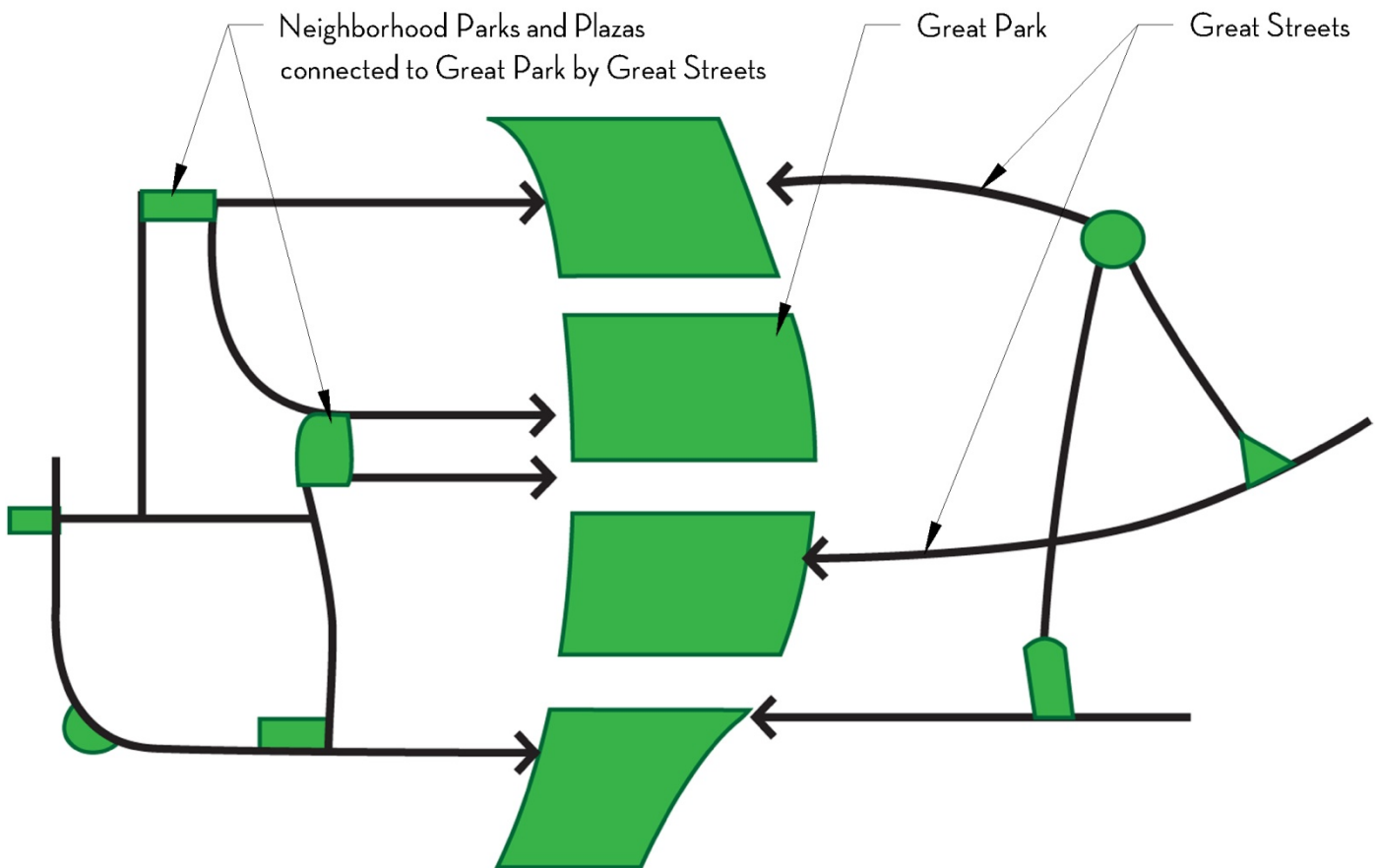


Section 11 Parks and Plazas Guidelines

11.1 Introduction

The parks and open space system for Mesa Proving Grounds provides an essential social element for the community by providing important gathering spots and locations. These areas are connected and tied together by Great Streets, providing an important linkage for residents, employees and visitors alike. The Great Streets provide a shaded network of connectivity from the neighborhood parks and plazas to the recreational, educational, arts and cultural core located within the Great Park. The park and open space system includes two (2) major components; the neighborhood parks and plazas and the Great Park. The Great Park, neighborhood parks and plazas are typically spread throughout the community so that residences are generally within one-quarter (1/4) mile of one of these spaces. Refer to *Exhibit 11.1 - Typical Parks and Great Streets Network* for an example of the connectivity of the parks and Great Streets.

Exhibit 11.1 - Typical Parks and Great Streets Network



11.2 Neighborhood Parks and Plazas

Neighborhood parks and plazas are intended to be located throughout the Property as generally depicted on *Exhibit 11.10* - Open Space Plan. Neighborhood parks and plazas are sized to be intimate spaces of generally one-quarter (1/4) acre to one and three-quarter (1 3/4) acres in size. Neighborhood parks and plazas will be varied in design and amenities and will compliment the needs of surrounding neighborhoods, the adjacent architecture and the community. Typical parks and plaza character are shown in *Exhibits 11.2, 11.3 and 11.4* - Typical Park and Plaza Character. These facilities will be designed with the following characteristics:

- May be wild, organic or formal in nature and form
- Placed in a position of importance in the community
- Located within walking distance of all of the uses and residences of a neighborhood
- Designed to feel like a front yard
- Common elements include (generally only a few in each park/plaza):
 - Strolling route (paved or granite)
 - Play area or element
 - People attracting feature
 - Water
 - Fire
 - View
 - Shade
 - Open play area (flat)
 - Exploration area
- Street access and visibility if not surrounded by streets
- Neighborhoods usually become named for the park or plaza they surround
- Parks have primarily vegetation as the ground plane
- Plazas have primarily hardscape as the ground plane
- May include storm water storage to reduce irrigation needs
- Neighborhood Parks and Plazas are not required in LUG R or LUG C

COMMUNITY PLAN

Exhibit 11.2 - Typical Park and Plaza Character



Note: photos are intended to be representative of the character and quality of the types of parks and plazas within Mesa Proving Grounds and are not intended to express specific design details, colors or materials.

COMMUNITY PLAN

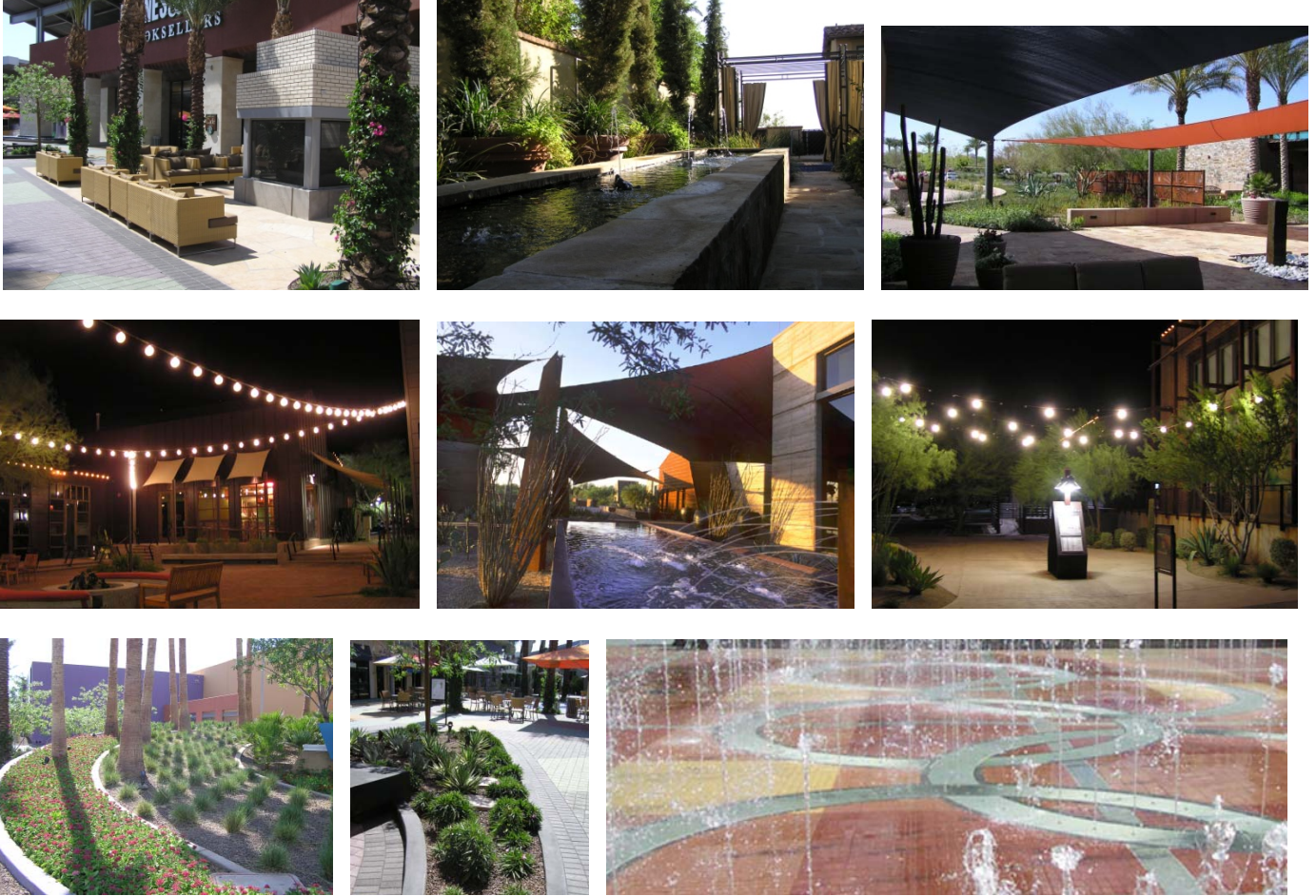
Exhibit 11.3 - Typical Park and Plaza Character



Note: photos are intended to be representative of the character and quality of the types of parks and plazas within Mesa Proving Grounds and are not intended to express specific design details, colors or materials.

COMMUNITY PLAN

Exhibit 11.4 - Typical Park and Plaza Character

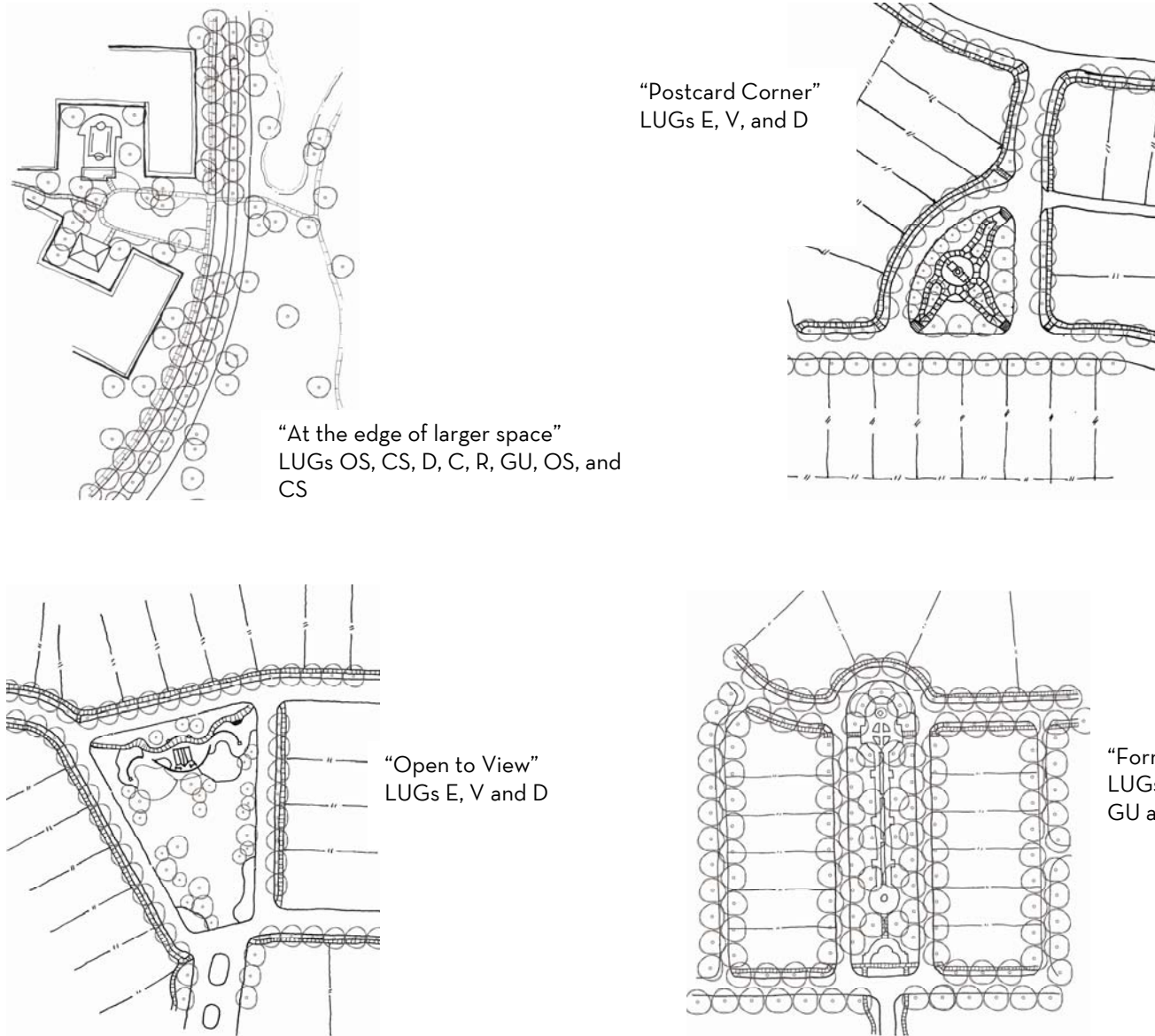


Note: photos are intended to be representative of the character and quality of the types of parks and plazas within Mesa Proving Grounds and are not intended to express specific design details, colors or materials.

11.3 Park Diagrams

The following diagrams illustrate some of the various potential types of neighborhood parks and plaza designs that could be incorporated into the Property.

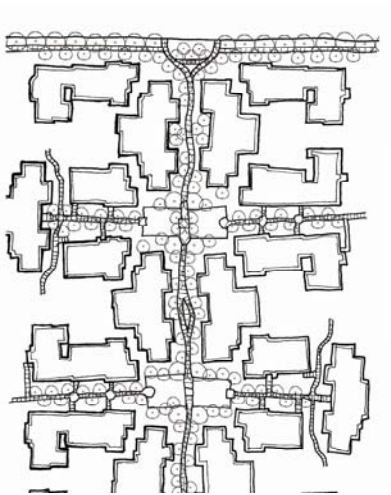
Exhibit 11.5 - Typical Neighborhood Parks and Plazas



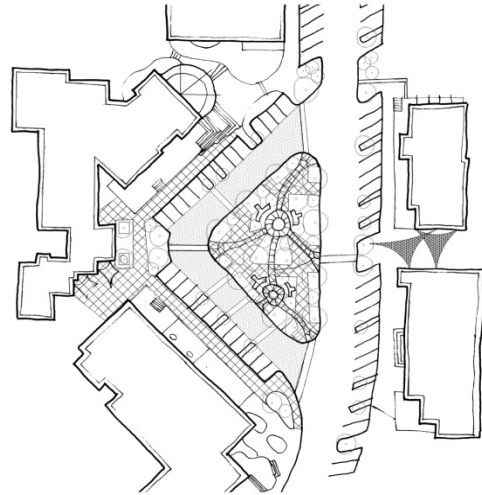
Note: plans are intended to be representative of the character and quality of the types of parks and plazas within Mesa Proving Grounds and are not intended to express specific design details.

COMMUNITY PLAN

Exhibit 11.6 - Typical Neighborhood Parks and Plazas



“String of Pearls”
LUGs E, V, D, C, R,
GU and UC



“Market Plaza”
LUGs D, GU, C, R and UC

“Organic Park”
LUGs E, V and R

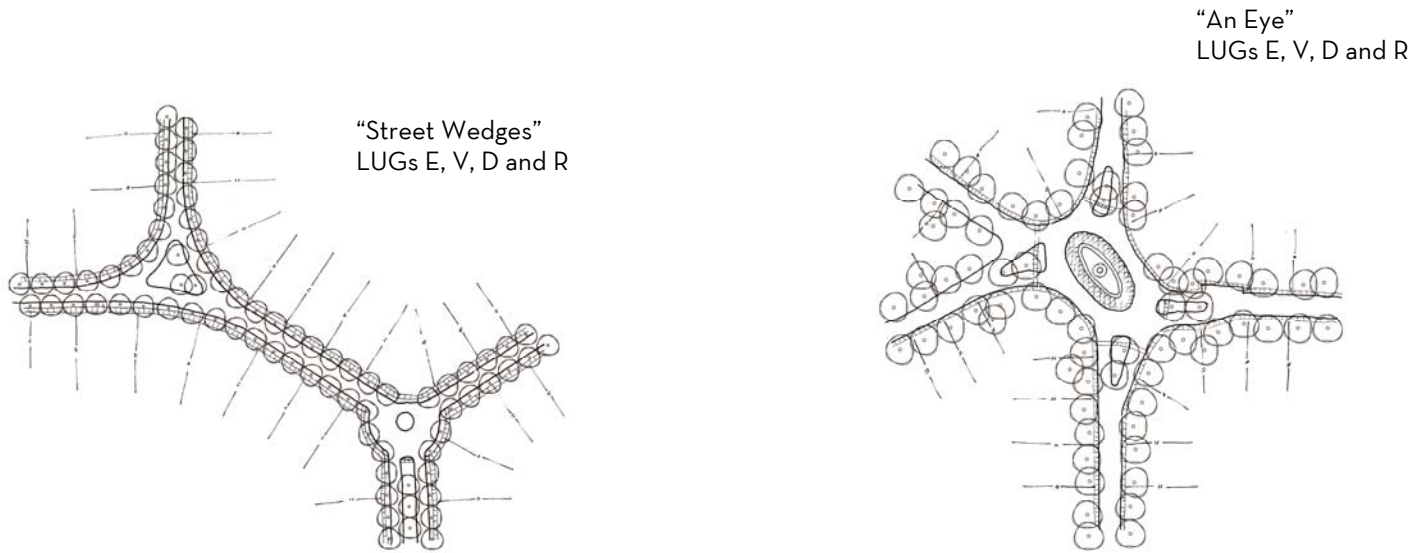


Note: Plans are intended to be representative of the character and quality of the types of parks and plazas within Mesa Proving Grounds and are not intended to express specific design details.

11.4 Neighborhood Accents

Neighborhood Accents add interest, iconic focal points and variety to great streets and are permitted on neighborhood streets. Neighborhood Accents are generally too small to be neighborhood parks or plazas and are not generally designated as LUG OS, but often have a park-like or plaza-like appearance. Refer to **Exhibit 11.7** - Typical Neighborhood Accents and **Exhibit 11.8** - Neighborhood Accents Character for type and character of neighborhood accents proposed for portions of the community.

Exhibit 11.7 - Typical Neighborhood Accents



Note: plans are intended to be representative of the character and quality of the types of parks and plazas within Mesa Proving Grounds and are not intended to express specific design details, colors or materials.

COMMUNITY PLAN

Exhibit 11.8 - Neighborhood Accents Character



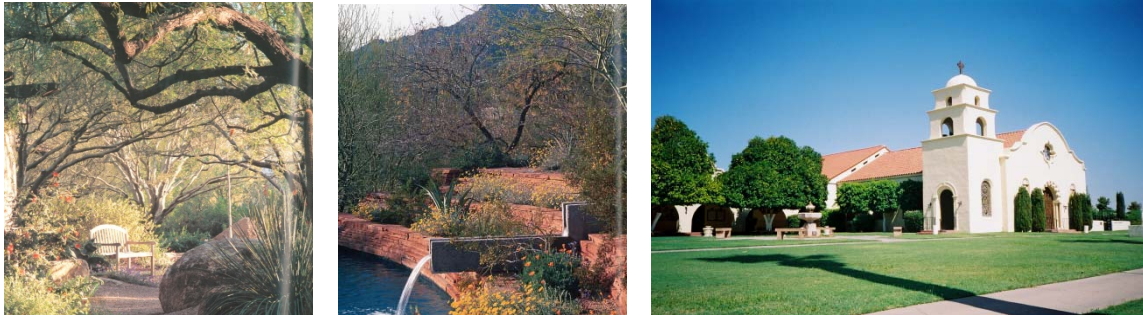
Note: photos are intended to be representative of the character and quality of the types of parks and plazas within Mesa Proving Grounds and are not intended to express specific design details, colors or materials.

11.5 Great Park

The Great Park is the centrally located community space that connects the various neighborhoods and urban cores as depicted on *Exhibit 11.9 - Great Park Character*. It is a collection of open space, recreational, educational, civic and social spaces at the heart of the community. It is expected that a multiplicity of uses will be located in and around the Great Park further defining this area as a community focal point, gathering spot and social hub. Typical uses include:

- Community schools with enhanced landscape
- Shared ball fields and sports courts
- Places of worship
- Mesquite bosque / riparian landscape / desert forest / urban wilderness
- Storm water retention to reduce irrigation
- Cultural facilities

Exhibit 11.9 - Great Park Character



Note: photos are intended to be representative of the character and quality of the types of parks and plazas within Mesa Proving Grounds and are not intended to express specific design details, colors or materials.

11.6 Conceptual Open Space, Parks and Plazas

Exhibit 11.10 - Open Space Plan generally depicts the locations and makeup of the interconnected and hierarchy of the open space system planned for the community.

Exhibit 11.10 - Open Space Plan

