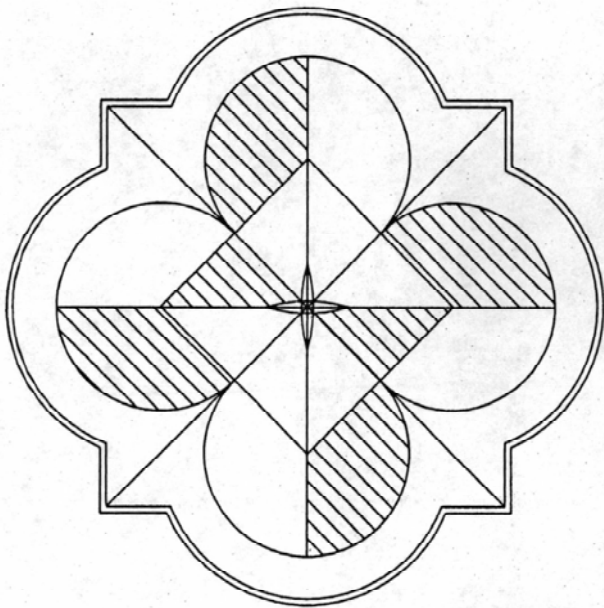


# **Dana Ranch Village Square Design Guidelines**

Prepared for Triple Five Development, Inc.



Prepared by Saemisch Di Bella Murphy, LLC

COMMUNITY DEVELOPMENT  
APPROVED PLANS  
CITY COUNCIL  
DATE: 4/19/99 & 11-16-98  
WITH STIPS: YES ☒ NO ☐

**Z98-79**

## Design Guidelines

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## Introduction

The Owners are bound by covenants that, so far as possible, assure the design standards set here-in are maintained from the inception of the project to its completion and beyond. No building or other structure shall be erected or altered until the proposed site plan, building plans and materials have been approved in writing by the Design Review Committee (DRC) of Dana Ranch Village Square.

## Guidelines

The design standards and Master Development Plan (MDP) have been established as guidelines for a unified development of building forms, colors, materials and scale including site elements, landscaping and signage. The architectural theme or archetype is "Santa Barbara" in feel, and context. The Val Vista Lakes Community Clubhouse would be an example of the excellence and quality of building / site design sought by this development.

## Process

Preliminary and final designs for all buildings and building sites shall be submitted to the DRC for review and approval. Presentation requirements and record documents are as required by the DRC. The approvals may be obtained concurrently with required Design Review Board (DRB) approvals of the City of Mesa (City). Requirements of the guidelines and/or the DRC may exceed those of the City with the stricter or highest standard of the two to be complied with. Any doubt as to the highest standard applicable will be determined by joint communication between the DRC and DRB. In no case shall City ordinances be violated and all variances shall follow standard City Board of Adjustment procedures. Any changes in the Master Development Plan (MDP) shall follow City Planning and Zoning procedures for approval.

## Perimeter Site Area

The site perimeter consisting of building sites A thru P along Val Vista Road and Baseline Road shall maintain a 20' building, parking and drive setback from the City Right of Way / development property line. Heights of buildings not to exceed 30'. Parking area screen walls and landscape screen hedges at City street perimeter will be of one design for the development. All monument signage shall be integrated into same screen wall. Building sites shall connect (5' sidewalks min.) front door entries to development pedestrian ways. Site lighting within building sites shall not exceed 16' in height. Parking and access to perimeter road is conceptual as shown on MDP. All parcels are to interconnect and drives onto perimeter road to be separated by 100' center to center. Each building site shall incorporate min. one bike rack, one trash/cigarette urn and one bench from site furnishings list. If building site is food related double the required furnishings. If the building site is food related an exterior patio with min. dining for 16 shall be provided with shade devices. Dining area shall be separated from parking by 5' landscaping strip and 30" wall or hedge.

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### Core Site Area

The core site area consists of building sites Q thru V and AA thru II inside perimeter road. Height of buildings not to exceed 100'. Parking areas shall have screen walls and landscape screen hedges. All monument signage shall be integrated into same screen wall. Loading areas and trash bins to be screened from perimeter road and open areas. Building sites shall be interconnected by 5' min. sidewalks to development pedestrian ways. Site lighting within building sites shall not exceed 20' in height. Parking and access to perimeter road is conceptual as shown on MDP. Access to parking garages shall not be directly onto perimeter road. Concrete pavers and/or Bomanite in streets are as shown on master development plan. Core area buildings are surrounded by common area (including arcades) that will provide pedestrian ways with concrete pavers, planters, fountains, site furnishings, public art, directional signage and ornamental lighting. This will be developed in detail and amended to the master development plan and approved by the City.

### Parking and Site Typical

1. Sidewalk color natural gray, finish salt etched with 6" concrete paver adjacent to all expansion joints (10' OC Min.). ADA warning texture to be kerfs cut into concrete pavers at ramps. ADA walkways connecting parking space to be concrete pavers with 12" concrete ribbon perimeter.
2. Standard parking stall width to be 10' (see City standards for other requirements).
3. Parking rows shall have 10' wide planter separating a maximum of 10 car spaces. Planter shall have 3' walk flush with paving or ramped to raised walk (walk excluded when terminated into landscape area) . When possible line up walks through parking areas.
4. Mechanical equipment, antenna, +3' electrical switch/ transformer boxes, gas meters, backflow preventers and TV dishes shall be screened from public view by walls or vegetation (screened effectively day of planting).
5. Electrical entries, electric panels, roof ladders and fire sprinkler risers shall be interior to the buildings.

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#### Buildings Typical

1. Parapet walls less than 20' high shall be topped with minimum 12" high projecting cornice. Taller walls shall have 24" high projecting parapets.
2. Mechanical equipment, antennae, and TV dishes shall be screened from public view by roof parapets.
3. Plastic fabric awnings not allowed. Awnings at arcades and parking garages shall be limited to three designs (to be provided by DRC). Awnings at residential, office and hotel to be metal at upper stories with one design per building type (to be provided by DRC). Solid color (same as allowed for window mullions) awnings allowed elsewhere.
4. Neon light building accent, if approved, shall be shielded and provide indirect light only. Window outline neon is not permitted.
5. Exposed sloping roofs (min. Slope 3:12, max. slope 6:12) shall be red-clay-mission-barrel-tile with stucco/EIFS eaves (no exposed wood).
6. No glass lite shall exceed 5' horizontal by 10' vertical. Glass module encouraged is 30" square. Floor to ceiling glass allowed at entries and elsewhere to be +30 " and above. Glass entry doors (wood or metal style) to be min. 4 multi panes (Insulated glass to have surface muttons). Glass block not allowed. Stained glass is allowed (logos considered in allowable sign area). Glazing not to exceed 20% reflectivity.
7. Small windows with vision glass or spandrel glass may be required accents at tall large wall surfaces (see elevations MDP)
8. No exterior exposed wood structure or detail is allowed. Wood entry doors are allowed.
9. Ornamental iron window grilles, light fixtures (with approved cut -off), and balconies are encouraged.
10. Window and door frames to be metal, color white, black, bronze, muted red, muted green or muted blue.
11. Tower elements are encouraged at one corner or at opposing building corners and/or at entries (see elevations MDP)

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12. Ground floor openings to be covered by arcade (as shown in elevations and plan of MDP) or accented by segmented arches (1:8 spring to arch), barrel arches or corbeled openings (see elevations MDP). Column bases and capitols are typical at ground floor openings (see elevations MDP). Horizontal banding is typical at +18' to 20' (see elevations MDP). Raised arch surrounds and window surrounds are accents that maybe required to upgrade an appearance or break up monotony.
13. Buildings to have 3' to 5' high wainscot (darker than wall above) of stucco/EIFS, stone, precast concrete or integral color split-face concrete block. This accent may step up and over at building entries or pop-outs or at pop-out in fills (see elevations MDP).
14. Building colors shall be shades of white, tan and gray. Pavers and Bomanite shall be shades of tan, red and gray. Other accent colors will be considered for approval. Concrete will be salt etched natural gray with areas of 3/8" exposed aggregate tailings allowed.

**landscape Typical**

1. Landscaping of common areas shall be as shown on MDP and additional landscaping to be selected from plant list on MDP.
2. Lawn areas shall be limited to common areas which shall not exceed 50% of landscape area. Exceptions may be considered if adjacent to common area lawn or at hotel building site.
3. All irrigation systems to be approved with maximum efficiency and conservation in mind.

**Signage Typical**

1. Reverse pan channel letters or edge exposed lexan with indirect neon light is the preferred signage system. Signage to comply with master sign package as approved by City.
2. Core area buildings with arcades are required to have placard signs at all businesses +12'. The size, shape and lighting per standard details to be approved with master sign package.
3. Signs on awnings not allowed.

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