GRAND CANYON VILLAGE

MASTER DEVELOPMENT PLAN

AND DESIGN STANDARDS

CITY OF LAS VEGAS

AMENDED

APRIL 2, 2003

PREPARED BY

QUADRANT PLANNING

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CITY OF LAS VEGAS

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Prepared by
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GRAND CANYON VILLAGE
MASTER DEVELOPMENT PLAN AND DESIGN STANDARDS

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1. INTRODUCTION

1.1 Grand Canyon Village Master Development Plan Concept

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

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

1.2 Purpose

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

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

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

1.2.2 The Grand Canyon Village Master Plan comprises approximately 113 acres of land. Roughly 34 acres of the project is planned for commercial uses. The remaining 79 acres of the project is planned for residential uses (See Figures 2 and 3). This Master Plan has established a comprehensive set of land uses, site development standards, architectural, and landscape criteria, as well as residential design standards for the Grand Canyon Village project.

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

1.3 Project Location

The Grand Canyon Village Master Development Plan encompasses three parcels totaling approximately 113 acres with U.S. 95 on the north, Grand Teton Drive on the south, Grand Canyon on the west, and Tee Pee Lane on the east. See Figure 1 - Grand Canyon Village Master Development Plan Vicinity Map. See Appendix C: Legal Description.

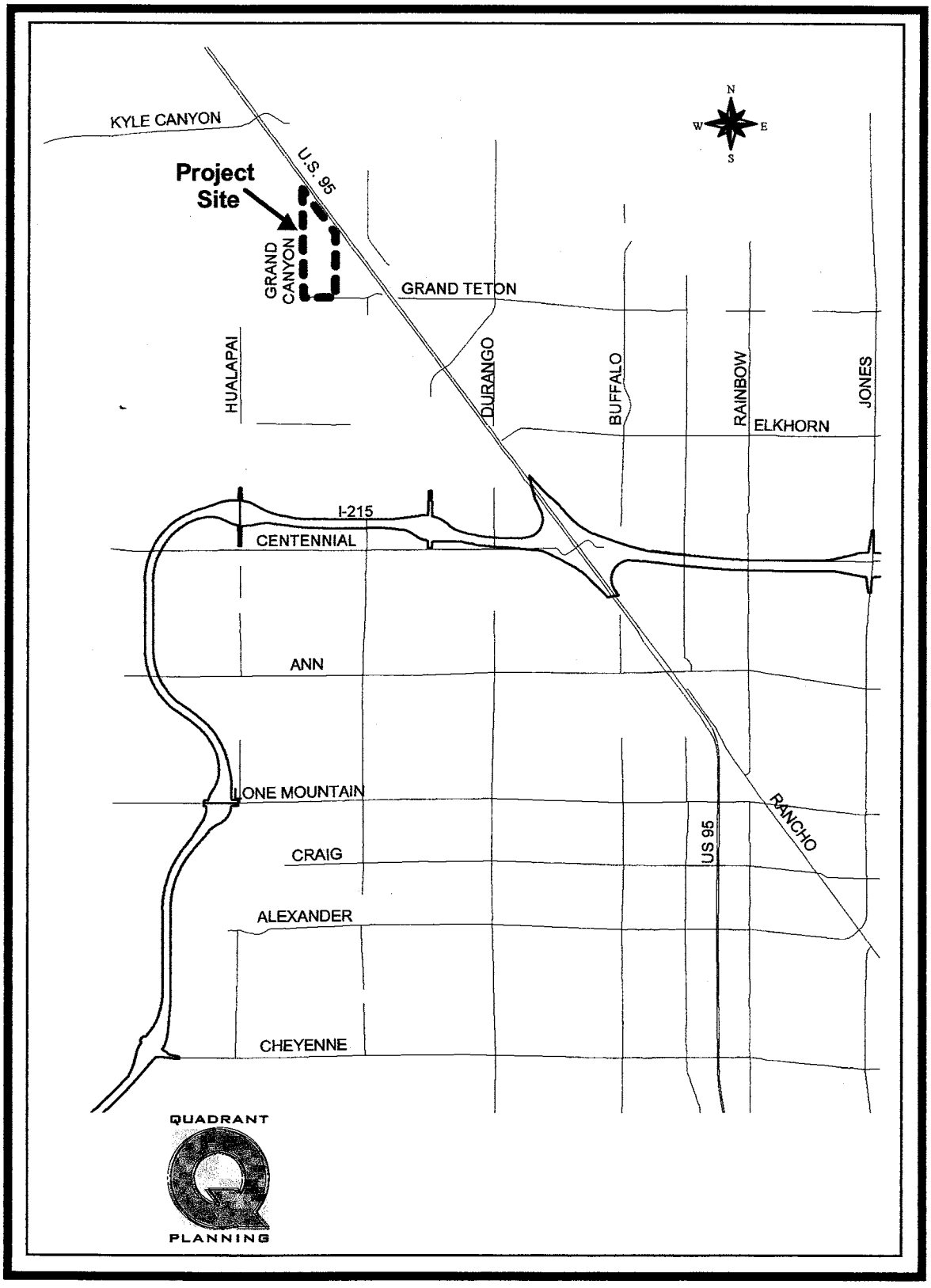
1.4 Relationship to Other Documents

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

- Comprehensive Plan and Master Development Plan: On December 18, 1996, an amendment to the General Plan was approved by the City Council. The amendment addresses conceptual master planning issues establishing the location, extent, and nature of proposed land uses, the provision of public facilities and services and basic infrastructure needs for the Grand Canyon Village Master Development Plan area.

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

Figure 1: Grand Canyon Village Vicinity Map



2. LAND USE

2.1 Purpose

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

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

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

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

Planned land uses for the approximately 113 acres comprising the Grand Canyon Village Master Plan are shown within the dashed boundary on Figure 3. This is the area the Master Developer has rezoned to Planned District (PD). Projects within this area will be developed according to the land uses shown on Figure 3.

2.2 Development Parcels

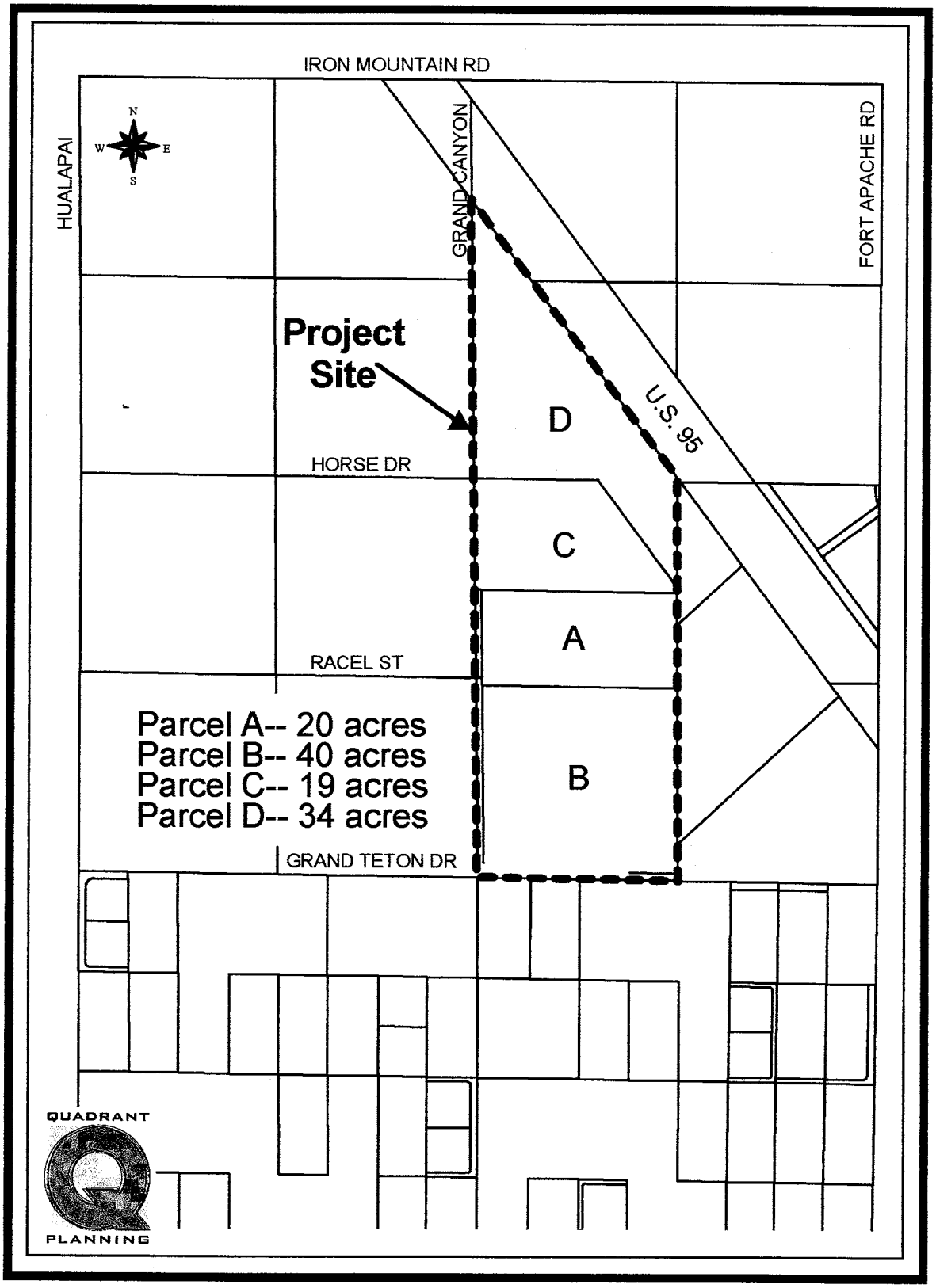
The land uses planned for Grand Canyon Village is shown in Table 1 below as percentages of total acreage.

Table 1 – Grand Canyon Village DEVELOPMENT PARCELS

Phase	Develop-ment Parcel	Land Use	Max. DU/AC	Actual DU/AC	Total Acres	Total Units
1	A	Multi-Family Medium Res.	25	18	20	360
2	B	Medium-Low Density Res.	12	8.4	40	336
3	C	Medium-Low Density Res.	12	10.95	19	208
4	D	Community Commercial	--	--	34	--
Totals					113	904

Gross Residential Density: 8.0 du/ac

Figure 2: Development Parcels



2.3 Land Use Designations

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

(1) Community Commercial;
(2) Medium-Low Density Residential (up to 12 du/ac);
(3) Multi-Family Medium Residential (up to 25 du/ac).

2.3.1 Community Commercial

The Community Commercial land use category allows low to medium intensity retail, office or other commercial uses and serves as an employment center. Community Commercial areas are meant to provide services for a larger portion of the City's population. The market for Community Commercial uses is generally between two and seven miles.

2.3.2 Medium-Low Density Residential

The Medium-Low Density Residential category provides for the development of up to 12 dwelling units per gross acre. This land use category allows for higher density detached, single-family product types including, but not limited to, compact lots and zero lot line, and two story buildings. Allowable uses also include residential daycare up to six children, and group facilities for up to two residents.

2.3.3 Multi-Family Medium Residential

The Multi-Family Medium Residential category provides for the development of up to 25 dwelling units per gross acre. Product types include a higher density variety of multi-family units such as condominiums, low density multi-family, and residential buildings with a maximum of three stories. The Developer will limit density on development parcel A (See Figure 2) to a maximum of 18 dwelling units per acre.

2.3.4 Open Space and Recreation

Neighborhood open spaces shall be built within residential communities to provide passive and active grass play areas as required by the City of Las Vegas Zoning Ordinance at 330 square feet per dwelling unit. Based on this calculation, a total of 6.85 acres of Parks/Open Space will be required. The 6.85 acres of required open space will be distributed proportionately across the 79 acres of residential property within the master plan. The proportionate share of each acre of residential property will be 0.0867 acres of the total 6.85 acres required.

2.4 Permissible Uses - Commercial

Buildings, structures and land for commercial purposes shall be used only in accordance with the uses permitted in the following Land Use Schedule. Any uses not listed in this schedule are not permitted.

	Community Commercial
Amusement Arcades	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
Athletic Fields	P
Auditorium	P
Automobile Accessory Store	P
Automobile Maintenance	SUP
Automobile Rental	SUP
Bakery (retail only)	P
Bank	P
Banquet Facilities	P
Barber Shops/Salons	P
Bars	SUP
Beauty Shops	P
Beer Sales	SUP
Bicycle Repair Shops	P
Bookkeeping, Accounting Services	P
Bookstores	P
Brew Pubs	SUP
Building Material Sales	SUP
Car Rental Agencies	SUP
Car Wash	SUP
Catering Establishments	P
Child Care Institutions	P
Christmas Tree Sales	TCP
Churches	P
Clinics	P
Clubs	SUP
Collectible Shops	P
Colleges	SUP
Communication Towers/Antennas	SUP
Computer Based Businesses	P
Computer Graphics Services	P
Congregate Care	SUP
Consulting Service	P
Convenience Store	SUP
Convention Facilities	SUP
Cooperative Apartments	SUP

P=Permitted SUP=Special Use Permit TCP=Temporary Commercial Permit

	Community Commercial
Copy Center	P
Costume Rental	P
Court Reporting	P
Custodial Institutions	SUP
Day Care	P
Diaper Services	P
Dressmaking Shops	P
Dry Cleaning Office	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
Flower Arrangements	P
Gaming (incidental gaming machines only)	SUP
Gasoline Sales	SUP
Government Facilities	SUP
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
Hospitals	P
Hotels	SUP
House Cleaning/Repairs	P
Information Services	P
Inns	SUP
Insurance Adjustment	P
Insurance Sales	P
Interior Decorating	P
Janitorial Services	P
Jewelry Making (excluding smelting and casting of metal)	P
Laboratories, Medical and Dental	P
Libraries	P
Liquor Sales	SUP
Live Entertainment	TCP
Locksmiths	P
Maintenance Business	P
Medical Supplies	P
Memorabilia Shops	P

P=Permitted SUP=Special Use Permit TCP=Temporary Commercial Permit

	Community Commercial
Miniature Golf Courses	SUP
Mini-Warehouses	SUP
Mortgage Company	P
Motels	SUP
Movie Theaters	P
Museums	SUP
News Dealers/Stands	P
Offices, Business and Professional	P
Outdoor dining	P
Parking Lot/Garages	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
Psychic Arts	SUP
Public Utility Buildings and Structures	SUP
Public/Quasi-Public/Institutional Buildings and Uses	SUP
Real Estate Services	P
Recreational Facilities – private	SUP
Recording Studios	SUP
Restaurants	P
Rest Homes	SUP
Retail Sales	P
Rock Concert	SUP
Sales Representatives	P
Sanitariums	SUP
Schools	SUP
Secondhand Sales	SUP
Secretarial Services	P
Security Sales	P
Security Services	P
Service Business (except repair business)	P
Service Stations	SUP
Shoe Repair Shops	P
Sign Painting Stores	P
Sporting Goods Stores	P
Sporting Goods with Firearms	SUP
Stock Brokerages	P
Sun-tanning Centers	SUP

P=Permitted SUP=Special Use Permit TCP=Temporary Commercial Permit

	Community Commercial
Supper Clubs	SUP
Swap Meets	SUP
Swimming Pool Cleaning	P
Tailoring, Sewing Services	P
Tailors	P
Taverns	SUP
Tax Preparation Services	P
Taxidermist	P
Teaching, Tutoring (maximum four students at once)	P
Tire Sales (as principle 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
Writers	P

P=Permitted SUP=Special Use Permit TCP=Temporary Commercial Permit

2.5 Grand Canyon Village Master Development Plan

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

2.5.1 Development Phasing

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

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

WATER SERVICE

The boundary between the 2975 pressure zone and the 2860 pressure zone as shown on the LVVWD distribution facility map (125 northwest) passes along the western boundary of the site (See Figure 5). Since only small isolated portions of the site are located in the 2975 pressure zone, it seems likely that the 2860 pressure zone can service the entire property. The zone boundary will have to be considered when setting design grades in that area.

The LVVWD had an agreement with the developer of Spring Mountain Ranch that allowed the developer to construct a 36 inch line from Horse and Fort Apache to Grand Canyon and Centennial and make a temporary connection to a line in the 2975 pressure zone using a pressure reducing valve. This intersection is approximately 2 miles south of the proposed Grand Canyon Village projects. The LVVWD would then construct a 36-inch line from Centennial to Gowan, approximately 3 ½ miles. The developer would pay the LVVWD for this line. This agreement was never completed.

Currently, the developer of Iron Mountain Estates (located between Fort Apache and El Capitan and Iron Mountain and Log Cabin) is in final discussion with the LVVWD concerning the same water lines and connection.

SEWER SERVICE

The nearest available sewer line is at Durango Drive and Dorrell Lane, approximately 2 ¼ miles southeast of the site. The southeast corner of the site is at an approximate elevation of 2720 and the existing sewer invert is 2517.20, which allows an average slope of 1.6% (See Figure 6).

MASTER DRAINAGE PLAN

A Master Drainage Plan for the overall 113 acres covered by this plan, shall be submitted to and approved by the Department of Public Works prior to the issuance of any permits or recordation of any Final Maps (not including the first parcel map) anywhere within the site. The Master Drainage Plan shall identify necessary drainage infrastructure improvements within the proposed PD area and shall propose an implementation program for the construction of such required improvements, including a Phasing plan identifying appropriate milestones (such as a certain number of units built) that will trigger the timely construction thereof. The Master Drainage plan shall clearly identify the parties responsible for each phase of construction.

CONCEPTUAL DRAINAGE ANALYSIS

The Grand Canyon Village development, located in the City of Las Vegas, consists of approximately 113 acres. Preliminary data collected from the City of Las Vegas Northwest Neighborhood Study Phase II, Volume II, September 1999, shows runoff impact to the proposed development.

For existing drainage conditions, it appears that two, possibly three, natural washes are currently perpetuating across the site. Based on the above mentioned study, at the intersection of Horse Drive and Grand Canyon Drive, approximately Q_{10} = 154 cfs and Q_{100} = 229 cfs will convey east across the site, while Q_{10} = 25 cfs and Q_{100} = 89 cfs will convey north along the Grand Canyon Drive. At Racel Street and Grand Canyon Drive, Q_{10} = 340 cfs and Q_{100} = 823 cfs will flow eastbound. Approximately Q_{10} = 238 cfs and Q_{100} = 529 cfs will continue east, possibly along the Grand Teton Drive alignment, while Q_{10} = 5 cfs and Q_{100} = 99 cfs will flow north along Grand Canyon Drive. These flows illustrate runoff impacting the site from the west-contributing watershed. In addition, the study shows that the site falls within three basins: NW74, NW73 and NW72. These basins generate onsite runoffs Q_{10}/Q_{100} of (35/78), (52/110) and (89/187), respectively.

For the future drainage conditions, several local and regional facilities are proposed in and around the site. First, a 30" pipe is proposed on Horse Drive collecting upstream runoff, then connecting north to a 36" pipe along Grand Canyon Drive. This system will reduce the surface runoff across the site to Q_{10} = 0 cfs and Q_{100} = 86 cfs. Second, a 60" pipe along the Racel Street alignment is proposed. Runoff upstream from the site will be collected prior to reaching the site, thus reducing the flow to Q_{10} = 0 cfs and Q_{100} = 483 cfs. Any north or southbound runoff along Grand Canyon Drive will also be captured by 18" pipes intended to be within the Grand Canyon Drive alignment. Finally, a regional

78" RCP is proposed along Grand Teton Drive. This facility has a capacity of 2408 cfs, according to the 1996 Master Plan Update, significantly reducing surface runoff at the intersection of Grand Canyon Drive and Grand Teton Drive.

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

2.5.2 **Traffic Study**

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

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

A Traffic Study for the overall 113 acres covered by this plan shall be submitted to and approved by the Department of Public Works prior to the issuance of any permits or the

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

2.6 Planned Development District

2.6.1 The Planned Development (PD) District is the Zoning mechanism for implementing the Grand Canyon Village Master Development Plan. See Figure 2 - Development Parcels. See adopted CLV Zoning Ordinance.

Figure 3: Planned Land Use

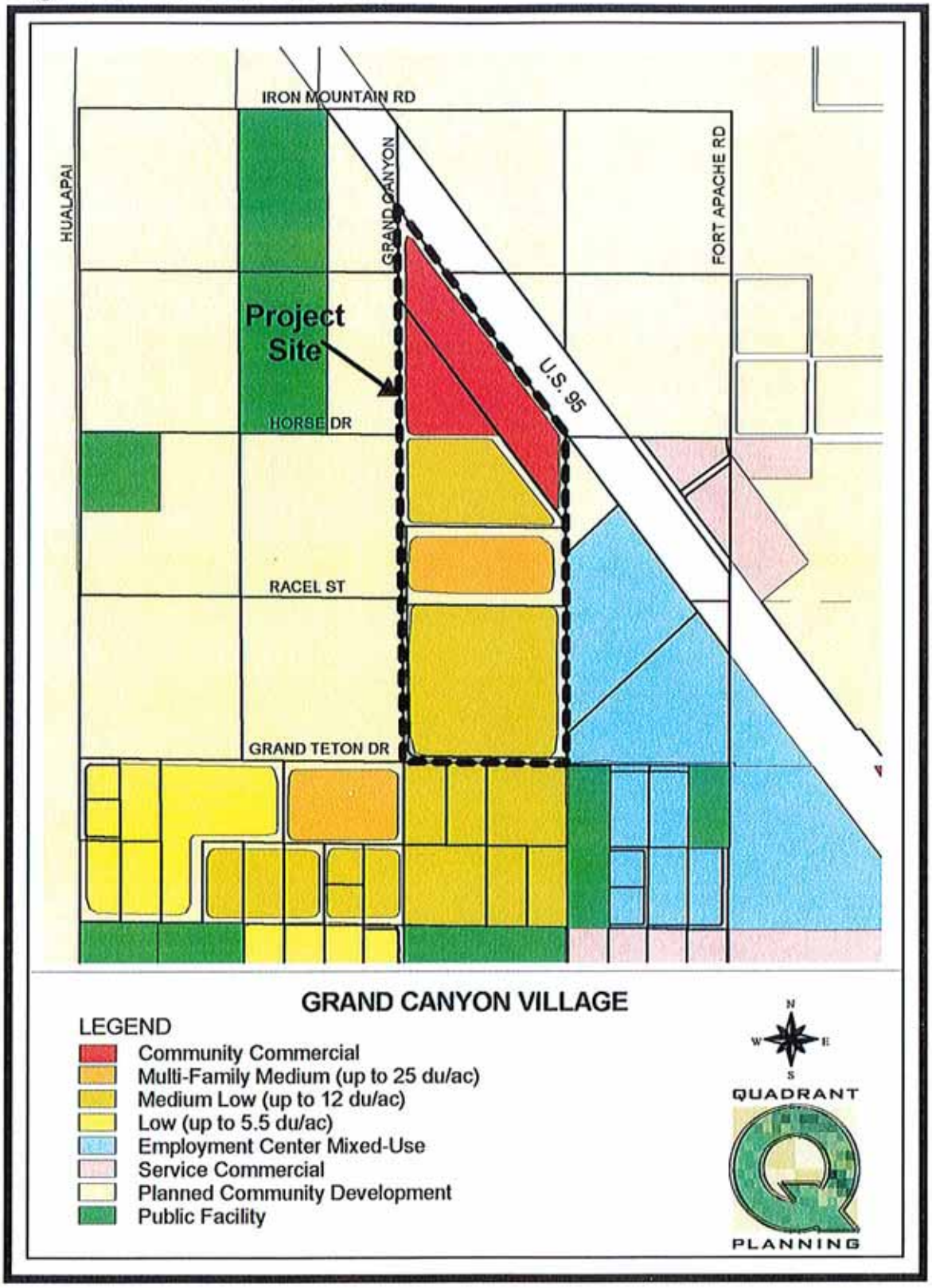


Figure 4: Phasing Map

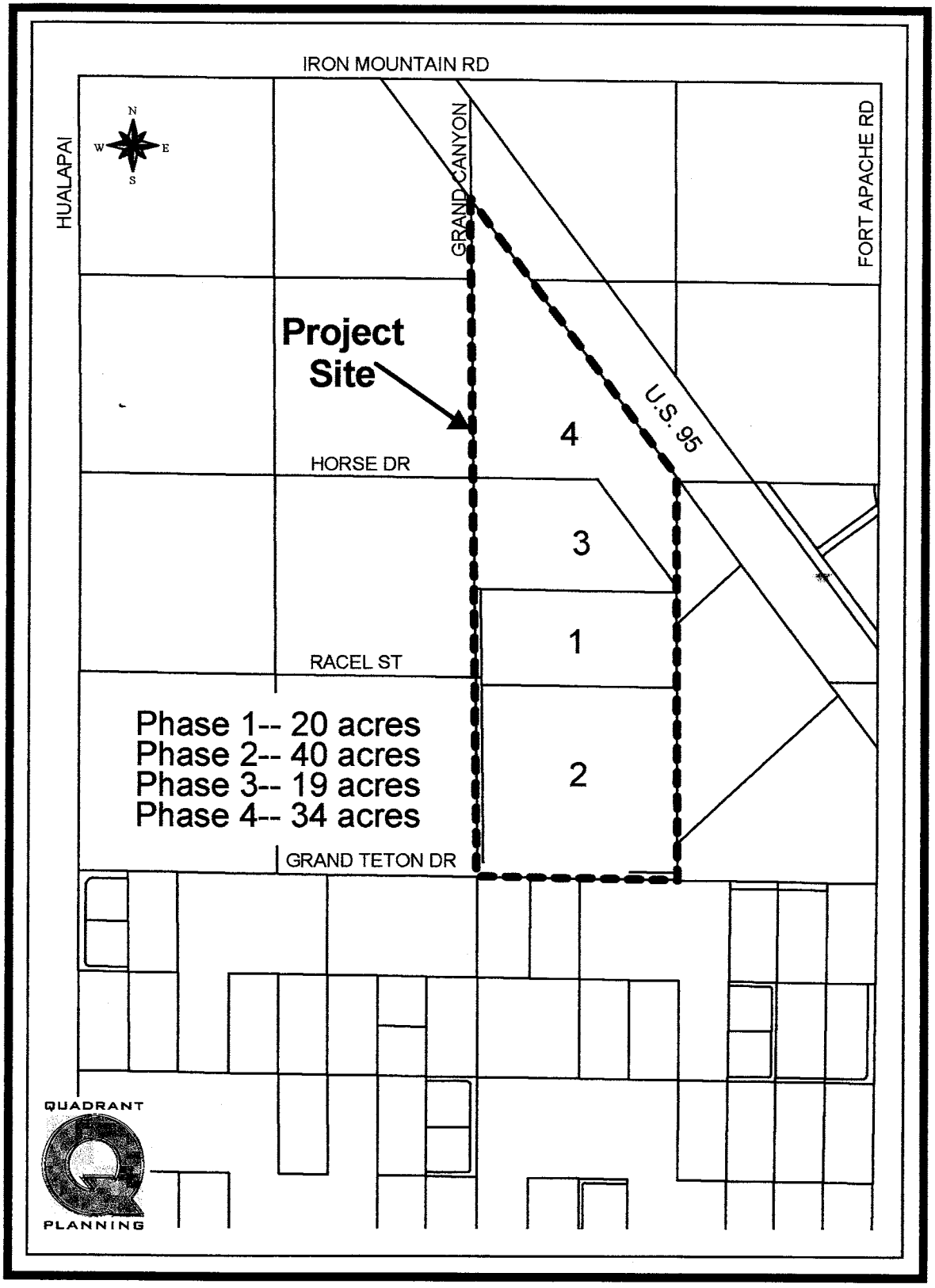


Figure 5: Water Service

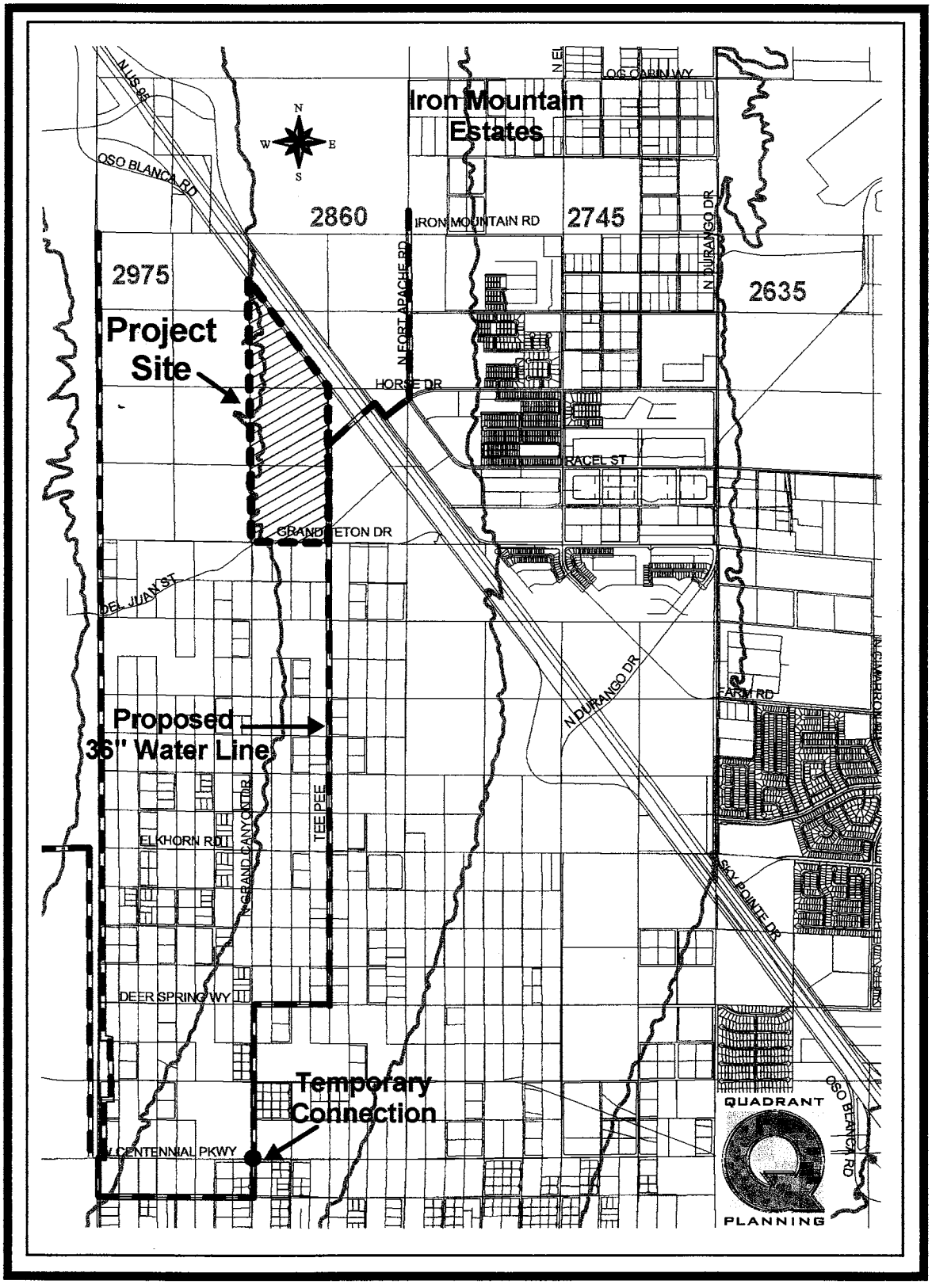
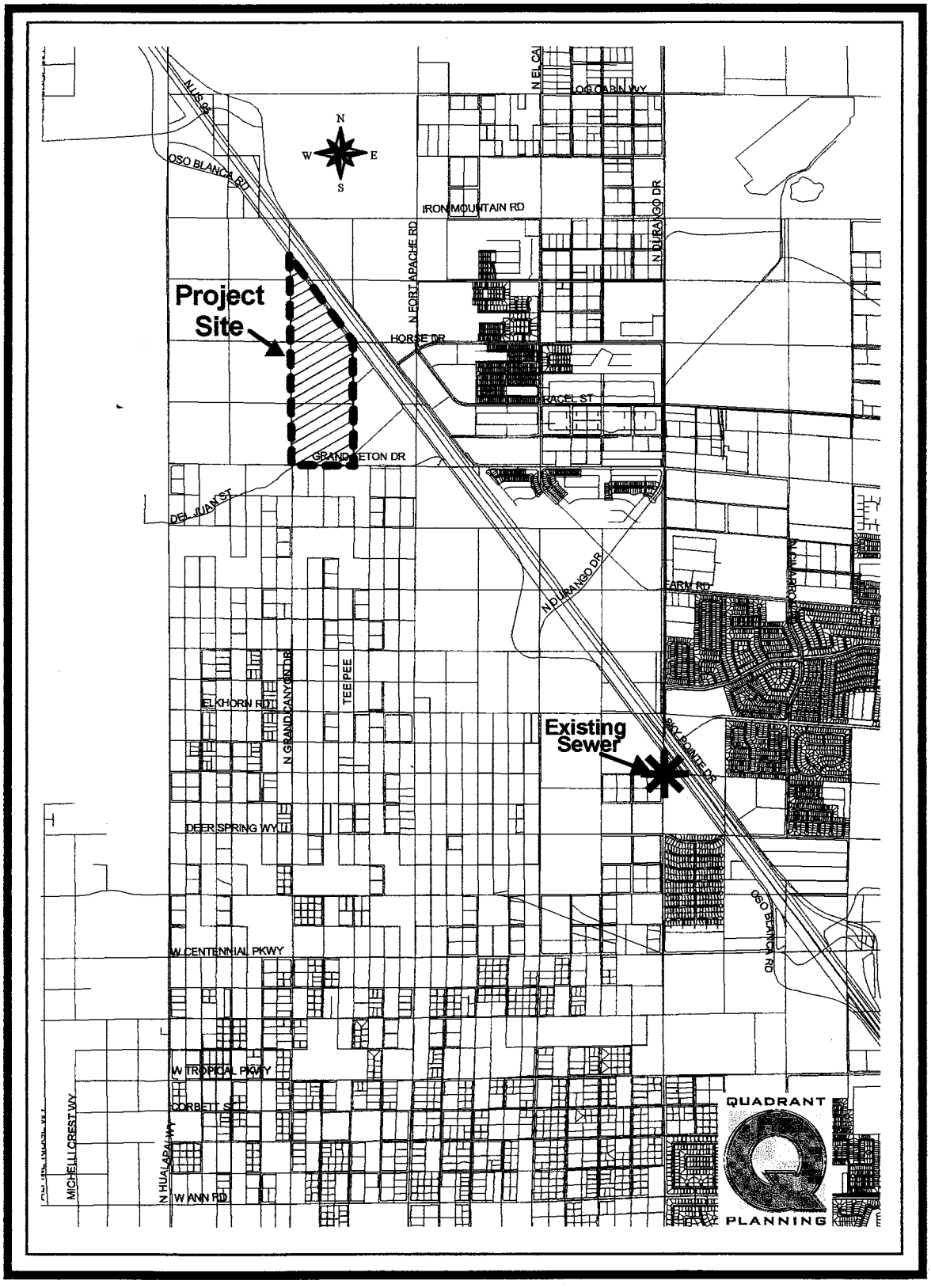


Figure 6: Sewer Service



3. SITE PLANNING GUIDELINES - GENERAL REQUIREMENTS

3.1 Objectives

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

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

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

3.2 Streets / Circulation Patterns

3.2.1 **Streets:** Streets shall be configured to provide safe, efficient vehicular circulation with streetscapes that provide a pleasant environment. All streets shall be improved by individual builders and designed in accordance with the Standards, which provide flexibility while ensuring that internal streets are appropriately sized, as per the subdivision code, and contribute to a desirable neighborhood. In addition:

(a) The design of internal subdivision streets shall discourage through traffic;
(b) Landscaping shall be incorporated into all major public and private street systems 60' ROW or above per the City Landscape, Wall, and Buffering Standards;
(c) All streets external to the plan shall be public and designed to City standards;
(d) All streets internal to the plan shall be private and shall be 40 feet wide and contain a sidewalk on one side;

3.3 Streetscapes

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

External streets will be constructed according to City of Las Vegas Standards.

3.3.1 **Streetscape Lighting**

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

(b) Area lighting shall be provided along all public and private streets. Light standards and pole height shall be scaled to the street dimension illumination requirements. Interior private streets will have yard gas lights solely for illumination.

(c) Pedestrian areas, including pathways, open spaces and other public areas shall be illuminated in hours of darkness especially where grade changes involving ramps or stairs occur. Lighting in these areas shall be provided by low overhead fixtures (10' - 15' height) and/or bollard lighting.

(d) All lighting plans shall be submitted to and approved by the City of Las Vegas.

3.4 Multipurpose Pathways

3.4.1 **Multipurpose Pathways**, within developments, shall provide:

(a) Continuously linked walkways within each parcel and connecting adjacent parcels and commercial areas, where appropriate;

(b) Pedestrian friendly intersections per City of Las Vegas standards;

(c) Clearly designated areas as a "pedestrian zone";

(d) Concrete is the preferred material for public and private walks, adjacent to the street and within public open space;

(e) Other pathway materials, such as jogging paths of stabilized material, are to be specified on drawings;

(f) Street furniture, light poles, and other site furnishings shall not encroach upon the required width of the sidewalk;

(g) All multipurpose pathways shall be designed to City of Las Vegas standards.

3.4.2 **Horse Trail**

(a) A 20-foot wide horse trail shall be located on the north side of Grand Teton Road, outside of the Grand Teton Road right of way. The horse trail will be designed to City standards.

3.4.3 **Sidewalk Hierarchy**

(a) All sidewalks and pathways must meet or exceed City Code.

(b) Sidewalks within primarily residential areas shall meet or exceed City standards.

(c) Pedestrian crossing points will be provided along and at all major intersections.

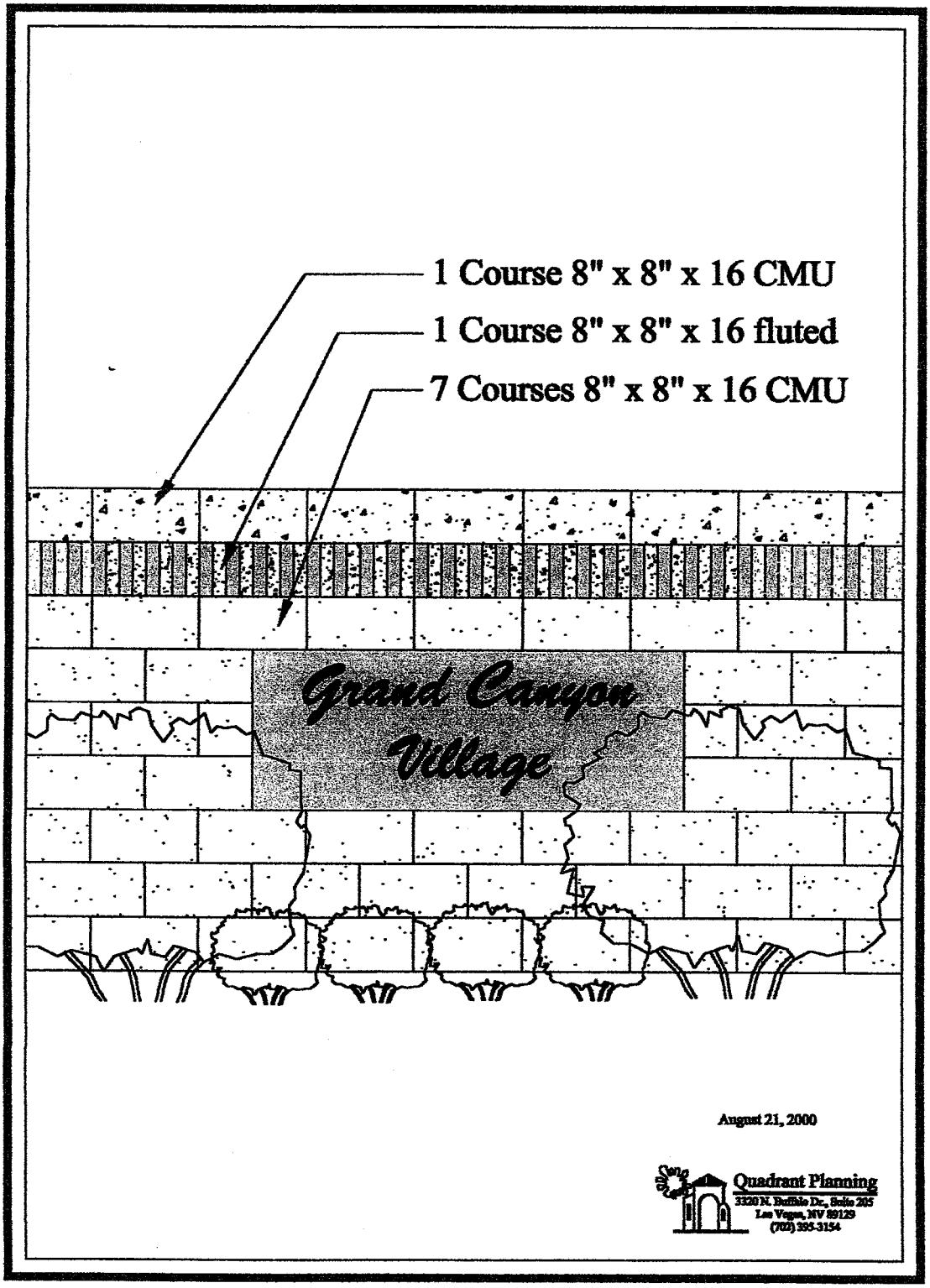
(d) Specified sidewalk widths shall not include width of curb.

(e) Sidewalks must be physically separated from vehicular travel lanes by curbing, changes in grade, barriers, landscaping, or other means, except at crosswalks.

3.4.3 **Internal Pedestrian and Bicycle Movement**: Components of internal systems must consist of both on-street and off-street facilities. The following guidelines shall be considered in designing these systems:

(a) Connections shall be made between the internal systems;
(b) Where access is desired, connections will be made between the internal systems and perimeter facilities. Connections to adjoining subdivisions, neighborhoods
and projects are required unless a natural obstacle cannot be reasonably overcome;
(c) On-street sidewalks in residential areas are required to be a minimum of five feet (5') wide on at least one side of local neighborhood streets. Required sidewalk locations will be determined with each tentative map and in accordance with the City of Las Vegas regulations;

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



3.5 Setback Requirements / Adjacency Issues

3.5.1 Setbacks are measured from the property line along street frontages, and from the respective property line for internal conditions. Vehicular areas include parking areas and vehicular circulation drives.

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

3.5.3 **Vehicular and Building Setbacks:** Building setbacks for side and rear yards will be a minimum of five feet (5') for residential uses. For all residential structures, the minimum front setback shall be eighteen (18) feet from the back of sidewalk where sidewalks are provided, and eighteen (18) feet from the back of curb where sidewalks are not provided. The minimum setback shall be fifteen (15) feet.

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

3.6 Walls - All Primary Streets

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

(a) Walls along primary streets shall be the Grand Canyon Village theme wall. The wall material will be Cin-der-lite brand block consisting of CMU (brown) 8" x 8" x 16", and fluted (chocolate brown) 8" x 8" x 16" or equal. See Figure 8;
(b) The materials, color, and finish of all other walls and fences shall be brown CMU (no split face) and compatible with the site architecture, and the overall character of the Grand Canyon Village Plan area;
(c) Low walls and open rail walls are required and shall be used to allow views into residential areas, parks and open space, and to minimize the length of solid wall surfaces;
(d) Long stretches of unrelieved flat wall surfaces shall be avoided. The design of walls shall incorporate columns, off-sets, open rail segments, and plantings.
(e) To accommodate grade changes, walls shall step rather than slope, with individual steps not to exceed eight inches. Ends of walls shall return into the site to maintain a finished appearance;
(f) Wall height is limited to six feet, in general, not including pilasters;
(g) Within any required sight triangle, wall heights shall be less than thirty inches;

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

(i) Retaining walls shall not exceed eight feet (8') in height, terraced with a minimum of two feet (2') clear horizontal separation between walls;

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

(k) Retaining walls require waterproofing treatment that consists of asphalt waterproofing along with a strip drain seepage barrier, as well as weep holes, crushed rock or perforated pipe drainage;

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

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

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

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

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

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

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

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

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

(e) Retaining walls visible from any street or open space area shall not exceed eight feet (8') in height and terraced with a minimum of two feet (2') separation between retaining walls;

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

(g) Retaining walls combined with freestanding walls, if visible from any street or open space area, shall not exceed eleven feet (11') in height;

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

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

(j) Contrasting colors that are project consistent.

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

(a) Freestanding and wall signage design and sizing shall be governed by the requirements of Title 19. All signs shall utilize materials and colors reflecting the building design. The following types of signs shall be permitted as written in title 19: Arcade Signs, Awning Signs, Canopy Signs, Consolidated Signs.

Freestanding Signs

a) Maximum Number.

(i) One freestanding sign per each 200 linear feet of street frontage or portion thereof. The total number of all freestanding and monument signs shall not exceed one per each 200 linear feet of street frontage or portion thereof.

(ii) Corner lots are permitted to have signs for each street frontage and signs shall maintain a minimum separation of 100 feet measured along the street frontage.

b) Maximum area.

(i) The total area of all freestanding signs shall not exceed two square feet of sign area for each lineal foot of street frontage. On lots with multiple street frontages, the allowable area for each street frontage shall be calculated separately unless consolidated into one sign, then each street frontage shall be added and total square footage permitted may be allowed in one consolidated sign.

(ii) Signs within 40 feet of existing developed residential property, or property designated in the General Plan as appropriate for future

residential development, the maximum sign area shall be 50 square feet. For each additional foot of setback from the property, the area of a sign may be increased an additional two square feet, with a maximum size of 400 square feet unless the site meets the criteria for consolidated freestanding signs.

c) **Maximum Height.**
30 feet, subject to the following:
(i) A freestanding sign within 200 feet of the right-of-way line of an elevated freeway or highway to which it is oriented may be erected up to 30 feet above the elevation of the elevated freeway or highway nearest the sign.
(ii) In addition, signs within 200 feet of the right-of-way line and which can be read from US 95 from the north city limits to the Oran K. Gragson Highway, may be increased to a height equal to 60 feet, when authorized by the City Council, after review by the Planning Commission.

d) **Minimum setback:** Five feet from all property lines.

e) **Additional standards.**
(i) All freestanding and monument signs on the same lot or in the same development shall maintain a minimum separation of 100 feet measured along the street frontage.
(ii) See also Residential Protection Standards in Section 19.14.070.

f) **Illumination permitted.** Internal, external, animated and electronic message unit signs are permitted except on a building elevation visible from and located within 200 feet of property zoned or shown on the General Plan as planned for single-family residential (attached or detached) use.

g) **Certificate required.** Yes

Marquee Signs – Shall be permitted as written in Title 19.

Menu Board – Shall be permitted as written in Title 19.

Monument Signs – Shall be permitted as written in Title 19.

Projecting Signs - Shall be permitted as written in Title 19.

Roof Signs - Shall be permitted as written in Title 19.

Wall Signs - Shall be permitted as written in Title 19.

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

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

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

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

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

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

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

(i) Raceway lights and billboards are prohibited; and

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

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

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

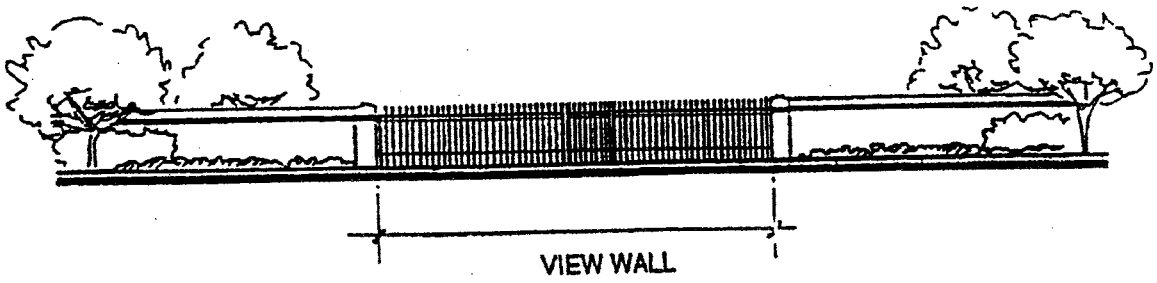
(a) The area reserved for project entries shall be limited to geometric designs at each entry corner measuring forty feet (40') from the right-of-way lines of the intersecting streets. The design of project entries shall maintain all City Las Vegas required sight triangles;

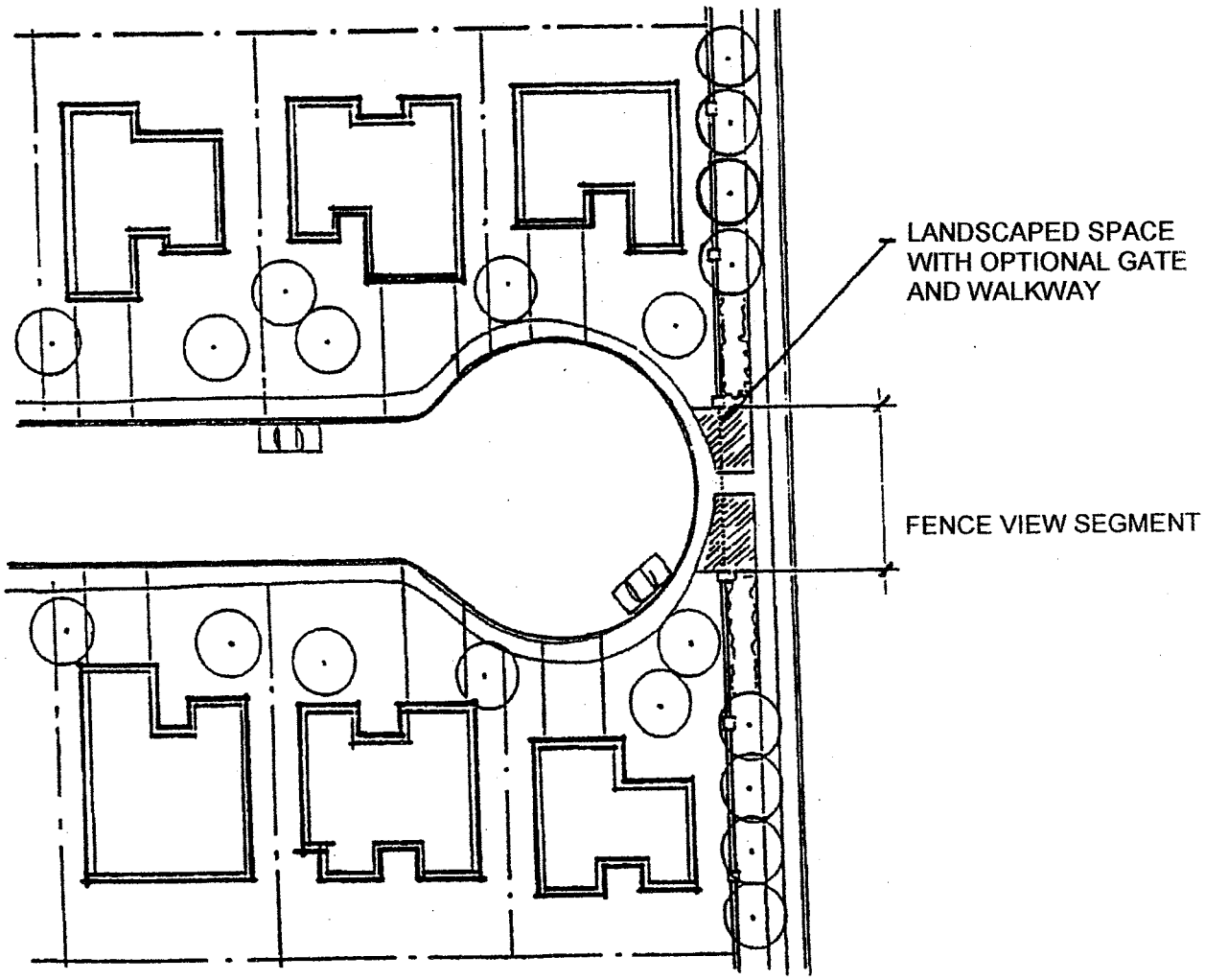
(b) The project entry shall encourage the incorporation of featured landscape treatments, enhanced paving details, signage and lighting where appropriate;

(c) A maximum of two monument project identification signs per entry will be allowed;

(d) The sign surface area shall not exceed 48 square feet. Sign copy is limited to the name and, in some cases, the name and address of the development.

Figure 8 – VIEW WALL





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

(a) Where feasible, site furnishings shall be clustered and behind sidewalks and combine seating, telephones, lighting, and mail boxes;
(b) Grouped residential mail boxes shall meet the requirements of the United States Postal Service, and must be designed to reflect the architectural theme of the project;
(c) Benches and trash receptacles are appropriate in areas where heavy pedestrian traffic is anticipated, such as commercial areas, multi-family developments, and parks. The design of these elements shall be compatible with the overall character of Grand Canyon Village, and shall not pose a safety hazard to pedestrians, bicyclists, or motor vehicles;
(d) Newspaper vending machines, mail boxes and similar elements shall be inconspicuously located, set back from the public right-of-way. The placement of these elements shall not pose a safety hazard to pedestrians, bicyclists, or motor vehicles, and shall not infringe on the required sidewalk width or pathways.

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

(a) Public street lighting and installation shall conform to the City of Las Vegas standards;
(b) Area lighting shall be provided along all public and private streets. Light standards and pole heights shall be scaled to the street dimension illumination requirements as per code. Individual lot gas lights will be used on private streets;
(c) Hidden source lighting is required. Lamp sources shall not be visible or obtrusive into any neighboring area as per code;
(d) Pedestrian areas, including off-street pathways, open spaces and other public areas, shall be illuminated during the hours of darkness;
(e) Task lighting shall be installed to emphasize major project entry signage and selected landscape features;
(f) Grade changes involving ramps or steps in major public areas shall be lighted. Lighting in these areas shall be provided by low overhead fixtures (<16' height) and/or bollard lighting especially on commercial properties;
(g) Outdoor recreational facilities shall be illuminated when feasible or permissible. The lighting design for these facilities shall have a minimal impact on adjoining properties. See City of Las Vegas Zoning Ordinance;

(h) Wallpack lighting shall utilize "shoe-box" fixtures and downward-directed lights on all buildings. Lighting standards within parking lots shall be no more than 20 feet in height and shall utilize "shoe-box" fixtures and downward-directed lights;

(i) Street lights shall be placed within the landscaped amenity zone along all public perimeter streets.

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

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

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

(a) Graded slopes shall meet the standards established by the City of Las Vegas;
(b) Grading and drainage design shall provide for adequate site drainage. All parcel drainage shall conform to the approved Master Drainage Plan;
(c) The grading of the site shall conform as closely as possible to the natural topography. Transitions shall be as smooth, gradual and incremental as possible, recognizing existing slope conditions. Where topographic constraints exist, use architectural design solutions, such as low walls;
(d) Tops and toes of slopes shall be rounded, and fall lines shall be varied, to create natural-appearing changes in grade unless a rigid transition is a deliberate part of the site development design concept;
(e) Building pads shall be set to promote positive drainage around the structure. All erosion slopes shall be landscaped with trees, shrubs, ground cover, and rock mulch in accordance with the approved plant palette, or mulched with approved landscaping rock, and/or a combination of planting and mulch. The maximum slope for such areas is 2:1. An exception may be granted, subject to review, for use of retaining wall system noted below;
(f) Grading shall be manipulated to allow for a maximum of five feet (5') retaining wall height. Terracing, with a minimum of four feet (4'-0") clear horizontal separation between walls, is required to mitigate the needed retaining wall

height. The maximum slope for planted areas is 3:1. Multiple retainers with four feet of separation are permitted;

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

(h) Retaining walls immediately adjacent to or connecting with a building shall be constructed of a material that visually blends with the building exterior, or is an integral material in the landscape. All retaining walls require waterproofing treatment that consists of asphalt waterproofing along with a strip drain seepage barrier, as well as weep holes, crushed rock or perforated pipe drainage;

(i) Erosion control and fugitive dust control are required. Grading activity shall closely correspond with the start of construction; water and soil stabilization techniques shall be used during grading activity; and top dressing and/or planting of disturbed areas shall be completed within thirty days of final grading completion;

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

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

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

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

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

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

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

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

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

(b) For commercial buildings, roof mounted mechanical equipment must be concealed by a parapet wall or screen, and not visible from adjacent properties;

(c) For commercial buildings, all back flow preventers, including fire sprinkler back flow preventers and above ground utility connections, shall be screened by walls and/or landscaping;
(d) Approximate locations of this equipment shall be indicated on plans submitted for review.

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

(a) Owners and builders shall clean up all construction site trash and debris at the end of each working day, and remove and properly dispose of trash and debris each week from the construction site;
(b) The builder shall install chain link fencing around the perimeter of commercial parcels to contain construction debris. Lightweight materials, packaging, and similar material shall be constrained from blowing off the site;
(c) Concrete truck chutes must be washed in the parcel developer's on-site concrete
washing area. The owner/builder must protect drainage ways, storm drainage structures, and other sensitive site features from concrete waste. Washing trucks into storm drainage systems, adjacent parcels, or open space is prohibited;
(d) The parcel developer shall protect from damage all existing pavement, and remove from paved areas all mud deposits left by construction equipment;
(e) The parcel developer shall locate and protect existing underground utilities prior to construction. The developer is responsible for repair and restoration of all existing improvements damaged by construction activity, including, but not limited to, walls, landscape, paving, signage, and utilities;
(f) The owner shall maintain all buildings and improvements in good condition, and repair and adequately paint or finish when required;
(g) The owner shall maintain all landscape materials in the parcel in a neat and attractive condition, to include proper watering, fertilizing, pruning, maintenance, and replacement of all dead or dying plant materials;
(h) The location and appearance of any construction trailer and related facilities must be maintained in an acceptable manner. These structures shall be removed promptly upon completion of construction.

4. ARCHITECTURE AND LANDSCAPE OVERVIEW

4.1 Objectives

4.1.1 The intent of the Design Standards is to:

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

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

4.2 Architectural Themes: The architectural theme for Grand Canyon Village residential projects will be derived from Southwest Contemporary, Mission, or Italian Renaissance. The commercial areas will be designed and integrated into the overall feel of the plan using the same elements as the residential areas. See Appendix A for a description and typical characteristics of each style.

4.2.1 Design considerations for commercial areas shall be given to weather protection through the use of arcades, porticoes, canopies, awnings or other means including the use of fogging systems, where appropriate. Extending architectural lines into the landscape and defined spaces is required as a means for enhancing architectural interest, continuity and the creation of livable spaces.

4.3 Landscape Architectural Concept

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

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

(a) Limited use of turf, primarily for functional recreational areas. As a general guideline, total turf area shall be 50% or less of the total landscaped area;
(b) Limited use of water in small fountains;
(c) Sun protection provided by trellises, and/or shade trees;
(d) Extensive use of evergreen shrubs;
(e) Use of water-conserving, drought-tolerant, desert-adapted plant material;
(f) Zoning of plants by compatible water use, with the highest water use in areas where the colors and textures of foliage and flower can be most appreciated;
(g) Use of appropriate technology to achieve the most efficient irrigation systems, including drip irrigation wherever possible;
(h) Proper maintenance, including the best horticultural practices in pruning, irrigation, and fertilization of all plant material;
(i) Use of appropriate ground mulches.

4.3.3 **Planting Design**

(a) Plantings shall be designed to highlight building entries, define parcel edges, soften building masses, provide shade for pedestrian areas, and screen parking and service areas;
(b) Achieve unity of design by repetition of certain plant varieties, such as street trees and massing of plants, and coordinate planting plans with adjacent properties;
(c) Limit the number of species to simplify the planting plan. Do not use a wide variety of species at random;
(d) Massing of plant material by species shall be sized in proportion to the landscaped area, adjoining architectural mass, and/or the adjoining paving area;
(e) Choose plant material and space appropriately for mature size, to conserve use, avoid over-planting;
(f) Employ water-conservation principles in the design; for example, group together plants of like requirements for water, sun, and soil;
(g) For commercial properties a continuous planting strip, a minimum of five feet (5') wide, shall be placed along all side and rear property lines, except where buildings occur in a zero lot line condition;
(h) City of Las Vegas Standards require 24" box trees be planted 30' on center maximum with requirements of tree quantities in parking lots. See City of Las Vegas Landscape, Wall, and Buffer Standards;
(i) Required shrub size is five (5) gallon; and one (1) gallon mixed;
(j) Required ground cover size is one (1) gallon; additional smaller sizes allowable, subject to review;
(k) All turf shall be fescue blend or hybrid bermuda, developed for use in the desert. Common bermuda grass is prohibited. Astro-turf is prohibited;
(l) Reliance on excessive, large expanses of turf, except for recreational areas such as parks, is not permitted;

(m) All plant material shall be nursery grown, free of pests and diseases, of good form and habit, and represent the best qualities of the species;

(n) Plant material shall be installed in a manner commensurate with the best horticultural practices in the region to maximize the chances of plant survival;

(o) Inorganic materials shall occupy no more than forty percent (40%) of the total landscaped area after one year of growth. Except in areas not landscaped by Developer, bare soil is not permitted;

(p) Any boulders and rock groupings shall be set in informal arrangements, and be buried at least one fourth (1/4) their depth, so that they appear more natural;

(q) Limit areas devoted to cobbles and gravel mulch. Neither multi-colored gravel nor white gravel will be permitted;

(r) Installation of landscaped areas must begin within 60 days of completion of construction.

4.4 Common Areas

Neighborhood parks shall be built within residential communities to provide passive play areas as required by the City of Las Vegas Zoning Ordinance at 330 square feet per dwelling unit. These open spaces will be maintained by the homeowners associations.

4.5 Irrigation

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

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

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

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

exceed 70% of maximum rated flow determined by the American Water Works Association (AWWA).

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

4.5.6 Design shall be based on utilizing available static pressure minus ten percent (10%) for fluctuations. Provide booster pump downstream of RP device if required to operate system within highest level of application efficiency. Include pressure loss calculations with plan submittal.

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

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

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

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

4.5.11 Provide drip irrigation to shrubs and trees, with appropriate filtration and pressure regulating devices. Accommodate for adding emitters as trees mature.

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

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

4.5.14 Install back flow preventer in expandable locking metal cage or similar enclosure. Screen the equipment and/or locate away from public view.

4.5.15 Provide an electric, solid state controller equipped with a master valve terminal and a minimum of two fully independent programs. If controller is installed outside, provide a weatherproof, locking enclosure.

4.5.16 Provide remote electric control valves in boxes with bolt-down covers; no manual valves are allowed.

4.5.17 Install a master electric control valve immediately downstream from each back flow preventer if foundation structure is present within irrigated area. The valve must be capable of fully opening under the lowest designed flow (usually for drip).

4.5.18 Install quick coupling valves in boxes with bolt-down covers at minimum 200' intervals, and at dead-ends of all mainline runs.

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

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

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

4.5.22 Screen the control system and/or locate away from public view.

5. DESIGN STANDARDS FOR COMMUNITY COMMERCIAL

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

5.1 Definition

Community Commercial

The Community Commercial land use category allows low to medium intensity retail, office or other commercial uses and serves as an employment center. Community Commercial areas are meant to provide services for a larger portion of the City's population. The market for Community Commercial uses is generally between two and seven miles

5.2 Site Planning

The design intent is to create visually attractive, value-apparent, easily accessible projects within the Grand Canyon Village area. These standards shall mitigate negative impacts on surrounding areas through the use of setbacks, height limitations, walls, landscaping and grading, and appropriate building configurations.

5.2.1 **Site Grading:** Parcel grading shall create smooth slope transitions between grade changes, integrate buildings and site improvements, and encourage the use of land form grading as a landscape design element. Proposed grading schemes will be reviewed during the design review process.

5.2.2 **Site Coverage:** Gross site area is hereby defined as the area contained within the parcel lines. Building footprint coverage shall not exceed fifty percent (50%) of the gross site area. Parking structures are not included in calculating this coverage figure.

5.2.3 **Building Placement and Orientation:** The orientation of a building or structure upon a site must reflect not only the project's functional needs, but also must be responsive to the individual parcel's characteristics and sensitive to adjacent land uses and the larger surrounding community. It is important that the three-dimensional character of each structure be considered as it relates to the specific parcel. These issues must be skillfully addressed in order to obtain design review approval.

(a) Provide a well-defined building entry for pedestrians and vehicular traffic. Enhance entries and connections with landscaping, paving, and architectural elements to create a sense of arrival;

(b) For each project, provide a handicap-accessible pedestrian path from the sidewalk onto the site, and from the site and parking areas to the main building entry. Integrate into the site design all Federal ADA Standards and local public agency accessibility requirements;

(c) Establish a relationship between the site, each building and adjacent properties. Integrate site features that create a link to the building, to develop a sense of place in every project;

(d) FOR EXAMPLE: Define the entry area with enhanced paving, frame with special planters/plantings, trellised entry courts, and/or architectural building forms such as recesses and overhangs appropriate to the specifics of the site. Link building entry to the pedestrian pathway and walkway system. Provide linkages to allow connections by alternative means (bike, etc.).

5.2.4 **Circulation:** Overall vehicular and pedestrian traffic must be effectively managed, and shall be addressed early in the design process.

(a) Site layouts must be designed to route people and vehicles within the site, and not be predicated merely on the required number of parking stalls. Clear, logical, and identifiable circulation paths shall be provided for both vehicles and pedestrians. Non-intuitive circulation schemes and lengthy dead-end parking arrangements will not be acceptable;

(b) Each project shall provide a direct pedestrian link onto the site from the pedestrian sidewalk, for each frontage;

(c) Incorporate loading, unloading, and passenger drop-off areas to the overall circulation design, and make such areas safe for pedestrians;

(d) Driveway entry throats shall be a minimum of thirty feet (30') in width; all vehicular aisles shall be a minimum of twenty-four (24') in width. Minimum per City of Las Vegas standard drawing 222A;

(e) Circulation in the Community Commercial parking areas shall be contained within the site, and shall not allow for vehicle short-cuts. Continuous parking lots meeting at property lines are required, as well as intra-site access among uses;

(f) Integrate emergency vehicle access into the overall design.

5.2.5 **Parking**

The parking lot requirements shall be in conformance with the City of Las Vegas Zoning Ordinance.

5.2.6 **Service Areas**

(a) Service areas, docks, and truck loading areas shall be screened and located away from public view. Such areas shall be set back from residential property lines by a minimum of 34 feet;

(b) Screen outside storage areas from public view and other adjacent uses with a solid 6' tall masonry wall designed and finished to be compatible with the architectural character of the site;

(c) Screen all refuse areas with 6' tall masonry walls on three sides, and with a trellis or roof, finished to coordinate with the architectural character of the project;

(d) Enclosures shall have opaque doors on the remaining fourth side. Provide access from within the development to the refuse collection areas, so that such areas shall be accessible by service vehicles, but not be the focal point of a driveway or parking area;

(e) Design private drives to allow for easy access of service vehicles.

5.3 Architecture

The goal for the architecture is to establish a high standard of quality and long-term value. Architectural design shall support the community theme, (see Appendix A) and be of appropriate scale and character, and commensurate with the surrounding developments. See also Section 4 - Architecture and Landscape Overview. Design review attention will be devoted to the consistent application of sound design and planning principles.

(a) All design elements shall appear integrated with the overall project concept. Designs that appear arbitrary or are inconsistent in form will not be accepted.

(b) Detached structures and satellite buildings must be integrated with the overall project design. Pre-fabricated, temporary, or patchwork type constructions shall not be allowed on any portion of the site.

5.3.1 Height of Buildings and Structures

(a) The maximum total building height, as measured from the finished floor elevation of the ground floor, including parapets, roof-mounted equipment, penthouse, and screens, shall not exceed thirty-five feet (35') unless stepped back per City of Las Vegas zoning ordinance.

(b) The height of ground-mounted structures and accessories such as flag poles, uninhabited towers, tanks, etc., may extend to a maximum of sixty (60') feet.

5.3.2 Setback Requirements

As per the City of Las Vegas Zoning Ordinance.

5.3.3 **Building Massing and Form:** A relationship between site and building shall be firmly established. Site features that create a link to the building and develop a sense of place must be integrated into every project. Appropriate examples include enhanced hardscape areas framed by special planters and plantings, entry courts, and employee patio areas. Inappropriate examples include a primary building entry served solely by a narrow sidewalk that can be reached only be walking between a row of parked cars.

(a) The City of Las Vegas will favor visual continuity within multi-building projects, and within the context of adjacent projects;
(b) Building massing shall possess a balance in form and composition. Avoid large, flat, unarticulated building elevations, and long undifferentiated walls;
(c) Vertical supports such as columns, piers, and fins, shall be visually balanced with the loads they appear to carry;
(d) Fenestration must be carefully composed to complement a building's basic solid massing. Mullion patterns shall provide scale and modulation that relates to the overall building design;
(e) Develop a positive relationship between the building and the pedestrian. Design ground story facades to relate to the human scale. For example, break the facade into bays; provide signage and graphics appropriate to the pedestrian; extend the architecture into the landscape by use of arcades, porticoes and shade structures.
(f) Building elevations shall have varied rooflines, building roofline accent features and regularly spaced vertical façade elements. In addition, all building elevations shall provide consistent regularly spaced vertical façade elements.

5.3.4 **Building Entry and Focal Points:** Primary building entries shall be emphasized by design features such as overhangs, recesses and roof forms that are integrated into the overall building design.

(a) Primary building entries shall be obvious. A clearly defined primary pedestrian entry linking to an enhanced hardscaped foreground is required for each building;
(b) Enhance entries and connections with landscaping, paving, and architectural elements;
(c) To reinforce the building-to-site relationship, incorporate landscape features which visually and functionally complement the architectural design. This creates a link with the building and helps to develop a sense of place;
(d) Passenger pick-up and drop-off areas (auto courts) shall use accent trees and specialty paving to identify the entry areas;
(e) Use flowering trees and shrubs for accent and color;
(f) Use trees to provide shade for pedestrian areas. For focal points and other areas within thirty-five feet (35') of a primary building entry, the minimum size tree specimen shall be 24" box;

(g) Buildings shall cluster around pedestrian plazas and courts where possible, and pedestrian access shall be integrated into the overall design of facilities.

5.3.5 **Employee Patio Areas**

(a) Patio areas shall be integrated into the overall project design. Elements shall include landscaping, shade structures, seating, low walls, and enhanced specialty paving. Patio sizes and features shall be proportional to the project.
(b) Projects with over 20,000 square feet of building area shall provide an on-site outdoor employee patio area which is separate and removed from the main building entry.
(c) The patio area shall be readily accessible to all on-site users. In a single user project, the patio area shall be adjacent to or reasonably accessible to a side building entrance. In a multi-user project, the patio area shall be centrally located, or more than one patio shall be provided.

5.3.6 **Building Materials, Colors, and Finishes**

(a) Exterior materials selected for a building must be consistently applied and linked throughout a project; e.g., if a building is faced in a veneer of brick or tile, this feature shall in some manner turn the corner or wrap the building;
(b) Preferred construction material is masonry, or tilt-up concrete. Other methods are allowed, subject to City of Las Vegas design review;
(c) Wood must be used as an accent material only, not as the primary building cladding. All wood must be finished with paint;
(d) Monolithic glazing will be used in special applications such as an accent to the overall design, but not as a singular design theme. Unarticulated "glass box" design will not be allowed because of its obtrusive reflectivity;
(e) Building color selection, and its relationship to the surrounding environment and adjacent properties, will be critically evaluated in design review. White, off-white, and gray-white colors are discouraged unless used for a specific reason and in small areas only;
(f) A minimum of ten percent contrasting material or color is required on commercial buildings. Glazing will constitute twenty percent at the ground floor.

5.3.7 **Roof Design**

(a) Most office or commercial projects in the Grand Canyon Village Master Development area will feature parapet-screened, built-up flat roof forms. Sloped, curved or other roof forms will be used if expressed as a design element and consistently applied. Special purpose roof systems such as tensile structures are acceptable as long as they are well integrated into the project design.

(b) Built-up roofing systems shall be effectively screened on all sides by the building parapet. Parapet height must equal or exceed the height of the highest point of the built-up roof and rooftop equipment;

(c) The City of Las Vegas shall allow limited use of flat roofs with parapet and roof-mounted mechanical equipment.

5.3.8 Mechanical Equipment Screening

(a) Exterior components, whether roof or ground mounted, shall be screened on all sides by a screening device such as a screen wall or parapet wall that shall be aesthetically compatible with the architectural design of the building.

(b) Screening of the tops of roof-mounted equipment that will be visible from upper levels of an adjacent building will be required, depending upon the project location and adjacent uses.

(c) Minimum screening height shall be the height of the screened exterior components, and shall effectively screen all equipment from view from within 500 feet.

(d) Equipment screening shall occur as monolithic units rather than individual smaller units. Multiple individual equipment screen "hats" surrounding individual elements will not be allowed.

(e) Extruded metal screens, or screens of the same material or cladding as the building and directly linked to the building form, are appropriate screen examples. Wood, expanded metal lath, and chain link are not acceptable.

(f) Roof access ladders shall be located on buildings so as to be internal to the site, and not visible from the street.

5.4 Signage

All signage and graphics and their lighting shall be complimentary to the overall project design and consistent throughout the project. The signs shall be designed for effective advertising as well as for developing visually balanced and appealing identification within the Grand Canyon Village Master Development Plan area. All signs shall utilize materials and colors reflecting the building design.

Freestanding and wall signage design and sizing shall be governed by the requirements of Title 19. All signs shall utilize materials and colors reflecting the building design. The following types of signs shall be permitted as written in title 19: Arcade Signs, Awning Signs, Canopy Signs, Consolidated Signs.

Freestanding Signs

a) Maximum Number.

i. One freestanding sign per each 200 linear feet of street frontage or portion thereof. The total number of all freestanding and monument signs shall not exceed one per each 200 linear feet of street frontage or portion thereof.
ii. Corner lots are permitted to have signs for each street frontage and signs shall maintain a minimum separation of 100 feet measured along the street frontage.

b) Maximum area.

i. The total area of all freestanding signs shall not exceed two square feet of sign area for each lineal foot of street frontage. On lots with multiple street frontages, the allowable area for each street frontage shall be calculated separately unless consolidated into one sign, then each street frontage shall be added and total square footage permitted may be allowed in one consolidated sign.
ii. Signs within 40 feet of existing developed residential property, or property designated in the General Plan as appropriate for future residential development, the maximum sign area shall be 50 square feet. For each addition foot of setback from the property, the area of a sign may be increased an additional two square feet, with a maximum size of 400 square feet unless the site meets the criteria for consolidated freestanding signs.

c) Maximum Height.

30 Feet, subject to the following:

i. A freestanding sign within 200 feet of the right-of-way line of an elevated freeway or highway to which it is oriented may be erected up to 30 feet above the elevation of the elevated freeway or highway nearest the sign.
ii. In addition, signs within 200 feet of the right-of-way line and which can be read from US 95 from the north city limits to the Oran K. Gragson Highway, may be increased to a height equal to 60 feet, when authorized by the City Council, after review by the Planning Commission.

d) Minimum setback: Five feet from all property lines.

e) Additional standards.

i. All freestanding and monument signs on the same lot or in the same development shall maintain a minimum separation of 100 feet measured along the street frontage.

ii. See also Residential Protection Standards in Section 19.14.070.

f) **Illumination permitted.** Internal, external, animated and electronic message unit signs are permitted except on a building elevation visible from and located within 200 feet of property zoned or shown on the General Plan as planned for single-family residential (attached or detached) use.

g) Certificate required. Yes

Marquee Signs – Shall be permitted as written in Title 19.

Menu Board – Shall be permitted as written in Title 19.

Monument Signs – Shall be permitted as written in Title 19.

Projecting Signs - Shall be permitted as written in Title 19.

Roof Signs - Shall be permitted as written in Title 19.

Wall Signs - Shall be permitted as written in Title 19.

5.4.1 The City of Las Vegas has the specific right to refuse approval of any sign design that does not conform to the criteria. Proposed signage will conform to Title 19A.

5.4.2 All property owners/tenants shall be required to submit the proposed sign design for approval to the City of Las Vegas. Special design considerations and unique layouts are required and shall be subject to approval by the City of Las Vegas.

5.4.3 **Signage Not Allowed.** No sign, awning, canopy, advertising, or any other item such as decoration, lettering or advertising on the glass of any window or door, or within 48" of any interior/exterior window will be allowed without written approval from the City of Las
Vegas. If approval is granted, the owner agrees to maintain such item in good condition and repair at all times.

5.4.4 In addition, the following types of signage are not allowed:

(a) SIGN CONSTITUTING A TRAFFIC HAZARD. No person shall install, maintain, or cause to be installed or maintained, any sign which simulates or imitates in size, color, lettering, or design, any traffic sign or signal, or which uses the words "STOP", "LOOK", "DANGER", or any other words, phrases, symbols, or characters in such a manner as to interfere with, mislead, or confuse traffic;

(B) IMMORAL OR PROHIBITED. No person shall exhibit, post, or display on any sign, or cause to be exhibited, posted, or displayed upon any sign, anything of an obscene, indecent, or immoral nature or unlawful activity (per City Code);

(c) SIGNS, DOORS, WINDOWS, OR FIRE ESCAPES. No window signs will be permitted except otherwise noted in this document. No sign shall be installed, relocated, or maintained so as to prevent free ingress to or egress from any door. No sign shall be installed which conceals or covers exit signs. No sign shall be attached to a stand pipe except those signs that are required by code or ordinance;

(d) ANIMATED, AUDIBLE MESSAGE, OR MOVING SIGNS. Signs that have parts that move, swing, or rotate, or have lights that flash, blink, or fluctuate, or are otherwise animated or scintillating, are prohibited;

(e) OFF-PREMISE SIGNS. Any sign, other than owner-installed directional, that is installed for the purpose of advertising a project, event, person, or subject not related to the premises upon which the sign is located, shall be prohibited;

(f) VEHICLE SIGNS. Signs which are on or affixed to trucks, automobiles, trailers or other vehicles which advertise, identify, or provide direction to a use or activity not related to its lawful making of deliveries of sales or merchandise or rendering of services from such vehicles, are prohibited (per City code);

(g) LIGHT BULB STRINGS AND EXPOSED TUBING. External displays which consist of unshielded light bulbs, or open, exposed neon or gaseous light tubing, are prohibited. An exception may be granted by the City of Las Vegas when the display is an integral part of the design character of the activity to which it relates. Temporary decorative holiday lighting may be installed only with written approval from the City of Las Vegas.

5.5 Lighting

A carefully conceived architectural lighting scheme is required for each project.

(a) Emphasize building entries and hardscape forecourts with lighting;

(b) Fixtures shall be complimentary to the overall project design and consistent throughout the project;

(c) All fixtures in public areas shall be vandal- and tamper-resistant. Low mounted access panels shall require tools to open;

(d) Fixtures under twenty feet (20') in height shall have rock guards, and lenses shall be shatter resistant polycarbonate or other substance;

(e) For architectural lighting, metal halide, halogen, and fluorescent light sources are acceptable for use on-site throughout the project. Outlining of a building with neon lighting is prohibited;

(f) "Wall-pack" type fixtures are limited to service area use; where allowed, they shall be down-lights with reduced glare, or have minimally exposed light sources;

(g) Horizontal illumination shall be kept to a minimum;

(h) Uniformity ratios, vertical illumination levels, and fixture cut-off levels shall meet or exceed IES recommendations;
(i) Fixtures shall not be placed to produce glare or significantly cast onto adjoining lots or streets. Light cast onto adjacent properties shall not exceed 0.02 foot candles;
(j) Outdoor lighting shall not be powered beyond 240V;
(k) Globe type fixtures with exposed lighting sources are not allowed;
(l) Cobra heads are not allowed;
(m) Themed lighting shall be consistent with the entire planned area;
(n) Wallpack lighting shall utilize "shoe-box" fixtures and downward-directed lights on all buildings. Lighting standards within parking lots shall be no more than 20 feet in height and shall utilize "shoe-box" fixtures and downward-directed lights.

5.5.1 **Parking and Public Area Lighting:** The fixture type shall be from the Quality Lighting line, or approved equivalent.

5.5.2 Luminaires used for drive aisles and parking areas shall be pole-mounted. Pole heights shall be between 15 and 20 feet. Pole height shall be determined so as not to exceed the height of adjacent buildings.

5.5.3 **Covered Parking Area Lighting:** Luminaires for covered parking areas shall be recessed, with tamper-proof trims and hardware. Lenses shall be 5/8" polycarbonate or 1/2" laminate riot glass with 3/8" tempered glass. Finish shall be durable architectural paint or surface treatment. Lamps shall be high-pressure sodium or fluorescent. Light sources shall be hidden from street view (no "wall-pack" type fixtures or fixtures with exposed sources of light).

5.5.4 **Low Level Lighting:** Bollards, beacons, and wall-mounted low level fixtures serve primarily as accent lighting and to provide safety lighting at steps, ramps, and structures. They are not intended for use as area lighting.

5.5.5 **Landscape and Accent Lighting:** Accent lighting for landscape and site features shall be provided by grade-mounted flood lights or housing-below-grade uplight.

5.6 Landscape

The goal of the landscape design is to help develop a project identity while contributing to a pleasant and attractive environment. The landscape will give structure and image to the overall development, while providing orientation, shade, and comfort for individual areas.

5.6.1 **Landscape Concept:** Plant material shall be selected from the Plant Palette in Appendix B. (See also Section 4 - Architecture and Landscape overview)

5.6.2 The density and maintenance requirements of plant materials shall be in planned

zones, with low-maintenance, drought-tolerant plants along natural open areas and more formal and intensively maintained areas near building entrances and other areas of higher use, such as public plazas, courtyards, and pedestrian walkways.

5.6.3 **General Requirements:** A minimum of fifteen percent (15%) of the total parcel area shall be landscaped. The landscape will include plant (organic) materials as well as inorganic elements such as rock mulch, boulders, etc. The proportion of organic material which comprises the total landscaped area, shall range from forty to sixty percent (40-60%) after one year of growth. Also see the City of Las Vegas Landscape, Wall and Buffer Guidelines.

5.6.4 **Landscape Grading and Drainage:** See also Section 5.2.1 - Site Grading and Section 3.11 - Site Drainage.

5.6.5 **Parking and Vehicular Areas:** Parking and vehicular circulation areas can detract from a project's appearance if not properly designed. Parking lots and vehicle circulation spaces shall be designed to blend with the building site character through the use of landscape planting and grading. See the City of Las Vegas Landscape, Wall, and Buffer guidelines.

6. DESIGN STANDARDS FOR SINGLE AND MULTI-FAMILY RESIDENTIAL

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

6.1 Definitions

(a) Medium-Low Density Residential

For the purpose of these Standards, Medium-Low Density Residential shall consist of a variety of detached, or attached, single-family homes with attached or detached garages and a density of no greater than twelve (12) dwelling units per acre. These include conventional single-family, patio homes and Z-lot configurations. Allowable uses also include residential daycare up to 6 children and group facilities for up to two residents.

(b) Multi-Family Medium Residential

For the purpose of these Standards, the Multi-Family Medium Residential shall be with optional detached garages with a density of no greater than twenty-five (25) dwelling units per acre and shall not exceed three stories in height.

6.2 Site Planning

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

6.2.1 **Street Layout and Appearance:** The design objective for single-family projects is to design streets that are aesthetically pleasing and provide efficient traffic flow. Adherence to the following is required:

(a) To create a visual variety and interest and avoid a "tunnel" effect, curvilinear streets offset the width of the ROW are required in single-family areas;
(b) A variety of front residential setbacks shall be required to create interest and articulation along the street scene;
(c) One and two story elements shall be utilized to add interest and variety to the building massing, when viewed from the streets;
(d) Driveway shall be perpendicular to the street.

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

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

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

A. **Single Family**

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

B. **Multi-Family**

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

6.2.4 **Common Open Space and Residential Amenities:** A minimum of 330 square feet per dwelling unit shall be allocated to open space for each project site.

6.3 Architecture

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

6.3.1 **Building Massing, Setbacks and Height Requirements:**

(a) The buildings shall have simple forms with varying heights;

(b) Front porches, arcades and loggias are encouraged;
(c) There shall be articulation in wall planes both vertically and horizontally, with projections and recesses providing shadow and depth on front elevations only.

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

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

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

6.3.4 **Chimneys:** Fireplace chimneys shall be simple in design, massive in proportion, and use the same materials as the surrounding wall or accent materials. Exposed flues are not permitted. Split vent metal flues shall be covered, and shall not exceed 1'6" in height above the highest point of the attached structure.

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

(a) Plaster or stucco using a sand, dash, medium lace, or other light-textured finish.
(b) Exposed wood with a minimum 2" nominal dimension, of clear, all heart, kiln-dried material or glulaminated members with wood species and adhesive materials rated for desert climate. Exposed sheathing shall be limited to the underside of exposed eaves or porch roofs. All wood shall receive stain or paint finish. Durable substitute materials such as painted polymer aluminum, metal, or fiberglass are required;
(c) Accents and trim of ceramic tile, brick, cast or real stone are required;
(d) Flashing, sheet metal, vents, etc., except for decorative copper, shall be painted to match adjacent surfaces.

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

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

6.3.8 **Windows and Doors:** Mill finish aluminum window or door frames are prohibited. Reflective glass is prohibited.

(a) WINDOWS, regardless of elevation:
- λ Divided lights and factory finished white or accent color frames;
- λ Half-round or flat arched openings;
- λ Accent windows, octagonal or circular;
- λ Shutters and pot shelves, scaled to the window size;
- λ Use of fiberglass or polymer wood substitutes are required for shutters.

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

(c) GARAGE DOORS:
- λ Shall be recessed from the adjacent walls.
- λ Shall be metal sectional.
- λ Decorative glass panels required.

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

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

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

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

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

6.3.14 **Accessory Structures**

(a) Patio covers, trellises, gazebos or any other accessory structures shall be compatible with the materials, forms and colors of the adjacent homes and shall be constructed as permitted by governing codes, particularly in respect to height, size and setbacks;
(b) Mailboxes shall be placed in and detailed to contribute to the overall community theme, as per United States Post Office specifications.

6.4 Landscape

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

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

6.4.1 Perimeter Area Landscaping

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

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

6.4.3 **Recycling Program:** The Master Developer will use its best efforts to incorporate a recycling program into this project.

7. DESIGN STANDARDS FOR OPEN SPACE

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

The Park-Residential Construction tax allows for collection of whichever is less, one (1) percent of the valuation of each building permit issued, or $1,000.00 per residential unit. The basis of valuation is $.32 per square foot. An "in lieu of" program is also allowed, whereby 330 square feet of open space is provided by the developer in lieu of payment. Either program is acceptable. If the City of Las Vegas Parks Department is to build the open space, the land is to be located in the Grand Canyon Village Plan area.

7.1 Parks and Open Space

Neighborhood parks shall be built within residential communities to provide passive play areas as required by the City of Las Vegas Zoning Ordinance at 330 square feet per dwelling unit.

(a) City Parks of 5 acres or larger (up to 25 acres) - Designed as per City of Las Vegas standards.

8. GLOSSARY

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

SETBACK - BUILDING
The distance between the property line of a lot and the closest point on the exterior face of a building. In the proximity of streets, building setbacks shall be measured from the edge of the

landscape area adjacent to the street. Parts of a building such as cantilevered eaves, decks, or bay windows may encroach into the setback.

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

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

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

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

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

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

APPENDIX A: ARCHITECTURAL STYLES

Mission

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

Italian Renaissance

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

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

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

Southwest Contemporary

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

APPENDIX B: PLANT PALETTES

GRAND CANYON VILLAGE PLANT PALETTE TREES

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

GRAND CANYON VILLAGE PLANT PALETTE

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

GRAND CANYON VILLAGE PLANT PALETTE

SHRUBS

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

GRAND CANYON VILLAGE PLANT PALETTE

SUBSHRUBS AND GROUND COVERS

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

GRAND CANYON VILLAGE PLANT PALETTE

ACCENTS, CACTI AND SUCCULENTS

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

VINES

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

GRAND CANYON VILLAGE PLANT PALETTE

PROHIBITED PLANTS

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

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

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

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

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