



EASTMARK™

The heart & hub of the East Valley.

Development Units 3/4 Development Unit Plan

12 May 2014

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Approved 30 September 2019 to remove references to areas within DUP 3/4 North



A DMB COMMUNITY®



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Section 1 DU 3/4 Development Unit Plan

In accordance with Section 5 of the Mesa Proving Grounds Community Plan (CP), the Development Unit Plan (DUP) for the area referred to as DUP 3/4 was approved by the City of Mesa on May 21, 2014. At that time, this area included Development Unit (Development Unit) 4 and a portion of Development Unit 3 located north of Ray Road (DU 3/4). The portion of DU3 not included in this Development Unit Plan was approved as a separate Development Unit Plan known as DU3 South. When the DUP for 3/4 was approved in May 2014, it was prepared primarily for the development of the Grand Canyon University with the intention that the northern portion of DU3 and DU4 would be planned and developed as a single area with the University as the major hub. The plans to develop Grand Canyon University did not materialize and on October 17, 2018, a revised DUP for a portion of the DUP for 3/4 was approved in the area generally north of Point Twenty-Two Boulevard and is referred to as DUP 3/4 North. **Exhibit 1.3 – Approved Development Unit Plan Map** shows the location of all approved DUPs. As a result of the approval of DUP 3/4 North and as a requirement for that approval, this revised DUP for DU 3/4 is being submitted as an update to the approximate 428-acre area included in the DUP for 3/4 north so both can function as "stand-alone" documents. Additionally, other minor and non-substantive updates are being made including any necessary changes to bring DUP 3/4 to be consistent with the CP which was also updated in 2018. Land use recommendations have not changed. It is important to note that when the DUP for DU 3/4 North was considered in the fall of 2018, notice to all property owners within the entirety of DU 3 and DU 4 occurred including notices to all property owners, sign postings and advertisements consistent with the CP, occurred informing them of the proposed DUP for 3/4 North as well as the conforming changes to DU 3/4. DU 3/4 is located within the approximately 3,200 acre Eastmark community (formerly known as Mesa Proving Grounds), as shown on **Exhibit 1.1 – Location Map**, DU 3/4 generally consists of approximately 192 acres on the northwest corner of Ray Road and Inspirian Parkway as shown on **Exhibit 1.2 – Development Unit Map**. DU 3/4 is almost completely developed. This area of Eastmark is proposed for a mix of uses consistent with the vision as articulated in the CP.

1.1 Site and Context

Located at the southwest portion of Eastmark, DU 3/4 will have access points from Ray Road, Inspirian Parkway, Copernicus and Point Twenty-Two Boulevard. DU 3/4 is bounded by Ray Road on the south with single-family neighborhoods and by proposed residential and commercial development that will be developed by Harvard Investments as shown on **Exhibit 1.4 – DU 3/4 Existing Context**. DU 3/4 is bounded on the west by the DUP for 3/4 North which includes planned commercial/multi-family. The DU is bounded by Point Twenty-Two Boulevard on the north and on the east by Inspirian Parkway. The character of DU3 is described in the CP as central neighborhoods west of the Eastmark Great Park and DU4 is described as the Gateway Activity Area/West Neighborhoods. DUP 3/4 is primarily in DU 3 with only a very small portion in DU 4.

1.2 DU Development Character

In accordance with Section 8.4 C., Development Unit 4 –Gateway Activity Area/West Neighborhoods is intended to include commercial and multi-family uses at the corner of Ray Road and Ellsworth Road and is also intended to provide extensions of residential in DU 3. Per section 8.4 G., Development Units 3 is characterized as a Central Neighborhood. This area was anticipated to be a collection of neighborhoods forming the core residential living environments in Eastmark. The CP anticipates that due to the proximity to DU4, that the uses of DU3 may also be transitional in terms of uses. In accordance with Section 8 Character Descriptions, DU 3/4 areas will include a combination of non-residential (High School/Church) uses as well as residential uses. Additionally, Point Twenty-Two Boulevard is designed as a major pedestrian and bicycle route connecting uses along Ellsworth Road to the Eastmark Great Park.

Exhibit 1.1 – Location Map



Exhibit 1.2 – Development Unit Map

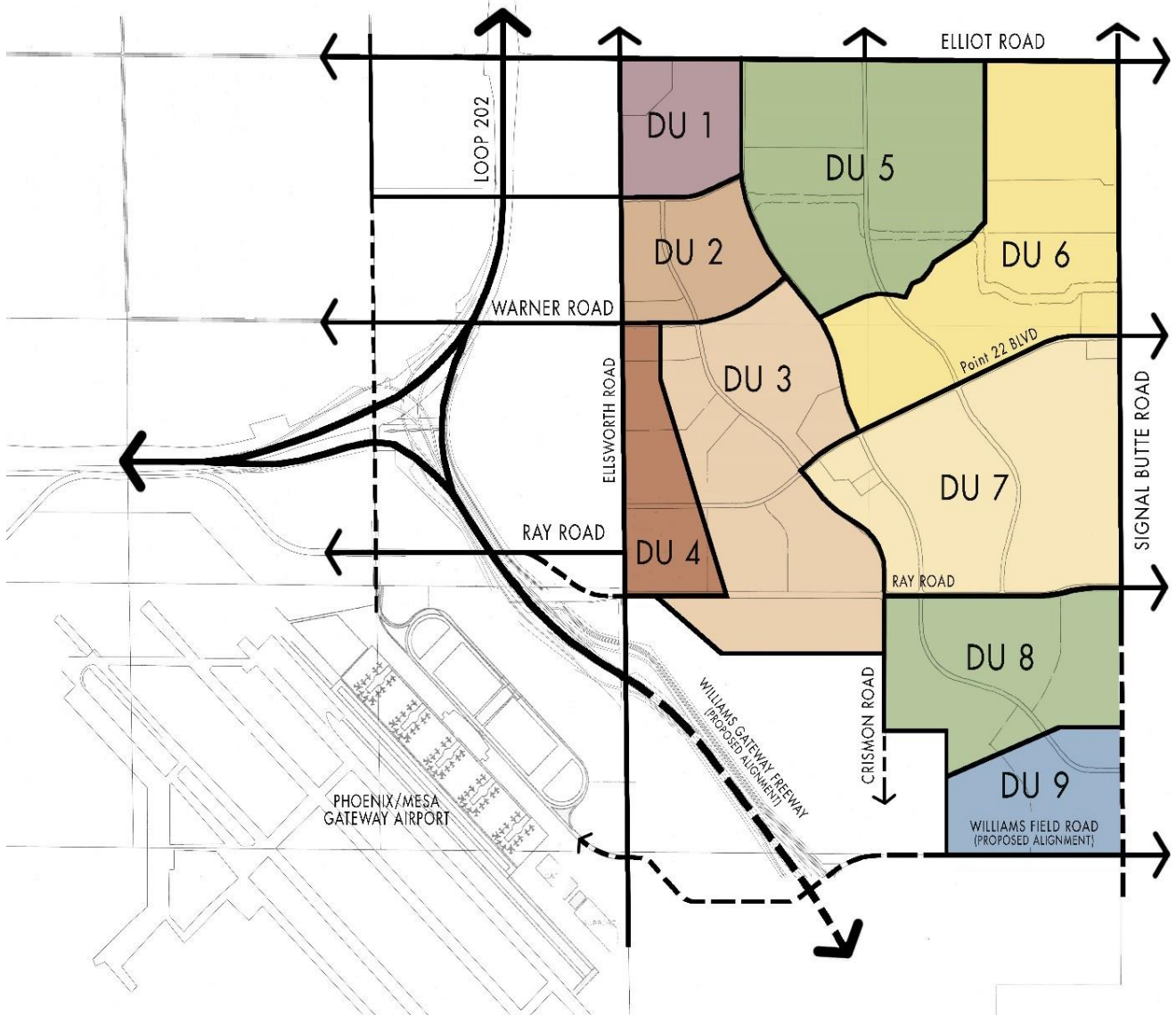


Exhibit 1.3 – Approved Development Unit Plan Map

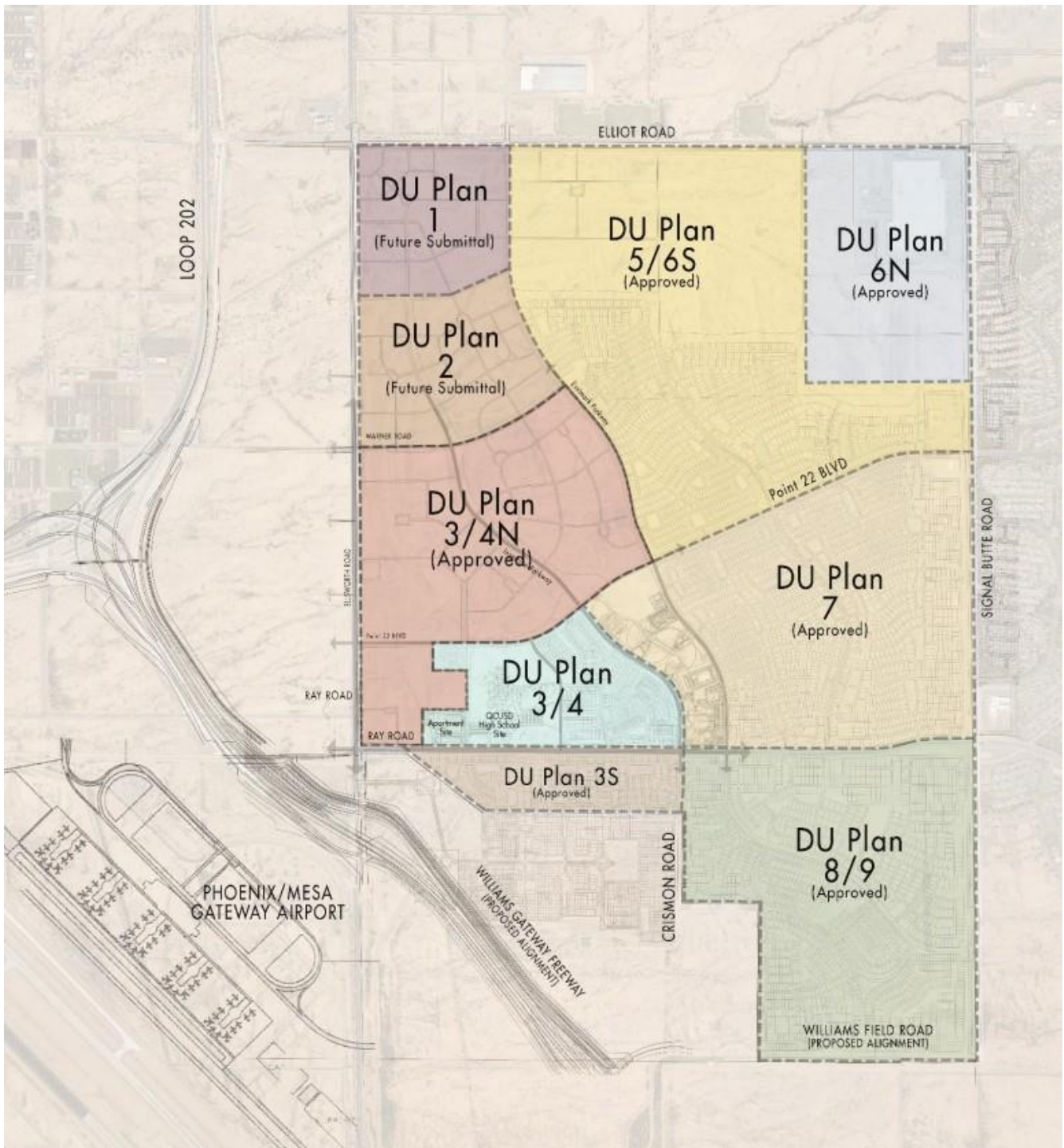
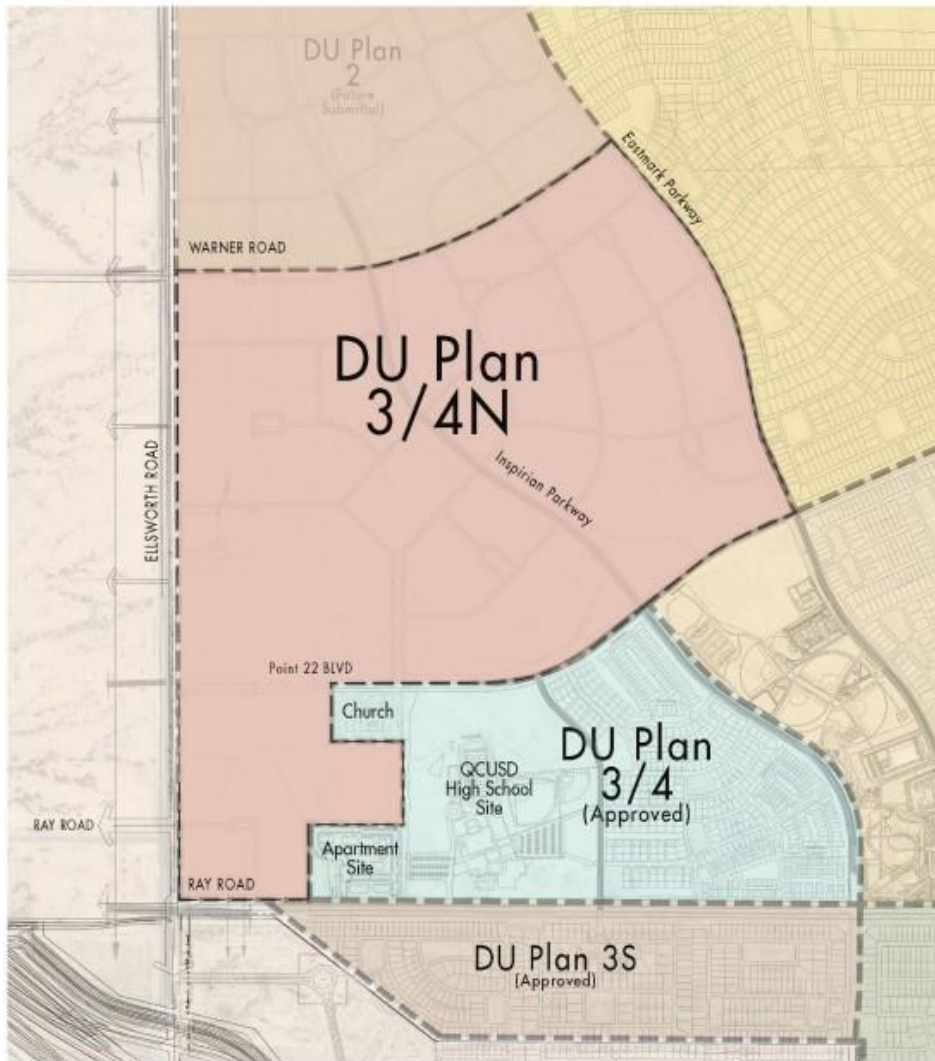
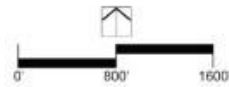


Exhibit 1.4 – DU 3/4 Existing Context



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.



1.3 DU Vision

Consistent with the Eastmark CP, DU 3/4 is developed and under development with uses that transition from the activity core (located east of the intersection of Ray Road and Ellsworth Road) to the Eastmark Great Park. The totality of this area is planned to include a High School, medium density residential, multi-family and a church.

DU 3/4 is located in an area of Eastmark with strong connectivity to the larger region via Ray Road and Point Twenty-two Boulevard that links the uses east and west of Eastmark. Ellsworth Road currently provides the strongest connection to the larger region via intersections with the US 60 (3.5 miles north of this area), the new State Route 24 (a quarter mile south of this area) and the Loop 202 via Elliot Road (1.5 miles northwest of this area). The area of DU 3/4 is in close proximity to Ellsworth Road which will develop with connections welcoming guests, visitors, employees and customers.

The residential neighborhoods when combined with the DU 3/4 North, DU3 South, DU 5/6 South, DU7 and DU 8/9 neighborhoods, will surround the Eastmark Great Park and will form the core residential living environments for Eastmark and be the basis of the social fabric of the community. Local streets in the residential neighborhoods of DU 3/4 are consistent with our streets in Eastmark and are designed to encourage slower traffic, facilitate pedestrian routes and create an intimate quality to the spaces accented by grand open views. The number of dwelling units within DU 3/4 are within the range allowed by the CP.

The pedestrian systems will encourage pedestrian activity from the activity core east of the intersection of Ellsworth Road and Point Twenty-Two Boulevard to the Eastmark Great Park to the east. This will be accommodated primarily by strong pedestrian and bicycle facilities along Point Twenty-two Boulevard. Individual private spaces will connect to this corridor as the primary pedestrian connection.

A. Point Twenty-Two Blvd Pedestrian Corridor

The major pedestrian connection across DU3/4 from east to west is along Point Twenty-Two Boulevard (see **Exhibit 1.5 – DU 3/4 Mix of Uses**). Adjacent school and residential uses will utilize this pedestrian and bicycle route to access to the Eastmark Great Park on the east and the Ellsworth commercial corridor and Activity Area on the west. This connection is designed with multiple routes (wide sidewalk, multi-use path, jogging trail) and bike lanes along the roadway. This will generally be a shaded tree-lined corridor to encourage walking and biking.

B. Mid-Density and Residential Neighborhoods

The residential neighborhoods of DU 3/4 will include single family, mid-density and multi-family homes. When residential areas of DU 3/4 are single family and mid-density neighborhoods they will be formally organized around intimate neighborhood parks. Mid-Density residential includes attached and detached single family or multi-family uses at six (6) dwelling units to the acre or greater within a subdivision.

When the residential areas of the DU are multi-family neighborhoods they can take on a wide variety of forms from row homes and town homes to private enclaves of apartments or condominiums. Row homes and town homes will take on block patterns similar to the residential neighborhoods of DU7 with homes facing tree-lined streets accented by intimate neighborhood parks that may take on an increasingly urban or plaza like character. These neighborhoods may repeat one or two buildings multiple times to create a neighborhood of consistent architecture or vary building to building with architecture character appropriate to the desert southwest.

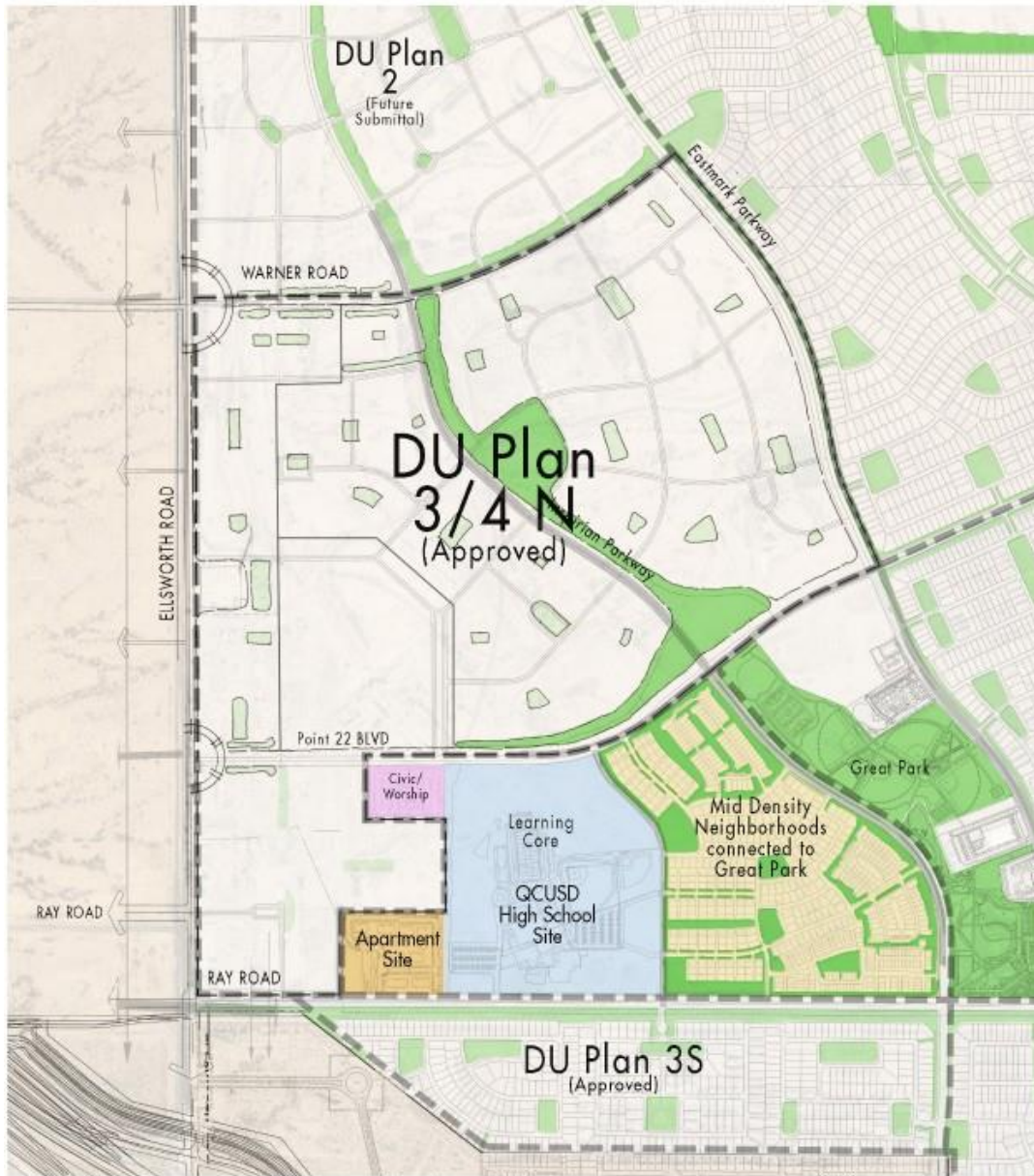
Enclaves of apartments or condominiums may contain custom buildings or one or two buildings repeated multiple times with consistent architectural styles throughout each project. Open space in these enclaves

may be formal parks or landscaped outdoor rooms enclosed by buildings or open space areas that serve as trail systems. These private enclaves may be gated, often with limited access points.

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

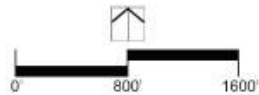


Exhibit 1.5 – DU 3/4 Mix of Uses



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.

Compatibility with the Overall Eastmark Vision



1.4 Compatibility to the Overall Eastmark Vision

A. **21st Century Desert Liveable Community¹**

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

21st CENTURY

- block sizing and connectivity will accommodate many different land uses appropriately allowing easy change from one non-residential use to another
- integration of the street, bicycle and pedestrian systems
- easy connections to the airport and its national destinations
- strong pedestrian connections via Point Twenty-Two Boulevard
- street trees, shaded walkways and disperse open spaces to reduce the heat island effect
- integrated stormwater management to reduce water use in common landscape areas
- integrate on-site and off-site flows to minimize inefficient land use for separate surface basins and permit sub-surface stormwater storage solutions
- compact homes and lots to lower maintenance costs

B. **The Eastmark Strategy**

The overall Eastmark strategy to contribute to the vitality of the larger Gateway area by contributing employment areas and excellent living environments that consist of great neighborhoods, educational opportunities and areas that are socially important. DU 3/4 is located and envisioned to be an area with "Intimate Neighborhoods" as base building blocks to encourage economic development together with educational opportunities. These ingredients are essential elements for an important employment area. Their synergy (in close proximity) will create a zone to attract technology-based businesses, corporate offices, incubator businesses, and health, wellness and medical facilities. DU 3/4 will be an area that contributes educational components together with great neighborhoods to Eastmark.

C. **Eastmark Planning Principles**

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

1. Coordinated Connections

The DU has been structured to provide connections between the Gateway Activity Area and the Eastmark Great Park. The major pedestrian connections will be provided along Point Twenty-Two Boulevard to the Eastmark Great Park. Sidewalk connections will be provided along Ray Road but is not anticipated to become a heavily used pedestrian routes.

2. Framework to Evolve

A unique and important aspect of the Eastmark CP is its emphasis on flexibility and the framework to evolve and change. The educational sites may have the most flexibility to change over time. While the largely

¹ The CP was amended on 8/27/2018 and updated references are included herein.

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

3. Living Well Over Time

This planning principle embodies several notions including the creation of urban villages, great streets, open space and sustainability. The residential neighborhoods of Eastmark enhance the economic viability of centers and villages in DU 3/4. Great streets, open space and sustainability will be major components within the DU.

D. **Community Facilities**

The community facilities of DU 3/4 include the educational facility to support the educational needs of the community. Private neighborhood parks and open spaces are envisioned throughout the DU for residents. Public safety needs (police and fire stations) are provided for elsewhere in Eastmark and will not be a part of this DU.

E. **Airport Compatibility**

Of primary importance to the vision of Eastmark was its proximity to the Airport and providing development that is compatible with its on-going operations. All of DU 3/4 is outside of the flight pattern for the airport.

F. **Neighborhood Compatibility**

DU 3/4 is in the central portion of Eastmark and is compatible with all surrounding uses.

Section 2 Economic Development Statement

In keeping with the vision for Eastmark, DU 3/4 is intended to provide learning facilities to mix of housing opportunities.

2.1 Estimated Economic Development Impact

The educational facility will likely be the major employment driver within DU 3/4. The high school opened in fall 2019 and provides employment for teachers and administrators.

In addition to the high school, construction of homes and supporting infrastructure is occurring. During construction, these uses are estimated to generate 500 to 1000 jobs employing people from the local area.

Section 3 DU Land Use Plan

The Land Use for DU 3/4 primarily consists of residential and educational use that sit in proximity to the Ellsworth Road commercial corridor, the Activity Area, the Eastmark Great Park and the surrounding neighborhoods. The high school campus will include traditional uses including educational buildings and sports facilities. Residential neighborhoods and private enclaves will develop which while not limited, can include single family detached homes, attached townhomes, multi-family buildings, residential towers and neighborhood supporting forms such as churches and schools.

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

Exhibit 3.1 – Land Use Groups Transect



The land uses in DU 3/4 will typically be arranged on a modified grid. The grid will likely morph as it approaches Inspirian Parkway to accommodate the general alignment of the Eastmark Great Park. While transitions over time in the eastern portion of the DU are likely to occur slowly, if at all, the smaller, more customized building forms of civic, social and residential land use types are better suited to accommodate this grid transition. These uses will also be more likely to take advantage of the distant mountain and proximate park views accommodated by the grid transition.

3.1 Street Types (Urban Form not Transportation)

Street Types as described in Section 10.7 – Street Types of the CP, are not road classifications or cross sections, but rather a planning urban form designation. In DU 3/4, the street types for public roadways will generally be as shown on **Exhibit 3.2 – Street Types**. Arterial Street Type exists on the southern boundary of DU 3/4. Public and private Secondary Street Types provide access to private residential enclaves and residential neighborhoods, from the Arterial and Primary Street Types. In single family detached neighborhoods and multi-family neighborhoods with public streets, Primary Street Types with homes fronting and Secondary Street Types with homes siding make up the framework of neighborhood streets. Service Street Types will be used in DU 3/4 in residential settings.

A. Arterial Types

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

- Ray Road on the south

B. Primary Types

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

- Point Twenty-Two Boulevard
- public neighborhood streets with right-of-way consistent with the CP

C. Secondary Types

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

- Inspirian Parkway
- Through streets (Copernicus) providing an alternative north-south route between Point Twenty-Two Boulevard and Ray Road
 - residential buildings may front or side these roadways
 - multi-family buildings may align with these streets, but not provide direct access for privacy and security
 - potentially private/gated roadways

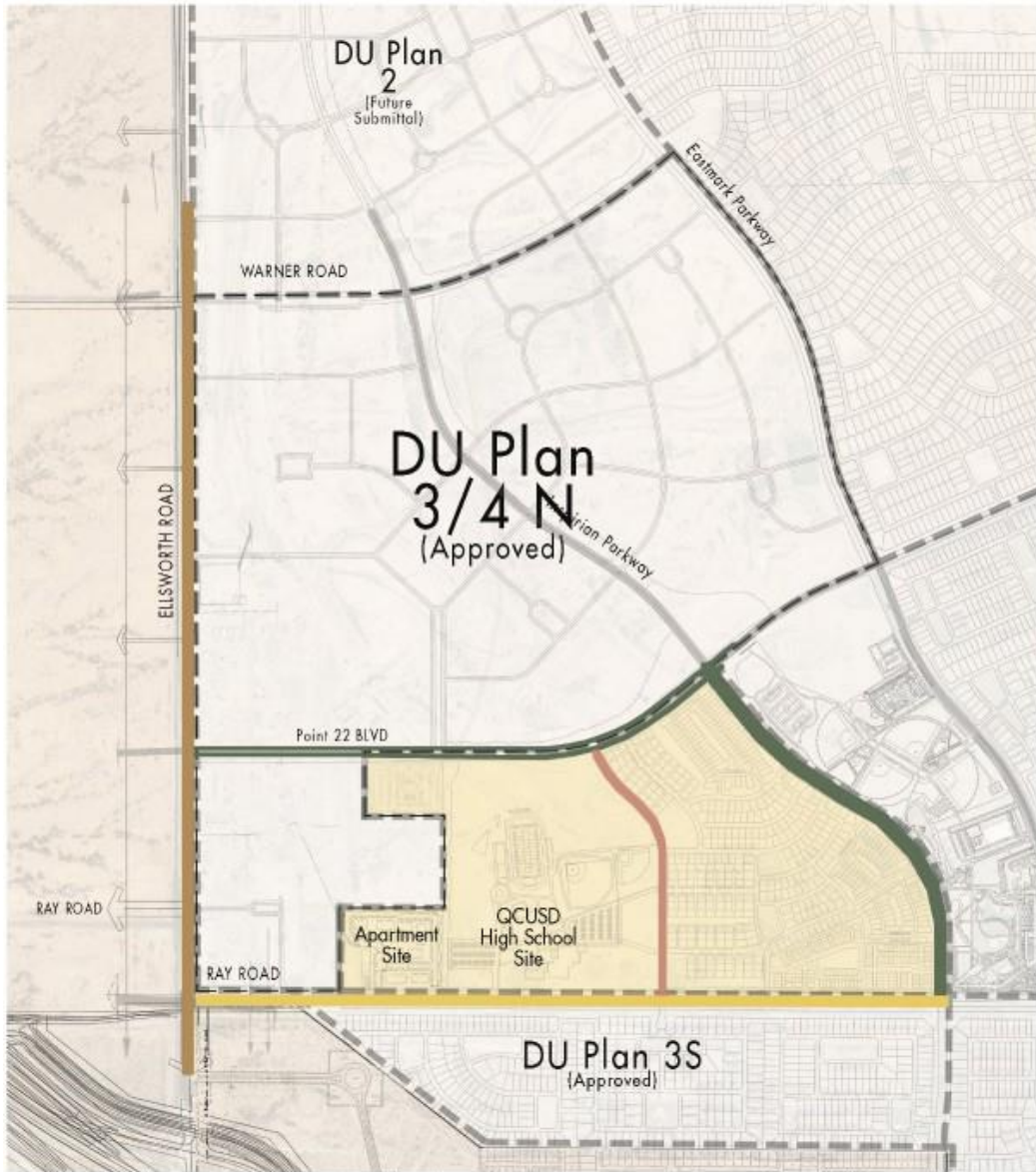
Internal neighborhood streets

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

D. Service Types

This street type is limited to private streets, service drives or alleys. These streets, alleys or drive aisles will likely have little to no pedestrian traffic or sidewalks. These types may have walled service yards or trash enclosures fronting the street. Service Street Types may be used in residential areas to provide alley access to garages, parking and service areas.

Exhibit 3.2 – Street Types

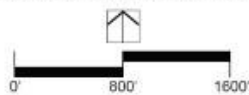


Note: The areas, connections, shapes, quantities, sizes, and locations shown are conceptual representations of the future potential development. Actual areas, connections, shapes, quantities, sizes, and locations may differ.

LEGEND

- 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.




3.2 LUG Locations

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

A. LUG OS – Open Space

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

Exhibit 3.3 – LUG OS – Open Space Summary

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

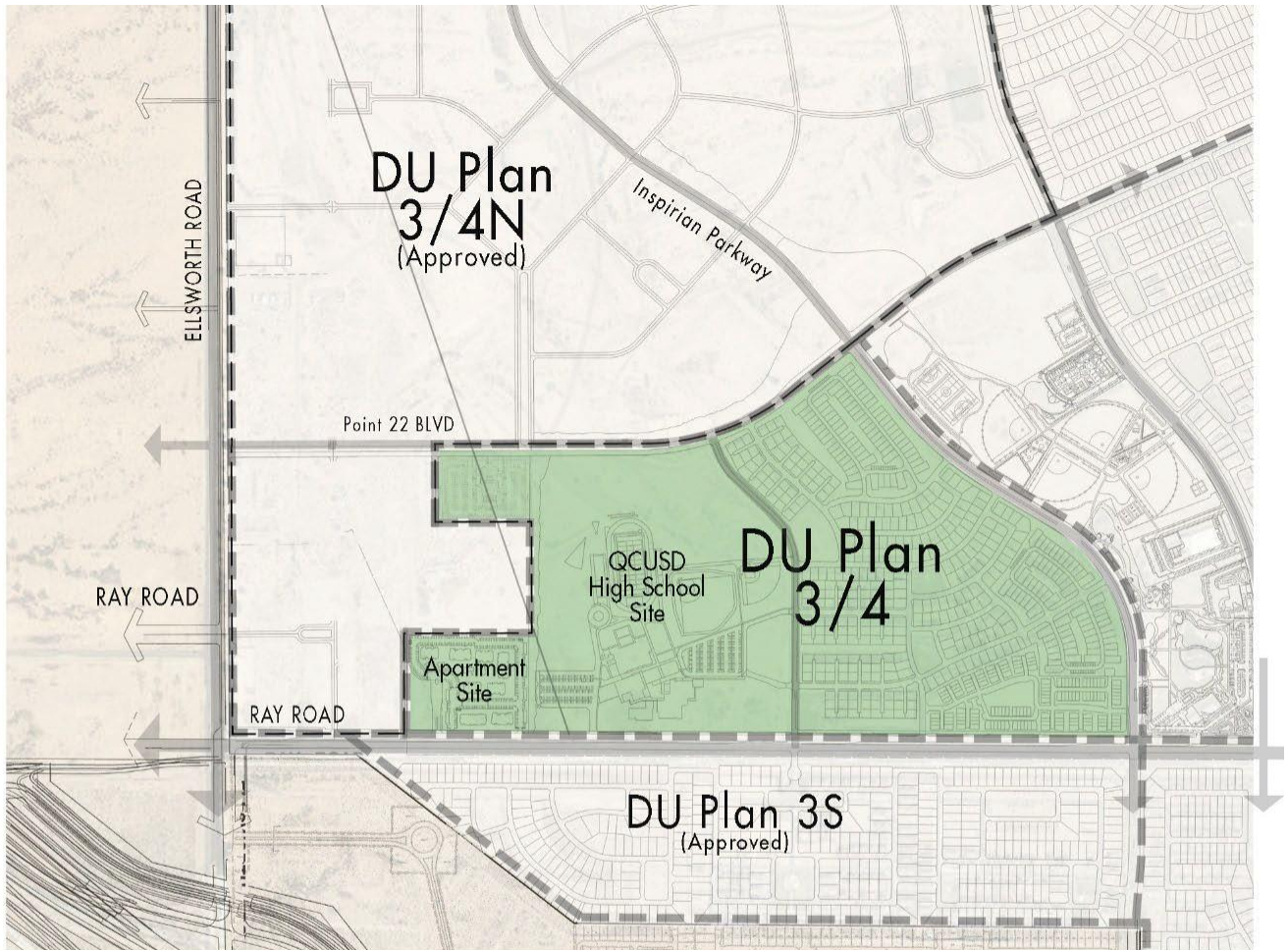
* For details refer to Exhibit 7.32 - Land Use Group General Development Standards of the CP

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

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

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

Exhibit 3.4 – LUG OS – Open Space



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.

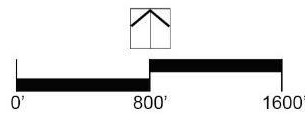


LUG Open Space (OS) Appropriate Area



Conceptual Street (for context only)

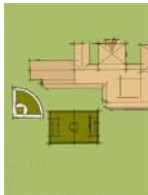
Notes:
 LUG OS allowed any where in DU 3/4
 LUG OS is not required to be a major component of DU 3/4



B. LUG CS – Civic Space

Within DU 3/4, LUG CS – Civic Space may be applied anywhere as shown on **Exhibit 3.6 – LUG CS – Civic Space**. LUG CS is not required to be a major component of DU 3/4.

Exhibit 3.5 – LUG CS – Civic Space Summary

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

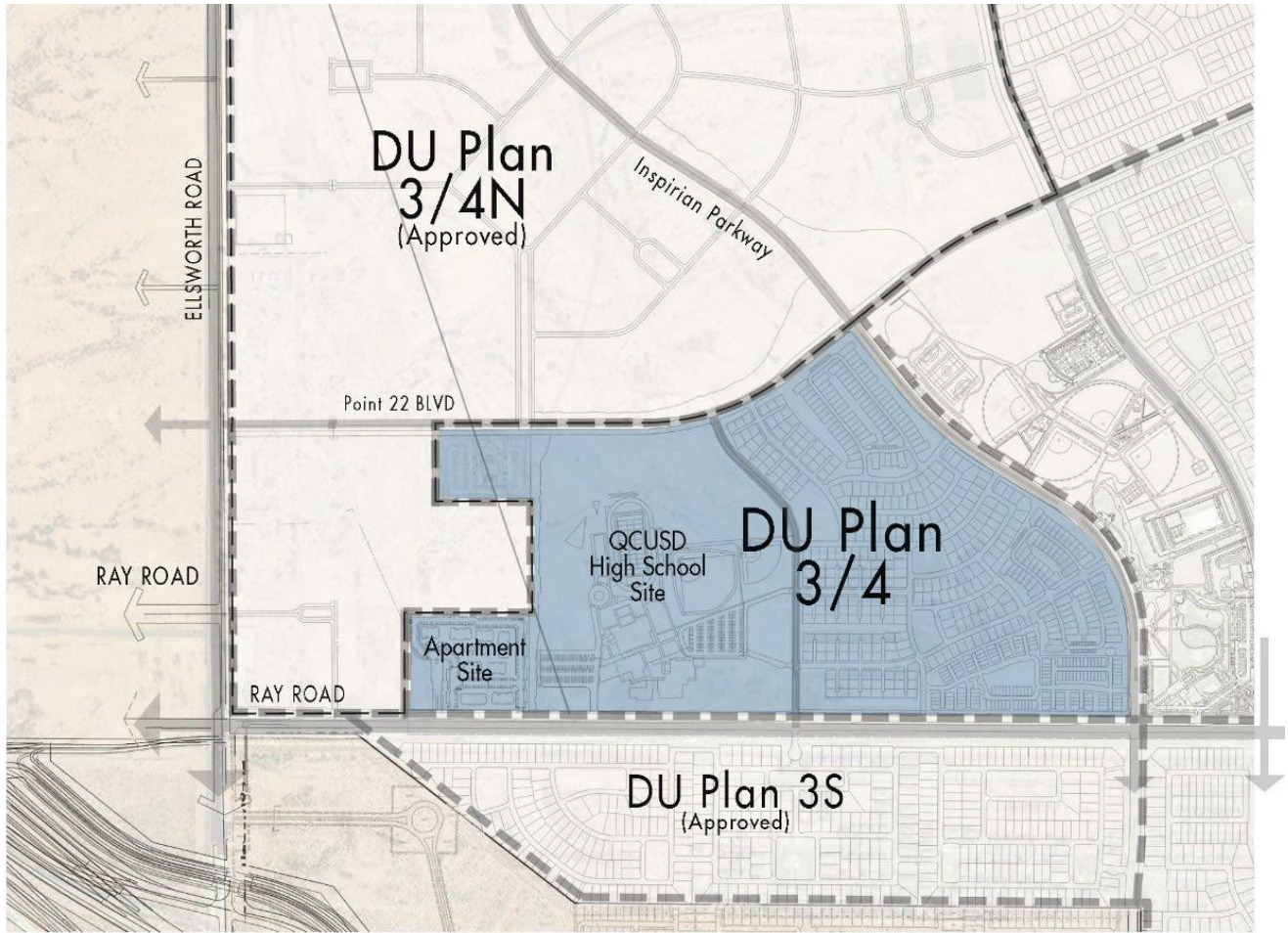
* For details refer to Exhibit 7.32 - Land Use Group General Development Standards of the CP

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

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

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

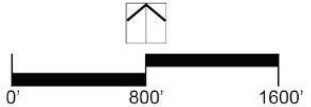
Exhibit 3.6 – LUG CS – Civic Space



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.

-  LUG Civic Space (CS) Appropriate Area
-  Conceptual Street (for context only)


Notes:
 LUG CS allowed any where in DU 3/4
 LUG CS may include support and utility uses
 LUG CS is not required to be a major component of DU 3/4



C. LUG V – Village

Within DU 3/4, LUG V – Village may be applied anywhere as shown on **Exhibit 3.8 – LUG V – Village**. LUG V is not required in DU 3/4.

Exhibit 3.7 – LUG V – Village Summary

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

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

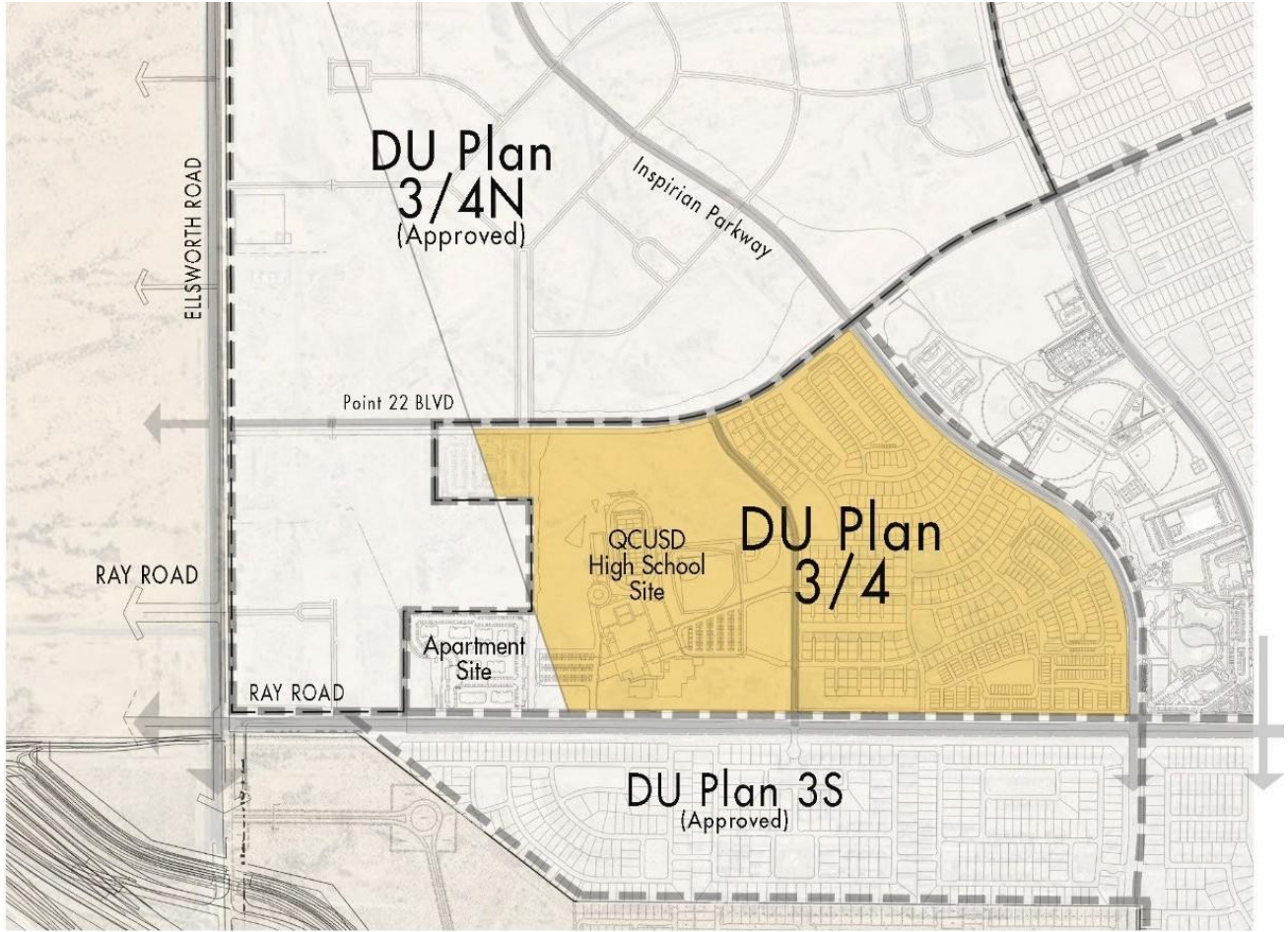
** For details refer to Section 7.16 - Permitted Uses of the CP

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

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

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

Exhibit 3.8 – LUG V – Village



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.



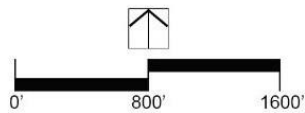
LUG Village (V) Appropriate Area



Conceptual Street (for context only)

Notes:
Maximum area of LUG V in DU 3/4 shall be limited to 160 acres


LUG V not permitted within the Great Park



D. LUG D – District

Within DU 3/4, LUG D may be applied anywhere as shown on **Exhibit 3.10 – LUG D – District**. LUG D is not required in DU 3/4.

Exhibit 3.9 – LUG D – District Summary

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

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

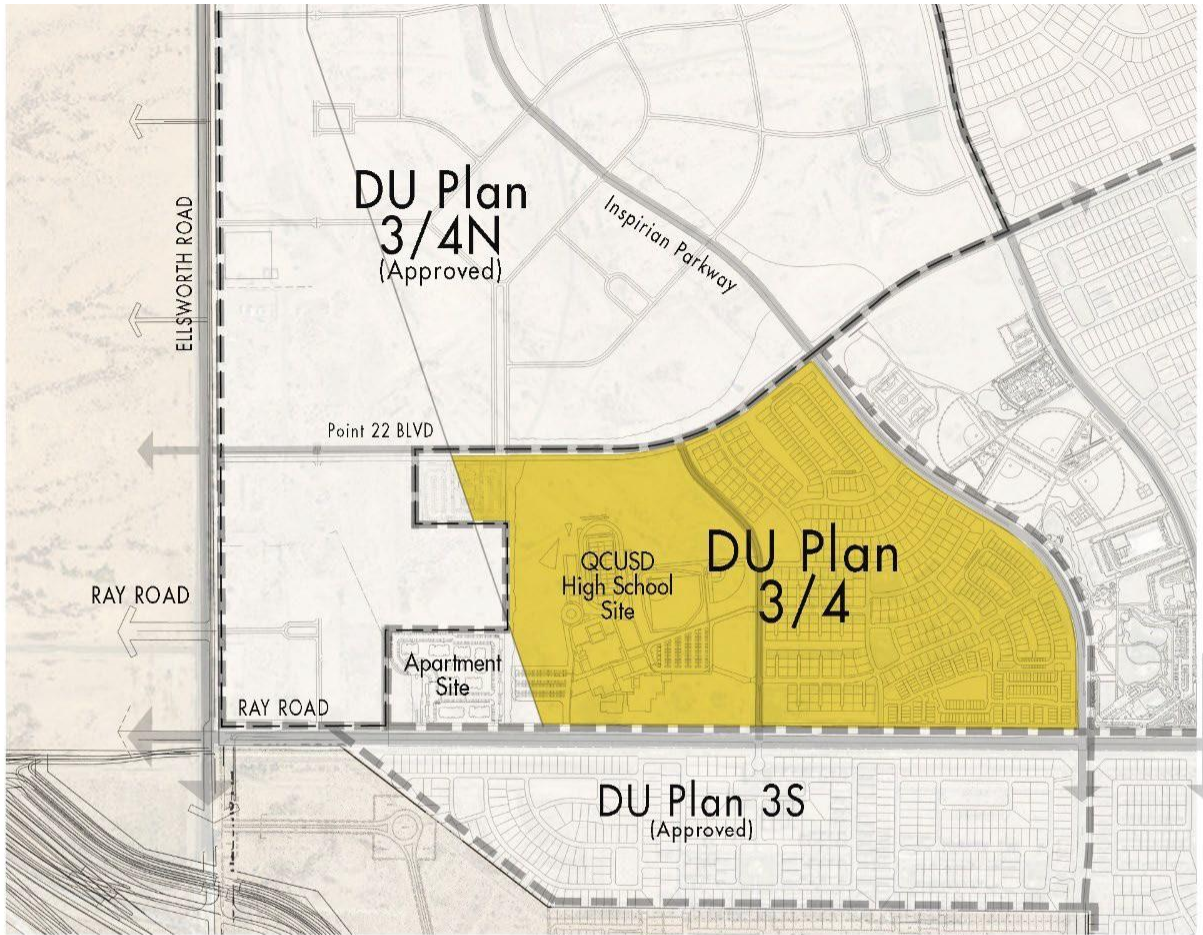
** For details refer to Section 7.16 - Permitted Uses of the CP

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

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

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

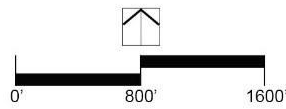
Exhibit 3.10 – LUG D – District



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.

- LUG District (D) Appropriate Area
- Conceptual Street (for context only)


Notes:
 Maximum area of LUG D in DU 3/4 shall be limited to 160 acres
 LUG D not permitted within the Great Park



E. LUG C – Regional Center/Campus

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

Exhibit 3.11 – LUG C – Regional Center/Campus Summary

LUG C – Campus		
	General Character***	Consistent with CP
	Typical Uses**	Consistent with CP
	Typical Building Height*	Consistent with CP
	Maximum Building Height*	Consistent with CP
	Minimum Lot/Parcel Size*	Consistent with CP
	Maximum Residential Density*	Consistent with CP
	Floor Area Ratio (FAR) Range*	Consistent with CP
	Minimum Lot/Parcel Width/Depth*	Consistent with CP
	Building Setbacks – Street*	Consistent with CP Fencing/Walls higher than forty-two (42) inches tall may be constructed outside of the minimum Building Setback area.***** (i.e. community or privacy yard walls)
	Building Setbacks – Rear/Side*	Consistent with CP *****
	Building Setbacks – Service Lane*	Consistent with CP *****
	Block Character	Consistent with CP
	Circulation Character	Consistent with CP
	Service Areas	Consistent with CP
	Landscape Character	Consistent with CP. Due to the fast growing nature of desert trees, the minimum size for required trees may be smaller if exchanged for an additional quantity of trees.
Lighting Character****	Consistent with CP	
Signage Character	Consistent with CP	

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

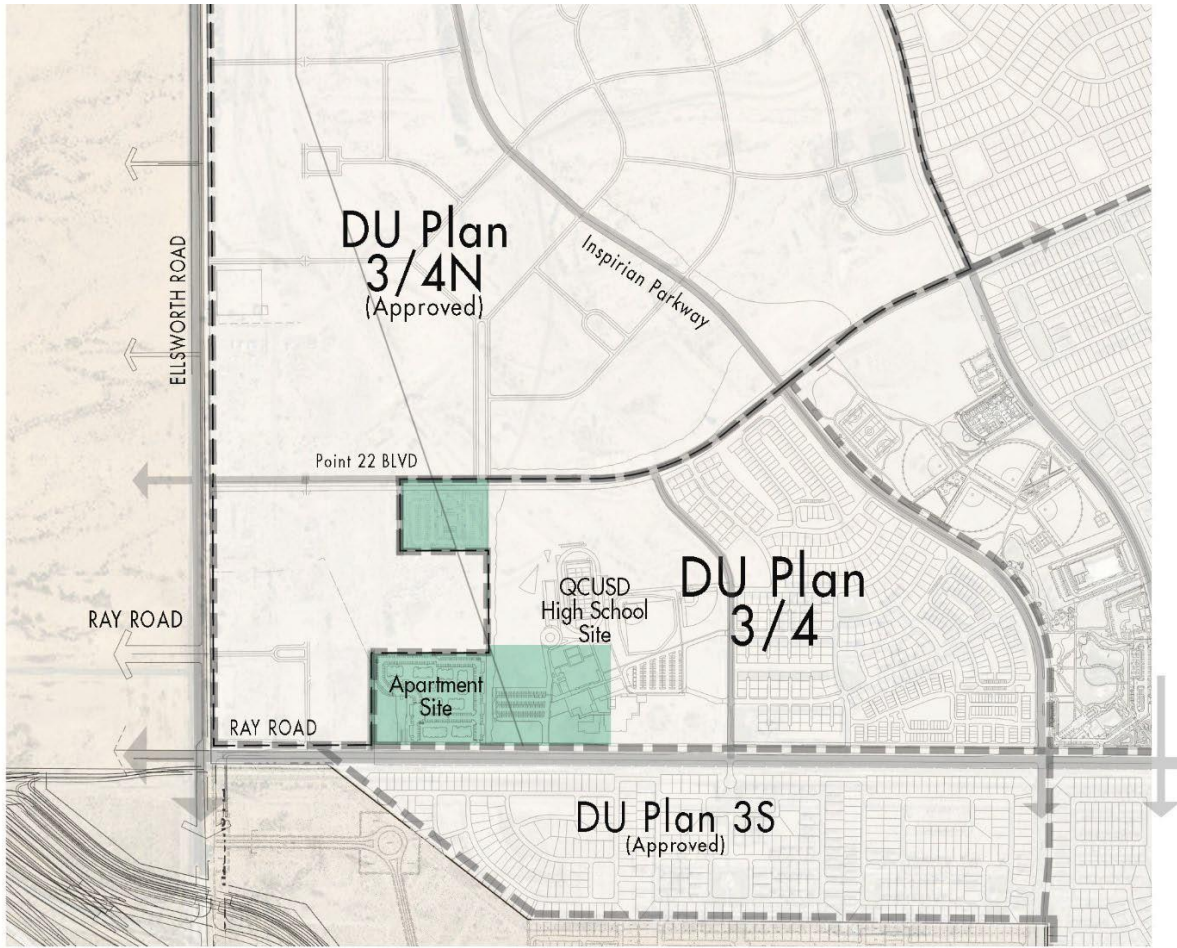
** For details refer to Section 7.16 - Permitted Uses of the CP

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

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

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

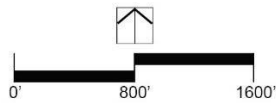
Exhibit 3.12 – LUG C – Regional Center/Campus



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.

- LUG Regional Center/Campus (C) Appropriate
- Conceptual Street (for context only)

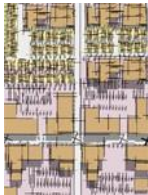
Notes:
 Maximum area of LUG C in DU 3/4 shall be limited to 80 acres
 LUG C not permitted within the Great Park



F. LUG GU – General Urban

Within DU 3/4, LUG GU may be applied anywhere as shown on **Exhibit 3.14 – LUG GU – General Urban**. LUG GU is not required in DU 3/4.

Exhibit 3.13 – LUG GU – General Urban Summary

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

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

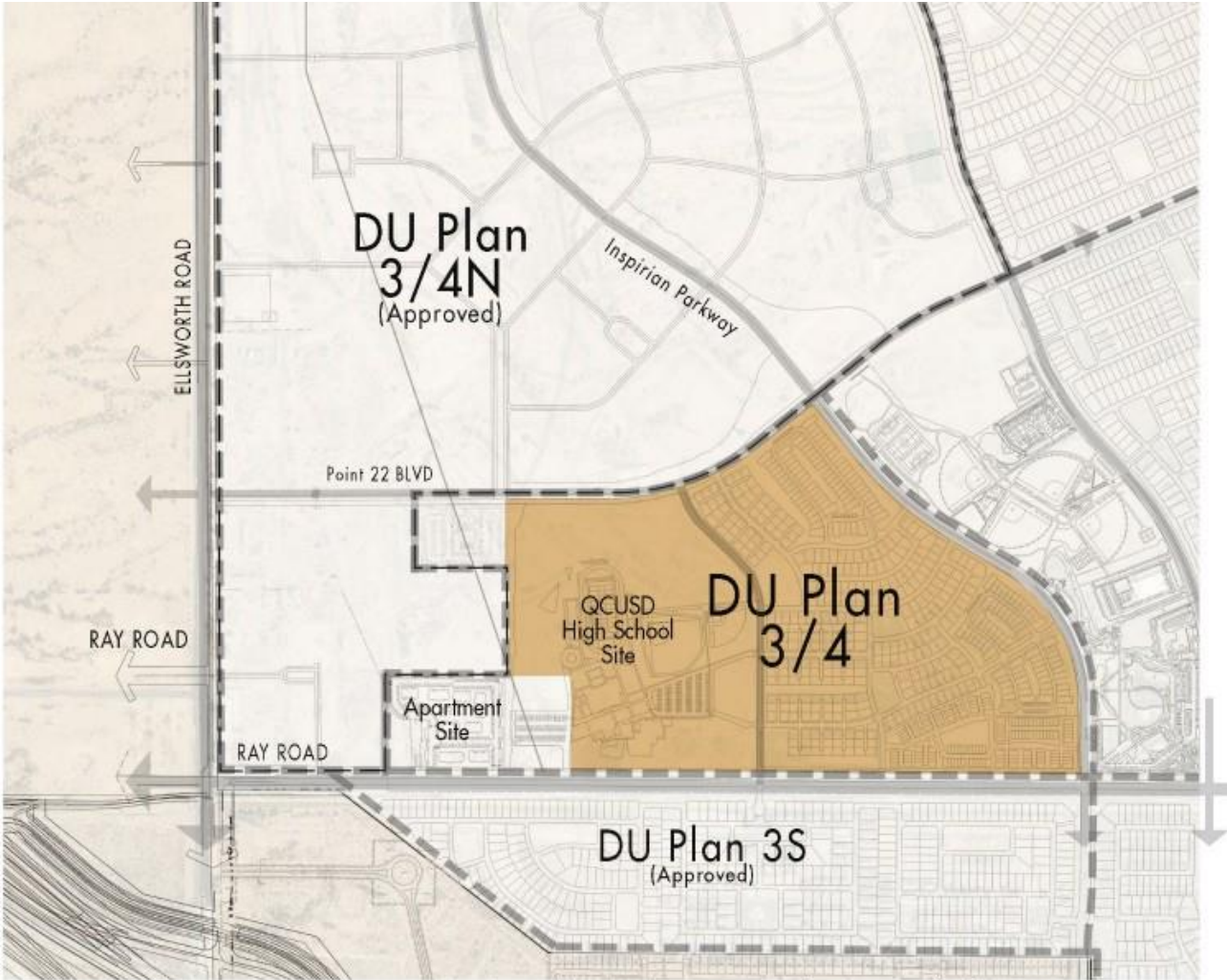
** For details refer to Section 7.16 - Permitted Uses of the CP

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



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

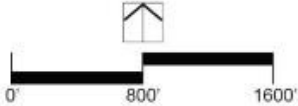
***** See Exhibit 3.17 - Wall/Fence Placement

Exhibit 3.14 – LUG GU – General Urban



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.

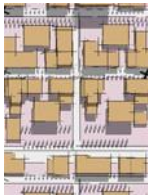
	LUG General Urban (GU) Appropriate Area	Notes: Maximum area of LUG GU in DU 3/4 shall be limited to 160 acres LUG GU not permitted within the Great Park
	Conceptual Street (for context only)	



G. LUG UC – Urban Core

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

Exhibit 3.15 – LUG UC – Urban Core Summary

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

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

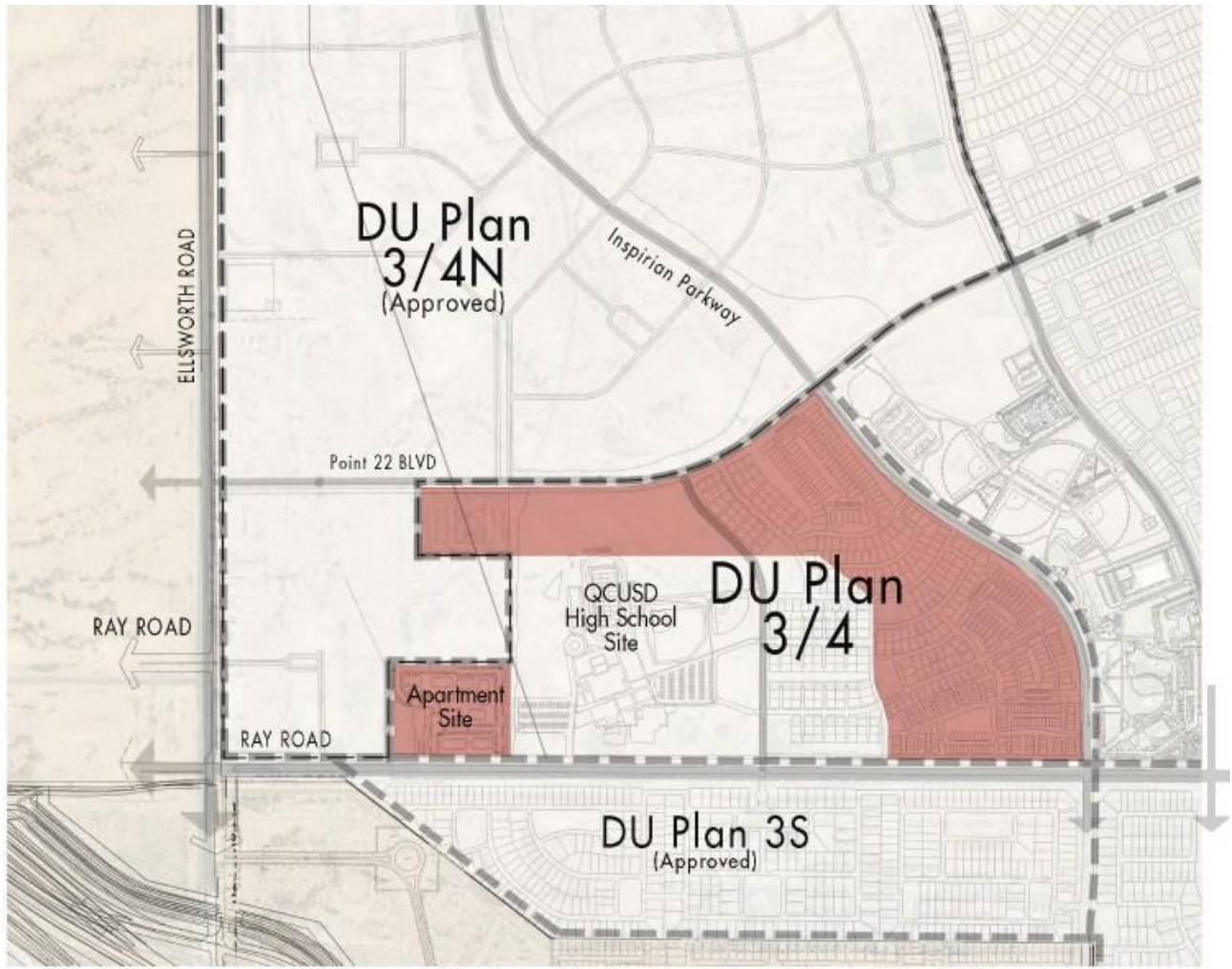
** For details refer to Section 7.16 - Permitted Uses of the CP

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

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

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

Exhibit 3.16 – LUG UC – Urban Core



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.



LUG Urban Core (UC) Appropriate Area



Conceptual Street (for context only)

Notes:
Maximum area of LUG UC in DU 3/4 shall be limited to 110 acres

LUG UC not permitted within the Great Park

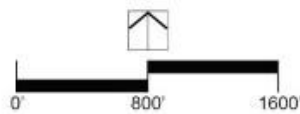


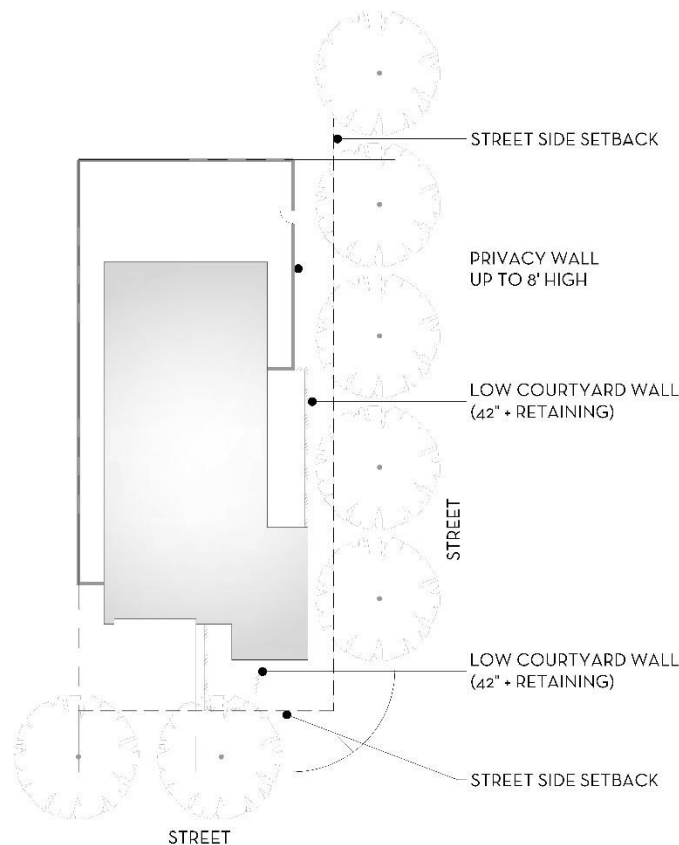
Exhibit 3.17 – Wall/Fence Placement

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

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

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

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



Note: "Wall" shall mean wall or fence.

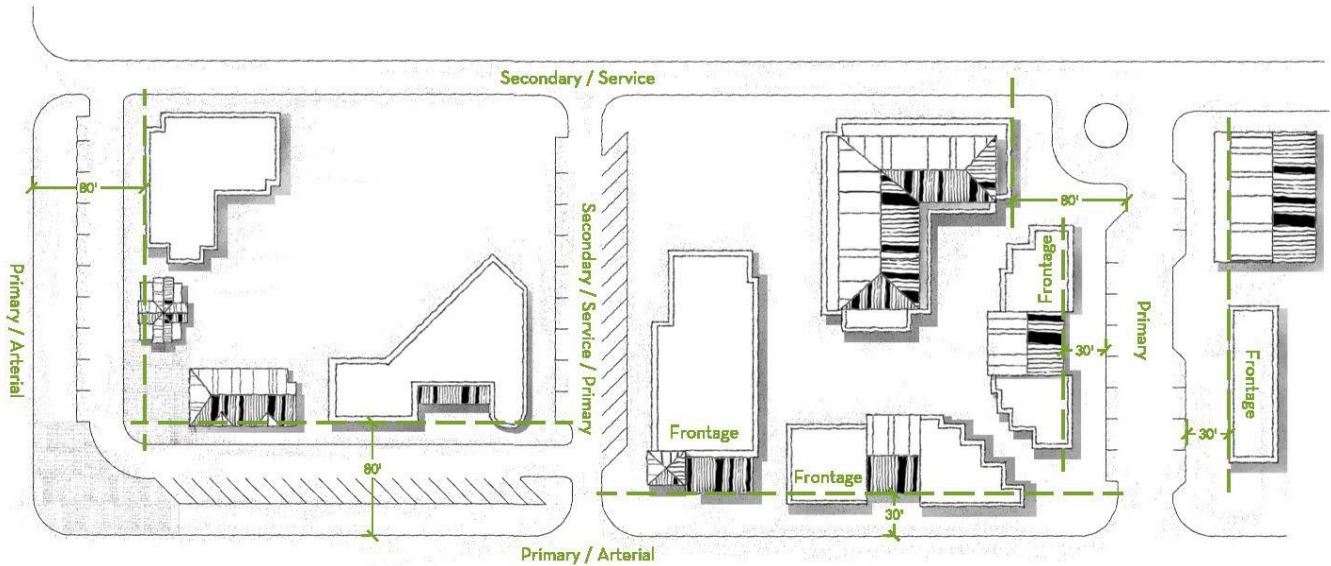
3.3 Build-to-Lines

The DU 3/4 DUP identifies portions of the DU where LUG – General Urban (GU) and LUG – Urban Core (UC) can be utilized.

A. Site Plans

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

Exhibit 3.18 – Build-to-Line – Typical



3.4 Major Roadways

See Section 4 of this DUP.

3.5 Community Facilities

DU 3/4 contains a high school campus which will include sports fields and other facilities shared on occasion with the general public, open to the general public for events, or leased to the general public for events as allowed by the school district.

A multi-modal route along Point Twenty-Two Boulevard includes a multi-use path, jogging trail, sidewalk and bike lanes along a tree-lined drive. The routes connect uses along Ellsworth Road and the DU 3/4 North Activity Center to the Eastmark Great Park.

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

Section 4 DU Transportation Plan

In addition to the text of this section, refer to "Eastmark Master Transportation Plan Update – dated 9-20-2017 and approved by the City of Mesa on 1-29-2018 along with the "Eastmark Transportation Plan for Development Unit 3/4," dated 3-27-2014 – prepared by AECOM and as updated and approved by the City of Mesa Traffic Engineer on 1-29-2018.

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

4.1 Pedestrian Corridors

Pedestrian corridors are an essential element of DU 3/4 providing shaded, comfortable, easy routes connecting neighborhoods inside DU 3/4 to adjacent areas including the Eastmark Great Park, the DU 3/4 North Activity Area, and Ellsworth Road commercial uses. The pedestrian corridors are also positioned to provide connectivity to other uses outside of the Eastmark community.

A. District and Arterial Streets - Typical

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

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



B. District Streets

A district street in DU 3/4 is enhanced to be major multi-modal corridor, in this case Point Twenty-Two Boulevard (between Ellsworth Road and Inspirian Parkway). Point Twenty-Two Boulevard is designed to include an eight (8) foot wide path and a six (6) foot bike lane. These pedestrian and bike paths will be shaded by tree-lines along the roadway and between the paths (see **Exhibit 5.8 – Landscape within the Public Right of Way** –and **Exhibit 5.9 – Landscape within the Public Right of Way – Point Twenty-Two**).

C. Internal Streets

Internally to the DU, the pedestrian network (while not required) will primarily rely on the local roadway network. Pedestrian activity is anticipated to be concentrated on the district and arterial streets. Sidewalks within the neighborhoods or uses along public streets will be a minimum of five (5) feet wide. Some pedestrian routes are anticipated to have little to no activity. In these areas, sidewalks may be provided on only one (1) side of the street with the approval of the City Traffic Engineer. Along private streets, sidewalks may be provided on only one (1) side of the street. Paved areas around pedestrian ramps and intersections should be minimized in favor of landscaped areas whenever possible.

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

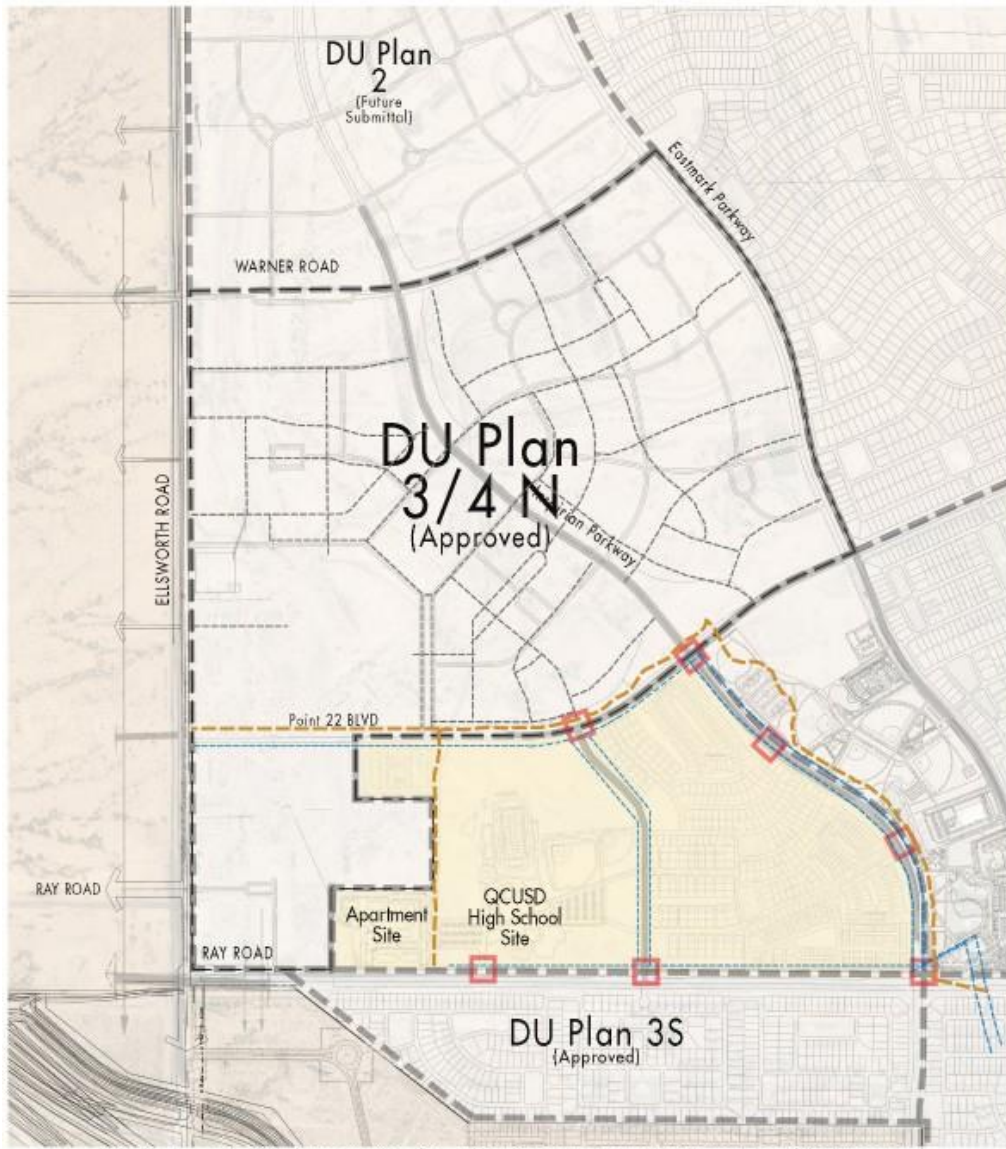
1. Standard Neighborhood Streets

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

2. Park Streets






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

Exhibit 4.1 – Pedestrian Corridors

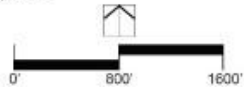


Note: The areas, connections, shapes, quantities, sizes, and locations shown are conceptual representations of the future potential development. Actual areas, connections, shapes, quantities, sizes, and locations may differ.

LEGEND

- | | | | |
|---|--------------------------------|---|--|
|  | Minimum 8' Wide Multi-use Path |  | Potential Signalized Intersection |
|  | Minimum 6' Wide Sidewalk |  | Potential Connection to Adjacent Property (Outside Eastmark) |
|  | Minimum 5' Wide Sidewalk | | |

*Additional Pedestrian Corridors are typically required in LUG E, D, V, GU, or UC.



4.2 Primary Public and Private Streets and Extended Access Ways

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

A. Ray Road (Construction Complete)

- South boundary of DU 3/4
- Six Lane Perimeter Arterial (see Exhibit 10.7 – 6 Lane Perimeter Arterial/6 Lane Internal Arterial (Ray Road) – Detailed Cross Section, of the CP)
- 65' – 75' wide 1/2 street ROW (other half part of DU3s) – full right of way for portion of Ray between DU3s and Ellsworth Road
- 40 mile per hour design speed and posted speed limit (see Exhibit 10.3 – District and Arterial Streets – Roadway Hierarchy, of the CP)
- Raised and/or landscaped median
- Vertical Curb
- No Parking
- Very high-volume vehicular traffic street
- Little pedestrian activity moving along the length of the street although encouraged adjacent to the Ellsworth Road commercial corridor
- Neighborhood entries with full turning intersections with curb returns (rather than driveway aprons) are anticipated
- When neighborhood entries align with potential signal locations, street cross section shall be a minimum of thirty-four (34) foot back-of-curb – three lanes.

B. Point Twenty-Two Boulevard (Construction Complete)

- Located in the middle of DU 3/4– generally running east-west from Ellsworth Road to Inspirian Parkway
- Two-Way Four Lane District Street (see Exhibit 10.8 – Two-Way Four Lane District Street – Detailed Cross Section, of the CP)
- ROW will be located at back of curb (approximately 64' back of curb to back of curb)
- 9' Raised and/or landscaped median (not required to be raised for all segments – may be paved 11' center lane with adjacent 10' travel lanes)
- Vertical Curb
- Typically, no on-street parking, however parking may be added to the roadway to complement adjacent uses and encourage pedestrian interaction and front-of-house operations to engage the roadway
- 6' Bike Lanes
- High volume, low speed vehicular traffic street
- Several neighborhood and parcel entries with full turning intersections and curb returns (rather than driveway aprons) are anticipated

C. Inspirian Parkway (Construction Complete)

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

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

D. Internal Streets

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

1. Internal Streets - Entry Drives

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

2. Internal Streets – Standard Neighborhood Streets

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

- No bus stops - Bus service shall be as determined by the transit authority

3. Internal Streets – Park Side Streets

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

4. Internal Streets – Block End Streets

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

4.3 Intersections

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

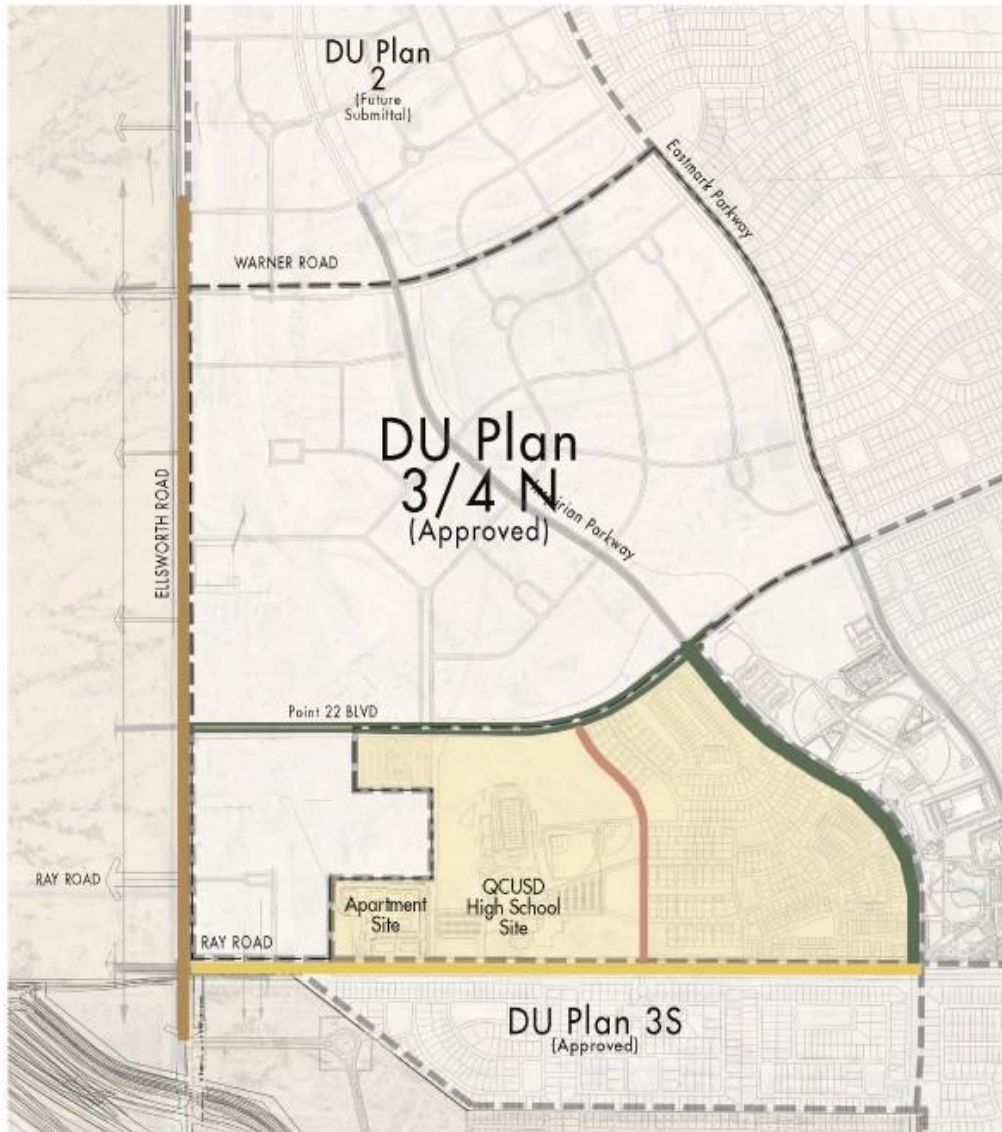
- at least four (4) drives will access DU 3/4 from Ray Road
- at least four (4) drives will access DU 3/4 from Point Twenty-two Boulevard
- at least one (3) drives will access DU 3/4 from Inspirian Parkway

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

4.4 Street and Circulation Phasing

Street and circulation improvements shall be phased and developed with adjacent development as shown on **Exhibit 4.4 – Street and Circulation Phasing**.

Exhibit 4.2 – Major Roadways



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

LEGEND

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

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

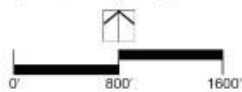
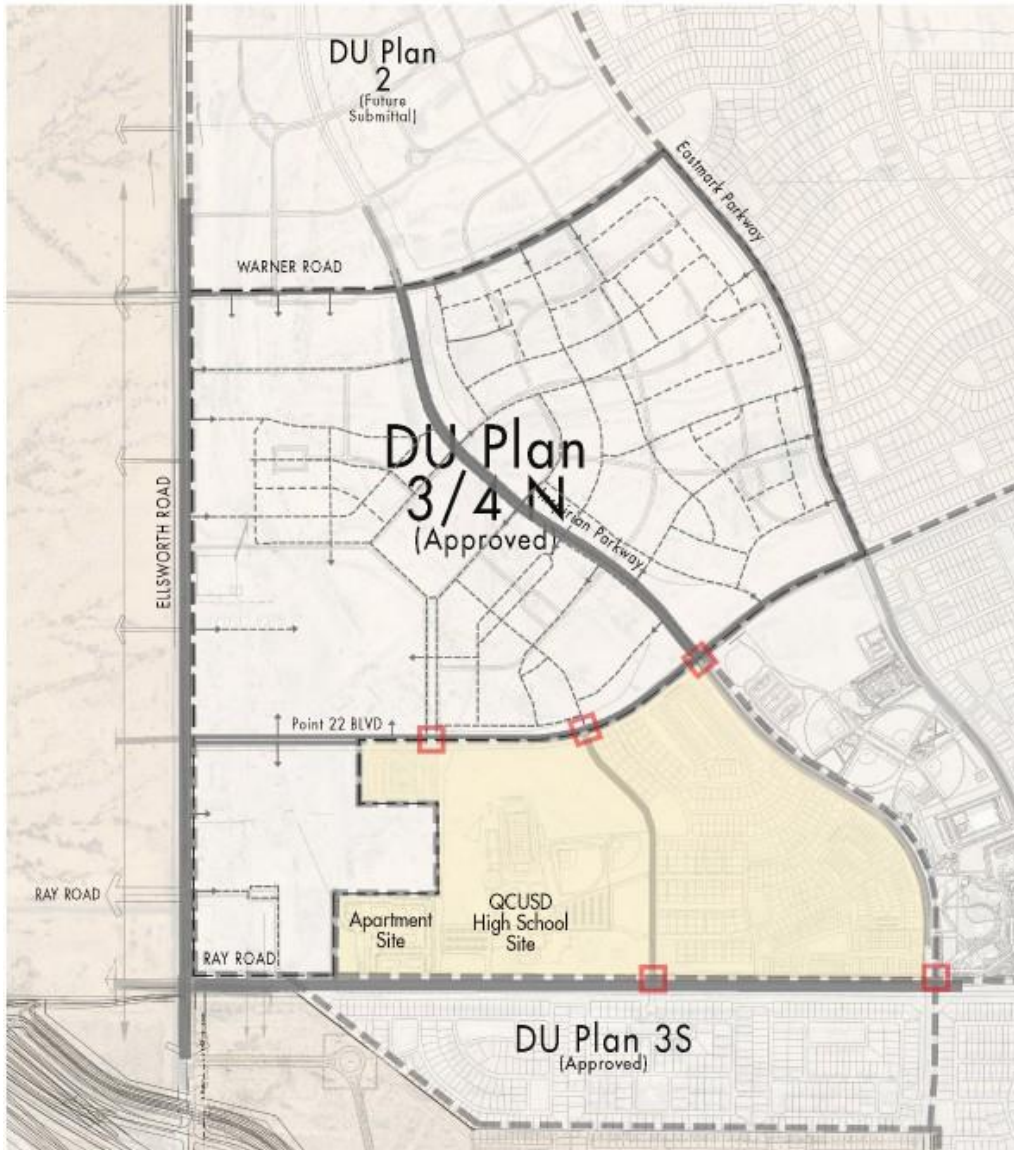


Exhibit 4.3 – DU 3/4 Transportation Plan



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

LEGEND

- ↔ Perimeter Roadways
- Potential Signaled Intersection
- - - Interior Roadways, Driveways, and Access

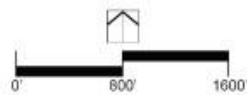
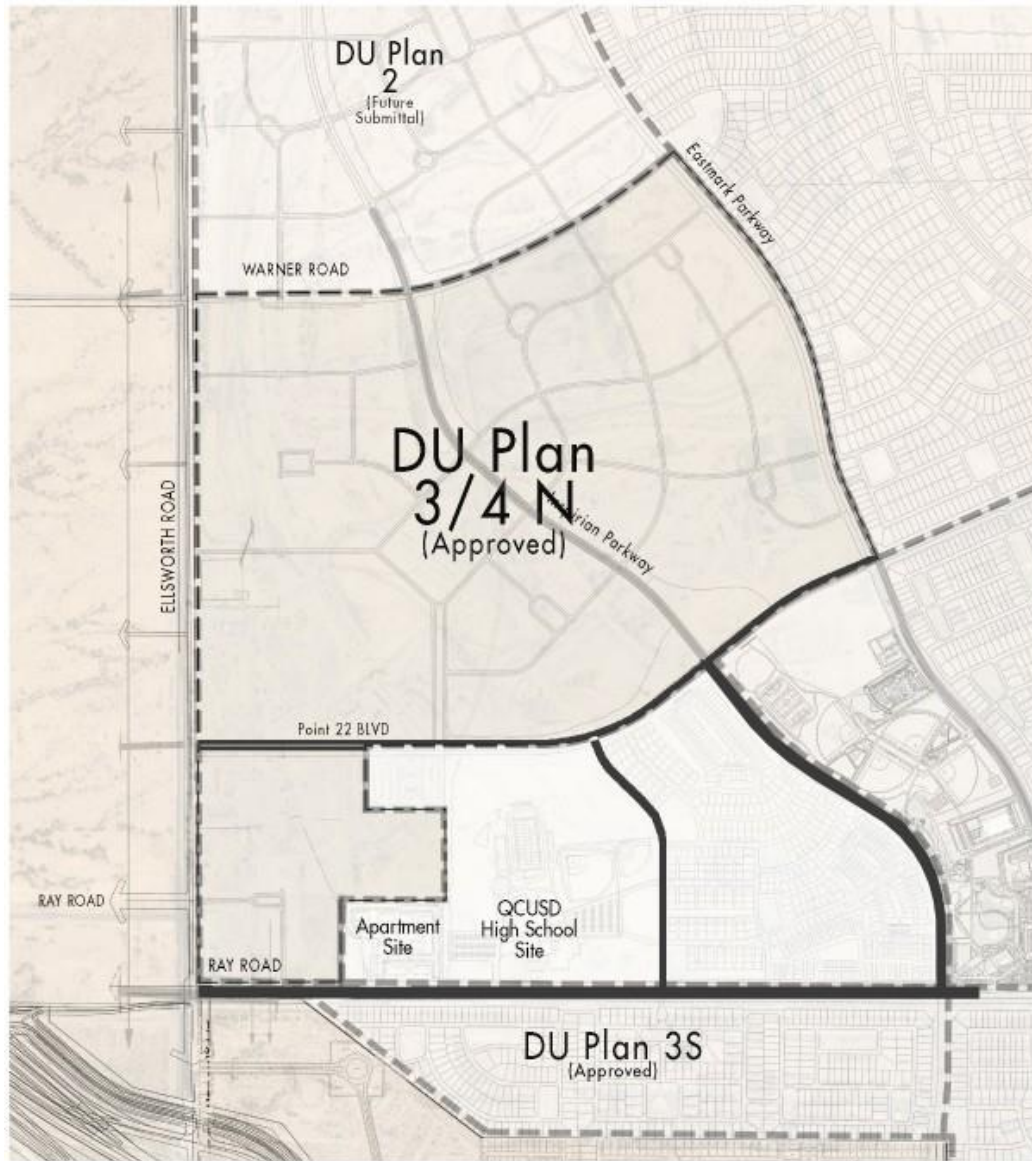
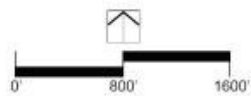


Exhibit 4.4 – Streets and Circulation Phasing



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.

LEGEND



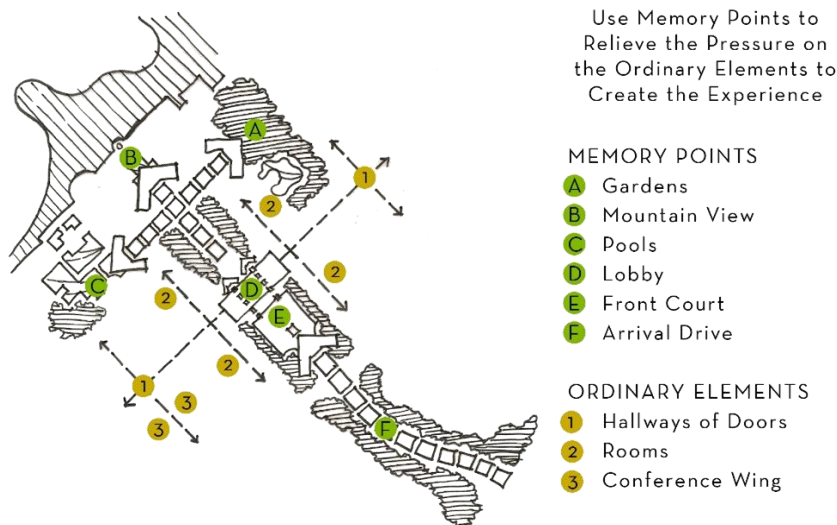
Section 5 DU Design Guidelines (“DUDG”)

Consistent with the vision for DU 3/4, this area will provide a transitional area that relates to surrounding areas. DU 3/4 will include a mix of residential uses of varying densities together with education facilities. These uses will also link to the Eastmark Great Park (outside this DU) on the east via multi-modal connections along Point Twenty-Two Boulevard.

The DUDGs for DU 3/4 are designed for residential neighborhoods, residential enclaves and school uses. This is essential to Eastmarks’ community goal of “living well over time”. These DUDG’s will help to ensure a successful integration with existing and future surrounding uses. It is important to note that as of this writing this DU is almost completely built out with all roadways completed.

To create great neighborhoods and places, the DUDGs for DU 3/4 rely on using two concepts symbiotically: memory points and ordinary elements. The mass of any neighborhood, educational campus or commercial site is made of ordinary elements – homes, local streets, schools, shops, offices and places of worship. These elements are much like the rooms, hallways and conference rooms of a resort (refer to **Exhibit 5.1 – Memory Points and Ordinary Elements Diagram**). They make up the mass of the resort, are nicely appointed, but they are not what is remembered about the resort experience. The ordinary elements of DU 3/4 will have simple, quality facades – good quality, nicely appointed, free from elaboration, ostentation or display. Our memory of resorts is made up of the arrival experience and court, the grand lobby, the resort pools and gardens and the distant views. In the residential neighborhoods and enclaves of DU3/4, these memory points are likely the neighborhood entries, the neighborhood parks and the private open spaces. The quality design, construction and maintenance of these important spaces relieve the pressure on the design of the ordinary elements. In the school campus, the buildings and public spaces can serve as memory points.

Exhibit 5.1 – Memory Points and Ordinary Elements Diagram



5.1 Pedestrian Corridors

See Section 4 of this DUP.

5.2 Common Areas

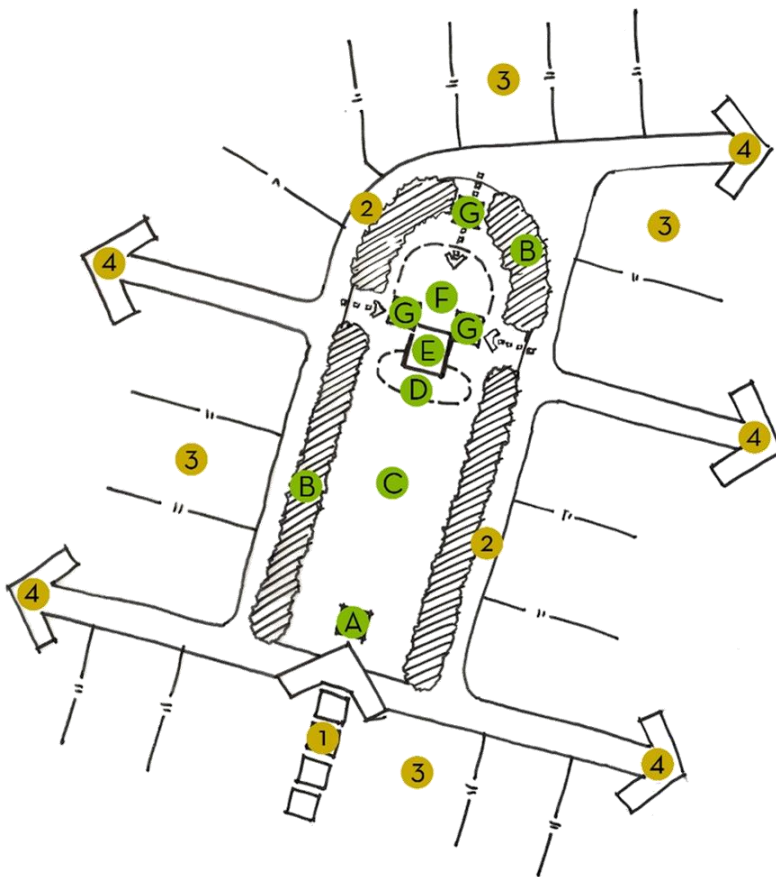
Within DU 3/4, common areas will typically take on one of a few forms: Neighborhood Parks/Plazas, residential enclave open space, and the high school campus grounds. The Neighborhood Parks/Plazas will each be the "living room" for individual neighborhoods – more intimate outdoor spaces. They may host community wide events on occasion, but they will be designed to regularly serve the needs of each neighborhood. Each will be a single holistic design and typically will be highly varied from park to park. Similar to the neighborhood parks in character, the residential enclave open spaces will be private common areas for the benefit of the residents of an enclave.



A. Neighborhood Parks/Plazas and Residential Enclave Open Spaces

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

Exhibit 5.2 – Neighborhood Park Elements



NEIGHBORHOOD ELEMENTS

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

PARK ELEMENTS

(Sample list of potential elements)

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

1. Enter on Focus

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

2. Park Edge

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

3. Homes Facing

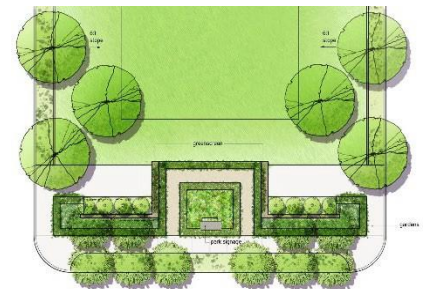
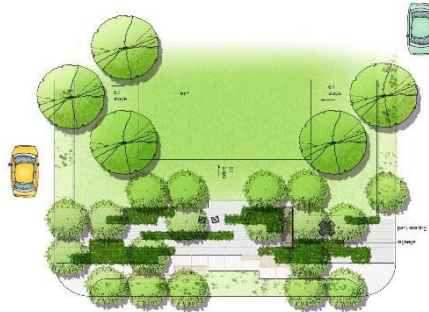
Homes surrounding the park face the park, further stressing the park's importance as a community space. Homes facing the park also prevent conflicts that tend to arise when the private portions of the home or the lot (typically the rear) are in close proximity to the public spaces of the park. In residential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

4. Streets Extend the Park

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

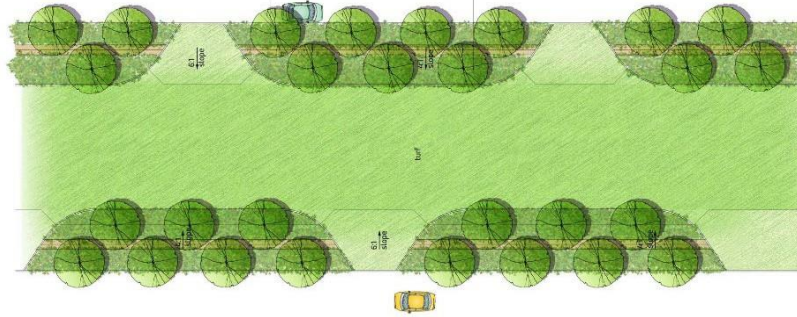
5. Foreground Focal Element

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



6. Tree Lined

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



7. Open Flat Lawn

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



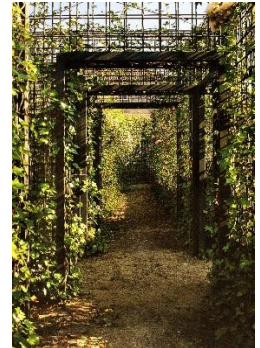
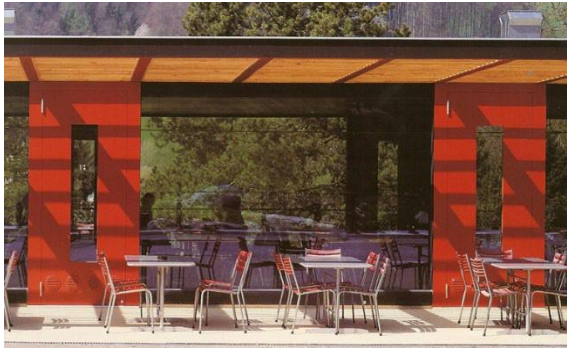
8. Adult Attractive Element

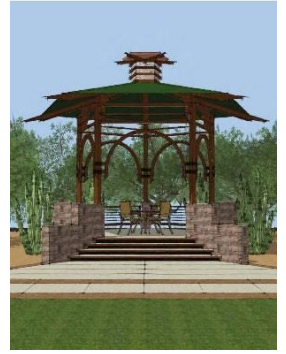
If the parks attract adults and give them a reason to linger, they will bring the kids and stay for a while. To attract adults, often this element has to have the same effect as sitting by a fire. A fire pit, a small water feature or a piece of kinetic art tends to draw the attention of adults for hours.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



9. Built Projective Shade

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





Partial, Conceptual Park Site Plans

10. Kids Play Area

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

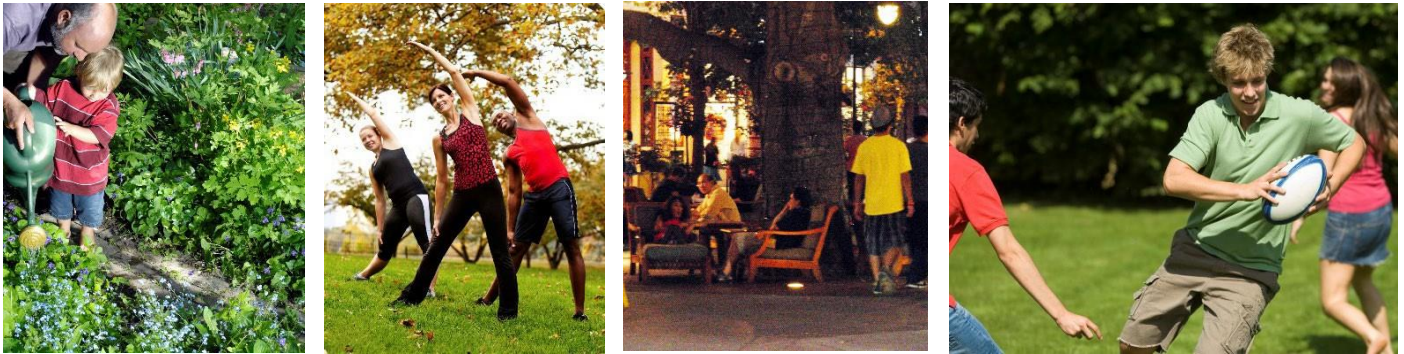


11. Mail Box/Community Notice Points

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

12. Events

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

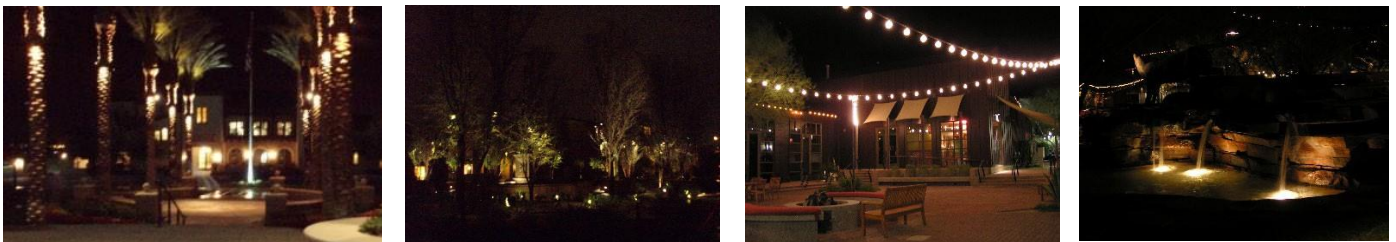


13. Parking

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

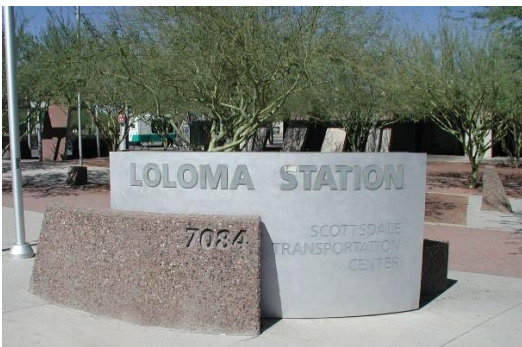
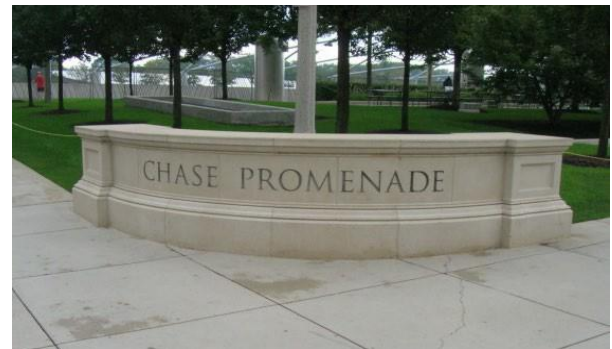
14. Lighting

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



15. Signage

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



B. The High School Campus Grounds

In keeping with traditional design facilities for a high school, the high school campus will include typical features such as campus buildings including administration, classroom and auditorium facilities. Sports facilities including lighted football and baseball fields as well as tennis and other outside sporting facilities are anticipated. Focus on security is key as well as providing a setting that will host many important community events and traditions.

1. Parking

Parking for the high school campus will be handled primarily by surface parking lots that are accessed from Point Twenty-Two Boulevard and Copernicus.

2. Lighting

Lighting will vary from brightly lighted ball fields to illuminated pedestrian walkways. The ball fields and courts may also be lighted for nighttime play and for use as nighttime event. Sports court and field lighting will require shielding on the light fixtures to prevent the light source from being visible off property.

5.3 Landscaping

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



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



Arizona Canal, ne. of Phoenix

A. Landscape Standards

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

B. Landscape Plant Palette

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

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

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

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

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

1. Landscape Character

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

a. Shaded Parkways

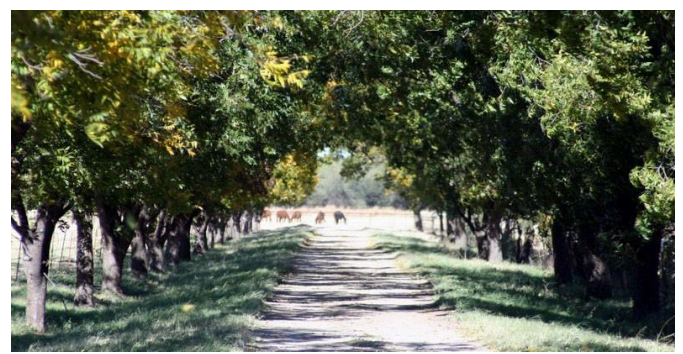
The Shaded Parkways landscape character is inspired by the turn of the century garden city neighborhoods of “Old Arizona” and Central Phoenix. These landscapes are used to create a pedestrian dominated streetscape. This character narrows the perceived width of the pavement, slows traffic and shades sidewalks. The corresponding plant palette is selected to work in the narrow parkways while providing a tunnel of shade and color accents. The palette also includes evergreens that may be used to accentuate seasonal changes. Palms may also be a part of this landscape character. Their height helps to enclose the streetscape and dominate the space to reduce speed. Understory planting in this character area must be able to handle some foot traffic as people walking to and from parked cars along the parkway. Understory plantings must also be versatile to be able to grow in both heavily shaded and sunny settings. Plants that go dormant seasonally should be mixed with evergreen vegetation so that the visual space of the roadway is pleasant year round. These landscape character areas often include paved/hardscape areas under the tree canopies.





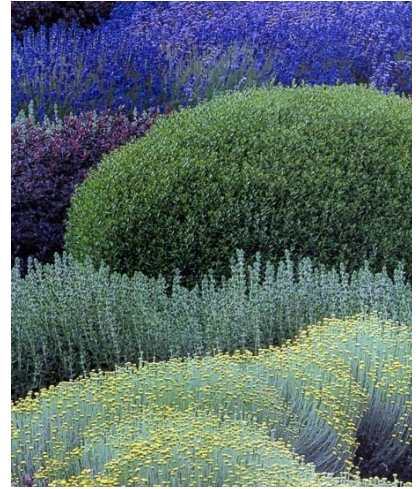
b. Shaded Boulevards

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



c. Parks and Gardens

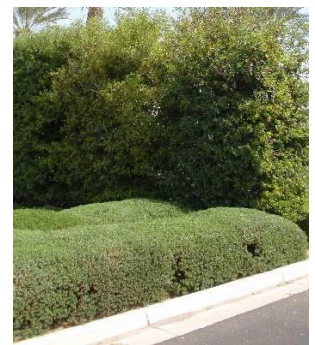
The Parks and Gardens landscape character is inspired by the turn of the century parks and gardens. Like well-kept front yards, this landscape character creates outdoor rooms and space for long term enjoyment by users. The scale of these spaces can range dramatically from small front yards to intimate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





d. Linear Arroyos

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



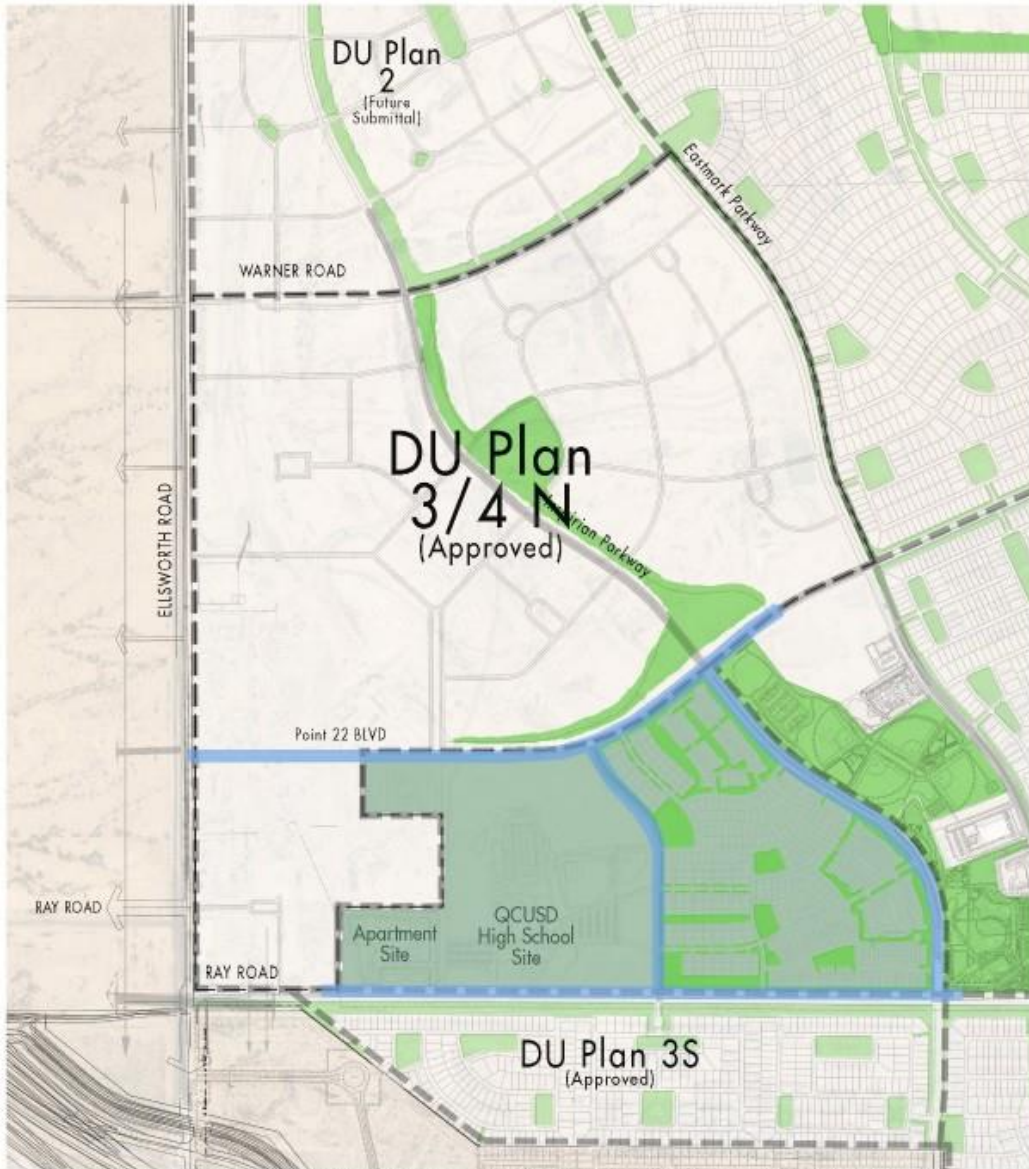


e. Riparian

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



Exhibit 5.3 – Landscape Character – Public Spaces



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.

LEGEND

- Shaded Parkway
- Parks and Gardens
- Shaded Boulevard

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

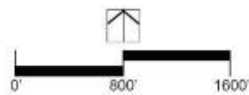
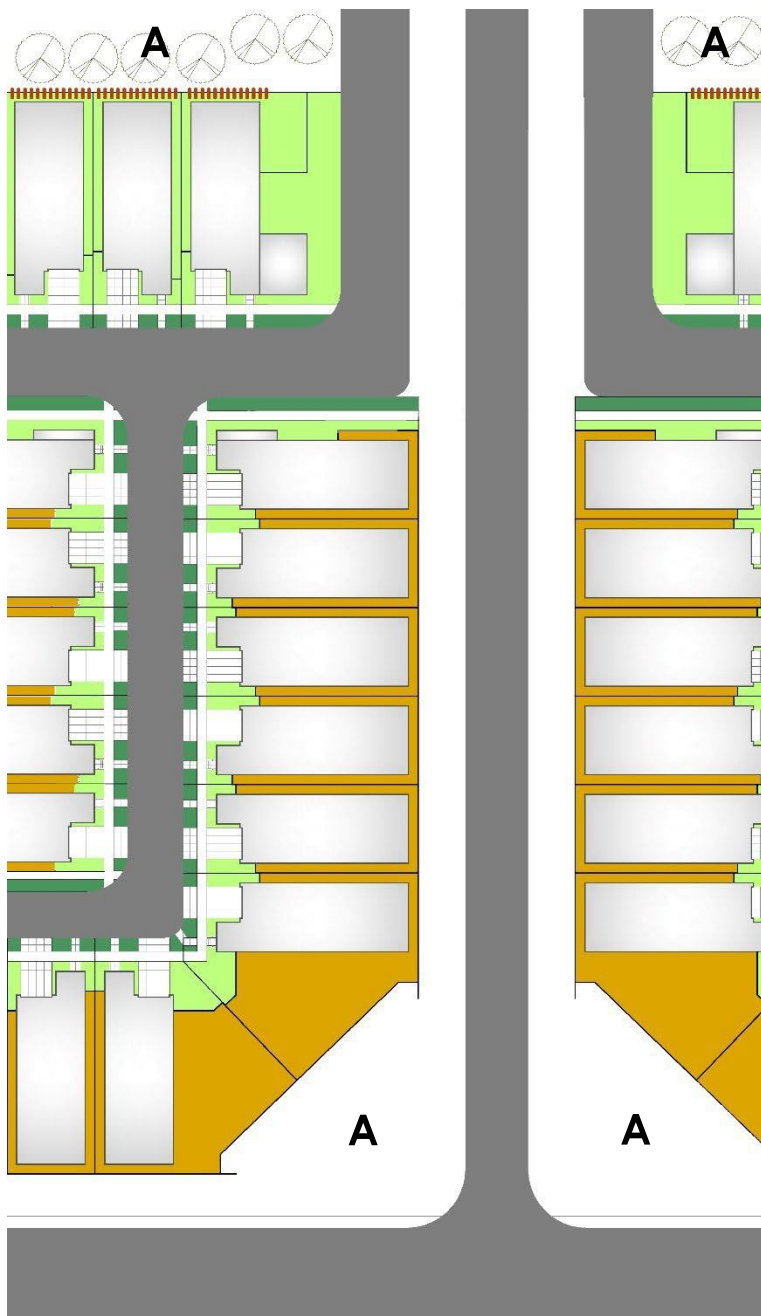


Exhibit 5.4 – Landscape Character – Private Spaces



N.T.S



Notes:

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

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

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

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

2. Tree Classes

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

a. Evergreen

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

b. Canopy

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

c. Accent

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

d. Palms

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

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

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

All non-paved areas shall be covered by a natural desert cobble or by dark one three (3) inch decorative rock with minus such as “Apache Brown” or “Express Carmel” and shall be planted. Other decorative rock gradations may also be allowed if appropriate to their setting. Compacted decorative rock may also be used as a paving material for walkways (such walkways if used for a required ADA route must be ADA

compliant). Non-paved walkways that utilize a crushed rock surface (such as a jogging trail) may use the same color decorative rock in a quarter inch minus form.

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

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

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

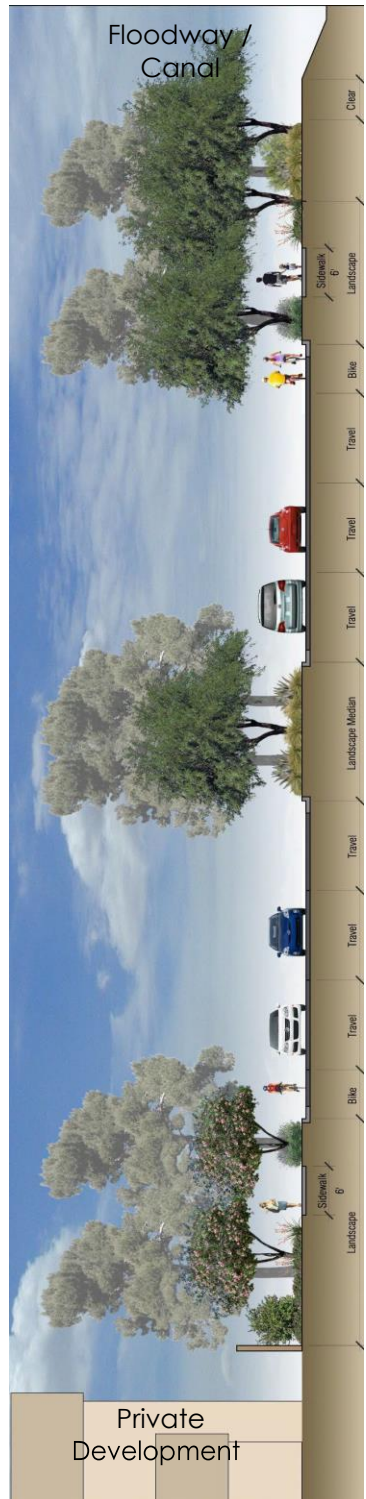
1. Ray Road

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

On Ray Road as shown in **Exhibit 5.5 – Landscape within Public Right of Way – Ray Road**, the right-of-way includes approximately eighteen (18) feet behind face of curb. This space is part of the Shaded Boulevards landscape character, but interfaces with the Parks and Gardens landscape character near the Eastmark Great Park. Along the roadway, there is typically a broken double row of street trees behind curb and a single row down the middle of the median. The first row of trees behind the curb will typically be three (3) feet behind back of curb and the second (3) feet behind the sidewalk. Of the four (4) tree classes, the Canopy class will do the majority of the work in the median and the first row behind the curb. The Canopy class trees may transition slowly through various kinds of canopy trees over the length of the roadway. The other classes may also be mixed into these rows to create the effect they are each suited for: Evergreen – winter greenery and screening, Palm – enclosure and vertical accent, and Accent for color and visual interest. In the back row of trees (which is behind the sidewalk), the Evergreen tree class will become a greater part of the streetscape. This row may be composed entirely of Evergreen and Canopy trees, providing the backdrop to Accent trees in front. This back row of trees will help to define the roadway as a separate and distinct space from the neighborhoods adjacent to it. Landscape within the median shall be planted per the Shaded Boulevards landscape character. The median shall be planted with trees typically thirty (30) to forty (40) feet on center in the middle of the median. Typically, streetlights will be located in the median to minimize their visual impact and light spill onto adjacent properties. The first two (2) feet behind back of the curb in the median may be paved with pavers or stamped concrete. Tree placement and type may become more formal and accented as the roadway approaches the Ellsworth 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-or-curb. While the sidewalks will be generally parallel to the roadway, they may include staggered offsets to provide interest for the pedestrian. Additional paving (sidewalk width) shall be incorporated in LUG GU and UC areas. Such sidewalks while generally wider will typically be interrupted by planters, pots, patio enclosures and street furniture.

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



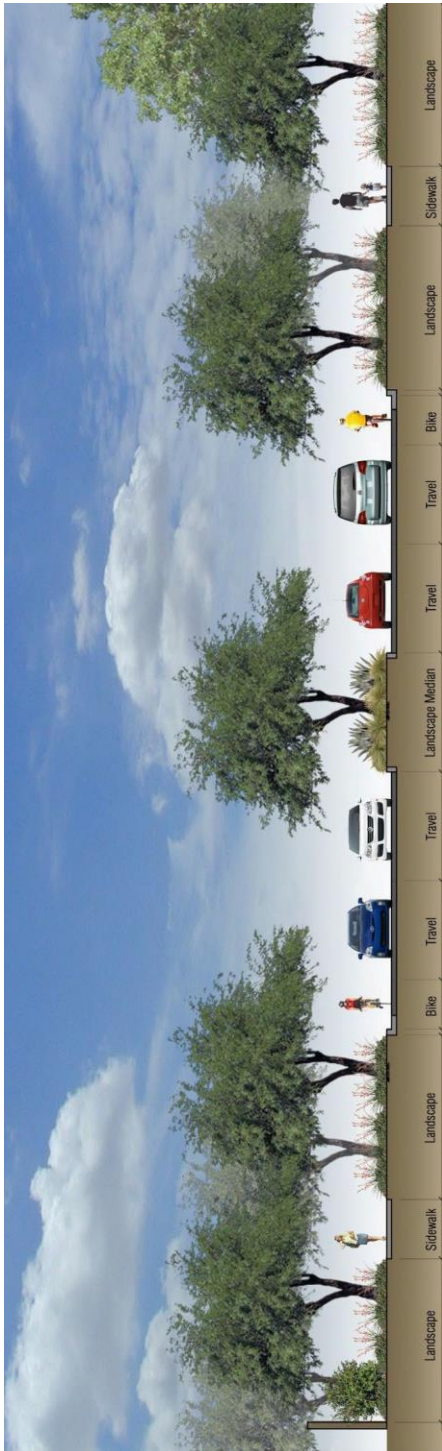
Along Residential Neighborhoods/Enclaves and Commercial Development

2. Inspirian Parkway

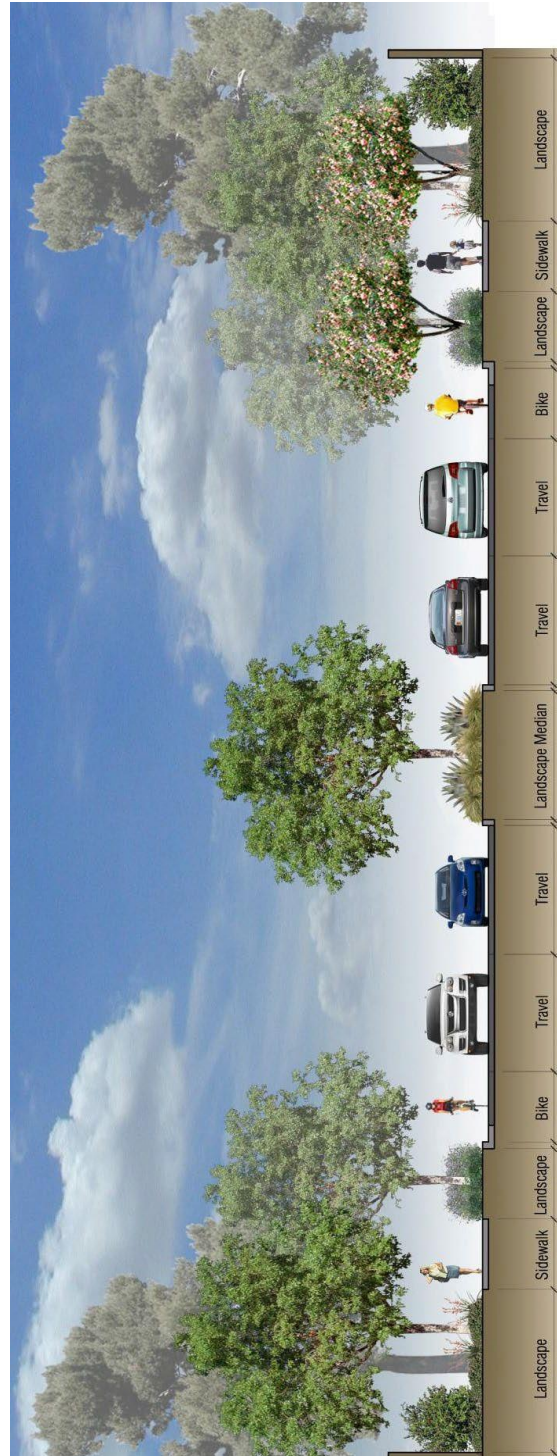
The right-of-way shall be located at back of curb and shall not include landscaped areas except a twelve foot wide (face-of-curb to face-of-curb) raised landscaped median and potential parallel parking landscape islands. Landscape within the median shall be planted per the Shaded Boulevards landscape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

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

Exhibit 5.7 – Landscape within the Public Right of Way –Inspirian Parkway



General Landscape along the Roadway



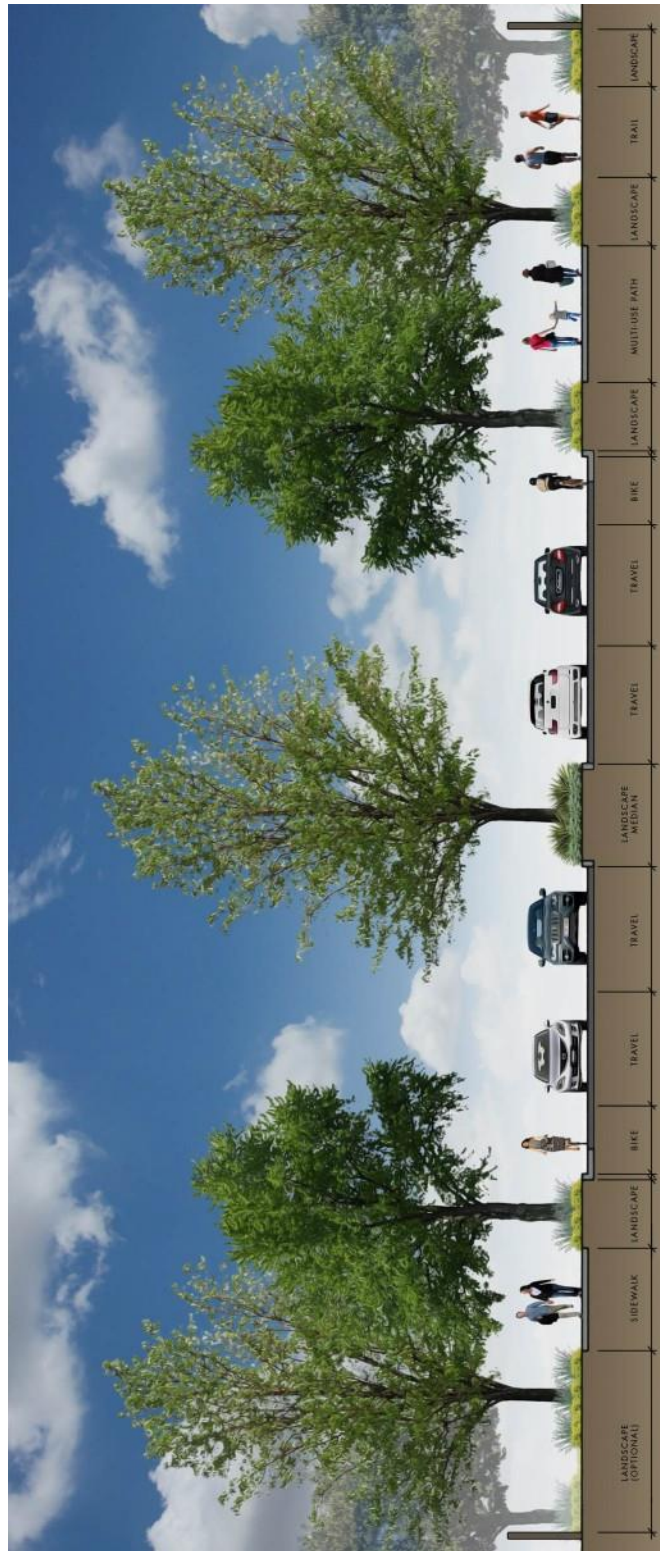
Accent Landscape along the Roadway

Point Twenty-Two Boulevard

The right-of-way shall be located at back of curb and shall not include landscaped areas except a nine (9) foot wide (face-of-curb to face-of-curb) raised landscaped median. Landscape within the median shall be planted per the Shaded Boulevards landscape character. The median is intended to be planted with trees typically thirty (30) to forty (40) feet on center in the middle of the median. Typically, streetlights will be located in the median to minimize their visual impact. The first two (2) feet behind back of curb in the median may be paved with pavers or stamped concrete. Landscape beyond the right-of-way shall typically be planted per the Shaded Boulevards landscape character in the parkways and median and Parks and Gardens landscape character in the wider landscape areas as shown in **Exhibit 5.9 – Landscape within the Public Right of Way – Point Twenty-two Boulevard** .

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

Exhibit 5.9 – Landscape within the Public Right of Way – Point Twenty-two Boulevard



4. Neighborhood Streets / End Block Streets / Neighborhood Entries

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

5. Parkside Streets

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

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

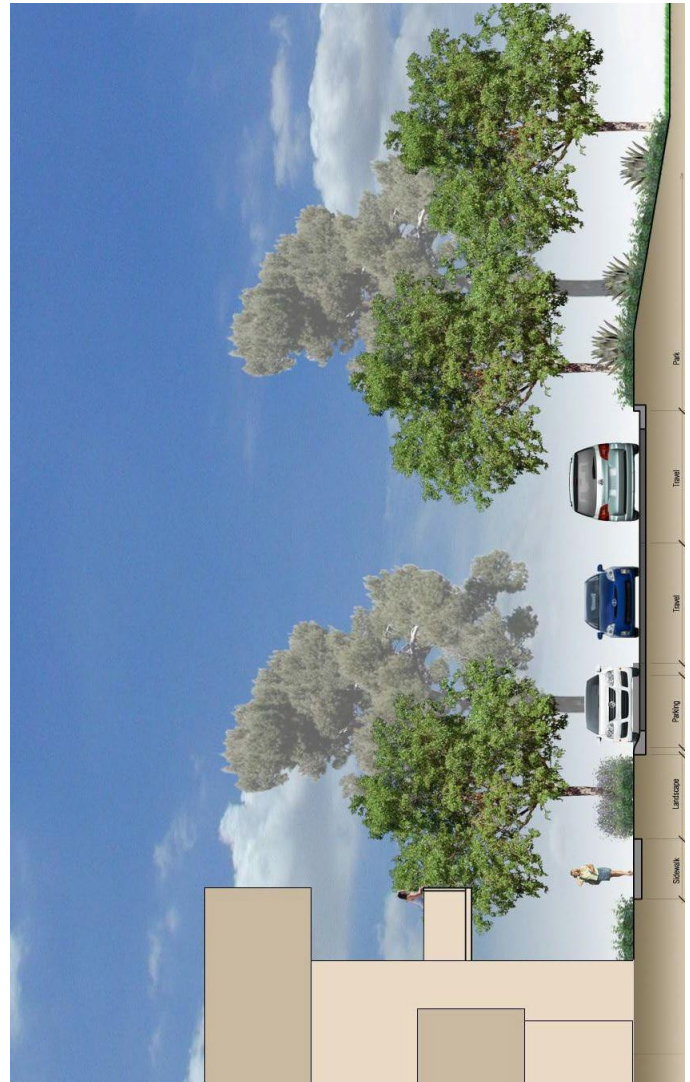
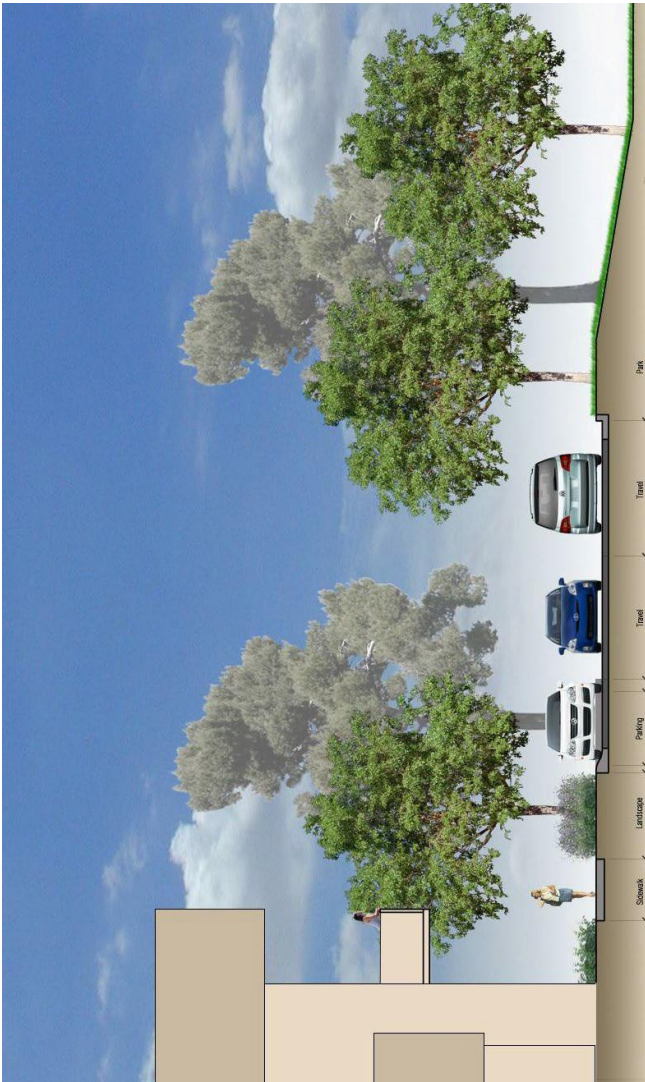


Along parking sections



Along no-parking sections

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



With Lawn along the Parkside/Open Space Corridor

With Planting Beds along the Parkside/Open Space Corridor

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

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

E. Miscellaneous Streetscape and Open Space Elements

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

Because open spaces outside of the streetscapes in DU 3/4 are primarily park spaces, the landscape character of open spaces will be primarily Parks and Gardens as described in **Section 5.3 B.1. – Landscape Character**. The park areas in DU 3/4 may also include pockets of natural desert to contrast the formal park plantings. These natural pockets will likely occur at the edges and corners of the park spaces and will draw plants from the Linear Arroyo landscape character. The parks may also include low lying areas especially when the park is also used to store stormwater. These areas may incorporate plants from the Riparian landscape character.

1. Fences and Walls

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

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



complementary and compatible with the building architecture

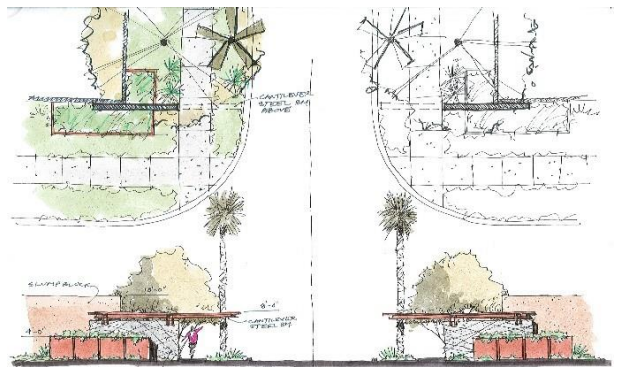
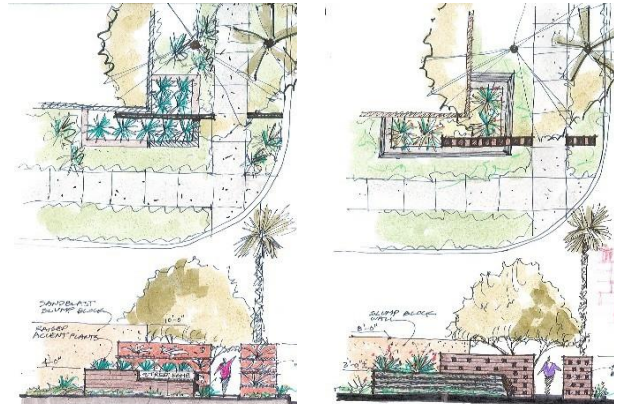
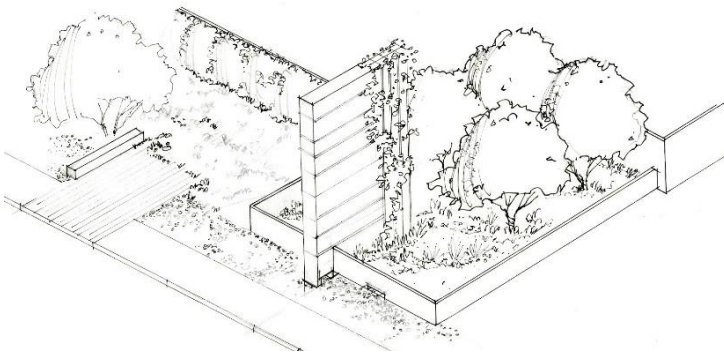
- Chain link fence is not permitted
- Fences or walls taller than forty-two (42) inches are not permitted in the minimum required "building setback – street" per the CP (see Exhibit 3.12 – Wall Placement)
- Fence and wall locations should be placed or sized to respect sight distance restrictions
- Walls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

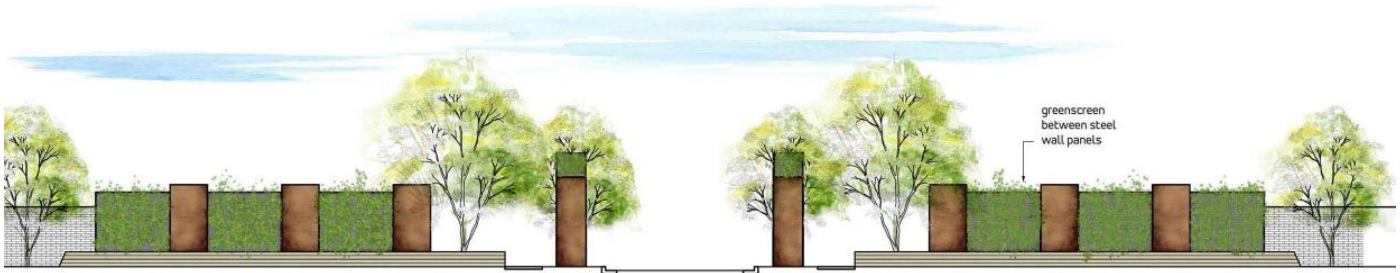


2. Sentinels

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

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





3. Hardscape

Hardscape in the streetscape and open spaces of DU 3/4 will primarily be standard gray concrete. In walkways, the hardscape may be scored to create two (2) by two (2) to three (3) by three (3) panels to reduce the visual size of the pavement. Colored or textured concrete is not required but may be used in the private open spaces 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.

4. Street Furniture

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

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

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

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

5. Public Art

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

6. Shade Structures

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

7. Playground Equipment

Playground Equipment in DU 3/4 is not required in every park or plaza, but when present will be appropriate to its setting. In neighborhood parks, simple play structures such as swings and slides complimented by the occasional small, decorative play structure are fitting.

8. Water Features, and Fountains

Within DU 3/4, Water features 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 DU 3/4 but may be a regular part of open space settings. When present in neighborhood parks, fountains should be scaled appropriately to the size of the space and provide tranquil locations to linger in the park. Fountains should generally anchor human activity centers or accentuate socially important locations within the community.

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

9. Foundation Base (Landscape)

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

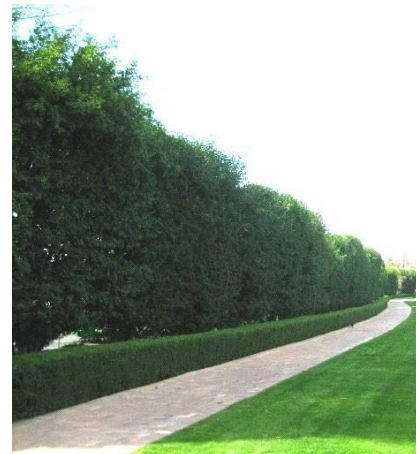
In open spaces in DU 3/4 hedges and shrub masses shall be used to create outdoor rooms. Around architecture within these open spaces, foundation base plantings are not required, but should be used when plazas or sidewalks do not extend to the base of the architecture. Foundation base plantings should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

10. Street Perimeter Landscape Standards

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

a. Minimum Plant Size

Landscape standards including minimum plant size and quantity, parking area landscape and street perimeter landscape shall be per Section 12 – Landscape Standards, of the CP. Due to the fast growing nature of desert trees in the DU 3/4 plant palette, the minimum size for required trees may be smaller if exchanged for an additional quantity of trees (i.e. one (1) twenty-four (24) inch box tree for two (2) fifteen (15) gallon trees.



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






F. DU 3/4 Ownership and Maintenance Responsibilities






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







G. DU 3/4 Plant Palette








Exhibit 5.13 – DU 3/4 Plant Palette







A. Trees







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







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





BOTANICAL NAME		COMMON NAME		Landscape Character					Tree Class				
				Shaded Parkway	Shaded	Parks and	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	






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






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






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





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






		Landscape Character					Tree Class			
		Shaded Parkway	Shaded	Parks and	Linear Arroyos	Riparian	E=Evergreen D= Deciduous	Canopy	Accent	Palm
BOTANICAL NAME	COMMON NAME									
Phoenix canariensis 	Canary Island Date Palm	x	x	x			E	x	x	x
Phoenix dactylifera 	Date Palm	x	x	x	x		E	x	x	x
Washingtonia filifera 	California Fan Palm, Hybrid Fan Palm (wide trunk)	x	x	x	x	x	E	x	x	x
Acacia willardiana 	Palo Blanco	x	x	x	x		E		x	

		Landscape Character					Tree Class			
		Shaded Parkway	Shaded	Parks and	Linear Arroyos	Riparian	E=Evergreen D= Deciduous	Canopy	Accent	Palm
BOTANICAL NAME	COMMON NAME									
Bauhinia blakeana 	Hong Kong Orchid Tree	x	x	x			D	x	x	
Bauhinia lunaroides 	Anacacho Orchid	x	x	x	x	x	D		x	
Caesalpinia cacalaco 	Cascalote	x	x	x	x		E	x	x	
Cercis canadensis v. 'Mexicana' 	Mexican Redbud	x	x	x			D	x	x	
Chorisia speciosa 	Silk Floss Tree	x	x	x			D	x	x	
Citrus sp.	Citrus Tree	x	x	x			E		x	
Cordia boissierii	Texas Olive	x	x	x	x		E		x	

		Landscape Character					Tree Class				
		Shaded Parkway	Shaded	Parks and	Linear Arroyos	Riparian	E=Evergreen D= Deciduous	Canopy	Accent	Palm	
BOTANICAL NAME	COMMON NAME										
											
<i>Cupressus sempervirens</i>	Italian Cypress	x	x	x			E		x		
											
<i>Diospyros texana</i>	Texas persimmon			x			D	x	x		
											
<i>Fraxinus greggii</i>	Littleleaf Ash	x	x	x	x		E		x		
											
<i>Nerium oleander</i> 'Sister Angus'	Giant White Oleander	x	x	x			E		x		
											

		Landscape Character					Tree Class			
		Shaded Parkway	Shaded	Parks and	Linear Arroyos	Riparian	E=Evergreen D= Deciduous	Canopy	Accent	Palm
BOTANICAL NAME	COMMON NAME									
Lagerstroemia indica 	Crape Myrtle	x	x	x			D	x	x	
Laurua nobilis 	Bay Laurel	x	x	x			E	x	x	
Pistacia lentiscu 	Mastic Tree	x	x	x			E	x	x	
Pithecellobium flexicaule 	Texas Ebony		x	x	x		E	x	x	
Pithecellobium mexicanum 	Mexican Ebony		x	x	x		E	x	x	

		Landscape Character					Tree Class				
		Shaded Parkway	Shaded	Parks and	Linear Arroyos	Riparian	E=Evergreen D= Deciduous	Canopy	Accent	Palm	
BOTANICAL NAME	COMMON NAME										
Pithecellobium pallens 	Tenaza		x	x	x		E	x	x		
Plantanus wrightii 	Arizona Sycamore		x	x	x	x	D	x			
Prunus armeniaca	Apricot			x			D		x		
Prunus cerasifea 	Purple Leaf Plum	x	x	x			D	x	x		
Prunus persica	Peach			x			D		x		
Pyrus calleryana 'Bradford' 	Bradford Pear	x	x	x			D	x	x		

		Landscape Character					Tree Class			
		Shaded Parkway	Shaded	Parks and	Linear Arroyos	Riparian	E=Evergreen D= Deciduous	Canopy	Accent	Palm
BOTANICAL NAME	COMMON NAME									
Pyrus kawakamii 	Evergreen Pear	x	x	x			D	x	x	
Quercus suber 	Cork Oak		x	x	x		E	x		
Sophora japonica 	Japanese Pagoda Tree			x			D	x	x	
Sophora secundiflora 	Texas Mountain Laurel	x	x	x	x		E		x	
Thevetia peruviana 	Mexican Oleander	x	x	x			E		x	

A. Shrubs

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

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

B. Accents

		Landscape Character					Tree Class				
		Shaded	Shaded	Parks and	Linear Arroyos	Riparian	E=Evergreen D=Deciduous	Canopy	Accent	Palm	
BOTANICAL NAME	COMMON NAME										
Agave americana 'Marginata'	Century Plant	x	x	x	x		E		x		
Agave bovicornuta	Cowhorn Agave		x	x	x		E		x		
Agave desmentiana	Agave		x	x	x		E		x		
Agave geminiflora	Twin Flowered Agave	x	x	x			E		x		
Agave parryi 'Truncata'	Parry's Agave	x	x	x	x	x	E		x		
Agave schidigera '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		
Dasyliion quadrangulatum	Toothless Desert Spoon		x	x			E		x		
Dasyliion texanum	Green Desert Spoon		x	x			E		x		
Dasyliion wheelerii	Desert Spoon		x	x	x		E		x		
Dietes bicolor	Fortnight Lily	x	x	x			E		x		
Echinocactus grusonii	Golden Barrel Cactus		x	x			E		x		
Echinocerus engelmannii	Hedgehog Cactus		x	x	x	x	E		x		
Eremophila prostrata 'outback sunrise'	Outback Sunrise	x	x	x			E		x		
Erigeron divergens	Fleabane	x	x	x	x	x	E		x		
Euphorbia antisyphilitica	Candelilla	x	x	x	x		E		x		
Ferocactus wislizenii	Native Barrel Cactus			x	x	x	E		x		
Fouquieria splendens	Ocotillo – seed grown		x	x	x	x	E		x		
Hemerocallis sp.	Daylily	x	x	x			E		x		
Hesperaloe funifera	Giant Hesperaloe		x	x			E		x		
Hesperaloe nocturna	Night blooming hesperaloe		x	x			E		x		
Hesperaloe parviflora	Yellow/Red Yucca		x	x			E		x		
Hesperaloe parviflora var 'Brakelight'	Brakelight Red Yucca	x	x	x			E		x		
Lophocereus schottii fa. Monstrosus	Totem Pole Cactus		x	x	x		E		x		
Manfreda masculosa	Manfreda	x	x	x			E		x		

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

C. Perennials and Groundcovers

		Landscape Character					Tree Class				
		Shaded	Shaded	Parks and	Linear Arroyos	Riparian	E=Evergreen D=Deciduous	Canopy	Accent	Palm	
BOTANICAL NAME	COMMON NAME										
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 Prostratal	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		

D. Grasses

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

E. Vines

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

F. Prohibited Plant List

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

5.4 Lighting

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

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

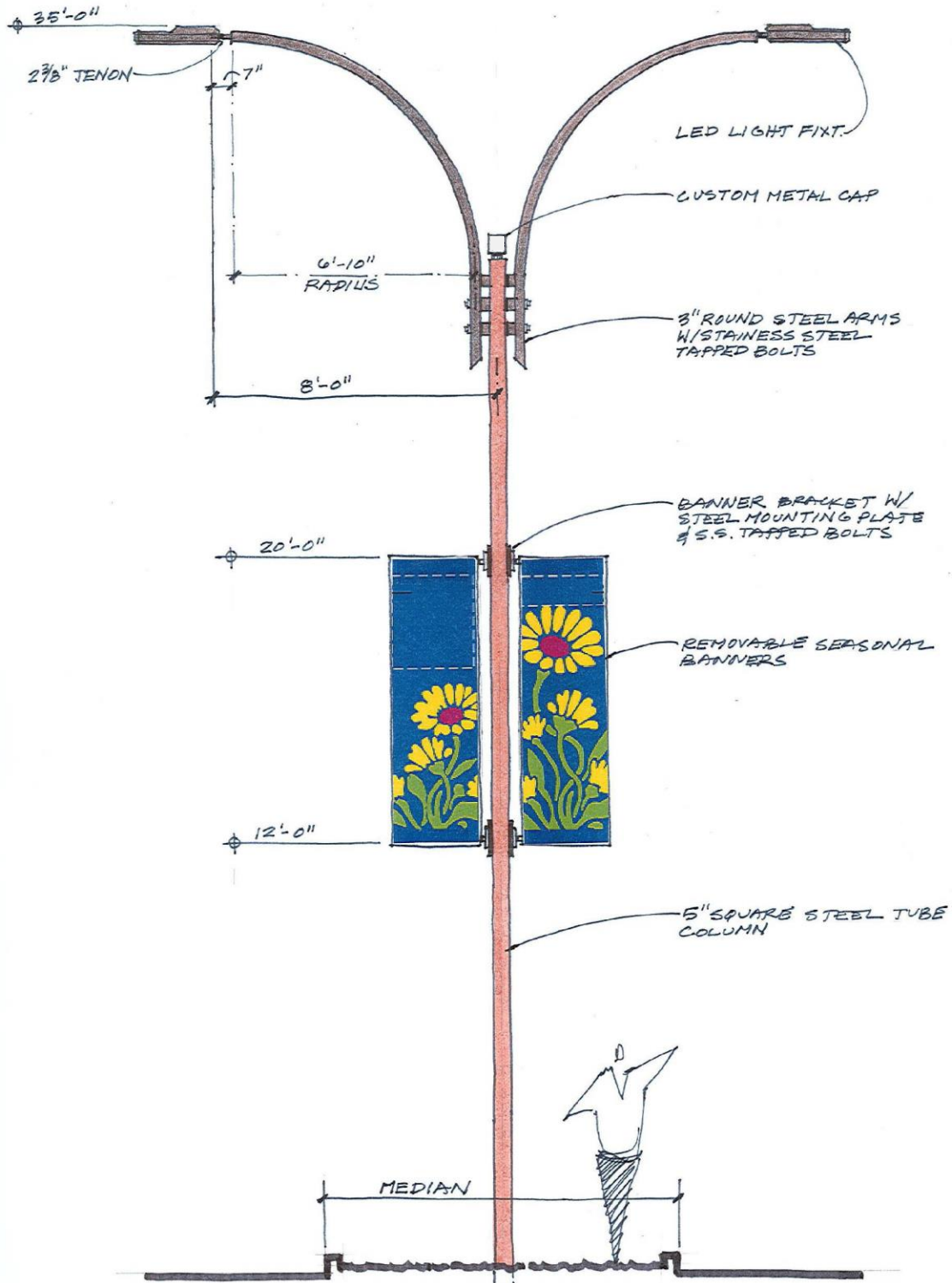
Interior roadways in LUG V neighborhoods (if included) will typically be dark and only lighted at intersections and pedestrian crossings. Interior roadways in all other LUGs (and in LUG V if approved by the Master Developer) will be consistently lighted the entire length. When street lights are located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

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

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

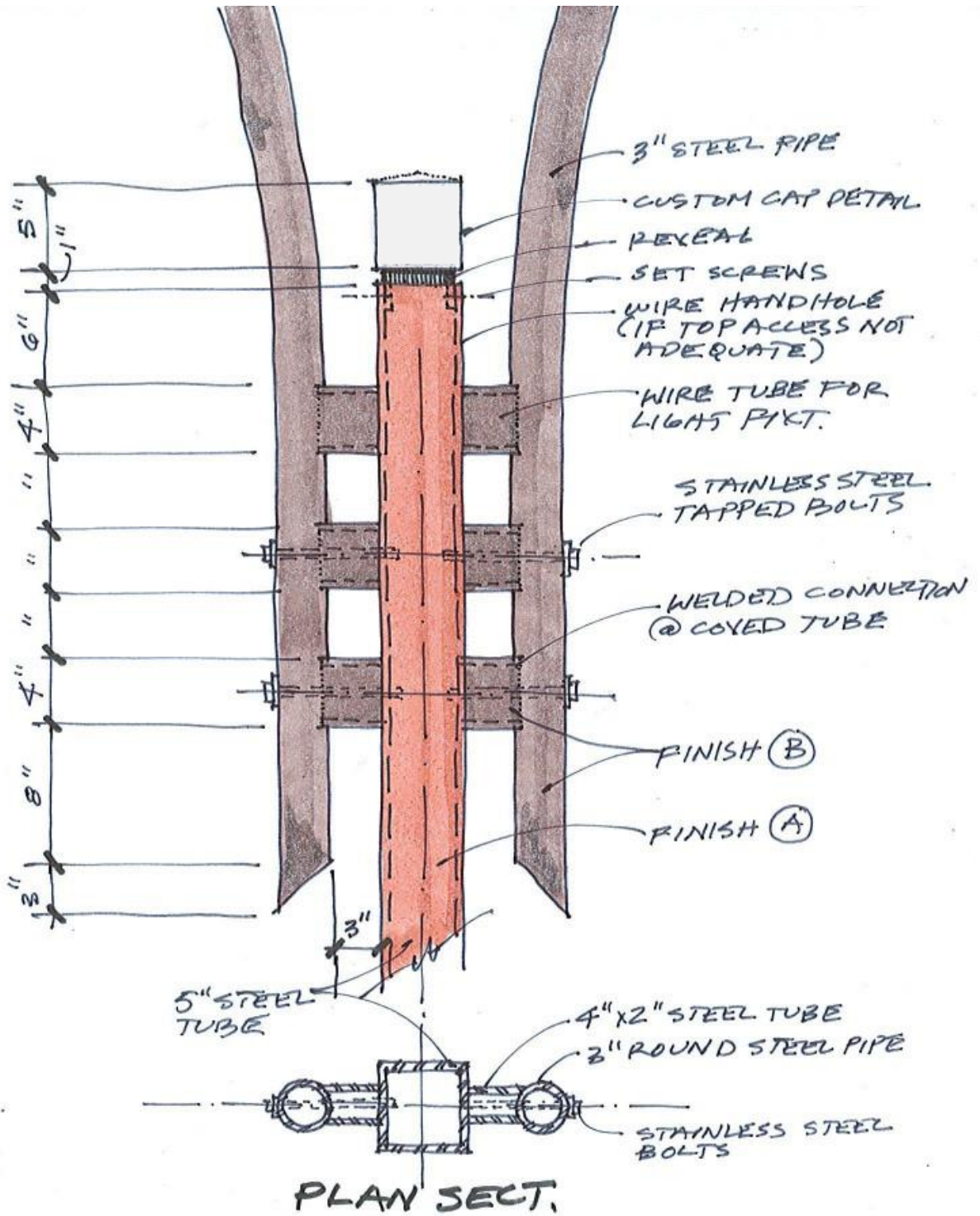


Exhibit 5.14a – Major Street Lighting



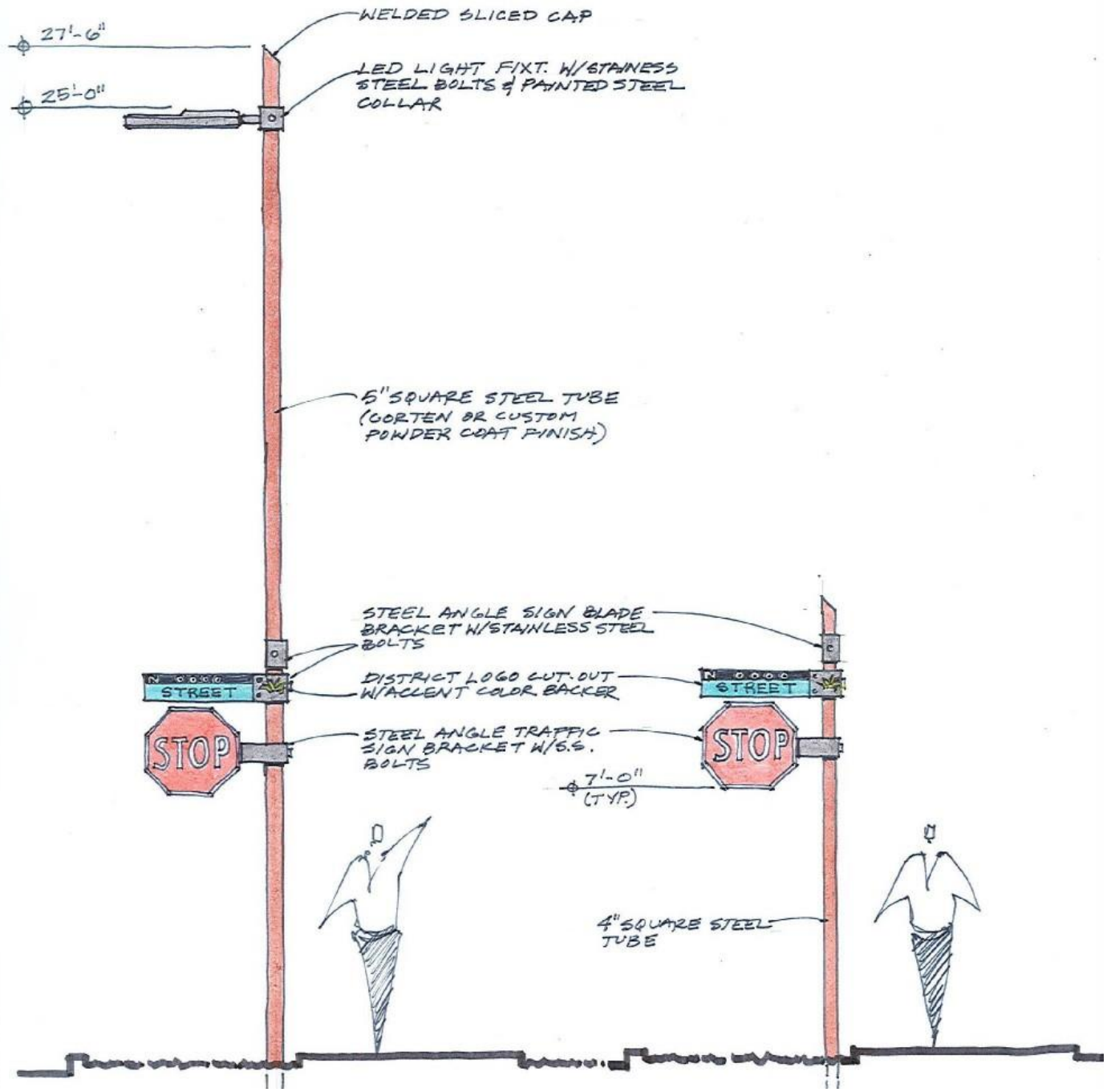
(Concept shown here; specific details must be approved by City of Mesa.)
 (See **Exhibit 5.9b – Major Street Lighting – Details**)

Exhibit 5.14b – Major Street Lighting - Details



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

Exhibit 5.15 – Interior Roadway Lighting and Stop Signs



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

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

A. Entry Drive, Park and Open Space Lighting

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

B. Parking Lot and Driveway Lighting

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

C. Ball Field and Court Lighting

Ball Field Lighting is expected to occur in DU 3/4. Sports fields, baseball fields, and courts (such as tennis, pickleball, etc.) and event lawns (for parties, croquet, lawn bowling, etc.) as part of the school and/or private enclaves or residential neighborhoods may be lighted. School ballfields will be lighted.

D. Continuous Neighborhood Street Lighting

In the areas west of Inspirian Parkway in DU 3/4 the interior streets will consistently lighted the entire length with ambient neighborhood street lighting. The fixtures in this area should be designed, placed and illuminated as described above for Interior Roadways.

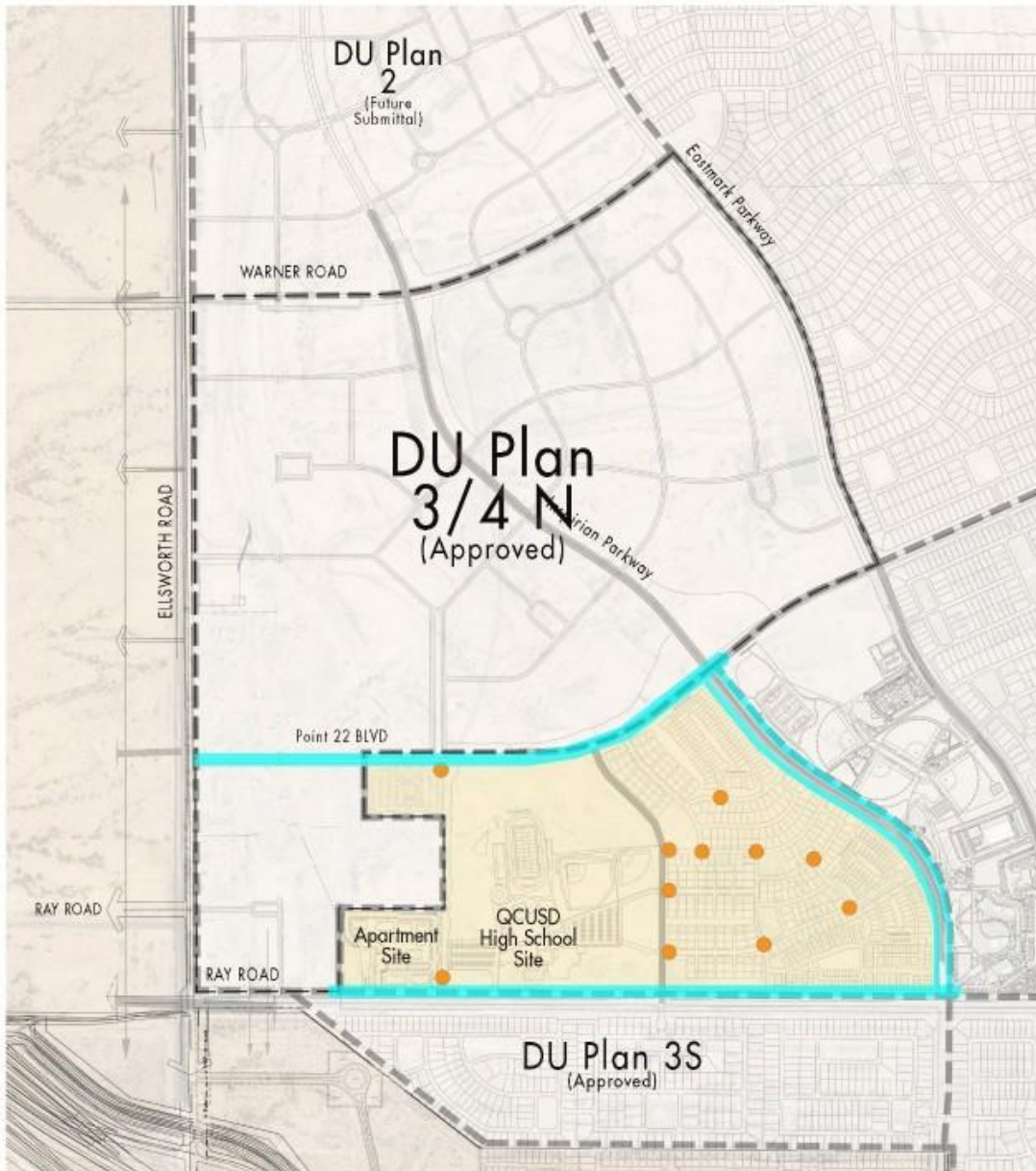
E. Dark/Security Lighting

The large areas of DU 3/4 outside of the right-of-ways and the lighting character zones described above typically do not require additional lighting, but are encouraged to have coach and/or front door lights on the buildings along the roadways. Such fixtures when possible should be on a dusk to dawn sensor, providing an ambient glow throughout the neighborhood at night. Open landscape areas without programmed use will generally not be illuminated at night.

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



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

Exhibit 5.16 – Lighting Character – Neighborhood & Park



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.

LEGEND

-  Continuous Street Light Layout
-  Intersection Lighting in Neighborhoods
(Amount and final location of lighting is based on final street layout)

Notes:

1. Light fixtures shall typically have dark bronze, copper, or rust color in matte finish. Stainless steel with brushed finish is also acceptable.
2. High pressure sodium lamps are prohibited. LED fixtures are encouraged.

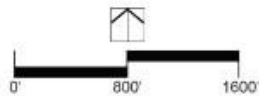
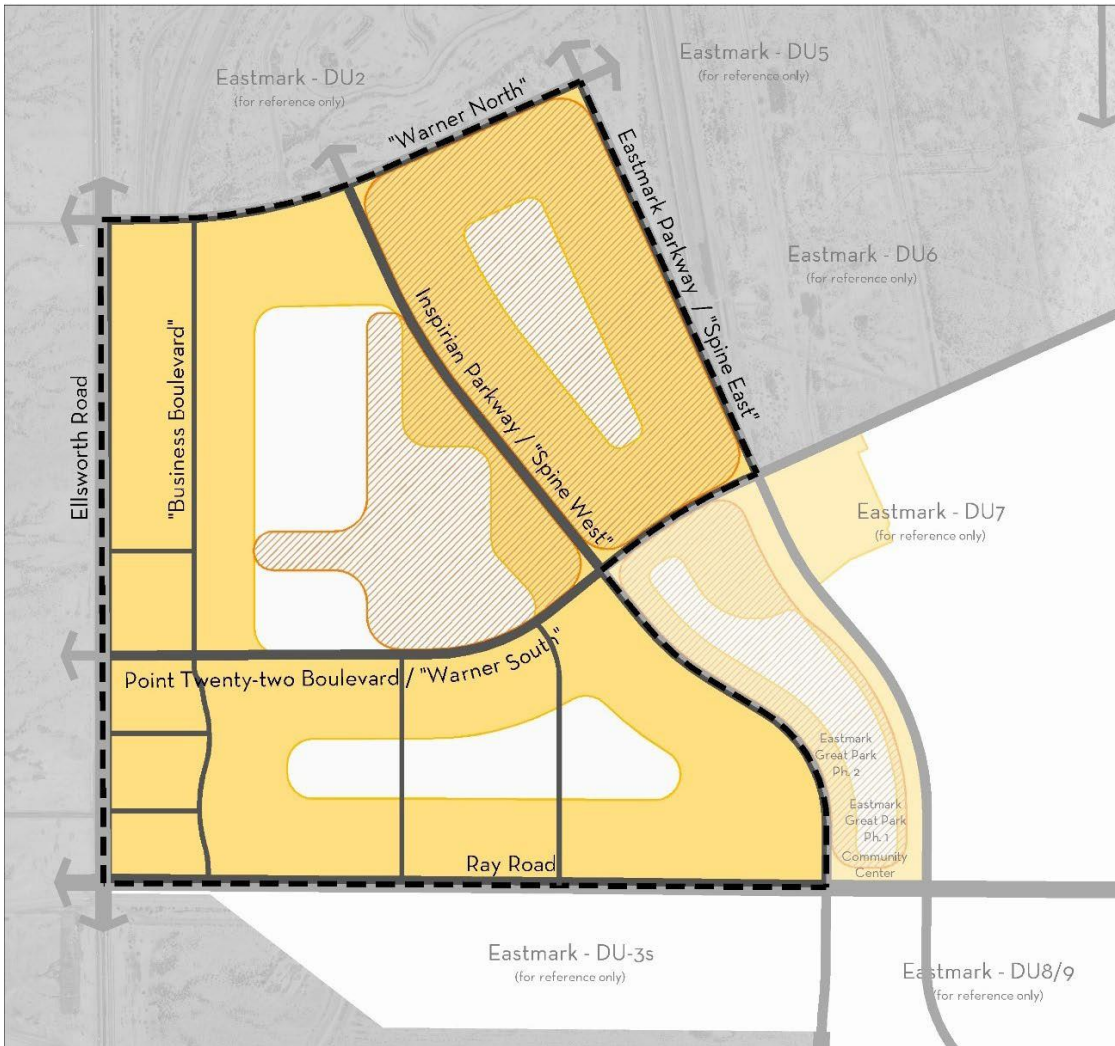


Exhibit 5.17 – Lighting Character – Parking Lot & Ball Field



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

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

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



5.5 Design Character

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

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

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

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



A. Neighborhood Form

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

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

Building and wall colors in DU 3/7 will vary from historic Spanish and territorial combinations to bold modern accents. Natural materials and integral colored block with various textures in grays and natural tones may be common in the commercial and multi-family settings. 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 DU 3/4 is mostly expressed through the pattern of the blocks, echoed in the individual buildings and accented by the neighborhood parks and by a few iconic buildings (see **Exhibit 2.18 – Typical Neighborhood Form**). This pattern is created as a result of using the streets and major walkways to extend

the neighborhood parks and open spaces into the neighborhood and by using Point Twenty-two Boulevard which extends the Eastmark Great Park.

As central neighborhoods between Ellsworth Road the Eastmark Great Park, integration will take the form of a series of neighborhoods or residential enclaves linked by pedestrian routes. The basic street fabric will echo the memory points into the landscape, but will not always provide connections through automobile routes. Multi-tasking the site plan by incorporating stormwater drainage in roadside bio swells, distributed neighborhood parks and open spaces will emphasize the value of the property. This multi-use of the property will also work to strengthen the connection of the stewards/residents to the land. Integration can also be strengthened by focusing the points of connection to the greater community. At these points, transit and pedestrian comfort and convenience must be emphasized.

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

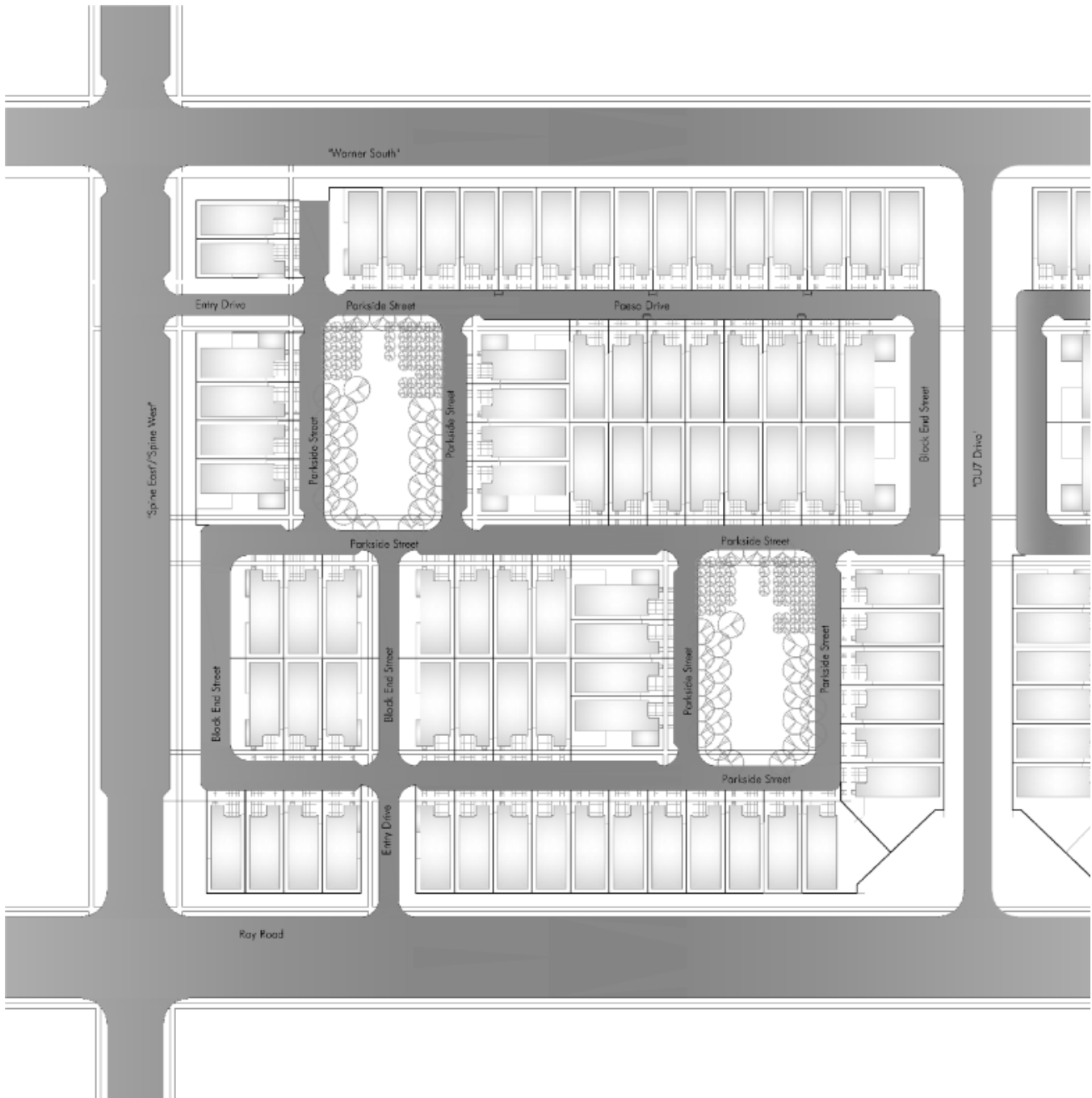
The design character of DU ³/₄, expressed in its landscape character and palette, is designed to provide:

- visual enclosure along wide streets to slow traffic and dominate the streetscape with the landscape and architecture
- turf and water consumptive landscapes in neighborhood parks and areas that encourage lingering landscapes that conserve water in areas that are removed from human engagement (such as roadside or parking lot storm water retention areas)

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

- continuous street trees – shades homes and street
- stormwater retention – located to augment open space irrigation needs
- streets and open space corridors that encourage walking – encourages neighborhood fitness

Exhibit 5.18 – Typical Neighborhood Form



Note:

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

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

N.T.S.

B. Building Form

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

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

Neighborhoods and Private Enclaves



Neighborhoods and Private Enclaves



Neighborhoods and Private Enclaves



5.6 Signage

Because of the location of DU 3/4, signage is likely to be a component. There are eight (8) distinct categories of signage anticipated in DU 3/4:

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

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

A. Sign Categories / Permitted Sign Types

1. Eastmark Community Entry Monuments / Urban Marketing Directionals
 - Design and location per the MCSP
 - May be placed within the right-of-way or public easements by the Master Developer with the permission of the City of Mesa. An encroachment permit may be required
 - May be graphic in nature or iconic in the form of a structure or object in the landscape
2. Community Directional and Builder Directional
 - Design and location per the MCSP
 - May be placed within the right-of-way or public easements by the Master Developer with the permission of the City of Mesa. An encroachment permit may be required
 - May be graphic in nature or iconic in the form of a structure or object in the landscape
3. Neighborhood Park Identification Monuments
 - Design per the MCSP
 - Location anticipated as shown in the Eastmark Great Park and neighborhood park, plaza and open space zones on Exhibit 4.13 – Potential Signage
4. Sentinel / Enclave Signage
 - Design and scale appropriate to location integrated into the landscape setting
 - Sentinel / Enclave Signage is only permitted for a gated residential enclave (such as a condominium or apartment project) or for a non-gated residential enclave (such as a condominium or apartment project) with an on-site leasing office
 - Signage to include name and/or logo of the Enclave
 - Signage may be incorporated in/with Sentinel Element (see **Section 5.3 E.2. – Sentinels**)
 - Location anticipated as shown on Exhibit 4.13 – Potential Signage
 - Only a Sentinel / Enclave Sign or Eastmark Community Entry Monument may be used at each location when their proposed locations overlap. One of each sign at each location is not permitted

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

11. Construction Screening

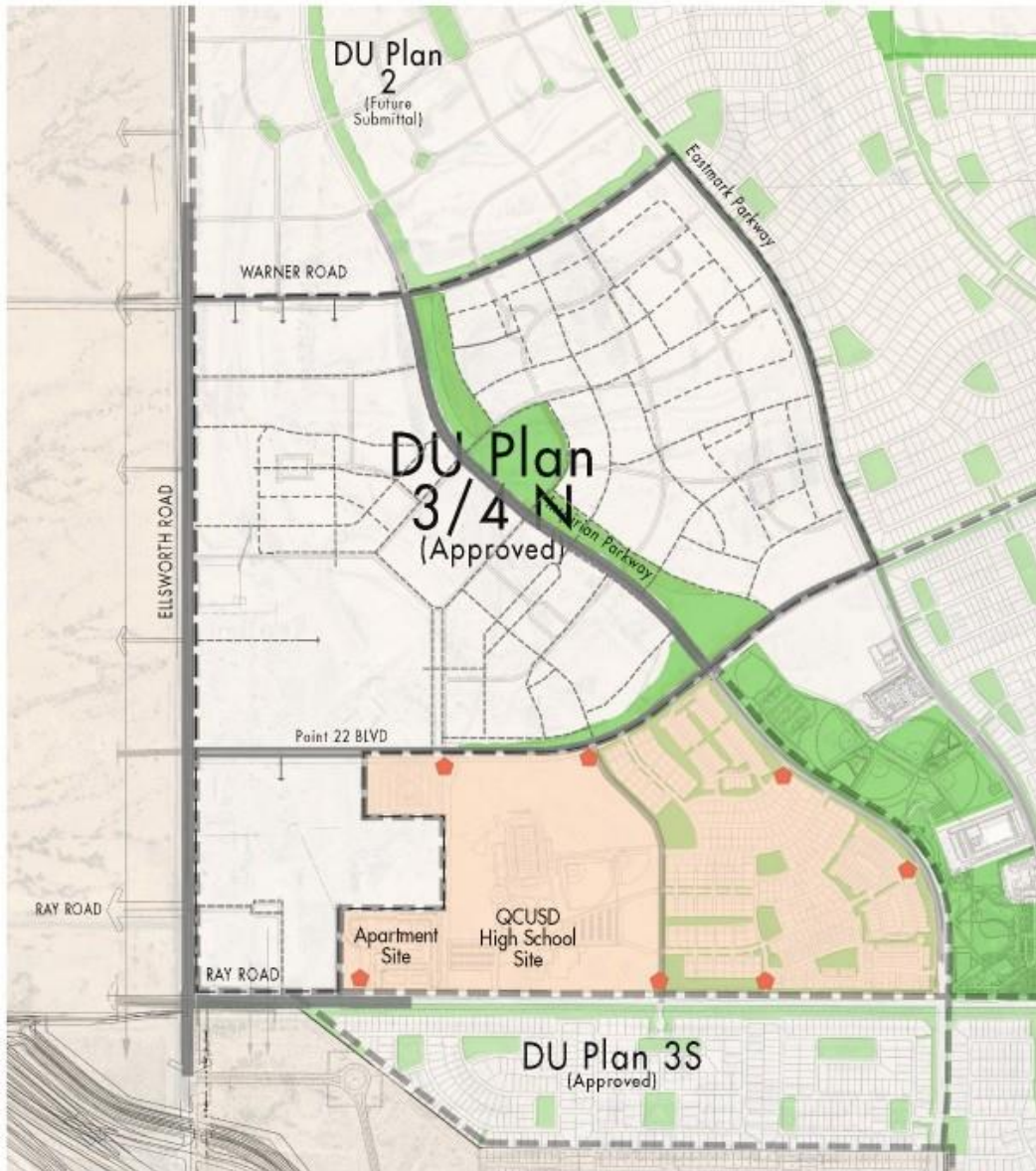
- Design and location per the MCSP
- In addition to locations called out in the MCSP, Construction Screening may also be used to enhance enclosed service yards and screen un-developed portions of the Eastmark
- Signs in public easements or right-of-way may require an encroachment permit from the City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

B. Typical Sign Character

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



Exhibit 5.19 – Potential Signage



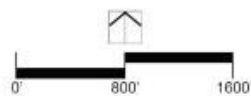
Note: The areas, connections, shapes, quantities, sizes, and locations shown are conceptual representations of the future potential development. Actual areas, connections, shapes, quantities, sizes, and locations may differ.

LEGEND

- Private User Signage
- Sentinel / Enclave Signage
- Great Park Signage

Notes:

1. Internal directional and security signage may be used throughout DU 3/4
2. See Eastmark Master Comprehensive Sign Plan for community entry monuments, urban marking directionals, community directionals, builder directional signs, civic center signs, streetscape banners, and construction screening.



C. Design Requirements

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

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

D. Prohibited Signage

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

Section 6 DU Drainage Plan

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

Refer to "Master Drainage Report Update for Eastmark," dated October 3, 2017 – prepared by Wood, Patel & Associates, Inc. and approved by the City on January 11, 2018.

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

Section 7 DU Potable Water Plan

Refer to "Master Water Report Update for Eastmark," revised January 9, 2018 - prepared by Wood, Patel & Associates, Inc. and approved by the City on January 29, 2018.

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

Section 8 DU Wastewater Plan

Refer to "Master Wastewater Report Update for Eastmark," revised October 12, 2017 - prepared by Wood, Patel & Associates, Inc. and approved by the City on January 11, 2018.

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