



EASTMARK

DU 7 DUP



A PASSION FOR GREAT PLACES™

17 May 2012

D U 7 D U P

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Section 1 DU 7 Development Unit Plan

In accordance with Section 5 of the Mesa Proving Grounds Community Plan (CP), this Development Unit Plan (DUP) is being submitted for Development Unit 7 (DU7). DU7 is located within the approximately 3,200 acre Mesa Proving Grounds (a.k.a. Eastmark) community, as shown on **Exhibit 1.1 – Location Map**, DU 7 generally consists of approximately 565 acres as shown on **Exhibit 1.2 – Development Unit Map**. This phase of Eastmark is proposed primarily for residential development consistent with the vision as articulated in the CP.

1.1 Site and Context

Located in the center of the eastern half of the Eastmark Site, DU7 is accessed primarily from Ray Road and Signal Butte Road. DU7 is bounded on the east by Signal Butte Road and single-family housing neighborhoods (both developed and planned) east of Signal Butte Road including parks and schools, as shown on **Exhibit 1.3 - DU7 Existing Context**. Within Eastmark, DU7 is bounded on the north by “Warner South” with DU6 north of “Warner South” including the First Solar Site; which is developing with a solar manufacturing facility; DU3 to the west and DU8 on the south across Ray Road. The character of DU6 is described in the CP as Enclaves and allows for residential, major employment, commercial and other mixed uses. The character of DU3 is described in the CP as central neighborhoods between the urban cores and the great park. The character for DU 8 is described in the CP as central neighborhoods – the residential living environments.



Exhibit 1.1 - Location Map

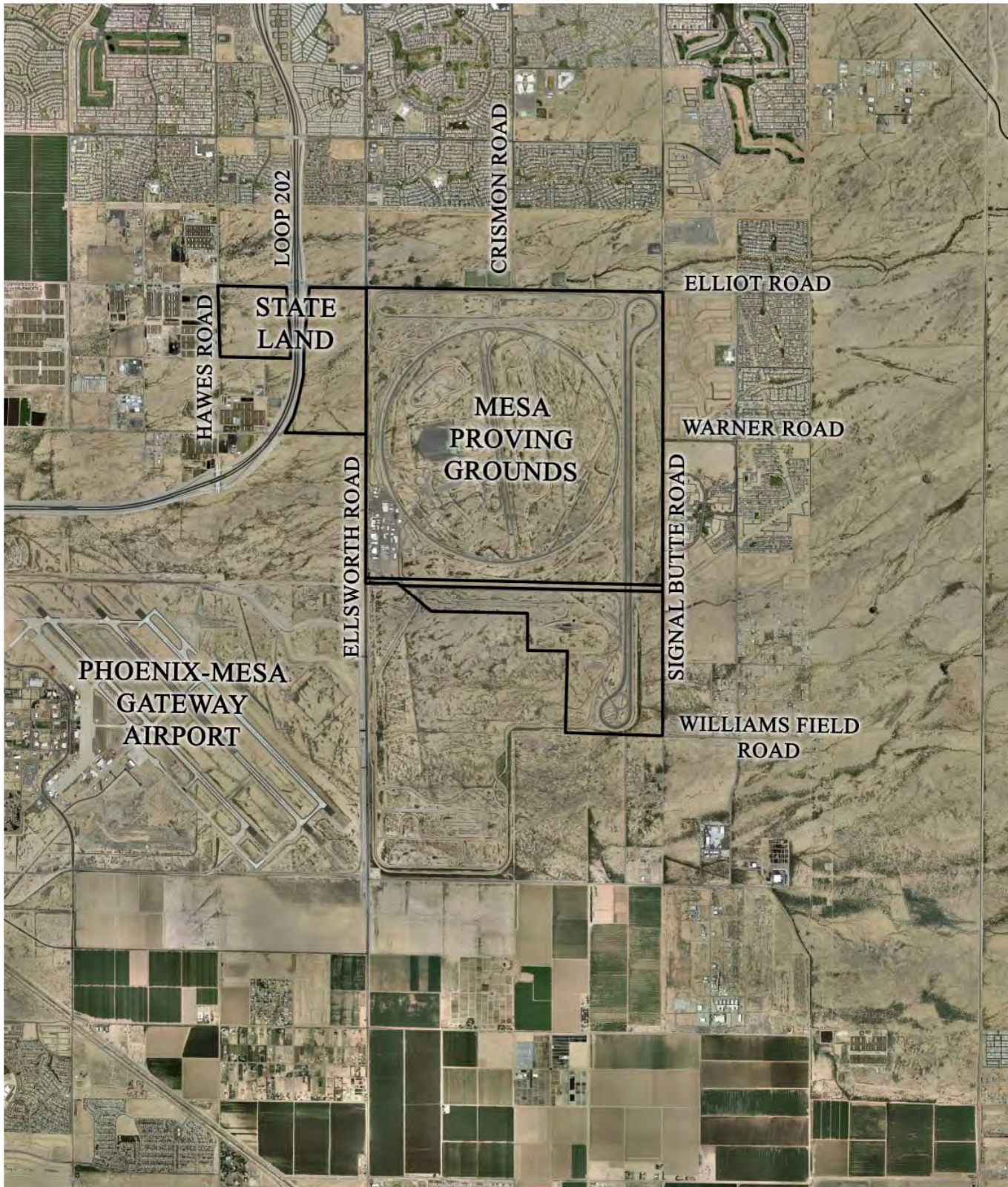
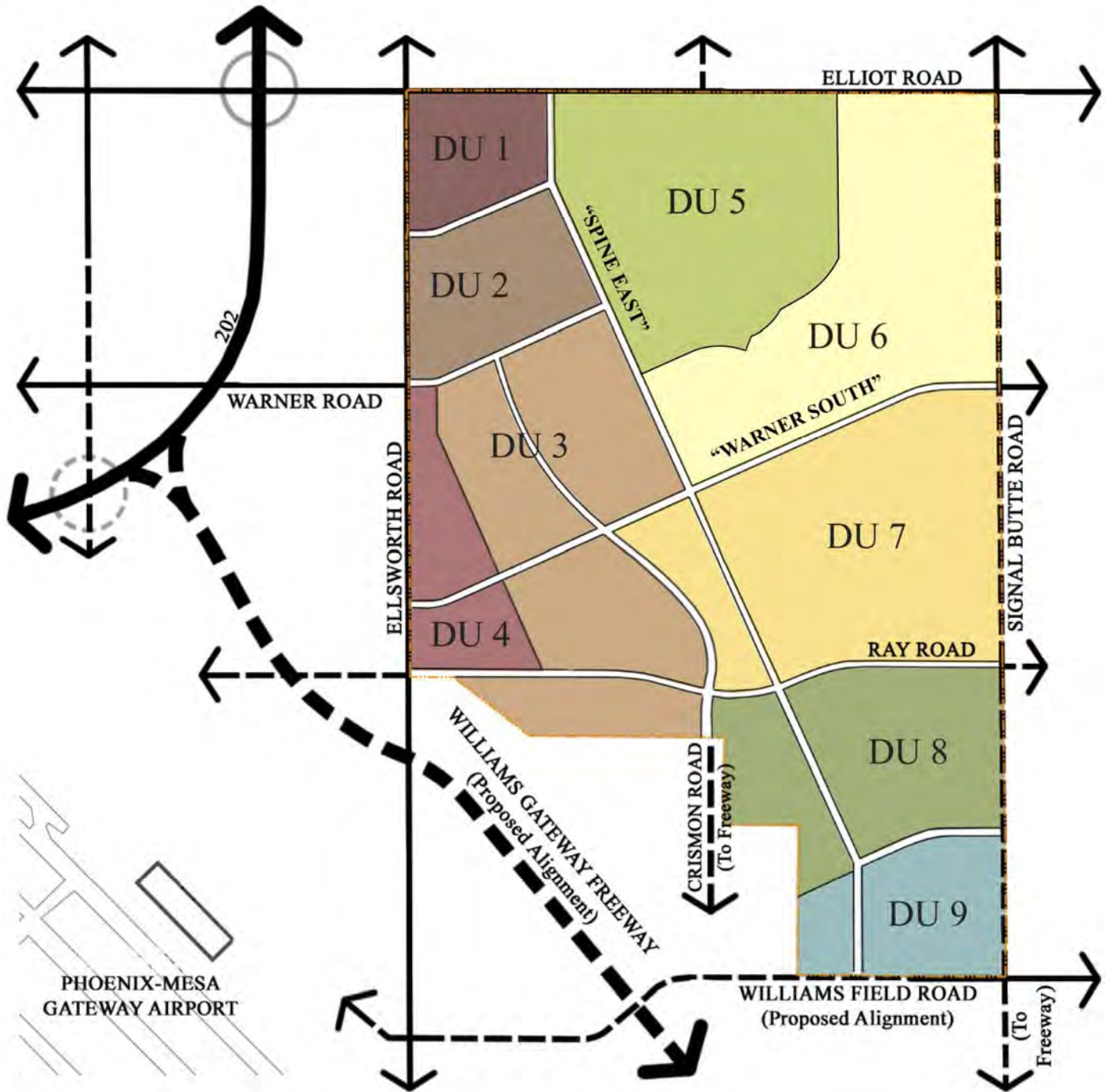
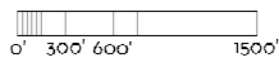
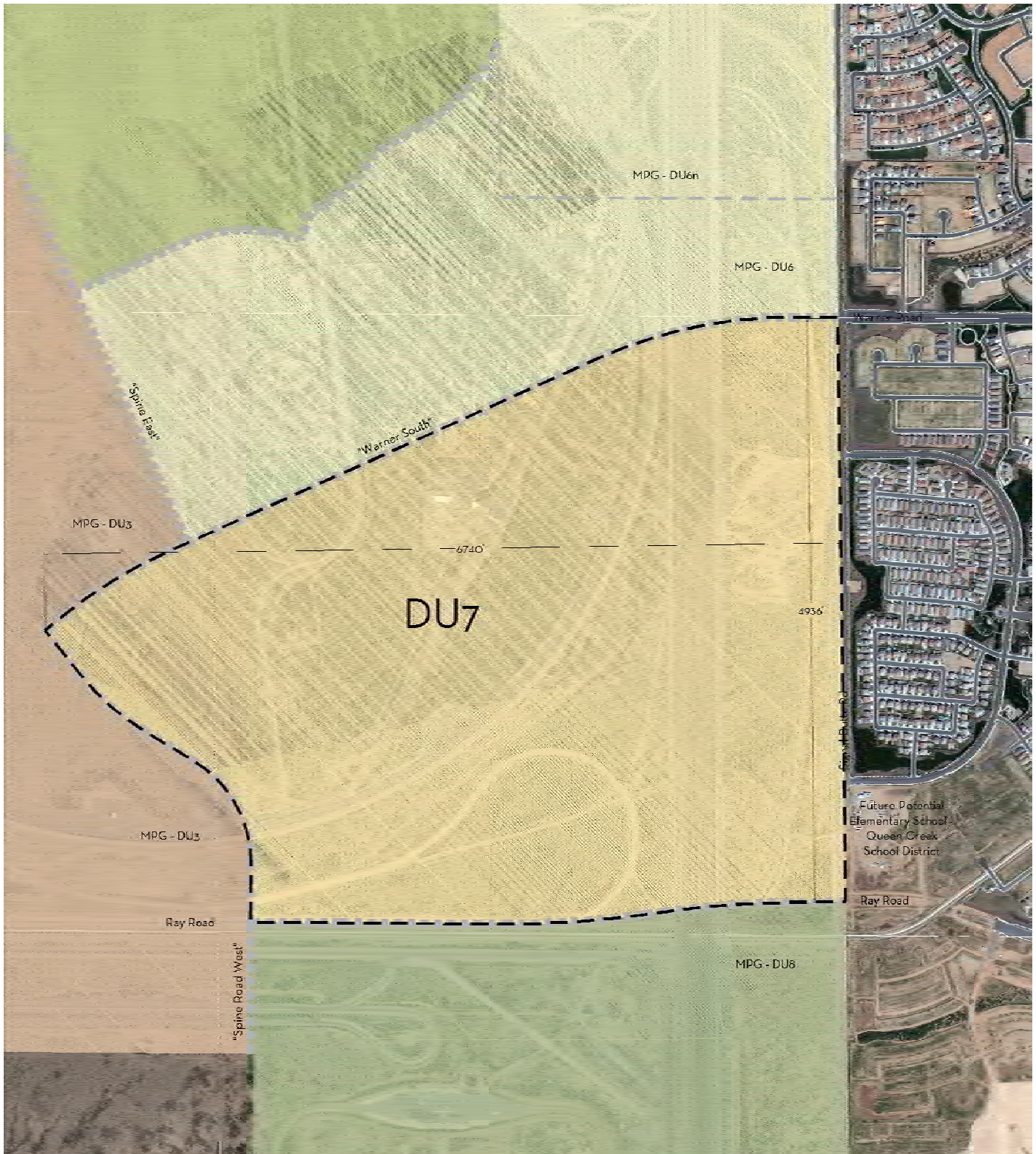


Exhibit 1.2 - Development Unit Map



DU 7 DUP

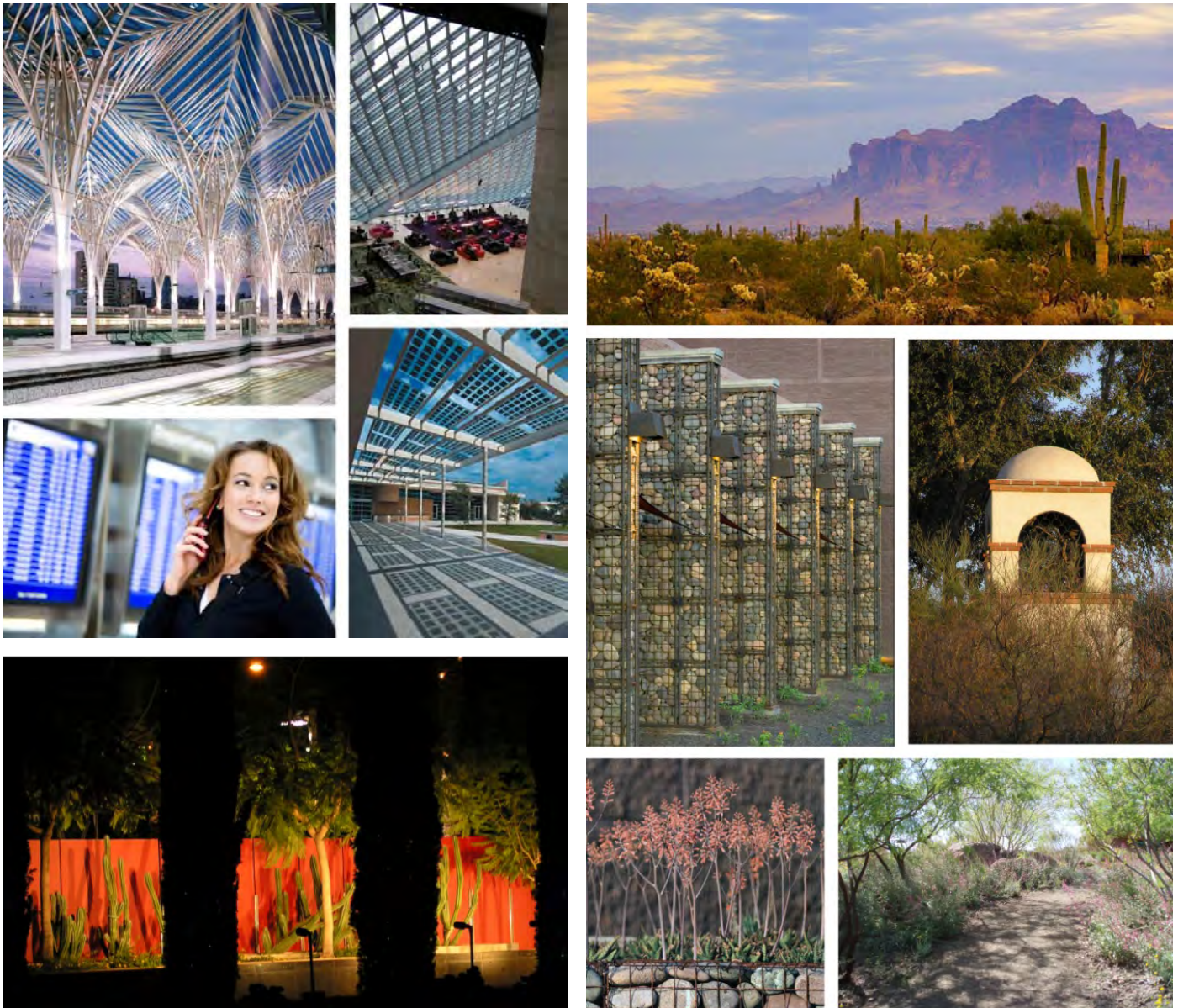
Exhibit 1.3 - DU7 Existing Context



07 August 2011

1.2 Overall Vision

Consistent with the Mesa Proving Grounds CP, DU7 will primarily be developed as central residential neighborhoods and will include a portion of the Great Park. These neighborhoods will form the core residential living environments for Eastmark and be the basis of the social fabric of the community. They are intended to be designed as intimate neighborhoods that encourage walking and social interaction. Small neighborhood parks and plazas will serve as defining elements for these intimate areas with the potential for some neighborhood shopping (in a village format), convenience and employment uses located in close proximity. These neighborhoods will also be close to First Solar's manufacturing campus just to the north. Areas within DU7 will be designed to encourage pedestrian activity both within the area and to the Great Park. The Great Park will also connect the neighborhoods to the community and serve as a community gathering spot for recreational, educational, cultural and social purposes. Local streets will be as narrow as the City of Mesa will permit to encourage slower traffic and create connected pedestrian routes for interaction.



A. 21st Century Desert Urbanism

DU7 will provide Eastmark an area where connected, intimate neighborhoods that live well over time will be provided. This will be done by creating a practical and sensible place to live in terms of cost and convenience with tight forms, enjoyable walkable streets, shaded walkways and destinations to walk to. Destinations such as neighborhood parks, the great park with its social amenities, churches and schools will likely be a part of this portion of Eastmark. These neighborhoods will include homes constructed by several different production homebuilders, each masters of their trade. Homes take the form of single family or multi-family structures and may change over time. The design of the buildings as simple residential and district scaled structures allows most of them to be background mass, providing enclosure to the streetscape and intimate park settings. The tree-lined streets, parks and linear arroyos running through DU7 will be designed to encourage urban wildlife as well as human exploration and enjoyment.

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. DU7 is located and envisioned to be a residential area that is deigned with “Great Streets” and “Intimate Neighborhoods” ultimately attracting 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 to provide housing opportunities close to where people work. These intimate, 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.

C. Eastmark Planning Principles

DU7 will be a part of bringing Eastmark’ Planning Principles of 1) Coordinated Connections, 2) a Framework to Evolve and 3) Living Well Over Time to fulfillment. These planning principles were identified in Section 3 of the CP and are the principles used to develop and ultimately implement the vision for Eastmark. These principles were intended to guide the planning effort and help create a community that can evolve, grow and change over time.

Coordinated Connections. The concept of Coordinated Connections is intended to mean the community would be connected - not only connected internally but also to the surrounding areas, and to the region and globally. These connections include coordination with people and transportation systems. The central neighborhoods in DU7, will be successful in many ways because of their Coordinated Connections, partnerships and collaborations. While the majority of the DU will be housing, it has been sited to take advantage of regional freeway access and the Phoenix-Mesa Gateway Airport for travel, to provide long-term protection for the existing airport and to take advantage of the distant mountain views and the proximity of adjacent residential neighborhoods.

The fabric of the DU has been carefully structured to provide east-west connections to the Great Park and north-south connections to the major employment campus north of DU7. DU7 has also been planned to accommodate locations to engage the adjacent neighborhoods east of Signal Butte, providing them walking connections through neighborhoods rather than along arterial streets to the Great Park. While landscape west of Signal Butte will likely include some type of protective fencing to keep those exploring the linear arroyo in that area safe from the traffic of the arterial street, crossings will be possible at the intersections of Warner Road, a half mile street and Ray Road. The crossing at Ray Road will provide access from DU7 to an adjacent future elementary school and the crossing at the half mile will provide access from a large park centrally located in the adjacent residential community to DU7. Connections along Ray Road and “Warner South” will likely be limited. Along Ray Road, the nature of the arterial roadway and the floodway south of the road will result in a wall to protect the neighborhoods while providing key points to keep the neighborhoods stitched together. Along “Warner South” connections will likely be determined by the perceived safety of pedestrians crossing the roadway and the adjacent development in DU6. Due to the nature of the Great Park, the associated civic uses and the design of “Spine East” and “Spine West” the design of the community on along these roadways will encourage pedestrian crossings along the entire length.

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

The approved uses within DU7 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 they are a part of and connections to the adjacent neighborhoods will ensure this center of regional importance is the center or an area larger than Eastmark itself.

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. As such, DU7 is the result of Eastmark' commitment to develop a community with such a framework. The neighborhoods will be designed after the traditional neighborhoods. While these neighborhoods will begin primarily as residential production homes, the fabric they will be a part of will allow them to evolve over time. DU7 accommodates not only the first phase development, but also provides a plan and space for the expansion of homes. This known expansion/evolution path and the space in which to expand help these neighborhoods to evolve and grow as needed and desired. Over time these neighborhoods may adapt to incorporate many various neighborhood scaled uses. This ability and framework to evolve will help to ensure the long term resilience of these neighborhoods.

Living Well Over Time. This planning principle embodies several notions including the creation of urban centers, villages, streets, open space and sustainability. DU7 emphasizes and reinforces the importance of a physical framework to support the social framework of the community. Great Streets along with the open space network will provide the backbone for that framework. It is unlikely that DU7 will contain Urban Villages or Cores outside of a village scaled entertainment district that may be located near and/or in the Great Park.

Sustainability has been part of the planning and execution of DU7 from the beginning. The existing test track in the DU7 area is being recycled for re-use. The location of these residential areas in such close proximity to the on-site and near by employment will make the largest sustainable difference for Eastmark. Having homes close to employment 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 stronger social ties between the community and the employers. The use of energy efficient building techniques by the various homebuilders will also enhance the sustainability efforts. Sustainability will be further enhanced by the collection of rainwater to supplement the landscape irrigation, the thoughtful use of water and the choice of landscape materials to create a vibrant and resilient habitat.



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. The neighborhood focus of DU7 will provide a thoughtfully organized mix of land uses, the integration of the street network and the creation of outdoor rooms. While the various land uses contemplated will all be neighborhood appropriate, a mix of educational, religious, social, and commercial uses may be used to compliment the residential uses that are anticipated to be the majority of DU7. Residential uses may be in various forms including single and mutli-family uses. The creation of outdoor rooms throughout the community will be evident in the many neighborhood parks. These rooms will be shaped by the uses that surround them and the tree canopies that enclose them. Similarly, the tree-lined drives will provide the hallways that connect these outdoor rooms together, lined by simple, quality front facades. The road network in these central neighborhoods will be designed to encourage walking and cycling. These complete streets will be laid out to provide seamless connections between the neighborhoods. Great Streets, some in the form of Necklace Drives will be used to connect the neighborhoods to the Great Park even if they do not provide through traffic routes for the automobile. The use of cul-de-sacs however will be avoided whenever possible.



E. Community Facilities

The central neighborhoods of DU7 are a likely setting for community facilities and gathering places especially within and along the Great Park. It is anticipated the DU7 will include one or more school campuses, one or more places of worship, a portion of the Great Park and several neighborhood parks.



F. Airport Compatibility

Of primary import to the vision of Eastmark was its proximity to the Airport and providing development that is compatible with its on-going operations. DU7 is entirely south of the areas of special attention and sensitive for airport compatible uses in the northern most part of Eastmark. The uses and character described in this DUP for DU7 are intended to be compatible with the airport.

G. Neighborhood Compatibility

Eastmark is committed to creating a connected community, which includes ensuring 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 DU7 many measures have been undertaken to make sure new uses are compatibly added. By providing key access points to the neighborhoods to the east and by using Old Arizona landscapes along the perimeter roadways, a smooth transition is created within DU7 to the single-family developments across Signal Butte Road. DU7 is envisioned as central neighborhoods, and as such:

- buildings will be limited to 40' in height within 150' of the eastern property boundary of Eastmark
- 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 site plan review

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Section A DU Land Use Plan

The Land Use Plan for DU7 is primarily dominated by central neighborhoods. These neighborhoods will be linked to each other, to community destinations and to the Great Park. These neighborhoods will likely include neighborhood parks, schools, churches, social gathering spaces, recreation areas, single family and multi-family uses. The buildings will be mostly smaller scale structures. The land use plan and building forms will be similar to the character described in the CP's LUG V - Village, LUG CS - Civic, LUG OS - Open Space, LUG E - Estate, LUG D - District, and LUG GU - General Urban.



A.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 DU7, 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 and Ray Road on the south are both Arterial types - very high volume vehicular traffic streets with little pedestrian activity moving along the length of the street.

B. Primary Types

The streets internal to the DU will typically be public, neighborhood streets and will include Primary, Secondary and Service types. Primary types will be most predominate street type in the interior of DU7 - intended to connect the individual homes and buildings. Internal streets may be automobile gated and/or secured to allow only users and guests to access the internal areas of the DU. 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 DU7. The internal streets will also be connected to provide access across the DU for homeowners and users on-site.

C. Secondary Types

“Warner South” on the north, “Spine West” on the west, and “Spine East” near the Great Park, are all Two-Way Four Lane District Streets and will be Secondary types. These streets will have varying pedestrian activity and may have some uses fronting the roadway along them. Adjacent uses should be encouraged to engage these streets, but this may not be possible with most residential uses.

Several of the internal neighborhood streets will be Secondary types. These will be incorporated to connect the Primary types between blocks and at the ends of blocks. These and Service types will generally provide access from Signal Butte Road, Ray Road, “Warner South,” “Spine West,” “Spine East,” and “DU7 Drive” 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.





D. Service Types

A new street, “DU7 Drive,” connecting “Warner South” and Ray Road will be a Service type street with a Neighborhood Street cross section. “DU7 Drive” will cross DU7 from north to south at about the mid-point, may have high vehicular traffic volumes and will provide automotive connectivity to the surrounding neighborhoods as a “back way in”. While this street may have a lot of vehicle it will not have a tight urban interaction at the street level because of the uses on either side. This street will 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 this roadway will be provided on both sides as requested by the City.

Service and Secondary street types (with Neighborhood Street cross sections) will generally provide access from Signal Butte Road, Ray Road, “Warner South,” “Spine West,” “Spine East,” and “DU7 Drive” 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.

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 here 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.




A.2 LUG Locations

DU7 shall be comprised of the following Land Use Groups (LUGs) - Open Space (OS), Civic Space (CS), Estate (E), Village (V), District (D), and General Urban (GU) consistent with the Mesa Proving Grounds CP. LUGs V, CS and OS will be the predominate LUGs within DU7.

E. LUG V - Village

Within DU7, LUG V - Village may be applied anywhere as shown on **Exhibit A.3 - LUG V - Village**. LUG V shall not be applied to the required Great Park area, but may be applied over adjacent uses.

Exhibit A.2 - LUG V - Village Summary

LUG V - Village		
	General Character***	Consistent with CP
	Typical Uses**	Consistent with CP
	Typical Building Height*	Consistent with CP
	Maximum Building Height*	Consistent with CP, limited to 40' within 150' of Signal Butte Road
	Minimum Lot/Parcel Size*	Consistent with CP
	Maximum Residential Density*	Consistent with CP
	Floor Area Ratio (FAR) Range*	Consistent with CP
	Minimum Lot/Parcel Width/Depth*	Consistent with CP
	Building Setbacks - Street*	Consistent with CP Fencing/Walls higher than forty-two (42) inches tall may be constructed behind the minimum Building Setback area.***** (i.e. community or privacy yard walls)
	Building Setbacks - Rear/Side*	Consistent with CP*****
	Building Setbacks - Service Lane*	Consistent with CP*****
	Block Character	Consistent with CP Two-way streets may be used around parks and plazas to accommodate fire concerns.
	Circulation Character	Consistent with CP The urban fabric may be extended with visual and pedestrian connections, and not always with through vehicular streets.
	Service Areas	Consistent with CP
	Landscape Character	Landscape Character in DU7 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.
	Lighting Character****	Consistent with CP
Signage Character	Consistent with CP	

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

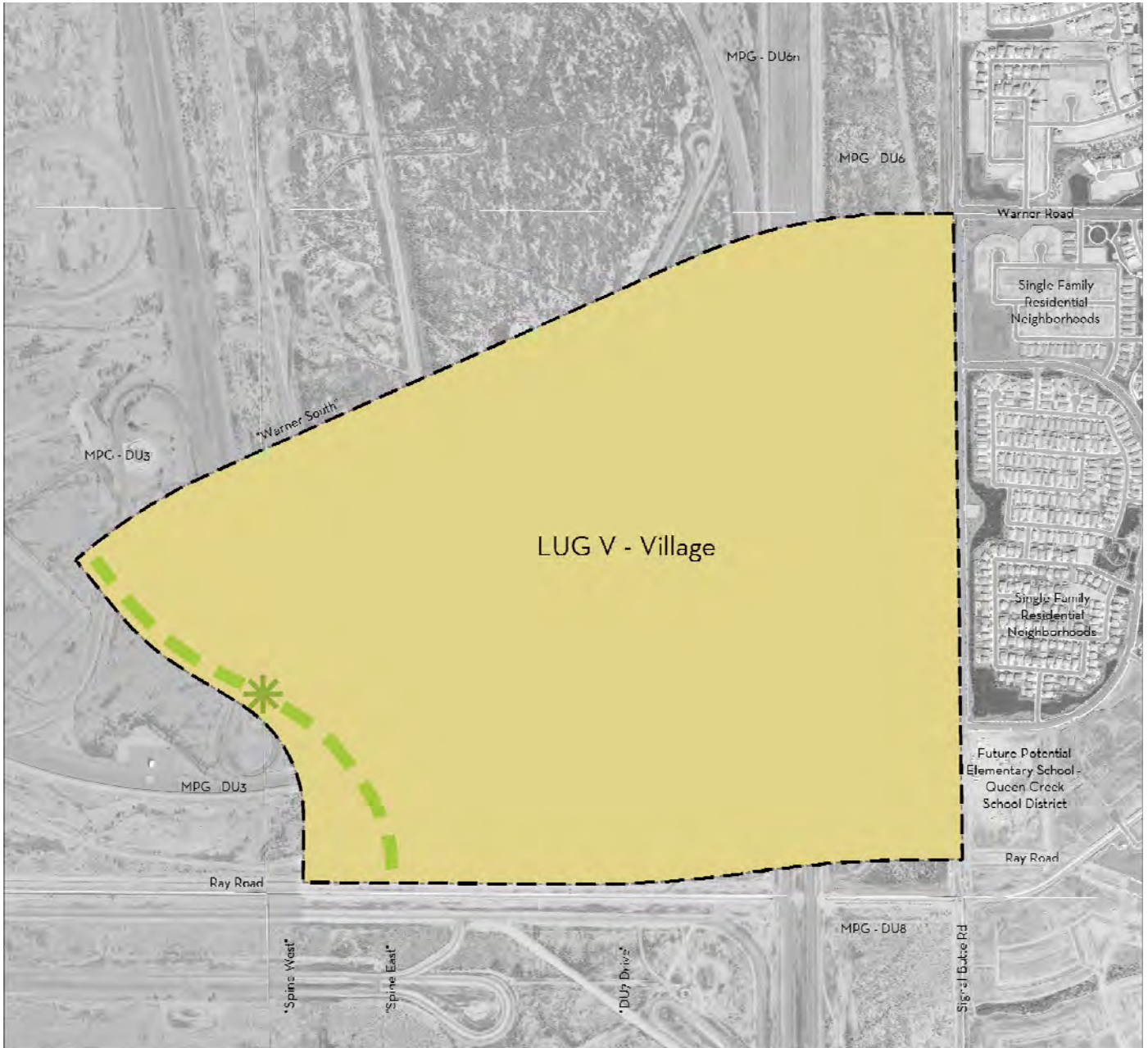
** For details refer to Section 7.16 - Permitted Uses of the CP

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

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

***** DU7 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. It is anticipated that these fences may exceed eight feet in height to provide privacy and security to the internal portions of the DU.

Exhibit A.3 - LUG V - Village

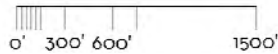


Conceptual Great Park - LUG V not permitted within the Great Park

Notes:

LUG V allowed anywhere in DU7
LUG V is not required to be a major component of DU7

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.

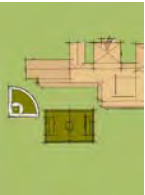


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F. LUG CS – Civic Space

Within DU7, LUG CS – Civic Space may be applied anywhere as shown on **Exhibit A.5 – LUG CS – Civic Space**. LUG CS is not required to be a major component of DU7.

Exhibit A.4 – LUG CS – Civic Space Summary

LUG CS – Civic Space		
	General Character	The General Character within the LUG CS areas of DU7 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 DU7 it is anticipated that large areas of LUG CS may have a LUG OS aesthetic including open fields and wilderness areas that might evolve to include additional civic structures over time.
	Typical Uses**	Typical Uses within LUG CS areas of DU7 shall be consistent with those outlined in the CP, particularly civic uses and service and maintenance buildings and other such uses.
	Typical Building Height*	Consistent with CP
	Maximum Building Height*	Consistent with CP, limited to 40’ within 150’ of Signal Butte Road
	Minimum Lot/Parcel Size*	Consistent with CP
	Maximum Residential Density*	Consistent with CP
	Floor Area Ratio (FAR) Range*	Consistent with CP
	Minimum Lot/Parcel Width/Depth*	Consistent with CP
	Building Setbacks – Street*	Consistent with CP Fencing/Walls higher than forty-two (42) inches tall may be constructed behind the minimum Building Setback area.****
	Building Setbacks – Rear/Side*	Consistent with CP****
	Building Setbacks – Service Lane*	Consistent with CP****
	Block Character	Consistent with CP
	Circulation Character	Consistent with CP
	Service Areas	Consistent with CP
	Landscape Character	Landscape Character in DU7 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.
	Lighting Character***	Consistent with CP
Signage Character	Signage Character within the LUG CS areas of DU7 will be supportive of the uses in the LUG CS, OS, D and GU areas of DU7. Signage maybe placed in DU3 and DU4 along Ellsworth or Ray Roads to advertise the uses in the LUG CS areas of DU7 between “Spine East” and “Spine West” because of their proximity and relationship to DU3 and DU4.	

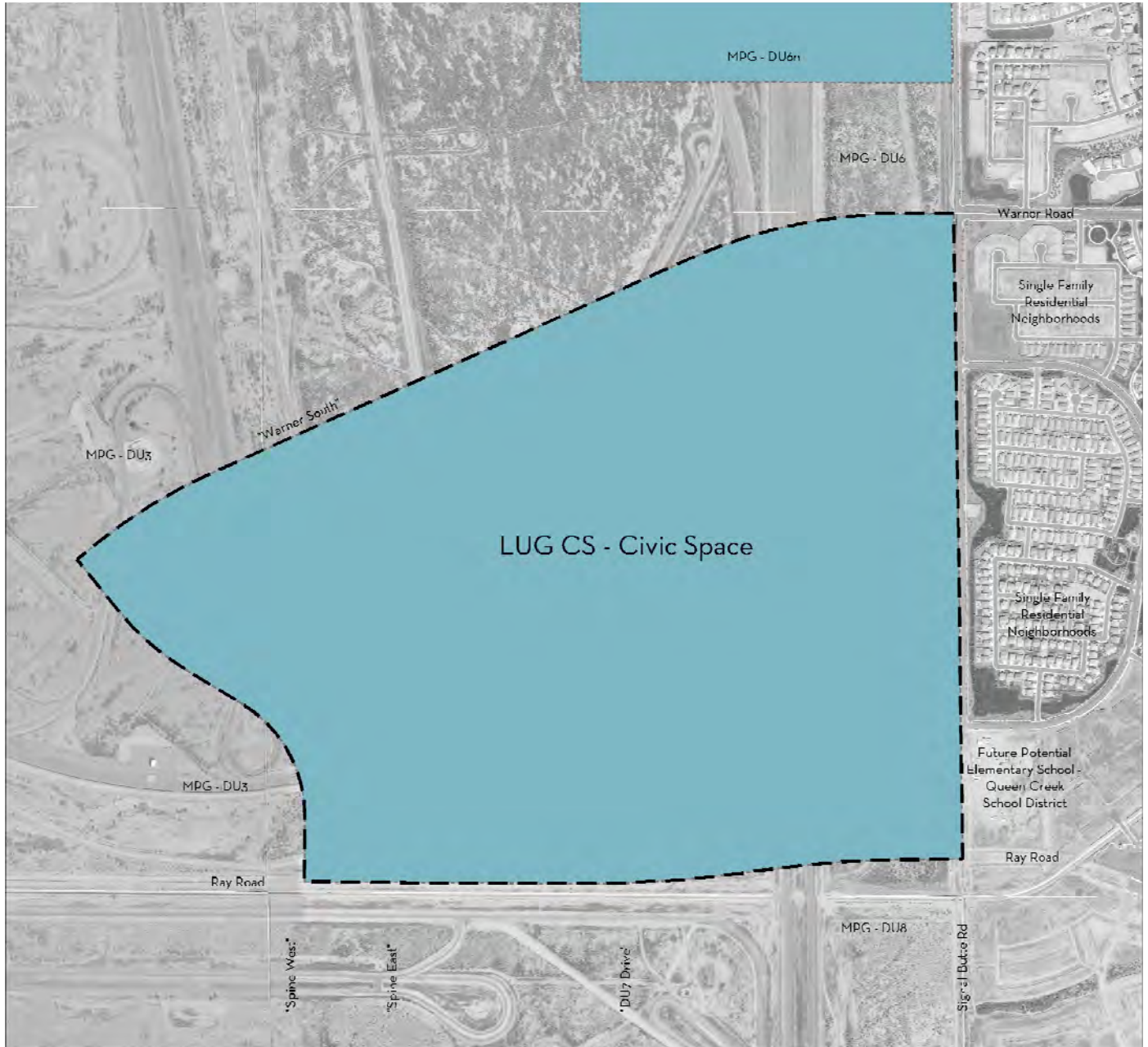
* For details refer to Exhibit 7.32 - Land Use Group General Development Standards of the CP

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

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

**** DU7 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 may exceed eight feet in height to discourage the general public from using the internal portions of the DU.

Exhibit A.5 - LUG CS - Civic Space



Notes:
LUG CS allowed anywhere in DU7
LUG CS may include support and utility uses
LUG CS is not required to be a major component of DU7


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



G. LUG OS - Open Space

Within DU7, LUG OS may be applied anywhere as shown on **Exhibit A.7 - LUG OS - Open Space**. LUG OS is not required to be a major component of DU7.

Exhibit A.6 - LUG OS - Open Space Summary

LUG OS - Open Space		
	General Character	Consistent with CP
	Typical Uses**	Consistent with CP, no golf course anticipated as part of DU7
	Typical Building Height*	Consistent with CP
	Maximum Building Height*	Consistent with CP, limited to 40' within 150' of Signal Butte Road
	Minimum Lot/Parcel Size*	Consistent with CP
	Maximum Residential Density*	Consistent with CP
	Floor Area Ratio (FAR) Range*	Consistent with CP
	Minimum Lot/Parcel Width/Depth*	Consistent with CP
	Building Setbacks - Street*	Consistent with CP Fencing/Walls higher than forty-two (42) inches tall may be constructed behind the minimum Building Setback area.****
	Building Setbacks - Rear/Side*	Consistent with CP****
	Building Setbacks - Service Lane*	Consistent with CP****
	Block Character	Consistent with CP
	Circulation Character	Consistent with CP Street forms may complement or take on the forms of adjacent LUGs especially when small LUG OS areas are surrounded other LUGs.
	Service Areas	Consistent with CP
	Landscape Character	Consistent with CP Due to the fast growing nature of desert trees, the minimum size for required trees may be smaller if exchanged for an additional quantity of trees.
Lighting Character***	Consistent with CP	
Signage Character	Signage Character within the LUG OS areas of DU7 will be supportive of the uses in the LUG OS, CS, D and GU areas of DU7. Signage maybe placed in DU3 and DU4 along Ellsworth or Ray Roads to advertise the uses in the LUG CS areas of DU7 between "Spine East" and "Spine West" because of their proximity and relationship to DU3 and DU4.	

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

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

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

**** DU7 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 may exceed eight feet in height to discourage the general public from using the internal portions of the DU.

Exhibit A.7 - LUG OS - Open Space



Notes:
LUG OS allowed anywhere in DU7
LUG OS is not required to be a major component of DU7


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.



H. LUG E - Estate

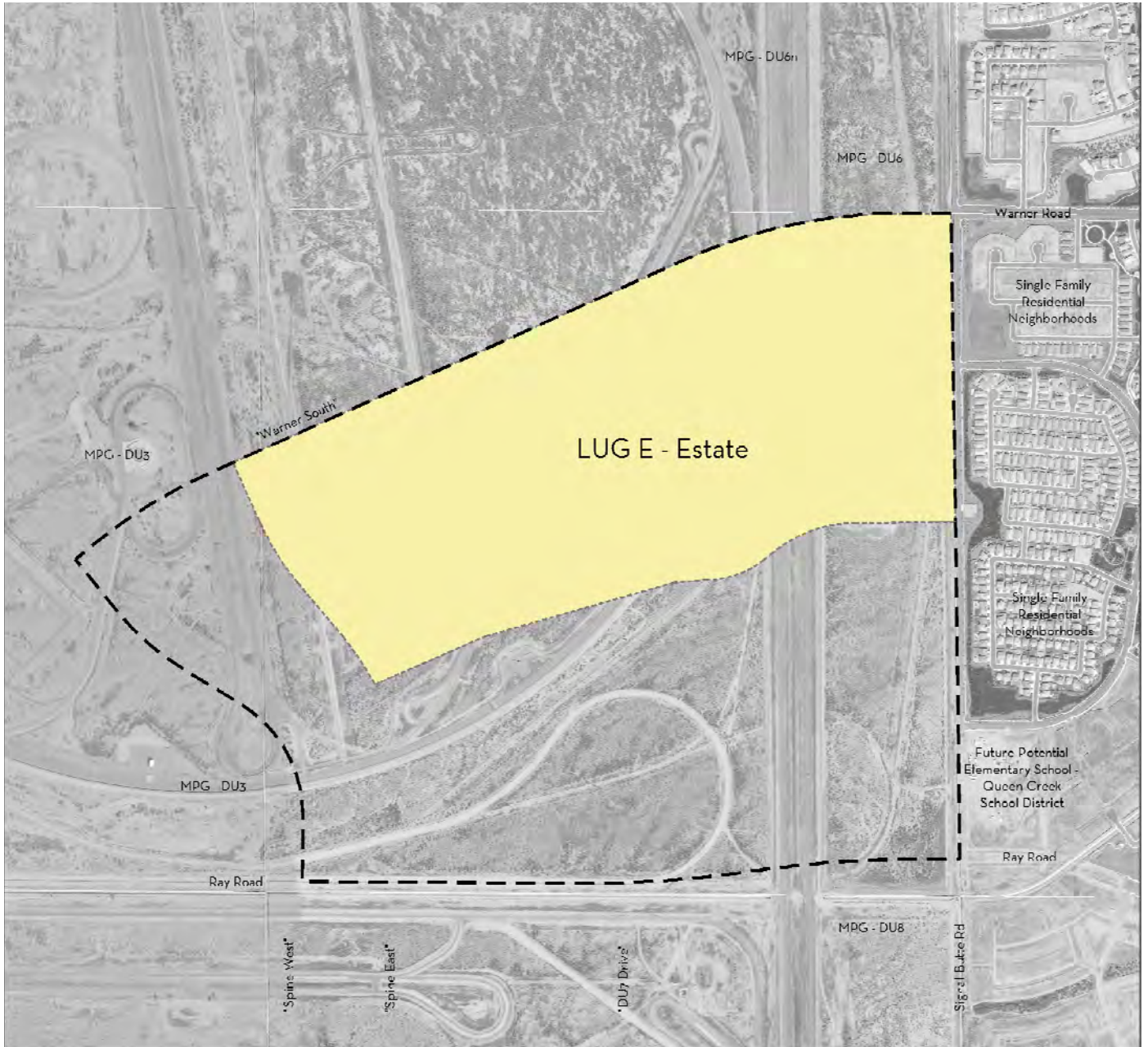
Within DU7, LUG E may be applied anywhere within the area shown on **Exhibit A.9 - LUG E - Estate**. LUG E is not required in DU7.

Exhibit A.8 - LUG E - Estate Summary

LUG E - Estate		
	General Character***	Consistent with CP
	Typical Uses**	Consistent with CP
	Typical Building Height*	Consistent with CP
	Maximum Building Height*	Consistent with CP, limited to 40' within 150' of Signal Butte Road
	Minimum Lot/Parcel Size*	Consistent with CP
	Maximum Residential Density*	Consistent with CP
	Floor Area Ratio (FAR) Range*	Consistent with CP
	Minimum Lot/Parcel Width/Depth*	Consistent with CP
	Building Setbacks - Street*	Consistent with CP Fencing/Walls higher than forty-two (42) inches tall may be constructed behind the minimum Building Setback area.***** (i.e. community or privacy yard walls)
	Building Setbacks - Rear/Side*	Consistent with CP *****
	Building Setbacks - Service Lane*	Consistent with CP *****
	Block Character	Consistent with CP
	Circulation Character	Consistent with CP The urban fabric may be extended with visual and pedestrian connections, and not always with through vehicular streets.
	Service Areas	Consistent with CP
	Landscape Character	Landscape Character in DU7 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.
Lighting Character****	Consistent with CP	
Signage Character	Consistent with CP	

* For details refer to **Exhibit 7.32** - Land Use Group General Development Standards of the CP
 ** For details refer to Section 7.16 - Permitted Uses of the CP
 *** Refer to Section 4.4 - Airport and Neighborhood Compatibility Provisions for additional regulations for this LUG of the CP
 **** For details Refer to Section - 10.5 Public Street Lighting Standards and Section 15 of the CP
 ***** DU7 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 may exceed eight feet in height to discourage the general public from using the internal portions of the DU.

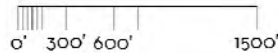
Exhibit A.9 - LUG E - Estate



Notes:

Maximum area of LUG E in DU7 shall be limited to 115 acres.


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



I. LUG D - District

Within DU7, LUG D may be applied anywhere as shown on **Exhibit A.11 - LUG D - District**. LUG D is not required in DU7.

Exhibit A.10 - LUG D - District Summary

LUG D - District		
	General Character***	Consistent with CP
	Typical Uses**	Consistent with CP
	Typical Building Height*	Consistent with CP
	Maximum Building Height*	Consistent with CP, limited to 40' within 150' of Signal Butte Road
	Minimum Lot/Parcel Size*	Consistent with CP
	Maximum Residential Density*	Consistent with CP
	Floor Area Ratio (FAR) Range*	Consistent with CP
	Minimum Lot/Parcel Width/Depth*	Consistent with CP
	Building Setbacks - Street*	Consistent with CP Fencing/Walls higher than forty-two (42) inches tall may be constructed outside of the minimum Building Setback area.***** (i.e. community or privacy yard walls)
	Building Setbacks - Rear/Side*	Consistent with CP *****
	Building Setbacks - Service Lane*	Consistent with CP *****
	Block Character	Consistent with CP Two-way streets may be used around parks and plazas to accommodate fire concerns.
	Circulation Character	Consistent with CP The urban fabric may be extended with visual and pedestrian connections, and not always with through vehicular streets.
	Service Areas	Consistent with CP
	Landscape Character	Landscape Character in DU7 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.
Lighting Character****	Consistent with CP	
Signage Character	Signage Character within the LUG D shall be consistent with the CP. Signage maybe placed in DU3 and DU4 along Ellsworth or Ray Roads to advertise the uses in the LUG D areas of DU7 between "Spine East" and "Spine West" because of their proximity and relationship to DU3 and DU4.	

* 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

***** DU7 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 may exceed eight feet in height to discourage the general public from using the internal portions of the DU.

Exhibit A.11 - LUG D - District

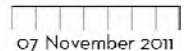
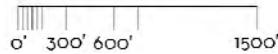


Conceptual Great Park - LUG D not permitted within the Great Park

Notes:

The maximum area of LUG D is not limited in DU7


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.



J. LUG GU - General Urban

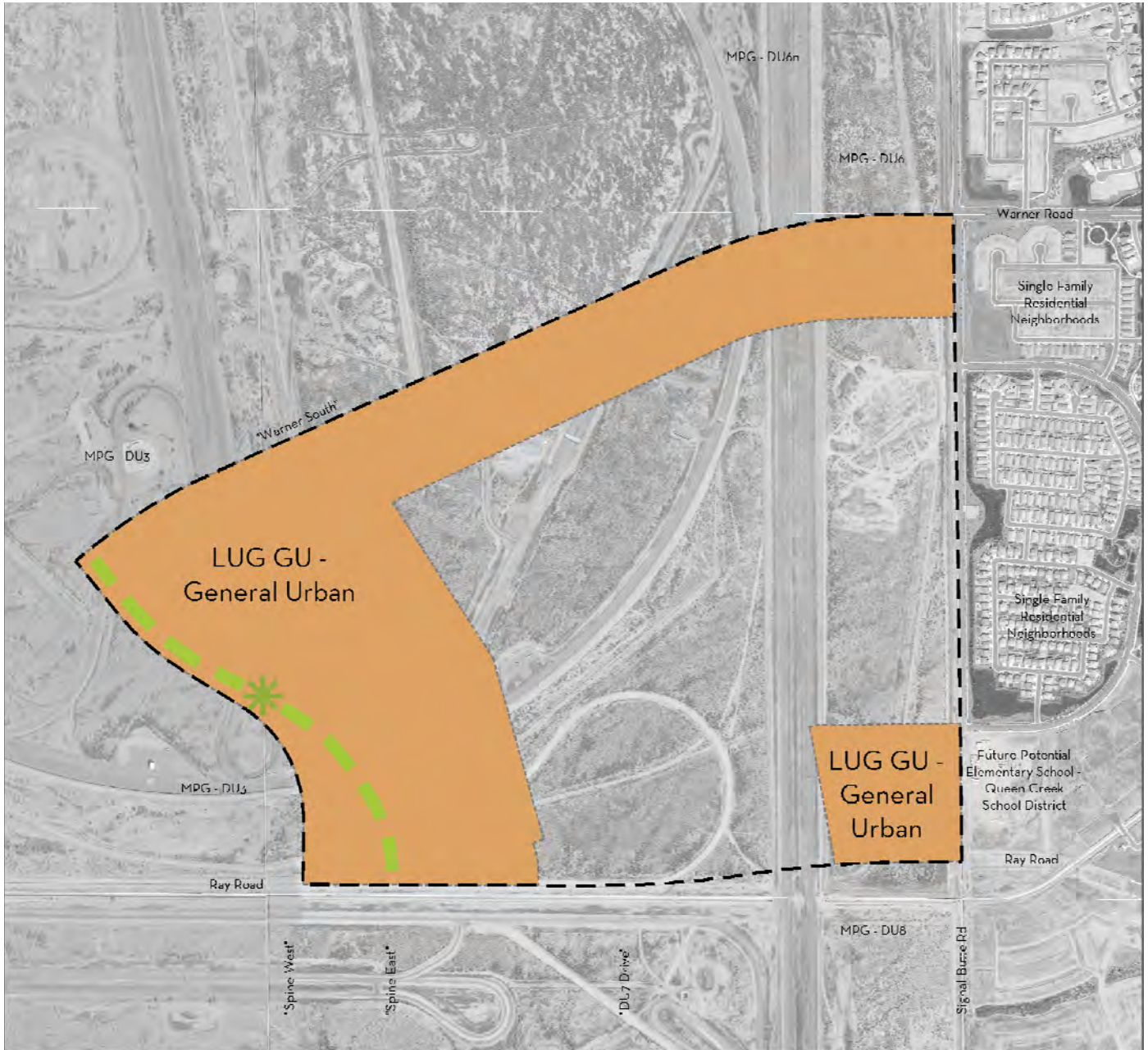
Within DU7, LUG GU may be applied anywhere within the areas shown on **Exhibit A.13 - LUG GU - General Urban**. LUG GU is not required in DU7.

Exhibit A.12 - LUG GU - General Urban Summary

LUG GU - General Urban		
	General Character***	Consistent with CP
	Typical Uses**	Consistent with CP
	Typical Building Height*	Consistent with CP
	Maximum Building Height*	Consistent with CP, limited to 40' within 150' of Signal Butte Road
	Minimum Lot/Parcel Size*	Consistent with CP
	Maximum Residential Density*	Consistent with CP
	Floor Area Ratio (FAR) Range*	Consistent with CP
	Minimum Lot/Parcel Width/Depth*	Consistent with CP
	Building Setbacks - Street*	Consistent with CP Fencing/Walls higher than forty-two (42) inches tall may be constructed outside of the minimum Building Setback area.***** (i.e. community or privacy yard walls)
	Building Setbacks - Rear/Side*	Consistent with CP *****
	Building Setbacks - Service Lane*	Consistent with CP *****
	Block Character	Consistent with CP
	Circulation Character	Consistent with CP The urban fabric may be extended with visual and pedestrian connections, and not always with through vehicular streets.
	Service Areas	Consistent with CP
	Landscape Character	Landscape Character in DU7 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.
Lighting Character*****	Consistent with CP	
Signage Character	Signage Character within the LUG GU shall be consistent with the CP. Signage maybe placed in DU3 and DU4 along Ellsworth or Ray Roads to advertise the uses in the LUG GU areas of DU7 between "Spine East" and "Spine West" because of their proximity and relationship to DU3 and DU4.	

* 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
 ***** DU7 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 may exceed eight feet in height to discourage the general public from using the internal portions of the DU.

Exhibit A.13 - LUG GU - General Urban



Conceptual Great Park - LUG GU not permitted within the Great Park

Notes:
Maximum area of LUG GU in DU7 shall be limited to 115 acres.

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



A.3 Build-to-Lines

The DU7 DUP identifies portions of the DU where LUG - General Urban (GU) can be utilized but contains no areas designated as LUG - Urban Core (UC). The Build-to-Lines for LUG GU are shown on **Exhibit A.14 - Build-to-Line** for DU7. Buildings in LUG GU should be placed so that a majority of their front face comes up to the build to line. At intersections, buildings may either hold the corner or create a plaza approximately the depth of the adjacent buildings as shown on **Exhibit A.14a - Build to Line - Typical**. Such a plaza may incorporate both pedestrian and automobile traffic. Because LUG GU uses in DU7 will likely need to blend with adjacent uses and may desire to be located along Arterial streets where vehicular access may be limited, a parking area and access (a liner street with on-street parking) may be required between the buildings and the major roadways. This may be especially true at major intersections where turning maneuvers may limit access even more. Access to parking areas may be highly restricted in close proximity to signalized intersections and such access points require the approval of the City Traffic Engineer. In locations with single isle parking areas (linear streets) or plazas, the build to lines shall be located at eighty (80) feet behind the right-of-way. In all other locations the build to lines shall be located at thirty (30) feet behind the right of way. Build to lines are only generally required along major streets and primary street types as shown in **Exhibit A.14b - Build to Line - Location**. Build to lines may be adjusted as part of the site plan approval for LUG GU uses.

Exhibit A.14a - Build-to-Line - Typical

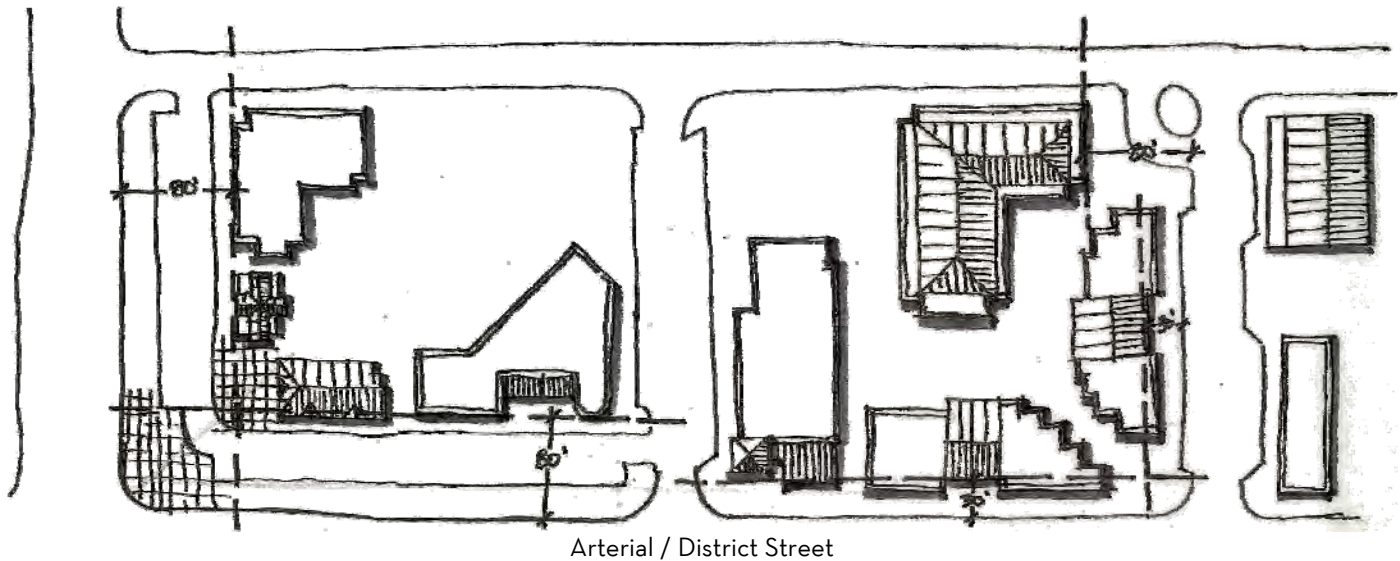
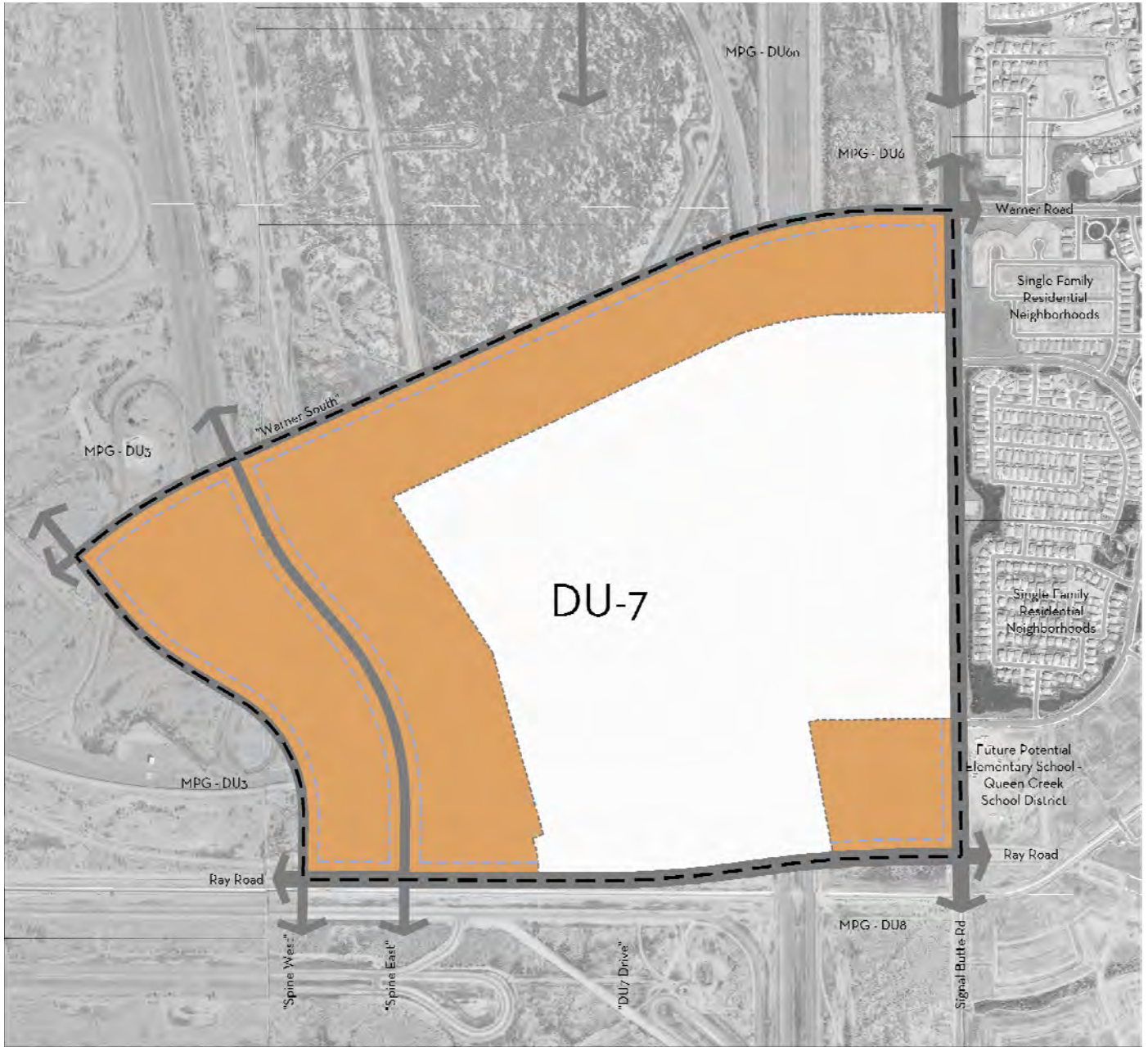


Exhibit A.14b - Build-to-Line - Location



Perimeter Roadway



Build to Line

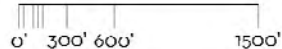


Potential LUG - General Urban (GU)

Notes:

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

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



07 November 2011

A.4 Major Roadways

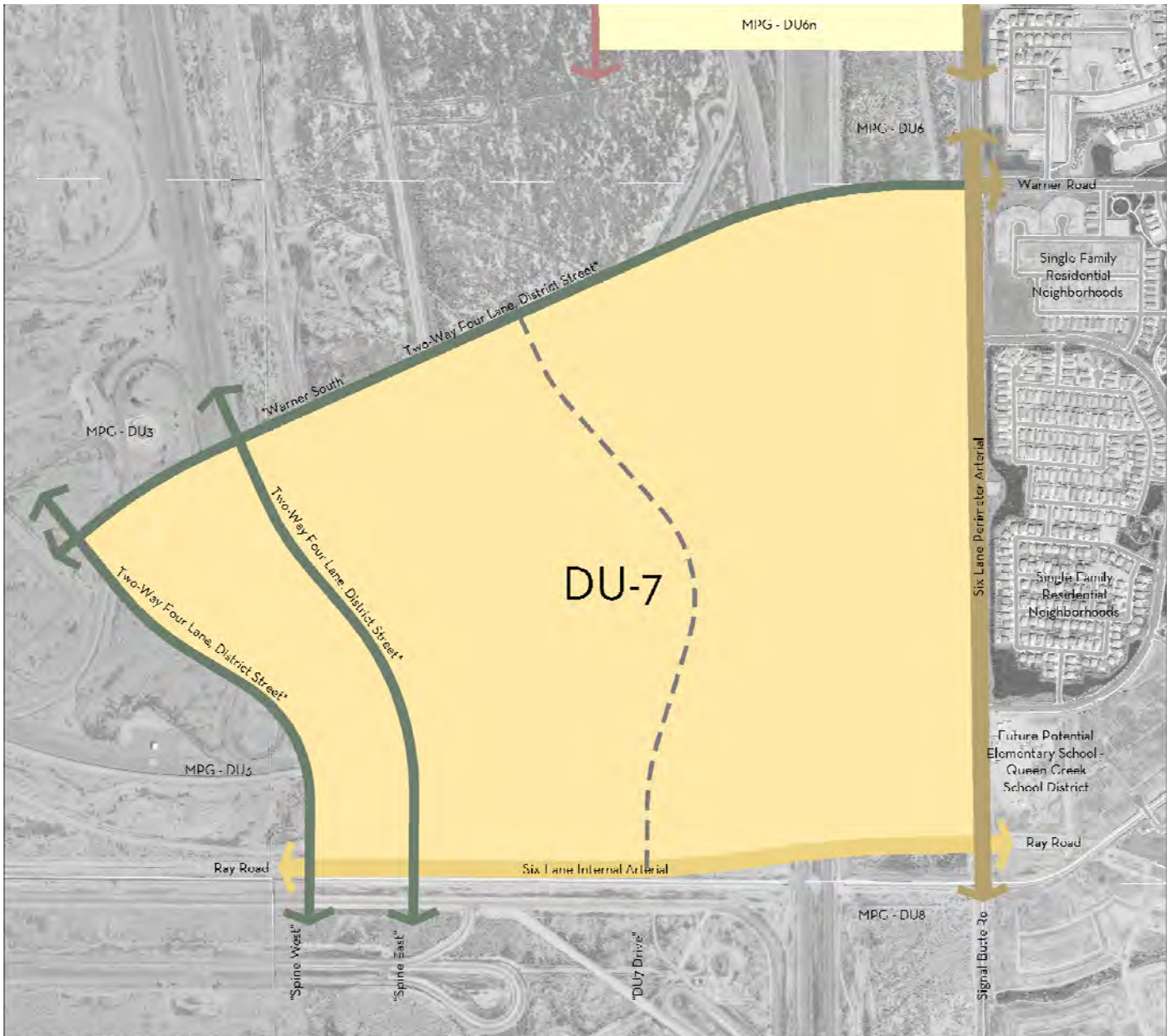
The major roadways (as outlined on Exhibit 10.3 – District and Arterial Streets – Roadway Hierarchy of the CP) within DU7 include the Six Lane Perimeter Arterials that make up the south and east boundary of the DU as shown on **Exhibit A.15 – Major Roadways**. Ray Road forms the south boundary of the DU, and Signal Butte Road forms the east boundary of the DU. As outlined in the CP, Signal Butte has a suggested posted speed limit of 45 MPH and Ray Road has a suggested posted speed limit of 40 MPH. The cross sections for Ray Road may have a raised median, Signal Butte is not planned to have a raised median and both will have striped bike lanes and no on-street parking. In addition to the arterials, there are three (3) Two-Way Four Lane District Streets as shown on **Exhibit A.15 – Major Roadways**. “Warner South” forms the north boundary of the DU, “Spine West” forms the western boundary of the DU and “Spine East” is in the western most portion of the DU. There are no Two-Way Two Lane District Streets anticipated in DU7, but there is one planned in DU6n, just north of this area and it is shown on the exhibit for context. This roadway will need to be reviewed with DU6 DUP; if it extends south and intersects with “Warner South” the intersection location will need to be compatible with the intersection location of “DU7 Drive” and “Warner South.”

In addition to the major roadways called out in the CP, new street “DU7 Drive” is anticipated to be a public two-way, two lane neighborhood street connecting “Warner South” and Ray Road. “DU7 Drive” will cross DU7 from north to south at about the mid-point and will provide automotive connectivity to the surrounding neighborhoods as a “back way in”. This street is anticipated to have a suggested posted speed limit of 25 or 30 MPH. This street will be paralleled by local, residential, neighborhood streets that will provide far better pedestrian walking environments connecting parks and fronts of homes. If during an emergency a pedestrian route is necessary, they will be able to make use of the bike lanes provided along the roadway. The street will likely include striped bike lanes or bike lanes paved with an alternate pavement such as wide ribbon curbs that may also be used for occasional pedestrian activity. Local cross streets are designed to provide many opportunities for pedestrian crossings of “DU7 Drive”.

A.5 Community Facilities

DU7 will provide the central neighborhoods for Eastmark. As such, DU7 will likely include several community facilities including but not limited to one or more school, one or more place of worship, a community social center, a portion of the Great Park to connect these facilities and several intimate neighborhood parks to form the hub for each neighborhood. Most of the community facilities except the neighborhood parks will be linked by the Great Park or will be located along the Ray Road or “Warner South” extensions of the Great Park.

Exhibit A.15 - Major Roadways



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

-  Six Lane Perimeter Arterial
-  Two-Way Four Lane, District Street with Raised Median*
-  Six Lane Internal Arterial
-  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



D U 7 D U P

Section B Economic Development Statement

In keeping with the original vision for Eastmark to become a Center of Regional Importance, DU7 is intended to provide housing opportunities for individuals who can live and work in the same area. Specifically, the focus is to create a lifestyle that can attract and sustain the workforce necessary to support High-tech businesses. Developing intimate neighborhoods that have at their core small neighborhood parks and an array of housing types; including schools and places of worship to education and inspire; and facilitating a social network by providing halls and clubs will form a tight, resilient community fabric. This fabric is held together in the central neighborhoods of DU7 by great tree lined streets. These streets are designed not only for the utilitarian use of moving traffic and refuge 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.



B.1 Estimated Economic Development Impact

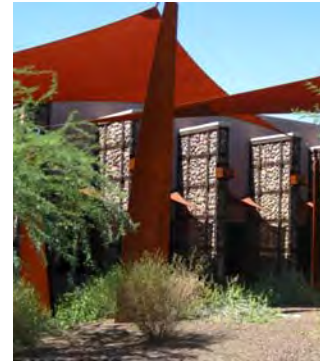
In addition to creating a community to attract knowledge workers, during the construction period, an estimated 400 to 500 jobs will be created. Once the neighborhoods are completed, DU7 may support as many as 150 jobs in Eastmark. These jobs will primarily be in the service and support industries, as has been anticipated in this part of the community. The jobs will likely include teachers, religious staff, community coordinators, landscape maintenance and food service jobs.



Section C DU Design Guidelines (“DUDG”)

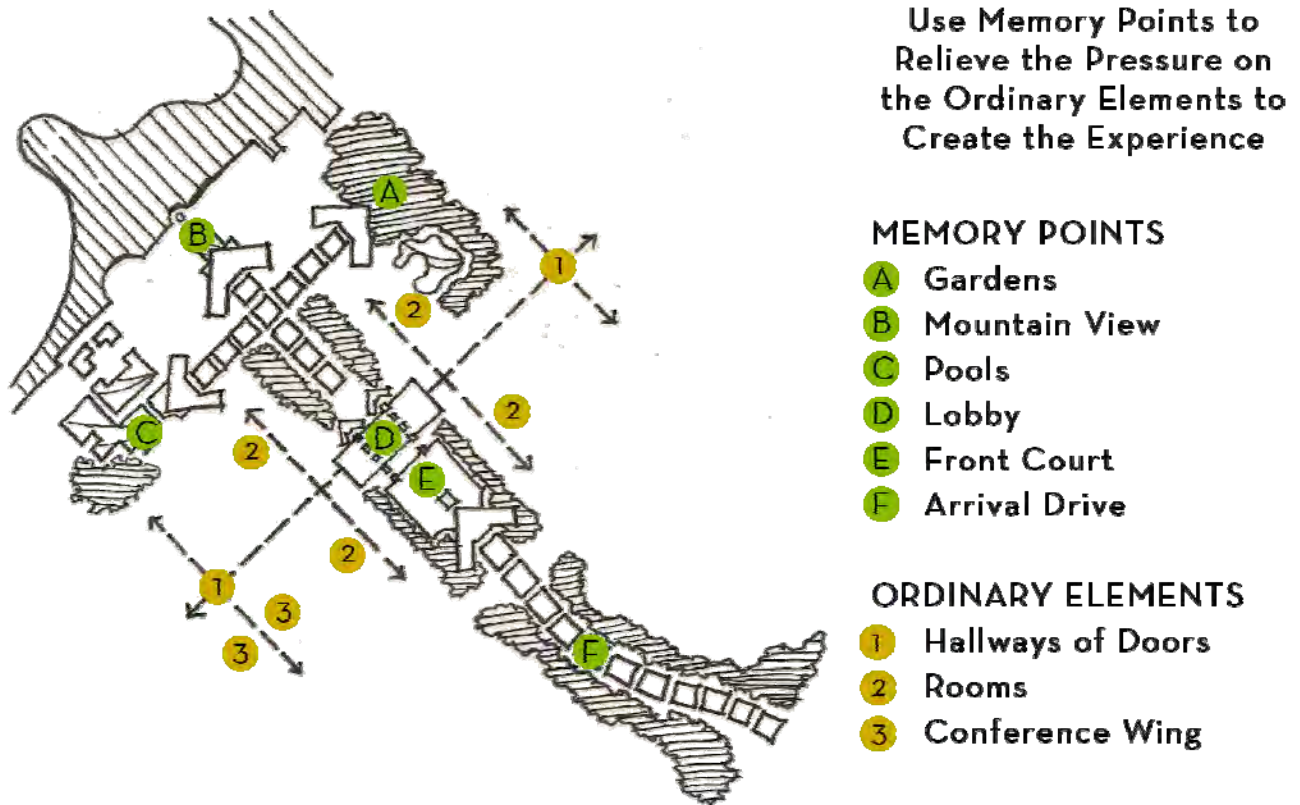
Consistent with the vision for DU7, this area will provide the central neighborhoods for the community. DU7 will primarily be residential in nature and be developed by several different homebuilders coordinated by the Master Developer. These park-focused neighborhoods will also link to the Great Park on the west, the other major element of DU7.

The DUDGs for DU7 are designed to integrate the intimate neighborhoods with each other, with their associated community elements, with the Great Park and with the adjacent existing neighborhoods which are essential to Eastmark’ community goal of “living well over time”. These DUDG’s will help to ensure a successful integration with existing and future surrounding uses.



To create incredible neighborhoods, the DUDGs for DU7 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 C.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 DU7, these memory points are the neighborhood entries, the neighborhood parks, the Great Park and its extensions in the form of the linear arroyo and the power line floodway. The quality design, construction and maintenance of these important spaces relieve the pressure on the design of the ordinary elements.

Exhibit C.1 - Memory Points and Ordinary Elements Diagram



C.1 Pedestrian Corridors

Pedestrian corridors are an essential element of DU7 as they provide the human scale linkages for its residents. Pedestrian corridors will be located throughout the central neighborhoods, providing connections for residents to neighborhood parks, the Great Park and other places in Eastmark.

A. District and Arterial Streets

Pedestrian corridors will be located on the perimeter of DU7 and provide access to the core of the DU. They will generally follow perimeter roadways along Signal Butte Road, Ray Road, “Warner South,” “Spine East,” and “Spine West” and access the core as shown on **Exhibit C.2 – 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 pored concrete and may be different paving material(s) than the sidewalk. In areas with landscape corridors along the major roadways, such as the Great Park, the sidewalk may be detached from the roadway by a significant distance to engage the pedestrian in the landscape. Access points between the roadway adjacent pathways should be provided for access from the roadway when needed. Crosswalks are encouraged at all intersections that provide pedestrian access into the interior of DU7. 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. 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 DU7 and their guests. Crosswalks are also encouraged at these locations/intersections to facilitate the use of bus stops on the far side of the street. Crosswalks may be simple painted stripes, stamped or colored pavement, decorative pavement or grade changes in the roadway pavement to denote the pedestrian corridor. All traffic controls suggested here 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. Heavy pedestrian activity is anticipated traveling east-west across the neighborhoods between the Great Park (on the west) and the Linear Arroyo (on the east). Special east-west streets, called Necklace Drives, will accommodate this activity and provide through pedestrian access across the width of DU7. Heavy pedestrian activity is also anticipated on routes between the neighborhood parks. 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

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. Sidewalks will typically parallel the roadway.

2. Neighborhood Necklace Drives

Necklace drives provide pedestrian connectivity across the DU, linking the neighborhoods to the Great Park and the Linear Arroyo. These drives will be lined with planting islands in the parking lanes along both sides of the road at corners and mid-block. These islands will typically be planted with palm trees, vertical trees or vertical vine covered post to assist with the wayfinding in the community and emphasize the importance of the connection. Care must be taken to maintain adequate sight distance at intersections and driveways.

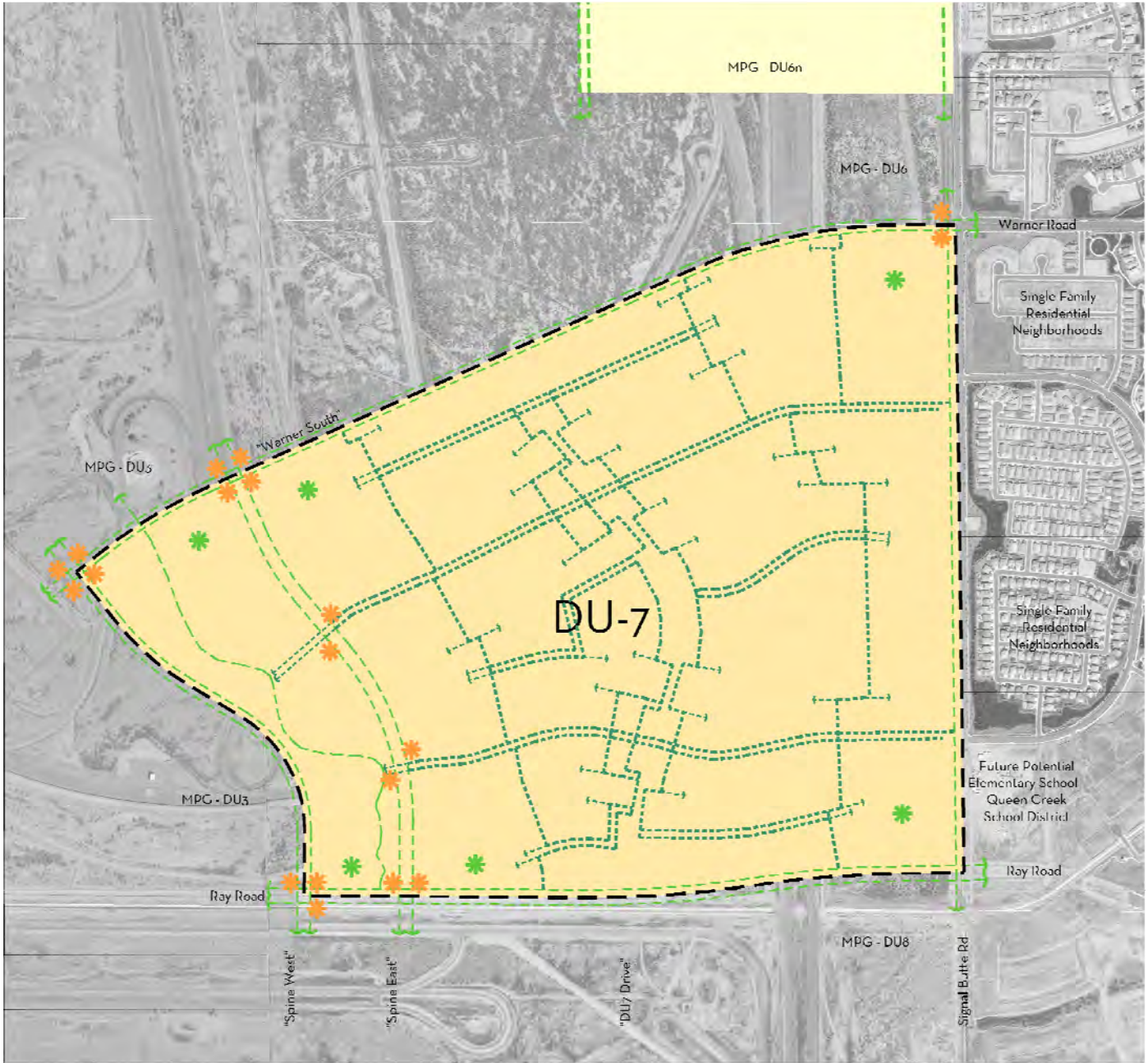
3. "DU7 Drive"

"DU7 Drive" will be designed to provide simple convenient vehicular access to the neighborhoods - "a back way in". This route is not designed to be an engaging pedestrian space. The layout of the neighborhoods will provide a secondary route along both sides of "DU7 Drive" one block in on each side. This layout will also provide ample opportunities for pedestrians to cross "DU7 Drive," tying the neighborhoods together.

4. 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.

Exhibit C.2 - Pedestrian Corridors



- Minimum 6' Wide Sidewalk
- Minimum 5' Wide Sidewalk
- Additional Pedestrian Corridors Typically Required if LUG GU or LUG D
- Potential Bus / Transit Stop

Notes: Crosswalks encouraged at all intersections that provide pedestrian access into the interior of DU7

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



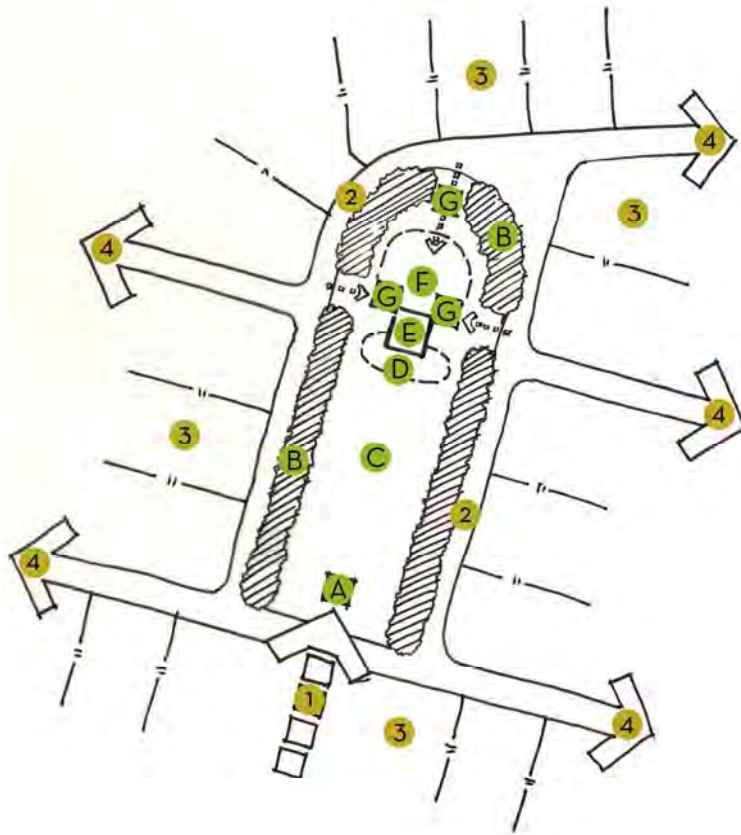
C.2 Common Areas

Within DU7, common areas will typically take on two forms: Neighborhood Parks and the Great Park. The Great Park will be a social and recreational center for the entire Eastmark community, and designed to accommodate a wide range of functions. The Great Park will be developed consistent with the Great Park Master Plan which will be approved separately from this DUP. The Great Park will be implemented in many phases and have a wide variety of landscape and architectural components. Unlike the Great Park, Neighborhood Parks will each be the “living room” for individual neighborhoods. They may host community wide events on occasion, but they will be designed to regularly serve the needs of each neighborhood. Each will be a single holistic design and typically will be highly varied from park to park.

A. Neighborhood Parks

In DU7, Neighborhood Parks will be the “living room” of each neighborhood and they will have similar key elements. These key elements help to ensure that the parks play a primary role in the social fabric of each neighborhood. These elements have been accumulated from international research and over a decade and a half of refinement in modern Arizona communities. The key elements should be used as a guide not as absolute rules because parks can and will likely take on several different forms and will like contain different elements and features. The parks will need to be appropriate to their context and the intention of each key element may take on many physical forms to accomplish the same goals.

Exhibit C.3 - 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 DU7 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 C.3 – 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 should 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 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

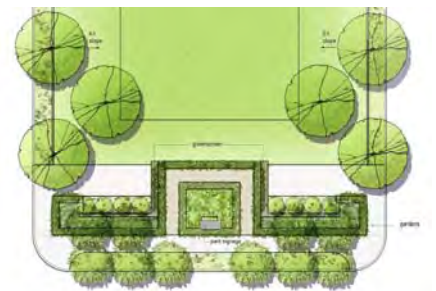
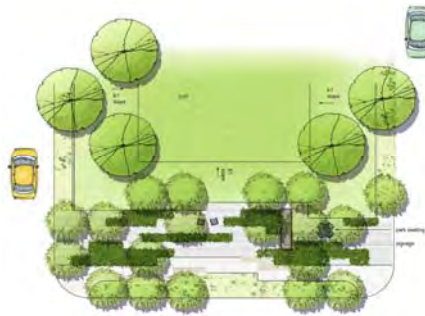
Homes surrounding the park may face the park, further stressing the park's importance as a community space. Homes facing the park also prevent conflicts that tend to arise when the private portions of the home or the lot (typically the rear) are in close proximity to the public spaces of the park.

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.

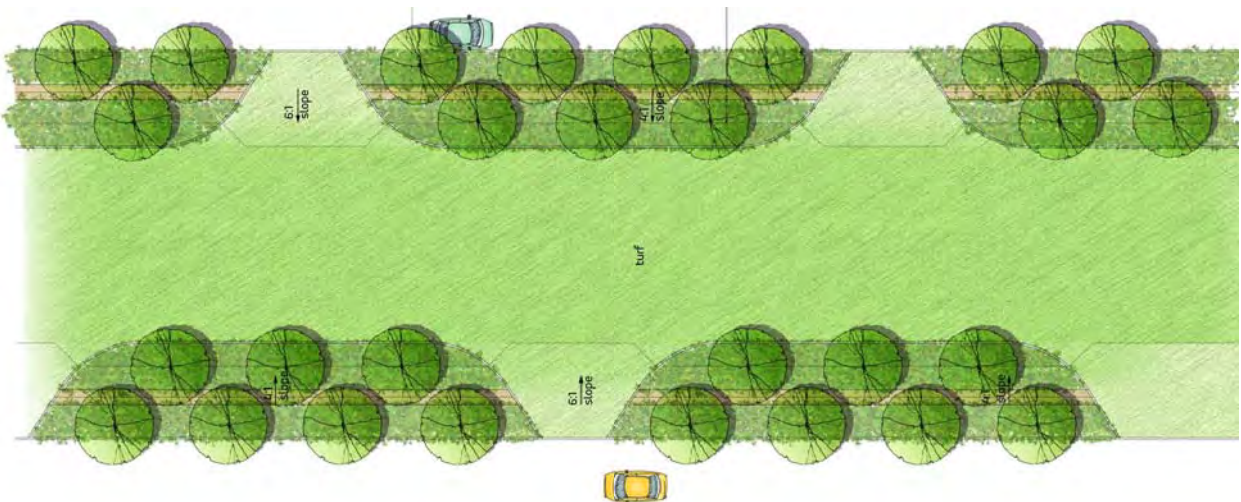
5. Foreground Focal Element

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.



6. Tree Lined

Typically the parks are tree-lined. The trees provide enclosure for the outdoor rooms of the park and shade for the casual users of the park. In smaller parks, the tree line is often in the parkway of the road, across the street from the park. In long neighborhood parks that are in excess of 400' long, trees may be used at the edge to reduce the visual width of the park to a size closer to 70' in width. This may include a double or triple row of trees enclosing areas of the length of the park.



7. Open Flat Lawn

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



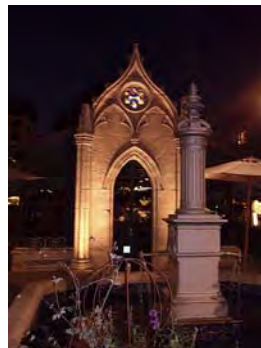
8. Adult Attractive Element

If the parks attract adults and give them a reason to linger, they will bring the kids and stay for a while. To attract adults, often this element has to have the same effect as sitting by a fire. A fire pit, a small water feature or a piece of kinetic art tends to draw the attention of adults for hours. Park elements such as the Built, Protective Shade provide a safe and comfortable place to encourage people to linger. Small additions such as outlets, ceiling fans and dim-able lights add to the usability of the park and eventually make the Neighborhood Park 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 required to look like a building. Shade sails may be used in conjunction with landscape, walls and terraces; a green house may be appended onto the ruined remains of an architectural wall just to name a few variations on the theme.

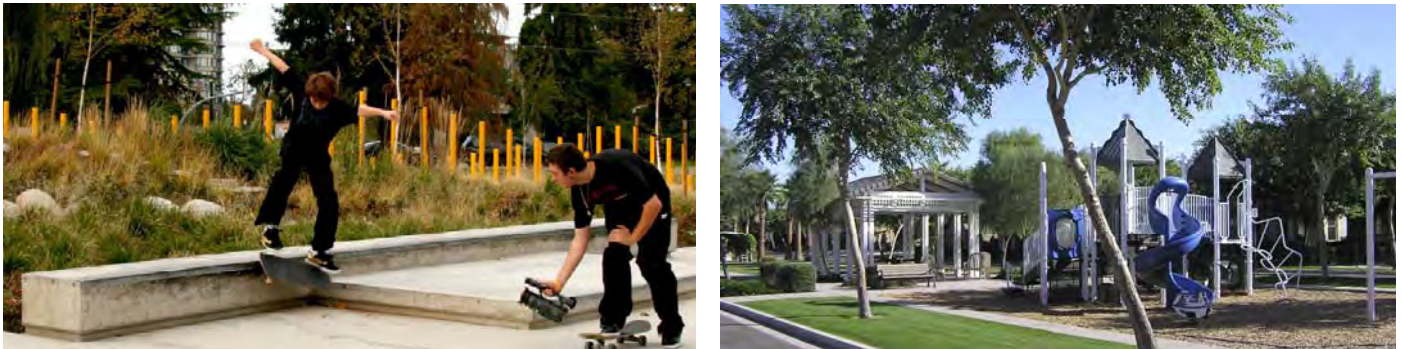




Partial, Conceptual Park Site Plans

10. Kids Play Area

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

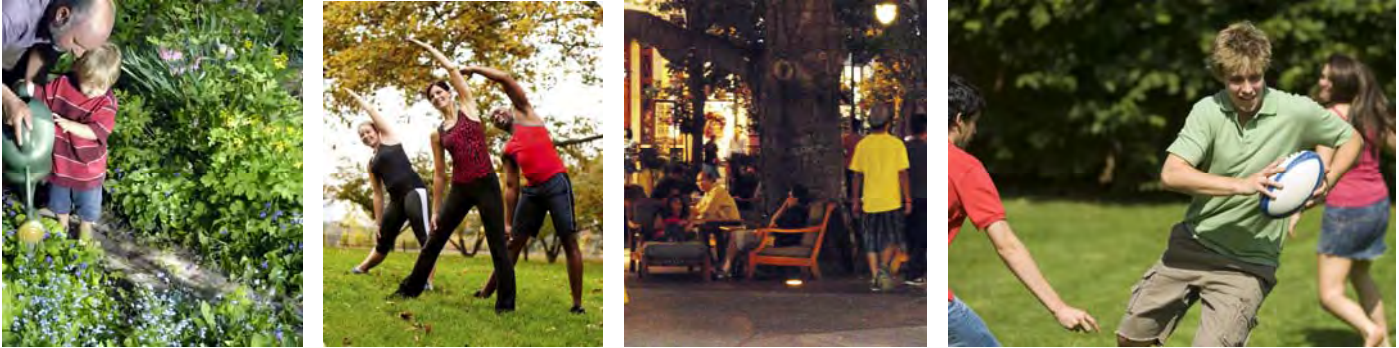


11. Mail Box/Community Notice Points

While not required to be part of the Neighborhood Park in DU7, 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.

12. Events

In DU7 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 small business and grass root events and classes that might be offered for a fee.

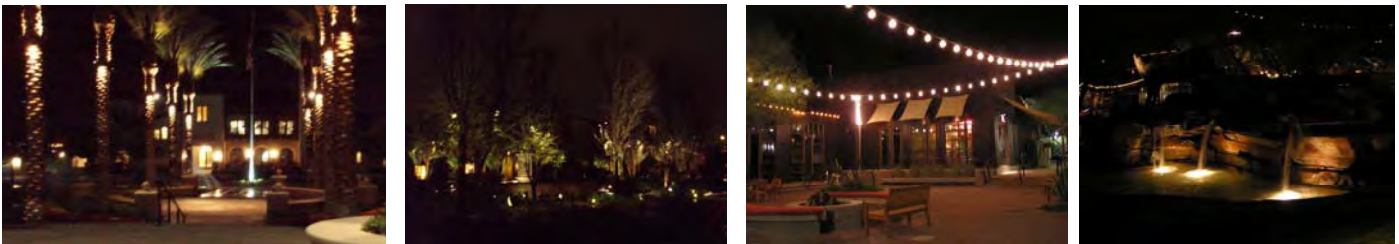


13. Parking

Parking for Neighborhood Parks in DU7 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.

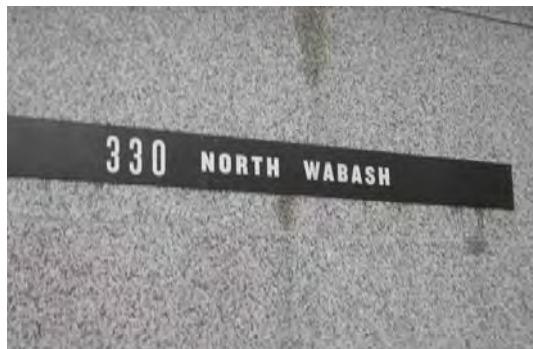
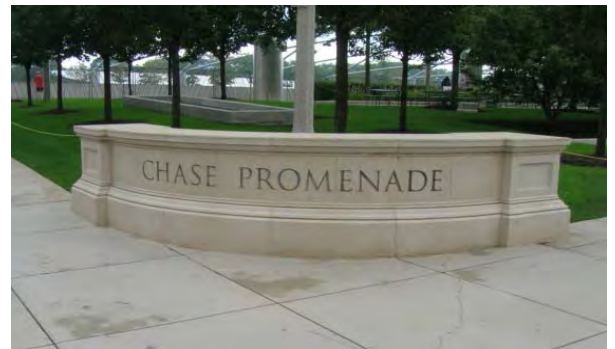
14. Lighting

Lighting in Neighborhood Parks in DU7 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 importance of these parks in the neighborhood, Eastmark standard directional signage may be used within the neighborhoods to direct guest to parks.



B. The Great Park

Modeled after Historic Phoenix’s Encanto Park and downtown Tempe’s Beach Park, the Great Park will be a social and recreational center for the Eastmark community and the Southeast Valley. The park will be designed to accommodate a wide range of functions likely including: pastoral strolls through rolling natural landscapes, sports competitions on open green fields, families picnicking and playing in fountains, and adults enjoying a night out watching movies in the park, attending a concert or just hanging out on the terrace. DU7 will contain a portion of the Great Park generally located within the area between “Spine East” and “Spine West”. This portion of the park will likely be a linear expression stretching from Ray Road as shown on **Exhibit C.4 - Conceptual Great Park and Major Neighborhood Elements**, in the south to “Warner South,” connecting a school with shared ball fields, civic uses and a community center. This portion will also include an irrigation lake and multi-use path which will be connected to the adjacent neighborhoods by way of the necklace drives. The Great Park and its description herein are subject to the City of Mesa approval of the Great Park Master Plan.

1. Edge Treatment

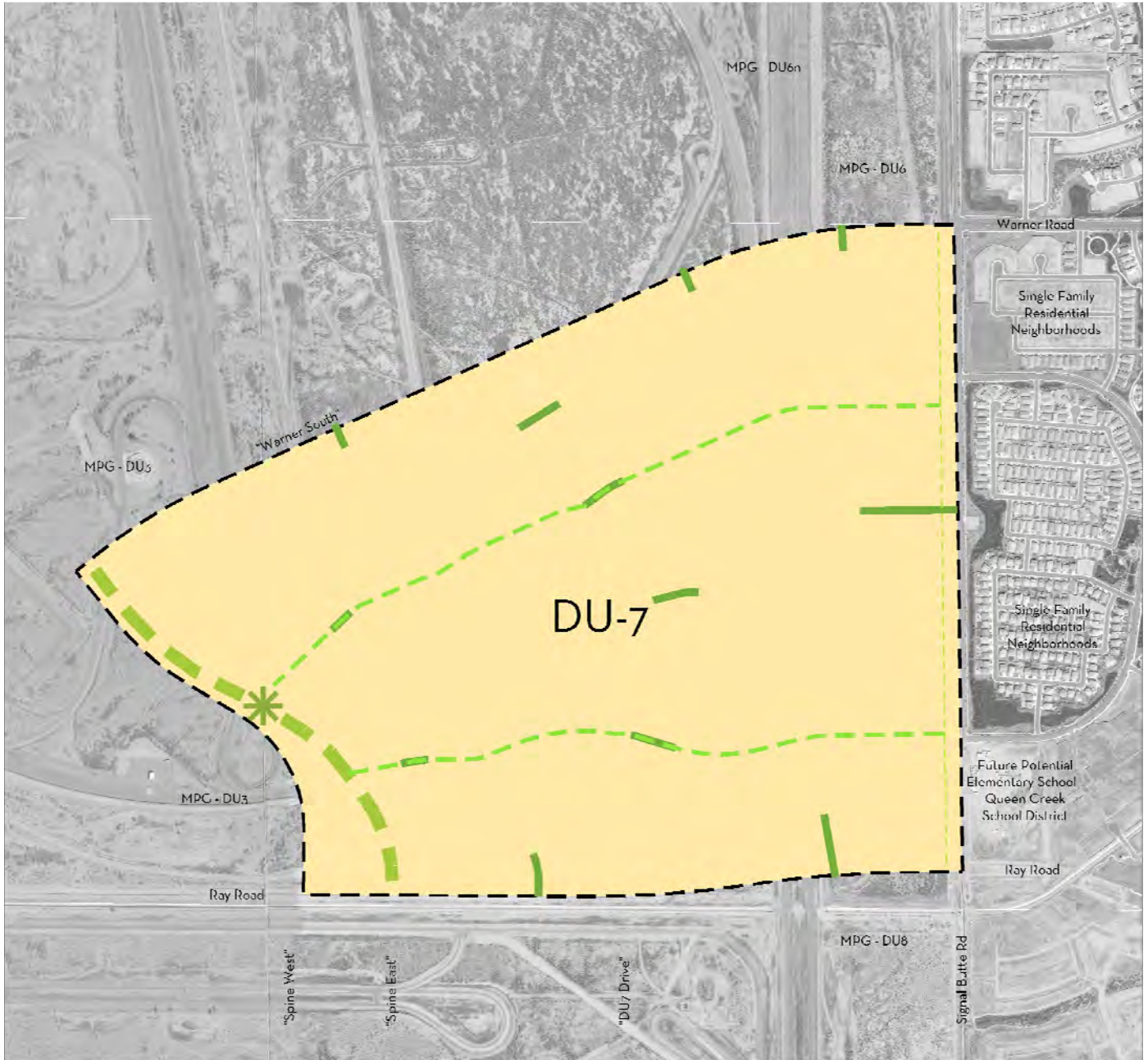
The Great Park will be designed to collaborate and share with surrounding uses. The exact boundary of the park will generally be visually unclear. The Great Park proper will be a public park, but it will likely spill into adjacent private places of worship, community centers and schools who will be encouraged to share their parking and grounds with the Great Park. It will likely reach into residential enclaves and commercial centers connecting them together. Walls and fences simply defining the perimeter of the Great Park or adjacent parcels are discouraged. Walls and fences may however be necessary for safety and security reasons throughout the Great Park as well as in and around adjacent parcels, but they should be designed as part of the landscape or as echoes of the adjacent architecture.

2. Phasing, Evolution and Design Diversity

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



Exhibit C.4 - Conceptual Great Park and Major Neighborhood Elements



-  Conceptual Great Park
-  Paseo Drives
-  Linear Arroyo
-  Entry Drives

Notes:

Paseo Drives show include both roadways and pedestrian corridors

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



3. Uses

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



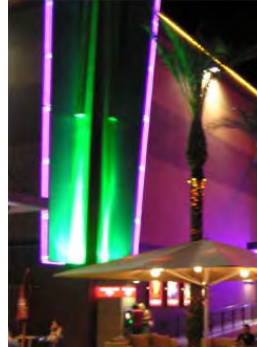
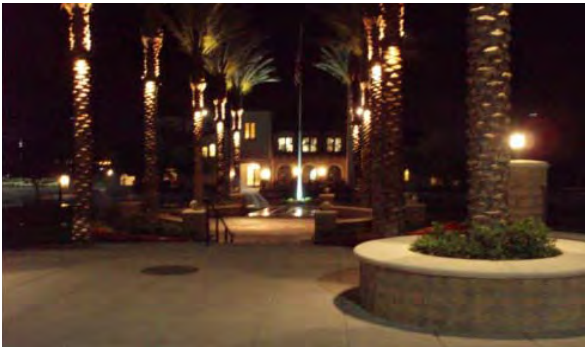


4. Parking

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

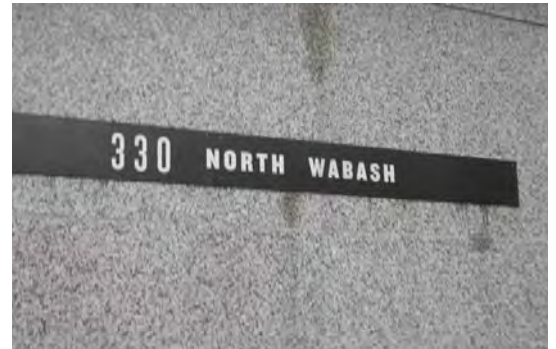
5. Lighting

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



6. Signage

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



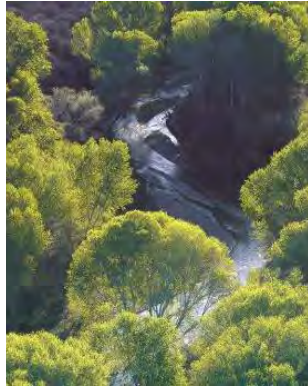


C.3 Landscaping

The landscape character of DU7 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 DU7 parks, linear arroyos and when practical parkways shall remind residents and guests of the path of water even when storm water or irrigation are not present. These “path of water” landscapes typically have depressions in the landscape to hold the water and are often more lush at the lowest points, or along the edges of a water pathway. These edges can take on both planted, formal patterns and natural organic forms. The “path of water” landscapes can vary greatly from dry arid plantings that only occasionally receive water to irrigated tree lined lawns that hold water during storm events to the edges of irrigation lakes. These landscapes can be used to foster environments for abundant wildlife throughout the community within riparian habitats, along the path of water, through parks and dense urban areas. In built form, these landscapes may include the collection and re-use water from building condensate, fountains and channels, landscape canals and paved floodways.



Arizona Canal, ne. of Phoenix

A. Landscape Standards

Landscape standards including minimum plant size and quantity, parking area landscape and street perimeter landscape shall be per Section 12 - Landscape Standards, of the CP. Due to the fast growing nature of desert trees in the DU7 plant palette, the minimum size for trees may be smaller if exchanged for an additional quantity of trees. The following plant palette and landscape characters shall be applied to public spaces. Private yards and landscapes may use any of the following landscape characters, but it is anticipated that most will be the Shaded Parkway or Parks and Gardens character. Yards or landscape areas enclosed by privacy walls and generally not visible from public areas shall not be limited.

B. Landscape Plant Palette

Landscape palette within DU7 is generally broken into five (5) landscape characters:

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

The plants permitted in each of these landscape characters are charted in **Exhibit C.8 - DU7 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 DU7. 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 DU7 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 C.8 - DU7 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.

D. Plant and Landscape Character

Landscape within DU7 is generally broken into four (5) landscape characters: Shaded Parkways, Shaded Boulevards, Parks and Gardens, Linear Arroyos, and Riparian as shown generally on **Exhibit C.5 – 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.

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).



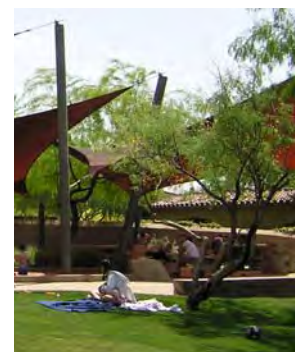
2. Shaded Boulevards

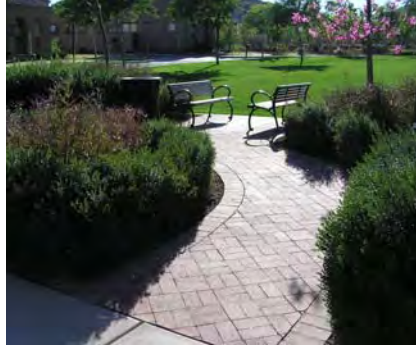
The Shaded Boulevards landscape character is inspired by old county highways that make their way through tree covered areas to provide access to near-town neighborhoods. Like Shaded Parkways, these landscapes are used to narrow the perceived width of the pavement, slow the traffic and shade the adjacent 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 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.



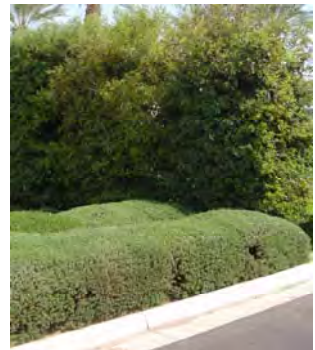


4. Linear Arroyos

The Linear Arroyo landscape character is inspired by the arroyos of the Sonoran Desert. These landscapes are intended to transport and hold storm water and to provide natural landscape habitat for local animal species. The corresponding plant palette is selected to work in the linear spaces often along the street while providing variation to create a natural setting. The palette includes palms whose height may be used to enclose an adjacent streetscape, provide camouflage for tall, rust-colored 69 KV power poles or to provide vertical accent. Fencing and planted hedges may be incorporated into this landscape character to provide buffers from adjacent uses. Plants in this landscape character may be primarily ground cover and shrubs

DU 7 DUP

including Creosote, Bursage, Mormon Tea, Ocotillo, Turpentine Bush, Jojoba, Brittle Bush. Wildflower seed is encouraged in these areas and may be watered to encourage growth and seasonal flowering. Appropriate wildflowers include Showy Golden Eye, Desert Marigold, Desert Lupine, Mexican Gold Poppy, Desert Bluebells, Desert Globe Mallow. Ironwood, Mesquite, Foothill and Blue Palo Verde trees are often found as large overgrown shrubs in this landscape character. While this landscape is typically an organic composition, it may transition to formal patterns at edges, entries and at interfaces with urban forms. Decomposed gravel in these areas should vary dramatically in size and include minus imitating the natural Sonoran Desert cobble. All non-paved, non-turf areas shall be covered by a natural desert cobble or 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 include, 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). While pedestrians are accommodated in these spaces, they are not necessarily intended to be engaging pedestrian experiences. This landscape character area is typically designed as a natural environment - a wild place to explore. Entries may also be accented with plantings, walls and columns that compress the space creating a threshold to heighten the sense of arrival. While this Character can be created in a minimum six (6) foot parkway on either side of a road, its effects are heightened when it is ten (10) to twenty (20) feet on either side of a road or a thirty (30) to fifty (50) foot wide landscape corridor. These spaces may be enclosed by landscape walls, privacy walls, fences or buildings.



5. Riparian

The Riparian landscape character is inspired by the riparian landscapes of the Sonoran Desert. These landscapes are intended to hold storm water, to provide natural landscape habitat for local animal species and to provide natural edges to larger bodies of water. The corresponding plant palette is selected to work in the linear spaces often along other open spaces while providing variation to create a natural setting. The palette includes palms whose height may be used to provide vertical accent. Fencing and planted hedges may be incorporated into this landscape character to provide buffers from adjacent uses. Mesquite, Willow and Ash and Cotton Wood trees are often unmaintained in this landscape character. While this landscape character is typically an organic composition, it may transition to formal patterns at edges, entries and at interfaces with urban forms. Decomposed gravel in these areas should vary dramatically in size and include minus imitating the natural Sonoran Desert cobble. All non-paved, non-turf areas shall be covered by a natural desert cobble or 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). While pedestrians are accommodated in these spaces, they are not necessarily intended to be engaging pedestrian experiences. This landscape character area is typically designed as a natural environment - a wild place to explore. Entries may also be accented with plantings, walls and columns that compress the space creating a threshold to heighten the sense of arrival.



Exhibit C.5 - Landscape Character - Public Spaces



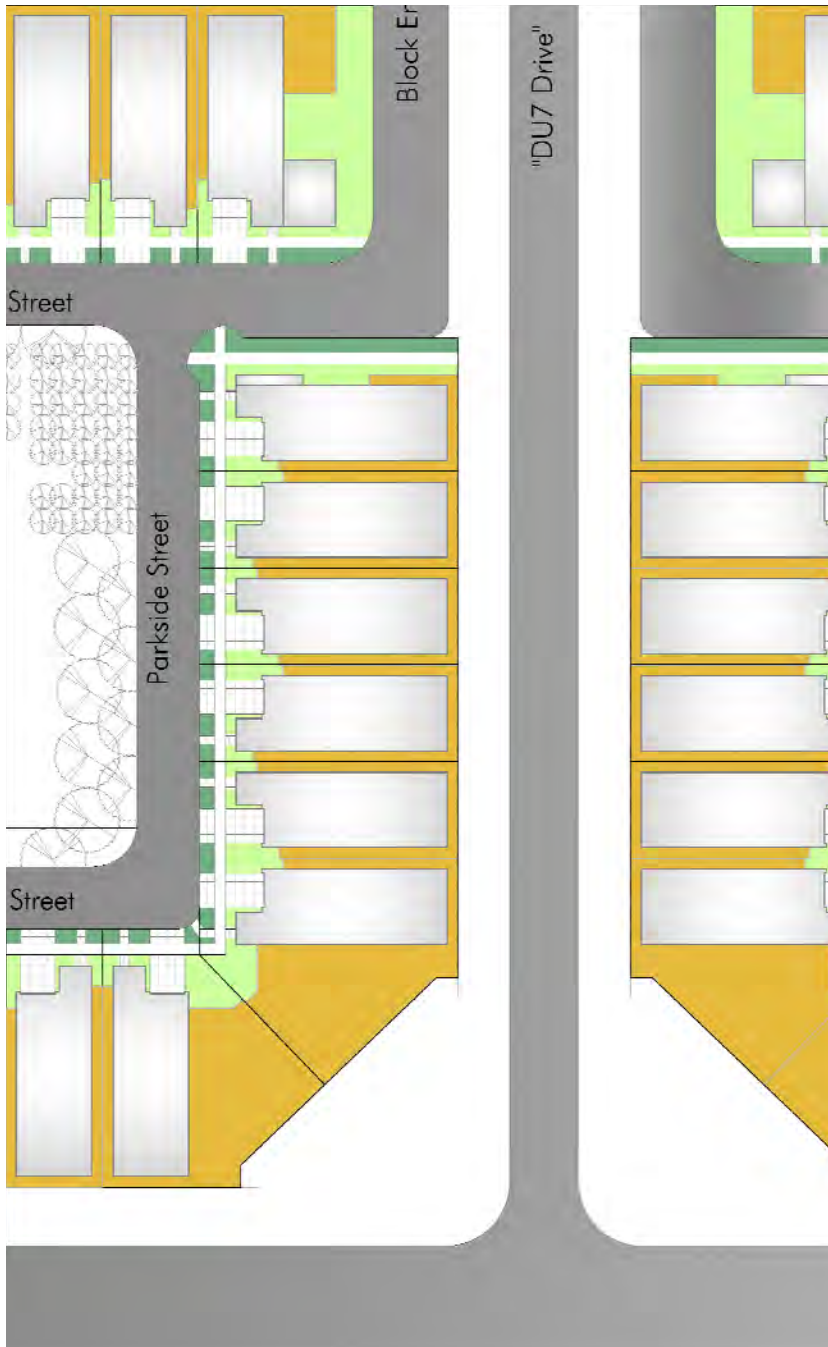
-  Shaded Parkways
-  Shaded Boulevards
-  Parks and Gardens
-  Linear Arroyos
-  Riparian

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.



Exhibit C.6 - Landscape Character - Private Spaces



N.T.S.



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.

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 **Exhibit C.7 - Landscape within Public Right of Way**. Sidewalks shall be provided in the landscape area within the right-of-way as described below and as shown in **Exhibit C.2 - 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).

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

An optional tall, decorative rear yard/neighborhood perimeter fence may be provided approximately ten (10) feet behind the sidewalk along Ray Road, “Spine East,” “Spine West,” Warner South,” and “DU7 Drive”. Side yard fences may be provided five (5) feet behind the sidewalk along Necklace Drives, Neighborhood Streets and Parkside Streets

1. Ray Road

On Ray Road as shown in **Exhibit C7a - Landscape within Public Right of Way - Ray Road**, the right-of-way includes approximately eighteen (18) feet behind face of curb. This space is part of the Shaded Boulevards landscape character, but interfaces with the Parks and Gardens landscape character near the Great Park and the Linear Arroyos landscape character near Signal Butte Road and “DU7 Drive.” Along the roadway, there is typically a broken double row of street trees behind curb and a single row down the middle of the median. The first row of trees behind the curb will typically be 3’ behind back of curb and the second 3’ behind the sidewalk. Of the four (4) tree classes, the Canopy class will do the majority of the work in the median and the first row behind the curb. The Canopy class trees may transition slowly through various kinds of canopy trees over the length of the roadway. The other classes may also be mixed into these rows to create the effect they are each suited for: Evergreen - winter greenery and screening, Palm - enclosure and vertical accent, and Accent for color and visual interest. In the back row of trees (which is behind the sidewalk), the Evergreen tree class will become a greater part of the streetscape. This row may be composed entirely of Evergreen and Canopy trees, providing the backdrop to Accent trees in front. This back row of trees will help to define the roadway as a separate and distinct space from the neighborhoods adjacent to it. Landscape within the median shall be planted per the Shaded Boulevards landscape character. The median shall be planted with trees typically thirty (30) to forty (40) feet on center in the middle of the median. Typically streetlights will be located in the median to minimize their visual impact and light spill onto adjacent properties. The first two (2) feet behind back of curb in the median may be paved with pavers or stamped concrete. Tree placement and type may become more formal and accented as the roadway approaches neighborhood entries, intersections and 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. While the sidewalks will be generally parallel to the roadway, they may include staggered offsets to provide interest for the pedestrian. Additional paving (sidewalk width) shall be incorporated in LUG GU areas. Such sidewalks while generally wider will typically be interrupted by planters, pots, patio enclosures and street furniture.

Exhibit C.7a - Landscape within the Public Right of Way - Ray Road



Along the Great Park



At Intersections with Linear Arroyos



Along Central Neighborhoods

2. Signal Butte Road

This streetscape as shown in **Exhibit C7b – 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 may also include a fence and hedge to complement and extend the look of the streetscape in front of First Solar'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. Additional paving (sidewalk width) shall be incorporated in LUG GU areas. Such sidewalks while generally wider will typically be interrupted by planters, pots, patio enclosures and street furniture.

3. "DU7 Drive"

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 be planted per the Linear Arroyo landscape character as shown in **Exhibit C7c – Landscape within Public Right of Way – "DU7 Drive"**. Streetlights will be provided approximately four (4) feet behind back of curb at intersection locations and at marked and un-marked pedestrian crossings.

4. "Spine East"

The right-of-way shall be located at back of curb and shall not include landscaped areas except a twelve (12) foot wide (face-of-curb to face-of-curb) raised landscaped median and potential parallel parking landscape islands. Landscape within the median will be planted per the Shaded Boulevards landscape character. The median is intended to be planted with trees typically thirty (30) to forty (40) feet on center in the middle of the median. Typically streetlights will be located in the median to minimize their visual impact. The first two (2) feet behind back of curb in the median may be paved with pavers or stamped concrete. Landscape in the parallel parking landscape islands shall be planted per the Shaded Boulevards landscape character with at least one tree planted in the center of the island and trees planted at least twenty (20) to forty (40) feet on center in longer islands. Landscape beyond the right-of-way shall typically be planted per the Shaded Boulevards landscape character in the parkways and median and Parks and Gardens landscape character in the wider landscape areas as shown in **Exhibit C7d – Landscape within Public Right of Way – "Spine East"/"Spine West"**. Riparian landscape character areas may come in close proximity to the right-of-way on the Great Park side of the road.

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

Exhibit C.7b - Landscape within the Public Right of Way - Signal Butte Road



Exhibit C.7c - Landscape within the Public Right of Way - "DU7 Drive"

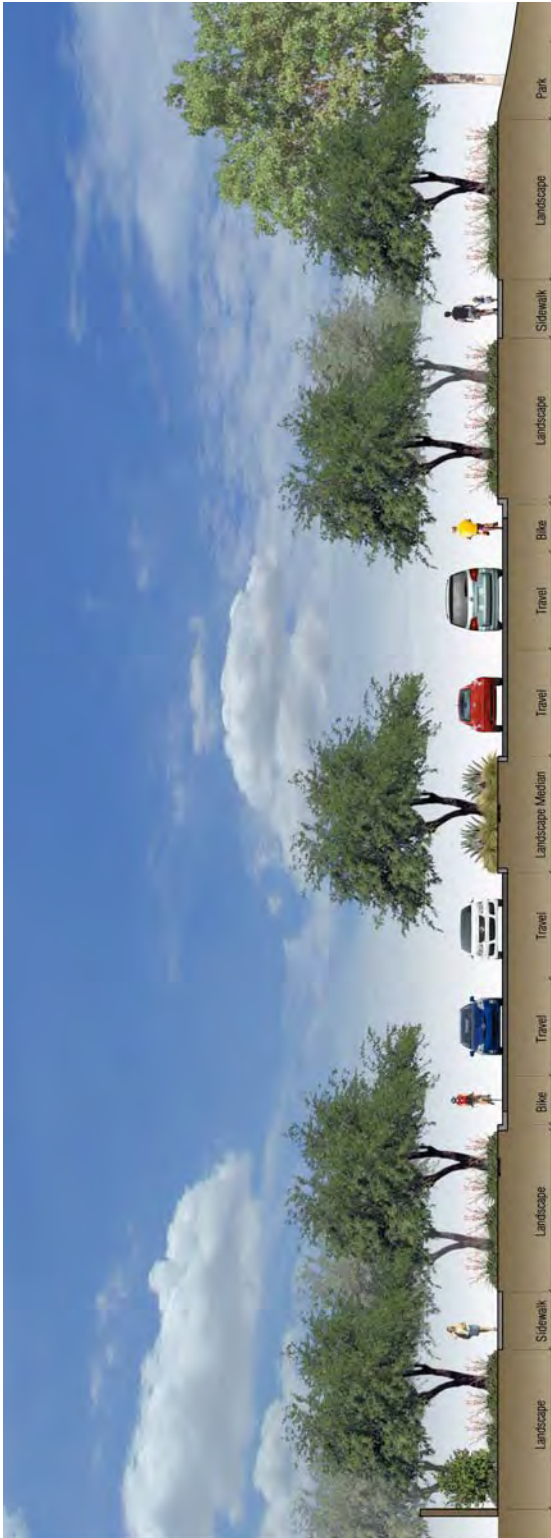


Adjacent to and End Block Street

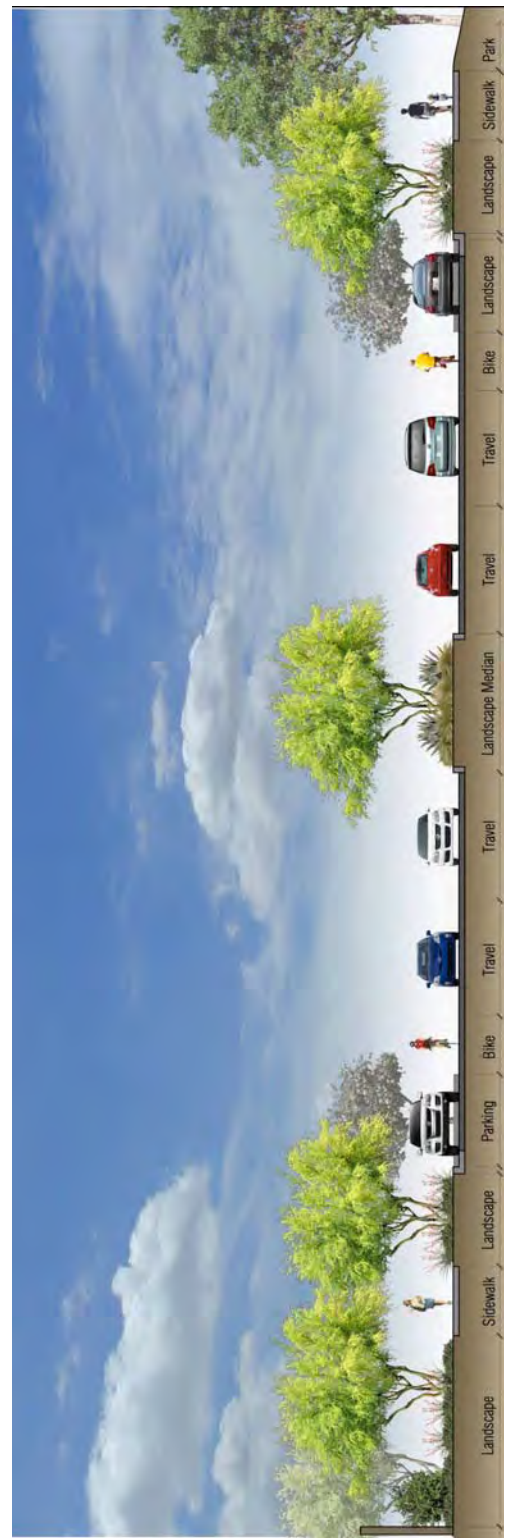


Between Residential Uses and Community Walls

Exhibit C.7d - Landscape within the Public Right of Way - "Spine East"/"Spine West"



General Landscape along the Roadway



Accent Landscape along the Roadway

5. "Spine West"

The right-of-way shall be located at back of curb and shall not include landscaped areas except a twelve (12) foot wide (face-of-curb to face-of-curb) raised landscaped median and potential parallel parking landscape islands. Landscape within the median shall be planted per the Shaded Boulevards landscape character. The median is intended to be planted with trees typically thirty (30) to forty (40) feet on center in the middle of the median. Typically streetlights will be located in the median to minimize their visual impact. The first two (2) feet behind back of curb in the median may be paved with pavers or stamped concrete. Landscape in the parallel parking landscape islands shall be planted per the Shaded Boulevards landscape character with at least one tree planted in the center of the island and trees planted at least twenty (20) to forty (40) feet on center in longer islands. Landscape beyond the right-of-way shall typically be planted per the Shaded Boulevards landscape character in the parkways and median and Parks and Gardens landscape character in the wider landscape areas as shown in **Exhibit C7d - Landscape within Public Right of Way - "Spine East"/"Spine West"**. Riparian landscape character areas may come in close proximity to the right-of-way on the Great Park side of the road.

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

6. "Warner South"

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 C7d - Landscape within Public Right of Way - "Spine East"/"Spine West"**. 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. The sidewalk when adjacent to the Great Park may meander far from the road edge to engage the uses within or adjacent to the park. Additional paving (sidewalk width) shall be incorporated in LUG GU areas. Such sidewalks while generally wider will typically be interrupted by planters, pots, patio enclosures and street furniture.

7. Neighborhood Necklace Drives

While not limited in quantity, in DU7 it is anticipated that there will be at least two (2) necklace drives as shown on **Exhibit C.4 - Conceptual Great Park and Major Neighborhood Elements**. The right-of-way shall be located at back of curb and shall not include landscaped areas except in parallel parking landscape islands also called chicanes. Landscape beyond the right-of-way is typically to be planted per the Shaded Parkways in the parkways and median and Parks and Gardens landscape character in the yards between the ROW and face of buildings/privacy walls. Landscape in the parallel parking landscape islands are intended to be planted per the Shaded Parkways landscape character with at least one tree planted in the center of the island and trees planted at least twenty (20) to forty (40) feet on center in longer islands. Five (5) foot sidewalks will be provided along both sides of the street. Sidewalks on both sides will be detached from the curb typically by landscape. The sidewalks will typically be parallel to the roadway except when adjacent to a park where the sidewalk may meander far from the road edge to engage the uses within the park.

Exhibit C.7e - Landscape within the Public Right of Way - "Warner South"

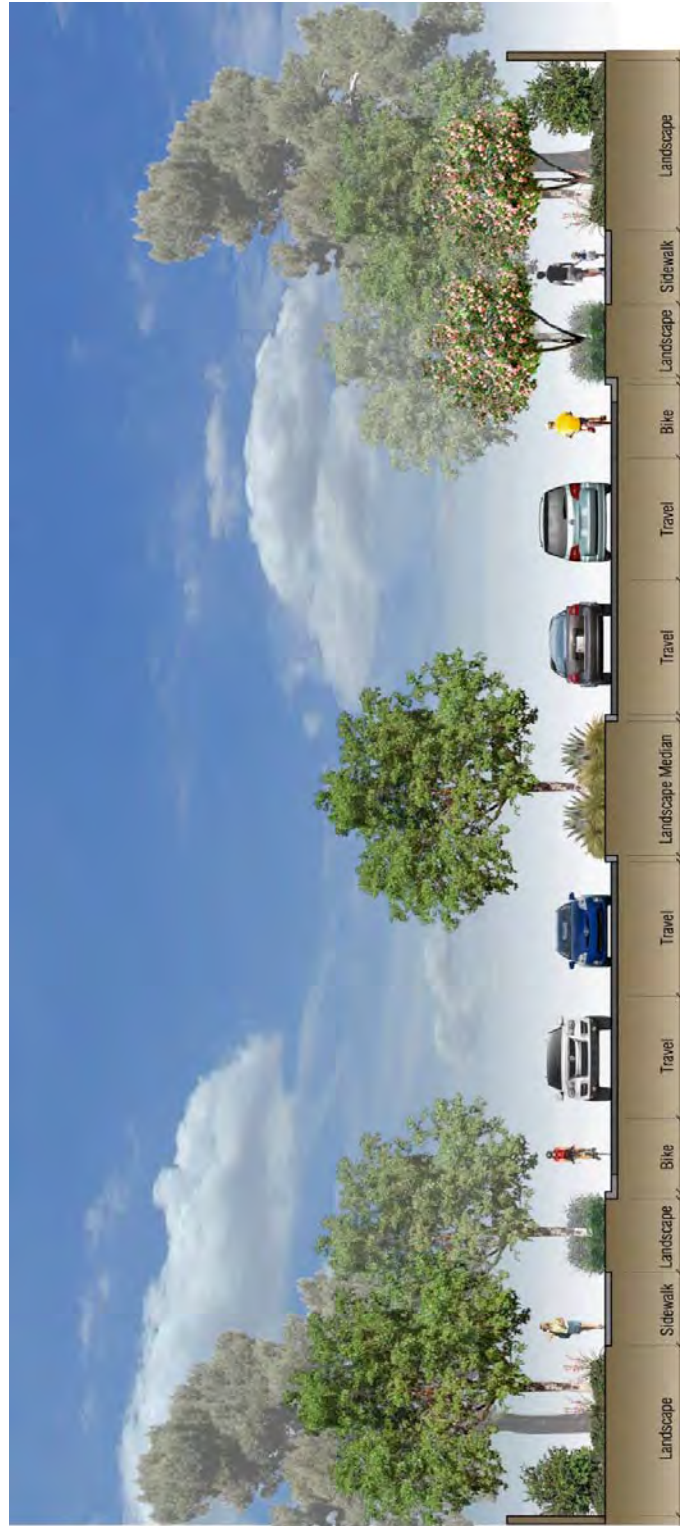
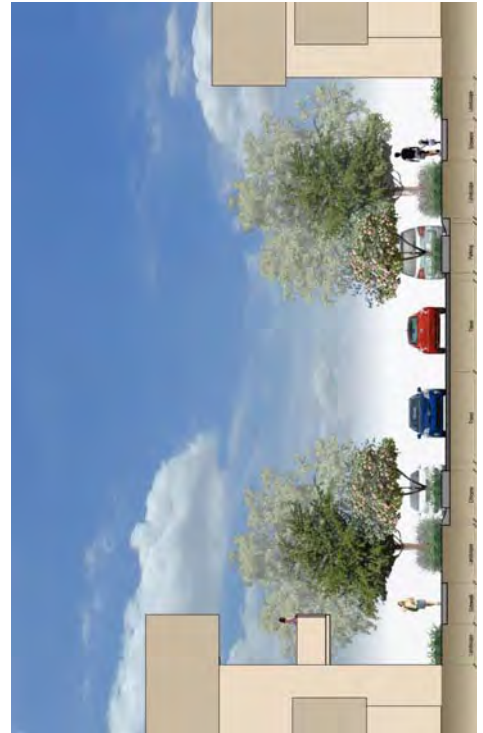


Exhibit C.7f - Landscape within the Public Right of Way - Neighborhood Necklace Drives



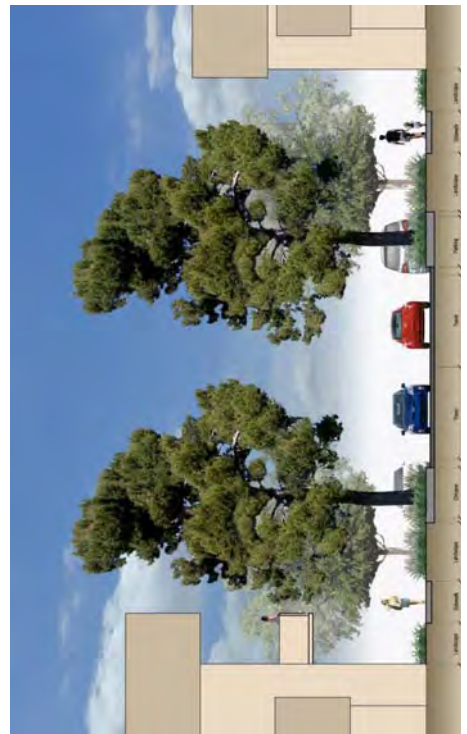
Along parking sections



At Chicanes with Accents



At Chicanes with Palms



At Chicanes with Pines

8. Neighborhood Streets / End Block Streets / Neighborhood Entries

The right-of-way shall be located at back of curb and shall not include landscaped areas. Landscape beyond the right-of-way shall typically be planted per the Shaded Parkways landscape character. Five (5) foot sidewalks will be provided along the sides of the street that engage the front of a home, an adjacent use or on at least one side of street when the street connects two blocks together. Sidewalks will typically be detached from the curb by at least six (6) feet of landscape from face-of-curb. The sidewalks will typically be parallel to the roadway. See Neighborhood Entries as shown in **Exhibit C7g - Landscape within Public Right of Way - Neighborhood Entries**.

9. Parkside Streets

The right-of-way shall be located at back of curb and shall not include landscaped areas. Landscape beyond the right-of-way is intended to typically be planted per the Shaded Parkways landscape character in parkways and Parks and Gardens landscape character in wider landscape areas as shown in **Exhibit C7h - 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.

Exhibit C.7g - 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 C.7h - Landscape within the Public Right of Way - Parkside Streets



With Lawn along the Parkside



With Planting Beds along the Parkside

F. DU7 Ownership and Maintenance Responsibilities

In private landscapes within DU7, maintenance shall be the responsibility of the landowner. In public landscapes within DU7, 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.

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

The landscape architecture themes shall be as outlined in **Section C.3 B. - Plant and Landscape Character** of this DUP. The design standards for landscaping including fences, walls and sentinels, within DU7 can be found throughout **Section C.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 ten (10) feet in height shall be permitted along District and Arterial streets. Six (6) to eight (8) foot high walls shall be permitted in other areas
- Chain link fence is not permitted
- Fences or walls taller than forty-two (42) inches are not permitted in the minimum required "building setback - street" per the CP
- Fence and wall locations should be placed or sized to respect sight distance restrictions



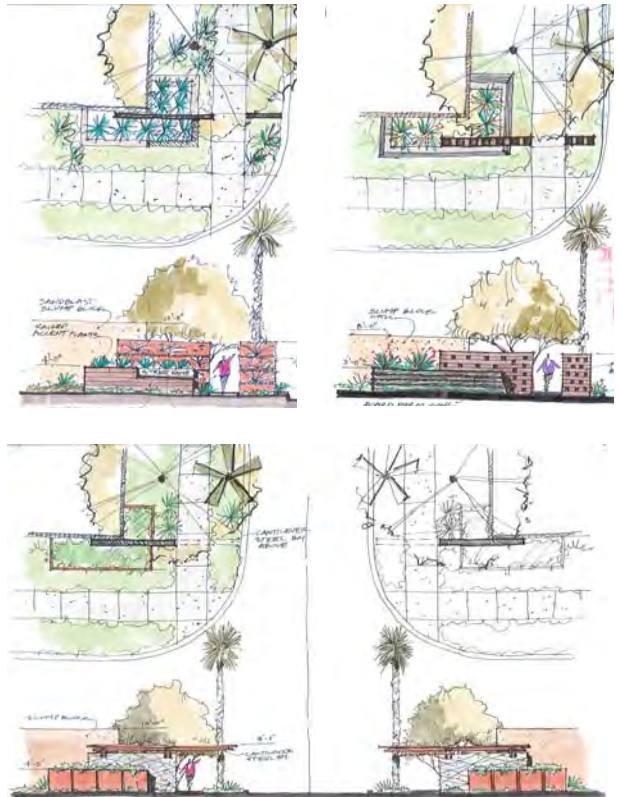
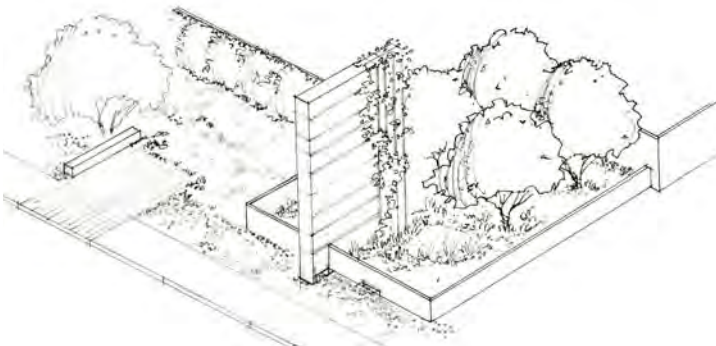


Electrical or mechanical yards that may be screened by a wall must also use vegetation to partially screen the wall. These solid enclosure walls are not permitted to be a dominate design element. Equipment that is taller than the wall that encloses them must be masked or complemented by landscape of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

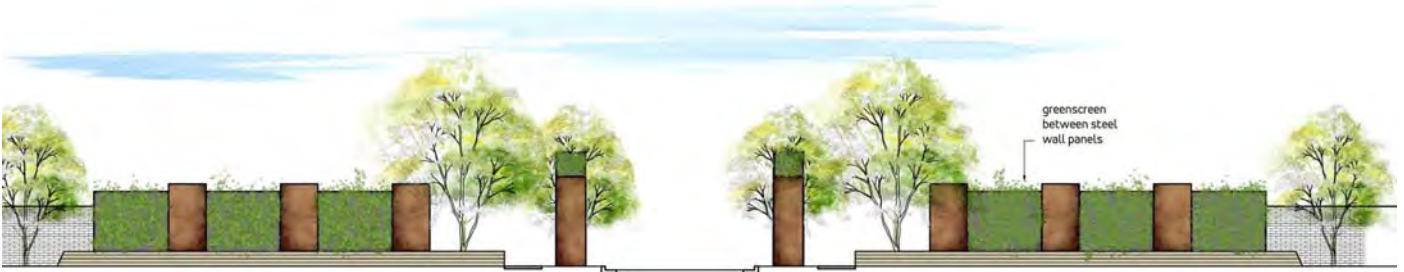
2. Sentinels

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 7 DUP



H. Miscellaneous Streetscape and Open Space Elements

The streetscape and open space landscape characters are described throughout Section C of the DUP. The streetscapes in DU7 are designed as outdoor rooms whose landscape character is described in detail in **Section C.3 C. - Plant types within the Public Right-of-Way (ROW)** and **Section C.1 - Pedestrian Corridors**. The open space areas of DU7 will be comprised primarily of the neighborhood and great park areas whose composition is described in detail in **Section C.2 - Common Areas**.

Because open spaces outside of the streetscapes in DU7 are primarily park spaces, the landscape character of open spaces will be primarily Parks and Gardens as described in **Section C.3 B. - Plant and Landscape Character**. The park areas in DU7 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, and will draw plants from the Linear Arroyo landscape character. The parks may also include low lying areas especially when the park is also used to store stormwater. These areas will likely incorporate plants from the Riparian landscape character. These two additional landscape characters may be used anywhere in the parks of DU7 and while they may be small components of neighborhood parks, they may become a larger element of the Great Park.

1. Hardscape

Hardscape in the streetscape and open spaces of DU7 will primarily be standard gray concrete. In walkways, the hardscape may be scored to create two (2) by two (2) to three (3) by three (3) panels to reduce the visual size of the pavement. Colored or textured concrete is not required but may be used in the private open spaces, neighborhood parks and the Great Park. The use of alternative paving materials such as brick, flag stone, paving stones, and concrete pavers in areas where people gather and linger should be encouraged. The use of alternative paving materials in the roadways is not anticipated, but may be permitted with the approval of the City Engineer and City Traffic Engineer and may be used to strengthen the threshold effect at neighborhood entries or to slow traffic and draw attention to important social locations.

2. Street Furniture

Street furniture along the streetscape in DU7 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.

3. Public Art

While public art is not required in DU7, 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 DU7.

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 C.2 A.9. - Built, Protective Shade** of this DUP. These structures should be designed to be a substantial and integral part of their landscape setting. Even when these elements are iconic or focal, they should be dominated or surrounded by the landscape that surrounds them.

5. Playground Equipment

Playground Equipment in DU7 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 Great Park are more appropriate for grand, age targeted play structures. In the Great Park setting, colors may also be bolder, drawing attention to imaginative structures artfully placed in the landscape. Whenever possible, these structures should be incorporated into or surrounded by landscape elements so they are not a void in the natural fabric of the community.

6. Water Features, Ponds and Fountains

Within DU7, Water features, ponds and fountains are only anticipated in open spaces, and are not typically a part of the streetscape unless a window into adjacent open spaces is provided.

Ponds in DU7 are only anticipated within the Great Park and are intended to also be used as a source for landscape irrigation. In this location ponds are anticipated to have both natural/organic and formal/manicured edges. Pond edges may also have hardscape walkways at their edges with bridged crossings of roads and walkways. Ponds within the Great Park may be large bodies of water, or long canal like fingers. Ponds may also be home to various water activities such as boating. Streams, creeks, arroyos, fountains, or other water features may flow into the ponds in the Great Park. The ponds in the Great Park in DU7 will likely be constructed in phases to accommodate and integrate with adjacent uses.

Fountains are not required in DU7, but may be a regular part of open space settings. When present in neighborhood parks, fountains should be scaled appropriately to the size of the space and provide tranquil locations to linger in the park. In the Great Park and other open spaces the fountains may be grander, but should always be in scale with their surroundings. Fountains should generally anchor human activity centers or accentuate socially important locations within the community.

Splash pads and other water play areas are anticipated within DU7, typically in areas of high pedestrian activity and at community gathering points.

7. Foundation Base (Landscape)

Along the streetscapes of DU7, 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 DU7 hedges and shrub masses shall be used to create outdoor rooms. Around architecture within these open spaces, foundation base plantings are not required, but should be used when plazas or sidewalks do not extend to the base of the architecture. Foundation base plantings should be used at the base of the architecture unless patios, plazas and sidewalks that extend to the base of the architecture can provide useful outdoor space for walking or sitting. Architecture within open space entirely surrounded by pavement should be complemented by planted pots at the base of columns and framing building entries.

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 DU7 Street trees will predominately line the roadways (in organic or formal patterns) and be planted very close to the back of curb to minimize the visual width of the roads. As such, in most cases the minimum required Street Perimeter Landscaping will be provided by these street trees, and the landscape planted beneath them in the parkways. Because private driveways, parking lots and pedestrian plazas are anticipated throughout DU7, large portions of the landscape under the trees may be 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.

Along the Great Park, large windows looking into the park from adjacent right-of-ways may be desired. In such locations, the minimum Street Perimeter Landscaping may be clustered to create wide open views into the park.

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 DU7 plant palette, the minimum size for required trees may be smaller if exchanged for an additional quantity of trees.









When hedges are used in the landscape, to ensure that trees utilized for “hedge” purpose have sufficient opportunity to be trained via controlled pruning and maintenance, it is appropriate to reduce the “typical” standard minimum plant size to allow for fifteen (15)-gallon minimum plant size in DU7 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”.



















Exhibit C.8 - DU7 Plant Palette








K. Trees







		Landscape Character					Tree Class			
		Shaded Parkway	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D= Deciduous	Canopy	Accent	Palm
BOTANICAL NAME	COMMON NAME									
Acacia aneura 'Mulga' 	Acacia Aneura	x	x	x			E	x	x	
Acacia greggii 	Catclaw			x	x	x	E		x	
Acacia rigidula 	Blackbrush Acacia	x	x	x	x		E	x	x	
Baccharis salicifolia 	Seep Willow	x	x	x		x	D			
Callistemon viminalis 	Bottle Brush Tree	x	x	x			E		x	
Carya sp. 	Pecan	x	x	x			E	x		
Celtis reticulata 	Canyon Hackberry	x	x	x	x	x	D	x		
Cercidium(see Parkinsonia) 	Palo Verde									

BOTANICAL NAME	COMMON NAME	Landscape Character					Tree Class				
		Shaded Parkway	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D=Deciduous	Canopy	Accent	Palm	
Chilopsis linearis 	Desert Willow	x	x	x	x	x	D	x	x		
Chilopsis linearis 'Bubba' 	Desert Willow	x	x	x	x	x	D	x	x		
Chilopsis linearis 'Lucretia Hamilton' 	Desert Willow	x	x	x	x	x	D	x	x		
Chitalpa tashkentensis 	Chitalpa	x	x	x			D	x	x		
Cupressus arizonica 	Arizona Cypress			x			E				
Dalbergia sissoo 	Indian Rosewood			x			D	x			
Fraxinus uhdei (Wenzig) Lingelsh 	Shamel Ash, Tropical Ash	x	x	x			D	x			
Fraxinus velutina 	Arizona Ash	x	x	x		x	D	x			







		Landscape Character					Tree Class			
		Shaded Parkway	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D=Deciduous	Canopy	Accent	Palm
BOTANICAL NAME	COMMON NAME									
Fraxinus velutina 'Bonita' 	Bonita Ash	x	x	x			D	x		
Fraxinus velutina 'Fan-tex' 	Fan-tex Ash	x	x	x			D	x		
Gleditsia tricanthos inermis 	Honeylocust	x	x	x			D	x		
Jacaranda acutifolia Jacaranda mimosifolia 	Jacaranda	x	x	x			D	x	x	
Juglans major 	Arizona Walnut			x			D	x		
Juniperus monospermus 	One Seed Juniper			x	x	x	E			
Olea europa 'Swan Hill' 	Swan Hill Olive	x	x	x			E	x		

		Landscape Character					Tree Class				
		Shaded Parkway	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D=Deciduous	Canopy	Accent	Palm	
BOTANICAL NAME	COMMON NAME										
Olneya tesota 	Ironwood	x	x	x	x	x	E	x	x		
Parkinsonia floridum 	Blue Palo Verde	x	x	x	x	x	D	x	x		
Parkinsonia hybrid "Desert Museum" 	Desert Museum Palo Verde	x	x	x	x	x	D	x	x		
Parkinsonia microphyllum 	Foothills Palo Verde			x	x	x	D		x		
Pinus eldarica 	Afgan Pine, Eldarica Pine	x	x	x			E	x			
Pinus halepensis 	Aleppo Pine	x	x	x	x	x	E	x			
Pistacia atlantica x Intergerrima 	Red Push Pistache	x	x	x			D	x	x		
Pistacia vera L. 	Pistachio			X			D	x			
Populus fremontii 	Cottonwood			x		x	D	x			








		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 glandulosa 	Honey Mesquite	x	x	x	x	x	D	x		
Prosopis hybrid 'Phoenix' 	Phoenix Mesquite, Argentine Mesquite, Thorn-less South American Mesquite, Chilean Mesquite	x	x	x			D	x		
Prosopis pubescens 	Screwbean Mesquite		x	x	x	x	D	x		
Prosopis velutina 	Velvet Mesquite	x	x	x	x	x	D	x		
Quercus emoryii 	Emory Oak	x	x	x			E	x		
Quercus virginiana 	Live Oak	x	x	x			E	x		
Salix exigua 	Coyote Willow				x	x	D			

		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									
Salix gooddingii 	Goodding's Willow			x	x	x	D	x		
Tipuana Tipu 	Tipu			x			D	x	x	
Ulmus parvifolia 	Chinese Elm	x	x	x			D	x		
Ulmus parvifolia Allee 	Chinese Elm Allee, Chinese Elm Bosque	x	x	x			D	x		
Vitex agnus-castus 	Chaste Tree	x	x	x			D	x	x	
Brahea armata 	Mexican Blue Palm	x	x	x	x		E		x	x







DU 7 DUP

<p>Chamaerops humilis</p> 	Mediterranean Fan Palm	x	x	x			E		x	
<p>Phoenix canariensis</p> 	Canary Island Date Palm	x	x	x			E	x	x	x
<p>Phoenix dactylifera</p> 	Date Palm	x	x	x	x		E	x	x	x
<p>Washingtonia filifera</p> 	California Fan Palm, Hybrid Fan Palm (wide trunk)	x	x	x	x	x	E	x	x	x
<p>Acacia willardiana</p> 	Palo Blanco	x	x	x	x		E		x	
<p>Bauhinia blanda</p> 	Hong Kong Orchid Tree	x	x	x			D	x	x	







DU 7 DUP

<p>Bauhinia lunaroides</p> 	Anacacho Orchid	x	x	x	x	x	D		x	
<p>Caesalpinia cacalaco</p> 	Cascalote	x	x	x	x		E	x	x	
<p>Cercis canadensis v. 'Mexicana'</p> 	Mexican Redbud	x	x	x			D	x	x	
<p>Chorisia speciosa</p> 	Silk Floss Tree	x	x	x			D	x	x	
<p>Citrus sp.</p>	Citrus Tree	x	x	x			E		x	
<p>Cordia boissierii</p> 	Texas Olive	x	x	x	x		E		x	
<p>Cupressus sempervirens</p> 	Italian Cypress	x	x	x			E		x	
<p>Diospyros texana</p> 	Texas persimmon			x			D	x	x	





DU 7 DUP

<p>Fraxinus greggii</p> 	<p>Littleleaf Ash</p>	x	x	x	x		E		x	
<p>Nerium oleander 'Sister Angus'</p> 	<p>Giant White Oleander</p>	x	x	x			E		x	
<p>Lagerstroemia indica</p> 	<p>Crape Myrtle</p>	x	x	x			D	x	x	
<p>Laurua nobilis</p> 	<p>Bay Laurel</p>	x	x	x			E	x	x	
<p>Pistacia lentiscu</p> 	<p>Mastic Tree</p>	x	x	x			E	x	x	
<p>Pithecellobium flexicaule</p> 	<p>Texas Ebony</p>		x	x	x		E	x	x	

DU 7 DUP

<p>Pithecellobium mexicanum</p> 	Mexican Ebony		x	x	x		E	x	x	
<p>Pithecellobium pallens</p> 	Tenaza		x	x	x		E	x	x	
<p>Plantanus wrightii</p> 	Arizona Sycamore		x	x	x	x	D	x		
<p>Prunus armeniaca</p>	Apricot			x			D		x	
<p>Prunus cerasifera</p> 	Purple Leaf Plum	x	x	x			D	x	x	
<p>Prunus persica</p>	Peach			x			D		x	
<p>Pyrus calleryana 'Bradford'</p> 	Bradford Pear	x	x	x			D	x	x	
<p>Pyrus kawakamii</p> 	Evergreen Pear	x	x	x			D	x	x	

DU 7 DUP

<p>Quercus suber</p> 	<p>Cork Oak</p>		x	x	x		E	x		
<p>Sophora japonica</p> 	<p>Japanese Pagoda Tree</p>			x			D	x	x	
<p>Sophora secundiflora</p> 	<p>Texas Mountain Laurel</p>	x	x	x	x		E		x	
<p>Thevetia peruviana</p> 	<p>Mexican Oleander</p>	x	x	x			E		x	

L. Shrubs

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

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

M. Accents

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

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

N. Perennials and Groundcovers

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

O. Grasses

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

P. Vines

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

Q. Prohibited Plant List

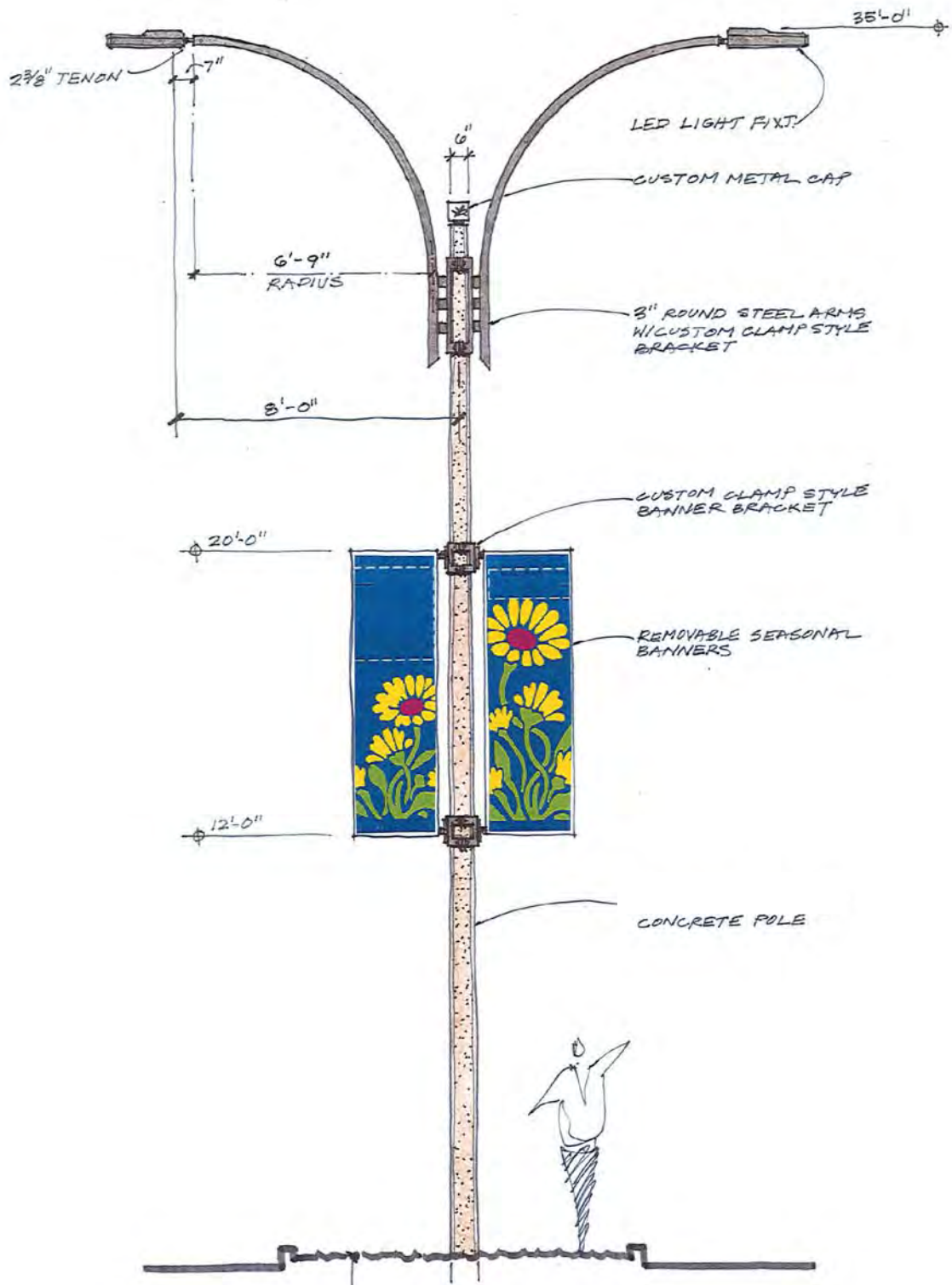
Baccharis sarathroides	Desert Broom				
Brassica tournefortii	Saharan Mustard				
Bromus rubens	Red Bromegrass				
Casuarina species	Beefwood				
Centaurea melitensis	Malta Starthistle				
Chamaecyparis species	False Cypress				
Cynodon dactylon	Common Bermuda Grass				
Grevillea robusta	Silk Oak			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

C.4 Lighting

Lighting within the right-of-way along Ray Road, “Spine East,” “Spine West,” and “Warner South” shall typically be placed in center of the raised median. In the right-of-way along Signal Butte the lighting shall be placed behind the curb on the west side.

Light fixtures, poles and traffic lights in the right-of-way shall typically be of the character depicted here as shown in **Exhibit C.9 - Major Street Lighting** or will be painted or power coated in a dark bronze or copper hue unless another color is chosen by the Master Developer as part of an overall streetscape design package and approved by the City of Mesa. The right-of-way of perimeter 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.

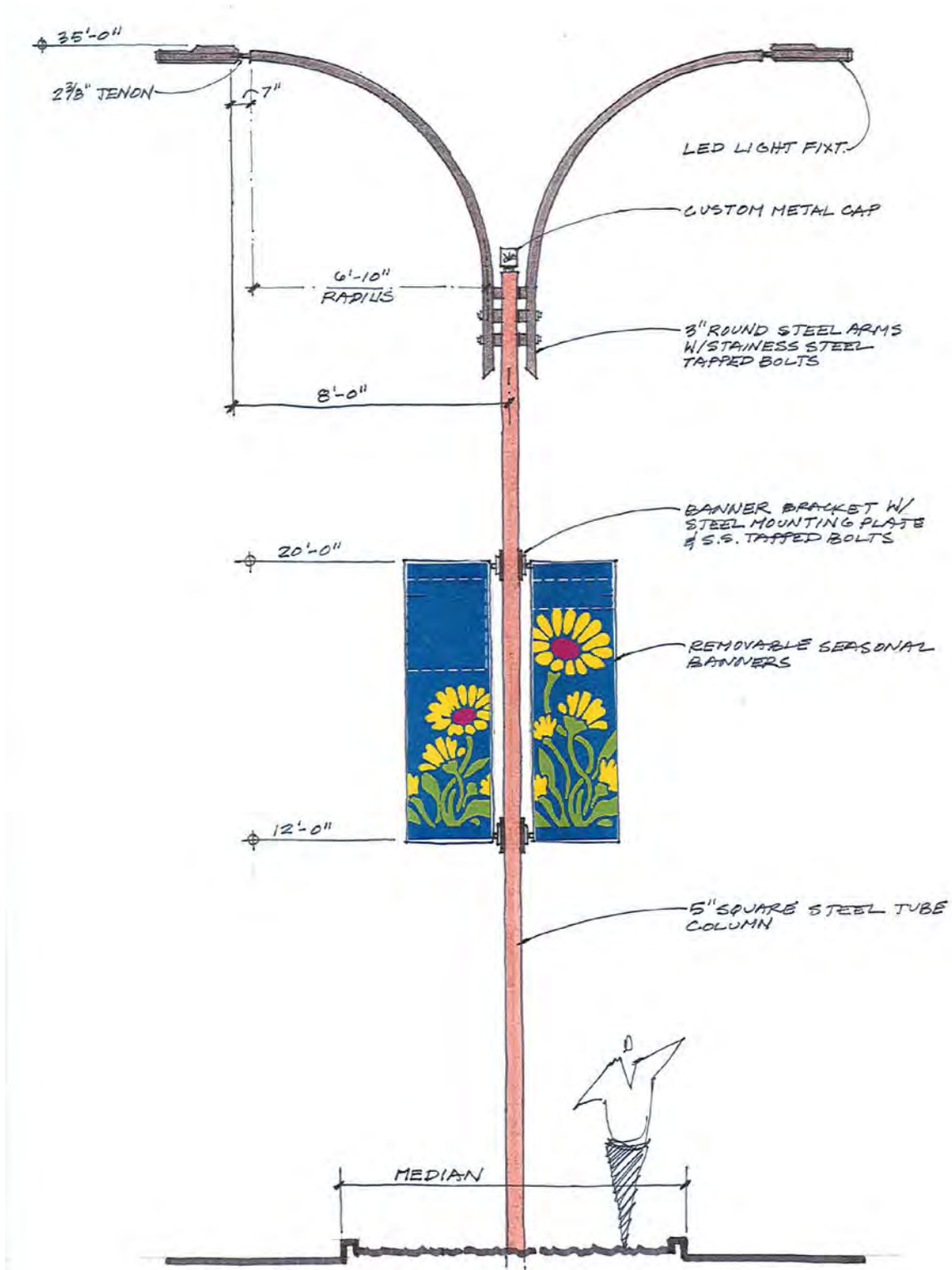
Exhibit C.9a - Major Street Lighting - Concrete



Pole

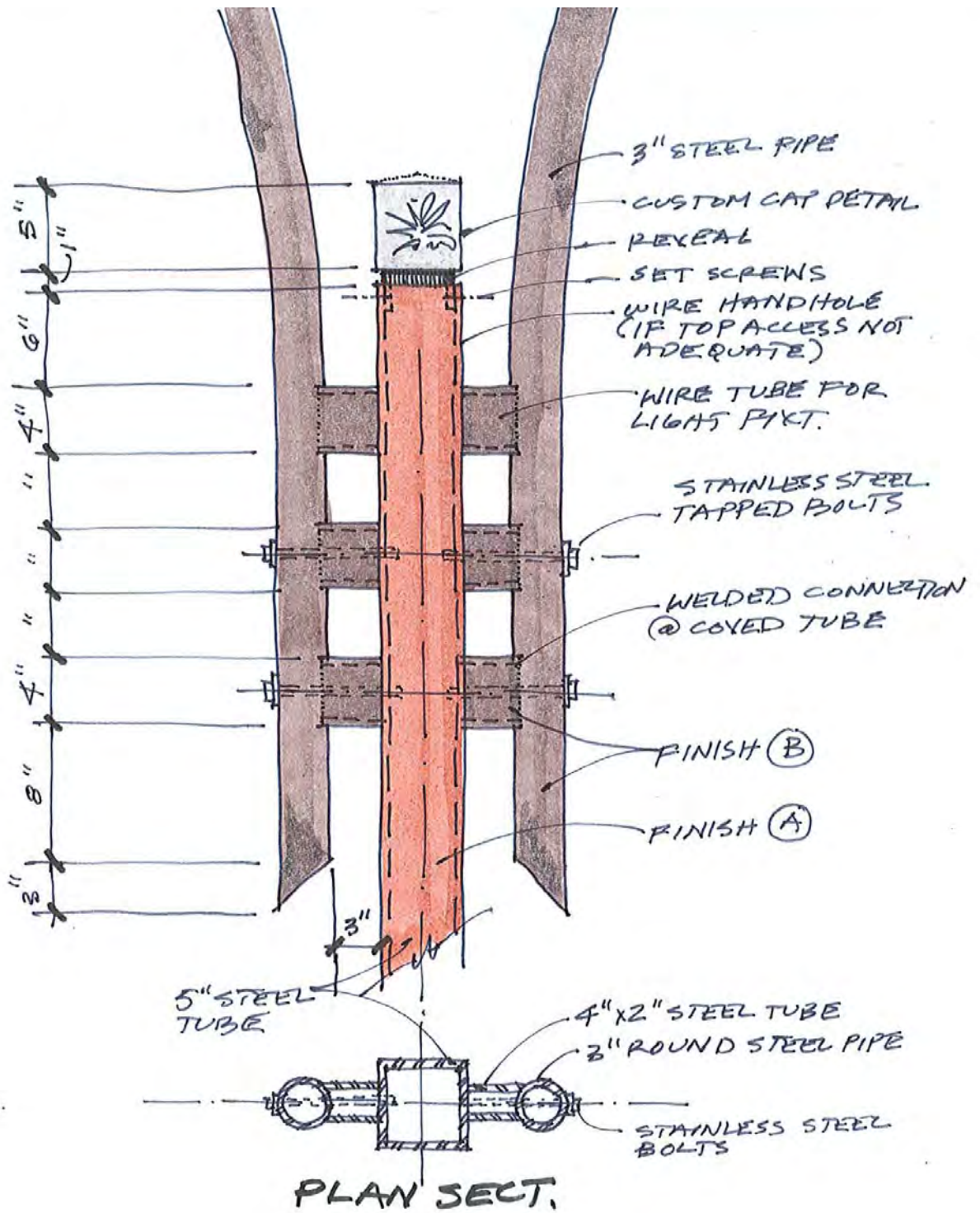
(Concept shown here; specific details must be approved by City of Mesa.)

Exhibit C.9b - Major Street Lighting - Metal Pole



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

Exhibit C.9c - Major Street Lighting - Details

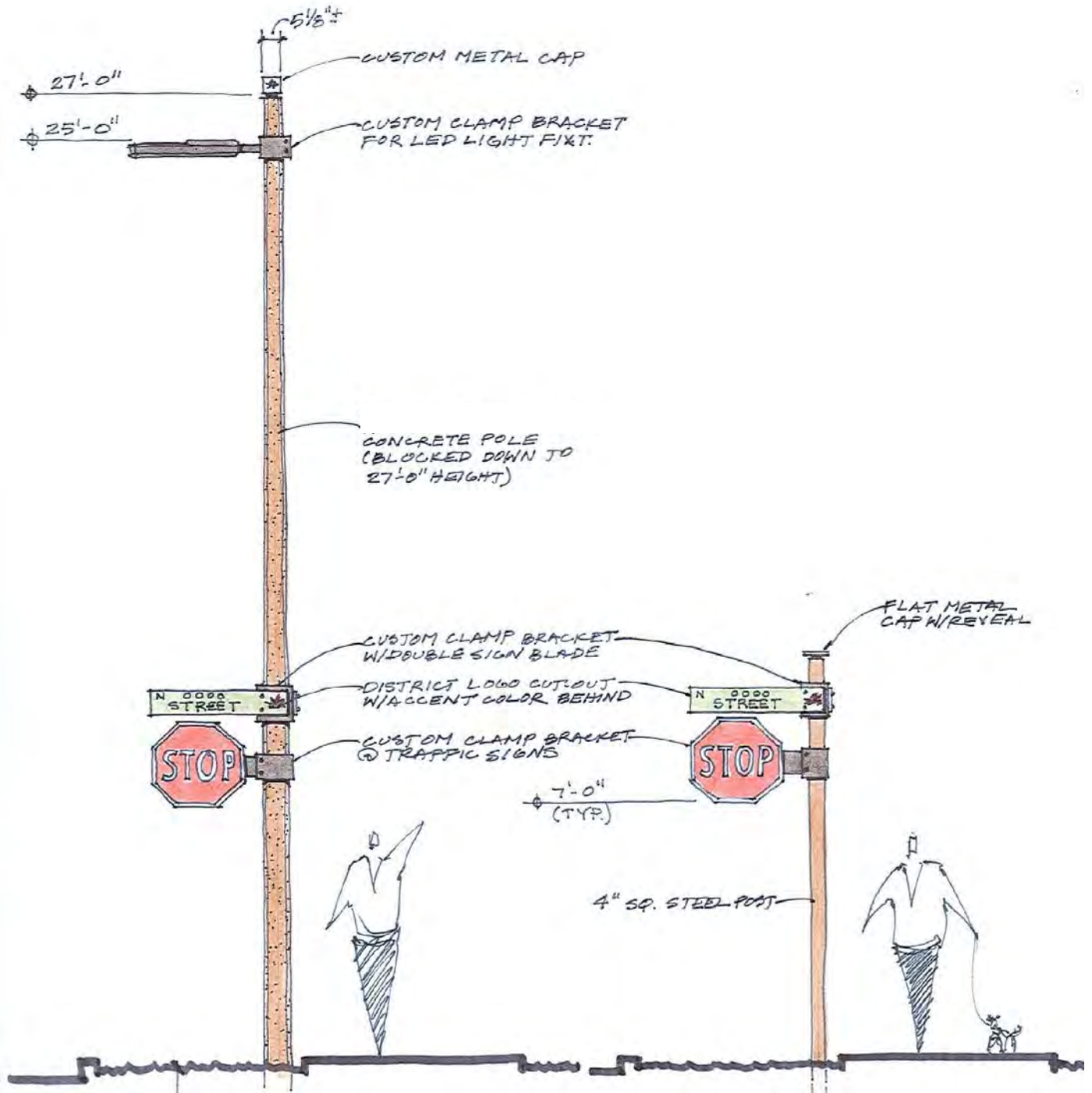


(Concept shown here; specific details must be approved by City of Mesa.)

DU 7 DUP

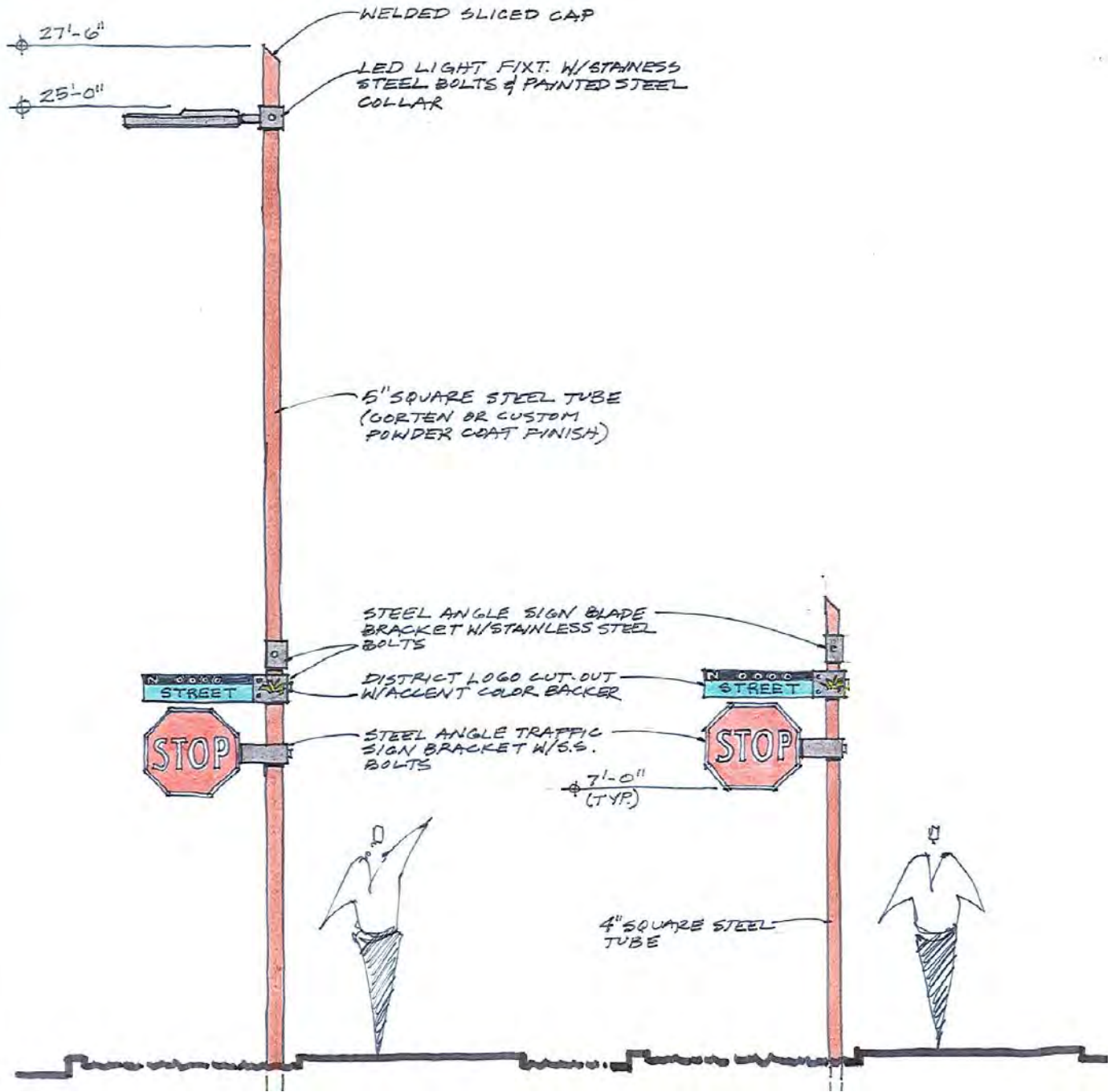
Interior Roadways in DU7 will typically be dark and only lighted at intersections. When these intersections are at a neighborhood park, the light fixture should be located behind the curb opposite the park. Light fixtures, poles and traffic lights in the right-of-way shall typically be of the character depicted here as shown in **Exhibit C.10 - Interior Roadway Lighting** or will be painted or power coated in a dark bronze or copper hue unless another color is chosen by the Master Developer as part of an overall streetscape design package and approved by the City of Mesa. The use of slim L.E.D street lighting fixtures is encouraged in the right-of-way to be consistent with Eastmark's Vision for sustainability.

Exhibit C.10a - Interior Roadway Lighting - Stone Pole



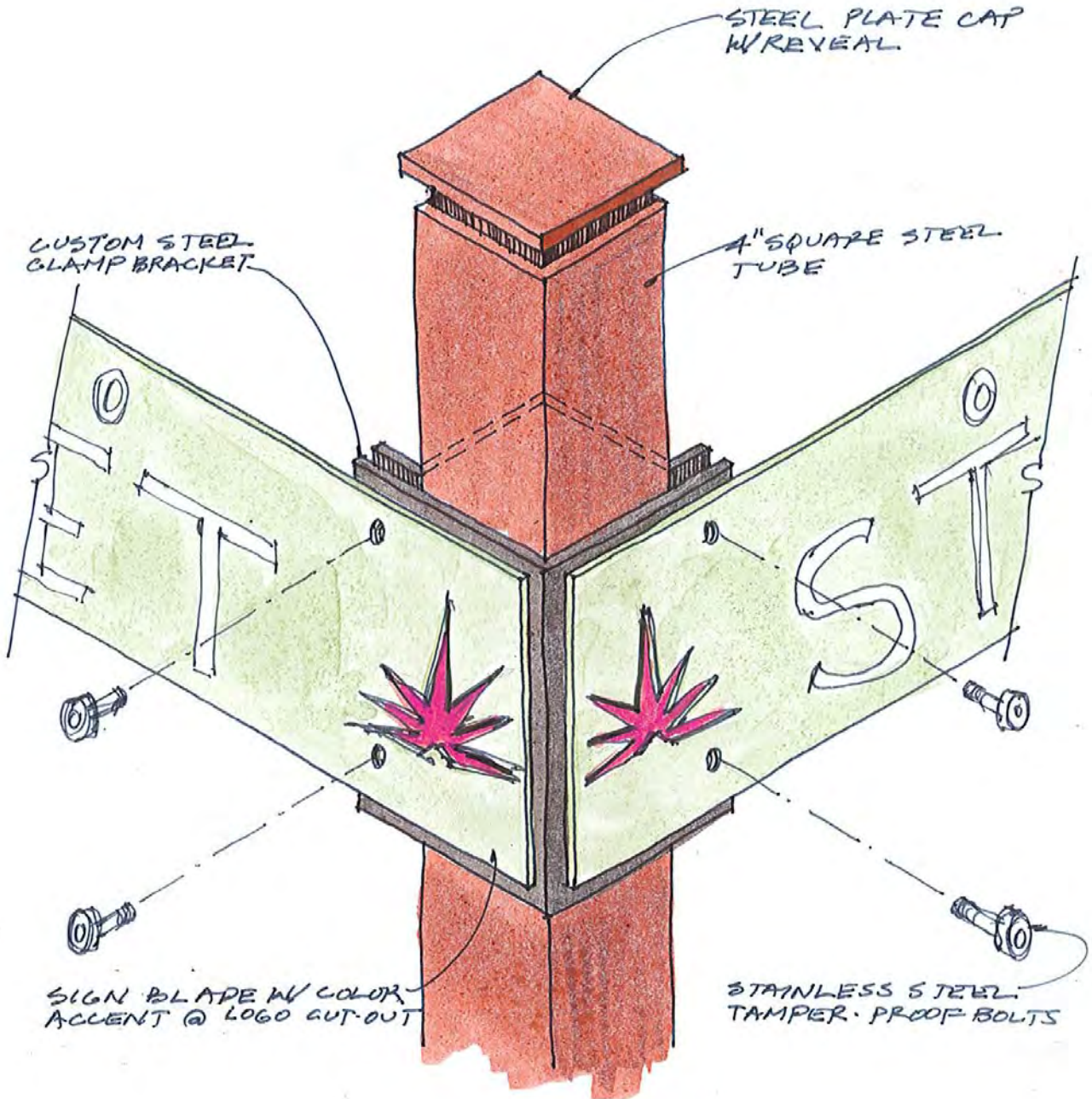
(Concept shown here; specific details must be approved by City of Mesa.)

Exhibit C.10b - Interior Roadway Lighting - Metal Pole



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

Exhibit C.10c - Interior Roadway Lighting - Details



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

Areas within DU7 in addition to the perimeter road right-of-ways and the internal roadway right-of-ways, shall generally fall into one of four lighting character zones as depicted on **Exhibit C.11 - Lighting Character**. Light fixtures and poles in the interior areas of DU7 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. The Master Developer may be responsible for increased costs in City property.

A. Entry Drive and Park Lighting

Entry Drive and Park Lighting is not required, but may be located at the neighborhood entrances to DU7. Lighting in these areas is generally ambient and may include architectural, wall, roadway, sidewalk and landscape lighting. Landscape up-lighting in this zone is encouraged, but not required. Architecture in these areas may be illuminated not only for regular use but to create a beautiful accent at night. This may be created through uplighting on the building façade, lighting sconces or lighting glowing from inside. Landscape walls in these areas may be washed with light to illuminate a name or just to accent the wall in the landscape. Lighting fixtures in addition to the required right-of-way lighting at intersections may be decorative or festive including fixtures strung across the roadway.

B. Parking Lot and Driveway Lighting

The Parking Lot and Driveway Lighting zone is applied in portions of DU7 where driveways and parking fields are anticipated to support multi-family, civic, religious, commercial or recreational uses. Lighting in these zones is intended to make the walk to and from vehicles comfortable. Lighting fixtures shall typically be mounted at or below twenty-five (25) feet above adjacent grade.

C. Ballfield Lighting

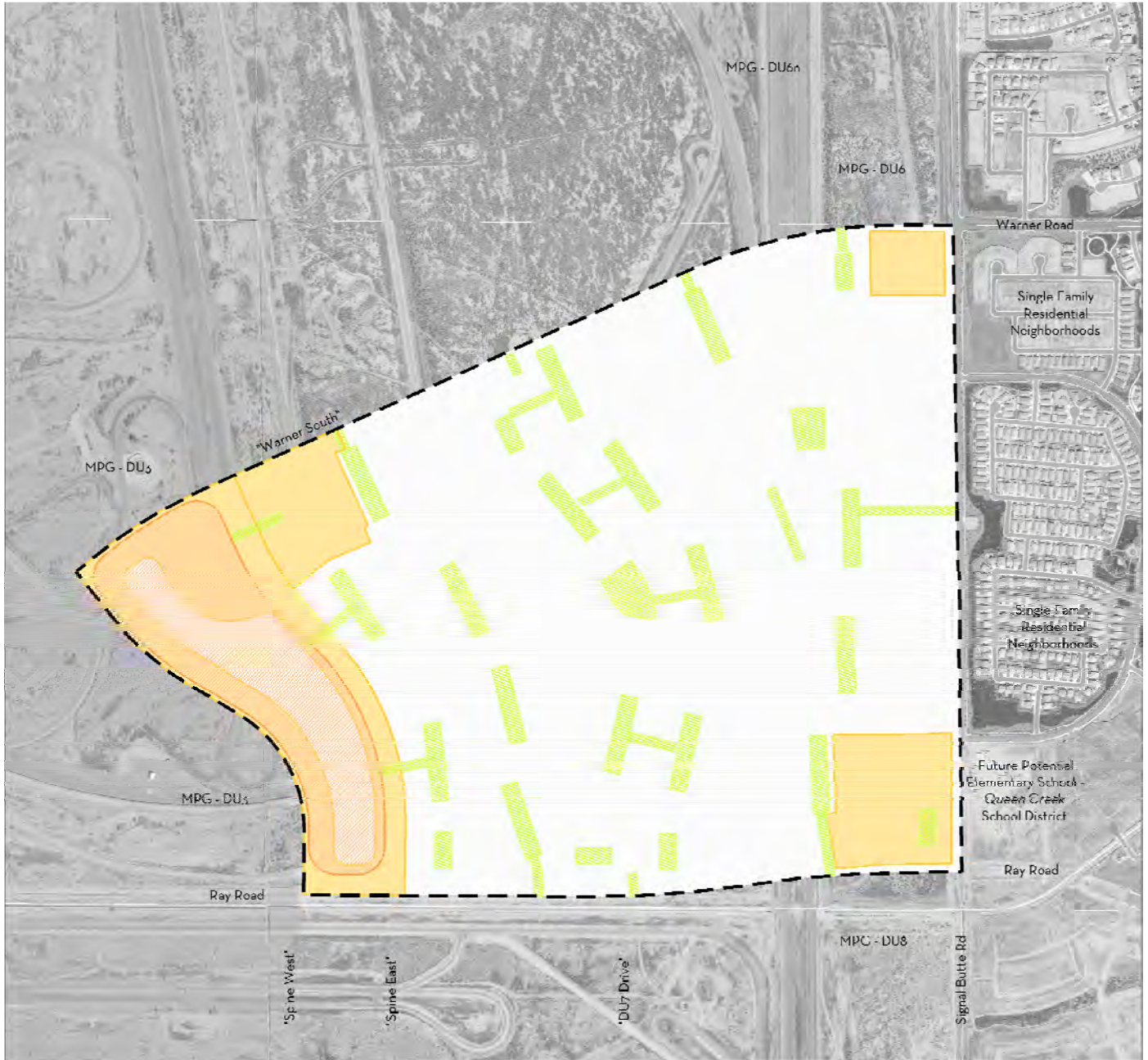
Ballfield Lighting is typically in the area between “Spine East” and “Spine West” supporting the nighttime recreational activities of the Great Park. Because of the use, lighting in these areas is anticipated to be intense, but will be screened and shielded from public view and perimeter roadways whenever possible often using vegetation as a form of sheilding. Phased construction must also accommodate temporary screening and shielding of this more intense lighting zone. Lighting fixtures shall typically be mounted at standard heights and should be low energy use lamps (LED) if possible.




D. Dark/Security Lighting

The large areas of DU7 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.

Exhibit C.11 - Lighting Character



-  Entry Drive and Park Lighting
-  Parking Lot and Driveway Lighting
-  Ballfield 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.



C.5 Design Character

Building design and the built environment in DU7 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 DU7, 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 DU7 is based on the **Exhibit C.1 - Memory Points and Ordinary Elements Diagram**. DU7 will be home to blocks of small repetitive building masses. Individual structures may dominate their site and help to add enclosure to public spaces they might surround. With the exception of a few community or civic buildings, most buildings in DU7 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.

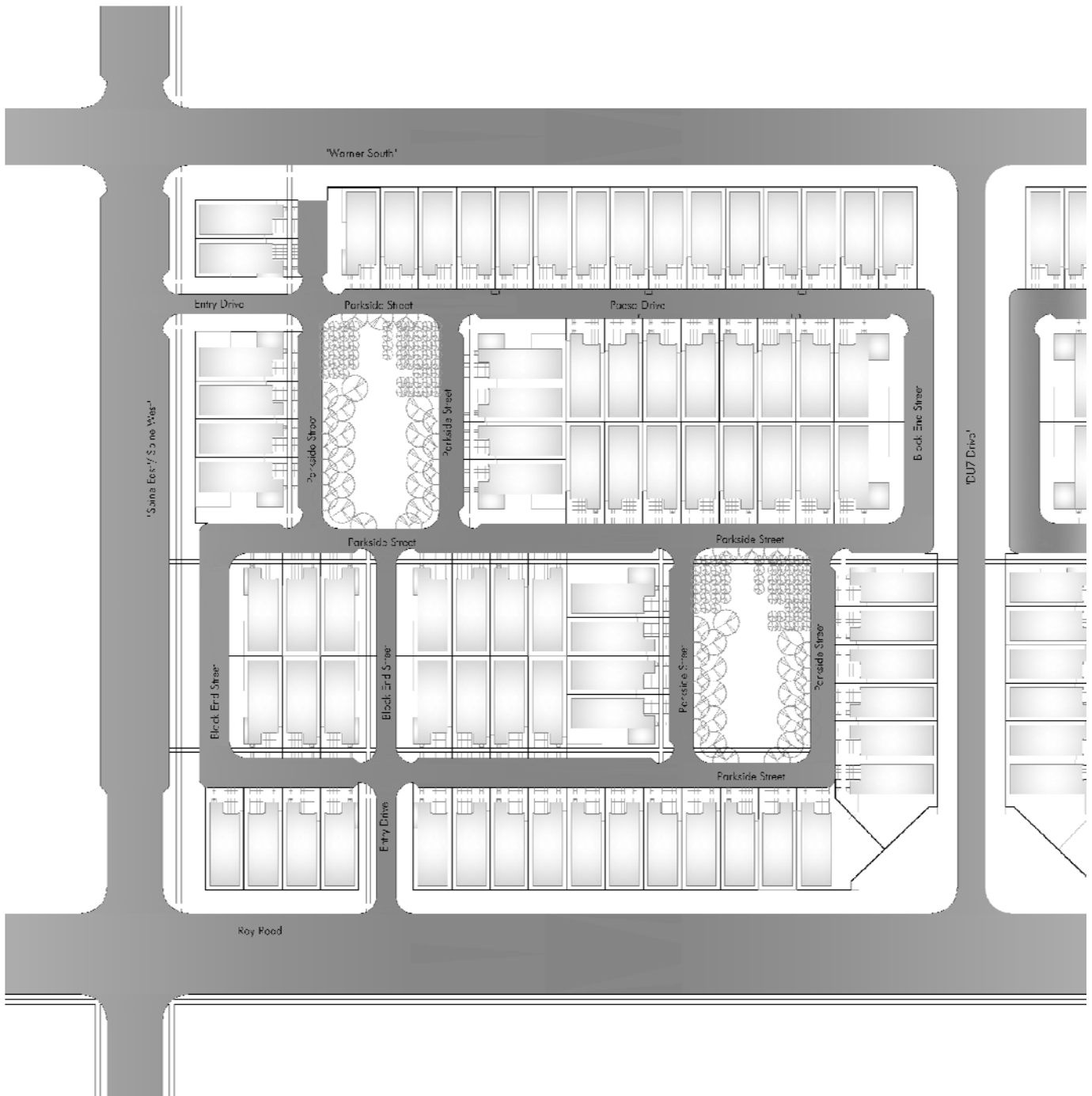
Building and wall colors in DU7 will vary from historic Spanish and territorial combinations to bold modern accents. All colors should complement or accentuate the natural desert tones. The building facades and walls will be used as backdrop to the streetscape landscape. Dense street tree planting will de-emphasize the facades as the landscape matures.

The rhythm of DU7 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 and by using the Necklace Drives to extend the Great Park into the community.

As central neighborhoods, urban integration will take the form of a series of neighborhoods well connected by pedestrian routes. The basic street fabric will echo the memory points into the landscape, but will not always provide connections through automobile routes. The neighborhoods will also follow the base rule of urbanity - waste no space. Multi-tasking the site plan by incorporating stormwater drainage in roadside bio swells and distributed neighborhood park spaces will emphasize the urban value of the property. This multi-use of the property will also work to strengthen the connection of the stewards/residents to the land. Integration can also be strengthened by focusing the points of connection to the greater community. At these points, transit and pedestrian comfort and convenience must be emphasized.

Within DU7 the play of shade and shadow will be most noticeable in the continuous street tree experience accented by Evergreen and Accent tree classes. The required landscape palette blends soft round shapes with strong pointed ones. This required complexity of form is intentional to create fine-grain shadow patterns that can play against the repetitive teeth of the building canvas. The play of shadow will be contrasted against the open lawns and recreation areas of the parks. These spaces will provide the ability to capture long views to watch the light show on the distant peaks. The play of shade and shadow will be expressed in built forms such as awnings, shadow lines, eaves and trellises.

Exhibit C.12 - Typical Neighborhood Form



Note:

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

Intersection turning movements and signalization shall be limited as described in the CP. Access to entries in close proximity to major intersections may be limited.

N.T.S.

DU 7 DUP

The design character of DU7, expressed in its required landscape character and palette is designed to conserve water. The grading of the site should further the Eastmark desire to conserve water not only by retaining all storm water within DU7, 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 DU7 should incorporate modern integrated buildings systems whenever possible and efficient. Construction systems and techniques that can be recycled in future generations are also encouraged.

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. 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 maybe 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 should incorporate an appropriate amount of detail on rear/side elevations. If rear/side elevations are visible from adjacent streets, golf course or common areas, they should include an amount of detail that is in keeping with the street elevation character.

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 7 DUP



C.6 Signage

There are five (5) distinct types of signage anticipated in DU7:

- Eastmark Community and Builder Signage
- Park and Neighborhood Naming Signage
- Private User Attached Wall-mounted Signs and Detached Freestanding/Monument Signs
- Private User Neighborhood Signage
- Directional and Security Signs



All signs shall be appropriately sized to fit on the building or wall mass to which they are attached or the opening in which they are hung. Directional signage shall typically be sized for readability of users on adjacent roadways or sidewalks. Sign placement in DU7 is anticipated as shown on **Exhibit C.13 - Potential Signage**. Other sign types such as temporary retail/portable signs, window signs, applied signs and menu signs/boards/cabinets are not permitted except in LUG OS, CS, D and GU. These types may be permitted on a temporary basis at model home sales complexes. Address signage is permitted on the building in all LUGs or as part of Detached Freestanding/Monument Signs in LUG OS, CS, D and GU. Refer to Section 16 - Sign Standards of the CP for additional signage requirements by sign type and permitted sign area by LUG.





A. 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. Per the CP, Community signage may be placed within the right-of-way or public easements by the Master Developer with the permission of the City of Mesa. An encroachment permit may be required. 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, D and GU. Signage must be designed holistically to create a single artful expression in the landscape and on the building façade even though it may include several sign elements. Several stand alone, unrelated adjacent signs are not permitted. Sign type, color and materials must complement the materials of the surface the sign is mounted to. Halo lighted signs are encouraged when illumination is used. Multiple building mounted signs are permitted on the same building façade in LUG OS, CS, D and GU. Attached Wall-Mounted Signs may also include mural, artistic neon, cabinet sign or canopy sign types. Signs must meet the signage requirements for DU7 below. This sign type is generally not permitted in LUG E and V except for simple, permanent, non-internally illuminated shingles or plaques that do not exceed three (3) square feet.
3. Detached Freestanding/Monument Signs are permitted in the landscape typically at entrances to DU7 from perimeter streets in LUG OS, CS, D and GU. Sign type, color and materials must complement the materials of the surface the sign is mounted to. Halo lighted signs are encouraged when illumination is used. Multiple building mounted signs are permitted on the same blade or wall structure. Vertical sign expressions in the landscape are encouraged. These signs must meet the signage requirements provided for DU7 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 and V except for simple, permanent, non-internally illuminated monuments that do not exceed three (3) square feet. Freestanding/Monuments 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 DU7. 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 DU7 below. Signs in public easements or right-of-way may require an encroachment permit from the City of Mesa.

Exhibit C.13 - Potential Signage

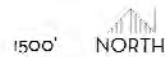
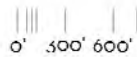


 Located at Ray and Ellsworth Roads
 Located at Ray and Ellsworth Roads
 Ray Road

-  Private Signage in the Neighborhood
-  Park and Neighborhood Naming Signage
-  Private Attached Wall-Mounted Signs (building sign) or Detached Freestanding/Monument Signs (landscape)
-  MPG Community Signage

Notes: Internal directional and security signage may be used throughout DU7.

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.



07 November 2011

B. 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 although not required may be either internal, external, or both
 - b. Lighted signs shall be installed to avoid any glare or reflection into any adjacent use
 - c. All signage lighting must remain on and in good operating order during the hours of operations at night
 - d. All signage lighting must be installed on a 24/7 time clock
 - e. Use of exposed neon is generally not permitted except in the following conditions:
 - Commercial applications in LUG D or LUG GU visible on/from district and arterial street
 - Limited to one sign per frontage per tenant
 - Must be an artistic expression - no store bought / pre-made neon signs
 - f. Halo Illumination
 - Lamp must be contained entirely within a reverse pan-channel sign and/or individual letters
 - Elements of the sign must be raised from the background
 - The source of illumination must not be visible
 - g. Care must be taken to provide even illumination and to avoid "hot spots" of light versus dark areas
 - h. All lighting, including that for signage, must comply with the Lighting Section of these design guidelines
4. Size and Quantity
 - a. The quantity of signs is not specifically limited, but shall be in appropriate quantities, proximate to locations shown on **Exhibit C.13 - 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

C. Prohibited Signage

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

20. Signage considered rude, obscene, and offensive that is not in conformance with the CAP code of the British Code of Advertising or similar regulations by a similar regulating body (see Graphic Content Section for CAP guidelines)

Section D DU Transportation Plan

In addition to the text of this section refer to “Mesa Proving Grounds Development Unit Master Transportation Plan for DU 7,” dated October 26, 2011 - prepared by AECOM.

In DU7, all of the perimeter streets and most all internal streets will be public roadways. The streets that are internal to the DU will generally be local neighborhood streets, and accessible to the public. The internal streets typically will provide access from Ray Road, Signal Butte Road, “Spine East,” “Spine West,” and “Warner South” into the DU. The internal streets will also provide access across the DU for local users. The internal streets will provide access to the parking lots, buildings, private driveways and potentially a few truck loading areas. Internal streets may be gated and/or secured to allow only users and guests to access the internal areas of the DU so long as the gates do not significantly interfere with cross DU access as determined by the City of Mesa Traffic Engineer. Streets inside private gates would be private streets.

D.1 Primary Public and Private Streets and Extended Access Ways

Refer to **Exhibit D.1 - Major Roadways** and **Exhibit D.2- DU7 Transportation Plan**

A. Ray Road

- South boundary of DU7
- Six Lane Perimeter Arterials
- 65' - 75' wide 1/2 street ROW (other half part of DU8)
- Raised and/or landscaped median
- Vertical Curb
- No Parking
- Very high volume vehicular traffic street
- Little pedestrian activity moving along the length of the street
- Neighborhood entries with full turning intersections are anticipated
- Not likely to have a tight urban cross-section because of the adjacent Powerline Floodway on the south and non-commercial uses on the north. A tight urban cross-section is encouraged with adjacent commercial, civic or religious uses when possible and may incorporate a liner street to provide access and parking.
- Bus stops may be located near the intersections with “Spine East” and “Spine West” to accommodate the Great Park users. If bus service is provided along the length of Ray Road, bus stops may also be located to align with neighborhood entries east and west of “DU7 Drive.” Bus service shall be as determined by the transit authority.

B. Signal Butte Road

- East boundary of DU7
- Six Lane Perimeter Arterials
- 65' - 75' wide 1/2 street ROW
- No raised or landscaped median required per City of Mesa
- Vertical Curb
- 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 parallel linear arroyo
- Bus stops may be located at the intersection with “Warner South” to provide access to the neighborhoods as well as future potential neighborhood serving commercial, civic and/or religious facilities at this location Bus service shall be as determined by the transit authority.

C. “Warner South”

- North boundary of DU7
- 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 Lanes
- High volume, low speed vehicular traffic street
- Some pedestrian activity moving along the length of the street, typically from the Great Park to the commercial, civic or religious uses at the intersection with Signal Butte, and to the linear arroyo as a walking/jogging loop
- 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 “Spine East” and “Spine West” to accommodate the Great Park users and near the intersection with Signal Butte to accommodate the potential commercial, civic and religious users. If bus service is provided along the length of “Warner South”, informal/“flag” bus stops may be located to align with neighborhood entries east and west of “DU7 Drive.” Bus service shall be as determined by the transit authority.

D. “Spine West”

- Western boundary of DU7
- Two-Way Four Lane District Street
- ROW will be located at back of curb (approximately 81’ back of curb to back of curb)
- 12’ Raised and/or landscaped median
- Vertical Curb
- 8’ Parallel Parking on both sides
- 5’ Bike Lanes - no striping except to denote edge of travel lane
- High volume, low speed vehicular traffic street
- High pedestrian activity moving along the length of the street adjacent to the Great Park as well as activity crossing the street between the Great Park and adjacent uses
- Several crossings to access the Great Park are anticipated
- 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 - a tight urban cross-section is encouraged with adjacent commercial, civic or religious uses when possible and may incorporate a liner street to provide access and parking
- Bus stops may be located near the intersections with “Warner South” and Ray Road to accommodate the Great Park users. If bus service is provided along the length of “Spine West”, informal “flag” bus stops may also be located to align with neighborhood entries. Bus service shall be as determined by the transit authority.

E. “Spine East”

- Located in the western portion of DU7 - generally parallel to “Spine West”
- Two-Way Four Lane District Street
- ROW will be located at back of curb (approximately 81’ back of curb to back of curb)
- 12’ Raised and/or landscaped median
- Vertical Curb
- 8’ Parallel Parking on both sides
- 5’ Bike Lanes - no striping except to denote edge of travel lane
- High volume, low speed vehicular traffic street
- High pedestrian activity moving along the length of the street adjacent to the Great Park as well as activity crossing the street between the Great Park and adjacent uses
- Several crossings to access the Great Park are anticipated
- 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- a tight urban cross-section is encouraged with adjacent commercial, civic or religious uses when possible and may incorporate a liner street to provide access and parking
- Bus stops may be located near the intersections with “Warner South” and Ray Road to accommodate the Great Park users. Bus service should be provided along the length of “Spine East” with bus stops typically located to align with neighborhood entries and adjacent Great Park uses. Bus service shall be as determined by the transit authority.

F. Internal Streets

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

1. Internal Streets - “DU7 Drive”

- In the middle of DU7 - east of and parallel to “Spine East” - 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 “DU7 Drive”
- 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 and to the Great Park are anticipated to have high pedestrian activity – Entry Drives connecting to arterial streets are anticipated to have very low if any pedestrian activity
- Roadways often tee into cross traffic on the neighborhood end or transition to standard neighborhoods streets after crossing a neighborhood park
- Bus stops may be located at intersections with major streets - Bus service shall be as determined by the transit authority

3. Internal Streets – Standard Neighborhood Streets

- Standard Neighborhood Street section in DU7
- Two-Way Neighborhood Street
- ROW will be located at back of curb (approximately 35’ back of curb to back of curb)
- No Median
- 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 to 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 - Necklace Drives

- Strong east-west pedestrian connectivity (un broken) from the Linear Arroyo (on the east) to the Great Park (on the west)
- Two-Way Neighborhood Street
- ROW will be located at back of curb (approximately 35' back of curb to back of curb)
- No Median
- Rolled Curb
- 7' Parallel Parking on both sides with mid-block planted, parking islands
- No parking at intersections where "chicanes" or "neck downs" are desired
- No parking at mid-block locations where "chicanes", parking islands 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 from the neighborhoods to both the Great Park (on the west) and the Linear Arroyo (on the east)
- Roadways often tee into neighborhood parks (only through pedestrian traffic is provided across the park) or transitions into an Entry Drive at neighborhood entries.
- No Bus stops anticipated - Bus service shall be as determined by the transit authority

6. Internal Streets - Block End Streets

- Provide connections between blocks in DU7, used to visually neighborhoods to 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

D.2 Intersections

DU7 shall be accessed primarily from the Perimeter Roadways as shown on **Exhibit D.2 - DU7 Transportation Plan**. Several separate entry drives/intersections to access DU7 may be provided for various vehicle types and users and may be signed appropriately. Drives/intersections accessing the interior of DU7 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 would be private streets. It is anticipated that:

- at least three (3) drives will access DU7 from Ray Road
- at least one (1) drive will access DU7 from Signal Butte Road
- at least five (5) drives will access DU7 from “Warner South”
- at least three (3) drives will access DU7 from “Spine East”
- the Great Park and uses in DU3 will be accessed in several locations from “Spine West”

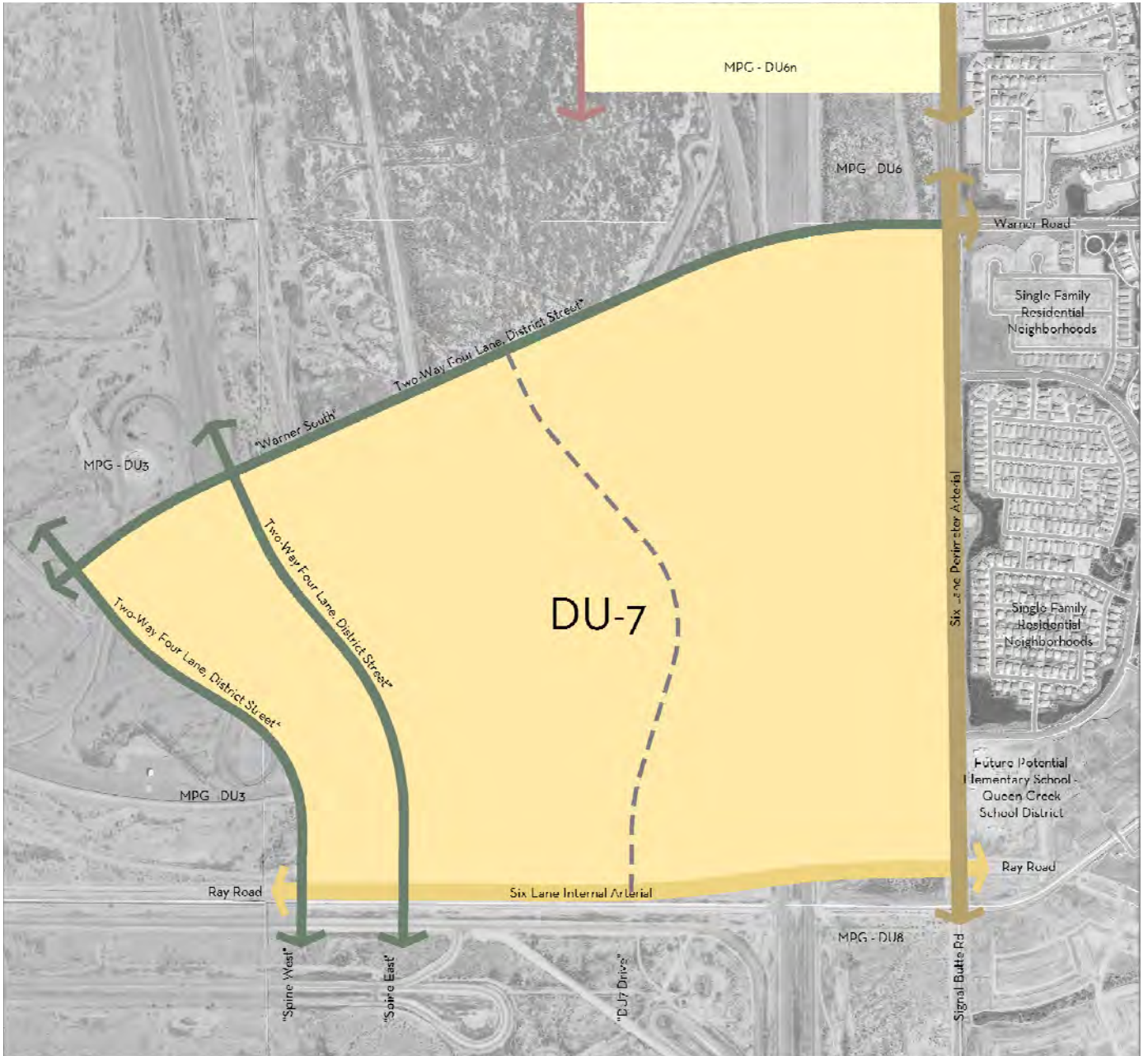
If the traffic counts warrant a traffic signal at these intersections, they shall be provided to ease access to the DU as shown on **Exhibit D.2 - Transportation Plan**.

D.3 Street and Circulation Phasing


Street and circulation improvements shall be phased and developed with adjacent development as shown on **Exhibit D.3 - Street and Circulation Phasing**. It is anticipated that the “Spine West” road improvements will not be necessary to accommodate the use anticipated in DU7 except for some minor uses along the Great Park and that “Spine West” will be developed with the adjacent development in DU3 and may be addressed in the DU3 DUP.



Exhibit D.1 - Major Roadways



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

-  Six Lane Perimeter Arterial
-  Six Lane Internal Arterial
-  Two-Way Four Lane, District Street with Raised Median*
-  Two-Way Two Lane, District Street with Raised Median*

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



Exhibit D.2 - DU7 Transportation Plan



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





	Perimeter Roadways		Interior Roadways, Driveways and Access*
	Potential Signalized Intersection	*Public, interior circulation shown here conceptually for reference - additional streets may be provided	
	Potential Bus / Transit Stop		



Exhibit D.3 - Street and Circulation Phasing



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

- Phase 1A - Ray Road - north half
- Phase 1B - Signal Butte Road - west half
- Phase 1C - "DU7 Drive"
- Phase 1D - "Spine East"
- Phase 2A - "Warner South"
- Phase 2B - Signal Butte Road - west half
- Phase 2C - "DU7 Drive"
- Phase 2D - "Spine East"

"Spine West" will be developed with the adjacent development in DU3



D U 7 D U P

Section E DU Drainage Plan

The DU7 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 DU7 shall be accommodated within the DU. The Great Park was previously planned to be a regional retention facility. The Great Park will now only retain runoff from the Great Park and will not provide additional storage for other parcels.

Refer to "Master Drainage Report for Mesa Proving Grounds," dated December 20, 2011 - prepared by Wood, Patel & Associates, Inc.

Refer to "Master Drainage Report for Development Unit 7 at Mesa Proving Grounds," dated December 20, 2011 - prepared by Wood, Patel & Associates, Inc.

D U 7 D U P

Section F DU Potable Water Plan

Refer to "Master Water Report Update for Mesa Proving Grounds," revised December 20, 2011, revised September 15, 2011, dated April 22, 2011 - prepared by Wood, Patel & Associates, Inc.

Refer to "Master Water Report for Development Unit 7 at Mesa Proving Grounds," dated December 20, 2011 - prepared by Wood, Patel & Associates, Inc.

D U 7 D U P

Section G DU Wastewater Plan

Refer to "Master Wastewater Report Update for Mesa Proving Grounds," revised December 20, 2011, revised September 15, 2011, dated April 22, 2011 - prepared by Wood, Patel & Associates, Inc.

Refer to "Master Wastewater Report for Development Unit 7 at Mesa Proving Grounds," dated December 20, 2011 - prepared by Wood, Patel & Associates, Inc.

D U 7 D U P

Section H Master Non-potable Water Plan

The use of non-potable water is currently contemplated in the Great Park portion of DU7 at this time. The use of non-potable water for landscape irrigation is encouraged whenever it can practically be used.

Refer to "Final Master Non-potable Water Report for Mesa Proving Grounds," dated June 12, 2009 - prepared by Wood, Patel & Associates, Inc.