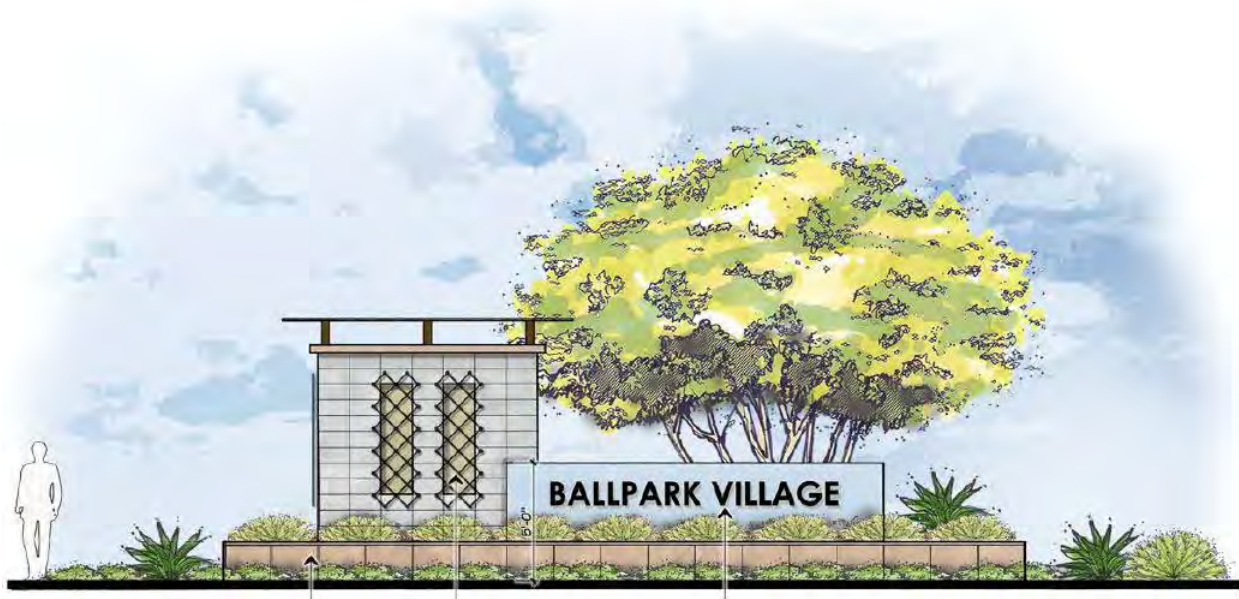


Exhibit E
3rd Restated and Amended
Final Planned Area Development

for

Ballpark Village &
Ballpark Village-South

Generally located along the east side of Estrella Pkwy.,
between Goodyear Blvd South. and Bullard Ave.



Case No: 22-200-00020

January 2023

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Exhibit No.	Description
1	Regional Aerial/Vicinity Map
2	Zoning Map (Ballpark Village & Ballpark Village-South)
3	Zoning Map (RES category)
4	Design Guidelines

RESTATED AND AMENDED FINAL PAD

I. INTRODUCTION

The Ballpark Village and Ballpark Village-South PAD zoning represents an innovative multi-use master plan that encompasses 284.5± gross acres (the “Site). “Ballpark Village” encompasses the portion of the Site located north of Lower Buckeye Parkway while “Ballpark Village-South” encompasses the portion of the Site located south of Lower Buckeye Parkway (*See Exhibit 1, Regional Aerial & Vicinity Map*).

PAD zoning for Ballpark Village and Ballpark Village South was first adopted when the Goodyear City Council adopted Ordinance No. 07-1037 adopting the Wood Corporate Campus and Ballpark Village Final Planned Area Development dated May 17, 2007, and the Wood Corporate Campus and Ballpark Village Design Guidelines dated May 17, 2007. Almost ten years later, the Goodyear City Council amended the PAD zoning when it adopted Ordinance No. 17-1347 adopting the Ballpark Village & Ballpark Village – South Restated & Amended Final PAD dated April 28, 2017 (the “2017 PAD”). The 2017 PAD amended the zoning to facilitate development opportunities that would support and complement the approximately 10,300 seat Goodyear Ballpark (“Ballpark”) and the Cincinnati Reds and Cleveland Indians Development Complexes (“Complex”) by: a) addressing significant challenges associated with certain land use designation; b) implementing updated design guidelines and development standards; and c) providing for additional residential housing opportunities at appropriate densities that will help facilitate mixed-use development around the Ballpark and Complex. The goal of the 2017 PAD was to establish a PAD that promotes the development of various forms of residential, office, retail commercial, entertainment, food and beverage, and hospitality/conference services uses around the Ballpark and Complex. The 2017 PAD was amended on March 1, 2021, when the Goodyear City Council adopted Ordinance 2021-1494 adopting the Restated & Amended Final Planned Area Development for Ballpark Village & Ballpark Village - South, dated November 23, 2020. That amendment made minor amendments to the residential development standards. In July 2021, the Restated & Amended Final Planned Area Development for Ballpark Village & Ballpark Village – South was amended to incorporate 14 acres into the Ballpark Village & Ballpark Village – South PAD as adopted by Ordinance No. 2021-1513.

The purpose of the 2nd Restated and Amended Final Planned Area Development for Ballpark Village & Ballpark Village-South dated July 2022 was approved by Ordinance No. 2022-1559. The amendment incorporate an additional 16 acres into the Ballpark Village & Ballpark Village – South PAD and to further facilitate the development of the Site consistent with the City’s desire to provide density to attract the commercial and entertainment development desired around the City of Goodyear’s Spring Training Complex.

The purpose of the 3rd Restated and Amended Final Planned Area Development for Ballpark Village & Ballpark Village-South dated January 2023 is to modify approximately 5 acres of Property (Lot 33 – located at the northeast corner of Estrella Parkway and Bullard Avenue), within the PAD, that is adjacent from the COM land use designation to the RES/MXD land use category. The COM land use category only allows for commercial uses including drive-in/drive-through facilities; the RES/MXD land use category allows for attached single family, multi-family dwellings, residential mixed-uses live/work units, row homes, townhomes, and similar residential uses that meet the intent of the PAD zoning as well as a myriad of retail, commercial entertainment and mixed-uses. The RES/MXD category does not have a density maximum and the building height maximum is 72 feet.

The applicant also seeks to have the allowance for one standalone drive-through facility on the site, as drive-through facilities are currently a Permitted Use within the existing COM. Elsewhere in the PAD, specifically on parcels Lots 28-30, zoned MXD-4, which is city owns and located adjacent to Estrella Parkway and Lower Buckeye Parkway, drive-through facilities are a Use Permit Use via a Stipulation approved in July of 2021. The city seeks to remove drive-through facilities from Lots 28-30, the city owned parcels, and permit a single standalone drive-through as a Conditionally Permitted Use on Lot 33

Notwithstanding any provision to the contrary within any of the prior PAD Amendments, nothing herein shall be construed or considered to amend or affect the terms and conditions of the Settlement Agreement and Release dated as of May 16, 2011, by and between M&I Marshall & Ilsley Bank, M&I Regional Properties, LLC, and the City, as amended on August 1, 2012, by Amendment No. 1 to Settlement Agreement and Release by and between BMO Harris Bank, Successor by Merger to M&I Marshall & Ilsley Bank, M&I Regional Properties, LLC, and the City, and the Settlement Agreement dated March 5, 2012, by and between MPK Enterprises, Inc., Wood Family Enterprises Ltd., Swansea Properties, LLC, Eagletail Bighorn, LLC, Margaret M. and Shelby A. Carl, Sharon M. and Ken R. Wood, Clarence Wood, M&I Regional Properties, LLC, BMO Harris Bank, Successor by Merger to M&I Marshall & Ilsley Bank and the City.

II. ZONING DESIGNATIONS

A. Zoning Categories

Table A: Zoning Categories, identifies the zoning designations for each area within Ballpark Village & Ballpark Village-South. ***See also Exhibit 2, Zoning Map (Ballpark Village & Ballpark Village-South) and Exhibit 3, Zoning Map (RES category).***

[Table on the Following Page]

Table A: Zoning Categories

<p>Mixed-Use (MXD)*</p> <ul style="list-style-type: none"> • Located within Ballpark Village • Identified as MXD-1, 2, 3, 4 & 5 within the attached exhibit(s) • This is a standalone zoning district regulated by this PAD <p><i>*The combination of uses within the MXD category can be either vertical or horizontal in implementation.</i></p>
<p>Residential Mixed-Use (RES/MXD)*</p> <ul style="list-style-type: none"> • Located within Ballpark Village and Ballpark Village-South • Identified as RES/MXD-1, RES/MXD-2, RES/MXD-3 & RES/MXD-4 within the attached exhibit(s) • This is a standalone zoning district regulated by this PAD <p><i>*The combination of uses within the RESMXD category can be either vertical or horizontal in implementation.</i></p>
<p>Residential (RES)*</p> <ul style="list-style-type: none"> • Located within Ballpark Village-South • Identified as RES-1, RES-2 & RES-3 within the attached exhibit(s): <ul style="list-style-type: none"> ○ <u>RES-1</u>: Residential. This is a standalone zoning district regulated by this PAD. ○ <u>RES-2</u>: Residential. This is a standalone zoning district regulated by this PAD. ○ <u>RES-3</u>: Residential. This is a standalone zoning district regulated by this PAD. <p><i>*The combined RES-1, RES-2 & RES-3 areas have four (4) flex zones that allow each RES area to “flex” 150’ into the adjacent RES area. Please reference Exhibit 3, Zoning Map (RES category) for a visual representation.</i></p>
<p>Commercial (COM)</p> <ul style="list-style-type: none"> • Identified as COM-1 within the attached exhibit(s) • Adheres to the City of Goodyear C-2 (General Commercial) Zoning District except as modified by this PAD.
<p>Light Industrial (LI)</p> <ul style="list-style-type: none"> • Located within Ballpark Village-South • Identified as LI-1 within the attached exhibit(s) • Adheres to the City of Goodyear I-1 (Light Industrial) Zoning District except as modified by this PAD.
<p>Public Facilities District (PFD)</p> <ul style="list-style-type: none"> • Located within Ballpark Village & Ballpark Village-South • Identified as PFD-1, 2 & 3 within the attached exhibit(s) • Adheres to the City of Goodyear PFD (Public Facility District) Zoning District except as modified by this PAD.
<p>Municipal Parking Overlay</p> <ul style="list-style-type: none"> • Located within Ballpark Village-South • Overlay to RES-3 • Applicable to ±22.2 acres and permits the City to provide municipal parking on property owned or leased by the City. The City presently provides municipal parking on ±7.2 acres located south of the southwest corner of Lower Buckeye Parkway and Wood Boulevard (the “City Parking Parcel”). <p><i>Nothing in this PAD shall prohibit the City from exchanging property with CSW or subsequent owners (“CSW”) should it become necessary to provide municipal parking in a different configuration than presently exists on the City Parking Parcel.</i></p>

B. Permitted Uses

See Appendix A: Permitted Use Matrix for a list of permitted uses within each zoning category.

C. Land Use Summary

See Appendix B: Land Use Summary to identify the approximate gross acreage count for each land use area, allowable Floor Area Ratios (FAR), maximum build-out sizes per use, number of hotel rooms allowed, maximum dwelling unit counts, and the Ballpark's permissible seating count.

III. DESIGN GUIDELINES

The Design Guidelines for the Site are set forth in *Exhibit 4*. The purpose of the Design Guidelines is to establish the vision and create design related expectations for the future development of the Site.

IV. DEVELOPMENT STANDARDS

A. RES Category

The development standards for uses within the RES category are set forth in *Table B: RES Category Development Standards*.

[Table on the Following Page]

Table B: RES Category Development Standards (RES category within Ballpark Village-South)			
Detached & Attached Single-Family			
Development Standard	RES-1	RES-2	RES-3
Min. Net Lot Area - Typical (sq. ft.) <i>(not applicable to condominium product)</i>	0	0	0
Max. Net Lot Area - Typical (sq. ft.) <i>(not applicable to condominium product)</i>	5,500	5,500	4,500
Required Lot Width/Depth Ratio - Typical <i>(not applicable to condominium product)</i> ≤4,500 sq. ft.lot ≥4,501 sq. ft.lot	Not applicable ≥50%	Not applicable ≥50%	Not applicable ≥50%
Min. Lot Width - Typical (ft.) <i>(not applicable to condominium product)</i>	16	16	16
Min. Lot Depth - Typical (ft.) <i>(not applicable to condominium product)</i>	20	20	20
Max. Height (ft.)	42	42	42
Density Range (min.-max.)	5-10	6-15	8-30
Max. Individual Lot or Condominium Site Coverage	100%/100%	100%/100%	100%/100%
Min. Unit/Building Separation (ft.)	0/0	0/0	0/0
Min. Private Open Space (sq. ft.) <i>(Includes balconies/courtyards)</i>	0	0	0
Min. Unit/Building Setback ¹ (ft.)			
- Front	5/5	5/5	0/0
- Side	0/0	0/0	0/0
- Rear	3/3	3/3	0/0
- Street side	5/5	5/5	5/5
Min. Open Space Requirement (% of Net Site Area)	15% (Total requirement for all combined single-family detached and/or attached subdivisions within RES-1, RES-2 & RES-3)		
Open space shall include a large central amenity space that will encompass a minimum of 2.5 acres of total area (minimum area to include active & passive space combined), a minimum of two recreation nodes or pocket parks of smaller scale, and other amenities or features that will be determined during the preliminary plat process. Although smaller than the target of five (5) acres for a “Neighborhood Park” as outlined in the City’s “Parks, Recreation, Trails and Open Space Master Plan,” when combined, the open space areas will total approximately eight (8) acres and will provide amenities that meet the intent and function of the Neighborhood Park concept. The open space areas will generally be separated into smaller open spaces in order to be more accessible, compact, or intimate, consistent with the “urban-like” character envisioned for the community. The open space areas will be designed to accommodate various amenities such as: a) a multi-purpose field; b) a pool (and restroom); c) a spa; d) active sport areas including but not limited to, pickle ball and bocce ball; e) shaded seating; f) ramadas; g) walking paths and; h) a community trail system and/or exercise course.			

[Table Continued on the Following Page]

¹ Setbacks to be measured from the stem wall.

Table B Cont.: RES Category Development Standards (RES category within Ballpark Village-South)			
Multi-Family			
Development Standard	RES-1	RES-2	RES-3
Min. Net Site Area (sq. ft.)	0	0	0
Max. Net Site Area (sq. ft.)	Not applicable	Not applicable	Not applicable
Required Site Width/Depth Ratio	Not applicable	Not applicable	Not applicable
Min. Site Width (ft.)	0	0	0
Min. Site Depth (ft.)	0	0	0
Max. Height (ft.)	46	46	75
Density Range (min.-max.)	5-30	5-30	8-30
Max. MF or Condominium Site Coverage	100%/100%	100%/100%	100%/100%
Min. Unit/Building Separation (ft.)	0/0	0/0	0/0
Min. Private Open Space (sq. ft.) (Includes balconies/courtyards)	40	40	40
Min. Unit/Building Setback ¹ (ft.)			
- Front	5/5	5/5	0/0
- Side	0/0	0/0	0/0
- Rear	3/3	3/3	0/0
- Street side	5/5	5/5	5/5
Min. On-Site Landscaping (% of Net Site Area)	15% (Per multi-family community)		
Min. Recreational O/S	Up to 5% of the Min. On-Site Landscaping Area (Per multi-family community)		
Minimum Sidewalk Width (ft.)	4	4	4

Additional Residential Development Standards applicable to the RES-1, RES-2 and RES-3 categories are as follows:

- 1) Multi-story homes are allowed on corner lots, on more than two (2) consecutive lots, or on lots abutting major or minor arterial and collector streets.
- 2) The minimum setback for homes abutting major or minor arterial and collector streets shall be five (5) feet.
- 3) Where a residential use (excluding multi-family housing) is immediately adjacent to a non-residential use (excluding PFD designated property), a buffer setback shall be provided between the residential buildings and the property line of the non-residential use property. The buffer setback shall be: a) a minimum of approximately fifty (50) feet where the buffer is comprised of municipal parking or a roadway or, b) a minimum of thirty (30) feet where the buffer is comprised of landscaping, which can be reduced to twenty (20) feet where a double row of trees, thirty (30) feet on center, are provided. Where multi-family housing is immediately adjacent to a non-residential use (excluding PFD designated property), a buffer setback shall be provided between the residential buildings and the property line of the non-residential use property. The buffer setback shall be: a) a minimum of approximately thirty (30) feet where the buffer is comprised of municipal parking or a roadway or, b) a minimum of twenty (20) feet where the buffer is comprised of landscaping, with such twenty (20) foot landscape buffer containing a row of 15-gallon trees (initial size) planted approximately 30' on center.

¹Setbacks to be measured from the stem wall.

- 4) When a residential driveway is provided, the driveway shall not be less than twenty (20) feet in length. Eighteen (18) feet shall be permitted if such depth is supported by an independent 3rd party parking consultant's recommendation of such reduced depth), as measured from the back of sidewalk, back of curb, or alley pavement edge if no sidewalk is provided to the front face of a garage or carport in order to provide an area for parking in front of the garage, carport, or other parking space. If a driveway is not provided, off-street parking will be provided at a minimum rate of one parking stall per residential unit. Where a driveway is not provided, an apron with a minimum length of two (2) feet and a maximum length of five (5) feet must be provided. No parking shall be permitted on driveway aprons.
- 5) Multi-family buildings two (2) stories in height or greater shall not be placed within twenty-five (25) feet of a single-family residential area or zoning district.
- 6) In order to satisfy the vision for non-typical/non-traditional residential use within Ballpark Village-South, "Typical" or "traditional" lot dimensions are not permitted. Examples of "typical" or "traditional" dimensions include: 45' x 110', 50' x 110' and 50' x 115'. However, lot dimensions that are similar to 40' x 90', 45' x 95' and 50' x 100' would be acceptable due to their smaller size and increased front width to lot depth ratio. Please see **Table B: RES Category Development Standards** for specifics regarding lot size requirements.
- 7) Residential accessory buildings shall adhere to Article 8 of the City of Goodyear Zoning Ordinance.
- 8) Streets within Ballpark Village and Ballpark Village-South can be either public or private. Roadway right-of-way and cross sections may be reduced from City standards if agreed to by the City. Alleys and/or shared driveways may be utilized as easements, tracts or a combination of both and when used, streetlights will not be required as long as garage coach lights are utilized. All or a portion of the RES category of Ballpark Village-South may be gated, with such decision being made during the preliminary plat/site plan approval processes by CSW during the preliminary plat/site plan approval process. If the RES category area (or portion thereof) is gated, all streets within the gated community shall be private.

B. Non-RES Category

The development standards applicable to areas outside of the RES category are identified within **Table C: Non-RES Category Development Standards**.

[Table Continued on the Following Page]

Table C: Non-RES Category Development Standards (Ballpark Village & Ballpark Village-South)²					
Development Standard	MXD^{3,9}	RES/MXD⁴	COM	LI	PFD
Min. Lot Area (sq. ft.)	None	10,000	10,000	10,000	N/A
Min. Lot Width (ft.)	None	100	150	None	N/A
Max. Building Height ⁵ (ft.)					
- Bldgs. immediately adjacent to Estrella Pkwy. s/o Goodyear Blvd. S	62	N/A	56	N/A	N/A
- Bldgs. immediately adjacent to Estrella Pkwy. n/o Goodyear Blvd. S	72	N/A	N/A	N/A	N/A
- Other	105	72	56	50	N/A
Max. Building Coverage	65%	60%	50%	50%	N/A
Min. Building Setback ⁶ (ft.)	Building/Parking				
- Estrella Pkwy	15/30	10/30	15/30	N/A	N/A
- Bullard Avenue	N/A	10/30	30/30	30/30	30/30
- Lower Buckeye Pkwy/Goodyear Blvd. S	15/15	10/10	N/A	N/A	N/A
- Front (interior street)	0/0	0/0	7.5/7.	20	N/A
- Side	0/0	0/0	5	30/10	30/10
- Rear	0/0	0/0	N/A	20/10	20/10
- Street side	0/0	0/0	N/A	30/10	30/10
			20		
Min. Open Space ⁷	10%	1.9 ac	15%	10%	N/A
Minimum Sidewalk Width (ft.) ⁸	4	4	4	4	N/A

² **Table C** does not apply to the RES category within Ballpark Village-South.

³ There is no maximum density for the MXD category

⁴ There is no maximum density for the RES/MXD category

⁵ Rooftop structures such as elevator and mechanical equipment and enclosures may exceed the height by ten (10) feet provided they are screened by a parapet wall or pitched roof. Roof deck pergolas and gazebos may exceed the height limit by ten (10) feet. No screen walls are required for roof deck pergolas or gazebos.

⁶ First number in sequence identifies the building setback; second number in sequence identifies the parking setback.

⁷ Retention areas may be utilized for open space if a minimum of 25% of the retention area is ≥1' above bottom.

⁸ Maximum sidewalk width shall be ±30'.

⁹ The maximum building height allowed is one-hundred and five (105) feet in the MXD District subject to the following conditions: 1) That the proposal would not be detrimental to the City Center Specific Area Plan development objectives and design concepts; 2) That adequate water pressure, capacity, and fire apparatus/facilities are available to provide appropriate emergency response services to all buildings with the requested building height; 3) That the proposed increase in building height is reasonable and appropriate for the property and would not be detrimental to City development objectives for adjoining properties or the operations of the Phoenix-Goodyear Airport; 4) Appropriate FAA review (if applicable) has determined (prior to issuance of a building permit(s)) that such building(s) will not be a hazard to aviation and; 5) That the proposed building height is for a specific development use (e.g., hotel or corporate headquarters) that furthers the City's economic objectives.

V. PARKING

A. RES or RES/MXD Category

Parking within the RES or RES MXD category shall be in accordance with City parking standards. Notwithstanding the foregoing, reduced per dwelling unit parking standards and/or square footage parking requirements shall be adopted if such reduced standards are supported by an independent 3rd party parking consultant's data-based study and letter of recommendation for such lower parking/dwelling unit ratios and parking related design standards. In addition to the aforementioned items, the following parking standards shall apply to the RES and residential uses in the RES MXD category:

- 1) Covered parking may be located within an enclosed garage, carport, tuck under, or a combination thereof. The minimum dimension of each garaged parking space shall be 10'x20'. The minimum dimension of each non-garaged parking space shall be per the City's Engineering Design Standards.
- 2) Garaged parking may be configured as side-by-side or as tandem spaces.
- 3) On-street or off-street parking spaces for guests shall have a minimum dimension of 9'x18'6" with a 1'6" overhang.

B. MXD and RES/MXD Categories

The City has indicated a willingness to enter into future shared parking use agreements with the Site's private owner, subsequent owner(s), or future developers within Ballpark Village. This would include the potential for private development to share in the use of a portion of the City constructed paved parking spaces located within Ballpark Village. This potential is subject to the preparation and completion of a public/private shared parking study that would analyze similar public/private venues and integrated mixed-use developments in the United States and determine for City consideration the amount of the City parking spaces within Ballpark Village that could be used, shared, and credited for private development within Ballpark Village. In any case, the analysis and any agreement must not negatively impact the ongoing parking needs for the Ballpark and public events. Until such time as the public/private shared parking study is completed and specific parking use agreements are approved by the City for the shared use of any City parking spaces within Ballpark Village, all private development within Ballpark Village by the owner, any subsequent owner, or future developer shall be required to provide parking for private development in accordance with the parking requirements of the City's Zoning Ordinance. Parking throughout the MXD and RES/MXD categories can be provided as surface spaces, structured spaces or shared parking spaces through an agreement with another owner, or a combination thereof.

APPENDIX A: PERMITTED USES⁹

<i>Land Uses</i>	MXD ¹⁰	RES/MXD	COM	RES-1	RES-2	RES-3	LI	PFD
RESIDENTIAL ¹¹								
Ancillary uses that are customarily incidental and subordinate to one of the permitted uses (i.e., park(s), playground(s), pool(s) vending machine(s) & other recreational uses) ¹²	A	A		A	A	A		
Attached Single-Family	P	P		P	P	P		
Auto-Court Homes (or similar style)				P	P	P		
Courtyard Homes (or similar style)				P	P	P		
Detached Single-Family				P	P	P		
Duplex/Triplex/Quadraplex				P	P	P		
Green Court/Alley-Load Homes (or similar style)				P	P	P		
Home business ¹³	A	A		A	A	A		
Multi-family dwelling/Multiple Dwelling	P	P		P	P	P		
Residential Mixed-Use (includes Live/Work Units)	P	P						
Row Homes (or similar style)	P	P		P	P	P		
Townhomes (or similar style)	P	P		P	P	P		
Similar Residential uses that meet the intent of this PAD zoning as determined by the City's zoning administrator (for Permitted Uses)	P	P		P	P	P		

⁹ All terms not defined herein shall have those meanings as defined in the City's Zoning Ordinance as revised December 18, 2013 or the then applicable and comparable definition under a subsequent City of Goodyear Zoning Ordinance ("Ordinance"). CP means Conditionally Permitted by zoning stipulations

¹⁰ Residential uses not permitted on ground floor within this category

¹¹ Product types defined in ***Appendix C: Housing Definitions***

¹² Inclusive of grounds, eating and drinking establishments and service facilities accessory to residential uses; RES-1, RES-2 & RES-3 area amenities shall be located no closer than fifteen (15) feet to any adjacent residential structure.

¹³ As defined and governed under the Ordinance.

PERMITTED USE MATRIX ⁹									
	Land Uses								
#	NON-RESIDENTIAL ¹⁴	MXD	RES/MXD	COM	RES-1	RES-2	RES-3	LI	PFD
1	Ancillary uses that are customarily incidental and subordinate to one of the permitted uses	A	A	A	A	A	A	A	A
2	Any use permitted under the City's C-2 zoning category (or equivalent)	NA	NA	P	NA	NA	NA	NA	NA
3	Any use permitted under the City's I-1 zoning category (or equivalent)	NA	NA	NA	NA	NA	NA	P	NA
4	Automotive – repair/service station			P				P	
5	Banking & financial institutions	P	P	P					
6	Civic/government, cultural, community and public	P	P	P					P
7	Clothing re-sale			P					
8	Convenience use (Drive-in/drive-through facilities if permitted and subject to restrictions set forth in Line 12 below in this Appendix A)	P	P	P				P	
9	Convention/meeting facilities and exhibition halls	P	P	P					
10	Daycare, pre-school, nursery school (or equivalent) (part of an office building or mixed-use building)	P	P	P					
11	Daycare, pre-school, nursery school (or equivalent) (stand-alone)			P					
12	Drive-in/drive-through facilities		CP ⁹	P				P	
13	Food trucks	P	P						
14	Hospitality, hotels or inns	P	P	P					
15	Kiosk businesses	P	P	P					
16	Live music & other forms of live entertainment ¹⁵	P	U	P					
17	Manufacturing, processing, recycling, repair, maintenance or assembly							P	
18	Microbrewery or brewpub	P	P	P					
19	Nightclubs	P	U	P					

¹⁴ Any of the below uses involving the sale of retail goods, food, beverages, or entertainment establishments may include the use of kiosks, outdoor/patio seating, dining, or gathering areas. Special event parking lot and sidewalk seating/social gathering areas encroaching on the public right-of-way shall be permitted with a special event permit if such permit is required by the City.

¹⁵ May be permitted in locations less than the City's typical 300' minimum distance from the property line of residentially zoned or designated property, areas of music and entertainment may be permitted to exceed 5,000 sq. ft. and patron dancing may be permitted to exceed 25% of the total floor area subject to City approval/permitting requirements and private association CC&Rs. Unless associated with a special outdoor event, all noise generated by live music or entertainment activities shall be fully contained within the indoor space of the venue.

PERMITTED USE MATRIX ⁹									
	Land Uses								
#	NON-RESIDENTIAL-CONTINUED ¹⁴	MXD	RES/MXD	COM	RES-1	RES-2	RES-3	LI	PFD
20	Outdoor retail displays	P	P	P				P	P
21	Outdoor temporary events and uses	P	P	P	P	P	P	P	P
22	Parking (including lots and/or parking structures)	P	P	A	A	A	P	A	P
23	Personal services (including fitness, massage and other)	P	P	P				U	
24	Professional use	P	P	P					
25	Restaurants, taverns, lounges and bars (includes coffee shops and other forms of beverage establishments & eateries)	P	P	P					A
26	Retail	P	P	P				P	A
27	Sports, recreation, amusement & entertainment	P	P	P	A	A	A		P
28	Storage facilities (including large-scale, self/mini, RV/recreation and/or outdoor storage)							P	
29	Temporary construction offices, sheds, facilities and storage areas incidental to a construction project	A	A	A	A	A	A	A	A
30	Universities/colleges	P	U	P					
31	Wireless Communication Facility	P	P	P				P	P
32	Vocational and technical schools	U	U	P				P	
33	Warehousing							P	
34	Similar Non-Residential permitted uses that meet the intent of this PAD zoning as determined by the City's zoning administrator	P	P	P	P	P	P	P	P
35	Similar Non-Residential use permit uses that meet the intent of this PAD zoning as determined by the City's zoning administrator	U	U	U	U	U	U	U	U

APPENDIX B: LAND USE SUMMARY¹⁶

Land Use	Approximate Gross Acres	FAR	Office (max. sq. ft.)	Retail (max. sq. ft.)	Conference (max. sq. ft.)	Hotel Rooms (max. rooms)	Seats (max.)
MXD & RES/MXD categories of Ballpark Village							
MXD-1	11.93	1.17	607,869				
MXD-2	7.80	N/A		84,000			
MXD-3	10.83	0.6	282,930	67,000			
MXD-4	7.89	N/A		85,000			
MXD-5	9.88	N/A		60,000	70,000	400	
RES/MXD-1	4.65	N/A					
TOTALS	52.98		890,799	296,000	70,000	400	
RES & RES/MXD categories of Ballpark Village-South							
RES-1	18.97						
RES-2	27.39						
RES-3	22.18						
RES/MXD-2	14.0						
RES/MXD-3	16.0						
RES/MXD-4	6.92						
TOTALS	105.46						
COM category of Ballpark Village-South							
C-1	0	0	0				
TOTALS	0		0				
LI category of Ballpark Village-South							
L-1	5.22	0.48	109,046				
TOTALS	5.22		109,046				
PFD categories within Ballpark Village & Ballpark Village-South							
PFD-1	7.42		N/A				10,300
PFD-2	54.07		N/A				
PFD-3	50.07		N/A				
TOTALS	111.56						10,300
OS-1 (Tracts A/B)	9.25						
TOTALS	9.25						
TOTALS	284.46		999,845	296,000	70,000	400	10,300

¹⁶ Acreage counts are approximate. Final acreage counts to be determined through the platting process.

APPENDIX C: HOUSING DEFINITIONS

The following definitions describe the residential housing and ownership types currently envisioned within Ballpark Village and Ballpark Village-South:

Land Use Types

Detached Single-Family: Housing units that: a) are free-standing and do not share a common wall with another dwelling unit; b) are built within a single lot; c) can be either single or multi-story; and d) are typically occupied by one household or family. Residences that are not connected structurally but abut one another are included within this category.

Attached Single-Family: Housing units that: a) share a common structural wall with another residential unit; b) are built within a single lot; c) can be either single or multi-story; and d) are typically occupied by one household or family.

Multi-Family: Buildings or a group of attached units that contain at least three (3) residential housing units. Multi-Family units can: a) be adjacent to one another either vertically or horizontally; b) be single or multi-story; c) share common structural walls; and d) sometimes share access to main heating and cooling systems (but are not required to).

Residential Mixed-Use: The blending of for-rent or for-sale housing with other non-residential uses. The integration of uses can either be vertical or horizontal in nature. This residential product type would generally be multi-story, be considered Apartments, Live/Work Apartments, Condominiums or Live/Work Condominiums and have a Multi-Family building type.

Product Types

Apartments: For-rent housing units within a Multi-Family building type. This product type may be constructed with a significant work-related component, creating a Live/Work Apartment product type.

Condominiums: For-sale housing that is subject to a Declaration of Horizontal Regime (condominium plat). This type of residential housing is typically associated with the Multi-Family building type, but can also be utilized in Attached Single-Family housing building types. Loft style units may be one of many forms of condominium product types utilized within Ballpark Village & Ballpark Village-South. This product type may be constructed with a significant work related component, creating a Live/Work Condominium product type.

Row Homes: For-rent or for-sale housing within either the Detached Single-Family or Attached Single-Family building type. Row Homes typically: a) have a uniform or nearly uniform architectural theme; b) are usually multi-story; c) are built within small lots; d) have a high lot coverage area and shallow or zero setback requirements; and e) promote a reduced amount of visual interaction with garages.

Townhomes: For-rent or for-sale housing within the Attached Single-Family building type. Townhomes: a) are typically less uniform as compared to Row Homes; b) can be either single or multi-story; c) tend to “mimic” Detached Single-Family building types; d) are typically built on small lots; e) are built on a lot with a high coverage area; and f) are built with shallow or zero setback requirements.

Flats/Stacked Flats: For-rent or for-sale housing that falls under the Attached Single-Family or Multi-Family building types. Under a for-sale use, condominium ownership is typical. Flats are single-level units that can be “stacked” on top of one another, with the owner of a non-ground level unit only traversing stairs from the parking level to the dwelling unit. Once inside the unit there are no additional stairways for the owner to be concerned with.

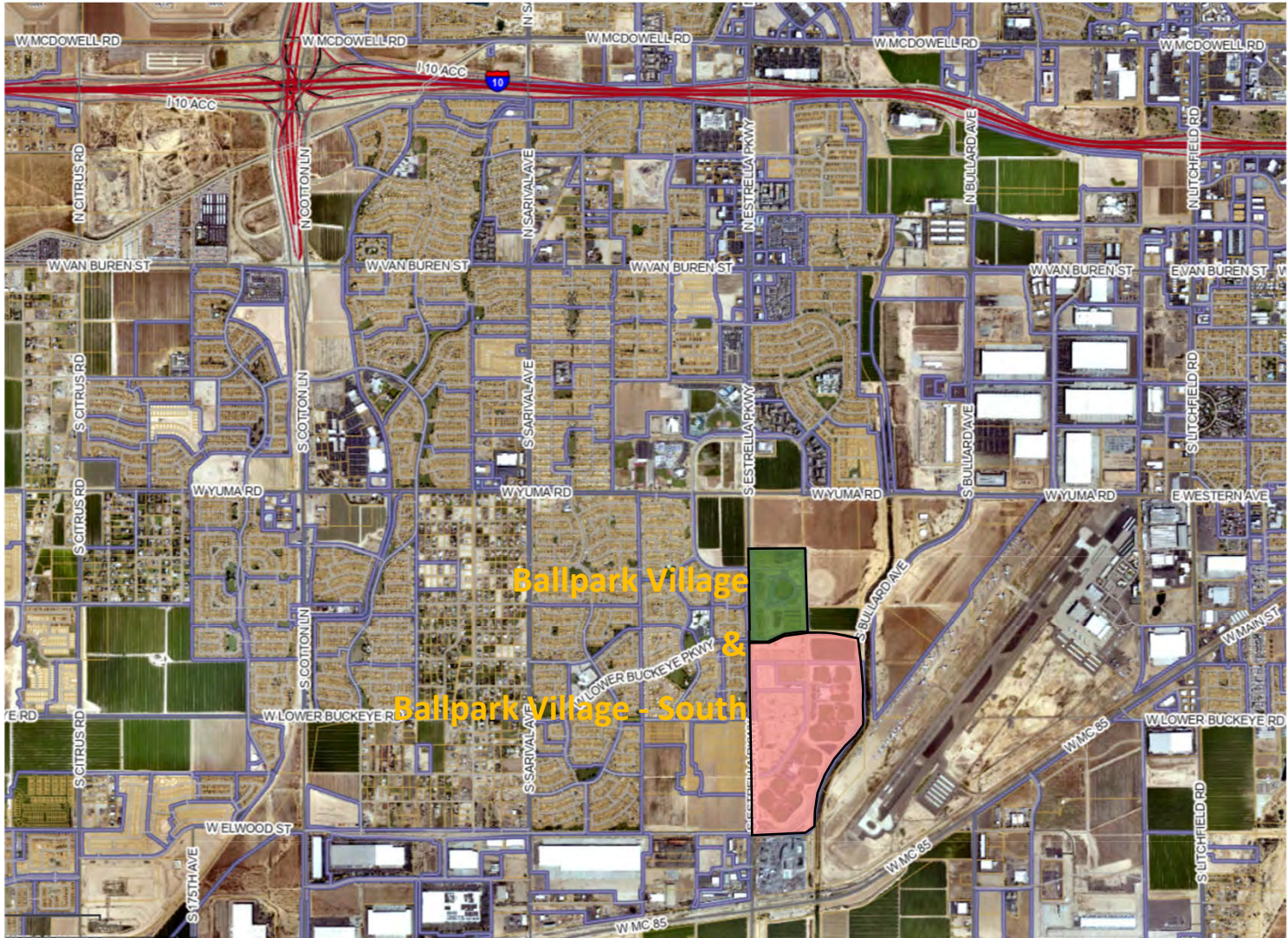
Green Court/Alley-Load Homes: For-rent or for-sale housing that falls under either the Attached Single-Family or the Detached Single-Family building types. Green Court/Alley-Load Homes typically: a) are built within small lots; b) have a high lot coverage area with shallow or no setback requirements; and c) have their primary entrances oriented towards a paseo or “green area.”

Auto-Court Homes: For-rent or for-sale housing that falls under the Detached or Attached Single-Family building types. The dwelling units: a) are clustered in a manner that allows for the use of a common driveway to access garages; b) are built within small lots; and c) have a high lot coverage area with shallow or no setback requirements. Auto-Court Homes can be either single or multi-story.

Courtyard Homes: For-rent or for-sale housing that falls under the Detached or Attached Single-Family building types and: a) contain a small, enclosed courtyard at the front or side of the home, or b) are clustered with the entryways of each dwelling unit oriented towards a common courtyard area. The dwelling units are typically built within small lots, have a high lot coverage area, and have shallow or no setback requirements. Courtyard Homes can be either single or multi-story.

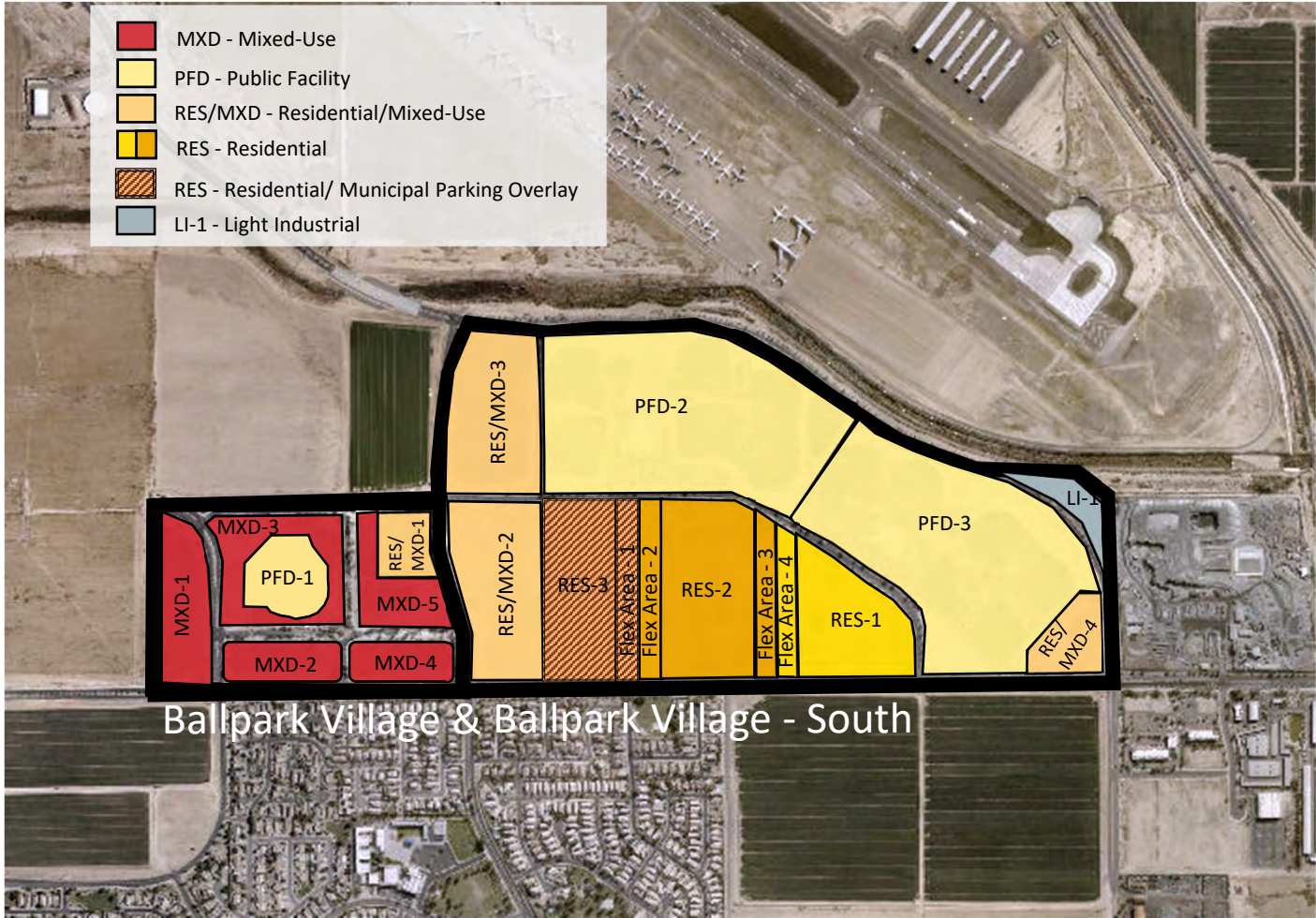
Duplex/Triplex/Quadraplex: For-rent or for-sale housing that falls under the Attached Single-Family building type. A duplex consists of two (2) units per building; a triplex, three (3) units per building; and a quadraplex, four (4) units per building. While the duplex and triplex are generally built side-by-side in a row, the units in a quadraplex are generally constructed back-to-back. Although not a requirement, these product types generally have uniform or semi-uniform architectural themes, are built within small individual lots, have shallow or no setback requirements, have a high lot coverage area, and can be either single or multi-story.

Exhibit 1
Regional Aerial/ Vicinity Map



Ballpark Village & Ballpark Village – South
3rd Restated & Amended Final Planned Area Development
January 2023

Exhibit 2
Zoning Map



This land use map is not intended to depict exact boundary lines for the uses described. For illustrative purposes only.

Exhibit 3
 Zoning Map (RES Category)



This land use map is not intended to depict exact boundary lines for the uses described. For illustrative purposes only.

EXHIBIT 4
BALLPARK VILLAGE &
BALLPARK VILLAGE -
SOUTH DESIGN GUIDELINES

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Section A: Introduction

The purpose and intent of the Ballpark Village & Ballpark Village-South Design Guidelines (“Guidelines”) is to ensure that all development within the Ballpark Village & Ballpark Village-South (together “Ballpark Village”) PAD conforms to a high-quality standard of design. These guidelines provide future builders with a general set of concepts and requirements that directs all design expectations. They are intended to provide the framework for future development that carries forward the contemporary and urban-like design that supports the overall vision for Ballpark Village, creates a varied and interesting streetscape and provides Ballpark Village with a unique identity and character. The overall design theme is intended to create a strong sense of place through a thoughtful and effective blend of architecture, landscape, and community design elements that complement the existing character of the surrounding Ballpark facilities. These Guidelines shall supersede the standards contained within the City of Goodyear's Design Guidelines Manual (“City Manual”). Where discrepancies exist between the Guidelines and the City Manual, the provisions of these Guidelines shall control.

The Guidelines are organized into the following sections:

SECTION B: *Design Review & Submittal Process*

SECTION C: *Mixed-Use/Residential Mixed-Use Land Use Design Guidelines*

SECTION D: *Residential Land Use Design Guidelines*

SECTION E: *Commercial Land Use Design Guidelines*

SECTION F: *Light Industrial Land Use Design Guidelines*

SECTION G: *Landscaping Guidelines for All Land Uses*

SECTION H: *Signage & Graphics Guidelines for All Land Uses*

SECTION I: *Maintenance for All Land Uses*

Section B: Design Review & Submittal Process

In addition to the Guidelines, CSWR141 Goodyear 17, LLC & CSWR141 Goodyear 53, LLC or its assignee, or designee (“CSW”) may, at its sole discretion: a) create additional design standards within or attached to future covenants, conditions and restrictions (“CC&Rs”); and b) appoint a design review committee to perform all design review and approval functions on behalf of CSW. CSW or the design review committee (whichever is applicable; the “Reviewing Party”) shall review, approve or disapprove the items contained within the below DESIGN REVIEW SUBMITTAL REQUIREMENTS and/or standards that may be described within CC&Rs. Additionally, the City of Goodyear (“City”) conducts its own site plan and design review process, separate from that of the Reviewing Party. In addition to any review processes the City of Goodyear (the “City”) shall require, a separate submittal, review, and approval process shall be conducted by the Reviewing Party before any submittal is made to the City.

A design review submittal shall consist of the following:

- DESIGN REVIEW SUBMITTAL REQUIREMENTS
 - Conceptual site plan(s). The locations and dimensions of the following shall be included:
 - Setbacks for buildings, structures, and parking areas.
 - Buildings, structures, storage, trash enclosures, and retention areas.
 - Parking areas, parking structures, parking canopies and total number of parking spaces provided.
 - All means of ingress and egress to and from the site, including driveways and walkways.
 - Typical lot or plot plans. Please provide the following:
 - Overall lot dimensions, building setback lines with dimensions, driveway location(s), and plan/building footprint(s).
 - Floor plans. Please provide the following:
 - All building floor plans proposed, including options.
 - Overall exterior dimensions.
 - Plan number and/or name of the plan and square footage of the structure.
 - Building elevations. Please provide the following:
 - Building elevations for all four (4) sides (in color).
 - Enhanced building elevations, if applicable.
 - All finish grade to ridgeline height dimensions for all non-single-family residential elevations. Finish grade to ridgeline height dimension for single-family residential shall be front elevation only.

- Color schemes, building materials & landscaping. Please provide the following (digital copies accepted):
 - All color schemes being proposed, building materials to be used for construction and planned landscaping design and materials.
 - For single-family residential uses – color & material matrix listing scheme name/number, stucco and/or paint color, roof material, stone, etc. A list of all material manufacturers is also required.

- Proposed signage & graphics designs. Please provide the following (digital copies accepted):
 - The design of the sign or sign program that identifies: a) fabrication method; b) colors; c) graphics; d) materials; e) lighting types, orientation and placement; f) installation location; g) hierarchy of signage type; and h) number of signs (individual vs. within a program).

- Design submittal application. Please provide the following:
 - ALL INFORMATION CONTAINED HEREIN AND THE APPLICATION FEE PAYMENT.
 - THE REVIEWING PARTY MAY REQUIRE ADDITIONAL INFORMATION/PLANS DEPENDING ON THE TYPE OF DEVELOPMENT BEING PROPOSED AND MAY ALSO UPDATE THE DESIGN REVIEW SUBMITTAL REQUIREMENTS PERIODICALLY ON AN AS-NEEDED BASIS.

- One (1) digital copy of the entire application. Each document shall be saved to a CD in .PDF format, with the CD labeled in a manner that identifies each item listed below.
- Two (2) sets of plans and specifications for the proposed improvements. All drawings, design elements, and material representations must be accurate, complete, and sealed for a design submittal to be considered by the Reviewing Party.
- A nonrefundable design review application fee of \$1,000.00. The Reviewing Party will not review design submittals made without the application fee.

Send the completed design review submittal to:
 Communities Southwest, Inc.
 Attn: Mr. Michael Markakis, Vice President
 7001 N. Scottsdale Road, Suite 1015
 Scottsdale, AZ 85253

Section C: Mixed-Use/Residential Mixed-Use Land Use Design Guidelines

The Mixed-Use/Residential Mixed-Use (“MXD/RES MXD”) areas of Ballpark Village shall be designed in a manner that promotes an aesthetically pleasing, highly engaging and vibrant mix of uses as described within the 2017 PAD.

Architectural Style

The architectural style and use of materials can be varied but shall be compatible throughout the MXD/RES MXD areas. Buildings should emphasize human scale design features at the ground floor (sidewalk) level. The overall architectural character of the MXD/RES MXD areas should be of a varied yet compatible overall composition of buildings, streets, and public areas arranged and designed in a harmonious manner. The architecture, landscaping, signage, and lighting design character shall be compatible with the Goodyear Ballpark and create a vibrant, pedestrian-friendly multi-use village that can be enjoyed year-round in the daytime or evening hours.

Building Design

Building design should express a strong architectural theme with substantial and consistent architectural detailing, except that individual storefronts may exhibit different but compatible themes. Buildings should be designed to promote walkability and enhance pedestrian activity. Building elements such as large, blank building walls and loading areas are not permitted along areas that can be viewed by the general public. An emphasis should be placed on promoting a harmonious but unique development that possesses pedestrian-scale architecture and identifies a hierarchical scale of uses (if applicable - anchor store(s) should be emphasized as the more significant structure(s)). Pad sites or independent buildings should have their own unique identity but relate to the larger main structure(s).

To the extent it is practical: a) parking areas, pedestrian walkways, elevators, stairwells and recreation areas should be visible from as many windows and doors as possible; b) buildings should be sited so that the windows and doors of one unit are visible from another; c) all four façades of buildings should have windows; and d) energy efficiency techniques should be incorporated into the design of a building.

Any building situated at the corner of a public street shall provide a prominent corner entrance to retail shops (if applicable) or such other location deemed appropriate by the Reviewing Party.

Where long buildings are unavoidable, their linearity should be mitigated by changes in the building height, wall plane, and spatial volumes and by varied use of window areas, arcades, materials, roof elements or other architectural enhancements acceptable to the Reviewing Party.

When appropriate, tower elements or other vertical architectural features at “ends” of a shopping center may be utilized. If such features are utilized, they should generally not exceed twice the height of the building they are attached to.

LEED Certification

Although not a requirement, buildings designed within Ballpark Village are encouraged to integrate LEED Certification guidelines and other "green building" criteria into the design of buildings.

The integration of solar panels on roofs and parking lot shade structures (if utilized) shall be permitted subject to the guidelines outlined within this section of the Guidelines.

Building Façades

Building façades greater than fifty feet (50') in length shall meet at least one of the following standards:

- An interruption in the façade a minimum of every fifty feet (50').
- An expression of an architectural or structural bay through a change in plane no less than twelve inches (12") in depth (i.e., an offset, reveal, or projecting rib that includes a color, texture, or material change).
- An interruption in the verticality of solid walls with horizontal lines, such as an interim cornice, windows, openings, punch-outs, medallions, balconies, columns and/or arches.
- Other enhancements deemed acceptable by the Reviewing Party.

The above standards may be waived if the applicant can demonstrate an alternative building design that significantly articulates a wall plane.

Landscaping can be used in combination with walls to soften "blank" surfaces. Vines planted on walls are encouraged but not required.

Where appropriate and when practical, deep overhangs should be integrated to create a shadow and add depth to façades.

The main entry into a store should be emphasized at the street to announce a point of arrival in one or more of the following ways:

- Flanked columns, decorative fixtures or other details
- Recessed within a larger arched or cased decorative opening
- Covered by means of a portico (formal porch) projecting from or set into the building face
- Punctuated by means of a change in roofline, a tower, or a break in the surface of the subject wall.
- Any other architectural features deemed appropriate by the Reviewing Party.

Storefront entries should be recessed and/or sheltered by a covered arcade structure, colonnade, canopy, awning or such other architectural feature deemed acceptable by the Reviewing Party.

When needed to support the type(s) of business represented within the development, the incorporation of balconies or tower elements onto or within the building form is encouraged for both practical and aesthetic value. Balconies can be integrated to break up large wall masses, offset floor setbacks, and add human scale to buildings.

Doors should be designed and constructed to be an integral part of the architecture of the building.

All project exterior lighting, with the exception of lighting for public streets, should be consistent with the architectural style of the building(s). All styles, colors and materials of lighting fixtures should be harmonious with each other.

Articulation

All sides of a building shall be articulated. The rear and sides of a building, if not visible from public streets and deemed appropriate by the Reviewing Party, can be less articulated as long as those sides are complementary to the primary customer entrance. Blank/unarticulated building walls shall not be permitted at the primary customer entrance side of the building. Rear and sides of a building shall have the same major exterior materials as the front, along with having the same color scheme and pattern.

Architectural features such as domes, turrets, towers, cupolas, building entry volume or ornamental portions of a parapet wall are allowed. Building entries must be pedestrian in scale and not monumental.

The composition of a building greater than two (2) stories shall present a clearly recognizable base, middle, and top or a clearly defined alternative building composition. A recognizable "base" may consist of (but shall not be limited to), thicker walls, ledges or sills, integrally textured materials such as stone or other masonry, integrally colored and patterned materials such as smooth finished stone or tile, lighter or darker colored materials, mullions, panels, or planters.

Architectural elements, such as, but not necessarily limited to, overhangs, trellises, projections, awnings, insets, material, texture, color, or a combination thereof should be used to create shadow patterns that contribute to the building's character.

Building Massing

Varying building mass is required so as to distinguish various uses, landmark buildings, anchors, retail components, etc. Long unbroken façades are generally not permitted. Stepping, massing, fenestration or similar architectural treatments should be used to add human scale to buildings. When feasible, building mass/height should relate to adjacent sites and perceived building mass should be reduced by dividing the building mass into small-scale components by providing a well-defined base, middle and top to the building. When and where appropriate, functional public space and pedestrian oriented areas between buildings should be utilized.

A solid building base may be achieved by elements that consist of, but are not necessarily limited to: low planters and walls, base planting, a base architectural veneer banding (wainscot), treatments defined by a different material, texture, color, or a combination thereof. A distinct building middle may be achieved by the addition of covered walkways, trellises, colonnades, or architectural awnings that provide a deep shadow, or other elements the Reviewing Party deems appropriate. A well-defined building top may be achieved by utilizing features such as distinct and multiple architectural roof forms, clearly pronounced eaves, distinct parapet designs, cornice treatments, a combination thereof, or other elements deemed acceptable by the Reviewing Party.

The use of colonnades (or other appropriate architectural features) along street fronting façades should be considered to reduce the massing of tall buildings and add pedestrian scale and interest.

Non-entry façades that face streets or are visible from public spaces should incorporate architectural treatments such as pilasters, recessed areas, and windows with spandrel glass that give the appearance of windows facing the street, or such other treatments acceptable to the Reviewing Party.

All buildings on the same site should demonstrate a strong spatial and functional relationship to each other. In addition, buildings should generally demonstrate a variety in size and mass. When feasible and desired, portions of primary buildings and freestanding buildings should be oriented toward the streets.

Building Walls

Expansive lengths of unarticulated building façades are generally not permitted. Blank unarticulated building walls, including end walls exposed to a public street or common area are also not permitted.

Non-Building Walls

Walls and other site elements shall be consistent with the established thematic character of the development through the use of appropriate colors, materials and architectural style.

Walls adjacent to retention areas, trails, parks or other useable open space areas should incorporate regular undulation or a variation of materials. Where appropriate, view fencing is encouraged.

Roof Planes

All roof planes must be compatible with the architecture of the development. Although there are no specific roof types that must be utilized, a roof and its material must be representative of the character of the building(s) and type of business(s) to which they serve. Although full roof treatment is encouraged, the Reviewing Party may approve a flat roof, a flat roof with parapets, or a combination thereof on a case-by-case basis.

Where practical and needed, roof overhangs can be utilized to create useable shade on sidewalk and/or seating areas.

Rooflines should be varied in height, form and materials. Parapet rooflines should be varied by stepping up and down or incorporating pitched roof elements. Rooflines should be broken at intervals no greater than fifty feet (50') long through changes in height or step-backs.

Parapet walls should be designed and constructed in a manner to appear as a solid, three-dimensional form rather than a veneer. Parapets should include one or more of the following detail treatments:

- Pre-cast elements
- Continuous banding or projecting cornices
- Dentils
- Caps
- Variety in pitch (sculpted)
- Clean edges without unfinished flashing; and/or
- Any other treatment deemed acceptable by the Reviewing Party

Color Palette & Materials

Harmonious and complementary colors shall be used to visually unify buildings. An overall area-wide color palette that includes complementary accent colors shall be developed.

Franchise/Corporate businesses should incorporate the architecture and color theme of the development to form a consistent theme throughout.

All developments should integrate multiple exterior accent materials including, but not limited to: brick, stone, and masonry in appropriate quantities within the proposed elevations. Material changes shall occur at intersecting planes, preferably at the inside corners of changing wall planes or where architectural elements intersect (such as pilaster, projection or fence line). Material and colors should be used to enhance different parts of the building's facade.

If stucco is utilized, a light to smooth finish is desired and shall be blended with other finish materials, such as stone, brick, wood, and/or iron.

Earth tone colors shall generally be used. When and where appropriate, a rich, bold color palette may be employed to create a sense of variety and interest to exterior elevations. Bright primary colors will generally be limited to trim and accent feature areas.

The following is a non-exhaustive list of acceptable materials:

- Architectural metals
- Poured-in-place, tilt-up or pre-cast concrete
- Cast stone

- Integrally colored split-face CMU
- Integrally colored honed-face CMU
- "Dryvit"-type systems
- Natural stone and flat stone veneers
- Decorative steel elements
- Painted surfaces that complement the primary building material
- Backlit decorative steel
- Floating steel trellises
- Concrete siding (such as Hardi-plank) or similar
- Glass block
- Tinted storefront glass (non-reflective)
- Perforated metal panels, welded wire material, standing seam, and corrugated panels are permitted as long as the color and texture is appropriate to the setting in which they are located. Metal panels, including corrugated, are permitted when used in a harmonious and creative way. WWF or "link fencing" as a means of articulating façades, creating brise-soliel's or screening parking structures etc., are permitted when used in a harmonious and creative way.
- Other materials as deemed appropriate by the Reviewing Party on a case-by-case basis.

Windows & Glass

Clear glass and spandrel glass or glass with a colored-ceramic coating adhered to the back by a heat fusion process is permitted. Mirrored or reflective glass shall not be permitted. Storefront glass shall be clear or subtly tinted to promote window-shopping during the day and after dark.

Windows shall employ design details appropriate to the architecture. The following are examples of what can be used, but other options may also be available: a) mullions and or window grids; b) arched windows; c) shutters/faux shutters; d) window surrounds; and e) awnings and canopies to break the scale of the facade into smaller components.

Doors to retail shops should contain a high percentage of glass in order to view the retail contents. Although there is no required minimum, doors should typically provide at least fifty percent (50%) glass area. Each door shall be reviewed, approved or disapproved on a case-by-case basis.

Storefront windows should be as large as possible to maximize the visibility to the storefront displays and retail interior.

Use of clear glass (at least eighty eight (88%) light transmission) on the first floor is recommended and may be required with certain types of uses or if the aesthetics of the development benefits overall from the use of clear glass.

Attention should be paid to materials, placement, depth of recess, and ornamentation, such as window grilles. The intent is to provide a sense of scale by creating shadow lines that result from trim and detailing and by providing details that enhance visual interest.

Refuse & Loading Areas

To the extent possible, refuse enclosures and other accessory features should not create blind spots or hiding areas.

Loading areas shall be screened from public view with any of the following (or combination thereof): a) walls that complement the buildings they serve; b) trellis/green screens; c) berming; d) an appropriate level of landscaping/trees; or e) or other such treatments deemed appropriate by the Reviewing Party.

All trash enclosures should be located outside the minimum setback requirements when they are located adjacent to residential units, active open spaces, schools and any other sensitive uses.

Downspouts

For the elevation(s) considered to be the primary customer entrance(s), all downspouts shall be concealed by an architectural enclosure or behind the building's façade. No exposed downspouts shall be used. Downspouts for non-primary customer entrance elevations may be exposed depending on the amount of visibility those elevations have from public view and whether or not the appearance supports the overall design goals for Ballpark Village (to be determined on a case-by-case basis by the Reviewing Party). If exposed downspouts are permitted, they shall be painted to match the building's façade.

Building Orientation

Hot and dry climates, as experienced within the City, require architects to consider the impact of building orientation when designing site plans so that internal heat gain is minimized and outdoor shading is maximized with a goal of creating the most comfortable environment possible. Although north-south building window orientation is most desirable in the desert southwest, window exposure to the east and west may be unavoidable in many areas of the MXD/RES MXD areas of Ballpark Village. The MXD/RES MXD areas shall have no building height to street width ratio requirements, nor any multi-story building step-back requirements. In the event a development within the MXD/RES MXD areas is proposed with a building height to street width ratio or building step-back, such site plan(s) shall be reviewed on a case-by-case basis to determine whether the proposed building-height to street-width ratio or multi-story step-back is acceptable.

Curb Cuts & Driveways

All new driveway locations must be approved by the Reviewing Party and conform to the curb cut and driveway locations within the 2017 PAD and must provide acceptable ingress/egress necessary for the proposed use(s).

Entryways

The existing entries along Estrella Parkway will continue to provide prominent visibility and define the “gateways” into the Goodyear Ballpark and MXD/RES MXD areas. Corner buildings to these entryways shall feature appropriate architectural design features as determined by the Reviewing Party. South Ballpark Way shall continue to be the “ceremonial entry” to Goodyear Ballpark and the MXD/RES MXD areas.

Parking & Loading

Each use within the MXD/RES MXD areas of Ballpark Village shall provide adequate parking to either satisfy the City’s Zoning Code or conform to a shared parking study as described within the 2017 PAD. Shared parking and consolidated common parking solutions are encouraged. Temporary parking and loading requirements shall also satisfy the City’s Zoning Code or as otherwise identified by a shared parking study. For parcels that border Estrella Parkway north of Goodyear Boulevard South, parking shall be located in conformance with the Goodyear City Center Gateway Overlay District requirements. Parking structures, if utilized, shall be considered “buildings” within the Guidelines.

Each owner or occupant of a building (“Owner/Occupant”) shall identify construction standards and stall sizes for all off-street parking in conformance with the City’s Zoning Code relating to parking and loading requirements.

Canopy or shade-type structures may be installed in all off-street parking areas with the approval of the Reviewing Party. Canopy or shade-type structures must be of a material and color that complement the buildings they serve. Although there are no set design requirements for these structures, the overall design, including the roof, must also complement the building(s) they serve. Solar panels may be utilized as accessory features on parking structures and if utilized, they should be designed to accommodate the solar equipment. The solar equipment, to the extent it is practical, should be treated to be as unobtrusive as possible.

No exposed loading areas/docks shall be permitted on any side of a building that faces Estrella Parkway, Goodyear Boulevard South, Lower Buckeye Parkway, or Bullard Avenue. Loading areas must be located towards the rear or sides of all buildings. A minimum eight-foot (8’) height wall must be used to screen the loading area from the street, with such wall being appropriately “softened” by the use of landscape material. The design of the wall, along with the color and materials used, must complement the buildings to which they serve.

Parking lots should generally be separated from the sides of buildings by a raised walkway or landscape strip that contains a minimum four-foot (4’) width of landscaping. If trees are to be planted, a minimum fifteen-foot (15’) width of landscaping area is required.

When practical, parking lots should be divided into a series of connected smaller lots (50 - 75 parking spaces each) utilizing raised landscape strips at least six feet (6’) in width and raised walkways.

Interior landscape islands should be provided between parking spaces, at a rate of one (1) per every twelve (12) parking spaces, to avoid long rows of non-shaded parked cars. The planting islands shall be approximately 100 square feet (5' by 20') and be protected by a six-inch (6") high curb on all sides. Each planting island should contain two trees. In some cases, where a planting island is to be located immediately in front of a storefront, and such a tree, when mature, would block views of a wall-mounted sign, the required tree may be located in an alternative location where it will enhance an outdoor use area, such as in a plaza or courtyard.

Continuous landscape planting strips should be provided between every third (3rd) row of parking and trees should be provided within the planting strips for shade. Landscape strips should be a minimum of six feet (6') in width, not including a six-inch (6") wide curb and a twelve-inch (12") wide concrete strip on both sides (the planting strips should be wider if they contain a pedestrian pathway). Walking paths or sidewalks should generally be provided (where necessary) within landscape strips to facilitate pedestrian movement to building entrances.

Planting islands should generally be provided at the ends of parking rows. Such island should be a minimum of two hundred twenty square feet (220 sf), with a six-foot (6') wide minimum planted width. They should be planted with shade trees, low shrubs and/or groundcover. They should also be protected by a six-inch (6") high curb on all sides.

All on-street parking shall comply with the standards identified within the 2017 PAD. On-street parking spaces immediately abutting a lot within the MXD/RES MXD areas may be used to help meet the parking requirement for that same lot or block of lots.

Other than for guest parking, residential parking shall be dedicated and not available for shared use.

If parking structures are utilized, the following guidelines shall guide their design and construction:

- Structures should be designed so that the height and mass is compatible with the surrounding area
- Structures should complement the buildings they serve. All sides of a parking structure that are visible from public street(s) or common area(s) must be faced with a building material similar or complementary to the main building or and/or buildings within the area.
- Structures should use appropriate screening to screen parked vehicles (as much as practical) from active pedestrian areas.
- Pedestrian entrances to structured parking shall be easily recognizable, attractive, clean, and well drained.

The Reviewing Party shall review each parking plan on a case-by-case basis and may allow standards different than what is listed within this section.

Access & Circulation

Sidewalks located within street right-of-ways shall be designed to the standards identified within the 2017 PAD and have a minimum of seven feet (7') of overhang where walkways abut against a parking area.

All walkways that traverse vehicle drive aisles shall be distinguished with either stripping or hardscape materials such as specialty pavers or stamped colored concrete (whichever is deemed more appropriate by the Reviewing Party for the area in which it serves). Stripping or decorative materials should be used to clearly delineate pedestrian travel areas from drive aisles. Specialty paving material for walkways shall be developed in accordance with ADA requirements.

The use of stamped concrete, stone, brick or granite pavers, exposed aggregate, or colored concrete can be utilized (where appropriate) to serve as a traffic calming function to promote pedestrian safety and to minimize the negative impact of large expanses of black asphalt pavement on parking lots. The entry throat into the development can also be distinguished with hardscape materials such as pavers, or patterned, stamped or colored concrete.

Bollards should be considered to separate pedestrians from vehicular traffic areas and to light sidewalk surfaces. If utilized, bollard design should be coordinated with other streetscape furnishings.

Curb ramps are required at all intersections where sidewalks are required. Curb ramps shall meet the standards adopted by the City. Two curb ramps at each street corner are encouraged wherever a sidewalk is located. In-lieu of a double curb ramp per street corner, the sidewalk may slope down to meet the street with bollards installed. If this design is pursued, bollards shall follow the curb radius adjacent to the intersecting streets and shall be placed a minimum of 4 feet (4') on center.

Curb extensions can be utilized to minimize pedestrian crossing exposure by shortening the crossing distance as well as enhancing visibility. Curb extensions shall be constructed in the MXD/RES MXD areas wherever crosswalks are located, including mid-block crossings. Curb extensions shall extend no less than one foot (1') less than the width of the parking lane beyond the sidewalk.

The installation of stop lines or stop bars at crosswalk locations controlled by stop signs and traffic signals is an effective means of reducing vehicle encroachment into a crosswalk. The stop lines should be placed five feet (5') in advance of and parallel to the crosswalk.

Crosswalks should be installed only where needed and should be at least as wide as the sidewalk. Each crosswalk should be sufficiently illuminated for nighttime safety. Crosswalks should be installed at the following locations:

- All signalized intersections.
- At all intersections and mid-block crossings
- At all roundabout locations (if applicable)

- At all intersections where bus stops are proposed

Mid-block crossings are required on all streets within the MXD/RES MXD areas of Ballpark Village. Mid-block crossings should be installed at distances of approximately 400' - 450' from intersections and are encouraged to have advance warnings. All mid-block crossings shall be approved by the City of Goodyear.

A pedestrian connection or passageway from the front of a building to a rear parking area is encouraged at a ratio of at least one alley per block. Single tenant buildings longer than 300 linear feet would not be encouraged to have such a connection. A driveway with adjacent sidewalk(s) may serve as a pedestrian alley. The alley may be covered, open or partly open as in the case of an arbor or landscaped arbor.

Enhanced sidewalk paving treatments may be required in certain areas as determined by the Reviewing Party. All design treatments shall be reviewed, approved or disapproved on a case-by-case basis by the Reviewing Party and shall comply with ADA requirements.

Grading, Drainage & Berms

Improvements must include site grading and drainage solutions in accordance with: a) the City's Engineering Design Standards, and b) Ballpark Village's master drainage plan.

Storm water retention may be designed at a surface level, a below-grade level, or a combination of both. Other than the management and infiltration of storm water runoff, retention basins may provide amenities such as passive recreation opportunities and urban open space. Landscaped areas may be used for storm water retention. For the portion of Ballpark Village located south of Lower Buckeye Parkway, retention basins must be designed to hold and retain the water resulting from a 100-year, 6-hour storm event and must be designed to dissipate as outlined in the "Drainage Report for Wood Corporate Campus PH I" dated April 16, 2008 and prepared by Project Design Consultants. For the portion of the Ballpark Village north of Lower Buckeye Parkway, retention basins must be designed to hold 50% of the volume of storm water resulting from the 100-year, 6-hour storm event. The remaining storm water volume will be designed to outlet into the existing storm drain system, as outlined in the "Drainage Report for Wood Corporate Campus / Ballpark Village PH II" dated October 24, 2007 and prepared by Project Design Consultants. Retention basin design must comply with the City's Engineering Design Standards. Basins must also be designed so that no damage to landscaping and other improvements occurs as a result of the designed-for storm events. In general, retention basins should:

- Vary in size and shape if multiple basins are located close to one another.
- Be divided into multiple smaller basins if a single basin is out of character for the parcel to which it serves.
- Provide a variety of visual sequences when viewed from the basin or from outside the retention area.

Continuous straight-line berms are discouraged. It is encouraged that berms be designed as freeform, curvilinear and undulate in their height. Side slopes shall not exceed a 3:1 gradient. Use of berms to screen parking lots from the street is encouraged, but may not be required unless the Reviewing Party believes such berms are critical to promote the overall vision of Ballpark Village's design theme. When utilizing berms to screen parking lots from the street, the side facing the street shall be a gentler slope of 4:1 or greater. When walls are provided, landscape berms are encouraged to reduce their visual impact, but are not required unless the Reviewing Party deems such landscape berms are critical to promote the overall vision of Ballpark Village's design theme.

Screening

All trash from each lot is to be disposed within an approved "dumpster" that is provided by a licensed refuse collection company. Approval of the dumpster shall be made by the Reviewing Party. All refuse collection areas shall be located in a manner that produces the least amount of visual impact to the public while also allowing for adequate ingress and egress by collection vehicles. Refuse collection areas shall be screened by building walls or screen walls at a minimum of six feet (6') in height and constructed of a material that is complementary to the buildings it serves. The collection area should be accessed through an opaque metal gate, with the gate and screen walls painted to match the buildings they serve. In order to reduce the number of dumpsters and dumpster enclosures, integrated developments are encouraged to share such facilities when and where possible. All refuse enclosures must be in compliance with the City's Engineering Design Standards.

A building parapet shall screen all roof-mounted equipment and ventilators (to the extent such screening is feasible or practical). Mechanical equipment shall not exceed fifteen feet (15') in height and must be adequately screened from view by parapet walls or some other form of architectural screening. Wall-mounted equipment will not be permitted on the front or sides of any building. Ground-mounted electrical and/or mechanical equipment shall be allowed along the rear of buildings, with such equipment being allowed along the sides of buildings on a case-by-case basis via the site plan and design review process. Ground-mounted electrical and/or mechanical equipment shall not be permitted on the front of buildings. Ground-mounted equipment must be screened from view by architecturally compatible (materials and color) walls or adequate landscaping, with the height of the wall or landscaping equal to the height of the equipment. Storage tanks, satellite dishes, cooling towers, communication towers and antennas are considered mechanical equipment and are subject to these screening standards. Solar panels do not need to be screened but shall be integrated into the design of the building. For developments abutting residences, mechanical equipment shall be screened from such residences to the extent feasible or practical. All screening materials should be compatible with the colors, materials, and design of the building.

Except as may be approved by the Reviewing Party, no utility lines, wires, or other devices for the communication or transmission of electric current, power, or signals (including telephone, television, microwave, or radio signals), shall be constructed, placed, or maintained anywhere in or upon any lot other than within buildings or structures, unless the same shall be contained in conduits or cables constructed, placed, or maintained underground or concealed in or under

buildings or other structures in a manner approved by the Reviewing Party. All underground electrical facilities less than 69kV shall be underground.

Electronic surveillance equipment or alarm hardware should be of a color that is consistent or complementary with the building it serves. To the extent practical, any wiring should be concealed or shielded from public view.

When feasible or practical, backflow preventers for landscape irrigation and domestic water shall not be located at visually prominent locations. If they are, or if they are within public view, they should be screened with shrubs, berming, low-screen walls, a combination thereof, or other screening method deemed acceptable to the Reviewing Party. Cages painted in earth-tone colors shall be permitted.

Lighting

Street lighting shall be provided along all streets. A lighting consultant or electrical engineer shall design street lighting and meet the illumination standards established by the City. Light poles shall be limited to a maximum of twenty-five feet (25') in height within all parking lots, with twenty feet (20') heights preferred. For buildings and the immediate area of each building, the following shall apply:

- Exterior light fixture design shall be compatible with: a) the building's design and b) the principal use of the building.
- Exterior light fixtures shall be incorporated into the building's architectural design and within the site's landscape design. As a general guideline within the MXD/RES MXD areas, there should be a greater number of pedestrian-scale lights as opposed to fewer, taller high-intensity lights. Light sources for and from parking structures (if utilized) should be screened from direct view along adjacent streets and sidewalks.
- Walkways, plazas, and courtyards that are considered interior to the site shall provide exterior lighting under a maximum height of fourteen feet (14'). The Reviewing Party may allow a height greater than fourteen feet (14') on a case-by-case basis depending on the desired use of the site and whether or not the request is consistent with the overall design theme of the MXD/RES MXD areas of Ballpark Village.
- Light fixtures shall be equipped with appropriate reflection and shielded to prevent spillover illumination to adjacent land uses and residences.
- Lighting for pedestrian walkways should be designed for point-to-point illumination, with an emphasis on clearly defining pedestrian walkways and direction of travel.
- Each site shall provide adequate lighting for all walkways coming from building entrances to their respective sidewalks.
- Each site shall provide adequate lighting for all exterior building corners, ends of buildings, and passageways between buildings.
- Recessed entryways must be illuminated.
- The types, styles and colors of lighting that will be permitted shall be evaluated and determined by the Reviewing Party on a case-by-case basis.
- All bulbs and fixtures must be non-glare.

Construction

As soon as earthwork commences, sediment control measures shall be installed in such a way so as to filter all storm water run-off from a site before it enters a public street or public drainage facility. The sediment control system must remain in place and be in good repair until construction is complete and landscaping is installed. Construction activity shall conform to all regulatory agency rules, standards, and criteria governing sediment control.

The use of temporary structures, trailers or portable buildings is permitted. Activities are limited to construction offices, security offices, storage of tools and equipment, and toilets. The Reviewing Party must approve the location, design, and general appearance of all temporary buildings.

Ballpark Village has no temporary dumpsites. All debris shall be removed from the premises during construction and completion of construction. Construction materials shall be kept out of street right-of-ways at all times. All streets are to be kept free of dirt, debris, and spilled concrete. Each builder shall be responsible for street cleaning on a regular basis as determined by the Reviewing Party. "Wash-out" areas for concrete trucks must be provided on all construction sites in locations that are approved by the Reviewing Party. All trash must be kept in enclosed containers and removed frequently so that the site is maintained in a clean and orderly manner.

The Owner/Occupant is responsible for determining the location of existing underground utilities and for the protection of such facilities during the construction process. The Owner/Occupant must consult Arizona Blue Stake, Inc. prior to any excavation.

The Owner/Occupant is responsible for controlling dust and air pollution on the construction site in accordance with the terms and conditions of the Dust Control Prevention Plan, as submitted to the Maricopa County Environmental Services Department under application for an Earthmoving Permit.

Sidewalk Cafes

Outdoor cafes make a significant contribution to the quality of public spaces and street life. The purpose of this section is to provide simple procedures and design guidelines to encourage the establishment of sidewalk cafes when and where feasible and appropriate within the MXD/RES MXD areas. The following standards shall apply:

- Must have an adjacent associated business such as a cafe, coffee shop, delicatessen, restaurant, ice cream or frozen yogurt parlor, or food court.
- Sidewalk cafe furniture shall not block access to pedestrian street crossings, disabled parking spaces, mailboxes, or public telephones (if applicable).
- Outdoor cafes shall provide for a minimum of eight feet (8') of public access across the pedestrian flow of traffic. Conflict between the sidewalk cafe and elements in the street furniture zone is not permitted.

- Outdoor furniture must be of commercial quality to withstand the wear of outdoor commercial use. Plastic tables and chairs are not permitted. Outdoor furniture should be complementary to the adjoining business design and make a positive contribution to the street environment. Only the name and/or logo of the business and/or core product service may be placed on the chairs.
- Umbrellas must be at least seven feet (7') above sidewalk level and shall not interfere with the pedestrian flow. They must be secured from wind gusts but shall not penetrate or damage the sidewalk. Only the name and/or logo of the business and/or core product service may be placed on the umbrella.
- Removable barriers are optional. These barriers may consist of, but are not necessarily limited to: planter boxes, potted plants, and bollards. The Reviewing Party on a case-by-case basis may approve other forms of removable barriers. Chains, ropes, and line markings are not permitted. Removable barriers may not encroach on the pedestrian flow space. Removable barriers will be required when alcohol service is provided.
- Non-removable barriers such as low decorative fences shall be permitted with the design being approved by the Reviewing Party.

Patio and Open Air Service - Alcohol Serving Establishments

The purpose of this section is to provide simple procedures and design guidelines for patio and open air service associated with alcohol serving establishment, when and where such service is feasible and appropriate within the MXD/RES MXD areas. The following standards shall apply:

- Must have an adjacent associated business that serves alcohol, such as a restaurant, entertainment venue, pub or other similar establishments.
- Patio furniture shall not block access to pedestrian street crossings, disabled parking spaces, mailboxes, or public telephones (if applicable).
- The patio or open air service shall provide for a minimum of eight feet (8') of public access across the pedestrian flow of traffic. Conflict between the patio or open air service and elements in the street furniture zone is not permitted.
- Outdoor furniture must be of commercial quality to withstand the wear of outdoor commercial use. Plastic tables and chairs are not permitted. Outdoor furniture should be complementary to the adjoining business design and make a positive contribution to the street environment. Only the name and/or logo of the business and/or core product service may be placed on the chairs.
- Umbrellas must be at least seven feet (7') above sidewalk level and shall not interfere with the pedestrian flow. They must be secured from wind gusts but shall not penetrate or damage the sidewalk. Only the name and/or logo of the business and/or core product service may be placed on the umbrella.
- Removable or non-removable barriers are required. These barriers may consist of, but are not necessarily limited to: planter boxes, potted plants, and bollards. The Reviewing Party on a case-by-case basis may approve other forms of removable barriers. Chains, ropes, and line markings are not permitted. Removable and non-removable barriers may not encroach on the pedestrian flow space. Non-removable barriers such as low decorative fences shall be permitted with the design being approved by the Reviewing Party.

- Other forms of open air service, including special event “beer and alcohol service gardens”, shall be permitted in accordance with all City zoning and use permit requirements.

Open Air Setbacks

Open-air setbacks or jogs in the building façade are permitted. Interior entrances to ground floor retail may be set back to allow for outdoor use such as outdoor dining, outdoor display, or entry forecourts. Elements defining the wall plane at the sidewalk line are encouraged. Open-air setback dimensions will be reviewed and either approved or disapproved by the Reviewing Party on a case-by-case basis.

Street Furniture Zone

Street furniture zones buffer pedestrians from the adjacent roadway(s) and from on-street parking. A street furniture zone is an area where elements such as street trees, signal poles, parking meters, street lights, controller boxes, hydrants, signs, benches, newspaper stands, trash containers and other street furniture can be properly located. If/where utilized, all street furniture shall be located within five feet (5') of the street curb. At the discretion of the Reviewing Party, benches may be required in certain areas, or for all areas, every two hundred fifty linear feet (250lf) or some other distance determined appropriate by the Reviewing Party along front-facing building façades/storefronts. Benches shall be compatible with the surrounding building architecture/design and also complement other street furniture in the area. One trash container shall be provided for every one hundred fifty linear feet (150 lf) of front-facing building façade/storefront or at some other distance deemed appropriate by the Reviewing Party. Trash containers must be compatible with the surrounding building architecture/design and also complement other street furniture in the area.

Awnings

Awnings, canopies, and pergolas (also known as arbors) are strongly encouraged on front-facing building façades/storefronts and may be required if determined by the Reviewing Party. Materials, colors, and forms should be complementary to and derived from the building architecture. Placement of pergolas, canopies, and awnings should be above the display windows and below the storefront cornice or sign panel and should not cover columns, pilasters, clerestory windows or architectural features. Pergolas may run the entire length of a building. Building arcades that are an integral component of the building architecture are permitted in-place of awnings, canopies, and pergolas. Guidelines for awnings are as follows:

- Only traditional sloped fabric awnings are allowed.
- Awnings must complement the architecture of the building.
- When contained within windows, awnings shall fit the frame of the window, door or storefront.
- Awnings should not obscure architectural features.
- Brightly colored plastic or vinyl awnings that are often internally lit or plastic "bubble" awnings are not permitted.

- Barrel shaped awnings should only be used to complement arched windows while rectangular awnings should be used on rectangular windows.
- All awnings and canopies must have a minimum vertical clearance of eight feet (8') above the sidewalk.
- Awnings and canopies must be attached directly to the building without requiring poles, sidewalk support, or visible guy wires from the top.
- On buildings wider than twenty-five feet (25'), awnings and canopies must be segmented to articulate each display window and provide a sense of proportion to the façade.

Site Design Criteria (Specific to the RES MXD Area Only)

Due to the contemporary and urban-like vision of Ballpark Village, there is no required minimum separation between buildings. If parking structures are utilized instead of or in conjunction with surface parking, such structures shall be located behind residential buildings. If utilized, the Reviewing Party shall approve or disapprove the amount of perimeter wall exposed to a public street on a case-by-case basis, but as a general guideline, such structures shall not have more than twenty five percent (25%) of its perimeter walls exposed to a public street. Any portion of a perimeter wall exposed to a public street shall be screened with an appropriate amount of landscaping.

If a balcony is offered for residential units, the size should be a minimum of forty square feet (40sf) each, or such other size deemed appropriate by the Reviewing Party. For the purposes of this section, a patio is considered a ground floor balcony.

Goodyear Ballpark Specific Criteria

The Ballpark shall have a clean, contemporary style appropriately detailed for its regional desert setting and shall provide a pedestrian promenade and/or walkway around the entire field.

Ballpark concessions' buildings along certain surrounding north/south and east/west roads may be 'pods' at the ground level with entry plaza openings into the ballpark concourse between them.

Section D: Residential Land Use Design Guidelines

The Residential (“RES”) components of Ballpark Village shall be designed in a manner that is: a) aesthetically pleasing and complementary to the surrounding Ballpark Village development; b) has its own sense of identity; and c) as described within the 2017 PAD, has a unique residential character within a distinct setting. The following sections provide for general guidance as to how the community is to be developed, with the last section identifying certain architectural and exterior design elements that must be incorporated pursuant to a “minimum standards” point accumulation system.

Garage Design

The character of a community is predominantly defined by the street-scene experience. De-emphasizing the visual impact of garages allow the active architecture and style to permeate the street-scene and reinforce the community’s identity. Architectural enhancements, such as relief given to front facing garage doors to minimize visual impact are recommended. Projections, pop-outs, cantilevers, recessed garage doors and corbels are just a few examples of design elements that can also be utilized for front facing garage doors if these items are consistent and in harmony with the overall contemporary and urban-like architectural theme of the community.

Front facing residential garages (non-alley loaded homes) should be positioned in a manner that de-emphasizes their visual impact on the street. This will allow the active, visually interesting features of the building to dominate the streetscape.

Garage doors should be compatible with the architectural style of the residence. In order to avoid the impact of garage doors, it is encouraged that they be appropriately treated with one or more of the following:

- Decorative relief cuts
- Panels
- Small decorative windows

Corner Lot Treatment

Homes and/or buildings on street corners have a high degree of visibility and impact on the community’s image. Placement of homes and/or buildings on street corners shall be done sensitively, with side elevations designed to have a similar level of detail and articulation as the front elevation. Enhancements may include, but not necessarily limited to, one or more of the following:

- Wrap-around porches or courtyards
- Enhanced window treatments
- Roof plane breaks
- Accent colors, materials and detailing

- Pop-outs

Perimeter Edges & Open Space

Neighborhood identity is closely tied to the community’s perceived interaction with neighboring developments, open space networks and edge conditions. Sensitive treatment of these edge conditions can define the community image and enhance the standard of living enjoyed by its residents.

“Community Perimeter Edges” are considered to be South Estrella Parkway and South Wood Boulevard. Perimeter lots are those having a side or rear elevation exposed to a Community Perimeter Edge.

When possible, the design and placement of buildings and/or homes on lots located along a public/private street and that are visible from open space and parks should be designed to avoid a monotonous edge condition. Such homes shall incorporate one or more of the following elements:

- Perimeter Open Space/Retention Tracts – Provide an open space/retention tract along South Estrella Parkway and South Wood Boulevard of a sufficient width to accommodate the permitted amount of retention in these areas. The total amount of surface type retention that can be used in a given tract(s) is sixty five percent (65%). If underground retention is used, up to eighty percent (80%) of a given tract(s) may be utilized, if designed such that the landscaping character is maintained.
- Pedestrian Connectivity – Pedestrian connectivity is an element of design is encouraged to be provided within the RES components of Ballpark Village. A highly connected neighborhood adds to the identity of a community and provides a sense of place. The pedestrian circulation system should connect neighborhoods to adjoining neighborhoods, parks, and amenity open space(s). All pedestrian circulation systems shall contain a minimum four foot (4’) wide sidewalk unless adjacent to a public/private street. If adjacent to a public/private street, sidewalks shall be a minimum of five feet (5’) wide. The circulation system should connect to the periphery of the RES area and allow access to South Estrella Parkway and South Wood Boulevard, providing access to the ballpark and other adjacent destinations.
- Enhanced Primary and Secondary Entries – Primary entries from South Estrella Parkway shall be enhanced by providing at least one (1) of the following:
 - Enhanced landscaping
 - Entry monumentation
 - Street art
 - Enhanced paving
 - Water feature
 - Other design elements that complement the project

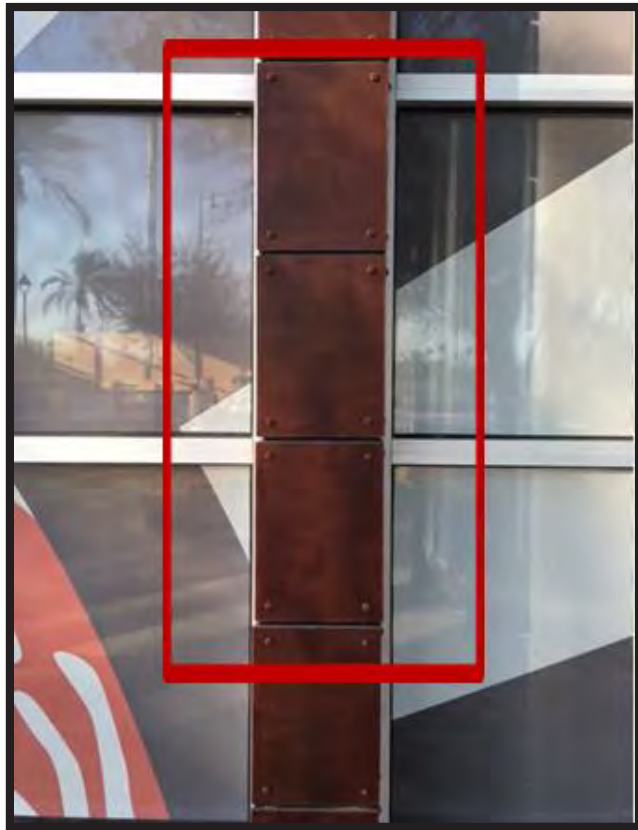
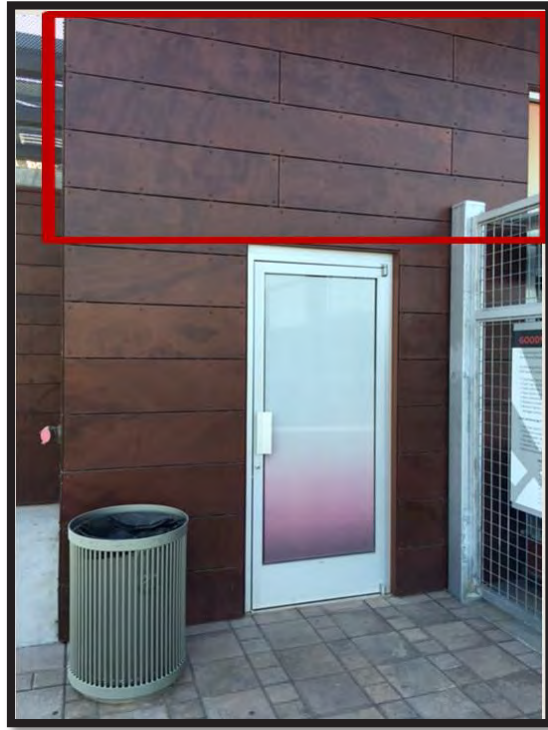
Secondary entries or access points from South Wood Boulevard and an interior loop road may have enhanced paving at the beginning of a public/private street or alley. Enhanced landscape elements may be placed at the entry driveways to establish identity to these areas.

- Required Open Space Materials – To ensure the RES area of Ballpark Village remains compatible with, and complements the Goodyear Ballpark, certain design elements from the Ballpark and its immediately adjacent areas shall be introduced into the open space, amenity feature(s) and/or entryways of the community. The following list of materials (or representative examples) shall be incorporated into the overall design of these areas (exact materials, amounts, colors, form of integration and placement of each to be determined during the site planning process):

Board-formed finished concrete – entry monumentation areas (earth tone or natural grey)



Metal/composite cladding with wood like texture



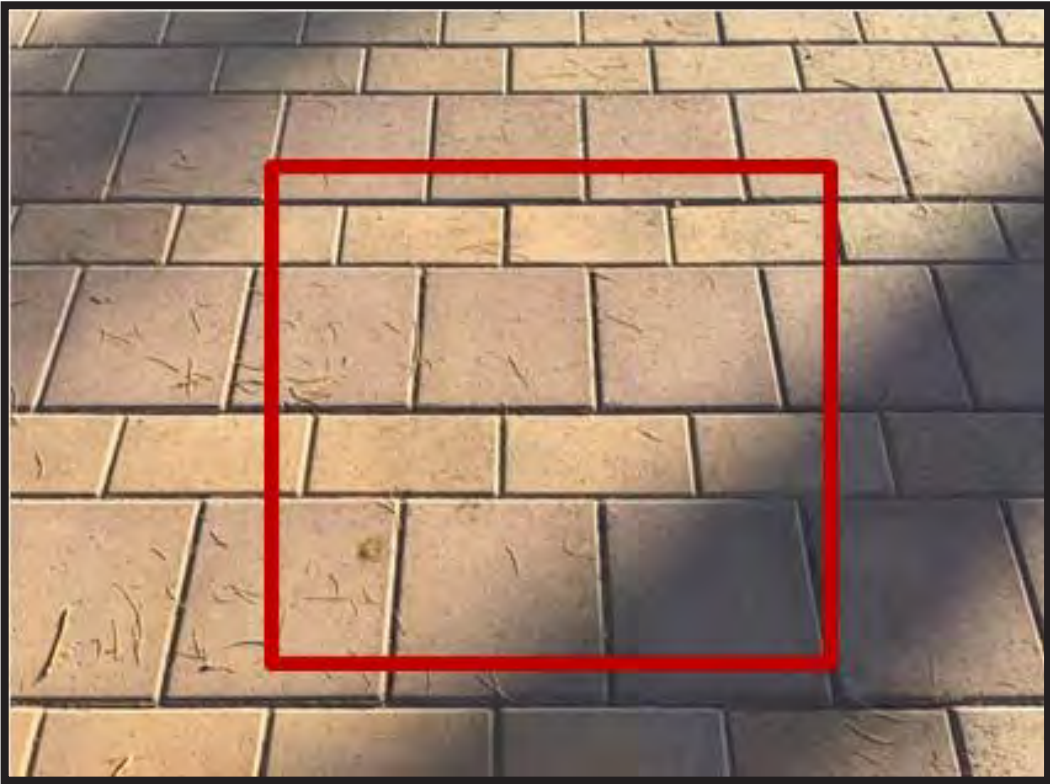
Welded wire fencing – (painted steel or galvanized)



Park style pre-fab bench with horizontal flat slats



Pavers with banding in three patterns – modern accent style



Ornamental community open space (pedestrian) lighting that is complimentary to existing Goodyear Ballpark pedestrian lights



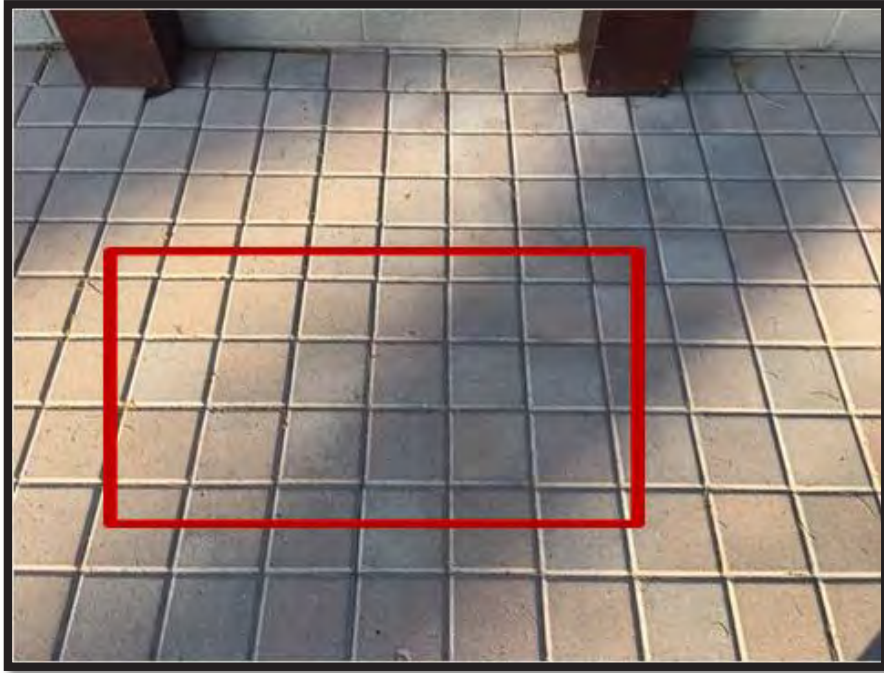
Angular boulders (color to be determined)



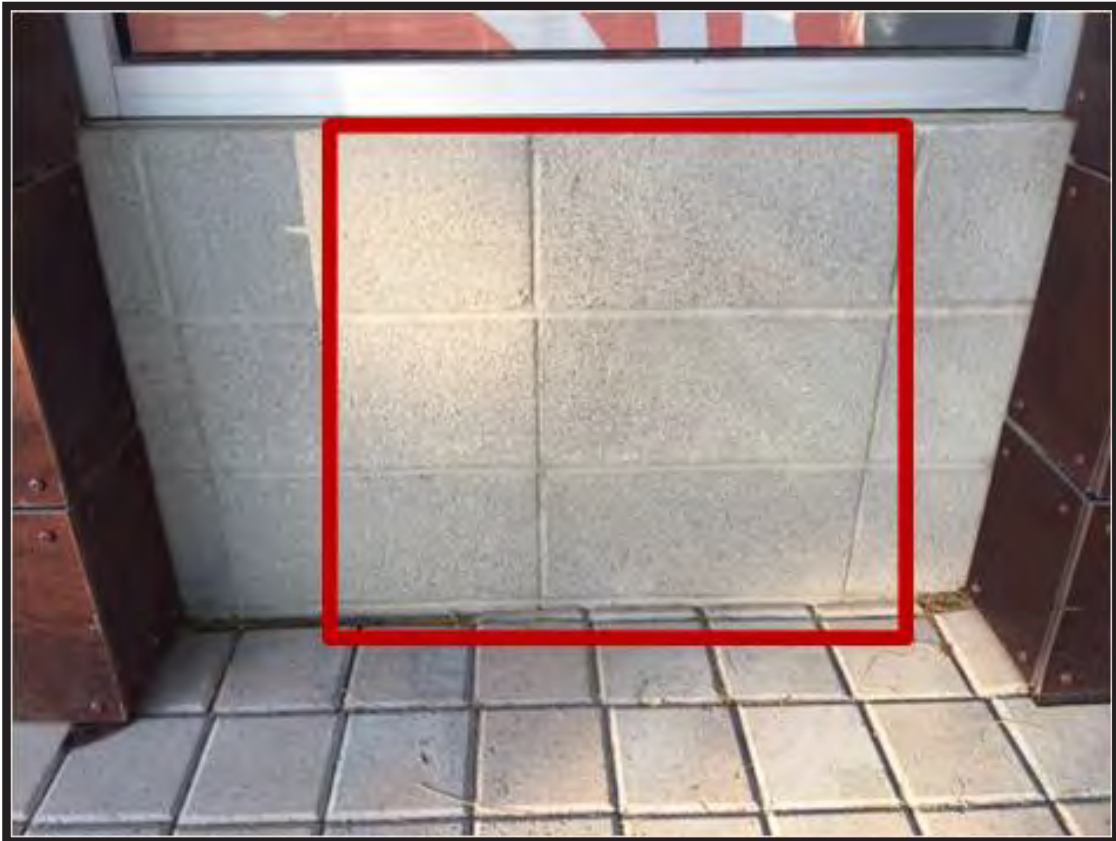
Metal awning and horizontal metal cladding



Square concrete pavers



Pre-cast concrete block



“Weathered” corrugated metal cladding



Metal columns/supports with symmetrical metal mesh



Stainless steel/aluminum reverse-pan channel lighting



- Walls in Public View – Subdivision perimeter walls may include columns with caps, and/or decorative stone. Incorporation of decorative wrought iron, trellises, raised planters, or other artistic features in context with the area may also be utilized. Perimeter walls shall incorporate various textures in conjunction with landscaping to provide visual interest and to soften the appearance of perimeter walls. Columns should break up perimeter walls at regular intervals. As an alternative to a perimeter wall, wrought iron fencing may be considered. This will help to provide a sense of connection with the larger neighborhood.
- Variation of Roof Planes – A variety of roof forms will not be required due to Ballpark Village’s contemporary and urban-like design theme. In addition, there is no limit on the number of homes that may have similar or identical roof forms facing the Community’s Perimeter Edges since the architectural theme requires a more uniform appearance.
- Articulated Building Massing – When feasible, a building’s mass should be broken down into smaller elements to provide visual interest and articulation to the neighborhood street-scene.
- Architectural Enhancements – Rear and/or side elevations that abut or are immediately adjacent to a public/private street(s) shall be sufficiently articulated to provide visual interest. Examples of these enhancements shall include, but are not be limited to:
 - Enhanced window treatments (required on all units and front elevations that abut or are immediately adjacent to a public/private street(s))
 - All homes within the community should have at least two (2) of the following:
 - Offset wall planes (minimum offset of 6’’)
 - Roof plane breaks (not applicable on flat roofs)
 - Window awnings
 - Introduction of accent building materials and colors
 - Introduction of accent elements such as clay vents, out-lookers, and decorative grille work consistent with the front elevation’s architectural style.
 - Other similar types of features that provide articulation to the visible side or rear elevation.
- Architectural Criteria – The architecture of a home or building is comprised of three (3) basic components regardless of its architectural style. These architectural components consist of building façades, roofs, and detail elements. When these components are combined and designed appropriately, a cohesive yet diverse environment will be realized; one that is consistent with the goals and objectives for Ballpark Village. The following criteria shall be required:
 - A minimum of three (3) floor plans shall be offered within each subdivision.

- Due to the unique nature of the contemporary and urban-like design: a) there shall be no requirement as to the minimum number of elevations to be offered within each subdivision; b) there shall be no restrictions on the location of plans and elevations in relation to each lot (i.e., Plan 1 Elevation A can be built next door to or across the street from Plan 1 Elevation A); and c) homes with the same plan (i.e., Plan 1 Elevation A and Plan 1 Elevation B or C) that are proposed to be built next door or across the street from one another shall be allowed to use the same roof style.
- **Building Form** – Although it is important to promote visual interest throughout the community, contemporary and urban-like architecture design utilizes consistent building forms while still providing a visually diverse environment. Due to the unique design theme envisioned for Ballpark Village, a variety of building forms will not be required within the RES community. The following enhancements are encouraged to supplement the contemporary and urban-like architectural theme:
 - Articulation of wall planes
 - Projections and recesses to provide shadow and depth
 - Simple bold forms
 - Although not required, frontal elevation wall planes can be staggered to create additional interest along the street-scene, while articulation and architectural details should be added when visible from public spaces.

Building Materials & Colors

The design of residences should use building materials that are consistent with the proposed architectural style. All surface treatments or materials should be designed to appear as an integrated part of the design, and not merely applied. All materials shall: a) wrap columns, porches, or balconies in their entirety; and b) change to another material at an inside corner. A material that is applied to a “wrapped architectural enhancement elevation” shall turn the outside corner of the building a minimum of two feet (2’) before terminating.

A range of color tones, consistent with the proposed architectural style, should be used throughout the neighborhoods of the RES component of Ballpark Village. The extensive use of bright and vibrant colors is not permitted. Contrasting colors (either lighter or darker than the main body color of the residence) are encouraged for trim and accent elements (i.e., fascia, eaves, doors, awnings, window trim, porch railings, garage doors, etc.). Due to the unique contemporary and urban-like design of the community, no minimum number of color schemes or roof color schemes will be required for each subdivision or for each product line within the community.

The following illustrates the range of color tones and form of implementation the Reviewing Party will be looking for in all paint color approval processes. **THESE ARE NOT MANDATORY COLORS, NOR COMBINATIONS OF COLORS, BUT RATHER EXAMPLES OF WHAT COULD BE DEEMED ACCEPTABLE BY THE REVIEWING PARTY.**

Body of Residence/Residential Building Structure (Primary Base \geq 75% of all Exterior Painted Surfaces)

(Maximum of 2 primary base colors plus a minimum of one secondary base colors shall be utilized – all must be complimentary to each other)

Acceptable: Appropriately muted and non-vibrant variations of white tinted shades, greyish hues/shades, brownish & tan hues/shades and other earth-tone colors complimentary to the overall Ballpark Village theme.



Trim/Accents & Secondary Base (as a Secondary Base \leq 25% of all Exterior Painted Surfaces)
(1 color per residence or residential building – must be complimentary to body color)

Acceptable: Appropriately muted and non-vibrant variations of white tinted shades, greyish hues/shades OR reddish hues/shades, brownish & tan hues/shades and other earth-tone colors toned reds and/or blues that complement the base colors and are compatible with the overall Ballpark Village theme.



OR



Entry Doors/Garage Doors

(1 matching color set per residence – must be complimentary to body and trim/accent colors)

Acceptable: Appropriately tinted whites and greys along with correctly toned reds and/or blues and earth tones that complement all other components of the color scheme within the community and compatible with the overall Ballpark Village theme.



Exterior Hardware & Ancillary Materials

(1 theme that is complimentary to the color palate of each residence or residential building)

Acceptable: Stainless steel or brushed nickel appearance hardware and/or appropriately tinted greys, black and correctly toned reds, blues or browns. All exterior hardware & ancillary materials must complement the color schemes to which they serve and be compatible with the overall Ballpark Village theme.



Roof Form & Slope

Roof treatments throughout the community may be consistent and homogeneous in order to promote the contemporary and urban-like design theme of Ballpark Village. Minimum overhangs shall complement the architectural style and will be reviewed on a case-by-case basis during the design review process. Roof slopes shall be consistent with the architectural style of each residence. Broken roof pitches extending over porches, patios or other similar features are encouraged where appropriate and when in harmony with the architectural style. Parapet roof forms may also be utilized to complement the contemporary and urban-like design theme.

Roof Materials

The following roof materials and designs are consistent, or may be considered acceptable with supporting features (i.e., parapet wall), with the contemporary and urban-like design theme of Ballpark Village:

- Concrete barrel
- Engineered composite
- Concrete flat tiles
- Concrete shake
- Standing metal seam roof
- Metal panel slate profile
- Composite shingles
- Solar shingles
- Other appropriate and aesthetically pleasing materials utilized for flat roof construction

Composite shingles are permitted as an architectural accent element, but its use is subject to approval via the design review process. All “S” style tiles shall not be permitted. Skylights are permitted, but should be designed as an integrated part of the roof. White “bubble” skylights shall not be permitted unless completely hidden from public view. Skylight framing material should be bronze anodized or colored to match the adjacent roof. All conduit and electrical panels must be painted to match the color of the residence.

Entries

The entry of a home should be the focal point of the building’s front elevation. Roof elements, columns, porticos, recesses or projections, window or other architectural features can be utilized to articulate the entryway.

Courtyards

Courtyards may be utilized as a transition from the street-side public space to the entryway of the home. Courtyard walls shall be finished to match the house and may be embellished with accents that are appropriate to the architectural style of the residence.

Porches, Patios & Balconies

Porches and patios, if or when utilized, should be designed as an integrated component of the building’s architecture and have a minimum depth of four feet (4’). Porches should have railings and be fully covered in one of the following ways:

- Roof element that match the residence
- Trellis structure
- Second floor balcony or overhang

Patios, if utilized, shall not be required to be covered due to the style of housing envisioned within the RES component of Ballpark Village.

Although not required, second and third story balconies are encouraged to provide further visual interest to the street-scene while increasing the perceived front setback of the second story. If utilized, balconies shall have a minimum depth of three feet (3') and should be designed as an integrated component of the home's architecture. Columns used in conjunction with balconies should convey a sense of strength and support.

Columns & Archways

The use of columns and archways adds articulation to the character of the residence and is encouraged where appropriate. Columns and archways should be scaled appropriately to provide a sense of strength and support that is compatible with the architectural style of the home.

Trellis & Arbors

If trellis and/or arbors are utilized, they should be designed in a manner that helps maintain their appearance over time.

Window Openings

At least one principal window is required on front elevations. Principal windows are defined as one of the following:

- A prominent window recessed a minimum of two inches (2'') or having a minimum two-inch (2'') pop out surround.
- A bay window with a minimum two inch (2'') projection and detailing appropriate to the architectural style of the residence.
- A minimum two-inch (2'') deep pot-shelf with corresponding roof element and corbels.
- An overhead trellis element projecting a minimum of two inches (2'').
- Decorative iron window grille that projects forward off the wall plane a minimum of two inches (2'').
- A decorative window awning on at least one window.

Rear elevations that abut or are immediately adjacent to a public/private street(s) require the use of at least one principal window as defined above. Side elevations that abut or are immediately adjacent to a public/private street(s) are required to have a principal window treatment.

The style of windows shall be compatible with the architectural style of the home. Aluminum or vinyl extruded frame windows shall be appropriately colored to match or complement the body of the residence or the residence's trim colors. Window glazing may be clear or tinted. Reflective glass shall not be permitted.

Detail Elements

Detail elements such as awnings, overhangs, recessed windows and vertical/horizontal features such as architecturally compatible windows and doors and/or other features are encouraged to provide visual interest to the residential architecture.

Chimneys

Chimneys and particularly chimney caps should be simple in design so as to not distract from the buildings architectural style. The design of chimneys shall be compatible with the architecture style of the residence. The following features are appropriate:

- Tile caps, brick or tile banding
- Elaborate chimney tops/shroud shall be appropriate to the architectural style.
- Decorative metal tops/shroud shall match trim colors.

Exposed flues and extravagant metal fireplace caps are prohibited.

Driveway Criteria

Where provided, the minimum length for a driveway that is designed to accommodate parking shall be eighteen feet (18') from the opening of the garage door to the back of sidewalk. Driveway aprons shall range from a minimum of two feet (2') to a maximum of five feet (5') where parking is prohibited within such apron.

Satellite Dishes

When feasible, satellite dishes one meter (1m) in diameter or smaller shall be sited so they are not visible from public/private streets, community open space/parks, or shared pathway easements. Satellite dishes over one meter (1m) in diameter are prohibited.

Gutters & Downspouts

If utilized, exposed gutters and downspouts shall be color matched or shall complement the surface to which they are attached. Downspouts may be allowed within the interior and/or exterior of residences.

Storage Buildings

Storage buildings must have the same level of architectural detailing as the residential structure(s) it is serving. The maximum height of a storage building must be lower than the perimeter residential wall unless the Reviewing Party approves a height that exceeds the height of the perimeter residential wall.

Solar Panels

Solar panels shall be mounted directly to a roof plane and be integrated into the roof design. Roof mounted solar panel equipment shall be similar to the roof in color and appearance and have a reflectivity value of twenty percent (20%) or less. Non-camouflaged solar panel equipment shall be located behind parapet walls of equal height to the equipment. Solar panels are to be integrated into the roof design, flush with the roof slope, and the frames must be colored to complement the roof. Mill finish aluminum frames are prohibited and support solar equipment shall be enclosed and screened from view.

Mechanical Equipment

No mechanical equipment (i.e., air conditioning/heating units) shall be mounted on, or attached to, any sloped roof. Mechanical equipment, when mounted on flat roofs, must be completely screened by parapet walls that are at least as tall as the equipment. If visible from public/private streets, community open space/parks, or shared pathway easements, ground mounted mechanical equipment must be screened by walls at least six inches (6") higher than the equipment and located away from pedestrian paths and community amenities/services. Such walls shall match the appropriate architectural styles in both color and material. Mechanical devices such as exhaust fans, vents, and pipes shall be painted to match adjacent roof surfaces.

Trash Enclosures

Trash enclosures shall be constructed of concrete masonry units finished in a manner that is similar to homes or buildings they serve. All trash enclosures shall have opaque metal gates that are designed in a manner that is consistent with the overall architectural theme of the community.

Carports

Carports within a multi-family development should be designed and be of a color that complements the architecture of the buildings they serve. Flat metal roofs and metal supports shall be permitted as long as they are in harmony with the design of the community.

If desired, single-family components of Ballpark Village may integrate carports into the overall design of the community, but such carports shall also complement the design and color of the buildings they serve.

Detached Garages

If provided, detached garages shall have the same form of architectural character/treatment as the main homes or buildings they serve. Six (6) car detached garage structures are preferred as a maximum for multi-family developments. All detached garage structures shall have a minimum four-inch (4") garage door recess.

Mailboxes

Grouped or ganged mailboxes shall be located within centrally located areas throughout each component of the RES area of Ballpark Village. If a mailbox enclosure is proposed, it shall complement the architectural character of the community. Grouped or ganged mailboxes shall also meet all federal accessibility standards.

Clubhouse & Recreation Buildings

Clubhouses, recreation buildings, and other support buildings shall complement the architectural style of the community and the overall character of Ballpark Village.

Community/Entry Signage

Community/entry signage shall be tasteful, consistent and complementary to the architectural design theme of the community.

Architectural Design Features & Elements

In order to promote a contemporary and urban-like theme throughout the RES portion of Ballpark Village, the following table shall be utilized by all homebuilders, including multi-family builders, for the design review submittal process. Each submittal shall meet or exceed the accumulated minimum point requirement shown at the bottom of the table. Examples of each feature and element follow the table.

<u>Architectural Design Features & Elements</u>	<u>Allocated Points</u>	<u>If a Feature/Element is Selected, Enter Points Here</u>
<i>Use of the following throughout each subdivision or multi-family site as a standard item on/for all residential units or buildings:</i>		
Flat roof architecture	10	
Partial or complete use of standing seam metal roof	10	
Front elevation balcony (use of balconies by multi-family builder)	9	
Smooth sand finish exterior stucco	7	
Horizontal and/or vertical stucco control joints within exterior design	8	
Partial use of lap siding - complimentary to smooth sand finish stucco exterior	6	
Exterior square corner/straight edge stucco treatment	4	
Flat tile as roofing material	4	
Flush/flat or square/rectangular garage & entry door panels (must have contemporary theme)	5	
Opaque glass within garage door (top row windows only – square or rectangular design)	5	
Clear glass within garage door (top row windows only – square or rectangular design)	2	
Opaque glass within entire garage door (square or rectangular panels)	9	
Opaque glass utilized within front entry door (asymmetrical/offset or window area $\geq 40\%$ of door - square or rectangular panels)	5	
Clear glass utilized within front entry door (asymmetrical/offset or window area $\geq 40\%$ of door - square or rectangular panels)	3	
Stone/brick veneer or other appropriate style of paneling on front elevation	6	
Stone/brick veneer or other appropriate style paneling on front & rear elevations	8	
Parapet wall(s) at roof line (visual appearance that $\geq 33\%$ of front facing roof is flat when viewed from the front of the home)	9	
Horizontal window pop-outs (non-full surround pop-outs)	3	
Metal awning over at least one (1) front elevation window	7	
Metal awning over garage	8	
Metal awning over main entry	7	
Metal railing for front elevation balcony	8	
Contemporary styled coach lights and address/unit identification placards	2	

Inclusion of welded-wire paneling into side-entry gates or other design element within front elevation	4	
Full metal side-entry gates	5	
Clean, symmetrical & hard-edged landscape design with contemporary themed lighting and use of metals or concrete	9	
Clean, symmetrical & hard-edged landscape design with contemporary themed lighting - no use of metals or concrete accents	7	
Non-typical, symmetrical square/rectangular driveway patterns (includes use of stone, pavers brick or detached concrete sections)	8	
Non-typical, symmetrical square/rectangular walkway patterns (includes use of stone, pavers brick or detached concrete sections)	6	
Exposed aggregate driveway	3	
Exposed aggregate walkway	2	
<i>For single-family attached & detached housing, if the following choices are provided to home buyers as optional elevation treatments or exterior design elements (on/for all residential units or sections of buildings & not a standard item), the following shall apply:</i>		
Flat roof architecture	5	
Partial or complete use of standing seam metal roof	5	
Front elevation balcony	4.5	
Partial use of lap siding - complimentary to smooth sand finish stucco exterior	3	
Flat tile as roofing material	2	
Opaque glass within garage door (top row windows only – square or rectangular design)	2.5	
Clear glass within garage door (top row windows only – square or rectangular design)	1	
Opaque glass within entire garage door (square or rectangular panels)	4.5	
Opaque glass utilized within front entry door (asymmetrical/offset or window area $\geq 40\%$ of door - square or rectangular panels)	2.5	
Clear glass utilized within front entry door (asymmetrical/offset or window area $\geq 40\%$ of door - square or rectangular panels)	1.5	
Stone/brick veneer or other appropriate style paneling on front elevation	3	
Stone/brick veneer or other appropriate style paneling on front & rear elevations	4	
Parapet wall(s) at roof line (visual appearance that $\geq 33\%$ of front facing roof is flat when viewed from the front of the home)	4.5	
Metal awning over at least one (1) front elevation window	3.5	
Metal awning over garage	4	

Metal awning over main entry	3.5	
Metal railing for front elevation balcony	4	
Inclusion of welded-wire paneling into side-entry gates or other design element within front elevation	2	
Full metal side-entry gates	2.5	
Clean, symmetrical & hard-edged landscape design with contemporary themed lighting and use of metals or concrete	4.5	
Clean, symmetrical & hard-edged landscape design with contemporary themed lighting - no use of metals or concrete accents	3.5	
Non-typical, symmetrical square/rectangular driveway patterns (includes use of stone, pavers brick or detached concrete sections)	4	
Non-typical, symmetrical square/rectangular walkway patterns (includes use of stone, pavers brick or detached concrete sections)	3	
Exposed aggregate driveway	1.5	
Exposed aggregate walkway	1	
<u>Total Points Required</u>		65
<u>Total Points Accumulated</u>		

Examples of Architectural Features & Design Elements Considered Acceptable

Flat roof architecture



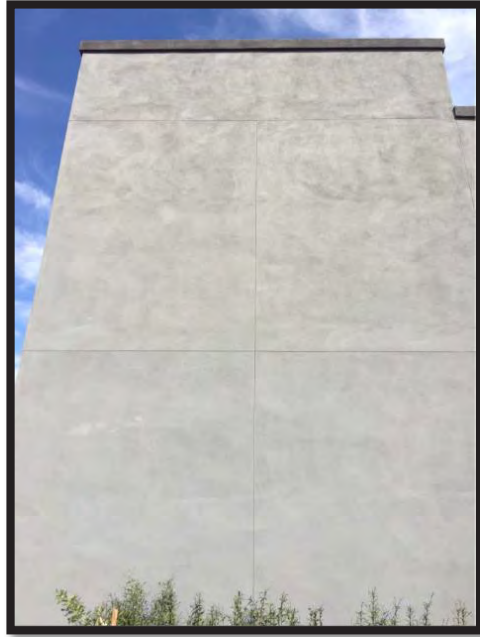
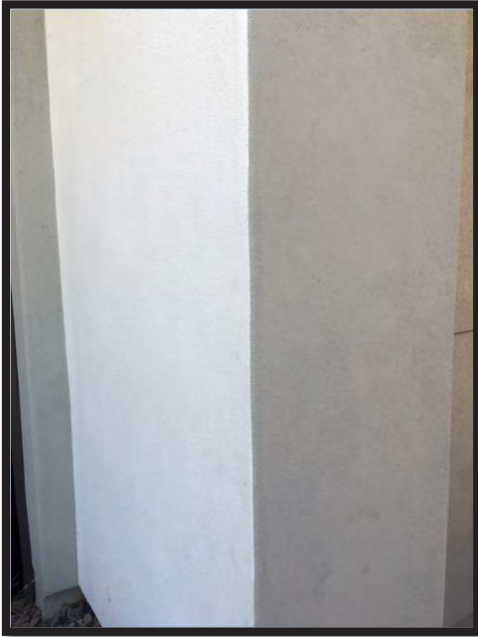
Standing seam metal roof



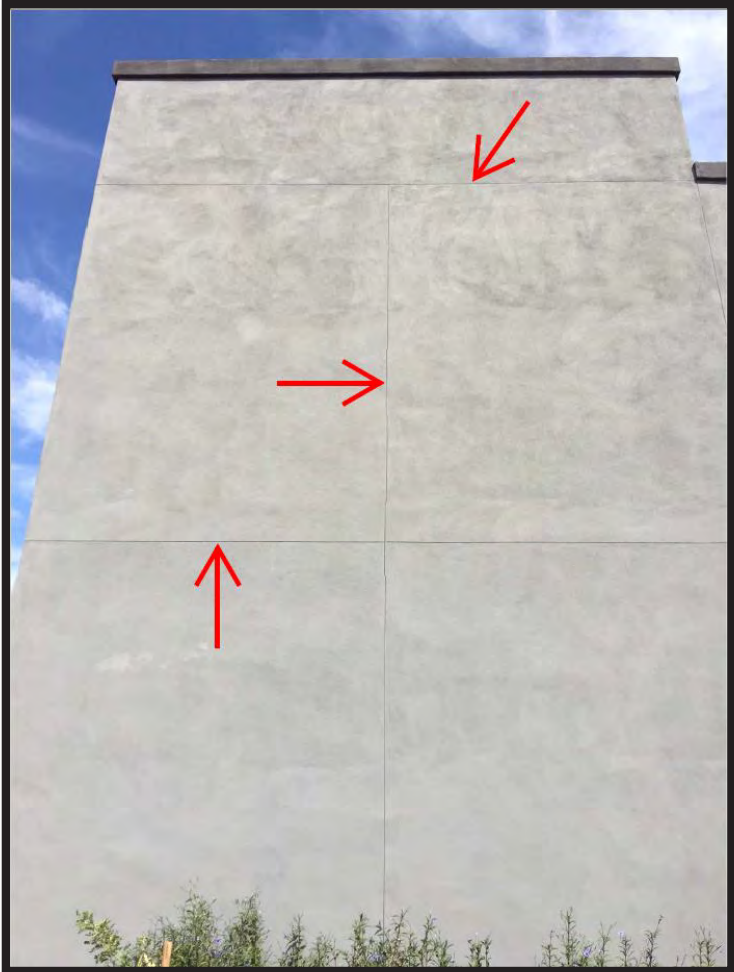
Front elevation balcony



Smooth sand finished exterior stucco



Horizontal and/or vertical stucco control joints



Partial use of lap siding - complimentary to sand finish stucco exterior



Exterior square corner/straight edge stucco treatment



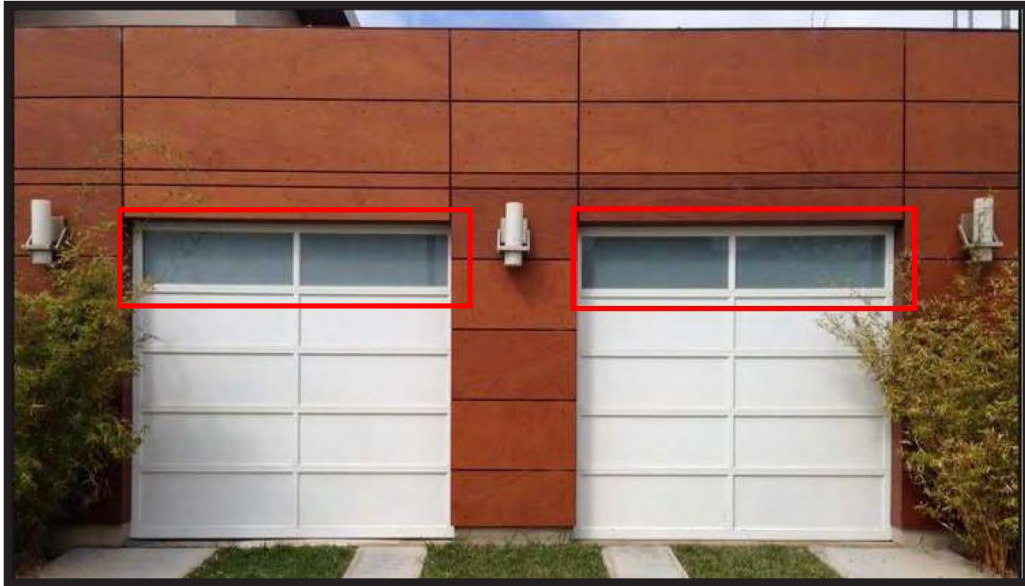
Flat tile roofing material



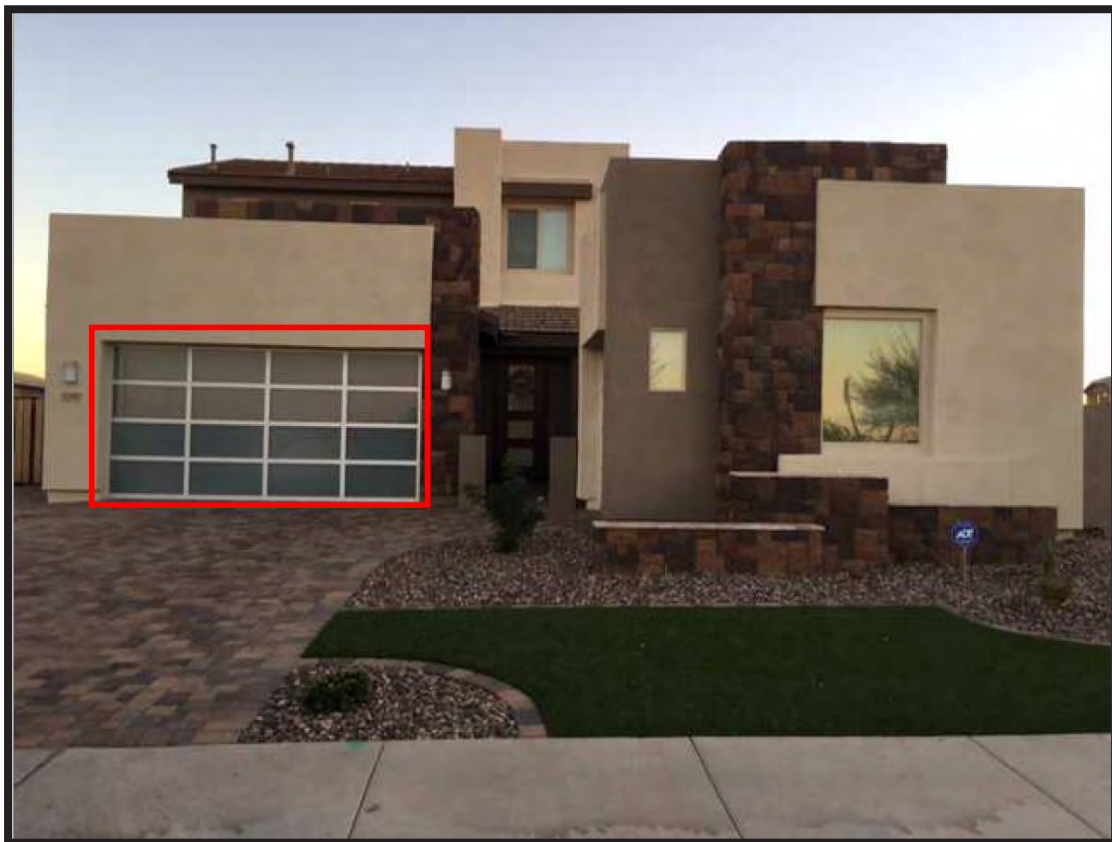
Flush/flat or square/rectangular garage pattern & example of clear glass along top row



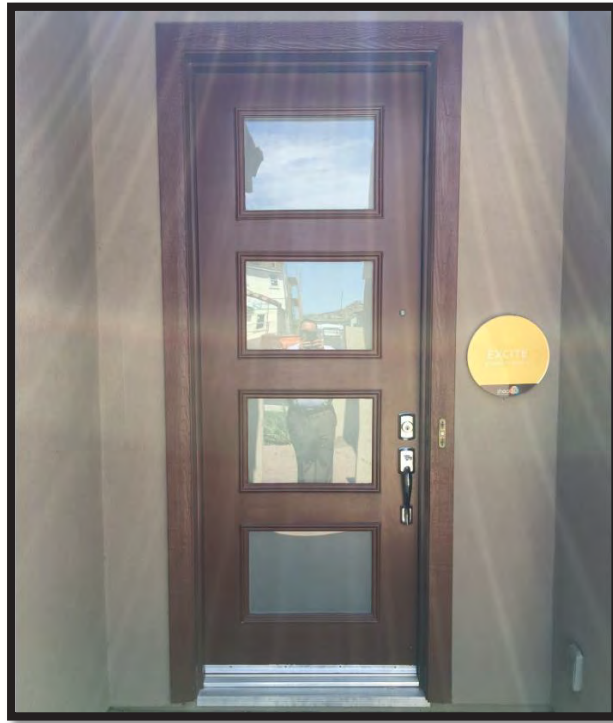
Flush/flat or square/rectangular garage pattern & example of opaque glass along top row



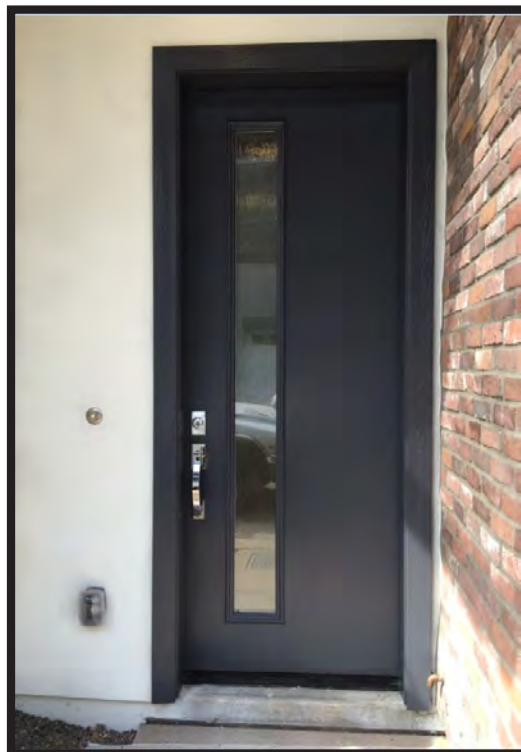
Full opaque glass garage door (square or rectangular design)



Opaque glass utilized within front entry door (square or rectangular panels)



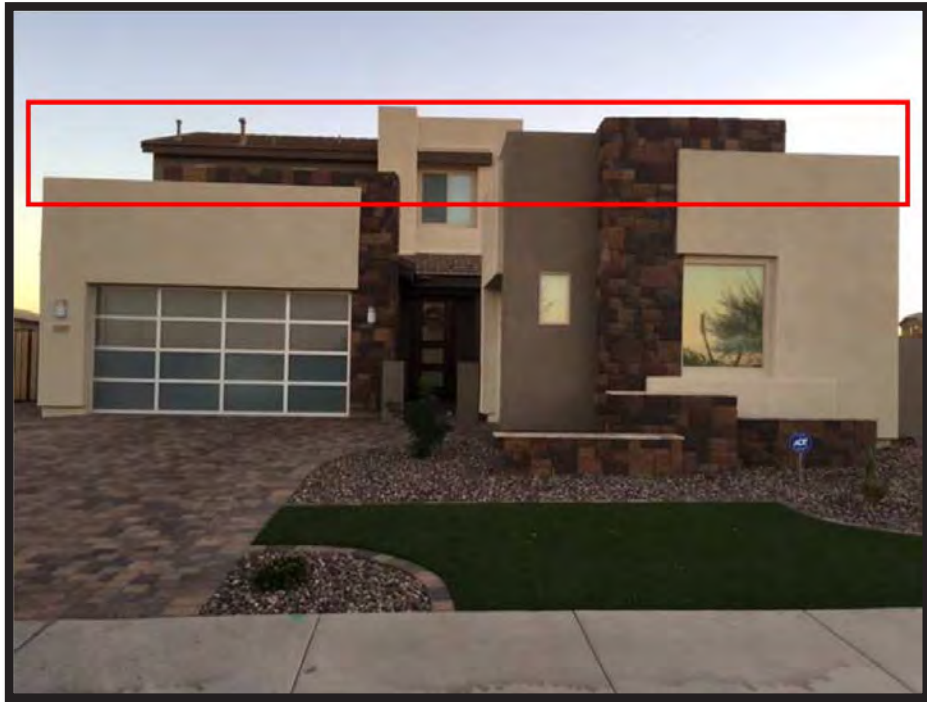
Clear glass utilized within front entry door (square or rectangular panels)



Stone/brick veneer or appropriate style paneling



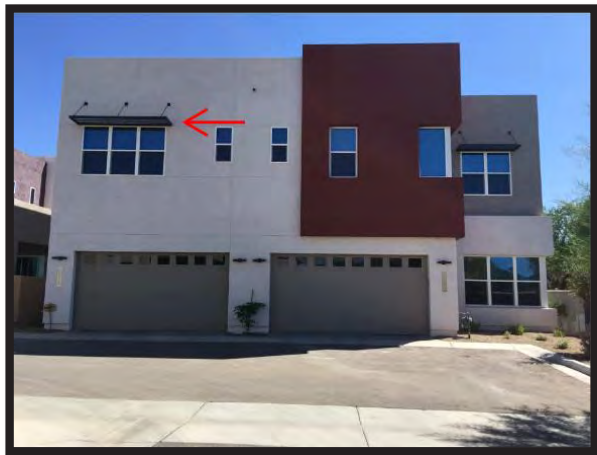
Parapet wall(s) at roof line



Horizontal window pop-outs



Metal awning over front elevation window(s)



Metal awning over garage



Metal awning over main entry



Metal railing for front elevation balcony



Contemporary style coach lights & address identification placard



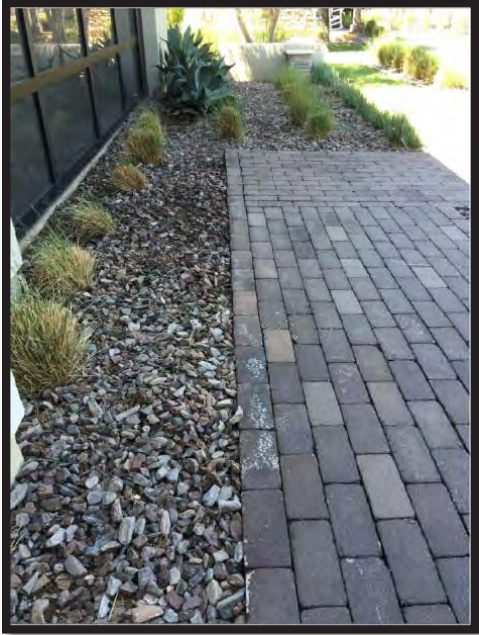
Welded-wire paneling (galvanized shown/painted version acceptable)



Full metal side-entry gates



Clean, symmetrical & hard-edged landscape design



Non-typical, symmetrically patterned square/rectangular driveway & walkway designs



Exposed aggregate driveway & walkway



Section E: Commercial Land Use Design Guidelines

The Commercial Land Use (“COM”) component of Ballpark Village shall be designed in a manner that produces a highly functional and engaging goods/services oriented development that is architecturally compatible with the remainder of Ballpark Village (as intended within the 2017 PAD).

General

A pedestrian connection is required along Estrella Parkway from the Public Facilities area (specifically the PFD-3 land use area) and the COM area at the Northeast corner of Estrella Parkway and Bullard Avenue.

Sidewalks between buildings and parking lots shall be a minimum of five feet (5') and a maximum of twenty feet (20').

All buildings on the same site should demonstrate a strong spatial and functional relationship to each other. In addition, buildings should generally demonstrate a variety in size and mass. When feasible and desired, portions of primary buildings and freestanding buildings should be oriented toward the streets.

Access & Circulation

All walkways that traverse vehicle drive aisles shall be distinguished with either stripping or hardscape materials such as specialty pavers or stamped colored concrete (whichever is deemed more appropriate by the Reviewing Party for the area in which it serves). Stripping or decorative materials should be used to clearly delineate pedestrian travel areas from drive aisles. Specialty paving material for walkways shall be developed in accordance with ADA requirements.

The use of stamped concrete, stone, brick or granite pavers, exposed aggregate, or colored concrete can be utilized (where appropriate) to serve as a traffic calming function to promote pedestrian safety and to minimize the negative impact of large expanses of black asphalt pavement on parking lots. The entry throat into the development can also be distinguished with hardscape materials such as pavers, or patterned, stamped or colored concrete.

Bollards should be considered to separate pedestrians from vehicular traffic areas and to light sidewalk surfaces. If utilized, bollard design should be coordinated with other streetscape furnishings.

Utilities & Mechanical Equipment

Ground mounted equipment should be screened from view by a wall that complements the building in which it serves, a landscape feature that is compatible with the architecture of the

development, placed in underground vaults, a combination thereof, or other screening method deemed acceptable to the Reviewing Party.

Electronic surveillance equipment or alarm hardware should be of a color that is consistent or complementary with the adjacent building. To the extent practical, any wiring should be concealed or shielded from public view.

When feasible or practical, backflow preventers for landscape irrigation and domestic water shall not be located at visually prominent locations. If they are, or if they are within public view, they should be screened with shrubs, berming, low-screen walls, a combination thereof, or other screening method deemed acceptable to the Reviewing Party. Cages painted in earth-tone colors shall be permitted.

All roof-mounted mechanical equipment shall be screened from street-level public view (to the extent such screening is feasible or practical). For developments abutting residences, mechanical equipment shall be screened from such residences to the extent feasible or practical. All screening materials should be compatible with the colors, materials, and design of the building.

Building Design

Building design should express a single, strong architectural theme with substantial and consistent architectural detailing except that individual storefronts may exhibit different but compatible themes. Buildings should be designed to promote walkability and enhance pedestrian activity. Building elements such as large, blank building walls and loading areas, which disrupt the continuity of shops and businesses are not permitted along pedestrian corridors. An emphasis should be placed on promoting a harmonious development that possesses pedestrian-scale architecture and identifies a hierarchical scale of uses (anchor store(s) should be emphasized as the more significant structure(s)). Pad sites or independent buildings should have their own unique identity but relate to the larger main structure(s).

To the extent it is practical: a) parking areas, pedestrian walkways, elevators, stairwells and recreation areas should be visible from as many windows and doors as possible; b) buildings should be sited so that the windows and doors of one unit are visible from another; c) all four façades of buildings should have windows or simulated windows; and d) energy efficiency techniques should be incorporated into the design of a building.

If a building is situated at the corner of a public street, it should provide a prominent entrance to the retail shop(s) (either at the corner or such other location deemed appropriate by the Reviewing Party).

Where long buildings are unavoidable, their linearity should be mitigated by changes in the building height, wall plane, and spatial volumes and by varied use of window areas, arcades, materials, roof elements or other architectural enhancements acceptable to the Reviewing Party.

When appropriate, tower elements or other vertical architectural features at “ends” of a shopping center may be utilized. If such features are utilized, they should generally not exceed twice the height of the building they are attached to.

COM Specific Landscape, Open Space & Amenities

Outdoor seating with appropriate levels of shade is an important amenity that should be provided if the types of goods and services provided within the development would benefit from such an amenity.

Visual features such as fountains, interactive fountains and or pop up play fountains can be incorporated into commercial developments to attract pedestrians if such features fit within the development’s theme and needs.

Public art can be considered in the design of public spaces, but is not considered a requirement.

A minimum fifteen-foot (15’) landscape buffer shall be provided adjacent to any highway right-of-way. Parking lots or structures may be provided adjacent to, but not within, the landscape buffer area.

Potted plants and other ornamental landscaping should be provided to enhance courtyards, plazas, and other gathering areas if such areas are developed. Trees should drain directly into the subsoil and should be protected by grating in hardscape areas.

Water harvesting systems are encouraged, but are not mandatory.

If retaining walls are necessary in retention basins, they should be terraced and/or landscaped to reduce their visual scale. The maximum height of retaining walls in retention basins shall be four feet (4’).

When and where practical, landscape areas should provide a three-tier system of groundcover, shrubs and trees. The use of landscaped berms and/or low screening walls adjacent to sidewalks is encouraged, but not necessarily required unless specifically called for by the Reviewing Party.

Building Façades

Building façades greater than fifty feet (50’) in length shall meet at a minimum one of the following standards:

- The building façade shall incorporate wall plane projections or recesses. No uninterrupted length of a façade shall exceed fifty feet (50’).
- An expression of an architectural or structural bay through a change in plane no less than six inches (6”) in depth, such as an offset, reveal, or projecting rib that includes a color, texture, or material change.

- An interruption of the verticality of solid walls with horizontal lines such as interim cornice, windows, openings, punch-outs, medallions, balconies, columns and arches. Builders may not rely solely on storefront signage alone to interrupt façade.
- An interruption of the linearity of the building’s façade with gables, tower elements, arches, and roof structures. The overall objective is to create a measured blend of scales and transitions to achieve a character that emphasizes human/pedestrian scale.
- Landscaping can be used in combination with walls to soften “blank” surfaces. Vines planted on walls are encouraged (but not required).
- Other enhancements deemed acceptable by the Reviewing Party.

The above standards may be waived if the applicant can demonstrate an alternative building design that significantly articulates a wall plane.

Street-facing sides of corner buildings shall be treated in a similar manner as the storefront façade.

All exterior surfaces visible from the public street or parking area must present an attractive appearance and must include architectural components found on the building’s façade in order to visually link the building together.

Where appropriate and when practical, deep overhangs should be integrated to create shadow and add depth to façades.

The main entry into a store should be emphasized at the street to announce a point of arrival in one or more of the following ways:

- Flanked columns, decorative fixtures or other details
- Recessed within a larger arched or cased decorative opening
- Covered by means of a portico (formal porch) projecting from or set into the building face
- Punctuated by means of a change in roofline, a tower, or a break in the surface of the subject wall.
- Any other architectural features deemed appropriate by the Reviewing Party.

Commercial storefront entries should be recessed and/or sheltered by a covered arcade structure, colonnade, canopy, awning or such other architectural feature deemed acceptable by the Reviewing Party.

When needed to support the type(s) of business represented within the development, the incorporation of balconies or tower elements onto or within the building form is encouraged for both practical and aesthetic value. Balconies can be integrated to break up large wall masses, offset floor setbacks, and add human scale to buildings.

Doors should be designed and constructed to be an integrated part of the architecture of the building.

All project exterior lighting, with the exception of lighting for public streets, should be consistent with the architectural style of the building(s). All styles, colors and materials of lighting fixtures should be harmonious with each other.

Articulation

All sides of a building shall be articulated. The rear and sides of a building not facing a public street do not have to be as articulated as the front, but blank, unarticulated building walls will not be permitted. The rear and sides of a building shall have the same exterior materials as the front.

All buildings should utilize a form of articulation at the ground floor level where storefronts and/or building bays are at least twenty-five feet (25') in width.

Architectural features such as domes, turrets, towers, cupolas, building entry volume or ornamental portions of a parapet walls shall be encouraged. Building entries must be pedestrian in scale and not monumental. Commercial retail center buildings are encouraged to have a recognizable "base". The "base" may consist of, but not be limited to: thicker walls, ledges or sills, integrally textured materials such as stone or other masonry, integrally colored and patterned materials such as smooth finished stone or tile, lighter or darker colored materials, mullions, panels or planters.

Architectural elements, such as, but not necessarily limited to, overhangs, trellises, projections, awnings, insets, material, texture, color, or a combination thereof should be used to create shadow patterns that contribute to the building's character.

Roof Planes

All roof planes must be compatible with the architecture of the development. Although there are no specific roof types that must be utilized, a roof and its material must be representative of the character of the building(s). Flat roof designs, including flat roofs with parapets, shall be permitted.

Where practical and needed, roof overhangs can be utilized to create useable shade on sidewalk and/or seating areas.

In-line commercial ("strip retail") rooflines should be varied in height, form and materials. Parapet rooflines should be varied by stepping up and down or incorporating pitched roof elements. Rooflines should be broken at intervals no greater than fifty feet (50') long by changes in height or step-backs. This guideline does not apply to pad retail (stand-alone buildings).

Parapet walls should be designed and constructed in a manner to appear as a solid, three-dimensional form rather than a veneer. Parapets should include one or more of the following detail treatments:

- Pre-cast elements
- Continuous banding or projecting cornices

- Dentils
- Caps
- Variety in pitch (sculpted)
- Clean edges without unfinished flashing; and/or
- Any other treatment deemed acceptable by the Reviewing Party

Windows & Glass

Clear glass is generally encouraged, but exceptions for spandrel or glass with a colored-ceramic coating adhered to the back by a heat fusion process may be permitted if deemed acceptable by the Reviewing Party. Mirrored, bronze or reflective glass shall only be permitted by specific approval of the Reviewing Party where appropriate.

Windows shall be encouraged to employ design details appropriate to the architecture. The following are examples of what may be used, but other options may also be approved by the Reviewing Party: a) mullions; b) arched windows; c) shutters/faux shutters; d) window surrounds; and d) awnings and canopies to break the scale of the facade into smaller components.

Doors to retail shops should contain a high percentage of glass in order to view the retail contents. Although there is no required minimum, doors should typically provide at least fifty percent (50%) glass area. Each door shall be reviewed, approved or disapproved on a case-by-case basis.

Storefront windows should be as large as possible to maximize the visibility to the storefront displays and retail interior.

Use of clear glass (at least eighty eight (88%) light transmission) on the first floor is recommended and may be required with certain types of uses or if the aesthetics of the development benefits overall from the use of clear glass.

Attention should be paid to materials, placement, depth of recess, and ornamentation, such as window grilles. The intent is to provide a sense of scale by creating shadow lines that result from trim and detailing and by providing details that enhance visual interest.

Downspouts

For the elevation considered to be the primary customer entrance, downspouts should generally be concealed by an architectural enclosure or behind the building's façade (the Reviewing Party may make exceptions). When exposed downspouts are to be used, they shall compliment the architecture of the building it serves and shall only be permitted upon review and approval by the Reviewing Party.

LEED Certification

Although not a requirement, buildings designed within Ballpark Village are encouraged to integrate LEED Certification guidelines and other "green building" criteria into the design of buildings.

The integration of solar panels on roofs and parking lot shade structures (if utilized) shall be permitted subject to the guidelines outlined within this section of the Guidelines.

Building Massing

Non-pad constructed buildings (in-line commercial):

- Varying building mass is required so as to distinguish various uses, landmark buildings, anchors, retail components in the office core, and so on. Long unbroken façades are generally not permitted. Stepping, massing, fenestration or similar architectural treatments should be used to add human scale to buildings. When feasible, building mass/height should relate to adjacent sites and perceived building mass should be reduced by dividing the building mass into small-scale components by providing a well-defined base, middle and top to the building. When and where appropriate, functional public space and pedestrian oriented areas between buildings should be utilized.
- A solid building base may be achieved by elements that consist of, but are not necessarily limited to: low planters and walls, base planting, a base architectural veneer banding (wainscot), treatments defined by a different material, texture, color, or a combination thereof. A distinct building middle may be achieved by the addition of covered walkways, trellises, colonnades, or architectural awnings that provide deep shadow, or other elements the Reviewing Party deems appropriate. A well-defined building top may be achieved by utilizing features such as distinct and multiple architectural roof forms, clearly pronounced eaves, distinct parapet designs, cornice treatments, a combination thereof, or other elements deemed acceptable by the Reviewing Party.
- The use of colonnades (or other appropriate architectural features) along street fronting façades should be considered to reduce the massing of tall buildings and add pedestrian scale and interest.
- Non-entry façades that face roads or views from public spaces should incorporate architectural treatments such as pilasters, recessed areas, and windows with spandrel glass that give the appearance of windows facing the street, or such other treatments acceptable to the Reviewing Party.

Pad constructed commercial (stand-alone buildings):

- Varying individual building mass is encouraged. Long unbroken façades are generally not permitted. Stepping, massing, fenestration or similar architectural treatments should

be used to add human scale to individual buildings. When and where feasible, building mass/height should relate to adjacent sites and perceived building mass should be reduced by dividing the building mass into small-scale components by providing a well-defined base, middle and top to the building. When and where appropriate, functional public space and pedestrian oriented areas between buildings should be utilized.

- A solid building base may be achieved by elements that consist of, but are not necessarily limited to: low planters and walls, base planting, a base architectural veneer banding (wainscot), treatments defined by a different material, texture, color, or a combination thereof. A distinct building middle may be achieved by the addition of covered walkways, trellises, colonnades, or architectural awnings that provide deep shadow, or other elements the Reviewing Party deems appropriate. A well-defined building top may be achieved by utilizing features such as distinct and multiple architectural roof forms, clearly pronounced eaves, distinct parapet designs, cornice treatments, a combination thereof, or other elements deemed acceptable by the Reviewing Party.
- Non-entry façades that face roads or views from public spaces should incorporate architectural treatments such as pilasters, recessed areas, and windows with spandrel glass that give the appearance of windows facing the street, or such other treatments acceptable to the Reviewing Party.

Building Walls

- Expansive lengths of unarticulated building façades are generally not permitted. Blank unarticulated building walls, including end walls exposed to a public street or common area are also generally not permitted.

Non-Building Walls

Walls and other site elements shall be consistent with the established thematic character of the development through the use of appropriate colors, materials and architectural style.

Walls adjacent to retention areas, trails, parks or other useable open space areas should consider incorporating regular undulation or a variation of materials. Where appropriate, view fencing is encouraged.

Approved Materials

- Stucco
- Architectural metals
- Poured-in-place, tilt-up or pre-cast concrete
- Cast stone
- Integrally colored split-face CMU
- Integrally colored honed-face CMU
- "Dryvit"-type systems
- Natural stone and flat stone veneers

- Decorative steel elements
- Painted surfaces that complement the primary building material
- Backlit decorative steel
- Floating steel trellises
- Concrete siding (such as Hardi-plank) or similar
- Glass block
- Tinted storefront glass (non-reflective)
- Perforated metal panels, welded wire material, standing seam, and corrugated panels are permitted as long as the color and texture is appropriate to the setting in which they are located. Metal panels, including corrugated, are permitted when used in a harmonious and creative way. WWF or "link fencing" as a means of articulating façades, creating brise-soliel's or screening parking structures etc., are permitted when used in a harmonious and creative way.
- Other materials as deemed appropriate by the Reviewing Party on a case-by-case basis.

Color Palette & Materials

Harmonious and complementary colors shall be used to visually unify buildings. An overall area-wide color palette is to be developed with complementary accent colors.

Franchise/Corporate businesses should incorporate the architecture and color theme of the development to form a consistent theme throughout.

All developments should employ the integrative use of multiple exterior accent materials including, but not limited to: brick, stone, and masonry in appropriate quantities within the proposed elevations. Material changes shall occur at intersecting planes, preferably at the inside corners of changing wall planes or where architectural elements intersect (such as pilaster, projection or fence line). Material and colors should generally be used to enhance different parts of the building's facade.

If stucco is utilized, a light to smooth finish is generally desired and shall be blended with other finish materials, such as stone, brick, wood, and/or iron.

Earth tone colors shall generally be used. When and where appropriate, a rich, bold color palette may be employed to create a sense of variety and interest to exterior elevations. Bright primary colors will generally be limited to trim and accent feature areas unless such colors are required for corporate identity and approved by the Reviewing Party.

Refuse & Loading Areas

To the extent possible, refuse enclosures and other accessory features should not create blind spots or hiding areas.

Loading areas shall be screened from public view with any or combination thereof, of the following: a) walls that complement the buildings they serve; b) trellis/green screens; c)

berming; d) an appropriate level of landscaping/trees or other such treatments deemed appropriate by the Reviewing Party.

All trash enclosures should be located outside the minimum setback requirements when they are located adjacent to residential units, active open spaces, schools and any other sensitive uses.

Parking

Each use within the COM component of Ballpark Village shall provide adequate parking to either satisfy the City's Zoning Code or conform to the 2017 PAD. Shared parking and consolidated common parking solutions are encouraged but not required. Temporary parking and loading requirements shall also satisfy the City's Zoning Code or as otherwise identified by a shared parking study.

Each owner or occupant of a building ("Owner/Occupant") shall identify construction standards and stall sizes for all parking in conformance with the City's Zoning Code relating to parking and loading requirements.

Parking lots should generally be separated from the sides of buildings by a raised walkway or landscape strip that contains a minimum four-foot (4') width of landscaping. If trees are to be planted, a minimum fifteen-foot (15') width of landscaping area will be required.

When practical, parking lots should be divided into a series of connected smaller lots (80 - 100 parking spaces each) utilizing raised landscape strips at least six feet (6') in width and raised walkways.

Interior landscape islands should be provided between parking spaces, at a rate of approximately one (1) per every twenty (20) in-line parking spaces (40 spaces total), to avoid long rows of non-shaded parked cars. The planting islands shall be approximately 160 square feet (8' by 20') and be protected by a six-inch (6") high curb on all sides. Each planting island should contain two trees. In some cases, where a planting island is to be located immediately in front of a storefront, and such a tree, when mature, would block views of a wall-mounted sign, the required tree may be located in an alternative location where it will enhance an outdoor use area, such as in a plaza or courtyard.

Continuous landscape planting strips should be provided between every fourth (4th) row of parking and trees should be provided within the planting strips for shade. Landscape strips should be a minimum of six feet (6') in width, not including a six-inch (6") wide curb on both sides (the planting strips should be wider if they contain a pedestrian pathway). Walking paths or sidewalks should generally be provided (where necessary) within landscape strips to facilitate pedestrian movement to building entrances. These guidelines are intended to promote shade and pedestrian circulation and may be modified based on the configuration, size and orientation of the parcels as long as the basic goals of these guidelines are met.

Planting islands should generally be provided at the ends of parking rows. Such island should be a minimum of three hundred square feet (300sf), with an eight-foot (8') wide minimum planted

width. They should be planted with shade trees, low shrubs and/or groundcover. They should also be protected by a six-inch (6”) high curb on all sides.

Canopy or shade-type structures may be installed in parking areas with the approval of the Reviewing Party. Canopy or shade-type structures must be of a material and color that the Reviewing Party believes complements the buildings they serve. Although there are no set design requirements for these structures, the overall design, including the roof, must also complement the buildings they serve. Solar panels may be utilized as accessory features on parking structures and if utilized, they should be designed to accommodate the solar equipment. The equipment, to the extent it is practical, should be treated to be as unobtrusive as possible.

Loading area/dock locations will be reviewed, approved or disapproved on a case-by-case basis, but should generally be located towards the rear or sides of all buildings. Screen wall requirements and/or dimensions shall also be reviewed, approved or disapproved on a case-by-case basis, but should generally be used to screen the loading area from public street(s) and be appropriately “softened” by the use of landscape material when appropriate. The design of the wall, along with the color and materials used, must complement the buildings to which they serve.

The Reviewing Party shall review each parking plan on a case-by-case basis and may allow standards different than what is listed within this section.

Outdoor Storage

Outdoor storage is prohibited except for propane storage/sales, landscape and garden supply center use or as a component of a larger retail facility. Landscape and garden sections must be enclosed and shall be of a height at least equal to that of the materials or equipment being stored; but, in no event, shall be less than eight feet (8'). The screening shall be made of masonry or concrete and shall complement the architecture of the building it serves. Landscaping should be utilized on any side that is visible to the public. A landscaped berm with masonry, concrete or stucco wall complementing the main building may be used, with the berm and wall totaling eight feet or more (8'+) when combined. Landscape and garden center sections that are a component of the main retail building are encouraged to be located within wrought iron (tubular steel) fencing with a masonry wainscot or some other material acceptable to the Reviewing Party. Horizontal propane tanks are allowed and encouraged to be fully screened to the full height of the equipment with compatible screening material.

Outdoor storage of shopping carts is permitted as long as the carts are located behind masonry walls, adequate landscaping or some other screening deemed acceptable by the Reviewing Party.

Outdoor storage is prohibited in service areas and behind buildings unless adequately screened as determined by the Reviewing Party. Cart corrals within parking areas are permitted within locations deemed appropriate by the Reviewing Party.

Gasoline Fueling Stations/Convenience Stores With Gas Pumps and Car Wash Specific Guidelines

To enhance the presence of gas and auto service stations, care must be given to exterior lighting. Overhead lighting of a station shall be controlled to avoid spillover onto adjacent uses. The lighting within the underside of a weather canopy must be recessed to avoid unnecessary glare and control spillover. A weather canopy shall be designed to be complementary to the adjacent building's architecture.

All accessory buildings, including service station canopies, storage facilities, car washes and restroom facilities shall be designed as an integrated component of the site's development and architecture. Building material colors, rooflines, general form and character should match or be compatible with primary building and/or other buildings on the site. Fabric canopies shall be allowed for car wash related areas or such other areas as the Reviewing Party deems appropriate.

In areas developed with a strong street presence, service stations and car washes shall be oriented adjacent to the sidewalk, placing any service bay door and car wash openings on the rear or side of the building out of public view of the structure.

Service and car wash bays shall not face residential properties unless an arterial road separates the residential area. Bay door and car wash openings may be oriented towards public view if the Reviewing Party approves such orientation.

The roofline and architecture of the pump canopies shall be stylistically compatible with the other buildings on the site. The length of pump canopies shall be minimized as much as possible. If the site allows, pump canopies should be broken into two separate locations (the Reviewing Party shall consider this on a case-by-case basis). This reduces the effect of pump canopies dominating other buildings on the site. Light fixtures should be recessed into the canopy and limited to no glare should be visible from the fixture.

Drive-Through Business Specific Guidelines

Drive-through aisles should provide adequate on-site queuing distance before the first stopping point (i.e., menu board, teller window, and automatic teller machine). Although the minimum on-site queuing distance should be approximately seventy-five feet (75'), the Reviewing Party shall review each site plan on a case-by-case basis and may require a distance greater than the minimum distance listed in this section. The minimum on-site queuing distance can be reduced if multiple drive lanes are utilized.

Drive-through aisles should have a minimum twenty-five foot (25') interior radius for any curve.

Section F: Light Industrial Land Use Design Guidelines

The Light Industrial Land Use (“LI”) component of Ballpark Village shall be designed in a manner that produces a highly functional and productive end-use for the site, while also being complementary to surrounding land uses. Due to the location, size and configuration of the LI parcel, along with the surrounding land uses, the Reviewing Party may approve building design(s), site plan(s) and/or landscape design(s) that differ from the guidelines contained within this section (and within Sections G-I) if appropriate screening is implemented (hard and/or landscaping screening). Such allowable variances shall include, but not be limited to, building massing, building articulation, and parking guidelines.

Building Design

Although not a requirement, buildings designed within Ballpark Village are encouraged to integrate LEED Certification guidelines and other "green building" criteria into the design of buildings.

The integration of solar panels on roofs and parking lot shade structures (if utilized) shall be permitted subject to the guidelines outlined within this section of the Guidelines.

Buildings within the same development should be designed to provide a clear, unified, and easily identifiable image. Methods to achieve this include (but shall not be limited to) using similar architectural styles and materials, complementary roof forms, signs, colors, and decorative pavement. Consistent architectural style should be used for a building and the site elements that relate to it (i.e., screen walls, planters, trellises, benches, bollards, garbage containers, street furniture, etc.).

Generally, long, unbroken building façades should not be used. Building façades with varied front setbacks provide visual interest from the public view. As much as practical, façades should be articulated to provide a visual effect that is consistent with the character and scale of the development and immediate area.

Under most scenarios, rear and side wall elevations should provide building offsets and architectural details similar to the front façade. All elevations generally visible from public view should reflect the overall design, colors and textures used on the front facade.

Where the building mass cannot be broken up due to unique use constraints (i.e., manufacturing, warehouse space, mini-storage, etc.) building walls should be articulated through the use of height variations, texture, color, material changes, shadow lines and other facade treatments whenever practical.

Pre-cast walls/tilt-up should typically incorporate any number, or a combination thereof, of the following:

- Reveals

- Recessed panels
- Recessed windows
- Molding
- Other architectural features to articulate the building exterior deemed acceptable to the Reviewing Party

Under most circumstances, concrete pre-cast/tilt-up buildings should be designed to have an exterior appearance of conventional built structures utilizing surface treatments such as stucco, plaster, glass, stone, brick, or decorative masonry.

Internalized roof drain elements or the application of an architectural feature where roof drains are visible from streets and public areas are typically recommended.

Enclosed service/refuse areas and covered parking should be designed to be complementary to the building's architecture to which they serve when such structures are visible to the public. The form, colors, textures and materials do not necessarily need to be identical to the building to which they serve, but they do need to be complementary.

When feasible, ladders for roof access should be mounted on the inside of the building or where they would not be visible from public view.

Doors and windows should appear substantial and should not be flush with the exterior finish (may be flush if they are out of public view and considered service or non-primary entrances). Primary entrance doors and windows visible by the public should be inset at least one inch (1") from the front face of the exterior finish.

The following measures are not requirements, but should be considered to promote environmental sensitivity and potential long-term cost savings to the Owner/Occupant:

- Orient and design new structures and additions for minimum solar gain, reflectivity and glare
- Shelter entries and windows and use architectural shading devices and landscaping to minimize cooling losses
- Use energy efficient materials in doors and windows
- Use energy efficient lighting
- Mitigate urban heat island effects with cool roofing materials, shade trees and cool paving materials
- Reference national programs for environmentally sensitive development methods such as Leadership in Energy & Environmental Design (LEED), International Energy Conservation Code (IECC) and Energy Star Labeled Buildings

Consider the integration of solar panels on roofs and parking lot shade structures

Building Massing & Building Walls

Large un-interrupted expanses of wall or unarticulated building façades should be avoided on elevations visible from the public street. Offsets, projections, overhangs, recesses, and cornice details are examples of devices that may be used to avoid large un-interrupted expanses of blank walls. As seen from the public street, no building shall be longer than two hundred linear feet (200lf) without some modulation to the building's façade. Whenever practical, substantial variations at massing breaks should include changes in height and the horizontal plane. Changes in materials, textures and the utilization of other architectural enhancements can be used at these breaks.

Whenever feasible or practical, the staggering of planes along an exterior wall elevation should be employed to create pockets of light and shadow, and to provide relief from monotonous, interrupted expanses of wall. Below are examples of techniques that can be used:

- Changes in texture, materials or color
- Revealed pilaster and other reveals
- Changes in plane, including building offsets
- Ornamental metal canopies and/or grillwork
- Recessed windows and other recesses or other glazing techniques
- Lattice, accent trees, or equivalent
- Raised landscape planters
- Recessed or projecting vertical column treatments
- Other enhancements deemed appropriate by the Reviewing Party

Façades having a recognizable “base” feature are encouraged. The base feature should be high enough to relate in proportion to the scale of the building. Examples of techniques that can be used are:

- Richly textured materials (i.e., tile or masonry treatments), panels or reveals
- Materials and colors
- Raised planters and other forms of enriched landscaping
- Other features deemed appropriate by the Reviewing Party

Building entries and office areas should typically face and be oriented toward the street, but some uses and building designs may warrant a variance from this standard. Building entries and office areas should normally incorporate window elements as a dominant feature, but the Reviewing Party may determine a specific proposed use does not warrant such a standard.

When practical, main entries should be highlighted through the massing of a building. Entries can be emphasized by providing height differences or variations in the horizontal plane between entry/office elements and the rest of the building facade. Additional highlighting of office entries can also be provided through various architectural enhancements. Architectural enhancements can include, but are not necessarily be limited to, the following:

- Recessed entries
- Windows
- Columns or colonnade
- Arcades
- Bollards and other similar accent details
- Provision of plaza, courts, fountains, seating areas or similar pedestrian oriented detail
- Landscaping design and materials
- Freestanding or attached entry structures provided they are compatible with and related to the building architecture and do not look like add-on afterthoughts
- Changes in materials and textures
- Enhanced pedestrian surfaces
- A combination of any of the above
- Any other enhancements deemed appropriate by the Reviewing Party

Roof Elements

Roofs should be consistent with the architectural theme of a building. When practical and for a particular use, rooflines should include appropriate variations to avoid long continuous planes. Most of the time, a full pitched roof over an entire industrial building is not realistic. However, where practical, feasible and appropriate to the architectural style for the building, a pitched roof element should be provided over the entry and/or office portion(s) of the structure and/or the corners of the structure.

Approved Materials

- Attractive, durable, quality materials should be used. All proposed materials will be considered by the Reviewing Party and approval of material types shall be made on a case-by-case basis.

The use of barbed wire, razor wire or similar fencing/security materials are typically not permitted, but the Reviewing Party may allow such material if deemed acceptable for the proposed use on a case-by-case basis.

Metal buildings should typically be architecturally treated on all four exterior sides of the building, but a reduction of treatments to elevations not within the public view may be permitted on a case-by-case basis. If metal buildings are utilized, they should employ a variety of building forms, colors and/or other architectural treatments to add visual interest when practical.

Color Palette

Harmonious and complementary colors shall be used to visually unify buildings. An overall area-wide color palette is to be developed with complementary accent colors.

Loading & Outdoor Storage

All storage yards shall be screened or partially screened (as determined to be appropriate by the Reviewing Party) from an adjacent public street by either:

- A landscaped berm with masonry, concrete or stucco wall that complements the architecture of the main building. The height of such design shall be a maximum of eight feet (8') from the grade of the adjacent street. As an example, a three foot (3') height berm shall have a five foot (5') height wall (*preferred method*).

OR

- An eight foot (8') height masonry, concrete or stucco wall with landscaping on the side visible to the public. A screen wall may not be located within a setback line.

Typically and to the extent practical, loading and outdoor storage areas (other than mini-storage or recreational vehicle storage) should be located to the rear or sides of buildings and not be visible from public view. Depending on the use within the development, loading and outdoor storage areas may be permitted at the front or sides of a building on a case-by-case basis. Building mass is the preferred method for screening or partially screening loading areas and outdoor storage areas. Where building mass is not utilized, screen walls, berms, landscaping, elevation changes, other appropriate methods may be utilized, or a combination thereof, to screen or partially screen loading areas and outdoor storage areas from public view.

Unless previously approved by the Reviewing Party, any outdoor storage material height should be limited to fourteen feet (14') in maximum height, and should be located at least twenty feet (20') from street rights-of-way.

Sliding gates into loading areas that are visible from the street should be constructed with a durable material satisfactory to the Reviewing Party and shall match or complement adjacent walls.

Silos, tanks, and other ancillary structures that are permitted within the zoning district should complement the primary building(s) on site.

If more than two dock-high loading doors are provided, then trailer storage spaces are to be provided at the rate of one (1) space per four (4) loading doors. Trailer storage spaces shall have minimum dimensions of twelve feet (12') by forty-five feet (45') and should be located away from public view unless the storage of such trailers away from public view is not feasible and the Reviewing Party approves the location being proposed.

Recreational vehicle storage, along with mini-storage uses shall be permitted. If the site is used, or partially used for recreational vehicle storage, partial screening of such parking areas will be encouraged.

Access, Parking & Circulation

Pedestrian walkways shall be accessible, safe, visually attractive, and well defined by pavement (decorative or otherwise as determined by the Reviewing Party), landscaping, and low-level lighting.

If utilized, bicycle parking facilities should be dispersed throughout larger sites and located in convenient and visible areas close to primary building entrances.

Developments should be marked by entry features such as monument signs, decorative paving, special lighting, public art, enhanced landscaping and/or other features deemed acceptable by the Reviewing Party.

Depending on the site and if practical, the parking lot should not be the dominant visual element of a development as viewed from the street or other public area. If a parking area directly in front of the building is the most practical solution for a site, paved areas should be broken-up into smaller areas through the use of landscaping, paving (decorative or otherwise as determined by the Reviewing Party), pedestrian walkways, garden walls, elevation changes or design features.

As much as practical, parking adjacent to and visible from public view should be screened from view through the use of earth berms, low screen walls, changes in elevation, landscaping or combinations thereof.

Parking lots should include landscaping that accents the importance of driveways from the street, frames the major circulation aisles, and highlights pedestrian pathways.

Interior planting island fingers between parking spaces, at every twenty (20) parking spaces should typically be provided, to avoid long rows of non-shaded parked cars. The planting islands should typically be approximately one hundred (100) square feet (5' by 20') and be protected by a six inch (6") high curb on all sides.

The Reviewing Party shall review each parking plan on a case-by-case basis and may allow standards different than what is listed within this section.

Screening & Landscaping

Ground mounted utility cabinets shall be located where they can be screened from major streets and public areas. Cabinets and screen walls shall be compatible with the principal structure. Where visible from a major street and public view, landscaping shall be provided in front of screen walls.

Where service electrical system (SES) panels are visible from public view, panels should be recessed into the building elevations and screened with doors, landscaping, or a solid wall (with landscaping) built in a manner that is compatible with the main development and equal to or exceeding the height of the SES panels.

Perimeter walls should have a minimum five foot (5') landscaped setback as a landscape buffer. When practical and depending on the location and surrounding land uses, perimeter walls should be architecturally enhanced and use materials and colors that complement the project's architecture. Landscaping should be used in combination with all public view walls.

Depending on the site and if practical, perimeter walls should typically incorporate various textures, staggered setbacks, and variations in height in conjunction with landscaping to provide visual interest and to soften the appearance of walls. Perimeter walls should be broken up by pillars or staggered setbacks every fifty feet (50'). Perimeter wall design shall be reviewed, approved or disapproved by the Reviewing Party on a case-by-case basis.

Unless the Reviewing Party deems a greater height to be acceptable, the typical maximum height of any perimeter wall or fence in the rear and side yards should be eight feet (8') measured from the high side elevation. Specialty walls such as screen walls, sound walls and retaining walls may have a greater height depending on the adjacent land uses. Walls over six feet (6') may require additional architectural treatments if visible from public view. When additional height is needed to provide adequate screening, berms within landscaped areas may be required to provide a reduction in the perceived height of the wall from public view. A berm/landscape area in front of a screen wall should typically be landscaped with shrubs and trees that will, at maturity, exceed the height of the wall.

Where screening is needed, the following elements, or a combination thereof, may be used:

- Solid masonry walls
- Berms
- Landscaping
- Other appropriate elements deemed acceptable by the Reviewing Party

The method of screening should be architecturally compatible with the adjacent building in terms of materials, colors, shape, and proportion.

To the extent feasible or practical, service areas, loading and storage areas, and refuse enclosures should be oriented away from public street frontages or screened from public view.

Trash containers should be located within a masonry wall enclosure with gates. The enclosure materials shall be designed to complement the architectural design features of the development. The trash enclosures should also be buffered by landscaping when within public view. Trash containers are not required to be located within a walled enclosure when they are located behind screened areas and are not visible from public view.

Mechanical equipment screening should be integrated as part of a project's site and building design. Ground-mounted equipment should be screened from view of: a) streets, highways and freeways (with potential exceptions for significantly elevated roadways); b) parking lots for customers (and the general public); and c) connecting walkways. The following elements or a combination thereof can be used:

- Concrete or masonry walls
- Berming
- Landscaping
- Other elements deemed acceptable by the Reviewing Party

Cabinets and screen walls should be designed to be compatible with the principal structure and landscaping should typically be provided in front of screening walls.

Roof-mounted equipment shall be screened through the use of parapets, screen walls, mechanical room enclosures and similar features when visible from public view. When screening is required, the tops of screens should be at least as high as the equipment.

The use of picket fencing, chain link fencing with slats and metal boxes as screening materials is generally not acceptable.

To the extent it is practical, solar panels and associated equipment should be screened from public view or enhanced to complement the architecture of the structure that it is attached to.

Landscaping should be provided adjacent to the building walls facing the street or otherwise visible to public view to soften building massing. A minimum four foot (4') wide landscape planter should be provided along such building edges, except at main entries and office areas where a minimum of five feet (5') should be provided. If trees are to be planted, a minimum fifteen foot (15') width of landscaping area will be required at all areas adjacent to building walls. The use of landscape elements adjacent to walls is also encouraged in business park areas to reduce their visual impact and opportunities for graffiti.

Whenever feasible and practical, parking lots adjacent to and visible from public streets should be adequately screened from view through one or more of the following:

- Undulating earth berms (a minimum height of one foot (1'))
- Low screen walls
- Changes in grade elevation when feasible and practical
- Other appropriate screening methods deemed appropriate by the Reviewing Party

Screen walls and wing walls that are greater than eight feet (8') in height should be fronted by a landscape area at least five feet (5') in width in order to soften the mass of the wall and provide adequate space for berming.

Create large planting islands at the ends of parking rows that are approximately two hundred square feet (200sf), with a six foot (6') wide minimum planted width. They should be planted with shade trees, low shrubs and/or groundcover. They should be protected by a six inch (6") high curb on all sides.

Although not required, water features are encouraged when practical and desired for the use(s) intended.

Section G: Landscape Guidelines for All Land Uses

General

Landscape plans must: a) be prepared by a landscape architect who is registered in the State of Arizona; b) comply with these Guidelines and where not addressed herein, the City's design standards; and c) utilize plants, trees, shrubs and grasses listed within the Plant Palette.

All proposed landscaping will be reviewed by the Reviewing Party to ensure quality and consistency. Landscaping should: a) be considered an integral element when site planning; b) enhance the visual character of the component of Ballpark Village it serves; c) be used to define pedestrian circulation ; and d) include accent landscaping elements at strategic intersections and at major entryways.

Drainage basins should be treated as a landscape element and integrated into the overall site and planting design for the area it serves.

Plants installed within rights-of-way may only include plants from the Arizona Department of Water Resources "Low Water Use Drought Tolerant Plan List for the Phoenix AMA".

Backflow preventer cages painted in earth-tone colors shall be permitted.

Arterial Roadways

For landscaping in setback areas adjacent to arterial roadways, the following guidelines shall apply:

- Estrella Parkway – Comply with the guidelines as identified within the City Center Gateway Overlay District.
- Goodyear Boulevard South – Comply with the guidelines as identified in the City Center Gateway Overlay District.
- Bullard Avenue – Shall be similar to the guidelines addressed in the City Center Gateway Overlay District and compatible with the Goodyear-Phoenix Airport.
- Lower Buckeye Parkway – Install canopy trees selected from the Plant Palette spaced thirty five feet (35') to forty five feet (45') apart.

Interior Roadways

For landscaping within the rights-of-way of interior roadways, the following shall be considered:

- Ballpark Way and Festival Way (Urban Street). Install canopy trees selected from the Plant Palette a minimum of 2'-6" from edge of curb and spaced 25' to 35'. Trees shall be located within a sidewalk cutout area or tree grate within the Street Furniture Zone.
- Wood Boulevard (Minor Collector). Install canopy trees selected from the Plant Palette between sidewalk and street curb and spaced 35' to 45'.

- Wood Boulevard – North of Lower Buckeye Parkway, west side (Minor Collector). Install one canopy tree selected from the plant palette a minimum of 2'-6" from the edge of curb and spaced 25' to 45'. Trees shall be located within a sidewalk cutout area or tree grate.
- Wood Boulevard – North of Lower Buckeye Parkway, east side (Minor Collector). Install one canopy tree selected from the plant palette and spaced 35' to 45'.
- Low shrubs and ornamental grasses selected from the Plant Palette are encouraged to be planted within the interior rights-of-way.

Major Project Entries

Accent landscaping and hardscaping should be provided at strategic key intersections and at major project entries, as approved by the Reviewing Party.

Parcel Entries

Accent landscaping and hardscaping should be provided at all COM Land Use and RES Land Use parcel or subdivision entries. The MXD/RES MXD and LI Land Use areas are excluded from this section.

Interior Parking Lot Landscaping

Please refer to each land use's specific requirements. The Reviewing Party shall review each parking plan on a case-by-case basis and may allow standards different than what is listed within those sections.

Perimeter Parking Lot Landscaping

Parking area edges adjacent to public rights-of-way, public open space, and adjacent interior parcels shall be landscaped.

Plant Palette

Botanical Name	Common Name
<i>Trees</i>	
Acacia salicina	Willow Acacia
Alberzzie julibrissin	Mimosa Palo Verde
Cercidium floridum	Blue Palo Verde
Cercidium 'hybrid'	Hybrid Palo Verde
Chamaerops humilis	Mediterranean Fan Palm
Chilopsis linearis	Desert Willow
Dahlbergia sissoo ¹	Sissoo Tree ¹
Eucalyptus microtheca	Flooded Box
Eucalyptus spathulata	Narrow Leaf Gimlet
Geijera parviflora	Australian Willow
Gleditsia tricanthos 'Inermis'	Honey locust
Jacaranda mimosifolia	Desert Fern
Olea sp. 'Swan Hill'	Olive
Olneya tesota	Ironwood
Parkinsonia X 'Desert Museum'	Desert Museum Palo Verde
Phoenix dactylifera	True Date Palm
Pinus brutea	Afghan Pine/Eldarica Pine
Pinus halepensis	Allepo Pine
Pistacia sp.	Pistachio
Pithecellobium sp.	Ebony
Prosopis chilensis Uuliflora)	Thornless Chilean Mesquite
Prosopis velutina	Velvet Mesquite
Quercus virginiana	Live Oak
Sophora secundiflora	Texas Mountain Laurel
Ulmus parvifolia 'sempervirens'	Evergreen Elm
<i>Shrubs & Ornamental Grasses</i>	
Acacia redolens 'D. carpet'	Desert Carpet Acacia
Ambrosia deltoidea	Triangleleaf Bursage
Baccharis hybrid 'Starn'	Thompson Baccharis
Bougainvillea sp.	Bougainvillea
Caesalpinia pulcherrima	Bird of Paradise
Calliandra eriophylla	Fairy Duster
Cassia phyllodinea	Silvery Cassia
Cassia oligophylla	Outback Cassia
Convolvulus cneorum	Bush Morning Glory
Cordia parvifolia	Little leaf Cordia

¹ The use of the Dahlbergia sissoo (Sissoo Tree) shall not be utilized near pavement.

Dalea capitata 'Sierra Gold'	Gold Dalea
Dalea frutescens 'Sierra Negra'	Black Dalea
Dasyliirion acrotriche	Green Desert Spoon
Dasyliirion longissum	Desert Spoon
Encelia farinosa	Brittle bush
Eremophila sp.	Emu bush
Hesperaloe Funifera	Giant Hesperaloe
Hesperaloe parviflora	Yucca
Lantana sp.	Lantana
Leucophyllum frutescens 'Green Cloud'	Compact Texas Ranger
Leucophyllum candidum 'Thunder Cloud'	Thundercloud Texas Ranger
Leucophyllum laevigatum	Chihuahuan Sage
Leucophyllum langmaniae 'Rio Bravo'	Rio Bravo Texas Ranger
Muhlenbergia capillaris 'Regal Mist'	Muhly Grass
Muhlenbergia rigens 'Nashville'	Deer Grass
Myrtus communis	Common or True Myrtle
Nandina Domestica 'Gulfstream'	Gulfstream Nandina (Heavenly Bamboo)
Nerium oleander	Oleander 'petites'
Punica grenatum	Pomegranate
Rosmarinus officinalis 'hybrid'	Rosemary hybrids
Ruellia Brittoniana	Common Ruellia
Ruellia californica	California Ruellia
Ruellia peninsularis	Desert Ruellia
Russelia Equisetiformus	Coral Fountain
Salvia sp.	Sage
Simmondsia chinensis	Jojoba
Tecoma stans 'augustata'	Arizona Yellow Bells/Common Yellow Elder
Tecoma stans 'augustifolia'	Sunrise Tecoma
Tecoma stans 'Gold Star'	Gold Star Tecoma
Tecoma stans 'orange jubilee'	Orange Jubilee Tecoma
Yucca aloifolia	Spanish Bayonet
<i>Groundcover</i>	
Acacia redolens 'New Dwarf'	Desert Carpet
Asparagus densiflorus 'Sprengeri'	Sprenger Asparagus
Carpobrotus edulis	Ice Plant
Centaurea cineraria	Dusty Miller
Convolvulus mauritanicus	Ground Morning Glory
Dalea sp.	Dalea
Gazania sp.	Clumping Gazania
Hymenoxys acaulis 'Angelita Daisy'	Angelita Daisy
Lantana camara	Gold Lantana
Lantana montevidensis	Trailing Lantana

Ballpark Village & Ballpark Village - South

Malephora lutea	Ice Plant
Melampodium lecanthum	Black Foot Daisy
Myoporum parvifolium	Sandalwood
Oenothera sp.	Mexican Evening Primrose
Osteospermum fruticosum	Trailing African Daisy
Rosa banksiae	Lady Bank's Rose
Rosmarinus officinalis	Trailing Rosemary
Rosmarinus prostratus	Dwarf Rosemary
Salvia farinacea	Mealy Cup Sage
Santolina chamaecyparissus	Lavender Cotton
Santolina virens	Green Santolina
Teucrium chamaedrys 'Prostratum'	Prostrate Germander
Verbena sp.	Verbena
Wedelia trilobata	Yellow Dot
<i>Turf</i>	
Cynoden Dactylon	Midiron

Irrigation Standards

All lawns and landscaped areas must be irrigated by underground automatic irrigation systems of design acceptable to the City. Such systems shall have minimal or no overflow onto paved areas and be designed and installed by licensed contractors doing business or registered in the State of Arizona. Irrigation sleeves must be provided to all parking area islands and parking area medians. Irrigation of all common area landscaping, including street rights-of-way landscaping, is to be installed by the Owner/Occupant.

All exposed mechanical equipment such as automatic controllers, back-flow preventers and vacuum breakers must be screened.

Drip irrigation is required for plants in non-turf areas. Systems must be designed for no or minimal overflow onto walkways and paved surfaces. Hydro-zoned irrigation is required using programming stations for plants with similar water requirements. Moisture sensors, rain gauges, etc. are encouraged to conserve water by not overwatering.

Quality Assurance

All plant material should: a) be sound and healthy specimens typical of their species; b) have well-formed tops and roots; c) be free from all injurious insects, insect eggs/larvae, diseases; d) be free from serious injury to bark, root and foliage; and e) be free of broken branches or any other types of disfigurement.

Plant proportions shall be those recognized as normal for a well-grown plant of that species and size as recommended by the American Standard for Nursery Stock. Installation of all plants

must conform to the standards of the American Association of Nurserymen. All plants that fail to make new growth from a dormant condition, decline or die shall be replaced. A plant is considered dead if at least 50% of the plant is dead. All replacements shall conform to the original intent of the planting design. The Reviewing Party reserves the right to require the Owner/Occupant to replace the plant materials that do not meet these requirements.

Section H: Signage & Graphics Guidelines for All Land Uses

General

A comprehensive sign program (“CSP”) shall be developed to serve the identification, informational and way-finding needs for each of the land use areas. Provisions for signage shall be established in response to the defined uses within the area they will serve and will establish standards for design, fabrication, location and installation (including graphics, materials, color, lighting and construction. All tenant/user corporate sign requirements shall be integrated into the CSP and the CSP shall not prohibit a tenant/user from installing signage that is required by the corporation. The process for subsequent review and approval of tenant and user signs shall also be defined. The City’s Zoning Code shall provide the basis for the definition and regulation of signs and additional provisions may be approved as part of the CSP.

Additional Control

Additional control of signs may be achieved by standards incorporated into CC&Rs. If utilized, the Reviewing Party would administer the CC&RS.

Provisions

Principles of good signage shall be observed and developed. A hierarchy of entry monuments shall be established to identify areas within Ballpark Village, while directional and informational signs should be located at gateways and decision points so as to generate the fewest number of signs possible. Sign messages shall be short and concise and the character of signs shall be appropriate to the uses to which they serve and refer to. Signs should be designed in a manner that contributes to the unique identity and sense of place that Ballpark Village is to provide. Signs may incorporate imagery, forms, lighting, materials, and colors to impart a fresh and contemporary, urban-like look that is complementary to the architecture of Ballpark Village or specific areas within Ballpark Village. Consistency among sign statements is important and shall present an image of orderliness and refinement.

Typical Sign Types & Treatments

Individual Parcel/Land Use Area Signage – Monument entry signs shall be composed of horizontal forms and may be located at corners and at entries of each component of Ballpark Village (as further defined during the design submittal review process). Signs shall be composed of permanent materials and should have front and limited internal illumination (or some other illumination approved by the Reviewing Party) and display an identity for the area it serves. Informational and directional signs should contemplate the use of plaques and vertical monuments located at gateways, on or adjacent to right-of-ways, and at individual parcel and/or major land use area entries. These signs should display directional and other information required for accessing the various uses within Ballpark Village. A street banner program may be

established to key the various land use areas or to celebrate and inform the public of events. Limited sponsor information may appear as part of an approved banner program.

MXD/RES MXD Land Use Area Specific –The following guidelines are specific to the office component within the MXD/RES MXD areas:

- Office related signage shall be composed of a family of signs with materials, colors and lighting compatible with the building architecture it serves. Monument entry signs may promote building, parcel or area branding and is permitted to display major tenant/user identification. Building top signs shall be composed of illuminated dimensional letters and figures. Building address signs shall be clearly visible on monuments and building façades.

Notices at driveway entrances shall be unified into a single sign statement. Graphic imagery and lettering shall be of high quality.

Ballpark Village and/or components of Ballpark Village identification signs shall be located at major entrances when and where appropriate. Signs may also include more urban forms such as vertical blade signs. Residential signs shall be composed of identity and directional signage to serve the sales and/or leasing process. These signs shall be located at street corners, building entrances and/or driveway entrances. A system of off-site and on-site temporary signs may be developed to serve leasing and/or sales programs. Banner programs may be displayed in parking and drive areas with prior approval from the Reviewing Party.

COM Land Use Area Specific – Identification signage shall be composed of a thematic family of signs with consistency in design, type, color, materials, and lighting. Vertical monument signs (or such other signage approved by the Reviewing Party) shall display project and tenant/user identification along Estrella Parkway and Bullard Avenue. Tenant/user wall signs shall utilize a tenant's type, color, and logo graphics. Lighting shall be consistent on project signs and varied on tenant/user wall signs. Pad tenants may utilize low horizontal monument signs in addition to wall signs. Banner programs may be displayed in parking and drive areas with prior approval from the Reviewing Party.

Temporary Signage – A unified system of temporary freestanding signs serving the marketing and sales or leasing needs may be developed for all land use areas, or certain land use areas within Ballpark Village. If a formal program is not established, temporary signs shall meet the provisions of the City's sign regulations.

Truck Route Signage – Ballpark Village shall require the installation of appropriate truck route signage where necessary to denote City's through and bypass routes.

Section I: Maintenance for All Land Uses

At a time in which CSW determines it is appropriate, a master or multiple master community associations shall be created for Ballpark Village to: a) manage all common open space facilities and streets owned by the master association(s); and b) govern the affairs of the master association(s) through a formal governance structure to be established in the association's or associations' bylaws. In addition to common tracts owned by the master association(s), they will assume the maintenance responsibility for median landscaping and landscaping within roadway easements once the association(s) is established.