

# Architectural Design Guidelines of The Cascades at Soldier Hollow

## **Mission Statement**

Some neighborhoods have a special quality that makes them appealing to live in and memorable to visit. Examples can be found throughout Europe, as well as in many older American communities, such as Martha's Vineyard, MA, Coral Gables, FL, Winnetka, IL and even closer to home in Salt Lake City, the Harvard/Yale and Federal Heights neighborhoods.

Whether centuries or just decades old, these neighborhoods have a timeless quality. They have retained their character and appeal in a world of change. What makes them so unique and durable?

Timeless neighborhoods and developments seem to have several common characteristics that give them lasting charm and grace:

- Their architecture was consistent, yet allowed for subtle individual expression
- They had a limited range of building materials
- They were designed with care and attention to detail
- They were often served by tree-lined streets with open space, trails and parks

In older communities these characteristics evolved naturally – architectural practices were learned locally, a limited range of building materials were available nearby, and there was a strong tradition of formal street trees, stately landscapes and public parks for leisure and social interaction.

However, in today's mobile world, these constraints no longer occur naturally – we can obtain any building material from anywhere in the world, a designer can emulate any architectural style and landscapes are generally an afterthought. The unfortunate result is that many contemporary neighborhoods are often a hodge-podge of individual architectural styles, materials and landscapes rather than a cohesive neighborhood. In their enthusiasm to innovate, to be “modern”, many developments have created communities that lack neighborhood identity, comfort and charm.

At The Cascades at Soldier Hollow, we have the opportunity to start fresh. We have the opportunity to design homes and a community that bring about a traditional community and capture the grace, individuality and compatibility of an old world country elegance that blends Midway's history with it's future, much like the country communities of Europe. To achieve this, we have adopted design guidelines that will assure a basic consistency to The Cascades at Soldier Hollow neighborhood, with timeless old world heritage and country charm. Slight mountain elements are allowed, provided it is blended with the old world, European look.

Although The Cascades at Soldier Hollow features a variety of settings, home types and lot sizes, these Design Guidelines will knit them together in a cohesive neighborhood characterized by:

- An appropriate fit of the house to the lot and to the adjacent homes and relationships to common open space
- Timeless, traditional old world architecture such as steep gable roofs, towers, arches, portico entries, carriage houses and deeply set windows and doors
- Materials of permanence and quality such as roofs of slate, walls of stone, brick and stucco, brick and stone paving, divided lite windows, heavy timber doors and detailing, wrought iron light fixtures, etc.
- A lush landscape setting that will accent and blend The Cascades at Soldier Hollow homes into a unified neighborhood

At The Cascades at Soldier Hollow, our goal is to achieve a level of overall architectural unity that still allows variety and individual expression. It is also our intent to avoid incompatible architectural and landscape styles that will diminish the value of adjacent properties. The guidelines still leave latitude in the design of individual homes. Further, we will be happy to consider variations to these guidelines, if designs are demonstrated to be compatible with the overall Cascades at Soldier Hollow image.

# Architectural Design Guidelines of The Cascades at Soldier Hollow

## **1. “FIT” ON LOT**

- 1.1 Zoning. The applicable zoning code for The Cascades at Soldier Hollow is: RR-1-15 Residential Resort as described in the Midway Land Management Code. Each lot owner should acquaint themselves and their home designer with the current requirements of this zone regulation. Over and above meeting requirements of the RR-1-15 Zone, The Cascades at Soldier Hollow homes are required to also meet the following conditions:
- 1.2 Setbacks and Lot Coverage. Rather than create separate “building pads” for each lot, minimum setback requirements have been created to allow more freedom to the home owner and to create a more unique looking development. The setbacks are based on lot sizes. Should the setbacks create unreasonable hardship or burden, an Owner may request a variance from the Design Review Committee (DRC). The building setback requirements are as follows:  
Lots that are .5 acre or larger: Front 40-feet, Sides 20-feet, Rear 40-feet, except lots 1, 5, 15, 16, 21, 22, 34 and 45, which can have a rear setback of 30-feet.  
Lots that are .49 acre or smaller: Front 40-feet, Sides 15-feet, Rear 30-feet.  
No part of the residential structure or accessory structure (for example enclosed porches) may extend beyond this envelope unless otherwise approved in writing by the DRC.
- 1.3 Building Height. For all lots, the maximum height allowed is 35’ above the unmodified natural grade at any point, and is also governed by the RR-1-15 Zoning Code of Midway City, Utah.
- 1.4 Consolidation of Lots. For all but the Manor lots, an owner may consolidate one additional adjacent lot to create a larger lot. This will require both DRC and City approval (i.e., subdivision or lot line adjustment). The resulting building envelope can be up to 50% larger than the building envelope of the larger of the individual lots that were consolidated unless otherwise approved by the DRC. Only one single family residence is permitted on a consolidated lot.
- 1.5 Building Sizes. The maximum and minimum total building floor areas for each lot are shown in Addendum 1 – Lot Specifics and Maximum Square Footages. The total 2nd floor area of all building may not exceed 60% of the footprint. Maximum square footage includes garages, but does not include basements. Any variations as to size requirements must be approved by the DRC prior to any permits or construction.
- 1.6 Finished First Floor Standards. Each home and lot is to be evaluated as to “an appropriate fit of the house to the lot and the adjacent home.” The design professionals for each home must submit to the Design Review Committee a finished first floor height elevation that includes a certification of the City’s requirements for grading, storm drain, sewer and basement. The guiding principle for setting the grade on each home is to have minimum elevation change from the existing grade, subject always to final grade approval by the DRC. The final grade must be presented to and approved by the DRC.

## **2. ARCHITECTURAL STYLES**

- 2.1 Old World Heritage and Charm.  
Buyers are encouraged to design homes reminiscent of traditional European residential styles; some examples are shown below. Typical characteristics of these styles include, but are not limited to:
- Gable or hip roofs
  - One story to one and a half stories above ground (2nd floor is all or partially within roof form)
  - Turret and/or tower accents
  - Shutters
  - Arches, pediments and lintels above doors/windows
  - Bay windows
  - Dormers
  - Chimneys
  - Recessed doors/windows
  - Divided lite windows
  - Substantial trim around windows/doors
  - Stone or cast stone window/door surrounds
- 2.2 Styles Not Permitted. Contemporary styles or styles associated with distinctive climatic conditions such as:

# Architectural Design Guidelines of The Cascades at Soldier Hollow

- Adobe or Southwestern
- Mediterranean
- Modern
- Log Homes
- Contemporary Homes
- Colonial
- Mountain

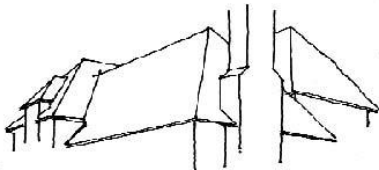
or homes with geometric or free-form shapes, such as:

- “A” Frames
- Domes
- Barrel Vault
- Earth Integrated Homes

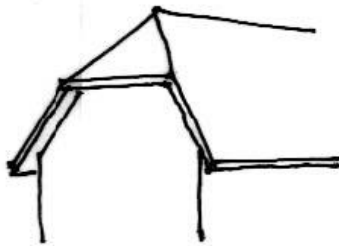
## 3. ROOFS

3.1 Major Roof Elements. Roofs are major visual elements that contribute the strongest sense of an architectural unity. Major roofs should be one of the following:

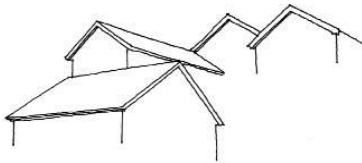
- Gable (including intersecting gable roofs)
- Hip (and acceptable variations of Hip such as Dutch Hip)



Hip Roof Example



Dutch Hip Roof Example

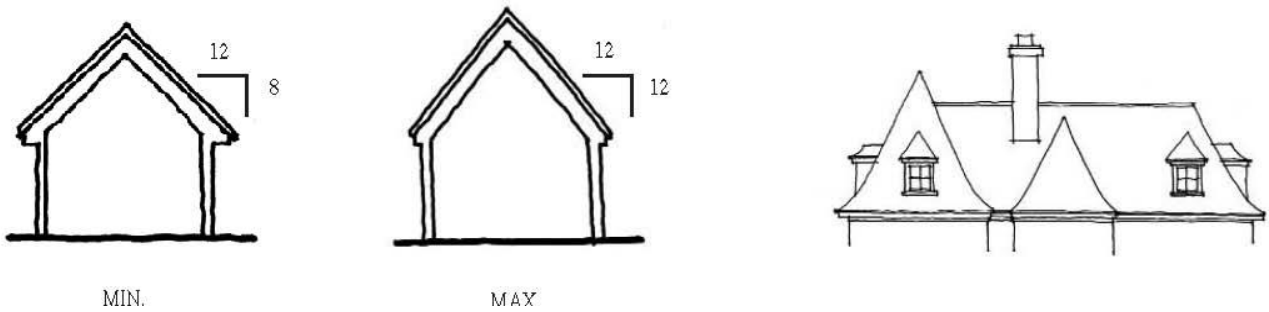


Gable Roof Example

3.1.1 Roof types such as flat, A frames, geodesic domes or other extreme types are considered out of character and are prohibited.

3.1.2 Major roofs should have a pitch of at least 8:12 but steeper is preferred. (Exceptions are allowed for dormers, towers and turrets, and other roof elements as approved by the DRC.)

## Architectural Design Guidelines of The Cascades at Soldier Hollow



3.1.3 Major Roof Materials. The Cascades at Soldier Hollow major roofing material must be one of the following:

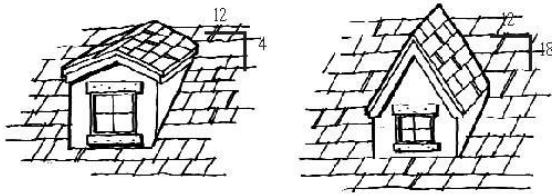
- Slate or composite slate
- Minimum 40 year Architectural Composite Shingle
- Wood Shake

3.2 Roof Colors. Approved roof colors are blacks, browns, grays and other earth tones but final selections must be approved by the DRC.

3.3 Exterior Metal. All exterior metal should be natural copper or colored to match the material to which they are attached, i.e., flashings, gutters, chimney surrounds, roof vents, plumbing vents, fascia and soffit. Other metals such as brass, bronze, zinc and aluminum may be considered on a case-by-case basis by the DRC in the design review process. Any exception to copper or colored terminations must be included in an application presented to and approved by the DRC with samples. In any event, the color palate for exterior metals shall be earth tones, no white, silver, galvanized or bright color tones allowed.

3.4 Minor Roof Elements

Minor roof features (dormers, turrets, towers, porticos) may have a minimum pitch of 4:12 and may be as steep as 18:12.

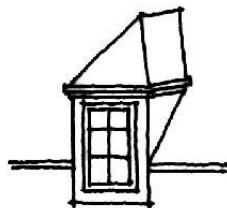


Acceptable dormer forms are:

- Gabled
- Hipped
- Arched
- Shed Dormer



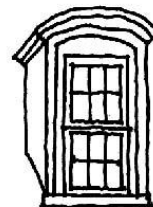
Gable Dormer



Hip Dormer



Shed Dormer



Rounded Dormer

# Architectural Design Guidelines of The Cascades at Soldier Hollow

Materials for Minor Roof Elements. Pre-approved roof materials for minor roof elements include:

- Same material as major roof
- Weathering copper (for small roofs as well as flashing, fascia and gutters)
- Chimney Termination. All exposed factory metal chimney terminations must be screened by approved architectural elements, i.e., copper, brick or terra cotta flues. No brake metal or stucco is allowed.

## **4. WALLS**

4.1 Wall Height. Consistent with the one and one and a half stories character described in 2.1 above, exterior walls visible from the street shall generally be one to one and a half stories. That is, the roof will extend down to at least the midpoint of the second story. This will require that second story windows will usually be expressed as dormers.

Exceptions to this rule will be:

Gable end facades may extend to the ridge line, and relatively small sections of two story walls will be permitted to provide variety to an elevation. As a guideline it is recommended that the two story portion be no more than 25% of the front elevation, subject to DRC approval.

4.2 Materials. Consistent wall materials and color schemes are important to the overall continuity of the Cascades at Soldier Hollow neighborhood. Continuity in use of wall material creates a sense of permanence and mass while allowing variety. The Cascades at Soldier Hollow has selected three basic wall materials – natural stone (not composite or faux), stucco and brick – within a range of earth tone colors.

4.2.1 The entire structure must be built with a total minimum of 50% of approved stone, or a combination of stone and brick on the exterior; and, in any event, the front elevation structure (less windows, doors and associated trim) shall have a minimum of 65% coverage in stone or a combination of stone or brick and no side or rear exterior elevation of the structure (less windows, doors and associated trim) shall have less than an average of 25% coverage in stone or a combination of stone and brick. Up to 100% of any wall can be stone with full wall stone coverage preferred to wainscoting. No particular wall shall be more than 40% brick. Overall, the percentage of stone must be higher than that of brick. The transition between stone/brick and stucco must have stone/brick trim for the transition.

4.2.2 Individual houses may use varying percentages of earth tone colors. For each home, as described in Section 10, a sample board containing stone and brick samples with pattern and grout colors, along with a sample of roof material and color, stucco design and color, soffit & fascia design and color, and exterior window trim color must be submitted to the DRC for approval at the time of final submission of the plans unless otherwise allowed by the DRC.

4.2.3 Brick. Only a limited range of brick is consistent with the theme of The Cascades at Soldier Hollow: Wood-mold formed bricks (soft edges) are recommended, but not required. Colors should be earth-tone colors, in the warmer ranges of tan, brown, gray and warm olive. Excluded are reds, pinks, and whites. Bricks should be variegated (a mix of slightly varying colors, rather than monochromatic). Brick may be used for accent features such as a chimney tower, bay window, or as otherwise approved by the DRC.

4.2.4 Plaster/Stucco. Old world stucco application is preferred.

4.3 Materials Not Allowed. Exterior wall materials not allowed at The Cascades at Soldier Hollow include:

- Log Siding
- Adobe
- Concrete block
- Wood shake siding

## Architectural Design Guidelines of The Cascades at Soldier Hollow

- Wood siding
- Metal
- Glass curtain walls
- Manufactured vinyl or aluminum siding

- 4.4 Columns. If there are columns on the residential façade, whether load-bearing or not, they should look structural; that is, sized as if they are actually supporting the structure above them (i.e., roof or balcony). Avoid overly slender columns that are obviously decorative.
- 4.5 Continuity of Materials. Materials should be continuous around outside corners (with the exception of quoining). A change in materials cannot occur at an outside corner. Wall materials and trim should be continuous on all elevations.
- 4.6 Foundations. It is important to visually connect exterior wall material to the ground. Specifically, exposed concrete foundation shall be the minimum required by code. No more than six vertical inches of exposed concrete foundation will be acceptable. All exposed concrete foundations must be covered with plaster or stucco in a color approved by the DRC.
- 4.7 Exterior Trim and Accents. It is required that all trim and accents be darker color complements to the earth tone colors required for the walls. Beige or lighter colors are not allowed for accent and trim (e.g., fascia, door trim, window frames etc.) without prior DRC approval. White is not allowed.

### **5. WINDOWS & DOORS**

- 5.1 Windows. All windows must be of wood construction. Wood windows clad with aluminum are permitted as an exception. Vinyl windows are not allowed. Note that per 4.9 above, white or beige colors are not allowed without prior approval of the DRC.
- 5.2 Window Panes. Simulated divided lite windows (composed of small panes divided by mullions and muntins) are required on 100% of the window area on the front elevation of the house (the portion of the house visible from the street). An average of 25% of the total window area on all other elevations taken as a whole must be divided lite windows with a preference for concentration on elevations visible from the street. Divided lite window mullions and muntins shall be exterior to the glass (not sandwiched between glass surfaces). Muntins must have a contoured shape (not flat strips). Window frames must be at least 3 to 4 times the width of the muntins. The total thickness of all Simulated Divided lite must be at least 7/8" total thickness and no more than 2" thick. Grids should be evenly spaced throughout the entire window in order to keep a "European" look, as opposed to a "Prairie style" or other type of look. Final grid patterns for all windows must be submitted to the DRC and approved by them. Any variations to this must first receive DRC approval.
- 5.3 Window Proportions. All windows shall have a vertical dimension greater than the horizontal dimension. Horizontal "picture" windows are prohibited.
- 5.4 Glazing Materials. Standard low-e glazing (glass) is approved. Mirrored, bronzed or other coated glass is prohibited. Stained glass and leaded windows must be approved by the DRC.
- 5.5 Exterior Doors. Main entry doors must be wood, stained or painted, with sculptural relief (i.e. sculpted panels, inset windows, expression of heavy timber, etc.). Flat surface doors are not permitted. Other exterior doors may be wood, metal or metal clad wood so long as they also have sculptural relief (flat surface doors are not permitted). Any exceptions must be approved by the DRC.
- 5.6 Recessed. To convey an exterior wall's thickness or mass, doors and windows should be recessed or have a recessed appearance. There are three main approaches to create this look.

## Architectural Design Guidelines of The Cascades at Soldier Hollow

- 1) Stucco. When a door or window is adjacent to stucco, no recessing is required. However, a band of raised stucco must be applied next to the door or window to give the appearance of depth. The band should be a minimum of 4" wide and the minimum depth is 1 3/4".
- 2) Thin stone. When a door or window is adjacent to thin stone (cut stone), it must be recessed an additional 2" beyond the stone.
- 3) Regular stone (normally 4" thick). When a door or window is adjacent to stone, no additional recessing is necessary. The 4" of depth will give the perception of recessing.

5.7 Shutters. If shutters are used, they should be wood, sized to cover the window, appear operable, and installed adjacent to the window. If applied to a stucco wall, only the top and bottom of the window should be banded. Shutter colors must be approved by the DRC.

5.8 Window Boxes. Size, design, material, and color must be approved by the DRC.

### **6. FENCING AND ENTRY COLUMNS**

6.1 Fences. Fences are not allowed at The Cascades at Soldier Hollow except for fences that enclose an exterior swimming pool, and it must be of an open wrought iron type, and approved for in writing by the DRC.

6.2 Entry Columns. Entry columns at driveways shall be approved in advance by DRC.

### **7. GARAGE AND ACCESSORY STRUCTURE**

7.1 Garages. It is preferable, but not required, that garages not be discernable from the street.

7.1.1 They should appear to be an extension of the house (same building materials and window/door trim) or a separate building (such as a carriage house) located behind the principal structure.

7.1.2 Garage doors, for attached garages, may face and be directly accessible from the street (visible in the street elevation drawings). However, if the home has a three car garage, no more than two of the three car doors may face the street.

7.1.3 Garage walls should have windows and trim to give a residential appearance.

7.1.4 Garage doors should be wood and each be single bay width and be of "carriage house" (heavy wood) character. Double-wide garage doors will only be allowed when they have a "heavy wood appearance". Any exceptions to this provision must be included with the application to the DRC and is subject to the DRC's approval. All garage doors must be approved by the DRC.

7.2 Accessory Structures. Detached structures (garages, offices, workshops, green houses, pavilions and pet enclosures, etc.) should fit within the lot's building pad or setbacks and must be:  
Architecturally compatible with the main residential building (similar in architectural style and materials)  
Smaller in mass and height than the main residence.  
Approved for in writing by the DRC with a second Design Review Submittal.

### **8. EXTERIOR LIGHTING**

The Cascades at Soldier Hollow is intended to be lighted adequately for safety and security. It is also desirable to have landscape lighting that subtly highlights landscaping rather than buildings, etc. At the same time, we desire to avoid bright, uncontrolled lighting that impacts adjacent residences or obscures the night sky. Owners shall be permitted to utilize accent and spot lights on their Living Units as long as the same utilize the "dark sky" concept and are downward reflecting. Finally, light fixtures are highly visible

## Architectural Design Guidelines of The Cascades at Soldier Hollow

elements that, if coordinated, can contribute to the overall character of The Cascades at Soldier Hollow neighborhood.

- 8.1 Common Area Light Fixtures. Some of the common areas will be lighted by street lights.
- 8.2 Exterior Area Lighting. Light sources that render near natural colors (such as incandescent, tungsten halide or metal halide) are acceptable. Lights that cast a color (such as low pressure sodium, high pressure sodium, or lights with colored filters) are not allowed.
- 8.3 Fixtures for area lighting or highlighting buildings or landscape, should be shielded so as to not allow the light source (bulb) to be visible from, or cast light on, public areas or adjoining properties. Direct-source lighting (bulb is visible) may be used only for decorative fixtures (i.e. carriage lamps, wall sconces).
- 8.4 Light fixtures must be integrated into the architectural design of individual residences and constructed of non-reflective materials.

### **9. SITE WORK AND LANDSCAPING**

- 9.1 Retaining Walls. Retaining walls visible from any public area or from adjacent property shall be constructed of stone or block walls as approved by the DRC.
- 9.2 Driveways. Lots may have driveways of the following:
  - Concrete unit pavers
  - Colored concrete (scored in panels of less than 25 s.f.)
  - Colored, stamped concrete (to match a color found in The Cascades at Soldier Hollow.)
  - Brick pavers
  - Concrete (scored in panels of less than 25 s.f.)
- 9.3 Grading. Each lot shall be graded to contain drainage from the lot within the lot and to match the grades of adjacent properties and public areas.
- 9.4 Landscape Design. Landscape plans should be prepared by a licensed landscape architect or contractor and follow principles of sound landscape design appropriate for the area. While it is difficult to prescribe landscape design, the overall objective is to create groves of trees, open meadows and hillsides with rock outcrops and large drifts of shrubs/tree massing. Several specific requirements are mandatory.
  - 9.4.1 Trees, shrubs and ground covers should be native or adapted plants appropriate for the Midway climate.
  - 9.4.2 A ratio of at least 25% evergreen plant material is strongly encouraged, as this will result in landscapes with both summer and winter character.
  - 9.4.3 There are a number of trees that must be avoided in The Cascades at Soldier Hollow landscape due to short life, odors, excessive debris and inability to tolerate Midway Mountain climate (spring snows, etc.). These include:
    - Cottonwood
    - Poplar
    - Crabapples
    - Box Elder
    - Russian Olive
  - 9.4.4 Automatic irrigation systems are required and should be designed to promote efficient water use and assure the ongoing health of plant material.
  - 9.4.5 Any plant material appearing dead or damaged must be replaced within one growing season.
  - 9.4.6 Existing healthy mature trees should be protected and integrated into the grading and landscaping.



# Architectural Design Guidelines of The Cascades at Soldier Hollow

## Design/Review and Submittal Requirements

### 10. GENERAL REQUIREMENTS AND REQUIRED SUBMISSIONS

To achieve the foregoing objectives and principles, The Cascades at Soldier Hollow guidelines are intended to be used by:

- Property owners
- Architects
- Landscape architects

These Design Guidelines are binding upon all persons who desire to build, make modifications during the building process or make modifications after initial building completion at The Cascades at Soldier Hollow:

- Construct, refinish or alter any part of the exterior of any building;
- Make other improvements upon, under or above any property;
- Create, fill or make any changes in the existing surface, contour or drainage of the land; and/or install any utility line.

- 10.1 Design Review Committee. These guidelines will be administered by a Design Review Committee (DRC), composed of representatives of The Cascades at Soldier Hollow Homeowner's Association and when applicable professional designers and administrators. The responsibilities, authority and procedures of the Design Review Committee are outlined in this document and in the current covenants, conditions and restrictions (CC&R's).

The Design Review Committee specifically reserves the right to make subjective, as well as objective, determinations of whether the objectives of these Design Guidelines have been met by a particular site plan. The Design Review Process is intended to operate as a precondition to the plan review process required by Midway City for obtaining a building permit. The Cascades at Soldier Hollow Design Review Process is independent of the Midway City technical plan review process and is solely intended to enforce the Design Guidelines. Each home site Owner bears the responsibility for the proposed dwelling's adherence to The Cascades at Soldier Hollow's Design Guidelines and bears the additional responsibility for the proposed structure's adherence to Midway City zoning and building codes as well. Violations and failure to receive DRC approval prior to construction or installation will result in fines as described in the (CC&R) and/or the current fine schedule approved by the Cascades at Soldier Hollow HOA Board of Trustees.

- 10.2 Basement Conditions. The Cascades at Soldier Hollow recommends that each home owner take appropriate steps to provide adequate site and rain gutter drainage to protect the home and the neighborhood from detrimental water runoff or flooding. It is the owner and contractors responsibility to meet all of the City Code requirements for basements.
- 10.3 Construction Period. Construction hours are Monday – Friday 7:00 AM to 7:00 PM. Saturday 8:00 AM to 6:00 PM. No interior or exterior construction is allowed on Sundays.
- 10.4 Materials and Color Approval. For each home, a sample board (minimum size 4 ft square) containing stone and brick samples with pattern and grout colors, along with a sample of roof material and color, stucco application pattern and color, soffit & fascia design and color, and exterior window trim color must be submitted to the DRC for approval at the time of final submission of the plans unless otherwise allowed by the DRC. Approval by the DRC is required prior to installation of any of the above materials.
- 10.5 DRC & Design Review. Midway City has agreed to receive The Cascades at Soldier Hollow DRC approval before City building permit review. The following process is designed to allow the homeowner and DRC to reach agreement before significant expense has been incurred for detailed construction documents. Please submit your application to Cascades DRC c/o **Summit Engineering Group, Inc** PO Box 176, 55 West Center Street, Heber City, UT 84032 (435) 654-9229. . The design review is a two phase process.

# Architectural Design Guidelines of The Cascades at Soldier Hollow

1. Phase I-Concept Design Review. This phase assists the owner and their design team to understand the specific design requirements associated with The Cascades at Soldier Hollow. The DRC will not review partial submissions.
2. Phase II-Construction Documents. Upon successful completion of Phase I-Concept Design Review, the applicant can efficiently prepare construction documents for submittal to the DRC and the City. The DRC will not review partial submissions.

## **10.6 Phase I-Concept Design Review**

### 10.6.1 Phase I-Submittal Requirements

- A. Site Plan @ 1" = 10' or greater scale and must include the following:
  1. Property boundaries
  2. Building setbacks annotated
  3. Easements
  4. Building footprints (including garages, accessory buildings,)
  5. Hard surface areas (driveways, patios, decks, walks and steps)
  6. Retaining walls
  7. Proposed site grading and elevation of buildings compared to original site elevations.
- B. Elevations @ 1/8" = 1' or greater scale and must include the following:
  1. Exterior building materials (approximate representation and notes on drawings)
  2. Roof pitches
  3. Window and door configurations and divided lite layouts
  4. Dormers, skylights
- C. Building Floor Plans.
- D. Review Deposit (see section 8.4 of the Declaration of Covenants, Conditions and Restrictions of The Cascades at Soldier Hollow.)
- E. Submission Checklist For Phase I-Concept Design Review

10.6.2 DRC Reviews Preliminary Plans and elevations for compliance.

10.6.3 DRC Acceptance – Proceed to 10.6.

10.6.4 DRC Rejection – Corrections as necessary and Resubmit.

## **10.7 Phase II-Construction Documents**

### 10.7.1 Phase II-Submittal Requirements

- A. Site Plan @ 1" = 10' or greater scale and must include the following:
  1. Property boundaries
  2. Building setbacks and easements annotated
  3. Building footprints (all structures)
  4. Existing conditions and final grading plan (including 50' adjacent to lot)
- B. Detailed Building Floor Plans at each level
- C. Exterior elevations of all structures @ 1/4" = 1' or greater scale and must include the following:
  1. Materials rendered accurately and to scale.
  2. Roof pitches
  3. Exterior lighting
  4. Window divided lite grid layouts/patterns accurately rendered
- D. Compliance Deposit and when required a Contractor Oversight Fee (see section 8.5 of the Declaration of Covenants, Conditions and Restrictions of The Cascades at Soldier Hollow.)
- E. Final Submission Checklist For Phase II-Construction Review
- F. Material samples board and color rendering showing actual materials and mixture of colors. On site samples may be required by the DRC prior to approval.
- G. Landscape Plan—can be reviewed at this point or any point prior to landscaping.
  1. Plant materials at size within 10 years

## Architectural Design Guidelines of The Cascades at Soldier Hollow

2. Paving materials (walls, pools, play areas, patios, etc.)
3. Exterior landscape lighting
4. Rocks and retaining walls

10.6.2 DRC Review and Approval

10.6.3 Home Owner pays any outstanding design review expenses. If there are not outstanding expenses, the DRC authorizes the return of any remaining balances on the Review Deposit

10.6.4 DRC Provide letter to owner for Building Permit Submittal

### **10.7 Phase III-Construction**

10.7.1 Phase III-Review Steps

- A. Inspections by DRC or HOA inspectors at DRC designated construction phases
- B. Notify DRC of all exterior Field changes during the course of construction and if any change to the elements described in the above guidelines receive DRC approval
- C. Complete Residence Construction
- D. Corrections (if needed) to be in compliance with DRC approved plans
- E. Complete Residence Landscaping
- F. DRC Final Review
- G. Release of remaining Compliance Deposit upon DRC final acceptance.