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GRAND TETON VILLAGE
MASTER DEVELOPMENT PLAN AND DESIGN STANDARDS

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GRAND TETON VILLAGE
MASTER DEVELOPMENT PLAN AND DESIGN STANDARDS

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1. INTRODUCTION

1.1 Grand Teton Village Master Development Plan Concept

The Grand Teton Village Master Development Plan shall reflect the objectives set forth in the Planned Development (PD) District that is a Special Purpose District as adopted by the City of Las Vegas, February 5, 1997.

1.1.1 The intent of the Planned Development (PD) District is to permit and encourage comprehensively planned developments whose purpose is redevelopment, economic development, cultural enrichment, or to provide a single-purpose or multi-use planned development. The reclassification of property to the PD District may be deemed appropriate if the development proposed for the District can accomplish the goals as stated in the Ordinance mentioned above. Essential to creating this sense of place is a commitment to the characteristics of development and design standards outlined in this document.

1.2 Purpose

The purpose of the Grand Teton Village Master Development Plan and Design Standards (or Grand Teton Village Standards) is to guide the physical development of land within the boundaries of the Plan area by:

(a) Prescribing the land uses;
(b) Establishing a process of development; and
(c) Providing the criteria for project approval.

1.2.1 The Grand Teton Village Standards will direct the actions of all entities, participating builders, developers and individual business owners and homeowners, including their respective sub-associations. The criteria contained in the document are binding on any person, or entity, which intends to construct, reconstruct or modify any permanent or temporary improvement within the Grand Teton Village Master Development Plan area. The enforcement of the Standards will ensure quality, visual continuity and consistency in design, as well as protection of property values.

1.2.2 The Grand Teton Village Master Plan comprises approximately 160 acres of land. The project is planned for a range of single, cluster and multi-family residential uses (See Figures 2 and 3). This Master Plan has established a comprehensive set of land uses, site development standards, architectural, and landscape criteria, as well as residential design standards for the Grand Teton Village project.

The Master Developers of the Grand Teton Village Master Plan are charged with developing the community in a comprehensive manner. In order for this to occur, the Master Developers are committed to providing all necessary infrastructure and services needed for the Master Plan's development.

1.3 Project Location

The Grand Teton Village Master Development Plan encompasses 24 parcels totaling approximately 160 acres with Grand Teton Drive on the north, Farm Road on the south, Hualapai Way on the west, and Grand Canyon Drive on the east. See Figure 1 - Grand Teton Village Master Development Plan Vicinity Map. See Appendix C: Legal Description.

1.4 Relationship to Other Documents

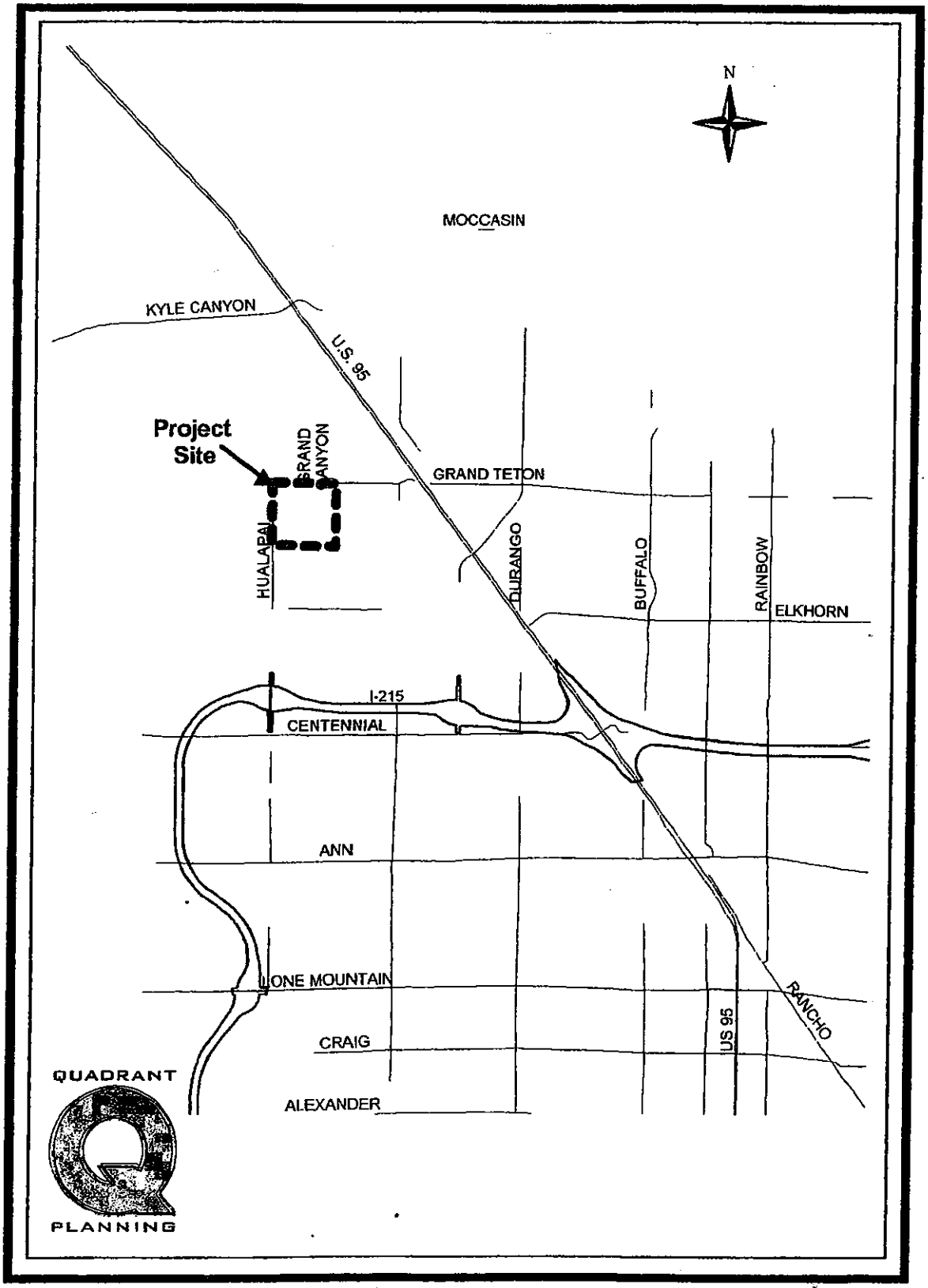
1.4.1 The Grand Teton Village Master Development Plan and Design Standards is the primary document for use by all entities undertaking any improvements, participating builders, individual business owners and homeowners, including their respective sub-associations. Other documents relating to the physical development of the property include the following:

- Centennial Hills Sector Plan: On May 24, 1999, an amendment to the General Plan entitled Centennial Hills Sector Plan, was approved by the City Council for this area. The Centennial Hills Plan addresses conceptual master planning issues establishing the locations, extent, and nature of proposed land uses, the provision of public facilities and services and basic infrastructure needs for the Grand Teton Village Master Development Plan area.

- All development plans shall comply with the adopted Grand Teton Village as well as all other applicable regulations in the city, county, state, and federal jurisdictions;

- Title 19, City of Las Vegas Zoning Code.

Figure 1: Grand Teton Village Vicinity Map



2. LAND USE

2.1 Purpose

The purpose of this section is to identify the land use categories used in the Grand Teton Village plan, and the uses permitted within these categories.

2.1.1 In general, the land use categories are those which are allowed under the current City of Las Vegas Codes. Use permits and conditional use restrictions apply to some land uses. See the City Codes. At the discretion of the Planning Director, and if in compliance with applicable covenants, conditions and restrictions, other uses not specifically indicated herein may be approved if noted on the specific project's tentative map and approved by the City Council.

2.1.2 Upon approval of the Grand Teton Village Master Development Plan, requests for land uses shall conform to the recommended land uses shown on Figure 3, however if a request does not conform to the recommended land uses shown on Figure 3, then at a minimum the request must adhere to the goals and objectives of the City of Las Vegas General Plan and related documents.

2.1.3 This Master Plan has established a comprehensive set of land uses, site development standards, architectural, and landscape criteria, as well as residential design standards for the Grand Teton Village project.

Planned land uses for the approximately 160 acres comprising the Grand Teton Village Master Plan are shown within the dashed boundary on Figure 3. Projects within this area will be developed according to the land uses shown on Figure 3.

2.2 Development Parcels

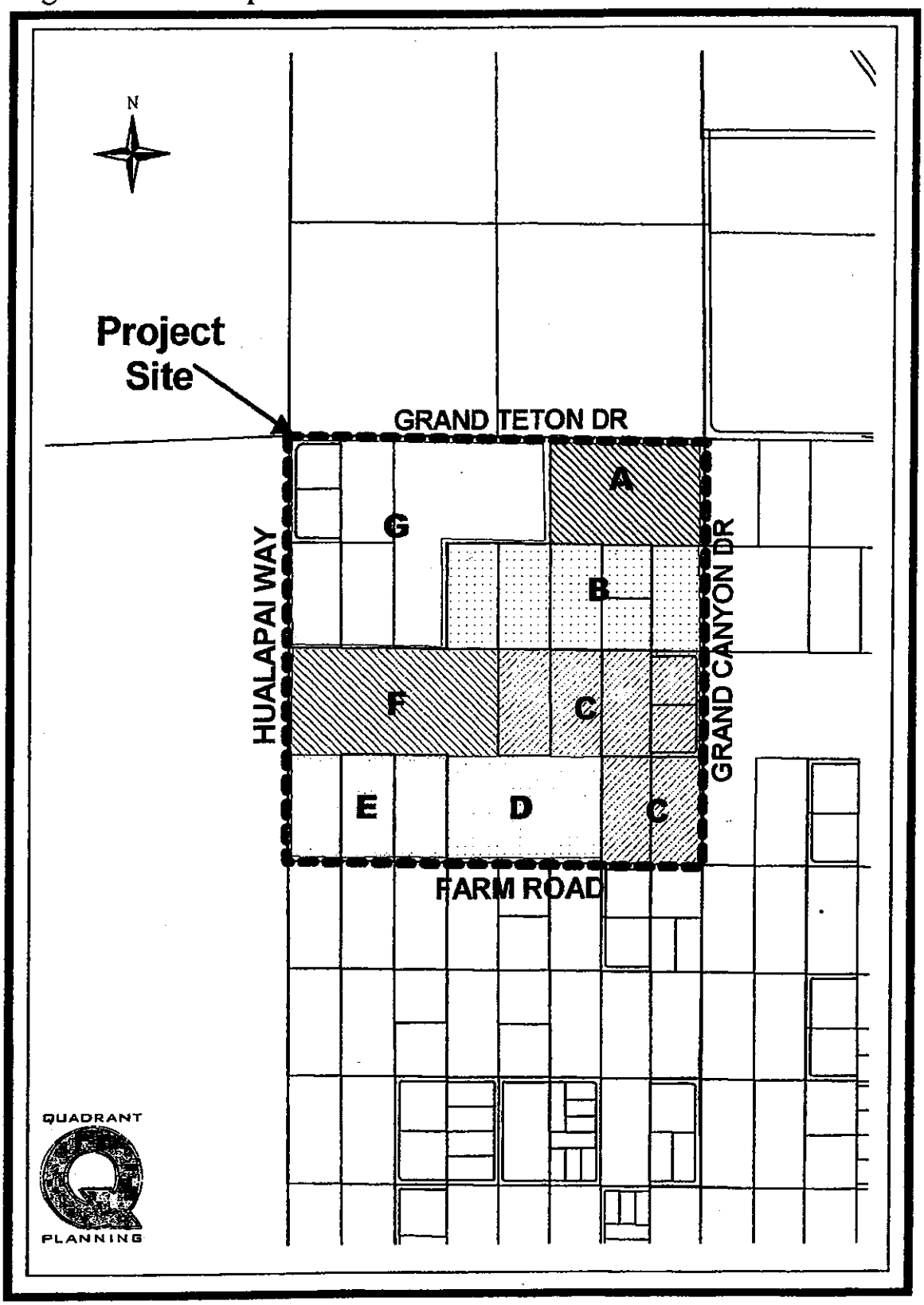
The land uses planned for Grand Teton Village are shown in Table 1 below as percentages of total acreage.

Table 1 – Grand Teton Village DEVELOPMENT PARCELS

Phase	Development Parcel	Land Use	Max. DU/AC	Actual DU/AC	Total Acres	Total Units
1	A	Multi-Family Medium Res.	25	22	15	330.0
1	B	Medium Low Attached	12	12	25	300.0
4	G	Medium-Low Res.	8	8	40	320.0
2 and 3	C and E	Low Density Res.	5.5	5.5	32.5	178.75
2 and 3	C and E	Low Density Res.	3.0	3.0	12.5	37.5
2 and 3	D and F	Public Facility	-	-	35	-
Totals			-	-	**160**	**1,166.25**

Gross Residential Density: **7.28** du/ac

Figure 2: Development Parcels



2.3 Land Use Designations

The Grand Teton Village Master Development Plan area shall be comprised of five land use designations listed below:

(1) Low Density Residential (up to 5.5 du/ac)
(2) Medium-Low Density Residential (up to 8 du/ac);
(3) Multi-Family Medium Residential (up to 25 du/ac).
(4) Medium-Low Attached (up to 12 du/ac)
(5) Public Facility

2.3.1 Low Density Residential

The Low Density Residential category provides for the development of up to 5.5 dwelling units per gross acre. This land use category allows for single-family product types including, but not limited to, duplexes, cluster, and zero lot line products, with a maximum of two stories. Allowable uses also include residential daycare up to six children, and group facilities for up to two residents.

2.3.2 Medium-Low Density Residential

The Medium-Low Density Residential category provides for the development of up to 8 dwelling units per gross acre. This land use category allows for higher density detached or attached, single-family product types including, but not limited to, compact lots and zero lot line, and two story buildings. Allowable uses also include residential daycare up to six children, and group facilities for up to two residents.

2.3.3 Multi-Family Medium Residential

The Multi-Family Medium Residential category provides for the development of up to 25 dwelling units per gross acre. Product types include a higher density variety of multi-family units such as condominiums, high density multi-family, and residential buildings with a maximum of three stories.

2.3.4 Medium-Low Attached

The Medium-Low Attached category provides for the development of up to 12 dwelling per units per gross acre. This land category allows for higher density attached, single-family product types, including, but not limited to townhomes, condominiums, compact lots and zero lot line, and two story buildings.

2.3.5 Public Facility/Open Space and Recreation

Neighborhood open spaces/pocket parks shall be built within residential communities to provide passive and active grass play areas as required by the City of Las Vegas. A total of 3.0 acres of open space shall be built within the residential communities and

shall be distributed proportionately across the 135 acres of residential property within the master plan. In addition, the Master Developer will develop a total of 2.12 acres of multipurpose trails along Hualapai Way and Grand Teton Drive and will also be responsible for construction of 6 acres of the 10-acre neighborhood park shown on the plan.

2.3.6 **Permissible Uses** – Casitas are a permissible use within the low and medium low residential categories in this plan

2.4 Grand Teton Village Master Development Plan

The acreage included in the Grand Teton Village Master Development Plan was designated Planned Community Development (PCD) in the Northwest Plan Amendment to the City of Las Vegas General Plan adopted by City Council December 18, 1996.

2.4.1 Development Phasing

Development of the Grand Teton Village Master Planned Community will commence at locations where the provision of infrastructure is most immediate and progress in a logical fashion from there. See Figure 4, Phasing Map, for details.

Due to differences in land use emphasis and the dependence upon market conditions, individual areas are expected to develop at different rates. It is possible that more than one area may be under development at any given time, or that development may not occur in the exact order as shown on Figure 4. Therefore, each individual phase will be required to extend all necessary utilities to that phase in order to provide adequate service. Additionally, half street improvements will be required adjacent to each individual phase as constructed. Temporary access roads and/or widened paving will be constructed to each phase as needed in order to satisfy City of Las Vegas requirements.

WATER SERVICE

Grand Teton Village lies entirely in the 2975 pressure zone as shown on the LVVWD Distribution facility map (See Figure 5). The Las Vegas Valley Water District maintains a 48" line at Centennial Parkway and Hualapai. The LVVWD will require an agreement for an oversize and extension agreement to extend the 2975 zone pipeline to Farm Road.

SEWER SERVICE

The nearest available sewer line is at El Capitan and 660' south of Deer Springs, approximately 2 ¼ miles southeast of the site. A sewer extension is currently being designed by VTN and will be constructed by Big Sky Development which will extend the

sewer to Grand Teton Drive and Tee Pee Lane. The main line will be oversized and will have the necessary capacity to serve the proposed site (See Figure 6).

MASTER DRAINAGE PLAN

A Master Drainage Plan for the overall 160 acres covered by this plan, shall be submitted to and approved by the Department of Public Works prior to the issuance of any permits or recordation of any Final Maps (not including the first parcel map) anywhere within the site. The Master Drainage Plan shall identify necessary drainage infrastructure improvements within the proposed PD area and shall propose an implementation program for the construction of such required improvements, including a Phasing plan identifying appropriate milestones (such as a certain number of units built) that will trigger the timely construction thereof. The Master Drainage plan shall clearly identify the parties responsible for each phase of construction.

CONCEPTUAL DRAINAGE ANALYSIS

The Grand Teton Village development, located in the City of Las Vegas, consists of approximately 160 acres. Preliminary data collected from the City of Las Vegas Northwest Neighborhood Study Phase II, Volume II, September 1999 (Northwest Study), shows runoff impact to the proposed development.

For the existing drainage conditions, it appears that flows are conveyed from the west in several natural washes across the site. Based on the above mentioned study, at the intersection of Farm Road and Hualapai Way, approximately Q_{10} = 218 cfs and Q_{100} = 489 cfs will convey east within the Grand Teton/Farm Road alignment. The middle of the site is impacted by Q_{10} = 80 cfs and Q_{100} = 168 cfs that the Northwest Study shows being conveyed to the east in Whispering Sands Drive. The northern boundary of the site at Grand Teton Drive and Hualapai Way is impacted by Q_{10} = 195 cfs and Q_{100} = 481 cfs that will be conveyed to the east in the Grand Teton Drive alignment. Since the flows mentioned are spread out over a wide area along the west perimeter of the site, temporary drainage channels or other drainage facilities would probably be needed to convey the flows to the three discharge locations mentioned.

For the future drainage conditions, several local and regional facilities are proposed in and around the site. First, a 24" pipe is proposed on Hualapi Way from Whispering Sands Drive to Farm Road collecting upstream runoff. This pipe connects to a 36" pipe along Farm Road that starts at Hualapai Road and runs to Grand Canyon Drive. This system will reduce the surface runoff within Hualapai Way to Q_{10} = 0 cfs and Q_{100} = 118 cfs. An 18" pipe is proposed within the Conquistador Street alignment which is located in the middle of the site running north/south. The pipe begins approximately 800' north of Farm Road and connects into the 36" pipe in Farm Road. Within Grand Teton Drive, there is a proposed Regional Flood Control District 72" pipe that runs from Hualapai Way to Grand Canyon. The proposed pipe will carry all flows that are

tributary to Grand Teton Drive. Within Hualapai Way there are two proposed pipe adjacent to the site. A 30" pipe beginning at Whisperings Sands Drive extends south and connects into the 36" pipe from Farm Road. In addition, an 18" pipe begins approximately 800' south of Grand Teton Drive and extends to the north to connect into the 72" Regional facility within Grand Canyon Drive. These pipes reduced the flows within Hualapai Way to Q_{10} = 0 cfs and Q_{100} = 20 cfs.

All projected flows and sizes of drainage system may change upon further detailed analysis. These flows shall be taken as general information only to show preliminary storm impacts.

2.4.2 Traffic Study

A master traffic study is being prepared which will evaluate the adequacy of the proposed street system. The analysis will also provide recommendations for roadway and intersection geometrics and traffic control. Since final development plans are not available for individual parcels at this time, the City of Las Vegas may require updates to the master traffic study or additional traffic studies to evaluate access to the parcels or any significant change of land use density.

Based on the results and conclusions of the preliminary master traffic evaluation, the proposed internal and perimeter street network is expected to provide adequate circulation and capacity for the master planned development.

A Traffic Study for the overall 160 acres covered by this plan shall be submitted to and approved by the Department of Public Works prior to the issuance of any permits or the recordation of any Final Maps (not including the first parcel map) anywhere within this site. The Master Traffic Impact Analysis shall identify necessary roadway infrastructure improvements and overall traffic signalization needs within the proposed PD area and shall propose an implementation program for the dedication and construction of such required improvements including a phasing plan identifying appropriate milestones that will trigger the timely construction thereof. Traffic signal contributions will be assessed per affected acreage and paid on that acreage prior to any construction.

2.5 Planned Development District

2.5.1 The Planned Development (PD) District is the Zoning mechanism for implementing the Grand Teton Village Master Development Plan. See Figure 2 - Development Parcels. See adopted City of Las Vegas Zoning Ordinance.

Figure 3: Planned Land Use

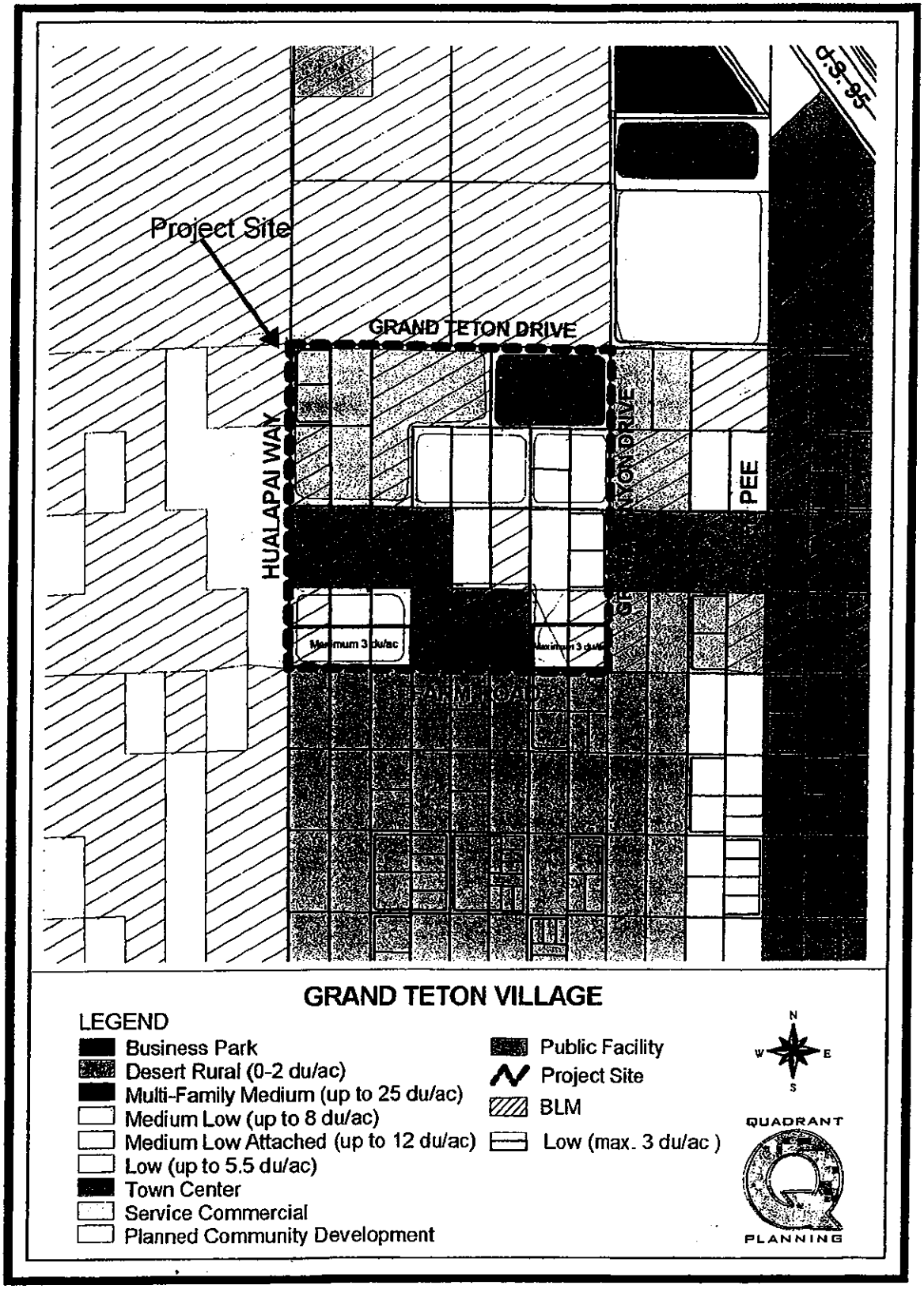


Figure 4: Phasing Map

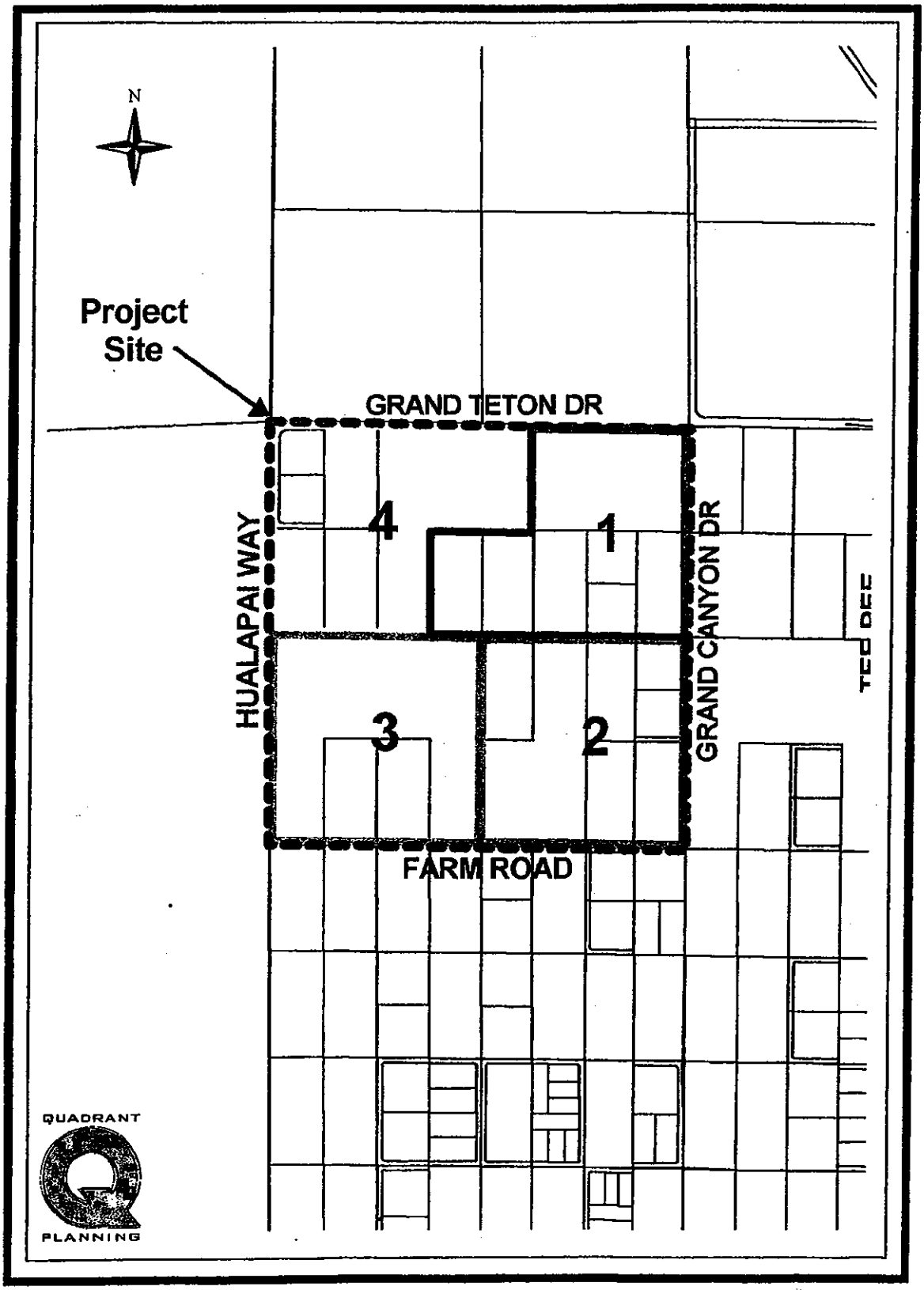


Figure 5: Water Service

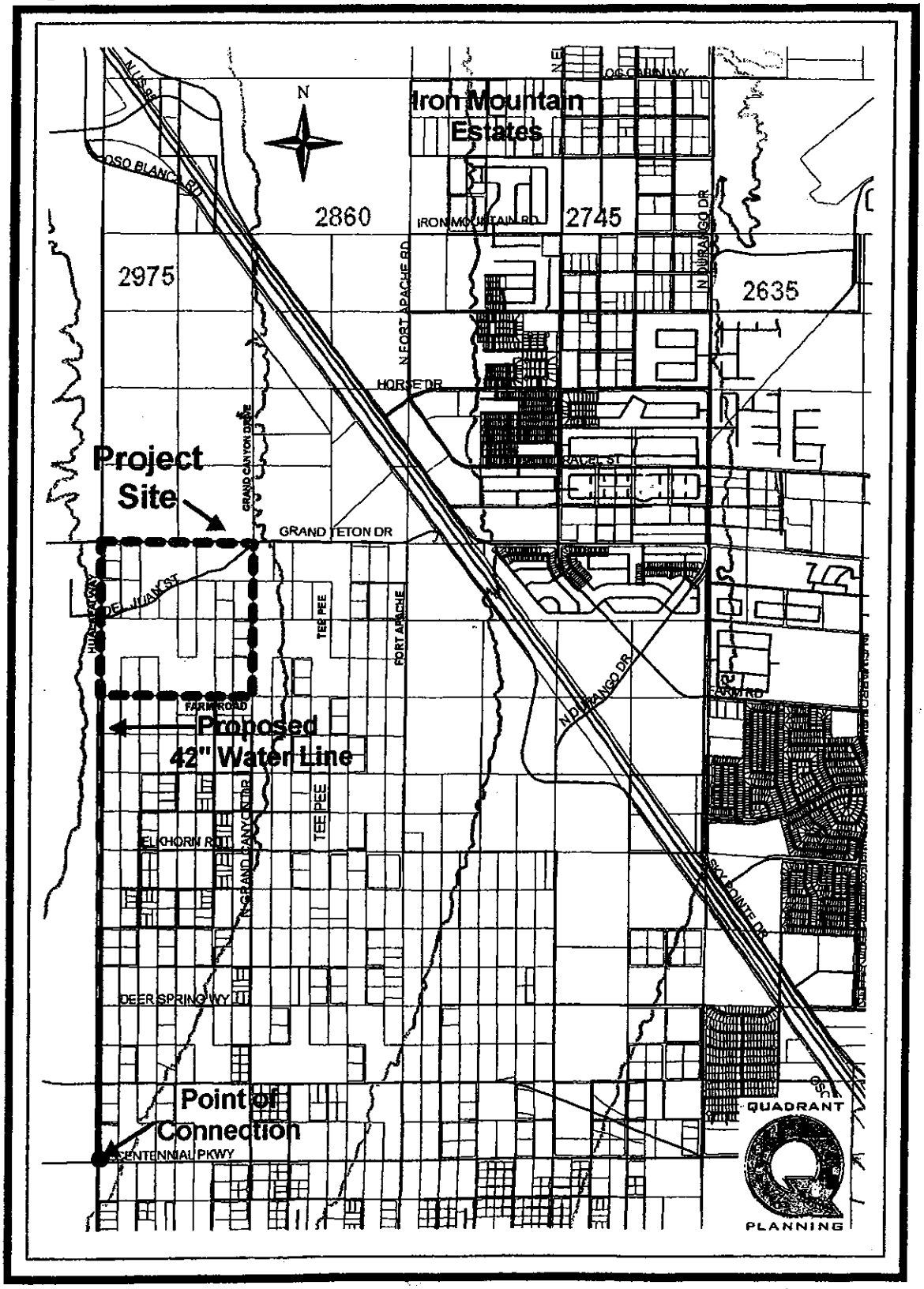
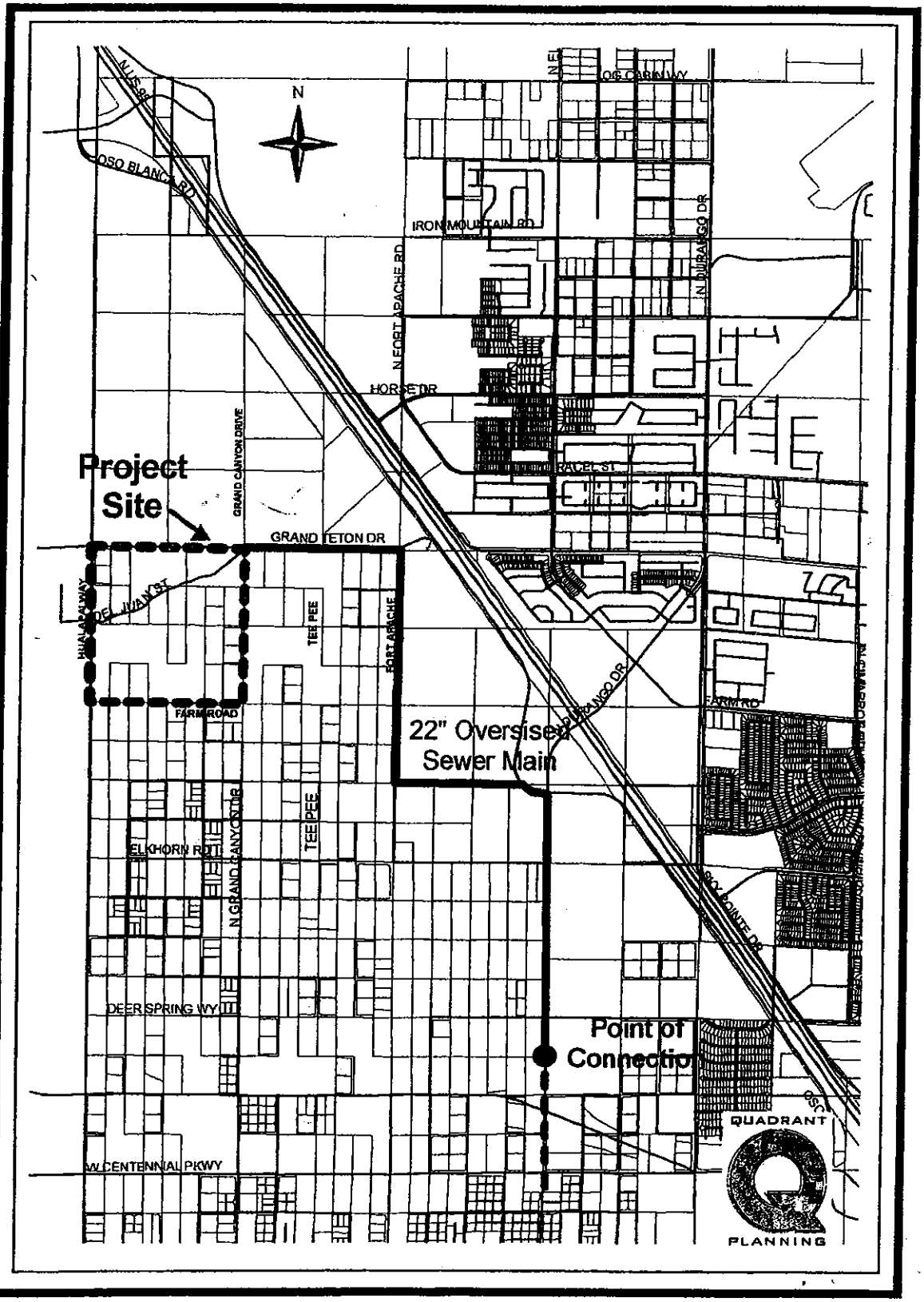


Figure 6: Sewer Service



3. SITE PLANNING GUIDELINES - GENERAL REQUIREMENTS

3.1 Objectives

3.1.1 The overall intent of the Standards and the Design Review Process is to promote the creation of an attractive, high-quality environment for the residences within the Grand Teton Village Master Development Plan area. The City of Las Vegas shall favor:

- integration of design elements within a project;
- high-quality, durable finishes;
- a positive relationship to the pedestrian.

3.1.2 When referring to this document, the owner/developer and designer shall keep in mind that these Standards begin with general requirements and progress toward more specific requirements. ***NOTE:*** ***The general requirements apply to all subsequent sections.***

3.2 Streets / Circulation Patterns

3.2.1 **Streets:** Streets shall be configured to provide safe, efficient vehicular circulation with streetscapes that provide a pleasant environment. All streets shall be improved by individual builders and designed in accordance to Title 18 which allows 37' "L" curb and 39' rolled curb. In addition:

(a) Landscaping shall be incorporated into all major public and private street systems 60' ROW or above per the City Landscape, Wall, and Buffering Standards; minimum landscape width is 10';
(b) All streets external to the plan shall be public and designed to City standards;
(c) All private streets shall conform to the requirements of City of Las Vegas Code Title 18. A sidewalk shall be required on one side of all public rights-of-way.

3.3 Streetscapes

The Public Streetscape shall be that area from the back of the curb to a wall including the sidewalk. Developers shall provide trees and other plantings with drip irrigation, streetlights and appropriate walkways that meet or exceed City of Las Vegas standards. Once completed, the streetscape will be maintained by home owner's associations or adjacent commercial parcels. External streets will be constructed according to City of Las Vegas Standards.

3.3.1 **Streetscape Lighting**

(a) Lighting design and installation shall be in conformance with City of Las Vegas Standards;

(b) Area lighting shall be provided along all public and private streets. Light standards, pole heights and attached lighting shall be scaled to the street dimension illumination requirements per code. Individual lot gas lamps may be used on private streets. In lieu of individual gas lamps, one (1) photo electric, coach/carriage light may be used on each side of the garage door;
(c) Public pedestrian areas, including pathways and open spaces shall be illuminated in hours of darkness especially where grade changes involving ramps or stairs occur. Lighting in these areas shall be provided by low overhead fixtures (10' - 15' height) and/or bollard lighting;
(d) All lighting plans shall be submitted to and approved by the City of Las Vegas.

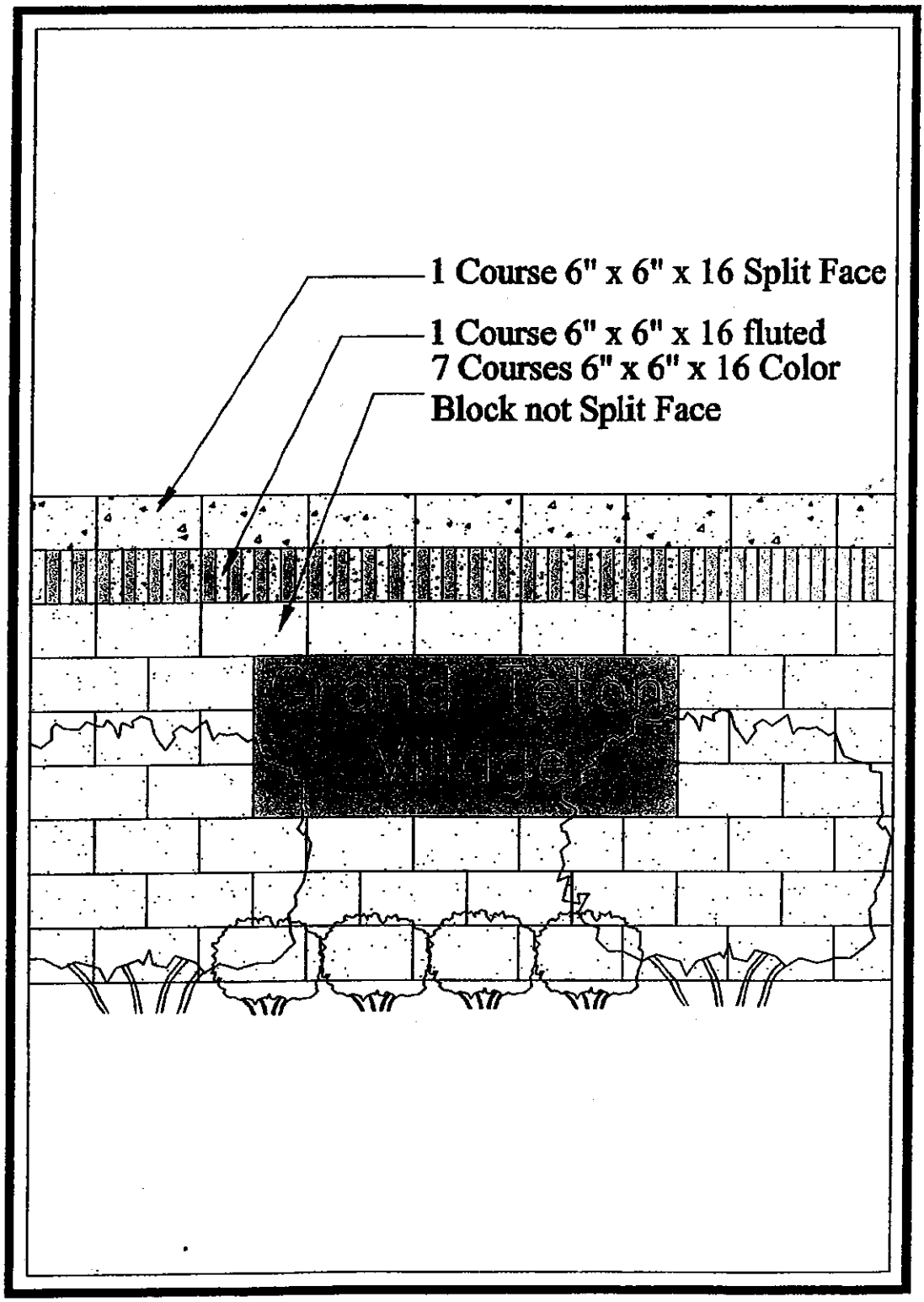
3.4 Multipurpose Pathways

3.4.1 **Multipurpose Pathways**, within developments, shall provide:
(a) Continuously linked walkways within each parcel and connecting adjacent parcels and commercial areas, where appropriate and applicable;
(b) Pedestrian friendly intersections per City of Las Vegas standards;
(c) Clearly designated areas as a "pedestrian zone";
(d) Concrete is the preferred material for public and private walks, adjacent to the street and within public open space;
(d) Other pathway materials, such as jogging paths of stabilized material, are to be specified on drawings;
(e) Street furniture, light poles, and other site furnishings shall not encroach upon the required width of the sidewalk;
(g) All multipurpose pathways shall be designed to City of Las Vegas standards.

3.4.2 **Multiuse Trail**
(a) A 20-foot wide multiuse trail (including public sidewalk) shall be located on the south side of Grand Teton Road. The multiuse trail will be designed to the City of Las Vegas Master Plan Trails Element standards;
(b) A 15' multi-use trail is required along the east side of Hualapai.

3.4.3 **Sidewalk Hierarchy**
(a) All sidewalks and pathways must meet or exceed City Code;
(b) Where applicable, sidewalks within primarily residential areas shall meet or exceed City standards;
(c) Pedestrian crossing points will be provided along and at all major intersections.
(d) Specified sidewalk widths shall not include width of curb;
(e) Sidewalks must be physically separated from vehicular travel lanes by curbing, changes in grade, barriers, landscaping, or other means, except at crosswalks.

Figure 7 - Grand Teton Village Theme Wall, Column and Cap



3.5 Setback Requirements / Adjacency Issues

3.5.1 Setbacks are measured from the property line from back of curb along street frontages, unless sidewalk exists and they will be measured back of sidewalk and from the respective property line for internal conditions. Vehicular areas include parking areas and vehicular circulation drives.

3.5.2 **Landscape of Setback Area:** All required setback areas shall be landscaped in a manner complementary to the on-site architecture and right-of-way design concept.

3.5.3 **Building Setbacks:** Building setbacks for side yards will be a minimum of five feet (5') for residential uses except in zero-line situations. The minimum building setback other than garage fronts shall be twelve (12) feet with garage fronts being a minimum of 18 feet.

3.5.4 Patio covers and balconies: Patio covers and balconies are permitted to within five feet (5') of the property line.

3.6 Walls - All Primary Streets

3.6.1 **Walls:** Walls are discouraged in places where they are not necessary for security, screening, or privacy. Notwithstanding, walls can provide decorative appeal and help to establish continuity within the community; therefore, consistency in the design of walls is essential. The City of Las Vegas Landscape, Wall, and Buffer Guidelines are the minimum standards that must be followed. The following guidelines apply to the design of walls within the project area that go beyond the CLV standards:

(a) Walls along primary streets shall be the Grand Teton Village theme wall. The wall material will be Cin-der-lite brand block consisting of CMU (brown) 6" x 6" x 16", and one course fluted (brown) 6" x 6" x 16" or equal. See Figure 7;

(b) The materials, color, and finish of all other walls and fences excluding residential walls shall be brown CMU and compatible with the architecture, and the overall character of the Grand Teton Village Plan area;

(c) Low walls and open rail walls are required and shall be used to allow views into residential areas, parks and open space, and to minimize the length of solid wall surfaces;

(d) Long stretches of unrelieved flat wall surfaces shall be avoided. The design of walls shall incorporate columns, off-sets, open rail segments, and plantings.

(e) To accommodate grade changes, walls shall step rather than slope, with individual steps not to exceed eight inches. Ends of walls shall return into the site to maintain a finished appearance;

(f) Screen Wall height is limited to six feet, in general, not including pilasters;

(g) Within any required sight triangle, wall heights shall be less than thirty inches;

(h) Walls that are adjacent to the public streets shall join at the same top-of-wall elevation or lower. Walls higher than the theme wall shall step down (each step maximum of 8") to the same top-of-wall elevation a minimum of 4' horizontal distance from the point of connection. Individual steps shall not exceed eight inches;

(i) Retaining walls shall not exceed eight feet (8') in height, terraced with a minimum of four feet (4') clear horizontal separation between walls;

(j) A retaining system that combines planting pockets with soil retention is an acceptable alternative to the above under certain circumstances. Use of such a system will be subject to the approval by the City of Las Vegas;

(k) Retaining walls requiring waterproofing treatment may use any approved materials and /or methods per City of Las Vegas standards;

(l) The overall height of a retaining wall combined with a freestanding wall, if visible from any street or open space area, shall not exceed fourteen feet (14');

(m) Curvilinear sections in walls are permitted only if compatible with the overall desired character of the development;

(n) Walls shall be regularly maintained and refinished as needed. Damaged walls shall be repaired within a reasonable period of time. In order to minimize water damage to walls, any landscaping within 3 feet of walls shall employ subsurface irrigation;

(o) Visible barbed or razor wire fencing is prohibited except during construction.

3.6.2 **Screen Walls and Fences:** Screening treatments must be designed as an integral part of the overall architectural and landscape design. The City of Las Vegas Landscape, Wall, and Buffer Guidelines are minimum standards. The following guidelines are in addition to those minimums:

(a) Streetscape fences and screens within landscaped setbacks shall match the Grand Teton Village theme wall;

(b) Landscaping must be used as an acceptable screen for passenger vehicles. However, landscaping alone is not acceptable for service area screening;

(c) Screen walls are to be used only where required for service area security and screen purposes. Otherwise, walls without a demonstrable purpose, that create the impression of a walled compound, are not allowed;

(d) Screen walls, fences, and retaining walls shall observe the parking setback requirement along public rights-of-way;

(e) Retaining walls visible from any street or open space area shall not exceed eight feet (8') in height and terraced with a minimum of four feet (4') separation between retaining walls;

(f) A retaining system that combines planting pockets with soil retention to achieve a steeper slope is an acceptable alternative to the above under certain circumstances;

(g) Retaining walls combined with freestanding walls, if visible from any street or open space area, shall not exceed fourteen feet (14') in height;

(h) Construction materials for screen walls, fences, and retaining walls shall be of durable materials. The design and construction of these elements shall have the same level of finish on all sides (i.e. no front or "good" side, nor back or "bad" side). Acceptable materials are painted wrought iron, split face masonry, stuccoed masonry, plaster-coated or decorative-colored finished concrete block, and tilt-up concrete panels;

(i) Prohibited materials are wood fencing, plain galvanized chain link with or without slats, and untinted CMU, and barbed wire/razor ribbon;

3.7 Signage: Signage shall be used to reinforce the desired character of the Grand Teton Village Plan area, and to call attention to certain features. All signs erected or installed in the Grand Teton Village Master Development Plan shall meet the requirements of Title 19A and shall be reviewed by the City of Las Vegas.

(a) Freestanding signage is limited to monument signs at a maximum height of eight feet (8') and a maximum area of 75 square feet. All signs shall utilize materials and colors reflecting the building design;

(b) The specifications for and location of all signs shall be submitted for City of Las Vegas approval. See City of Las Vegas Sign Code;

(c) Sign materials shall be compatible with associated architecture. Acceptable materials include brass, bronze, galvanized and painted or prefinished steel, anodized or painted aluminum, painted or prefabricated steel, ceramic tile, various types of stone, and brick. Wood, because of rapid deterioration in our climate, is unacceptable except as temporary signage;

(d) Bases for monument signs shall be of architectural concrete, masonry, or similar material;

(e) Lighting for any sign shall be of even intensity and from a concealed source. Sign colors shall be consistent with the associated architecture and the overall architectural theme of the Grand Teton Village PCD, yet provide sufficient contrast for legibility;

(f) Design of all traffic control signage shall be in accordance with the Manual of Uniform Traffic Control Devices published by the U. S. Department of Transportation, the applicable Nevada Department of Transportation Standards, and the requirements of the City of Las Vegas Traffic Engineer;

(g) Consolidate street and stop signs and mount to street light standards to minimize the number of sign poles;

(h) Preserve clear sight triangles of roads and driveways when placing signs. Sign fasteners shall be maintained in good repair at all times;

(i) Raceway lights and billboards are prohibited; and

(j) Monument signage shall meet City of Las Vegas sign standards;

(k) Special event signs, such as those for grand openings, shall meet City of Las Vegas sign standards;

(l) Perimeter walls may not be used for signage, except for subdivision identification.

3.8 Entry Features: Participating developers and builders shall install neighborhood or other project entryways to identify the entry and establish an image for the project. The following guidelines shall be considered in design of project entries:

(a) The area reserved for project entries shall be limited to geometric designs at each entry corner(s) measuring forty feet (40') from the right-of-way lines of the intersecting streets. The design of project entries shall maintain all City Las Vegas required sight triangles;
(b) The project entry shall encourage the incorporation of featured landscape treatments, enhanced paving details, signage and lighting where appropriate;
(c) A maximum of two monument project identification signs per entry will be allowed;
(d) The sign surface area shall not exceed 48 square feet. Sign copy is limited to the name and, in some cases, the name and address of the development.

3.9 Site Furnishings: Location of all site furnishings must be indicated on plans submitted for approval by the City of Las Vegas. The following guidelines shall be considered in the design, selection, and placement of site furnishings such as mail boxes, benches, bicycle parking structures, bus shelters, public telephones, exercise stations and trash receptacles:

(a) Where feasible, site furnishings shall be clustered and behind sidewalks and combine seating, telephones, lighting, and mail boxes;
(b) Benches and trash receptacles are appropriate in areas where heavy pedestrian traffic is anticipated, such as multi-family developments, and parks. The design of these elements shall be compatible with the overall character of Grand Teton Village, and shall not pose a safety hazard to pedestrians, bicyclists, or motor vehicles;

3.10 Lighting: The design intent is to provide safe and functional lighting in an aesthetically pleasing, visually unobtrusive manner. All lighting plans, whether for safety or aesthetics, must be submitted for approval by City of Las Vegas Planning and Development.

(a) Public street lighting and installation shall conform to the City of Las Vegas standards;
(b) Area lighting shall be provided along all public and private streets. Light standards and pole heights shall be scaled to the street dimension illumination requirements as per code. Individual lot gas lights will be used on private streets;
(c) Pedestrian areas, including off-street pathways, open spaces and other public areas, shall be illuminated during the hours of darkness;

(d) Task lighting shall be installed to emphasize major project entry signage and selected landscape features;
(e) Grade changes involving ramps or steps in major public areas shall be lighted. Lighting in these areas shall be provided by low overhead fixtures (<16' height) and/or bollard lighting especially on commercial properties;
(f) Public outdoor recreational facilities shall be illuminated when feasible or permissible. The lighting design for these facilities shall have a minimal impact on adjoining properties. See City of Las Vegas Zoning Ordinance;
(g) Wallpack lighting shall utilize "shoe-box" fixtures and downward-directed lights on all buildings. Lighting standards within parking lots shall be no more than 20 feet in height and shall utilize "shoe-box" fixtures and downward-directed lights;
(h) Street lights shall be placed within the landscaped amenity zone along all public perimeter streets.

3.11 Site Drainage: An efficiently designed drainage system with adequate capacity to handle runoff of heavy rains is critical in maintaining the desired appearance in the Grand Teton Village Master Development Plan area.

(a) The design objective for drainage improvements is to provide safe, efficient, and non-detrimental storm drainage. All areas of a project must be designed to prevent ponding unless detention is required;
(b) All roof overflow drain openings on commercial buildings shall require a cover piece at the rooftop level, if overflow drains are not used.

3.12 Site Grading: Proper site and building design will minimize required grading by corresponding with the natural lay of the land. The design objectives for parcel grading are to create smooth slope transitions between grade changes, to integrate buildings and site improvements, and to encourage the use of land form grading as a landscape design element. In addition:

(a) Graded slopes shall meet the standards established by the City of Las Vegas;
(b) Grading and drainage design shall provide for adequate site drainage. All parcel drainage shall conform to the approved Master Drainage Plan;
(c) The grading of the site shall conform as closely as possible to the natural topography. Transitions shall be as smooth, gradual and incremental as possible, recognizing existing slope conditions. Where topographic constraints exist, use architectural design solutions, such as low walls and/or rock walls;
(d) Tops and toes of slopes shall be rounded, and fall lines shall be varied, to create natural-appearing changes in grade unless a rigid transition is a deliberate part of the site development design concept;
(e) Building pads shall be set to promote positive drainage around the structure. All Public erosion slopes shall be landscaped with trees, shrubs, ground cover, and rock mulch in accordance with the approved plant palette, or mulched with approved landscaping rock, and/or a combination of planting and mulch. The

maximum slope for such areas is 2:1. An exception may be granted, subject to review, for use of retaining wall system noted below;

(f) Grading shall be manipulated to allow for a maximum of eight feet (8') retaining wall height. Terracing, with a minimum of four feet (4') clear horizontal separation between walls, is required to mitigate the needed retaining wall height. The maximum slope for planted areas is 3:1. Multiple retainers with four feet of separation are permitted;

(g) A retaining system that combines planting pockets with soil retention to achieve a steeper slope is an acceptable alternative to the above under certain circumstances;

(h) Retaining walls immediately adjacent to or connecting with a building shall be constructed of a material that visually blends with the building exterior, or is an integral material in the landscape. Retaining walls requiring waterproofing treatment may use any approved materials and/or methods per City of Las Vegas stadandards;

(i) Erosion control and fugitive dust control are required. Grading activity shall closely correspond with the start of construction; water or soil stabilization techniques shall be used during grading activity;

(j) Completed landscaping of individual front yard is required within 30 days of a certificate of occupancy granted by the City of Las Vegas.

3.13 Utilities: The design of utilities will incorporate utility distribution systems in a visually unobtrusive manner.

(a) Excluding electrical transmission lines (optional), utilities shall be located underground when feasible;

(b) Utility easements shall be provided under the street or sidewalk section and, where required, alongside the street right-of-way;

(c) Installation and maintenance of utilities shall avoid disrupting paving, landscaping, and off-site utilities;

(d) Telephone and electricity will be installed overhead, temporarily, during construction only.

3.14 Easements: Easements are restrictions placed on parcels to provide for a specific use, such as the service of a public utility line or drainage system. Structures erected within easements will be subject to removal at the expense of the parcel owner, if requested by the easement holder.

3.15 Mechanical Equipment: Mechanical equipment shall be incorporated in a visually unobtrusive manner. Therefore:

(a) Mechanical equipment and meters shall be integrated into the building or screened from public view as much as possible. Roof mounted mechanical equipment is not allowed on any residence.

3.16 Construction Activities: Good housekeeping practices at construction sites are critical to maintaining an attractive marketing image. Trash and debris can easily become a nuisance because of the frequency of winds. Therefore:

(a) Owners and builders shall clean up all construction site trash and debris as needed and remove and properly dispose of trash and debris each week from the construction site;

(b) The parcel developer shall protect from damage all existing pavement, and remove from paved areas all mud deposits left by construction equipment;

(c) The parcel developer shall locate and protect existing underground utilities prior to construction. The developer is responsible for repair and restoration of all existing improvements damaged by construction activity, including, but not limited to, walls, landscape, paving, signage, and utilities;

(d) The location and appearance of any construction trailer and related facilities must be maintained in an acceptable manner. These structures shall be removed promptly upon completion of construction.

4. ARCHITECTURE AND LANDSCAPE OVERVIEW

4.1 Objectives

4.1.1 The intent of the Design Standards is to:

(a) Define a minimum standard of quality for the design of buildings and landscape in the Grand Teton Village Master Development Plan area;
(b) Establish a consistent design character for the Grand Teton Village area; and
(c) Ensure compatibility within the Grand Teton Village Plan area, and between it and the Centennial Hills Plan.

4.1.2 Good architectural and landscape design is closely associated with good site planning, the guidelines for which are provided in the previous section. Because guidelines are conceptual, latitude in interpretation within the defined theme is necessary.

4.2 Architectural Themes: The architectural theme for Grand Teton Village residential projects will be derived from Southwest Contemporary, Mission, or Italian Renaissance. See Appendix A for a description and typical characteristics of each style.

4.3 Landscape Architectural Concept

4.3.1 In order to conserve water, the landscape concept for the Grand Teton Village Master Development Plan area shall be drought-tolerant. It is understood that coordination and some blending with the existing Northwest landscape is required to avoid a harsh interface of styles; however, the overall theme of the Grand Teton Village area shall be water conserving. This shall be achieved through the use of basic xeriscape techniques such as drought tolerant plant material and water efficient irrigation systems, and the design precepts that follow. Appendix B contains the approved Grand Teton Village Palette.

4.3.2 The landscape concept throughout Grand Teton Village is based on Desert Southwest, California Mission, and Spanish/Moorish Garden. Public areas, shall employ a more limited plant palette than the residential areas. The landscape concept includes the following precepts:

(a) Limited use of turf, primarily for functional recreational areas. As a general guideline, total turf area shall be 50% or less of the total landscaped area;
(b) Limited use of water in small fountains;
(c) Sun protection provided by trellises, and/or shade trees;
(d) Extensive use of evergreen shrubs and/or trees;
(e) Use of water-conserving, drought-tolerant, desert-adapted plant material;

(f) Zoning of plants by compatible water use, with the highest water use in areas where the colors and textures of foliage and flower can be most appreciated;
(g) Use of appropriate technology to achieve the most efficient irrigation systems, including drip irrigation wherever possible;
(h) Proper maintenance, including the best horticultural practices in pruning, irrigation, and fertilization of all plant material;

4.3.3 Planting Design

(a) Achieve unity of design by repetition of certain plant varieties, such as street trees and massing of plants, and coordinate planting plans with adjacent properties;
(b) Limit the number of species to simplify the planting plan. Do not use a wide variety of species at random;
(c) Massing of plant material by species shall be sized in proportion to the landscaped area, adjoining architectural mass, and/or the adjoining paving area;
(d) Choose plant material and space appropriately for mature size, to conserve use, avoid over-planting;
(e) Employ water-conservation principles in the design; for example, group together plants of like requirements for water, sun, and soil;
(f) In multi-family areas the City of Las Vegas Standards require 24" box trees be planted 30' on center maximum with requirements of tree quantities in parking lots. See City of Las Vegas Landscape, Wall, and Buffer Standards;
(g) Required shrub size is five (5) gallon; and one (1) gallon mixed;
(h) Required ground cover size is one (1) gallon; additional smaller sizes allowable;
(i) All turf shall be fescue blend or hybrid bermuda, developed for use in the desert. Common bermuda grass is prohibited. Astro-turf is prohibited;
(j) Reliance on excessive, large expanses of turf, except for recreational areas such as parks, is not permitted;
(k) All plant material shall be nursery grown, free of pests and diseases, of good form and habit, and represent the best qualities of the species;
(m) Plant material shall be installed in a manner commensurate with the best horticultural practices in the region to maximize the chances of plant survival;
(m) Inorganic materials shall occupy no more than forty percent (40%) of the total landscaped area after one year of growth. Except in areas not landscaped by Developer, bare soil is not permitted;
(n) Any boulders and rock groupings shall be set in informal arrangements;
(o) Limit areas devoted to cobbles and gravel mulch. Neither multi-colored gravel nor white gravel will be permitted;

4.4 Common Areas

Neighborhood open spaces/pocket parks shall be built within residential communities to provide passive and active grass play areas as required by the City of Las Vegas. A total of 3.0 acres of open space shall be built within the residential communities and shall be distributed proportionately across the 135 acres of residential property within the master plan. In addition, the Master Developer will develop a total of 2.12 acres of multipurpose trails along Hualapai Way and Grand Teton Drive and will also be responsible for construction of 6 acres of the 10-acre neighborhood park shown on the plan.

4.5 Irrigation

4.5.1 The climate and soil conditions in Las Vegas Valley create a difficult environment for landscape plants. Therefore it is essential that the irrigation system utilize current technology in both product application and the system design. The design objective is to create an irrigation system that is water-efficient, low-maintenance, and provides for the immediate and future requirements of the plant material.

4.5.2 Provide an automatic underground irrigation system for all landscaped areas. A centrally controlled system is required.

4.5.3 Areas to be served by irrigation systems shall be set for peak demand water requirements and estimated annual water usage. The designer shall utilize reference evapotranspiration rate data available from the Nevada Cooperative Extension weather station and apply the appropriate landscape coefficient to estimate water use.

4.5.4 The designer shall size and locate the water supply based on serving the calculated peak flow demand. A dedicated water tap, service, and meter are required for site landscape irrigation. All water is to be potable as provided by the local water purveyor, unless alternative sources are available. In no case shall velocities through service lines exceed seven feet per second (7 FPS) for piping two inches and smaller, and 5 FPS for piping 2.5 inches and larger. Flow through the landscape water meter shall not exceed 70% of maximum rated flow determined by the American Water Works Association (AWWA).

4.5.5 All potable water supplies shall be protected by the water district's standards using an approved Reduced Pressure Back flow Preventer (RP) device. At no time shall the velocity through the RP device exceed 7.5 FPS.

4.5.5 Design shall be based on utilizing available static pressure minus ten percent (10%) for fluctuations. Provide booster pump downstream of RP device if required to operate

system within highest level of application efficiency. Include pressure loss calculations with plan submittal.

4.5.7 Provide head-to-head coverage for lawn areas. Heads shall pop-up a minimum of 2.5 inches.

4.5.8 Do not place spray heads adjacent to any wall or structure. The City Las Vegas requires a 24" separation from buildings. If spray irrigation is desired adjacent to wall or structure, irrigate by subsurface means.

4.5.9 Design the system for peak summertime irrigation to be completed according to Las Vegas Valley Water District standards, and turf areas to be able to accommodate every-other-day watering (will require well-prepared soil for deep rooting of turf).

4.5.10 Irrigation water runoff to the street is not permitted. Therefore, place spray heads 6" from back of curb (or edges of sidewalks) and provide positive drainage so that nuisance water will not flow over curbs and sidewalks or across vehicular drives.

4.5.11 Provide drip irrigation to shrubs and trees, with appropriate filtration and pressure regulating devices.

4.5.12 Closely spaced, low growing ground covers and annuals will be irrigated by pop-up spray heads or emitters; no fixed risers are permitted.

4.5.13 Reliance on spray irrigation, where drip is practical, will not be permitted.

4.5.14 Provide individual-use sleeves under pavement for supply lines, non-pressure piping, and control wires.

4.5.15 Keep spray irrigation away from building foundation structures, sign faces, sidewalks, and parking lots.

4.5.16 Zone properly for plant material needs, including the consideration of exposure.

5. DESIGN STANDARDS FOR SINGLE AND MULTI-FAMILY RESIDENTIAL

See also Section 3: Site Planning Guidelines – General Requirements and Section 4: Architecture and Landscape Overview.

5.1 Definitions

(a) Low Density Residential

The Low Density Residential category provides for the development of up to 5.5 dwelling units per gross acre. This land use category allows for single-family product types including, but not limited to, duplexes, cluster, and zero lot line products, with a maximum of two stories. Allowable uses also include residential daycare up to six children, and group facilities for up to two residents.

(b) Medium-Low Density Residential

The Medium-Low Density Residential category provides for the development of up to 8 dwelling units per gross acre. This land use category allows for higher density detached or attached, single-family product types including, but not limited to, compact lots and zero lot line, and two story buildings. Allowable uses also include residential daycare up to six children, and group facilities for up to two residents.

(c) Medium-Low Attached

The Medium-Low Attached category provides for the development of up to 12 dwelling per units per gross acre. This land category allows for higher density attached, single-family product types, including, but not limited to townhomes, condominiums, compact lots and zero lot line, and two story buildings.

(d) Multi-Family Medium Residential

The Multi-Family Medium Residential category provides for the development of up to 25 dwelling units per gross acre. Product types include a higher density variety of multi-family units such as condominiums, high density multi-family, and residential buildings with a maximum of three stories.

5.2 Site Planning

The design objective is to provide community and open space amenities that promote pedestrian and vehicular access for a pleasant living environment. The development shall include recreation and landscape amenities for residents.

5.2.1 **Building and Lot Orientation:** The orientation of single-family lots and dwellings shall focus on creating interesting and inviting street scenes; usable private yard areas; and optimizing open space, recreational and view opportunities.

(a) Where third car garages are being proposed, a tandem configuration for the third car will be considered, to add flexibility to the floor plan and reduce the visual dominance of garage doors along the street;
(b) The orientation of multi-family lots and dwellings shall focus on creating interesting and inviting street scenes; usable private yards areas; and optimizing open space, recreational and view opportunities.

5.2.2 **Parking:** Automobile parking and on-site circulation, if improperly treated, can degrade the visual quality and integrity of the neighborhood, therefore:

A. **Single Family**

(a) The project association will restrict vehicular parking on any private street within the development. The project association shall be responsible for signage and enforcement of parking restrictions;
(b) Each single-family unit shall have a minimum of two enclosed off-street parking spaces;
(c) Trucks, campers, mobile homes or other recreational or off-street vehicles will not be parked in any front of fences or corner yards and shall not be parked, maintained, constructed or repaired in any yard.

B. **Multi-Family**

(a) All circulation within common parking areas shall be internal to the site;
(b) Covered parking structures shall be compatible with other architectural elements on the site;
(c) Parking lot lighting shall provide adequate illumination, but not emit light beyond the parking lot area;
(d) Parking lot design shall incorporate pedestrian circulation within and among parcels.

5.2.3 **Common Open Space and Residential Amenities:** Neighborhood open spaces/pocket parks shall be built within residential communities to provide passive and active grass play areas as required by the City of Las Vegas. A total of 3.0 acres of open space shall be built within the residential communities and shall be distributed proportionately across the 135 acres of residential property within the master plan. In addition, the Master Developer will develop a total of 2.12 acres of multipurpose trails along Hualapai Way and Grand Teton Drive and will also be responsible for construction of 6 acres of the 10-acre neighborhood park shown on the plan.

5.3 Architecture

Although the primary design components of any building are massing and scale, the following components require careful consideration to ensure compatibility in the overall appearance.

5.3.1 Building Massing, Setbacks and Height Requirements:

(a) The buildings shall have simple forms with varying heights;
(b) Front porches, arcades and loggias are encouraged;
(c) There shall be articulation in wall planes both vertically and horizontally, with projections and recesses providing shadow and depth on front elevations and any side entry homes.

5.3.2 **Elevations and Floor Plans:** Builders shall provide sufficient variations to add visual interest to the street scene:

(a) Diversity of elevations is required. It is recommend that no more than 4 identical elevations shall occur in a row along any street for single family houses;
(b) Provide a minimum of two color schemes that can be applied to any elevation. Each color scheme shall have a dominant and accent color;
(c) Design second story elements and locate windows to maintain rear and side yard privacy between units, where possible;
(d) Vary the floor plans on adjacent lots, use reverse plans, and alternate elevations, where practical;
(e) Multi-family projects shall provide a color scheme that can be applied to any elevation.

5.3.3 **Roofs:** Roof forms and materials are critical in maintaining the theme. Acceptable roof forms include gable, hip, or shed, and in some instances, flat (1/4" per foot slope) with parapet. Simple pitched roof forms will range from 3 1/2:12 to 6:12. Fascia shall be wood or stucco. Acceptable roof materials include flat or "S" tile, and built-up or single-ply membrane (flat roof only). Skylights and solar panels are permitted provided they are suitably integrated into the roof design. Visible asphalt shingles are not allowed. Roof mounted mechanical equipment is prohibited.

5.3.4 **Chimneys:** Fireplace chimneys shall be simple in design, and use the same materials as the surrounding wall or accent materials. Exposed flues are not permitted. Split vent metal flues shall be covered, and shall not exceed 2' in height above the highest point of the attached structure.

5.3.5 **Exterior Materials:** The exterior finishes shall reflect the theme and be compatible with the surroundings. Acceptable finishes include:

(a) Plaster or stucco using a sand, dash, medium lace, or other light-textured finish.

(b) Exposed wood with a minimum 2" nominal dimension. Exposed sheathing shall be limited to the underside of exposed eaves or porch roofs. All wood shall receive stain or paint finish. Durable substitute materials such as painted polymer aluminum, metal, or fiberglass are recommended;

(c) Accents and trim of ceramic tile, brick, rock veneer or clay pipe are recommended;

(d) Flashing, sheet metal, vents, etc., except for decorative copper, shall be painted to match adjacent surfaces.

5.3.6 **Colors:** Base colors shall be earth tones and warm off-whites (excluding pink) with contrasting accents. Any color change must occur separated by a horizontal cornice or accent band. Developers of the parcel shall submit a color scheme for approval by the Master Developer.

5.3.7 **Lighting:** Each residence shall have, in addition to a porch light, an illuminated garage-mounted light that illuminates the street numbers. Bright security lights are prohibited.

5.3.8 **Windows and Doors:** Mill finish aluminum window or door frames are prohibited. Reflective glass is prohibited except for low "E" glass.

(a) WINDOWS, regardless of elevation:
- Divided lights and factory finished white or accent color frames;
- Half-round or flat arched openings;
- Accent windows, octagonal or circular;
- Shutters and pot shelves, scaled to the window size.

(b) EXTERIOR DOORWAYS:
- Shall be emphasized by door surrounds where esthetically pleasing (i.e. "pop outs" on front doors);
- Have the appearance of raised panels.

(c) GARAGE DOORS:
- Shall be recessed from the adjacent walls;
- Shall be metal sectional.

5.3.9 **Porches:** Porches provide shade and shelter, are conducive to neighborliness and the enjoyment of the outdoors. The porch also lends shadow and depth to the exterior walls and presents a human scale element to the street. Front porches and patios are encouraged, but not required.

5.3.10 **Balconies:** The use of balconies will be considered an optional item. The balcony shall be incorporated into the building form to provide articulation and visual interest to large wall masses. The railings or walls shall be consistent in character with the structure.

5.3.11 **Exterior Stairs:** Exterior stairs shall compliment the architectural massing and form of the building, and shall use materials similar to that of the balcony.

5.3.12 **Private Walls and Fences:** Private walls and fences will be used to provide security, privacy and landscape definition.

(a) Block wall treatments visible from the interior street or public spaces shall be consistent in design with adjacent buildings in materials, form, character, and color;
(b) Walls shall meet governing codes;
(c) Landscaping, particularly vines and espaliered plant materials, may be used to visually soften garden walls;
(d) Stepped walls are required;
(e) To create a massive appearance, minimum thickness of walls shall be six inches with pilasters of eight-inches or greater;
(f) Fences and view segments in private walls shall be of wrought iron, painted aluminum, polymer or pre-cast baluster rails, or stacked and permanently fixed roofing tiles to form a grille. Gates shall be of wrought iron or painted aluminum.

5.3.13 **Accessory Structures**

(a) Patio covers, trellises, gazebos or any other accessory structures shall be compatible with the materials, forms and colors of the adjacent homes and shall be constructed as permitted by governing codes, particularly in respect to height, size and setbacks;

5.4 Landscape

The developer shall provide a landscape concept to establish continuity with the streetscape design.

(a) The landscape concepts will be subject to approval by the City of Las Vegas;

(b) Plant materials shall be selected from the approved Plant Palette. See Appendix B;
(c) Provide a minimum of two 15 gallon box trees per single-family unit front yard;
(d) The front yard planting shall be designed so that a minimum of 60% coverage is achieved within two years under normal growing conditions. This includes shrubs, turf, and vegetative ground covers;
(e) Plantings shall be a combination of 1 and 5 gallon size, adequately spaced to provide full screen after two years' growth;
(f) An appropriate rock mulch, such as decomposed granite, shale, etc., shall be used in shrub beds, and shall be of earth tone (non-white);
(g) Provide landscaping for front and side yards of corner lots.

5.4.1 **Perimeter Area Landscaping:** Perimeter Area Landscaping shall be in accordance with City of Las Vegas Landscape, Wall, and Buffer Guidelines.

5.4.2 **Irrigation:** All planting areas held in common and maintained by a project association or property management group shall be supplied with an automatic irrigation system. Individual lots are the responsibility of the homeowner. All other areas will use potable water.

6. DESIGN STANDARDS FOR OPEN SPACE

Open space is an integral component of the Land Use Plan that utilizes streets, sidewalks and pathways to connect parcels to each other and encourage pedestrian activity. The Common Area is made up of the components listed below.

The Park-Residential Construction tax allows for collection of whichever is less, one (1) percent of the valuation of each building permit issued, or $1,000.00 per residential unit. The basis of valuation is $.32 per square foot.

6.1 Parks and Open Space

Neighborhood open spaces/pocket parks shall be built within residential communities to provide passive and active grass play areas as required by the City of Las Vegas. A total of 3.0 acres of open space shall be built within the residential communities and shall be distributed proportionately across the 135 acres of residential property within the master plan. In addition, the Master Developer will develop a total of 2.12 acres of multipurpose trails along Hualapai Way and Grand Teton Drive and will also be responsible for construction of 6 acres of the 10-acre neighborhood park shown on the plan.

7. GLOSSARY

BUILDER / DEVELOPER
"Builder/Developer" shall mean a developer/builder of an individual parcel other than the master developers and home builders.

CITY OF LAS VEGAS
City of Las Vegas (CLV) includes, but is not limited to the Planning Department, Development Department, Public Works, or any other Department that reviews the Grand Teton Village PCD design Standards and/ or plans.

COMMUNITY OPEN SPACE
Community open space is defined as any improved public recreational facility or grounds including but not limited to: park areas provided for passive recreation including gardens, walking areas, picnic areas. Linear open space connections were developed to provide pedestrian and bicycle linkages between village centers, neighborhood focuses, parks and residential areas. These connections can make dual use of preserved natural drainage, new drainage ways and utility easements.

CURB RAMP
A sloping walkway, which provides access between a walkway to a surface located above or below an adjacent curb face.

DESIGN THEME
A conceptual theme that is established for an area of the Grand Teton Village Master Plan which forms the basis for all design decisions that are made toward realizing the final form of the area. The Design Theme provides a visual basis for architecture, engineering, site planning and landscape architecture.

DRAINAGE WAY
A drainage channel, or swale that serves to carry surface run-off.

HANDICAPPED ACCESSIBLE
Means of access and egress that are easily utilized by people having temporary activity, or mobility impairments, as defined by American's with Disabilities Act.

LANDSCAPE
An outdoor area that is improved with one, or a combination of, ground cover, shrubbery, trees, water features, sculptures, earth berms, walls, or fences, based on a design that maximizes function, aesthetics and maintenance considerations.

LANDSCAPE AREA
A tract of land, usually adjacent to street right of way that is provided for the purpose of community landscape.

LANDSCAPE BUFFER
An area of land landscaped with earth forms and plant materials for the purpose of minimizing adverse effects of smoke, odor, noise, dust, glare or visual pollution form incompatible adjacent uses.

NEIGHBORHOOD
The neighborhood as a development concept applied to Grand Teton Village promotes a combination of residential and commercial land uses in a balanced development pattern. This pattern balances the number of residential units with appropriately sized, easily accessible levels of commercial uses.

ON-SITE
Within the boundary of the development parcel or development site referenced.

PARCEL
A parcel of land, established by the primary developer, to be developed according to a specific program and planning and design criteria.

PARCEL DESIGN AND ENGINEERING CRITERIA
Documents that provide planning, site design and engineering criteria specifically for an individual development parcel.

PEDESTRIAN ACCESS CUL-DE-SAC
A cul-de-sac that provides pedestrian circulation through the end of the cul-de-sac to connect with walkways along streets, parks, public open areas or other cul-de-sacs.

RAMP
A portion of a handicapped accessible walkway with a slope greater than 1 foot vertical in 20 feet horizontal five percent.

RESIDENTIAL WALLS
Walls adjoining residential lots that are constructed to provide privacy for the residential parcel, and are not required to be constructed according to Grand Teton Village wall standards.

SERVICE AREAS AND YARDS
Areas required to provide loading facilities and storage of waste products and trash at commercial buildings, offices, community faculties or residential projects.

SETBACK - BUILDING
The distance between the property line of a lot and the closest point on the exterior face of a building. In the proximity of streets, building setbacks shall be measured from the edge of the landscape area adjacent to the street. Parts of a building such as cantilevered eaves, decks, or bay windows may encroach into the setback.

SETBACK - PARKING
The distance between the property line of a lot and the back curb of a parking area.

SIGNAGE
Any device, structure, fixture or placard using graphics, symbols and/or written copy for the primary purpose of identification or advertising any establishment, product, goods or services.

SITE FURNISHING
Utilitarian outdoor elements intended for public use such as benches, trash receptacles, public telephones, newspaper dispensers, postal delivery units and lighting standards.

STREETSCAPE
All of the plant material, walkways, walls, street furnishings, and building facades adjacent to a roadway that establish the visual character of the public street.

WALKWAY
Paved pedestrian connections or walkways designated as handicapped accessible shall not exceed five percent.

WATER CONSERVING PLANT MATERIALS
Plant materials that may or may not require irrigation, but do so in a limited way, as opposed to exotic plant material that is not indigenous to the area and require large amounts of irrigation.

APPENDIX A: ARCHITECTURAL STYLES

Mission

Mission architecture combines the building patterns of the Pueblo Indians with Spanish Colonial design, incorporating Mediterranean influences. Mission style uses low pitched tile roofs, with hipped or gabled forms and wide overhanging eaves. Missions were commonly built around a central patio or garden, with extended building eaves creating a covered arcade supported by rounded arches. Clay tiled roofs, white stucco walls, and colonnades, or covered walkways, are typical features.

Italian Renaissance

Aspects of Italian Renaissance architecture include classical elements such as columns, pediments, cornices, arches, and niches, with emphasis on overall symmetry of form. Roof forms are flat with a parapet, or hipped with a shallow slope. Balconies are projecting or recessed, with iron rails or concrete balustrades. Exteriors are stucco or masonry, frequently with lower story rustication.

A brief list of typical characteristics of the residential style includes the following.

- Flat roofs with parapets.
- Shallow-pitched roofs with a slope of 3 1/2:12 to 6:12.
- Gable, shed and hip roof forms.
- S-shaped clay or concrete tile roofing.
- Stucco, smooth or textured, and masonry exteriors.
- Generous overhangs with closed eaves; fascia and eave soffits wood
- Half-round or flat arches above doors, windows and porch roofs.
- Entry accented by columns.
- Simple massing with projecting porches or wings.
- Balconies, projecting or recessed, with iron railing or concrete balustrade.
- Accent details such as shutters, medallions, quoins, tiled gables, molded cornices, window pediments, continuous belt course trim, and ground-story rustication are encouraged.
- Exterior entry courts, courtyards, patios, and arcaded wing walls that are an extension of the architecture.

Southwest Contemporary

Retains the basic elements from Mission and Italian Renaissance - stucco walls, clay roof tiles, arcades and courtyards with fountains, white and off-white to sand and coral exterior colors - but executed with cleaner lines, simplified forms and contemporary materials.

APPENDIX B: PLANT PALATTES

GRAND TETON VILLAGE PLANT PALETTE TREES

	BOTANICAL NAME	COMMON NAME
1	*Acacia aneura*	Mulga
2	*Acacia greggii*	Catclaw acacia
3	*Acacia minuta*	Southwest sweet acacia
4	*Acacia rigidula*	Blackbrush acacia
5	*Acacia schaffneri*	Schaffner's acacia
6	*Acacia smallii*	Sweet acacia
7	*Albizia julibrissin*	Silk tree
8	*Arbutus unedo*	Strawberry tree
9	*Bauhinia congesta*	Anacacho orchid tree
10	*Brahea armata*	Mexican blue palm
11	*Cedrus atlantica 'Glauca'*	Blue atlas cedar
12	*Celtis reticulata*	Western hackberry
13	*Celtis sinensis*	Chinese hackberry
14	*Cercidium floridum*	Blue palo verde
15	*Cercidium microphyllum*	Littleleaf palo verde
16	*Chilopsis linearis*	Desert willow
17	*Chitalpa*	Chitalpa (*Chilopsis x Catalpa*)
18	*Cupressocyparis leylandii*	Leyland cypress
19	*Eriobotrya deflexa*	Bronze loquat
20	*Eriobotrya japonica*	Loquat
21	*Eriobotrya Rahpiolepis*	Coppertone
22	*Eucalyptus formanii*	Forman's eucalyptus
23	*Feijoa sellowiana*	Pineapple guava
24	*Fraxinus greggii*	Little leaf ash
25	*Fraxinus oxycarpa* 'Raywoodii'	Raywood ash
26	*Fraxinus velutina*	Arizona ash
27	*Fraxinus velutina* 'Modesto'	Modesto ash
28	*Fraxinus velutina* 'Rio Grande'	Rió Grande ash
29	*Gleditsia triacanthos inermis* cultivars	Honey locust
30	*Juniperus chinensis* 'Torulosa'	Hollywood twisted juniper
31	*Koelreuteria paniculata*	Goldenrain tree
32	*Lagerstroemia indica*	Crape myrtle
33	*Laurus nobilis*	Grecian laurel
34	*Ligustrum lucidum*	Glossy privet
35	*Olea europaea* 'Swan Hill'	Swan Hill Olive
36	*Olea europaea* 'Wilsonii'	Wilson's olive
37	*Phoenix dactylifera*	Date palm
38	*Pinus edulis*	Colorado pinyon pine
39	*Pinus eldarica*	Mondel pine
40	*Pinus halapensis*	Aleppo pine

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41	*Pinus pinea*	Italian stone pine
42	*Pinus roxburghii*	Chir pine
43	*Pistacia chinensis*	Chinese pistache
44	*Pithecellobium flexicaule*	Texas ebony
45	*Pittosporum phillyraioides*	Willow pittosporum
46	*Platanus acerfolia*	London plane tree
47	*Platanus wrightii*	Arizona sycamore
48	*Podocarpus macrophyllus*	Japanese yew pine
49	*Populus alba* 'Bolleana'	Bolleana white poplar
50	*Populus fremontii*	Fremont cottonwood
51	*Prosopis* species	Mesquite
52	*Prunus caroliniana*	Carolina laurel cherry
53	*Prunus cerasifera*	Purple leaf plum
54	*Punica granatum*	Pomegranate
55	*Pyrus calleryana* 'Bradford'	Bradford callery pear
56	*Pyrus kawakamii*	Evergreen pear
57	*Quercus buckleyi* 'Redrock'	Redrock oak
58	*Quercus ilex*	Holly oak
59	*Quercus suber*	Cork oak
60	*Quercus texana*	Texas red oak
61	*Quercus virginiana*	Southern live oak
62	*Quercus vierginina* 'Heritage'	Heritage live oak
63	*Robinia ambigua* 'Idahoensis'	Idaho locust
64	*Robinia ambigua* 'Purple Rose'	Purple robe locust
65	*Sophora japonica*	Japanese pagoda tree
66	*Sophora secundiflora*	Texas mountain laurel
67	*Ulmus parvifolia* 'Sempervirens'	Evergreen elm
68	*Vitex agnus-castus*	Chaste tree
69	*Zizyphus jujuba*	Chinese jujube

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SHRUBS

	BOTANICAL NAME	COMMON NAME
1	*Atriplex* species	Saltbush
2	*Baccharis pilularis* 'Twin Peaks'	Dwarf coyote bush
3	*Baccharis sarothroides*	Desert broom
4	*Cassis* species	Cassia and senna
5	*Cotoneaster* species and cultivars	Cotoneaster
6	*Dalea* species	Indigo bush
7	*Encelia farinosa*	Brittlebush
8	*Ericameria laricifolia*	Turpentine bush
9	*Euonymus* species	Euonymus
10	*Fallugia paradoxa*	Apache plume
11	*Feijoa sellowian*	Pineapple guava
12	*Ilex* species	Holly
13	*Juniperus* species	Juniper
14	*Lagerstroemia indica* cultivars	Crape myrtle
15	*Larrea tridentata*	Creosote
16	*Leucophyllum* species and cultivars	Texas ranger
17	*Ligustrum japonicum*	Japanese privet
18	*Ligustrumlucidum*	Glossy privet
19	*Myrtus communis*	Myrtle
20	*Myrtus communis* 'Compactus'	Dwarf myrtle
21	*Nandina domestica* cultivars	Heavenly bamboo
22	*Photinia fraseri*	Fraser's photinia
23	*Pittosporum tobira*	Mock orange
24	*Pittosporum tobira* 'Variegata'	Variegated mock orange
25	*Pittosporum tobira* 'Wheeler's Dwarf'	Dwarf mock orange
26	*Pyracantha* species	Pyracantha
27	*Rhaphiolelpis indica* cultivars	Indian hawthorn
28	*Rhus ovata*	Sugar bush
29	*Simmondsia chinensis*	Jojoba
30	*Tecoma stans angustata*	Yellow bells
31	*Vauquelinia californica*	Arizona rosewood
32	*Viburnum tinus*	Viburnum
33	*Viburnum tinus* 'Compacta'	Dwarf viburnum
34	*Xylosma congestum*	Xylosma

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SUBSHRUBS AND GROUND COVERS

	BOTANICAL NAME	COMMON NAME
1	*Abelia grandiflora*	Abelia
2	*Acacia redolens* 'Desert Carpet'	Prostrate acacia
3	*Aptenia cordifolia*	Hearts and flowers
4	*Baccharis* 'Centennial'	Centennial baccharis
5	*Baileya multiradiata*	Desert marigold
6	*Calliandra eriophylla*	Fairy duster
7	*Convolvulus cneorum*	Bush morning glory
8	*Convolvulus mauritanicus*	Ground morning glory
9	*Dietes iridoides*	Fortnight lily
10	*Gazania* species	Gazania
11	*Hemerocallis* species	Daylily
12	*Hymenoxys acaulis*	Angelita daisy
13	*Justicia* species	Justicia
14	*Lantana* species	Lantana
15	*Melampodium leucanthum*	Blackfoot daisy
16	*Osterospermum fruiticosum*	Trailing African daisy
17	*Psilostrophe cooperi*	Paperflower
18	*Rosmarinus officinalis* cultivars	Rosemary
19	*Salvia* species	Sage
20	*Santolina* species	Lavendar cotton
21	*Sphaeralcea ambigua*	Globe mallow
22	*Teucrium* species	Germander
23	*Trachelospermum asiaticum*	Asiatic jasmine
24	*Trachelospermum jasminoides*	Star jasmine
25	*Verbena* species	Verbena
26	*Vinca minor*	Vinca

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ACCENTS, CACTI AND SUCCULENTS

	BOTANICAL NAME	COMMON NAME
1	*Agave* species	Agave
2	*Aloe* species	Aloe
3	*Brahea armata*	Mexican blue palm
4	*Caesalpinia*	Bird of paradise
5	*Chamaerops humilis*	Mediterranean fan palm
6	*Dasylirion wheeleri*	Desert spoon
7	*Echinocactus* species	Barrel cactus
8	*Echinocereus* species	Hedgehog cactus
9	*Ferocactus* species	Barrel cactus
10	*Fouquieria splendens*	Ocotillo
11	*Hesperaloe parviflora*	Red yucca
12	*Muhlenbergia* species	Muhley grass
13	*Nolina microcarpa*	Bear grass
14	*Opuntia* species	Prickly pear and cholla
15	*Penstemon* species	Penstemon
16	*Pennisetum setaceum* 'Rubric'	Ruby fountain grass
17	*Trachycarpus fortunei*	Windmill palm
18	*Washingtonia filifera*	California fan palm
19	*Washingtonia robusta*	Mexican fan palm
20	*Washingtonia filifera x robusta*	Hybrid fan palm
21	*Yucca* species	Yucca

VINES

	BOTANICAL NAME	COMMON NAME
1	*Campsis species*	Trumpet creeper
2	*Ficus pumila*	Creeping fig
3	*Gelsemium sempervirens*	Carolina jasimine
4	*Hedera species*	Ivy
5	*Jasminium mesneyi*	Primrose jasmine
6	*Lonicera species*	Honeysuckle
7	*Madfadyena unguis-cati*	Cat's claw
8	*Parthenocissus quinquefolia*	Virginia creeper
9	*Parthenocissus tricuspidata*	Boston ivy
10	*Rosa banksiae*	Bank's rose
11	*Trachelospermum asiaticium*	Asiatic jasmine
12	*Trachelospermum jasminoides*	Star jasmine

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PROHIBITED PLANTS

	BOTANICAL NAME	COMMON NAME
1	Cynodon dactylon	Common bermuda
2	Morus alba	Fruitless mulberry
3	Olea europaea	Olive tree
4	Nerium oleander	Oleander

NOTE 1: Each project shall coordinate its plant palette with existing street trees and landscape design concept.

NOTE 2: All other plants not listed on the Grand Teton Village Plant Palette, but which are not expressly prohibited above, will be allowed subject to approval by the City of Las Vegas.

NOTE 3: Not all species or cultivars of each genus listed will be allowed, depending on the suitability of the selected plant, with respect to its use or adaptability.

NOTE 4: For public use applications, a limited number of species shall be used for the plant palette; whereas more latitude will be allowed for residential uses.

Figure 2: Development Parcels