

CLIFF'S EDGE

MASTER DEVELOPMENT PLAN AND DESIGN GUIDELINES CITY OF LAS VEGAS

Last Revised by Minor Modification on August 5, 2009

Prepared by



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Revisions Marked by Asterisk

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MOD-22969 on September 19, 2007
MOD -19114 on April 4, 2007
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Prepared by



CLIFF'S EDGE Index of Updates

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CLIFF'S EDGE

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1. INTRODUCTION

1.1 Cliff's Edge Master Development Plan Concept

The Cliff's Edge Master Development Plan shall reflect the objectives set forth in the Planned Development (PD) District Ordinance, 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 Cliff's Edge Master Development Plan and Design Standards (or Cliff's Edge 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;
- (c) Establishing design criteria; and
- (d) Providing the criteria for project approval.

- 1.2.1 The Cliff's Edge 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 Cliff's Edge 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 Cliff's Edge Master Development Plan (or Master Development Plan) comprises approximately 1,150 acres of land. The project is planned for a range of single, cluster and multi-family residential uses, as well as village commercial uses (See Figure 2).

This Master Development Plan establishes a comprehensive set of land uses, site

development standards, architectural, and landscape criteria, as well as residential design standards for the Cliff's Edge project. The Master Development Plan also contains sites designated for parks, schools, and other public facility uses.

The Master Developer of the Cliff's Edge Master Development Plan is charged with developing the community in a comprehensive manner. In order for this to occur, the

Master Developer is committed to providing all necessary infrastructure and services needed for the Master Development Plan's development. The Master Developer will enter into a Development Agreement with the City that contains mechanisms for the provision and phasing of such infrastructure and services.

1.3 Project Location

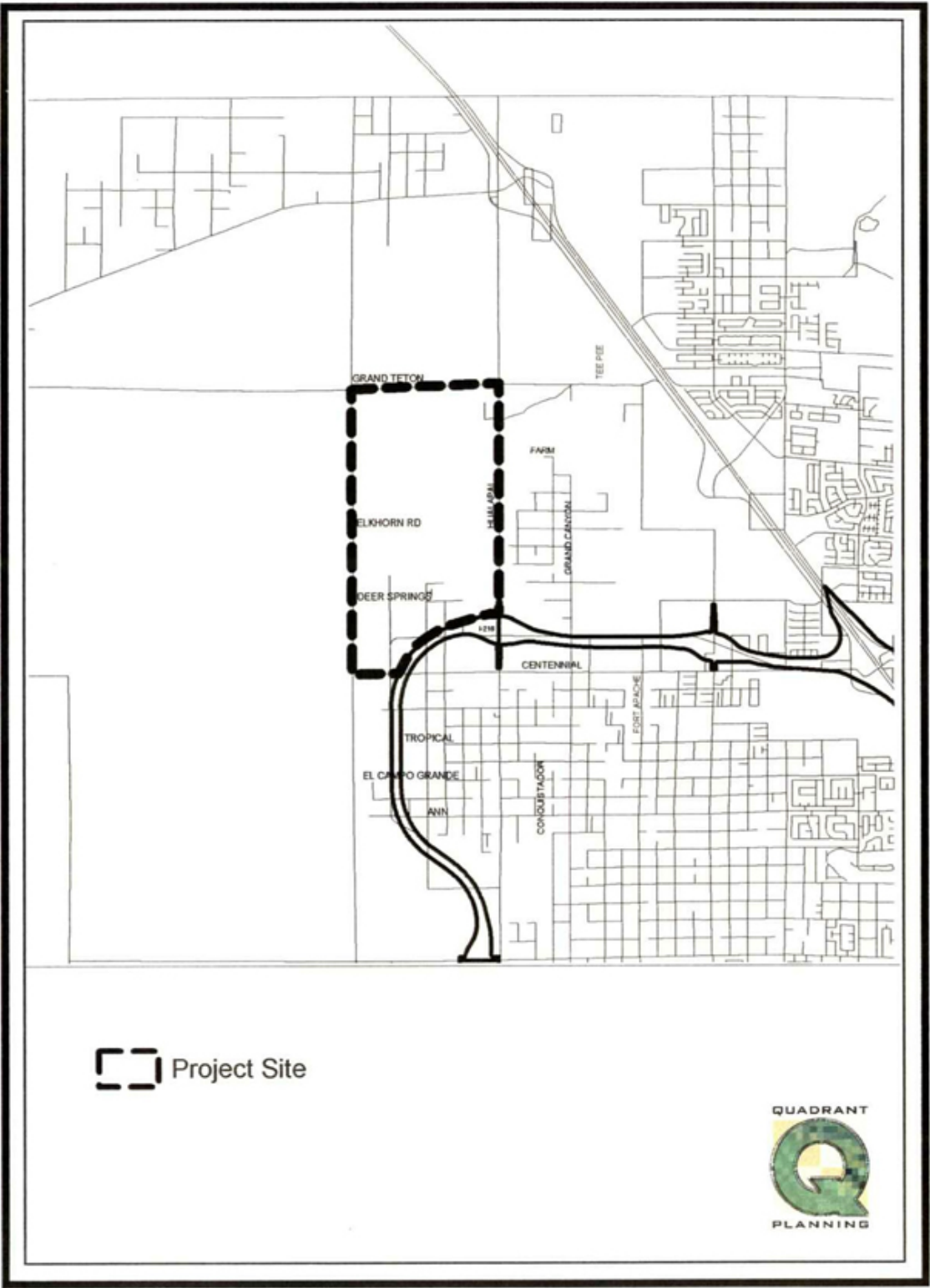
The Cliff's Edge Master Development Plan encompasses approximately 1,150 acres with Grand Teton Drive on the north, Centennial Road and I-215 on the south, Hualapai Way on the east, and Puli Road on the west. See Figure 1 - Vicinity Map.

1.4 Relationship to Other Documents

1.4.1 The Cliff's Edge Master Development Plan and Design Standards is the primary document for use by all entities undertaking any improvements, such as participating builders, individual business owners and homeowners, including their respective sub-associations. Other documents related 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 Sector 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 Cliff's Edge Master Development Plan area;
- All development plans shall comply with the adopted Cliff's Edge Master Development Plan as well as all other applicable regulations in the city, county, state, and federal jurisdictions; and
- Title 19, City of Las Vegas Zoning Code.

FIGURE 1 – VICINITY MAP



2. LAND USE

2.1 Purpose

The purpose of this section is to identify the land use categories used in the Cliff's Edge plan and the uses permitted within these categories.

- 2.1.1 In general, the land use categories are designed to be compatible with those allowed under the current City of Las Vegas Codes. Use permits and conditional use restrictions apply to some land uses. 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 or site plan and approved by the Master Developer, Planning Commission or the City Council.
- 2.1.2 Upon approval of the Cliff's Edge Master Development Plan, requests for land uses shall conform to the recommended land uses shown on Figure 2. However, if a request does not conform to the recommended land uses shown on Figure 2, then at a minimum the request must be approved by the Master Developer and adhere to the goals and objectives of the City of Las Vegas General Plan and related documents.
- 2.1.3 This Master Development Plan has established a comprehensive set of land uses, site development standards, architectural, and landscape criteria, as well as residential design standards for the Cliff's Edge project.

Planned land uses for the approximately 1,150 acres comprising the Cliff's Edge Master Development Plan are shown within the boundary on Figure 2. Projects within this area will be developed in conformance with the land uses shown on Figure 2.

2.2 Planned Land Use

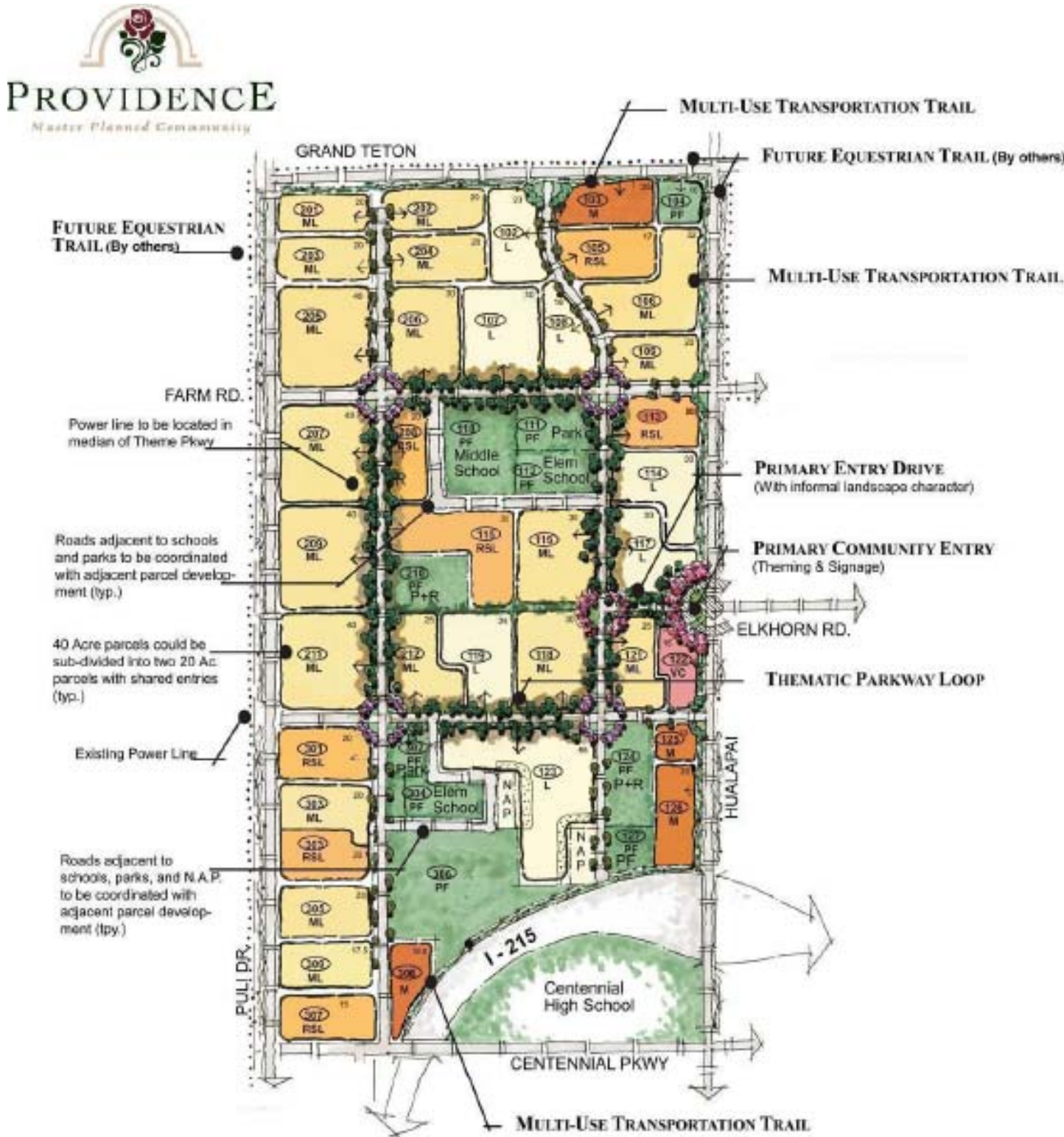
The land uses planned for Cliff's Edge are shown in Table 1 below as percentages of total acreage.

Table 1 – Cliff's Edge Planned Land Use

Land Use	Max. DU/AC	Total Acres	Total Units
Medium Residential	25	66.5	1662.5
Residential Small Lot	15	142	2,130
Medium-Low Density Residential	8	489.5	3,916
Low Density Residential	5.5	204	1,122
Village Commercial	-	15	220
Public Facility	-	210	--
Not a Part	--	(10)	--
Totals		1,134	9,064.5

Overall Gross Residential Density: 7.99 du/ac

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MOD-22968



LEGEND

- L Low Density Residential (Up to 5.5 Du/Ac)
- ML Med. Low Density Residential (Up to 8 Du/Ac)
- RSL Residential Small Lot (Up to 15 Du/Ac)
- M Medium Residential (Up to 25 Du/Ac)
- VC Village Commercial
- PF Public Facilities
- 20,000 Square Foot minimum lots (Homes on first tier of lots adjacent to N.A.P. parcels are limited to single stories and shall be a minimum of 2,800 square feet in size.)

SUMMARY

	DENSITY	ACRES	UNITS
(L) Low Density Res.	5.5	204	1,122
(ML) Med. Low Density	8	489.5	3,916
(RSL) Res. Small Lot	15	142	2,130
(M) Med. Density Res.	25	66.5	1,662.5
(B) Buffer	2	7	14
(VC) Village Commercial	—	15	220
(PF) Middle School	—	30	—
(PF) Elementary School	—	30	—
(PF) Park	—	30	—
(PF) P + R	—	40	—
(PF) PF	—	80	—
N.A.P.	—	(10)	—
TOTAL		±1,134	±9,064.5

P:\GIS Projects\Focus Commercial\Cliff's Edge\Cliff's Edge Master Plan Final Land Use Change 9-21-2007

2.3 Land Use Designations

The Cliff's Edge Master Development Plan area shall be comprised of six land use designations listed below:

- (1) Medium Residential (up to 25 du/ac);
- (2) Residential Small Lot (up to 15 du/ac);
- (3) Medium-Low Density Residential (up to 8 du/ac);
- (4) Low Density Residential (up to 5.5 du/ac);
- (5) Village Commercial;
- (6) Public Facility.

Notes:

1) All residential land use categories described below are cumulative. Each higher density residential category permits all land uses of the lower density residential categories below it. Where different residential categories are immediately adjacent, projects will be designed with transition buffers to avoid dramatic changes in densities. Specific densities shown on Figure 2 may vary in exact location, so long as the overall community meets the densities, goals and objectives of the Cliffs Edge Master Development Plan and the City of Las Vegas General Plan.

2) Churches/Houses of Worship and Private Schools are permitted in all residential land use categories described below with approval of a Special Use Permit by the City of Las Vegas. Wireless Communications Facilities (stealth design only) are permitted with conditions within church steeples subject to approval by the Design Review Committee.

3)* Home Occupations are permitted in all land use categories with approval of a Home Occupation Permit by the City of Las Vegas. All applicable rules of the City of Las Vegas Municipal Code for Home Occupations and Home Occupation Permits are applicable.

2.3.1 Medium Residential

The Medium Residential category provides for the development of up to 25 dwelling units per gross acre. Product types include, but are not limited to, a higher density variety of multi-family units such as condominiums, townhomes, and apartment projects with a maximum of four stories.

In addition, this category also allows senior housing and related facilities for senior care including independent living, assisted living, congregate care, convalescent care, and skilled nursing uses. (See definitions for *Assisted Living Apartment and Convalescent Care Facility/Nursing Home* in Title 19.20)

2.3.2 Residential Small Lot

The Residential Small Lot category provides for the development of up to 15 dwelling units per gross acre. This land category allows for higher density detached and attached single-family product types, including, but not limited to, senior housing, duplexes, compact lots, townhomes, condominiums, apartments, cluster and zero lot line developments. Buildings in this category should not exceed two stories in height.

2.3.3 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 medium density detached or attached single-family product types including, but not limited to, duplexes, compact lots, cluster and zero lot line developments. Buildings in this category should not exceed two stories in height. Allowable uses also include residential daycare up to six children.

2.3.4 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 lower density single-family product types with a maximum of two stories. Allowable uses also include residential daycare up to six children.

2.3.5 Village Commercial

The Village Commercial land use category allows medium intensity retail, office or other commercial uses that serve not only local area patrons, but also patrons from neighborhoods surrounding Cliff's Edge. In addition, Medium Residential Uses (up to 25 dwelling units per acres) are allowed when in conjunction with a horizontally or vertically mixed use project. Neighborhood Family Services Centers which include, but are not limited to, facilities that provide a variety of child and family services to the community such as child protective services, foster care, juvenile probation services, adoptions, early intervention services, and children's clinical services are allowed with approval of a special use permit.* Village Commercial is typically located on the periphery of residential neighborhoods and should be confined to the intersections of major arterials and major freeways. The maximum lot coverage will not exceed 40 percent.

2.3.6 Public Facility/Open Space and Recreation

The Public Facility/Open Space and Recreation category designates areas where the primary land uses are public and quasi-public services and facilities. These uses are generally affiliated with government, religious and educational facilities. Examples include: schools, libraries, museums, zoos, churches, police and fire stations, pump and reservoir facilities and related uses. Neighborhood Family Services Centers which include, but are not limited to, facilities that provide a variety of child and family services to the community such as child protective services, foster care, juvenile probation services, adoptions, early intervention services, and children's clinical services are allowed with approval of a special use permit.*

* Revision approved by City Council on August 3, 2005. MOD-6279

This category also designates areas where the primary land uses are low intensity public or private outdoor recreation facilities which do not generate substantial noise as part of their everyday operations. Examples include parks, designated recreation or wilderness areas, golf courses, tennis courts and ball fields.

The Master Developer has worked closely with City of Las Vegas staff to select areas for parks and recreation within the Cliff's Edge Master Development Plan. As a result of this process, the City of Las Vegas Public Works Department has reserved 30 acres of

public land for parks and recreation in the Plan as depicted on Figure 2. In lieu of park fees, the Master Developer will work with the City of Las Vegas to develop the 30 acres of parks and will also provide approximately 25 acres of additional open space for linear parks and trails. These facilities will further enhance open space connectivity throughout the community.

The phasing and costs associated with development of the parks and open space facilities shown on the Master Development Plan will be established in a Development Agreement between the City of Las Vegas and the Master Developer.

2.3.7 Permissible Uses

Buildings, structures and land for commercial purposes shall be used in accordance with the uses permitted in the following Land Use Schedule.

This Land Use Schedule is not intended to be all-inclusive. At the discretion of the Planning Director, and if in compliance with applicable covenants, conditions and restrictions, other uses not specifically indicated in the Schedule may be approved if noted on the specific project's tentative map or site plan and approved by the Master Developer, Planning Commission or City Council.

**Village
Commercial**

Amusement Arcade	P
Animal Hospital	SUP
Antique Shops	SUP
Appraisal and Related Services	P
Architectural (professional and related services)	P
Art Gallery	P
Artist	P
Artist Studios	P
Assisted Living	SUP
Athletic Fields	P
Auditorium	P
Automobile Accessory Store	P
Automobile Maintenance	SUP
Automobile Rental	SUP
Automobile Sales	X
Bakery (retail only)	P
Bank	P
Banquet Facilities	P
Barber Shops	P
Bars	SUP
Beauty Shops/Salons	P
Beer Sales	SUP
Bicycle Sales Repair Shops	P
Bookkeeping, Accounting Services	P
Bookstores	P
Brew Pubs	SUP
Building Material Sales	SUP
Car Rental Agencies	SUP
Car Wash	P
Catering Establishments	P
Cemeteries	X
Child Care Institutions	P
Churches	P
Clinics	P
Collectible Shops	P
Colleges	SUP
Commercial Building Single Story	P
Commercial Building Two Stories	P
Communication Towers/Antennas	SUP
Computer Based Businesses	P
Computer Graphics Services	P
Congregate Care	SUP
Consulting Service	P

P=Permitted X=Use Prohibited H/O= Home Occupation SUP=Special Use Permit TCP=Temporary Commercial Permit

**Village
Commercial**

Contractor's Offices	P
Convenience Store	P
Convention Facilities	SUP
Cooperative Apartments	SUP
Copy Center	P
Corporate Headquarters (greater than 10,000 sf)	P
Corporate Headquarters (10,000 sf and less)	P
Costume Rental	P
Court Reporting	P
Custodial Institutions	SUP
Day Care	P
Diaper Services	P
Dressmaking Shops	P
Drive Through	P
Drug Stores	P
Dry Cleaner	X
Dry Cleaning Office/Pick-up Services	P
Eating and Drinking Places (non-alcoholic)	P
Education/Scientific Research	P
Educational Offices	P
Electronic Equipment Sales and Service	P
Engineering (professional and related services)	P
Entertainer (outcall only, no escort services)	P
Equipment Rentals	SUP
Exotic Animals	SUP
Florists	P
Gaming (incidental gaming machines only)	SUP
Gaming (unrestricted)	X
Gasoline Sales	P
Government Facilities	SUP
Gravel Pits	X
Grocery Stores (< 5000 Sq. Ft.)	P
Grocery Stores (> 5000 Sq. Ft.)	P
Gunsmiths	SUP
Handicraft (including gift basket assembly)	P
Hardware Stores	P
Health Clubs	P
Health Fitness Training Center	P
Heliports	SUP
Home Occupation	H/O
Hospitals	P
Hotels/Motels	SUP
House Cleaning/Repairs	P
Information Services	P
Insurance Adjustment	P
Insurance Sales	P
Interior Decorating	P

P=Permitted X=Use Prohibited H/O=Home Occupation SUP=Special Use Permit TCP=Temporary Commercial Permit

**Village
Commercial**

Janitorial Services	P
Jewelry Making (excluding smelting and casting of metal)	P
Laboratories, Medical and Dental	P
Libraries	P
Liquor Sales (for on or off premise consumption)	SUP
Live Entertainment	SUP
Locksmiths	P
Maintenance Business	P
Manufactured Home Sales	X
Mausoleums	X
Medium Residential (up to 25 du/ac)*	P
Medical Supplies	P
Memorabilia Shops	P
Miniature Golf Courses	SUP
Mini-Warehouses	P
Mobile Home Dealers	X
Mortgage Company	P
Mortuaries	X
Movie Theaters	P
Museums	SUP
News Dealers/Stands	P
Nudist Camps	X
Offices, Business and Professional	P
Outdoor dining	P
Parking Lot/Garages (as a principal use)	P
Parks	P
Party Planning Services	P
Pet Store	P
Pharmacy	P
Photographic Studio	P
Photographic Supplies	P
Photography and Related Services	P
Plant Nurseries	P
Playgrounds	P
Postal Services	P
Print Shops	SUP
Public Utility Buildings and Structures	SUP
Public/Quasi-Public/Institutional Buildings and Uses (including Neighborhood Family Service Centers)*	SUP
Race Tracks	X
Railroad/Bus/Truck/Air Terminals	X
Real Estate Services	P
Recreational Facilities – private	SUP
Recording Studios	SUP
Resort Hotels	X

P=Permitted X=Use Prohibited H/O=Home Occupation SUP=Special Use Permit TCP=Temporary Commercial Permit

* Revision approved by City Council on August 3, 2005. MOD-6279

**Village
Commercial**

Restaurants	P
Rest Homes	SUP
Retail Sales	P
Riding/Rental Stables	X
Rock Concert	SUP
Sales Representatives	P
Sanitariums	X
Schools	SUP
Seasonal Sales (Christmas Trees, pumpkins, etc.)	TCP
Secondhand Sales	SUP
Secretarial Services	P
Security Sales	P
Security Services	P
Senior Housing	SUP
Service Business (except repair business)	P
Service Stations	P
Shoe Repair Shops	P
Sign Painting Stores	P
Sporting Goods Stores	P
Sporting Goods with Firearms	SUP
Stock Brokerages	P
Sun-tanning Centers	P
Supper Clubs	SUP
Swap Meets	SUP
Swimming Pool Cleaning	P
Tailoring, Sewing Services	P
Tailors	P
Tattoo Parlor	X
Taverns	SUP
Tax Preparation Services	P
Taxidermist	P
Teaching, Tutoring (max. four students at once)	P
Teaching, Tutoring (more than four students)	SUP
Tire Sales (as principal use)	SUP
Travel Agencies	P
Upholstery Shops	SUP
Vacations Sales	P
Veterinary Services	SUP
Video Stores	P
Watch/Clock Repair	P
Watchman's Trailer with Commercial Use	SUP
Water Sales	P
Wine Sales	SUP
Wireless Communications Facilities (stealth and non-stealth design)	P (with conditions)

P=Permitted X=Use Prohibited H/O= Home Occupation SUP=Special Use Permit
TCP=Temporary Commercial Permit

2.4 Cliff's Edge Master Development Plan

The acreage included in the Cliff's Edge 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 Cliff's Edge 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 3, Phasing Map, for details of the expected phasing schedule.

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 3. 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 may be constructed to each phase as needed in order to satisfy City of Las Vegas requirements.

WATER SERVICE

The Las Vegas Valley Water District (LVVWD) currently provides water in the 2975 pressure zone to Centennial Parkway for Centennial High School. The LVVWD has applied to the Bureau of Land Management for grants for property along Deer Springs Way and Elkhorn Road to accommodate construction of future facilities. See Figure 4 for details.

The majority of Cliff's Edge lies within the 3090 and 3205 pressure zones. The LVVWD current plan is to provide service to the 3205 and 3090 zones by utilizing pump stations serviced from the proposed 2975 Zone. The LVVWD is currently underway with the design of the 2975 Zone North Pipeline along Hualapai, with an anticipated completion of the line expected by January 2004. The LVVWD will typically take two to three years to construct a pump and a reservoir facility and 18 months for oversized main extensions. The LVVWD's policy is to allow development demands to dictate constructions schedules.

Figure 4 shows the pressure zone boundaries and proposed facilities locations as currently established.

SEWER SERVICE

Sewer service to Cliff's Edge can be provided by extension of several main sewer lines to the property including approximately half-mile extension of the Centennial Parkway sewer, an extension of a 12 inch main one and a half miles to Hualapai in Deer Springs, an extension of a 12 inch main in Elkhorn and an extension of a 12 inch main in Fort Apache. A specific study of capacity and topography will determine which these extensions will be required.

The City of Las Vegas Public Works Department has indicated that the City will coordinate and pay for the design and construction of the sewer sleeves to be installed under the Las Vegas Beltway at Ann, Road, Tropical Parkway and Centennial Parkway in conjunction with Clark County.

The Master Developer will need to enter into extension and oversizing agreements with the City for portions of the system required but not constructed prior to development of Cliff's Edge.

The existing sewer systems are shown on Figure 5.

MASTER DRAINAGE PLAN

A Master Drainage Plan for the proposed 1,150 acres in this plan shall be submitted to and approved by the City of Las Vegas Department of Public Works prior to the issuance of any permits or recordation of any Final Maps (not including the first parcel map). The Master Drainage Plan shall identify necessary drainage infrastructure improvements within the proposed Cliff's Edge area and shall propose an implementation program for the construction of such required improvements, including a Phasing plan identifying appropriate mitigation required for areas in the Master Development Plan to be developed. The Master Drainage plan shall clearly identify the parties responsible for each phase of construction.

Preliminary data collected from the City of Las Vegas *Northwest Neighborhood Master Drainage Studies*, Phases 1 and 2, September 1999, (Northwest Study), indicates the storm water impact to Cliff's Edge.

The Northwest Study's Phase 2 outlines all of Cliff's Edge north of Elkhorn Road. The Northwest Study's Phase 1 western boundary is Hualapai, therefore, most of the project south of Elkhorn has not been studied by the City of Las Vegas and the developer of the Plan will be required to analyze the area. However, there is an existing detention basin that protects the area and existing 100-year flow rates have been determined along the Hualapai alignment, which will help evaluate this part of the project.

The area within the Plan south of Deer Springs Way is unprotected by the existing Kyle Canyon Detention Basin and, therefore, the magnitude of the off-site flow impacting that area will need to be closely analyzed and appropriately mitigated in accordance with stormwater regulation implemented by the City of Las Vegas and the CCRFCD.

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.

A Traffic Study for the overall 1,150 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 Cliff's Edge 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 in accordance with the Master Traffic Study.

Generally, based on the results and conclusions of the preliminary master traffic evaluation, the proposed internal and perimeter street network will provide adequate circulation and capacity for the master planned development.

2.5 Planned Development District

- 2.5.1 The Planned Development (PD) District is the Zoning mechanism for implementing the Cliff's Edge Master Development Plan. See adopted City of Las Vegas Zoning Ordinance.

Figure 3: Phasing Map

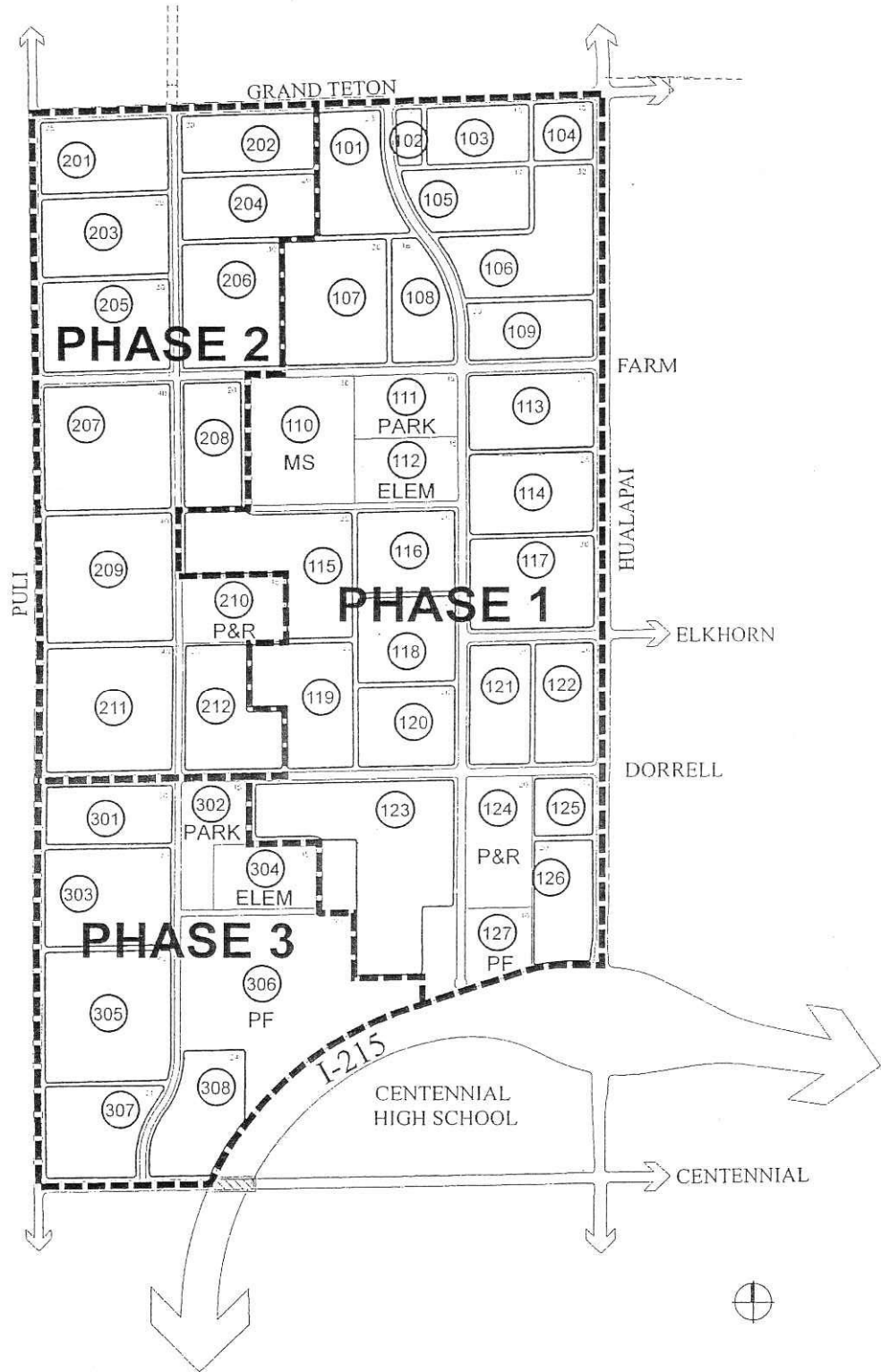


Figure 4: Water Service

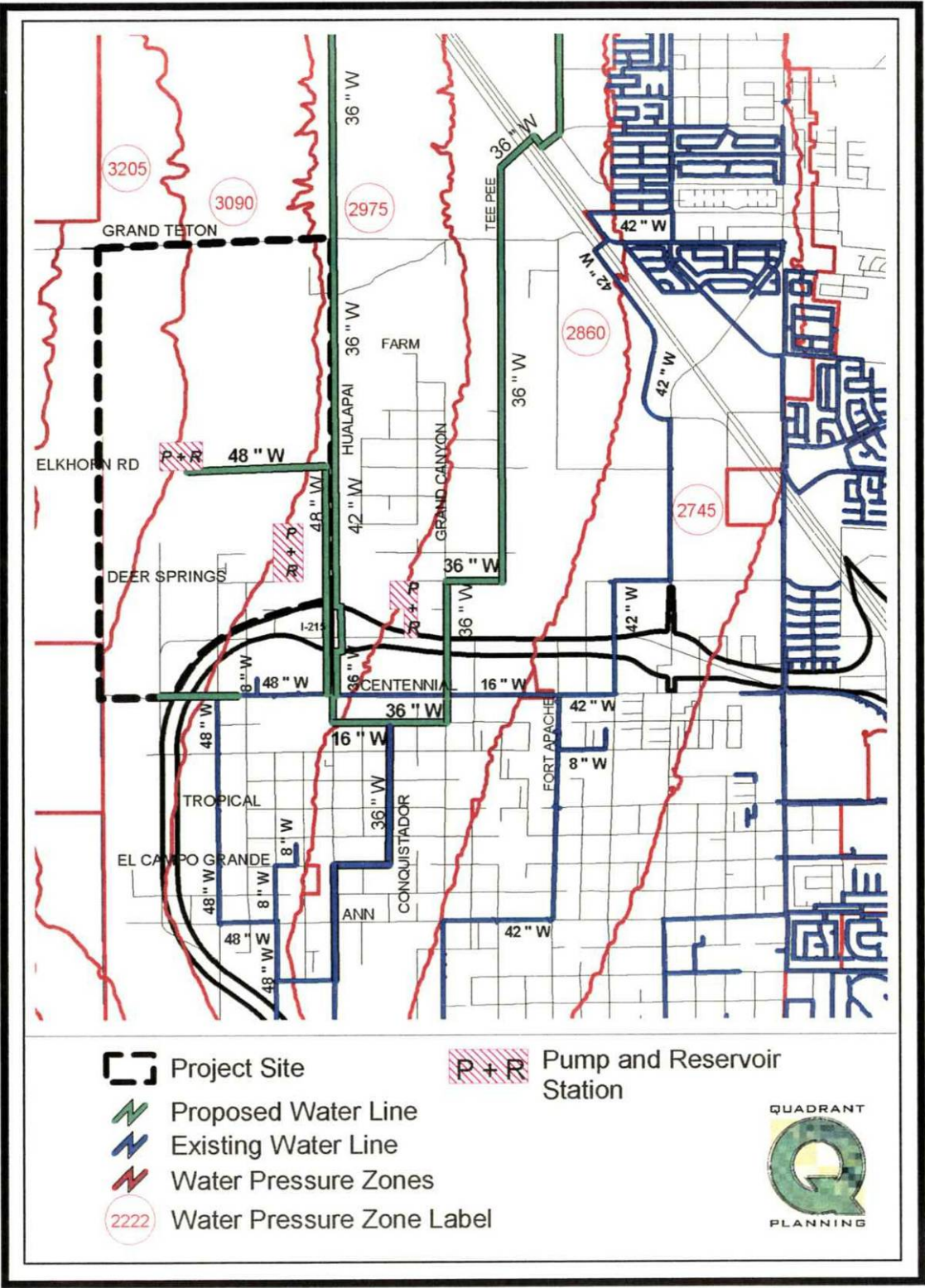
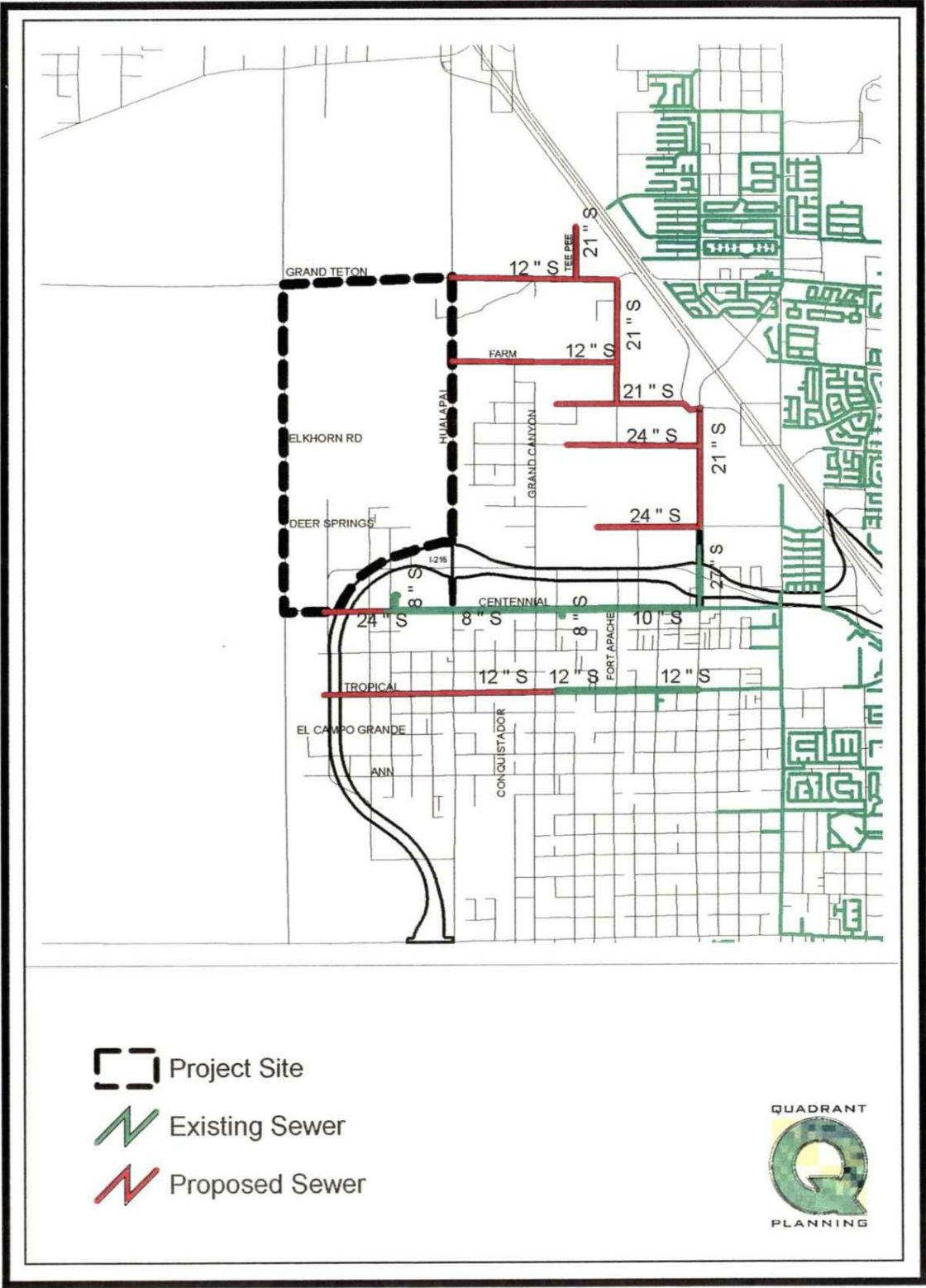


Figure 5: Sewer Service



3. MASTER DEVELOPMENT PLAN IMPLEMENTATION

3.1 Implementation Tools and Procedures

Orderly development will be ensured through the planning guidelines set forth in this Plan and all design guidelines specifically created for the Cliff's Edge area and administered by the Master Developer.

3.2 Recommended Actions

The Plan, once adopted by the City of Las Vegas City Council, will serve as a guide for future actions by the City of Las Vegas and the Master Developer. The following actions are recommended:

- 3.2.1 Incorporation of the Cliff's Edge Master Development Plan and Design Guidelines into the City of Las Vegas' General Plan and the Las Vegas 2020 Master Plan and its elements, where appropriate.
- 3.2.2 Adoption of a Development Agreement – the Master Developer will enter into a Development Agreement with the City of Las Vegas that will govern the Master Developer's responsibilities with respect to development of the Plan. The Development Agreement will clearly define how infrastructure and public facilities will be provided for the project and will present timetables for such activities.

3.3 Development Tracking

The Master Developer will be responsible for tracking development within the Cliff's Edge Master Development Plan. The Master Developer will ensure that the City of Las Vegas is kept apprised of both the approved densities of each development pod within the Plan, as well as the actual as-built densities as individual projects are approved and developed within the Plan. To this end, the Master Developer will create and maintain a development tracking system that will allow City of Las Vegas Staff to monitor maintenance of the maximum overall Plan density of eight units per acre as required by the City's Planned Community Development (PCD) land use category.

DESIGN GUIDELINES

CLIFF'S EDGE

DESIGN GUIDELINES

Last Revised on
September 19, 2007
MOD-22968

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CLIFF'S EDGE

DESIGN GUIDELINES

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DRC SUBMITTAL FORM

Submittal Application and Checklist for Design Review

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INTRODUCTION

1.1 PURPOSE AND INTENT

The purpose of the Design Guidelines is to establish the procedures and evaluation criteria for proposed builder neighborhoods within Cliff's Edge, a master planned community in the northwestern portion of the Las Vegas valley. The guidelines described herein establish general concepts and provide the direction for the expression of the community character envisioned for Cliff's Edge. They are intended to provide an overall framework for future development, in order to achieve a sense of community identity, character, scale and sensitivity in the development of Cliff's Edge.

Equally important, an extraordinary amount of time, resources, and capital will be expended for the development of infrastructure, landscaping and other site improvements, which are integral to the creation of a strong sense of identity for Cliff's Edge. The Design Guidelines are intended to provide a vehicle to protect and maintain the long-term quality and value of the community. Accordingly, the Design Guidelines apply to all construction within Cliff's Edge, including but not limited to commercial product and residential product, including new construction, remodels and additions, landscape, signage, and neighborhood amenities.

The sketches and graphic representations contained herein are for conceptual purposes only, and are to be used as general visual aids in understanding the basic intent of the guidelines. They are not meant to depict any actual lot or building design. In an effort to encourage creativity and innovation, the guidelines express "intent" rather than "absolute", thereby allowing certain flexibility in fulfilling the intended design goals and objectives. The authority for determining whether a proposed design or feature of a design shall be acceptable rests with the Master Developer and/or the various review committees it designates.

1.2 SUPPORTING DOCUMENTS

The Design Guidelines supplement the following documents, which must also be consulted during the design and development of individual parcels within Cliff's Edge:

- Master Declaration of Covenants, Conditions & Restrictions for Cliff's Edge (Declaration or CC&R's)
- The Declaration on any Neighborhood Association, which governs the Lot or Property in question.
- The Cliff's Edge Master Development Plan

The design criteria are subject to interpretation by the Master Developer. The Master Developer may amend or augment the Design Guidelines to meet specific site or functional requirements of property within the community, consistent with the basic objectives of the Master Developer and the Zoning Ordinance

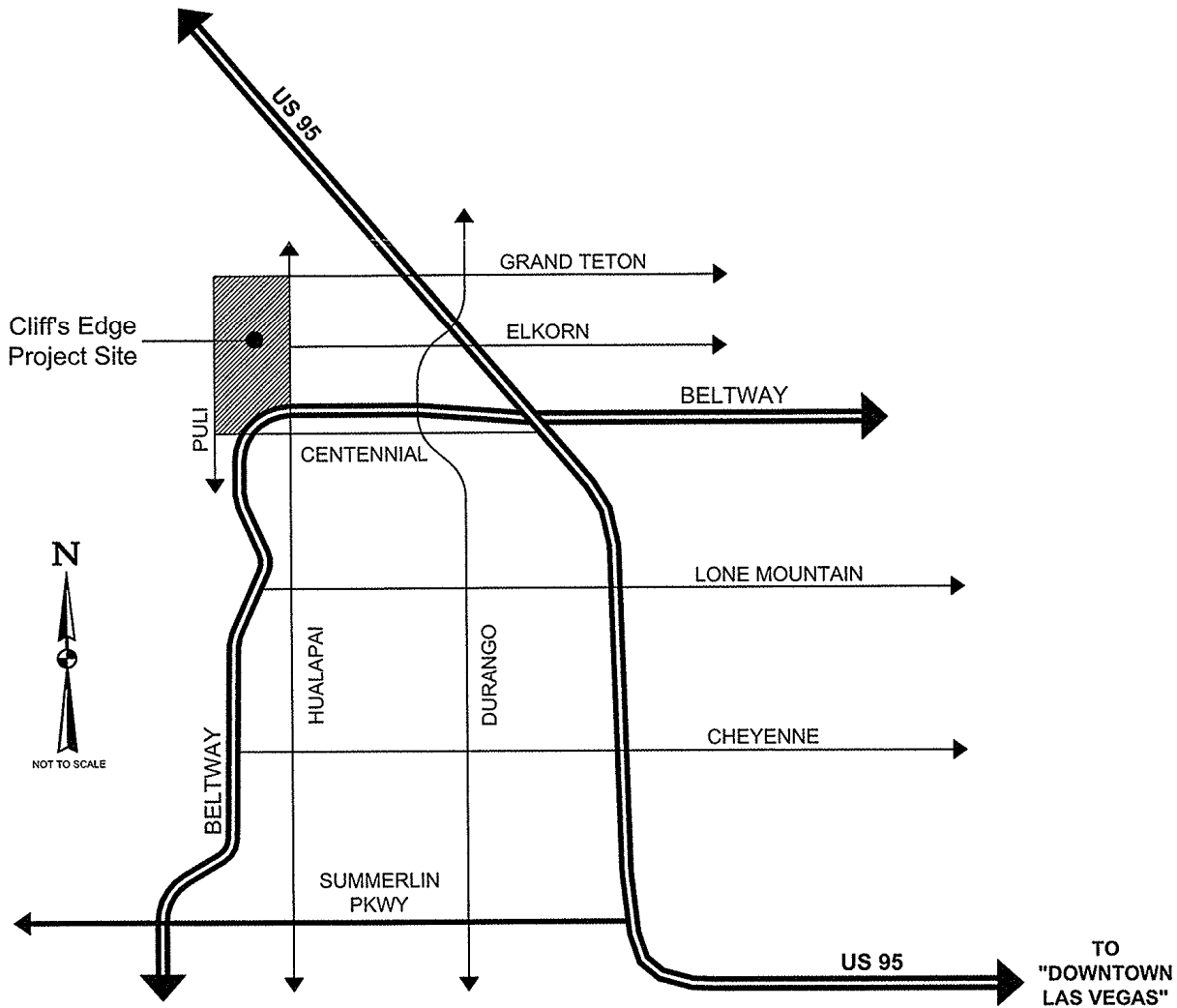
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1.3 RESPONSIBILITY OF REVIEW

Neither the Master Developer nor Design Review Committee (DRC) assumes responsibility for plan review of local codes or ordinances. The Master Developer's purpose in plan review is to ensure that each project meets the intent of the Design Guidelines and Declarations. All projects within Cliff's Edge require review and approval by the Master Developer prior to submittal to the City of Las Vegas or other any applicable public agencies.

1.4 PROJECT LOCATION

Cliff's Edge, encompassing approximately 1,150 acres, is located in the northwestern portion of the Las Vegas valley. The project site is generally bounded by the I-215 Beltway on the south, Hualapai on the east, Puli on the west, and Grand Teton on the north. Please refer to Exhibit 1, Location Map.



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Exhibit 1
LOCATION MAP

1-3

COMMUNITY THEME

2.1 COMMUNITY THEME

The American West only here can mountains be miles away, yet feel close enough to touch. Cliff's Edge is situated thusly, on an elevated valley shelf that is a half step up to the mountains beyond, and a half step down to the city lights below. What a perfect setting for a quintessential all-American small town lifestyle. Cliff's Edge will be an inviting and comfortable place without being pretentious, with traditional architectural styles inspired from those of the rural southwest, as well as those influenced by our roots in distant European lands. A blending of deciduous and evergreen trees in an informal landscape will lend an additional soft edge to the Cliff's Edge community theme.

Cliff's Edge will have the texture of a small town, promoting a friendly family lifestyle, where from its appearance, you might expect to attend a Country Fair or a father/son softball game. Experience the relaxed atmosphere and lifestyle of Cliff's Edge, where a little of the "good old days" is alive and well. This traditional small town character will be achieved in a variety of subtle, yet meaningful ways, such as:

- Street layouts that reinforce traditional development patterns and provide connectivity among neighborhoods and surrounding areas.
- Landscape parkways with curb separated sidewalks, where feasible, to encourage pedestrian activity and enhance pedestrian safety.
- Formal street tree patterns within residential areas to reinforce the traditional character of the neighborhoods.
- Homes that feature front porches or other human-scaled elements to encourage friendly interaction between residents and passersby.
- Varying setbacks to porches, living spaces and garages
- De-emphasis of garages on the streetscene
- Variety of architectural styles, including but not limited to Craftsman, Prairie Ranch, Spanish Colonial, and Country European, , reminiscent of a small town atmosphere where neighborhoods evolve over a period of time.

Please refer to Exhibit 2 for an illustration of the proposed overall concept plan for the community.

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2.2 PRIMARY COMMUNITY ENTRY

The primary community entry into Cliff's Edge is planned to be from Elkhorn Avenue at Hualapai. The entry will be designed as an important community identity element that establishes a strong sense of arrival to Cliff's Edge, and introduces the overall theme for the project. It will feature a thematic blend of textured walls, monumentation, landscaping and other site elements that create a unique and memorable entry experience for residents and visitors alike. Please refer to Exhibit 3 for a depiction of the overall community entry concept.

2.3 THEMATIC PARKWAY LOOP

The circulation system for Cliff's Edge features a thematic parkway loop roadway that serves as the key unifying element within the community. The parkway loop will feature a landscaped median along with enhanced landscaped areas on each side of the roadway. One side of the roadway will have an expanded landscape area of up to 35' and will feature a wide pathway for use by pedestrians and bicyclists, providing an important connection to school and park facilities located throughout the community. In addition, this expanded landscape area will feature informal plantings of trees and shrubs to create a park-like quality to the area. The opposite side of the parkway loop roadways will have an additional 5' landscape area. When combined with the 5' area behind the curb on the standard street cross-section, this 10' area will feature a 5' wide sidewalk that may be curb adjacent or meander within the 10' area, or a combination of both. Please refer to Exhibits 4 and 5 for a view of the thematic loop parkway concept.

2.4 COMMUNITY ARCHITECTURAL THEME

The architecture within the residential neighborhoods shall be designed to reinforce the overall community character envisioned for Cliff's Edge. A range of architectural styles has been established for the residential neighborhoods that will provide a distinct look that reinforces the overall sense of place for the community. The architectural styles, chosen for their compatible yet subtle nuances, include Craftsman, Prairie Ranch, Spanish Colonial, and Country European. The requirements for each architectural style are detailed in Section 4 of the Design Guidelines.

2.5 COMMUNITY LANDSCAPE THEME

The landscape concept for Cliff's Edge reinforces the overall community theme through an informal planting palette and design, along with the use of more rustic materials for elements such as walls and fencing. Landscape plans will include provisions for drought-tolerant plants and water conservation.

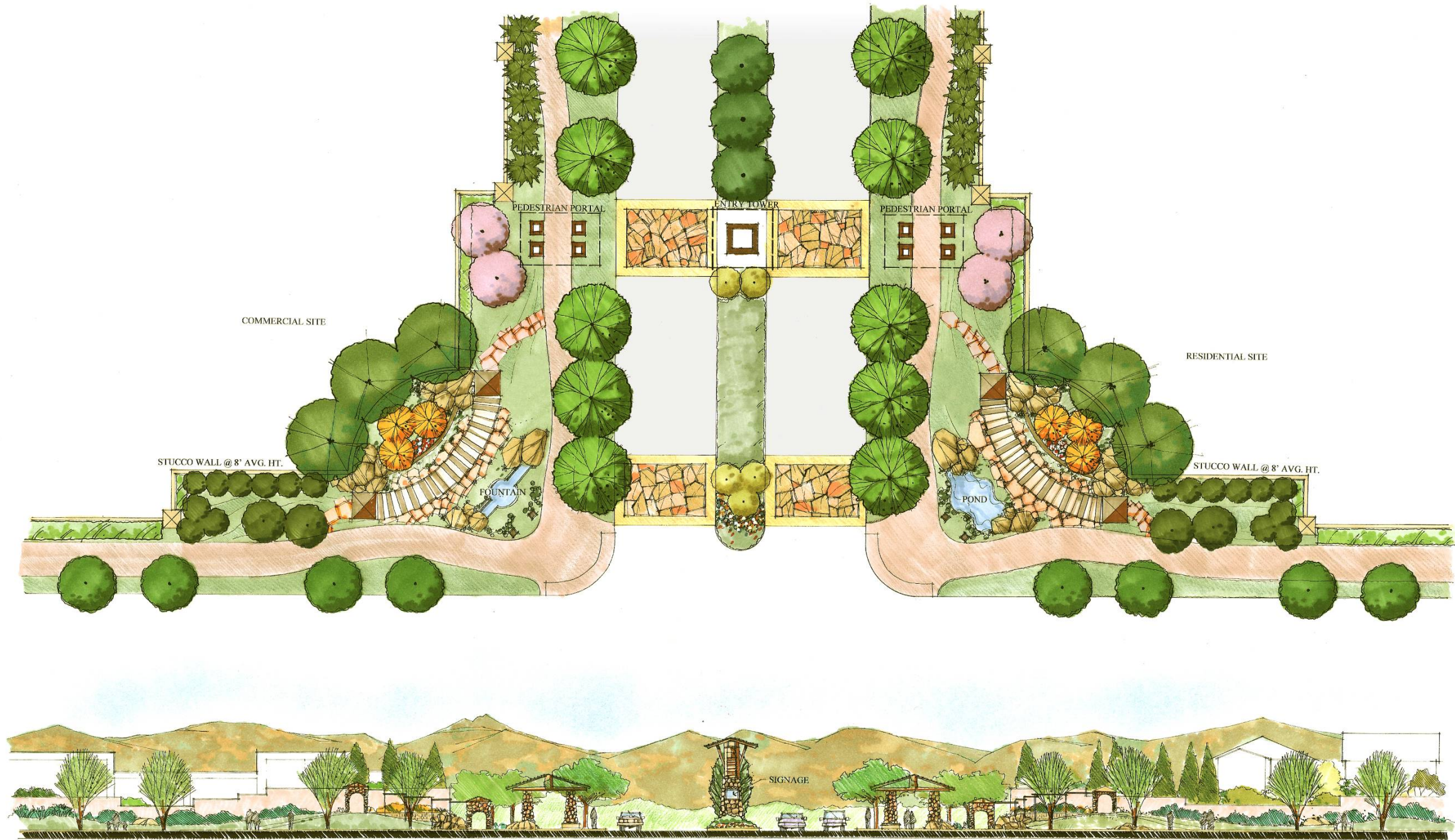
2.6 VILLAGE PARKS

Cliff's Edge features two 15-acre village parks adjacent to the thematic parkway loop, which connects the parks to the residential neighborhoods by way of an off-street pedestrian and bicycle pathway system. The parks, along with their proposed neighboring school facilities, are

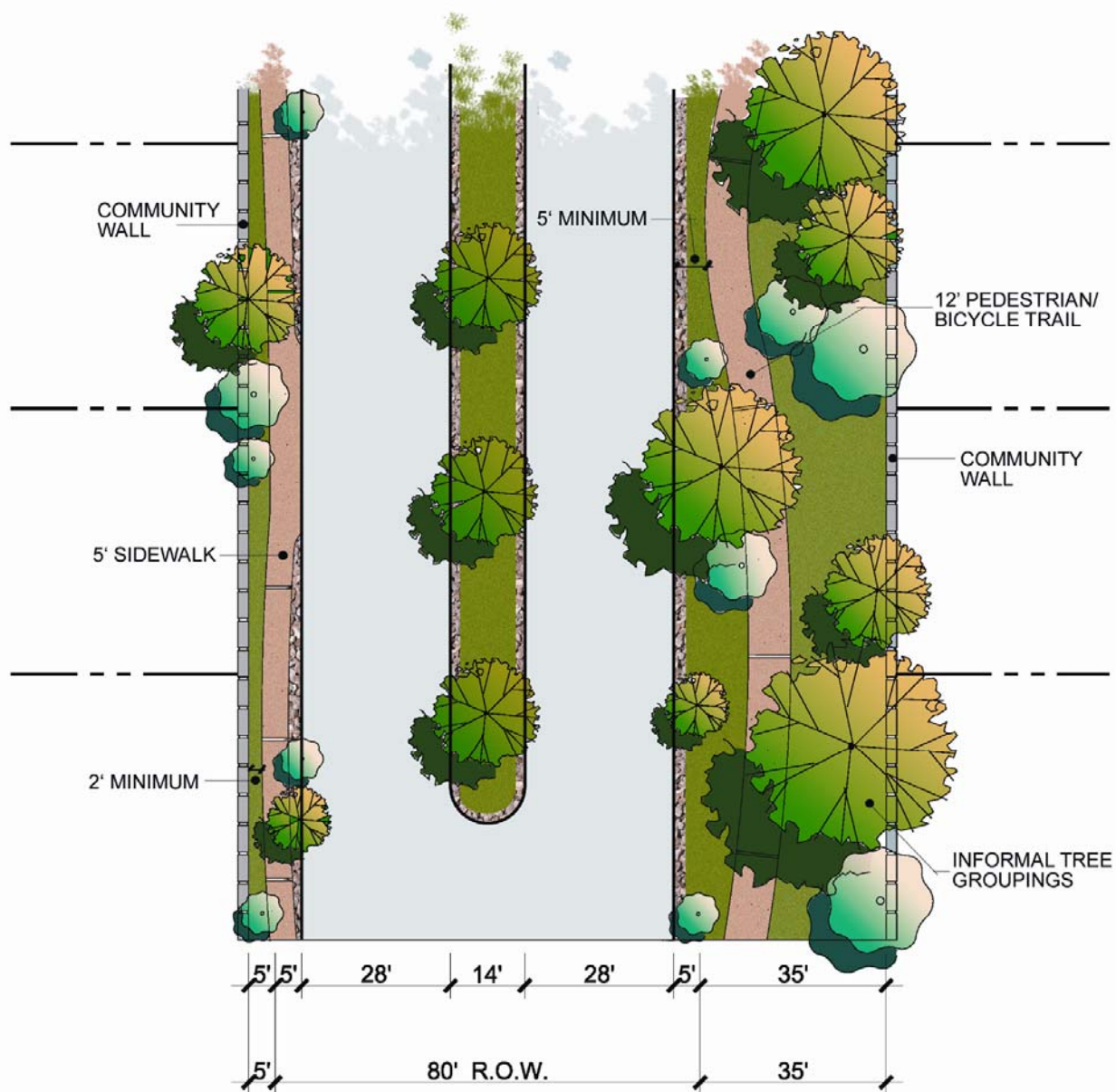
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envisioned to become the focus of community life within Cliff's Edge, where children play, soccer parents gather, and families come together for weekend bar-be-cues. . Strategically located near the mountains at the Valley's western edge, the parks in Cliff's Edge may beckon a morning mountain adventure by connecting to regional hiking and riding trails in the northwest. All in all, the parks are a significant component of the master plan, both visually and functionally, for residents and visitors alike of Cliff's Edge to enjoy. Please refer to Exhibits 6 and 7 for conceptual illustrations of features within the village parks.







**CLIFF'S EDGE**

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THEMATIC PARKWAY LOOP – PLAN VIEW*Exhibit 5*

2-7



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Exhibit 6
VILLAGE PARK WITH FIELD SPORTS
2-8



SITE PLANNING GUIDELINES

3.1 SUBDIVISION DESIGN CONCEPTS

3.1.1 PARCEL ENTRIES

The arrival experience into each neighborhood shall reinforce the overall community theme of Cliff's Edge. Architectural and landscape elements found throughout the community, including thematic garden structures and soft groves of trees, shall be incorporated into the neighborhood entry experience. This will provide a seamless transition between the overall community and individual neighborhoods.

The Master Developer has identified the location of at least one parcel entry into each parcel. It is the responsibility of the builder to design a subdivision plan that incorporates this point of access. Additional points of access that do not impede the overall efficiency of master planned roadways may be possible, but require specific approval from the Master Developer and/or the City of Las Vegas. In some cases, the builder may be required to coordinate parcel entries or interconnections with an adjacent parcel. See Exhibits 7a and 7b. Exhibits 7a and 7b were added and approved by City Council on August 3, 2005 through MOD-6279.

3.1.2 STREET LAYOUT

A preliminary concept site plan must be approved by DRC prior to preparation of tentative maps, to ensure compliance with the design intent of the site planning guidelines, including street layout.

The design of neighborhood streets should provide the opportunity to create a diverse and interesting street scene. The following guidelines apply:

- Long straight streets are not permitted. A straight street segment shall be no longer than 400' without introducing an element that interrupts the length of street. Such elements may include but are not limited to the following:
 - "T"- intersection
 - A curved street segment whose tangent is a minimum 15° angle and the length of curve is a minimum distance of 100'
 - Roadway offset that measures at least 25% of the lot depth
 - Mid-block roundabout
- Large curve radii are preferred over short abrupt offsets in roadway segments.
- Cul-de-sac streets may have straight street segments up to 500' in length, however, curved streets are preferred.

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- The layout of neighborhood streets should discourage excessive speed and through traffic, enhancing pedestrian safety.
- Streets that are generally oriented in an east / west direction are preferred, providing a desirable north/south orientation for residences.
- Private interior residential streets within the Cliffs Edge Master Development Plan will conform to the standards shown on Exhibit 8a, Cliff's Edge Private Interior Residential Streets. Exhibit 8a was added and approved by City of Las Vegas staff through minor modification MOD-4237 on July 9, 2004
- In private street neighborhoods that exceed 10 Du/Ac, the private street section may be reduced to a minimum width of 33' from back of curb to back of curb, using L-curb only, with a 4' sidewalk on one side, if no parking is permitted on at least one side of the street and red colored concrete is used to construct the curb and gutter where no parking is allowed, provided that on-site parking requirements of the City of Las Vegas Title 19 Zoning Ordinance are fully met.
- No single family residential lot shall be accessed from a public or private street having a cross section of less than 24'.

On parcels that are adjacent to the expanded landscape area of the thematic parkway loop, one of the following pedestrian access concepts must be provided along each parcel edge having such frontage:

- A minimum of two pedestrian ways for every 1,000 feet of frontage,

OR

- A minimum of one view cul-de-sac for every 1,000 feet of frontage.

Please refer to Exhibit 8b for a depiction of each concept.

3.1.3 COMMON OPEN SPACE

Medium Density Residential neighborhoods require the provision of common open space as described in the Development Standards criteria, Section 3.2.1 . The common open space shall be oriented in such a manner that it is visible from the parcel entry to the extent feasible.

Residential Small Lot (Attached) neighborhoods require the provision of common open space as described in the Development Standards criteria, Section 3.2.2, The common open space shall be oriented in such a manner that it is visible from the parcel entry to the extent feasible.

Residential Small Lot (Mini-lot Cluster) neighborhoods require the provision of common open space as described in the Development Standards criteria, Section 3.2.3. The common open space

CLIFF'S EDGE

may be provided in the form of a small neighborhood park, internal paseos, landscape strips at key locations, or other areas as long as it is a visible element from a street.

Residential Small Lot (Paseo cluster) neighborhoods require the provision of common open space as described in the Development Standards criteria, Section 3.2.3.A, The common open space may be provided in the form of a small neighborhood park, internal paseos, landscape strips at key locations, or other areas as long as it is a visible element from a street.

Residential Small Lot (Mini-lot conventional) neighborhoods require the provision of common open space as described in the Development Standards criteria, Section 3.2.4, The common open space may be provided in the form of a small neighborhood park, internal paseos, landscape strips at key locations, or other areas as long as it is a visible element from a street.

Medium Low Density Residential neighborhoods must provide designated open space in the amount of 25 square feet per unit per Section 3.2.5. Such open space may be provided in the form of a small neighborhood park, internal paseos, landscape strips at key locations, or other areas as long as it is a visible element from a street.

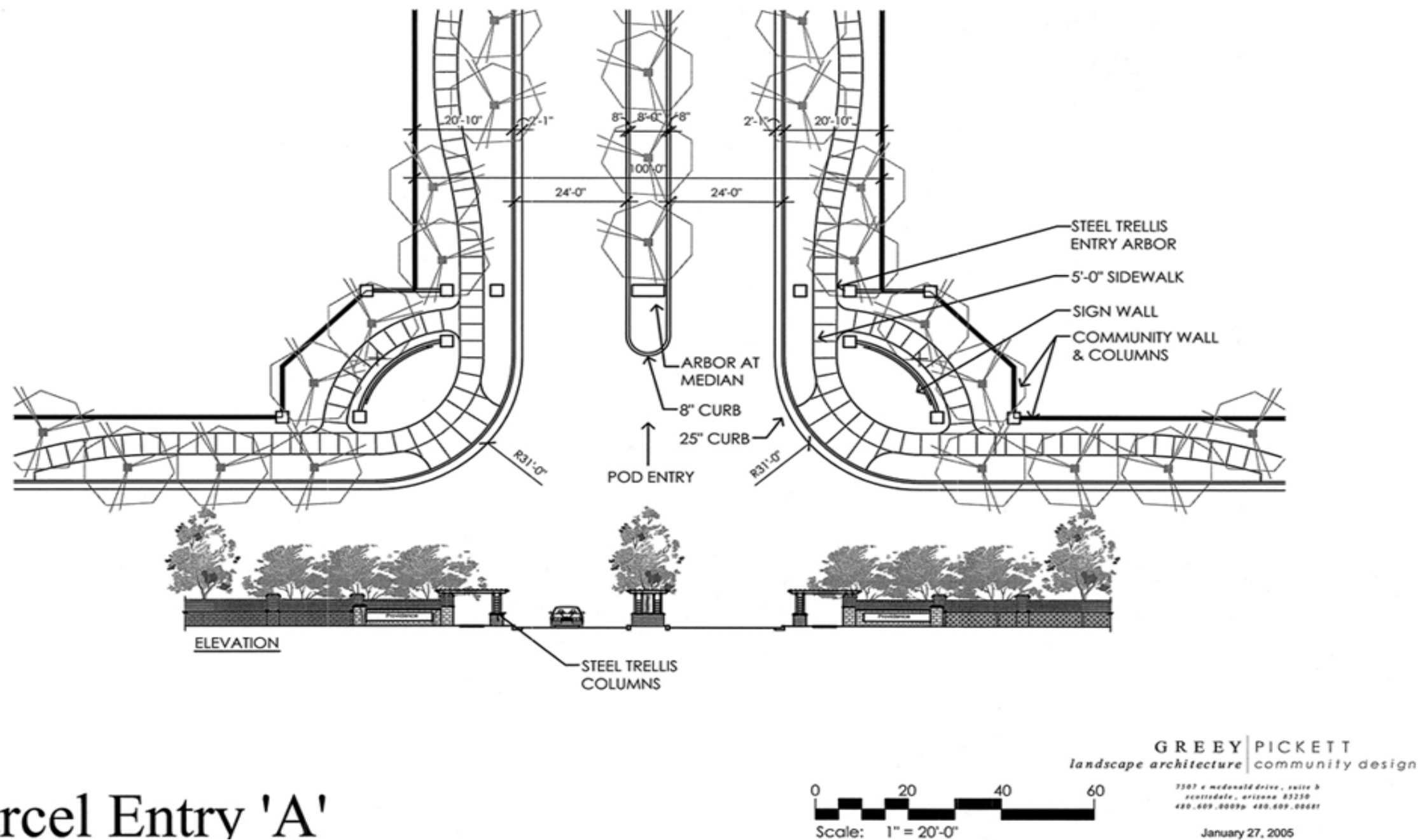
Low Density Residential neighborhoods are not required to have designated open space within the parcel.

Note: All developments approved prior to this Modification are subject to the development standards and setback criteria (Section 3.2) in place at the time of the original approval of this plan. Any development approved after the approval of this modification will be subject to all the design guidelines approved with this modification to the Cliff's Edge Master Development Plan and Design Guidelines. *

* Revision approved by City Council on August 3, 2005. MOD-6279

CLIFF'S EDGE

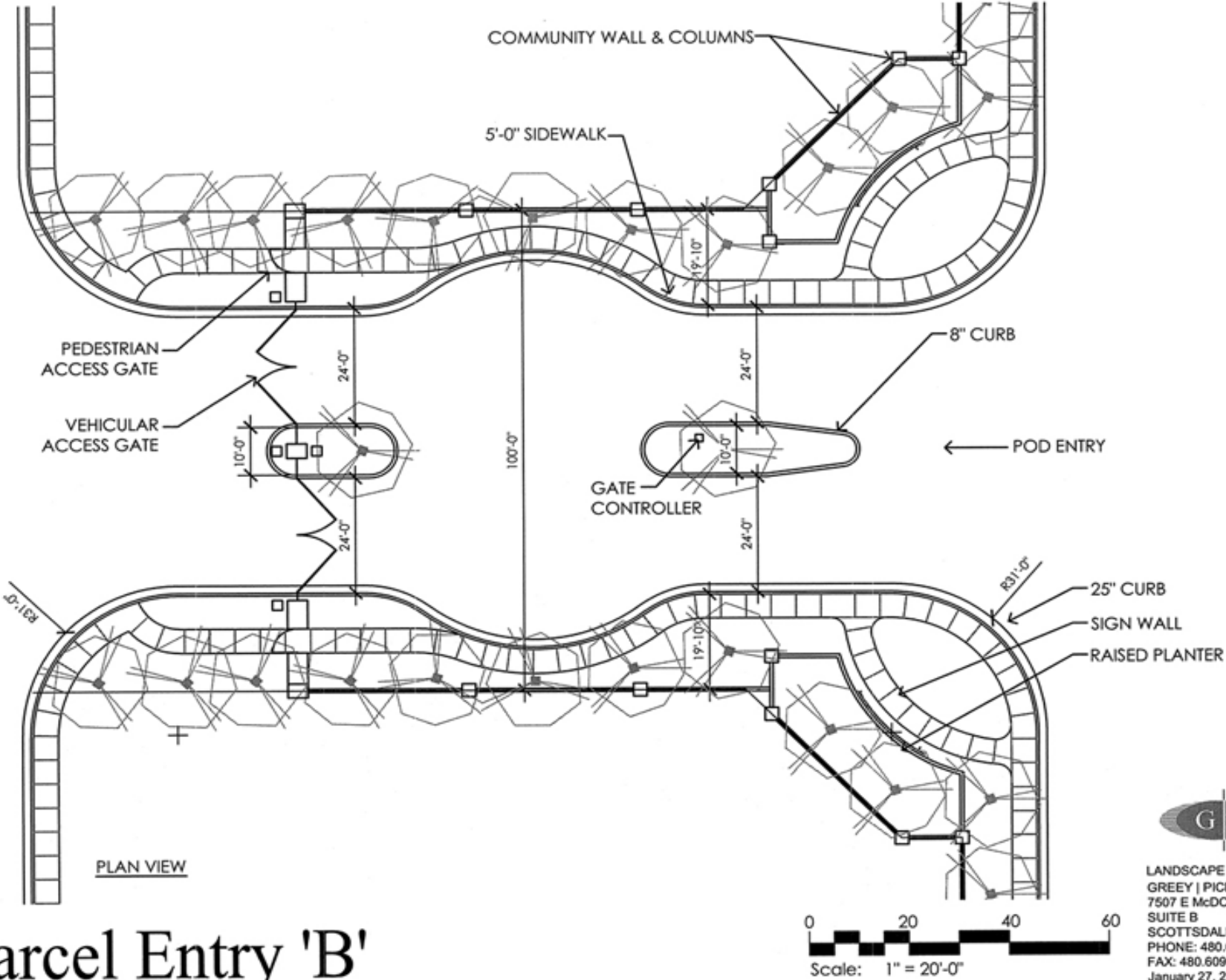
Design Guidelines
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Parcel Entry 'A'

For Ungated Public and Private Streets

Exhibit 7a



Gated Parcel Entry 'B'

For Private Streets Only

LANDSCAPE ARCHITECT
GREEY | PICKETT
7507 E McDONALD DRIVE
SUITE B
SCOTTSDALE ARIZONA 85250
PHONE: 480.609.0009
FAX: 480.609.0068
January 27, 2005

Exhibit 7b

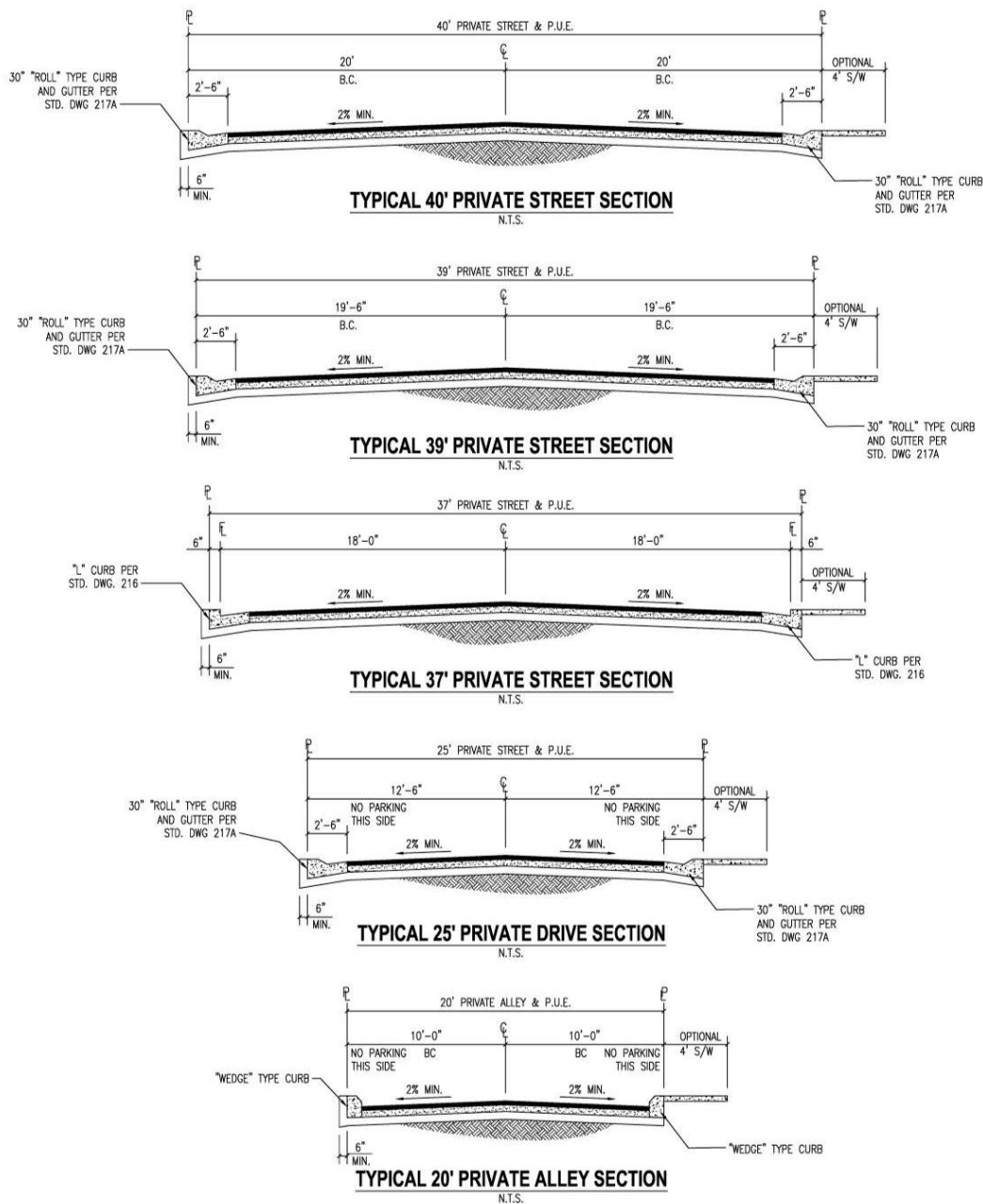


Exhibit 8a was added and approved by City of Las Vegas staff through minor modification MOD-4237 on July 9, 2004. The 20' alley section was approved by City Council on August 3, 2005 through MOD-6279.

Exhibit 8a

Thematic Parkway Loop Expanded Landscape Area

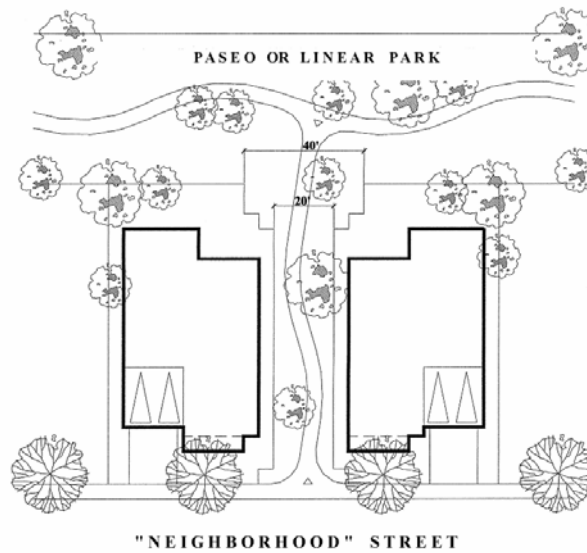
PEDESTRIAN CONNECTIONS

On parcels adjacent to the expanded landscape area adjacent to the thematic parkway loop, one of the following pedestrian access concepts must be provided along each parcel edge having such frontage:

- A. At least 2 Pedestrian Ways for every 1000 feet of frontage

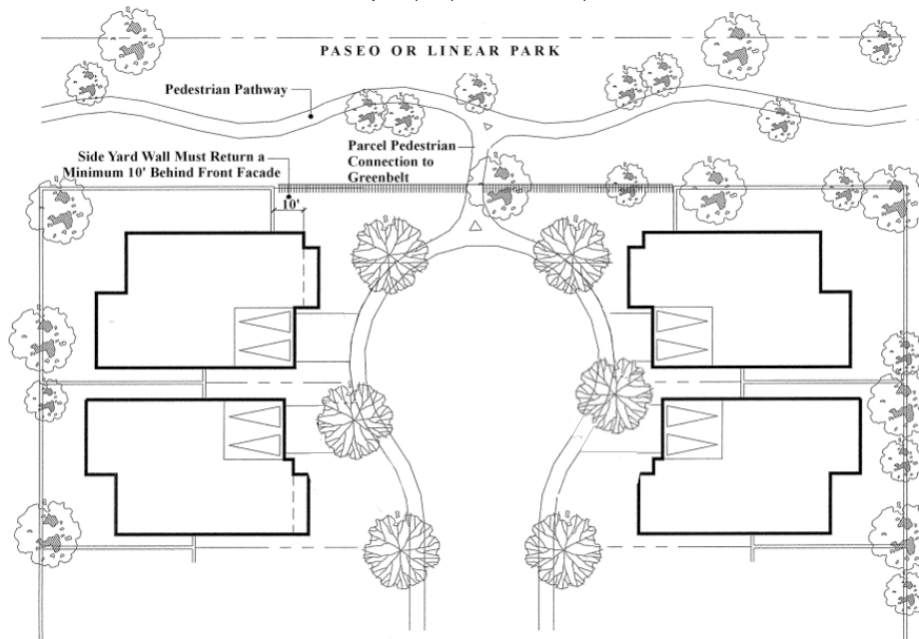
OR

- B. At least 1 View Cul-De-Sac for every 1000 feet of frontage



A. PEDESTRIAN WAY

Thematic Parkway Loop Expanded Landscape Area



B. VIEW CUL-DE-SAC

Exhibit 8b

CLIFF'S EDGE

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PEDESTRIAN CONNECTIONS

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3.2 DEVELOPMENT STANDARDS AND SETBACK CRITERIA

3.2.1 MEDIUM DENSITY RESIDENTIAL UP TO 25 DU/AC *

The following development standards replace the City of Las Vegas Title 19 Zoning ordinance (including residential adjacency standards) for development of Medium Density Residential neighborhoods within Cliff's Edge.

Criteria	Up To 25 DU/AC
MINIMUM SETBACKS ^{(2,3,4)*}	
A Principal Buildings and Accessory Structures adjacent to street R.O.W. line at parcel perimeter ^{(5) *}	
• Single Story Structures	10'
• Two Story Structures	20'
• Three Story Structures	25'
• Four Story Structures	30'
B Principal Buildings and Accessory Structures adjacent to parks, open space, or paseo PL*	
• Single Story Structures	10'
• Two Story Structures	10'
• Three Story Structures	10'
• Four Story Structures	10'
C Principal Buildings and Accessory Structure from all other property lines*	
• Single Story Structures	10'
• Two Story Structures	20'
• Three Story Structures	30'
• Four Story Structures	40'
D Living Area or Porch from a private street with a cross-section 32' or greater: *	10' min. setback
E Living Area, Porch or Balcony from a private street, drive or alley with a cross-section less than* 32', or parking:	
• Ground Floor:	5' minimum setback
• Upper Floor(s):	2' so long as 28' bldg./bldg. dimension is maintained
F Garage Face setback from private street, drive or alley of any dimension: *	Less than 5' or 18'+

BUILDING SEPARATION

Balcony to Balcony Wall Planes (face of building) ^{(3) *} 30'

Balcony to Non-balcony Wall Planes (face of building) ^{(3) *} 20'

Non-balcony to Non-balcony Wall Planes (face of building) * 15'

Main Bldg. & Acc. Structure Wall Planes (face of building) 10'

* Revision approved by City Council on April 4, 2007. MOD-19114

CLIFF'S EDGE

MAXIMUM BUILDING HEIGHT

Principal buildings and accessory structures	50' Subject to setback criteria above
----------------------------------------------	---------------------------------------

MINIMUM OPEN SPACE

COMMON OPEN SPACE ⁽¹⁾	100 Sq. Ft. / Unit
----------------------------------	--------------------

PARKING

Minimum No. of spaces req'd.	
------------------------------	--

- | | |
|-----------------------------------|------------------------------------|
| • Studio or 1 bedroom units | 1.25 / Unit |
| • Two bedroom units | 1.75 / Unit |
| • Units with more than 2 bedrooms | 2 / Unit |
| • Visitor parking | 0.2 / Unit |
| • Senior housing | 1 covered or enclosed space / Unit |

1) The minimum square footage of the recreation area is 10,000 Sq. Ft. Additional recreation area, when required, may be combined with the main recreation area, or may be utilized as a separate satellite recreation area with a minimum square footage of 4,000 Sq. Ft. The balance of any cumulative recreation requirement exceeding 14,000 Sq. Ft. may be devoted to common open space distributed throughout the project as the builder desires. The minimum width of a common open space area shall be 20'

2) All setbacks are measured from back of sidewalk or back of curb if there is no sidewalk. All other setbacks are measured from PL unless otherwise noted. *

3) Unless otherwise noted, architectural projections may project a maximum of 3 feet into any required setback or building separation area; however, in no case shall such projection be closer than 3 feet to any property line. An architectural projection is defined as an element that articulates the building elevation such as eaves, window and door pop-out surrounds, media niches, bay windows, pot shelves, chimneys, enhanced window sills, shutter details, window trim, balconies, entry gates, and other similar elements. The encroachment may be supported by a foundation, but may not enclose space within a building. Architectural projections beyond exterior walls shall comply with minimum building separation and material requirements set forth by the Building Code. *

4) Projections for eaves (see architectural checklists), window and door pop-out surrounds, pot shelves, enhanced window sills, shutter details, window trim, entry gates, material veneers and wainscoting shall be governed by the provisions of the applicable IRC requirements. *

5) Landscape areas adjacent to perimeter streets may be counted toward the setback requirement; however, no building shall be plotted closer than 10' to the actual parcel PL. Setbacks in this instance are measured from the R.O.W. line. *

* Revision approved by City Council on April 4, 2007. MOD-19114

CLIFF'S EDGE

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3.2.2 RESIDENTIAL SMALL LOT (ATTACHED) – UP TO 15 DU/AC*

The following development standards replace the City of Las Vegas Title 19 Zoning ordinance (including residential adjacency standards) for development of Residential Small Lot (Attached) neighborhoods within Cliff's Edge.

Criteria	Up To 15 DU/AC
MINIMUM SETBACKS^{(1,2) *}	
(Measured from back of sidewalk or back of curb if there is no sidewalk)	
FRONT -	
• Single Story Element	8' to living; 5' to porch
• Two Story Element	8' for up to a maximum of 60% of the width of the elevation, otherwise 10'
FRONT ENTRY GARAGE	Less than 5' or 18'+
TURN-IN GARAGE	10'
SIDE	
• Interior Lots	0' at common structural wall between attached units* 3' at outside wall of end unit
• Perimeter Lots (Siding to any community level roadway or open space)	5' for single story element with no gable end, or 10' for two story element or single story element with a gable end
CORNER SIDE	
• Single Story Element	10' to living; 5' to porch*
• Two-Story Element	10'
REAR	
• Interior Lots	10', except that 5' allowed for up to 50% of the width of the elevation
• Perimeter Lots (Backing to any community level roadway or open space)	10', except that no more than two adjacent buildings may have the same rear setback; otherwise an additional offset of at least 5' is required
REAR PATIO COVERS/2 nd Story Decks*	10'
MAXIMUM BUILDING HEIGHT	
MAIN STRUCTURE	35' ^{(3) *} 3-Story ^{(4) *}

MINIMUM OPEN SPACE

COMMON OPEN SPACE ^{(4) *}	10,000 Sq. Ft. minimum + 50 Sq. Ft per unit for each unit in excess of 100 within the subdivision
PRIVATE OPEN SPACE	150 Sq. Ft./ Unit with a 15' minimum dimension

* Revision approved by City Council on April 4, 2007. MOD-19114

CLIFF'S EDGE

PARKING**MINIMUM NO. OF SPACES REQ'D.**

• Resident Parking	2 Spaces / Unit
• Visitor Parking	0.2 Spaces / Unit

1) Unless otherwise noted, architectural projections may project a maximum of 3 feet into any required setback or building separation area; however, in no case shall such projection be closer than 3 feet to any property line. An architectural projection is defined as an element that articulates the building elevation such as media niches, bay windows, chimneys, balconies, and other similar elements. The encroachment may be supported by a foundation. Architectural projections beyond exterior walls shall comply with minimum building separation and material requirements set forth by the applicable IRC requirements. *

2) Projections for eaves (see architectural checklists), window and door pop-out surrounds, pot shelves, enhanced window sills, shutter details, window trim, entry gates, material veneers and wainscoting shall be governed by the provisions of the applicable IRC requirements. *

3) Building height is measured as the average height level between the eaves and ridge line of a gable, hip or gambrel roof. *

4) Three Story Product Standards*

- a. Third story elements are limited to a maximum of 60% of the building footprint area.
- b. On 3-story dwellings, no more than 40% of the width of an exposed elevation (front or rear) may consist of a single continuous vertical wall plane. The remaining 3rd floor wall plane area, if any, shall be setback at least 5' from the 2nd floor footprint subject to the limits of criteria #1 above.
- c. A 3-story plan may be plotted adjacent to another 3-story plan or a 2-story plan only, except that no more than three 3-story plans may be plotted in a row. A 1-story plan shall not be plotted adjacent to a 3-story plan.
- d. Corner Lots: the plotting of 3-story plans on corner lots is discouraged. If plotted, however, third story elements on exposed corner side yards must be setback at least 10' from the 2nd floor footprint.
- e. Houses shall include a balcony on the front elevation.
- f. Roof pitch may be reduced to 3 ½ :12 on third story elements.

5) The minimum square footage of the recreation area is 10,000 Sq. Ft. Additional recreation area, when required, may be combined with the main recreation area, or may be utilized as a separate satellite recreation area with a minimum square footage of 4,000 Sq. Ft. The balance of any cumulative recreation requirement exceeding 14,000 Sq. Ft. may be devoted to common open space distributed throughout the project as the builder desires. The minimum width of a common open space area shall be 20'

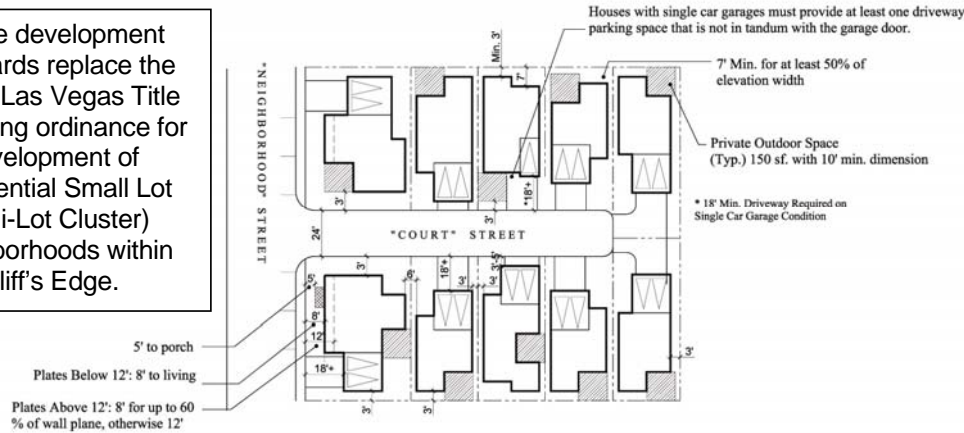
* Revision approved by City Council on April 4, 2007. MOD-19114

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3.2.3 RESIDENTIAL SMALL LOT (MINI LOT CLUSTER) UP TO 15 DU/AC*

These development standards replace the City of Las Vegas Title 19 Zoning ordinance for development of Residential Small Lot (Mini-Lot Cluster) neighborhoods within Cliff's Edge.



MINIMUM DEVELOPMENT STANDARDS (CLUSTER HOUSING) ¹

Building Setback ^{4,5*} (Measured from back of sidewalk or back of curb where there is no sidewalk)

- Neighborhood Street
 - Plates Below 12': 8' Setback to living; 5' to porch
 - Plates Above 12': 8' Setback for up to 60% of the wall plane; otherwise 12'.
- Court Street
 - 3' to Living Area, Porch, Courtyard/Patio Gate
- Side Property Line
 - Within Cluster 3'
 - Perimeter of Cluster 3'
- Rear Property Line
 - 7' min. for at least 50% of the elevation width, otherwise 3'.
- Parcel Property Line
 - 10'

Garage Face Setback

- From Neighborhood Street
 - 1 or 2 car garages 18'+
- From Court Street
 - 1-car garages 18'+
 - 2-car garages Less than 5' or 18'+

Patio Cover Setback

5'

Rear 2nd Story Balcony Setback

7'

Max. Building Height

35' ⁶ (3-Stories) ^{7*}

Private Yard Space ²

150 Sq. Ft. with 10' Minimum Dimension
(May be located in front, side or rear of residence)

Common Open Space ³

Cumulative total of the following:

- 1-100 units: 100 s.f. / unit
- 101 units +: 50 s.f. / unit

Court Street Width

24'

Parking

Resident 2 Spaces / Unit
Guest 0.2 Spaces / Unit

Use Easement Criteria (If Applicable)

Dedicated 3' (Min.) width from one lot to adjacent lot where applicable. Lot dedicating use easement must have 0-lot line wall.

- Maximum of ten units per cluster, of which only 8 units may have a driveway on the court street.
- On interior lots, Private yard space may be in front, side, rear or interior to dwelling unit, provided such space is at least 75% open to the sky. On perimeter lots, private yard space must be adjacent to the parcel boundary to provide articulation to the building mass on perimeter conditions.
- Common open space may be provided in the form of a mini-park, internal paseos, landscape strips at key locations, or other areas as long as it is a visible element from a street and has a minimum dimension of 20'.

* Revision approved by City Council on April 4, 2007. MOD-19114

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4) Unless otherwise noted, architectural projections may project a maximum of 3 feet into any required setback or building separation area; however, in no case shall such projection be closer than 3 feet to any property line. An architectural projection is defined as an element that articulates the building elevation such as media niches, bay windows, chimneys, balconies, and other similar elements. The encroachment may be supported by a foundation. Architectural projections beyond exterior walls shall comply with minimum building separation and material requirements set forth by the applicable IRC requirements. *

5) Projections for eaves (see architectural checklists), window and door pop-out surrounds, pot shelves, enhanced window sills, shutter details, window trim, entry gates, material veneers and wainscoting shall be governed by the provisions of the applicable IRC requirements. *

6) Building height is measured as the average height level between the eaves and ridge line of a gable, hip or gambrel roof.

7) Three Story Product Standards*

- a. Third story elements are limited to a maximum of 60% of the building footprint area.
- b. On 3-story dwellings, no more than 40% of the width of an exposed elevation (front or rear) may consist of a single continuous vertical wall plane. The remaining 3rd floor wall plane area, if any, shall be setback at least 5' from the 2nd floor footprint subject to the limits of criteria #1 above.
- c. A 3-story plan may be plotted adjacent to another 3-story plan or a 2-story plan only, except that no more than three 3-story plans may be plotted in a row. A 1-story plan shall not be plotted adjacent to a 3-story plan
- d. Corner Lots: the plotting of 3-story plans on corner lots is discouraged. If plotted, however, third story elements on exposed corner side yards must be setback at least 10' from the 2nd floor footprint
- e. Houses shall include a balcony on the front elevation
- f. Roof pitch may be reduced to 3 ½ :12 on third story elements.

Note: Diagram is conceptual only. Final building footprints and layout will vary.

* Revision approved by City Council on April 4, 2007. MOD-19114

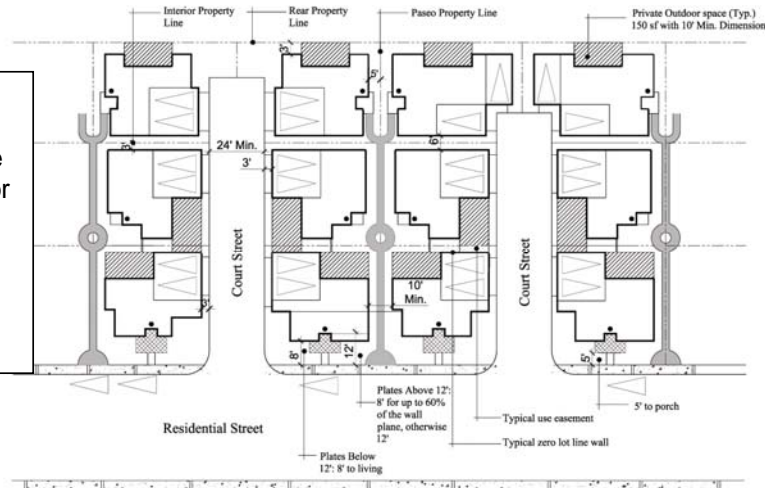
CLIFF'S EDGE

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3.2.3. A Residential Small Lot (Paseo Cluster) UP TO 15 Du/AC *

These development standards replace the City of Las Vegas Title 19 Zoning ordinance for development of Residential Small Lot (Mini-Lot Cluster) neighborhoods within Cliff's Edge.



MINIMUM DEVELOPMENT STANDARDS

Building Setbacks^{4,5}: *

(Measured from back of sidewalk or back of curb where there is no sidewalk)

- From Residential Street
 - Plates below 12' 8' setback to living; 5' to porch
 - Plates above 12' 8' setback for up to 60% of the wall plane; otherwise 12'
 - 5' to cantilevered balcony

- From Court Aisle
 - 3' min. to living area, porch, courtyard/patio gate
 - Less than 5' or 18'+ to garage face

- From Paseo Property Line 5'
- From Interior Property Line 3'
- From Rear Property Line 3'
- From Parcel Property Line 10'

Building Separation

- Max. Building Height 6'
- Private Outdoor Space 35'⁶ (3-Stories)^{7*}

Drive Aisle Width

Parking

Common Open Space

- 150 Sq. Ft with 10' minimum dimension (May be located in front, side or rear of residence)
- 24' Minimum
- Resident 2 Spaces / Unit
- Guest 0.2 Spaces / Unit
- Cumulative total of the following:
 - 1-100 units: 100 s.f. / unit
 - 101 units +: 50 s.f. / unit

Use easement criteria (if applicable): Dedicated 3' width from one lot to adjacent lot where applicable. Lot dedicating use easement is to have zero lot line wall condition.

- Maximum of eight units per cluster.
- On interior lots, Private yard space may be in front, side, rear or interior to dwelling unit, provided such space is at least 75% open to the sky. On perimeter lots, private yard space must be adjacent to the parcel boundary to provide articulation to the building mass on perimeter conditions.
- Common open space may be provided in the form of a mini-park, internal paseos, landscape strips at key locations, or other areas as long as it is a visible element from a street and has a minimum dimension of 20'.

* Revision approved by City Council on April 4, 2007. MOD-19114

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4. Unless otherwise noted, architectural projections may project a maximum of 3 feet into any required setback or building separation area; however, in no case shall such projection be closer than 3 feet to any property line. An architectural projection is defined as an element that articulates the building elevation such as media niches, bay windows, chimneys, balconies, and other similar elements. The encroachment may be supported by a foundation. Architectural projections beyond exterior walls shall comply with minimum building separation and material requirements set forth by the applicable IRC requirements. *

5. Projections for eaves (see architectural checklists), window and door pop-out surrounds, pot shelves, enhanced window sills, shutter details, window trim, entry gates, material veneers and wainscoting shall be governed by the provisions of the applicable IRC requirements. *

6. Building height is measured as the average height level between the eaves and ridge line of a gable, hip or gambrel roof. *

7. Three Story Product Standards*

- a. Third story elements are limited to a maximum of 60% of the building footprint area.
- b. On 3-story dwellings, no more than 40% of the width of an exposed elevation (front or rear) may consist of a single continuous vertical wall plane. The remaining 3rd floor wall plane area, if any, shall be setback at least 5' from the 2nd floor footprint subject to the limits of criteria #1 above.
- c. A 3-story plan may be plotted adjacent to another 3-story plan or a 2-story plan only, except that no more than three 3-story plans may be plotted in a row. A 1-story plan shall not be plotted adjacent to a 3-story plan
- d. Corner Lots: the plotting of 3-story plans on corner lots is discouraged. If plotted, however, third story elements on exposed corner side yards must be setback at least 10' from the 2nd floor footprint
- e. Houses shall include a balcony on the front elevation.
- f. Roof pitch may be reduced to 3 ½ :12 on third story elements.

Note: Diagram is conceptual only. Final building footprints and layout will vary. Parking shown on residential streets is conceptual. All street parking is dependent upon the width of the residential street. **

**Revision approved by City Council on August 3, 2005. MOD-6279

* Revision approved by City Council on April 4, 2007. MOD-19114

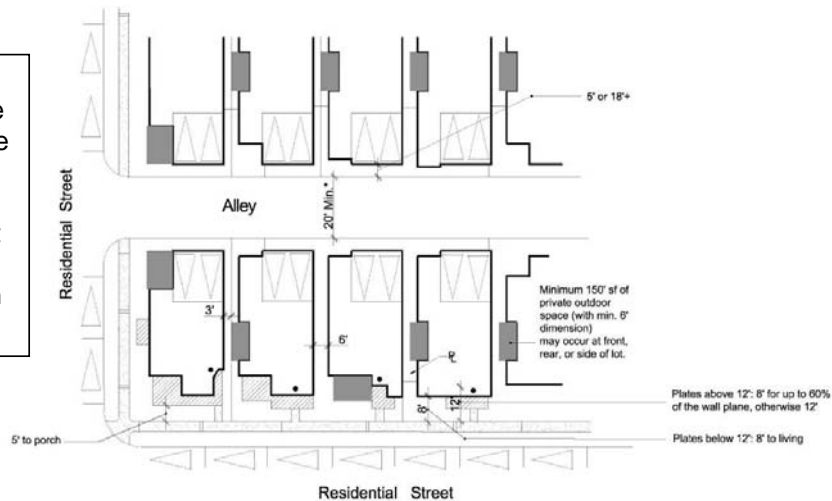
CLIFF'S EDGE

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3.2.3. B RESIDENTIAL SMALL LOT (REAR LOADED) UP TO 15 DU/AC *

These development standards replace the City of Las Vegas Title 19 Zoning ordinance for development of Residential Small Lot (Rear Loaded) neighborhoods within Cliff's Edge.

**MINIMUM DEVELOPMENT STANDARDS**

Building Setback ^{3,4*} (Measured from back of sidewalk or back of curb where there is no sidewalk)	
• Neighborhood Street	Plates Below 12' 8' to living 5' to porch
	Plates Above 12': 8' Setback for up to 60% of the wall plane; otherwise 12'. 5' to cantilevered balcony
• Alleyway	3' to Living Area, Porch, Courtyard/Patio Gate
• Side Property Line	3'
• Parcel Property Line	10'
Garage Face Setback	
• From Alleyway	5' or 18'+
Max Building Height	35' ⁵ (3 Stories) ^{6*}
Private Yard Space ¹	150 Sq. Ft. with 6' Minimum Dimension (May be located in front, side or rear of residence)
Common Open Space ²	Cumulative Total of the following: • 1-100 units: 100s.f. / unit • 101 units+: 50s.f. / unit
Drive Aisle Width	20'
Parking	Resident 2 Spaces / Unit Guest 0.2 Spaces / Unit

- On interior lots, Private yard space may be in front, side, rear or interior to dwelling unit, provided such space is at least 75% open to the sky. On perimeter lots, private yard space must be adjacent to the parcel boundary to provide articulation to the building mass on perimeter conditions.
- Common open space may be provided in the form of a mini-park, internal paseos, landscape strips at key locations, or other areas as long as it is a visible element from a street and has a minimum dimension of 20'.

* Revision approved by City Council on April 4, 2007. MOD-19114

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3. Unless otherwise noted, architectural projections may project a maximum of 3 feet into any required setback or building separation area; however, in no case shall such projection be closer than 3 feet to any property line. An architectural projection is defined as an element that articulates the building elevation such as media niches, bay windows, chimneys, balconies, and other similar elements. The encroachment may be supported by a foundation. Architectural projections beyond exterior walls shall comply with minimum building separation and material requirements set forth by the applicable IRC requirements. *

4. Projections for eaves (see architectural checklists), window and door pop-out surrounds, pot shelves, enhanced window sills, shutter details, window trim, entry gates, material veneers and wainscoting shall be governed by the provisions of the applicable IRC requirements. *

5. Building height is measured as the average height level between the eaves and ridge line of a gable, hip or gambrel roof. *

6. Three Story Product Standards*

- a. Third story elements are limited to a maximum of 60% of the building footprint area.
- b. On 3-story dwellings, no more than 40% of the width of an exposed elevation (front or rear) may consist of a single continuous vertical wall plane. The remaining 3rd floor wall plane area, if any, shall be setback at least 5' from the 2nd floor footprint subject to the limits of criteria #1 above.
- c. A 3-story plan may be plotted adjacent to another 3-story plan or a 2-story plan only, except that no more than three 3-story plans may be plotted in a row. A 1-story plan shall not be plotted adjacent to a 3-story plan
- d. Corner Lots: the plotting of 3-story plans on corner lots is discouraged. If plotted, however, third story elements on exposed corner side yards must be setback at least 10' from the 2nd floor footprint
- e. Houses shall include a balcony on the front elevation.
- f. Roof pitch may be reduced to 3 ½ :12 on third story elements.

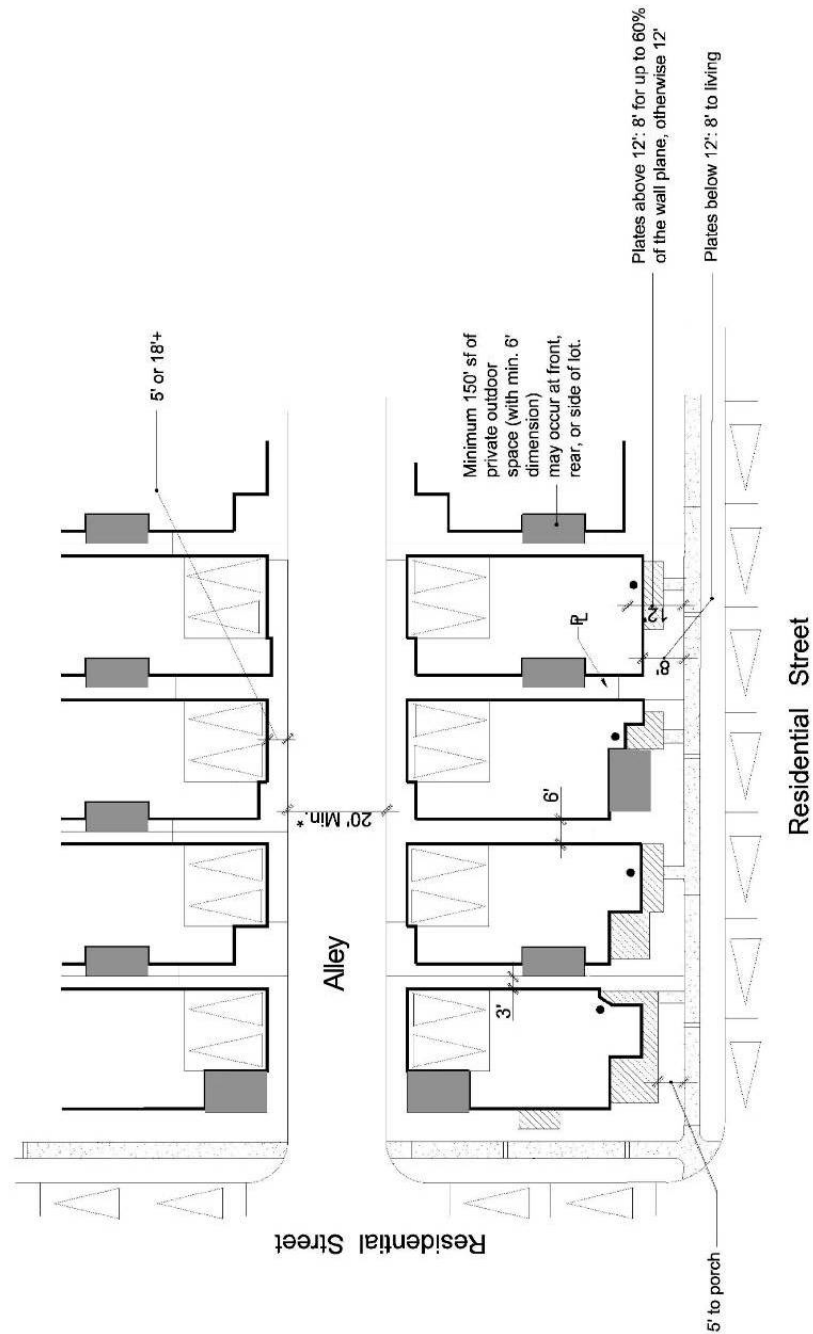
Note: Diagram is conceptual only. Final building footprints and layout will vary. Parking shown on residential streets is conceptual. All street parking is dependent upon the width of the residential street. *

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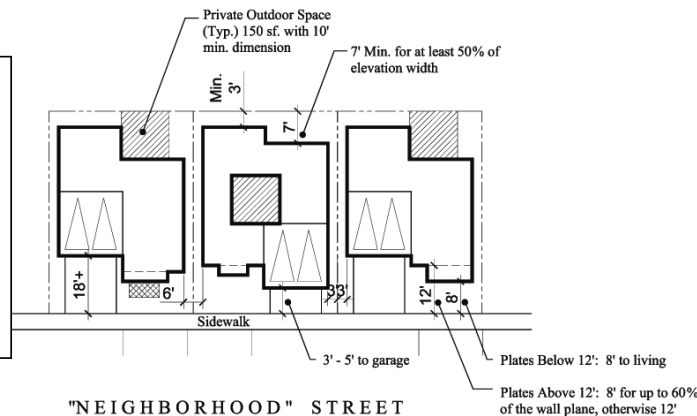
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**CLIFF'S EDGE**

Revisions approved by City Council
on August 3, 2005. MOD-6279
September 19, 2007

3.2.4 RESIDENTIAL SMALL LOT (MINI-LOT CONVENTIONAL) UP TO 15 DU/AC*

These development standards replace the City of Las Vegas Title 19 Zoning ordinance for development of Residential Small Lot (Mini-Lot Conventional) neighborhoods within Cliff's Edge.



MINIMUM DEVELOPMENT STANDARDS (CONVENTIONAL MINI-LOTS)

Building Setback^{3,4} * (Measured from back of sidewalk or back of curb where there is no sidewalk)

- Neighborhood Street

Plates Below 12': 8' Setback to living; 5' to porch
Plates Above 12': 8' Setback for up to 60%
of the wall plane; otherwise 12'
5' to cantilevered balcony

- Interior Property Line
 - Side
 - Rear
- Parcel Property Line

3'

7' min. for at least 50% of the elevation width, otherwise 3'.

10'

Garage Face Setback

Less than 5' or 18'+

Patio Cover Setback

5'

2nd Story Balcony Setback

- Front
- Rear
- Side

8'

7'

Not allowed except when adjacent to master plan roadways or community open space.

Building Separation

6'

Max. Building Height

35'⁵ (3-Stories)^{6*}

Private Yard Space¹

150 Sq. Ft. with 10' Minimum Dimension

(May be located in front, side or rear of residence)

Common Open Space²

Cumulative total of the following:

- 1-100 units: 100 s.f. / unit
- 101 units +: 50 s.f. / unit

Parking

Resident 2 Spaces / Unit

Guest 0.2 Spaces / Unit

Use Easement Criteria (If Applicable)

Dedicated 3' (Min.) width from one lot to adjacent lot where applicable. Lot dedicating use easement must have zero lot line wall condition.

1. On interior lots, Private Yard space may be in front, side, rear or interior of unit, provided such space is at least 75% open to the sky. On perimeter lots, private yard space must be adjacent to the parcel boundary to provide articulation to the building mass on perimeter conditions.

* Revision approved by City Council on April 4, 2007. MOD-19114

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2. Common open space may be provided in the form of a mini-park, internal paseos, landscape strips at key locations, or other areas as long as it is a visible element from a street and has a minimum dimension of 20'.

3. Unless otherwise noted, architectural projections may project a maximum of 3 feet into any required setback or building separation area; however, in no case shall such projection be closer than 3 feet to any property line. An architectural projection is defined as an element that articulates the building elevation such as media niches, bay windows, chimneys, balconies, and other similar elements. The encroachment may be supported by a foundation. Architectural projections beyond exterior walls shall comply with minimum building separation and material requirements set forth by the applicable IRC requirements. *

4. Projections for eaves (see architectural checklists), window and door pop-out surrounds, pot shelves, enhanced window sills, shutter details, window trim, entry gates, material veneers and wainscoting shall be governed by the provisions of the applicable IRC requirements. *

5. Building height is measured as the average height level between the eaves and ridge line of a gable, hip or gambrel roof. *

6. Three Story Product Standards*

- a. Third story elements are limited to a maximum of 60% of the building footprint area.
- b. On 3-story dwellings, no more than 40% of the width of an exposed elevation (front or rear) may consist of a single continuous vertical wall plane. The remaining 3rd floor wall plane area, if any, shall be setback at least 5' from the 2nd floor footprint subject to the limits of criteria #1 above.
- c. A 3-story plan may be plotted adjacent to another 3-story plan or a 2-story plan only, except that no more than three 3-story plans may be plotted in a row. A 1-story plan shall not be plotted adjacent to a 3-story plan
- d. Corner Lots: the plotting of 3-story plans on corner lots is discouraged. If plotted, however, third story elements on exposed corner side yards must be setback at least 10' from the 2nd floor footprint
- e. Houses shall include a balcony on the front elevation
- f. Roof pitch may be reduced to 3 ½ :12 on third story elements.

Note: Diagram is conceptual only. Final building footprints and layout will vary. Parking shown on residential streets is conceptual. All street parking is dependent upon the width of the residential street. **

**Revision approved by City Council on August 3, 2005. MOD-6279

* Revision approved by City Council on April 4, 2007. MOD-19114

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3.2.5 MEDIUM LOW AND LOW DENSITY RESIDENTIAL *

The following development standards replace the City of Las Vegas Title 19 Zoning ordinance for development of Medium Low and Low Density residential neighborhoods within Cliff's Edge.

Criteria	MEDIUM LOW DENSITY RESIDENTIAL (UP TO 8 DU/AC)	LOW DENSITY RESIDENTIAL (UP TO 5.5 DU/AC)
MINIMUM SETBACKS ^{1,2,3*}		
All front and corner side setbacks are measured from back of sidewalk or back of curb if there is no sidewalk. All other setbacks are measured from PL unless otherwise noted.		
FRONT - LIVING AREA OR PORCH		
• Single Story Element	10'	10'
• Two Story Element	10' for up to 60% of the wall plane; otherwise 15'	15'
FRONT ENTRY GARAGE ^{4*}	Less than 5' or 18'+	20'
TURN-IN GARAGE	10'	10'
SIDE ^{5*}		
• Interior Lots	3'	5'
• Perimeter Lots & Parcel Entry (Siding to any community level roadway or open space)	5' for single story element with no gable end, or 10' for two story element or single story element with a gable end	5' for single story element with no gable end, or 10' for two story element or single story element with a gable end
CORNER SIDE		
• Single Story Element	10' to living; 5' to porch*	10' to living; 5' to porch*
• Two-Story Element	10'	15'
REAR		
• Interior Lots	15' except that 10' allowed for up to 50% of the product width	20' except that a setback of 15' is allowed for up to 50% of the product width
• Perimeter Lots (Backing to any community level roadway or open space)	Same as Interior Lots, except that no more than three adjacent dwellings may have the same rear setback; otherwise an additional offset of at least 5' is required	Same as Interior Lots, except that no more than three adjacent dwellings may have the same rear setback; otherwise an additional offset of at least 5' is required
REAR PATIO COVERS / 2 nd Story Decks*	10'	10'
ACCESSORY STRUCTURES		
• Less Than 14' Bldg. Ht.	Front: 10' ⁽⁶⁾ Side : 3' Rear: 3'	Front: 10' ⁽⁶⁾ * Side : 3' Rear: 3'

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Criteria	MEDIUM LOW DENSITY RESIDENTIAL (UP TO 8 DU/AC)	LOW DENSITY RESIDENTIAL (UP TO 5.5 DU/AC)
• Greater Than 14' Bldg. Ht.	Front: 15' ⁽⁶⁾ * Side: 3' Rear: <ul style="list-style-type: none"> 5' if no window openings facing rear PL 10' if window openings face rear PL 	Front: 15' ⁽⁶⁾ * Side: 5' Rear: <ul style="list-style-type: none"> 5' if no window openings facing rear PL 20' if window openings face rear PL, except that a setback of 15' is allowed for up to 50% of the width of the main structure
• Minimum Separation from Main Building	6'	6'

COURTYARD WALLS

• Less than 32" in height	Front: 5' Interior Side: 0' Corner Side: 0'	Front: 5' Interior Side: 0' Corner Side: 0'
• Greater than 32" in height (Including corner side yard privacy wall or fence)	Front: 10' Interior Side: 0' Corner Side: 5'	Front: 10' Interior Side: 0' Corner Side: 5'

MAXIMUM BUILDING HEIGHT

MAIN STRUCTURE	35' ⁷ (3-Story) ^{8*}	35' ⁷ (3-Story) ^{8*}
ACCESSORY STRUCTURE		
• Single Story Structures	14'	14'
• Two Story Structures	35'	35'

Deleted: 35'

Deleted: 35'

COMMON OPEN SPACE

Minimum Amount Required	25 SF / Unit	Common Open Space is not required
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PARKING

• RESIDENT	2 SPACES / UNIT	2 SPACE / UNIT
• VISITOR	0.2 SPACE / UNIT	0.2 SPACES / UNIT

DESIGN VARIATION

• 10-119 Homes	3 Plans 3 Elevations per plan	3 Plans 3 Elevations per plan
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- 120 Homes or More 4 Plans 4 Plans

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Criteria	MEDIUM LOW DENSITY RESIDENTIAL (UP TO 8 DU/AC)	LOW DENSITY RESIDENTIAL (UP TO 5.5 DU/AC)
	3 Elevations per plan	3 Elevations per plan
<ul style="list-style-type: none"> Color Schemes 	No home on either side or directly across the street from a dwelling shall have the same color scheme.	
<ul style="list-style-type: none"> Distribution 	No identical plan and elevation are permitted side by side. Opposite hand footprints with different elevations and color schemes are permitted on up to 2 adjacent dwellings.	
1.	All front and corner side setbacks are measured from back of sidewalk or back of curb if there is no sidewalk. All other setbacks are measured from PL unless otherwise noted.	
2.	Unless otherwise noted, architectural projections may project a maximum of 3 feet into any required setback or building separation area; however, in no case shall such projection be closer than 3 feet to any property line. An architectural projection is defined as an element that articulates the building elevation such as media niches, bay windows, chimneys, balconies, and other similar elements. The encroachment may be supported by a foundation. Architectural projections beyond exterior walls shall comply with minimum building separation and material requirements set forth by the applicable IRC requirements. *	
3.	Projections for eaves (see architectural checklists), window and door pop-out surrounds, pot shelves, enhanced window sills, shutter details, window trim, entry gates, material veneers and wainscoting shall be governed by the provisions of the applicable IRC requirements. *	
4.	When front entry garages are plotted adjacent to one another on adjoining lots, the front plane of one garage must be offset a minimum of 3' from the garage on the adjacent lot.	
5.	Side yard setback may be 0' provided that the remaining side yard is a minimum of 10' in width in parcels up to 5.5 Du/ Ac, and a minimum of 6' in width in parcels from 5.6 Du/Ac to 8 Du/Ac. A recorded maintenance easement must be granted by the property owner adjoining that side of the lot on which the side yard has been eliminated.	
6.	Accessory structures that are provided as detached garages shall have a driveway setback that is less than 5' or greater than 18'.	
7.	Building height is measured as the average height level between the eaves and ridge line of a gable, hip or gambrel roof. *	
8.	Three Story Product Standards* <ul style="list-style-type: none"> Third story elements are limited to a maximum of 60% of the building footprint area. On 3-story dwellings, no more than 40% of the width of an exposed elevation (front or rear) may consist of a single continuous vertical wall plane. The remaining 3rd floor wall plane area, if any, shall be setback at least 5' from the 2nd floor footprint subject to the limits of criteria #1 above. A 3-story plan may be plotted adjacent to another 3-story plan or a 2-story plan only, except that no more than three 3-story plans may be plotted in a row. A 1-story plan shall not be plotted adjacent to a 3-story plan Corner Lots: the plotting of 3-story plans on corner lots is discouraged. If plotted, however, third story elements on exposed corner side yards must be setback at least 10' from the 2nd floor footprint 	

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- e. Houses shall include a balcony on the front elevation
- f. Roof pitch may be reduced to 3 ½ :12 on third story elements.

* Revision approved by City Council on April 4, 2007. MOD-19114

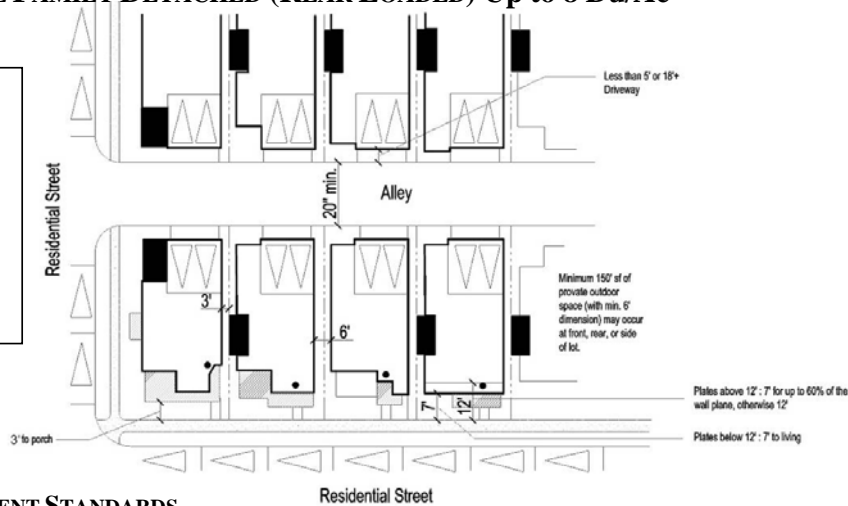
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3.2.5. B SINGLE FAMILY DETACHED (REAR LOADED) Up to 8 Du/Ac

These development standards replace the City of Las Vegas Title 19 Zoning ordinance for development of Residential Small Lot (Rear Loaded) neighborhoods within Cliff's Edge.

**MINIMUM DEVELOPMENT STANDARDS**

Building Setback ³ (Measured from back of sidewalk or back of curb where there is no sidewalk)	
• Neighborhood Street	Plates Below 12' 7' to living 3' to porch
	Plates Above 12': 7' Setback for up to 60% of the wall plane; otherwise 12'. 5' to cantilevered balcony
• Alleyway	3' to Living Area, Porch, Courtyard/Patio Gate
• Side Property Line	3'
• Parcel Property Line	10'
Garage Face Setback	
• From Alleyway	5' or 18'+
Building Separation	
• Front / Front ⁴	20' minimum with required landscape per section 5.7.2
• Rear / Rear	30' minimum
Private Yard Space ¹	
	150 Sq. Ft. with 6' Minimum Dimension (May be located in front, side or rear of residence)
Common Open Space ²	
	Cumulative Total of the following: 25 s.f. / unit
Alleyway Width	
	20'
Parking	
	Resident 2 Spaces / Unit Guest 0.2 Spaces / Unit

1. On interior lots, Private yard space may be in front, side, rear or interior to dwelling unit, provided such space is at least 75% open to the sky. On perimeter lots, private yard space must be adjacent to the parcel boundary to provide articulation to the building mass on perimeter conditions.

2. Common open space may be provided in the form of a mini-park, internal paseos, landscape strips at key locations, or other areas as long as it is a visible element from a street and has a minimum dimension of 20'.

3. 20' minimum building front to front separation may be calculated into community open space square footage, and shall include any easements and/or rights-of-way.

Note: Diagram is conceptual only. Final building footprints and layout will vary. Parking shown on residential streets is conceptual. All street parking is dependent upon the width of the residential street.

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3.3 PRODUCT PLOTTING CRITERIA

The plotting of residences that are adjacent to Master Plan roadways, parks or other community open space, must be submitted to the DRC for review and approval to ensure compliance with the design intent of the site planning guidelines, including product plotting criteria. The submittal must include Plan numbers, elevations, and rear elevation options.

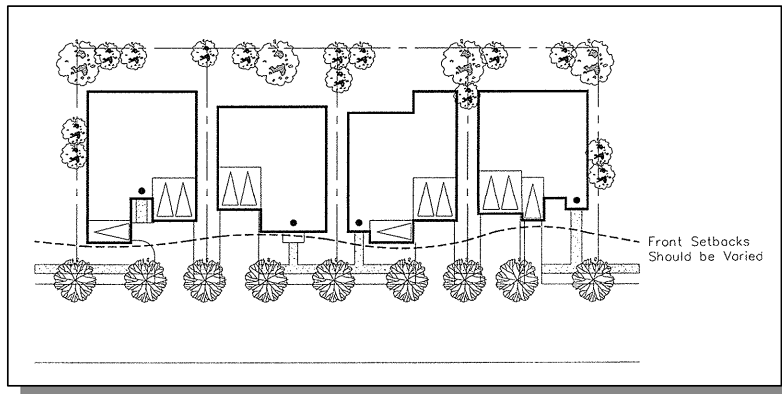
The plotting of residences should be done in a manner that achieves diversity and visual interest to the neighborhood streetscene. Such diversity can be achieved through varying setbacks, articulated building massing, variable lot widths, de-emphasized garages, and enhanced elevations and/or single story elements on corner lots.

3.3.1 PLOTTING

No more than two dwelling units with the same floor plan shall be plotted adjacent to one another, and the floor plans shall be reversed with different elevations and color schemes to avoid a repetitious street scene.

3.3.2 VARYING SETBACKS

The front setbacks in the Development Standards matrices are minimum setbacks. No more than three contiguous lots may have the same setback; otherwise an additional offset of at least 3' is required.



3.3.3 ARTICULATED BUILDING MASSING

Boxy two-story building forms that overwhelm the street scene are discouraged. Rather, the building mass should be broken down into smaller elements, where feasible, to provide visual interest and articulation to the neighborhood street scene.

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3.3.4 DE-EMPHASIS OF GARAGES

Residential garages shall be positioned to de-emphasize their visual presence on the street. This will allow the active, visually interesting features of the house, to dominate the streetscape. Garages may be sited in several ways:

- Standard front entry garages
- Pushed back garages
- Side entry garages on corner lots
- Split garages
- Offset garages
- Turn-in garages

Where garages are adjacent to one another along interior lot lines, a 3' difference in setback to garage faces is required. The face of garage doors shall be offset a minimum of 12" from surrounding wall planes.

No more than three front facing garage spaces are permitted on an individual residence. Additional garages spaces, if provided, must be in a turn-in configuration, deep-recessed with a long driveway or motor-court, or other configurations in which the garage door is not visible from the front.

Front loaded 3-car garages, where provided, must have a minimum 2' offset between the main and single garage elements

3.3.5 CORNER LOTS

Homes plotted on corner lots shall feature enhanced elevations that provide a similar level of detail to corner side elevations as the front elevation. Enhancements may include elements such as:

- One story homes or significant single story elements
- Wrap-around porches or courtyards
- Principal window treatments
- Roof plane breaks
- Accent colors, materials and detailing

3.3.6 PERIMETER EDGES

(Adjacent to Community Streets or Open Space)

The design and placement of homes on lots located on the perimeter edges of development parcels and visible from master planned streets or open space shall be designed to avoid a monotonous edge condition. Such dwellings shall incorporate the following elements:

Single Story Elements. Single story homes, when part of the builder's product program, are encouraged to be plotted as often as feasible on visible perimeter conditions. When used, such

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single story dwellings should be plotted in pairs to accentuate their low mass effect on the street scene. On two-story dwellings, single story elements such as balconies or patio covers should be used to provide articulation and visual interest to the rear or side elevation.

- **Varying Rear Setbacks.** No more than three adjacent dwellings may have rear setbacks that vary less than 5' from one another; otherwise an additional offset of at least 5' is required on the fourth dwelling.*
- **Variation Of Roof Planes.** A variety of roof forms are encouraged using gable, cross-gable, hip, and shed elements. No more than two adjacent residences may have primary gable end roof forms facing the visible perimeter edges of the parcel. Ridgelines of adjacent residences should be in different directions to the extent feasible.
- **Architectural Enhancements.** As further discussed in Section 4.5, the rear or side of elevations visible from perimeter edge conditions shall be sufficiently articulated to provide visual interest, including:

Required

- Patio Covers and 2nd Story Decks (Required on 25% of perimeter lots)
- Principal Window Treatments (Required on all perimeter lots)

Select at least two of the following:

- Offset wall planes (Minimum offset: 2')
- Roof Plane Breaks
- Color Blocking
- Shutters on 2nd story windows when accompanied by corresponding pot shelf with minimum 12" projection.
- Introduction of accent building materials and colors
- Introduction of accent elements such as clay vents, outlookers, and decorative grille work consistent with the front elevation
- Other similar features that provide articulation to the visible side or rear elevation.

3.4 DRIVEWAY CRITERIA

3.4.1 MINIMUM LENGTH OF DRIVEWAYS

Minimum driveway lengths are specified in the Development Standards Matrices in Section 3.2.

3.4.2 MAXIMUM WIDTH OF DRIVEWAYS

Front entry driveways that exceed 16' in width along the street must be enhanced. Enhancement options include exposed aggregate, integral color, contrasting textures, pavers, bands or other similar treatments to break up expansive areas of pavement.

* Revision approved by City Council on April 4, 2007. MOD-19114

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Front entry driveways that are 16' in width or less do not require enhancement.

The maximum width of a driveway at the street for a side-entry garage shall not exceed 16'. The distance from the face of the garage door to the side yard lot line must be a minimum of 28' (24' pavement and 4' landscape).

3.4.3 MAXIMUM SLOPE OF DRIVEWAYS

The maximum slope of residential driveways is 14%.

3.5 MODEL HOME COMPLEXES

3.5.1 PARKING

Model home parking lots shall be paved in asphalt or concrete. A minimum of 8 spaces shall be provided with one handicapped space. All lots shall be landscaped in accordance with Section 5 and shall be screened from adjacent parcels and community open space. Parking may be on surface streets with prior approval by the DRC.

3.5.2 SIGNAGE

Model home signage shall be in accordance with the approved Cliff's Edge signage program. (See Appendix A)

3.5.3 FENCING

All fencing within the model complex shall be compatible with the community wall and fence and design. Chain link or wooden fences are prohibited. Model home fencing is subject to the approval of the DRC.

3.6 STREET LIGHTING

Please refer to Section 5.9 for street lighting requirements.

ARCHITECTURAL DESIGN GUIDELINES

4.1 INTRODUCTION

The Architectural Design Guidelines for the residential areas of Cliff's Edge are intended to facilitate the creation of diverse and varied streetscapes, reminiscent of an all-American small town lifestyle. Key elements that will be incorporated into the design of residences include architecture forward providing visual interest to the streetscene, de-emphasis of garages, and authenticity of architectural details.

CLIFF'S EDGE ARCHITECTURAL STYLES

- Craftsman
- Prairie Ranch
- Spanish Colonial
- Country European
- Classic Americana*

Moreover, a variety of architectural styles focusing on human scale details will enhance the pedestrian friendly character of the neighborhoods within Cliff's Edge. Such elements may include the use of front porches, enhanced entries, a mix of materials and textures, and authentic detailing on features such as columns, balconies, windows, doors, shutters, flower boxes, and lighting. Furthermore, a variety of garage designs will be utilized in order to de-emphasize the visual impact of garage doors on the street scene. Such techniques may include varying garage setbacks, turn in garages, side garages on corner lots, split garages, or other similar devices that de-emphasize the view of garage doors from the street. Together, such design features enliven the street scene and promote the friendly interaction of neighbors.

The architectural styles permitted within the community Craftsman, Prairie Ranch, Spanish Colonial, Country European., and Classic Americana. An architectural image board of each style is presented in this section. The image boards provide visual examples of each style and their primary identifying characteristics, however in the case of any discrepancy between written criteria and images, the written criteria shall prevail. *

In order to ensure diversity to the streetscene, each single family neighborhood that is 8 DU/AC or less, must feature at least two of the architectural styles listed above. Single family neighborhoods that are over 8 DU/AC and have less than 150 units, as well as multi-family projects may be designed with one architectural style for a cohesive neighborhood thematic design concept.

Section 4.2 contains the general architectural requirements for all single family residences within the community regardless of the architectural style selected. Sections 4.6 through 4.10 contain checklists of the primary identifying characteristics of each style and the requirements that must be included on residences designed for each selected style.

Section 4.11 contains the general architectural requirements for all multi-family buildings within the community regardless of the architectural style selected. Sections 4.12 through 4.13 contain checklists of the primary identifying characteristics of each style and the requirements that must be included on buildings designed for each style.

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4.2 SINGLE FAMILY DETACHED

The architecture of a house is comprised of three basic components regardless of its architectural style. These architectural components consist of Building Facades, Roofs, and Detail Elements. Together, when these components are designed appropriately, a cohesive yet diverse residential neighborhood environment will be realized, consistent with the goals and objectives of the Cliff's Edge master plan.

ARCHITECTURAL COMPONENTS

- **BUILDING FACADES**
- **ROOFS**
- **DETAIL ELEMENTS**

4.3 BUILDING FACADES

4.3.1 BUILDING FORM

- Variety in building forms provide diversity and visual interest to the neighborhood street scene. The following shall be incorporated into the design of residential structures:
 - Articulation of wall planes
 - Projections and recesses to provide shadow and depth
 - Simple bold forms
 - Combinations of multi-story building forms.*
- Building wall planes, particularly on the front elevation, shall be staggered to create interest along the street scene, to provide a desirable human scale, and to avoid visual monotony.
- Residential design shall provide articulation and detail to the rear and side of the dwelling when visible from public spaces within the community. **Pre-plotting of units along such edges is required and subject to DRC review and approval to ensure compliance with the intent of the design guidelines.**
- The use of second story balconies along the front elevation is encouraged to provide visual interest to the street scene.

4.3.2 BUILDING MATERIALS AND COLORS

- The design of residences shall use building materials that are consistent with the architectural styles as identified on the architectural checklist for each style.

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Stucco surfaces shall be as follows:

- **Single Family Detached Lots**

Primary Wall Surfaces:	Light lace or smoother
Trim, stucco eaves, banding, etc.:	Sand or smooth finish

- **Multi-family**

Primary Wall Surfaces:	Stucco with dash or sand finish
Trim, stucco eaves, banding, etc.:	Sand or smooth finish

- All surface treatments or materials shall be designed to appear as an integral part of the design, and not merely applied. All materials shall wrap columns, porches, or balconies in their entirety.
- Material changes shall occur at inside corners. Materials applied to any elevation shall turn the outside corner of the building a minimum of 2' before terminating.
- Refer to Section 7 for Color criteria.

4.4 ROOFS

4.4.1 ROOF FORM AND SLOPE

- Roof treatments shall be consistent with the architectural style of the dwelling.
- Variety of roof design and treatment is encouraged to provide visual interest to the neighborhood roofscape throughout Cliff's Edge, including the use of gable, cross-gable, hip, or a combination of these roof forms.
- Likewise, variety in roof lines is required to avoid a common roof line along neighborhood streets. Rooflines of adjoining residences are required to vary ridge heights, roof forms, and direction of gables
- Repetitious gable ends framed side to side on rear elevations are not permitted along perimeter edges of residential neighborhoods. No more than two (for consistency with Section 3.3.6) adjacent residences may have primary gable end roof forms facing the visible perimeter edges of the parcel.*
- Minimum overhangs shall be as identified on the architectural checklist for each style.
- Roof slopes shall be consistent with the architectural style of the residence as indicated on the architectural checklist for each style.

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- Broken roof pitches extending over porches, patios or other similar features are encouraged where appropriate to the architectural style.
- Gambrel and mansard roof forms are prohibited.

4.4.2 ROOF MATERIALS

- A variety of roof materials is encouraged throughout the neighborhoods of Cliff's Edge in order to avoid a monotonous roofscape appearance. Roof materials may include barrel shaped clay or concrete tiles, flat clay or concrete tiles and shakes, and slate.
- Roof materials shall be compatible with the architectural style of the residence as indicated on the architectural checklist for each style.
- Roof materials shall have a matte finish to minimize glare.
- Standing seam metal roofs are permitted as an architectural accent element, but its use is subject to the sole discretion and approval of the Master Developer.
- Fascias may be either stucco, wood, or tile. If wood is used, it shall be stained or painted.
- Skylights are permitted, but shall be designed as an integral part of the roof. White "bubble" skylights are not permitted. Skylight framing material shall be bronze anodized or colored to match the adjacent roof.
- Permitted Materials
 - Clay or Concrete Barrel Tiles
 - Clay or Concrete Flat Tiles
 - Clay or Concrete Shakes
 - Slate
 - Low profile S-tiles on single family lots on a maximum of 50% of the elevations.
- Prohibited Materials
 - Wood Shake
 - Fiberglass Shingles
 - Simulated Tile including fiberglass or metal
 - Rolled roofing material
 - Low profile S-tiles on Multi-Family

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- Solar panels are to be integrated into the roof design, flush with the roof slope. Frames must be colored to complement the roof. Mill finish aluminum frames are prohibited. Support solar equipment shall be enclosed and screened from view.

4.5 ARCHITECTURAL FEATURES AND ACCENTS

Perimeter Edge Conditions

- On lots adjacent to perimeter streets, open space or other public areas, side and rear elevations that face such areas shall be articulated and treated to provide visual interest to the edge condition. Particular consideration shall be given to the treatment of 2nd stories and roof elements.
- Articulation to visible side and rear elevations along perimeter areas shall be achieved through the use of the following elements:

Required Elements:

- Patio Covers or 2nd Story Decks (Required on 25% of perimeter lots)
- Principal Window Treatments (Required on all perimeter lots)

Select at least Two Elements Below:

- Off-set wall planes (Minimum off-set: 2')
- Shutters on 2nd story windows (Shutters must be accompanied by corresponding pot shelf with minimum 12" projection.)
- Roof Plane Breaks
- Color Blocking
- Introduction of accent building materials and colors
- Introduction of accent elements such as clay vents, outlookers, and decorative grille work consistent with the front elevation
- Other similar features that provide articulation to the visible side or rear elevation.

Entries

- The entry of a residential dwelling shall be articulated as a focal point of the building's front elevation through the appropriate use of roof elements, columns, porticos, recesses or projections, window or other architectural features.

Courtyards

- Courtyards provide a transition from the public space of the street to the entrance of the dwelling. Courtyard walls, when provided, shall be finished to match the house and may be

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embellished with stone, ceramic tiles, steps, recesses, cut-outs, or wrought iron accents appropriate to the architectural style of the residence.

Porches

- Porches and balconies, when provided, shall be designed as an integral component of the building's architecture.
- Porches shall have railings and be fully covered in one of the following ways:
 - Roof element and tile matching the residence
 - Trellis structure
 - Second floor balcony or overhang
- Second story balconies are encouraged to provide further visual interest to the street scene, and to increase the perceived front setback of the second story.

Columns and Archways

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

Trellis and Arbors

- Trellises and arbors, when used, must be designed to maintain their appearance considering the climatic conditions of the valley.

Patio Covers and Balconies

- The use of rear patio covers and second story balconies provide an excellent opportunity for the articulation of rear facades, particularly along visible perimeter conditions and is encouraged. Such elements are required on a minimum of 25% of the dwellings that are visible from perimeter areas.
- Such patio covers and balconies shall be designed as an integral component of the architecture. Columns used in conjunction with the patio covers and balconies should convey a sense of strength and support.

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Window Openings

- At least one principal window is required on front elevations. Principal windows are defined as one of the following:
 - A prominent window recessed a minimum of 12" or having a minimum 12" pop-out surround.
 - A bay window with a minimum 24" projection and detailing appropriate to the architectural style of the residence.
 - A minimum 12" deep pot-shelf with corresponding roof element and corbels.
 - An overhead trellis element projecting a minimum of 12"
 - Decorative iron window grille projecting forward of the wall plane a minimum of 12"
- Rear elevations that are visible from perimeter conditions require the use of at least one principal window as defined above. The use of shutters is an acceptable principal window treatment on visible rear elevations when used in conjunction with a minimum 12" deep pot-shelf or other form of articulation. Side elevations that are visible from perimeter conditions may have a principal window but not required.
- All other windows on the front elevations and visible side and rear elevations shall feature trim surrounds, headers or sills. The minimum reveal for trim elements on small decorative windows is 1 ½". All other windows require a minimum reveal on trim elements of 2"
- The design of header, sill and trim elements must be consistent with the architectural style of the residence. Bull-nosed edges are not permitted on trim elements. Eased edge trim elements are required.
- The style of windows shall be compatible with the architectural style of the residence with the following recommendations:
- Aluminum or vinyl extruded frame windows shall be appropriately colored to match or complement the house or trim colors.
- Glazing may be either clear or tinted. Reflective glass is not permitted.

Detail Elements

- Detail Elements such as shutters, exposed rafter ends or cross beams, decorative grille work, decorative stucco or clay pipe vents, decorative ceramic tile and / or other similar features shall be used to provide visual interest to the residential architecture consistent with the architectural style.

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- Exposed gutters and downspouts shall be colored to match or complement the surface to which they are attached.

Walls and Fences

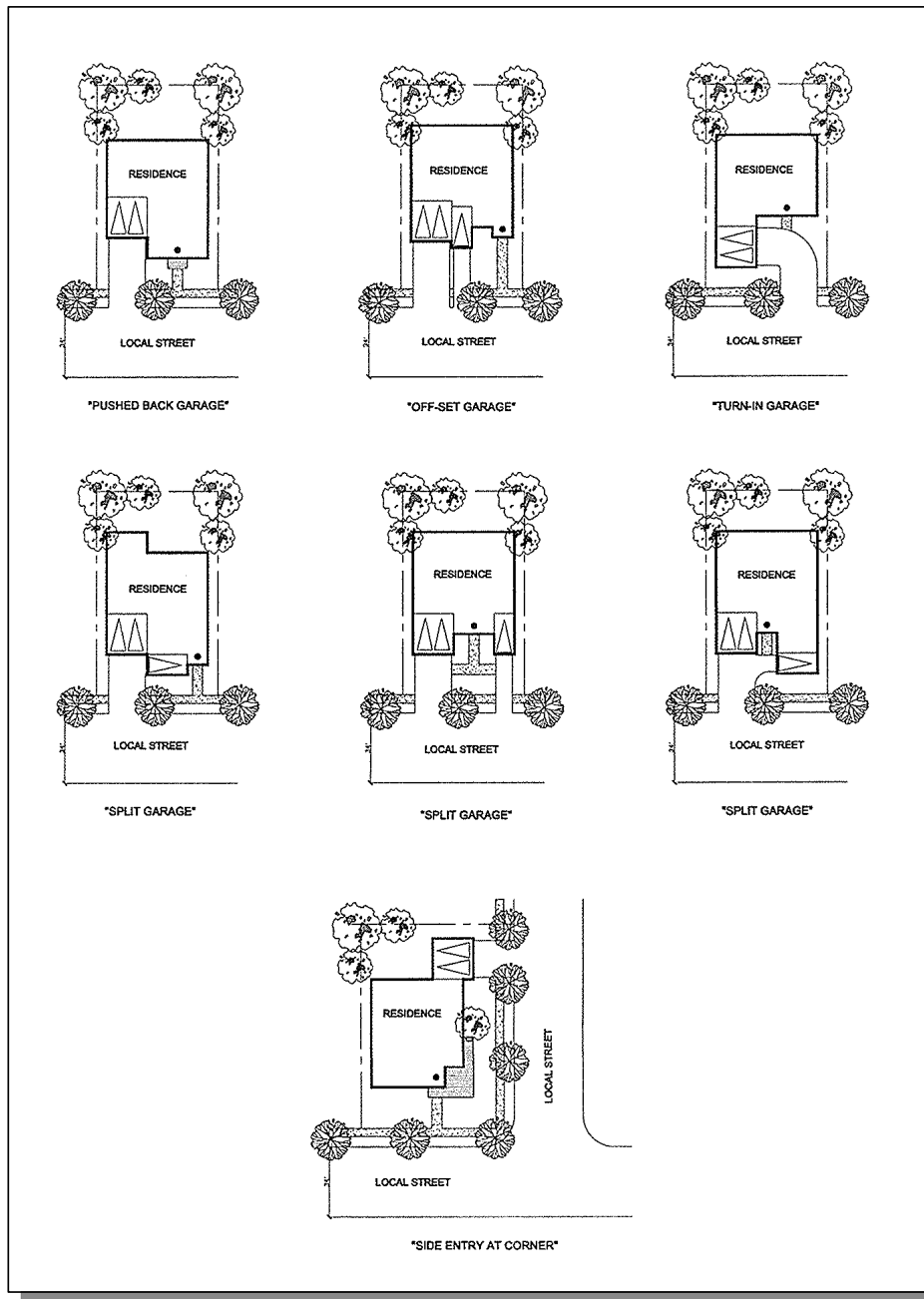
- Walls and fences that are visible from streets, open space, or other public areas shall in accordance with Master Developer specifications. Please refer to Section 6.

Garages

- A mix of garage types is encouraged to de-emphasize the presence of garage doors along the street scene. Variety in garage design may include the use of the following:
 - Front entry garages
 - Turn-in garages
 - Pushed-back garages
 - Split garages
 - Offset garages
 - Side entry garages on corner lots.
- Garages that are setback further from the street than adjoining living areas are encouraged, where feasible.
- On street facing garages, the face of garage doors shall be recessed a minimum of 12" from the adjacent wall surface, or have a minimum 12" popped-out surround.
- On garages that face onto a drive aisle that is 29' or less, the face of garage doors shall be recessed a minimum of 4" from the adjacent wall surface.
- In lieu of recessed garage doors or pop-out surrounds, a trellis element projecting a minimum of 18" forward of the garage door wall plane may be used.
- Three-car garages must have a 2' minimum offset between the single and double garage elements. This can be accomplished by offsetting the garage doors, offsetting the garage facades, or both.
- No more than three garage spaces on an individual residence may face the street. Additional garages spaces, if provided, must be in a turn-in configuration, deep-recessed with a long driveway or motor-court, or other configurations in which the garage door is not visible from the front.

CLIFF'S EDGE

- Garage doors shall be compatible with the architectural style of the residence. In order to avoid the impact of garage doors, they shall be appropriately treated with decorative relief cuts, panels, small decorative windows, etc.

**CLIFF'S EDGE**

Design Guidelines
September 19, 2007

**Exhibit 9
GARAGES**

4-10

- Decorative window lites are required on the garage doors for a minimum of 1/3 of the dwellings within a subdivision. The style of window shall be appropriate to the architecture of the residence.

Chimneys

- Chimneys, particularly chimney caps, shall be simple in design, so as not to distract from the building.
- The design of chimneys shall be compatible with the architecture of the building.
- The following features are appropriate:
 - Tile caps, brick or tile banding
 - Elaborated chimney tops for Spanish Eclectic style.
 - Decorative metal caps that match trim colors.
- The following features are prohibited
 - Exposed flues.
 - Extravagant metal fireplace caps.

Exterior Lighting

- The level of on-site lighting as well as lighting fixtures, shall comply with any and all applicable requirements and policies of the City of Las Vegas. Energy conservation, safety and security shall be emphasized when designing any lighting system.
- The style of exterior lighting fixtures shall be consistent with the architectural style of the residence. Manufacturer's cut sheets shall be provided in the design review submittal package for all proposed exterior lighting fixtures.

Accessory Structures

- Casitas, guesthouses, detached garages, greenhouses, and other similar accessory structures shall be compatible in design, materials, and color as the main residence. Such structures must be visually related to the main residence through the use of courtyards, garden walls, or other landscape elements.

Mechanical Equipment

- Mechanical equipment such as air conditioners, heaters, evaporative coolers, television and radio antennas, and other such devices shall not be mounted on any roof.

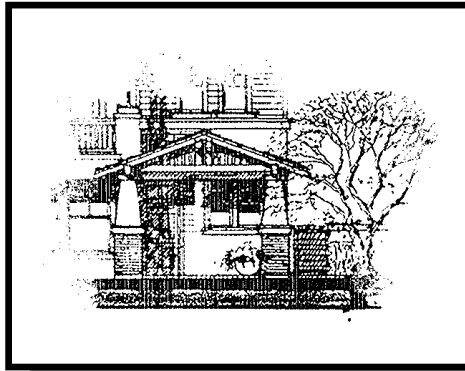
CLIFF'S EDGE

- Mechanical devices such as exhaust fans, vents and pipes shall be painted to match adjacent roof surfaces.
- Ground mounted air conditioning units must be located behind side yard privacy return walls.
- All antenna and satellite dishes visible from any public or private street, sidewalk, open space or adjacent lot must be submitted for review and is subject to the CCR's and all federal regulations.

4.6 **CRAFTSMAN**

IDENTIFYING CHARACTERISTICS

- Low-pitched gable roofs, occasionally hipped
- Wide projecting eaves with exposed rafter tails, and decorative beams or braces added under the gables
- Broad windows and doors
- Walls of stucco, siding, shingles, brick or stone



BUILDING FORM

- Horizontal character through the use of one and/or two story boxed massing with vertical and horizontal offsets.

ROOFS

- Roof Form: Low-pitched gabled roofs
- Min. Overhang: Rake or Eave
 - Up to 3 ½ Du/AC 24"
 - 3 ½ to 8 Du/Ac 18"
 - 8+ Du/Ac 12"
- Roof Slope: 4:12 Preferred
5:12 Maximum
- Flat concrete tile to simulate wood shakes

WALLS

- Stucco walls combined with other accent materials such as simulated siding or shingles, river rock stone, or brick.
- Stucco, when used, shall be as follows
 - Primary Walls: Light lace or smoother
 - Trim, Stucco Eaves, Etc.: Sand or smoother

WINDOWS

- At least one principal window with a minimum recess or surround of 12"
- All other windows on front and visible side and rear elevations to have header, sill, or trim surrounds

- Vertical proportion to windows
- Typically, multi-paned upper sash with single pane below
- Ribbon windows – 3 or more ganged

ENTRIES

- Entry sheltered within front porch

DOORS

- Entry doors should feature basic geometric patterns, and or multi-paned windows with wood trim surround

DETAIL ELEMENTS

- Broad front porches
- Heavy square or tapered columns resting on stone or brick piers
- Wide projecting eaves with exposed rafter tails, and decorative beams or braces added under the gables
- Generous use of river rock stone or brick as an accent material
- Arts and Crafts style lighting fixtures
- Shutters, when used, that are plank or panel

COLORS

- Light to medium earth tone colors with contrasting trim and accent colors

CLIFF'S EDGE



CRAFTSMAN

- Low-pitched gable roofs, occasionally hipped
- Wide projecting eaves with exposed rafter tails, and decorative beams or braces added under the gables
- Broad windows and doors
- Walls of brick, siding, stucco or stone

Tapered Columns



Broad Front Porches



Exposed Rafter Tails and Braces



Windows with Multi-pane upper sash and Single pane below



Horizontal emphasis of building forms



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Exhibit 10

CLIFF'S EDGE

4.7

PRAIRIE **RANCH**

IDENTIFYING CHARACTERISTICS

- Lower pitched roofs with wide overhanging eaves
- Detailing emphasizing horizontal lines
- Horizontal massing
- Stone horizontal base
- Grouped articulated windows with break-ups

**BUILDING FORM**

- A horizontal character achieved through the use of single-story elements and plate lines, along with low roof pitches

ROOFS

- Roof Form: Primary roof form shall be hipped to emphasize the horizontality of the building
- Low-pitched gable roofs may be used as secondary elements only
- Flat concrete tile
- Roof pitch: 4:12 Preferred
3:12 to 5:12 Permitted
- Min. Overhang: Rake or Eave
 - Up to 3 ½ Du/AC 24"
 - 3 ½ to 8 Du/AC 18"
 - 8+ Du/AC 18"

WALLS

- Stucco and / or stone are the primary wall materials.
- Stone, when used, may be applied to an entire wall surface or as a wainscot to emphasize horizontality.
- Stucco, when used, shall be as follows
 - Primary Walls: Light lace or smoother
 - Trim, Stucco Eaves, Etc.: Sand or smoother

WINDOWS

- Windows arranged as horizontal bands immediately below the eave line
- Trim used to unify window bands
- Window boxes or plant shelves
- Muntins shall be used consistently with the style

ENTRIES

- An articulated entry is typical of the style, and may be achieved in many ways, such as with a portico element, front porch, or arch element.
- The entry should be covered and incorporate the veneer base if applicable

DOORS

- Decorative geometric door windows or other ornamentation should be used.

DETAIL ELEMENTS

- Structure integrated with the landscape by extending stone or brick from porch columns to the ground and continuing along the base of the house
- Contrasting wall materials or trim emphasizing horizontality.

Colors

- Natural colors with contrasting colors on eaves and trim

CLIFF'S EDGE



PRAIRIE RANCH

- Lower pitched roofs with wide overhanging eaves
- Detailing emphasizing horizontal lines
- Horizontal massing
- Stone horizontal base
- Grouped articulated windows with break-ups

Broad Overhangs



Hip Roof Forms



Generous use of Stone



Horizontal Banding of Windows



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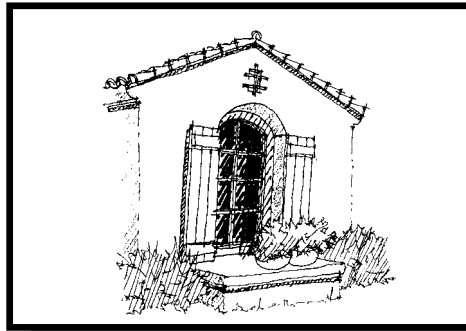
Design Guidelines
September 19, 2007

EXHIBIT 11

4-16

4.8 SPANISH COLONIAL IDENTIFYING CHARACTERISTICS

- Red Barrel Tile Roofs
- Fully Rounded Arch Elements
- Entry Courtyards with Gates
- Colonnaded Arcades
- Exposed Wood Detailing
- Deep Recessed Windows/Doors
- Decorative Elements, including Wrought Iron, Clay Vents, Ceramic Tiles, Etc.



SINGLE FAMILY REQUIREMENTS

BUILDING FORM

- Asymmetrical 1 and/or 2 story building forms

ROOFS

- Roof Form: Primarily gable with at least one intersecting gable or hip element
- Clay or Concrete Barrel or "S" tiles only
- Min. Overhangs Rakes Eaves
Up to 3 ½ Du/Ac 0" or 12" + 18"
3 ½ to 8 Du/Ac 0" or 12" + 12"
8+ Du/Ac 0" or 12" + 12"
- Roof Slope: 4:12 Preferred 5:12 Maximum

WALLS

- :
 - Primary Walls: Light lace or smoother
 - Trim, Stucco Eaves, Etc.: Sand or smoother

WINDOWS

- At least one principal window with a minimum recess or surround of 12"
- All other windows on front and visible side and rear elevations to have header, sill, or trim surrounds
- Generally, windows on front elevations should have a tall, narrow appearance
- Grid or horizontal mullion patterns appropriate

ENTRIES

Entry should be articulated through the use of a porch, tower element, courtyard, arch or other similar element to accentuate the sense of arrival

- If entry is not covered, the front door should have a minimum recess or surround of 12"

DETAIL ELEMENTS

- The front elevation shall feature fully rounded arch element in conjunction with the entry door, porch element, principal window, or garage. Min. requirements are as follows:
Up to 3 ½ Du/Ac At least 3 arch elements
3 ½ to 8 Du/Ac At least 2 arch elements
8+ Du/Ac At least 1 arch element
- An arcade of arches is encouraged in conjunction with a porch or courtyard
- The use of shutters is required as described below. All shutters shall be plank, consistent with this architectural style.
Up to 3 ½ Du/Ac At least 3 pairs
3 ½ to 8 Du/Ac At least 2 pairs
8+ Du/Ac At least 1 pair
- Decorative iron shall be used on front elevations and may include wrought iron railing or decorative iron grille-work. Railings shall have simple straight or curved vertical pickets, consistent with Spanish Colonial architecture
- Front elevations shall feature decorative clay vents at gable ends or decorative grid design (recessed or projecting) on wall planes.

Colors

- Light stucco body colors with contrasting trim and accent colors..

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Design Guidelines
September 19, 2007



SPANISH COLONIAL

- Fully Round Arch Elements
- Red Barrel Tile Roofs
- Entry Courtyards with Gates
- Colonnaded Arcades
- Exposed Wood Detailing
- Deep Recessed Primary Windows/ Doors
- Decorative Elements such as Wrought Iron, Clay Vents, and Ceramic Tiles



Wrought Iron Railing



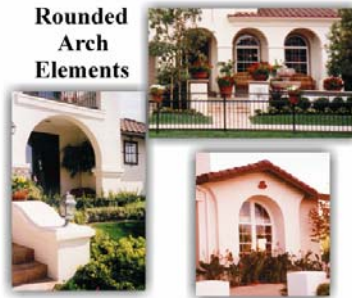
Decorative Detail Elements



Plank & Panel Shutters



Rounded Arch Elements



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EXHIBIT 12

4-18

4.9

COUNTRY EUROPEAN

IDENTIFYING CHARACTERISTICS

- Informal arrangement of building forms
- Mostly hip roofs with occasional gable or cross gables
- Predominantly flat tile roofs
- Rural character through the use of fieldstone or other rustic materials
- Rich earthy color tones



BUILDING FORM

- Asymmetrical 1 and 2 story massing with both vertical and horizontal breaks

ROOFS

- Roof Form: main roof either hip or gable with intersecting hip or gable secondary roofs
- Rooflines sloping down from second story to first story at front elevation are typical of Country European architecture.
- Flat concrete roof tiles
- Roof Slope: Varies from 5:12 to 12:12
- A minimum 6:12 roof slope is required on a portion of the elevation. This may occur on the entire roof form, or on a significant portion of the roof visible from the street, such as at an entry element, projecting wing, etc.
- Min. Overhangs Rakes* Eaves

Up to 3 ½ Du/Ac	12" +	24"
3 ½ to 8 Du/Ac	12" +	18"
8+ Du/Ac	8" +	12"

*Tight rakes are allowed as long as they are compatible with the design of the building; otherwise 8" or 12" as described above.

WALLS

- Stucco, when used, shall be as follows
- - Primary Walls: Light lace or smoother
 - Trim, Stucco Eaves, Etc: Sand or smoother
- A portion of the front wall plane shall consist of stone or brick as follows:

Up to 3 ½ Du/Ac	30% of the front wall plane*
3 ½ to 8 Du/Ac	20% of the front wall plane*
8+ Du/Ac	10% of the front wall plane*

*Excludes the area devoted to windows and doors

WINDOWS

- At least one principal window with a minimum recess or surround of 12"
- All other windows on front and visible side and rear elevations to have header, sill, or trim surrounds
- Segmented arches at special openings
- Bay window as a feature element

ENTRIES

- Entry should be sufficiently articulated to accentuate the sense of arrival.

DOORS

- If entry is not covered, the front door should have a minimum recess or surround of 12"

DETAIL ELEMENTS

- Soft arch elements in conjunction with the front entry door, porch, or feature window.
- Quoins and keystones are typically used
- Reverse arch shutters
- Decorative wrought iron balcony railings
- Window boxes or plant ledges projecting at least 12" from the wall plane.
- Wrought iron or wooden window boxes
- Chimneys, when used, with simple tapered lines
- Use of turrets and dormers windows

COLORS

- Light body colors with contrasting trim.

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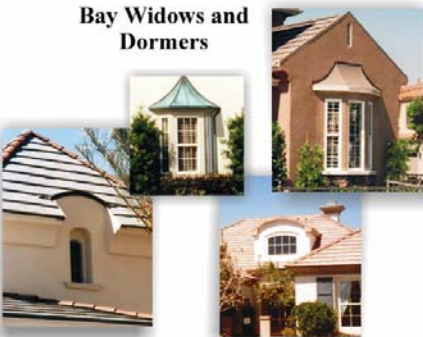
COUNTRY EUROPEAN

- Informal arrangement of building forms
- Main roof hipped or gable
- Predominantly flat tile roofs
- Rural character through the use of fieldstone or other rustic materials
- Rich earthy color tones

Turret or Tower Element



Bay Windows and Dormers



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Segmented Arches



Steeper roof pitches on all or portions of roof



Quoins or voussoirs to accentuate openings or corners



Reverse Arch Shutters



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Design Guidelines
September 19, 2007

EXHIBIT 13

4-20

4.10 CLASSIC AMERICANA *

IDENTIFYING CHARACTERISTICS

- Predominant front porch or entry
- Mostly gable roofs with occasional hip and cross gable
- Predominantly flat tile roofs

BUILDING FORM

- Symmetrical or Asymmetrical 1 and 2 story massing with both vertical and horizontal breaks

ROOFS

- Front to back gable with front facing cross gable preferred.
- Hip allowed with at least one front facing gable element.
- Flat concrete roof tiles
- Roof Slope: Varies from 4:12 to 7:12
- Min. Overhangs Rakes* Eaves
- Up to 3 ½ Du/Ac 12" + 18"
- 3 ½ to 8 Du/Ac 12" + 12"
- 8+ Du/Ac 12" + 12"

*Tight rakes are not allowed.

WALLS

- Stucco: Light lace or smoother
 - A portion of the front wall plane shall consist of brick or horizontal siding:
- | | |
|-----------------|------------------------------|
| Up to 3 ½ Du/Ac | 30% of the front wall plane* |
| 3 ½ to 8 Du/Ac | 20% of the front wall plane* |
| 8+ Du/Ac | 10% of the front wall plane* |

*Excludes the area devoted to windows and doors

WINDOWS

- At least one principal window with enhanced traditionally detailed trim elements.
- All other windows on front and visible side and rear elevations to have header and sill, or trim surrounds.
- Grid muntins required.

ENTRIES

- Front porch in conjunction with entry required on at least 50% of Classic Americana elevations per product line.
- Raised entry encouraged with pediment detail.

DOORS

- If entry is not covered, the front door should have a minimum recess or surround of 12" and feature a traditionally detailed pediment.

DETAIL ELEMENTS

(The use of at least two of the following elements is required)

- Oculis
- Window boxes or plant ledges projecting at least 12" from the wall plane.
- The use of louver or panel shutters is required as described below:

Up to 3 ½ Du/Ac	At least 3 pairs
3 ½ to 8 Du/Ac	At least 2 pairs
8+ Du/Ac	At least 1 pair
- Chimneys with traditional detailing.
- Use of brick or siding in greater amount than indicated in Column 1.
- Use of roof bracket or braces as appropriate.
- Use of dormer windows.

COLORS

- Light body colors with contrasting trim.

* Revision approved by City Council on April 4, 2007. MOD-19114

CLIFF'S EDGE

Design Guidelines
September 19, 2007



CLASSIC AMERICANA*

Symmetrical or Asymmetrical massing with wood porches and classical square railings. Simplified cornice trim at gable ends and louvered or panel shutters. Walls are stucco, brick, siding or a combination of these.

Front Porches and Accentuated Entries



Windows



Detailing



Entry Detailing



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Revision approved by City Council on April 4,
2007. MOD-19114
September 19, 2007

EXHIBIT 14

4-22

4.11 MULTI-FAMILY ARCHITECTURAL CRITERIA

4.11.1 BUILDING FACADES

The scale of multi-family buildings shall be broken down through the use of varied building massing and forms on a single structure.

Buildings shall incorporate significant offsets both horizontally and vertically, minimizing expansive uninterrupted wall planes.

Multi-family buildings shall incorporate height reducing elements such as:

- Stepping down of three story buildings to two story at prominent corners
- Large open balconies at building corners to provide negative space
- Shed roof forms
- Material changes

All elevations of a multi-family building shall be treated as a “front” elevation and shall include:

- A minimum of one principal window per floor per elevation, with remaining windows featuring trim surrounds, headers or sills consistent with the architectural style of the building.
- Recessed or covered entry doors
- Window groupings
- Sufficient articulation of building walls to provide interest

4.11.2 ROOFS

- Roof treatments shall be consistent with the architectural style of the building.
- Variety in roof forms, ridge heights and direction of gables is required in order to avoid monotonous roof lines along master planned streets and paseos.
- Minimum overhangs shall be as identified on the architectural checklist for each style.
- Roof slopes shall be consistent with the architectural style of the building as indicated on the architectural checklist for each style.
- Broken roof pitches extending over porches, patios or other similar features are encouraged where appropriate to the architectural style.
- Gambrel and mansard roof forms are prohibited.

CLIFF’S EDGE

4.11.3 ROOF MATERIALS

- A variety of roof materials is encouraged throughout the neighborhoods of Cliff's Edge in order to avoid a monotonous roofscape appearance. Roof materials may include barrel shaped clay or concrete tiles, flat clay or concrete tiles and shakes, and slate.
- Roof materials shall be compatible with the architectural style of the residence as indicated on the architectural checklist for each style.
- Roof materials shall have a matte finish to minimize glare.
- Standing seam metal roofs are permitted as an architectural accent element, but its use is subject to the sole discretion and approval of the Master Developer.
- Fascias may be either stucco, wood, or tile. If wood is used, it shall be stained or painted.
- Skylights are permitted, but shall be designed as an integral part of the roof. White "bubble" skylights are not permitted. Skylight framing material shall be bronze anodized or colored to match the adjacent roof.
- Permitted Materials
 - Clay or Concrete Barrel Tiles
 - Clay or Concrete Flat Tiles
 - Clay or Concrete Shakes
 - Slate
- Prohibited Materials
 - Low Profile "S"-tiles
 - Wood Shake
 - Fiberglass Shingles
 - Simulated Tile including fiberglass or metal
 - Rolled roofing material
- Solar panels are to be integrated into the roof design, flush with the roof slope. Frames must be colored to complement the roof. Mill finish aluminum frames are prohibited. Support solar equipment shall be enclosed and screened from view.

CLIFF'S EDGE

4.11.4 ARCHITECTURAL FEATURES AND ACCENTS**Windows**

- Principal windows are required on all elevations and are defined as one of the following:
 - A prominent window recessed a minimum of 12" or having a minimum 12" pop-out surround.
 - A bay window with a minimum 12" projection and detailed appropriate to the architectural style of the building.
 - A minimum 12" deep pot-shelf with roof element and corbels
 - An overhead trellage element projecting a minimum of 12"
 - A decorative iron window grille projecting a minimum of 12"
- All other windows and openings shall be trimmed or otherwise treated. Stucco trim elements, when used, shall be sand or smooth finish. The minimum reveal for trim elements on small decorative windows is 1 ½". All other windows require a minimum reveal on trim elements of 2".
- Windows must be grouped or located near strong architectural elements and shall be proportional to the building massing of the structure.
- Reflective glass is not permitted.

Garage Doors

- All garage doors shall be recessed 12" or be surrounded with 12" minimum pop-outs.
- Door lites, when used, shall be appropriate to the architectural style of the building.

Front Entry Doors

- Front entry doors and entryways shall provide a focal point to each residential unit and shall be sun protected with overhangs, recesses, porches, or trellises.

Courtyards

- Courtyards are encouraged on multi-family buildings and, when used, shall appear as an extension of the architecture of the main building.
- Courtyard walls shall be finished to match the building and may be embellished with stone, ceramic tiles, steps, recesses, cut-outs, or wrought iron accents appropriate to the architectural style of the building.

CLIFF'S EDGE

Balconies

- Balconies, when provided, shall be designed to be in scale and proportion with the architecture of the adjoining building.
- Covered or trellised balconies are preferred.
- Scuppers or internal drains are required on all balconies for drainage.
- Balcony supports, if used, shall be a minimum of 12" square and proportional to the size of the balcony.
- Balconies are considered part of the building envelope and shall conform to the setback criteria.

Chimneys

- Chimneys, when provided, shall be compatible in design, material, and color with the adjoining building.
- Chimneys caps shall be compatible with the architecture of the building.

Vents

- B' type vents for gas appliances, water heaters, and heating units shall be painted to match the roof color. Such elements shall be located to minimize visual impact to building elevations.

Exterior Stairs

- Exterior stairs must be designed as an integral part of the architecture.
- Stairs are included in the setback calculation and must remain within the building envelope, as defined by an outermost wall and/or roof.
- Stair guardrail design must be consistent with the architecture of the building.

Awnings

- Awnings, when provided, must be designed as an integral part of the architecture.
- Unacceptable awning treatments include metal louvers (except for Bermuda style shutters), untreated fabric, and project names, texts, or logos.

CLIFF'S EDGE

Mechanical Equipment

- No mechanical equipment (air conditioning/heating units, etc.) shall be mounted on, or attached to, any sloped roof. Mechanical equipment, when mounted on flat roofs, must be completely screened by parapet walls at least as tall as the equipment screened.
- Ground mounted air conditioning units must be screened by walls at least 6" higher than the unit(s) and located away from pedestrian paths and project amenities.
- Mechanical devices such as exhaust fans, vents, and pipes shall be painted to match adjacent roof surfaces.

Meters

- Natural gas meters shall be grouped and screened behind walls. Builders shall contact Southwest Gas for minimum clearances.
- Electrical meters shall be ganged and located behind doors. Builders shall contact Nevada Power Company for minimum clearances.
- Screen walls and electrical enclosures shall be designed integral to the project's architecture.

Solar Panels

- Panels shall be mounted directly to a sloped roof plane and be integral to the roof design.
- Roof mounted solar panel equipment shall be similar to the roof in color and appearance and have a reflectivity value of 20% or less.
- Non-camouflaged solar panel equipment shall be located behind parapet walls of equal height to the equipment.

Satellite Dishes

- All antenna and satellite dishes visible from any public or private street, sidewalk, open space or adjacent lot must be submitted for review and is subject to the CCR's and all federal regulations.

Gutters and Downspouts

- Exposed gutters and downspouts, when used, shall be colored to either match or complement the surface to which they are attached.

CLIFF'S EDGE

4.11.5 ACCESSORY STRUCTURES**Clubhouse and Recreation Buildings**

- Clubhouses, recreation buildings, and other support buildings shall match the architectural style and detailing of the residential buildings.

Storage Buildings

- Storage buildings must have the same level of architectural detailing as the residential buildings within the project.

Detached Garages

- Detached garages, when provided, must use a similar roof treatment and building material as the residential buildings they serve.
- Six-car detached garage structures are preferred as a maximum. Detached garage structures with more than six parking spaces shall have a minimum 2' garage door offset within the length of the structure.

Carports

- Free-standing metal carports shall be cantilever type and must have a minimum 6" tall fascia wrapping all four sides of the roof.
- Carports shall have end walls or other screening devices with architectural detailing similar to the residential buildings.
- Carport length shall not exceed the width of 8 parking spaces.
- Carport color, including roofs, must complement the development.

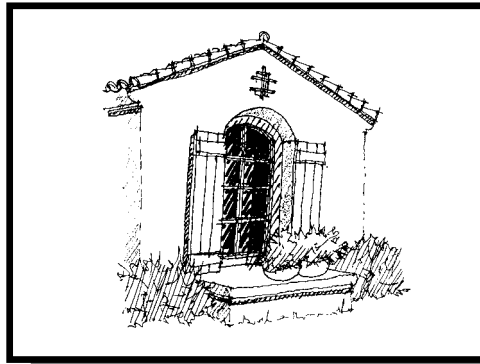
Trash Enclosures

- Trash enclosures shall be constructed of concrete masonry units finished similar to buildings in the development.
- All trash enclosures shall have opaque metal gates that are designed consistent with the development.
- Each trash enclosure shall have a lighted access that meets federal accessibility standards.

CLIFF'S EDGE

4.12 SPANISH COLONIAL

- Red Barrel Tile Roofs
- Fully Rounded Arch Elements
- Entry Courtyards with Gates
- Colonnaded Arcades
- Exposed Wood Detailing
- Deep Recessed Primary Windows/Doors
- Decorative Elements, including Wrought Iron, Clay Vents, Ceramic Tiles, Etc.



MULTI-FAMILY REQUIREMENTS

BUILDING FORM

- Asymmetrical 1 and/or 2 story building forms

ROOFS

- Roof Form: Primarily gable with intersecting gable or hip element
- Clay or Concrete Barrel or "S" tiles only (Low profile "S" tiles prohibited)
- Minimum Overhang at Eaves: 18"
- Minimum Overhang at Rakes: 0" or 12" +
- Roof Slope: 4:12 Preferred 5:12 Maximum

WALLS

- Stucco walls with dash or sand finish
- Wood trim or stucco with sand or smooth finish

WINDOWS

- Generally, windows on front elevations should have a tall, narrow appearance
- Grid or horizontal mullion patterns appropriate

ENTRIES

- Entry should be articulated through the use of a porch, tower element, courtyard, arch or other similar element to accentuate a sense of arrival

DOORS

- If entry is not covered, the front door should have a minimum recess or surround of 12"

DETAIL ELEMENTS

- Rounded arch elements shall be prominently featured on each elevation of a building in conjunction with towers, building or unit entries, balconies, principal windows, or other

elements consistent with this architectural style
Minimum requirements are as follows:

Elevation / Wall Plane	Min. Req'm't
Less than 1,000 s.f. of surface area	1 arch element
1,001 to 1,500 s.f. of surface area	2 arch elements
1,501 to 2,000 s.f. of surface area	3 arch elements
2,001 to 2,500 s.f. of surface area	4 arch elements
Over 2,501 s.f. of surface area	4 arch elements
+1 arch element for every 1,000 s.f. of surface area over 2,501.	

- An arcade of arches is encouraged in conjunction with a porch or courtyard
- All elevations on a building shall feature plank shutters. The minimum requirements are as follows:

Elevation / Wall Plane	Min. Req'm't
Less than 1,000 s.f. of surface area	1 pair
1,001 to 1,500 s.f. of surface area	2 pair
1,501 to 2,000 s.f. of surface area	3 pair
2,001 to 2,500 s.f. of surface area	4 pair
Over 2,501 s.f. of surface area	4 pair + 1 pair for every 1,000 s.f. of surface area over 2,501.
- Decorative iron shall be used on each elevation and may include wrought iron railing or decorative iron grille-work. Railings shall have simple straight or curved vertical pickets, consistent w/ Spanish Colonial style.
- Each elevation shall feature decorative clay vents at gable ends or decorative grid design (recessed or projecting) on wall planes.

Colors

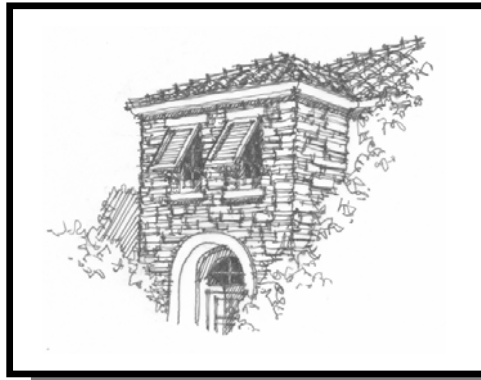
- Light stucco body colors w/ contrasting accent colors..

CLIFF'S EDGE

4.13 TUSCANY

IDENTIFYING CHARACTERISTICS

- Informal arrangement of building forms
- Mostly hip roofs with occasional gable or cross gables
- Predominantly barrel tile roofs
- Rural character through the use of fieldstone or other rustic materials
- Rich earthy color tones



MULTI-FAMILY REQUIREMENTS

BUILDING FORM

- Informal, asymmetrical arrangement of one and two story building forms.

ROOFS

- Roof Form: Primarily hipped with secondary cross gables or hips
- Clay or Concrete barrel or “S” tiles (Low profile “S” tiles prohibited)
- Minimum Overhang: 24” (No tight fascias)
- Roof Slope: 4:12 to 5:12

WALLS

- Stucco walls with dash finish
- Use of fieldstone as an accent element required on at least 20% of each wall plane.
- Wood trim or stucco with sand or smooth finish

WINDOWS

- Full grid window mullion patterns

ENTRIES

- Unit entries should be articulated through the use of a porch, tower element, courtyard, arch or other similar element to accentuate a sense of arrival.

DOORS

- If entry is not covered, the front door should have a minimum recess or surround of 12”

DETAIL ELEMENTS

- Each elevation shall feature fully round or segmented arch elements in conjunction with towers, building or unit entries, balconies, principal windows, or other elements consistent with this architectural style. Minimum requirements are as follows:

Elevation / Wall Plane	Min. Req'm't
Less than 1,000 s.f. of surface area	1 arch element
1,001 to 1,500 s.f. of surface area	2 arch elements
1,501 to 2,000 s.f. of surface area	3 arch elements
2,001 to 2,500 s.f. of surface area	4 arch elements
Over 2,501 s.f. of surface area	4 arch elements
+ 1 arch element for every 1,000 s.f. of surface area over 2,501.	

- “Lacy” wrought iron grille work
- Standard shutters at windows or the use of bermuda shutters.

Colors

- Variety of rich “earthy” body colors with lighter or darker contrasting colors for trim and accent elements.

CLIFF'S EDGE

4.14

CLASSIC AMERICANA *

IDENTIFYING CHARACTERISTICS

- Predominant front porch or entry
- Mostly gable roofs with occasional hip and cross gable
- Predominantly flat tile roofs
- Traditional columns or posts
- Decorative elements such as window boxes and oculi

MULTI-FAMILY REQUIREMENTS

BUILDING FORM

- Symmetrical or Asymmetrical multiple story building forms

ROOFS

- Front to back gable with front facing cross gable preferred.
- Hip allowed with at least one front facing gable element.
- Flat concrete roof tiles
- Minimum Overhang at Eaves: 18"
- Minimum Overhang at Rakes: 12" +
- Roof Slope: 4:12 Preferred 7:12 Maximum

WALLS

- Stucco walls with dash or sand finish
- Use of brick or horizontal siding as an accent element required on at least 20% of each wall plane.
- Wood trim or stucco with sand or smooth finish

WINDOWS

- At least one principal window per floor per elevation.
- All other windows on front and visible side and rear elevations to have header and sill, or trim surrounds.
- Grid muntins required.

ENTRIES

- Entry should be articulated through the use of a porch or covered stoop to accentuate a sense of arrival.

DOORS

- If entry is not covered, the front door should have a minimum recess or surround of 12" and feature a traditionally detailed pediment.

DETAIL ELEMENTS

- Porches and/or balconies are encouraged.
- All elevations on a building shall feature louver or panel shutters. The minimum requirements are as follows:

Elevation / Wall Plane	Min. Req'm't
Less than 1,000 s.f. of surface area	1 pair
1,001 to 1,500 s.f. of surface area	2 pair
1,501 to 2,000 s.f. of surface area	3 pair
2,001 to 2,500 s.f. of surface area	4 pair
Over 2,501 s.f. of surface area	4 pair + 1pair for every 1,000 s.f. of surface area over 2,501.

The use of at least two of the following elements is required per building elevation.

- Oculis
- Window boxes or plant ledges projecting at least 12" from the wall plane.
- Chimneys with traditional detailing.
- Use of brick or siding in greater amount than indicated in Column 1.
- Use of roof bracket or braces as appropriate.
- Use of dormer windows.

Colors

- Light stucco body colors w/ contrasting accent colors..

* Revision approved by City Council
on April 4, 2007. MOD-19114

CLIFF'S EDGE

SECTION 5

LANDSCAPE ARCHITECTURAL DESIGN GUIDELINES

5.1 LANDSCAPE CONCEPT

The landscape concept for Cliff's Edge reinforces the overall community theme through an informal planting palette and design, along with the use of more rustic materials for elements such as walls and fencing. Parcel developers shall incorporate this character and palette into individual projects to achieve a seamless relationship between the streetscapes and parcel landscapes.

5.2 PLANT MATERIALS LIST

The following list of plants is approved for use in the parcels at Cliff's Edge. Parcel developers should review the use of all plant material with a knowledgeable professional. Plants not on this list must be submitted to the HOA and the Master Developer for approval.

5.2.1 APPROVED PLANT MATERIALS LIST*

Master Plant Palette

TREES

BOTANICAL NAME	COMMON NAME
Acacia aneura	Mulga Tree
Acacia jenerae	Coonivitta Wattle
Acacia pendula	Weeping Acacia
Acacia salicina	Willow Acacia
Acacia schaffneri	Twisted Acacia
Acacia smallii (farnesiana)	Sweet Acacia
Acacia stenophylla	Shoestring Acacia
Arbotes onedo	Strawberry Tree
Bauhinia congesta	Orchid Tree
Cercidium floridum	Blue Palo Verde
Cercidium hybrid	Palo Verde Hybrid
Cercidium microphyllum	Foothills Palo Verde
Cercidium parkinsonian	Desert Museum Palo Verde
Cercidium praecox	Palo Brea
Chilopsis linearis	Desert Willow
Chilopsis linearis	'Lucretia Hamillon'
Chitalpa tashkentensis	Chitalpa
Cordia boissieri	Texas Olive
Cupressus glabra	Smooth Arizona Cypress
Elcocarpus decipens	Japanese Blueberry
Feijoa sellowiana	Pineapple Guava

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BOTANICAL NAME	COMMON NAME
<i>Fraxinus oxycarpa</i> 'Raywood'	Raywood Ash
<i>Fraxinus valutina</i> 'Rio Grande'	Fan-Tex Ash
<i>Fraxinus valutina</i> 'Fan West'	Fan-West Ash
<i>Olea</i> 'Swan Hill' or 'Wilsonii'	Fruitless Olive
<i>Pinus eldarica</i>	Mondel Pine
<i>Pinus halepensis</i>	Aleppo Pine
<i>Pinus pinea</i>	Stone Pine
<i>Pinus roxburghii</i>	Chir Pine
<i>Pistacia chinensis</i>	Chinese Pistache
<i>Pithecellobium flexicaule</i>	Texas Ebony
<i>Pithecellobium mexicanum</i>	Mexican Ebony
<i>Platanus racemosa</i>	California Sycamore
<i>Prosopis alba</i>	Argentine Mesquite
<i>Prosopis alba</i>	Colorado Mesquite
<i>Prosopis chilensis</i>	Thornless Chilean Mesquite
<i>Prosopis glandulosa</i>	Texas Honey Mesquite
<i>Prosopis glandulosa</i>	Western Honey Mesquite
<i>Prosopis hybrid</i>	Mesquite hybrids
<i>Prosopis pubescens</i>	Screwbean Mesquite
<i>Prosopis velutina</i>	Velvet Mesquite
<i>Prunus caroliniana</i>	Carolina Cherry Laurel
<i>Prunus cerasifera</i>	Cherry Plum
<i>Prunus cerasifera</i> 'Atropurpurea'	Purple Leaf Plum
<i>Pyrus kawakamii</i> 'Bradford'	Bradford Pear
<i>Quercus ilex</i>	Holly Oak
<i>Quercus muhlenbergia</i>	Chinquapin Oak
<i>Quercus texana</i>	Texas Red Oak
<i>Quercus virginiana</i>	Southern Live Oak
<i>Rhus lancea</i>	African Sumac
<i>Sophora secundiflora</i>	Texas Mountain Laurel
<i>Ulmus parvifolia</i>	Evergreen Elm
<i>Vitex agnus-castus</i>	Monks Pepper

SHRUBS

BOTANICAL NAME	COMMON NAME
<i>Acacia greggii</i>	Cat-Claw Acacia
<i>Alyogyne huegelli</i>	Blue Hibiscus
<i>Ambrosia deltoidea</i>	Triangle Leaf Bursage
<i>Anisacanthus quadrifidus-wrightii</i>	Mexican Flame
<i>Aristida purpurea</i>	Purple Three Awn
<i>Atriplex canescens</i>	Four Wing Saltbush
<i>Buddleia marrubifolia</i>	Wooly Butterfly Bush
<i>Caesalpinia cacalaco</i>	Cascalote
<i>Caesalpinia gilliesii</i>	Yellow Bird of Paradise
<i>Caesalpinia mexicana</i>	Mexican Bird of Paradise

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BOTANICAL NAME	COMMON NAME
Caesalpinia pulcherrima	Red Bird of Paradise
Calliandra californica	Baja Fairy Duster
Calliandra eriophylla	Native Fairy Duster
Calylopus hartwegii	Sierra Sundrop
Cassia artemisioides	Feathery Cassia
Cassia nemophila	Desert Cassia
Cassia phyllodenia	Silver Leaf Cassia
Celtis pallida	Desert Hackberry
Chrysothamnus nauseosus	Golden Rabbit Brush
Cordia boissieri	Texas Olive
Cordia parvifolia	Little Leaf Cordia
Cottoneaster lacteus	Red Clusterberry
Dalea bicolor	Silver Dalea
Dalea frutescens	Black Dalea
Dalea pulchra	Indigo Bush
Dodonea viscosa	Purple Hopseed Bush
Elaeagnus ebbingei	Ebbings's Silverberry
Encelia farinosa	Brittlebush
Ephedra nevadensis	Morman Tea
Eremophila species	Summertime Blue'
Eremophila species	Valentine
Ericamcra laticifolia	Turpentine Bush
Eupatorium greggii	Boothill' Eupatorium
Fraxinus greggii	Gregg Ash
Gaura lindheimeri	Gaura
Justicia californica	Chuparosa
Justicia spicigera	Mexican Honeysuckle
Larrea tridentata	Creosote
Leucophyllum candidum	Sierra Bouquet
Leucophyllum candidum	Silver Cloud
Leucophyllum frutescens 'Compacta'	Compact Texas Ranger
Leucophyllum frutescens 'Green Cloud'	Green Cloud Sage
Leucophyllum laevigatum	Chihuahuan Sage
Leucophyllum langamaniae 'Rio Bravo'	Rio Bravo Ranger
Leucophyllum pruniosum 'Sierra Bouquet'	Sierra Bouquet
Leucophyllum revolutum 'Sierra Magic'	Sierra Magic Mix
Leucophyllum x Heavenly Cloud	Heavenly Cloud Sage
Leucophyllum zygophyllum	Blue Ranger
Leucophyllum zygophyllum 'Cimarron'	Cimarron
Myrtus communis 'Boetica'	Twisted Myrtle
Myrtus communis 'Compacta'	Compact Myrtle
Nandina domestica	Heavenly Bamboo
Nandina domestica 'Nana'	Dwarf Heavenly Bamboo
Pittosporum tobira varieties	Mock Orange
Rhus microphylla	Little Leaf Sumac

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BOTANICAL NAME	COMMON NAME
<i>Rhus trilobata</i>	Squaw Bush
<i>Rosmarinus officinalis</i> 'Tuscan Blue'	Tuscan Blue Rosemary
<i>Ruellia brittonia</i>	Ruellia
<i>Salvia clevelandii</i>	Chaparral Sage
<i>Salvia coccinea</i>	Scarlet Sage
<i>Salvia greggii</i>	Autumn Sage
<i>Simmondsia chinensis</i>	Jobba
<i>Sphaeralcea ambigua</i>	Globe mallow
<i>Tagetes lemmonii</i>	Mountain Marigold
<i>Tecoma Stans</i>	Gold Star' Yellowbells
<i>Tecoma x 'Sunrise'</i>	Tecoma x Sunrise
<i>Vauquelinia californica</i>	Arizona Rosewood
<i>Viquiera deltoidea</i>	Goldeneye
<i>Zauschneria californica</i>	Hummingbird Flower
<i>Zinnia grandiflora</i>	Prarie Zinnia

GROUNDCOVERS

BOTANICAL NAME	COMMON NAME
<i>Acacia redolens</i> 'Desert Carpet'	Desert Carpet Acacia
<i>Baccharis</i> 'Centennial'	Centennial Coyote Bush
<i>Baileya multiradiata</i>	Desert Marigold
<i>Chrysactinia mexicana</i>	Damianita
<i>Convolvulus encorum</i>	Bush Morning Glory
<i>Dalea capitata</i> 'Sierra Gold'	Siena Gold Dalea
<i>Dalea greggii</i>	Prostrate Indigo Dalea
<i>Dyssodia pentachaeta</i>	Golden Dyssodia
<i>Hymenoxys aenulis</i>	Angelita Daisy
<i>Lantana montevidensis</i>	Trailing Lantana
<i>Lantana sp</i> 'New Gold'	New Gold Lantana
<i>Liriope muscari</i>	Liriope
<i>Lonicera japonea</i> 'Halliana'	Hall's Honeysuckle
<i>Melampodium leucanthum</i>	Blackfoot Daisy
<i>Oenothera berlandieri</i>	Mexican Evening Primrose
<i>Ocnothera caespitosa</i>	White Evening Primrose
<i>Penstemon baccharifolius</i>	Del Rio Penstemon (Red)
<i>Penstemon cobaea</i>	Foxglove (White)
<i>Penstemon eatonii</i>	Firecracker (Red)
<i>Penstemon palmeri</i>	Scented (Light Pink)
<i>Penstemon parryi</i>	Parry Penstemon (Pink)
<i>Penstemon pseudospectabilis</i>	Canyon (Rose)
<i>Penstemon strictus</i>	Rocky Mountain (Blue)
<i>Psilostrophe cooperi</i>	Paper Flower
<i>Pyracantha koidsumii</i> 'Santa Cruz'	Santa Cruz Pyracantha
<i>Rosa banksiae</i>	Lady Bank's Rose
<i>Rosmarinus officinalis</i> 'Prostratus'	Trailing Rosemary

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BOTANICAL NAME	COMMON NAME
Ruellia brittonia 'Katie'	Dwarf Ruellia
Teucrium chamaedrys	Germander
Verbena gooddingii	Gooddingii Verbena
Verbena rigida	Sandpaper Verbena

ACCENTS

BOTANICAL NAME	COMMON NAME
Agave Americana	Century Plant
Agave colorata	Mexcal Ceniza
Agave geminiflora	Twin Flowered Agave
Agave murpheyi	Murphy's Agave
Agave parryi-huachucensis	Parry's Agave
Agave vilmoriniana	Octopus Agave
Agave weberi	Weber's Agave
Dasylium acrotriche	Green Desert Spoon
Dasylium longissimum	Mexican Grass Tree
Dasylium wheeleri	Desert Spoon
Euphorbia rigida (biglandulosa)	Gopher Plant
Ferocactus acanthodes	Compass Barrell
Ferocactus wislizenii	Fishhook Barrell
Fouquieria splendens	Ocotillo
Hesperaloe parviflora	Red Yucca
Hesperaloe parviflora	Yellow Yucca
Muhlenbergia capillaris	Regal Mist Deer Grass
Muhlenbergia lindheimeri	Autumn Glow Deer Grass
Muhlenbergia rigens	Deer Grass
Nolina microcarpa	Bear Grass
Opuntia basilaris	Beavertail Prickly Pear
Opuntia microdasys	Bunny Ears Prickly Pear
Opuntia violacea 'santa rita'	Purple Pancake
Pedilanthus macrocarpus	Slipper Plant
Yucca baccatta	Banana Yucca
Yucca brevifolia	Joshua Tree
Yucca elata	Soaptree Yucca
Yucca rigida	Blue Yucca
Yucca schidigera	Mojave Yucca
Yucca sehotii	Yucca
Yucca rostrata	Beaked Yucca

VINES

BOTANICAL NAME	COMMON NAME
Antigonon leptopus	Queen's Wreath
Campsis radicans	Common Trumpet Creeper
Feijoa sellowiana	Pineapple Guava
Gelsemium sempervirens	Carolina Jasmine

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BOTANICAL NAME	COMMON NAME
Hardenbergia violacea	Lilac Vine
Jasminum mesnyi	Primrose Jasmine
Lonicera japonica 'Halliana'	Hall's Honeysuckle
Macfadyena unguis-cati	Cat's Claw
Pyracantha coccinea	Firethorn
Pyracantha graberii	Pyracantha
Rosa banksiae	Lady Bank's Rose
Solanum jasminoides	Potato Vine
Trachelosperum jasminoides	Star Jasmine

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5.2.2 PROHIBITED PLANT MATERIALS LIST

The following list of plants are prohibited within the development:

- Baccharis sarothroides/Desert Broom
- Olea europea/Olive (fruit producing)
- Pennisetum setaceum/Fountain Grass (green variety)
- Morus alba/Fruting Mulberry
- Tamrix spp./Tamarisk

5.2.3 ROCK MULCH

Mulch Treatment

All shrub and ground cover areas shall be covered with a top dressing of gravel mulch or decomposed granite. Bare ground is not permitted. Gravel mulch shall be available from Kalamazoo Materials, Tucson, Arizona, (602) 795-7396. Sizing shall range from 3/8" to 1/2" diameter. The approved rock color for the entire community is *Rebel Rose*.*

5.3 IRRIGATION

All landscape and irrigation improvements are subject to the City of Las Vegas drought ordinance which supercedes any conflicting criteria contained herein.

Design Intent

Automatic irrigation systems are required for all planting areas.

Water Demand

Peak flow demands shall be based on applying peak weekly irrigation requirements in 6 hours (12:00am-6:00am). Design shall be based on available static pressure minus 10% for fluctuations.

Water Application

Areas requiring overhead spray shall be minimized and shall be restricted to turf, gazania, and flower beds. All other areas must use drip irrigation.

Overhead Irrigation

Spray heads next to roadways and walkways must have low angle (10%) nozzles. Large radius rotor heads (25-foot radius or greater) are not allowed abutting roadway or walkway edges.

All spray heads (15-foot radius or less) shall be spaced no further than 45% of the spray diameter to account for area wind conditions. Spacing for large radius rotors (25-foot radius or greater) shall not exceed 50% of the spray diameter.

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Spray irrigated areas shall be a minimum of 10 feet wide when adjacent to roadways or roadways, and 6 feet wide otherwise.

Overhead irrigation heads may not throw water directly onto any roadway, walkway, or paved surface.

Drip Irrigation

The minimum quantity of emitters per plant shall be in accordance with the following table. Some variation may occur due to differences in water demand between plant material.

Plant Size	Emitter Volume	Quantity
1 gallon material	1 GPH	1 each
5 gallon material	½-1 GPH	2 each
15 gallon material	2 GPH	3-4 each
24" box material	2 GPH	4-5 each
36" box material	2 GPH	6-7 each
48" box material	2 GPH	7-8 each
54" box material	2 GPH	9-12 each
60" box material	2 GPH	12-16 each

Zoning

Overhead and drip irrigation systems must be zoned for exposure (south and west exposures together, north and east exposures together), topography, and varying water requirements of plant material.

Water Management

All irrigation systems for project common areas shall use solid state electronic, micro-processor controllers capable of a minimum of three operating programs and four start times per program.

5.4 PARCEL ENTRIES

Entry

Parcel entry design alternatives have been established for the residential parcels that provide continuity with community theme. Parcel identity signage must be mounted on the sign wall.

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See the egress section for additional signage requirements. All colors and materials must be approved by the HOA.

Minimum Landscape Requirements

Parcel entry landscape shall be designed and installed for immediate impact. At a minimum, parcel entries must contain the following:

- Minimum 36-inch box trees at primary entries.
- 5 gallon shrubs.
- 75% minimum vegetative cover.
- No turf in median islands or next to curbs for public entries.
- Rock mulch under all shrub and groundcover areas.
- 5-foot wide sidewalk on both sides (one side only allowed for secondary entry).
- Mortar-washed painted walls.

Gated Entries

Gates, gatehouses, and card key stations must be located to allow sufficient stacking distance, subject to City of Las Vegas public works standards. A median break is required to allow for vehicle turn-around. Entry gates must be consistent with the village view fence design and color.

Responsibility

The parcel developer shall design and construct all improvements within the entry area, including the walls, pilasters, signage, walks, lighting and landscape.

Maintenance

The HOA will maintain all public entry elements. The parcel homeowners association will maintain all private entry elements, including the sign wall and associated landscaping.

5.5 SIGNAGE

A master signage program has been prepared for all temporary and permanent signage within the Cliff's Edge master planned community. The signage program provides appropriate design criteria to ensure that all signs are compatible with the community theme, and provide functional identification and direction to the various neighborhoods and amenities within the community. (See Appendix A)*

5.6 SINGLE FAMILY DEVELOPMENTS

RESIDENTIAL STREET AND FRONT YARD LANDSCAPE

General

Parcel developers shall design and install landscapes along residential streets, including front and corner lot side yards, within parcels. All landscape must be installed prior to occupancy of a residence.

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Front Yard Paving

The minimum width of an entry walk is 4 feet. Entry walks must be separated from a building wall by a minimum 1½ -foot, planting strip that is fully planted or covered with rock mulch.

Front Yard Planting

Front yards shall be landscaped to coordinate with the community theme. A minimum of two trees is required in each front yard.

Trees shall be spaced at least 15 feet apart. If trees need to be spaced more closely, they shall be of the same species.

Foundation planting shall completely cover the visible portion of a house's base, including all backflow preventer units, within one year of installation.

Each front yard must contain at least five different species of shrubs and/or ground cover plants. Shrubs and ground covers shall be used in groupings of similar plants positioned to complement other plants of varying heights and textures.

Parcel developers are encouraged to offer homebuyers upgrade options for front yard landscaping. Upgrades can include denser planting, larger plant sizes, cobbled stream beds, boulder clumps, landscape lighting, etc.

Lawn Restrictions

Lawns are limited to 50% of the non-paved area of the front yard. The recommended minimum width of a lawn area is 6 feet. Turf shall be kept at least 3 feet from a building face or wall, including side yard retaining walls.

Transition Areas Between Lots Drainage Swales

Treatment of the area where the landscape of two lots abut should be similar, to create a unified and more expansive landscape feeling. A hard edge (i.e. mow strips, edging, walls, etc.) between lots should be minimized. Turf to gravel mulch is not allowed from the lot-to-lot transition.

Where drainage swales are required along the side yards of adjacent lots, the two swales shall be joined into a single wider swale that is less noticeable. Planting or hardscape shall not impede drainage patterns.

Planting Along Corner Lot Side Yards, Rear Yards, and Ends of Cul-de-Sacs

All areas between a product or retaining wall and the back of curb or sidewalk shall be planted with a landscape palette consistent with the parcel theme. Minimum requirements are:

- 60% organic coverage at two year's growth.
- Full coverage of gravel mulch.
- One 24-inch box tree for every 30 linear feet along the wall facing the street.

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Landscape areas between walls and curbs must be maintained by the lot owner, if part of the adjacent lot, or the HOA.

FRONT YARD LANDSCAPE REQUIREMENTS

Minimum Tree Quantity	2
Minimum Tree Size	24-inch box
Primary Tree Type at Street	Shade
Maximum Street Tree Spacing	40 feet
Secondary Tree Type	Shade, Accent or Coniferous
Planting Character	Formal or Informal
Minimum Shrub Size	5 gallon
Minimum Accent Plant Size	1 gallon
Minimum Ground Cover Size	1 gallon
Organic Ground Plane Materials	Turf and Ground Cover
Rock Mulch Type	(to-be-determined)
Minimum Organic Coverage	75%

5.7 AMENITY / OPEN SPACE LANDSCAPE

5.7.1 MINI-PARKS

Parcel developers shall design and construct mini-parks within parcels. Minimum improvements are:

- Turf at active tot lot areas only.
- One 24-inch box tree for every 700 s.f. of landscaped area.
- 50% vegetative cover in non-turf landscape areas after one year's growth. 50% minimum 5-gallon plant material.
- Rock mulch under all tree, shrub, and groundcover areas.
- A walkway, trash receptacle, and ADA accessible seating area.:
- An enhanced pedestrian area with a tot lot, benches, trash receptacles, and ramada (minimum).
- An irrigation meter, power source and controller.
- An automatic irrigation system
- No turf within 3 feet of a building face or wall.
- No turf within 18 inches of back of curb.

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5.7.2 PARCEL OPEN SPACE AND PEDESTRIAN CONNECTIONS

The parcel developer shall install all interior parcel open space landscape areas. Minimum improvements are:

- One 24-inch box tree for every 750 s.f. of total landscape area.
- 50% vegetative cover for non-paved areas.
- An automatic irrigation system.
- An irrigation meter, power source, and controller.

5.7.3 RECREATION AREAS

Recreation areas shall be landscaped per the following minimum requirements:

- One 24-inch box tree for every 600 s.f. of total landscape area.
- 50% minimum vegetative cover for all non-paved areas.

5.7.4 PARCEL ENTRIES

All parcel entries are to be unique designs based on the exhibits shown. The exhibits depict common element, required geometry, and the minimum landscape area to be provided at each entry. The exhibits and following list depict the common elements that are required be used in the design of the entry:

- Designated Sign Wall
- Project Theme Pilasters
- Project Theme Wall from entry to first intersection
- Minimum one 36" box tree for every 500 s.f. of total landscape area.
- 75% vegetative cover for non-paved areas.
- An automatic irrigation system.
- An irrigation meter, power source, and controller
- Sign and Landscape Up Lighting

The following items are encouraged to be used to create variety among entries:

- Stone Veneer
- Raised Planters
- Enhanced Paving
- Turf

5.8 MULTI-FAMILY DEVELOPMENTS

PARKING LOT LANDSCAPE

Parking lots shall be landscaped to reduce their visual impact. Landscape in and around parking lots shall consist of two categories:

- a. Perimeter landscape that surrounds the interior parking lots to a depth of 10 feet, including walks. A minimum of one 24-inch box tree shall be planted for every 20 l.f. of landscape area.
- b. Interior landscape within parking lots that reduces the paving mass of a parking lot and provides shade. A minimum of one 24-inch box tree shall be planted for every 10 parking spaces. Landscape islands shall contain a minimum of one tree per parking stall depth.

All non-paved areas within the perimeter and interior of parking lots shall be landscaped with a combination of plant materials and rock mulch.

Parking visible from roadways and community open space shall be screened with a combination of berms, low walls or landscape. Low walls and berms shall be a maximum height of 3 feet from the top of curb of the parking area.

5.9 MODEL COMPLEXES

Model Homes

The following criteria apply to both single family and multi-family developments.

Model home landscape shall be consistent with the parcel theme. Landscape quantity and size shall be two times the minimum standards to increase landscape visibility and establish the character of the parcel.

5.10 COMMUNITY LIGHTING

General

Lighting shall be designed to provide safe and functional illumination in an aesthetically pleasing and visually unobtrusive manner.

Light fixtures with cutoff or concealed light sources are preferred. This type of fixture may include wall sconces, recessed lighting, soffit lighting, and directional lighting. Lighting which produces excessive glare or shines on an adjacent lot will not be allowed. See Exhibits 14a, 14b and 14c. Exhibits 14a, 14b, and 14c were added and approved by City Council on August 3, 2005, through MOD-6279.

Exterior lighting must be submitted for review.

CLIFF'S EDGE

5.10.1 STREET LIGHTING

All public or non-gated projects must use the project standard poles and fixtures. Private or gated projects may use poles and fixtures appropriate to the character of the project. Please refer to Exhibit 15. Exhibit 15 was added and approved by City Council on August 3, 2005, through MOD-6279.

5.10.2 LANDSCAPE LIGHTING

The use of landscape up-lighting and down-lighting is encouraged. Lighting that will cause glare or discomfort, or disrupts the visual environment of neighboring units or adjacent parcels, is not permitted. Floodlights are also prohibited.

Fixtures shall be constructed and mounted to withstand and discourage abuse. Above-ground plastic housings and connections are prohibited.

5.10.3 SECURITY LIGHTING

Lighting systems shall be designed and installed in a manner that promotes the safety of pedestrian and vehicular movement. Area illumination must be provided for parking areas, entry areas, walkways, and other people gathering areas.



EXHIBIT 14 A

CLIFF'S EDGE

Revisions approved by City Council
on August 3, 2005. MOD-6279
September 19, 2007

COMMUNITY LIGHTING

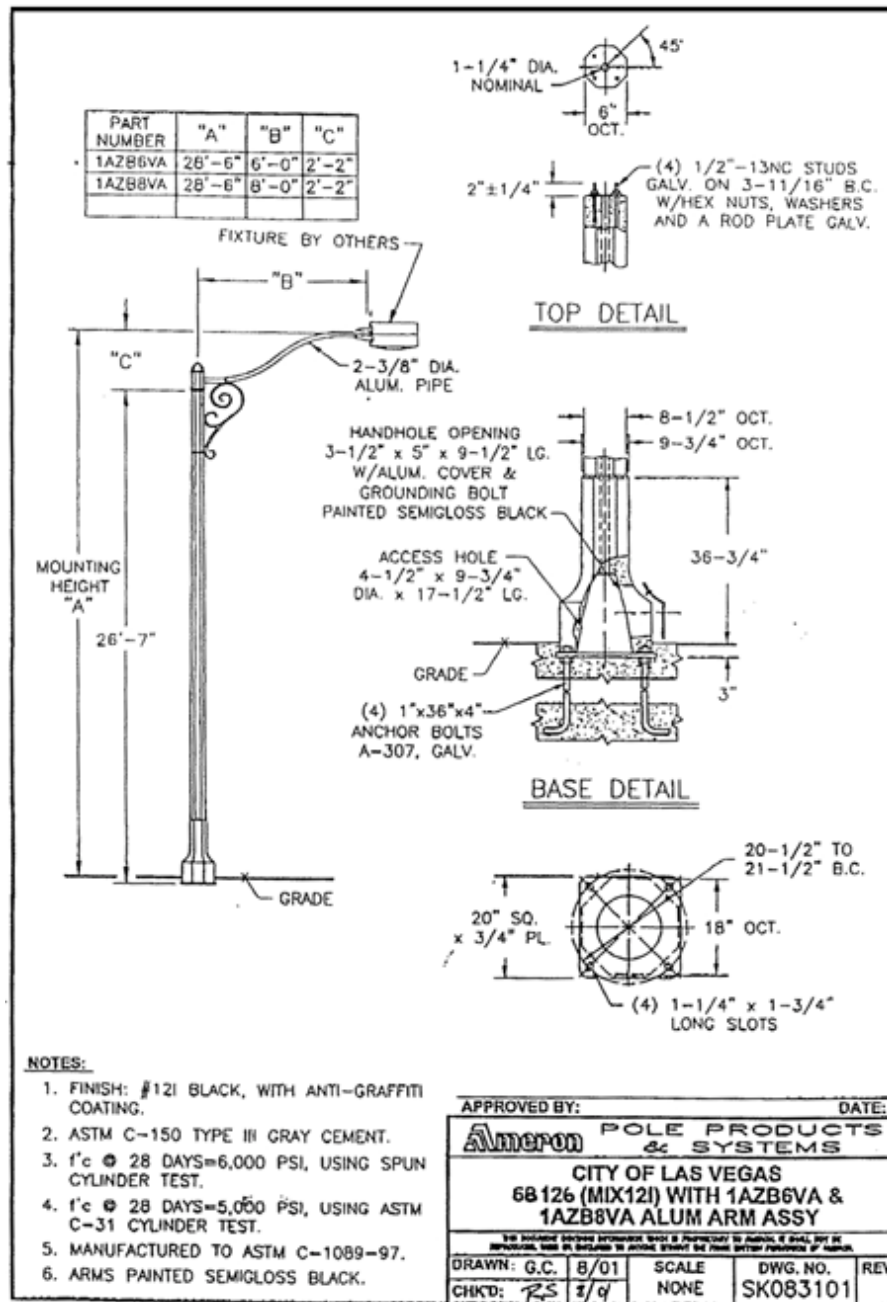


EXHIBIT 14 B

CLIFF'S EDGE

Revisions approved by City Council
on August 3, 2005. MOD-6279

September 19, 2007

COMMUNITY LIGHTING

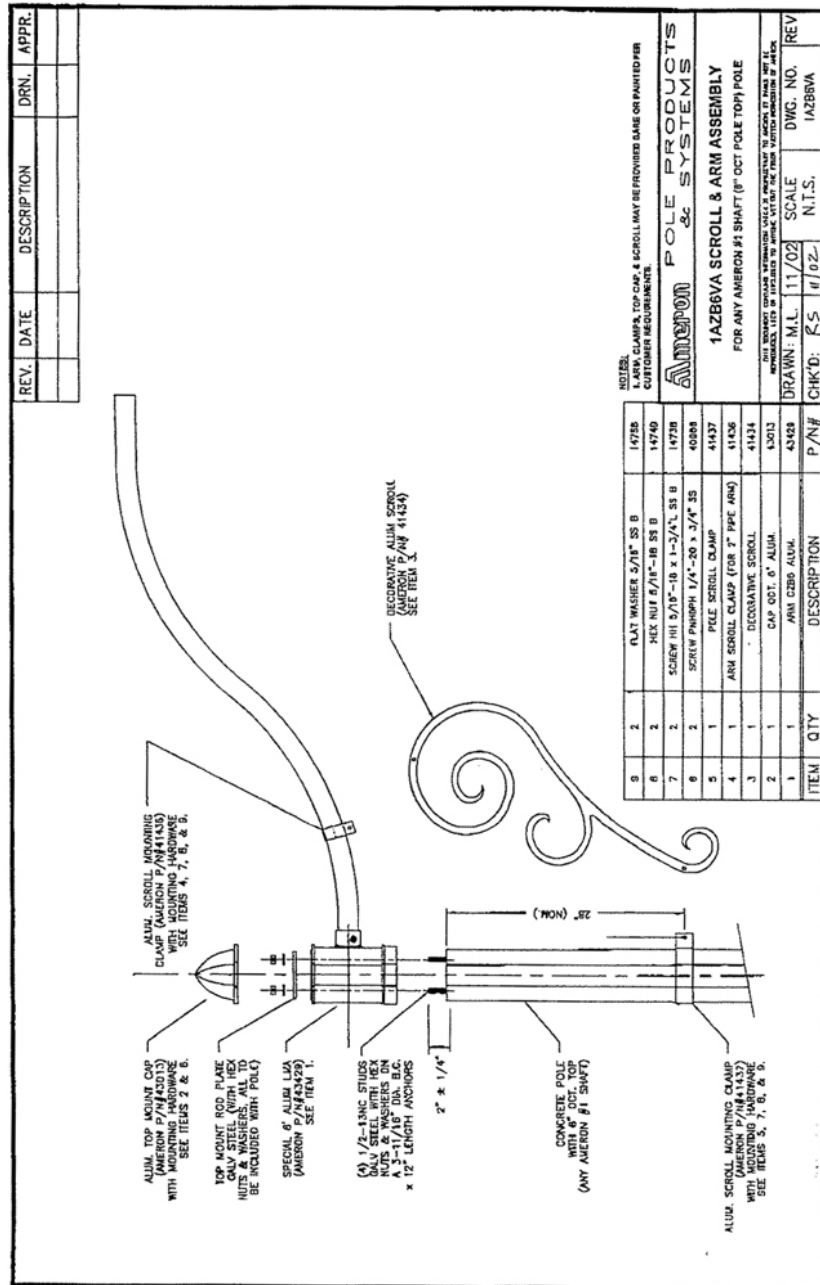


EXHIBIT 14 C

CLIFF'S EDGE

Revisions approved by City Council
on August 3, 2005. MOD-6279

September 19, 2007

COMMUNITY LIGHTING

ARCHITECTURAL AREA LIGHTING ARCHITECTURAL AREA LIGHTING

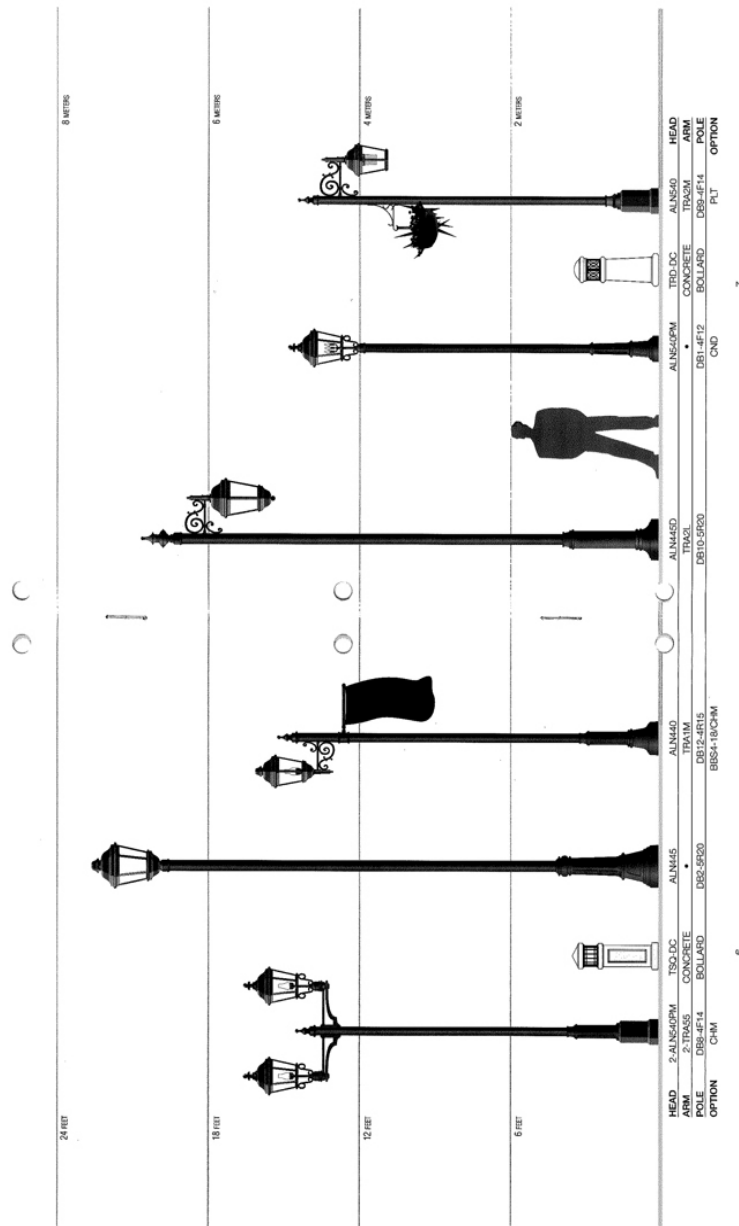


EXHIBIT 15

CLIFF'S EDGE

Revisions approved by City Council
on August 3, 2005. MOD-6279

September 19, 2007

COMMUNITY LIGHTING

ENTRY AND WALL GUIDELINES

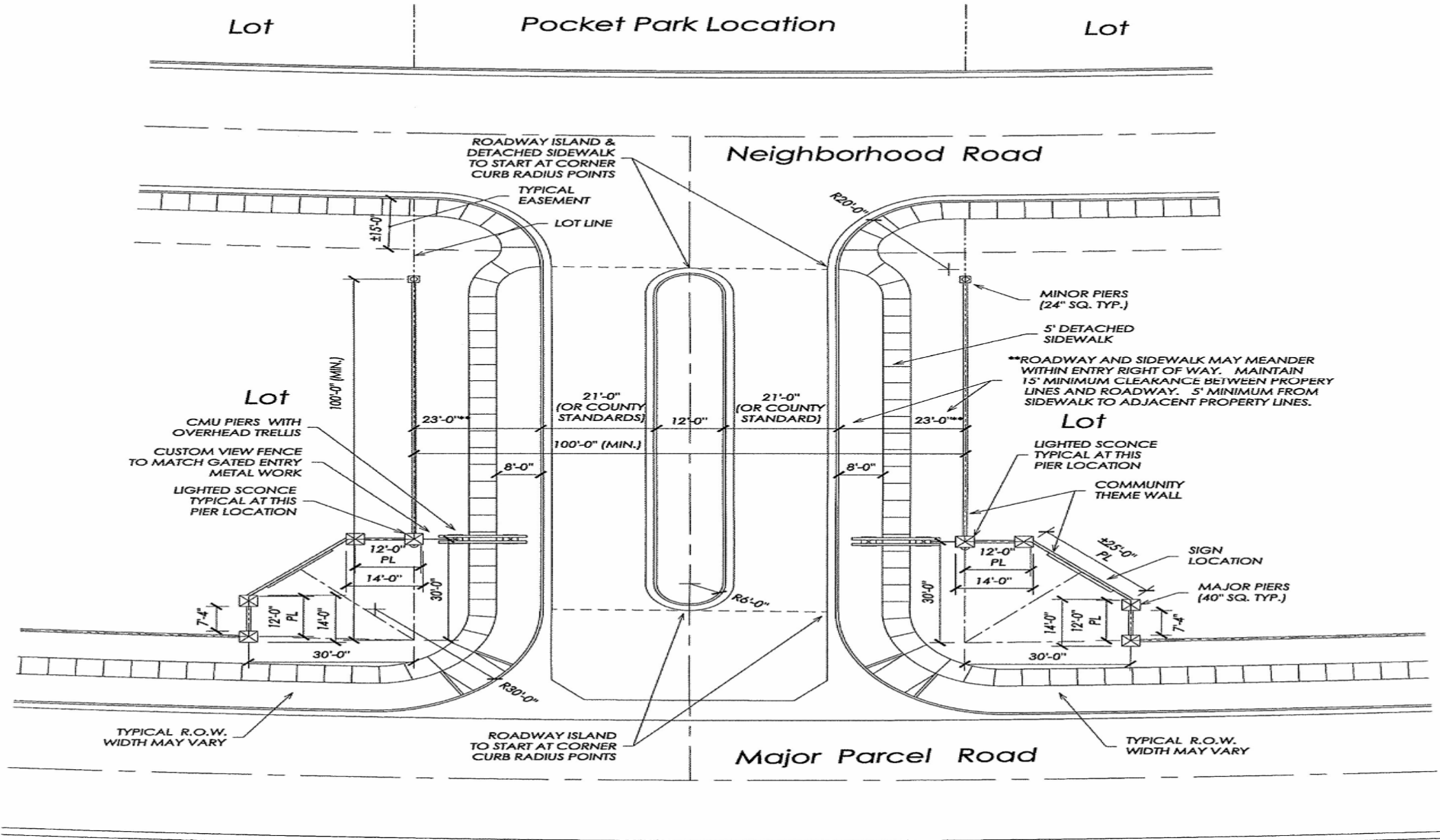
6.1 PARCEL ENTRIES (BUILDER)

The arrival experience into each neighborhood shall reinforce the overall community theme of Cliff's Edge. Architectural and landscape elements found throughout the community shall be incorporated into the neighborhood entry experience to provide a seamless transition between the overall community and individual neighborhoods.

The Master Developer has identified the location of at least one entry into each parcel. It is the responsibility of the builder to design a subdivision plan that incorporates this point of access. Additional points of access that do not impede the overall efficiency of master planned roadways may be possible, but require specific approval from the Master Developer and City of Las Vegas. In some cases, the builder may be required to coordinate parcel entries or interconnections with an adjacent parcel.

The typical parcel entry layout is depicted in Exhibit 16.

NOTE:
All builder entries will be thematically designed jointly
by Cliff's Edge Landscape Architect and the Builders
representative as specified in the Development Declarations.



6.2 WALLS (MASTER DEVELOPER AND/OR BUILDER)

The community walls planned throughout Cliff's Edge have been designed to reinforce the overall community image of the development. The walls will be complemented by a hierarchy of landscaped parkways adjacent to master planned roadways.

6.2.1 COMMUNITY WALLS

Community Walls are the walls abutting common areas adjacent to any of the major community streets, as shown on Exhibit A. Exhibit A.1 depicts the location of Community walls with different pilaster sizes and spacing.

Community Walls will be subject to the following requirements

- A. The minimum landscape panel from back of curb or sidewalk varies as described in the approved road sections.
- B. The maximum slope within the landscape area, including planter areas, is 3:1. (Refer to Exhibit "B").
- C. The solid block portion of Community Walls shall not exceed an exposed height of seven feet, four inches (7'4"), of which six feet (6') maximum is screen wall or two feet (2') maximum is retaining wall. (Refer to Exhibit "B")
- D. In the event that the elevation difference from back of sidewalk (or back of curb if there is no sidewalk) to the finished pad elevation of the adjacent parcel is such that more than seven feet (7') of retaining is required in addition to the grade that can be made up in the landscaping between sidewalk (or curb) and planter wall (at 3:1 slope), then the builder may use all or a portion of the 7'4" exposed Community Wall as retaining wall and construct a wrought iron view fence on top of the Community Wall. The wrought iron view fence must be 5'4" tall when abutting residential parcels and may be a maximum of 5'4" tall (or shorter) when abutting non-residential parcels. Wherever a wrought iron view fence is placed on top of a Community Wall, the Community Wall shall extend not more than eighteen inches (18") higher than the finished pad elevation.
- E. Additional grade may be taken up with planter walls that may not exceed five feet (5') in height. (Refer to Exhibit "B").
- F. Planter walls must be offset a four feet (4') from the front face of the planter wall to the front face of Community Wall. (Refer to Exhibit "B").
- G. Planter walls may be used in tandem to take up additional grade subject to the same limitations on height and offset between walls. (Refer to Exhibit "B").
- H. Community Walls and planter walls must be separated from public sidewalks by at least five feet (5'). (Refer to Exhibit "B").
- I. If builders desire planter walls to take up grade, the first (lowest) planter wall will be constructed at the property line with the Master HOA common area. Planter areas and the Community Wall will be located within the boundaries of the builder's parcel except that planter walls may encroach into the existing HOA common area with the approval of Cliff's Edge, LLC by as much as 4' at the face of the wall if the total width of the HOA common area is at least 15' prior to such encroachment. Land between the Community

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Wall and the street will be dedicated by the builder to the Master HOA. (Refer to Exhibit "C")

- J. With respect to the Community Walls abutting Pod 125 only, at least 75% of the total area of the face of such Community Wall (excluding retaining walls as described in the next sentence) must be a wrought iron view fence. In such case, the Community Wall may include up to five feet (5') of retaining with a five foot four inch (5'4") wrought iron view fence on top (i.e., ten feet four inches (10'4") total from finished grade at the bottom of the exposed retaining wall to the top of the wrought iron view fence.) (Refer to Exhibit "D").
- K. In all circumstances, pilasters may exceed the maximum wall or wrought iron view fence height by up to two feet (2').
- L. A step along the top of a Community Wall must be eight inches in height (rise) with a minimum of twenty four inches (forty eight inches is preferred) horizontal area (run) between steps. When a Community Wall is stepped, the split faced block must be stepped to coincide with the tips of the wall steps. *

6.2.2 PRODUCT WALLS

Product Walls are all of the walls in the project other than the Community Walls, including common walls between subdivisions, all walls interior to a subdivision, walls between home lots, side yard return walls, walls adjacent to public facilities (other than Master HOA streetscape areas) and walls between subdivision, pods and/or parcels. A Wall Palette will be approved by Cliff's Edge, LLC to maintain consistency throughout the project, while allowing for individual design. Each parcel developer shall develop a unified parcel wall theme that reflects the architecture of the parcel and incorporates materials and colors from the Wall Palette. These walls must be reviewed by Cliff's Edge, LLC in conjunction with the architectural plans to ensure a cohesive design and integration of the following standards.

Product Walls are subject to the following requirements:

- 1. Except as noted below where alternate standards apply, the exposed solid portion of a Product Wall shall not exceed twelve feet (12'), of which six feet (6') maximum may be solid block screen wall and six feet (6') maximum may be retaining wall. Alternatively, a Product Wall may consist of a five foot four inch (5'4") wrought iron view fence and a maximum of nine feet (9') of retaining wall (Refer to Exhibit "E").
- 2. In the following circumstances Product Walls will be subject to the following more restrictive standards:
 - A) Where Adjacent to and Facing a Public Place, the height of side yard return walls and the side yard walls of corner lots shall not exceed ten (10) feet, of which five feet four inches (5'4") maximum is solid block screen wall and four feet eight inches (4'8") maximum is retaining wall. (Refer to Exhibit "F").
 - B) With respect only to Product Walls that separate two builder pods, the exposed solid portion of the Product Wall may be up to eighteen feet (18'), of which six feet (6') maximum is solid block screen wall and twelve feet (12') maximum is retaining wall.

* Revision approved by City Council on April 4, 2007. MOD-19114

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Planter walls may be used in addition to the eighteen foot Product Wall subject to section 6.2.2.4 below.

- C) With respect only to Product Walls that separate two adjacent rear yards of home lots, the exposed solid portion of the Product Wall may be up to fourteen feet (14'), of which six feet (6') maximum is solid block screen wall and eight feet (8') maximum is retaining wall. This subsection 2C does not, however, apply to Product Walls that separate two builder pods as described in subsection 2B above. Planter walls may be used in addition to the fourteen foot Product Wall subject to section 6.2.2.4 below.
- D) Except as set forth in subsections 2B and 2C above, where a Product Wall is constructed between two adjacent home lots the maximum height of the retaining portion of such Product Wall shall vary in relation to the width (or the maximum width in the case of an irregularly shaped lot) of the home lot at the lower elevation of two adjacent home lots (i.e., the lot to which the retaining portion of the wall is visible) as follows:

Width of Lower Lot (in feet)		Max Retaining (in feet)
at least	up to	
---	30	2.00
30	45	3.00
45	60	4.00
60	80	5.00
80	---	6.00

The maximum solid block screen wall between two adjacent home lots is six (6) feet on top of the retaining wall. The foregoing restriction does not apply to the side yard wall of a home lot that abuts the back yard wall of an adjacent home lot, the maximum height of which will be as described in Section 6.2.2.1 or 6.2.2.2D, as the case may be. (Refer to Exhibit "G")

- E) On a common boundary between builder parcels any retaining wall exceeding three feet must be approved by the builder of the adjacent parcel prior to design acceptance by Cliff's Edge, LLC. This requirement does not apply if the owner of the adjacent parcel is a public, governmental or quasi-governmental agency or a public utility.
- Additional grade may be taken up with planter walls that may not exceed five (5) feet in height and a minimum of four (4) feet from front face of planter wall to front face of Product Walls.
 - Planter walls may be used in tandem to take up additional grade subject to the same limitations on height and offset between walls.
 - The maximum slope within the landscape area between a planter wall and a Product Wall is 3:1
 - In all circumstances, pilasters may exceed the maximum wall or wrought iron view fence height by up to two feet (2').

6.2.3 MATERIALS

The exterior face of Product Walls shall be of a type specified in the Wall Palette (Refer to Exhibit H). Wrought iron view fencing will be allowed on Community and Product Walls subject to the standards herein.

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6.2.4 PRODUCT WALL HEIGHTS AND STEPS

In all cases, wrought iron view fence or wall heights are measured from finished grade on the lowest (most exposed) side of the fence or wall to the top of the fence or wall.

The maximum step along the top of walls is sixteen inches with a minimum of thirty-two inches horizontal area between steps.

6.2.5 PRODUCT WALL TO COMMUNITY WALL CONNECTIONS

Where a Product Wall meets a Community Wall, the Product Wall must meet the elevation of the Community Wall at the point of connection or be lower than the Community Wall. Taller Product Walls shall be held at the Community Wall elevation for at least eight feet back from the Community Wall before stepping up to the Product Wall elevation.

6.2.6 WATERPROOFING

All retaining walls must be waterproofed. Walls must also be adequately drained on the surcharge side in accordance with the written recommendations of a geotechnical or structural engineer.

6.2.7 ACCEPTABLE MATERIALS

All Product Walls that front roadways must be designed and built with materials and colors that complement the architecture of the homes. Both faces of a Product Wall must be of one of the following materials or finishes:

- integral color split faced block
- integral color smooth faced block
- stone or faux stone
- painted or integral color stucco
- wrought iron view fencing as described below in Section 6.2.11.

6.2.8 PROHIBITED MATERIALS

Unfinished or painted concrete block, wood, vinyl and chain link fence are not permitted.

6.2.9 VIEW FENCES

All view fences will be constructed of wrought iron and powder coated in RAL 8012.* All wrought iron view fencing abutting residential parcels will be 5'4" in height. Where abutting a non-residential parcel, the view fence may be any height up to but not exceeding 5'4". Where a Product Wall meets a Community Wall that consists of wrought iron view fencing, the Product

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Revisions approved by City Council on March 13,
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Wall must also consist of wrought iron view fencing for a distance of at least five feet from the junction of the two walls.

* Revision approved by City Council on April 4, 2007. MOD-19114

6.2.10 DEFINITIONS

As used in this Section 6, “Adjacent to and Facing a Public Place” means, with respect to any wall, that such wall is located within or on the boundary of a parcel that abuts a Public Place and that a person standing on the ground in such abutting Public Place can view the wall at an angle that is perpendicular to the horizontal line of the face of the wall. (Refer to Exhibit “I”). Public Place” means the right-of-way of a street (other than a private alley) or a public sidewalk or park area open to the general public.

6.2.11 DEVIATIONS

All deviations from the standards in Sections 6.2.1 through 6.2.12 must be approved by Cliff’s Edge, LLC and by the City of Las Vegas Planning Commission as a waiver. No administrative deviations may be granted.

CLIFF’S EDGE

Revisions approved by City Council on March 13,
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CLIFF'S EDGE

COMMUNITY WALL W/ 48" PILASTERS

SECTION 'A'

COMMUNITY WALL W/ 32" PILASTERS

SECTION 'B'

COMMUNITY WALL W/ 24" PILASTERS

CLIFF'S EDGE WALL EXHIBIT COMMUNITY WALL

REVISIONS

NO.	DATE	DESCRIPTION
1		
2		
3		
4		
5		

LANDTEK

PROJECT TITLE

PROJECT NO.

SCALE

DESIGNED BY

DRAWN BY

DATE

QUEST 6 OF 7

Exhibit A
COMMUNITY WALL

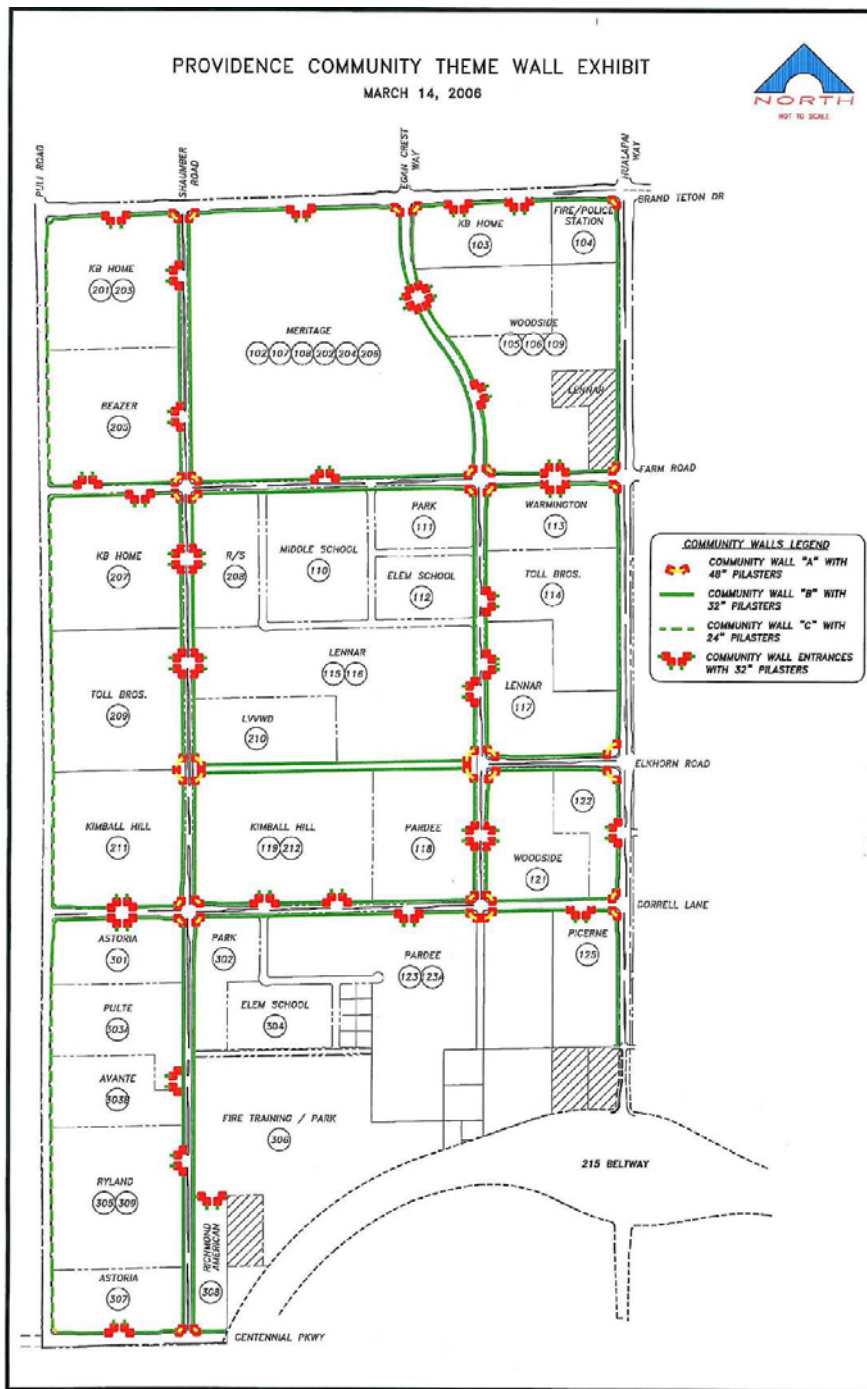
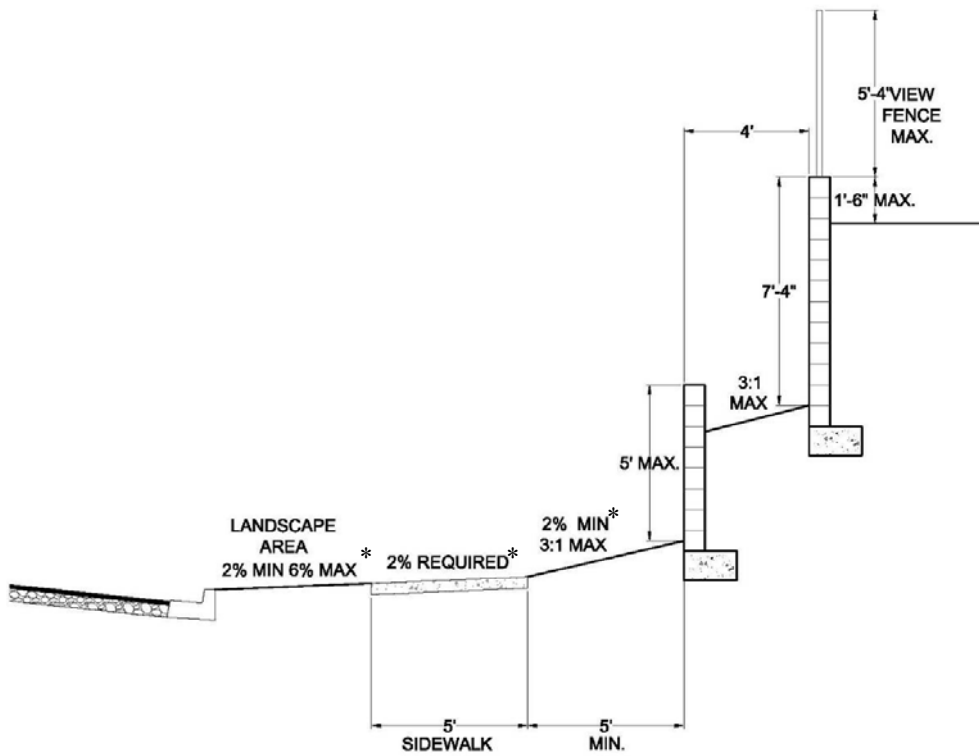


Exhibit A.1

COMMUNITY THEME WALLS

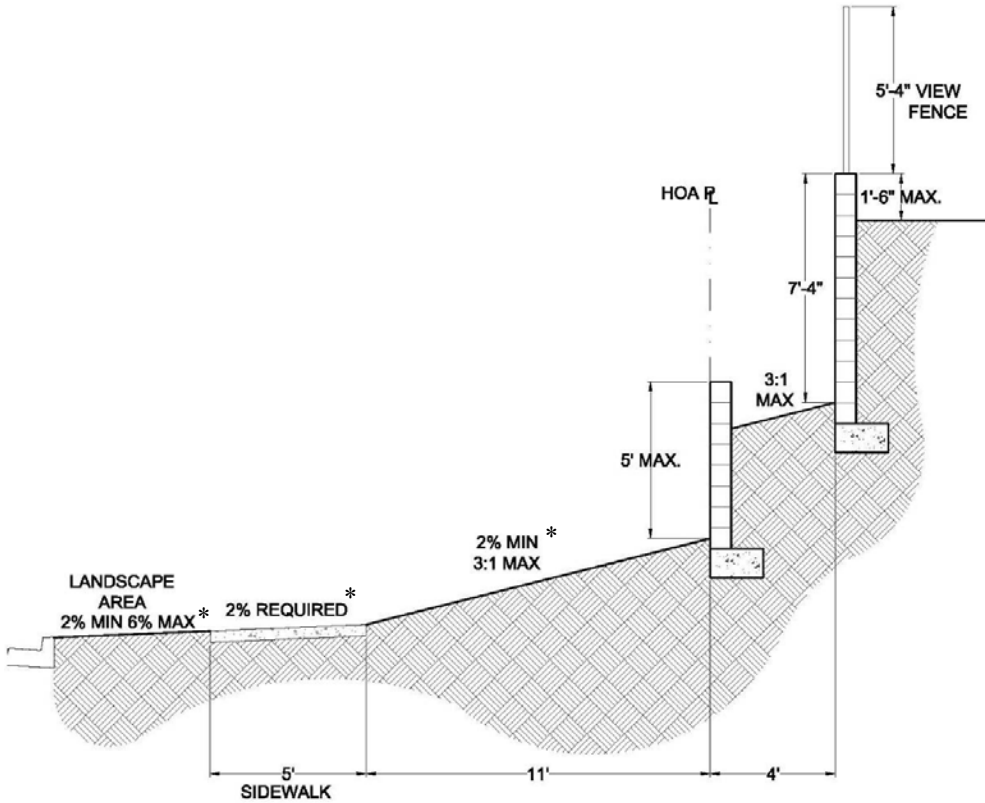
**EXHIBIT 'B'**

N.T.S.

CLIFF'S EDGE

*Revisions approved by City Council on
 April 4, 2007 MOD-19114
 September 19, 2007

Exhibit B
COMMUNITY WALLS

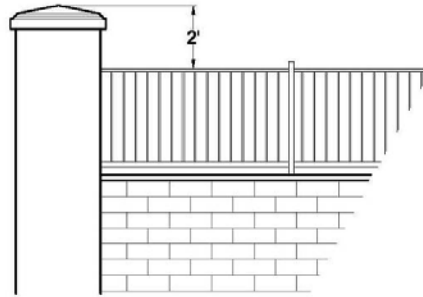
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N.T.S.

CLIFF'S EDGE

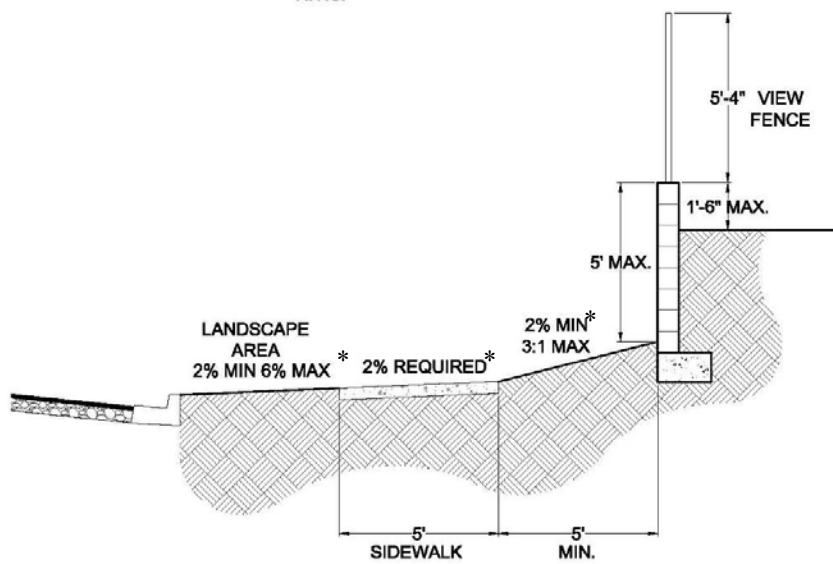
*Revisions approved by City Council on
April 4, 2007 MOD-19114
September 19, 2007

Exhibit C
COMMUNITY WALLS



ELEVATION

N.T.S.



SECTION

N.T.S.

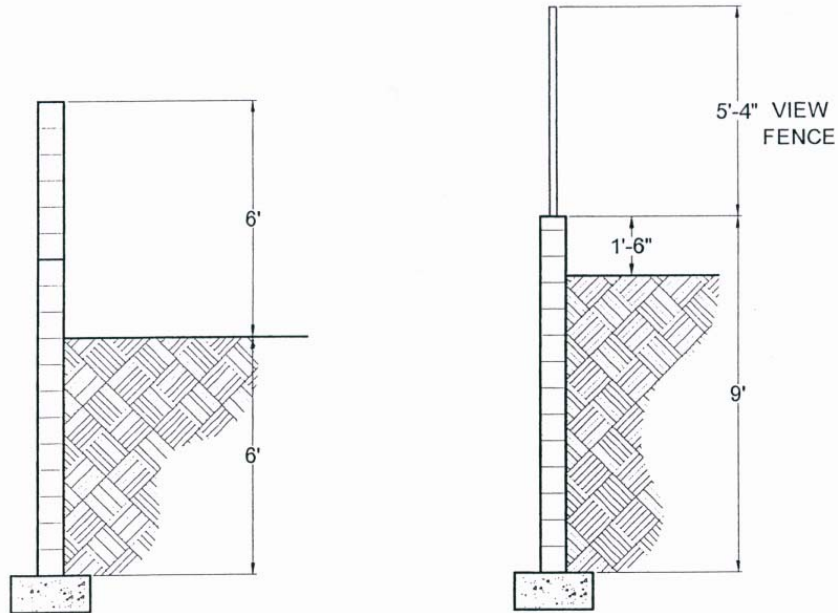
EXHIBIT 'D' - POD 125

N.T.S.

CLIFF'S EDGE

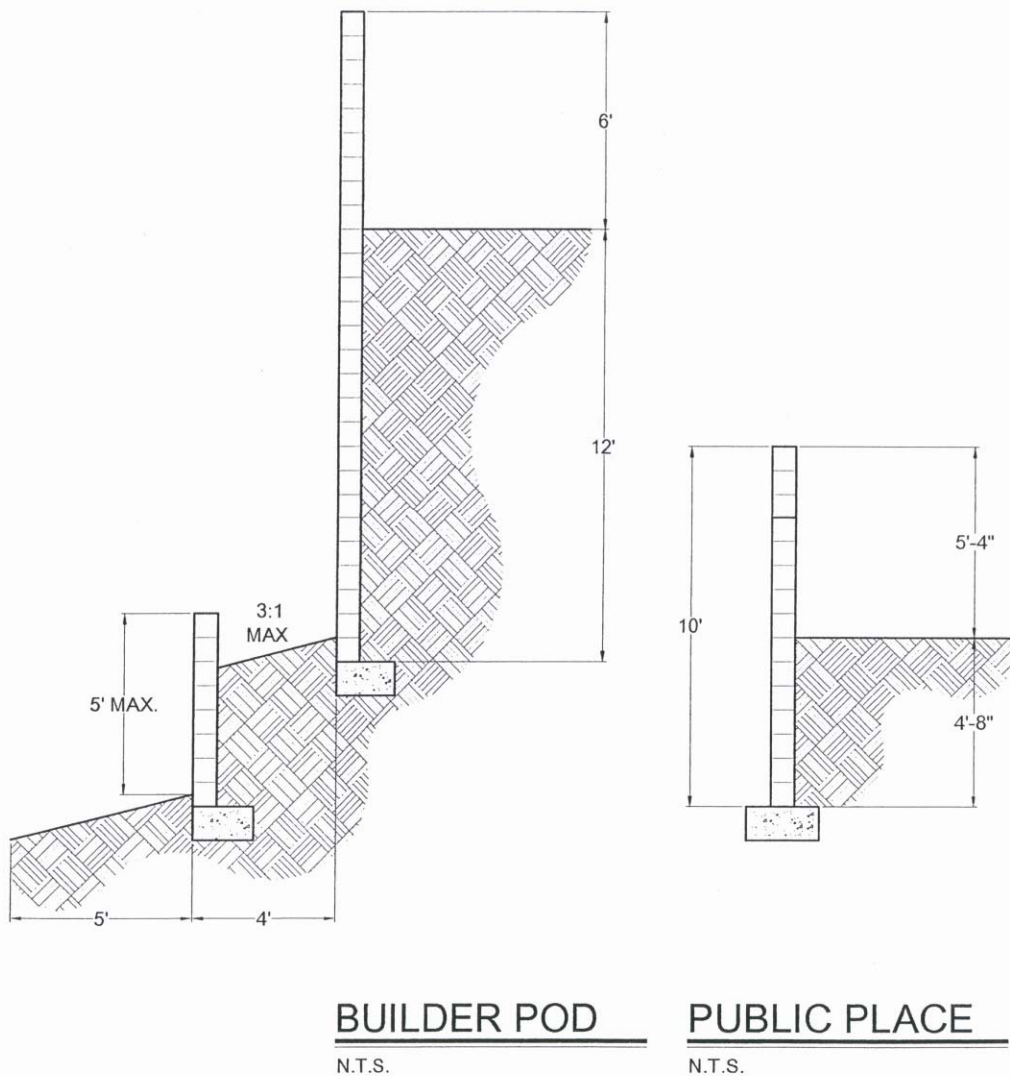
*Revisions approved by City Council on
April 4, 2007 MOD-19114
September 19, 2007

Exhibit D
COMMUNITY WALLS

**CLIFF'S EDGE**

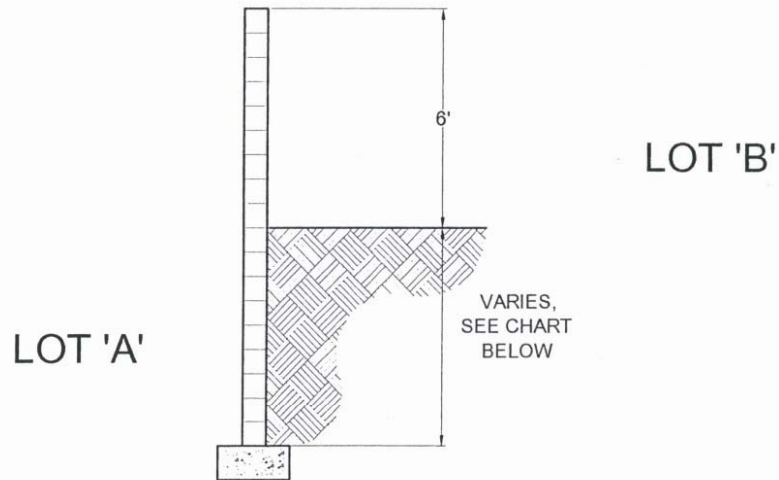
*Revisions approved by City Council on
March 13, 2006. MOD-10809
September 19, 2007

Exhibit E
PRODUCT WALLS

**CLIFF'S EDGE**

Revisions approved by City Council on
March 13, 2006. MOD-10809
September 19, 2007

Exhibit F
PRODUCT WALLS



WIDTH OF LOWER LOT (IN FEET)		MAX. RETAINING (IN FEET)
AT LEAST	UP TO	
—	30	2.00
30	45	3.00
45	60	4.00
60	80	5.00
80	—	6.00

CLIFF'S EDGE

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Exhibit G
PRODUCT WALLS

WALL PALATTE

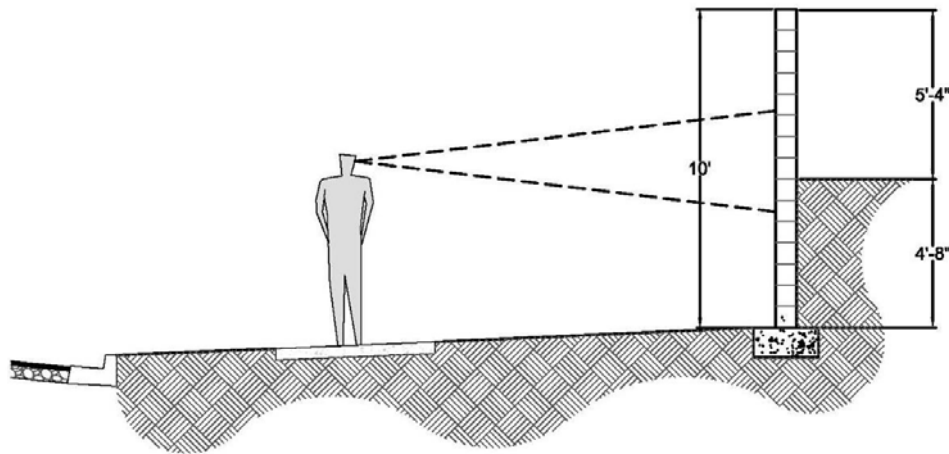
COLOR	FINISH	MANUFACTURER	STOCK ITEM / SPECIAL ORDER
Mountain's Edge Brown	Smooth, Split Face	Rinker	Special Order
Anthem	Smooth	Rinker	Special Order
Sandstone	Smooth, Split Face	Rinker	Stock Item
Rinker Brown	Smooth, Split Face	Rinker	Stock Item

EXHIBIT 'H'

CLIFF'S EDGE

Revisions approved by City Council on
March 13, 2006. MOD-10809
September 19, 2007

Exhibit H
WALL PALETTE



PUBLIC PLACE

EXHIBIT 'I'

N.T.S.

CLIFF'S EDGE

Revisions approved by City Council on
March 13, 2006. MOD-10809
September 19, 2007

Exhibit I
PRODUCT WALLS

COLOR

7.1 COMMUNITY COLOR PROGRAM

The Cliff's Edge Color Program contains a distinctive color and materials palette for each of the five permitted architectural styles; Craftsman, Prairie Ranch, Spanish Colonial, and Country European, and Tuscany. All color and materials selected respond to the surrounding desert environment by virtue of lower (darker) light reflectance values (LRV) and the use of desert appropriate shades.

Each style's color palette contains approved roof, field, fascia, trim and accent colors. Approved masonry colors have been provided where appropriate to the style. A full schedule for each style's color palette can be found at the end of this section.

Specific manufacturers have been listed within the approved palettes for roof, paint, stone and brick. They are all locally available and therefore are listed for your convenience. Alternative colors and manufacturers may be presented to the Design Review Committee (DRC) for consideration if they are clearly within the color and value range shown in the approved palettes and are appropriate to identified architectural style.

GOVERNING CRITERIA

Each style's palette was developed in accord with the following governing criteria:

- Roof colors shall be in a medium range of light reflectance.
- Field colors shall have a light reflectance value (LRV) appropriate to the style of the architecture.
- Trim and fascia colors shall have a light reflectance value (LRV) of 75 or less and the color shall be appropriate to the style of the architecture.
- Accent colors shall have a light reflectance value (LRV) appropriate to the architectural style.

7.2 COLOR DESIGN FAN DECKS

An individual "Color Design Fan Deck" (Design Deck) has been created for each of the five permitted architectural styles. The Design Decks shall be used for all residential projects within Cliff's Edge. Each style's Design Deck contains actual color chips for all paint color categories as well as listings of all approved roof and masonry colors. ICI Dulux Paint was selected for use in the Design Decks due to its strong selection of architectural colors. Each color chip in the fan deck is marked with its ICI reference number, name and light reflectance value (LRV). The Design Decks can be checked-out from the DRC. The parcel developer should collect a Design Deck for each architectural style being used.

7.3 COLOR & MATERIALS - SELECTION & APPLICATION

The following guidelines will assist in the proper selection and application of colors and materials appropriate to the architectural styles permitted within the development:

** All of Section 7 was approved by City Council on August 3, 2005. MOD-6279

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Design Guidelines
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7.3.1 ROOF MATERIALS

- Metal roofing used on architectural accent elements, if approved by the DRC, shall have an LRV between 30% and 60% and be in muted tones.
- Flat roofing material contained within parapets shall be similar to the color of any pitched roof used on the same residence. The finish material of the flat roof shall have an LRV of 45% or less.

7.3.2 FIELD COLORS

- All field colors shall be selected from the Field Color Palettes provided for each style. The full range of value and color exhibited in each style's palette shall be utilized within each projects color package.
- **At least one color scheme with an LRV of 36 or less shall be modeled.**
- Any field color used at the base of the building shall continue down to the finish grade.

7.3.3 MULTIPLE FIELD COLORS

- Field color blocking, or the use of multiple field colors, may be used only if it is integral to the design of the architecture and on style-appropriate applications, such as wainscots on Spanish Colonial elevations. Color blocking should be incorporated into the preliminary architectural design so thoughtful color use is integrated with the architecture and logical color termination points are identified early on. Color changes should occur at inside corners only.
- No more than two field colors may be used per color scheme.
- Primary field colors with an LRV between 70% to 83% may be used on only one scheme in a nine to eleven-scheme color package or two schemes in a twelve-scheme package.
- Primary field colors shall have an LRV of 20% or greater.
- Secondary field colors shall have an LRV of 65% or less.
- If the primary field color has an LRV of 30% or less, the secondary field color shall be lighter than the primary field color.
- The LRV between the primary and secondary field colors in any color scheme shall be within a range of 15% to 35%.

7.3.4 FASCIA COLORS

- Fascia colors shall be selected from the Fascia Color Palette provided for each style. The Fascia Color Palette contains colors with an LRV range of 75 or less, however stucco fascias shall have an LRV of not less than 13.
- Stucco fascias, if colored different than the field color, should be clearly discernible from the primary field color but without extreme contrast.
- Wood fascias shall be a different color than the field color and the color shall be clearly discernible from the primary field color. Other types of exposed woodwork, beams, posts, railings, etc. should be colored to match the wood fascia.

7.3.5 TRIM COLORS

- Trim colors may be selected from any of the shades found in the Field or Fascia Color Palette. Otherwise the builder may propose alternate colors for consideration if they are appropriate to the architectural style.
- Stucco trim shall have an LRV of 13 or greater.
- Trim color should be used judiciously on understated window trim and recessed window areas. Wood trim colors should be discernible from the field color but without extreme contrast. Stucco trim, if colored different from the field, should be discernible from the field color but without extreme contrast.
- Painted-over stucco trim shall terminate at inside corners only.

7.3.6 GARAGE DOOR COLORS

- Garage Door colors shall be selected from any of the colors found within the style's Field, Fascia or Trim color categories that have a LRV of 50% or less.

7.3.7 ACCENT COLORS

- Accent colors may be selected from the colors provided in the Accent Color Palettes or the builder may propose alternate colors for consideration if they are appropriate to the architectural style.
- Accent colors should be used on ornamentation elements, railings, shutters and front doors. However, front doors may also be colored with shades more reminiscent of wood stain colors selected from the Fascia Color Palette within the same style.

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7.3.8 WINDOW FRAMES

- Window frame and mullion colors shall be in white, bone, taupe or tan. Black or brown colors are not acceptable.

7.3.9 MASONRY

- Masonry veneer of brick and stone shall be used in applications that are appropriate to the architectural styles that allow them..
- Masonry elements must be integral to the architecture and not merely applied features. Masonry shall wrap columns and porches in their entirety. Masonry columns at garage corners shall have a return dimension equal to or greater than the width of the material on the front elevation. Masonry returns at areas around front doors or windows should end at logical termination points related to rooflines or building massing when they are available, otherwise returns shall be 3 feet minimum.
- Large mortar joints or “weeping mortar” are not permitted. See Schedules 1- 4, for a listing of the masonry colors and grouting types for each style. Grout colors shall harmonize and blend with the colors found in the stone rather than contrast with it.
- Brick veneer shall be in warm or neutral muted shades with modeled faces. Combed or raked surfaces are not allowed. Thin brick may only be used if it is painted over. “Weeping mortar” joints are not permitted.
- Concrete slump block may be used for Spanish Colonial courtyard walls or pilasters if covered with a stucco slurry coat and colored to match the field color of the house.

7.4 BUILDER PARCEL COLOR REQUIREMENTS

Number of Color Packages

- A unique color package shall be developed for each product type within a builder’s development area.

Number of Color Schemes within a Color Package

- Single-family neighborhoods shall have **nine** schemes minimum.
- Multi-family neighborhoods shall have **three** schemes minimum.
- On single family neighborhoods, where there is an associated cost upgrade due to a masonry option, for example, all color schemes shall be designed to work with and without the upgrade.

Roof Colors

- Single family neighborhoods shall have at least **six** different roof colors. The same roof color in a different profile may count for two colors.

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- Multi-family neighborhoods shall have at least **three** different roof colors.

Building Colors

- Each color scheme shall contain a minimum of **four** different colors, not including the roof color. Masonry may be substituted for one the required colors on those styles the allow it.

Single family neighborhoods shall conform to the following criteria:

- All **primary field** colors shall be discernibly different from each other.
- No more than one third of the selected schemes may use the same **fascia** color.
- No more than one third of the selected schemes may use the same **trim** color.
- Each scheme shall have a different **accent** color.
- **Fascia** and **trim** colors may be the same within a scheme.

Multi-family neighborhoods shall conform to the following criteria:

- All **primary** and **secondary field** colors shall be discernibly different from all other field colors.
- All **accent** colors shall be different.
- The same **fascia** color may be used throughout.
- The same **trim** color may be used throughout.
- **Fascia** and **trim** colors may be the same within a scheme.

7.5 COLOR PLOTTING CRITERIA

The two houses on either side of a specific lot and the three lots across from it must all use different color schemes than that specific lot. This requirement applies to all detached neighborhoods.

7.6 COLOR PACKAGE EVALUATION

All schemes within a color package will be evaluated for harmonious color combinations, liberal use of the color and value ranges provided in the approved color palettes, and for compliance with the requirements of this section.

7.7 COLOR PACKAGE SUBMITTAL

See Section 9.4, Submittal Requirements, for materials and color submittal requirements. Included with the submittal of the color and materials board(s) shall be all elevations, noted or color coded, indicating where fascia, trim, accent and any secondary field colors will be located. All elevations, front, sides and rear, shall be shown. Incomplete submittals will be returned.

SCHEDULE 1

CRAFTSMAN COLOR PALETTE

ROOF COLORS

Approved Profile: Shake

*Monier Lifetile***Standard Shake**

1SOCB3233, Brown Blend
 1SOCB1430, Charcoal Blend
 1SOCB1132, Charcoal Brown Blend
 1SOCB3156, Desert Breeze

*Eagle Roofing Tile***Cityscapes – Shake**

SCP 8801, New Orleans
 SCP 8802, Nantucket
 SCP 8803, Arlington
 SCP 8804, Hershey

American Heirloom – Shake

SHP 8705, Coastal Blend
 SHP 8706, Cascade Blend
 SHP 8707, Sierra Blend

Ponderosa – Standard Shake

5501, Oakwood
 5502, Arcadia
 5504, New Cedar
 5552, Canyon Gray
 5557, Live Oak

Ponderosa– Shake Ranges

5678, Light Brown Range
 5687, Gray Brown Range
 5689, Brown Range

FIELD COLORS – *ICI Paint*

265	266	271	309	321	327	333	334	341	376	412	415	421
422	428	463	460	461	480	483	485	527	597	631	688	691
910												

FASCIA COLORS – *ICI Paint*

196	197	198	257	262	305	321	356	361	401	415	418	456
515	590	663	682	808	905	1036	1283	1676	1675			

ACCENT COLORS – *ICI Paint*

122	164	197	198	262	1100	1132	1422	1423	1426
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SCHEDULE 1 – CONT.
CRAFTSMAN COLOR PALETTE

MASONRY COLORS

Eldorado Stone – Faux Stone (Allied Building Product's)

<u>Style Type</u>	<u>Color</u>	<u>Grout Type</u>
Rustic Ledge:	Sequoia, Sawtooth, Cascade, Saddleback	Drystack
Weather Edge:	Napa, Calistoga, Wisconsin	Std./Overgrout
River Rock:	American Blend	Std./Overgrout
Rustic Ledge W/ Country Rubble:	Cascade, Chateau, Tuscany	Std./Overgrout

Cultured Stone – Faux Stone (Rinker Materials, Inc.)

<u>Style Type</u>	<u>Color</u>	<u>Grout Type</u>
Southern Ledge:	Walnut, Fog, Buck's County	Drystack
River Rock:	Lake Tahoe, Lakeshore	Std./Overgrout
Weather Edge Ledge:	Fox Valley, Wisconsin, Silverado	Std./Overgrout
Dressed Fieldstone & Southernledge:	Rustic/Brandywine, Buck's County/Buck's County, Chardonnay/Chardonnay, Fog/Aspen	Std./Overgrout
Dressed Fieldstone & Country Ledge:	Caramel/Brandywine, Honey/Brandy, Chardonnay/Chardonnay, Aspen/Aspen	Std./Overgrout

Robinson Rock – Natural Stone Thin Veneer(Rinker Materials, Inc.)

Elk Horn, Coppercliff, Indian Summer, Cotswold, Kensington, Adirondack

Robinson Brick - (Rinker Materials, Inc.)

Designer Classics	New Traditions
Cajun	Confetti
Carbondale	Old Charleston
Charleston	Old Chestnut
Heritage 441	Old Delaware
Stoneybrook	Old Georgetown
Tularosa	Old Stoneybrook
Waterlodge	Santarosa
Heritage Antique	Mesquite
Barnwood	Sonoma
Old Chicago	

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SCHEDULE 2

PRAIRIE RANCH COLOR PALETTE

ROOF COLORS

Approved Profile: Slate

MonierLifetile**Standard Slate**

1STCS3233R, Brown Blend
 1STCS6464, California Mission Blend
 1STCS1132, Charcoal Brown Blend
 1STCS4598, Forest Green
 1STCS0026, Sandstorm

Premium Slate

1STCS3958, Smokey

Eagle Roofing Tile**Bel Air – Slate**

4502, Arcadia
 4553, Sandstone Flashed
 4576, Topanga

Bel Air – Ranges

4606, Vallejo Range
 4687, Gray Brown Range
 4689, Brown Range

Bel Air - Blends

4626, Rancho Cordova Blend
 4646, Sunset Blend
 4684, San Raphael Blend

FIELD COLORS – ICI Paint

265	321	327	365	369	370	371	376	380	381	415	416	434
458	518	521	523	530	541	544	593	611	631	645	688	694
791	831	830										

FASCIA COLORS – ICI Paint

164	188	202	203	206	263	304	322	324	361	408	456	511
576	578	579	684	686	719	791	903	982	984	1283	1332	1676

ACCENT COLORS – ICI Paint

60	160	161	163	401	902	1023	1100	1134	1178	1324	1384	1484
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SCHEDULE 2 – CONT.***PRAIRIE RANCH COLOR PALETTE*****MASONRY COLORS*****Eldorado Stone – Faux Stone (Allied Building Products)***

<i>Style Type</i>	<i>Color</i>	<i>Grout Type</i>
Mountain Ledge:	Smokey, China, Warm Springs, Copper, Sycamore, Buckskin	Drystack
Stacked Stone:	Desert Shadow, Slate Gray, Mountain Blend, Oakwood	Drystack
Cliffstone:	Lantana, Mesquite, Ponderosa, Manzanita, Cambria	Drystack

Cultured Stone – Faux Stone (Rinker Materials, Inc.)

<i>Style Type</i>	<i>Color</i>	<i>Grout Type</i>
Pro-Fit:	Gray, Shale, Autumn, Mojave, Platinum	Drystack
Drystack Ledge:	Chardonnay, Cedar, Mist, Caramel	Drystack
Country LedgeStone:	Eucalyptus, Chardonnay, Aspen, Caramel, Buck's County, Shale, Mojave	Drystack/Std./ Overgrout

Robinson Rock – Natural Stone Thin Veneer (Rinker Materials, Inc.)

Rosa, Sierra, Regatta, Mesa Ridge, Arrowhead, Sand Dune

Robinson Brick – (Rinker Materials, Inc.)**Designer Classics**

Brimstone
Cajun
Cardondale
Charleston
Chestnut
Thundercloud
Waterlodge
Barnwood
Heritage Antique

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SCHEDULE 3

SPANISH COLONIAL COLOR PALETTE

ROOF COLORS

Approved Profiles: Barrel, “S” and low profile “S” tile

MonierLifetile

Espana - Standard Color-Thru

1ESCS6160, Autumn Blend
1ESCS6464, California Mission Blend
1ESCS6676, Desert Sunset
1ESCS6142, Rio Grande Blend
1ESCS0026, Sandstorm
1ESCS6100, Terra Cotta

Espana – Premium Color-Thru

1ESCS3940, Cliffside
1ESCS0939, Toast

Villa – Standard Color-Thru

1VICS6464, California Mission Blend
1VICS6169, Casa Grande Blend
1VICI0024, Desert Sage
1VICI7221, Redwood Blend

Eagle Roofing Tile

Camino Real – Premium

SMC8401, San Miguel
SMC8402, Mission Santa Cruz
SMC8403, Mission Santa Barbara
SMC8404, Mission San Juan
SMC8645b, Mission San Diego Brushed
SMC8807b, Mission Carmel Brushed

Cityscapes – Premium

SCC 8807, Monterey

American Heirloom – Premium

SHC 8708, Del Oro Blend
SHC8709, El Morado Blend
SHC 8710, Ladera Blend
SHC 8711, Puesta Del Sol Blend

Capistrano – Standard Integrals

3520, Weathered Terracotta Flashed
3522, Terracotta Flashed
3553, Sandstone Flashed
3576, Topanga

Capistrano - Blends

3605, San Benito Blend
3645, Sunrise Blend
3646, Sunset Blend

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SCHEDULE 3 – CONT.
SPANISH COLONIAL COLOR PALETTE

FIELD COLORS - *ICI Paint*

266 323 324 328 329 334 335 367 370 371 378 388 415
421 422 423 429 436 437 479 485 527 533 541 547 552
560 672

FASCIA COLORS - *ICI Paint*

196 198 200 202 204 263 265 304 314 319 321 322 356
365 401 408 1036 1104 1327 1332 1677

ACCENT COLORS - *ICI Paint*

122 163 167 197 198 205 1141 1179 1235 1289 1385 1386 1388

SCHEDULE 4

COUNTRY EUROPEAN COLOR PALETTE

ROOF COLORS

Approved Profiles: Slate

MonierLifetile

Standard Color - Slate

1STCS3233, Brown Blend
 1STCS1132, Charcoal Brown Blend
 1STCS4598, Forest Green
 1STCS5037, Natural Marble
 1STCS3374, Earth Brown

Premium - Slate

1STCS3958, Smokey

Eagle Roofing Tile

American Heirloom - Premium
 SHE8702, Rutland Blend
 SHE8714, Esmont Blend
 SHE8715, Roanoke Blend
 SHE9701, Vermont Variegated Blend

Cityscapes – Premium

SCB8801, New Orleans
 SCB8802, Nantucket
 SCB8805, Seattle

Bel Air – Standard

4548, Palo Verde

Bel Air – Ranges

4687, Gray Brown Range
 4689, Brown Range
 4606, Vallejo Range

Bel Air - Blends

4602, Concord Blend
 4626, Rancho Cordova Blend
 4634, Kings Canyon Blend
 4684, San Raphael Blend

FIELD COLORS – ICI Paint

208	211	225	271	327	334	378	381	386	393	418	421	431
436	468	469	479	484	485	523	533	537	545	556	598	629
651	745	749	756									

FASCIA COLORS – ICI Paint

161	188	202	203	265	266	321	324	450	460	523	561	567
585	663	681	903	905	909	1104	1333	1427	1586			

ACCENT COLORS – ICI Paint

21	22	122	126	198	981	1134	1141	1179	1235	1325	1385	1459
1526	1527	1528	1549	1595								

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SCHEDULE 4 – CONT.
COUNTRY EUROPEAN COLOR PALETTE

MASONRY COLORS

Eldorado Stone – Faux Stone (Allied Building Materials)

<u>Style Type</u>	<u>Color</u>	<u>Grout Type</u>
Rustic Ledge:	Cascade, Saddleback, Sawtooth	Drystack
Field Ledge:	Meseta, Andante, Umbria,	Overgrout
Limestone:	York, San Marino, Savannah	Overgrout

Cultured Stone – Faux Stone (Rinker Materials, Inc.)

<u>Style Type</u>	<u>Color</u>	<u>Grout Type</u>
Country Ledge:	Chardonnay, Aspen, Mojave, White Oak, Eucalyptus, Buck's County, Shale	Overgrout/Std.
Old Country Fieldstone:	Chardonnay, Romana, Riviera, Piedmont	Overgrout/Std.
Dressed Fieldstone:	Aspen, Cedar	Overgrout
Country Ledge & Dressed Fieldstone:	Chardonnay & Chardonnay, Aspen & Aspen	Overgrout
European Castle Stone:	Buck's County, Chardonnay	Overgrout/Std.

Robinson Rock – Natural Stone Thin Veneer (Rinker Materials, Inc.)

Canterbury
Tuscany
Grey Castle
Seabed
Cotswold
Irish Barn

Imexware – Natural Thin Veneer Marble, Split face (www.imexware.com 702-558-7774)

Battic
Brown
Oyster Grey
Pearl
Sand Beige
Almond
Cape Cod Gray

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SCHEDULE 5

TUSCANY COLOR PALETTE

ROOF COLORS

Approved Profiles: Barrel, “S” and low profile “S” tiles

MonierLifetile

Espana Standard Color-Thru

1ESCS6160, Autumn Blend
1ESCS6464, California Mission Blend
1ESCS6142, Rio Grande Blend
1ESCS6676, Desert Sunset
1ESCS7185, Washed Gold

Espana Premium Color-Thru

1ESCS3940, Cliffside
1ESCS0939, Toast

Villa – Standard Color-Thru

1VICS6464, California Mission Blend
1VICS6169, Casa Grande Blend
1VICS0024, Desert Sage
1VICS7221, Redwood Blend

Eagle Roofing Tile

Camino Real – Premium

SMC8402, Mission Santa Cruz
SMC8403, Mission Santa Barbara
SMC8645, Mission San Diego
SMC8807, Mission Carmel

American Heirloom – Premium

SHC 8708, Del Oro Blend
SHC 8709, El Morado Blend
SHC 8710, Ladera Blend
SHC 8711, Puesta Del Sol Blend

Capistrano – Standard Integrals

3520, Weathered Terracotta Flashed
3522, Terracotta Flashed
3530, Weathered Adobe
3576, Topanga

Capistrano - Blends

3605, San Benito Blend
3645, Sunrise Blend
3646, Sunset Blend

Malibu – Standard Integrals

2520, Weathered Terracotta Flashed
2522, Terracotta Flashed
2549, Santa Paula
2553, Sandstone Flashed
2576, Topanga

Malibu Blends -

2646, Sunset Blend

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SCHEDULE 5 – CONT.
TUSCANY COLOR PALETTE

FIELD COLORS - *ICI Paint*

320 322 323 325 335 364 366 371 414 420 421 424 437
 462 463 469 479 524 530 535 538 541 542 547 550 552
 610

FASCIA COLORS - *ICI Paint*

198 263 305 306 321 353 355 356 361 408 410 412 450
 512 515 579 585 682 691 905 982

ACCENT COLORS - *ICI Paint*

196 262 352 456 578 829 902 903 909 942 945 981 1386
 1389 1527 1530

MASONRY COLORS***Eldorado Stone – Faux Stone (Allied Building Materials)***

<i>Style Type</i>	<i>Color</i>	<i>Grout Type</i>
Fieldledge:	Meseta, Veneto, Andante, Umbria	Overgrout
Hillstone:	Lucero, Milano, Bergamo, Verona	Overgrout
Limestone:	York, Savannah, Castillo, Shilo	Overgrout
Cliffstone:	Lantana, Mesquite, Manzanita, Cambria	Drystack

Cultured Stone – Faux Stone (Rinker Materials, Inc.)

<i>Style Type</i>	<i>Color</i>	<i>Grout Type</i>
Old Country		
Fieldstone:	Chardonnay, Riviera, Romana, Piedmont	Overgrout/Std.

Robinson Rock – Natural Stone Thin Veneer (Rinker Materials, Inc.)

Tuscany	Elk Horn
Seabed	Coppercliff
Kensington	Indian Summer

CLIFF'S EDGE

COMMERCIAL DESIGN GUIDELINES

8.1 INTRODUCTION

Commercial parcels within Cliff's Edge shall be designed to complement the community identity and character envisioned for the overall master plan. This will be accomplished through the establishment of site planning, architectural and landscape design guidelines that reinforce the community theme.

8.1.1 GENERAL

The master developer can enforce more restrictive standards.*

8.2 SITE PLANNING GUIDELINES

In addition to providing for the immediate retail needs of residents and visitors of Cliff's Edge, the commercial centers should serve as a community "gathering place", through the use of pedestrian friendly features that encourage shoppers to stop and linger while enjoying a cup of coffee, reading the newspaper, or interacting with their neighbors in a pleasant environment.

Such spaces may be created through the use of shaded plazas and courtyards, trees, umbrellas, fountains, seating areas with tables, benches and chairs, interesting details and textures such as special paving, lighting fixtures, banners and flags, etc.

8.2.1 DEVELOPMENT STANDARDS

SETBACK CRITERIA

• From Master Plan Arterial to Building	20'
• From Master Plan Collector to Building	15'
• From Adjacent Parcel PL to Building ¹	15'
• From Master Plan Arterial to Parking	10'
• From Master Plan Collector to Parking	6'
• From Adjacent Parcel PL to Parking	6'

SITE COVERAGE

Maximum building coverage on a commercial parcel	50%
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PARKING

Minimum number of parking spaces	1 space per 250 square feet of gross leasable area, except for those uses specifically listed in the Las Vegas Municipal Code, Section 19.10.010, which shall prevail.
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1. Subject to the Residential Adjacency requirements in the Las Vegas Municipal Code, Section 19.08.060.

* Revision approved by City Council on April 4, 2007. MOD-19114

CLIFF'S EDGE

8.2.2 SITE ELEMENTS

Service Areas

Service areas (including storage, equipment maintenance and loading areas) are to be screened with landscaping and/or architectural elements so that, as much as possible, they are not visible from adjacent buildings and streets. Furthermore, service areas shall be positioned so that service vehicle activities do not disrupt the efficient flow of traffic. All loading and or servicing must occur entirely on-site; off-site service vehicle loading shall not be permitted.

Utility equipment and communication devices located on the ground must also be screened with landscape, decorative walls or other architectural elements in accordance with the approved materials palette, subject to review by the DRC. Architectural screening devices shall use materials and finishes consistent with those of the adjacent buildings and storage areas.

All outdoor areas of refuse collection must be contained by a solid perimeter wall with an opaque metal gate, providing visual screening. Materials and finishes for this enclosure must comply with those specified in Section 8.3.3 of this document. Refuse collection areas shall be designed to contain all refuse generated on-site and deposited between collections. Refuse collection areas should be designed and located within the individual properties or parcels so as to be convenient for depositing refuse generated on-site as well as to provide clear and convenient access for refuse collection vehicles, thereby minimizing wear-and-tear to on-site and off-site developments. Refuse receptacles may require compaction or self-sanitizing devices depending on the type and quantity of refuse generated by the occupants and use of the site. All refuse areas are to be kept clean, dry and free of odor. All “wet-type” refuse containers shall be designed to prevent leakage of liquids onto the property. The number and size for individual service areas shall be evaluated per building type and site at the time of submittal for design review by the DRC.

Site Utilities And Electrical Equipment

Wherever possible, exterior electrical equipment and transformers are to be hidden from view, particularly in areas of prime exposure such as streets, main entry drives, adjacent buildings and common areas (in conformance with utility requirements). To the extent permitted by the utility company or other relevant entity, transformers, utility boxes and risers that may be visible from any primary visual exposure area shall be screened with a solid (non-combustible) enclosure similar to that prescribed for refuse collection areas. Whenever possible, it is recommended that refuse containers and transformers be integrated into the same enclosure and that utilities be grouped together. Exterior-mounted electrical, building-mounted equipment shall not be permitted unless it is screened from public view.

Site Mechanical Equipment

All exterior components of heating, cooling and ventilation systems shall be hidden from view within the lot or from adjoining streets, lots and buildings. In the case of roof mounted mechanical equipment, building parapets shall be of such a height that roof mounted screening devices not be required. If building parapets do not provide the required screening, mechanical equipment shall be screened by an unobtrusive screening device that will appear as an integral part of the overall architectural design, constructed of complementary and durable materials and finished in a texture and color scheme complementary to the overall architectural design, subject to the review and approval of the DRC.

Grading and Drainage

Site grading shall provide adequate storm water run-off capability. Drainage systems shall be designed in accordance with the owners site engineering and hydrology study so as to maintain all-weather vehicular access on public streets, drives and in parking areas. Finish floor elevations shall be set according to applicable federal and local flood requirements. Site grading design should cause all water to drain away from buildings and shall complement and reinforce the architectural and landscape design character by helping to screen parking, loading and services areas while providing reasonable grade transitions contributing to the efficiency of on-site and off-site movement systems. Grade transition between lots shall be smooth. When grading is in public view, smooth slope transitions between grade changes shall be created. Retaining walls, garden walls and other such site features constructed immediately adjacent to or connecting with a building, must be constructed of a material that visually matches the exterior building or that is an integral material in the landscape. Retaining walls shall not exceed 3.5 feet in height. Grade changes that require retaining walls in excess of 6 feet must be terraced with a minimum three-foot separation between each wall. All retaining walls, however, must receive prior approval by the DRC.

Perimeter Walls

Decorative perimeter or retaining walls shall be constructed of approved building materials as outlined in the Entry and Wall section of this Design guideline document. (Section 6). In addition, freestanding walls shall be designed as an integral part of the architecture, complementing color, form and material of adjacent building and shall not abruptly encounter concrete curbs or sidewalk. No chain link or extensions or additions at the top of any retaining or perimeter walls shall be permitted.

8.3 ARCHITECTURAL GUIDELINES

The architecture of commercial buildings shall complement the overall community image envisioned for Cliff's Edge. The underlying intent is to allow for a variety of building sizes, types and uses to exist within each project while providing sufficient architectural direction to ensure a unified, cohesive development throughout the project. In all cases the Master Developer

CLIFF'S EDGE

reserves the right to approve deviations from the standards outlined herein if found to be in keeping with the original intent of this document.

8.3.1 BUILDING FORM AND MASS

Building forms shall be simple and well-proportioned resulting in a balanced composition of elements. A layering of planes and volumes shall provide a rhythm of dynamic building shadows. Free-standing structures should maintain these principles of form as well, in order to complement rather than unduly contrast with adjacent buildings. Proper attention should be given to the detail of building caps, providing shadow lines suggestive of a cornice element where appropriate to the architectural style of the building.

8.3.2 BUILDING HEIGHT

Building heights should be varied to provide visual interest to the commercial centers within Cliff's Edge. Tower elements or other prominent building features should be used to accentuate key elements such as building entries, and pedestrian nodes, plazas or courtyards.

Refer to the City of Las Vegas Municipal Code for maximum building heights. It is the responsibility of the parcel owner to be aware of any special conditions pertaining to a site and any height restrictions as a result of adjacencies, conditions of approval, Master Plan overlays, or development codes of the governing jurisdiction.

8.3.3 BUILDING MATERIALS

A unified appearance to a commercial site shall be accomplished through a consistent palette of materials used throughout a project. Painted stucco surfaces shall be of a light sand or smooth finish. All stucco surface finishes shall be subject to review and approval by the DDRC prior to construction. Accent materials should also be used to introduce a variety of textures and scales.

Acceptable building materials are as follows:

- Painted stucco walls
- Split face C.M.U.
- Honed C.M.U.
- Concrete Roof Tile
- Slate, Stone or Brick Accents
- Painted Metal (accent material)
- Glazing, Glass (see note)

*Concrete block and manufacturer shall be reviewed and approved by the DRC prior to product specification

Note: Highly reflective glass shall not be permitted.

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8.3.4 ROOF FORM

Roof form and materials must be integrated with the overall character of the development. Although most of the roof area of commercial buildings may be flat, visible elevations should be treated with sloping roof elements, including hips or gable forms to provide articulation and visual interest to the roofscape when viewed from eye level.

Roof material should always be concrete tile, unless it is a built-up flat roof screened by a parapet.

All roof mounted mechanical equipment must be screened by parapets or other building elements. Add-on screens, mansards or penthouses are not allowed.

8.3.5 COLOR

Refer to Section 7 for colors.

8.3.6 EXTERIOR SPACES

The local climate provides a comfortable outdoor environment for much of the year. Therefore, it is expected that habitable exterior spaces will be part of the design of each building (patios, courtyards, terraces, etc.). Pedestrian walkways should be of a material and pattern that will enhance the building design, as well as prevent cracks and breakage. Covered areas should be provided as sun shading for both people and structure. They may be extensions of the building, free-standing elements or landscaping (awnings, trellises, canopies, trees).

8.4 LIGHTING

The following lighting standards have been developed to ensure that lighting shall provide safety while appropriately illuminating any given space within the project, whether it be automobile parking, pedestrian walkway, outdoor activity, service area or otherwise. Lighting will be of a level adequate to provide ease of circulation throughout the site during the evening hours for both auto and pedestrian traffic. Architectural lighting of the landscape, walks, buildings, signage and other pedestrian oriented features is intended to be incandescent, warm tone color and of a low foot-candle level.

8.4.1 ILLUMINATION CRITERIA FOR PUBLIC PLACES

Foot candle levels shall conform with the lighting codes applicable to the governing jurisdiction in accordance with the specific project location and shall be applied to all public streets, parking lots or walkways throughout the development which will ensure a consistent pattern for safety and illumination throughout the project.

8.4.2 GENERAL REGULATIONS

Lighting Hierarchy

There is a basic hierarchy of lighting intended for the commercial parcels. Higher lighting levels, taller light standards and the use of metal halide shall be permitted within parking lots (not to exceed 35'). Internal drives shall be lined by shorter light standards (not to exceed 20') and architectural, accent light standards shall be used around entry signage (not to exceed 16').

Nuisance Lighting

Light sources in one place shall not become a nuisance for adjacent areas. All fixtures shall be glare shielded, low angle cut-off and shall contain the minimum foot-candle power or wattage that is needed to illuminate the target areas only. Lighting in any one place may not intrude into another in such fashion as to diminish the intent or mod of the lighting in that other place.

Fixtures

All architectural light fixtures and standards (bollard, sconces or other wise) shall be of a consistent character within each project. Style and finish of all parking and street light standards shall be in accordance with the specified fixtures outlined in this document. Furthermore, site lighting elements shall be used to provide visual accent and drama, reinforcing the architectural design concepts.

8.4.3 SECURITY LIGHTING FOR BUILDING EXTERIORS

Large area floodlights or standard dawn to dusk lights are not permitted. Spotlights highlighting areas may not be mounted above 15' from ground level (from the base of the fixture) and must be pointed towards the ground. Roof mounted spotlights are not permitted. Ground mounted spotlights or floodlights may be used providing they point toward the building and do not spill over into adjacent areas; cut-off shielding must be installed when necessary. All entrances and exits shall be illuminated to the required foot-candle requirement specified by current codes and requirements; entrances may be highlighted with architectural accent lighting.

8.4.4 PARKING LOT LIGHTING

The maximum height of parking lot light fixtures, measured from the base of the light standard to the top of the standard or fixture, shall not exceed 35' above ground level, measured from finish grade or finish pavement at the base of the light standard. All parking lots shall be lighted from the interior and/or at the edge of the parking lot and directed to the lot. Building mounted parking lot lighting shall not be permitted.

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8.5 LANDSCAPE STANDARDS

The objective of the landscape architectural design criteria is to establish a pleasant and attractive landscape framework for the development, while reinforcing the overall community image of Cliff's Edge. This framework will help provide design continuity and establish an identifiable visual character that enhances the development image and value of each parcel.

8.5.1 SAFETY

Locate plant material to ensure no visual encroachment into safe traffic sight lines while maintaining visibility of signage. In addition, hazards to pedestrians or traffic created by plant litter, overhanging branches, thorns, etc., must be held to a minimum and shall maintain a minimum vertical clearance of 15' between the street surface and overhanging trees. All landscaping shall comply with AASHYO site distances and safety guidelines.

8.5.2 GENERAL LANDSCAPE AREAS

General landscape areas are those outdoor spaces within a project site that are not specifically related to parking lots. They include parcel entries, pedestrian plazas, landscaped areas around buildings, and perimeter buffer areas. Guidelines for each type of area are listed below.

Parcel landscape should be accentuated with dense, cohesive planting schemes that form an attractive landscape statement. Planting theme can be informal or formal, but emphasis should be on strong groupings of similar plants rather than on many different species used in small quantities. Use of colorful plantings or flowering groundcovers, shrubs and/or trees is strongly encouraged.

Minimum sizes for plants is:

- Groundcovers: 1 Gallon
- Shrubs: 5 Gallons
- Trees: 36" Box

Pedestrian Plazas

Pedestrian plazas should be improved with plants that are colorful, fragrant and enhance user comfort, such as shade trees and evergreen buffers that block the wind or screen undesirable views. Plaza areas should be further defined with high quality site amenities, such as special paving, site furnishings, low water use fountains, seat walls, bollards, etc.

Landscape Areas Around Buildings

All land not covered by structures or developed as parking shall be landscaped with a minimum of 12% total landscape coverage of the site. Hardscape may be included within this coverage

CLIFF'S EDGE

provided that it reinforces the landscape theme. Of this 12% landscape coverage requirement, a maximum of 33% may be in the form of non-organic material and hardscape. All proposed plans must be submitted to, reviewed and approved by the DRC.

Perimeter Buffer Areas

In all areas where the project adjoins residential parcels, a landscape buffer shall be installed. This buffer shall conform with the buffering requirements set forth by the governing jurisdiction. All plant materials shall be evergreen and be selected from the approved plant list for screening.

8.5.3 PARKING LOTS

Use of large conical shaped trees is required within parking lots and around its perimeter to maximize shading of automobiles without obstructing views to signage. Planting fingers and medians shall be planted with the following minimum quantities:

- Single stall size planting area
(Minimum 1 planting area for every six parking spaces):
 - Groundcover Four 1 Gallon Plants
 - Shrubs Three 5 Gallon Plants
 - Trees One 24" Box
- Double stall size planting area
(Required at ends of parking bays)
 - Groundcover Eight 1 Gallon Plants
 - Shrubs Six 5 Gallon Plants
 - Trees Two 24" Box
- Landscape medians between parking bays:
 - Groundcover 1 Gallon spaced to provide full coverage
 - Shrubs 5 Gallon shrubs optional
 - Trees One 24" Box at max 36' on center

8.5.4 LANDSCAPE GRADING AND DRAINAGE

The following guidelines shall be employed in the preparation of grading and drainage plans:

- Minimize the visual impact of grading for drainage by keeping slopes to a minimum
- Maximize aesthetic berming in order to add depth to the landscape with relief of flatness

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- Create smooth transitions between parcel development and the street and adjacent parcels.
- Use planting and retaining walls to minimize the visual impact of grading.

Maximum and minimum slopes in planting areas are as follows:

- Turf: Max 4:1 min 1% for positive drainage
- Shrub and groundcover areas: Max 3:1 min 1.5% for positive drainage

All grading and drainage work must be done in accordance with the Storm Drainage Standards of the governing jurisdiction and with the owners hydrology and site engineering plans.

8.5.5 LANDSCAPE AREA SPECIFICATIONS

Unless otherwise stated, the minimum plant sizes are as follows:

- Groundcover 1 Gallon
- Shrubs 5 Gallons
- Trees 24" Box

The relationship of plant height, width and caliper to the container size shall meet the latest edition of the American Standard for Nursery Stock, released by the American Association of Nurserymen. All plant material shall be free of disease, of good habit and representing the best quality of their species.

All landscape maintenance shall be performed by the same contractor throughout the development, enhancing continuity in appearance. Landscape areas shall be maintained in good condition at all times, including regular pruning of trees and shrubs, fertilizing, watering, removal of dead plants or part of plants, replacement of plants and regular removal of debris and trash..

Mineral build up in the soil may be a threat to vigorous growth in certain species of plants. Several samples should be taken from on-site soil locations where planting is proposed for lab analysis and amendment recommendations. Mitigation and amendment recommendations should be followed to ensure sustainable plant growth.

Parcel developers shall select plants from the approved plant list. Use of plant that are not on the list is subject to DRC approval.

8.5.6 IRRIGATION

The objective for irrigation design is to create water management systems that are cost effective, durable, water efficient and low maintenance. Automatic underground irrigation systems are required for all landscape areas. Specific irrigation requirements are as follows:

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8.5.7 SITE AMENITIES

Site amenities include various elements used outdoors to create a unified look of quality and to provide a comfortable setting for outdoor activities. Site amenities used in individual parcels must be visually compatible with the overall project design scheme and with the site architecture. This will help maintain continuity and a high level of quality throughout the development's public and private outdoor settings.

Amenities include, but are not restricted to paving, signs, public phones, trash receptacles, benches, light fixtures, bollards, tree grates, etc. All walks, curbs, handicap access ramps shall conform with all applicable laws, codes and ordinances. Design of walks shall include "highlight" paving textures and colors to match the base palette.

8.5.8 APPROVED PLANT PALETTE

Refer to Section 5.2.1

8.5.9 PROHIBITED PLANT LIST

Refer to Section 5.2.2

8.6 SIGNAGE

The purpose of this Signage Criteria is to ensure visual coordination in exterior signage without denying individual expression or special identification through signage.

The criteria set forth herein is established to facilitate orderly sign development and the Developer may, in its sole discretion, add, delete or change this Signage Criteria provided, however, that no such addition, deletion or change shall affect any written approval delivered prior to the effective date of the revision, nor shall it be effective until approved by the City of Las Vegas.

8.6.1 SIGN CLASSIFICATIONS & REGULATIONS

1. Free Standing Project Identification Signs: These signs are free-standing pylon structures with the intent to advertise retail centers.
2. Monument Signs: These signs are ground mounted signs used to identify business names and tenants.
3. Internal Directional Signs: These signs are used to give directions to traffic or pedestrians or to give instructions as to special conditions.

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4. *Real Estate Signs:* This is a temporary sign advertising future development, use or availability for sale or lease of a specific lot or building, or listing the name or names of future owner or the identification of the business.
5. *Wall Signs:* This is a sign displayed upon or against the wall or parapet of a structure where the exposed face of the sign is in the plane parallel to the plane of the wall and extends not more than five inches (5") from the face of the wall.
6. *Window Signs:* Glass areas of storefronts, offices and sales offices may contain graphics, logos, name, address, hours of operation and entrance/exit information only.
7. *Marquee/Special Signs:* Marquees, changeable copy or otherwise special signs are permitted only for an owner/tenant of special character, provided same are approved in writing by the owner.

8.6.2 SIGN AREA MEASUREMENTS

The sign area shall be subject to the City of Las Vegas sign code in Title 19, Zoning, Section 19.14.(F).

8.6.3 SIGN TYPE

Refer to 8.6.1

8.6.4 GENERAL REGULATIONS

1. *Building Mounts:* All signs attached to buildings shall be flush mounted or meet the Projecting Sign requirements. No signs are permitted on building mechanical penthouses.
2. *Prohibited Signs:* The following types of signs are prohibited: (i) mobile, A-frame and portable signs; (ii) signs which emit noise via artificial devices; and (iii) signs which produce odor, smoke, fire or other such emission.
3. *Exemptions:* The following signs are exempted from these criteria: (i) official government notices posted by government offices in the performance of their duties to control traffic or to provide warning; (ii) temporary decorations or displays which are clearly incidental to and are customarily associated with any national, local or religious holiday or celebration; (iii) temporary or permanent signs erected by a public utility company construction company to warn of dangerous or hazardous conditions; (iv) street address numbers; (v) commemorative tablets made an integral part of the structure; and (vi) government flags which do not exceed one hundred (100) square feet in area and forty (40) feet in height.

4. **Typeface:** The typeface and graphics of all signs must be easily read and be in scale with the architectural design of the building, wall or sign on which the typeface and graphics are mounted. Approval of typeface and graphics in this regard shall be by the Architectural Review Committee (ARC).
5. **Messages:** Sign messages are limited to business name, generic product information, logo, entrance and exit directions and, in case of financial institutions and food service drive-through facilities, detailed product information and pricing menu boards.
6. **Materials:** All signs should be made of durable, hard and long-lasting materials designed to be in character with the architecture of the Center. Screws, nails and fasteners must be made of non-corrosive material, deemed compatible by the ARC.
7. **Safety:** No sign shall be permitted which is structurally unsafe or constitutes a hazard to safety or health by reason of design, construction, installation, inadequate maintenance or dilapidation. Signs which create an unsafe visual distraction, physical barrier or obstruct the view of motor vehicle operators or pedestrians shall not be permitted.

If a non-customer door is required for receiving merchandise, merchant's name and address may be applied to the door, provided the numbers and/or letters shall be black and no more than three inches (3") high and the top of the numbers and/or letters shall be three feet (3') below the top of the door on which they are applied.

If required by the U. S. Post Office, street address numbers may be placed upon the main entrance to the premises, but size, type, color and location of numbers shall be determined by the Developer.

8.6.5 BUILDING OWNER/TENANT RESPONSIBILITIES

1. Each owner/tenant, prior to applying to the City of Las Vegas for permits and prior to fabrication, shall submit to the ARC or his agent for approval, at least three (3) copies of detailed drawings indicating the location, size, layout, design and color of the proposed sign, including all lettering, locations, and graphics.
2. All signs shall be reviewed by the ARC or his agent for conformance with this criteria and overall design quality. Approval or disapproval of sign submittals based on aesthetics, design, or location shall remain the sole right of the ARC. No signs shall be fabricated or installed until such approval has been granted in writing by Developer. Any installed non-conforming or unapproved sign must be brought into conformance by and at the expense of the owner/tenant within ten (10) days after notification by ARC.
3. All permits for signs and installation thereof shall be obtained by the owner/tenant or his representative. The expense of fabrication and installation of all signs, including permits,

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shall be the responsibility of the owner/tenant, who shall also be responsible for compliance with all applicable codes and with these criteria.

4. Owner/tenant shall install all required signs no later than thirty (30) days following the date owner/tenant opens his shop for business.
5. Owner/tenant shall be responsible for the manufacture, complete installation and maintenance of all signs.
6. Owner/tenant shall be fully responsible for the option and compliance of owner/tenant sign contractors.
7. Owner/tenant sign contractor shall repair any damage to any portion of the structure and finish caused by his work.
8. All penetrations of the building structure required for sign installation shall be sealed in a watertight condition and shall be patched to match adjacent finish.
9. All signs installed by owner/tenant shall be maintained by owner/tenant like new condition and working order. ARC shall not be responsible for any damages to owner/tenant signs, regardless of source, unless said damage was the direct results of the developer or developer's agents' actions.

8.6.6 SIGN CONTRACTOR

1. All fabrication and installation to be done by a properly licensed electrical sign contractor.
2. Sign contractor shall carry Workmen's Compensation and Public Liability Insurance against all damage suffered or done to any all persons and/or property while engaged in construction or erection of signs in the amount of \$1,000,000. Sign contractor shall furnish evidence of said insurance to ARC prior to fabrication or installation.
3. Owner/tenant sign contractor shall completely install and connect sign display. Sign contractor is responsible for inspecting and accepting all existing conditions. If electrical power is required, then sign contractor must inform owner/tenant.
4. Owner/tenant's sign contractor understands and agrees that the owner/tenant is solely responsible for payments of any kind to the sign contractor, and further agrees not to make any claim or lien against the ARC for non-payment.
5. For quality and consistency of this criteria, DRC suggests the use of:
Young Electric Sign Company
5119 S. Cameron Street
Las Vegas, Nevada 89118

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702-876-8080

Rich Hinshaw

8.6.7 FABRICATION & GENERAL CONSTRUCTION REQUIREMENTS

1. Sign fabrication and construction requirements will be based on the sign classification supported with manufacturer's design prints. No fabrication of any signage will be allowed without DRC's written approval. This master sign plan will be amended in the future to include:
 - a. A development site plan showing sign locations of the various sign types.
 - b. Design prints on each sign type showing construction call outs and sizes.
 - c. Building elevations showing allowed wall sign area, construction call outs and method of attachments.

DESIGN REVIEW

9.1 INTRODUCTION

The Master Developer shall administer all project submittals and approvals for development within Cliff's Edge with regard to the implementation of the Design Guidelines. The procedure described below shall be used to administer the implementation process. The Master Developer will enter into a development agreement with the city requiring the implementation process.

As an expression of the Master Developer's vision for Cliff's Edge, the Design Guidelines are intended to provide builders, architects, civil engineers, and others an overall direction in the design process. The criteria contained within the Design Guidelines provides examples of ways in which the vision can be achieved, however, the Master Developer strongly encourages creativity, innovation, and variety throughout Cliff's Edge. Builders may propose other design solutions to project development, as long as the overall intent of the community vision and Design Guidelines is achieved.

All project submittals, whether designed in strict accordance with the design criteria contained herein or with other design solutions not specifically addressed in the Design Guidelines, will be reviewed by the Master Developer to ensure that all projects achieve the goals and objectives of the Master Developer's vision as expressed throughout the Design Guidelines document.

9.2 IMPROVEMENTS REQUIRING REVIEW

All parcel improvements by the builder will require review and approval by the Master Developer. Improvements requiring review include but are not limited to commercial and residential product including new construction, remodels, landscape, signage, and amenities such as parks, open play areas or community facilities and ancillary structures.

The Master Developer has the sole responsibility to enforce the Design Guidelines for Low Density Residential, Medium Low Density Residential and Residential Small Lot developments. The Master Developer shall review those developments and report to the City of Las Vegas prior to the City processing any building permit or subdivision map applications.

The City and the Master Developer have joint responsibility to enforce the Design Guidelines with respect to Medium Density Residential and Village Commercial developments. These developments shall be reviewed first by the Master Developer, then by the City in accordance with the procedure set forth in the Development Agreement between the City and the Master Developer.

9.3 DESIGN REVIEW COMMITTEE

The Master Developer shall establish a Design Review Committee (DRC) to review each project submittal. The DRC shall consist of representatives from the Master Developer along with an

architectural consultant, landscape consultant, and civil engineering consultant. In addition, the DRC may consult with other professional advisors as deemed appropriate. Projects for design review shall be submitted to the Design Review Committee at the address listed below. Complete submissions are required in order for the DRC to make an expeditious review.

DESIGN REVIEW COMMITTEE

Cliff's Edge LLC
3455 Cliff Shadows Parkway
Suite 220
Las Vegas, NV 89129

The Master Developer will develop and provide to the City of Las Vegas staff a schedule of Design Review Committee meeting dates and times to ensure appropriate coordination of project reviews. Multi-family and commercial project submissions to the Design Review Committee will also be reviewed by City of Las Vegas staff. The Master Developer will ensure that such submissions are submitted to City of Las Vegas staff in a coordinated fashion to make certain that a timely review of these projects by City staff is possible.

9.4 SUBMITTAL REQUIREMENTS

Two sets of the following items are required for submittal of production residential development plans prior to submittal to the City of Las Vegas. A Submittal Application and Checklist for Design Review must be submitted to the Design Review Committee and may be found at the end of this document.

Preliminary Concept Site Plan (Per Production Neighborhood; 1" = 40')

The purpose of this submittal is ensure that the overall concept of the neighborhood design, particularly regarding the layout of proposed streets and lots, is consistent with the intent of the design guidelines *before* the builder begins preparation of tentative tract maps. The following are required elements of the Preliminary Concept Site Plan submittal:

- Conceptual street layout
- Conceptual lot layout
- Proposed pedestrian connections
- Adjacent streets and open space

Detailed Development Plan (Per Production Phase; 1' = 40')

- Proposed street locations and dimensions
- Proposed lot lines and dimensions
- Proposed pedestrian connections

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- Pre-plotting of units along parcel edges that are visible from master planned roads and open space
- Building footprints (Model and elevation must be specified)
- Driveway and/or alley placement
- Wall and Fence locations and heights
- Adjacent street(s) and open space
- Location of all required parking

Architectural Plans

- Floor plans with dimensions (1/8" = 1' - 0" or 1/4" = 1' - 0")
- Elevations for all four sides with dimensions (1/8" = 1' - 0" or 1/4" = 1' - 0"). Material call-outs and depth of recesses or pop-outs should be identified
- Floor area calculations including 1st floor living area, 2nd floor living area, and garage square footage
- Typical lot for each floor plan indicating building footprint, setback requirements, driveway locations, and sidewalk locations.

Material and Color Sample Board (Maximum Size of Board(s): 11" x 17")

Actual samples mounted on boards of the following:

- Primary stucco material sample and color(s)
- Secondary stucco material sample and color(s)
- Accent and trim material sample and colors
- Accent material samples (Stone, Brick, Etc.)
- Roof tile (Material and Color)

Landscape Plan (1" = 40')

- Street tree species, size and location
- Neighborhood entries
- Planting and fencing details

9.5 PLAN CHECK FEES

The following plan check fees shall apply to the design review process:

- Preliminary Concept Site Plan: \$0
- Initial Full Submittal including: \$0
 - Detailed Development Plan
 - Architectural Plans
 - Material and Color Sample Board

CLIFF'S EDGE

- Landscape Plan
- Subsequent Submittals (if necessary): \$500 per submittal

Upon review of the submittal, additional fees may be required to cover expenses incurred by the DRC. The plan check fee shall be submitted to the following:

CLIFF'S EDGE, LLC
3455 Cliff Shadows Parkway, Suite 220
Las Vegas, NV 89129
Telephone: 702 / 242-4949

9.6 DESIGN REVIEW AND APPROVAL PROCESS

The Design Review Committee (DRC), established by the Master Developer, shall review each project submittal. Within 21 working days of receipt of a complete submittal, the DRC shall recommend **"approved"**, **"approved with modifications"**, or **"denied"**. Failure to approve is denial. The DRC shall summarize its finding in a written response letter to the Master Developer. The Master Developer shall make the final decision regarding approval of the submittal.

The DRC shall review each submission for the design's commitment to overall community development and adherence to these Design Guidelines. The DRC is not responsible for the review of submissions to determine conformance to any applicable codes and standards established by public agencies.

Submittals that are "Approved" by the DRC may then be submitted to the City of Las Vegas, if required. The Master Developer expects that its Development Agreement with the City will require city review of multi-family and commercial projects. Submittals that are "Approved with Modifications" or "Denied" shall be revised as necessary and re-submitted to the DRC for approval. All submittals must be approved by the DRC prior to submission to the City of Las Vegas or other public agencies.

9.7 ADMINISTRATION

9.7.1 AMENDMENT

The Design Guidelines may be amended from time to time by the Master Developer in accordance with the approved Development Agreement.

9.7.2 PREVALENCE OF DECLARATION

In the event of any conflict between the provisions of the Design Guidelines and the Master Declaration of Covenants, Conditions and Restrictions for Cliff's Edge, the most restrictive shall prevail.

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9.7.3 MISCELLANEOUS

All items submitted during the review process shall become the property of the Master Developer. Changes to the approved plans shall be re-submitted to the DRC for approval and shall clearly identify the revision(s).

9.7.4 PROSECUTION OF WORK AFTER APPROVAL

After approval of the final plans by the Master Developer, the construction, alteration or other work described therein shall be commenced and completed in accordance with the rules set forth in these Design Guidelines and the Declaration. The Master Developer or its representative has the right to enter the lot or premises and to inspect the project for compliance with the Design Guidelines or Declaration at any time, without advance notice to the lot owner nor fear of trespass and liability.

9.7.5 VIOLATIONS

Construction deemed by the Master Developer to be in violation of approved drawings, the Design Guidelines, or the Declaration shall be corrected as described in the Declaration.

9.7.6 RECORDATION OF NOTICE

Upon approval of the final plans, the Master Developer shall, upon written request from the applicant, provide a statement of approval in a form appropriate for recordation. The Master Developer may also record a notice to reflect any work which has not been approved or any approval previously given which has been revoked.

9.7.7 RULE MAKING AUTHORITY

The Master Developer adopts these Design Guidelines for the purpose of interpreting, applying, supplementing and implementing the provisions of the Declaration pertaining to the design of site improvements. A copy of the Design Guidelines as from time to time adopted, amended or repealed, shall be maintained in the office of the Master Developer and the City of Las Vegas, and shall be available for inspection during normal business hours by any applicant or any architect or agent of any such applicant. It shall be the responsibility of the applicant or architect or agent of any such applicant to inform themselves as to any and all such changes of these Design Guidelines.

9.7.8 LIABILITY OF COMMITTEE

Provided that the Master Developer acts in good faith, neither the Master Developer nor any representative thereof shall be liable to any applicant or any other person for any damage, loss or prejudice suffered or claimed on account of the review of any plans, specifications or materials. The review and delivery of a form of approval or disapproval is not to be considered an opinion as to whether or not the plans are defective or whether the construction methods or performance of the

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work proposed therein is defective, or whether the facts therein are correct or meet Las Vegas Building Codes.

9.7.9 PROFESSIONAL ADVICE

The Master Developer may employ the services of an architect, attorney, land planner, landscape architect or engineer to render professional advice and may charge the cost for services of such a professional to the applicant, but only after the applicant has been informed in advance such compensation shall be so charged.

CLIFF'S EDGE PROJECT PLAN

Submittal Application and Checklist For Design Review

Applicant Information

Date:

BUILDER	_____	TELE	()	_____
ADDRESS	_____	FAX	()	_____

TRACT NO.	_____			
ARCHITECT	_____	TELE	()	_____
ADDRESS	_____	FAX	()	_____

LANDSCAPE				
ARCHITECT	_____	TELE	()	_____
ADDRESS	_____	FAX	()	_____

SUBMITTALS REQUIREMENTS

The approval of any design element by the DRC does not supersede the requirement to conform to any applicable codes standards established by the public agencies.

☐

1. PRELIMINARY CONCEPT SITE PLAN

- Conceptual street layout
- Conceptual lot layout
- Proposed pedestrian connections
- Adjacent streets and open space

☐

2. DETAILED DEVELOPMENT PLAN

- Proposed street locations and dimensions
- Proposed lot lines and dimensions
- Proposed pedestrian connections
- Pre-plotting of units along parcel edges visible to master planned roads or open space.
- Building footprints (Model and Elevations specified)
- Wall and fence locations and heights
- Location of all required parking

☐

3. ARCHITECTURAL PLANS (1/4" or 1/8" Scale)

- Floor Plans w/ dimensions
- Elevations for all sides w/ dimensions. Material call-outs and depth of recesses or pop-outs identified
- Call-outs and depths of recesses or pop-ups identified
- Floor area calculations including
 - 1st floor living area
 - 2nd floor living
 - Garage square footage

Typical lot for each floor plan indicating and building footprint, setbacks, driveway and sidewalks locations.

☐

4. MAT'L & COLOR SAMPLES

- Actual samples or boards of :
 - Primary Stucco Color(s)
 - Secondary Stucco Color(s)
 - Accent and Trim Colors
 - Accent Materials (Stone, Brick, Etc.)
 - Roof tile (Material and Color)

☐

5. LANDSCAPE PLANS

(30 Scale Minimum)

- Street tree species, size & location
- Neighborhood entries
- Planting and fencing details

☐

6. PRELIMINARY CHECK FEES

- Concept Site Plan \$0
- Initial Full Submittal \$0
- Detailed Development Plans
- Architectural Plans
- Material and Color sample boards
- Landscape Plans

Additional fee (if imposed by DRC)

- Subsequent \$ 500 each
- Submittals (if req'd)

APPENDIX-A*

SIGN GUIDELINES

* Revision approved by City Council on April 4, 2007. MOD-19114

CLIFF'S EDGE

Design Guidelines
September 19, 2007



FOCUS[™]
PROPERTY GROUP

| *Land for Living*

Builder Sign Guidelines



PROVIDENCE
Master Planned Community

REVISED 2.02.07

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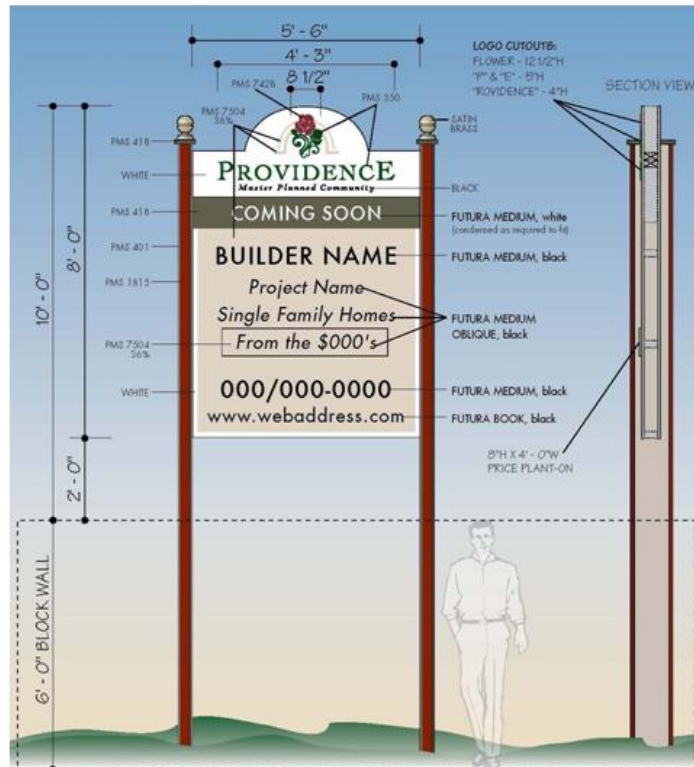


General Requirements

Conformance

A sign shall be erected, placed, established, relocated, painted, created, or maintained within the Master Planned Community of Providence only in conformance with the standards, procedures, exemptions and other requirements of Chapter 19.14 of the City of Las Vegas Municipal Code.



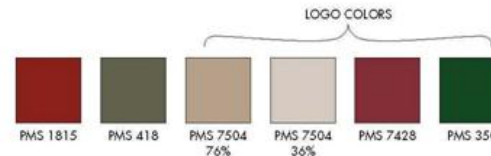


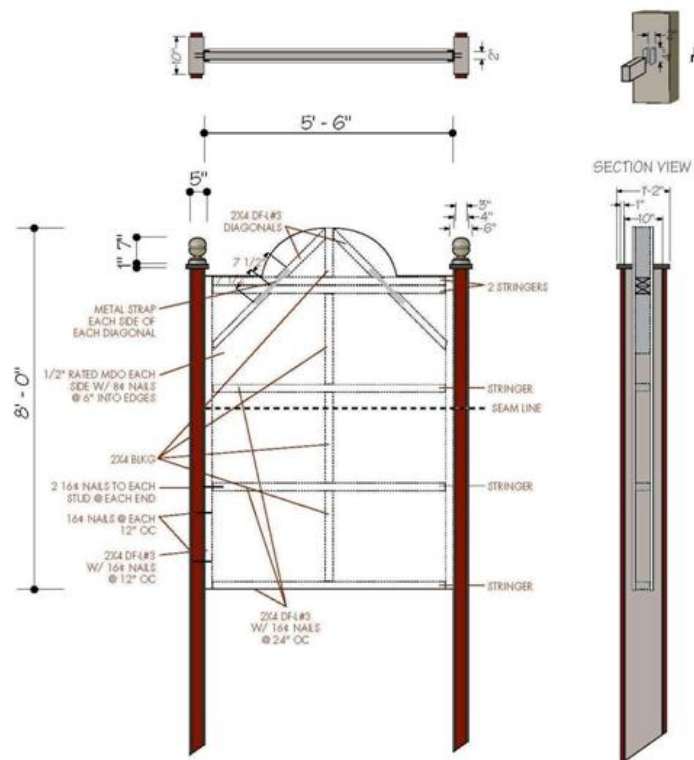
Builder Onsite Community Sign (Project Identification)

Temporary builder onsite community signs will be constructed to inform potential homeowners of projects within the master planned community of Providence, and will be located at the major entrances of the subdivisions with the approval of Focus Property Group, Design Review Committee. The design style of these signs is consistent with the precedent established by the kiosk directional signs. Each builder will be allowed 1 (one) builder onsite community sign. Builder logos are allowed. No community logos are allowed.

SPECS

- Wood face, cut to shape & painted
- Logo: arch & tagline copy are smooth, with 1/4" thick acrylic cutout flower & "Providence"
- Wood posts; cedar Island Post Cap #JT41 jumbo 6" Queen Anne finials painted to match satin brass





SCALE: 3/8" = 1' - 0"



Builder Onsite Community Sign (Project Identification)

Construction details. See page 1 for design layout.

Minimum setbacks and separations.

- (a) 10 feet from any public right-of-way
- (b) 50 feet from any other on-premise, off-premise or subdivision development sale sign.

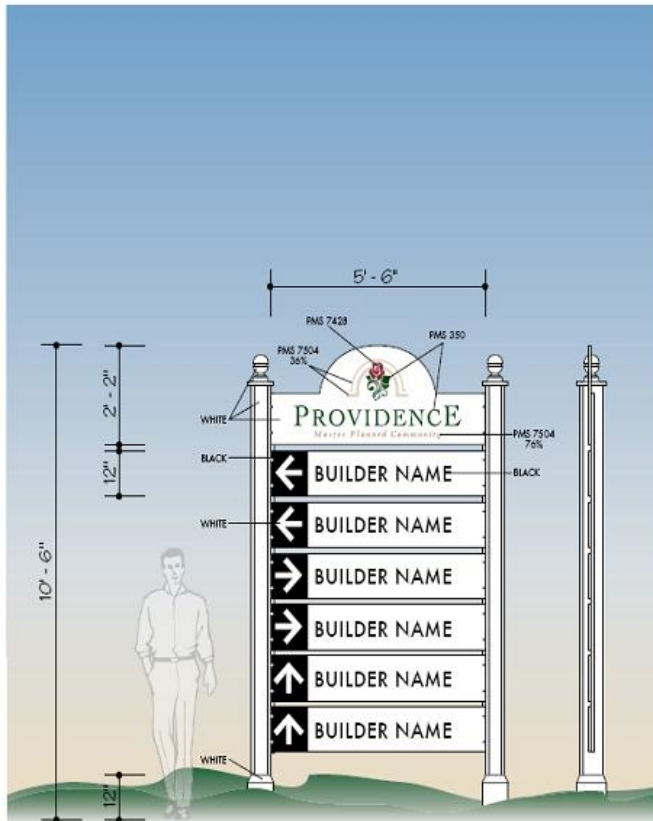
Additional standards. The sign shall be a freestanding sign that is firmly secured in the ground, as approved by the Building Official.

Illumination permitted. Direct white light or internal illumination only.

Certificate required. Yes. The certificate application shall be accompanied by:

- (a) A site plan that clearly depicts the location of the proposed sign; description, drawing or picture of the proposed sign and description of the means by which it will be secured; and
- (b) Written authorization of the placement of the sign from the owner(s) of the property or from the owner's duly authorized agent on which the sign is to be located.

Duration of Certificate. The certificate shall be valid for 24 months or until the last unit or lot is sold, whichever occurs first. At the time, the sign shall be removed unless a new certificate has been obtained. The property owner(s) and certificate holder shall each be responsible for maintenance and removal of the sign.



Kiosk Sign

An internal kiosk sign program will be used to not only highlight the individual neighborhood names, but also the guest builders of those neighborhoods. The kiosks will be located at all critical locations providing direction to all neighborhoods. Structures are constructed of metal and will have removable panels. For safety reasons the hierarchy or order in which the panels will appear on the sign, will be determined by the following system: left turn panels will be installed first or at the top of the sign face, right turn panels will follow, and straight ahead panels will be last or at the bottom. There will be a maximum of six panels per sign face and only one panel per subdivision will be allowed. These kiosks are intended to be temporary and will be removed when the neighborhoods are occupied. Any deviation of these guidelines must be approved by the Focus Property Group, Design Review Committee.

Minimum setbacks and separations.

- (a) 50 feet from any other on-premise, off-premise or subdivision development sale sign.

Additional standards. The sign shall be a freestanding sign that is firmly secured in the ground, as approved by the Building Official.

Illumination permitted. Direct white light or internal illumination only.

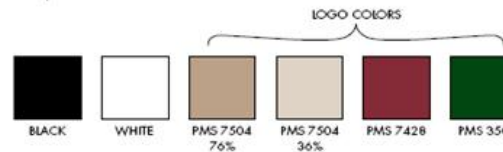
Certificate required. Yes. The certificate application shall be accompanied by:

- (a) A site plan that clearly depicts the location of the proposed sign; description, drawing or picture of the proposed sign and description of the means by which it will be secured; and
(b) Written authorization of the placement of the sign from the owner(s) of the property or from the owner's duly authorized agent on which the sign is to be located.

Duration of Certificate. The certificate shall be valid for 24 months or until the last unit or lot is sold, whichever occurs first. At the time, the sign shall be removed unless a new certificate has been obtained. The property owner(s) and certificate holder shall each be responsible for maintenance and removal of the sign.

SPECS

- Metal structure & panels, powder coated
- Logo: arch & tagline copy are smooth, with 1/4" thick acrylic cutout flower & "Providence"
- Metal posts & custom metal finials to match Island Post Cap #JT41 jumbo 6" Queen Anne





6X4 FLAGS

- SUB -- 2-PANEL NOAH LAMPORT FLAG MATERIAL WITH SCREENPRINTED LOGO & 4" SIDE SLEEVE
- LEFT SIDE -- #UV342/FOREST GREEN
- RIGHT SIDE -- #31521/MAROON
- LOGOTYPE -- WHITE
- POLE -- STANDARD WHITE 2" FLAG POLE

Community Flags

Temporary community flags will be used in clusters around the main community entrances. These flags will serve to alert the public of ongoing sales activity within Providence. The design style of these flags is determined by the builder. Community flags or builder flags may be used. The maximum number of flags allowed per community is 15 (fifteen). Maximum size is 30 (thirty) square feet per flag. Any deviation of these guidelines must be approved by the Focus Property Group, Design Review Committee.

Standards:

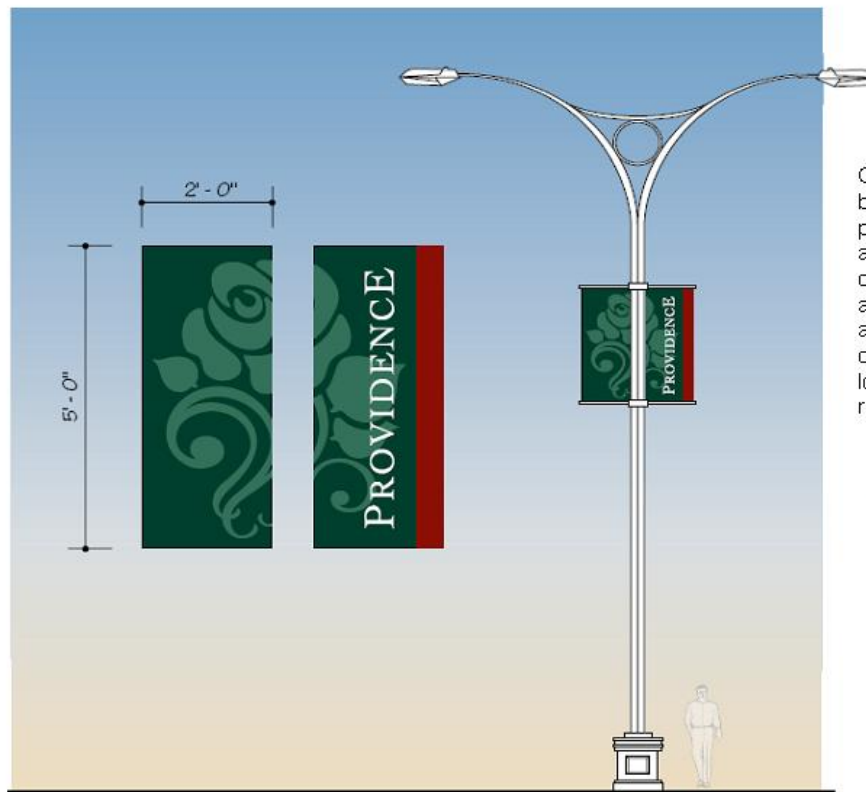
1. Minimum setback: five feet from all property lines
2. Illumination permitted: no
3. City of Las Vegas sign certificate required: no



Banners

No banners are permitted on walls or trailers. Any deviation of these guidelines must be approved by the Focus Property Group, Design Review Committee.





ELEVATION SCALE: 3/16" = 1' - 0"

SCALE: 1/2" = 1' - 0"

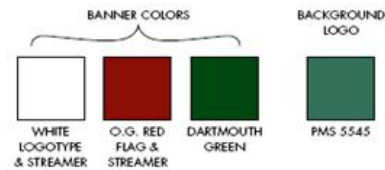


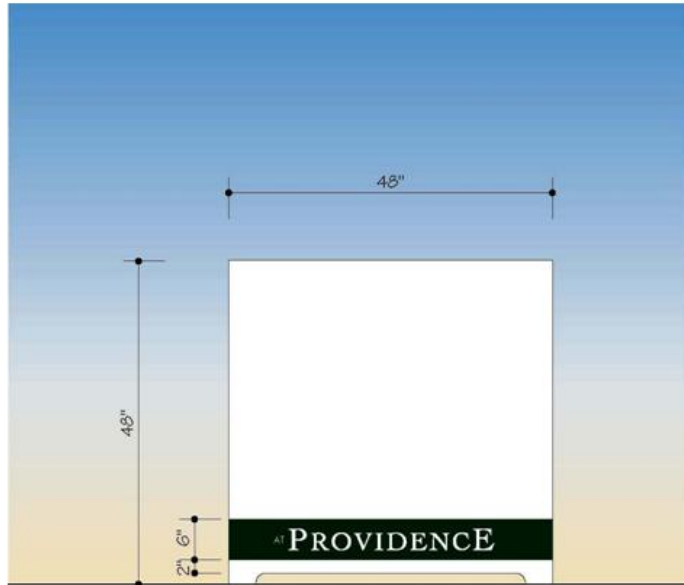
Avenue Banners

Community avenue banners are changeable banners that line the main streets within the master planned community of Providence. They will identify and decorate the community and help to announce community events, openings and seasons. Banners associated with subdivision opening will not contain any advertising copy other than the name and logo of the builder and/or the subdivision. The use and location of these banners will be regulated by the master developer.

SPECS

- 1 & 2-panel banner material with screenprinted graphics & logotype





A-Frames

Two (2) temporary a-frame signs are allowed at community entrances only. These signs will serve to alert the public of ongoing sales activity within Providence. The design style of these signs, with the exception of the 6 inch high "at Providence" color band, will be determined by the builder, and does not need to be submitted to the Focus Property Group, Design Review Committee for approval. Single- or double-faced a-frame signs are allowed. Required sign size is 4 feet high by 4 feet wide. Any deviation of these guidelines must be approved by the Focus Property Group, Design Review Committee.

City of Las Vegas sign certificate required.

- (a) A temporary sign certificate is required for a temporary special event.
- (b) The certificate allows the holder to display temporary event signs on the lot where the event is to occur. Temporary special event signs may be displayed by the same business license holder on the same lot up to four times in any one calendar year. The aggregate time of display of such sign shall not exceed 60 days in any calendar year.

SPECS

- Single- or double-faced wood, cut to shape with boxed-in sides & hand holds
- "at Providence" is white on pms 350/green
- Portions of sign above & below "at Providence" to be determined by builder



Builder Onsite Signs

Temporary community onsite signs (sales information sign, model identification signs, and parking sign) are allowed at each community. These signs will serve to alert the public of ongoing sales activity within Providence. Each Builder is allowed one (1) sales information, and one (1) parking sign. The quantity of model identification signs and the design style of the onsite signs will be determined by the builder, and does not need to be submitted to Focus Property, Design Review Committee for approval. Any deviation of these guidelines must be approved through the Focus Property Group, Design Review Committee for approval.

SPECS

- To be determined by builder





Community Onsite Signs

Signs to direct consumer traffic through master plan community and builder communities. Any deviation of these guidelines must be approved by the Focus Property Group, Design Review Committee.

Temporary kiosk signs (4 x 2) will be used until completion of landscape/streetscape at which time the permanent kiosks will be placed.

Locations of Signs:

Locations within full streetscapes and or median are allowed and will be determined by master developer as community deployment occurs.

Minimum setbacks and separations.

(a) 50 feet from any other on-premise, off-premise or subdivision development sale sign.

Additional standards. The sign shall be a freestanding sign that is firmly secured in the ground, as approved by the Building Official.

Illumination permitted. Direct white light or internal illumination only.

Certificate required. Yes. The certificate application shall be accompanied by:

- (a) A site plan that clearly depicts the location of the proposed sign; description, drawing or picture of the proposed sign and description of the means by which it will be secured; and
- (b) Written authorization of the placement of the sign from the owner(s) of the property or from the owner's duly authorized agent on which the sign is to be located.

Duration of Certificate. The certificate shall be valid for 24 months or until the last unit or lot is sold, whichever occurs first. At the time, the sign shall be removed unless a new certificate has been obtained. The property owner(s) and certificate holder shall each be responsible for maintenance and removal of the sign.



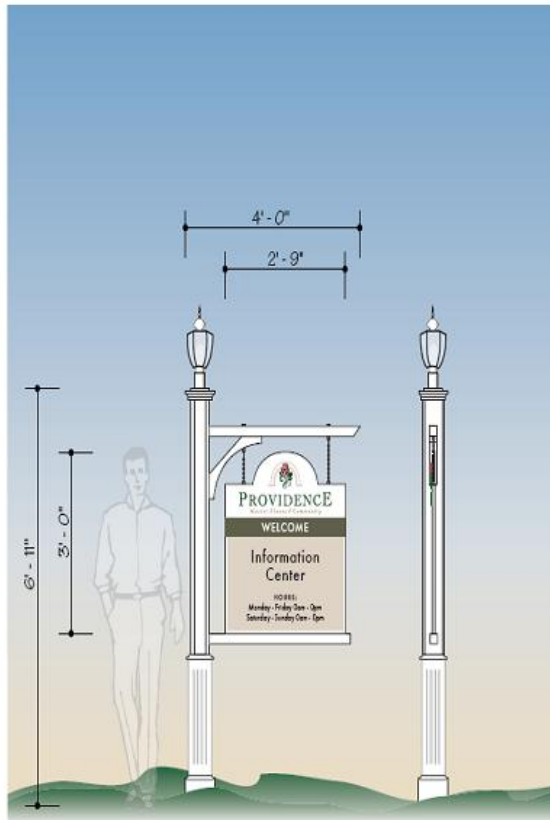
Map of Temporary Community Onsite Signs

Signs to direct consumer traffic through master plan community and builder communities. Any deviation of these guidelines must be approved by the Focus Property Group, Design Review Committee. Temporary kiosk signs (4 x 2) will be used until completion of landscape/streetscape at which time the permanent kiosks will be placed.

Locations of Signs:

Locations within full streetscapes and or median are allowed and will be determined by master developer as community deployment occurs.





Minimum setbacks and separations.
10 feet from any public right-of-way
50 feet from any other on-premise, off-premise or subdivision development sale sign.

Additional standards. The sign shall be a freestanding sign that is firmly secured in the ground, as approved by the Building Official.

Illumination permitted. Direct white light or internal illumination only.

Certificate required. Yes. The certificate application shall be accompanied by:

A site plan that clearly depicts the location of the proposed sign; description, drawing or picture of the proposed sign and description of the means by which it will be secured; and

Written authorization of the placement of the sign from the owner(s) of the property or from the owner's duly authorized agent on which the sign is to be located.

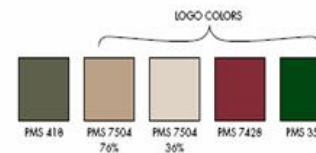
Duration of Certificate. The certificate shall be valid for 24 months or until the last unit or lot is sold, whichever occurs first. At the time, the sign shall be removed unless a new certificate has been obtained. The property owner(s) and certificate holder shall each be responsible for maintenance and removal of the sign

Sales Information Sign

Individual builder sales information signs are per builders specifications and do not need to be approved. This is an example of the style of sign that will be at the Providence Information Center.

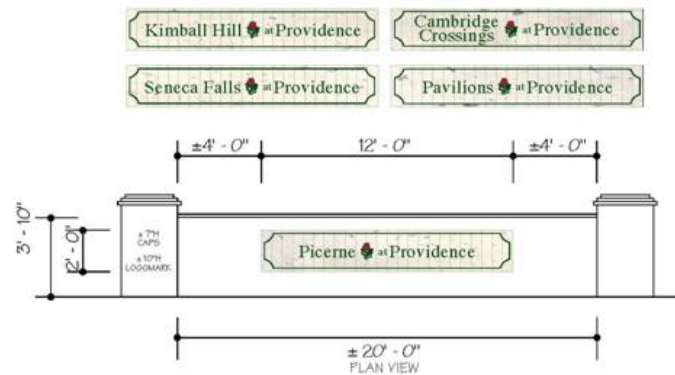
SPECS

- Wood post structure painted white, with lantern
- Wood or metal hanging sign face with painted backgrounds
- Logo: arch & tagline copy are smooth, with 1/4" thick acrylic cutout flower & "Providence"



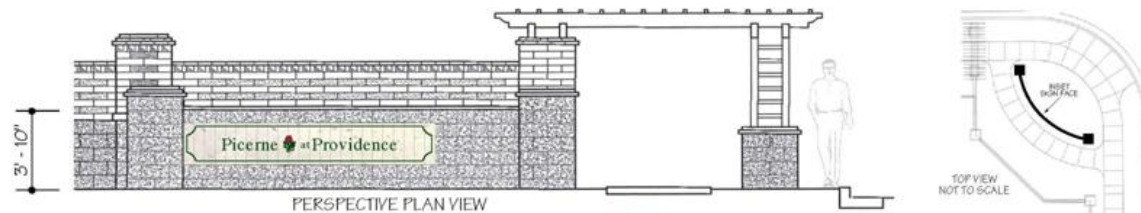
Permanent Community Entry Monumentation

Permanent entry monuments will be located at community entrances within Providence. They will serve to highlight entrance streets leading to the individual communities and will help carry the theme throughout the master plan. This is the only acceptable design allowed for this sign type. All community entry monuments must be approved by the Focus Property Group, Design Review Committee. A City of Las Vegas sign certificate is required. Illumination of permanent entryway signs shall be in accordance with Las Vegas Municipal Code Title 19 which requires the illumination be reviewed and approved administratively by the Planning and Development Department.



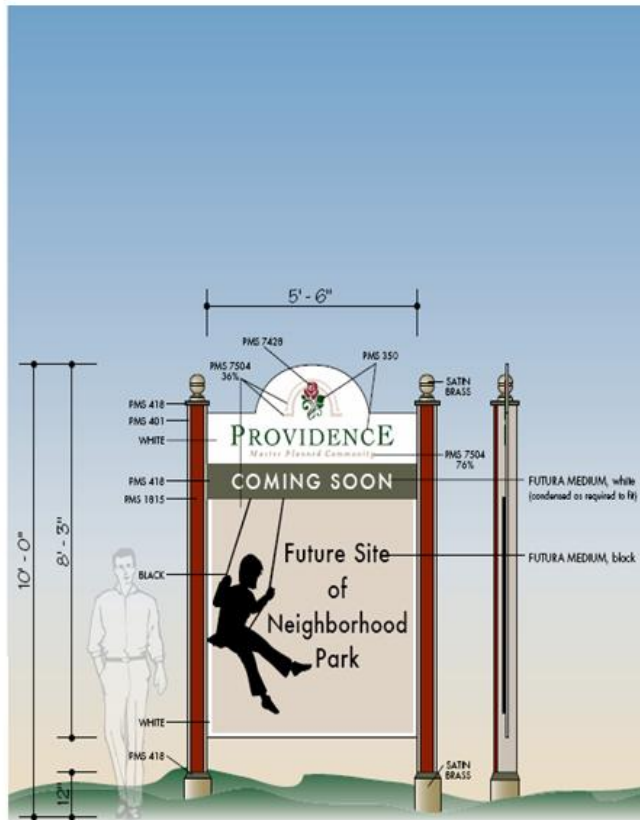
SPECS

- Radiused, split-faced monument
- 2'h x 6"w white travertine pieces, laid vertically, butt-jointed & inset into cinder block
- Inline border, copy & logo leaves are inblasted & infilled pms 350/dark green
- Logo rose is inblasted & infilled pms 7428/maroon
- Font is Times Roman, tracking 25



SCALE: 3/16" = 1' - 0"





Future Site Sign #1 Neighborhood Park

Temporary future site signs will be constructed to inform potential homeowners of permanent buildings that will be present within the master planned community of Providence. The design style of these signs is consistent with the precedent established by the kiosk directional signs. Each location will be allowed 1 (one) future site sign, and will be regulated by the master developer.

Minimum setbacks and separations.

10 feet from any public right-of-way

50 feet from any other on-premise, off-premise or subdivision development sale sign.

Additional standards. The sign shall be a freestanding sign that is firmly secured in the ground, as approved by the Building Official.

Illumination permitted. Direct white light or internal illumination only.

Certificate required. Yes. The certificate application shall be accompanied by: A site plan that clearly depicts the location of the proposed sign; description, drawing or picture of the proposed sign and description of the means by which it will be secured; and

Written authorization of the placement of the sign from the owner(s) of the property or from the owner's duly authorized agent on which the sign is to be located.

Duration of Certificate. The certificate shall be valid for 24 months or until the last unit or lot is sold, whichever occurs first. At the time, the sign shall be removed unless a new certificate has been obtained. The property owner(s) and certificate holder shall each be responsible for maintenance and removal of the sign

SPECS

- Wood face, cut to shape & painted
- Logo: arch & tagline copy are smooth, with 1/4" thick acrylic cutout flower & "Providence"
- Wood posts; cedar Island Post Cap #JT41 jumbo 6" Queen Anne finials painted to match satin brass

