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Development Units 3/4 North Development Unit Plan Approved October 17, 2018





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## Section 1 DU 3/4 North Development Unit Plan

In accordance with Section 5 of the Mesa Proving Grounds Community Plan (CP), this Development Unit Plan (DUP) is being submitted for portions of Development Units (DUs) 3 and 4 located north and south of Point Twenty-Two Boulevard and east of Ellsworth Road (DU 3/4 North). A DUP for DU 3/4 was approved by the City of Mesa (City) on May 21, 2014 (DU 3/4 DUP). This application will amend a portion of DU 3/4 DUP but will leave the majority of the area south of Point Twenty-Two unchanged. The approved DUP for DU 3 South which is entirely south of Ray Road will continue to exist as a separate DUP. The portion of DU3 and DU4 located south of Point Twenty-Two Boulevard which is not the subject of this DUP, is almost completely planned with medium density residential, multi-family and school uses all of which are under development. The intersection of Ellsworth Road and Ray Road is not yet planned but will likely be developed with commercial, non-residential or multi-family uses and is included in this DUP. The area north of Point Twenty-Two Boulevard will not be developed in a manner as articulated within the approved DUP for DU 3/4 because Grand Canyon University has abandoned plans to develop a university campus in this location. Given that the DUP for 3/4 is heavily dependent on the development of a university campus and that such plans are not moving forward, it is necessary to reimagine this area and create a framework plan that can accommodate development patterns that are likely to occur. Given that DUS 3 and 4 are being planned as a single unit, streets and/or property lines do not necessarily follow the conceptual DU boundaries depicted on the CP and therefore will continue to be considered and planned as one unit.

DU 3/4 North is located within the approximately 3,200-acre Eastmark community, as shown on **Exhibit 1.1 – Location Map**, DU 3/4 North generally consists of approximately 428 acres at the northeast corner of Point Twenty-Two Boulevard and Ellsworth Road as shown on **Exhibit 1.2 – Development Unit Map**. This area of Eastmark is proposed for a mix of uses with residential being the dominant use. For context and information purposes the approved DUP map showing areas of approved DUPs is shown at **Exhibit 1.3 – Approved Development Unit Plan Map**.

## 1.1 Site and Context

Located generally at the southwest corner of Eastmark, DU 3/4 North will have access points from Ray Road, Ellsworth Road, Warner Road, Eastmark Parkway, Inspirian Parkway and Point Twenty-Two Boulevard. DU 3/4 North is bounded primarily by Point Twenty-Two Boulevard on the south with a portion located south to Ray Road. This area is west of proposed and planned medium density single-family neighborhoods, multifamily, a Queen Creek Unified School District (QCUSD) high school, and a church site as shown on Exhibit 1.4 – DU 3/4 North Existing Context. DU 3/4 North is bounded on the west by Ellsworth Road with undeveloped property located west of Ellsworth Road. The new State Route 24 freeway is completed from the Loop 202 to Ellsworth Road with future expansions planned in the future. At the southwest corner of Ellsworth and Ray Roads is a stormwater retention basin that will likely remain undeveloped. The DU is bounded by Warner on the north with DU2 lying north of Warner. A DUP for DU2 has not yet been approved. DU 3/4 North is bounded on the east by Eastmark Parkway and the DU5 and DU6 portions of Eastmark. DU 5 and DU 6 in this area have been planned and are developing with single family residential. From the intersection of Eastmark Parkway and Point Twenty-Two Boulevard, the DU is bounded by Point Twenty-Two Boulevard until it reaches the intersection with Inspirian Parkway. South of that intersection the DU is bounded on the east by Inspirian Parkway and the Eastmark Great Park currently under development. The character of DU3 is described in the CP as central neighborhoods located west of the Eastmark Great Park and DU4 is described as the Gateway Activity Area/West Neighborhoods (proposed amendment to CP).

## 1.2 DU Development Character

In accordance with Section 8.4 C. of the CP, Development Unit 4 – Gateway Activity Area/West Neighborhoods is the secondary activity area and is intended to include commercial and residential areas of varying intensities. Per section 8.4 G of the CP, Development Unit 3 is characterized as a Central Neighborhood west of the Great Park. This area was anticipated to be a collection of neighborhoods forming the core residential living environments in Eastmark. The DU 3

Central Neighborhoods form the basis of the social fabric for the community and are intended to be designed as intimate neighborhoods. Residential neighborhoods should become denser as they move closer to Ellsworth Road but single family residential will still be likely in the form of mid-density. Even with increased density, neighborhood parks and plazas will serve as defining elements.

This area, particularly the area along Ellsworth Road, is being designed with block sizes (approximately 660 feet) that allow for multiple uses to be "plugged in" as appropriate in accordance with rational phased development of this area. For example, "blocks" have been sized to allow for development of non-residential, mixed use, schools, multi-family or medium and conventional single family residential uses, therefore providing for time for market demand to catch up with development pace. Potential school sites can be developed with residential use if the Queen Creek School District does not need schools in this area. The property at the northwest corner of Ray and Ellsworth Road is planned for non-residential and mixed use with multi-family uses immediately to the east.

Point Twenty-Two Boulevard is designed as a major pedestrian and bicycle route connecting the activity core, school use and residential to the Eastmark Great Park. The north half of the Eastmark Great Park will be the major open space and recreational amenity in the DU, continuing the character of the park started in DU7. The Eastmark Great Park will develop as outlined in the approved Great Park Master Plan. A major multi-use path will continue to wind its way north from the first half of the park stretching the length of the park to Warner Road.

DU 3 and 4 will be planned as a cohesive development and will have a similar character. Rather than retain the artificial boundary between these two DUs, this DUP will address both as a single combined DU.



Exhibit 1.1 – Location Map



Exhibit 1.2 – Development Unit Map









Note: The areas, connections, shapes, quantities, sizes, and locations shaven are concepted representations of the future puteration development. Actual areas, connections, chapes, quantities, sizes, and locations may differ.



## 1.3 DU Vision

Consistent with the vision set forth in Eastmark CP, DU 3/4 North will be developed as a combination of residential uses in a mixture of product sizes and types, civic and school uses, parks and open space, and commercial and/or employment uses generally at three key intersections along Ellsworth Road (Ray Road, Point Twenty-Two, and Warner Road). As Eastmark continues to grow and mature, the demand for residential located in high quality neighborhoods remains strong. Development of DU 3/4 North will continue to provide great neighborhoods to meet the growing demand and will also provide commercial development opportunities along Ellsworth Road. Commercial use at Ray and Ellsworth will provide an opportunity for retail and mid density residential to integrate into a mixed-use environment. Those parcels will have the flexibility to be developed for a number of uses including mid to high density residential if commercial uses do not materialize over time (within 7 years). DU 3/4 North in intended to provide ample residential supply to meet the demands created by significant employment uses being planned along Elliot Road.

The single family residential neighborhoods when combined with the medium density residential and high school use in the area south of Point Twenty-Two and the residential uses in DU7 and DU 5/6 will surround the Eastmark Great Park and will form the core residential living environments for Eastmark and be the basis of the social fabric of the community. Local streets in the residential neighborhoods of DU 3/4 North will be designed to encourage slower traffic, facilitate pedestrian routes and create an intimate quality to the spaces accented by grand open views in a manner already seen in Eastmark. **Exhibit 1.5 – DU 3/4 Mix of Uses** illustrates the generalized neighborhood themes and the mix of uses proposed for this area.



### Exhibit 1.5 – DU 3/4 Mix of Uses

#### A. Southern Mixed-Use Center/Transitional Neighborhood with Multi-Family

The area at the northeast corner of Ray and Ellsworth Road is intended to include non-residential and mixed uses with multi-family providing a transition to the QCUSD high school. This area will likely include neighborhood serving commercial retail and service uses, restaurants, gas, grocery and other such uses intended to serve the immediate area anticipated to be on fifteen to twenty-five acres. Select service hotels or other regional serving uses may also locate in this area along with office uses. Detached single family residential is discouraged in this area.

#### B. Mid-Density Transitional Neighborhoods

Properties along Ellsworth Road in this area are intended to be sized to accommodate non-residential, mid-density residential and/or single family residential with appropriate transitions to non-residential uses. Mid-density residential includes attached and detached single family or multi-family uses at six (6) dwelling units to the acre or greater with a subdivision. For mid-density areas, guest parking should be accessed directly from a street rather than from a service

drive to the degree possible. Single family detached uses less than 6 dwelling units per acre are discouraged within the area located approximately 660 feet east of Ellsworth Road between Point Twenty-Two Boulevard and Warner Road.

#### C. Point Twenty-Two Blvd Gateway and Pedestrian Corridor

Point Twenty-Two Boulevard will be a gateway access way to the community and will be designed to have an identifying entry statement. Given its connection to Ellsworth Road, the opportunity exists to develop this area with commercial and office uses. The major pedestrian connection across DU3/4 North from east to west is along Point Twenty-Two Boulevard. Adjacent school uses, commercial, multi-family and residential uses will connect to this major pedestrian and bicycle route to access the Eastmark Great Park on the east and the Ellsworth corridor on the west. This major connection is designed with multiple pedestrian routes (wide sidewalk, multi-use path, jogging trail) and bike lanes along the roadway. This will generally be a shaded tree-lined corridor to encourage walking and biking.

#### D. Learning Core

Development within DU 3/4 North may also include a potential Queen Creek Unified School District (QCUSD) campus for a Middle School While schools can be located throughout the DU, the Learning Core is shown as a potential location for a Middle School. Development of the school is contingent on QCUSD confirming a need and funding for the school in the near future. The school is planned in a central location to residential neighborhoods, access to collector streets, and connection to the future QCUSD High School campus. The school campuses will be connected to sidewalks, path and trails, and have access to Great Park amenities. The school campuses are purposely located adjacent to each other to take advantage of shared use of sports fields and outdoor learning spaces. Should a Middle School be located in the Learning Core, then pedestrian connections between the two schools will be considered as well as other appropriate roadway considerations. In the event that QCUSD does not build an additional school, the land will be developed into residential neighborhoods.

#### E. Central Enclave Residential Neighborhoods Connected to Eastmark Great Park

Straddled between the Eastmark Great Park, the residential neighborhoods of DU 3/4 North may include single family, medium density single family, and/or multi-family homes. These neighborhoods are located in the majority of the DU including Great Park neighborhoods located between Mixed Use Street and Eastmark Parkway.

When residential areas of DU 3/4 North are single family neighborhoods they will be formally organized around intimate neighborhood parks like the block pattern and character of the single-family neighborhoods of DU7, DU 3 south and DU 5/6 south. Mid-density residential may also be located within the Central Enclave neighborhoods and be attached or detached and includes a variety of forms ranging from green courts, auto-courts, alley-loaded and duplexes. These neighborhoods will also be organized around intimate parks and/or the Eastmark Great Park. Narrow streets will also be provided in these neighborhoods with great connectivity with pedestrian paths that lead to the Eastmark Great Park and other gathering spots. These types of neighborhoods could be clustered or seamlessly planned into single family residential areas. When the residential areas of the DU are multi-family neighborhoods they can take on a wide variety of forms from row homes and town homes to private enclaves of apartments, garden apartments or condominiums.

Potential row homes and town homes should take on building patterns that have front entries facing the street to create a comfortable street presence and, in some cases, frames a park or open space to the extent possible. These neighborhoods may repeat one or more buildings multiple times to create a neighborhood of consistent architecture or vary building to building with architectural character appropriate to the desert southwest. While building types and forms may repeat, architectural elevations of the buildings should vary through the use of color, materials, texture and other such design techniques. Enclaves of apartments or condominiums may contain custom buildings or one or more buildings repeated multiple times with consistent architectural styles throughout each project. Open space in these enclaves may be formal

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

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



#### F. The Eastmark Great Park

DU 3/4 North will contain the central portion of the Eastmark Great Park (see Exhibit 1.5 – DU 3/4 North Mix of Uses). This element will be designed to be the heart of East Valley activities and Eastmark's civic core. The development of the Eastmark Great Park will continue to occur in phases and the uses and design of each phase will relate to the adjacent uses. The park will be aesthetically integrated into the uses surrounding the park so that the surrounding uses appear to be within the park. Park uses will encourage activity and will vary from heavy use areas to isolated natural settings. Park landscape may include recreation fields, sculpted forms, natural habitats, irrigation lakes and streams, public or private stormwater storage basins and tended gardens. The park may include permanent and temporary gathering areas and structured recreational amenities. These landscapes and facilities may be shared with adjacent uses, and may rely on adjacent uses for shared parking. Parking for the park will also be provided on-street on both sides of Eastmark Parkway and Inspirian Parkway. Linking the Great Park together, a multi-use path will continue from the south portion of the park and extend the length of the central portion. This major walkway will be complemented by a network of smaller paved paths and un-paved trails connecting the uses of the park and connecting the adjacent neighborhoods to the core of the park.





## 1.4 Compatibility to the Overall Eastmark Vision

#### A. 21st Century Desert Urbanism

Consistent with the 21<sup>st</sup> Century Desert Urbanism: A Refined Vision for Eastmark outlined in the CP, the plan for DU 3/4 North will provide:

- block sizing and connectivity will easily accommodate different land uses appropriately allowing easy change from residential to non-residential use during early planning phases
- integration of the street, bicycle and pedestrian systems
- street trees, shaded walkways and dispersed open spaces will reduce the heat island effect
- integrated stormwater management to reduce water use in common landscape areas
- convenient shopping in the Ellsworth Road corridor
- easy access to the Phoenix Metropolitan area via the US 60, Loop 202 and the State Route 24

#### B. The Eastmark Strategy

The overall Eastmark strategy to contribute to the vitality of the larger Gateway area by contributing employment areas and excellent living environments that consist of great neighborhoods, educational opportunities and areas that are socially important. DU 3/4 North is located and envisioned to be primarily a single family residential area that is designed with "Great Streets," and "Intimate Neighborhoods" as base building blocks to encourage economic development. These ingredients are essential elements for an important employment area. The existence of transitional and single family residential neighborhoods together with the Eastmark Great Park contain much of the social importance for this DU as well as many of the surrounding DUs. Additionally, the land planning for this area provides for block sizing to allow for the western areas of the DU to be flexible to allow for either non-residential or residential use, depending on the market. Because neighborhood service retail and commercial use has not yet matured for this area, demand has been minimal. Additionally, while certain employment uses (manufacturing, data center and medical) have been built in the area, we have yet to see an influx other supportive uses. This DU has the opportunity for these types of uses to occur and be compatible with residential uses, if timing permits.

#### C. Eastmark Planning Principles

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

1. Coordinated Connections

The DU has been structured to provide strong connections between Ellsworth Road and the Eastmark Great Park while maintaining privacy and security to those living near these destinations. The major pedestrian connections will be provided along Point Twenty-Two Boulevard to the Eastmark Great Park. Sidewalk connections will be provided along Warner Road, Ellsworth Road and Ray Road as these are not anticipated to become heavily used pedestrian routes.

2. Framework to Evolve

A unique and important aspect of the Eastmark CP is its emphasis on flexibility and the framework to evolve and change.

While the largely residential uses of DU 3/4 North are not likely to evolve much (if any) over time, their presence in

Eastmark provides flexibility for other uses and may encourage their evolution. These residential neighborhoods near the social amenities of the Eastmark Great Park attract and provide a diverse pool of talent within Eastmark. The neighborhoods provide the opportunity for a stable home life with employment and educational options within walking distance.

3. Living Well Over Time

This planning principle embodies several notions including the creation of residential neighborhoods, great streets and open space. Great streets, connectivity and open space will be major components within the DU. The great streets and open space anchored by the Eastmark Great Park will provide the backbone of a framework that emphasizes and reinforces the importance of physical elements to support the residential neighborhoods and social elements of the community.

#### D. Community Facilities

The neighborhoods of DU 3/4 North are a likely setting for community facilities and gathering places with larger activities occurring at the Eastmark Great Park. The City has indicated they will need a fire station within the area of DU 3/4 North and have selected a site located north of Point Twenty-Two Boulevard and approximately 760 feet east of Ellsworth. Libraries and schools are anticipated to potentially be developed in this area.

#### E. Airport Compatibility

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

#### F. Neighborhood Compatibility

DU 3/4 North is adjacent to the western edge of Eastmark and will be adjacent to developing areas to the east. The proposed uses are very compatible with surrounding uses.

## Section 2 Economic Development Statement

In keeping with the original vision for Eastmark, DU 3/4 North is intended to provide housing opportunities for individuals who can live and work in the same area and support the planned and emerging employment uses in other portions of Eastmark. With the development of the uses along the Elliot Road Technology Corridor, Eastmark is beginning to see the evolution of this area as an employment area. Specifically, the focus of DU 3/4 North is to create a lifestyle that can attract and sustain the workforce necessary to support the employment businesses that will be coming to this area. The northeast corner of Ray and Ellsworth is planned for commercial and multi-family uses. At this point, the mix of uses is unknown. Other commercial could also be located in this DU along Ellsworth and Point Twenty-Two Boulevard and Ellsworth and Warner if demand dictates. Developing intimate neighborhoods that have at their core small neighborhood parks; including schools and places of worship to education and inspire; and facilitating a social network by providing community activities and life will form a tight, resilient community fabric. This fabric is held together by great tree lined streets and other connecting links. This DU will provide a continuation of these central neighborhoods as well as other middensity neighborhoods, all of which provide a complex fabric for Eastmark. It is this social living and constant opportunity for interaction that attracts the workers the region needs to compete in the global market.

## 2.1 Estimated Economic Development Impact

Potential non-residential uses would generate jobs, but at this point, no specific information on jobs is available. Neighborhood supporting uses such as schools, a potential City library and social recreational centers are likely to generate another 150 jobs in and around the Eastmark Great Park. During the construction phase of the residential area, it is estimated that 200 to 300 jobs will be created.

## Section 3 DU Land Use Plan

The Land Use for DU 3/4 North includes several uses including single family, mid-density, and multi-family residential, potential non-residential and mixed use, schools and the Eastmark Great Park. This area is bounded by two major roadways including Ray Road and Ellsworth Road. The northeast corner of Ray Road and Ellsworth Road is planned for non-residential and mixed use with multi-family uses providing a transition to the QCUSD High School. The area within DU 3/4 North is also providing opportunity for additional non-residential activity to occur at the intersections of Ellsworth and Point Twenty-Two Boulevard and Warner Road and Ellsworth Road. The plan to allow for "blocks" to be developed as a future phase will allow for more time for non-residential use to develop. Should such non-residential uses not occur in these areas after a reasonable period (7 years), then the blocks have been sized to also accommodate residential development, either as multi-family, mid-density or single family. Additionally, in the approximate center, a school site could also be developed as an alternative to a central neighborhood if the QCUSD elects to purchase this site in the near future. Between these uses residential neighborhoods will continue to serve as central neighborhoods and will develop to include, but not limited to single family detached homes, multi-family buildings, residential towers and neighborhood supporting forms such as churches and schools.

The land use plan and building forms will be similar to the character described in the CP's LUG CS – Civic, LUG OS – Open Space, LUG V – Village, LUG D – District, LUG C – Regional Center/Campus, LUG GU – General Urban, and LUG UC – Urban Core.

The land uses in DU 3/4 will typically be arranged on a modified grid, primarily radiating from Ellsworth and Ray Roads. This arrangement will provide efficient rectilinear blocks which will accommodate a wide variety of commercial or residential uses and will encourage these portions of the DU to transition to denser uses over time. The grid will likely morph as it approaches Inspirian Parkway to accommodate the general alignment of the Eastmark Great Park. While transitions over time in the eastern portion of the DU are likely to occur slowly, if at all, the smaller, more customized building forms of civic, social and residential land use types are better suited to accommodate this grid transition. These uses will also be more likely to take advantage of the distant mountain and proximate park views accommodated by the grid transition.

## 3.1 Street Types

Street Types as described in Section 10.7 – Street Types of the CP, are not road classifications or cross sections, but rather a planning urban form designation. In DU 3/4, the street types for public roadways will generally be as shown on **Exhibit 3.1 – Street Types**.

A. Arterial Types

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

B. Primary Types

Primary Street Types within in DU 3/4 North will typically be public and are intended to be well used pedestrian and vehicular routes with homes and buildings facing the street. Homes/buildings may face the street on one side of the street only but are encouraged to face the street on both sides. Front doors and front walks usually engage the street from each building. Streets are typically lined with street trees on regular intervals to hold the visual form of the street. When single

family detached neighborhoods are adjacent to them, individual buildings/homes are permitted to side or back to these roadways. The narrow width of these streets along with the high interaction with adjacent buildings encourage slower traffic and to create connected routes for cars, bikes and pedestrians within DU 3/4 North.

- Point Twenty-Two Boulevard (from Ellsworth Road to Inspirian Parkway) and its multi-modal circulation routes
- Warner North

#### C. Secondary Types

Secondary Types generally connect the Arterial and Primary Street Types with variation in pedestrian and automobile traffic.

- Inspirian Parkway and Eastmark Parkway both provide access along the Eastmark Great Park and to its various associated uses and are Secondary Types.
- Through streets providing an alternative north-south route between Warner Road, Point Twenty-Two Boulevard and Ray Road
  - o residential buildings may front or side these roadways
  - o multi-family buildings may align with these streets, but not provide direct access for privacy and security

Internal neighborhood streets

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

#### D. Service Types

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

### Exhibit 3.1 - Street Types



## 3.2 LUG Locations

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

A. LUG OS – Open Space

Within DU 3/4 North, LUG OS may be applied anywhere as shown on **Exhibit 3.3 – LUG OS – Open Space**. LUG OS is not required to be a major component of DU 3/4North.

LUG OS – O	pen Space	
	General Character	Consistent with CP
	Typical Uses**	Consistent with CP
	Typical Building Height*	Consistent with CP
	Maximum Building Height*	Consistent with CP
object E	Minimum Lot/Parcel Size*	Consistent with CP
1	Maximum Residential	Consistent with CP
	Density*	
	Floor Area Ratio (FAR)	Consistent with CP
	Range*	
	Minimum Lot/Parcel	Consistent with CP
	Width/Depth*	
	Building Setbacks – Street*	
		Fencing/Walls higher than forty-two (42) inches tall may be constructed behind the minimum Building Setback area.****
	Building Setbacks –	Consistent with CP****
	Rear/Side*	
	Building Setbacks - Service	Consistent with CP****
	Lane*	
	Block Character	Consistent with CP
	Circulation Character	Consistent with CP
		Street forms may complement or take on the forms of adjacent LUGs
		especially when small LUG OS areas are surrounded other LUGs.
	Service Areas	Consistent with CP
	Landscape Character	Consistent with CP
	-	Due to the fast growing nature of desert trees, the minimum size for
		required trees may be smaller if exchanged for an additional quantity
		of trees.
	Lighting Character***	Consistent with CP
	Signage Character	Consistent with CP

#### Exhibit 3.2 – LUG OS – Open Space Summary

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

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

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

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



Exhibit 3.3 – LUG OS – Open Space

#### B. LUG CS – Civic Space

Within DU3/4 North, LUG CS – Civic Space may be applied anywhere as shown on **Exhibit 3.5 – LUG CS – Civic Space**. LUG CS is not required to be a major component of DU 3/4 North.

Exhibit 3.4 – LUG CS – Civic Space Summary		
vic Space		
General Character	The General Character within the LUG CS areas of DU 3/4 North shall be consistent with the character described in the CP.	
Typical Uses**	Typical Uses within LUG CS areas of DU 3/4 North shall be consistent with those outlined in the CP, particularly civic uses and service and maintenance buildings and other such uses.	
Typical Building Height*	Consistent with CP	
Maximum Building Height*	Consistent with CP	
Minimum Lot/Parcel Size*	Consistent with CP	
Maximum Residential Density*	Consistent with CP	
Floor Area Ratio (FAR) Range*	Consistent with CP	
Minimum Lot/Parcel Width/Depth*	Consistent with CP	
Building Setbacks – Street*	Consistent with CP Fencing/Walls higher than forty-two (42) inches tall may be constructed behind the minimum Building Setback area.****	
Building Setbacks – Rear/Side*	Consistent with CP****	
Building Setbacks – Service Lane*	Consistent with CP****	
Block Character	Consistent with CP	
	Consistent with CP	
Service Areas	Consistent with CP	
Landscape Character	Consistent with CP. Due to the fast-growing nature of desert trees, the minimum size for required trees may be smaller if exchanged for an additional quantity of trees.	
Lighting Character***		
Signage Character	Consistent with CP	
	vic Space General Character Typical Uses** Typical Building Height* Maximum Building Height* Minimum Lot/Parcel Size* Maximum Residential Density* Floor Area Ratio (FAR) Range* Minimum Lot/Parcel Width/Depth* Building Setbacks – Street* Building Setbacks – Street* Building Setbacks – Street* Building Setbacks – Service Lane* Block Character Circulation Character Service Areas Landscape Character	

#### Exhibit 3.4 – LUG CS – Civic Space Summary

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

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

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

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



#### Exhibit 3.5 – LUG CS – Civic Space

### C. LUG V – Village

Within DU 3/4 North, LUG V – Village may be applied anywhere as shown on Exhibit 3.7 - LUG V - Village.

	Exhibit 3.6 – LUG V – Village Summary		
LUG V – Vill			
	General Character***	Consistent with CP	
主義後援	Typical Uses**	Consistent with CP	
	Typical Building Height*	Consistent with CP	
	Maximum Building Height*	Consistent with CP	
	Minimum Lot/Parcel Size*	Consistent with CP	
一 難我 6清	Maximum Residential	Consistent with CP	
	Density*		
	Floor Area Ratio (FAR)	Consistent with CP	
	Range*		
	Minimum Lot/Parcel	Consistent with CP	
	Width/Depth*		
	Building Setbacks – Street*	Consistent with CP	
		Fencing/Walls higher than forty-two (42) inches tall may be	
		constructed behind the minimum Building Setback area.***** (i.e.	
		community or privacy yard walls)	
	Building Setbacks –	Consistent with CP****	
	Rear/Side*		
	Building Setbacks – Service	Consistent with CP****	
	Lane* Block Character	Consistent with CP	
	BIOCK Character	Two-way streets may be used around parks and plazas to	
		accommodate fire concerns.	
	Circulation Character	Consistent with CP	
		The urban fabric may be extended with visual and pedestrian	
		connections, and not always with through vehicular streets.	
	Service Areas		
	Landscape Character		
		Due to the fast-growing nature of desert trees, the minimum size for	
		required trees may be smaller if exchanged for an additional quantity	
		of trees.	
	Lighting Character****	Consistent with CP	
	Signage Character	Consistent with CP	

#### Exhibit 3.6 – LUG V – Village Summary

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

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

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

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

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

Exhibit 3.7 - LUG V - Village



#### D. LUG D – District

Within DU 3/4 North, LUG D may be applied anywhere as shown on **Exhibit 3.9 – LUG D – District**. LUG D is not required in DU 3/4 North. LUG D shall not be applied to the Eastmark Great Park proper, but may be applied over adjacent uses.

LUG D – Dis	trict	
	General Character***	Consistent with CP
	Typical Uses**	Consistent with CP
	Typical Building Height*	Consistent with CP
	Maximum Building Height*	Consistent with CP
	Minimum Lot/Parcel Size*	Consistent with CP
	Maximum Residential	Consistent with CP
	Density*	
	Floor Area Ratio (FAR)	Consistent with CP
	Range*	
	Minimum Lot/Parcel	Consistent with CP
	Width/Depth*	
	Building Setbacks – Street*	Consistent with CP
		Fencing/Walls higher than forty-two (42) inches tall may be
		constructed outside of the minimum Building Setback area.****
		(i.e. community or privacy yard walls)
	Building Setbacks –	Consistent with CP ****
	Rear/Side*	
	Building Setbacks – Service	Consistent with CP ****
	Lane*	
	Block Character	Consistent with CP
		Two-way streets may be used around parks and plazas to accommodate fire concerns.
	Circulation Character	Consistent with CP
		The urban fabric may be extended with visual and pedestrian
		connections, and not always with through vehicular streets.
	Service Areas	Consistent with CP
	Landscape Character	Consistent with CP.
		Due to the fast growing nature of desert trees, the minimum size for
		required trees may be smaller if exchanged for an additional quantity
		of trees.
	Lighting Character****	Consistent with CP
	Signage Character	
	Exhibit 7 32 Land Use Group General	

Exhibit 3.8	– LUG D –	District	Summary
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\* For details refer to **Exhibit 7.32** - Land Use Group General Development Standards of the CP

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

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

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

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

#### Exhibit 3.9 - LUG D - District



#### Ε. LUG C – Regional Center/Campus

Within DU 3/4 North, LUG C may be applied anywhere as shown on Exhibit 3.11 - LUG C - Regional **Center/Campus**. LUG C is not required in DU 3/4 North.

LUG C – Campus	
General Characte	r*** Consistent with CP
Typical Us	es** Consistent with CP
Typical Building Hei	ht* Consistent with CP
Maximum Building Hei	ght* Consistent with CP
Minimum Lot/Parcel S	ize* Consistent with CP
Maximum Resider	tial Consistent with CP
Dens	ity*
Floor Area Ratio (I	AR) Consistent with CP
Rar	ge*
Minimum Lot/Po	rcel Consistent with CP
Width/De	oth*
Building Setbacks – Str	eet* Consistent with CP
	Fencing/Walls higher than forty-two (42) inches tall may be
	constructed outside of the minimum Building Setback area.*****
	(i.e. community or privacy yard walls)
Building Setbac	
Rear/S	de*
Building Setbacks – Se	vice Consistent with CP ****
	ine*
Block Chara	cter Consistent with CP
Circulation Chara	cter Consistent with CP
Service A	eas Consistent with CP
Landscape Chara	cter Consistent with CP.
	Due to the fast growing nature of desert trees, the minimum size for
	required trees may be smaller if exchanged for an additional quantity
	of trees.
Lighting Character	**** Consistent with CP
Signage Chara	cter Consistent with CP

Exhibit 3.10 - LUG	C – Regional	Center/Camp	ous Summary
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\* For details refer to **Exhibit 7.32** - Land Use Group General Development Standards of the CP

\* For details refer to Exhibit 7.32 - Land Use Group General Development oranders of the C.
\*\* For details refer to Section 7.16 - Permitted Uses of the CP
\*\*\* Refer to Section 4.4 – Airport and Neighborhood Compatibility Provisions for additional regulations for this LUG of the CP
\*\*\*\* For details Refer to Section - 10.5 Public Street Lighting Standards and Section 15 of the CP
\*\*\*\* See Exhibit 3.17 - Wall/Fence Placement



Exhibit 3.11 - LUG C - Regional Center/Campus

#### F. LUG GU – General Urban

Within DU 3/4 North, LUG GU may be applied anywhere as shown on **Exhibit 3.13 – LUG GU – General Urban**. LUG GU is not required in DU 3/4 North. LUG GU shall not be applied to the Eastmark Great Park proper, but may be applied over adjacent uses.

	EXhibit 3.12 - LUG GU - General Urban Summary		
LUG GU – G	eneral Urban		
	General Character***	Consistent with CP	
	Typical Uses**	Consistent with CP	
	Typical Building Height*	Consistent with CP	
	Maximum Building Height*	Consistent with CP	
	Minimum Lot/Parcel Size*	Consistent with CP	
IN HEADER	Maximum Residential Density*	Consistent with CP	
	Floor Area Ratio (FAR) Range*	Consistent with CP	
	Minimum Lot/Parcel Width/Depth*	Consistent with CP	
	Building Setbacks – Street*	Consistent with CP.	
		Fencing/Walls higher than forty-two (42) inches tall may be constructed outside of the minimum Building Setback area.*****	
		(i.e. community or privacy yard walls)	
	Building Setbacks –	Consistent with CP ****	
	Rear/Side*		
	Building Setbacks – Service	Consistent with CP ****	
	Lane*		
	Block Character	Consistent with CP	
	Circulation Character	Consistent with CP.	
		The urban fabric may be extended with visual and pedestrian	
		connections, and not always with through vehicular streets.	
	Service Areas	Consistent with CP	
	Landscape Character	Consistent with CP.	
	_	Due to the fast growing nature of desert trees, the minimum size for	
		required trees may be smaller if exchanged for an additional quantity	
		of trees.	
	Lighting Character****	Consistent with CP	
	Signage Character	Consistent with CP	

Exhibit 3.12 – LUG GU – General Urban Summary

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

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

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

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

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



Exhibit 3.13 – LUG GU – General Urban
### G. LUG UC – Urban Core

Within DU 3/4 North, LUG UC may be applied anywhere as shown on **Exhibit 3.15 – LUG UC – Urban Core**. LUG UC is not required in DU 3/4 North.

LUG UC – Urban Core			
	General Character***	Consistent with CP	
in the second	Typical Uses**	Consistent with CP	
	Typical Building Height*	Consistent with CP	
ETTER S	Maximum Building Height*	Consistent with CP	
errorester statement	Minimum Lot/Parcel Size*	Consistent with CP	
and any other	Maximum Residential Density*	Consistent with CP	
	Floor Area Ratio (FAR) Range*	Consistent with CP	
	Minimum Lot/Parcel Width/Depth*	Consistent with CP	
	Building Setbacks – Street*	Consistent with CP Fencing/Walls higher than forty-two (42) inches tall may be constructed outside of the minimum Building Setback area.***** (i.e. community or privacy yard walls)	
	Building Setbacks – Rear/Side*	Consistent with CP ****	
	Building Setbacks – Service Lane*	Consistent with CP ****	
	Block Character	Consistent with CP	
	Circulation Character	Consistent with CP	
		The urban fabric may be extended with visual and pedestrian	
		connections, and not always with through vehicular streets.	
	Service Areas	Consistent with CP	
	Landscape Character	Consistent with CP.	
		Due to the fast growing nature of desert trees, the minimum size for required trees may be smaller if exchanged for an additional quantity of trees.	
	Lighting Character****	Consistent with CP	
	Signage Character		
Ean datatle nafan ta	<b>Exhibit 7.32</b> Jand Use Group General (		

Exhibit 3.14 – LUG UC – Urban	Core Summary
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\* For details refer to **Exhibit 7.32** - Land Use Group General Development Standards of the CP

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

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

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

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



### Exhibit 3.15 – LUG UC – Urban Core

### Exhibit 3.16 - Wall/Fence Placement

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

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

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

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



# 3.3 Build-to-Lines

The DU 3/4 North DUP identifies portions of the DU where LUG – General Urban (GU) and LUG – Urban Core (UC) can be utilized. If these LUGs are utilized, buildings in LUG GU and UC should be placed so that a majority of their front face comes up to the build to line. At intersections, buildings may either hold the corner or create a plaza approximately the depth of the adjacent buildings. If utilized, LUG GU uses will likely need to blend with adjacent uses and may desire to be located along Arterial Streets where vehicular access may be limited and a parking area and access may be required between the buildings and the major roadways. This may be especially true at major intersections where turning maneuvers may limit access. Access to parking areas may be highly restricted in close proximity to signalized intersections and such access points require the approval of the City Traffic Engineer. Build-to-lines are only generally required along major streets and primary street types. Build to lines may be adjusted as part of the site plan approval for LUG GU and UC uses.

# 3.4 Major Roadways

See Section 4 of this DUP

# 3.5 Community Facilities

DU 3/4 North will include the central portion of the Eastmark Great Park stretching from Point Twenty-Two Boulevard north to Warner Road. This open space park and its adjacent associated civic and social uses will provide the major community facilities for this DU.

The Eastmark Great Park will contain a major multi-use path running the length of the park which will be complemented by east-west multi-modal routes, including one along Point Twenty-Two Boulevard. These routes will include a multi-use path/jogging trail, wide sidewalk and bike lanes along a tree-lined drive.

The City has indicated they will need a fire station within the area of DU 3/4 North and have selected a site located north of Point Twenty-Two Boulevard and approximately 760 feet east of Ellsworth.

# Section 4 DU Transportation Plan

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

The transportation plan for DU 3/4 North focuses the circulation in the area toward the southwest corner of the community. In DU 3/4 North, all of the Arterial and District streets will be public roadways. The internal streets will provide access from the Arterial and District streets into the neighborhoods and uses of the DU. The internal streets will provide access to the parking lots, buildings, private driveways and truck loading areas. Any streets inside (behind) private gates will be private streets.

# 4.1 Pedestrian Corridors

Pedestrian corridors are an essential element of DU 3/4 North providing shaded, comfortable, easy routes connecting neighborhoods, the Eastmark Great Park, and the Ellsworth Road uses.

A. District and Arterial Streets - Typical

Pedestrian corridors will be located along the district and arterial streets of DU 3/4 North and will provide access to neighborhoods and the uses they surround. They will generally follow the roadways along Eastmark Parkway, Inspirian Parkway, Warner Road, Ray Road and Point Twenty-Two Boulevard. They will also access the internal areas as shown on Exhibit 4.1 – Pedestrian Corridors. Additional pedestrian access may also occur. If a Middle School develops in the Learning Core, then enhanced pedestrian access and crossing may be necessary if determined by a traffic impact analysis. Pedestrian sidewalks along the district street are a minimum of five (5) feet (but could be larger) and arterial streets will be a minimum of six (6) feet wide and will generally parallel the roadway. In vehicular site visibility triangles, the sidewalk may be closer to the back of curb or attached. The areas between back-of-curb and the sidewalk setback that do not contain understory vegetation may be paved as well. This additional paved area may include tree wells and/or street furniture and may be paved with pavers, stamped concrete or poured concrete and may be different paving material(s) than the sidewalk. In areas with landscape corridors along the major roadways, such as the Eastmark Great Park the sidewalk may be detached from the roadway by a significant distance to engage the pedestrian in the landscape. Access points between the roadway adjacent pathways should be provided for access from the roadway when needed and the pedestrian route cannot be placed so far from the roadway that it is inconvenient for pedestrians following the roadway (as determined by the City of Mesa Traffic Engineer). Crosswalks are encouraged at all intersections that provide pedestrian access into the internal areas of DU 3/4 North. Landscaping along the pedestrian corridors will be installed and maintained to create a comfortable, shaded walking environment and the sidewalk may be off set for lengths to create visual interest for pedestrians on long, straight runs. Paved areas around pedestrian ramps and intersections should be minimized in favor of landscaped areas whenever possible.

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



#### B. District Street

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

#### C. Internal Streets

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

1. Standard Neighborhood Streets

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

2. Park Streets

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



### Exhibit 4.1 – Pedestrian Corridors

# 4.2 Primary Public and Private Streets and Extended Access Ways

### Refer to Exhibit 4.2 - Major Roadways and Exhibit 4.3 - DU 3/4 North Transportation Plan

#### A. Ellsworth Road

- West boundary of DU 3/4
- Six Lane Perimeter Arterial (see Exhibit 10.7 6 Lane Perimeter Arterial/6 Lane Internal Arterial (Ray Road) Detailed Cross Section, of the CP)
- 65' 75' wide 1/2 street ROW
- 50 miles per hour design speed and posted speed limit (see Exhibit 10.3 District and Arterial Streets Roadway Hierarchy, of the CP)
- Raised and/or landscaped median
- Vertical Curb
- No Parking
- Very high volume vehicular traffic street
- Little pedestrian activity moving along the length of the street although encouraged adjacent to the Ellsworth Road commercial corridor
- Commercial entries with full turning intersections and curb returns (rather than driveway aprons) are anticipated
- When neighborhood/commercial entries align with potential signal locations, street cross section shall be a minimum of thirty-four (34) feet back-of-curb three lanes.
- Not likely to have a tight urban cross-section in early phases of development, however a tight urban crosssection is encouraged with adjacent commercial, civic or religious uses when possible and may incorporate a liner street to provide access and parking.
- Stormwater storage in surface and sub-surface facilities is anticipated along this frontage
- Bus stops may be located near the intersections with Point Twenty-Two Boulevard and Warner Road to accommodate adjacent users. If bus service is provided along the length of Ellsworth Road, bus stops may also be located to align with major commercial entries to the east. Bus service shall be as determined by the transit authority.
- B. Ray Road (Construction Completed)
  - South boundary of DU 3/4
  - Six Lane Perimeter Arterial
  - 65' 75' wide 1/2 street ROW (other half part of DU3s) full right of way for portion of Ray between DU3s and Ellsworth Road
  - Raised and/or landscaped median
  - Vertical Curb
  - No Parking
  - Very high volume vehicular traffic street
  - Little pedestrian activity moving along the length of the street although encouraged adjacent to the Ellsworth Road commercial corridor
  - Neighborhood entries with full turning intersections with curb returns (rather than driveway aprons) are anticipated
  - When neighborhood entries align with potential signal locations street cross section shall be a minimum of thirty-four (34) feet back-of-curb three lanes.
  - Not likely to have a tight urban cross-section because of the adjacent Powerline Floodway on the south and non-commercial uses on the north.
  - Bus stops may be located near the intersections with Eastmark Parkway and Inspirian Parkway to accommodate the Eastmark Great Park users. Bus service shall be as determined by the transit authority.

- C. Point Twenty-Two Boulevard
  - Located in the middle of DU 3/4 North– generally running east-west from Ellsworth Road to Eastmark Parkway
  - Two-Way Four Lane District Street (see Exhibit 10.8 Two-Way Four Lane District Street Detailed Cross Section, of the CP)
  - ROW will be located at back of curb (approximately 64' back of curb to back of curb)
  - 9' Raised and/or landscaped median (not required to be raised for all segments may be paved 11' center lane with adjacent 10' travel lanes)
  - Vertical Curb
  - No on-street parking.,
  - 6' Bike Lanes
  - High volume, low speed vehicular traffic street
  - Pedestrian activity moving along the length of the street as a connection from Ellsworth Road to the Eastmark Great Park and ultimately to Signal Butte Road
  - Several neighborhood and parcel entries with full turning intersections and curb returns (rather than driveway aprons) are anticipated
  - Bus stops may be located near the intersections with Eastmark Parkway and Inspirian Parkway to accommodate the Eastmark Great Park users. Bus service shall be as determined by the transit authority.
- D. Warner Road
  - North boundary of DU 3/4 North
  - Two-Way Four Lane District Street (see Exhibit 10.8 Two-Way Four Lane District Street Detailed Cross Section, of the CP)
  - ROW will be located at back of curb (approximately 64' back of curb to back of curb)
  - Minimum 9' wide raised and/or landscaped median (not required to be raised for all segments may be paved 11' center lane with adjacent 10' travel lanes)
  - Vertical Curb
  - Typically, no on-street parking, however parking may be added to the roadway to complement adjacent uses and encourage pedestrian interaction and front-of-house operations to engage the roadway
  - 6' Bike Lanes
  - High volume, low speed vehicular traffic street
  - High pedestrian activity moving along the length of the street to the Eastmark Great Park as well as activity crossing the adjacent uses and the park
  - Several neighborhood and parcel entries with full turning intersections and curb returns (rather than driveway aprons) are anticipated
  - Bus stops may be located near the intersections with Eastmark Parkway and Inspirian Parkway to accommodate the Eastmark Great Park users. Bus service shall be as determined by the transit authority.
- E. Eastmark Parkway/Inspirian Parkway
  - Two-Way Four Lane District Street (see Exhibit 10.8 Two-Way Four Lane District Street Detailed Cross Section, of the CP)
  - ROW will be located at back of curb (approximately 81' back of curb to back of curb)
  - 12' wide raised and/or landscaped median (not required to be raised for all segments may be paved 12' center lane with adjacent 11' travel lanes)
  - Vertical Curb
  - 8' Parallel Parking on both sides
  - 5' Bike Lanes no striping except to denote edge of travel lane

- High volume, low speed vehicular traffic street
- High pedestrian activity moving along the length of the street adjacent to the Eastmark Great Park as well as activity crossing between adjacent uses and the park
- Several crossings to access the Eastmark Great Park are anticipated
- Several neighborhood and parcel entries with full turning intersections and curb returns (rather than driveway aprons) are anticipated
- Bus stops may be located near the intersections with Ray Road, Point Twenty-Two Boulevard and Warner Road to accommodate the Eastmark Great Park users. Bus service shall be as determined by the transit authority.

#### F. Internal Streets

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

#### 1. Internal Streets - Entry Drives

- Provide access to neighborhoods or parcels from district and arterial streets
- Two-Way Neighborhood Street
- ROW will be located at back of curb (approximately 23' back of curb to back of curb) (minimum 34' back of curb to back of curb required if entry aligns with potential traffic signal location on arterial streets)
- No Median (typical), median may be added for gated entries, but pavement width should be minimized.
- Vertical Curb
- No Parking and no bike lanes
- Medium volume, low speed vehicular traffic street
- Pedestrian activity moving along the length of the street varies
- Roadways often tee into cross traffic on the neighborhood/parcel end or transition to standard neighborhoods streets after crossing a neighborhood park
- Bus stops may be located at intersections with major streets Bus service shall be as determined by the transit authority
  - 2. Internal Streets Standard Neighborhood Streets
- Standard Neighborhood Street section
- Two-Way Neighborhood Street
- ROW will be located at back of curb (approximately 35' back of curb to back of curb if on-street parking is provided on both sides of the street) (minimum 34' back of curb to back of curb may be required if entry aligns with potential traffic signal location on Point Twenty-Two Boulevard)
- •
- No Median (typical)
- Rolled Curb (typical), with option for vertical or ribbon curb
- Parking on both sides and no bike lanes
- Medium to low volume, low speed vehicular traffic street
- Pedestrian activity moving along the length of the street varies based on location
- No bus stops Bus service shall be as determined by the transit authority
  - 3. Internal Streets Park Side Streets

- Provide access to along and around neighborhood parks
- Two-Way Neighborhood Street
- ROW will be located at back of curb (smaller R.O.W. approximately 28' back of curb to back of curb is allowed)
- No Median
- Rolled Curb (typical) on side opposite the park, Vertical Curb along park
- 7' parallel parking on side opposite the park
- No parking at intersections where "chicanes," "neck downs" or "bulb outs" are desired
- No Bike Lanes
- Medium to low volume, very low speed vehicular traffic street
- High Pedestrian activity moving along the length of the street and crossing the streets to access the park
- Roadways often transition to standard neighborhoods streets at intersections
- No Bus stops anticipated if neighborhood circulator provided, informal/"flag" bus stop in close proximity to the built shade structure (when present) would be desired - Bus service shall be as determined by the transit authority
  - 4. Internal Streets Block End Streets
- Provide connections between blocks in DU 3/4, used to visually open neighborhoods to district roadways and landscape areas, used to provide pedestrian connectivity without providing automobile connectivity
- Two-Way Neighborhood Street
- ROW will be located at back of curb (smaller R.O.W. approximately 23'-35' back of curb to back of curb is allowed)
- No Median
- Rolled Curb (typical)
- No Parking required, 7' parallel parking may be provided on one or both sides
- No Bike Lanes
- Medium to low volume, low speed vehicular traffic street
- Pedestrian activity moving along the length of the street varies based on location but is often low when Block End Streets are used to visually open up the neighborhood to perimeter streets or along open spaces or to provide through pedestrian only access.
- Roadways are often short and typically have limited driveway conflicts
- No Bus stops anticipated Bus service shall be as determined by the transit authority

## 4.3 Intersections

DU 3/4 North shall be accessed primarily from the district and arterial streets as shown on **Exhibit 4.3 – DU 3/4 North Transportation Plan**. Several separate entry drives/intersections to access DU 3/4 North may be provided for various vehicle types and users and may be signed appropriately. Streets inside any private gated areas will be private streets. It is further anticipated that:

- at least two (2) drives will access DU 3/4 from Ray Road
- at least four (4) drives will access DU 3/4 from Point Twenty-Two Boulevard
- at least one (1) drive will access DU 3/4 from Warner Road
- at least three (3) drives will access DU 3/4 from Ellsworth Road
- at least one (3) drives will access DU 3/4 from Inspirian Parkway
- the Eastmark Great Park will be accessed in several locations from Inspirian Parkway, Eastmark Parkway, Point Twenty-Two Boulevard and Warner Road

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

# 4.4 Street and Circulation Phasing

Street and circulation improvements shall be phased and developed with adjacent development as shown on **Exhibit 4.4 – Street and Circulation Phasing**. It is anticipated that the Warner Road full street road improvements will not be necessary to accommodate the use anticipated in DU 3/4 North however at least half-street improvements will be developed along with the adjacent parcels. Specific phasing and timing of the road construction will be coordinated with the City of Mesa.



### Exhibit 4.2 – Major Roadways



Exhibit 4.3 – DU 3/4 North Transportation Plan



Exhibit 4.4 – Streets and Circulation Phasing

# Section 5 DU Design Guidelines ("DUDG")

Consistent with the vision for DU 3/4 North, this area will provide a transitional area that relates to surrounding central neighborhoods found in DUs 5, 6 and 7, the Eastmark Great Park as well as future transitional development in DU2 as well as the medium density residential, QCUSD high school campus all located south of this DU. DU 3/4 North will primarily include residential neighborhoods with the opportunity to develop a mix of retail, employment, education, civic, and recreation uses. This DU will primarily be residential with lower density residential located within the Central Enclaves area surrounding the Eastmark Great Park area with the opportunity to increase diversity and intensity of residential within selected areas along the Eastmark Great Park and as you move west to Ellsworth Road. Landscaping within sight visibility triangles will be designed to comply with the CP and other relevant City of Mesa standards.



The DUDGs for DU3/4 North are designed to integrate the Southern Mixed-Use Center and potential activity areas along Ellsworth and Warner Road and Ellsworth and Point Twenty-Two Boulevard, Mid-Density Transitional and Central Enclave neighborhoods and the Eastmark Great Park with each other, as well as the adjacent existing and proposed neighborhoods and the southern portion of the Eastmark Great Park. This is essential to Eastmark's community goal of "living well over time". These DUDG's will help to ensure a successful integration with existing and future surrounding uses.

To create great neighborhoods and places, the DUDGs for DU3/4 North will continue to rely on using two concepts already extensively utilized in Eastmark: memory points and ordinary elements. The mass of any neighborhood, educational campus or commercial site is made of ordinary elements – homes, local streets, schools, shops, offices and places of worship. These elements are much like the rooms, hallways and conference rooms of a resort (refer to **Exhibit 5.1 – Memory Points and Ordinary Elements Diagram**). They make up the mass of the resort, are nicely appointed, but they are not what is remembered about the resort experience. The ordinary elements of DU 3/4 North will have simple, quality facades – good quality, nicely appointed, free from elaboration, ostentation or display. Our memory of resorts is made up of the arrival experience and court, the grand lobby, the resort pools and gardens and the distant views. Similarly, the Eastmark Great Park is the major collection of memory points for the community and the middle portion of the park is within this DU. In the residential neighborhoods of DU3/4 North, these memory points are likely the neighborhood entries, the neighborhood parks, the private open spaces and the Eastmark Great Park as well as any potential civic or school uses that may occur. The quality design, construction and maintenance of these important spaces relieve the pressure on the design of the ordinary elements.



### Exhibit 5.1 – Memory Points and Ordinary Elements Diagram

# 5.1 Pedestrian Corridors

See Section 4 of this DUP.

# 5.2 Common Areas

Within DU 3/4 North, common areas will typically be found in the Eastmark Great Park, Neighborhood Parks, and any potential activity area that occurs along Ellsworth Road.



#### A. Neighborhood Parks

In DU 3/4 North, many times Neighborhood Parks will be the "living room" of each neighborhood and they will have similar key elements. Other Neighborhood Parks may be linear in form traversing through neighborhoods with homes relating to these areas along the front, side or rear, depending on the unit type. These key elements help to ensure that the parks play a primary role in the social fabric of each neighborhood. A "kit of tools" has been developed for the Neighborhood Parks which provide a series of options for park development that provide for consistency in development yet at the same time, provide for a variety of uses for each park. These elements have been accumulated from international research and over a decade and a half of refinement in modern Arizona communities. The key elements should be used as a guide not as absolute rules because parks can and will likely take on several different forms and will likely contain different elements and features. The parks will need to be appropriate to their context and the intention of each key element may take on many physical forms to accomplish the same goals.



### Exhibit 5.2 – Neighborhood Park Elements

1. Enter on Focus

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

2. Park Edge

To stress the importance of the park to the neighborhood, the park should be ringed by narrow, tree-lined neighborhood streets when possible. In residential enclave open spaces, the open space maybe ringed by walkways or buildings rather than streets. The parks may be irregularly shaped and may utilize land that is less suitable for other uses to maximize the efficiency of the community. The streets ringing the park typically do not have sidewalks on the park side of the street,

but an ADA compliant accessible route(s) into the park is required. The sidewalks in the community are used to draw people to the parks, but are not needed to circle the parks. Turf or gravel walkways coming up to the edge and paved pathways connecting pedestrians at intersecting streets into the core of the park are common. Neighborhood Parks are generally not fenced but rather open to encourage use from all directions. Residential enclave open spaces, while not required, generally are fenced and private spaces for the use of the residents of the individual enclave.

3. Homes Facing

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

4. Streets Extend the Park

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

5. Foreground Focal Element

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



6. Tree Lined

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

#### 7. Open Flat Lawn

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



8. Adult Attractive Element

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



#### 9. Built, Protective Shade

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



#### 10. Kids Play Area

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



#### 11. Mail Box/Community Notice Points

While not required to be part of the Neighborhood Parks in DU <sup>3</sup>/<sub>4</sub> North the mailboxes and community notice points are encouraged to be located within the parks and open spaces. Locating these elements in close proximity to the built, protected shade element, adult attractive element and kids play area will increase the synergy of these components. Access to mailboxes will be compliant with any applicable ADA requirements.

12. Events

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



#### 13. Parking

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

#### 14. Lighting

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



#### 15. Signage

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



### B. Residential Enclave and Open Space Corridors

Within enclave neighborhoods and some smaller lot neighborhoods that function as an enclave, open space may also take the form of an open space corridor that traverses through the community. These open space corridors provide opportunities for residential lots to back onto these areas providing a visual extension of the backyard space and providing vistas and view corridors for homes. When homes back onto these areas, fencing material may be in the form of the Eastmark view fence. Typically, these open space corridors may also serve as pedestrian pathways that will continue on an existing street sidewalk. Drainage and multi-purpose pathways may also be located within open space corridors.

#### C. The Eastmark Great Park

Modeled after Phoenix's Historic Encanto Park, downtown Tempe's Beach Park and Scottsdale's Indian Bend Wash, the Eastmark Great Park is partially developed and is serving as a social and recreational center for the Eastmark community and the East Valley. The park is being designed to accommodate a wide range of functions including: pastoral strolls through rolling natural landscapes, open green fields, families picnicking and playing in fountains, and adults enjoying a night out watching movies in the park, attending a concert or just hanging out on the terrace. DU 3/4 North will contain the middle portion of the Eastmark Great Park generally located within the area between Eastmark Parkway and Inspirian Parkway. This portion of the park will be a linear expression along Inspirian Parkway. The linear portion will likely be 100 feet in width and will include multi-use pathways that will serve as connectors to active areas of the Eastmark Great Park. Private drainage will occur within the linear expression providing an opportunity to create a pleasant environment for the multi-use path. This portion of the Eastmark Great Park and its description herein shall be developed consistent with the GPMP and the CP.

#### 1. Edge Treatment

The Eastmark Great Park will be designed to collaborate and share with surrounding uses. The exact boundary of the park will generally be visually unclear. The Eastmark Great Park proper will be a public park, but it will likely spill into adjacent private places of worship, community centers, private amenities and schools who will be encouraged to share their parking and grounds with the Eastmark Great Park. It may reach into residential enclaves and commercial centers in a series of "fingers" to connect them together. Walls and fences simply defining the perimeter of the Eastmark Great Park or adjacent parcels are not permitted unless necessary. Walls and fences may however be necessary for safety and security reasons throughout the Eastmark Great Park as well as in and around adjacent parcels, but they should be designed as part of the landscape or as echoes of the adjacent architecture.

2. Phasing, Evolution and Design Diversity

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

3. Uses

The Eastmark Great Park is the home to all sorts of regional events and celebrations such as Awesome Fest, Friday night concerts, etc. This will continue to occur as the expansion of the Great Park occurs. To accommodate these types of uses,

the park will need to be designed so that large portions of the park might be fenced-off, enclosed or secured. The nature of these celebrations would include events that may require an entry fee or security for things like fireworks and concerts and events that allow for the consumption of alcohol. The design of the Eastmark Great Park will also require the incorporation of staging, checkpoints, temporary restroom and food facilities and temporary emergency stations to accommodate these special events. The park should also be designed to accommodate all manner of street vendors, encouraging the ice cream cart on game days, the glow stick stand on movie night, Santa hat sales during the holiday festival of lights and other such activities. The park design should also encourage small business and grass root events such as Tia Chi classes, painting classes and dance classes offered for a fee. For special events, street closures, partial street closures or lane and parking restrictions along the Eastmark Great Park should be anticipated.





4. Parking

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

5. Lighting

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







### 6. Signage

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



#### D. The Southern Mixed-Use Activity Center

The Activity Center will be an important commercial center for the Eastmark community. Commercial uses will likely take the form of neighborhood serving retail or commercial office with surface parking. This area should be designed to provide connections to adjacent uses, particularly if they are multi-family in nature. Vehicular access to this area will be via Ellsworth, Ray and Point Twenty-Two Boulevard.

Low walls and attention to architecture will ensure that these future uses appropriately relate to adjacent uses. The "back of house" uses will be screened to the minimum necessary length through the use of higher wall heights, with an 8 foot maximum, to provide screening of the loading docks and service areas while still providing attractive and meaningful access from the neighborhood to the commercial development. Landscaping will also be used to provide the necessary transitions and buffers between the uses. Parking areas will be located away from residential areas with parking lot lighting directed away from residential areas.

Pedestrian Connectivity: Continuous pedestrian pathways will be provided to connect all development components with sidewalks along the public streets. Active ground level uses will be oriented towards the pedestrian ways and sidewalks.

Land Use Integration: The integration of non-residential and mixed-use areas with neighboring land uses, including residential neighborhoods, will be achieved through thoughtful site design that minimizes hard edges between projects and promotes a sense of seamlessness throughout the community. Traditional neighborhood design principles that encourage pedestrian activities and promote variety and interest along the street will be utilized to achieve this goal.

Building Variety: Buildings will be oriented to create pedestrian connections, create outdoor activity areas and reduce impact of parking separating uses.

1. Edge Treatment

The Southern Mixed Use Center will be separated from Ellsworth Road and Ray Road by a linear landscaped edge. The landscape edge will continue along the Point Twenty-Two street frontage. Low walls using themes and patterns established for Eastmark may be located within these landscape areas creating an enclosure for future uses. A six (6) foot wall will likely be located along the eastern edge of the site to provide some separation of areas from potential multi-family residential area to the east. It is anticipated that pedestrian access will be provided in the area.

2. Phasing and Evolution

Given the size of the parcel, it is likely that the use will be developed in one or two phases though timing of development is unknown at this time.

3. Uses

Uses anticipated for this core will likely be neighborhood serving uses such as grocery stores, small offices, restaurants, convenience or other similar uses that will serve the immediate neighborhood for daily needs.



### 4. Parking

Parking will be handled by surface lots close to the buildings. Parking may also be located along the west property line. Service area will be located so they do not disturb residential areas or will be designed to minimize noise and visibility.





5. Lighting

The Southern Mixed Use Activity Center is intended to be an area with a lot of activity where lighting can be used as a form of entertainment to add to the vibrancy at night. In these areas, colored lighting; lights strung across patios, drives and walkways; up lighting of buildings and trees; moonlighting down through trees or with pattern filters, all might be used.

6. Signage

This commercial area will contain typical signage to identify the major uses with signs being freestanding monument set in landscapes and signs attached to buildings. Signage may be used as art and entertainment, but given its proximity to residential, will be designed to minimize any adverse effects to these areas. In addition to typical signage types, an Eastmark standard community directional *may also be used along all major circulation routes to direct guests to the commercial areas*.



# 5.3 Landscaping

Section 3.2 B of the CP, describes the "Desert" component of the 21<sup>st</sup> Century Desert Urbanism character of Eastmark. The character of the community's landscape is most heavily influenced by this component. The CP describes the "Desert" component as and enduring place that capitalizes on location and climate emphasizing shade, shadows and the importance of water. The landscape character of DU 3/4 North is inspired by urban landscapes of "Old Arizona" and is intended to support pedestrian oriented streets, human comfort, integrated design and the element of surprise. These landscapes, while typically composed of low water use plants, provided a lush, often agrarian, look due to the deep green year-round color of the foliage selected and the formal planting patterns used. Trees are often planted in windrows,

bosques or groves. These landscapes typically used color planted in mass or in hedgerows usually as shrubs or ground cover. To provide height and a sense of enclosure, these landscapes often included tall palms and/or desert appropriate pines, complemented by indigenous desert trees. For artistic accent, these garden landscapes often included sculptural forms such as agave, prickly pear or other succulents planted in mass, in rows or as clustered accents. Historically, planted "Old Arizona" landscapes often enclosed large open lawns or areas of scrub desert. The juxtaposition of regional low water use habitat next to formal, ordered garden streetscapes was often used.





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



#### A. Landscape Standards

Landscape standards including minimum plant size and quantity, parking area landscape and street perimeter landscape shall be per Section 12 – Landscape Standards, of the CP. Due to the fast growing nature of some of the desert trees and shrubs in the DU 3/4 North plant palette, lower quantities of plant material can be approved as part of the landscape approval process. The following plant palette and landscape characters shall be applied to public spaces. Private yards and landscapes may use any of the following landscape characters, but it is anticipated that most will be the Shaded Parkways or Parks and Gardens character. Yards or landscape areas enclosed by privacy walls and generally not visible from public areas shall not be limited.

#### B. Landscape Plant Palette

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

• Shaded Parkways

Parks and Gardens

Riparian

- Shaded Boulevards
- Linear Arroyos

The plants permitted in each of these landscape characters are charted in **Exhibit 5.10 – DU 3/4 Plant Palette**. Plants not found on this plant palette may be considered as part of the site plan review and approval if they generally meet, complement or enhance the corresponding landscape character for that portion of DU 3/4 North. In addition to these, landscape areas may include limited areas of decorative plants not on the approved plant list and limited areas of plants that may be water intensive (in public or private areas) where they are placed to encourage the use of outdoor spaces or in areas that are very heavily used by pedestrians. Turf will have the potential to be used at entries, areas of visual impact, trail nodes and focal points within the community. Turf will be appropriately sized for the location and proposed use. Artificial lawns may be used anywhere within DU 3/4 North but must be designed, installed and maintained to appear realistic when standing on the artificial turf.

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

1. Landscape Character

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

a. Shaded Parkways

The Shaded Parkways landscape character is inspired by the turn of the century garden city neighborhoods of "Old Arizona" and Central Phoenix. These landscapes are used to create a pedestrian dominated streetscape. This character narrows the perceived width of the pavement, slows traffic and shades sidewalks. The corresponding plant palette is selected to work in the narrow parkways while providing a tunnel of shade and color accents. The palette also includes evergreens that may be used to accentuate seasonal changes. Palms may also be a part of this landscape character. Their height helps to enclose the streetscape and dominate the space to reduce speed. Understory planting in this character area must be able to handle some foot traffic as people walking to and from parked cars



along the parkway. Understory plantings must also be versatile to be able to grow in both heavily shaded and sunny settings. Plants that go dormant seasonally should be mixed with evergreen vegetation so that the visual space of the roadway is pleasant year-round. These landscape character areas often include paved/hardscape areas under the tree canopies.



#### b. Shaded Boulevards

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






#### c. Parks and Gardens

The Parks and Gardens landscape character is inspired by the turn of the century parks and gardens. Like well-kept front yards, this landscape character creates outdoor rooms and space for long term enjoyment by users. The scale of these spaces can range dramatically from small front yards to intimate neighborhood parks to the expanse of the Eastmark Great Park. Similarly, the plant type can vary dramatically from arid desert clusters to sprawling tree-lined lawns to lush, oasis-like planting in heavily used kinetic areas. The corresponding plant palette is broad to handle these various types of planting. This landscape character in large areas is often combined with pockets of Linear Arroyo or Riparian landscape character areas. Vertical forms of vegetation, including palms, pines, or other distinctive vertical elements may be used specifically to screen adjacent uses and lighting or to enclose larger open areas. Understory plantings must be versatile to be able to grow in both heavily shaded and sunny settings. Plants that go dormant seasonally should be mixed with evergreen vegetation so that the space is inviting to users year-round. These landscape character areas may include paved/hardscape areas under the



tree canopies, open lawns, bodies of water or large recreational uses. Dramatic grade changes (in excess of ten (10) feet) are permitted in this landscape character and often the landscape may be depressed to contain drainage to use as natural supplemental irrigation. In this character area, boulders of the same color as the ground plain treatment may be included, but should typically be partially buried unless used as an artistic statement. These areas may be designed to provide an experience from an automobile, but this landscape character area is primarily intended to provide engaging pedestrian experiences. The level of detail and focus will likely vary through the character area with emphasis put on areas that attract heavy kinetic use by residents and guests. Plantings may be formal or organic in form and may intentionally provide dramatic juxtaposition of the two forms. Planting in this landscape character may also include vegetable and flower gardens including many species not included in the plant palette. This landscape character may also include shaded Parkway or Shaded Boulevard landscapes at its edges where it interacts with the surrounding streetscapes.



#### d. Linear Arroyos

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





e. Riparian

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





Exhibit 5.3 - Landscape Character - Public Spaces



### Exhibit 5.4 - Landscape Character - Private Spaces

#### Notes:

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

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

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

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

### 2. Tree Classes

Different types or classes of trees are required to create the diverse garden city landscape look of "Old Arizona." There are four (4) tree classes that may be used in each of the various landscape character areas: Evergreen, Canopy, Accent and Palm. The plants permitted in each of these tree classes are charted in **Exhibit 5.10 – DU 3/4 North Plant Palette**. The use, placement and combination of these tree classes along with the tree species, the understory planting and the ground plain treatments create the differences between the landscape characters. While any tree species may be included in more than one tree class, each tree class has a particular role for which it is typically used.

### a. Evergreen

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

### b. Canopy

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

### c. Accent

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

### d. Palms

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

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

Within the public right-of-way, the landscape character shall be as described below and as shown in **Exhibits 5.5** through 5.9 – Landscape within Public Right of Way. Sidewalks shall be provided in the landscape area within or along the right-of-way as described below and as shown in **Exhibit 4.1** - **Pedestrian Corridors**. The sidewalks shall be paved as described in the Pedestrian Circulation section of this DUP.

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

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

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

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

1. Ellsworth Road

On Ellsworth Road as shown in Exhibit 5.5a & b – Landscape within Public Right of Way – Ellsworth Road, the right-of-way includes approximately eighteen (18) feet behind face of curb. This space is part of the Shaded Boulevards landscape character, but interfaces with the Linear Arroyos landscape character where stormwater retention is located adjacent to the roadway. Along the roadway, there is typically a broken double row of street trees behind curb and a single row down the middle of the median. The first row of trees behind the curb will typically be three (3) feet behind back of curb and the second (3) feet behind the sidewalk. Of the four (4) tree classes, the Canopy class will do the majority of the work in the median and the first row behind the curb. The Canopy class trees may transition slowly through various kinds of canopy trees over the length of the roadway, but trees capable of tall canopies such as Desert Museum Palo Verde, Ash and Jacaranda will be used to maximize visibility of the adjacent commercial uses. Evergreen (winter greenery and screening), Palm (enclosure and vertical accent), classes will also be a major part of the streetscape because of their ability to be trimmed up to provide visibility to the adjacent commercial uses. In the back row of trees (which is behind the sidewalk), the Evergreen and Palm tree classes will become a greater part of the streetscape. The rows of tall trees will help to engage the roadway as a part of the commercial corridor adjacent to it. Accent classes may also be mixed into these rows at intersections/driveways for color and visual interest. Landscape within the median shall be planted per the Shaded Boulevards landscape character. The median shall be planted with trees typically thirty (30) to forty (40) feet on center in the middle of the median. Typically, streetlights will be located behind the back of curb because this roadway is at the west edge of the community. The first two (2) feet behind back of curb in the median may be paved with pavers or stamped concrete. Tree placement and type may become more formal and accented at intersections and driveways with the formality breaking adjacent to Linear Arroyo landscaped stormwater retention basins.



Exhibit 5.a – Landscape within the Public Right of Way – Ellsworth Road



Exhibit 5.ab – Landscape within the Public Right of Way – Ellsworth Road



### 2. Eastmark Parkway

The right-of-way shall be located at back of curb and shall not include landscaped areas except a twelve (12) foot wide (face-of-curb) to face-of-curb) raised landscaped median and potential parallel parking landscape islands. Landscape within the median will be planted per the Shaded Boulevards landscape character. The median is intended to be planted with trees typically thirty (30) to forty (40) feet on center in the middle of the median. Typically, streetlights will be located in the median to minimize their visual impact. The first two (2) feet behind back of curb in the median may be paved with pavers or stamped concrete. Landscape in the parallel parking landscape islands shall be planted per the Shaded Boulevards landscape character with at least one tree planted in the center of the island and trees planted at least twenty (20) to forty (40) feet on center in the parkways and median and Parks and Gardens landscape character in the parkways and median and Parks and Gardens landscape character in the wider landscape areas as shown in **Exhibit 5.6 – Landscape within Public Right of Way – Eastmark Parkway & Inspirian Parkway**. Riparian landscape character areas may come in close proximity to the right-of-way on the Eastmark Great Park side of the road. The landscape pallet shall generally be an extension of the Eastmark Great Park planting so that the parkway appears to be in or at the edge of the park space. Shorter trees (accent type) may be used rather than boarder canopy type trees in areas where the view from the park over the trees toward the Superstition Mountains are desired.

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

### 3. Inspirian Parkway

The right-of-way shall be located at back of curb and shall not include landscaped areas except a twelve (12) foot wide (face-of-curb to face-of-curb) raised landscaped median and potential parallel parking landscape islands. Landscape within the median shall be planted per the Shaded Boulevards landscape character. The median is intended to be planted with trees typically thirty (30) to forty (40) feet on center in the middle of the median. Typically, streetlights will be located in the median to minimize their visual impact. The first two (2) feet behind back of curb in the median may be paved with pavers or stamped concrete. Landscape in the parallel parking landscape islands shall be planted per the Shaded Boulevards landscape character with at least one tree planted in the center of the island and trees planted at least twenty (20) to forty (40) feet on center in longer islands. Landscape beyond the right-of-way shall typically be planted per the Shaded Boulevards landscape character in the parkways and median and Parks and Gardens landscape character in the wider landscape areas as shown in Exhibit 5.6 - Landscape within the Public Right of Way - Eastmark Parkway & Inspirian Parkway. Riparian landscape character areas may come in close proximity to the right-ofway on the Eastmark Great Park side of the road. The landscape pallet shall generally be an extension of the Eastmark Great Park planting so that the parkway appears to be in or at the edge of the park space. Shorter trees (accent type) may be used rather than boarder canopy type trees in areas where the view over the park and trees toward the Superstition Mountains are desired. Tall canopy and evergreen type trees may be used in locations were afternoon shade (protection from the western sun) in the Eastmark Great Park is desired.

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



Exhibit 5.6 – Landscape within the Public Right of Way – Eastmark Parkway & Inspirian Parkway

General Landscape along the Roadway

Accent Landscape along the Roadway

### 4. Point Twenty-Two Boulevard/Warner Road

The right-of-way shall be located at back of curb and shall not include landscaped areas except a nine (9) foot wide (faceof-curb to face-of-curb) raised landscaped median. Landscape within the median shall be planted per the Shaded Boulevards landscape character. The median is intended to be planted with trees typically thirty (30) to forty (40) feet on center in the middle of the median. Typically, streetlights will be located in the median to minimize their visual impact. The first two (2) feet behind back of curb in the median may be paved with pavers or stamped concrete. Landscape beyond the right-of-way shall typically be planted per the Shaded Boulevards landscape character in the parkways and median and Parks and Gardens landscape character in the wider landscape areas as shown in **Exhibit 5.7 – Landscape within the Public Right of Way – Point Twenty-Two Boulevard / Warner Road**. Tall canopy, palm and evergreen type trees may be used to complement the commercial corridor, accent adjacent multi-story buildings and screen adjacent surface parking while providing a shaded walk way.

A six (6) foot sidewalk will be provided along both sides of the street and an eight (8) foot multi-use path will be provided along the north side of the street and it transitions to the south side of the street in the DU7 area. Both sidewalk and multiuse path will be detached from the curb typically by at least six (6) feet of landscape from face-of-curb. The sidewalk and multiuse paths may engage the uses adjacent to the roadway. Setbacks from the sidewalk/multi-use path shall not be required. Paving may become wider in areas and will typically be interrupted by planters, pots, patio enclosures and street furniture. A six (6) foot minimum clear through route is required.



## Exhibit 5.7 – Landscape within the Public Right of Way – Point Twenty-Two Boulevard /Warner Road

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

The right-of-way shall be located at back of curb and shall not include landscaped areas. Landscape beyond the right-ofway shall typically be planted per the Shaded Parkways landscape character. Five (5) foot sidewalks will be provided along the sides of the street that engage the front of a home, an adjacent use or on at least one side of street when the street connects two blocks together. Sidewalks will typically be detached from the curb by at least six (6) feet of landscape from face-of-curb. The sidewalks will typically be parallel to the roadway. See Neighborhood Streets as shown in **Exhibit 5.8 – Landscape within the Public Right of Way – Neighborhood Streets.** 

6. Parkside Streets

The right-of-way shall be located at back of curb and shall not include landscaped areas. Landscape beyond the right-ofway is intended to typically be planted per the Shaded Parkways landscape character in parkways and Parks and Gardens landscape character in wider landscape areas as shown in **Exhibit 5.9 – Landscape within the Public Right of Way – Parkside Streets**. Five (5) foot sidewalks will be provided along the house/building side of the street. Sidewalks will typically be detached from the curb typically by at least six (6) feet of landscape from face-of-curb. The sidewalks will typically be parallel to the roadway. On the park side of the street, sidewalks are not required except as necessary to provide access to the park. Park side sidewalks may meander far from the road edge to engage the uses within the park or open space corridor.



Exhibit 5.8 – Landscape within the Public Right of Way – Neighborhood Streets

Along parking sections



Along no-parking sections



Exhibit 5.9 – Landscape within the Public Right of Way – Parkside Streets

With Lawn along the Parkside/Open Space Corridor Corridor



With Planting Beds along the Parkside/Open Space

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

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

### E. Miscellaneous Streetscape and Open Space Elements

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

Because open spaces outside of the streetscapes in DU 3/4 North are primarily park spaces, the landscape character of open spaces will be primarily Parks and Gardens as described in Section 5.3 B.1. – Landscape Character. The park areas in DU 3/4 North may also include pockets of natural desert to contrast the formal park plantings. These natural pockets will likely occur at the edges and corners of the park spaces, and will draw plants from the Linear Arroyo landscape character. The parks may also include low lying areas especially when the park is also used to store stormwater. These areas may incorporate plants from the Riparian landscape character. These two additional landscape characters may be used anywhere in the parks of DU 3/4 North and while they may be small components of neighborhood parks, they may become a larger element of the Eastmark Great Park.

1. Fences and Walls

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

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



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

















### 2. Sentinels

At neighborhood and community entries to DU 3/4 North, sentinels may be positioned to create a threshold. Sentinels may take the form of decorative wall extensions, decorative columns or a combination of such elements. Within DU 3/4 North Sentinels or community walls at Enclave entries from Eastmark Parkway or Inspirian Boulevard may include signage that expresses the name of the residential enclave (see **Exhibit 5.15 – Potential Signage**).

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













### 3. Hardscape

Hardscape in the streetscape and open spaces of DU 3/4 North will primarily be standard gray concrete. In walkways, the hardscape may be scored to create two (2) by two (2) to three (3) by three (3) panels to reduce the visual size of the pavement. Colored or textured concrete is not required but may be used in the private open spaces, neighborhood parks and the extension of the Eastmark Great Park. The use of alternative paving materials such as brick, flag stone, paving stones, and concrete pavers in areas where people gather and linger should be encouraged. The use of alternative paving materials in the roadways is not anticipated, but may be permitted with the approval of the City Engineer and City Traffic Engineer and may be used to strengthen the threshold effect at neighborhood entries or to slow traffic and draw attention to important social locations.

### 4. Street Furniture

Street furniture along the streetscape in DU 3/4 North shall not be required but is permitted in the styles complementary to the overall landscape and architectural styles described in this DUDG. Street furniture in open spaces will vary dramatically and should complement the landscape and architectural setting. Typically, furniture will be one of two types. The first type will be legacy pieces positioned to have importance and of a quality that will last for decades. While these pieces may be few, they are provided intentionally to create a long-term bond with their users. The second type will be very functional furniture. These pieces may be light weight, of lesser quality materials, which are still durable. These pieces are placed for convenience and are typically easy to move and relocate to serve the ever-changing needs of the open space user.

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

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

### 5. Public Art

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

### 6. Shade Structures

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

### 7. Playground Equipment

Playground Equipment in DU 3/4 North is not required in every park, but when present will be appropriate to its setting. In neighborhood parks, simple play structures such as swings and slides complimented by the occasional small, decorative play structure are fitting. The grand regional activities and spaces of the Eastmark Great Park are more appropriate for grand, age targeted play structures. In the Eastmark Great Park setting, colors may also be bolder, drawing attention to imaginative structures artfully placed in the landscape. Whenever possible, these structures should be incorporated into or surrounded by landscape elements so they are not a void in the natural fabric of the community.

8. Water Features, Ponds and Fountains

Within DU 3/4 North, water features, ponds and fountains are only anticipated in open spaces, and are not typically a part of the streetscape unless a window into adjacent open spaces is provided.

Ponds in DU 3/4 North are only anticipated within the Eastmark Great Park and are intended to also be used as a source for landscape irrigation. In this location ponds are anticipated to have both natural/organic and formal/manicured edges. Pond edges may also have hardscape walkways at their edges with bridged crossings of roads and walkways. Ponds within the Eastmark Great Park may be large bodies of water, or long canal like fingers. Ponds may also be home to various water activities such as boating. Streams, creeks, arroyos, fountains, or other water features may flow into the ponds in the Eastmark Great Park. The ponds in the Eastmark Great Park in DU 3/4 North will likely be constructed in phases to accommodate and integrate with adjacent uses.

Fountains are not required in DU 3/4 North, but may be a regular part of open space settings. When present in neighborhood parks, fountains should be scaled appropriately to the size of the space and provide tranquil locations to linger in the park. In the Eastmark Great Park and other open spaces the fountains may be grander, but should always be in scale with their surroundings. Fountains should generally anchor human activity centers or accentuate socially important locations within the community.

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

9. Foundation Base (Landscape)

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

In open spaces in DU 3/4 North hedges and shrub masses shall be used to create outdoor rooms. Around architecture within these open spaces, foundation base plantings are not required, but should be used when plazas or sidewalks do not extend to the base of the architecture. Foundation base plantings should be used at the base of the architecture unless patios, plazas and sidewalks that extend to the base of the architecture can provide useful outdoor space for walking or sitting. Architecture within open space entirely surrounded by pavement should be complemented by planted pots at the

base of columns and framing building entries. Paving adjacent to solid masonry walls should be avoided unless pedestrian access to the paved area from that portion of the immediately adjacent building or private yard is provided and the lack of foundation base landscape improves the usability of the paved space.

### 10. Street Perimeter Landscape Standards

Landscape standards including minimum plant size and quantity, parking area landscape and street perimeter landscape shall be per Section 12 – Landscape Standards, of the CP unless a lower number of plants are approved at the time of site plan or improvement plan approval based on use of fast growing material. Within DU 3/4 North Street trees will predominately line the roadways (in organic or formal patterns) and be planted very close to the back of curb to minimize the visual width of the roads. As such, in most cases the minimum required Street Perimeter Landscaping will be provided by these street trees and the landscape planted beneath them in the parkways. Because private driveways, parking lots and pedestrian plazas are anticipated throughout DU 3/4 North, large portions of the landscape under the trees may

paved, turf or planted in flower beds. The remaining vegetation areas should be heavily planted so that they appear to be well kept garden spaces or dense natural clusters. Planting in these areas, while not required to exceed the minimum requirements, may often need to be much denser (one plant per forty (40) square feet) or less intense to create this overall effect. Landscape within walled courts or yards that are not visible from adjacent public areas is not required. Such courts may be enclosed by walls, gates, fences or dense vegetation hedges.

a. Minimum Plant Size



Landscape standards including minimum plant size and quantity, parking area landscape and street perimeter landscape shall be per Section 12 – Landscape Standards, of the CP unless a lower number of plants are approved at the time of

site plan or improvement plan approval based on the use of fast growing material. Due to the fast-growing nature of desert trees in the DU 3/4 plant palette, the minimum size for required trees may be smaller if exchanged for an additional quantity of trees (i.e. one (1) twenty-four (24) inch box tree for two (2) fifteen (15) gallon trees.

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

F. DU 3/4 North Ownership and Maintenance Responsibilities

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

## Exhibit 5.10 - DU 3/4 North Plant Palette

## G. DU 3/4 Plant Palette

1. Trees

		Lar	ndsca		harad	cter	Tr	ee Cl	ass	
BOTANICAL NAME	COMMON NAME	Shaded Parkway	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D= Deciduous	Сапору	Accent	Palm
Acacia aneura 'Mulga'	Acacia Aneura	×	x	x			E	×	x	
Acacia greggii	Catclaw			x	x	x	E		x	
Acacia rigidula	Blackbrush Acacia	x	x	x	x		E	x	x	
Baccharis salicifolia	Seep Willow	x	x	x		x	D			
Callistemon viminalis	Bottle Brush Tree	×	×	×			E		x	
Carya sp.	Pecan	х	х	х			E	х		

		Lar	ndsca		harad	cter	Tr	ee C	ass	
BOTANICAL NAME	COMMON NAME	Shaded Parkway	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D= Deciduous	Сапору	Accent	Palm
Celtis reticulata	Canyon Hackberry	x	x	х	x	x	D	x		
Cercidium(see Parkinsonia)	Palo Verde									
Chilopsis linearis	Desert Willow	×	×	х	x	x	D	×	x	
Chilopsis linearis 'Bubba'	Desert Willow	x	x	x	х	x	D	x	х	
Chilopsis linearis 'Lucretia Hamilton'	Desert Willow	×	×	×	×	×	D	×	×	
Chiltalpa tashkentensis	Chiltalpa	×	×	x			D	×	×	
Cupressus arizonica	Arizona Cypress			x			E			

		Lar			harac	cter	Tr	ee C	ass	
		Shaded Parkway	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	, E=Evergreen D= Deciduous	Сапору	Accent	ε
BOTANICAL NAME		Sho	Shc	Par	Line	Rip	Б=I D=	Ca	Ac	Palm
Dalbergia sissoo	Indian Rosewood			x			D	x		
Franxinus uhdei (Wenzig) Lingelsh	Shamel Ash, Tropical Ash	х	х	х			D	х		
Fraxinus velutina	Arizona Ash	×	x	×		×	D	X		
Fraxinus velutina 'Bonita'	Bonita Ash	×	×	×			D	×		
Fraxinus velutina 'Fan-tex'	Fan-tex Ash	х	x	x			D	х		
Gleditsia tricanthos inermis	Honeylocust	х	x	х			D	х		
Jacaranda acutifolia Jacaranda mimosifolia	Jacaranda	x	x	х			D	x	x	
Juglans major	Arizona Walnut			X			D	×		

		Lar	ndsca	pe C	hara	cter	Tr	ree C	ass	
BOTANICAL NAME		Shaded Parkway	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D= Deciduous	Сапору	Accent	Palm
Juniperus monospermus	One Seed Juniper			×	x	x	E			
Olea europa 'Swan Hill'	Swan Hill Olive	×	×	×			E	×		
Olneya tesota	Ironwood	x	x	x	x	x	E	x	x	
Parkinsonia floridum	Blue Palo Verde	×	×	x	x	x	D	x	x	
Parkinsonia hybrid "Desert Museum"	Desert Museum Palo Verde	×	×	×	×	x	D	×	×	
Parkinsonia microphyllum	Foothills Palo Verde			x	×	x	D		×	
Pinus eldarica	Afgan Pine, Eldarica Pine	х	х	х			E	х		

		Lar		pe C	harad	cter	Tr	ee C	ass	
		Shaded Parkway	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D= Deciduous	Сапору	Accent	Palm
<b>BOTANICAL NAME</b> Pinus halepensis	COMMON NAME Aleppo Pine	र x	x St	× Pc	×	x X	<u>ے ت</u> E	Ŭ X	Ă	Рс
			*	*	^	^		*		
Pistacia atlantica x Intergerrima	Red Push Pistache	×	×	×			D	×	×	
Pistacia vera L.	Pistachio			Х			D	х		
Populus fremontii	Cottonwood			×		×	D	×		
Prosopis glandulosa	Honey Mesquite	×	X	x	x	x	D	х		
Prosopis hybrid 'Phoenix'	Phoenix Mesquite, Argentine Mesquite, Thorn-less South American Mesquite, Chilean Mesquite	×	x	×			D	×		
Prosopis pubescens	Screwbean Mesquite		×	×	×	×	D	×		
Prosopis velutina	Velvet Mesquite	x	х	х	х	х	D	х		

		Lar	ndsca		harad	cter	Tr	ee C	ass	
BOTANICAL NAME		Shaded Parkway	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D= Deciduous	Сапору	Accent	Palm
The second										
Quercus emoryii	Emory Oak	×	×	×			E	×		
Quercus virginiana	Live Oak	×	×	x			E	×		
Salix exigua	Coyote Willow				×	x	D			
Salix gooddingii	Goodding's Willow			×	×	×	D	×		
Tipuana Tipu	Tipu			×			D	×	×	

		Lar	ndsca	pe C	harad	cter	Tr	ee C	ass	
BOTANICAL NAME	COMMON NAME	Shaded Parkway	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D= Deciduous	Сапору	Accent	Palm
Ulmus parvifolia	Chinese Elm	x	x	×			D	x	,	
Ulmus parvifolia Allee	Chinese Elm Allee, Chinese Elm Bosque	x	х	х			D	х		
Vitex agnus-castus	Chaste Tree	x	x	x			D	x	x	
Brahea armata	Mexican Blue Palm	x	x	Х	x		E		Х	x
Chamaerops humilis	Mediterranean Fan Palm	x	×	x			E		x	
Phoenix canariensis	Canary Island Date Palm	×	×	×			E	×	×	×

		Lar	ndsca	pe C	harad	cter	Tr	ee C	ass	
BOTANICAL NAME	COMMON NAME	Shaded Parkway	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D= Deciduous	Сапору	Accent	Palm
Phoenix dactylifera	Date Palm	X	X	x	x		E	x	Х	х
Washingtonia filifera	California Fan Palm,	х	х	х	х	х	E	х	х	х
A A A A A A A A A A A A A A A A A A A	Hybrid Fan Palm (wide trunk)									
Acacia willardiana	Palo Blanco	×	×	×	×		E		×	
Bauhinia blankeana	Hong Kong Orchid Tree	х	х	х			D	х	х	
Bauhinia lunaroides	Anacacho Orchid	x	x	х	x	x	D		x	
		l	L							

		Lar	ndsca	pe C	harac	cter	Tr	ee C	ass	
		Shaded Parkway	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D= Deciduous	Сапору	Accent	Palm
BOTANICAL NAME Caesalpinia cacalaco	COMMON NAME Cascalote	x SF	x SF	× Pc	× Lir	Ri	<u>ے ت</u> E	Ŭ X	Ă ×	P
	Cascalote	^	~	^	^		L	^	^	
Cercis canadensis v.	Mexican Redbud	х	х	х			D	х	х	
'Mexicana'										
Chorisia speciosa	Silk Floss Tree	х	х	х			D	x	x	
Citrus sp.	Citrus Tree	х	х	х			E		х	
Cordia boisserii	Texas Olive	х	х	х	х		E		х	
Cupressus sempervirens	Italian Cypress	×	x	x			E		×	
Diospyros texana	Texas persimmon			х			D	х	х	

		Lar		pe C	harad	cter	Tr	ee C	ass	
BOTANICAL NAME	COMMON NAME	Shaded Parkway	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D= Deciduous	Сапору	Accent	Palm
Fraxinus greggii	Littleleaf Ash	х	x	x	x		E		x	
Nerium oleander 'Sister Angus'	Giant White Oleander	x	x	×			E		x	
Lagerstroemia indica	Crape Myrtle	x	x	х			D	x	x	
Laurua nobilis	Bay Laurel	x	x	x			E	x	x	
Pistacia lentiscu	Mastic Tree	х	х	х			E	х	х	

		Lar		pe C	harad	cter	Tr	ee C	ass	
		Shaded Parkway	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D= Deciduous	Сапору	Accent	Palm
Pithecellobium flexicaule	Texas Ebony		x	x	x		E	x	x	
Pithecellobium mexicanum	Mexican Ebony		x	x	x		E	x	x	
Pithecellobium pallens	Tenaza		x	x	x		E	x	x	
Plantanus wrightii	Arizona Sycamore		x	×	x	×	D	x		
Prunus armeniaca	Apricot			х			D		х	

		Lar	ndsca	pe C	harad	cter	Tr	ee C	ass	
BOTANICAL NAME	COMMON NAME	Shaded Parkway	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D= Deciduous	Сапору	Accent	Palm
Prunus cerasifea	Purple Leaf Plum	x	x	x			D	x	x	
Prunus persica	Peach			х			D		х	
Pyrus calleryana 'Bradford'	Bradford Pear	х	x	×			D	x	×	
Pyrus kawakamii	Evergreen Pear	x	x	x			D	x	x	
Quercus suber	Cork Oak		x	x	x		E	x		
Sophora japonica	Japanese Pagoda Tree			x			D	x	x	

	Landscape Character			cter	Tree Class					
BOTANICAL NAME		Shaded Parkway	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D= Deciduous	Canopy	Accent	Palm
Sophora secundiflora	Texas Mountain Laurel	×	x	x	x		E		x	
Thevetia peruviana	Mexican Oleander	x	x	x			E		x	

## 2. Shrubs

		Landscape Character					Tree Class					
		<u> </u>										
		Shaded Parkways	Shaded Boulevards	Parks and Gardens	Linear Arroyos	Riparian	E=Evergreen D= Deciduous	Сапору	Accent	٤		
BOTANICAL NAME	COMMON NAME	Sha	Sha	Par	Line	Ripe	D=E	Car	Acc	Palm		
Abutilon palmeri	Indian Mallow	х	х	x	x		D		х			
Acacia craspedocarpa	Leather Leaf Acacia	х	х	х	х		E		х			
Alyogyne huegelii	Blue Hibiscus		х	х			E		х			
Ambrosia ambrosoides	Giant Bursage					х	E					
Ambrosia deltoidea	Bursage		х	х	х	х	E					
Anisicathus quadrifidus	Mountain Flame		х	х	х	х	E		х			
Atriplex canescens	Fourwing Saltbrush					х	E					
Atriplex lentiformis	Quail Bush					х	E		х			
Buddleia marrubifolia	Woolly Butterfly Bush		х	х	х	х	E		х			
Buxus m. japonica	Japanese Boxwood	х	х	х			E					
Caesalpinia gilliesii	Mexican Bird of Paradise		х	х	х		D		х			
Caesalpinia mexicana	Yellow Bird of Paradise		х	х	х		E		х			
Caesalpinia pulcherrima	Desert Bird of Paradise		х	х	х		D		х			
Calliandra californica	Red Fairy Duster		х	х	х		E		х			
Calliandra eriophylla	Native Fairy Duster	х	х	х	х	х	E		х			
Callistemon citrinus 'Little John'	Little John	х	х	х			E		х			
Carissa grandifolora 'Compacta'	Natal Plum	х	х	х			E					
Cassia artemisoides	Silver Cassia		х	х	х	х	E		х			
Celtis pallida	Desert Hackberry				х	х	E					
Cordia parvifolia	Littleleaf Olive		х	х			D		х			
Dalea frutescens	Black Dalea	х	х	х	х		D		х			
Dalea pulchra	Indigo Bush		х	х			D		х			
Dodonaea viscosa	Hopbush		х	х	х	х	E					
Dodonaea viscosa 'Purpurea'	Purple-leafed Hopbush		х	х			E		х			
Encelia farinosa	Brittlebush		х	х	х	х	E		х			
Ephedra viridis	Mormon Tea			х	х	х	D					
Ericameria laricifolia	Turpentine Bush	х	х	х	х	х	E					
Euphorbia biglandulosa	Gopher Plant	х	х	х			E		х			
Gaura lindheimerii	Whirling Butterflies 'white'	х	x	x			D		х			
Hibiscus rosa-sinensis	Hibiscus			х			E		х			
Hyptis emoryi	Desert Lavender				х	х	E					
Jasminum sambac	Jasmine	х	х	х			E		х			
Justicia californica	Chuparosa		х	х	х	х	E		х			
Justicia spicigera	Mexican Honeysuckle		х	х			E		х			
Larrea tridentata	Creosote	l	х	х	х	х	E					
Leucophyllum sp.	Sage (small)	х	х	х	х		E		х			
Leucophyllum sp.	Sage (large)		х	х	х		E		х			
Leucophyllum frutescens	Texas Ranger		х	х			E		х			
		Lo	andsco		harac	ter	Tree Class					
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BOTANICAL NAME	COMMON NAME	Shaded Parkways	Shaded Boulevards	Parks and Gardens	inear Arroyos	Riparian	<sub>1</sub> E=Evergreen D= Deciduous	Сапору	Accent	Palm		
Leucophyllum frutescens 'Compacta'	Texas Ranger	x	x	×			E	Ŭ	x			
Leucophyllum laevigatum	Chihuahuan Sage		х	х	х		E		х			
Leucophyllum laevigatum 'Rio Bravo'	Chihuahuan Sage		х	х	х		E		х			
Leucophyllum zygophyllum 'Cimarron'	Cimarron Texas Ranger	х	х	х	х		E		х			
Lycium andersonii	Wolfberry				х	х	E					
Lycium fremontii	Wolfberry				х	х	E					
Myrtus boetica	Twisted Myrtle		х	х			E					
Myrtus communis	Myrtle	х	х	х			E					
Nerium oleander Dwarf	Dwarf Oleander	х	х	х			E		х			
Nerium oleander	Common Oleander		х	х			E		х			
Perovskia atriplicifolia	Russian Sage		х	х	х		D		х			
Psilostrophe cooperi	Paperflower		х	х	х	х	D		х			
Rhus ovata	Sugarbush		х	х			E					
Rhus virens	Evergreen Sumac		х				E					
Rosmarinus officinalis 'Huntington Carpet'	Upright Rosemary	х	х	х			E					
Ruellia brittoniana	Ruellia	х	х	х			E		х			
Ruellia peninsularis	Baja Ruellia	х	х	х			E		х			
Russellia equisetaformis	Coral Fountain	х	х	х			E		х			
Salvia coccinea	Scarlet Sage	х	х	х			E		х			
Salvia greggii	Autumn Sage	х	х	х			E		х			
Salvia leucantha	Mexican Bush Sage	х	х	х			E		х			
Sambucus mexicana	Mexican Elderberry		х	х	х	х	E					
Senna covesii	Desert Senna				х	х	D		х			
Simmondsia chinensis	Jojoba		х	х	х	х	E					
Tecomaria capensis	Cape Honeysuckle	х	х	х			D		х			
Tecoma stans	Yellow Tecoma Stans		х	х	х	х	E		х			
Tecoma stans 'Orange Jubilee'	Orange Tecoma Stans		х	х	х	х	E		х			
Vauquelinia californica	Arizona Rosewood		х	х	х	х	E					
Vigueria deltoidea	Goldeneye		х	х	х	х	D		х			
Xylosma congesta 'Compacta'	Compact Xylosma	х	х	х			E					
Ziziphus obtusifoloia	Grey Thorn				х	х	D					

#### 3. Accents

BOTANICAL NAME COMMON NAME So or so			Lar	Landscape Character					Tree Class					
Agave americana 'Marginata' Century Plant x <td></td> <td></td> <td colspan="5"></td> <td colspan="6"></td>														
Agave americana 'Marginata' Century Plant x <td></td> <td></td> <td>aded Parkways</td> <td>aded Boulevarc</td> <td>ks and Garden</td> <td>ear Arroyos</td> <td>arian</td> <td>Evergreen Deciduous</td> <td>Уdou</td> <td>cent</td> <td>ш</td>			aded Parkways	aded Boulevarc	ks and Garden	ear Arroyos	arian	Evergreen Deciduous	Уdou	cent	ш			
Agave americana 'Marginata' Century Plant x <td>BOTANICAL NAME</td> <td></td> <td>She</td> <td>She</td> <td>Par</td> <td>Line</td> <td>Rip</td> <td>]= П П= П</td> <td>ů</td> <td>Ac</td> <td>Pal</td>	BOTANICAL NAME		She	She	Par	Line	Rip	]= П П= П	ů	Ac	Pal			
Agave desmentitanaAgavexxx <th< td=""><td></td><td></td><td>х</td><td>х</td><td>х</td><td>х</td><td></td><td>E</td><td></td><td></td><td></td></th<>			х	х	х	х		E						
Agave geminifloraTwin Flowered Agavexx		Cowhorn Agave		х	х	х				х				
Agave parryi 'Truncata'Parry's Agavexx		× ×		х	х	х				х				
Agave schidigera 'Durano Delight'Durango Delight Agavexx <t< td=""><td></td><td>Twin Flowered Agave</td><td>х</td><td>х</td><td>х</td><td></td><td></td><td></td><td></td><td>х</td><td></td></t<>		Twin Flowered Agave	х	х	х					х				
Agave vilimorianaOctopus Agavexxx<			х	х	х	х	х			х				
Agave sp.Agavexx <t< td=""><td></td><td>Durango Delight Agave</td><td>х</td><td>х</td><td>х</td><td></td><td></td><td></td><td></td><td>х</td><td></td></t<>		Durango Delight Agave	х	х	х					х				
Aloe barbadensisYellow Aloexxx <td></td> <td>Octopus Agave</td> <td>х</td> <td>х</td> <td>х</td> <td></td> <td></td> <td></td> <td></td> <td>х</td> <td></td>		Octopus Agave	х	х	х					х				
Aloe x 'Blue Elf'Blue Elf Aloexxx<		<u> </u>	х	х	х	х	х			х				
Aloe sp.Aloexx			х	х	х	х				х				
Asclepias subulataDesert Milkweedxx <th< td=""><td>Aloe x 'Blue Elf'</td><td>Blue Elf Aloe</td><td>х</td><td>х</td><td>х</td><td>х</td><td></td><td>E</td><td></td><td>х</td><td></td></th<>	Aloe x 'Blue Elf'	Blue Elf Aloe	х	х	х	х		E		х				
Asparagus densiflorus 'foxtail'Asparagus FernxxExCarnegiea giganteaSaguaroxxxExCereus peruvianusNight Blooming CereusxxExCycas revoltaSago PalmxxExDasylirion quadrangulatumToothless Desert SpoonxxExDasylirion texanumGreen Desert SpoonxxExDasylirion wheeleriiDesert SpoonxxXExDietes bicolorFortnight LilyxxxExEchinocactus grusoniiGolden Barrel CactusxxxExEremophila prostrata 'outbackOutback SunrisexxxxExEuphorbia antisyphiliticaCandelillaxxxxExFerocactus wislzeniiNative Barrel CactusxxxExHemerocallis sp.DaylilyxxxExHesperaloe funiferaGiant HesperaloexxxExHesperaloe parvifloraYellow/Red YuccaxxExHesperaloe parviflora varBrakelight Red YuccaxxxExHesperaloe schottii fa.Tothe Pole CactusxxxExHesperaloe schottii fa.Tothe Pole CactusxxxExHesperaloe schottii fa. <td< td=""><td></td><td></td><td></td><td>х</td><td>х</td><td>х</td><td></td><td></td><td></td><td>х</td><td></td></td<>				х	х	х				х				
Carnegiea giganteaSaguaroIXXXEXCereus peruvianusNight Blooming CereusXXXIEXCycas revoltaSago PalmXXXIEXDasylirion quadrangulatumToothless Desert SpoonXXXIEXDasylirion texanumGreen Desert SpoonXXXIEXDasylirion wheeleriiDesert SpoonXXXIEXDietes bicolorFortnight LilyXXXIEXEchinocactus grusoniiGolden Barrel CactusXXXIEXEremophila prostrata 'outbackOutback SunriseXXXXIIXErigeron divergensFleabaneXXXXIIXIIFerocactus wislizeniiNative Barrel CactusXXXXIIXIFerocactus wislizeniiNative Barrel CactusXXXXIIXFerocactus wislizeniiNative Barrel CactusXXXXIIXHemerocallis sp.DaylilyXXXXIIXIHesperaloe funiferaGiant HesperaloeXXXIIXIIHesperaloe parviflora varBrakelight Red YuccaXXX<		Desert Milkweed	х	х	х	х	х			х				
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'Brakelight'Image: Second	Hesperaloe parviflora	Yellow/Red Yucca		х	х			E		х				
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		Manfreda	×	x	x			E		x				
						x	x							
Opuntia acanthocarpa Buckhorn Cholla x x x E x														

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

#### 4. Perennials and Groundcovers

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

#### 5. Grasses

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

#### 6. Vines

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

#### 7. Prohibited Plant List

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

## 5.4 Lighting

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

Light fixtures, poles and traffic lights in the right-of-way shall typically be of the character depicted here as shown in **Exhibit 5.11a – Major Street Lighting** or will be rusted steel or painted or powder coated in a rust, dark bronze, brushed stainless steel or copper hue unless another color is chosen by the Master Developer as part of an overall streetscape design package and approved by the City of Mesa. The right-of-way of perimeter arterial streets shall be illuminated per City of Mesa standards. The use of slim L.E.D street lighting fixtures is required in (and along) the right-of-way on public streets and encouraged in private settings to be consistent with Eastmark's vision for sustainability.

Interior roadways in LUG E and V neighborhoods will typically be dark and only lighted at intersections and pedestrian crossings. Interior roadways in all other LUGs) will be consistently lighted the entire length. When street lights are located at a neighborhood park or open space corridor, the light fixture should be located behind the curb opposite the park/open space. Light fixtures, poles and traffic lights in the right-of-way shall typically be of the character depicted here as shown in **Exhibit 5.12 – Interior Roadway** 



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

In areas where the roadway grid is replaced by pedestrian network such as the Eastmark great Park, smaller scale pole lighting may be used. These fixtures may match the character shown in the images on this page or in **Exhibit 5.12 – Interior Roadway Lighting and Stop Signs**. Such signs will be rusted steel or painted or powder coated in a rust, dark bronze, brushed stainless steel or copper hue unless another color is approved by the Master Developer as part of a site plan approval. A gray-tone, exposed aggregate, square Ameron concrete pole with a similar form may also be used. The use of slim L.E.D street lighting fixtures is encouraged to be consistent with Eastmark's Vision for sustainability.



Exhibit 5.11a - Major Street Lighting



Exhibit 5.11b - Major Street Lighting - Details

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





Areas within DU 3/4 North in addition to the major street right-of-ways and the internal roadway right-of-ways, shall generally fall into one of lighting character zones as depicted on **Exhibit 5.13 – Lighting Character – Neighborhood & Park**. Light fixtures and poles in the interior areas of DU 3/4 North shall typically be of the character depicted in this section and will be rusted steel or painted or powder coated in a rust, dark bronze, brushed stainless steel or copper hue unless another color is approved by the Master Developer as part of a site plan approval. A gray-tone, exposed aggregate, square Ameron concrete pole with a similar form may also be used. Metal elements of these fixtures shall typically not be reflective (except brushed stainless steel hue) and should have a matte finish. Maximum standard heights shall be appropriate to the surrounding context and shielded by landscape or building massing when possible. Slim L.E.D. fixtures are encouraged; high-pressure sodium lamps are discouraged.

A. Entry Drive, Park and Open Space Lighting

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

B. Parking Lot and Driveway Lighting

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

C. Ball Field and Court Lighting

Ball Field or sport court lighting may expect to be a component of both the Eastmark Great Park and any educational campus in DU 3/4 North. Courts (such as tennis, pickleball, etc.) and event lawns (for parties, croquet, lawn bowling, etc.) as part of school or residential neighborhoods may be lighted.

D. Continuous Neighborhood Street Lighting

In the areas west of Inspirian Parkway in DU 3/4 North the interior streets will consistently lighted the entire length with ambient neighborhood street lighting. The fixtures in this area should be designed, placed and illuminated as described above for Interior Roadways. Continuous Neighborhood Street Lighting is not required in the area between Inspirian Parkway and Eastmark Park or in LUG V areas.

E. Dark/Security Lighting

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

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

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



#### Exhibit 5.13 – Lighting Character

## 5.5 Design Character

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

- Civic iconic structures
- Buildings that are small or residential in scale
- Large single-floor, single user buildings
- multi-story commercial and residential buildings
- educational facilities that may be multi-story buildings

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

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

A.

Renewable Energies







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

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

Building and wall colors in DU 3/4 North will vary from historic Spanish and territorial combinations to bold modern accents. Natural materials and integral colored block with various textures in grays and natural tones may be common in the commercial and multi-family settings. All colors should complement or accentuate the natural desert tones. The building facades and walls will be used as backdrop to the streetscape landscape. Dense street tree planting will deemphasis the facades as the landscape matures. In commercial areas, the use of tall trees that are trimmed up will allow visibility to the store fronts and in these areas, the color and accent is often provided by canopies and signage.

The rhythm of DU 3/4 North is mostly expressed through the pattern of the blocks, echoed in the individual buildings and accented by the neighborhood parks and in the commercial and university settings by a few iconic buildings (see **Exhibit** 

**5.15 – Typical Neighborhood Form**). This pattern is created as a result of using the streets and major walkways to extend the neighborhood parks and open spaces into the neighborhood and by using Point Twenty-Two Boulevard to extend the Eastmark Great Park into the community.

As central neighborhoods between Ellsworth Road and the Eastmark Great Park dominant the landscape, integration will take the form of a series of neighborhoods or private residential enclaves linked by pedestrian routes. Portions of the DU that potentially develop as an activity area along Ellsworth Road may be dominated by commercial/employment and higher density residential uses. In these areas integration will take the form of pedestrian connections that link these uses to adjacent residential settings and ultimately, back to the Eastmark Great Park. The basic street fabric will echo the memory points into the landscape, but will not always provide connections through automobile routes. Multi-tasking the site plan by incorporating stormwater drainage in roadside bio swales, distributed neighborhood parks and open spaces will emphasize the value of the property. This multi-use of the property will also work to strengthen the connection of the stewards/residents to the land. Integration can also be strengthened by focusing the points of connection to the greater community. At these points, transit and pedestrian comfort and convenience must be emphasized.

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

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

- a tall canopy in any potential commercial/employment areas
- visual enclosure along wide streets to slow traffic and dominate the streetscape with the landscape and architecture
- turf and water consumptive landscapes in active areas (such as neighborhood parks and Eastmark Great Park) and areas that encourage lingering (such as any commercial gathering points and open space associated with restaurants and multi-family private enclaves)
- landscapes that conserve water in areas that are removed from human engagement (such as roadside or parking lot storm water retention areas)

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

- continuous street trees shades homes and street
- stormwater retention located to augment open space irrigation needs, retain all stormwater within DU 3/4 North
- streets and open space corridors that encourage walking encourages neighborhood fitness





#### Note:

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

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

N.T.S.

#### B. Building Form

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

Elevation diversity for residential structures is encouraged and will be consistent with standards imposed in DU7 and DU3 South. Monotonous look-a-like homes are not allowed. Each home and building should be designed to create a visually interesting composition of varying building form, volume, massing heights and roof styles. Individual homes maybe designed to be part of an overall street composition which may have less variation in individual buildings.

Building forms should reflect quality design that incorporates appropriate scale and proportion, architectural character and detailing. Buildings will incorporate an appropriate amount of detail on rear/side elevations consistent with the architectural design demonstrated in DU7 and DU3 South. If rear/side elevations are visible from adjacent streets, or common areas, they will include an amount of detail that is in keeping with the street elevation character as demonstrated in DU7 and DU3 South.

The use of solar panels are encouraged in the landscape and on roofs in areas hidden by parapets or when they can be artfully incorporated into the building architecture. The use of other renewable energy sources in the site, landscape, parks and building are also encouraged and may provide visible expressions of the importance of sustainability.

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

Central Neighborhoods and Private Enclaves connection to Great Park













**Neighborhoods and Private Enclaves** 



Employment / Commercial



Employment / Commercial



Employment / Commercial



Employment / Commercial















Employment / Commercial



Employment / Commercial



#### CIVIC AND EDUCATIONAL













## 5.6 Signage

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

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

Per the CP and Eastmark Master Comprehensive Sign Plan (MCSP), all signs shall be appropriately sized to fit on the building or wall mass to which they are attached or the opening in which they are hung. Directional signage shall typically be sized for readability of users on adjacent roadways or sidewalks. Sign placement in DU 3/4 North is anticipated as shown on **Exhibit 5.15 – Potential Signage.** Address signage is permitted on the building in all LUGs or as part of Detached Freestanding/Monument Signs except in LUG V. Refer to Section 16 – Sign Standards of the CP and the MCSP for additional signage requirements by sign type and permitted sign area by LUG.

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

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



character. Such banners may display a general "quality of life" character or advertise for events open to the public as outlined in the MCSP. Streetscape Banners in these locations are encouraged.

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

#### B. Typical Sign Character

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









#### C. Design Requirements

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

- 1. Quality
  - a. Signage must be an integral design feature of the base building design
  - b. Signage shall be designed to complement the base building or wall design
  - c. Designs, materials and fabrication must reflect the quality of the architecture and its construction and should add to the overall experience of the community
  - d. Freestanding incidental signage (such as parking, traffic, directional and security signage) if post mounted must be mounted on a rust, rust colored or decorative pole. When such signage is a simple metal panel, the back side must be painted or finished in a rust or other approved decorative color.
- 2. Color and Contrast
  - a. Sign colors should complement or be in context with colors used on the base building
  - b. A clear contrast between signage and background must be provided
  - c. Signs shall not be placed on a background material that detracts from the finish and appearance of the sign
- 3. Illumination
  - a. Illumination of signage although not required may be either internal, external, or both
  - b. Lighted signs shall be installed to avoid any glare or reflection into any adjacent use
  - c. All signage lighting must remain on and in good operating order during the hours of operations at night
  - d. All signage lighting must be installed on a 24/7 time clock
  - e. Use of exposed neon is generally not permitted except in the following conditions:
    - Commercial applications in LUG C, D, GU and UC visible on/from district and arterial street
    - Limited to one sign per frontage per tenant
    - Must be an artistic expression no store bought / pre-made neon signs
  - f. Halo Illumination
    - Lamp must be contained entirely within a reverse pan-channel sign and/or individual letters
    - Elements of the sign must be raised from the background
    - The source of illumination must not be visible
  - g. Care must be taken to provide even illumination and to avoid "hot spots" of light versus dark areas
  - h. All lighting, including that for signage, must comply with the Lighting Section of these design guidelines
- 4. Size and Quantity
  - a. The quantity of signs is not specifically limited, but shall be in appropriate quantities, proximate to locations shown on Exhibit 5.15 – Potential Signage, to create a holistic artful expression in the landscape and on the building façade
  - b. Margins left by the sign size described below should generally be in balance around the sign
  - c. To encourage design creativity, no maximum letter size has been established
- 5. Graphic Content
  - a. The use of signage shall be limited to the Tenant's approved trade name as stated in the Lease, Ownership or as approved by the Master Developer at its sole discretion
  - b. Taglines or identification of specific products or services are not permitted
  - c. Trademarks are not permitted

#### D. Prohibited Signage

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

## Section 6 DU Drainage Plan

The DU 3/4 North area will be designed in compliance with City of Mesa Standards as amended by the CP. Drainage may be taken across parcel lines and/or collected in common retention basins, but the retention requirements for DU 3/4 North shall be accommodated within the combined DU. Additionally, private retention may occur in certain areas of The Eastmark Great Park as approved by the City. No active recreation uses shall occur within an area used for drainage purposes.

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

Refer to "Master Drainage Report for Development Unit 3/4 at Eastmark," dated October 3, 2017 – prepared by Wood, Patel & Associates, Inc. and approved by the City on January 11, 2018.

## Section 7 DU Potable Water Plan

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

Refer to "Master Water Report for Development Unit 3/4 at Eastmark," dated September 29, 2017 - prepared by Wood, Patel & Associates, Inc. and approved by the City on January 11, 2018.

### Section 8 DU Wastewater Plan

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

Refer to "Master Wastewater Report for Development Unit 3/4 at Eastmark," dated September 8, 2017 - prepared by Wood, Patel & Associates, Inc. and approved by the City on January 11, 2018.