

**EASTMARK™**

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## **Development Unit 3 South Development Unit Plan**

5 February 2014

**DMB**

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## Section 1 DU 3 South Development Unit Plan

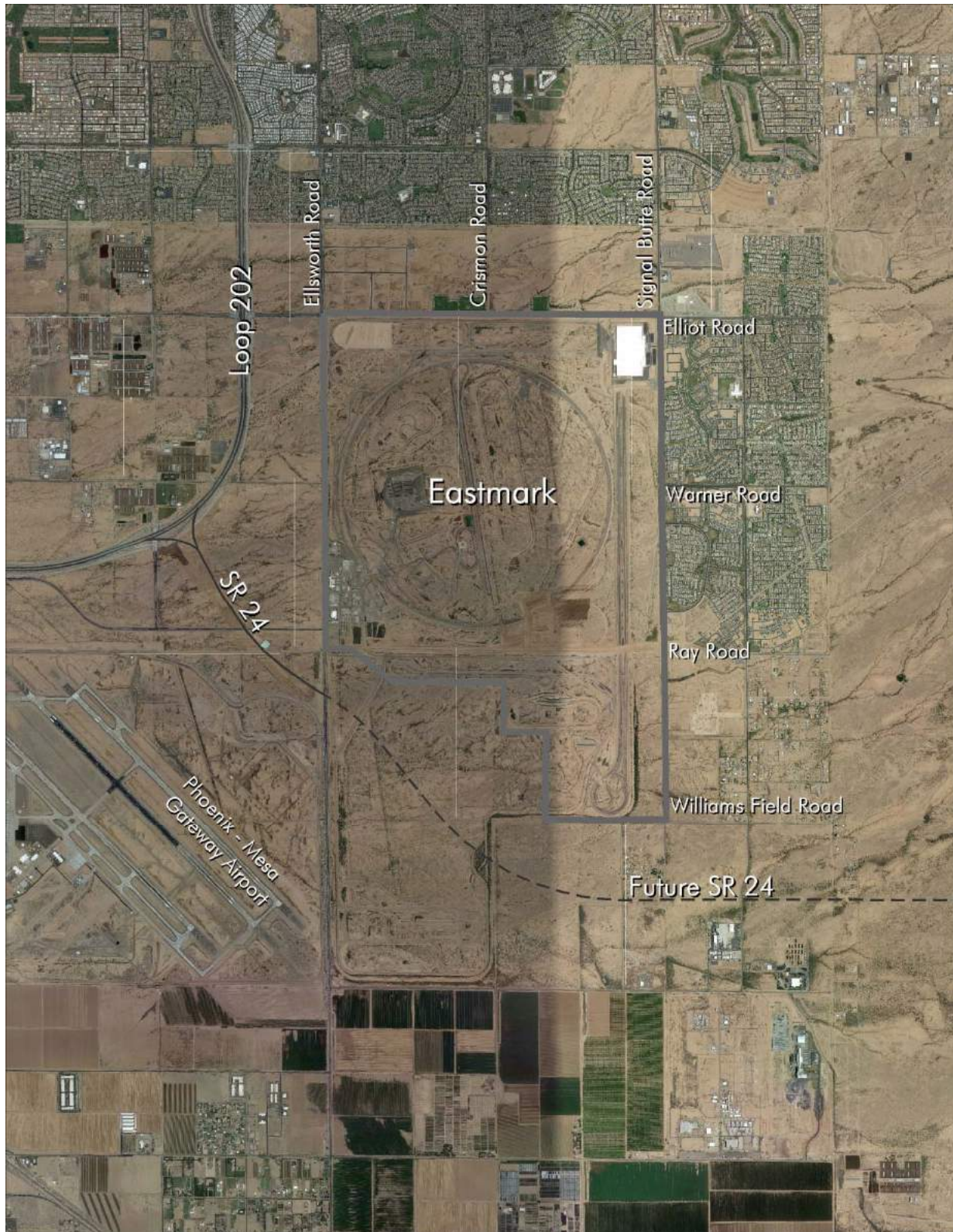
In accordance with Section 5 of the Mesa Proving Grounds Community Plan (CP), this Development Unit Plan (DUP) is being submitted for a portion of Development Unit 3 (DU3). DU3 is located within the approximately 3,200 acre Mesa Proving Grounds (a.k.a. Eastmark) community, as shown on **Exhibit 1.1 - Location Map**, DU 3 generally consists of approximately 540 acres as shown on **Exhibit 1.2 - Development Unit Map**. DU3 extends from Warner Road alignment to south of Ray Road. The portion located south of Ray Road is physically separated from the majority of DU3 due to the existence of Ray Road and the Maricopa County Flood Control District Channel. Given this separation, the Master Developer has requested that the southern portion be considered as a partial DUP as shown on **Exhibit 1.2**. This DUP will therefore address the south 95 acres of DU3 and is referred to as DU3 South. This portion of DU3 Eastmark is proposed primarily for residential development consistent with the vision as articulated in the CP and consistent with adjacent uses to the east and to the south.

### 1.1 Site and Context

Located in the southern third of the Eastmark Site, DU3 South is accessed from Ray Road and Crismon Road. DU3 South is bounded by Crismon Road on the east and Ray Road on the north. To the south is planned residential as part of the Harvard development. East of Crismon Road is Eastmark Development Units 8 and 9. The DUP for Development Units 8 and 9 has been approved and development of this area will be residential use developed around 2 separate community amenity centers as well as smaller neighborhood parks and path and trail systems. The area north of DU3 South has not been planned though it is likely this area will take on a more urban character with higher intensity residential and non-residential uses. **Exhibit 1.3 - DU3 South Existing Context** illustrates the surrounding context for DU3 South. The character of DU3 is described in the CP as Central Neighborhoods between the Urban Cores and the Great Park and allows for residential, employment, commercial and other mixed uses. The character of DUs 7, 8 and 9 is described in the CP as central neighborhoods. The character for DU 4 is described in the CP as Airport Gateway Core.

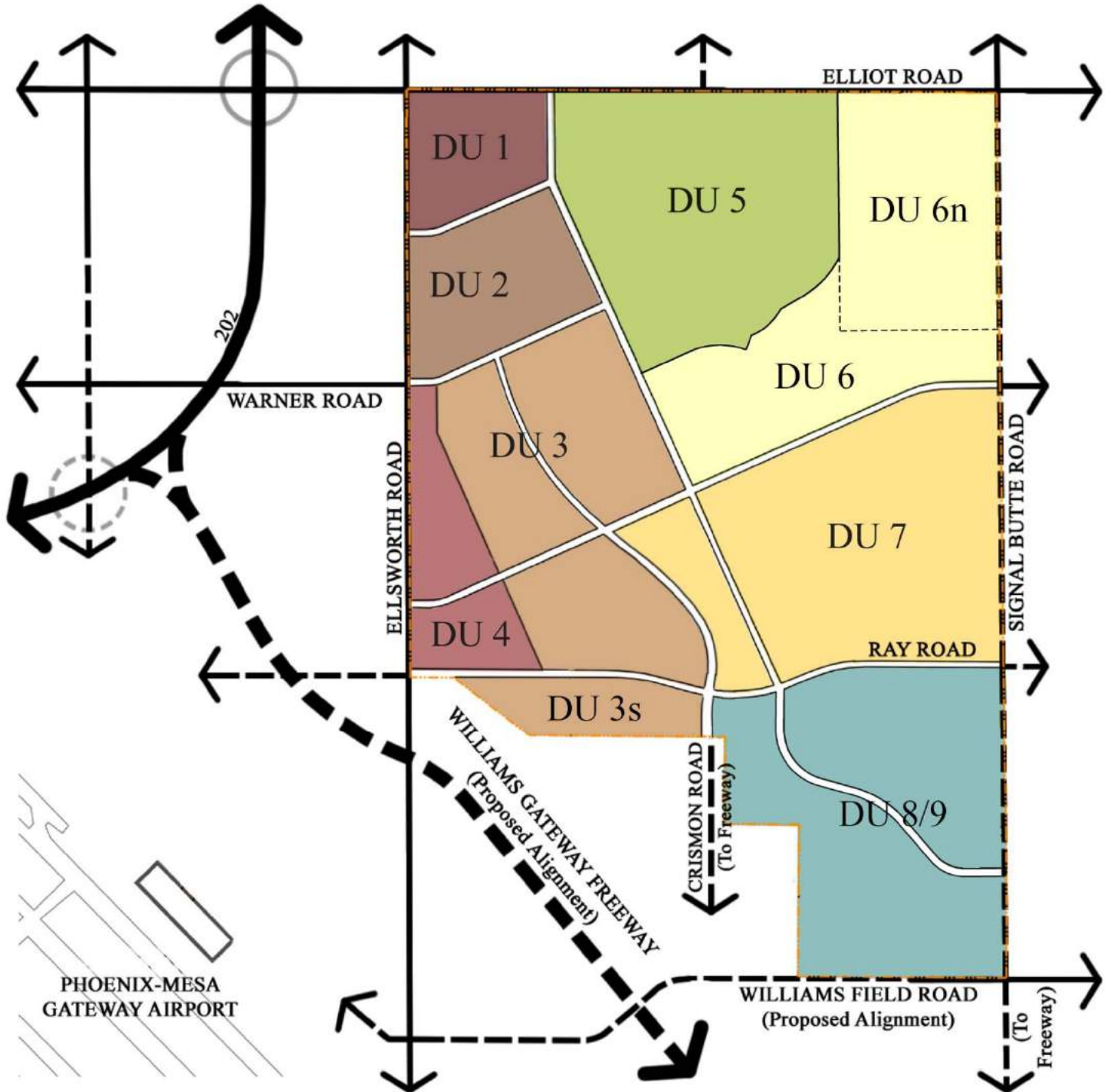
# DU 3 South DUP

Exhibit 1.1 - Location Map



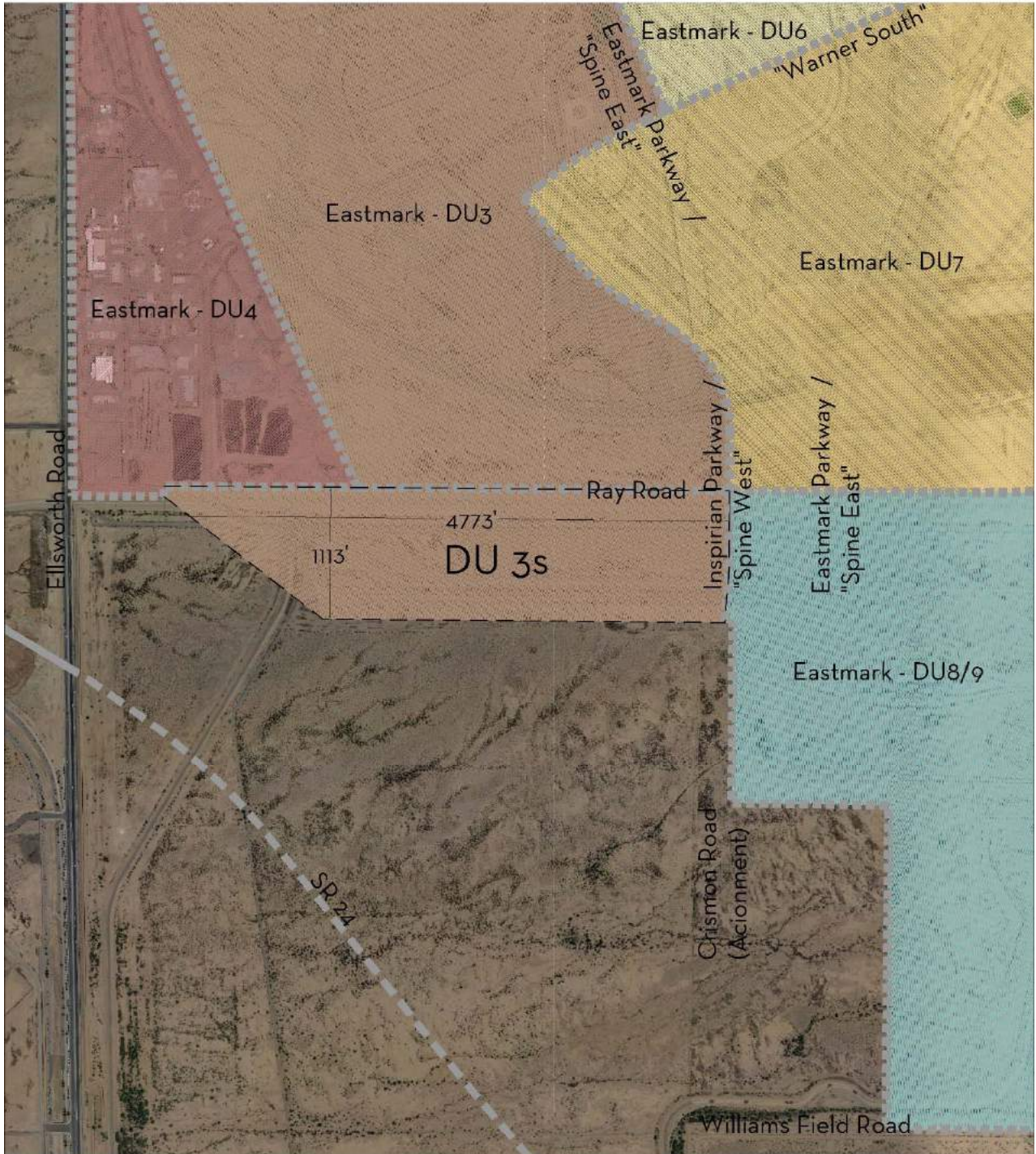
# DU 3 South DUP

Exhibit 1.2 - Development Unit Map



# DU 3 South DUP

Exhibit 1.3 - DU3 South Existing Context

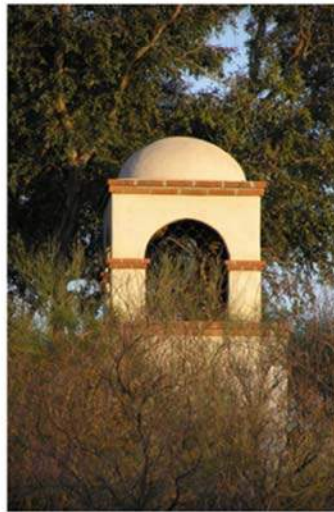




# DU 3 South DUP

## 1.2 Overall Vision

Consistent with the Mesa Proving Grounds CP, DU3 South will primarily be developed as central residential neighborhoods. These neighborhoods form the core residential living environments for Eastmark consistent with the pattern that has already been established in DU7. These neighborhoods will continue to be the basis of the social fabric of Eastmark. These neighborhoods 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. These neighborhoods will also be close to the Eastmark Great Park just to the north as well as future non-residential areas in DU 4. Areas within DU3 South will be designed to encourage pedestrian activity to the Eastmark Great Park by creating pedestrian routes throughout the community and leading to the Ray Road/Crismon Road intersection. These pedestrian routes consist of the sidewalks along the tree-lined streets within the DU3 South area which connect to the sidewalks along Ray Road and Crismon. The Eastmark Great Park will connect the neighborhoods to the larger community and serves as a community gathering spot for recreational, educational, cultural and social purposes. Local streets will be consistent with street width in DU7 and are intended to encourage slower traffic and create connected pedestrian routes for interaction.



## DU 3 South DUP

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

DU3 South 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 including neighborhood parks as well as connections to adjacent areas outside of DU3 South such as the Eastmark Great Park and future development located south of DU3 South Homes take the form of single family and may change over time to allow more intense uses such as live-work or other neighborhood appropriate commercial use. 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, (to the extent possible) and parks in DU3 South will be designed to encourage 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. DU3 South is located and envisioned to be a residential area that is designed with “Great Streets” and “Intimate Neighborhoods” similar to the development pattern in DU7 all of which 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

DU3 South 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 DU3 South, will be successful in many ways because of their Coordinated Connections, partnerships and collaborations. While this portion of DU 3 will be housing, Eastmark is situated 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 DU has been planned with two (2) sidewalk connections to Ray Road and one (1) connection to Crismon Road which contain pathways that connect to the Eastmark Great Park as well as areas north of Ray Road. Connections along Ray Road are limited to 2 streets that will cross the Maricopa County Flood Control Channel. However, paths and trails will be joined with these streets and will connect to the sidewalks along Ray Road which eventually cross over to connect with the Eastmark Great Park and other amenities north of Ray Road. 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.

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, close proximity without the burden of being adjacent to the freeways make this an ideal setting for these neighborhoods.

## DU 3 South DUP

The approved uses within DU3 South were located in this portion of Eastmark in recognition of airport overflights and location of employment and activity areas. The potential existence of the aircraft overflights further north encourages and allows these uses here. Locating residential uses in this portion of the site helps to ensure the sustainability of the airport by providing convenient access for business travelers in the portion of the site considered least sensitive by the airport. Given the importance of the Phoenix-Mesa Gateway Airport to the region, protecting its viability and encouraging its growth is important part of the Eastmark vision. Finally, connections with distant mountain views will ensure that the intimate neighborhoods of Eastmark are connected with the larger desert environment of which they are a part..

**Framework to Evolve.** A unique and important aspect of the Mesa Proving Grounds CP is its emphasis on flexibility and the framework to evolve and change by the designation of multiple Land Use Groups (“LUGs”) within the DUP. As such, DU3 South is the result of Eastmark’s commitment to develop a community with such a framework. The neighborhoods will be designed after the traditional neighborhoods and neighborhood design established in the central neighborhoods in DU7. Like DU7, DU3 South accommodates the major residential neighborhoods but also provides for the ability to morph through the potential future use of more intense LUGs (in this case District). Over time these neighborhoods may adapt to incorporate 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 idea that the community will continue to maintain quality over a long period. Great Streets along with the neighborhood park open space network will provide the backbone for that framework. DU3 South will not contain Urban Villages or Cores given its bifurcation from Ray Road by the Maricopa County Flood Control Channel.

Sustainability has been part of the planning and execution of Eastmark from the beginning. The location of residential areas such as DU3 South 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 will also enhance the sustainability efforts.



# DU 3 South DUP

## D. Eastmark Design Theme

The design theme for Eastmark is based on the notion of integrated multi-use development that promotes the best aspects of community living. Like DU7, the neighborhood focus of DU3 South will provide a thoughtfully organized yet simple land plan for residential land uses, the integration of the street network and the creation of outdoor rooms. Residential uses will be single-family uses. The creation of outdoor rooms throughout the community will be evident in the many neighborhood parks. These outdoor rooms will be surrounded by tree canopies that enclose them. Similarly, the tree-lined drives (to the extent feasible) will provide the hallways that connect these outdoor rooms together, lined by simple, quality front facades. The road network in the central neighborhoods is designed to encourage walking and cycling. The use of cul-de-sacs is minimized however given the narrow and linear shape of DU3 South along with the barrier condition of the Flood Control Channel, cul-de-sacs will be utilized.



## E. Community Facilities

The central neighborhoods of DU3 South are a likely setting for community facilities and gathering places with larger activities likely occurring in the Eastmark Great Park. Community facilities will be located in close proximity, along the Eastmark Great Park.



## 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. DU3 South 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 DU3 South are intended to be compatible with the airport.

## DU 3 South DUP

### 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 DU3 South measures have been undertaken to make sure new uses are compatibly added. By providing pedestrian access points to the neighborhoods to the south and by using Old Arizona landscapes along the perimeter roadways, a smooth transition is created between future development to the north of Ray Road and to the future residential uses to the south. Additionally, the DU3 South neighborhood will be compatible with the future residential development to the east of Crismon Road within DUs 8 and 9 and future residential use to the south.

## Section A DU Land Use Plan

The Land Use Plan for DU3 South is primarily dominated by central neighborhoods. These neighborhoods will be linked to each other, to community destinations and ultimately to the Great Park. These neighborhoods will primarily include neighborhood parks, social gathering spaces, recreation areas, and single family uses. The buildings will be mostly smaller scale homes. 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, and LUG D - District.

### 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 DU3 South, the street types for public roadways will generally be as shown on **Exhibit A.1 - Street Types**.

#### A. Arterial Types

Ray Road on the north is an Arterial - very high volume vehicular traffic streets with little pedestrian activity moving along the length of the street.

#### B. Primary Types

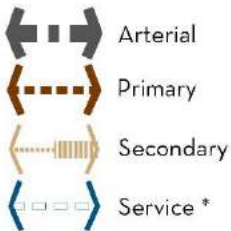
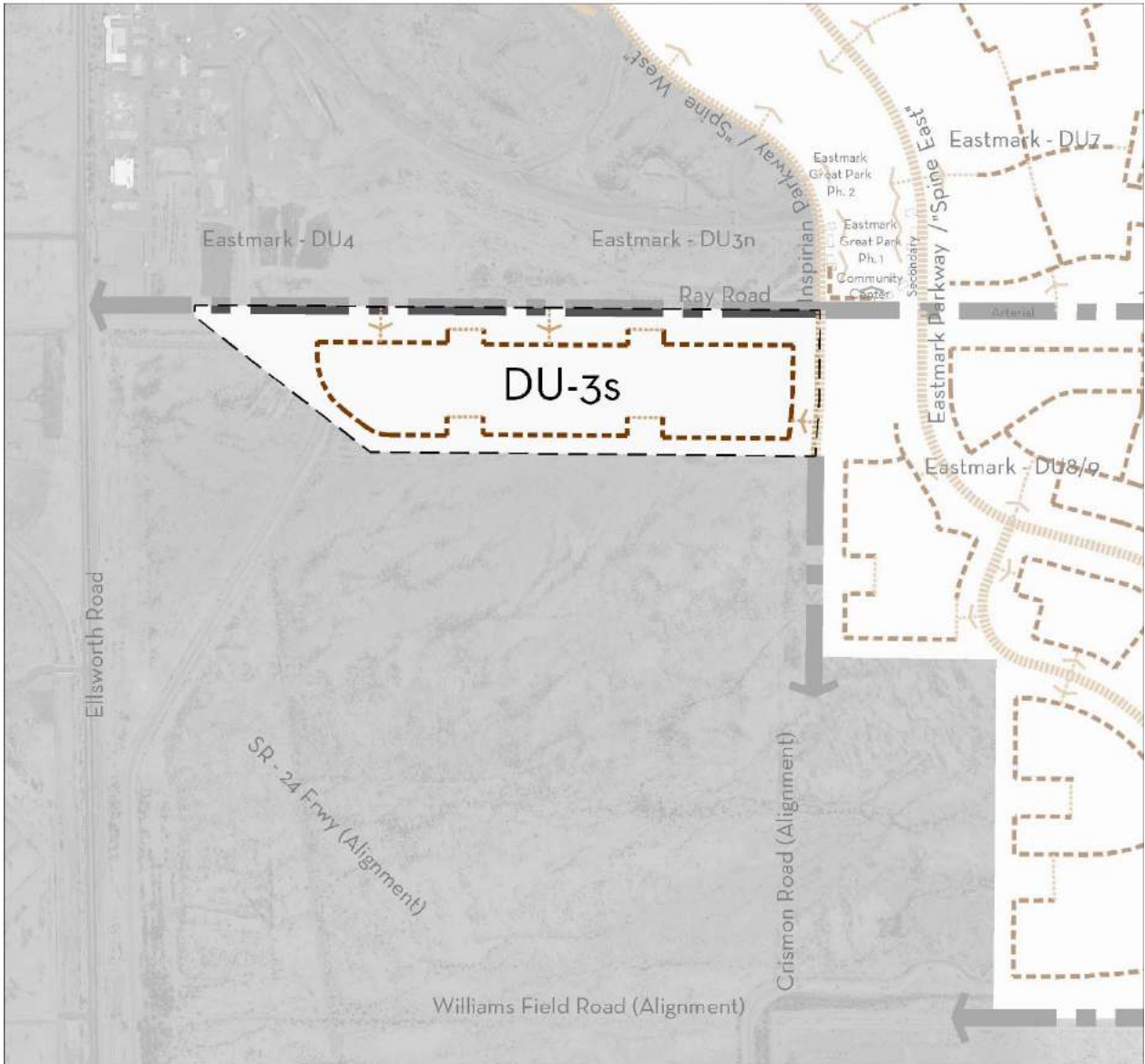
The streets internal to DU3 South will typically be public, but may be private. Neighborhood streets and will include Primary and Secondary types. Primary types will be most predominate street type in the interior of DU3 South - intended to connect the individual homes and buildings. The internal, local streets will be as narrow as the City will allow to encourage slower traffic and to create connected routes for cars, bikes and pedestrians within DU3 South. If internal roads are private, they may be gated.

#### C. Secondary Types

Crismon Road on the east is a Two-Way Four Lane District Street and will be Secondary type. Crismon Road will have varying pedestrian activity and may have some uses fronting the roadway along them. Adjacent uses can be encouraged to engage these streets, but this may not be possible with most residential uses.

# DU 3 South DUP

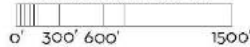
## Exhibit A.1 - Street Types



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.

\* Not included in this DU



# DU 3 South DUP


## A.2 LUG Locations

DU3 South shall be comprised of the following Land Use Groups (LUGs) - Open Space (OS), Civic Space (CS), Village (V) and District (D) consistent with the Mesa Proving Grounds CP. LUGs V, CS and OS will be the predominate LUGs within DU3 South.

### A. LUG V - Village

Within DU3 South, LUG V - Village may be applied anywhere as shown on **Exhibit A.3 - LUG V - Village**.

**Exhibit A.2 - LUG V - Village Summary**

LUG V - Village		
	<b>General Character***</b>	Consistent with CP
	<b>Typical Uses**</b>	Consistent with CP
	<b>Typical Building Height*</b>	Consistent with CP
	<b>Maximum Building Height*</b>	Consistent with CP
	<b>Minimum Lot/Parcel Size*</b>	Consistent with CP
	<b>Maximum Residential Density*</b>	Consistent with CP
	<b>Floor Area Ratio (FAR) Range*</b>	Consistent with CP
	<b>Minimum Lot/Parcel Width/Depth*</b>	Consistent with CP
	<b>Building Setbacks - Street*</b>	Consistent with CP Fencing/Walls higher than forty-two (42) inches tall may be constructed behind the minimum Building Setback area.***** (i.e. community or privacy yard walls)
	<b>Building Setbacks - Rear/Side*</b>	Consistent with CP*****
	<b>Building Setbacks - Service Lane*</b>	Consistent with CP*****
	<b>Block Character</b>	Consistent with CP Two-way streets may be used around parks and plazas to accommodate fire concerns.
	<b>Circulation Character</b>	Consistent with CP The urban fabric may be extended with visual and pedestrian connections, and not always with through vehicular streets.
	<b>Service Areas</b>	Consistent with CP
	<b>Landscape Character</b>	Landscape Character in DU3 South shall be consistent with the description found in the CP. Due to the fast growing nature of desert trees, the minimum size for required trees may be smaller if exchanged for an additional quantity of trees.
<b>Lighting Character****</b>	Consistent with CP	
<b>Signage Character</b>	Consistent with CP	

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

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

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

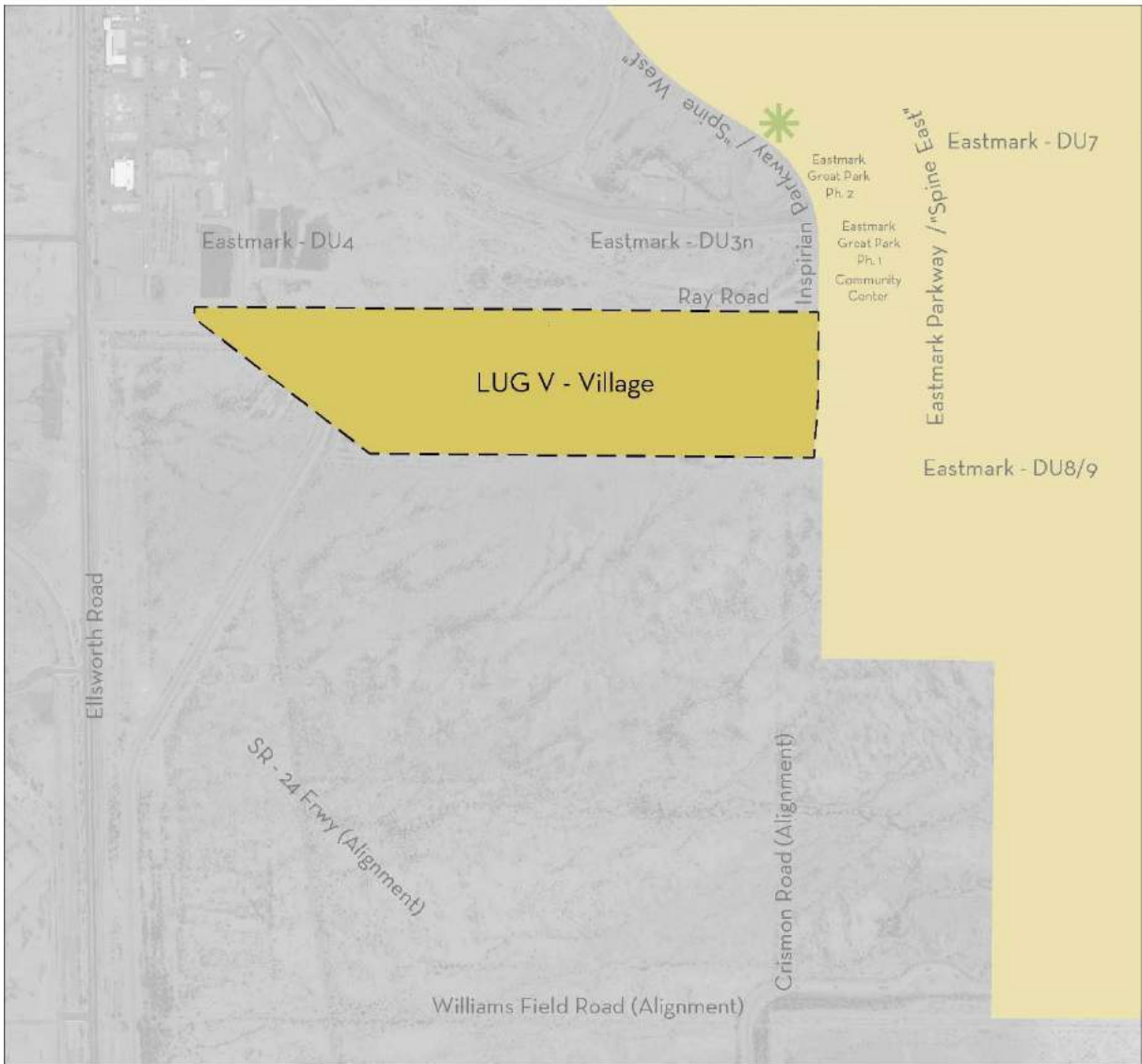
\*\*\*\* For details Refer to Section - 10.5 Public Street Lighting Standards and Section 15 of the CP

\*\*\*\*\* DU3 South Setbacks shall apply to buildings as well as perimeter/security fencing more than forty-two (42) inches in height. For purposes of the Supplementary Provisions of the CP, the front yard shall be defined as the first condition outlined in the CP's Definition of Terms, "The physical void created by setbacks." Fencing at the perimeter (but not within the Building Setbacks - Street) shall generally be limited to a single-story height; shall be designed as an integral part of the landscape and shall not be limited to forty-two (42) inches in height. These fences will not exceed eight feet in height and are intended to provide privacy and security to the internal portions of the DU.



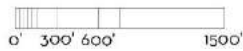
# DU 3 South DUP

## Exhibit A.3 - LUG V - Village



Notes:  
 LUG V allowed anywhere in DU3s  
 LUG V is not required to be a major component of DU3s

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## DU 3 South DUP

### B. LUG OS - Open Space

Within DU3 South, 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 DU3 South.

**Exhibit A.6 - LUG OS - Open Space Summary**

LUG OS - Open Space		
	<b>General Character</b>	Consistent with CP
	<b>Typical Uses**</b>	Consistent with CP, no golf course anticipated as part of DU3 South
	<b>Typical Building Height*</b>	Consistent with CP
	<b>Maximum Building Height*</b>	Consistent with CP
	<b>Minimum Lot/Parcel Size*</b>	Consistent with CP
	<b>Maximum Residential Density*</b>	Consistent with CP
	<b>Floor Area Ratio (FAR) Range*</b>	Consistent with CP
	<b>Minimum Lot/Parcel Width/Depth*</b>	Consistent with CP
	<b>Building Setbacks - Street*</b>	Consistent with CP Fencing/Walls higher than forty-two (42) inches tall may be constructed behind the minimum Building Setback area.****
	<b>Building Setbacks - Rear/Side*</b>	Consistent with CP****
	<b>Building Setbacks - Service Lane*</b>	Consistent with CP****
	<b>Block Character</b>	Consistent with CP
	<b>Circulation Character</b>	Consistent with CP Street forms may complement or take on the forms of adjacent LUGs especially when small LUG OS areas are surrounded other LUGs.
	<b>Service Areas</b>	Consistent with CP
	<b>Landscape Character</b>	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.
	<b>Lighting Character***</b>	Consistent with CP
<b>Signage Character</b>	Consistent with CP Signage Character within the LUG OS areas of DU3 South may be supportive of the uses in the LUG OS and CS areas of Eastmark. Signage maybe placed in DU3 and DU4 along Ellsworth or Ray Roads to advertise the uses in the LUG CS areas of DU3 South 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

\*\*\*\* DU3 South Setbacks shall apply to buildings as well as perimeter/security fencing more than forty-two (42) inches in height. For purposes of the Supplementary Provisions of the CP, the front yard shall be defined as the first condition outlined in the CP's Definition of Terms, "The physical void created by setbacks." Fencing at the perimeter (but not within the Building Setbacks - Street) shall generally be limited to a single story height and shall be designed as an integral part of the landscape and shall not be limited to forty-two (42) inches in height. These fences will not exceed eight feet in height and are intended to discourage the general public from using the internal portions of the DU.

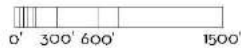
# DU 3 South DUP

## Exhibit A.7 - LUG OS - Open Space



Notes:  
 LUG OS allowed anywhere in DU3s  
 LUG OS is not required to be a major component of DU3s

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




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## DU 3 South DUP

### C. LUG D - District

Within DU3 South, LUG D may be applied anywhere as shown on **Exhibit A.9 - LUG D - District**. LUG D is not required in DU3 South.

**Exhibit A.8 - LUG D - District Summary**

LUG D - District		
	<b>General Character***</b>	Consistent with CP
	<b>Typical Uses**</b>	Consistent with CP
	<b>Typical Building Height*</b>	Consistent with CP
	<b>Maximum Building Height*</b>	Consistent with CP
	<b>Minimum Lot/Parcel Size*</b>	Consistent with CP
	<b>Maximum Residential Density*</b>	Consistent with CP
	<b>Floor Area Ratio (FAR) Range*</b>	Consistent with CP
	<b>Minimum Lot/Parcel Width/Depth*</b>	Consistent with CP
	<b>Building Setbacks - Street*</b>	Consistent with CP Fencing/Walls higher than forty-two (42) inches tall may be constructed outside of the minimum Building Setback area.***** (i.e. community or privacy yard walls)
	<b>Building Setbacks - Rear/Side*</b>	Consistent with CP *****
	<b>Building Setbacks - Service Lane*</b>	Consistent with CP *****
	<b>Block Character</b>	Consistent with CP Two-way streets may be used around parks and plazas to accommodate fire concerns.
	<b>Circulation Character</b>	Consistent with CP The urban fabric may be extended with visual and pedestrian connections, and not always with through vehicular streets.
	<b>Service Areas</b>	Consistent with CP
	<b>Landscape Character</b>	Landscape Character in DU3 south shall be consistent with the description found in the CP. Due to the fast growing nature of desert trees, the minimum size for required trees may be smaller if exchanged for an additional quantity of trees.
	<b>Lighting Character****</b>	Consistent with CP
<b>Signage Character</b>	Signage Character within the LUG D shall be consistent with the CP. Signage maybe placed in DU3 and DU4 along Ellsworth or Ray Roads to advertise the uses in the LUG D areas of DU3 South.	

\* 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

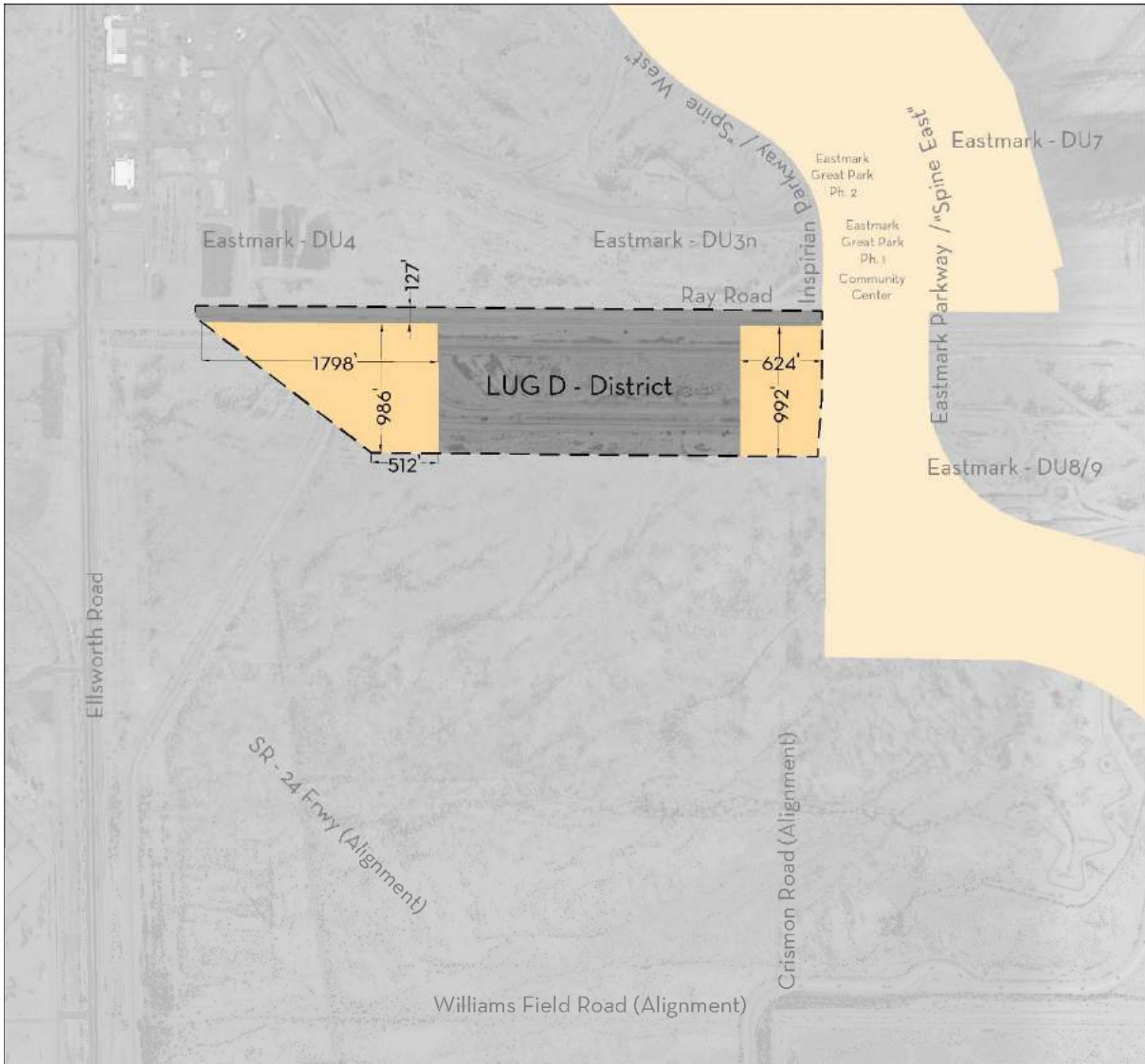
\*\*\* Refer to Section 4.4 - Airport and Neighborhood Compatibility Provisions for additional regulations for this LUG of the CP

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

\*\*\*\*\* DU3 South Setbacks shall apply to buildings as well as perimeter/security fencing more than forty-two (42) inches in height. For purposes of the Supplementary Provisions of the CP, the front yard shall be defined as the first condition outlined in the CP's Definition of Terms, "The physical void created by setbacks." Fencing at the perimeter (but not within the Building Setbacks - Street) shall generally be limited to a single story height and shall be designed as an integral part of the landscape and shall not be limited to forty-two (42) inches in height. These fences will not exceed eight feet in height and are intended to discourage the general public from using the internal portions of the DU.

# DU 3 South DUP

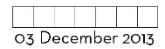
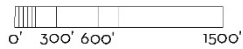
## Exhibit A.9 - LUG D - District



**Notes:**

Maximum area of LUG D in DU3s shall be limited to 40 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 Major Roadways

The major roadways (as outlined on Exhibit 10.3 - District and Arterial Streets - Roadway Hierarchy of the CP) within DU3 South include the Six Lane Perimeter Arterial that makes up the north boundary of the DU as shown on **Exhibit A.10 - Major Roadways**. Ray Road forms the north boundary of the DU. As outlined in the CP, Ray Road has a suggested posted speed limit of 45 MPH. The cross section for Ray Road includes a raised median, striped bike lanes and no on-street parking. In addition to the arterial, a Two-Way Four Lane District Street as shown on **Exhibit A.10 - Major Roadways** is adjacent to DU3 South to the east (Crismon Road) which forms the east boundary of the DU. There are no Two-Way Two Lane District Streets anticipated within DU3 South.

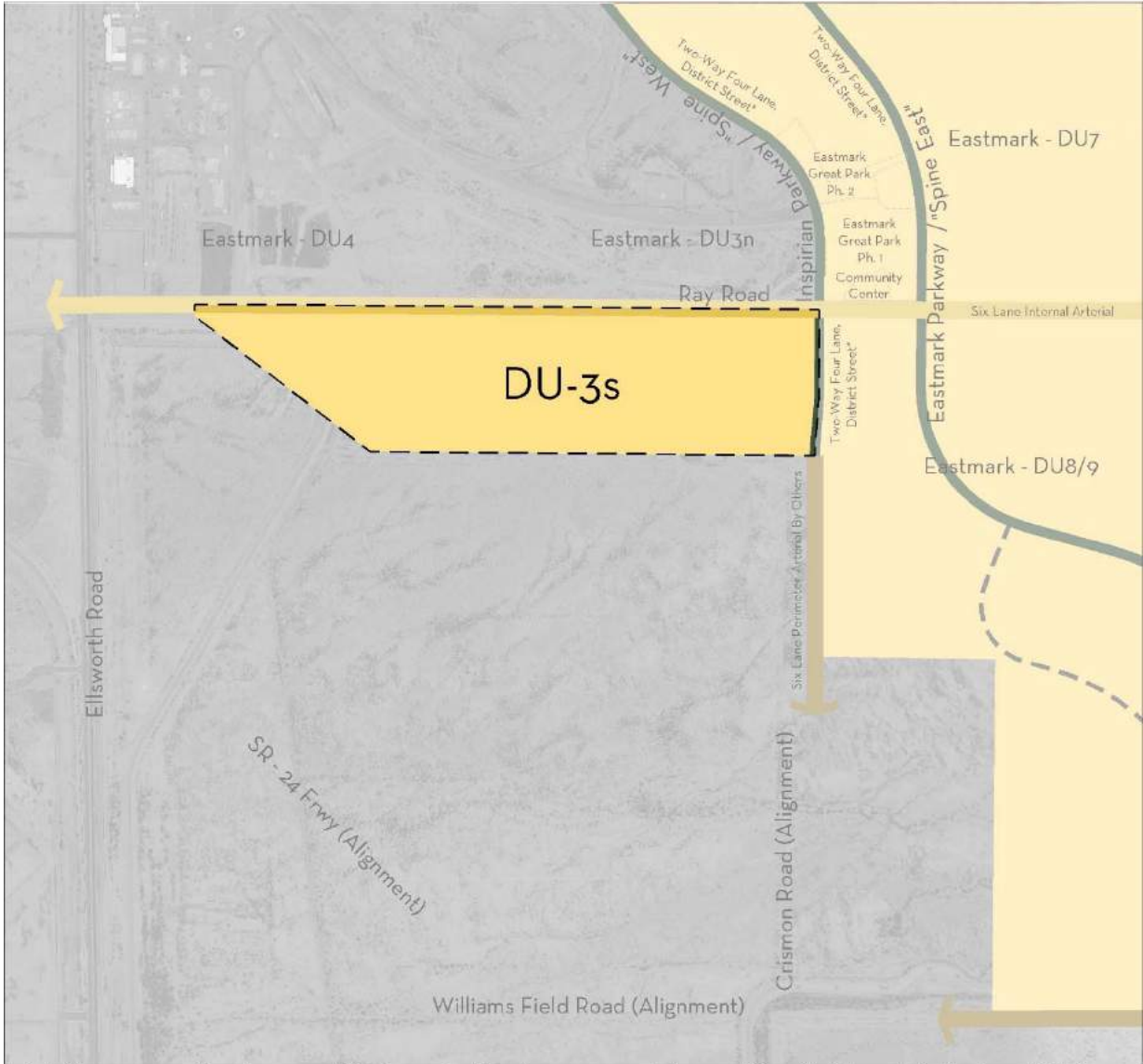
Other streets will be local, residential, neighborhood streets that will provide pedestrian walking environments connecting parks and fronts of homes.

### A.4 Community Facilities





DU3 South will provide central neighborhoods consistent with the pattern established in DU 7 for this portion of Eastmark. As such, DU3 South will connect to existing and planned community facilities planned in and near the Eastmark Great Park but will also include multiple intimate neighborhood parks to form the hub for each neighborhood.

# DU 3 South DUP

## Exhibit A.10 - 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



## Section B Economic Development Statement

In keeping with the original vision for Eastmark to become a Center of Regional Importance, DU3 South is intended to provide housing opportunities for individuals who can live and work in the same area and support the planned employment uses in other portions of Eastmark. With the development of the 1.3 million square foot employment and manufacturing facility that will be utilized by a high tech manufacturer and the planned Grand Canyon University campus, Eastmark is beginning to see the evolution of this area as an employment area. Specifically, the focus of DU3 South 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. Du3 South will provide a continuation of these central neighborhoods. These streets are designed not only for the utilitarian use of moving traffic and refuse pick up, but also to encourage neighbors to get out and walk in their shade. By providing destinations, way points and a comfortable walking environment, residents are routinely called to be themselves a part of the community fabric. Activities as simple as walking to the neighborhood park at the end of the street in the evening to pick up the mail and play with the kids becomes an opportunity to engage with the neighbors. It is this social living and constant opportunity for interaction that attracts the knowledge workers the region needs to compete globally against places like the Pacific Northwest, the Northeast and the Bay area for the best talent and major employers.





## B.1 Estimated Economic Development Impact

In addition to creating a community to attract knowledge workers, during the construction period, an estimated 200 to 300 jobs will be created.



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

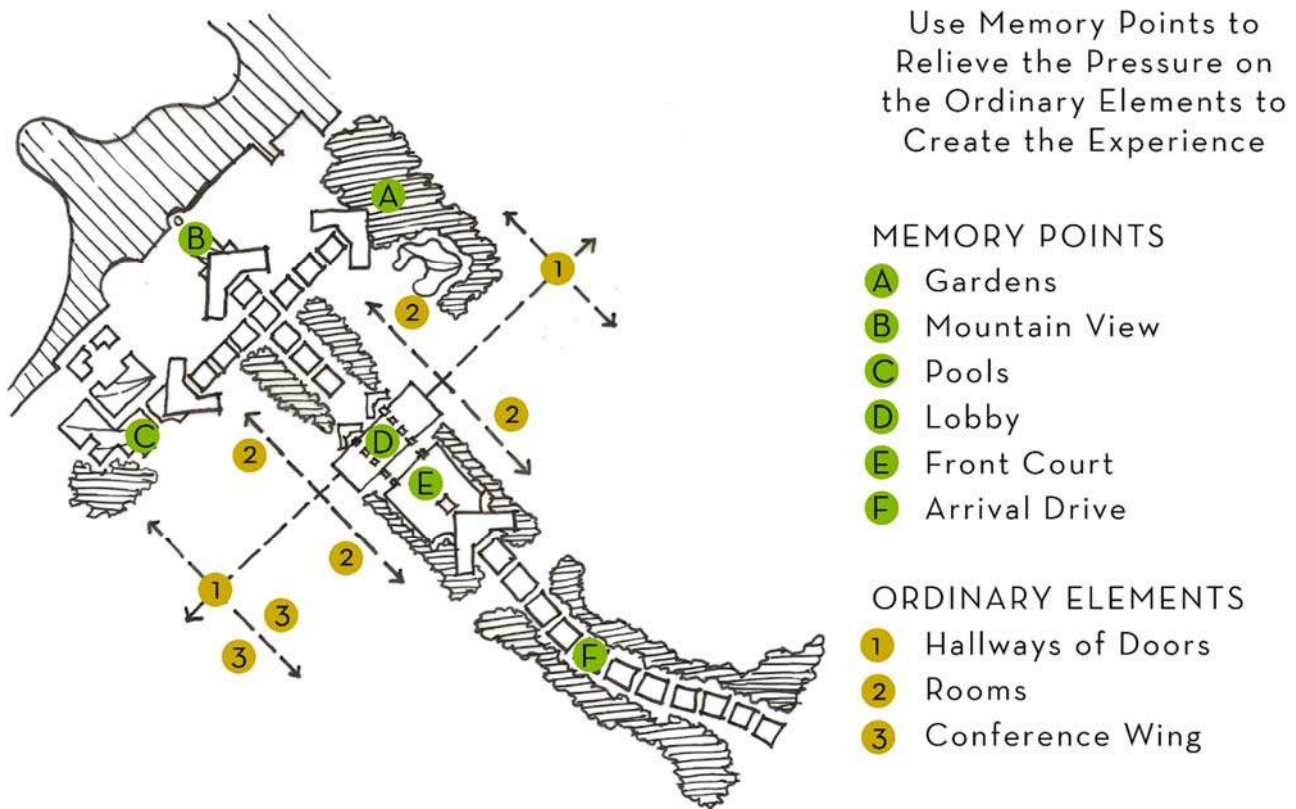
Consistent with the vision for DU3 South, this area will provide the central neighborhoods for the community in the manner established in DU7. DU3 South will primarily be residential in nature and be developed by a homebuilder coordinated by the Master Developer. These park-focused neighborhoods will also link to the Eastmark Great Park located north of Ray Road.



The DUDGs for DU3 South are designed to integrate the intimate neighborhoods with each other, with the greater Eastmark community and associated community elements, with the Eastmark Great Park and with the planned adjacent neighborhoods which are essential to Eastmark’s community goal of “living well over time”. These DUDG’s will help to ensure a successful integration with existing and future surrounding uses.

To create incredible neighborhoods, the DUDGs for DU3 South 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 DU3 South, these memory points are the neighborhood entries and the neighborhood parks. The quality design, construction and maintenance of these important spaces relieve the pressure on the design of the ordinary elements.

Exhibit C.1 - Memory Points and Ordinary Elements Diagram



## C.1 Pedestrian Corridors

Pedestrian corridors are an essential element of DU3 South 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 Eastmark Great Park and ultimately, to other places in Eastmark.

### A. District and Arterial Streets

Pedestrian corridors will be located on the perimeter of DU3 South and provide access to the core of this portion of the DU. They will generally follow perimeter roadways along Ray Road and Crismon Road 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 and the Maricopa County Flood Control District Channel. Pedestrian sidewalks along the perimeter streets will be a minimum of six (6) feet wide. The sidewalk will generally parallel the roadway. The required minimum sidewalk setback from face-of-curb will generally be six (6) feet. However, the areas between back-of-curb and the sidewalk setback that do not contain vegetation may be paved as well. This additional paved area may include tree wells and/or street furniture and may be paved with pavers, stamped concrete or poured concrete and may include different paving material(s) than the sidewalk. In areas with landscape corridors along the major roadways the sidewalk may be detached from the roadway by a significant distance to engage the pedestrian in the landscape. Access points between the roadway adjacent pathways should be provided for access from the roadway when needed. Crosswalks are encouraged at intersections that provide pedestrian access into the interior of DU3 South. Landscaping along the pedestrian corridors will be installed and maintained to create a comfortable walking environment and the sidewalk may be off set for lengths to create visual interest for pedestrians on long straight runs (landscaping within site distance areas may be limited). Pedestrian ramps will generally transition to road grade in the last sidewalk segment before the sidewalks intersect creating an urban plaza at the intersection.

Bus stops and “far-side” bus pullouts should be located, when possible, to correspond to pedestrian entries from the perimeter roadways. The location of bus stops and bus pullouts will be coordinated with the City Staff. Bus stops at these locations can facilitate and encourage future transit use by residents within DU3 South 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. Pedestrian activity is anticipated traveling east-west and north-south across the neighborhoods to get to the Eastmark Great Park (on the north across Ray Road). 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.

## DU 3 South DUP

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

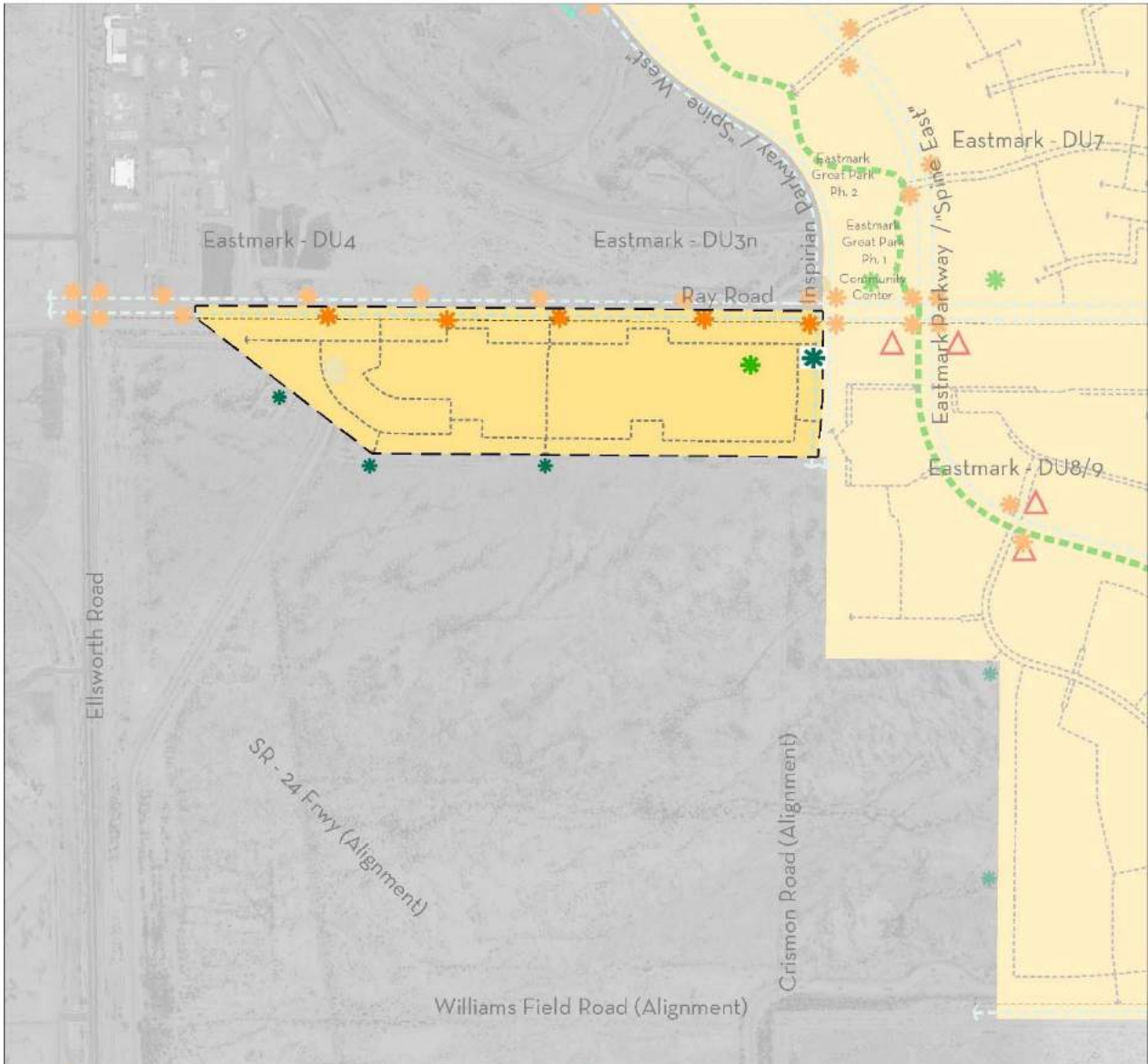
Along standard neighborhood streets, five (5) foot wide sidewalks will be located on both sides of the road. These will be separated from the roadway by a tree lined parkway. Landscaping in these areas may be modified to address sight visibility triangles including limiting plants to no higher than three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

### 2. Park Streets


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

# DU 3 South DUP

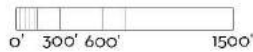
## Exhibit C.2 - Pedestrian Corridors



-  Additional Pedestrian Corridors Typically Required if LUG D
-  Minimum 8' Multi - Use Path \*
-  Minimum 6' Wide Sidewalk
-  Minimum 5' Wide Sidewalk
-  Minimum 6' Wide Trail
-  Potential Bus / Transit Stop

-  Potential Connection to Adjacent Property (Outside Eastmark)

Notes: \* Not included in this DUP  
 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.



03 December 2013

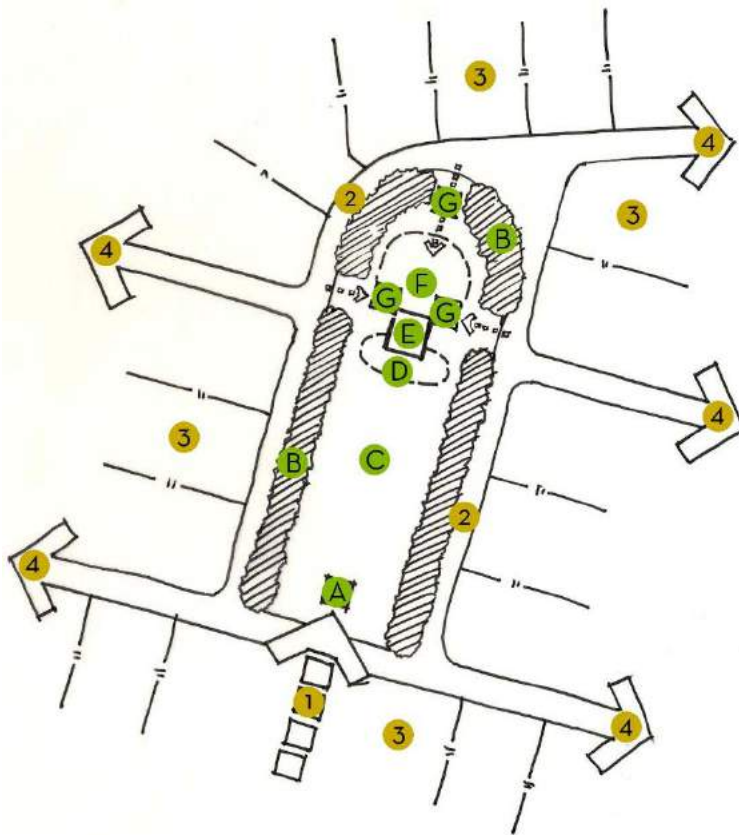
## C.2 Common Areas

Within DU3 South, common areas will typically be found in the Neighborhood Parks. However, given the proximity to the Eastmark Great Park, this will also serve as a social and recreational center for the entire Eastmark community, and which is being designed to accommodate a wide range of functions. The Eastmark Great Park is being developed consistent with the Great Park Master Plan. The Eastmark Great Park is being developed in many phases and will have a wide variety of landscape and architectural components. Unlike the Eastmark Great Park, Neighborhood Parks will each be the “living room” for individual neighborhoods. They 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 DU3 South, Neighborhood Parks will be the “living room” of each neighborhood and they will have similar key elements. These key elements help to ensure that the parks play a primary role in the social fabric of each neighborhood. A “kit of tools” has been developed for the Neighborhood Parks which provide a series of options for park development that provide for consistency in development yet at the same time, provide for a variety of uses for each park. These elements have been accumulated from international research and over a decade and a half of refinement in modern Arizona communities. The key elements should be used as a guide not as absolute rules because parks can and will likely take on several different forms and will 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

## DU 3 South DUP

### 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 DU3 South 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. Given the unique shape of DU3 South, there may be situations where open space areas side or back onto homes.

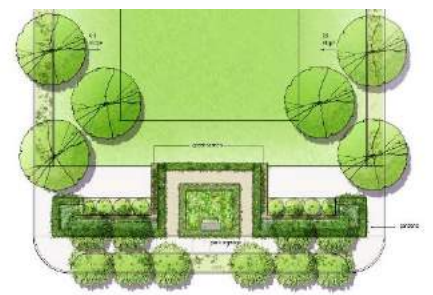
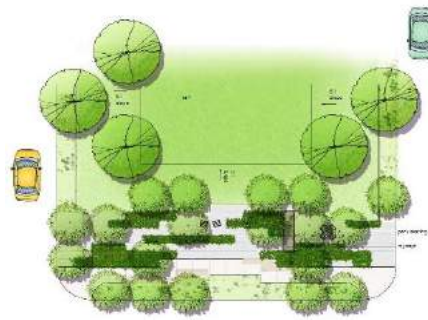
### 4. Streets Extend the Park

Neighborhood streets should tie the neighborhood to the parks whenever possible. When residents can walk out into the narrow, tree-lined streets in front of their home and see the park at the end of the street, it makes the park theirs. That type of bond between the house and the park help to ensure that in the mind of the residents that home will be something bigger than their house.

# DU 3 South DUP

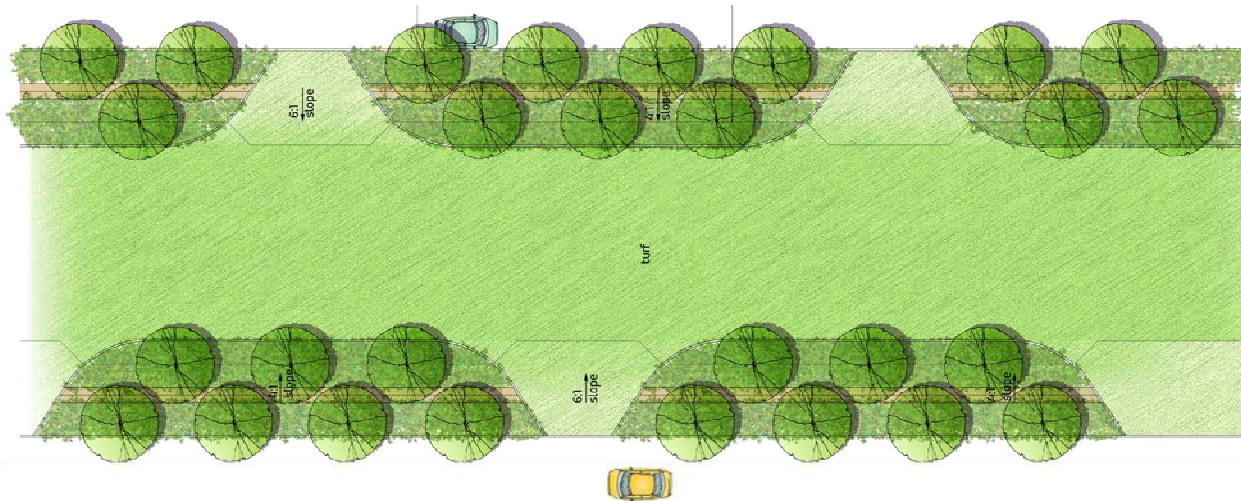
## 5. Foreground Focal Element

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 long neighborhood parks that are in excess of 400' long, trees may be used at the edge to reduce the visual width of the park to a size closer to 70' in width. This may include a double or triple row of trees enclosing areas of the length of the park. Landscaping in sight visibility triangles may be limited including limiting plants to no higher than three (3) feet in height.





## DU 3 South DUP

### 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.



# DU 3 South DUP

## 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.



# DU 3 South DUP



# DU 3 South DUP



Partial, Conceptual Park Site Plans

## DU 3 South DUP

### 10. Kids Play Area

Within the Neighborhood Parks, typically a kid's play area will be located near the built, protective shade and the adult attractive elements. This location will ensure that the kids can play in close proximity to the areas the adults naturally will want to gather and linger in the park. Simple structures such as swings, seesaws, slides, rolling hills and sandcastle building areas are often more regularly used than 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 swings.



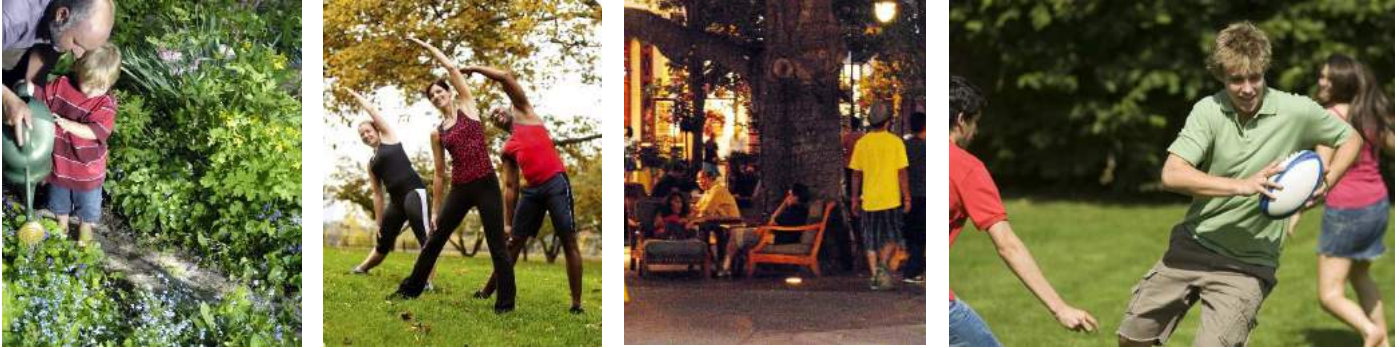
### 11. Mail Box/Community Notice Points

While not required to be part of the Neighborhood Park in DU3 South, 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.

## DU 3 South DUP

### 12. Events

In DU3 South, 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 DU3 South 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

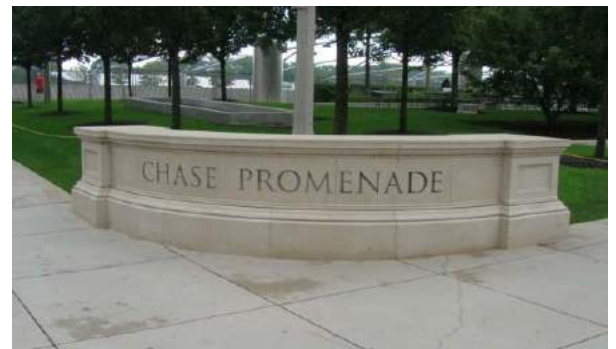
Lighting in Neighborhood Parks in DU3 South will generally be very appropriate to and respectful of their setting. The Neighborhood Parks should not stand out as a bright, hot spot in the neighborhood. Walkways within the park may not be illuminated. Similarly, sport courts (when present) and the large 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.



# DU 3 South DUP

## 15. Signage (images of signs)

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.



## DU 3 South DUP

### B. The Eastmark Great Park

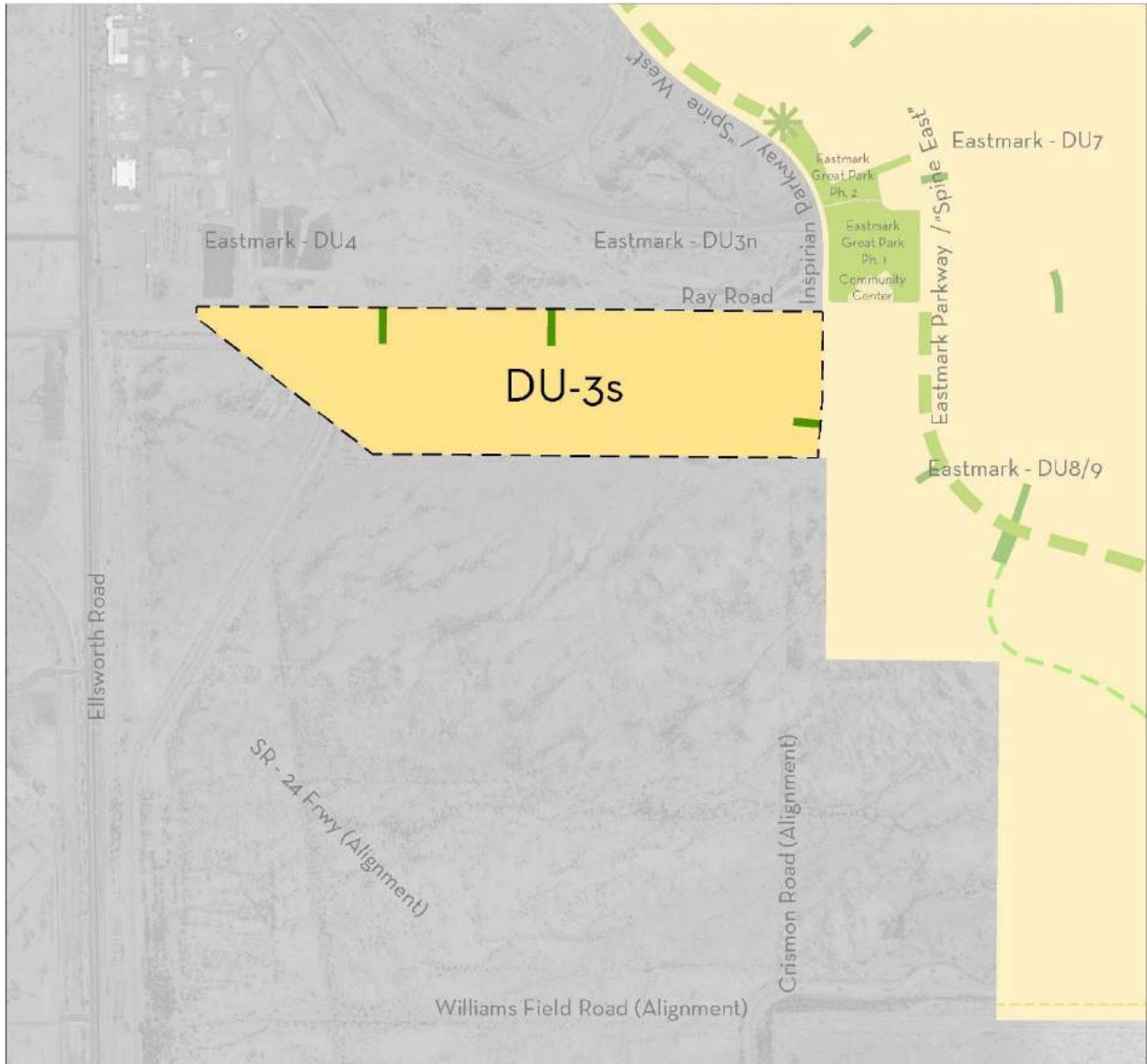
Modeled after Historic Phoenix's Encanto Park and downtown Tempe's Beach Park, the Eastmark Great Park is the social and recreational center for the Eastmark community and the Southeast Valley. The park is being designed to accommodate a wide range of functions likely including: pastoral strolls through rolling natural landscapes, sports competitions on open green fields, families picnicking and playing in fountains, and adults enjoying a night out watching movies in the park, attending a concert or just hanging out on the terrace. DU 3 South is in very close proximity to the Eastmark Great Park which is located primarily in DU7. The Eastmark Great Park is a linear park stretching from Ray Road as shown on **Exhibit C.4 -Eastmark Great Park and Major Neighborhood Elements**, north to other existing and future uses including schools, churches with shared ball fields, civic uses and a community center. The first phase of the Eastmark Great Park has been built and includes an irrigation lake and multi-use path which is connected to the DU7 neighborhoods.










# DU 3 South DUP

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

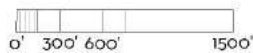


-  Amenity Center \*
-  Conceptual Eastmark Great Park Visual \* Extension
-  Active Adult Trail Network \*
-  Linear Arroyo \*
-  Entry Drives

Notes:  
Neighborhood Connecting Paths shown include both roadways and pedestrian corridors

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.

\* Not included in this DU.



## DU 3 South DUP

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



# DU 3 South DUP



# DU 3 South DUP



### C.3 Landscaping

The landscape character of DU3 South 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.



## DU 3 South DUP

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 DU3 South, parks and parkways shall remind residents and guests of the path of water even when storm water or irrigation are not present. These “path of water” landscapes typically have depressions in the landscape to hold the water and are often more lush at the lowest points, or along the edges of a water pathway. These edges can take on both planted, formal patterns and natural organic forms. The “path of water” landscapes can vary greatly from dry arid plantings that only occasionally receive water to irrigated tree lined lawns that hold water during storm events. These 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, street perimeter landscape and sight visibility triangles shall be per Section 12 - Landscape Standards, of the CP. Due to the fast growing nature of desert trees in the DU3 South plant palette, the minimum size for trees may be smaller if exchanged for an additional quantity of trees in accordance with standards set forth in the City of Mesa zoning ordinances. The following plant palette and landscape characters shall be applied to public spaces. Private yards and landscapes may use any of the following landscape characters, but it is anticipated that most will be the Shaded 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 DU3 South is generally broken into three (3) landscape characters:

- Shaded Parkway
- Shaded Boulevards
- Parks and Gardens

The Linear Arroyos and Riparian landscape characters are not included in DU3 South.

The plants permitted in each of these landscape characters are charted in **Exhibit C.8 - DU3 South 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 DU3 South. 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 DU3 South but must be designed, installed and maintained to appear realistic when standing on the artificial turf.

## DU 3 South DUP

### 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 - DU3 South Plant Palette**. The use, placement and combination of these tree classes along with the tree species, the understory planting and the ground plain treatments create the differences between the landscape characters. While any tree species may be included in more than one tree class, each tree class has a particular role for which it is typically used.

#### a. Evergreen

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

#### b. Canopy

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

#### c. Accent

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

#### d. Palms

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

# DU 3 South DUP

## D. Plant and Landscape Character

Landscape within DU3 South is generally broken into three (3) landscape characters: Shaded Parkways, Shaded Boulevards and Parks and Gardens 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).





## DU 3 South DUP

### 2. Shaded Boulevards

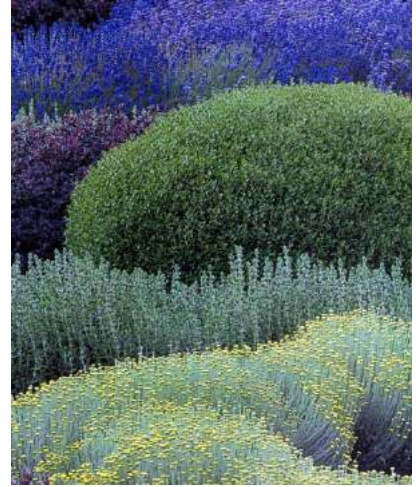
The Shaded Boulevards landscape character is inspired by old county highways that make their way through tree covered areas to provide access to near-town neighborhoods. Like Shaded Parkways, these landscapes are used to narrow the perceived width of the pavement, slow the traffic and shade the adjacent sidewalks. The corresponding plant palette is selected to work in the narrow spaces along the street while providing walls of green landscape to enclose the road. The palette includes evergreens to accentuate the seasonal changes and palms whose height helps to enclose the streetscape and provide vertical accent. Vertical forms of vegetation may be used specifically to screen adjacent uses from the streetscape. Understory plantings must be versatile to be able to grow in both heavily shaded and sunny settings. Plants that go barren seasonally should be mixed with evergreen vegetation so that the visual space of the roadway is held visually tight year round. These landscape character areas are often dominated by paved/hardscape areas under the tree canopies. All non-paved, non-turf areas shall be covered by dark one half (1/2) inch to one and one half (1-1/2) inch gravel with minus and some larger two (2) inch stones in the mix or four (4) inch to six (6) inch cobble such as "Express Brown," "Apache Brown," "Black Cherry," "Table Mesa Brown," or "Saddleback Brown" and shall be planted. Other decorative rock gradations may also be considered if appropriate to their setting. Compacted decomposed granite may also be used as a paving material for walkways (such walkways if used for a required ADA route must be ADA compliant). While pedestrians are accommodated in these spaces, they are not necessarily intended to be engaging pedestrian experiences. This landscape character area is typically designed to be experienced from an automobile, but may have more detail, focus and a formalization of planting patterns at neighborhood entries. Neighborhood entries may also be accented with plantings, walls and columns that compress the space creating a threshold for the neighborhood.



# DU 3 South DUP

## 3. Parks and Gardens

The Parks and Gardens landscape character is the turn of the century parks and gardens. Like well kept front yards, this landscape character creates outdoor rooms and space for long term enjoyment by users. The scale of these spaces can range dramatically from small front yards to intimate neighborhood parks to the expanse of the Eastmark Great Park. Similarly the plant type can vary dramatically from arid desert clusters to sprawling tree-lined lawns to lush, oasis-like planting in heavily used kinetic areas. The corresponding plant palette is broad to handle these various types of planting. This landscape character often in large areas is combined with pockets of Linear Arroyo or Riparian landscape character areas. Vertical forms of vegetation, including palms and pines, may be used specifically to screen adjacent uses and lighting or to enclose larger open areas. Understory plantings must be versatile to be able to grow in both heavily shaded and sunny settings. Plants that go barren seasonally should be mixed with evergreen vegetation so that the space is inviting to users year round. These landscape character areas may be dominated by paved/hardscape areas under the tree canopies, open lawns, bodies of water or large recreational uses. Dramatic grade changes are permitted in this landscape character and often the landscape may be depressed to contain flood water to use as natural supplemental irrigation. All non-paved, non-turf areas shall be covered by dark one half (1/2) inch to one and one half (1-1/2) inch gravel with minus and some larger two (2) inch stones in the mix or four (4) inch to six (6) inch cobble such as "Express Brown," "Apache Brown," "Black Cherry," "Table Mesa Brown," or "Saddleback Brown" and shall be planted. Other decorative rock gradations may also be considered if appropriate to their setting. In this character area boulders of the same color as the ground plain treatment may be included, but should typically be two-thirds (2/3) buried unless used as an artistic statement. Compacted decomposed granite may also be used as a paving material for walkways (such walkways if used for a required ADA route must be ADA compliant). These areas may be designed to provide an experience from an automobile, but this landscape character area is primarily intended to provide engaging pedestrian experiences. The level of detail and focus will likely vary through the character area with emphasis put on areas that attract heavy kinetic use by residents and guests. Plantings may be formal or organic in form and may intentionally provide dramatic juxtaposition of the two forms. Planting in this landscape character may also include vegetable and flower gardens including many species not included in the plant palette. This landscape character may also include Shaded Parkway or Shaded Boulevard landscapes at its edges where it interacts with the surrounding streetscapes.

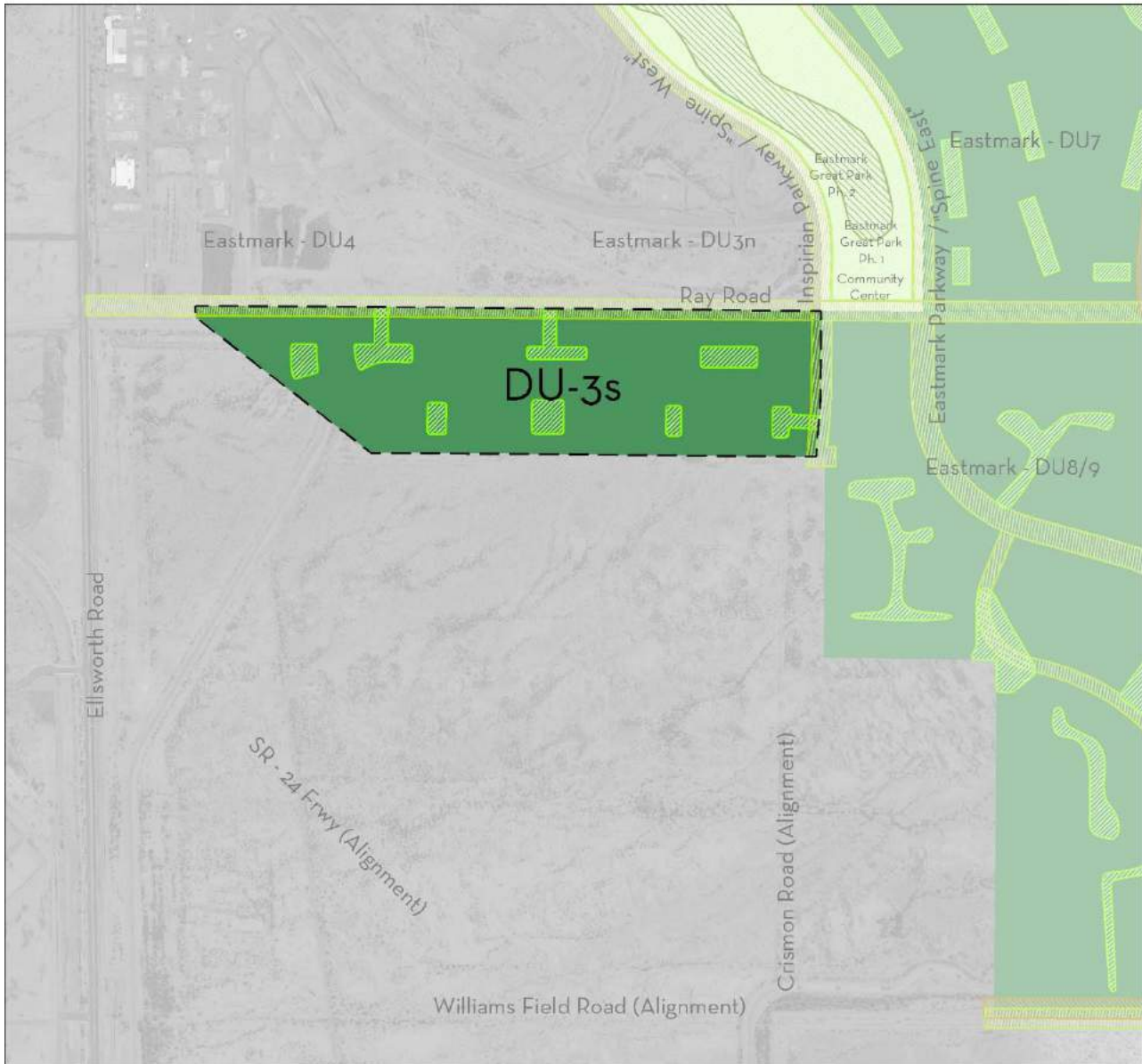


# DU 3 South DUP



# DU 3 South DUP

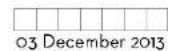
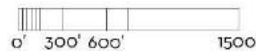
## Exhibit C.5 - Landscape Character - Public Spaces



- Shaded Parkways
- Shaded Boulevards
- Parks and Gardens

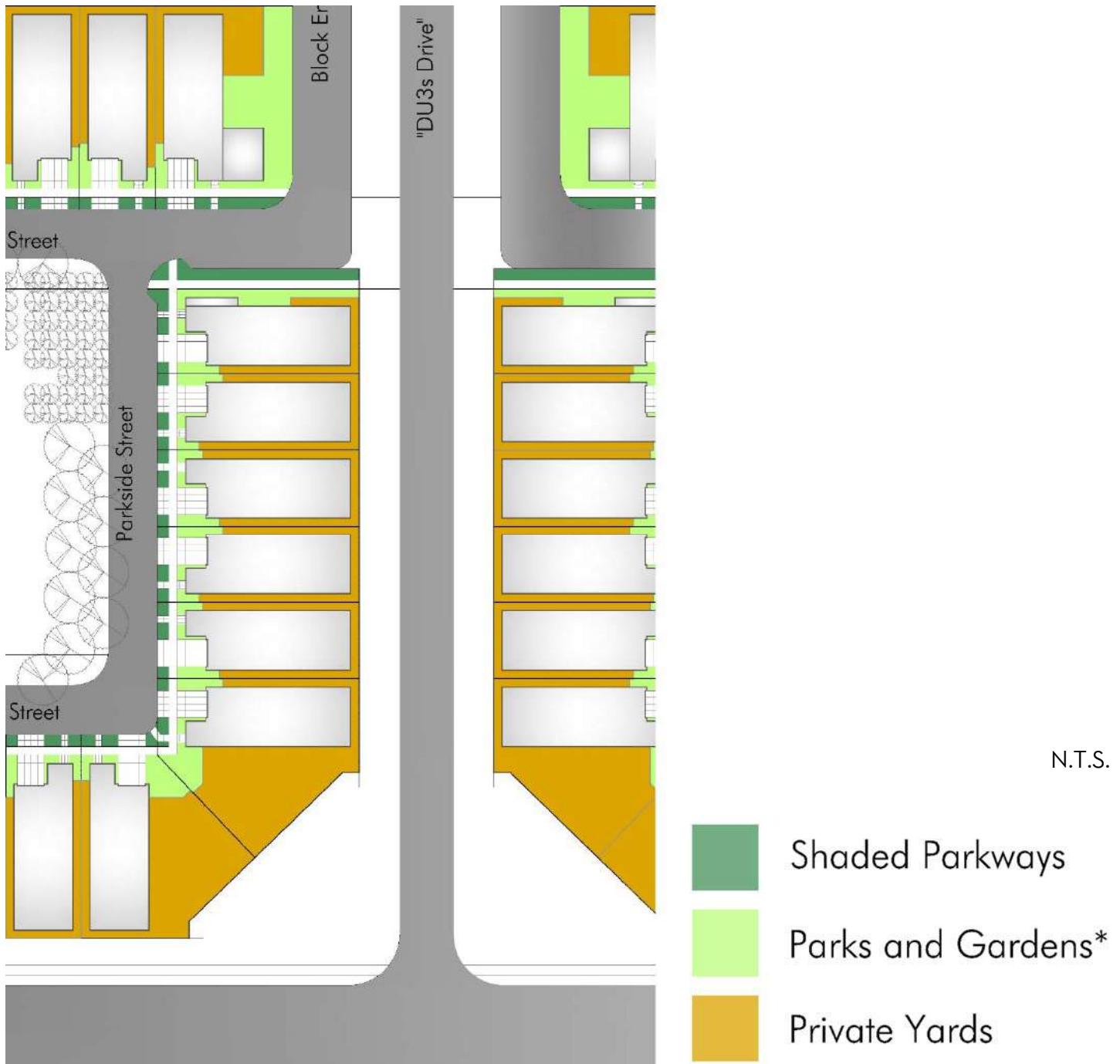
Notes: Lush landscape including lawn permitted in common areas and when placed to encourage the use of outdoor spaces

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.



# DU 3 South DUP

## Exhibit C.6 - Landscape Character - Private Spaces



### Notes:

\*The Parks and Gardens landscape type may be substituted for any other landscape character provided it is complementary to the architecture and appropriate to the setting.

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.

## DU 3 South DUP

### 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.7a - Landscape within Public Right of Way - Ray Road**. 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). All plantings with sight distance areas must meet the requirement of the City of Mesa.

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

An optional tall, decorative rear yard/neighborhood perimeter fence may be provided approximately ten (10) feet behind the sidewalk along Ray Road and Crismon Road. Side yard fences may be provided five (5) feet behind the sidewalk along Neighborhood Streets and Parkside Streets

#### 1. Ray Road

On Ray Road as shown in **Exhibit C.7a - Landscape within Public Right of Way - Ray Road**, the right-of-way includes approximately eighteen (18) feet behind face of curb. This space is part of the Shaded Boulevards landscape character, but interfaces with the Parks and Gardens landscape character near the Eastmark Great Park and outside of the area of DU3 South. 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 Eastmark Great Park.

Six (6) foot sidewalks will be provided along both sides of the street. Sidewalks on both sides will be detached from the curb typically by at least six (6) feet of landscape from face-of-curb. While the sidewalks will be generally parallel to the roadway, they may include staggered offsets to provide interest for the pedestrian.

# DU 3 South DUP

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



Along Central Neighborhoods

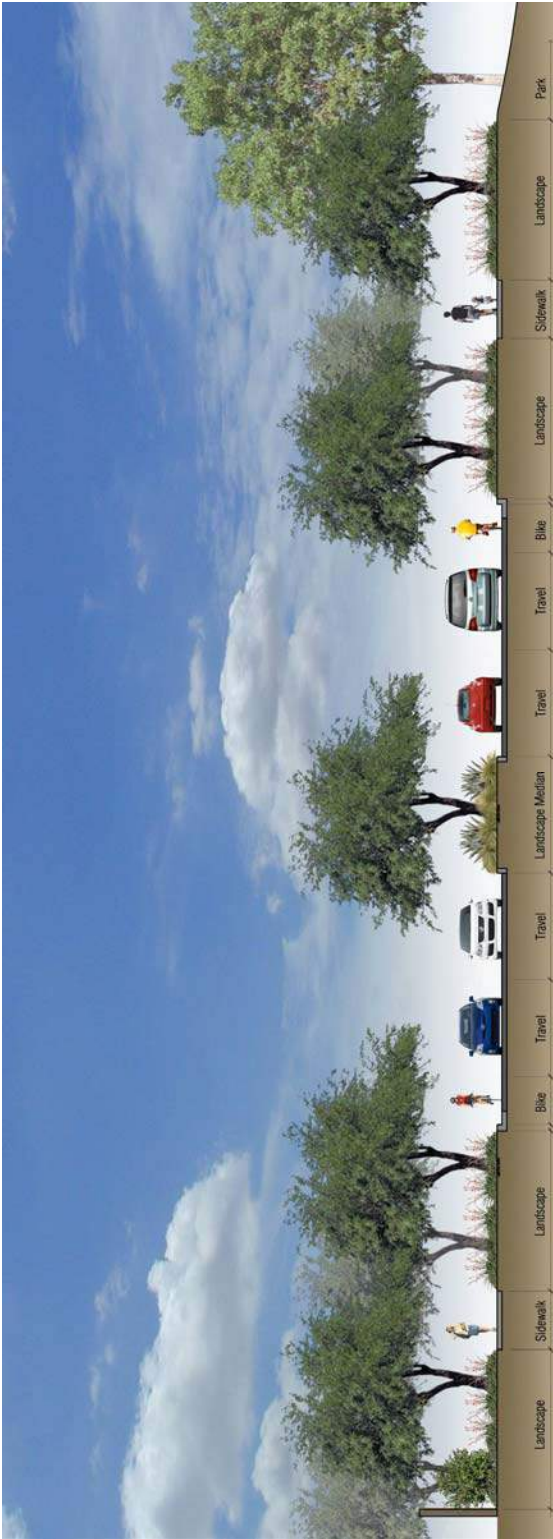
### 2. Crismon Road

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 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. 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 areas as shown in **Exhibit C.7b – Landscape within Public Right of Way –Crismon Road.**

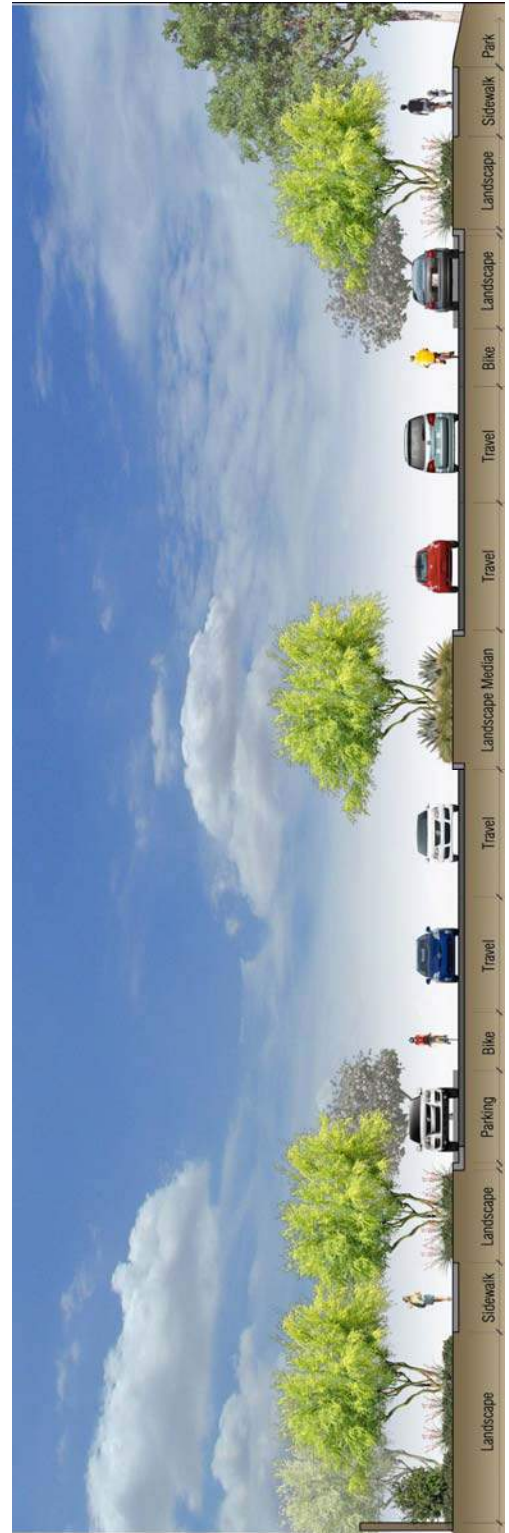
Six (6) foot sidewalks will be provided along both sides of the street. Sidewalks on both sides will be detached from the curb typically by at least six (6) feet of landscape from face-of-curb. The sidewalk on the park side may meander far from the road edge to engage the uses within or adjacent to the park.

# DU 3 South DUP

## Exhibit C.7b - Landscape within the Public Right of Way - Crismon Road



General Landscape along the Roadway



Accent Landscape along the Roadway



## DU 3 South DUP

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

The right-of-way shall be located at back of curb and shall not include landscaped areas. Landscape beyond the right-of-way shall typically be planted per the Shaded Parkways landscape character. Five (5) foot sidewalks will be provided along the sides of the street that engage the front of a home, an adjacent use or on at least one side of street when the street connects two blocks together. Sidewalks will typically be detached from the curb by at least six (6) feet of landscape from face-of-curb. The sidewalks will typically be parallel to the roadway. See Neighborhood Entries as shown in **Exhibit C.7c - Landscape within Public Right of Way - Neighborhood Entries**.

### 4. Parkside Streets

The right-of-way shall be located at back of curb and shall not include landscaped areas. Landscape beyond the right-of-way is intended to typically be planted per the Shaded Parkways landscape character in parkways and Parks and Gardens landscape character in wider landscape areas as shown in **Exhibit C.7d - Landscape within Public Right of Way - Parkside Streets**. Five (5) foot sidewalks will be provided along the house side of the street. Sidewalks will typically be detached from the curb typically by at least six (6) feet of landscape from face-of-curb. The sidewalks will typically be parallel to the roadway except on the park side where the sidewalk may meander far from the road edge to engage the uses within the park. Such sidewalks should not meander so far that “cross country,” unpaved routes are created and used by “through” pedestrians desiring a direct route.

# DU 3 South DUP

## Exhibit C.7c - 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

# DU 3 South DUP

## Exhibit C.7d - Landscape within the Public Right of Way - Parkside Streets



With Lawn along the Parkside



With Planting Beds along the Parkside

## DU 3 South DUP

### F. DU3 South Ownership and Maintenance Responsibilities

In private landscapes within DU3 South, maintenance shall be the responsibility of the landowner. In public landscapes within DU3 South, maintenance responsibilities shall be as outlined in Section 3.6, (c) of the Pre-Annexation Development Agreement between the City of Mesa and DMB Mesa Proving Grounds LLC and as further outlined in the Community Maintenance Agreement.

### 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 DU3 South 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 eight (8) feet in height shall be permitted along District and Arterial streets
- 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



## DU 3 South DUP

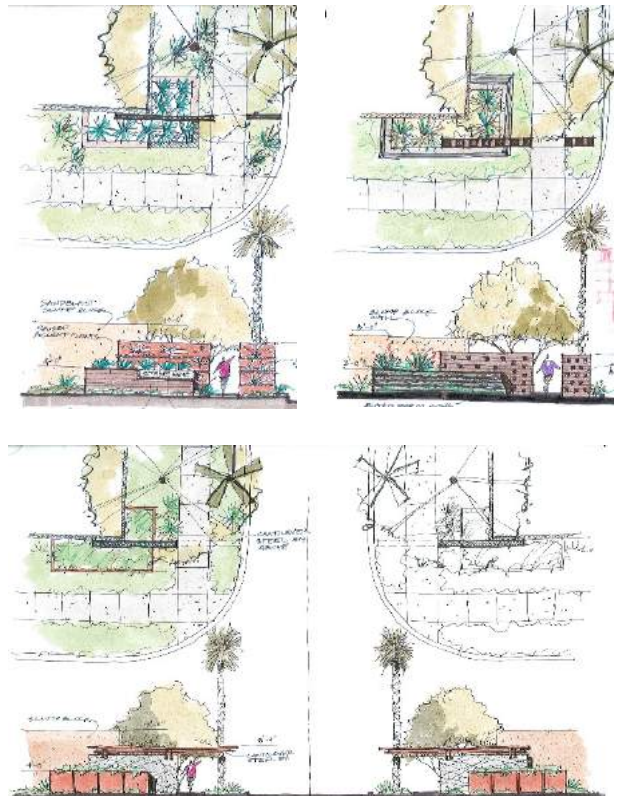
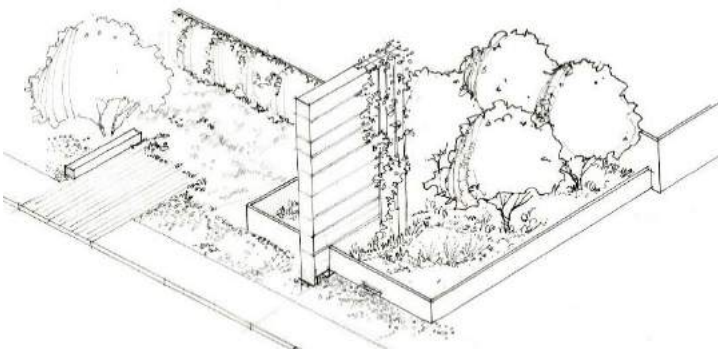


Electrical or mechanical yards that may be screened by a wall must also use vegetation to partially screen the wall. These solid enclosure walls are not permitted to be a dominate design element. Equipment that is taller than the wall that encloses them must be masked or complemented by landscape of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

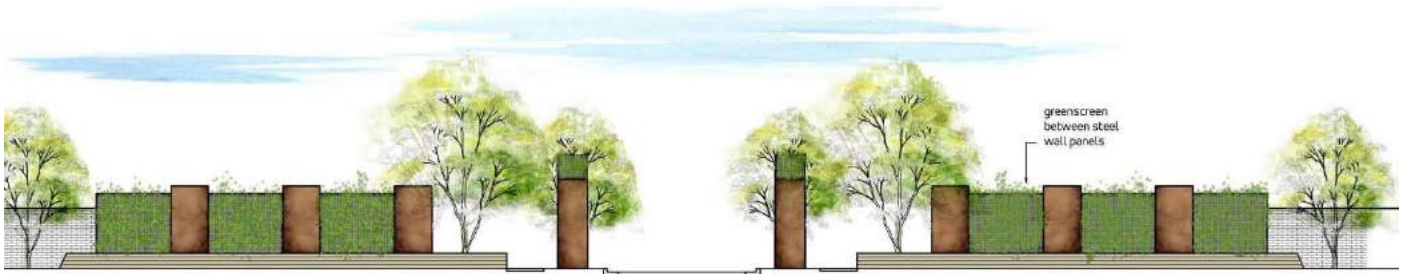
### 2. Sentinels

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 3 South DUP



## DU 3 South 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 DU3 South 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 DU3 South will be comprised primarily of the neighborhood park areas whose composition is described in detail in **Section C.2 - Common Areas**.

Because open spaces outside of the streetscapes in DU3 South are primarily park spaces, the landscape character of open spaces will be primarily Parks as described in **Section C.3 B. - Plant and Landscape Character**. The park areas in DU3 South will also include pockets of natural desert to contrast the formal park plantings. These natural pockets will likely occur at the edges and corners of the park spaces. The parks may also include low lying areas especially when the park is also used to store 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 DU3 South.

#### 1. Hardscape

Hardscape in the streetscape and open spaces of DU3 South will primarily be standard gray concrete. In walkways, the hardscape may be scored to create two (2) by two (2) to three (3) by three (3) panels to reduce the visual size of the pavement. Colored or textured concrete is not required but may be used in the private open spaces and neighborhood parks. The use of alternative paving materials such as brick, flag stone, paving stones, and concrete pavers in areas where people gather and linger should be encouraged. The use of alternative paving materials in the roadways is not anticipated, but may be permitted with the approval of the City Engineer and City Traffic Engineer and may be used to strengthen the threshold effect at neighborhood entries or to slow traffic and draw attention to important social locations.

#### 2. Street Furniture

Street furniture along the streetscape in DU3 South 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 DU3 South, 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 DU3 South.

## DU 3 South DUP

### 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 DU3 South is not required in every park, but when present, will be appropriate to its setting. In neighborhood parks, the park spaces are designed as intimate settings. Simple play structures such as swings and slides complimented by the occasional small, decorative play structure are more fitting for these spaces. The grand regional activities and spaces of the Eastmark Great Park are more appropriate for grand, age targeted play structures. Whenever possible, these structures should be incorporated into or surrounded by landscape elements so they are not a void in the natural fabric of the community.

### 6. Water Features, Ponds and Fountains

Within DU3 South, Water features, ponds and fountains are only anticipated in open spaces, and are not typically a part of the streetscape unless a window into adjacent open spaces is provided.

Fountains are not required in DU3 South, but may be a regular part of open space settings. When present in neighborhood parks, fountains should be scaled appropriately to the size of the space and provide tranquil locations to linger in the park. Fountains should generally anchor human activity centers or accentuate socially important locations within the community.

### 7. Foundation Base (Landscape)

Along the streetscapes of DU3 South, 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 DU3 South 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.



## DU 3 South DUP

### 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 DU3 South, Street trees will predominately line the roadways (in organic or formal patterns) and be planted very close to the back of curb to minimize the visual width of the roads. As such, in most cases the minimum required Street Perimeter Landscaping will be provided by these street trees and the landscape planted beneath them in the parkways. Because private driveways and pedestrian plazas are anticipated in DU3 South, large portions of the landscape under the trees may paved, turf or planted in flower beds. The remaining vegetation areas should be heavily planted so that they appear to be well kept garden spaces or dense natural clusters. Planting in these areas, while not required to exceed the minimum requirements, may often need to be much denser (one plant per twenty (20) square feet) to create this overall effect. Landscape within walled courts or yards that are not visible from adjacent public areas is not required. Such courts may be enclosed by walls, gates, fences or dense vegetation hedges.

### J. Minimum Plant Size

Landscape standards including minimum plant size and quantity, parking area landscape and street perimeter landscape shall be per Section 12 - Landscape Standards, of the CP. Due to the fast growing nature of desert trees in the DU3 South plant palette, the minimum size for required trees may be smaller if exchanged for an additional quantity of trees as outlined in the City of Mesa zoning ordinances.

When hedges are used in the landscape, to ensure that trees utilized for “hedge” purpose have sufficient opportunity to be trained via controlled pruning and maintenance, it is appropriate to reduce the “typical” standard minimum plant size to allow for fifteen (15)-gallon minimum plant size in DU3 South in exchange for an additional quantity of trees. An example of this is a hedge planted at a density of one (1) tree per twelve (12) linear feet of hedge with fifteen (15) gallon trees for the “Street Perimeter Landscaping”.








# DU 3 South DUP






## Exhibit C.8 - DU3 South Plant Palette

(Note: Linear Arroyo and Riparian area are not designated in Du3 South, however, plants from these palettes may be utilized)









### 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			








## DU 3 South DUP

		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									
Celtis reticulata 	Canyon Hackberry	x	x	x	x	x	D	x		
Cercidium(see Parkinsonia)	Palo Verde									
Chilopsis linearis 	Desert Willow	x	x	x	x	x	D	x	x	
Chilopsis linearis 'Bubba' 	Desert Willow	x	x	x	x	x	D	x	x	
Chilopsis linearis 'Lucretia Hamilton' 	Desert Willow	x	x	x	x	x	D	x	x	
Chitalpa tashkentensis 	Chitalpa	x	x	x			D	x	x	
Cupressus arizonica 	Arizona Cypress			x			E			








## DU 3 South DUP

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
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		
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		








## DU 3 South DUP

		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									
										
Juniperus monosperma	One Seed Juniper			x	x	x	E			
										
Olea europa 'Swan Hill'	Swan Hill Olive	x	x	x			E	x		
										
Olneya tesota	Ironwood	x	x	x	x	x	E	x	x	
										
Parkinsonia floridum	Blue Palo Verde	x	x	x	x	x	D	x	x	
										
Parkinsonia hybrid "Desert Museum"	Desert Museum Palo Verde	x	x	x	x	x	D	x	x	
										
Parkinsonia microphyllum	Foothills Palo Verde			x	x	x	D		x	
										
Pinus eldarica	Afgan Pine, Eldarica Pine	x	x	x			E	x		




## DU 3 South DUP

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

## DU 3 South DUP







		Landscape Character					Tree Class			
		Shaded Parkway	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D=Deciduous	Canopy	Accent	Palm
BOTANICAL NAME	COMMON NAME									
										
<i>Quercus emoryii</i>	Emory Oak	x	x	x			E	x		
										
<i>Quercus virginiana</i>	Live Oak	x	x	x			E	x		
										
<i>Salix exigua</i>	Coyote Willow				x	x	D			
										
<i>Salix gooddingii</i>	Goodding's Willow			x	x	x	D	x		
										
<i>Tipuana Tipu</i>	Tipu			x			D	x	x	
										
<i>Ulmus parvifolia</i>	Chinese Elm	x	x	x			D	x		
										

## DU 3 South DUP








		Landscape Character					Tree Class			
		Shaded Parkway	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D= Deciduous	Canopy	Accent	Palm
BOTANICAL NAME	COMMON NAME									
Ulmus parvifolia 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 3 South 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 3 South 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 3 South DUP

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

## DU 3 South 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 3 South DUP

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

## DU 3 South DUP

### 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				
Anisacathus 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		

## DU 3 South DUP

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

## DU 3 South DUP

### 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 desmentiana	Agave		x	x	x		E		x		
Agave geminiflora	Twin Flowered Agave	x	x	x			E		x		
Agave parryi 'Truncata'	Parry's Agave	x	x	x	x	x	E		x		
Agave schidigera '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		
Dasyliirion quadrangulatum	Toothless Desert Spoon		x	x			E		x		
Dasyliirion texanum	Green Desert Spoon		x	x			E		x		
Dasyliirion wheelerii	Desert Spoon		x	x	x		E		x		
Dietes bicolor	Fortnight Lily	x	x	x			E		x		
Echinocactus grusonii	Golden Barrel Cactus		x	x			E		x		
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 antisiphilitica	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		



## DU 3 South DUP

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

## DU 3 South DUP

### N. Perennials and Groundcovers

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	
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		

## DU 3 South DUP

### O. Grasses

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

## DU 3 South DUP

### 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
<i>Antigonon leptopus</i>	Queen's Wreath Vine		x	x	x	x	D		x	
<i>Bougainvillea</i> spp.	Bougainvillea		x	x	x		D		x	
<i>Campsis radicans</i>	Trumpet Vine		x	x			D		x	
<i>Ficus pumila</i>	Creeping Fig Vine	x	x	x			E		x	
<i>Gelsemium sempervirens</i>	Caroline Jasmine	x	x	x			E		x	
<i>Hardendergia violacea</i>	Lilac Vine	x	x	x			D		x	
<i>Lonicera japonica</i> 'Halliana'	Hall's Honeysuckle	x	x	x			E		x	
<i>Macfadyena unguis-cati</i>	Cat's Claw	x	x	x	x	x	E		x	
<i>Mascagnia macroptera</i>	Yellow Orchid Vine	x	x	x			E		x	
<i>Parthenocissus</i> sp. Hacienda	Hacienda Creeper	x	x	x	x		E		x	
<i>Passiflora caerulea</i>	Passion Vine	x	x	x			E		x	
<i>Podranea ricasoliana</i>	Pink Trumpet Vine	x	x	x			E		x	
<i>Rosa banksiae</i>	Lady Banks Rose	x	x	x			D		x	
<i>Solanum jasminoides</i>	White Potato Vine	x	x	x			E		x	
<i>Trachelospermum jasminoides</i>	Star Jasmine	x	x	x			E		x	
<i>Vigna caracalla</i>	Snail Vine	x	x	x			D		x	
<i>Vitis</i> sp. 'Roger's Red'	Roger's Red Vine (grape)		x	x			D		x	

### Q. Prohibited Plant List

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

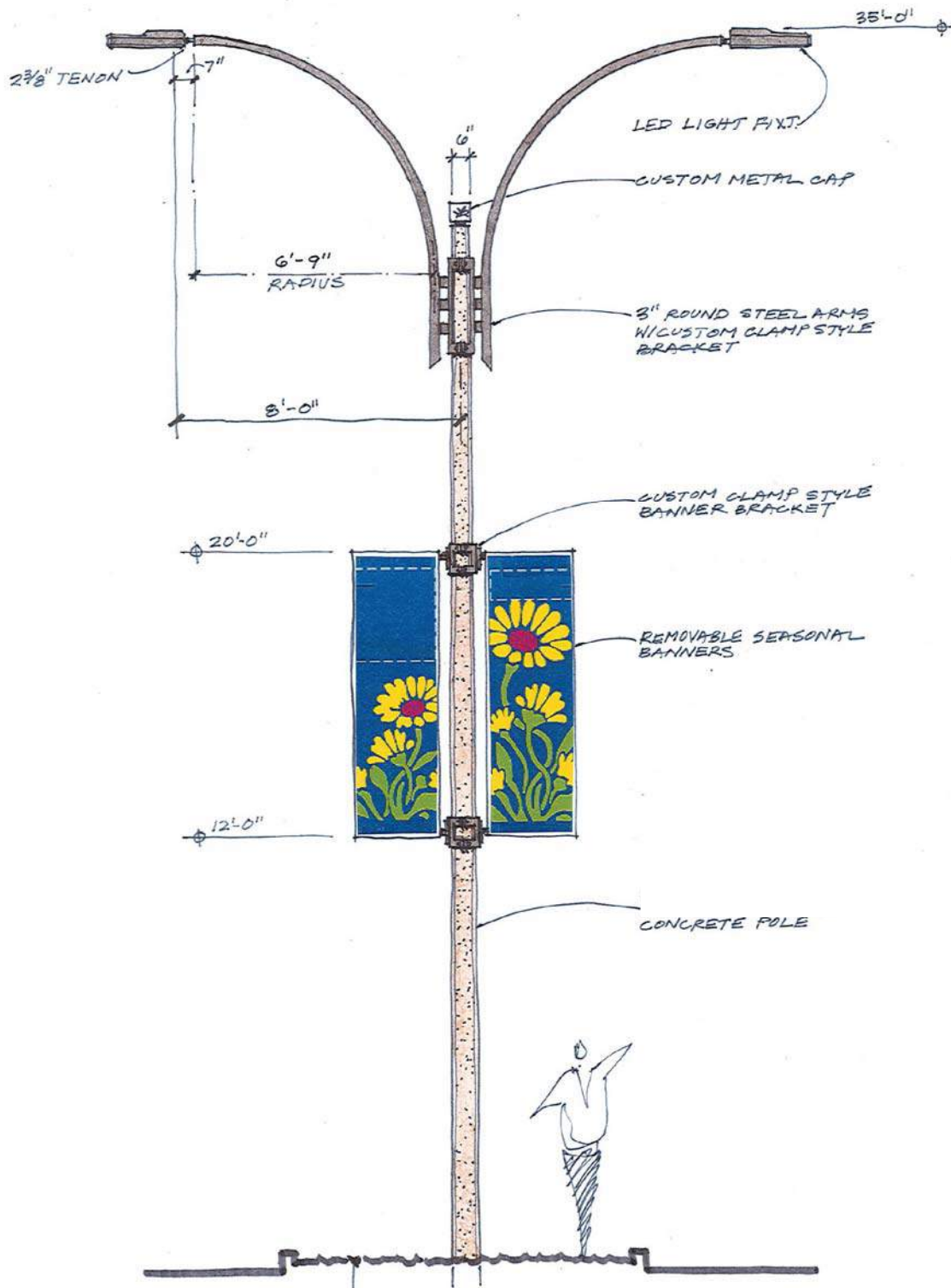
## C.4 Lighting

Lighting within the right-of-way along Ray Road and Crismon Road shall typically be placed in center of the raised median.

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**. The right-of-way of perimeter streets shall be illuminated per City of Mesa standards. The use of slim L.E.D street lighting fixtures is encouraged in the right-of-way to be consistent with Eastmark's Vision for sustainability.

# DU 3 South DUP

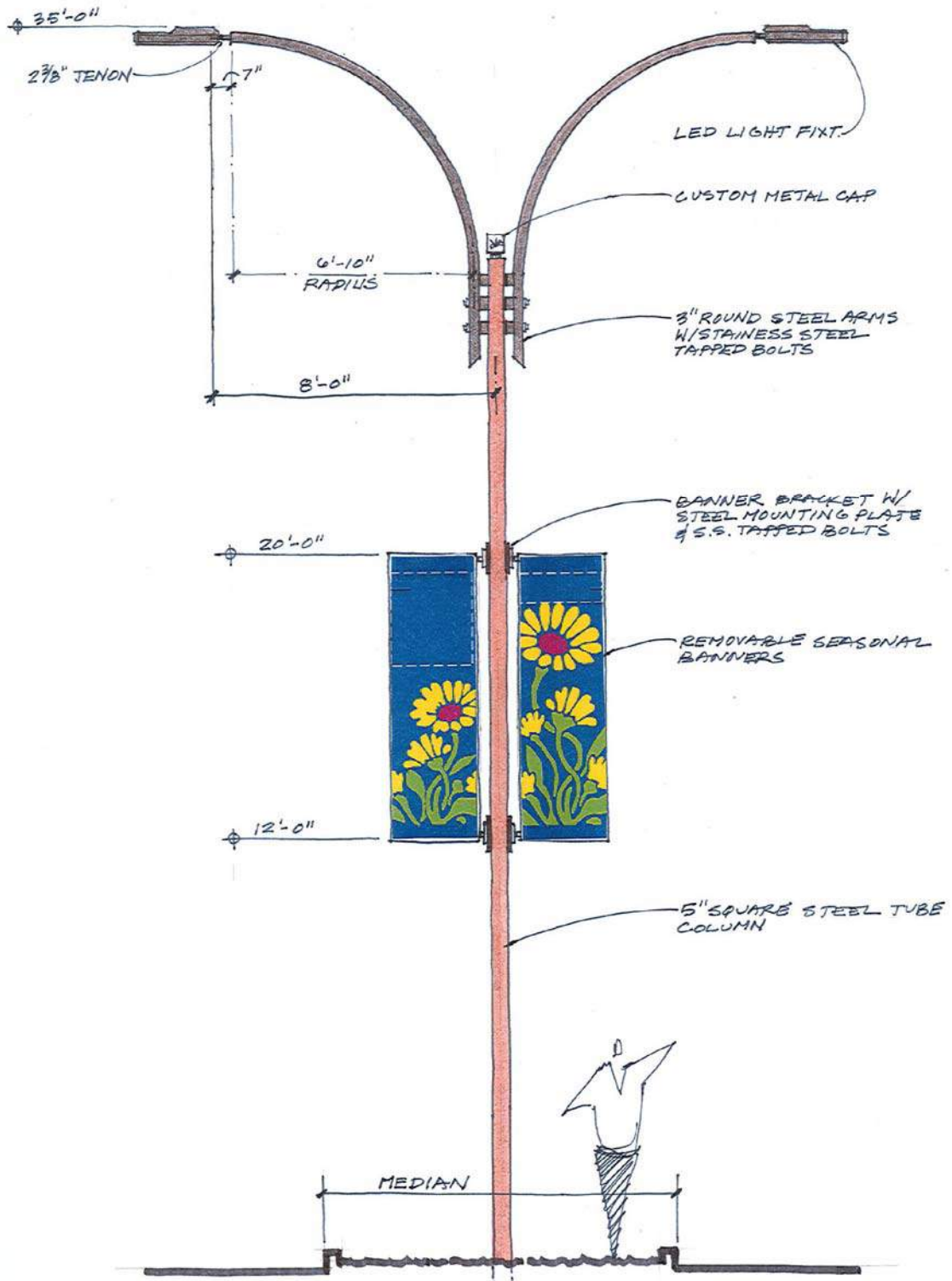
Exhibit C.9a - Major Street Lighting - Concrete Pole



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

# DU 3 South DUP

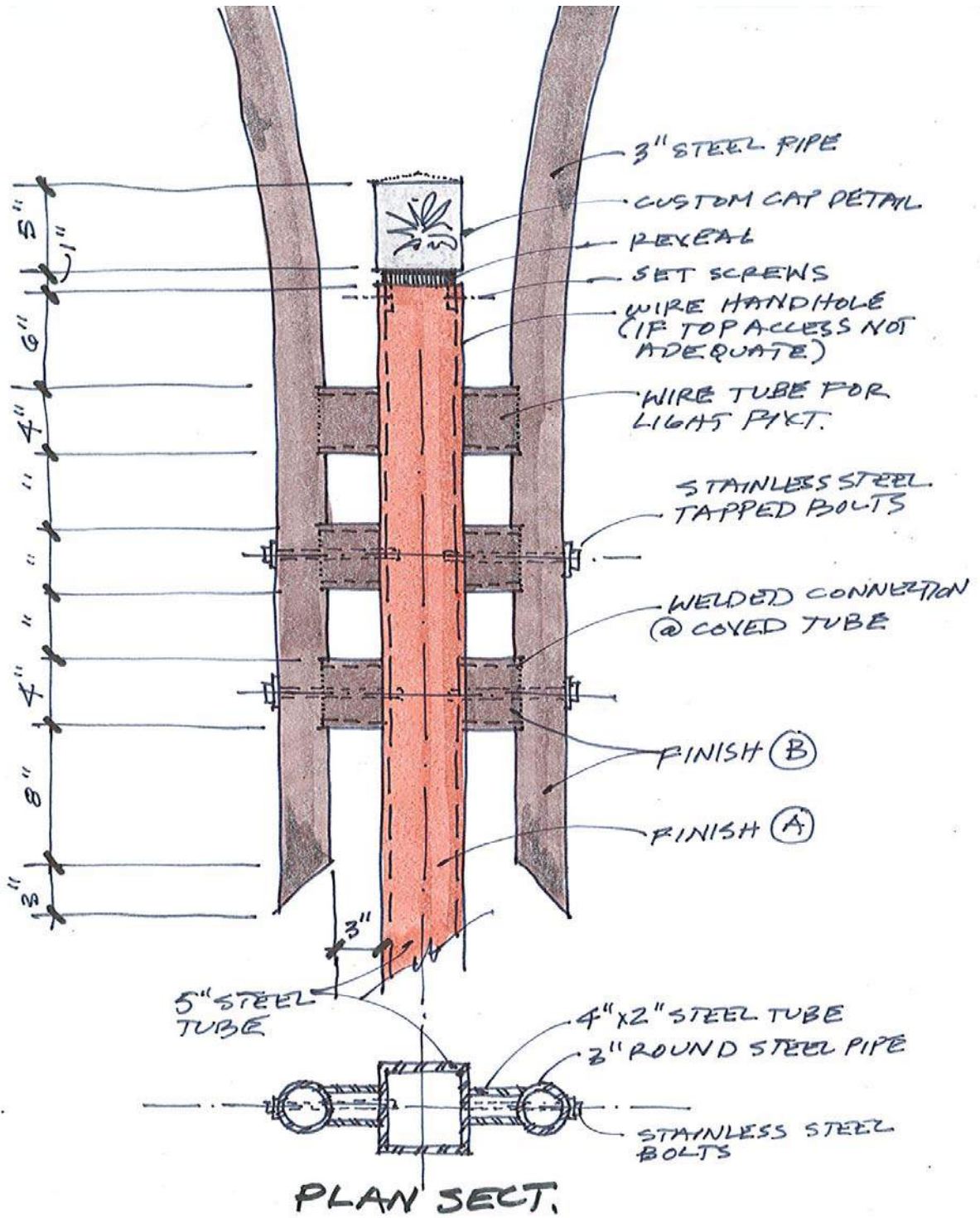
## Exhibit C.9b - Major Street Lighting - Metal Pole



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

# DU 3 South DUP

## Exhibit C.9c - Major Street Lighting - Details



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

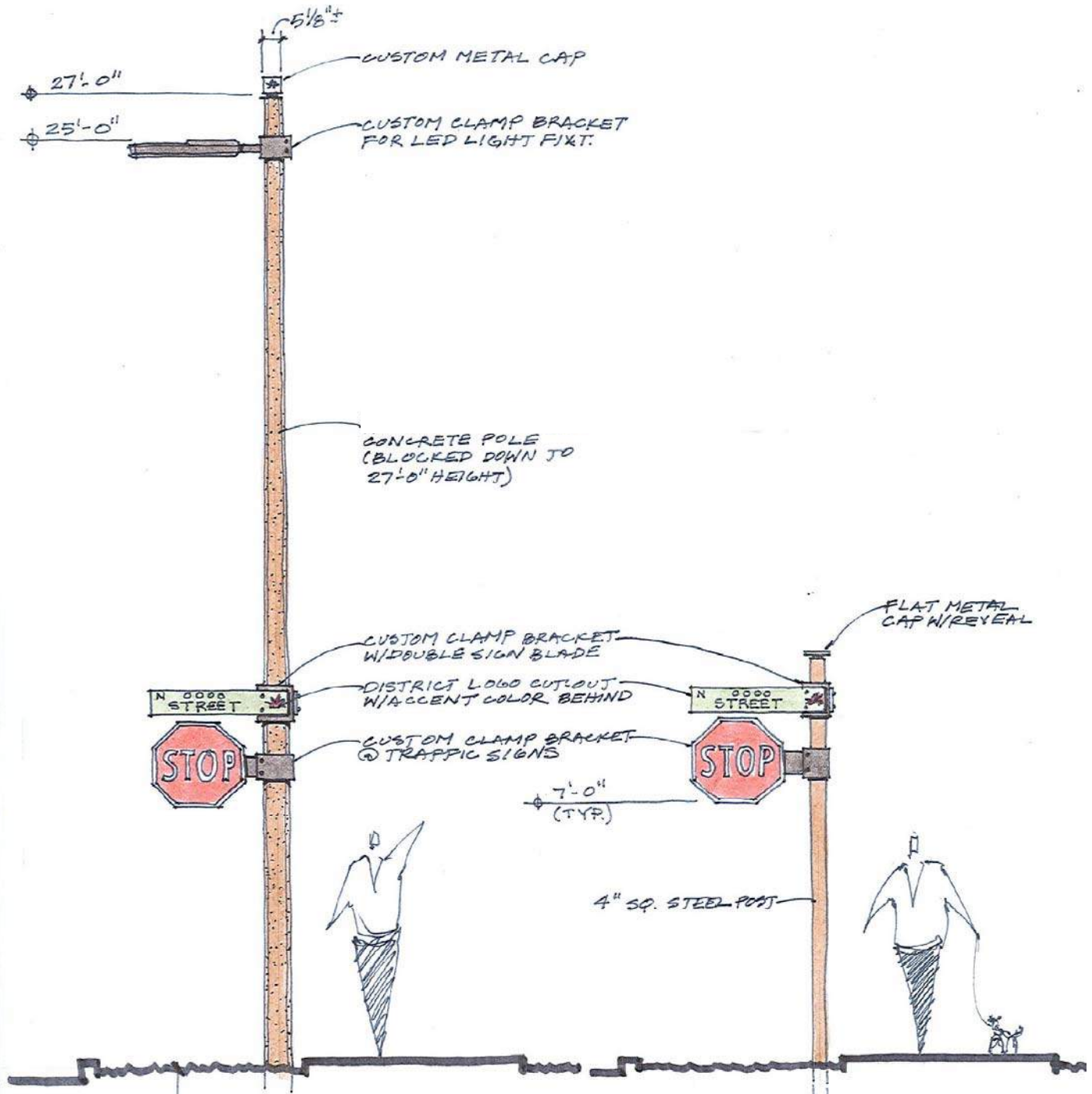


## DU 3 South DUP

Interior Roadways in DU3 South 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**. The use of slim L.E.D street lighting fixtures is encouraged in the right-of-way to be consistent with Eastmark's Vision for sustainability.

# DU 3 South DUP

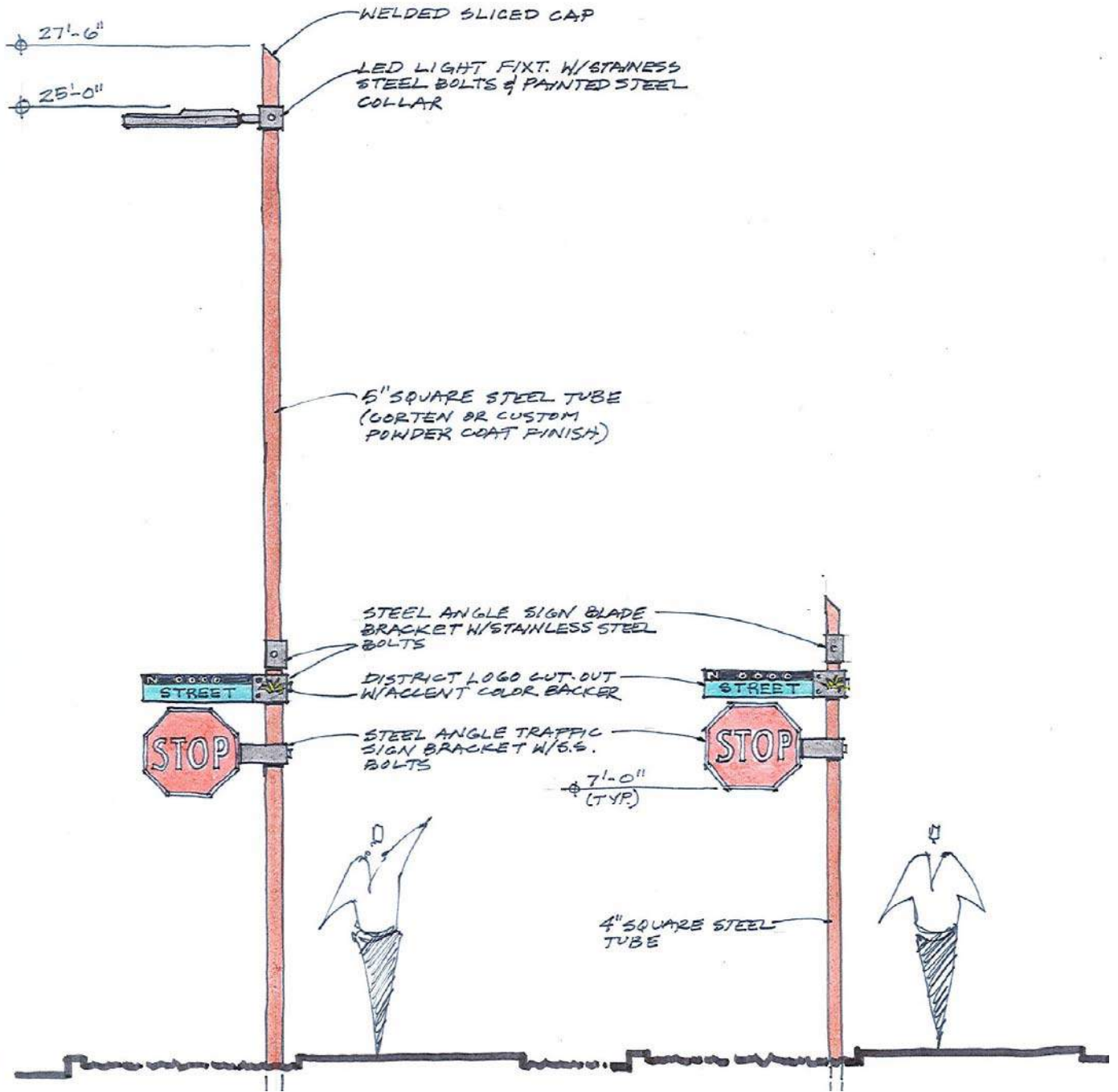
## Exhibit C.10a - Interior Roadway Lighting - Stone Pole



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

# DU 3 South DUP

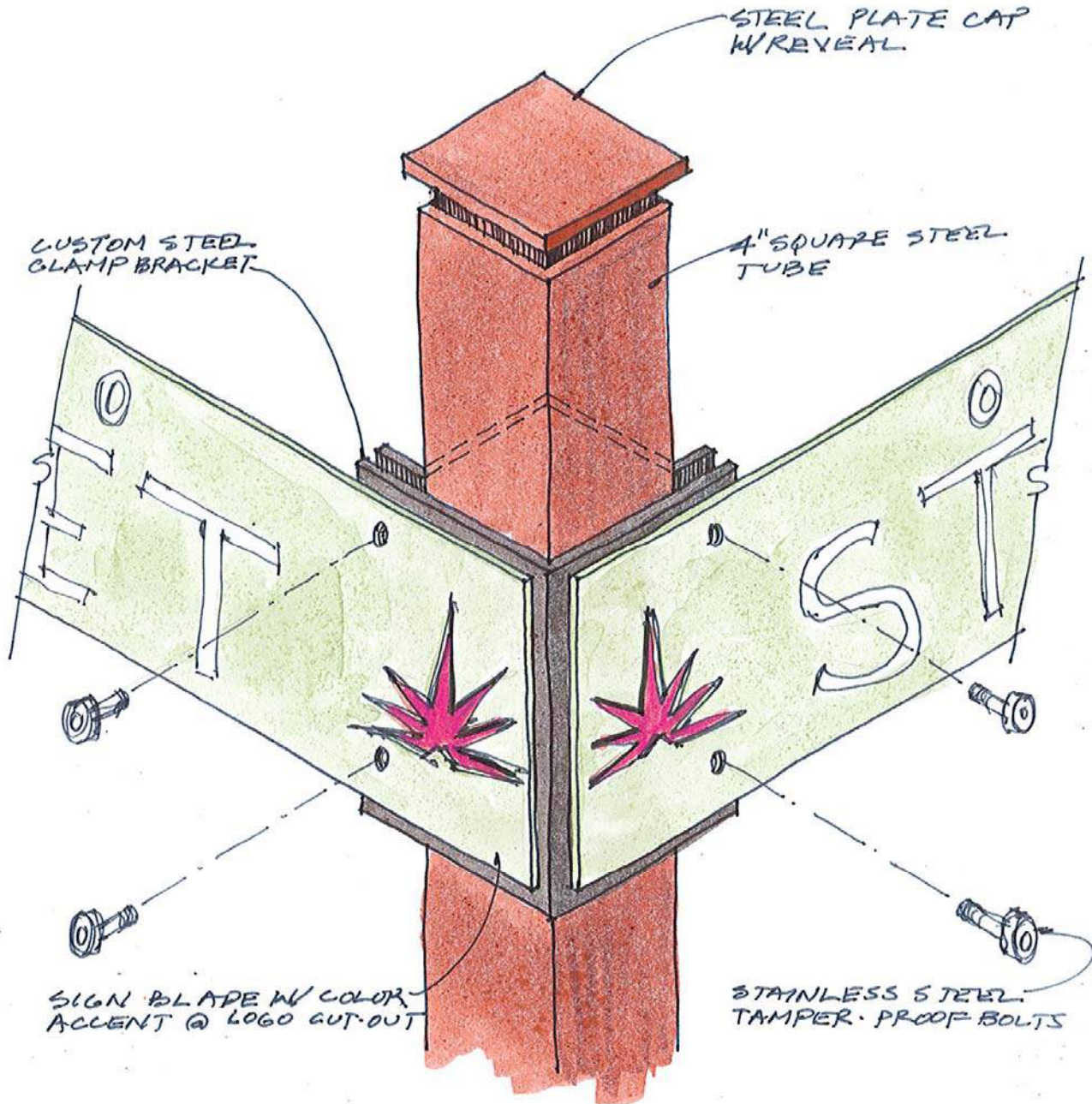
## Exhibit C.10b - Interior Roadway Lighting - Metal Pole



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

DU 3 South DUP

Exhibit C.10c - Interior Roadway Lighting - Details



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

## DU 3 South DUP

Areas within DU3 South in addition to the perimeter road right-of-ways and the internal roadway right-of-ways, shall generally fall into the Entry Drive and Park Lighting character zone as depicted on **Exhibit C.11 - Lighting Character**. Light fixtures and poles in the interior areas of DU3 South will be consistent with those in use in DU7 and shall typically be of the character depicted here or will be painted or power coated in a dark bronze or copper hue. Metal elements of these fixtures shall not be reflective and should have a matte finish. Maximum standard heights shall be appropriate to the surrounding context. Metal halide lamps and slim LED fixtures are encouraged; high-pressure sodium lamps are discouraged. 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 DU3 South. 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.

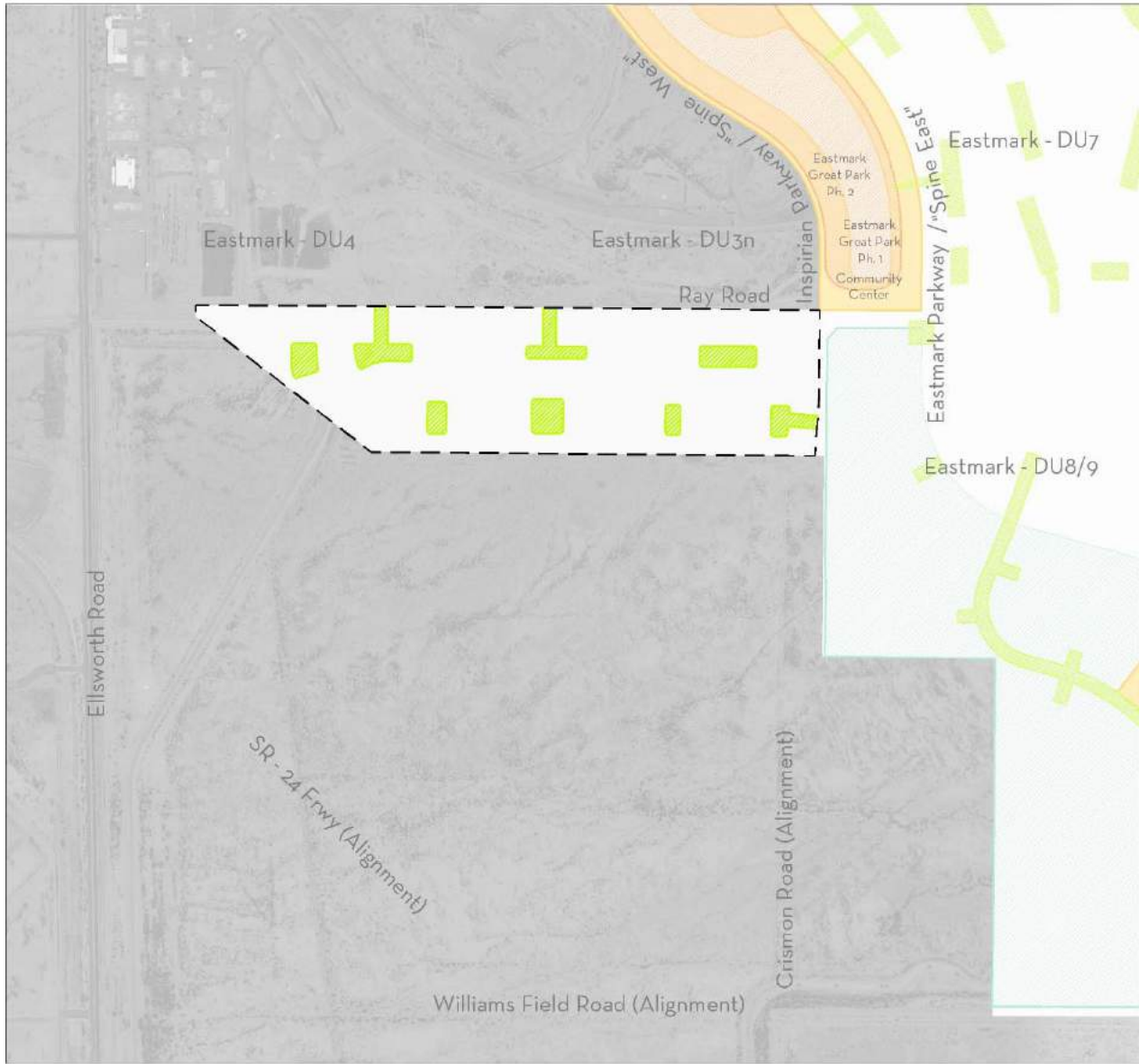
### B. Dark/Security Lighting

The large areas of DU3 South 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.

# DU 3 South DUP

## Exhibit C.11 - Lighting Character

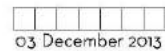
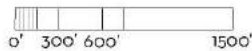


Entry Drive and Park Lighting

**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 DU3 South 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 DU3 South, 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 DU3 South is based on the **Exhibit C.1 - Memory Points and Ordinary Elements Diagram**. DU3 South 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. Most buildings in DU3 South 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 DU3 South 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 DU3 South is mostly expressed through the pattern of the blocks, echoed in the individual buildings and accented by the neighborhood parks. This pattern is created as a result of using the streets to extend the neighborhood parks into the neighborhood.

As central neighborhoods, urban integration will take the form of a series of neighborhoods well connected by pedestrian routes. 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.

Within DU3 South the play of shade and shadow will be most noticeable in the continuous street tree experience accented by Evergreen and Accent tree classes. The required landscape palette blends soft round shapes with strong pointed ones. This required complexity of form is intentional to create fine-grain shadow patterns that can play against the repetitive teeth of the building canvas. The play of shadow will be contrasted against the open lawns and recreation areas of the parks. These spaces will provide the ability to capture long views of the distant peaks. The play of shade and shadow will be expressed in built forms such as awnings, shadow lines, eaves and trellises.

## DU 3 South DUP

The design character of DU3 South, 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 DU3 South, 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 DU3 South should incorporate modern integrated buildings systems whenever possible and efficient.

### B. Building Form

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

Elevation diversity is encouraged and will be consistent with standards imposed in DU7. 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 will incorporate an appropriate amount of detail on rear/side elevations consistent with the architectural design demonstrated in DU7. If rear/side elevations are visible from adjacent streets, golf course or common areas, they will include an amount of detail that is in keeping with the street elevation character as demonstrated in DU7.

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 3 South DUP



## C.6 Signage

There are five (5) distinct types of signage anticipated in DU3 South:

- 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

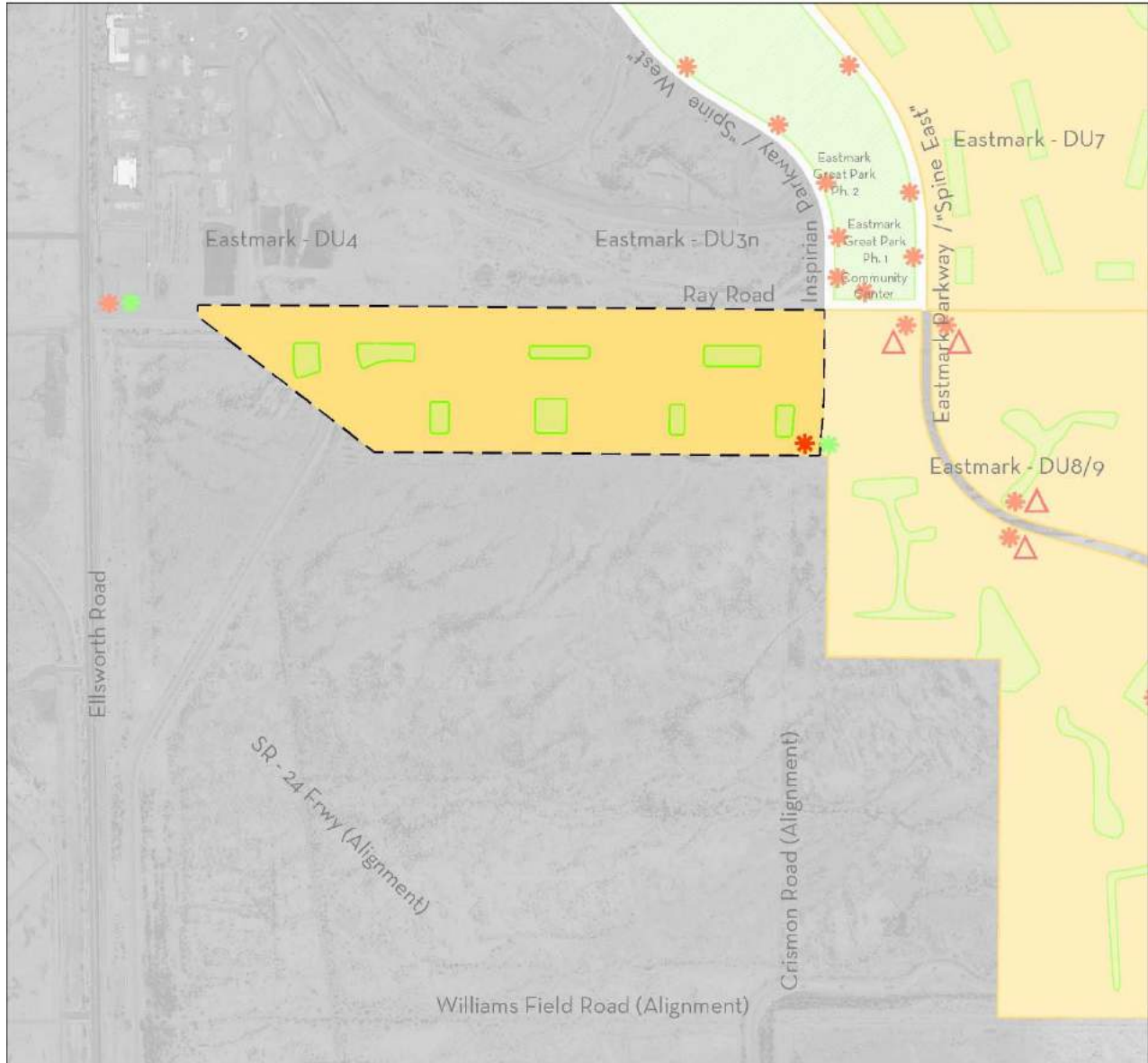
All signs shall be appropriately sized to fit on the building or wall mass to which they are attached or the opening in which they are hung. Directional signage shall typically be sized for readability of users on adjacent roadways or sidewalks. Sign placement in DU3 South is anticipated as shown on **Exhibit C.12 - 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, and D. 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 and D. 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 and D. Signage must be designed holistically to create a single artful expression in the landscape and on the building façade even though it may include several sign elements. 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 and D. Attached Wall-Mounted Signs may also include mural, artistic neon, cabinet sign or canopy sign types. Signs must meet the signage requirements for DU3 South below. This sign type is generally not permitted in LUG 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 DU3 South from perimeter streets in LUG OS, CS and D. Sign type, color and materials must complement the materials of the surface the sign is mounted to. Halo lighted signs are encouraged when illumination is used. 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 DU3 South 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 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 DU3 South. 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 DU3 South below. Signs in public easements or right-of-way may require an encroachment permit from the City of Mesa.

# DU 3 South DUP

## Exhibit C.12 - Potential Signage

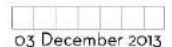


-  Private Signage in Neighborhoods
-  Neighborhood Park Identification Monument
-  Detached Freestanding/Monument Signs (landscape) (Amenity Center and Associated Uses)
-  Eastmark Community Entry Monument / Urban Marketing Directionals
-  Sentinel / Enclave Signage \*

Notes: Internal directional and security signage may be used throughout DU 8/9.

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.

\* Not included in this DU



## DU 3 South DUP

### 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 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.12 – Potential Signage**, to create a holistic artful expression in the landscape and on the building façade

## DU 3 South DUP

- 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

### 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. Triple Message Signs
19. 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 DU3 South, all of the perimeter streets and all internal streets will be public roadways although, it is possible that the internal roads would be private. The streets that are internal to the DU will generally be local neighborhood streets, and accessible to the public. If the internal roads are private, that may be gated subject to approval by the City. The internal streets typically will have access from Ray Road and Crismon Road into the DU. Public roadways will have right-of-way/easement dedications provided per the CP. Additionally, streets are designed to comply with City of Mesa standards (M-62.01 to M-62.07) for solid waste collection vehicles or as allowed in the CMP. Roadways are in compliance with the CMP and have been designed to allow for access for fire apparatus.

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

Refer to **Exhibit D.1 – DU3 South Transportation Plan**

#### A. Ray Road

- North boundary of DU3 South
- Six Lane Perimeter Arterials
- 65' - 75' wide 1/2 street ROW (other half part of DU3 and 4)
- 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 commercial and multi-family uses on the north.
- Bus stops may be located near the intersections with Crismon Road/Inspirian Parkway to accommodate the Eastmark Great Park users. If bus service is provided along the length of Ray Road, bus stops may also be located to align with neighborhood entries. Bus service shall be as determined by the transit authority.

#### B. Crismon Road

- Eastern boundary of DU3 South
- 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 to the Eastmark Great Park
- One neighborhood and parcel entry with full turning intersections is anticipated
- Not likely to have a tight urban cross-section because of the uses on either side
- Bus stops may be located near the intersections with Ray Road to accommodate the Eastmark Great Park users. If bus service is provided along the length of Crismon Road, informal "flag" bus stops may also be located to align with neighborhood entries. Bus service shall be as determined by the transit authority.

## DU 3 South DUP

### C. Internal Streets

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

#### 1. Internal Streets - Entry Drives

- Provide access to neighborhoods from perimeter streets
- Two-Way Neighborhood Street
- ROW will be located at back of curb (approximately 23' back of curb to back of curb)
- No Median
- Vertical Curb
- No Parking
- No Bike Lanes
- Medium volume, low speed vehicular traffic street
- Pedestrian activity moving along the length of the street varies based on location - east-west Entry Drives providing access between neighborhoods
- Roadways often tee into cross traffic on the neighborhood end or transition to standard neighborhoods streets out after crossing a neighborhood park
- Bus stops may be located at intersections with major streets - Bus service shall be as determined by the transit authority

#### 2. Internal Streets - Standard Neighborhood Streets

- Standard Neighborhood Street section in DU3 South
- 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

#### 3. Internal Streets - Park Side Streets

- Provide access to along and around neighborhood parks
- Two-Way Neighborhood Street
- ROW will be located at back of curb (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

## DU 3 South DUP

### 4. Internal Streets - Block End Streets

- Provide connections between blocks in DU3 South, used to provide visual relief into neighborhoods from perimeter roadways and landscape areas, used to provide pedestrian connectivity without providing automobile connectivity
- Two-Way Neighborhood Street
- ROW will be located at back of curb (approximately 23'-35' back of curb to back of curb)
- No Median
- Rolled Curb
- No Parking required, 7' Parallel Parking on may be provided on one or both sides
- No Bike Lanes
- Medium to low volume, low speed vehicular traffic street
- Pedestrian activity moving along the length of the street varies based on location but is often low when Block End Streets are used to visually open up the neighborhood to perimeter streets or to provide through pedestrian only access.
- Roadways are often short and typically have limited driveway conflicts
- No Bus stops anticipated - Bus service shall be as determined by the transit authority



# DU 3 South DUP

## D.2 Intersections

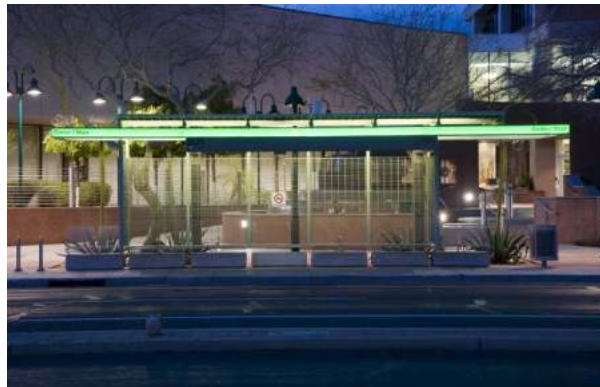
DU3 South shall be accessed primarily from the Perimeter Roadways as shown on **Exhibit D.1 - DU3 South Transportation Plan**. It is anticipated that:

- Two (2) drives will access DU3 South from Ray Road
- One (1) drive will access DU3 South from Crismon Road

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.1 - DU3 Transportation Plan**. It is anticipated that the easternmost access will be aligned with a road that proceeds north of Ray and is signalized. It is anticipated that the western access along Ray will not be signalized and will be a right/out only. Specific locations and movements will be determined at the final plat stage.

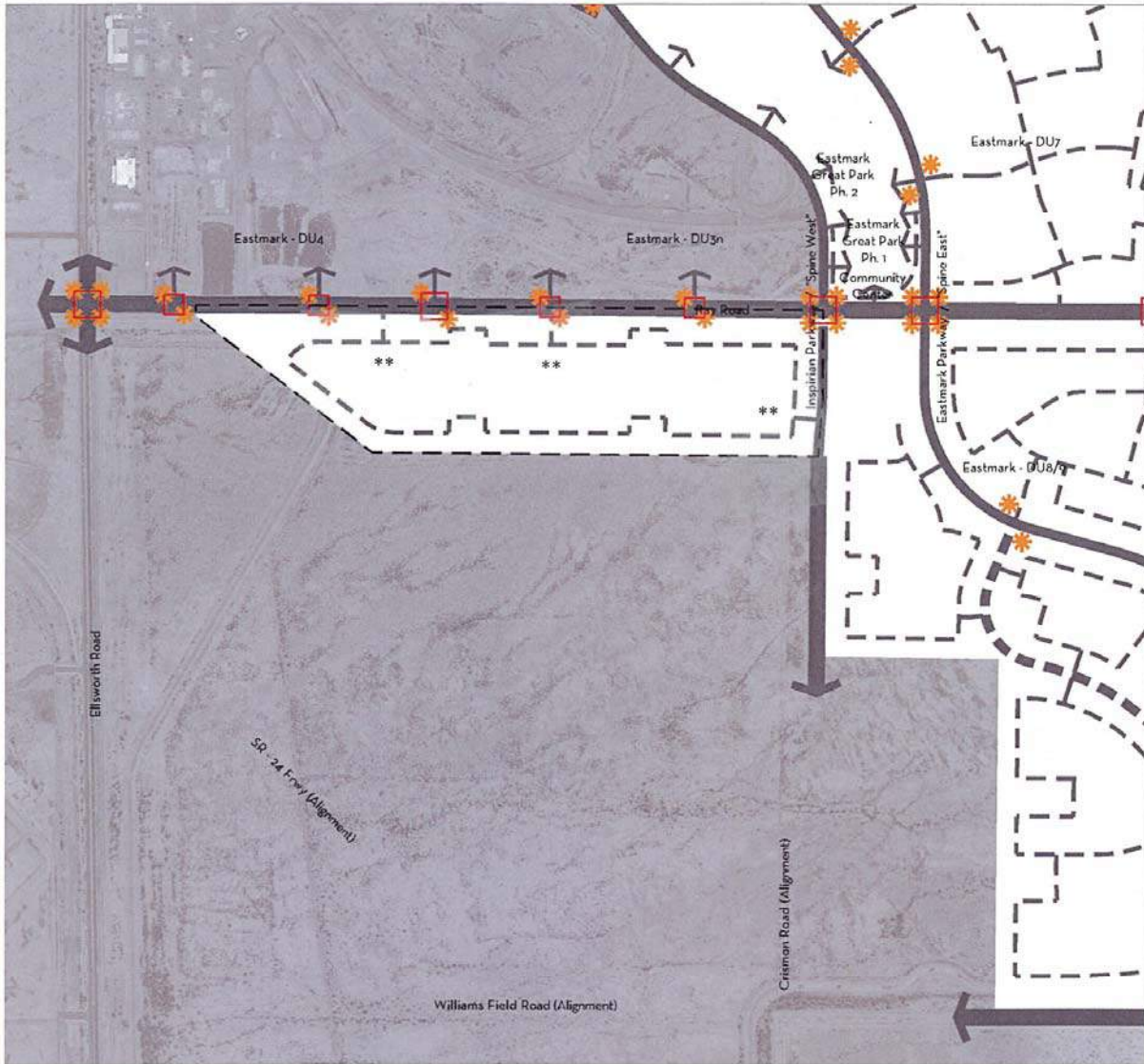
## D.3 Street and Circulation Phasing

Street and circulation improvements shall be phased and developed with adjacent development as shown on **Exhibit D.2 - Street and Circulation Phasing**. It is anticipated that the Crismon Road improvements will be developed in conjunction with the development of DU3 South.



# DU 3 South DUP

## Exhibit D.1 - DU3 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

Potential Signalized Intersection

Potential Bus / Transit Stop

Interior Roadways, Driveways and Access\*

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

\*\*Centerline distances from entry drives to the intersection of Ray Road/Crismon Road will be finalized at the time of final plat



26 September 2015

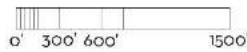
# DU 3 South DUP

## Exhibit D.2 - 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. Specific Phasing and Timing May be Altered Based Upon Approvals by the City of Mesa

- Phase 1 - Ray Road - south half
- Phase 2 - Inspirian Parkway / "Spine West" - west half



26 September 2013

## Section E DU Drainage Plan

The DU3 South 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 DU3 South shall be accommodated within the DU.

Refer to “Master Drainage Report for Mesa Proving Grounds,” dated December 20, 2011 and revised December 16, 2013 - prepared by Wood, Patel & Associates, Inc. Reports were approved by the City of Mesa on January 15, 2014.

## Section F DU Potable Water Plan

Refer to “Master Water Report Update for Mesa Proving Grounds,” prepared April 22, 2011, and revised on December 20, 2011, August 10, 2012, September 18, 2012, February 4, 2013, August 9, 2013 and subsequently revised on November 26, 2013 to reflect DU<sub>3</sub> South. Report and revisions prepared by Wood, Patel & Associates, Inc. The City of Mesa approved the November 26, 2013 revisions on January 15, 2014.

## **Section G DU Wastewater Plan**

Refer to “Master Wastewater Report Update for Mesa Proving Grounds,” prepared April 22, 2011, and revised on December 20, 2011 and May 17, 2013, February 4, 2013 and subsequently revised on December 17, 2013 to reflect DU3 South. Report and revisions prepared by Wood, Patel & Associates, Inc. The City of Mesa approved the revisions on January 15, 2014.

## **Section H Master Non-potable Water Plan**

The use of non-potable water is not anticipated for DU 3 South.

Refer to "Master Non-potable Water Report for Mesa Proving Grounds," revised February 4, 2013, revised May 15, 2012, dated June 12, 2009 - prepared by Wood, Patel & Associates, Inc.