

BADLANDS

DEVELOPMENT STANDARDS AND DESIGN GUIDELINES



January 2025 - DRAFT

Prepared By: ABLA

Prepared For: Greystone Nevada, LLC.

24-0629
01/08/2025



TABLE OF CONTENTS



24-0629
01/08/2025

Table of Contents

1. INTRODUCTION	10	4.7.1 PERIMETER EDGE CONDITIONS	48
1.1 PURPOSE AND INTENT	10	4.7.2 BUILDING WALL PLANES.....	48
1.2 SUPPORTING DOCUMENTS.....	10	4.7.3 ENTRIES.....	48
1.3 DEFINITIONS.....	10	4.7.4 COURTYARDS.....	49
1.4 RESPONSIBILITY OF REVIEW	12	4.7.5 PORCHES.....	49
1.5 PROJECT LOCATION.....	12	4.7.6 OUTDOOR LIVING SPACES.....	49
1.6 BADLANDS LAND USE CATEGORIES.....	14	4.7.7 COLUMNS AND ARCHWAYS.....	50
1.7 BADLANDS ZONING CATEGORIES.....	15	4.7.8 ENTRY PORTICOES	50
2. ZONING RESIDENTIAL STANDARDS	18	4.7.9 TURRETS	50
2.1 RESIDENTIAL STANDARDS.....	18	4.7.10 PATIO COVERS	50
2.2 DRIVEWAY CRITERIA.....	34	4.7.11 TRELLIS AND ARBORS	50
2.3 MODEL HOME COMPLEXES.....	34	4.7.12 BALCONIES AND SUNDECKS	51
2.4 STREET LIGHTING.....	34	4.7.13 ROOFTOP DECKS.....	51
2.5 STREETS.....	34	4.7.14 WINDOW OPENINGS.....	52
2.6 ENVIRONMENTAL STANDARDS.....	34	4.7.15 DETAIL ELEMENTS.....	53
3. SITE PLANNING GUIDELINES	37	4.7.16 AWNINGS/CANOPIES.....	53
3.1 SUBDIVISION DESIGN CONCEPTS.....	37	4.7.17 WALLS AND FENCES.....	53
3.1.1 PARCEL ENTRIES.....	37	4.7.18 GARAGES.....	53
3.1.2 STREET LAYOUT.....	37	4.7.19 CHIMNEYS.....	53
3.1.3 PEDESTRIAN ACCESS.....	37	4.7.20 EXTERIOR LIGHTING.....	54
3.1.4 COMMON OPEN SPACE.....	38	4.7.21 ACCESSORY STRUCTURES.....	54
3.2 PRODUCT PLOTTING CRITERIA.....	38	4.7.22 MECHANICAL EQUIPMENT.....	54
3.2.1 PLOTTING.....	38	4.7.23 RESIDENT TRASH RECEPTACLES.....	54
3.2.2 ARTICULATED BUILDING MASSING.....	38	4.7.24 PROHIBITED MATERIALS.....	55
3.2.3 GARAGE PLACEMENT AND CONFIGURATION.....	39	4.8 MULTI-FAMILY ARCHITECTURAL CRITERIA	60
3.2.4 CORNER LOTS.....	40	4.8.1 BUILDING FACADES.....	60
3.2.5 PERIMETER EDGES.....	40	4.8.2 ROOFS.....	60
4. ARCHITECTURAL DESIGN GUIDELINES	43	4.8.3 ROOF MATERIALS.....	60
4.1 COMMUNITY DESIGN THEME.....	43	4.8.4 ARCHITECTURAL FEATURES AND ACCENTS.....	61
4.2 INTRODUCTION TO ARCHITECTURAL GUIDELINES.....	43	4.8.4.1 WINDOWS.....	61
4.2.1 ARCHITECTURAL STYLES.....	44	4.8.4.2 FRONT ENTRY DOORS.....	62
4.2.2 ARCHITECTURAL DIVERSITY.....	44	4.8.4.3 COURTYARDS.....	62
4.3 SINGLE FAMILY DETACHED.....	45	4.8.4.4 BALCONIES.....	63
4.4 BUILDING FACADES.....	45	4.8.4.5 ROOFTOP DECKS.....	63
4.4.1 BUILDING MASSING AND FORM.....	45	4.8.4.6 CHIMNEYS.....	64
4.4.2 BUILDING MATERIALS AND COLORS.....	45	4.8.4.7 VENTS.....	64
4.5 ROOFS.....	46	4.8.4.8 EXTERIOR STAIRS.....	64
4.5.1 ROOF FORM AND SLOPE.....	46	4.8.4.9 AWNINGS.....	64
4.5.2 ROOF MATERIALS.....	46	4.8.4.10 MECHANICAL EQUIPMENT.....	64
4.6 DRIVEWAYS.....	47	4.8.4.11 METERS.....	64
4.7 ARCHITECTURAL FEATURES AND ACCENTS.....	48	4.8.4.12 SOLAR PANELS.....	64
		4.8.4.13 SATELLITE DISHES.....	65
		4.8.4.14 GUTTERS AND DOWNSPOUTS.....	65
		4.8.5 ACCESSORY STRUCTURES.....	65

24-0629
 01/08/2025

Table of Contents Continued

- 5. LANDSCAPE ARCHITECTURAL DESIGN GUIDELINES** 67
 - 5.1 MASTER LANDSCAPE CONCEPT 67
 - 5.2 OPEN SPACE AND CIRCULATION 67
 - 5.3 PLANT PALETTE 68
 - 5.4 PARCEL AND GATED ENTRIES 69
 - 5.5 COMMUNITY WALLS AND FENCING 69
 - 5.6 DECOMPOSED GRANITE 70
 - 5.7 BOULDERS 70
 - 5.8 MOUNDING 70
 - 5.9 POTS AND PLANTING CONTAINERS 70
 - 5.10 TURF 70
 - 5.10.1 FUNCTIONAL TURF 71
 - 5.10.2 ARTIFICIAL TURF 71
 - 5.11 BORDER MATERIAL 72
 - 5.12 IRRIGATION 72
 - 5.13 LANDSCAPE LIGHTING 72
 - 5.14 FRONT YARD RESIDENTIAL LANDSCAPE 72
 - 5.15 CUL-DE-SAC AND OVERSIZED LOT FRONT YARD LANDSCAPE 73
 - 5.16 ALLEY AND CLUSTER LOT - YARD LANDSCAPE 74
 - 5.17 BACKYARD RESIDENTIAL LANDSCAPE 74
 - 5.18 FLOWER AND VEGETABLE GARDENS 75
 - 5.19 MODEL COMPLEXES 75
 - 5.20 MULTI-FAMILY RESIDENTIAL LANDSCAPE STANDARDS 76
 - 5.20.1 COMMON OUTDOOR OPEN SPACE 76
 - 5.20.1.1 COURTYARDS, PLAZAS, AND GREEN SPACES 76
 - 5.20.1.2 ROOFTOP DECKS AND TERRACES 77
 - 5.20.2 PRIVATE OPEN SPACE: YARDS, PATIOS, AND BALCONIES 77
 - 5.21 STREETSAPES AND VEHICULAR AREAS 78
 - 5.21.1 ARTERIAL BOULEVARDS 79
 - 5.21.2 MAJOR COLLECTOR STREET 79
 - 5.21.3 RESIDENTIAL STREET 79
 - 5.21.4 INTERSECTIONS 79
 - 5.21.5 ENHANCED VEHICULAR PAVING 79
 - 5.21.6 PEDESTRIAN REALM 80
 - 5.21.7 PARKING AREAS / LOTS 80
 - 5.22 PARKS AND COMMUNITY TRAILS 81
 - 5.23 LIGHTING 81
 - 5.24 IDENTIFICATION SIGNAGE 82
 - 5.25 UTILITIES 82
 - 5.26 PUBLIC REALM GRADING AND DRAINAGE 82
 - 5.27 PUBLIC REALM IRRIGATION STANDARDS 82
 - 5.28 PUBLIC REALM MAINTENANCE STRATEGY 83
 - 5.29 APPROVED / PROHIBITED PLANT LISTS 83
 - 5.30 LANDSCAPE SUBMITTAL REQUIREMENTS / PROCESS 84
- 6. ICONIC MONUMENTS AND WALL GUIDELINES** 90
 - 6.1 ICONIC MONUMENT HIERARCHY 90
 - 6.2 BUILDER SUBDIVISION WALLS 90
- 7. COLOR** 93
 - 7.1 NUMBER OF COLOR SCHEMES 93
 - 7.2 BUILDING COLORS 93
 - 7.3 ROOF COLORS 93
 - 7.4 COLOR PLOTTING CRITERIA 94
- 8. DESIGN REVIEW** 96
 - 8.1 INTRODUCTION 96
 - 8.2 IMPROVEMENTS REQUIRING REVIEW 96
 - 8.3 ARCHITECTURAL REVIEW COMMITTEE 96
 - 8.4 SUBMITTAL REQUIREMENTS 96
 - 8.5 PLAN CHECK FEES 98
 - 8.6 DESIGN REVIEW AND APPROVAL PROCESS 98
 - 8.7 ADMINISTRATION 99

24-0629
 01/08/2025



LIST OF EXHIBITS



24-0629
01/08/2025

List of Exhibits

EXHIBIT 1.5: REGIONAL VICINITY MAP.....	13
EXHIBIT 1.7: BADLANDS MASTER PLAN.....	16
EXHIBIT 2.1A: BADLANDS R-1 SINGLE FAMILY RESIDENTIAL DISTRICT.....	18
EXHIBIT 2.1B: BADLANDS R-SL RESIDENTIAL SMALL LOT DISTRICT.....	21
EXHIBIT 2.1C: BADLANDS R-CL COMPACT LOT DISTRICT.....	24
EXHIBIT 2.1D: BADLANDS R-TH SINGLE FAMILY ATTACHED DISTRICT.....	27
EXHIBIT 2.1E: BADLANDS R-3 MEDIUM DENSITY RESIDENTIAL.....	30
EXHIBIT 4.7A: ARCHITECTURAL IMAGE BOARD.....	56
EXHIBIT 4.7B: ARCHITECTURAL IMAGE BOARD.....	57
EXHIBIT 4.7C: ARCHITECTURAL IMAGE BOARD.....	58
EXHIBIT 4.7D: ARCHITECTURAL IMAGE BOARD.....	59
EXHIBIT 5.14A: TYPICAL FRONT YARD LANDSCAPE - 40' WIDE.....	85
EXHIBIT 5.14B: TYPICAL FRONT YARD LANDSCAPE - 60' WIDE.....	86
EXHIBIT 5.21: PEDESTRIAN CIRCULATION PLAN.....	87
EXHIBIT 5.25.A: TRENCH DETAIL.....	88

24-0629
01/08/2025

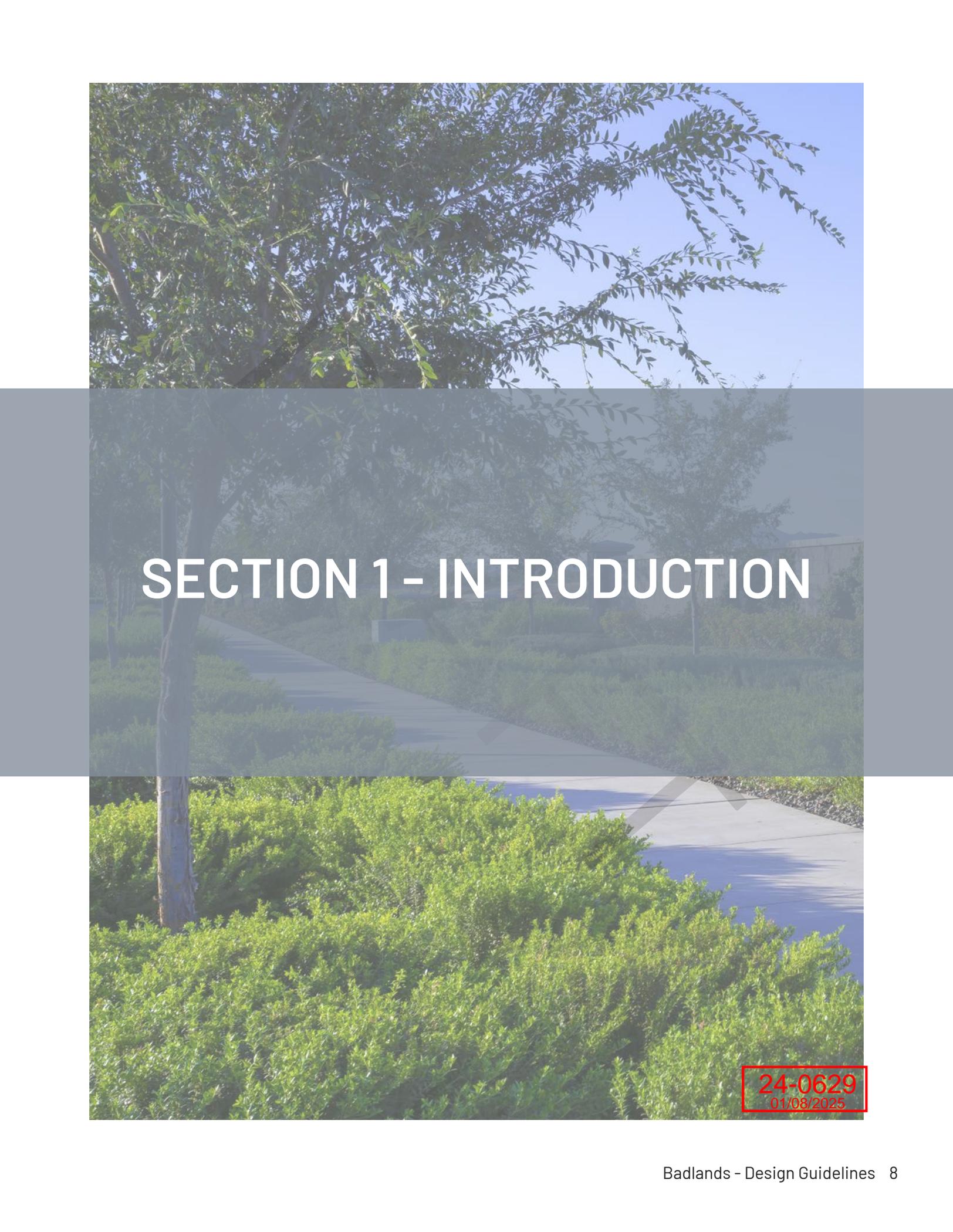
Please note that the numbering of exhibits, tables, and figures throughout this document are designed to correspond directly to the Chapter, Section, and/or Subsection of text to which they are related.

List of Figures and Tables

TABLE 1.7: BADLANDS ZONING CATEGORIES.....	15
TABLE 5.14.A: FRONT YARD TREE REQUIREMENTS.....	73

Please note that the numbering of exhibits, tables, and figures throughout this document are designed to correspond directly to the Chapter, Section, and/or Subsection of text to which they are related.





SECTION 1 - INTRODUCTION

24-0629
01/08/2025

1. INTRODUCTION

1.1 PURPOSE AND INTENT

The purpose of these Design Guidelines is to provide vision and direction for the implementation of Badlands. The community is committed to developing quality residential developments that will benefit the current and future residents of Las Vegas. In an effort to encourage creativity and innovation, the guidelines express “intent” rather than “absolute”, thereby allowing certain flexibility in fulfilling the intended design goals and objectives. The authority for determining whether a proposed design or feature of a design shall be acceptable rests with the Master Developer (“Master Developer”) and/or the various review committees it designates. The development standards herein are considered criteria approved for Badlands that must be adhered to for development.

1.2 SUPPORTING DOCUMENTS

The Design Guidelines supplement the following documents which must also be consulted during the design and development of individual parcels within Badlands:

- A. City of Las Vegas Building Codes;
- B. Master Declaration of Covenants, Conditions & Restrictions for Badlands (Master CC&R’s);
- C. Unified Development Code; and,
- D. The Master CC&R’s or any Neighborhood Association, which governs the Lot or Property in question.

Where conflicts arise between documents, the City of Las Vegas Building Codes and the Unified Development Code supersede, with the City of Las Vegas Building Codes taking precedence.

The design criteria are subject to interpretation by the Master Developer. The Master Developer may amend or augment the Design Guidelines to meet specific site or functional requirements of property within the community. Where the Design Guidelines are silent, the most current version of the Unified Development Code shall apply.

1.3 DEFINITIONS

- 1. Applicant: means the party or representative making a formal application to build or improve portions of Badlands.
- 2. Architectural Review Committee (ARC): shall mean a committee formed and made up of designated representatives, by the Master Developer, to operate and process submittals and reviews to ensure that the same quality level is applied to all landscape, subdivision, and architectural design submittals within Badlands.
- 3. Artificial Turf: Artificial turf is a surface of synthetic fibers made to look like natural grass.
- 4. Builder: means an entity that is improving any discrete area within a Parcel as depicted on the Master Land Use Plan, may also be the applicant.
- 5. City: means the City of Las Vegas.

24-0629
01/08/2025

6. Code: means the City Las Vegas Municipal Code, including all rules, regulations, standards, criteria, manuals and other references adopted therein.
7. Common Elements (CE): means all areas within Badlands owned and maintained by the community's Homeowner Association.
8. Development Standards: means the Development Standards, included within this document in Section 4, prepared for the Property, as amended from time to time by Master Developer.
9. Homeowners Association: shall mean the master association for Badlands whose directive is to manage and enforce Articles of Incorporation, CC&Rs (Covenants, Conditions and Restrictions) and By-Laws, which govern each property within Badlands and any and all common areas and elements.
10. Large Lot: generally defined as lots larger than 6,000 square feet.
11. Living Turf: living turf is defined as the surface or layer of the Earth with living grass plants, sod or peat.
12. Master Developer: in order to carry out the intentions of these Guidelines, the Owners may appoint a representative, or multiple representatives, of the Owners to serve as the "Master Developer" on behalf of the Owners. The Master Developer shall act pursuant to authority granted to it under a separate agreement between the Owners.
13. Owner(s): means each of the entities identified as "Owners," Greystone Nevada, LLC., and their successors and assigns (other than Builders) that are permitted transferees (or deemed permitted transferees).
14. Site Improvements: means any physical improvements made to a development area.
15. Small Lot: generally defined as lots smaller than 6,000 square feet.
16. Walls: various wall types are used in the Design Guidelines. The standards for these walls are dictated by the Las Vegas Uniform Development Code section 19.06 as defined in each residential district:
 - a. Builder subdivision wall – integral color block walls to match theme wall and are located within the interior of parcels.
 - b. Courtyard wall – a wall in front yards of homes with a maximum height of 4'-6", 3' of masonry and 18" of iron atop. Finish materials to match character of home.
 - c. Privacy wall – used to screen objects from view of pedestrians or drivers, such as air conditioning units, pool equipment, or waste bins.
 - d. Retaining wall – used to retain soil at a specified elevation to create a change in grade from one side of the wall to the other.
 - e. Screen wall – used in parcels between streets and parking lots to minimize head light glare, with a maximum height of 3'-6".

24-0629
01/08/2025

f. Theme wall – the primary wall used along the perimeter of the development site.

1.4 RESPONSIBILITY OF REVIEW

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

1.5 PROJECT LOCATION

Badlands is a Master Development Plan community consisting of approximately 253.45 acres in the west region of Las Vegas. It is located on the south side of Alta Drive with the primary access from Alta Drive. The community features a variety of land uses and infrastructure improvements

DRAFT

24-0629
01/08/2025



that enhance and protect the quality of life for residents and visitors alike. Please refer to **Exhibit 1.5, Regional Vicinity Map**.

1.6 BADLANDS LAND USE CATEGORIES

- A. Residential Low (L)(maximum 15 du/ac; average 5.49 du/ac)
 - 1. The purpose of the Residential Low Category is to provide for the development of single-family detached dwellings, duplex units and other customary residential uses with an average density of 5.49 du/ac.
- B. Residential Medium Low (ML)(maximum 15 du/ac; average 8.49)
 - 1. The purpose of the Residential Medium Low Category is to provide for the development of single family detached dwellings on smaller lots, and cluster homes with an average density of 8.49 du/ac.
- C. Residential Medium Low Attached (MLA)(maximum 25 du/ac; average 17.99 du/ac)
 - 1. The purpose of the Residential Medium Low- Attached Category is to provide for the development of single family detached dwellings on smaller lots, cluster homes, as well as single family attached units and medium density apartments with an average density of 17.99 du/ac.
- D. Parks & Trails
 - 1. The purpose of the Parks & Trails land use category is to provide for active and passive recreational amenities, including natural open space, serving residents of Badlands and the surrounding areas.
- E. Open Space
 - 1. The purpose of the Open Space land use category is to provide unprogrammed recreational amenities, including natural open space, serving residents of Badlands and the surrounding areas, as well as the surrounding environment.
- F. Infrastructure including roadways, public facilities, detention basins, electrical sub-stations, utility easements, etc.
 - 1. Within all Badlands land use categories, public facilities shall be in accordance with the Civic (C-V) category of the City of Las Vegas Unified Development Code.
- G. Public Facility (PF)
 - 1. The permitted uses and development standards for the Public Facility parcels are as prescribed by the Civic (C-V) zoning district within the City of Las Vegas Unified Development Code. In addition to the public and quasi-public uses permitted by the C-V zoning district, for profit schools are also a permitted use on Public Facility parcels within the Community.

Any development on a Public Facility parcel that is adjacent to residential uses within the Badlands

24-0629
01/08/2025

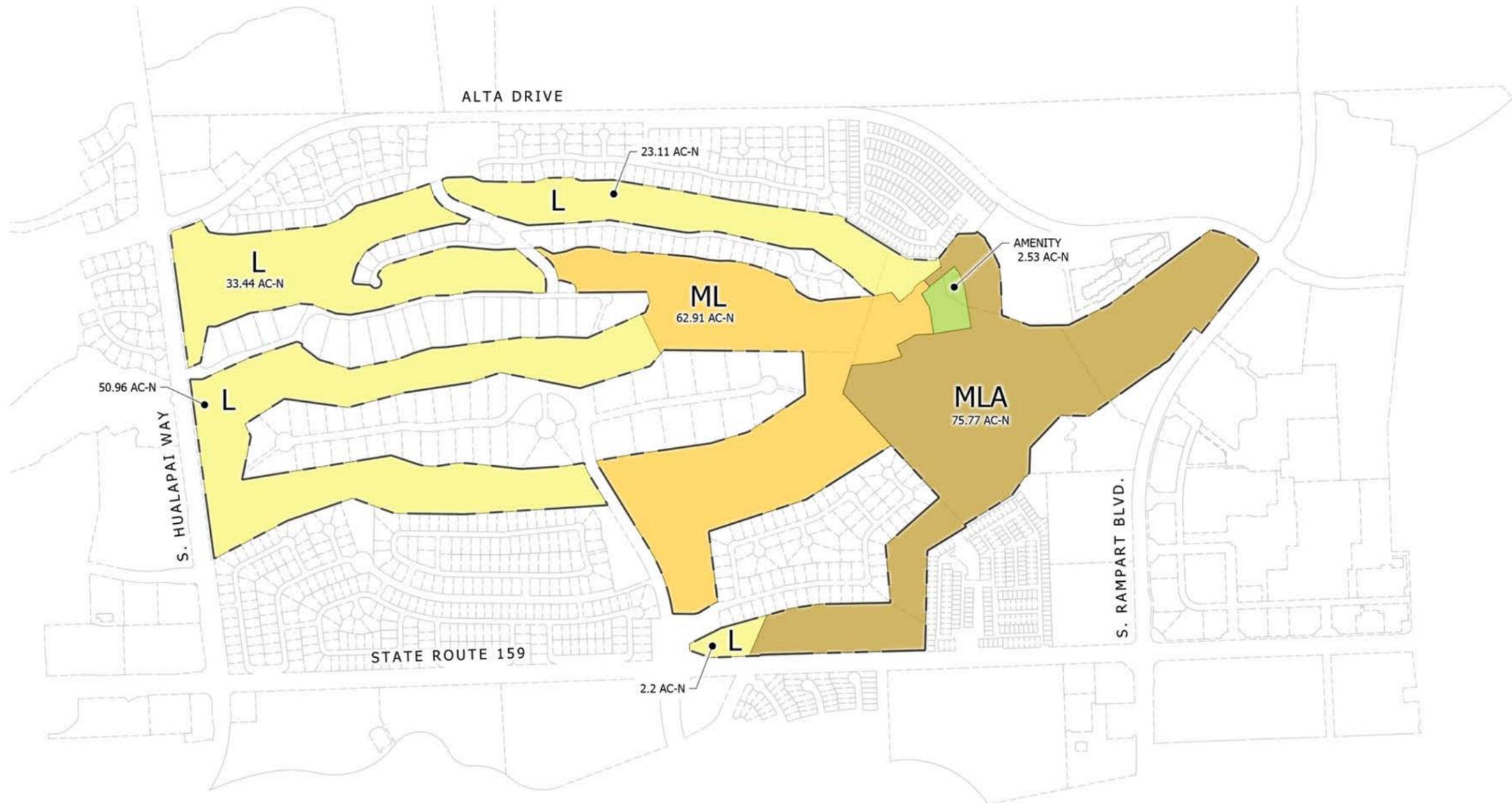
R-1, Badlands R-CL, Badlands R-SL, Badlands R-TH, and Badlands R-3 designations shall be subject to the height standards, landscape standards, and the parking standards, pursuant to the City of Las Vegas Unified Development Code.

1.7 BADLANDS ZONING CATEGORIES

The Badlands Development Standards contained herein provide the Zoning criteria for the implementation of the residential land uses within the Badlands Master Land Use Plan. Where the Modified Standards are silent on a specific issue, the provisions of the City of Las Vegas Unified Development Code, Title 19, shall apply. The chart below outlines the Badlands Land Use categories and their corresponding Development Standard categories, as reflected in **Exhibit 1.7: Badlands Master Plan**.

Table 1.7: Badlands Zoning Categories		
Badlands Land Use Category		Badlands Development Standard
L	Residential Low (maximum 15 du/ac; average 5.49 du/ac)	Badlands R-1, Badlands R-SL, Badlands R-CL
ML	Residential Medium Low (maximum 15 du/ac; average 8.49 du/ac)	Badlands R-1, Badlands R-SL, Badlands R-CL
MLA	Residential Medium Low Attached (maximum 25 du/ac; average 17.99 du/ac)	Badlands R-CL, Badlands R-TH, Badlands R-3
PF	Public Facility	C-V

24-0629
01/08/2025



LEGEND

	PARCEL PROPERTY LINE
	RESIDENTIAL "LOW"
	RESIDENTIAL "MEDIUM-LOW"
	RESIDENTIAL "MEDIUM-LOW ATTACHED"
	PARK & TRAIL
AC-N	NET ACRES

LAND USE	NET ACRES	TARGET UNITS	AVERAGE DENSITY (DU/AC)	MAX DENSITY (DU/AC)
RESIDENTIAL "LOW"	109.71 AC.	315 DU	2.87 DU/AC	15.00 DU/AC
RESIDENTIAL "MEDIUM-LOW"	62.91 AC.	350 DU	5.56 DU/AC	15.00 DU/AC
RESIDENTIAL "MEDIUM-LOW ATTACHED"	75.77 AC.	1,085 DU	14.32 DU/AC	25.00 DU/AC
SUBTOTAL	248.39 AC.	1,750 DU MAX.		
PARK & TRAIL	2.53 AC.			
SUBTOTAL	2.53 AC.			
TOTAL	250.92 AC.			

24-0629
 01/08/2025





SECTION 2 - ZONING RESIDENTIAL STANDARDS

24-0629
01/08/2025

2. ZONING RESIDENTIAL STANDARDS

2.1 RESIDENTIAL STANDARDS

2.1A Badlands R-1 Single Family Residential District	
Standard	Badlands R-1 Standards
Housing Types	Single Family Detached
Badlands Land Use Category	L, ML
Minimum Lot Size s.f.	4,500
Dwelling Units per Lot	1
Min. Lot Width	40'
Minimum Setbacks	
Refer to Exhibit 2.1A for Setback Diagram	
All setbacks measure from property line unless otherwise noted. Corner side setbacks are subject to City of Las Vegas sight visibility requirements. Non-livable encroachments no more than 24" in depth consisting of non-livable architectural projections are permitted into the front setback.	
Main Building	
Front (measured from sidewalk)	14' to single story Living, Porch, or Attached Side Entry Garage elements (May be reduced to 10' at single-story living or porch for 30% of building). **
	20' to second story elements
	20' to face of front entry garage door
Side	5'
Corner Side	8' to ground level Porch
	10' to Living from sidewalk or 5' from common element
Rear	10'
Detached Accessory Structure (Single-Story only; including Casita* & Detached Side-Entry Garages)	
Front	14' (May be reduced to 10' for 30% of building). **
Side (Measured to roof eave)	5' to single story element (14' maximum height)
Corner Side (Measured to roof eave)	10'
Rear (Measured to roof eave)	5' to single story element (14' maximum height)
Min. Separation to Main Building	6'
Size and Coverage	Not to exceed 50% of the floor area of the principle dwelling unit (subject to 60% total lot coverage maximum)**
Rear Patio Cover, Sundeck, or Balcony	
A Patio Cover is an attached or detached accessory structure which is not enclosed and provides sheltered outdoor space. It is generally supported by posts extending to the ground.	
A Balcony is a projecting non-enclosed portion of the house located 3' or more above the ground. It is generally Cantilevered from the adjacent wall plane with no support posts extending to the ground.	
A Sundeck is an attached unenclosed portion of the house located 3' or more above the ground. It may or may not have support posts extending to the ground.	

24-0629
01/08/2025

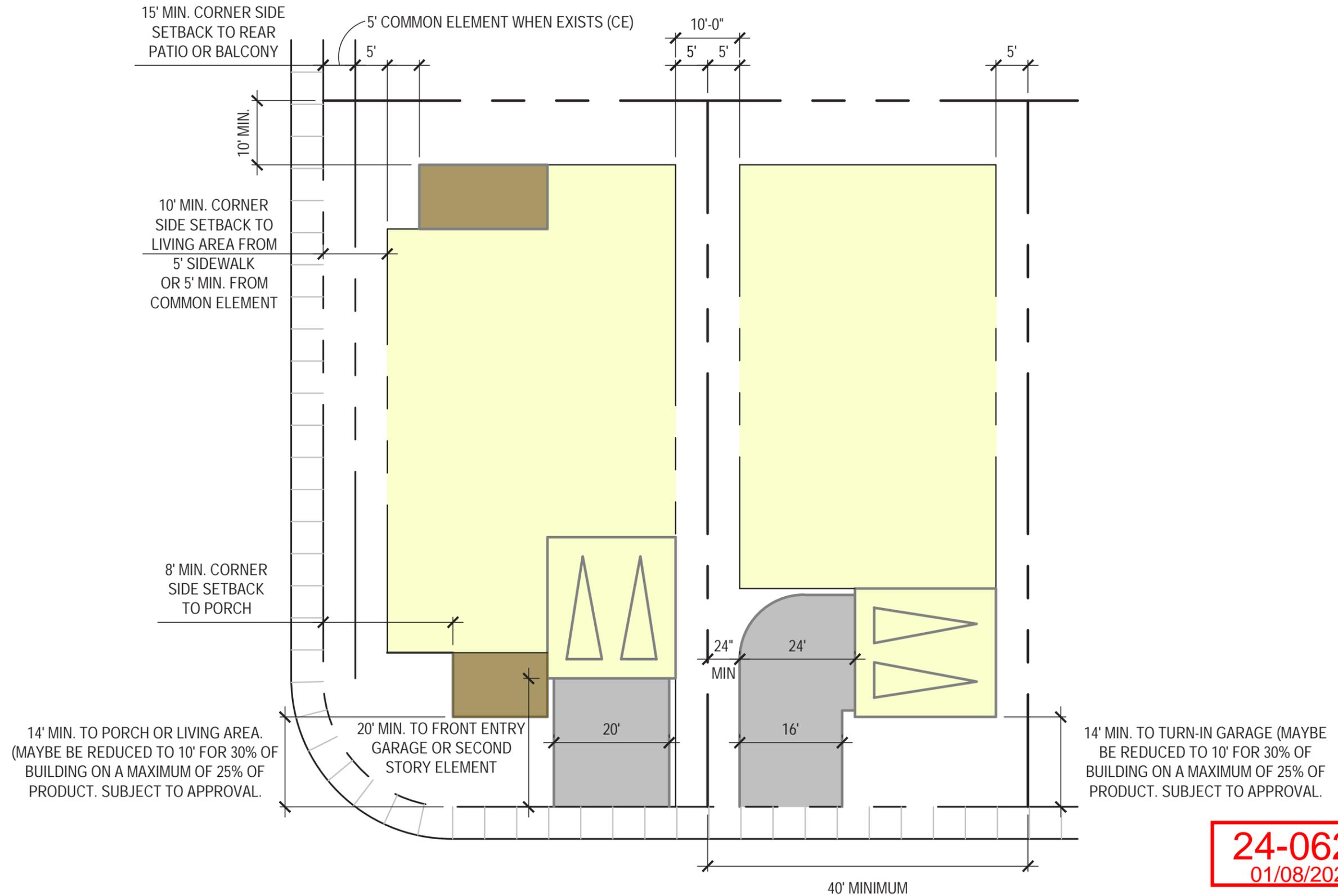
2.1A Badlands R-1 Single Family Residential District Continued	
Rear	5' to post or edge of patio cover
	3' to roof overhang for patio cover
	10' to post or edge of sundeck or balcony (may be reduced to 10' at perimeter edge with average 15' typ.)
	13' to roof overhang of sundeck or balcony (may be reduced to 8' at perimeter edge with average 13' typ.)
Side	5' to post or edge of patio cover, sundeck or balcony, 3' to roof overhang
Corner Side	10' to post or edge of patio cover, sun deck or balcony
	8' to roof overhang (2-story element)
	8' to roof overhang (single story element)
Max Lot Coverage	60% or less (includes detached structures and garage area)
<i>(The percentage of lot area covered by all buildings and structures after the area required for dedicated public roadway, not including utility easements, is subtracted)</i>	
Max. Building Height	Main Building
<i>Vertical distance between the building's finished floor elevation and either 1) the highest point of the coping of a flat roof; 2) the deck line of a mansard roof; or 3) the average height level between the eaves and ridge line of a gable, hip or gambrel roof)</i>	<ul style="list-style-type: none"> • 3 Stories max. (Front/rear wall planes must be offset, box on box not allowed) • 35' max. height
	Accessory Structure
	<ul style="list-style-type: none"> • 14' maximum (single-story only)
Parking	
2 unimpeded spaces per unit	
Landscape Buffers	
<i>Minimum Zone Depths</i>	Adjacent to Right of Way: 6' or building setback, whichever is less
<i>Planting Requirements</i>	Refer to Section 5.21: Streetscapes and Vehicular Areas for planting requirements.
Fences and Walls	
Refer to Section 19.06.070 of Development Code for the requirements for fences and walls.	

*Casita may include kitchenette in which no oven and cook-top are provided.

** Casitas may be attached to the principal dwelling but are not required to have internal access. If attached, they must comply with the setback requirements applicable to the primary structure. If detached, they must follow the setback requirements for a detached accessory structure..

***The Master Developer shall submit as part of the building permit for a residential dwelling unit an approval letter that includes a tracking matrix of all units that have been approved for such reduction in setback requirements for the respective subdivision in which the proposed dwelling unit is located. The Master Developer shall also be responsible for providing an approval letter for all proposed detached accessory structures building permits that were not included in the original permitting of the residential dwelling unit and provide a tracking matrix of all detached accessory structures that have been approved for such reduction in setback requirements for the respective subdivision in which the proposed detached accessory structure is located.

24-0629
01/08/2025



24-0629
01/08/2025

2.1B Badlands R-SL Residential Small Lot District

Standard	Badlands R-SL Standards
Housing Types	Single Family Detached
Badlands Land Use Category	L, ML
Minimum Lot Size s.f.	2,800
Dwelling Units per Lot	1
Min. Lot Width	35'
Minimum Setbacks	
Refer to Exhibit 2.1B for Setback Diagram	
All setbacks measure from property line unless otherwise noted. Corner side setbacks are subject to City of Las Vegas sight visibility requirements. Non-livable encroachments no more than 24" in depth consisting of non-livable architectural projections are permitted into the front setback.	
Main Building	
Front (measured from sidewalk)	14' to single story Living, Porch or Attached Side Entry Garage elements (May be reduced to 10' for single-story living or porch for 30% of building). **
	18' to second story elements
	25' to third story elements
	5' (cluster product only) or 18' to face of Front Entry Garage Door
Side	5'
Corner Side	8' to ground level Porch
	10' to first and second story living from sidewalk, or 5' from common element
	10' to third story elements
Rear	10' to single story Living element
	15' to second story Living element (May be reduced by 5' for 50% of building width).**
	15' minimum backyards are strongly encouraged
	20' to third story element
Detached Accessory Structure (Single-Story only; including Casita* & Detached Side-Entry Garages)	
Front	Match principle structure requirement
Side (Measured to roof eave)	3'
Corner Side (Measured to roof eave)	10'
Rear (Measured to roof eave)	3' to single story element (14' maximum height)
Min. Separation to Main Building	6'
Size and Coverage	Not to exceed 50% of the floor area of the principle dwelling unit (subject to 60% total lot coverage maximum)**
Rear Patio Cover, Sundeck, or Balcony	
A Patio Cover is an attached or detached accessory structure which is not enclosed and provides sheltered outdoor space. It is generally supported by posts extending to the ground.	
A Balcony is a projecting non-enclosed portion of the house located 3' or more above the ground. It is generally Cantilevered from the adjacent wall plane with no support posts extending to the ground.	
A Sundeck is an attached unenclosed portion of the house located 3' or more above the ground. It may or may not have support posts extending to the ground.	

24-0629
01/08/2025

2.1B Badlands R-SL Residential Small Lot District Continued

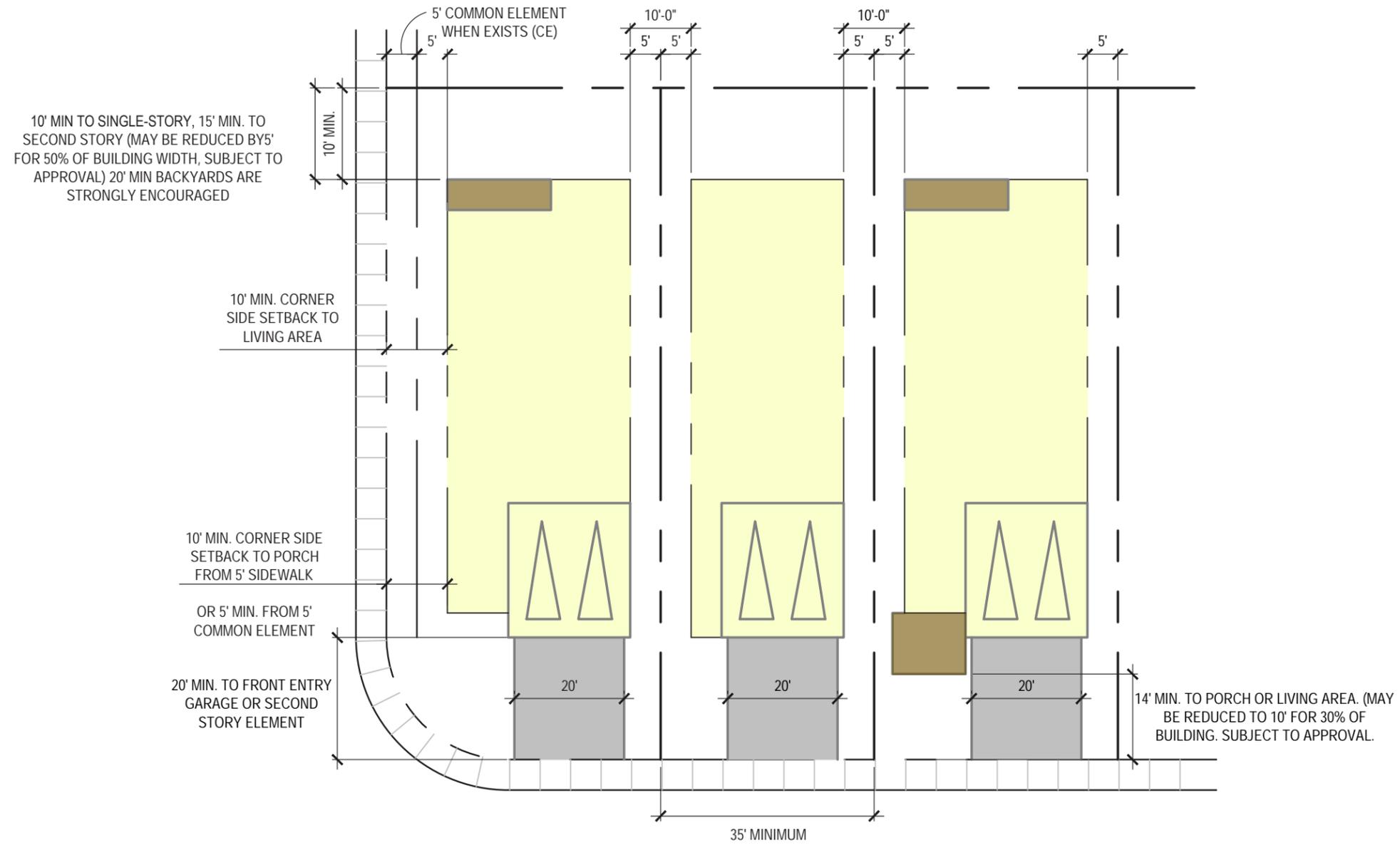
Rear	5' to patio cover post or edge of patio cover
	3' to roof overhang for patio cover
	5' to patio cover post or edge of rear patio cover, sundeck, or balcony
	(may be reduced to 10' at perimeter edge with average 15' typ.)
	3' to roof overhang of sundeck or balcony
	(may be reduced to 8' at perimeter edge with average 13' typ.)
Side	5' to patio cover post or edge of rear patio cover, sundeck, or balcony
Corner Side	8' to patio cover post or edge of rear patio cover, sundeck, or balcony
	6' to roof overhang
Max. Lot Coverage	
<i>(The percentage of lot area covered by all buildings and structures after the area required for dedicated public roadway, not including utility easements, is subtracted)</i>	60% or less (includes detached structures and garage area)
Max. Building Height	
<i>Vertical distance between the building's finished floor elevation and either 1) the highest point of the coping of a flat roof; 2) the deck line of a mansard roof; or 3) the average height level between the eaves and ridge line of a gable, hip or gambrel roof)</i>	Main Building
	• 3 Stories max
	• 35' max. height
	Accessory Structure
	• 14' maximum (single-story only)
Parking	
2 unimpeded spaces per unit	
Landscape Buffers	
<i>Minimum Zone Depths</i>	Adjacent to Right of Way: 6' or building setback, whichever is less
<i>Planting Requirements</i>	Refer to Section 5.21: Streetscapes and Vehicular Areas for planting requirements.
Fences and Walls	
Refer to Section 19.06.075 of Development Code for the requirements for fences and walls.	

*Casita may include kitchenette in which no oven and cook-top are provided.

** Casitas may be attached to the principal dwelling but are not required to have internal access. If attached, they must comply with the setback requirements applicable to the primary structure. If detached, they must follow the setback requirements for a detached accessory structure.

The Master Developer shall submit as part of the building permit for a residential dwelling unit an approval letter that includes a tracking matrix of all units that have been approved for such reduction in setback requirements for the respective subdivision in which the proposed dwelling unit is located. The Master Developer shall also be responsible for providing an approval letter for all proposed detached accessory structures building permits that were not included in the original permitting of the residential dwelling unit and provide a tracking matrix of all detached accessory structures that have been approved for such reduction in setback requirements for the respective subdivision in which the proposed detached accessory structure is located.

24-0629
01/08/2025



24-0629
 01/08/2025

2.1C Badlands R-CL Compact Lot District

Standard	Badlands R-CL Standards
Housing Types	Single Family Detached (Conventional, Cluster or Alley configurations)
Badlands Land Use Category	L, ML
Minimum Lot Size s.f.	Conventional: 2,000 Cluster or Alley: 2,000
Dwelling Units per Lot	1
Min. Lot Width	20'
Minimum Setbacks	
Refer to Exhibit 2.1C for Setback Diagram	
All setbacks measure from property line unless otherwise noted. Corner side setbacks are subject to City of Las Vegas sight visibility requirements. Non-livable encroachments no more than 24" in depth consisting of non-livable architectural projections are permitted into the front setback.	
Main Building	
Front	5' to Porch
	10' to Single-Story Living
	14' to Second Story Living (only 50% of façade must be setback, remaining 50% can be at 10' setback)*
	5' max. or 18'+ min. to face of Front Entry Garage Door
Side	0' at common wall
	5' at building end wall
Corner Side	5'
Rear	
Paseo or Common Open Space	5' to Porch
	5' to Single-Story Living
<i>Rear Yard with No Alley</i>	5'
<i>Rear Yard from Alley</i>	5' max. or 18'+ min. to face of Garage Door
Detached Accessory Structure	
Front	Same as Main Building
Side (Measured to roof eave)	5'
Corner Side (Measured to roof eave)	5'
Rear (Measured to roof eave)	5'
Min. Separation to Main Building	6'
Size and Coverage	Not to exceed 50% of the floor area of the principle dwelling unit
Rear Patio Cover, Sundeck, or Balcony	
A Patio Cover is an attached or detached accessory structure which is not enclosed and provides sheltered outdoor space. It is generally supported by posts extending to the ground.	
A Balcony is a projecting non-enclosed portion of the house located 3' or more above the ground. It is generally cantilevered from the adjacent wall plane with no support posts extending to the ground.	
A Sundeck is an attached unenclosed portion of the house located 3' or more above the ground. It may or may not have support posts extending to the ground.	
Rear	5' to patio cover post or edge of sundeck or balcony 3' to roof overhang for patio cover, sundeck, or balcony
Side	5' to patio cover post or edge of sundeck or balcony 3' to roof overhang for patio cover, sundeck, or balcony

24-0629
01/08/2025

2.1C Badlands R-CL Compact Lot District Continued

Corner Side	5' to patio cover post or edge of sundeck or balcony 3' to roof overhang
Min. Distance Between Buildings	10'
Max. Lot Coverage	95%
<i>(The percentage of lot area covered by all buildings and structures after the area required for dedicated public roadway, not including utility easements, is subtracted)</i>	
Max. Building Height	
<i>Vertical distance between the building's finished floor elevation and either 1) the highest point of the coping of a flat roof; 2) the deck line of a mansard roof; or 3) the average height level between the eaves and ridge line of a gable, hip or gambrel roof)</i>	Main Building
	• 3 Stories max.; 35 feet max
	Accessory Structure
	• 14' maximum (single-story only)
Parking	
2 unimpeded spaces per unit	
Landscape Buffers	
<i>Minimum Zone Depths</i>	Adjacent to Right of Way: 6' or building setback, whichever is less
<i>Planting Requirements</i>	Refer to Section 5.21: Streetscapes and Vehicular Areas for planting requirements.
Open Space	
Common Open Space	150 s.f. per unit for a minimum Common Open Space element of 10,000 s.f. The minimum 10,000 s.f. common open space requirement shall be consolidated into a single amenity area, visible from the main entry of the project to the extent feasible. The balance of any cumulative common open space requirement exceeding 10,000 s.f. may be distributed throughout the project as the builder desires, so long as such common open space element has a minimum dimension of 20' in width.
Fences and Walls	
Refer to Section 19.06.080 of Development Code for the requirements for fences and walls.	

*Casitas may include kitchenette in no oven and cook-top are provided.

** Casitas may be attached to the principal dwelling but are not required to have internal access. If attached, they must comply with the setback requirements applicable to the primary structure. If detached, they must follow the setback requirements for a detached accessory structure.

***The Master Developer shall submit as part of the building permit for a residential dwelling unit an approval letter that includes a tracking matrix of all units that have been approved for such reduction in setback requirements for the respective subdivision in which the proposed dwelling unit is located. The Master Developer shall also be responsible for providing an approval letter for all proposed detached accessory structures building permits that were not included in the original permitting of the residential dwelling unit and provide a tracking matrix of all detached accessory structures that have been approved for such reduction in setback requirements for the respective subdivision in which the proposed detached accessory structure is located.

24-0629
01/08/2025



24-0629
01/08/2025

2.1D Badlands R-TH Single Family Attached District

Standard	Badlands R-TH Standards
Housing Types	Single Family Attached
Badlands Land Use Category	MLA
Minimum Lot Size s.f.	800
Dwelling Units per Lot	1
Min. Lot Width	20'
Min. Lot Depth	N/A
Minimum Setbacks	
Refer to Exhibit 2.1D for Setback Diagram	
All setbacks measure from property line unless otherwise noted. Corner side setbacks are subject to City of Las Vegas sight visibility requirements. Non-livable encroachments no more than 12" in depth consisting of non-livable architectural projections are permitted into the front setback.	
Main Building	
Front	5' to Porch
	5' to Single-Story Living
	1.5' to Second Story Living
	5' max. or 18'+ min. to face of Garage Door
Side	0' at common wall
	5' at building end wall
Corner Side	5'
Rear	
Paseo or Common Open Space	5' to Porch
	5' to Single-Story Living
<i>Rear Yard with No Alley</i>	5'
<i>Rear Yard from Alley</i>	5' max. or 18'+ min. to face of Garage Door
Rear Patio Cover, Sundeck, or Balcony	
A Patio Cover is an attached accessory structure which is not enclosed and provides sheltered outdoor space. It is generally supported by posts extending to the ground.	
A Balcony is a projecting non-enclosed portion of the house located 3' or more above the ground. It is generally Cantilevered from the adjacent wall plane with no support posts extending to the ground.	
A Sundeck is an attached unenclosed portion of the house located 3' or more above the ground. It may or may not have support posts extending to the ground.	
Rear	5' to patio cover post or edge of sundeck or balcony 3' to roof overhang for patio cover, sundeck, or balcony
Side	5' to patio cover post or edge of sundeck or balcony 3' to roof overhang for patio cover, sundeck, or balcony
Corner Side	5' to patio cover post or edge of sundeck or balcony 3' to roof overhang
Min. Distance Between Buildings	10'
<i>(Primary Walls are those walls which contain the primary glazing and/or private outdoor space per unit. All other elevations are considered Secondary Walls.)</i>	

24-0629
 01/08/2025

2.1D Badlands R-TH Single Family Attached District Continued

Max. Lot Coverage	95%
<i>(The percentage of lot area covered by all buildings and structures after the area required for dedicated public roadway, not including utility easements, is subtracted)</i>	
Max. Building Height	
<i>Vertical distance between the building's finished floor elevation and either 1) the highest point of the coping of a flat roof; 2) the deck line of a mansard roof; or 3) the average height level between the eaves and ridge line of a gable, hip or gambrel roof)</i>	Main Building
	• 3 Stories max.; 45 feet max
	Accessory Structure
	• 14' maximum (single-story only)
Parking	
1 unimpeded space per dwelling unit, plus 1 guest parking space per 15 units. In neighborhoods where 5' driveways are proposed, additional off-street parking must be provided, subject to ARC review and approval.	
Landscape Buffers	
<i>Minimum Zone Depths</i>	Adjacent to Right of Way: 6' or building setback, whichever is less
<i>Parking Lot Screening</i>	Screening from adjacent roadways shall be provided
<i>Planting Requirements</i>	Refer to Section 5.21: Streetscapes and Vehicular Areas for planting requirements.
Open Space	
Common Open Space	150 s.f. per unit for a minimum Common Open Space element of 10,000 s.f. The minimum 10,000 s.f. common open space requirement shall be consolidated into a single amenity area, visible from the main entry of the project to the extent feasible. The balance of any cumulative common open space requirement exceeding 10,000 s.f. may be distributed throughout the project as the builder desires.
Fences and Walls	
Refer to Section 19.06.090 of Development Code for the requirements for fences and walls.	

*Casitas may include kitchenette in no oven and cook-top are provided.

** Casitas may be attached to the principal dwelling but are not required to have internal access. If attached, they must comply with the setback requirements applicable to the primary structure. If detached, they must follow the setback requirements for a detached accessory structure.

Architectural Features:

- A. Bay windows, fireplaces, roof eaves, cabinets designed to screen utility meters, architectural enhancements and similar architectural features may encroach no more than three feet into any required setback area, provided that the encroachments:
 1. Remain at least two feet from the property line; and
 2. Do not increase the living space of the structure at the floor level.

24-0629
01/08/2025



2.1E Badlands R-3 Medium Density Residential

Standard	Badlands R-3 Standards	
Housing Types	Townhome Units (Conventional, Cluster or Alley configurations) and Medium Density Apartments and Condominiums	
Badlands Land Use Category	MLA	
Minimum Lot Size s.f.	Townhome Units	
	Conventional: 800	
	Cluster or Alley: 800	
	Medium Density Apartments or Condominiums 6,500	
Dwelling Units per Lot	N/A	
Min. Lot Width	N/A	
Minimum Setbacks		
Refer to Exhibit 2.1E for Setback Diagram		
All setbacks measure from property line unless otherwise noted. Corner side setbacks are subject to City of Las Vegas sight visibility requirements. Non-livable encroachments no more than 24" in depth consisting of non-livable architectural projections are permitted into the front setback		
Main Building		
Front		
<i>Front</i>	5' to Porch	
	5' to Single-Story Living	
	1.5' to Second Story Living	
	5' max. or 18'+ min. to face of Garage Door	
<i>Medium Density Apartments or Condominiums</i>	5'	
Side		
<i>Townhome Units</i>	0' at common wall	
	5' at building end wall'	
<i>Medium Density Apartments or Condominiums</i>	5'	
<i>Corner Side</i>	5'	
Rear		
<i>Townhome Units</i>	5' Rear Yard with No Alley	
	Rear Yard from Alley	
	5'	
	5' max. or 18'+ min. to face of Garage Door'	
<i>Medium Density Apartments or Condominiums</i>	5' to Porch	
	5' to Living	
Accessory Structure		
Accessory structures for R-3 Medium Density Apartment housing types may include but are not limited to leasing offices, pool buildings and cabanas, pool equipment buildings, clubhouse and recreation buildings, detached garages and storage buildings, and other similar structures that are customary for R-3 Medium Density housing types. Kitchen facilities for catering purposes only are allowed.		

24-0629
 01/08/2025

2.1E Badlands R-3 Medium Density Residential Continued

Front	Same as Main Building
Side (Measured to roof eave)	5'
Corner Side (Measured to roof eave)	5"
Rear (Measured to roof eave)	5'
Min. Separation to Main Building	6'
Size and Coverage	N/A
Rear Patio Cover, Sundeck, or Balcony	
A Patio Cover is an attached or detached accessory structure which is not enclosed and provides sheltered outdoor space. It is generally supported by posts extending to the ground.	
A Balcony is a projecting non-enclosed portion of the house located 3' or more above the ground. It is generally Cantilevered from the adjacent wall plane with no support posts extending to the ground.	
A Sundeck is an attached unenclosed portion of the house located 3' or more above the ground. It may or may not have support posts extending to the ground.	
Rear	5' to patio cover post or edge of sundeck or balcony 3' to roof overhang for patio cover, sundeck, or balcony
Side	5' to patio cover post or edge of sundeck or balcony 3' to roof overhang for patio cover, sundeck, or balcony
Corner Side	5' to patio cover post or edge of sundeck or balcony 3' to roof overhang
Min. Distance Between Buildings	10'
Max. Lot Coverage	N/A
<i>(The percentage of lot area covered by all buildings and structures after the area required for dedicated public roadway, not including utility easements, is subtracted)</i>	
Max. Building Height	
<i>Vertical distance between the building's finished floor elevation and either 1) the highest point of the coping of a flat roof; 2) the deck line of a mansard roof; or 3) the average height level between the eaves and ridge line of a gable, hip or gambrel roof)</i>	<i>Main Building</i>
	<ul style="list-style-type: none"> • 3 Stories Permitted; (Up to 5 Stories max. with ARC review and approval.) • 60' max
	<i>Accessory Structure</i>
	<ul style="list-style-type: none"> • Not to exceed 3 stories, 35 feet in height or the height of the principle dwelling unit, whichever is less. (Front/rear wall planes must be offset, box on box not allowed).

24-0629
01/08/2025

2.1E Badlands R-3 Medium Density Residential Continued

Parking

<i>Townhome Units</i>	2 spaces per unit with at least one space in an enclosed garage, plus 1 guest space for every 15 units. In neighborhoods where 5' driveways are proposed, additional off-street parking must be provided, subject to ARC review and approval. Tandem parking is permitted.	
	Project on-street parking can be counted toward guest parking requirement.	
<i>Medium Density Apartments or Condominiums</i>	SR Apt: 0.75/unit	
	<i>All others:</i>	Studio & 1BR: 1.25/unit
		2 BR: 1.75/unit
		3 BR & Above: 2/unit
<i>Plus:</i>	1 guest space for every 6 units, (Project on-street parallel parking, if any, shall conform to UDC requirements and can be counted toward guest parking requirement. Adopted City of Las Vegas parallel parking space standards apply.)	

Landscape Buffers

<i>Minimum Zone Depths</i>	Adjacent to Right of Way: 10' or building setback, whichever is less. Adjacent to Common Area: 0' Interior Lot Line: 5'
<i>Planting Requirements</i>	Refer to Section 5.21: Streetscapes and Vehicular Areas for planting requirements.

Open Space

Common Open Space	150 s.f. per unit for a minimum Common Open Space element of 10,000 s.f. The minimum common open space requirement shall be consolidated into a single amenity area, visible from the main entry of the project to the extent feasible. The balance of any cumulative common open space requirement exceeding 10,000 s.f. may be distributed throughout the project as the builder desires, so long as such common open space element has a minimum dimension of 20' in width.
--------------------------	--

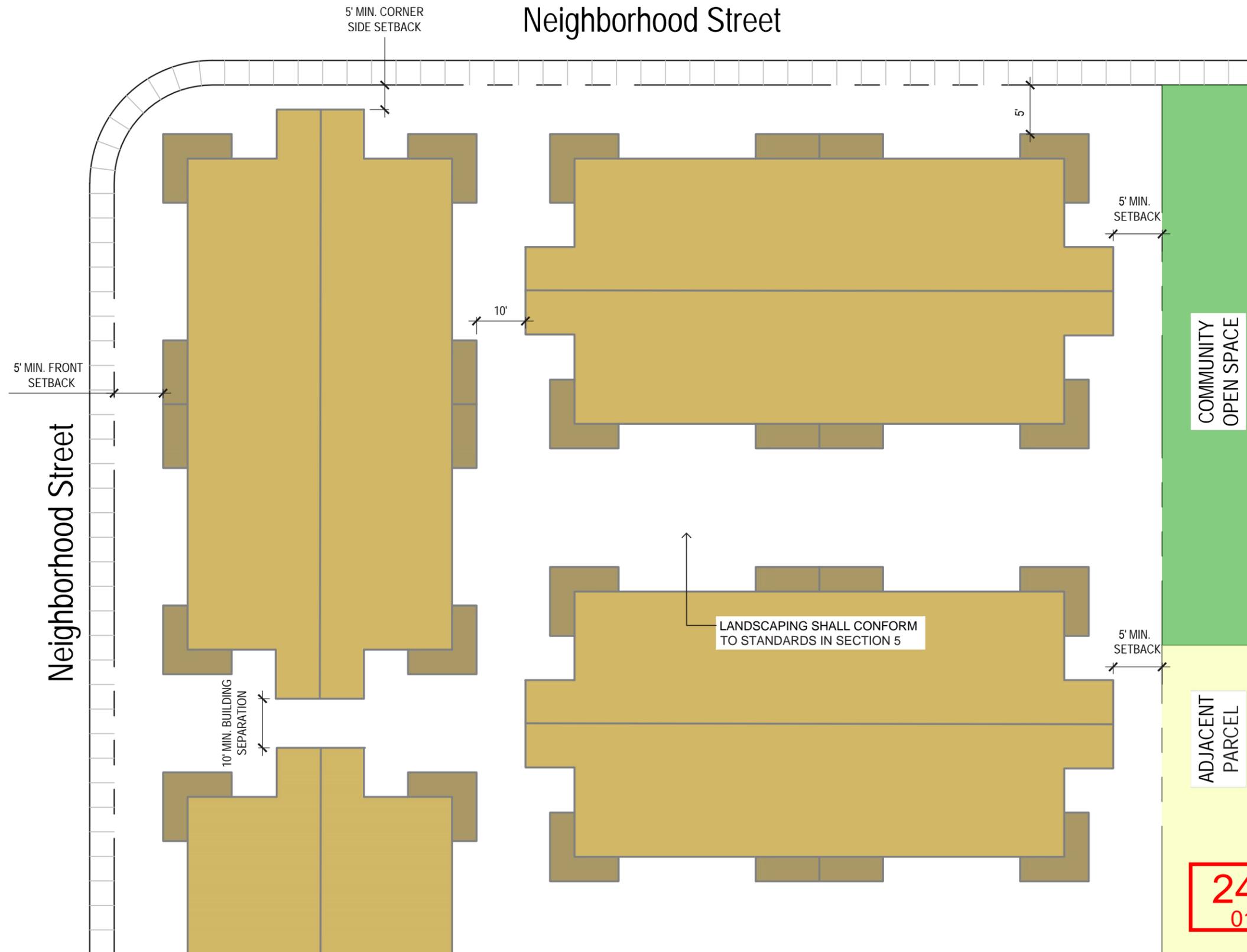
Fences and Walls

Refer to Section 19.06.110 of Development Code for the requirements for fences and walls.

Architectural Features:

- A. Bay windows, fireplaces, roof eaves, cabinets designed to screen utility meters, architectural enhancements and similar architectural features may encroach no more than three feet into any required setback area, provided that the encroachments:
 1. Remain at least two feet from the property line; and
 2. Do not increase the living space of the structure at the floor level.

24-0629
01/08/2025



2.2 DRIVEWAY CRITERIA

All driveway materials shall be constructed using pavers or non-gray concrete.

A. Minimum Length of Driveways

1. Minimum driveway lengths are specified in the Development Standards Matrices in Sections 2.1 through 2.5.

B. Parking

1. In multi-family development, parking shall conform to City of Las Vegas ADA standards.

2.3 MODEL HOME COMPLEXES

A. Parking

1. Model Home parking lots shall be paved or unpaved (unpaved areas must be 2" deep decomposed granite or chat for dust control). A minimum of 4 paved spaces shall be provided with handicapped spaces in accordance with City of Las Vegas requirements (with prior approval by the ARC).

B. Signage

1. Model home signage shall be subject to ARC approval.

C. Fencing

1. All fencing within the model complex shall be compatible with the community wall and fence and design. Chain link, wood, plastic or vinyl fences are prohibited. Model home fencing is subject to the approval of the ARC.

2.4 STREET LIGHTING

Street lighting for public streets shall be designed, installed, or updated in accordance with city standards. Street lighting is not required for private streets within single family homes, see Section 19.02 within the City of Las Vegas Unified Development Standards.

2.5 STREETS

Refer to Section 5.21 for street design standards.

2.6 ENVIRONMENTAL STANDARDS

All residential product builders within Badlands shall meet the following requirements for all residential products.

A. Water Conservation

1. Front yards shall be landscaped with trees, shrubs and ground cover. No living lawns are permitted. Artificial turf is allowed. Non-turf areas will include a minimum 2-inch layer of approved groundcover or decomposed granular mulch, weed barrier fabric is discouraged.
2. No builder installed ornamental water features at homes or in common areas are permitted,

24-0629
01/08/2025

except within model complexes and must meet City of Las Vegas requirements.

3. All irrigation systems, if properly operated and maintained, can sustain the landscape without creating flow or spray that leaves the property.
4. Builder installed irrigation systems shall have separate control zones (valves) for different plant and irrigation types.
5. Builder installed drip irrigation systems shall be equipped with pressure regulator, filter and flush end assembly.
6. Master Developer to create a plan for educating residents about solid waste disposal and recycling systems.

B. Solid Waste Disposal

1. The Developer will meet with Republic Services or the City's contractor for solid waste removal at that time and arrange a program for all of Badlands to have trash removal on a once a week basis and recycling pick up on a once a week basis.

C. Required Homebuyers Options

1. The Developer shall require, and the residential Builders shall provide all homebuyers the option of purchasing any or all of the following on all single family detached homes and where possible on attached residential product:
 - a. Energy Star Certified Homes or similarly approved equal (HERS);
 - b. Solar water heaters or tankless water heater(s);
 - c. Compact fluorescent lighting or LED lighting; and,
 - d. Energy Star appliances.

24-0629
01/08/2025



SECTION 3 - SITE PLANNING GUIDELINES



24-0629
01/08/2025

3. SITE PLANNING GUIDELINES

3.1 SUBDIVISION DESIGN CONCEPTS

3.1.1 Parcel Entries

- A. The location of parcel entries into each parcel will be identified by the Master Developer at the time of the purchase and sale agreement and in conformance with the approved traffic analysis. It is the responsibility of the builder to design a subdivision plan that incorporates these points of access. Other points of access that do not impede the overall efficiency of Master Land Use Planned roadways may be possible but require specific approval from the Master Developer and the City of Las Vegas. In some cases, parcel entries or interconnections will be coordinated with an adjacent parcel.
- B. The arrival experience into each neighborhood shall reinforce the overall community theme of Bad Lands. Architectural and landscape elements found throughout the community shall be incorporated into the neighborhood entry experience to provide a seamless transition between the overall community and individual neighborhoods.
- C. This document defines the Development Standards and Design Guidelines for the Site. Where no specific standards are provided, the City of Las Vegas Unified Development Code Section 19.06 shall apply as the minimum requirement, except where modified by this document. Builders are encouraged to elevate their designs by incorporating upgraded landscape design, lighting, and materials, that align with the architecture of the builder parcel.

3.1.2 Street Layout

- A. A Preliminary Concept Site Plan must be reviewed and approved by ARC prior to preparation of tentative maps, to ensure compliance with the design intent of the site planning guidelines, including street layout.
- B. The design of neighborhood streets should provide the opportunity to create a diverse and interesting street scene. The following guidelines apply:
 - 1. Curvilinear streets are preferred, particularly in larger lot neighborhoods. Curvilinear streets are not restricted in length.
 - 2. Smaller lot neighborhoods may feature a blend of straight streets and curvilinear streets, subject to the above criteria.
 - 3. The layout of neighborhood streets should discourage excessive speed and through traffic, enhancing pedestrian safety.

3.1.3 Pedestrian Access

- A. On builder parcels that are adjacent to a Master Development Planned roadway or open space, pedestrian access must be provided along each builder parcel edge having such frontage. However, Applicants may petition the ARC for waivers to this requirement. Site design should encourage the proper locations for crossings that dissuade jay walking and facilitate safe pedestrian crossing at streets.

24-0629
01/08/2025

- B. At least one pedestrian connection should be installed on each side of the builder parcel, where builder parcel abuts a street, or common area. The connection should be installed mid-builder parcel. Builder shall complete the connection between their builder parcel, and any common area Pedestrian Pathways. Coordination with Master Developer and the ARC is required.

3.1.4 Common Open Space

Common open space area shall be oriented in such a manner that it is visible from the builder parcel entry to the extent feasible. Remaining open space, if any, may be provided in the form of a small pocket parks throughout the neighborhood, internal paseos, landscape strips at key locations, or other areas as long as it is a visible element from a street and has an approximate dimension of 25 feet in width (20' minimum per Zoning Residential Standards, Section 2). Common open space will be essential in neighborhoods with cluster and alley-loaded homes in order to provide adequate open and recreational areas. Developer approved amenities are recommended as a part of each pocket park design. Amenities may include play structures, picnic tables, and benches, and are subject to ARC review.

3.2 PRODUCT PLOTTING CRITERIA

The plotting of residences that are adjacent to Master Development Plan roadways or Open Space, must be submitted to the ARC for review and approval to ensure compliance with the design intent of the site planning guidelines, including product plotting criteria. The submittal must include Plan numbers, elevations, and rear elevation options. The Master Developer shall be responsible for the tracking of the implementation and the enforcement of the criteria included in this section.

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

3.2.1 Plotting

A 2 or 3-story plan may be plotted adjacent to another 3-story plan or a 2-story plan only, except that no more than three 3-story plans may be plotted in a row. A 3-story plan shall not be plotted adjacent to a 1-story plan.

3.2.2 Articulated Building Massing

- A. Boxy building forms that overwhelm the street scene are discouraged. Rather the building mass shall be broken down into smaller elements, where feasible, to provide visual interest and articulation to the neighborhood street scene.
- B. On 3-story dwellings, no more than 40% of the width of an exposed elevation (front or rear) may consist of a single continuous vertical wall plan. The remaining 3rd floor wall plane area, if any, shall be setback at least 5' from the 2nd floor footprint. Any enclosed 3rd story is limited to 60% of the building footprint. 3-Story wall planes are not allowed on 1/2 or

24-0629
01/08/2025

rear elevations.

3.2.3 Garage Placement and Configuration

The placement and configuration of the garage often drives the look and feel of the neighborhood. Therefore, special care and consideration shall be used to de-emphasize the garage door on the street scene. In addition to conventional front entry garages, there are many additional garage configurations that can be used such as turn-in garages, split entry garages, tandem garage spaces, etc. When conventional front entry garages are used, special thought should be given to using techniques such as the following:

A. Living Spaces Forward of the Garage

1. Where product width allows, "architecture forward" lets the active living spaces of the house be the predominate feature of the front elevation, with the garage setback further from the street.

B. Deep Recesses

1. Deep garage door recesses (greater than the minimum 12") into surrounding wall planes result in strong shadows being cast across the garage doors, de-emphasizing their appearance on the street scene. Second floor elements above are either cantilevered or supported with piers extending to ground plane.

C. Extended Roof Elements

1. The use of extended roof elements provides the opportunity to emphasize the architectural design of the home while minimizing the appearance of the garage on the street scene. For example, when a porch is provided on the front elevation, extending the single-story roof line across the entire driveway width in front of the garage creates a deep shadow on the garage door, effectively allowing the garage door to "disappear" into the shadow. Similarly, a vehicular porte-cochere element provides additional shade to the front of the house and the garage is generally behind the front facade of the home.

- D. No more than three front facing garage spaces are permitted on an individual residence, however, the minimum width of a lot having a 3-car front facing garage shall be 45'. Additional garages spaces, if provided, must be in a turn-in configuration, tandem, deep-recessed with a long driveway or motor-court, or other configurations in which the garage door de-emphasized from the front. On lots that are 7,000 sq. ft. or greater, four garage spaces may face the street, subject to design review and approval.

- E. Front loaded 3-car garages, where provided, must have a 2' minimum offset between the single and double garage elements. This can be accomplished by offsetting the garage doors, offsetting the garage facades, or both. Three single car garage doors are not required to be offset.

- F. The face of garage doors shall be recessed a minimum of 12" from the adjacent wall surface.

- G. Garage doors shall be compatible with the architectural style of the residence and shall vary

24-0629
01/08/2025

per elevation style. In order to avoid the impact of garage doors, they shall be appropriately treated with decorative relief cuts, panels, etc.

- H. The front door to a residence with a side-loaded garage must be separated from the garage door plane by a minimum of 4'. Driveway must also be setback from any building element (front porch, building wall, courtyard wall) by a 24" minimum planting area.
- I. Front facing windows on side-entry garages shall feature window coverings, translucent glass, or other design elements that effectively screen the view in to the garage from the street.
- J. In calculating the parking available on site, parking spaces within tandem garages that are impeded by driveway parking will not be counted towards the required parking number.

3.2.4 Corner Lots

Single-story elevations or having a single-story element along the exposed side lot line facing public or private streets or facing public or private open space are encouraged. One-story elements may include the following:

- A. Single story-building walls with a maximum plate height of 12' and roofs sloping away from the side lot line.
- B. Single story building walls with a maximum plate height of 12' with second story walls set back 4' minimum from the first-floor walls and both roofs sloping away from the side lot line.
- C. Wrap-around porches with a maximum plate height of 12'.
- D. Alternative design solutions that add architectural dimension or character to corner lots.
- E. The plotting of 3-story plans on corner lots is discouraged. If plotted, however, third story element on exposed corner side yards must be setback at least 10' from the 2nd floor footprint.
- F. The portions of such side elevations that are not screened by solid walls should have architectural treatments consistent with the front elevation, including materials, detailing and roof plane breaks.
- G. Privacy walls shall be set back 5' minimum from the back of a walk and 2' minimum from street.
- H. Privacy walls shall screen air conditioner condenser units from view from the street.
- I. When homes with rooftop decks, if any, are plotted on corner lots, a sloped roof must be used to disguise at least 2/3 of the height of the parapet element, regardless of architectural style. Rooftop decks shall meet the setbacks of the zoning category under the rear patio cover, sundeck, or balcony.

3.2.5 Perimeter Edges

- A. The development edges of the builder parcels are a key element to the appearance and sustainability of the overall community, as well as its interface with the surrounding desert environment. For that reason, careful consideration must be undertaken in the design and plotting of residences along the visible perimeter edges of development builder parcels.

24-0829
09/20/24

The visible perimeter edges will be identified by the Master Developer, and are generally defined as one or more of the following:

1. Builder parcel edges that are adjacent to Master Development Planned roadways;
2. Builder parcel edges that are adjacent to Open Space areas;
3. Builder parcel edges that are adjacent to Public or Quasi-Public Spaces such as schools, libraries, houses of worship, etc; and,
4. A tier of lots within a tract that is at least 15' higher than the tier of lots below.
5. In order to ensure that the perimeter edges contribute to a positive community environment, the visible elevations plotted along these edges shall incorporate the following guidelines:
 - a. Variation of building massing and forms;
 - b. 2nd floor roof and wall projections offset a minimum of 12" horizontally and vertically. Building articulation is preferred over added 12" wall planes as a means to create visual interest;
 - c. The use of principle window on the 2nd floor;
 - d. A single-story element may be used to break the plane of a 2-story building façade;
 - e. Enhancements such as a patio cover, 2nd story deck or balcony that provides vertical or horizontal plane breaks to the facade may be used;
 - f. The use of a principle window on corner side elevations;
 - g. Cantilevered projections used to accomplish the required wall plane offsets may encroach in to setbacks (Maximum 24" encroachment per Section 2. Zoning Residential Standards); and,
 - h. Architectural treatments and articulation consistent with the front elevation.
6. When homes with rooftop decks, if any, are plotted with side elevations facing a perimeter edge of a builder parcel, a sloped roof must be used to disguise at least 2/3 of the height of the parapet element. Rooftop decks shall meet the setbacks of the principal structure.

24-0629
01/08/2025



SECTION 4 - ARCHITECTURAL DESIGN GUIDELINES

24-0629
01/08/2025

4. ARCHITECTURAL DESIGN GUIDELINES

4.1 COMMUNITY DESIGN THEME

Bad Lands is envisioned to be a vibrant development that allows for the greatest amount of land use flexibility and creates a unique lifestyle destination and desirable neighborhood designed to meet the needs of today's varied lifestyles.

Energy and resources will be conserved through sustainable measures while creating a beautiful, livable, and vibrant series of developments. Open space, trails and the outdoors are a prominent feature at Bad Lands. The programmed parks, trail corridors, and paseos, will focus on pedestrians and will allow for ease of movement throughout the community for a true walkable and livable community.

The underlying design philosophy for Bad Lands is to create a community character and quality that reflects the context of the region. These guidelines provide a comprehensive overview of the design criteria and development standards required to implement the desired physical form of the community and its key features. The Guidelines address architecture, site design, landscaping, lighting, signage, and other components to create a high-quality and cohesive community with interconnected open spaces.

While these guidelines establish the quality of architectural and landscape development for the Bad Lands project, they are not intended to prevent alternative designs, new technologies, and/or concepts that are compatible with the overall project theme. This document is intended to promote and direct a high level of design quality to the project site while permitting flexibility for creative expression and innovative design solutions.

4.2 INTRODUCTION TO ARCHITECTURAL GUIDELINES

The Architectural Design Guidelines for the residential areas of Bad Lands are intended to facilitate the creation of diverse and varied streetscapes, while creating a cohesive sense of place in keeping with the overall community design concept. These design guidelines are criteria in which builders are to use in consideration of the development and plotting of their products and are enforced by the Master Developer's Architectural Review Committee (ARC). Architecturally, Bad Lands employs a few key features that will define the community and elevate the designs by all builders:

- A. 18' minimum setback for front-facing garages (or 5' maximum if less than 18') or 20' minimum setback for front-facing garages dependent on zoning category that applies. See Section 2 for Zoning Residential Standards.
- B. 5' minimum side-yard setback to structure, See Section 2; and,

24-0629
01/08/2025

- C. Multiple wall plane breaks required which creates interest in the street scene.

4.2.1 Architectural Styles

The architectural styles permitted within Bad Lands will be subject to review and approval by the Master Developer's Architectural Review Committee (ARC). The Architect may choose to follow a traditional design approach for the selected style, may explore more contemporary expressions of the selected style for a fresh and unique architectural look or a blend of both.

Updated interpretations may consider the following:

- A. Simple yet bold massing of building forms;
- B. Asymmetric building facades with exaggerated massing;
- C. Multiple wall planes;
- D. Strong use of the roof as a design statement including shed roof forms, parapets, and/or over-scaled gable or hip roof forms;
- E. Multiple ridge heights;
- F. Bold use of color to accentuate building forms;
- G. Simplicity of details, exaggerated for emphasis;
- H. Simplified use of materials on accenting wall planes; and,
- I. Materials used and applied in unique manner.

Single Family Attached and Multi-Family neighborhoods with up to 150 units may be designed with one architectural style for a cohesive neighborhood thematic design concept. An additional architectural style is required for each additional 150 units or portion thereof.

4.2.2 Architectural Diversity

- A. Each single family or paired home neighborhood with more than 125 units shall consist of at least 8 distinct combinations of plans and elevations. For example,
 - 1. 2 plans with 4 elevations each
 - 2. 4 plans with 2 elevations each
- B. Neighborhoods with up to 125 units shall consist of at least 6 distinct combinations of plans and elevations. For example:
 - 1. 2 plans with 3 elevations each.

Sections 4.2 through 4.6 contain the general architectural requirements for all Single-Family residences within the community regardless of the architectural style selected. Sections 4.7 and 4.8 contain checklists of the primary identifying characteristics and the requirements that must be included on designed residences.

Builders are encouraged to utilize sustainable building practices, taking into consideration alternative power sources and water conservation techniques when designing and building their homes. When

24-0629
01/08/2025

solar power is implemented by the builder, care should be taken to ensure the solar power system becomes an integral part of the exterior design of the home.

4.3 SINGLE FAMILY DETACHED

The architecture of a house is comprised of four basic components regardless of its architectural style. These architectural components consist of Building Facades, Roofs, Drives, and Detail Elements. Together, when these components are designed appropriately, a cohesive yet diverse residential neighborhood environment will be realized, consistent with the goals and objectives of the Bad Lands Master Development Plan.

4.4 BUILDING FACADES

4.4.1 Building Massing and Form

- A. Variety in building forms provide diversity and visual interest to the neighborhood street scene. The following shall be incorporated into the design of residential structures:
 - 1. Articulation of wall planes;
 - 2. Projections and recesses to provide shadow and depth;
 - 3. Simple bold forms; and,
 - 4. Combinations of one and two story forms.
- B. Building wall planes, on the front elevation, shall be staggered to create interest along the street scene, to provide a desirable human scale, and to avoid visual monotony.
- C. Residential design shall provide articulation and detail to the rear and side of the dwelling when visible from public spaces within the community.

4.4.2 Building Materials and Colors

- A. The design of residences shall use building materials that are consistent with the architectural styles as identified on the architectural checklist for each style, including but not limited to:
 - 1. Stucco;
 - 2. Cementitious Wood Siding or Shingles;
 - 3. Brick; and
 - 4. Stone.
- B. All surface treatments or materials shall be designed to appear as an integral part of the design, and not merely applied. All materials shall wrap columns, porches, or balconies in their entirety.
- C. Material changes shall occur at inside corners with 3' minimum returns.
- D. Color or material breaks at garage corners shall have a return dimension equal to or greater

24-0629
01/08/2025

than the width of the material on the front elevation.

- E. Building, trim and accent colors must be approved by the ARC. Refer to Section 7 for additional Color criteria.

4.5 ROOFS

4.5.1 Roof Form and Slope

- A. Roof treatments shall be consistent with the architectural style of the dwelling.
- B. Variety of roof design and treatment is encouraged to provide visual interest to the neighborhood roovescape throughout Bad Lands, including the use of gable, cross-gable, hip, shed, flat or a combination of these roof forms.
- C. Gable ends shall feature detail elements that are compatible with the architectural style of the residence and shall vary per elevation style.
- D. Shed roof forms used in conjunction with an “updated” interpretation of the selected architectural style may have slopes greater than or shallower than that permitted by its corresponding “traditional” architectural interpretation.
- E. Repetitious gable ends framed side to side on rear elevations are not permitted along perimeter edges of residential neighborhoods.
- F. Minimum overhangs shall be as identified on the architectural checklist for each style.
- G. Roof slopes shall be consistent with the architectural style of the residence as indicated on the architectural checklist for each style.
- H. Broken roof pitches extending over porches, patios or other similar features are encouraged where appropriate to the architectural style.
- I. Gambrel and Mansard roof forms are prohibited.

4.5.2 Roof Materials

- A. A variety of roof materials is encouraged throughout the neighborhoods of Bad Lands in order to avoid a monotonous roovescape appearance. Roof materials shall be barrel or s-shaped clay or concrete tiles.
- B. Roof materials shall be compatible with the architectural style of the residence as indicated on the architectural checklist for each style.
- C. Fascia may be either stucco, wood, or tile. If wood is used, it shall be stained or painted.
- D. Skylights/solar tubes are permitted but shall be designed as an integral part of the roof. Solar tubes with PV cells to power ambient night lights within homes are to have shutters to eliminate uplighting from the tubes. Clear skylights or white “bubble” skylights are not permitted. Skylight framing material shall be bronze anodized or colored to match the adjacent roof.

24-0629
01/08/2025

- E. Permitted Materials:
 1. Clay or concrete barrel shaped or S-tiles;
 2. Standing seam metal roofing as an accent material (subject to design review and approval);
 3. Photo-Voltaic roof tiles, subject to the design criteria below; and,
 4. Flat concrete tiles.
- 5. Prohibited Materials:
 - a. Shake, unless otherwise approved by the ARC;
 6. Wood Shake;
 7. Fiberglass Shingles;
 8. Simulated Tile including fiberglass or metal unless otherwise approved by the ARC;
 9. Rolled roofing material unless otherwise approved by the ARC; and,
 10. Dormer style tile roof vents.
- F. Solar panels are to be integrated into the roof design, preferably flush with the roof slope, but parallel is acceptable. Frames must be colored to complement the roof. Support solar equipment shall be enclosed and screened from view.
- G. Photo-Voltaic roof tiles shall conform to the following criteria:
- H. All conduit line sets shall be integrated into the design of the home. Any exposed conduit shall be painted to match adjacent wall surface.

4.6 DRIVEWAYS

- A. Maximum Width of Driveways
 1. Front entry driveways shall not exceed the width of the garage door by more than one foot (1'-0") on each side, including center columns, if any. Any driveway that exceeds 20' in width along the street must have additional enhancements. Enhancement options include exposed aggregate, contrasting textures, paving bands or other similar treatments to break up expansive areas.
 2. Front entry driveways that are 20' in width or less do not require enhancement.
 3. The maximum width of a driveway at the street for a turn-in garage shall not exceed 16'.
 4. On turn-in garages, the distance from the face of the garage door to the side yard lot line have the following minimum dimensions:
 - a. 6,000 and under sq. ft. lots: 26' (24' pavement + 2' landscape area)
 - b. 6,001 and over sq. ft. lots: 28' (24' pavement + 4' landscape area)
 5. Driveways must be separated from any building element (front porch, building wall,

24-0629
 01/08/2025

courtyard wall) by a 24" minimum planting area.

B. Maximum Slope of Driveways

1. The maximum slope of residential driveways is 12%. Front driveway length to be measured from back of sidewalk or back of curb where sidewalk does not exist.

4.7 ARCHITECTURAL FEATURES AND ACCENTS

4.7.1 Perimeter Edge Conditions

- A. The development edges of the builder parcels are a key element to the appearance of the overall community as well as its interface with the surrounding desert environment. For that reason, careful consideration must be undertaken in the design and plotting of residences along the visible perimeter edges of development builder parcels. The visible perimeter edges will be identified by the Master Developer and are generally defined as one or more of the following:
1. Builder parcel edges that are adjacent to Master Development Planned roadways;
 2. Builder parcel edges that are adjacent to Open Space areas;
 3. Builder parcel edges that are adjacent to Public or Quasi-Public Spaces such as schools, libraries, houses of worship, etc.; and,
 4. A tier of lots within a tract that is at least 15' higher than the tier of lots below.
- B. In order to ensure that the perimeter edges contribute to a positive community environment, the visible elevations plotted along these edges are encouraged to incorporate the following criteria:
1. Variation of building massing and forms;
 2. Variation in roof form;
 3. 2nd floor roof and wall projections offset horizontally and vertically;
 4. The use of a principal window on the 2nd floor;
 5. Where architecturally compatible, the use of at least one pair of shutters (Shutters may be in conjunction with the principal window or any other window on the visible elevation.);
 6. A single-story element may break the plane of a 2-story building façade;
 7. Enhancements such as a patio cover, 2nd story deck or balcony that provides vertical or horizontal plane breaks to the façade; and,
 8. Architectural treatments and articulation consistent with the front elevation.
 9. Exposed parapet walls to enclose the rooftop decks are not allowed on corner side elevations regardless of architectural style. When rooftop decks are plotted on corner lots, a sloped roof must be used to disguise at least 2/3 of the height of the parapet element. Rooftop decks shall meet the setbacks of the principal structure.

4.7.2 Building Wall Planes

Front/rear wall planes should be offset.

4.7.3 Entries

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

24-0629

01/08/2025

- B. Residences with front doors that are not visible from the street, should feature a courtyard, trellis, portal element or similar architectural feature to provide articulation and sense of arrival to the dwelling from the street.
- C. The style of the front door shall be consistent with the architectural style of the residence and shall vary from elevation to elevation.

4.7.4 Courtyards

- A. Courtyard walls, when provided, shall be finished to match the house and may be embellished with decorative block, stone, ceramic tiles, steps, recesses, cut-outs, or wrought iron accents appropriate to the architectural style of the residence.
- B. The design of courtyard gates shall be compatible with the architectural style of the residence and shall vary per elevation.
- C. Courtyard walls must extend to the ground with drainage provided through small openings at the base of the wall, Sheet flow through a continuous opening along the base of the wall is not permitted.

4.7.5 Porches

- A. Porch design must be integrated and appropriate to the architectural style of the residence.
- B. Porches are encouraged to have railings, and must be fully covered in one of the following ways:
 - C. Roof element and tile matching the residence;
 - D. Trellis structure constructed of steel; and,
 - E. Second floor balcony or overhang.
- F. Second story balconies are encouraged to provide further visual interest to the street scene, and to increase the perceived front setback of the second story.

4.7.6 Outdoor Living Spaces

- A. Outdoor Living Spaces are encouraged throughout all the residential neighborhoods within Bad Lands. Outdoor living spaces, when provided, shall comply with the following requirements.
 - 1. Outdoor living spaces include any of the following:
 - a. Courtyards - Ground level outdoor spaces, partially or fully enclosed on all four sides by building or courtyard walls, and integral to the floor plan (10' minimum);
 - b. Loggias - Covered outdoor spaces, generally defined by colonnades or similar elements, with one or more access points into the residence. Loggias may occur on the first or second floor (8' minimum); and,
 - c. Front Porches - Covered outdoor spaces at the front of the residence with one or more access points into the residence. Porches with the front door as the sole access to the residence do not qualify as outdoor living spaces (8' minimum).
- B. Each neighborhood should feature one or more outdoor living space types. These may

24-0629
01/08/2025

occur on individual residences or may be distributed among the different plans offered in a neighborhood. Outdoor living spaces must be designed as an interactive component of the floor plan, not merely leftover space enclosed by a low wall. They may be located in a variety of locations, such as along front, side, and rear elevations or interior of the dwelling, as well as on the 1st or 2nd story.

- C. Outdoor Living Space requirement as defined in the development standards tables (Section 2) may be counted toward the Private Open Space requirement.

4.7.7 Columns and Archways

Columns and archways shall be appropriate to the architectural style of the residence and shall be scaled appropriately to provide a sense of strength and support.

4.7.8 Entry Porticoes

Entry porticoes and porch openings, when used, shall be a primary focal point.

4.7.9 Turrets

- A. Turrets may be round, square or octagonal in shape and shall feature a separate roof element than that of the main building.
- B. Turrets must project forward of their adjacent wall planes a distance that is equal to or greater than 50% of the diameter or width of the turret.
- C. When abutting a single-story element, turrets shall extend higher than the cornice line of the element. The maximum differential between the cornice line of the single-story element and that of the turret shall be 6'.
- D. When abutting a two-story element, the turret's cornice may be 1½ stories or greater and must break the adjacent roof-line to ensure that the roof form of the turret is clearly discernible from that of the main building.

4.7.10 Patio Covers

- A. Patio Covers, when used, shall be consistent with the architectural style of the residence and treated in one of the following ways:
- B. Sloping roof element with roof tile matching the residence (min 3:12 pitch); and,
- C. Trellis element constructed of steel or Aluma Wood (or similar) subject to criteria below.
- D. Flat roofs on patio covers are discouraged. When provided, the roof shall be concealed with parapet wall.
- E. Columns shall be proportionate to the element being supported with a minimum dimension of 12" for trellis supports and 16" for roof or sundeck supports.

4.7.11 Trellis and Arbors

- A. Trellises and arbors, when used, should be constructed of steel or similar material. Trellises and arbors, if proposed, are subject to ARC approval.

24-0629
01/08/2025

- B. Steel and Aluma Wood (or similar) trellises, if used, are allowed on rear patio covers only and are subject to the following criteria:
- C. Posts shall convey a sense of strength proportional to the structure being supported (min. 6" x 8");
- D. Rafter tails are required;
- E. Beams and rafters shall have scalloped, corbel, or mitered ends;
- F. Lattice top shall have at a minimum, beveled ends;
- G. Beams shall extend a minimum of 24" from post;
- H. Rafter shall extend a minimum of 18" from beam;
- I. Lattice shall extend a minimum of 12" from rafter;
- J. Horizontal members shall be flat (or minimum slope for drainage per manufacturer);
- K. Steeper pitches as part of an enhanced design are allowed subject to ARC review and approval;
- L. Solid Aluma Wood (or similar) patio covers are permitted subject to ARC review and approval;
- M. Adjustable Aluma Wood (or similar) covers are allowed, however, adjustable louvers must be concealed by a fascia element at least 2" taller than the louver in its vertical position; and,
- N. Color shall match or complement the building color.

4.7.12 Balconies and Sundecks

- A. Balconies and sundecks, when provided, should have a minimum 50% solid rail measured either horizontally or vertically. Open rails may extend to the floor, but each corner must have a support that extends to the full guardrail height and shall be a minimum of 16" square (or L-shape). Decorative balconies and sundecks that are less than 6' in depth may have an open rail provided the design is consistent with the architectural style of the residence.
- B. Scuppers or internal drains are required on all solid rail balconies and sundecks. Continuous openings for sheet drainage are allowed only where an open rail extends to the floor. Sundeck support columns shall be a minimum 16" square and be proportional to the size of the sundeck.

4.7.13 Rooftop Decks

- A. All components of the rooftop deck shall be designed consistent with the architectural style of the residence.
- B. Rooftop decks, including parapet walls, rails, stair or elevator towers, trellis or other overhead elements shall not exceed the maximum height of the residential category of the builder parcel.
- C. Stair or elevator towers that provide access to the rooftop deck shall be designed as an integral component of the architectural composition of the elevation.
- D. Parapets may be solid wall to match the architecture of the residence or open rail in a design

24-0629
01/08/2025

that is compatible with the architecture of the residence.

- E. Rooftop decks enclosed by solid parapet walls must use scuppers and/or internal drains for drainage.
- F. Exposed parapet walls on front elevations are permitted.
- G. A sloped roof to disguise at least 2/3 of the height of the parapet element is required if parapet is used.
- H. Rooftop decks shall meet the setbacks of the principle structure.
- I. Exposed parapet walls to enclose the rooftop decks are not allowed on corner side elevations regardless of architectural style. When rooftop decks are plotted on corner lots, a sloped roof must be used to disguise at least 2/3 of the height of the parapet element.
- J. Side facing parapets are permitted for the full length of the rooftop deck on interior side lot lines, regardless of architectural style.
- K. Roof-mounted mechanical equipment such as air conditioners, heaters, evaporative coolers, television and radio antennas and other such devices are not permitted.

4.7.14 Window Openings

- A. At least one principle window is required on front elevations. Principle windows are defined as one of the following:
- B. A prominent window offset a minimum of 12" from the surrounding wall plane;
- C. A bay window with a minimum 24" projection and detailing appropriate to the architectural style of the residence;
- D. A minimum 12" deep pot-shelf with corresponding roof element and corbels;
- E. An overhead trellis element projecting a minimum of 12" and extending over the entire width of the window. Trellis must be constructed of steel; and
- F. Decorative iron window grille projecting forward of the wall plane a minimum of 12" (non-egress windows only).
- G. Rear and side elevations that are visible from perimeter conditions require the use of at least one principle window as defined above.
- H. The style of windows including mullion and muntin patterns shall be compatible with the architectural style of the residence.
- I. All windows should feature minimum 2" trim surrounds, around the entire window, and shall be consistent with the architectural style of the residence. Additional depth and trim thickness is encouraged.
- J. Trim style and design shall vary per elevation style for each plan.
- K. Trim surrounds are encouraged to be a minimum of 2" deep with 2" offsets between trim elements.

24-0629
01/08/2025

- L. Stucco finished trim elements, when used, shall be sand or smooth finish. Stucco trim elements shall have square corners. The use of Corner-Aid (or similar) is the encouraged construction technique over bull-nosed edges. Alternate trim designs are subject to ARC approval.
- M. Stone, brick, ceramic tiles or pre-cast surrounds may also be used as trim elements and are encouraged. Aluminum or vinyl extruded frame windows shall be appropriately colored to match or complement the house or trim colors and are subject to ARC approval. Mill finish windows are not permitted.
- N. Glazing may be either clear or tinted. Reflective glass is not permitted.

4.7.15 Detail Elements

- A. Detail Elements such as shutters, exposed rafter ends or cross beams, decorative grille work, decorative stucco or clay pipe vents, decorative ceramic tile and/ or other similar features shall be used to provide visual interest to the residential architecture consistent with the architectural style.
- B. Shutters shall match the size and shape of the window opening and shall be consistent with the architectural style of the residence.
- C. Exposed gutters and downspouts shall be colored to match or complement the surface to which they are attached.

4.7.16 Awnings/Canopies

Awnings and canopies, when used, must be designed as an integral part of the architecture and colored to match or complement the wall surface to which they are attached. Acceptable awnings or canopies include:

- A. Bermuda shutters;
- B. Roof tile on wood, stucco, or decorative iron supports; and,
- C. Metal panels, if appropriate to the architectural style.

4.7.17 Walls and Fences

Walls and fences that are visible from streets, open space, or other public areas shall be in accordance with Master Developer specifications. Please refer to the City of Las Vegas Unified Development Standards - Section 19.06.

4.7.18 Garages

24-0629
01/08/2025

- A. Garage doors shall be compatible with the architectural style of the residence and shall vary per elevation style. In order to avoid the impact of garage doors, they shall be appropriately treated with decorative relief cuts, panels, etc.
- B. Front facing windows on side-entry garages shall feature window coverings, translucent glass, or other design elements that effectively screen the view in to the garage from the street.

4.7.19 Chimneys

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

4.7.20 Exterior Lighting

- A. The level of on-site lighting as well as lighting fixtures, shall comply with any and all applicable requirements and policies of The City of Las Vegas. Energy conservation, safety and security shall be emphasized when designing any lighting system.
- B. All light fixtures shall be compatible with the architectural style of the residence. The style of light fixtures shall vary per elevation and shall be consistent throughout the product line. Manufacturer's cut sheets must be submitted with the material and color sample boards.
- C. All exterior lighting locations must be noted on architectural plans.
- D. Light fixtures with cutoff or concealed light sources are preferred. Lighting which produces excessive glare or shines on an adjacent lot or neighborhood is not permitted.
- E. Soffit lighting is allowed only as accent lighting, limited primarily to doorways and garages. Continuous soffit lighting along eaves is prohibited.
- F. Bright brass fixtures are not allowed.
- G. Single Family and Multi-Family residential address display shall be in compliance with the adopted City of Las Vegas Addressing Ordinance.

4.7.21 Accessory Structures

Casitas, guest houses, detached garages, greenhouses, and other similar accessory structures shall be compatible in design, materials, and color as the main residence. Such structures must be visually related to the main residence through the use of courtyards, garden walls, or other landscape elements. Casitas may be added with or without internal access.

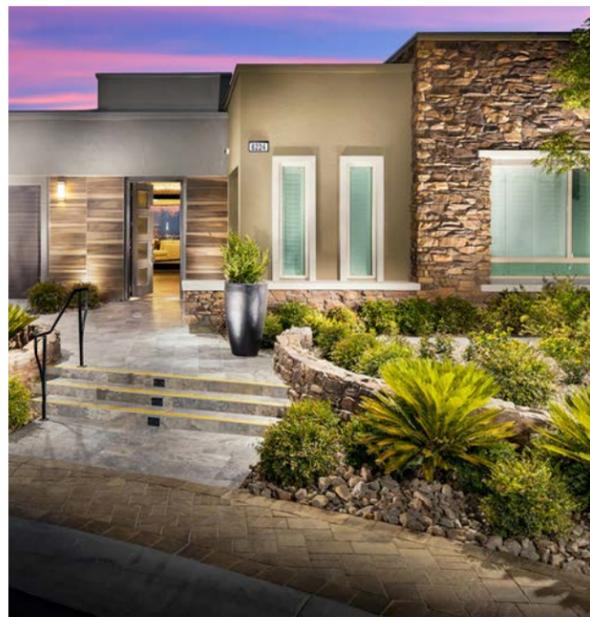
4.7.22 Mechanical Equipment

24-0629
01/08/2025

- A. Mechanical equipment such as air conditioners, heaters, evaporative coolers, television and radio antennas, and other such devices shall not be mounted on any roof or property line wall.
 - 1. Mechanical devices such as exhaust fans, vents and pipes shall be painted to match adjacent roof surfaces. ^P_{SEP} Dormer style tile roof vents are not allowed.
- B. Ground mounted air conditioning units must be located behind side yard privacy return walls or screened from view of the street or open space element by a privacy wall.

DRAFT

24-0629
01/08/2025



24-0629
01/08/2025



24-0629
01/08/2025



24-0629
01/08/2025



24-0629
01/08/2025

4.7.23 Resident Trash Receptacles

Dedicated storage space for outdoor resident trash receptacles must be provided on each lot and be screened from view from any street or open space element (can be located within garages or anywhere behind property walls).

4.7.24 Prohibited Materials

- A. Standard gray cinder block walls;
- B. Walls without caps;
- C. Plastic/vinyl fencing, unless otherwise approved by ARC; and,
- D. Clear sky lights.

4.8 MULTI-FAMILY ARCHITECTURAL CRITERIA

4.8.1 Building Facades

- A. The scale of multi-family buildings should be broken down through the use of varied building massing and forms on a single structure.
- B. Buildings should incorporate significant offsets both horizontally and vertically, minimizing expansive uninterrupted wall planes.
- C. Multi-family buildings should incorporate height reducing elements such as:
 - 1. Stepping down of three-story buildings to two story at prominent corners;
 - 2. Large open balconies at building corners to provide negative space;
 - 3. Shed roof forms; and,
 - 4. Material changes.
- D. All elevations of a multi-family building should be treated as a "front" elevation and shall include:
 - 1. A minimum of one principle window per floor per elevation, with remaining windows featuring trim surrounds, headers or sills consistent with the architectural style of the building;
 - 2. Recessed or covered entry doors;
 - 3. Window groupings; and,
 - 4. Sufficient articulation of building walls to provide interest.

4.8.2 Roofs

- A. Roof treatments shall be consistent with the architectural style of the building.
- B. Variety in roof forms, ridge heights and direction of gables is required in order to avoid monotonous roof lines along Master Development Planned streets and passageways.
- C. Minimum overhangs should be as identified on the architectural checklist for each use.

24-0629
01/08/2025

- D. Roof slopes shall be consistent with the architectural style of the building as indicated on the architectural checklist for each style.
- E. Broken roof pitches extending over porches, patios or other similar features are encouraged where appropriate to the architectural style.
- F. Gambrel, Dutch and Mansard roof forms are prohibited.

4.8.3 Roof Materials

- A. A variety of roof materials is encouraged throughout the neighborhoods of Bad Lands in order to avoid a monotonous roof-scape appearance. Roof materials may include clay or concrete barrel or S-tiles.
- B. Roof materials shall be compatible with the architectural style of the building as indicated on the architectural checklist for each style.
- C. Roof materials shall have a matte finish to minimize glare.
- D. Standing seam metal roofs are permitted as an architectural accent element, but its use is subject to the sole discretion and approval of the ARC.
- E. Fascia may be either stucco, wood, or tile. If wood is used, it shall be stained or painted.
- F. Skylights are permitted but shall be designed as an integral part of the roof. Clear or white "bubble" skylights are not permitted. Skylight framing material shall be bronze anodized or colored to match the adjacent roof.
- G. Solar panels are to be integrated into the roof design, flush with the roof slope. Frames must be colored to complement the roof. Mill finish aluminum frames are prohibited. Support solar equipment shall be enclosed and screened from view.
- H. Photo-Voltaic roof tiles shall conform to the following criteria:
 1. The shape and profile of the photo voltaic tile shall match the shape and profile of the main roof tile of the dwelling;
 2. The color of the photo-voltaic roof tiles shall not unduly contrast with the primary roof tiles;
 3. The appearance of the Photo-Voltaic roof tiles shall blend seamlessly with the primary roof material; and,
 4. All conduit line sets shall be integrated into the design of the home. Any exposed conduit shall be painted to match adjacent wall surface.
- I. Permitted Materials:
 1. Clay or Concrete Barrel or S-shaped Tiles, Flat tiles with ARC approval;
 2. Standing Seam Metal Roofing as an accent element, unless otherwise approved by ARC; and,
 3. Photo-Voltaic roof tiles, subject to the criteria below.
 4. Prohibited Materials:

24-0629
 01/08/2025

5. Fiberglass Shingles;
6. Simulated Tile including fiberglass or metal unless otherwise approved by the ARC;
7. Rolled roofing material unless otherwise approved by the ARC; and,
8. Dormer style tile roof vents

4.8.4 Architectural Features and Accents

4.8.4.1 Windows

Principle windows are required on all elevations and are defined as one of the following:

- A. A prominent window offset a minimum of 12" from the surrounding wall plane;
- B. A bay window with a minimum 24" projection and detailing appropriate to the architectural style of the building;
- C. A minimum 12" deep pot-shelf with roof element and corbels;
- D. An overhead trellis element projecting a minimum of 12" and extending over the entire width of the window. Trellis must be construction of steel;
- E. Decorative iron window grille projecting forward of the wall plane a minimum of 12" (non-egress windows only);
- F. Windows must be grouped or located near strong architectural elements and shall be proportional to the building massing of the structure; and,
- G. The style of windows including mullion and muntin patterns shall be compatible with the architectural style of the residence.
- H. All windows should feature minimum 2" trim surrounds and shall be consistent with the architectural style of the building. Additional depth and trim thickness is encouraged.
- I. Trim style and design shall vary per elevation style.
- J. Trim surrounds shall be a minimum of 2" deep, and there shall be a 2" offset between trim elements.
- K. Stucco finished trim elements, when used, shall be sand or smooth finish. Stucco trim elements shall have square comers. The use of Comer-Aid (or similar) is the encouraged construction technique over bull-nosed edges. Alternate trim designs are subject to ARC approval.
- L. Stone, brick, ceramic tiles or pre-cast surrounds may also be used as trim elements and are encouraged.
- M. Aluminum or vinyl extruded frame windows shall be appropriately colored to match or complement the house or trim colors and are subject to ARC approval. Mill finish windows are not permitted.

24-0629
01/08/2025

- N. Glazing may be either clear or tinted. Reflective glass is not permitted.
- O. The shape and size of shutters, when used, shall be proportionate to the window opening.

4.8.4.2 Front Entry Doors

- A. Front entry doors and entryways shall provide a focal point to each residential unit and shall be sun protected with overhangs, recesses, porches, or trellises.
- B. The style of entry doors shall be consistent with the architectural style of the building and shall vary from elevation to elevation.

4.8.4.3 Courtyards

- A. Courtyards are encouraged on multi-family buildings and, when used, shall appear as an extension of the architecture of the main building.
- B. Courtyard walls shall be finished to match the building and may be embellished with stone, ceramic tiles, steps, recesses, cut-outs, or wrought iron accents appropriate to the architectural style of the building.
- C. The design of courtyard gates shall be compatible with the architectural style of the residence and shall vary per elevation. (Wood gates are prohibited.)
- D. Courtyard walls must extend to the ground with drainage provided through small openings at the base of the wall. Sheet flow through a continuous opening along the base of the wall is not permitted.

4.8.4.4 Balconies

- A. Balconies, when provided, shall be designed to be in scale and proportion with the architecture of the adjoining building.
- B. Covered or trellised balconies are preferred. Trellised balconies shall be constructed of steel.
- C. Balconies and sun decks shall have a minimum 50% solid rail measured either horizontally or vertically. Open rails may extend to the floor, but each corner must have a support that extends to the full guardrail height and shall be a minimum of 16" square (or L-shape). Decorative balconies and sun decks that are less than 6' in depth may have an open rail as long as the design is consistent with the architectural style of the residence.
- D. Scuppers or internal drains are required on all solid rail balconies and sun decks. Continuous openings for sheet drainage are allowed only where an open rail extends to the floor. Sun deck support columns shall be a minimum 16" square and be proportional to the size of the sun deck.
- E. Balconies are considered part of the building envelope and shall conform to the setback

24-0629
01/08/2025

criteria.

4.8.4.5 Rooftop Decks

- A. All components of the rooftop deck shall be designed consistent with the architectural style of the building.
- B. Rooftop decks, including parapet walls, rails, stair or elevator towers, trellis or other overhead elements shall not exceed the maximum height of the residential category of the pod.
- C. Stair or elevator towers that provide access to the rooftop deck shall be designed as an integral component of the architectural composition of the elevation.
- D. Parapets may be solid wall to match the architecture of the building or open rail in a design that is compatible with the architecture of the building.
- E. Rooftop decks enclosed by solid parapet walls must use scuppers and/or internal drains for drainage.
- F. Rooftop decks shall meet the setbacks of the principle structure.
- G. Roof-mounted mechanical equipment such as air conditioners, heaters, evaporative coolers, television and radio antennas and other such devices are not permitted.

4.8.4.6 Chimneys

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

4.8.4.7 Vents

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

4.8.4.8 Exterior Stairs

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

4.8.4.9 Awnings

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

4.8.4.10 Mechanical Equipment

24-0629
01/08/2025

- A. No mechanical equipment (air conditioning/heating units, etc.) shall be mounted on, or attached to, any sloped roof. Mechanical equipment, when mounted on flat roofs, must be completely screened by parapet walls at least as tall as the equipment.
- B. Ground mounted air conditioning units must be screened.
- C. Mechanical devices such as exhaust fans, vents, and pipes shall be painted to match adjacent roof surfaces.

4.8.4.11 Meters

- A. Natural gas meters shall be grouped and screened behind walls or landscaping. Builders shall contact Southwest Gas for minimum clearances.
- B. Electrical meters shall be ganged and located behind doors or similarly screened. Builders shall contact NV Energy for minimum clearances.
- C. Screen walls and electrical enclosures shall be designed integral to the project's architecture.

4.8.4.12 Solar Panels

- A. Solar panels are to be integrated into the roof design, preferably flush with the roof slope, but parallel is acceptable. Frames must be colored to complement the roof. Mill finish aluminum frames are prohibited. Support solar equipment shall be enclosed and screened from view.
- B. Photo-Voltaic roof tiles shall conform to the following criteria:
 - 1. All conduit line sets shall be integrated into the design of the home. Any exposed conduit shall be painted to match adjacent wall surface.
- C. Non-camouflaged solar panel equipment shall be located behind parapet walls of equal height to the equipment.

4.8.4.13 Satellite Dishes

Antenna and satellite dishes shall not be installed on property line walls.

4.8.4.14 Gutters and Downspouts

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

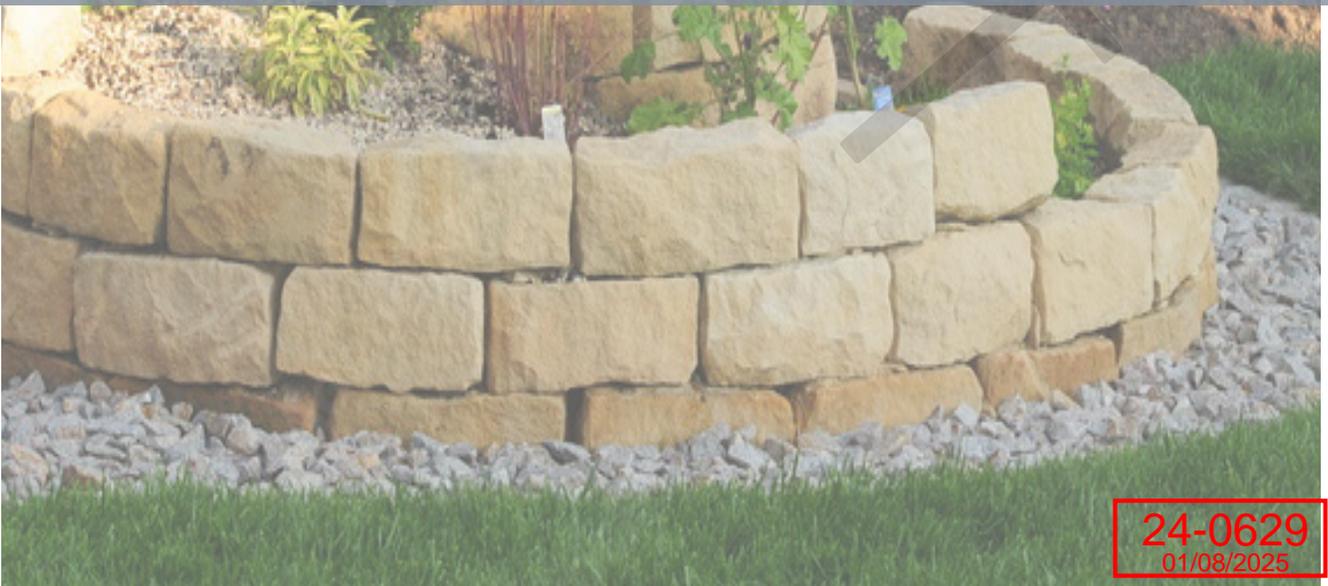
4.8.5 Accessory Structures

- A. Clubhouse and Recreation Buildings
 - 1. Clubhouses, recreation buildings, and other support buildings shall match the architectural style and detailing of the residential buildings.
- B. Storage Buildings
 - 1. Storage buildings must have the same level of architectural detailing as the residential buildings within the project.

24-0629
01/08/2025



SECTION 5 - LANDSCAPE ARCHITECTURAL DESIGN GUIDELINES



5. LANDSCAPE ARCHITECTURAL DESIGN GUIDELINES

Badlands will be designed and developed with the utilization of a consistent landscape theme. The implementation of this theme, as established by these guidelines, will be a consistent and unifying element of Badlands and will provide a logical, orderly, safe and visually pleasing environment for residents and visitors. It shall promote and enhance human and environmental health and provide a comfortable interaction between vehicular and pedestrian traffic.

5.1 MASTER LANDSCAPE CONCEPT

The landscape character of Badlands is based on an informal landscape overlay to emphasize the pedestrian orientation of the single-family residential, multi-family residential, and recreational areas within the development.

Providing shade and protection for pedestrians throughout Badlands while promoting interaction and connectivity for residents and visitors is one of Badlands' guiding principles. A system of trails, sidewalks, walkways, and paseos will allow for uninterrupted connectivity between single-family and multi-family residential areas of the development.

The landscape character within Badlands is based on sustainable principles in which there is a strong relationship between people, nature and the built environment. The incorporation of pervious surfaces through the use of more plant material and less hardscape is a goal of the overall design. Plant materials have been selected based on their sustainability in the Nevada climate and durability as low water use, drought tolerate plant materials.

Water conservation will have a major emphasis on the planting designs and irrigation systems. Water efficient landscape and efficient irrigations systems will be required within all landscape areas. Landscape areas will be designed with a direct correlation between water use and activity levels.

5.2 OPEN SPACE AND CIRCULATION

A. Open Space

1. Badlands delivers a comprehensive blend of both active and passive recreation opportunities through a combination of play areas, pocket parks, paseos, neighborhood parks, and community trails. Open space and recreational opportunities will exist throughout the Badlands development with amenities that are connected by trails, creating a comprehensive network of recreation experiences with a focus on connectivity as an essential design feature.
2. Badlands aims to elevate outdoor spaces to truly public places by creating comfort and amenities available to everyone. Public open space can accommodate and encourage the interaction of the wide social, cultural, ethnic, economic and age diversity. At each scale, from the largest pocket park to the smallest courtyard, and along all public streetscapes and trails, the design of these spaces should always seek to allow residents and visitors to interact in comfort and safety.

24-0629
01/08/2025

B. Circulation

1. Circulation not only provides for the movement and connectivity of pedestrians, bicycles, and vehicles, but it also has a significant role in establishing the character of Badlands. The design of each piece of the system contributes to prioritizing pedestrians and bicycles over vehicles while providing adequate functionality for vehicular needs. Circulation design creates comfortable, safe and interesting spaces for all i.e. universal design, which welcomes all including young and old, able-bodied and disabled. Infrastructure and utilities should be incorporated in a manner to minimize their impact or contribute to the urban design goals, rather than driving the design, dominating the Public Realm, or detracting from Pedestrian Friendliness. The following Standards cover a continuum of facilities and should be included throughout Badlands.

- a. Multiple Routes. Multiple routes should be provided to each land use and building. On-site connections should be configured to allow multiple routes to any destination and to minimize, for vehicular routes, the length and number of queuing lanes needed for signalized intersections.
- b. Universal Design. A circulation system shall be established that creates comfortable, safe and interesting spaces for all, including the young and old, able-bodied and disabled.
- c. Visual Cues. The function of the Circulation Facilities should be readily apparent to the user through its appearance, design, and other nonverbal tools. Signal transitions to drivers when they are entering a shared or pedestrian priority space. For instance, changes in materials (type, color, texture) to draw driver's attention to pedestrian crossings, narrow travel lanes where drivers need to slow down, vertical or horizontal treatments, more detailed materials or art at important pedestrian intersections.
- d. Multi-functionality. A variety of Circulation Facilities should be provided that accommodate the multiple functions that may occur such as connectivity, recreation, passive use, informal gathering, and Stormwater.
- e. Pedestrian Safety Measures. Pedestrian safety measures should be incorporated, where appropriate, such as changes in paving, narrowing or strategic necking down of roads, pedestrian tables, etc. Selected pedestrian safety measures should minimally impact emergency and possible transit vehicle use of the Circulation Facilities through placement and design.
- f. Sidewalk Width. Provide wider sidewalks and pedestrian facilities where there is likely to be more activity, such as adjacent to retail, restaurants, gathering spaces.
- g. Connections to Surrounding Circulation Facilities and Properties. Motorized and non-motorized (including pedestrian, bicycle, and transit) connections to adjacent streets and properties shall be provided to create a functional circulation system that connects to existing or future circulation facilities.

5.3 PLANT PALETTE

The plant materials palette for Badlands may be selected based on the current Southern Nevada Regional Planning Coalition Plant List.

24-0629
01/08/2025

5.4 PARCEL AND GATED ENTRIES

Enhanced hardscape and landscape at Parcel Entries helps to establish the feel and character of the streetscape. These landscape entries include increased tree size and landscape character. A neighborhood entry is defined as an area with fifty feet (50) on either side of the access drive and a minimum of one (1) lot depth. The Builder is to select one (1) of the three (3) parcel entries including the parcel gates. The selected Parcel Entry is to be further defined on the approved landscape construction documents for each parcel and submitted to ARC for review.

Required Parcel Entry landscape improvements:

- A. Enhanced landscape including Trees and shrubs to be installed based on approved landscape plans;
- B. Minimum of six (6) 36" box or larger trees for the total landscape area (as defined above), arranged on both sides and median;
- C. Seventy-five percent (75%) live coverage measured at one year's growth. A minimum of fifty percent (50%) of the required material are at least five-gallon, and all of the remaining material are at least one gallon;
- D. Automatic irrigation System, meter, power source and/or irrigation controller (hidden from primary view);
- E. Low Voltage Lighting, a minimum of two (2) trees per side with one (1) light per tree with additional lighting to highlight the entry and exit gates and columns;
- F. Decorative pavement at the entry to the parcel;
- G. Signage for all parcels entries to be as specified on the Exhibits;
- H. Parcel entries will be installed by the builder based on the approved landscape construction documents. The maintenance and irrigation will be the responsibility of the Home Owners association.

5.5 COMMUNITY WALLS AND FENCING

- A. Privacy Walls & Equipment Screening Walls
 1. All pool and spa equipment must be screened from view of neighboring property on Lots with view fencing. Lots with view fencing must submit plans for location and screening to the Badlands ARC for approval. Pool equipment screening walls may not exceed five (5) feet in height and shall be painted to match the base color of the home.
- B. Pool Fencing
 1. The specifications for rear yard wrought iron pool fencing on a lot with view fencing shall be of a neutral earth tone color to match or blend with the exterior color of the home and meet all Local Municipality, County, State and Federal requirements.
- C. Mail Kiosk
 1. The specifications for the mailbox kiosk based on the approved landscape construction documents. Install per manufacturers specifications.

24-0629
01/08/2025

5.6 DECOMPOSED GRANITE

All shrub and ground cover areas shall be covered with a minimum of two inches (2") deep top dressing of gravel, stone, or decomposed granite mulch. The developer is to establish the allowable granite colors. Granite colors are to maintain consistency between lots and neighborhoods. River Rock beds are discouraged; use of alternates such as granite cobble is encouraged. The cobble should match with the rock mulch or granite selection for the Development.

All granite areas must be treated with a pre-emergent weed control at regular intervals to retard weed growth. The use of landscape fabric under the granite and river rock is not allowed within the front yards. Only one color of decomposed granite is permitted to be installed. Ground cover, inert material and other landscape, softscape, or hardscape shall not be used to spell out or form words, images or symbols of any kind.

5.7 BOULDERS

Use of boulders to create a natural setting is permitted subject to the following criteria:

- A. Boulders must be buried with one-third of the boulder being underground. Boulders shall be installed in a naturalistic manner (groupings) and integrated within the landscape including other boulders or landscape materials such as plants, decomposed granite and contouring. Boulders to match or contrast the selected decomposed granite within the front yard.

5.8 MOUNDING

Mounding and other proposed grade changes will be closely scrutinized by the ARC to assure mounding appears natural. Mounds should be a maximum of 24" in height and have natural looking shapes. Berms must not impede drainage in any way. Maintain a minimum of 24" from property lines and structures for all mounding. Maximum allowable slope on mounding to be 3:1.

5.9 POTS AND PLANTING CONTAINERS

Pots and planting containers are encouraged to provide additional color, accents and additional structure in the landscape. All pots and plant containers shall be selected in colors and materials that complement the architecture and hardscape forms. Irrigation must be provided to pot locations with the use of drip irrigation. Pots and planters must always have live foliage at all times.

5.10 TURF

The use of turf in residential developments must balance recreational needs with water conservation goals, while complying with the standards outlined in Section 19.06.040 of the City of Las Vegas Unified Development Code. Where this document supersedes portions of Section 14.11 of the City of Las Vegas Municipal Code. All other provisions of Section 14.11, including the prohibition of nonfunctional turf and restrictions on functional turf, remain in effect.

This section provides guidelines for three distinct categories of turf:

24-0629
01/08/2025

- A. Functional Turf is allowed live turf that serves active recreation in areas such as parks and common elements. Refer to **Section 5.10.1: Functional Turf** for more information.
- B. On single-family residential lots, live turf is not permitted in front or rear yards.
- C. Artificial turf is permitted in front and rear yards and other areas as a low-maintenance, water-efficient alternative. Refer to **Section 5.10.2: Artificial Turf** for more information.

5.10.1 Functional Turf

Functional Turf is permitted only in active recreation areas to provide recreational benefits to the community. These may be located within parks, common areas, and within multi-family development.

Areas of Functional Turf must:

- A. Be designed for water efficiency. Efficient irrigation systems must be used to minimize water waste and overspray.
- B. Located as part of active recreational spaces or community gathering areas.
- C. Small strips of turf are not permitted. The minimum dimensions of an area of Functional Turf shall be no less than six (6) feet wide by ten (10) feet long.
- D. Slopes for turf installations must not exceed twenty-five (25) percent.

5.10.2 Artificial Turf

Artificial turf is permitted in front yards and other areas as a water-efficient alternative. It must comply with the following standards to ensure durability and visual harmony with the community:

- A. Artificial turf must be high-quality material, subject to Badlands ARC approval.
- B. All installations must include a sample of the product and warranty documentation for review.
- C. Artificial turf must carry a minimum ten (10) year warranty and be maintained in like-new condition.
- D. Installation standards
 1. Turf must be installed over a two-inch (2") deep base of sand or fine aggregate, mechanically compacted. Concrete or reject sand is prohibited as a base material.
 2. Artificial turf must be edged with a hard surface material, such as pavers, flagstones, mow curbs, or steel edging.
 3. Drainage must flow away from walls and structures and must not impact neighboring lots.
 4. Combinations of real turf and artificial turf, or multiple types of artificial turf, are not permitted.
- E. Design considerations
 1. Artificial turf in front yards must avoid "turf islands" and include at least one edge adjacent to a hardscape such as a sidewalk or patio.
 2. Trees and shrubs near artificial turf areas must include deep root or subsurface irrigation

24-0629
01/08/2025

to ensure proper watering.

3. Trees within artificial turf areas must have rings extending at least twelve (12) inches beyond the tree's mature caliper, covered with mulch.

5.11 BORDER MATERIAL

The community encourages the sharing of common granite colors between neighbors and therefore, the use of border material along property lines is prohibited. Brick, concrete and flagstone borders are approved border materials for containing sod and granite areas. Bender Board or plastic edging is prohibited. The use of plant material to make a solid hedge along an adjacent property line is also prohibited. The selected plant material should blend and compliment with the adjacent lot if it is installed.

5.12 IRRIGATION

All landscape irrigation must be underground, automatic and low water use drip systems, except for turf or flowerbed areas, which may use spray systems. Overspray onto sidewalks, walls and streets is strictly prohibited. Great care should be taken to avoid spray of walls, fences and other structures that may cause damage and void any warranty. Maintain a minimum of 24" from the edge of the house and walls with all plant material and irrigation lines.

5.13 LANDSCAPE LIGHTING

Landscape lighting shall be low-voltage only and is encouraged to be LED if possible. Landscape lighting must be controlled with an electric clock or photo-cell device for a dusk to dawn operation. Light sources must be shielded from pedestrian and vehicular view.

Fixtures must be constructed of metal. Plastic fixtures are prohibited. All wiring for light fixtures must be buried below grade per local municipality codes, state codes and manufacturer's requirements. Controller equipment must be located in a discrete location or screened from view from the street or adjacent property. Lighting must be kept in good working condition at all times. A maximum of forty (40) watts per fixture.

5.14 FRONT YARD RESIDENTIAL LANDSCAPE

Front yard landscape plans shall be submitted to the Badlands ARC prior to model opening.

The Homebuilder is responsible to install the initial front yard landscape per the approved guidelines. All subsequent and future installation will be the responsibility of the Home Owner and will need to be submitted to the Badlands ARC and adhere to the approved guidelines. Installation of all landscape improvements, together with any underground drip irrigation systems to be sufficient to adequately water the landscape Improvements in the front yard of their Lot. All landscape improvements within the front yards including the initial and future installations in shall be approved by the Badlands ARC prior to installation. Plants must be selected from the approved plant list. Minimum requirements for the Front Yards are as follows (see Exhibits 5.14A and 5.14B):

24-0629
01/08/2025

A. Trees

Table 5.14.A: Front Yard Tree Requirements		
Lot Width	Primary Tree	Accent Tree
Up to 45'	1-24" Box	NA
46'-70'	1-24" Box	1-15 gal.
71' and larger	2-24" Box	1-15 gal.

B. Shrubs

1. One (1) plant per forty (40) square feet of landscape area (excluding walks, driveways and patios);
 - a. Shrubs sizes shall be a minimum of seventy percent (70%) five-gallon or larger and thirty percent (30%) one-gallon;
 - b. Trees, shrubs or annuals selected from approved plant list should complement the architecture elevation and enhance the aesthetic appeal of walls, planters, walks, etc. The landscape design should be designed to "flow" from one yard to the next allowing an open feel along the street frontage;
 - c. Artificial Turf (not to exceed thirty-three percent (33%) of the front yard) and must be attached to sidewalk or drive and must maintain a minimum of 36" from side property line;
 - d. 2" deep decomposed granite to all landscape areas; and
 - e. No plant material greater than 24" in height to be planted within sight visibility triangles.
2. Trees should be placed no closer than fifteen (15') feet apart unless they are of the same species.
3. Trees shall not be planted closer than five (5) feet from any wall, structure, sidewalk, curb, driveway, fence, or utility lines. Any tree within six (6) feet of any wall, structure or hardscape shall be installed with a root barrier. Root barrier to be a minimum of three times the width of the root ball or box size and must be centered on the tree.
4. All plants and irrigation must be setback a minimum of two (2) feet from all house foundations, concrete slabs including driveway, sidewalks and walls.
5. Each front yard is to contain a maximum of eight (8) different species as selected from the approved plant list. Plant massings shall be used in groupings of similar species to provide overall mass and structure to the yard.
6. Foundation planting shall be used to screen visible portions of the house base, including backflow preventers at one (1) year's growth.

5.15 CUL-DE-SAC AND OVERSIZED LOT FRONT YARD LANDSCAPE

Cul-de-sac and oversized lot Front Yard Landscape requirements include:

- A. One (1) additional twenty-four inch (24") box tree; and

24-0629
01/08/2025

- B. Additional shrub material per plan (minimum of 1 shrub per 45 square feet).

5.16 ALLEY AND CLUSTER LOT - YARD LANDSCAPE

- A. All areas outside of alley right-of-way and between a product or retaining wall shall be planted using a palette consistent with the parcel theme. Screen planting shall be used whenever possible to hide expanses of walls with hedging and espaliers. Consideration should be taken in landscape designs to accommodate emergency vehicle maneuvering in the alleys.
- B. The lot owner must maintain landscape areas between walls and edge of pavement. This planting area must be irrigated by the individual lot irrigation system. All landscape in the Alley Zone must be installed on each lot prior to close of escrow.
- C. Minimum requirements for the Alley Zone are:
 - 1. One (1) 24" box tree or 5-gallon large shrub* per lot on one side of the alley only or staggered one side to the other;
 - 2. Shrub density shall be one (1) plant per twenty-five (25) square feet;
- D. Shrub materials sizes: Twenty-five percent (25%) of the required material are at least five-gallon and all of the remaining material are at least one-gallon;
 - 1. Living lawn or artificial turf is prohibited;
 - 2. Eighteen inch (18") maximum height for groundcovers within the first three feet (3') of landscape area adjacent to pavement; and
 - 3. Full coverage of gravel mulch.
 - 4. Shrubs must be 5-gallon or larger and of the following approved shrub species: Tecoma, Sophora, Arizona Rosewood, Hopbush, or Yellow Bird. Shrubs must also be maintained as a tree.

5.17 BACKYARD RESIDENTIAL LANDSCAPE

All lots that have view fence are required to submit to the Badlands ARC for approval. Lots completely enclosed by a solid 6'-0" tall walls are not required to submit plans for the backyard. All landscape Improvements installed in such areas must be approved by the Badlands ARC prior to installation. (Pools, Spas, Ramadas, Shade Sails, Splash Pads, etc. must be submitted to the local municipality for permits after approval by ARC). Backyard landscape plans shall be submitted to Badlands ARC within sixty (60) days of closing and installed within one hundred twenty (120) days after close of escrow.

- A. Trees/Shrubs
 - 1. One (1) twenty-four-inch (24") box canopy tree per 800 square feet.
 - 2. One (1) plant per seventy-five (75) square feet.
 - 3. Trees, shrubs or annuals selected from approved plant list should complement the architecture elevation and enhance the aesthetic appeal of walls, planters, walks, etc.
 - 4. 2" deep decomposed granite to all landscape areas.

24-0629
01/08/2025

5. Trees shall not be planted closer than five (5) feet from any wall, structure, sidewalk, curb, driveway, fence, or utility lines. Any tree within six (6) feet of any wall, structure or hardscape shall be installed with a root barrier. Root barrier to be a minimum of three times the width of the root ball or box size and must be centered on the tree.
6. No shrubs or irrigation to be placed closer than 24" from edge of structure or wall.

B. Living turf

1. Living Turf is prohibited.

C. All visible portions of the Lot within the Community are subject to the following guidelines:

1. Owners shall maintain all visible landscape areas in a clean, neat and weed-free condition.
2. All dead and dying plants must be replaced with same species or other appropriate plants.
3. Yard tools, equipment and general storage items should be stored out of sight when not in use. Parking of vehicles of any sort in a backyard shall require screening from view of Neighboring Property at all times.
4. Any hardscape additions such as concrete work, built in barbecues, fire-pits, fireplaces, etc. must be approved by the Badlands ARC prior to installation.

5.18 FLOWER AND VEGETABLE GARDENS

Gardens of flowers or vegetables varieties not exceeding 100 square feet in size with flowering plants growing to a height of no more than 5 feet and vegetable plants growing to a height of no more than 2 feet may be planted in the rear yard only. Annual flower gardens not exceeding 30 square feet in size are allowed in front yards, vegetable gardens are not allowed in the front yards.

5.19 MODEL COMPLEXES

Landscape for model homes for both single-family alley products and multi-family developments shall be consistent with these Standards. Enhanced landscape plantings must be installed. Larger sized plant materials are required, with the model home landscape resembling the homeowner landscape package at maturity.

Model complex requirements:

- A. Minimum of one (1) thirty-six inch (36") box tree for every seven hundred (700) square feet of landscape area;
- B. Seventy-five percent (75%) live coverage measured at one year's growth. Seventy-five percent

24-0629
01/08/2025

(75%) of the required material are at least five-gallon and all of the remaining material are at least one-gallon;

- C. Automatic underground irrigation system with backflow prevention device;
- D. Natural appearing grading;
- E. Boulders and inert groundcover under all planting;
- F. Must comply with minimum landscape requirements for front yard landscape;
- G. All trees, shrubs, groundcovers, accents, vines, or any other plant materials are to be selected from the Southern Nevada Regional Planning Coalition Plant List.; and
- H. Landscape lighting for safety.

5.20 MULTI-FAMILY RESIDENTIAL LANDSCAPE STANDARDS

The intent of these multi-family residential streetscape and landscape guidelines is to encourage and aid in the thoughtful planning of outdoor spaces. Well-designed open spaces weave sites together, enhance pedestrian activity, and extend usable space to the outdoors. Site designs should pay careful attention to pedestrian circulation and strive to create convenient and hospitable connections to adjacent sites, indoor uses, and outdoor gathering spaces.

5.20.1 Common Outdoor Open Space

Common open space(s) should be designed to be shared amenities for use by all residents. They should be located central to the development to ensure that the amenity serves all units, amenities should not be located at an extreme edge of the property. Common open space can be on the ground, or in courtyards above the ground level. The following criteria should be considered when designing common multi-family open spaces within Badlands. All projects must provide 150 square feet of on-site open space per dwelling unit, with a minimum Common Open Space element of 10,000 s.f. The minimum 10,000 s.f. of required common open space shall be consolidated into a single amenity area, visible from the main entry of the project to the extent feasible. The balance of any cumulative common open space requirement exceeding 10,000 s.f. may be distributed throughout the project as the builder desires, so long as such common open space element has a minimum dimension of 20' in width.

5.20.1.1 Courtyards, Plazas, and Green Spaces

Common outdoor open space includes landscaped courtyards, shared decks, gardens with pathways, children's play areas, pools, water features, accessible (unfenced) areas used for stormwater retention or other multipurpose recreational or green spaces to which all residents have access. Special requirements for common open spaces include the following:

- A. Required setback areas shall not count toward the open space requirement unless they are part of an open space that meets the other requirements of common open space;
- B. Open space shall have a minimum dimension of 20 feet in any direction to provide functional leisure or recreational activity. This dimension can be waived based on site conditions such

24-0629
01/08/2025

as topography or irregular lot geometry;

- C. Open space shall feature paths or walkable areas, landscape, seating, lighting, play structures, sports courts or other pedestrian amenities to make the area more functional and enjoyable for a range of users, taking into consideration potential noise issues related to hard court sports such as basketball, tennis and handball;
- D. Common space shall be separated from ground level windows, streets, service areas and parking lots with landscape, low-level decorative fencing (no chain link), or other treatments as approved by the Administrator that enhance safety and privacy for both the common open space and dwelling units;
- E. The space shall be oriented to receive sunlight and preferably face south, if possible. Open space may also face east or west, but not north, unless the Administrator determines that site conditions such as topography or irregular lot geometry warrant waiving this requirement; and,
- F. The space must be accessible from the dwelling units. Ideally, it should be centrally located, if practical. The space must be oriented to encourage activity from local residents.

5.20.1.2 Rooftop Decks and Terraces

Rooftop decks and terraces should meet the following requirements:

- A. Space must be accessible to all dwelling units and ADA compliant;
- B. Space must provide amenities such as seating areas, barbecues, fireplaces, recreational spaces, landscape, etc;
- C. Space must feature surfacing which enables residents to use the open space; and,
- D. Space must incorporate features that provide for the safety of residents, such as appropriate lighting levels.

5.20.2 Private Open Space: Yards, Patios, and Balconies

Private open space should be included for residents within multi-family developments. Outdoor Living Space requirement as defined in Section 4.7.F may be counted toward the Private Open Space requirement. The following criteria should be considered when designing private multi-family open spaces within Badlands:

- A. Locate private open space in patios, balconies, decks, or other outdoor spaces attached to individual units; and,

24-0629
01/08/2025

- B. Dimension private open space so there is room for a table and chairs where residents can sit outside.

5.21 STREETSCAPES AND VEHICULAR AREAS

A hierarchy of streetscapes / roadways comprise the vehicular and pedestrian circulation system. Arterial boulevards will provide the major backbone system connecting multiple frontage avenues and collector roads. Consistency in walls, fencing, site furniture, and plant materials will create the desired, cohesive, and unifying community character. They create, support, and subliminally repeat the desired brand/ image of Badlands.

A balanced composition of visual elements based on the functional streetscape hierarchy shall be implemented for primary, secondary, and tertiary travel ways. A strong, rhythmic street tree pattern defines the circulation configuration and provides the appropriate closure or openness, creates a sense of containment, embellishes or supports meaningful vistas, and minimizes visual impact of undesirable areas like parking lots or service areas.

Traffic calming, pedestrian-oriented components may include, but not be limited to: extended planting areas, enhanced paving in traffic lanes at crosswalks, and appropriate placement of aesthetically pleasing street furniture.

Streetscapes, in general, shall incorporate 'design for safety' standards in regards to plant growth height and intersection cone of sight distances and conform to City of Las Vegas standards.

Streetscapes include, but are not limited to: sidewalks; multi-use trails; in street, painted buffer, Class II bicycle lanes, and equestrian paths, providing a favorable atmosphere for recreation pursuits, alternative commuter transportation options, and efficient pedestrian and/ or vehicular travel throughout the community. Major streetscape areas have been identified in **Exhibit 5.21: Pedestrian Circulation Plan**. Striping and symbol painting for Class II bicycle lanes shall be in accordance with local and state standards.

More significant intersections will be distinguishable from lesser important crossings.

Planting requirements include:

- A. All planting and landscape material within the streetscapes shall follow safety standards and plant height restrictions in sight visibility zones according to the City of Las Vegas standards.
- B. Streetscapes include sidewalks, multi-use trails, paths, buffers, bicycle lanes, and equestrian paths.
- C. Unless otherwise stated, a minimum of four (4) shrubs shall be provided per tree in landscape areas. One (1) tree to be planted every thirty (30) feet on center. Planting should take into consideration viewsheds so buildings and signage are not obstructed.

- 1. Planting shall follow all requirements of sight visibility zones.

5.21.1 Arterial Boulevards

24-0629
01/08/2025

Arterial boulevards are the principal transportation corridors within the community, providing connections between varieties of Master Development Planned mixed land uses. Arterial boulevards define the edges of specific, prominent land uses and provide opportunities for several types of travel –vehicular, public transit, cyclist, bicyclist, equestrian, and pedestrian. Where desired, community walls, open view fences, and rustic/ rail fences may be used to provide definition between arterial streets and adjacent land uses. In most cases, sidewalks and multi-use trails will be separated from the street to provide for an enjoyable, safe pedestrian environment.

Planting, in particular, along the arterial transportation corridors will endeavor to preserve and/ or direct view orientation to panoramic or scenic natural vistas while filtering / screening adjacent land uses. Where appropriate, dense evergreens will camouflage perimeter walls.

Planting scenarios will offer a visual and seasonal interest interplay of background and foreground, modulating negative and positive spatial relationships. Arterial medians and parkways shall be predominately planted with Honey mesquite, Texas Mountain Laurel, Desert Willow or other ARC approved tree species. The under-story will be a combination grasses, succulents, flowering groundcovers, boulders and cobble.

5.21.2 Major Collector Street

To create even more of a pedestrian friendly environment, collector streets will serve as the prominent parkways linking several individual residential neighborhoods, recreation amenities/ pursuits, and The Badlands Trails network.

5.21.3 Residential Street

Residential streets, private or public, are designed to be more intimate in scale and create a distinctive sense of neighborhood identity.

5.21.4 Intersections

To reinforce an experiential transportation framework for both pedestrian and vehicular traffic, special attention has been devoted to design treatments at key intersections. Punctuation and accentuation at such crossroads affords the opportunity to celebrate and engage in meaningful and accentuated nodes / points of entry, rather than simply passing through them. The image infrastructure elements are decisive communicators of the overall Badlands brand / image, accomplished thru hard- and softscape features, demonstrate thoughtful design vision to residents, guests, and visitors.

5.21.5 Enhanced Vehicular Paving

Enhanced paving in streets shall consist of decorative concrete in a compatible pattern and color to the community theme. These materials at crosswalks, intersections, and periodic focal point spaces will provide an acoustical, tactile, and a visual sense for traffic flow / speed calming.

5.21.6 Pedestrian Realm

24-0629
01/08/2025

Pedestrian paving shall consist of decorative ground texture that provides for a safe and pleasurable walking experience. Material shall be interlocking pavers, decomposed granite, and/ or flagstone.

Sidewalks shall be five feet (5') in width to promote a pedestrian friendly atmosphere and punctuated along the way with the appropriate amenities and / or site furniture; including, but not limited to:

- A. Benches;
- B. Directional Signage;
- C. Public Art;
- D. Trash Receptacles;
- E. Identification Markers;
- F. Transit Shelters;
- G. Information Kiosks;
- H. Tree Grates; and
- I. Bike Racks.

5.21.7 Parking Areas / Lots

Trees within parking areas shall be a minimum of twenty-four inch (24") box and planted in accordance with City guidelines. Tree wells and / or strips shall be protected by curbs with a net inside curb face-to-curb face planting dimension of five feet (5'). Longer planting strips/ islands shall have periodic openings in the curb for the planting area to function as a bio-swale.

Any tree within six feet (6') of any wall, structure, hardscape or synthetic turf shall be installed with a root barrier. Linear root barriers shall be installed continuous along the edge of a wall, structure, or hardscape -extending a minimum of five feet (5') past the gallon/ box edge.

Where vehicular parking is headed into planted areas, parking space shall be so designed with an addition 24" clearance from curb to plant, wheelstops are acceptable, in such a manner that no vehicle will overhang the curb and/ or be in a position to damage the planting area.

Surface parking areas shall be provided with predominately large deciduous and evergreen canopy trees to reduce heat-island effect, glare, preserve site lines, and maintain cooler temperatures of the pavement during summer. Tree planting shall be coordinated with site lighting so minimum illumination levels are not compromised as trees mature.

Plant material shall be selected for its seasonal color (flowers and / or leaves), sculptural forms, elegance, texture, and playfulness. The edge / peripheral treatment of parking lots shall be low profile hedge-like material that will visually screen the cars and especially the headlights at night. Accent trees in focal/ entry areas shall be of a flowering variety.

5.22 PARKS AND COMMUNITY TRAILS

Badlands is passionate about providing the right mix of venues for a wide array of outdoor and wellness activities. These set-aside passive / active recreation areas shall be designed to contribute to a vivid and distinct set of ambiances, impressions, and perceptions for a broad and diverse multi-generational, multi-ability population. Multi-use trails / pathways shall link residential areas,

24-0629
01/08/2025

schools, and recreation areas. These trails / pathways shall be shared by pedestrians, strollers, and bicyclists. They provide the opportunity to connect the community-at-large with existing regional trails leading to a broader base of recreation. Refer to **Exhibit 5.21: Pedestrian Circulation Plan** for more information.

Multi-use trails/ pathways shall be 8' to 10' wide with a surface of asphalt, concrete, or decomposed granite. Removable bollards or equal ways of preventing vehicular access, should be placed at all entry points to prevent unauthorized motorized access.

5.23 LIGHTING

A. Design Objective

1. Lighting principles shall include, but not be limited to:
 - a. Illuminate roadways and the public realm while achieving safety standards; and,
 - b. Serve as repetitive elements while reinforcing the image, desired style, and brand of Badlands.
2. Lighting elements shall blend attractively into the environment by day and perform effectively at night to promote a safe, comfortable, and visually engaging condition.
3. Streetscape and parking lot lighting play a crucial role in enhancing the level of quality and character of the community. Light pole standards shall be uniform in color and style by specific land use. All landscape lighting shall be designed to minimize or avoid spillover to adjacent residential or private outdoor spaces.
4. All lighting shall be designed and conform to city, state, local utility, and IES standards and illumination requirements.

B. Roadway and Parking Lot Lighting

1. Along arterials, frontage avenues, collectors, and public/private streets, illumination shall be at intervals fitting the specific roadway guidelines. Promoting safety, visual continuity, and community identity shall be foremost.
2. Street lights on the arterial boulevards shall be per the City of Las Vegas Section 19.02 within the Unified Development Standards.
3. Lighting for parking lots and common areas shall be tempered in scale and form. Human scale along with the 'rustic' feel for the brand / image of Badlands will influence the height and style of standards and fixtures. Illumination shall be subtle, but creative, and shall be encouraged to be expressed in several formats.
4. Parking lot lighting shall utilize an alternative decorative style, form, and complimentary color to the adjacent street lighting. Control of parking lot illumination shall be coordinated with timers or solar panels to reflect hours of operation and reasonable security requirements for pedestrians.

C. Parks and Community Trails Ambiance

1. Low-level, pole light ambiance lighting along pathways, steps/ stairs, and trails will encourage safe pedestrian travel during sunrise and sunset activities. Some more open plaza areas, like trailheads, may need additional lighting for safety and security.

24-06-29
08/2025

5.24 IDENTIFICATION SIGNAGE

Identification of streets, trails, residential neighborhoods, and recreation facilities throughout Badlands may appear in a variety of formats utilizing the designated palette of materials, patterns, and forms. These may include identification, directional, informational, and / or functional signs. Sign materials may be in metal individual signs or metal plaques on battered stone veneer pilasters -each type will display the Badlands 'logo', subject to Master Developer approval.

5.25 UTILITIES

Where possible, traffic signal control boxes, light controller boxes, and other above ground utility structures shall be located out-of-sight, away from any iconic structures, pedestrian pathways or plazas, and/ or outside of the right-of-way. Utilities shall be consolidated at central locations, generally inconspicuous to pedestrian view and access. City of Las Vegas will permit Badlands Master Development Planned community to submit alternate standard trenching detail to accompany improvement plans (see Exhibit 5.25A).

5.26 PUBLIC REALM GRADING AND DRAINAGE

Planting areas shall be graded at a maximum of 3:1 to facilitate drainage away from buildings and hardscape.

Hardscape areas shall be graded at a minimum of one percent (1%) to facilitate drainage away from buildings, but in accordance with ADA guidelines for access/egress and path-of-travel.

Subsurface drains shall be provided where minimum grades, as described herein, cannot be accommodated or where required by field conditions to prevent ponding or over saturation of surface or subsurface soils.

5.27 PUBLIC REALM IRRIGATION STANDARDS

A permanent underground, automatic irrigation system shall be installed in all landscape areas throughout the public realm areas. Design shall incorporate water saving techniques and equipment and shall meet the requirements of SNWA.

Irrigation design should maximize water efficiency by incorporating hydro-zoning techniques and the use of Remote Irrigation Control Systems (RICS) principles.

Irrigation systems shall be valved separately depending on plant ecosystems and their orientation and exposure to sun, shade, and wind. Systems shall be sensitive to the water requirements of the plant material selected and similar water using plants grouped together.

Systems should be efficiently designed to reduce overspray onto hardscape areas.

Water efficient irrigation systems include pressure-controlled, matched precipitation rate nozzles, separation of irrigation zones by plant water requirements, and use of the newest technology to control the systems. Other considerations include the use of drip emitters, low volume pop-up spiders, stream bubblers, and subsurface drip / agricultural micro-irrigation solutions.

24-0629
01/08/2025

In some areas, erosion control measures may need to be implemented to reduce the loss of soil due to the action of water and / or wind in addition to prevent water pollution. Water shall be delivered in sufficient quantities and application/ precipitation rates adjusted to compensate for seasonal conditions and plant growth requirements.

Irrigation equipment shall be located and installed to minimize visual impact, but easily reachable by maintenance personnel.

5.28 PUBLIC REALM MAINTENANCE STRATEGY

Maintenance is the care and nurturing of the landscape composition over time. It is regular and continual attention to the aesthetic and tasteful appearance of the prescribed character.

Maintenance involves developing and implementing programs and practices that become the foundation for sustaining the status quo over time. Standards for horticultural practices provide the framework for building a quality, timeless landscape expected at Badlands.

Adopting control programs which allow for a “least-toxic” treatment plan will minimize negative impacts to not only the environment but residents and guests. Maintenance operations should include but not be limited to providing labor, materials, equipment, and incidentals, for litter removal, drain cleaning, adequate seasonally altered watering schedules, fertilizing, pruning, replacing dead or dying plant material, weed abatement, integrated pest management, and mulching for water conservation.

5.29 APPROVED / PROHIBITED PLANT LISTS

See the latest version of the Southern Nevada Regional Planning Coalition Plant List.

- A. The following plants are prohibited within the Badlands Community
 - 1. Baccharis sarothroides – Desert Broom
 - 2. Olea europa – Olive (fruit producing)
 - 3. Pennisetum sataceum – Fountain Grass (green variety)
 - 4. Morus alba – Fruiting Mulberry
 - 5. Tamrix spp. – Tamarisk
 - 6. Oleander spp. – Oleander

5.30 LANDSCAPE SUBMITTAL REQUIREMENTS / PROCESS

All landscape improvements and designs for the front yards including side yards, as required, must be submitted and approved by the Badlands ARC, prior to beginning of construction or installation. All Lots with view fence or partial view fencing in the rear yard must submit landscape improvements

24-0629
01/08/2025

and designs for the rear yard. This includes the installation of all trees, shrubs, ground covers, turf, borders, pools, spas, pool equipment, screening and hardscape materials. Landscape in a rear yard that is fully enclosed with a solid block wall does not need to be submitted. All lots regardless of walls must follow the approved plant list and may not install any plant material listed on the Prohibited Plants List. All structures located in the rear yards, such as swing sets, gazebos, ramadas, fireplaces, and all other structures that are taller than the block portion of any fence, (6'-0") must be reviewed and approved by the ARC prior to construction. Refer to Section 1.7 – Badlands Zoning Categories for accessory structure setbacks. Maintain all lot grading and drainage requirements.

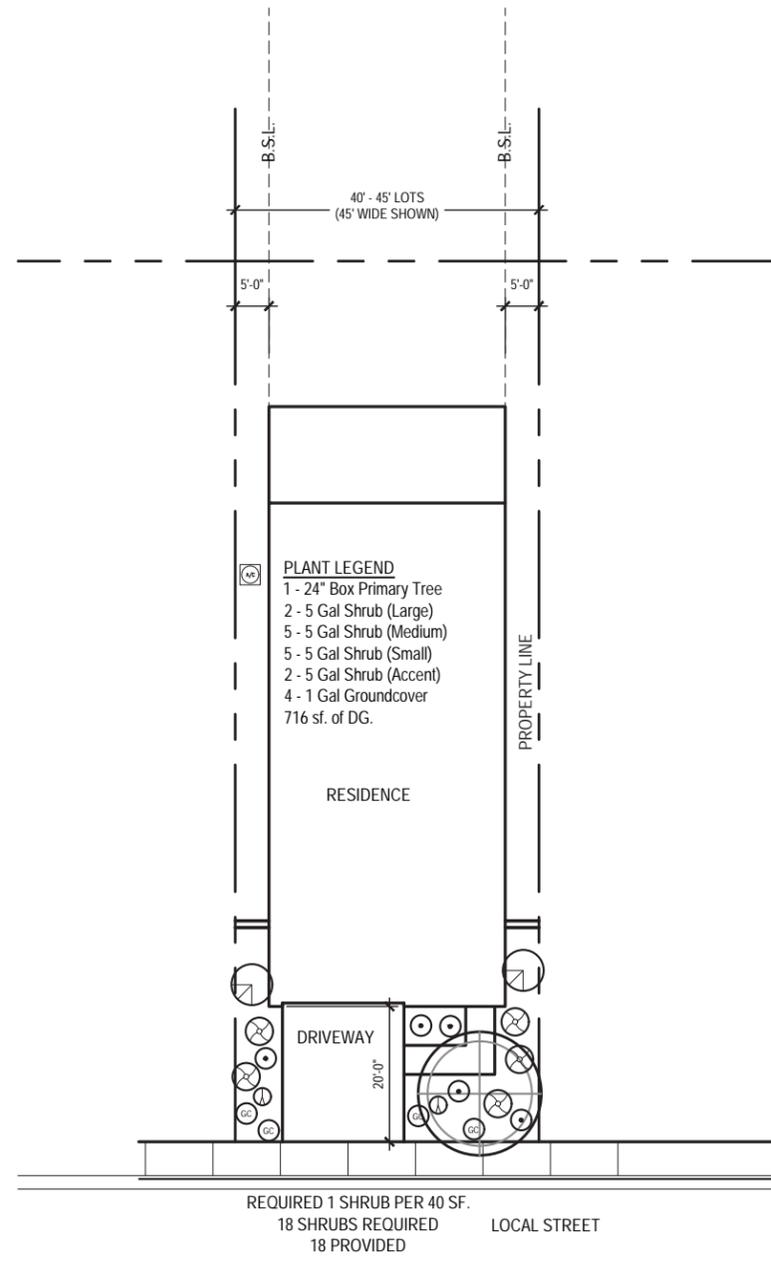
DRAFT

24-0629
01/08/2025

DESCRIPTION	QTY.
TOTAL FRONT YARD LANDSCAPE AREA	716 SF.
TOTAL PLANTS PROVIDED (1/40 SF. REQUIRED)	18 TOTAL
TOTAL SHRUBS PROVIDED 5 GAL. (70% MIN.)	14 TOTAL (78%)
TOTAL GROUND COVERS PROVIDED (30% MIN.)	4 TOTAL (22%)

Plant Legend

Symbol	Description
Trees	
	24" BOX PRIMARY TREE
Shrubs	
	5 GAL. SHRUB (LARGE)
	5 GAL. SHRUB (MEDIUM)
	5 GAL. SHRUB (SMALL)
	5 GAL. ACCENT PLANT (ACCENT/GRASSES)
	1 GAL. GROUND COVER
Inerts	
	2" DEEP DECOMPOSED GRANITE 3/4" SCREENED PER GUIDELINES



FRONT YARD LANDSCAPE
 TREES BASED ON LOT WIDTH
 SHRUBS ONE (1) PLANT PER FORTY (40) SQUARE FEET OF LANDSCAPE AREA (EXCLUDING WALKS, DRIVEWAYS AND PATIOS);
 SHRUB SIZES SHALL BE A MINIMUM OF SEVENTY PERCENT (70%) FIVE-GALLON OR LARGER AND THIRTY PERCENT (30%) ONE-GALLON

ARTIFICIAL TURF (NOT TO EXCEED THIRTY-THREE PERCENT (33%) OF THE FRONT YARD); REFER TO GUIDELINES

2" DEEP DECOMPOSED GRANITE TO ALL LANDSCAPE AREAS; AND

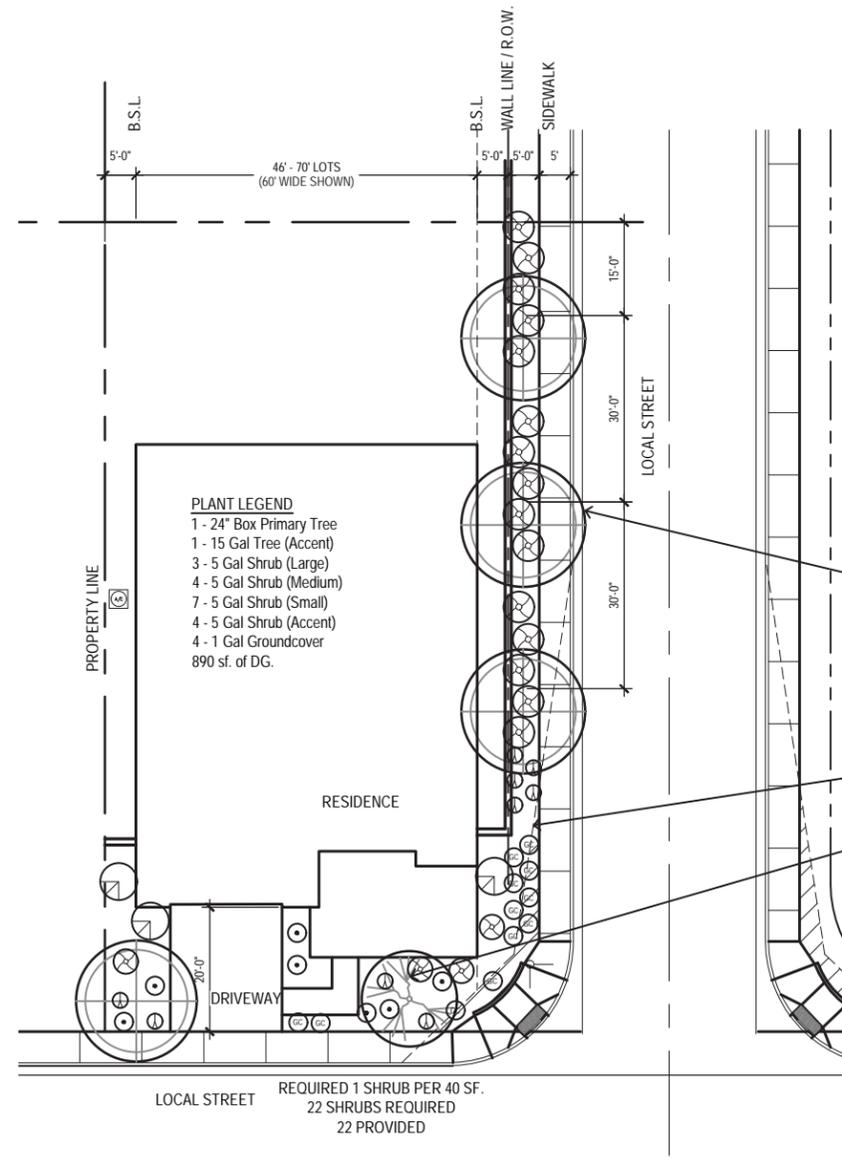
NO PLANT MATERIAL GREATER THAN 24" IN HEIGHT TO BE PLANTED WITHIN SIGHT VISIBILITY ZONE

24-0629
 01/08/2025

DESCRIPTION	QTY.
TOTAL FRONT YARD LANDSCAPE AREA	890 SF.
TOTAL PLANTS PROVIDED (1/40 SF. REQUIRED)	22 TOTAL
TOTAL SHRUBS PROVIDED 5 GAL. (70% MIN.)	18 TOTAL (82%)
TOTAL GROUND COVERS PROVIDED (30% MIN.)	4 TOTAL (18%)

Plant Legend

Symbol	Description
Trees	
	24" BOX PRIMARY TREE
	15 GAL. ACCENT TREE
Shrubs	
	5 GAL. SHRUB (LARGE)
	5 GAL. SHRUB (MEDIUM)
	5 GAL. SHRUB (SMALL)
	5 GAL. ACCENT PLANT (ACCENT/GRASSES)
	1 GAL. GROUND COVER
Inerts	
	2" DEEP DECOMPOSED GRANITE 3/4" SCREENED PER GUIDELINES



SIDE YARD LANDSCAPE
 24" BOX PRIMARY TREES
 SPACED AT 30' O.C. FIRST TREE TO START 15'-0" FROM ADJACENT LOT PROPERTY LINE. SHRUBS TO MATCH IF ADJACENT LOT IS ALREADY INSTALLED OR APPROVED.

(5) FIVE GALLON SHRUBS OR ACCENTS PER TREE TRIANGULATED AS SHOWN

(8) ONE GALLON GROUNDCOVERS AT INTERSECTION

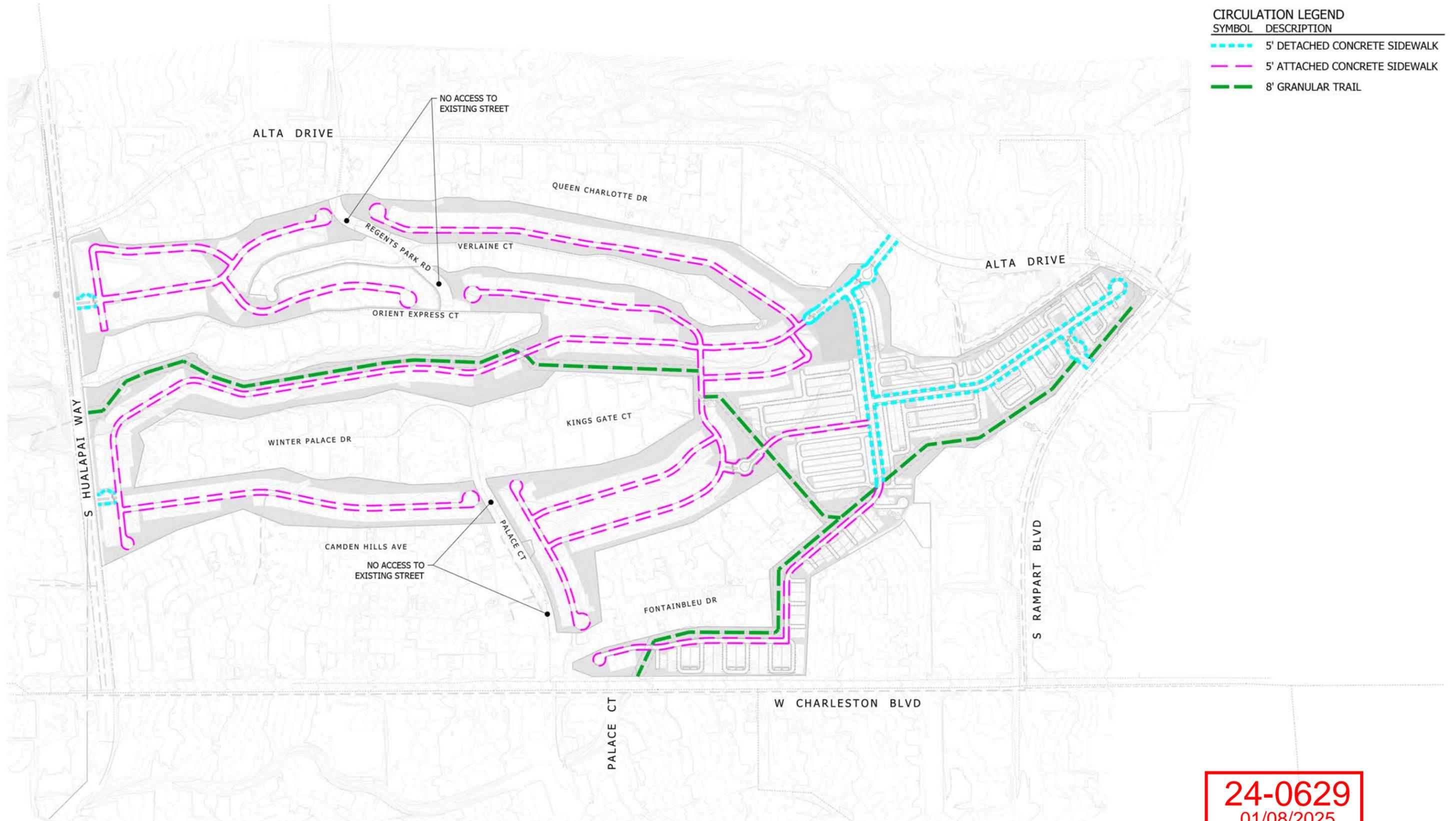
FRONT YARD LANDSCAPE
 TREES BASED ON LOT WIDTH
 SHRUBS ONE (1) PLANT PER FORTY (40) SQUARE FEET OF LANDSCAPE AREA (EXCLUDING WALKS, DRIVEWAYS AND PATIOS); SHRUB SIZES SHALL BE A MINIMUM OF SEVENTY PERCENT (70%) FIVE-GALLON OR LARGER AND THIRTY PERCENT (30%) ONE-GALLON

ARTIFICIAL TURF (NOT TO EXCEED THIRTY-THREE PERCENT (33%) OF THE FRONT YARD); REFER TO GUIDELINES

2" DEEP DECOMPOSED GRANITE TO ALL LANDSCAPE AREAS; AND

NO PLANT MATERIAL GREATER THAN 24" IN HEIGHT TO BE PLANTED WITHIN SIGHT VISIBILITY ZONE

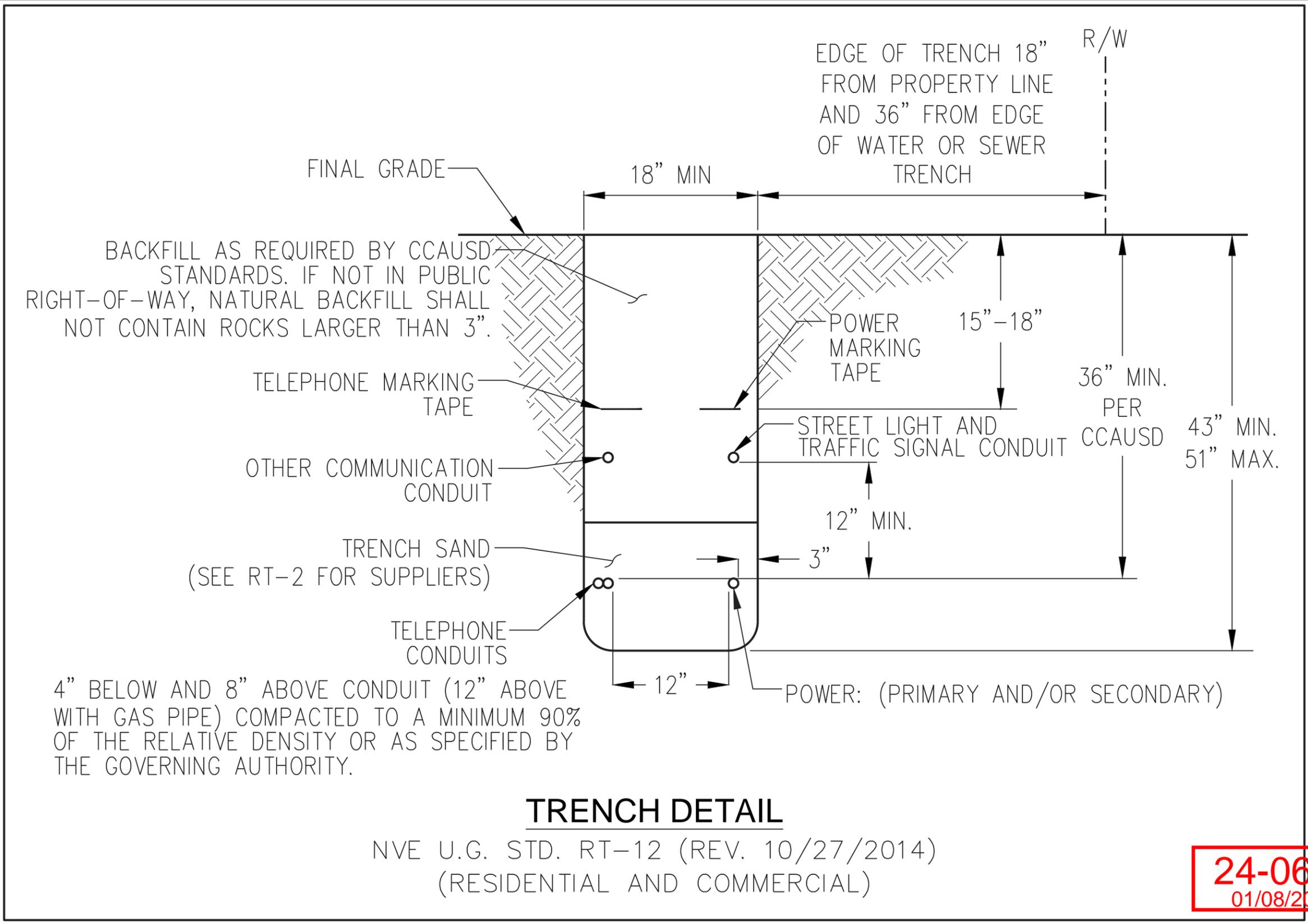
24-0629
01/08/2025



GRAPHIC SHOWS CONCEPTUAL INFORMATION AND IS SUBJECT TO CHANGE. ACTUAL LOCATIONS AND CONFIGURATIONS TO BE DEFINED AT THE TIME OF SUBDIVISION PLAT OR SITE PLAN SUBMITTAL.

24-0629
01/08/2025





TRENCH DETAIL

NVE U.G. STD. RT-12 (REV. 10/27/2014)
 (RESIDENTIAL AND COMMERCIAL)

24-0629
 01/08/2025



SECTION 6 - ICONIC MONUMENTS AND WALL GUIDELINES

24-0629
01/08/2025

6. ICONIC MONUMENTS AND WALL GUIDELINES

6.1 ICONIC MONUMENT HIERARCHY

Iconic monuments, gateways, and entry structures will vary in size, scale, and communication, depending on the placement, function, and role in portraying the brand / image of Badlands. Although the extent and scale may vary with each land use type, individually they will set forth a consistent, homogeneous use of forms, materials, and colors that will impart a consistent visual image within the community-at-large.

A. Primary Community Entries

1. Primary / community entries create a clear sense of arrival.
2. Plant materials shall be consistent with the Southern Nevada Regional Planning Coalition Plant List, Master Developer project design, and/or other ARC approved species. Any secondary community entry design to be approved by ARC at a future time.

B. Community Identification

1. Community identification will enhance the community branding with layered massings of landscape, trees, low walls and way finding signage. Materials will be consistent with materials used at the primary community entry.
2. Plant materials shall be consistent with the Southern Nevada Regional Planning Coalition Plant List, Master Developer project design, and/or other ARC approved species.

C. Monument Lighting

1. Monument lighting, depending on the height of the structure, may be a combination of down-lighting, on-structure lighting, and/or ground level uplighting. Type of lighting shall also be sensitive to the proximity of the monument to residential dwelling units.

6.2 BUILDER SUBDIVISION WALLS

A consistent wall design is important to create a cohesive appearance. All walls for the community to be consistent with the Las Vegas Unified Development Code – Section 19.06, as defined in each residential district. Those walls visible from public spaces shall be decorative walls. Builders shall provide a minimum ten foot (10') wide planting strip between sidewalk or common element and the wall, unless otherwise indicated in Section 2 within the Badlands Design Guidelines. All walls (including retaining walls) need to be located a minimum of five feet (5') from all sidewalks.

Where walkways or pass-throughs are located between residential lots, the retaining walls and fences along both sides of walkways should be located and designed to make the walkway appear as open and spacious as possible. This can be accomplished by minimizing continuous wall lengths through the use of low walls and rail fences along property lines.

A. Theme Walls

1. Theme walls shall be defined as those walls that are visible from public spaces.



B. Interior Walls

1. Walls separating lots shall be 6' high minimum, precision block walls. Wall color shall match color of theme walls. Waterproof material shall be applied to wall as applicable. These walls shall not extend above the height of any theme wall or view fence on the perimeter. The location of the walls adjacent to common elements or open spaces shall be located entirely within the lot of the residence and shall be maintained by the property owner.

C. Retaining Walls

1. Rockery retaining walls may be used in lots instead of masonry retaining walls. These walls shall be treated with Permeon or other approved equal;
2. Retaining walls should match materials and color of adjacent walls where they occur;
3. Retaining walls alongside lot lines may not exceed six feet (6') high within the front yard setback area and must terminate a minimum of five feet (5') from the back of sidewalk;
4. Terraced walls must provide a four foot (4') wide landscape area between the back of the lower retaining wall and the face of the upper wall/fence/retaining wall; and
5. All retaining walls to be waterproofed and adequately drained if required, on the surcharge side.

D. View Fences

1. View fencing shall be utilized along Paseos, Trails, and Parks. View fencing shall meet the following criteria:
2. Where fence is located along any street edge, paseos, and enhanced and amenitized common areas, efforts should be made to add visual interest to long runs of uninterrupted fence, such as adding columns, pilasters, fin walls, or horizontal articulation;
3. Maximum height shall be six feet (6') or meet jurisdictional pool fencing codes when applicable;
4. Combination fence and walls shall have a maximum height of six feet (6'); and
5. It is the responsibility of the homebuilder/owner to make sure that any wall or fence meets the jurisdictional requirements for a swimming pool safety barrier.
6. View fences adjacent to streets within any zoning district are permitted to have retaining wall heights up to 6' and screen walls up to 6', the height of both walls may not exceed ten feet (10') to the visible edge and twelve feet (12') to the homeowner side.

24-0629
01/08/2025



SECTION 7 - COLOR



24-0629
01/08/2025

7. COLOR

7.1 NUMBER OF COLOR SCHEMES

- A. Each single-family product line shall have at least three color schemes per elevation style. Color schemes shall vary between various housing products and models.
- B. Each single-family attached neighborhood shall have at least three color schemes for each elevation style.
- C. Non-residential uses are subject to ARC Review & Approval and must be compatible with these guidelines.

7.2 BUILDING COLORS

- A. Unless otherwise noted in the architectural checklists per style, each color scheme for building elevations shall consist of at least four different colors:
 - 1. Primary Base Color
 - a. Stucco, masonry, or siding on primary wall surfaces.
 - 2. Secondary Base Color and Fascia
 - a. Stucco, masonry, or siding on primary wall surfaces and fascia.
 - 3. Trim Color
 - a. Window and door trim.
 - 4. Accent Color
 - a. Entry doors, shutters and iron.
- B. Color and material blocking should be incorporated into the preliminary architectural design so that thoughtful color use is integrated with the architecture and logical color termination points are identified early on.
- C. Color changes should occur at inside corners only.
- D. Generally, the color of garage doors should not unduly contrast with the primary base color of the house or building.
- E. Any field color used at the base of the building shall continue down to the finish grade.
- F. Likewise, where masonry is used at the base of the building, the visible wall surface below the level of the weep screed, shall be painted a color that closely matches the masonry color directly above.

7.3 ROOF COLORS

- A. Blended roof colors are encouraged.
- B. Single-family detached neighborhoods shall have at least two individual roof colors.
- C. Single-family attached and multi-family neighborhoods shall have at least two individual roof colors.

24-0629
01/08/2025

7.4 COLOR PLOTTING CRITERIA

- A. The two houses on either side of a specific lot and the three lots across from it must use different color schemes.

DRAFT

24-0629
01/08/2025



SECTION 8 - DESIGN REVIEW



24-0629
01/08/2025

8. DESIGN REVIEW

8.1 INTRODUCTION

The Master Developer shall administer all project submittals and approvals for development within Badlands with regard to the implementation of the Design Guidelines. The procedure described below shall be used to administer the implementation process.

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

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

8.2 IMPROVEMENTS REQUIRING REVIEW

All parcel improvements by the builder will require review and approval by the Master Developer.

Improvements requiring review include but are not limited to residential product including new construction, landscape, signage, and amenities such as parks, open play areas or community facilities and ancillary structures.

Non-residential uses are subject to ARC Review & Approval and must be compatible with these guidelines.

8.3 ARCHITECTURAL REVIEW COMMITTEE

The Master Developer shall establish an Architectural Review Committee (ARC) to review each project submittal. The ARC shall consist of representatives from the Master Developer along with an architectural consultant, landscape consultant, and civil engineering consultant. In addition, the ARC may consult with other professional advisors as deemed appropriate. Projects for design review shall be submitted to the Architectural Review Committee at the address listed below. Complete submissions are required in order for the ARC to make an expeditious review.

8.4 SUBMITTAL REQUIREMENTS

The following items are required for submittal of production residential development plans prior to submittal to the City of Las Vegas. All submittal documents shall be submitted to the ARC in a pdf electronic file format. AutoCAD drawings may be requested by the ARC for more detailed review, as necessary.

24-0629
01/08/2025

A. Preliminary Concept Site Plan (Per Production Neighborhood)

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

1. Conceptual street layout;
2. Conceptual lot layout;
3. Proposed pedestrian connections; and
4. Adjacent streets and open space.

B. Detailed Development Plan (Per Production Phase):

1. Proposed street locations and dimensions;
2. Proposed lot lines and dimensions;
3. Proposed pedestrian connections;
4. Building footprints (Model and elevation must be specified);
5. Driveway and/or alley placement;
6. Wall Plans;
7. Wall and Fence locations and heights;
8. Adjacent street(s) and open space; and,
9. Lot Fit.

C. Architectural Plans:

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

D. Material and Color Package (Maximum Size of Board(s): 11" x 17")

1. Noted or color-coded elevations;
2. Primary stucco color(s)(manufacturer's printed picture);
3. Secondary stucco color(s)(manufacturer's printed picture);
4. Accent and trim colors (manufacturer's printed picture);
5. Accent material samples (Stone, Brick, Etc.)(Manufacturer's printed picture); and,
6. Roof tile (manufacturer's printed picture).

24-0629
01/08/2025

E. Landscape Plan:

1. Typical front yard landscape plans (one plan for each elevation)
2. Model complex landscaping;
3. Street tree species, size and location;
4. Neighborhood entries;
5. Planting and fencing details;
6. Marketing / community signage;
7. Monumentation; and,
8. Common open space landscape.

8.5 PLAN CHECK FEES

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

1. Preliminary Concept Site Plan: No fee;
2. Initial Full Submittal including: No fee;
3. Detailed Development Plan;
4. Architectural Plans;
5. Material and Color Sample Board;
6. Landscape Plan; and,
7. Subsequent Submittals (if necessary): \$1,000 per submittal.

Upon review of the submittal, additional fees may be required to cover expenses incurred by the ARC.

8.6 DESIGN REVIEW AND APPROVAL PROCESS

The Architectural Review Committee (ARC), established by the Master Developer, shall review each project submittal. Within 10 business days of receipt of a complete submittal, the ARC shall recommend "approved", "approved with conditions", or "denied". Failure to approve is denial. The ARC shall summarize its finding in a written response letter to the Master Developer. The Master Developer shall make the final decision regarding approval of the submittal.

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

Submittals that are "Approved" by the ARC may then be submitted to the City of Las Vegas, if required. Submittals that are "Approved with Conditions" or "Denied" shall be revised as necessary and re-submitted to the ARC for approval. All submittals must be approved by the ARC prior to submission to the City of Las Vegas or other public agencies.

24-0629
01/08/2025

8.7 ADMINISTRATION

A. Amendment

1. The Design Guidelines may be amended from time to time by the Master Developer through the process called out in Section 19.10.040(G) of the City of Las Vegas Unified Development Code for both major and minor modifications.
2. The Planning Director shall review and determine if a proposed modification is minor or major.

B. Deviations from the Standards

1. Requests for deviations from the standards shall follow the process called out in Section 19.16.140 of the City of Las Vegas Unified Development Code.

C. Prevalence of Declaration

1. In the event of any conflict between the provisions of the Design Guidelines and the Master CC&Rs for Badlands, the most restrictive shall prevail.

D. Miscellaneous

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

E. Prosecution of Work After Approval

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

F. Violations

1. Construction deemed by the Master Developer to be in violation of approved drawings, the Design Guidelines, or the Master CC&Rs shall be corrected as described in the Declarations.

G. Recordation of Notice

1. Upon approval of the final plans, the Master Developer shall, upon written request from the applicant, provide a statement of approval.

H. Rule Making Authority

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

24-00629
9/10/2025

changes of these Design Guidelines.

I. Badlands Community Association Design Review

1. Any subsequent additions or remodels to any home by a private homeowner shall be subject to design review and approval as administered through the Badlands Community Association. Refer to supplemental Homeowner Design Manual.

J. Liability of Committee

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

K. Professional Advice

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

24-0629
01/08/2025