



# Trilogy<sup>®</sup>

# S u n s t o n e

## *Active Adult Parcel Design Guidelines*

**SHEA HOMES ACTIVE LIFESTYLE COMMUNITIES  
8800 N Gainey Center Dr #350, Scottsdale, AZ 85258**

**April 11, 2019**

**PRJ-76123**  
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## SECTION 1 PROJECT OVERVIEW

### 1.1 INTRODUCTION

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#### 1.1.1 Community Concept

Trilogy Sunstone is located in the Northern portion of the City of Las Vegas within the Sunstone Master Planned Community, formerly known as Eastland. The Trilogy Sunstone Design Guidelines are a part of the overall Sunstone Master Plan Design Guideline Package, but will remain an independent regulatory document. Trilogy Sunstone reflects a marketable and livable community planning ideal with uncomplicated neighborhoods designed to respond to the core needs of its age qualified residents. Trilogy Sunstone has been designed with walkable neighborhoods, enhanced streetscapes that have a positive influence on the strong pedestrian and bicycle systems to maximize mobility, integrated and accessible open space within walking distance.

Trilogy Sunstone will provide a highly amenitized clubhouse and recreation facility including food and beverage. Per City & State regulations, Trilogy may be required to obtain a liquor license per the proposed food and beverage programming. Alcohol and alcohol-related uses are permissible in the AQ park/clubhouse area and subject to a Special Use Permit. Uses in the Clubhouse/Recreation area are compatible with the Sunstone Design C-2 Standards per DA 3.22 Clubhouse/Recreation area will anchor the Community around a central park at the terminus view at the main entry. The Community/Recreation site must go through the City of Las Vegas Site Development Plan Review process. The central park can be accessed through pedestrian paseo trails throughout the community or adjacent local streets that provide vehicular parking.



## Exhibit 1-A Community Concept Plan



Exhibit 1-A

### 1.2 NEIGHBORHOOD THEME

The Neighborhoods within Trilogy Sunstone form the core of the overall community design and are planned to create a compact pedestrian friendly environment that offers a diversity of housing opportunities. The community will be designed so that residential lots front to the street or back to open space areas directly. Further, residential neighborhoods will have strong linkages to adjacent open spaces and trails. Smaller pocket parks will be tucked throughout the residential



areas and where appropriate at visual termini. Streets and pedestrian pathways will provide connectivity throughout the entire community and will be designed to provide walkable and bikeable connections to other neighborhoods and the community amenities.

A key characteristic of Trilogy Sunstone neighborhood design is that neighborhood layouts promote efficient use of the land and foster a more intense pedestrian experience. Block sizes, open spaces, parks and amenities will be scaled at a walkable, pedestrian scale to encourage accessible connections to all open spaces and amenities.

Neighborhoods within Trilogy Sunstone will include a variety of single residence homes at varying densities, on varying lot sizes and will provide opportunities for attached single residence homes.

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### 1.3 ARCHITECTURE

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Building architecture plays an important role in creating the backdrop for the public places and the streetscape within Trilogy Sunstone, but is equally important in establishing the overall community identity. Architecture within the community will promote core architectural values that place strong emphasis on function, durability and visual appeal.

**Function:** Home designs will be based on simple building blocks and roof forms that have a direct relationship to internal functionality. Homes will be designed with a strong street orientation including porches and front entries designed to foster neighborliness and social interaction among community residents. Shade elements will be thoughtfully integrated to provide protection from the desert sun.

**Durability:** Building articulation, materials, landscaping and color schemes will have a relationship to the desert southwest and be selected to create a sense of timelessness within the community.



**Visual Appeal:** Traditional design elements and architecture with a local flavor will be complimented with well articulated public spaces, meaningful front door design, and thoughtful design and material selection for garage doors. Minimal setbacks will be utilized to promote a compact, walkable neighborhood and landscaping will play an important role in creating the overall visual landscape for each home, street and neighborhood. Neighborhoods may include a mix of single story, two story and potentially three story homes to provide diversity in the street façade and within the community.

This approach to architectural direction will apply to all structures, including amenities and non-residential buildings. It is envisioned that this more honest approach to core architectural values will create a unique and refreshing persona for Trilogy Sunstone as well as provide a set of tools for the building designers and architects that allow them to be more respectful to time tested architectural styles.

### 1.3.1 Architectural Styles.

Architectural styles that are compatible within Trilogy Sunstone include the following:

- Bungalow
- Contemporary
- Cottage
- Craftsman
- Farmhouse
- Prairie
- Ranch
- Traditional

Architectural styles that are **not** compatible within Sunstone and are prohibited include, but are not limited to, the following:

- Barn
- Colonial
- French



- Northern European
- Hacienda
- Mission
- Pueblo/Santa Fe
- Santa Barbara
- Tuscan

**Examples of Architectural Approach from other Trilogy projects:**













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## 1.4 DESIGN CRITERIA ROLE

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### 1.4.1 Purpose and Applicability

These Design Guidelines are criteria that shall be adhered to per approval of the Trilogy Sunstone Design Review Committee (DRC). The Design guidelines are meant to foster variety and design creativity by parcel developers, builders and their consultants while maintaining harmony within the overall context of the community theme. For purposes of continuity, Designated Builder Parcels will be mapped through the City of Las Vegas, after approval by the Trilogy Sunstone Master Developer Design Review. In cases where the Parcel Developer is required to design their subdivision, these guidelines will assist in maintaining the overall design integrity of the community. Parcel Developers will be required to adhere to the information supplied within the approved construction documents. Any revisions/deviations shall comply with the Sunstone DA Section 3.06. The development standards herein are considered criteria approved for Sunstone that must be adhered to for development.

### 1.4.2 Supporting Documents

Contents within these guidelines will be used as internal control documents by Trilogy Sunstone Design Review Committee (DRC). These design standards supersede existing Title 19 zoning code requirements except as specified within the Sunstone Development Agreement. Any requests for variances to the laws and regulations of the City of Las Vegas, shall be submitted to the appropriate agency according to established procedures, after written consent from the DRC.

The Trilogy Sunstone Declaration of Covenants, Conditions, Restrictions (CC&Rs) contains legal restrictions regulating the construction and maintenance of improvements within the community. The Declaration and the Design Guidelines are subject to interpretation by the Design Review Committee. The DRC may amend or augment the Design Guidelines to meet specific site or functional requirements in the community consistent with the basic objectives of the DRC.



### 1.4.3 Responsibility for Review

Neither Trilogy Sunstone nor the DRC assume responsibility for plan review of, or conformance to, applicable local codes or ordinances. The DRC's purpose in plan review is to ensure conformance to the intent of the Design Guidelines and supporting documents. The DRC may augment the architectural standards, not the design standards.

**All projects in Trilogy Sunstone require review by the DRC prior to submission to the City of Las Vegas . A DRC approval letter shall accompany all submittals to the City of Las Vegas.**

## 1.5 DEFINITIONS

<b>Active Adult Developer</b>	The owner and developer of one or more Development Parcels for an Active Adult Community within the Community.
<b>Amenities</b>	Club buildings, pools, sport courts, gazebos, benches, or gathering areas meant as an active or passive social or functional focus for a project.
<b>Accessory Structures</b>	Residential detached garages, carports, pool houses, restroom/changing facilities, gazebos, storage buildings, and other detached structures with livable spaces.
<b>Designated Builder</b>	An entity/homebuilder that is improving any buildable area within a Parcel, may also be the applicant.
<b>Community Open Space</b>	Parks and open space outside the boundaries of an individual lot, usually maintained by a third party like a HOA.
<b>Community</b>	Refers to Trilogy Sunstone Community
<b>Designated Builder</b>	An entity/homebuilder that is improving any buildable area within a Parcel, may also be the applicant.
<b>Master Developer</b>	"Master Developer" shall mean SC East LandCo, LLC and their designated representatives including but not limited to the Declarant under the recorded and governing CC&R's.



<b>Multi-Family Development</b>	Residential buildings of more than two units including duplexes, townhouses, condominiums, and apartments. Certain products, such as townhouses, may be reviewed as single family attached developments at the discretion of the DRC.
<b>Neighborhood</b>	A parcel and or subdivision as defined by the community map for residential development.
<b>Neighborhood Wall</b>	A wall within a neighborhood adjacent to roadways or community open space and shared with a residential property line.
<b>Patio Cover</b>	A solid, semi-solid, or open overhead structure that covers a patio or balcony, but does not fully enclose the space.
<b>Pocket Park</b>	A small open space area as designated on a preliminary or final map.
<b>Porch</b>	A fully roofed area, attached to a house and oriented to the street, defined by building walls and guardrails.
<b>Private Street</b>	A privately owned and maintained roadway that provides internal circulation.
<b>Side Loaded Garage</b>	A garage whose doors are angled 45 degrees or more to the road.
<b>Single Family Development</b>	Detached single family homes, zero lot line homes, duplexes (horizontal or vertical), and other single family attached products.
<b>Theme Wall</b>	A wall adjoining a Community Roadway and external community roadways or community open space that is designed to enhance the community theme as defined by the Master Developer.
<b>Trilogy Sunstone Master Developer</b>	“Trilogy Sunstone Master Developer” shall mean Trilogy Sunstone, LLC and their designated representatives including but not limited to the Declarant under the recorded and governing CC&R’s.
<b>View Wall/Fence</b>	A full height steel picket fence or 5’ maximum steel picket fence on varying block wall.



## SECTION 2 SITE PLANNING

### 2.1 PARCEL PLANNING AND ENGINEERING

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#### 2.1.1 Planning Concept

##### Overview

In most cases subdivisions are pre-designed by the Master Developer through the mapping process. In the event that the Parcel Developer and/or Builder is required to prepare any designs, the following guidelines shall be adhered to. These criteria are intended to provide a seamless connection between individual neighborhoods, the rest of the community and the community at large. The following guidelines are required during the neighborhood design process to achieve this relationship:

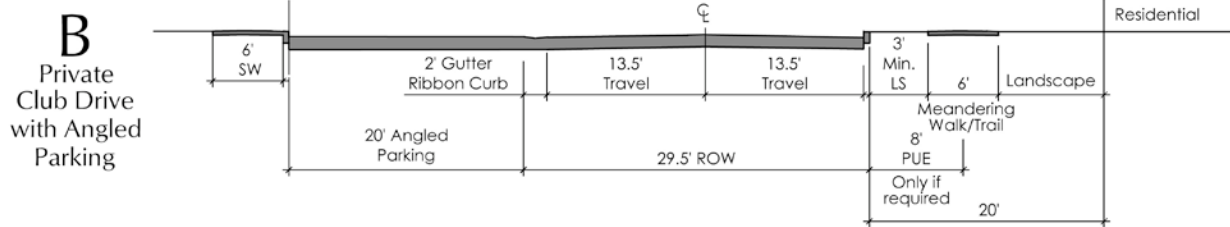
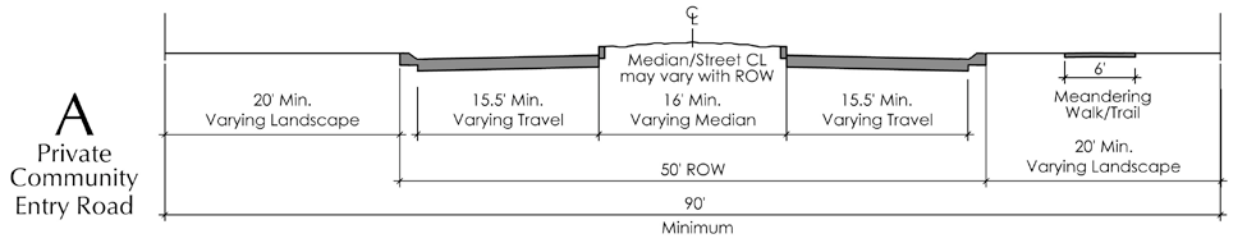
- Unique site opportunities shall be identified which might influence the spatial organization of the neighborhood, such as adjacency to open space, existing topography, potential views, parcel configuration, etc.
- Architectural and landscape elements found throughout the community should be incorporated into the neighborhood experience.
- Subdivision plans shall be organized to create a strong sense of identity and visual orientation for residents and visitors. Landmarks should be established within neighborhoods through distinctive landscaping or architecture, particularly at mini-park locations or the terminus of vistas.

##### Streets and Pedestrian Systems

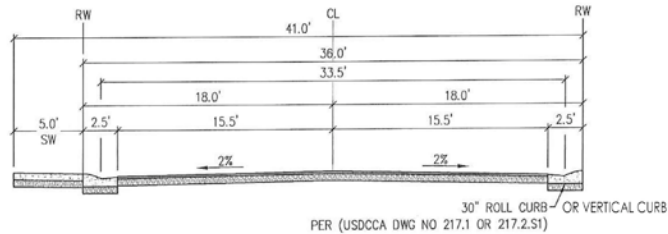
The streets within Trilogy Sunstone have been designed not only to function as movement corridors, but also as an important component of the public realm that contribute to the overall sense of place and social life of the community. Neighborhood planning will be closely coordinated with the streetscape design to promote an active and lively street scene. The street system is to be simple, providing uncomplicated access to the various land uses and establishing a strong backbone for landscaping throughout the community. Streets will be visually narrowed



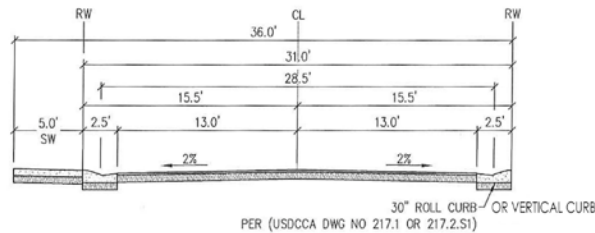
through the use of tree-lined streets and other design elements such as landscape buffering and medians. **See the Conceptual Private Community Street Sections below. Exhibit 2-A**



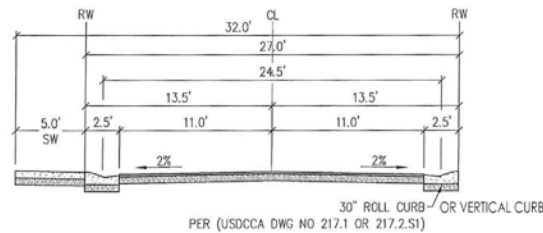
**C**  
Private Residential Street with Parking Both Sides



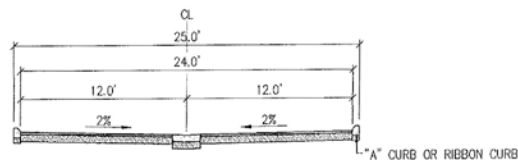
**D**  
Private Residential Street with Parking One Side



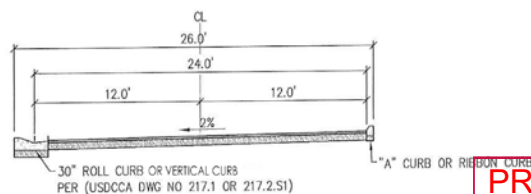
**E**  
Private Residential Street with no Parking



**F**  
Private Private Alley Drive Inverted Crown



**G**  
Private Private Alley Drive No Crown





**Exhibit 2-B**  
**Conceptual Private Street Location Map**



Residential streets are also designed to extend and enrich the open space system and network of pedestrian pathways throughout the community. A comprehensive sidewalk system (in many cases on one side of the street only) is planned and will be interconnected to the off-street pedestrian and bicycle pathways/trails. These pathways are designed to promote walkability and provide an amenity for each neighborhood while forging strong links with surrounding neighborhoods. Refer to the Sunstone Master Plan Design Guidelines for Trail cross sections.

**See Exhibit 2-C.**



## Exhibit 2-C Conceptual Community Trails Plan





### **2.1.2 Entries**

#### **Community Entries**

Community entry features (monumentation, walls, sidewalks, landscaping, etc.) are designed by the Trilogy Sunstone Master Developer to ensure a unique and consistent theme for the community. These entries will be maintained by the Community Association or other appropriate entity.

### **2.1.3 Grading and Drainage**

Parcel developers shall meet existing grades at all perimeter property lines, perimeter rights of way, and lot lines. Retaining walls may be required to accommodate grade differentials. All parcel grading and drainage shall be constructed per the pre-determined designs and coordinated with the Master Developer's engineer of record, previously approved or generated hydrology studies and master grading/drainage plans for the Community.

All grading shall be compacted to the density required by the geotechnical report.

Grading beyond parcel boundaries by the Parcel Developer is not allowed unless approved by the Trilogy Sunstone Master Developer. Any damage to areas outside the Parcel Developer's development parcel caused by their construction activity shall be repaired at the Parcel Developer's/Builder's cost.

Grading next to the parcel boundary along community parkways and community open space shall reinforce the natural topography of the community consistent with approved grading and/or landscape design/drawings. Straight graded, engineered looking slopes are not allowed.

The Parcel Developer is responsible for all fill material, grading including import or export as required, and retaining walls required as part of their parcel grading/construction operations within Community Association common lots within their Parcel. The Parcel Developer is



responsible for adherence to all local, State and Federal regulations and requirements including but not limited to, dust and erosion control, delineated waterways (404) and any and all other regulatory permits. Parcel Developer will gain approval from the Master Developer to place dirt on Community Association tracts (that generated from their grading and/or homebuilding operations). The Parcel Developer will also remove any of that excess dirt placed in Community Association areas as a result of such grading/construction operations when directed to do so by the Master Developer, at the Parcel Developer's sole cost.

#### **2.1.4 Utilities**

All electric service, telephone, and cable television lines shall be installed underground. Accommodations for gas appliances and space and water-heating shall be provided by the Designated Builder. Above-ground utility appurtenances shall be located outside of parcel, neighborhood or subdivision entries and screened as required.

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## **2.2 SINGLE FAMILY RESIDENTIAL DEVELOPMENT**

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### **2.2.1 Overview**

Layout of lots for Parcels, Neighborhoods or Subdivisions have been predetermined and processed through the City of Las Vegas and approved by the Master Developer. Plotting of structures should emphasize diversity and scale along the street, minimizing the monotony often seen in subdivision design. Diversity and scale achieved through creative planning techniques such as varied setbacks and building massing, recessed and side-on garages, and enhanced corner lot treatments are required. In all cases, Designated Builders are required to maintain the minimum setback criteria as outlined in Exhibit 2.2.1 (Residential Development Standards)



## Residential Standards

Standard	Sunstone R-1 Standards
Housing Types	Single Family Detached
Sunstone Land Use Category	L, ML
Minimum Lot Size s.f.	4,500
Dwelling Units per Lot	1
Min. Lot Width	40'
<b>Minimum Setbacks</b> All setbacks measure from property line unless otherwise noted. Corner side setbacks are subject to City of Las Vegas site visibility requirements. Non-livable encroachments no more than 24" in depth consisting of non-livable architectural projections are permitted into the front setback.	
<b>Main Building</b>	
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 on a maximum of 25% of product, subject to ARC approval). 20' to second story elements 20' to face of front entry garage door
Side	5'
Corner Side	8' to ground level Porch to roof overhang 10' to Living from sidewalk or 5' from common element
Rear	10'
<b>Detached Accessory Structure (Single-Story only; including Casita* &amp; Detached Side-Entry Garages)</b>	
Front	14' (May be reduced to 10' for 30% of building on a maximum of 25% of product, subject to ARC approval).
Side	5' to single story element (14' maximum height)
Corner Side	10'
Rear	5' to single story element (14' maximum height)
Min. Separation to Main Building	6'
Size and Coverage	The associate maximum total lot coverage in which detached accessory structures shall adhere to shall be a maximum of 60%.



**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	<p>5' to post or edge of patio cover</p> <p>3' to roof overhang</p> <p>15' to post or edge of sundeck or balcony (may be reduced to 10' at perimeter edge with average 15' typ.)</p> <p>13' to roof overhang of sundeck or balcony (may be reduced to 8' at perimeter edge with average 13' typ.)</p>
Side	5' to post or edge of patio cover, sundeck or balcony
Corner Side	<p>10' to post or edge of patio cover, sun deck or balcony</p> <p>8' to roof overhang (2-story element)</p> <p>8' to roof overhang (single story element)</p>
<b>Courtyard Walls</b> <ul style="list-style-type: none"> <li>• Front</li> <li>• Side</li> <li>• Corner Side</li> </ul>	<p>5' Setback</p> <p>5' Setback</p> <p>5' Setback</p>
<b>Max Lot Coverage</b> (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)	60% or less (includes detached structures and garage area)
<b>Max. Building Height</b>  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)	<p>Main Building</p> <ul style="list-style-type: none"> <li>• 3 Stories max. (Front/rear wall planes must be offset, box on box not allowed)</li> <li>• 35' max. height</li> </ul> <p>Accessory Structure</p> <ul style="list-style-type: none"> <li>• 14' maximum (single-story only)</li> </ul>
<b>Parking</b>	2 unimpeded spaces per unit within an enclosed garage
<b>Landscape Buffers and Turf Limitations</b> <ul style="list-style-type: none"> <li>• Minimum Zone Depths</li> </ul>	<p>Living Turf is prohibited in front yards</p> <p>Living Turf is restricted to 50% in rear yards</p> <p>Adjacent to Right of Way: 6' or building setback, whichever is less</p>
Walls and Fences	Front Screen Walls, when provided, shall have the same minimum setback requirement as the main building.

PRJ-76123

04/30/18 Site Planning



Courtyard Walls	
<ul style="list-style-type: none"> <li>Maximum Height</li> </ul>	4'-6" (3' Solid wall + 18" iron). Pilasters one course above wall
Perimeter and Retaining Walls	
<ul style="list-style-type: none"> <li>Max. Overall Height</li> <li>Perimeter Wall Height</li> <li>Max. Retaining Wall Height</li> <li>Max. Pilaster Height</li> <li>Contrasting Material</li> </ul>	<ul style="list-style-type: none"> <li>12' Exterior – 14' Interior</li> <li>6'-8'</li> <li>6' Exterior – 8' Interior</li> <li>One course above wall</li> <li>20%</li> </ul>
Perimeter and Retaining Walls Standard Stepback	
<ul style="list-style-type: none"> <li>Max. Primary Wall Height</li> <li>Max. Secondary Wall Height</li> <li>Min. spacing between wall sections – Inside Dimensions</li> <li>Max. Pilaster Height</li> <li>Min. spacing between wall sections – Outside Dimensions</li> </ul>	<ul style="list-style-type: none"> <li>6'-12' Exterior / 6'-14' Interior</li> <li>4'</li> <li>4'</li> <li>One course above wall</li> <li>5'</li> </ul>

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

### Street Presence

Homes will be designed as distinctive buildings that compose, as a group within an individual block, a cohesive street presence. Homes must be well detailed and articulated, and will incorporate the following design concepts:

### Front Elevations

Front elevations must incorporate a combination of the following design elements sufficient to achieve the overall architectural design goals of Function, Timelessness and Visual Appeal:

- Front elevation outdoor living spaces, such as a front porch, patio or entry courtyard.
- Traditional roof forms such as sloping roofs with gables, and hips and dormers that respect regional architectural heritage.
- A signature architectural or design element that provides unique identity to the home, such as a focal front entry, detailed window treatment and articulation, or unique garage door design or treatment.



**Rear Elevations**

- Rear elevations adjacent to streets or community open space areas shall include articulation to the building mass that consists of a minimum of one of the following:
  - Roof elements must be consistent in design with the main portion of the building.
  - Covered patio with a roof treatment consistent in design with the main portion of the building.
  - Principal or feature window.
- Two-story rear elevations next to streets or community open space shall have architectural treatments consistent with the front elevation.
- Door and window openings are required on rear elevations and shall be articulated.

**Corner Lots**

- Homes on corner lots must be sited and designed to present an attractive elevation to both street frontages employing design strategies that include house massing and architectural detailing.
- Perimeter wall fences on corner lots that encompass part of the side yard shall not be closer than 20 feet to the front elevation and be consistent with the Neighborhood Wall and/or Theme Wall as approved by the DRC and/or Master Developer.
- A landscape area is required between a perimeter wall fence on a corner lot and the adjacent public sidewalk and street.

**Terminus Lots**

Homes on lots that terminate streets or view corridors should be designed to take advantage of site specific conditions and should be particularly well composed.

**Garage Treatment**

Garage doors are an architecturally important element of the home. Design treatments such as stepping back garage doors from the main front elevation, splitting up garages,



articulating garage doors, and creatively addressing where cars are parked can help minimize the dominance of the garage, but also incorporate the garage as a meaningful component of both the building and the streetscape.

- The architectural design of garage doors must contribute to a visually interesting street frontage.
- Garage door treatments must reflect the architectural style of the home.
- A variety of compatible garage door designs must be utilized throughout an individual neighborhood block to contribute towards streetscape diversity.
- All garage doors must be recessed a minimum of 6" from the face of the exterior of the garage wall. Pop outs may not be used to achieve the 6" recess.
- No more than three garage doors may face the street per unit, although one may be a two-car garage door. Additional garages must be side loaded or set behind the front façade of the home.

### **Driveways**

The following criteria shall apply:

- Driveways serving two-car front loaded garages or any side-loaded garage are limited to 18 feet in width measured from property line to garage door or from back of sidewalk to garage door, from apron to garage door which could include an 8' PUE.
- Driveways serving three-car front loaded garages or larger are limited to 24 feet in width.
- Front loaded driveways shall be set back from side property lines by a minimum of six feet (6').

### **Driveway Enhancement Requirements**

Driveways serving all single family residential homes may be enhanced. Upon approval of the DRC enhancement options may include exposed aggregate, stained or integral color,



contrasting bands or textures, stamped concrete, paving blocks, planting cutouts, or similar treatments. Decorative scoring is encouraged but is not considered an enhancement by itself. Salt finish gray concrete is also not an enhancement.

### **Variation and Diversity**

- Each block shall contain a variety of floor plans and building elevations to create a diverse streetscape. A minimum separation of at least one lot should be maintained for any model with similar elevation, colors or materials. A minimum of three different floor plans and three different architectural styles must be offered for each product line.
- A mix of materials, colors and façade treatments shall be employed within each residential neighborhood block. A minimum of three distinct color schemes must be offered for each architectural style.

### **Roof Forms**

A variety of roof forms and roof materials will be used within each block length to promote diversity within the streetscape. Roof forms should be functional and purposeful in design.

- A wide variety of roof materials is encouraged. Roof materials such as flat concrete tile, standing seam metal roofs, and barrel tile are encouraged. A minimum of two different roof tile options in at least two different color schemes must be offered for homes with tile roofs.
- Roof pitches should range from 3:12 to 6:12 and rake and eave overhangs must be a minimum of 12". Note: lesser rake and eave overhangs may be approved by DRC if the proposed detail matches the architectural style of the home and is acceptable to local jurisdictional requirements.
- Parapets may be approved by DRC if appropriate to the architectural style of the home. Roof pitches behind parapets, as long as they are not visible



from the ground and are compliance with local jurisdictional requirements, may be reduced.

- Rooftop equipment is not allowed in single-residence structures (except for photovoltaic and solar systems) and must be architecturally integrated within the volume of the building.
- Photovoltaic and solar systems should be integrated into the roof or building form through color, pitch or distance above the roof surface.

### **Building Height and Massing**

Building height and massing must be designed to reinforce a cohesive and visually interesting streetscape by incorporating the following design techniques.

- Changes in volume, building plane, sloping roofs or porches should be used to reduce the perceived scale of the structure.
- Basic architectural shapes and volumes, and uncluttered architectural details are encouraged.

### **Building Materials and Color**

- Building materials and colors should reflect the architectural character.
- Variety in building materials and colors is encouraged within a neighborhood, but should also compliment the natural desert environment. A minimum of three distinct color schemes must be offered for each architectural style.
- A simple and harmonious application of materials is encouraged. Materials changes should occur when there is a change in volume or plane, or other logical change.



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## 2.3 MULTI-FAMILY DEVELOPMENT

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Trilogy Sunstone will incorporate a variety of attached residential products. They include a Duplex and a 3 story Vertical Duplex Condos. **See Below.**



### 2.3.1 Development Standards

Development Standards for Multi-Family Developments shall conform to the Trilogy Sunstone Design Guidelines, Section 2.3.1 of this document.



### 2.3.1 Development Standards

Development Standards for Multi-Family Developments shall conform to the Trilogy Sunstone Design Guidelines, Section 2.3.1 of this document.

Standard	Trilogy Sunstone R-TH Standards
Housing Types	Single Family Attached
Sunstone Land Use Category	MLA
Minimum Lot Size s.f.	1,280
Dwelling Units per Lot	1
Min. Lot Width	20'
Min. Lot Depth	NA
<b>Minimum Setbacks</b> All setbacks measure from the property line unless otherwise noted. Corner side setbacks are subject to City of Las Vegas site visibility requirements. Non-livable encroachments no more than 12" in depth consisting of non-livable architectural projections are permitted into the setback.	
<b>Main Building</b>	
Front	<u>From Interior Street, Paseo or Common Open Space</u> 5' to Porch 8' to Single-Story Living 5' max. or 18+ min. to face of Front Entry Garage Door <u>From Court St. or Drive Aisle</u> 5' to Second Story Living over Garage 5' to Porch 10' to Single Story Living 10' 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	<u>Rear Yard with No Alley</u> 5' <u>Rear Yard from Alley</u> 5' max. or 18'+ min. to face of Garage Door
<b>Detached Accessory Structure (Single-Story only; including Casita* &amp; Detached Side-Entry Garages)</b>	
Min. Separation to Main Building	6'
Size and Coverage	Not to exceed 50% of the floor area of the principle dwelling unit



<b>Rear Patio Cover, Sundeck, Balcony</b> <p>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.</p> <p>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.</p> <p>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.</p>	
Rear	5' to post or edge of sundeck or balcony.
Side	5' to post or edge of sundeck or balcony.
Corner Side	5' to post or edge of sundeck or balcony.
<b>Courtyard Walls</b> <ul style="list-style-type: none"> <li>• Interior Street</li> <li>• Court Street, Drive Aisle or Parking</li> <li>• Paseo or Common Open Space</li> <li>• Parcel Boundary Adjacent to Perimeter Street</li> <li>• Adjacent Parcel PL</li> </ul>	<p>2' Setback</p> <p>2' Setback</p> <p>0' Setback</p> <p>10'</p> <p>10'</p>
<b>Min. Distance Between Buildings</b> (Primary Walls are those walls which contain the primary glazing and/or private outdoor space per unit. All other elevations are considered Secondary Walls.)	10'
<b>Max Lot Coverage</b> (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.)	95%
<b>Max. Building Height</b> (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.)	Main Building <ul style="list-style-type: none"> <li>• 3 Stories max.; 45 feet max. (Front/rear wall planes must be offset, box on box not allowed)</li> </ul> Accessory Structure <ul style="list-style-type: none"> <li>• 14' maximum (single-story only)</li> </ul>
<b>Parking</b>	2 unimpeded spaces per unit within an enclosed garage. When dwelling units provide only 1 unimpeded space within an enclosed garage, provide additional 1 off-street guest parking space per unit. Units with 20-foot minimum driveways shall count as equivalent unimpeded spaces.
<b>Landscape Buffers and Turf Limitations</b> <ul style="list-style-type: none"> <li>• Minimum Zone Depts</li> </ul>	Adjacent to Right of Way: 6' or building setback, whichever is less



<ul style="list-style-type: none"> <li>• Parking Lot Screening</li> </ul>	Screening from adjacent roadways shall be provided
<b>Walls and Fences</b>	Front Screen Walls, when provided, shall have the same minimum setback requirement as the main building.
Courtyard Walls <ul style="list-style-type: none"> <li>• Maximum Height</li> </ul>	4'-6" (3' Solid wall + 18" iron). Pilasters one course above wall
Perimeter and Retaining Walls <ul style="list-style-type: none"> <li>• Max. Overall Height</li> <li>• Perimeter Wall Height</li> <li>• Max. Retaining Wall Height</li> <li>• Max. Pilaster Height</li> <li>• Contrasting Material</li> </ul>	<ul style="list-style-type: none"> <li>• 12' Exterior – 14' Interior</li> <li>• 6'-8"</li> <li>• 6' Exterior – 8' Interior</li> <li>• One course above wall</li> <li>• 20%</li> </ul>
Perimeter and Retaining Walls Standard Stepback <ul style="list-style-type: none"> <li>• Max Primary Wall Height</li> <li>• Max Secondary Wall Height</li> <li>• Min. spacing between wall sections – Inside Dimensions</li> <li>• Max. Pilaster Height</li> <li>• Min. spacing between wall sections – Outside Dimensions</li> </ul>	<ul style="list-style-type: none"> <li>• 6'-12' Exterior / 6'-14' Interior</li> <li>• 4'</li> <li>• 4'</li> <li>• One course above wall</li> <li>• 5'</li> </ul>

### 2.3.2 Parcel Open Space

Parcel Developers shall submit an amenity package to the DRC for review and final approval. The submittal shall stipulate the quantities and locations of all amenities such as but not limited to recreational buildings, swimming pools, sports courts, gazebos, grills and picnic areas. All pocket parks will have passive and/or active open spaces, and may include open turf areas and high desert planting. See **Section 3 Landscape** for landscape requirements.



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## Parking and Driveways

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### 2.3.3 Driveways

Driveway extensions are permitted on a very limited basis and must be submitted to the Design Review Committee for review and approval. Parking pads are not permitted in any case

### 2.3.4 Parking

2 unimpeded spaces per unit within an enclosed garage. When dwelling units provide only 1 unimpeded space within an enclosed garage, provide additional 1 off-street guest parking space per unit. Units with 20-foot minimum driveways shall count as equivalent unimpeded spaces.

## Architecture

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### 2.3.5 Architectural Screening, Shade Devices

Screens and shade devices must appear as an integral part of the building elevation even though they may be installed after the building is completed or occupied. Materials must complement the architecture of the home and the Neighborhood. Awnings, colored window shading, steel or plastic shutters or wall mounted shading devices (inside or out) are not permitted unless part of the Architectural drawings submitted by the Parcel Developer and/or Builder and approved by the DRC. Window screening is permitted; however, screen fabric must be dark brown or black or a neutral color with the frame painted to match color of the home. Most screening and shading needs can be handled with properly placed landscape materials. Window treatments must be of neutral backing. Sheets, paper, foil or other reflective material are not permitted. Window decals of any sort are not permitted, excluding one small security decal.

### 2.3.6 Patios and Courtyards

Patios and courtyards should be designed as an integral part of the architecture of the home so they can be shaded and protected from the sun by the walls of the home.

Patio covers shall meet or exceed original standards as designed and installed by the Builder or Declarant. Colors, material and texture must match the existing body of the home.



### **2.3.7 Ramadas and Gazebos**

1. All ramada and gazebos must be detached from the existing home.
2. The height and size of any ramada or gazebo shall be approved by the DRC.
3. To ensure an open, airy appearance, no side of any ramada or gazebo may exceed twenty-five percent (25%) residential construction materials. In other words, at least seventy-five percent (75%) of each side must be open.
4. All ramadas and gazebos shall be constructed of stable, non-deteriorating materials and shall be compatible with the design, color and materials of the home. All plans must be submitted to the Design Review Committee for approval.



## SECTION 3 LANDSCAPE

### 3.1 GENERAL LANDSCAPE

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#### 3.1.1 Landscape Character

The landscape character envisioned for Trilogy Sunstone Community supports the high desert theme and vision. Landscape for the community consists of a balanced blend of lush and high desert appropriate plant materials arranged in formal and informal patterns along straight and meandering sidewalks, with emphasis on shade and color along the street. Neighborhood entries will be highlighted by unique portal elements framed by large shade trees. Theme walls will be designed to complement both a traditional and modern aesthetic and will incorporate elements reminiscent of classic neighborhoods. Individual homebuilders will incorporate this character into individual neighborhood landscape themes.

#### **Private Residential Landscaping**

A diversity of plant materials is encouraged on private residential lots. Landscapes will include a variety of high desert appropriate plants to provide seasonal color, texture, shading, foliage interest and screening capabilities. Trees within front yards should be located to maximize canopy coverage and shade potential.

#### **Park Landscaping**

Landscaping in parks, open spaces and pedestrian trail areas shall include turf, a diversity of high desert appropriate plants materials and strategic use of trees to create nodes of shade. Turf should be used only where functionally appropriate for recreational fields, useable open spaces and as a complement to shaded nodes.

#### **Groundcover**

All exposed and unpaved natural soil within developed areas will be planted with turf, hydroseed, groundcover or covered with decomposed granite. Turf will be sensitively used in deference to the high desert environment, but may be strategically used as part of



the community streetscape and at community entries as well as within both passive and active open space and recreation areas.

### **Open Space/Right of Way/Pocket Park Furniture**

Benches, trash receptacles, shade structures, landscape lighting and paving materials will contribute significantly to the character and amenity of the public environment. These elements will be incorporated where appropriate along community streets and in public areas. A consistent style of public streetscape elements will be used throughout Sunstone to reinforce the overall community theme.

### **3.1.2 Plant Materials List**

The following plants are approved for use in all neighborhoods/parcels and are subject to specific characteristics due to cold tolerance, soil conditions, or other special microclimatic needs. Others may sunburn in certain exposures. Parcel Developers and Builders should review the use of all plants with a knowledgeable professional or consult appropriate reference material. Plants not on this list must be submitted to the DRC for approval. The Design Review Committee reserves the right to refuse any plant material that, in their discretion, will not be compatible with the Trilogy Sunstone Community image or is not beneficial to the environment. Some plants are inappropriate to the environment because they are potentially destructive to the native species.

**The following plants are approved for use in all areas throughout Trilogy Sunstone:**

**Dalbergia Sisso Trees are not permitted.**



## PLANT MATERIALS LEGEND

Sym. Plant Name Size

## Trees

	<i>Acacia aneura</i> Mulga Acacia	36" Box
	<i>Acacia farnesiana</i> Sweet Acacia	36" Box
	<i>Chilopsis linearis</i> Desert Willow	36" Box
	<i>Olneya tesota</i> Ironwood	48" Box
	<i>Parkinsonia hybrid 'Desert Museum'</i> Desert Museum Palo Verde	24" Box
	<i>Parkinsonia florida</i> Blue Palo Verde	36" Box
	<i>Parkinsonia microphylla</i> Foothills Palo Verde	48" Box
	<i>Phoenix dactylifera</i> Date Palm	16'
	<i>Prosopis glandulosa 'Maverick'</i> Thornless Texas Honey Mesquite	36" Box
	<i>Prosopis velutina</i> Native Mesquite	24" Box
	<i>Quercus virginiana 'Cathedral Oak'</i> Cathedral Oak	48" Box

Sym. Plant Name Size

## Shrubs

	<i>Ambrosia deltoidea</i> Triangle Leaf Bursage	1 gal.
	<i>Berlandiera lyrata</i> Chocolate Flower	1 gal.
	<i>Buddleia marrubifolia</i> Wooly Butterfly Bush	5 gal.
	<i>Calliandra californica</i> Red Fairy Duster	5 gal.
	<i>Calliandra eriophylla</i> Pink Fairy Duster	5 gal.
	<i>Convolvulus cneorum</i> Bush Morning Glory	5 gal.
	<i>Dalea frutescens</i> Black Dalea	5 gal.
	<i>Dodonaea viscosa</i> Hop Bush	15 gal.
	<i>Encelia farinosa</i> Brittlebush	5 gal.
	<i>Ephedra trifurca</i> Mormon Tea	5 gal.
	<i>Eremophila maculata 'Valentine'</i> Valentine Shrub	5 gal.

Sym. Plant Name Size

## Shrubs

	<i>Ericameria laricifolia</i> Turpentine Bush	5 gal.
	<i>Ilex vomitoria nana</i> Dwarf Yaupon Holly	5 gal.
	<i>Justicia californica</i> Chuparosa	5 gal.
	<i>Justicia californica 'Yellow'</i> Yellow Chuparosa	5 gal.
	<i>Larrea tridentata</i> Creosote	5 gal.
	<i>Rosmarinus officinalis 'Tuscan Blue'</i> Upright Rosemary	5 gal.
	<i>Russelia equisetiformis</i> Coral Fountain	5 gal.
	<i>Salvia chamaedryoides</i> Germander Sage	5 gal.
	<i>Salvia clevelandii</i> Chaparral Sage	5 gal.
	<i>Simmondsia chinensis</i> Jojoba	5 gal.
	<i>Sphaeralcea ambigua</i> Globe Mallow	1 gal.
	<i>Tecoma alata 'Orange Jubilee'</i> Orange Jubilee	5 gal.

	<i>Agave desmettiana</i> Tropical Agave	5 gal.
	<i>Agave weberi</i> Blue Agave	5 gal.
	<i>Aloe x 'Blue Elf'</i> Blue Elf Aloe	5 gal.
	<i>Asclepias subulata</i> Desert Milkweed	1 gal.
	<i>Carnegiea gigantea</i> Saguaro	10' Min.
	<i>Dasylirion wheeleri</i> Desert Spoon	5 gal.
	<i>Echinocactus grusonii</i> Golden Barrel Cactus	5 gal.
	<i>Echinocereus engelmannii</i> Hedgehog Cactus	5 gal.
	<i>Euphorbia antisiphilitica</i> Candelilla	5 gal.
	<i>Euphorbia biglandulosa</i> Gopher Plant	5 gal.
	<i>Euphorbia tirucalli 'Sticks on Fire'</i> Fire Sticks	5 gal.
	<i>Ferocactus wislizenii</i> Fishhook Barrel Cactus	bare root
	<i>Fouquieria splendens</i> Ocotillo	min. 8 canes

Sym. Plant Name Size

## Accents/Cacti

	<i>Hesperaloe parviflora-red</i> Red Yucca	5 gal.
	<i>Hesperaloe parviflora-yellow</i> Yellow Hesperaloe	5 gal.
	<i>Muhlenbergia capillaris 'White Cloud'</i> White Cloud Muhly Grass	5 gal.
	<i>Opuntia engelmannii</i> Engelmann's Prickly Pear	5 gal.
	<i>Pedilanthus bracteatus</i> Tall Slipper Plant	5 gal.
	<i>Pedilanthus macrocarpus</i> Lady's Slipper	5 gal.
	<i>Penstemon parryi</i> Perry's Penstemon	1 gal.
	<i>Penstemon superbus</i> Superb Penstemon	1 gal.
	<i>Penstemon thurberi</i> Thurber's Penstemon	1 gal.
	<i>Yucca baccata</i> Banana Yucca	5 gal.
	<i>Yucca brevifolia</i> Joshua Tree	5 gal.
	<i>Yucca elata</i> Soap Tree Yucca	5 gal.

Sym. Plant Name Size

## Groundcovers and Vines

	<i>Chrysactinia mexicana</i> Dianella	1 gal.
	<i>Eremophila glabra</i> Mingie Gold	5 gal.
	<i>Gazania rigens leucolaena 'Sun Gold'</i> Trailing Yellow Gazania	5 gal.
	<i>Hymenoxys acaulis</i> Angelita Daisy	5 gal.
	<i>Lantana camara 'Dallas Red'</i> Dallas Red Lantana	5 gal.
	<i>Lantana montevidensis 'White'</i> White Lantana	5 gal.
	<i>Melampodium leucanthum</i> Blackfoot Daisy	1 gal.
	<i>Myoporum parvifolium 'Pink'</i> Dwarf Myoporum	5 gal.
	<i>Setcreasea pallida</i> Purple Trailing Heart	1 gal.
	<i>Teucrium chamaedrys</i> Germander	5 gal.
	<i>Bougainvillea 'La Jolla'</i> Bougainvillea	5 gal.

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### **3.1.3 Decomposed Granite**

The granite color utilized in the Trilogy Sunstone Community is Vista Vista Express, three-quarter inch (3/4") screened, available from Vista Landscape at 702-565-6611.

### **3.1.4 Irrigation**

Automatic irrigation systems are required for all common area and/or lot planting areas.

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

Areas requiring overhead spray shall be minimized and shall be restricted to turf and flowerbeds. All other areas must use drip irrigation.

Spray heads next to roadways and walkways must have low angle (10%) nozzles. Large radius rotor heads (25-foot radius or greater) are not allowed next to roadway or walkway edges. In all applications, overhead irrigation heads may not throw water directly onto any roadway, walkway, or paved surface.

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

Spray irrigated areas shall be a minimum of ten feet (10') wide when adjacent to roadways and a minimum of six feet (6') wide in other use areas.



## Drip Irrigation

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

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

Table 1: Drip Irrigation

## Zoning

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

## Water Management

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

## 3.2 COMMUNITY ENTRIES

### 3.2.1 Community Entries

Community entry features (monumentation, walls, sidewalks, landscaping, etc.) are designed by the Trilogy Sunstone Master Developer to ensure a unique and consistent theme for the community. These entries will be maintained by the Community Association or other appropriate entity.

### 3.2.2 Minimum Entry Landscape Requirements

Community entries shall be designed and installed for immediate impact. If a predetermined entry is not provided, the Parcel Developers must submit a design for the entry to the DRC prior to



installation. Designs of the community entry must use the following minimum standards:

- 50% - 36-inch box trees
- 50% - 24-inch (min.) box trees
- 5 gallon shrubs
- 75% minimum vegetative cover
- 3/4 inch (minimum) rock mulch (community color) under all shrub and groundcover areas
- 6-foot wide sidewalk on both sides
- Community colored walls
- Approved rock veneer retaining walls, where necessary

Turf will be permitted in median islands or next to curbs for public entries as allowed by the DRC.

### **3.2.3 Gated Entries**

Trilogy Sunstone will be a gated community. Gates and card key stations must be designed to meet City regulations and be located to allow sufficient stacking distance. A median break is required to allow for vehicle turn-around. At vehicle turn-around areas, adequate driveway throat width must be provided per CLV standards. Entry gates shall have simple geometric shapes and must be consistent with the community view fence and wall design and color. Lettering on gates is not allowed. Fence designs and parcel logos are subject to DRC approval.

### **3.2.4 Responsibility**

The Parcel Developer shall construct all improvements within the entry area, including the walls, pilasters, signage, walks, lighting, and landscape. If information is not provided, the Parcel Developer must submit designs to the DRC for review and approval prior to construction and/or submittal to the City of Las Vegas .



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### 3.3 SINGLE FAMILY DEVELOPMENTS

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#### 3.3.1 Residential Street and Front Yard Landscape

##### General

Parcel Developers and Builders shall install landscape along neighborhood streets and corner lot side yards per the approved subdivision landscape plans. All landscape must be installed prior to occupancy of a residence.

##### Front Yard Paving

The minimum width of an entry walk is four feet (4'). Entry walks must be separated from a building wall by a minimum eighteen inch (18") wide planting strip that is fully planted or covered with approved decomposed granite.

##### Front Yard Planting

Parcel Developers and Builders are responsible for design and installation of all front yard landscape including any parkway landscape strips subject to DRC review and approval. Each Builder shall submit one design alternative relative to a high desert planting scheme and one design alternatives in an enhanced/"green" planting scheme for approval.

Front yards shall be landscaped to reinforce the community theme stated in **Section 3.1.1 Landscape Concept**. A minimum of two trees is required in each front yard. One tree must be a 36" box (min.) and the other a 24" box (min.). One of the two trees must be planted between four (4) and eight (8) feet behind the sidewalk, or curb if no sidewalk exists but in any case outside the PUE on the lot. The family of tree types and characteristics must be consistent along any street in the neighborhood.



Minimum Tree Quantity	2 <sup>(1)</sup>
Minimum Tree Size	One 36" box and one 24" box
Primary Tree Type at Street	Desert Shade
Maximum Street Tree Spacing	40 feet
Secondary Tree Type	Shade, Accent
Planting Character	Formal or Informal
Minimum Shrub Size	5 gallon
Minimum Accent Plant Size	1 gallon
Minimum Ground Cover Size	1 gallon
Organic Ground Plane Materials	Turf and Ground Cover
Decomposed Granite Color <sup>(2)</sup>	Vista Express Vista Express
Decomposed Granite Size	½" – ¾" screened
Minimum Organic Coverage	50% <sup>(3)</sup>

<sup>1</sup>One additional 24-inch box tree for every 30 linear feet shall be planted along landscape strips between product walls and curbs along corner side and rear property lines or at the ends of cul-de-sacs where planting area is a minimum of 5 feet wide.

<sup>2</sup>Decomposed granite is required under all shrub and ground cover plantings.

<sup>3</sup>The percentage shown for organic coverage is at two year's growth and applies to plants (shrubs, turf and ground covers) at the ground plane only, not tree canopies.

## Table 2: Front Yard Landscape Requirements

Trees should be spaced at least fifteen feet (15') apart. If trees need to be spaced more closely, they should be of the same species.

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

Each front yard must contain at least four different species of shrubs and/or ground covers. Plants should be used in groupings of similar species to provide mass and structure to the yard.



Parcel Developers and Builders are encouraged to offer homebuyers upgrade options for front yard landscaping. Upgrades can include denser planting, larger plant sizes, special paving, boulder clumps, contouring, landscape lighting, etc. **See Exhibit 3-B.**

### **Site Contouring and Drainage**

Front yards shall be contoured to create visual interest in the landscape and produce soft, gentle transitions between the existing grade of the home and the adjacent street. Contours will be utilized to create microclimates for planting. Use depressed areas to collect natural runoff for plants that benefit from additional water and mounded areas for drought tolerant plants. Contouring should transition into grades on both sides of the lot to create a flowing, continuous streetscape. All front yard landscape improvements must include contouring plans consistent with the Parcel Developer's and/or Builder's engineer of record precise grading plans.

1. Contouring yards may not result in major changes to drainage patterns on the lot.
2. Water may not be directed toward the building foundation or toward any neighboring property.
3. Drainage may not be altered to create any condition that could lead to offsite soil erosion on open spaces. The drainage area must be appropriately covered. Approved riprap, if needed, is Vista Express, six inch (6") screened.

### **Lawn Restrictions**

Turf is prohibited in the front yard area. Turf is restricted to 50% coverage in rear yards. Turf shall be kept at least three feet from a building face or wall, including side yard retaining and site walls. The specified turf is Cynodon Hybrid 419 - Tifway 419 Bermuda Lolium Perenne - Rye Grass (seasonal). Artificial turf is permitted in front yards and back yards. A hardscape border of neutral colored concrete curbing or brick must separate turf and granite areas.

### **Decomposed Granite**

Only decomposed granite or native granite rock are acceptable as landscape material. River rock, crushed rock, artificially colored or naturally mined rock that is uncommon to the site shall not be



permitted. Decomposed granite for front and rear yards shall be specified as Vista Express, available from Vista Landscape at 702-565-6611.

### **Corner Lot Side Yards and Rear Yards**

All areas between a product or retaining wall and the back-of-curb or sidewalk, as well as those rear yards which are visible from common areas, shall be planted with a landscape palette consistent with the parcel theme. Minimum requirements are:

- 50% organic coverage at two years' growth.
- Full coverage of the ground plane with ground cover and/or gravel mulch.
- One 24-inch box tree for every 30 linear feet along the wall facing the street where planting area is more than 5 feet in width.

### **Corner and Visible Lots with 2-Story Residences**

For approved two-story residences located on corner lots or lots that are visible from common areas or along the community streets, tree species that promote vertical screening must be incorporated. A minimum of 60% of the two-story elevation must be screened by vegetation at full growth.

**See Exhibit 3-D.**

**Landscape areas between walls and curbs must be maintained by the lot/home owner, if part of the adjacent lot. Only tracts identified on the plat will be maintained by the Association.**

### **3.3.2 Amenity/Open Space Landscape**

Parcel Developers shall construct amenity/open spaces within Neighborhoods per Parcel Developers discretion, and approval of the DRC. If no pocket park is included, the Parcel Builder may submit a design for review under the criteria set forth in these design guidelines (Retention areas may be used for pocket parks). Minimum improvements are:

- Turf in 60% of the landscaped area.
- One 24-inch box tree for every 2,000 sf of landscaped area.
- 60% vegetative cover in non-turf landscape areas after one year's growth.



- Decomposed Granite (community color) under all shrub and ground cover areas.
- A walkway, trash receptacle, pet refuse bag dispenser, and ADA accessible seating area.
- A focus area.
- A 1-inch irrigation meter and power source.
- An automatic irrigation system with controller to match the Irrigation Master Spec available from the DRC.
- No turf within 3 feet of a building face or wall.
- No turf within 18 inches of back of curb.

**See Exhibit 3-E.**

### **Open Space and Pedestrian Connections**

Parcel Developer shall landscape neighborhood open space and pedestrian connections, per approval of the DRC. Minimum improvements are:

- One 24-inch box tree for every 2,000 sf of total landscape area.
- 60% vegetative cover for non-paved areas.

**See Exhibit 2-A and Exhibit 3-A.**

**Planting and irrigation within landscape areas to be owned and maintained by the Association must be installed per the City of Las Vegas Improvement Standards.**

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## **3.4 MULTI-FAMILY DEVELOPMENTS**

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### **3.4.1 Parking Lot Landscape**

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

- a. Perimeter landscape that surrounds the interior parking lots to a depth of 10 feet,

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including walks. A minimum of one 24-inch box tree shall be planted for every 30 linear feet of landscape area.

- b. Interior landscape within parking lots that reduces the paving mass of a parking lot and provides shade. A minimum of one 24-inch box tree shall be planted for every 8 parking spaces. Landscape islands shall contain a minimum of one tree per parking stall depth.

All non-paved areas within the perimeter and interior of parking lots shall be landscaped with a combination of plant materials. **See Exhibit 3-F.**

Parking visible from community roadways and community open space shall be screened with a combination of berms, low walls or landscape. Low walls and berms shall be a maximum height of three feet (3') from the top of curb of the parking area. **See Exhibit 3-G.**

### **Amenity/Open Space Landscape**

#### **Recreation Areas**

Recreation areas shall be landscaped per the following minimum requirements:

- One 24-inch box tree for every 2,000 sf of total landscape area.  
Additional trees may be 15 gallon in size.
- 50% minimum vegetative cover for all non-paved areas.

#### **Open Space Landscape**

General landscape areas within projects, exclusive of parking lot areas, street frontage areas, and amenity areas, shall be landscaped per the following minimum requirements:

- Minimum one 24-inch box tree for every 2,000 sf of total landscape area.  
Additional trees may be minimum 15 gallon in size.
- 60% minimum vegetative cover for non-paved areas.



### **3.4.2 Model Complexes**

#### **Model Homes**

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

Model home landscape shall be consistent with the parcel theme and subject to the criteria outlined in these guidelines. All model home landscape and signage programs shall be submitted to the DRC for review and approval prior to installation. Model Home parking lots shall be paved, and a minimum of 4 spaces shall be provided with handicapped spaces in accordance with City of Las Vegas requirements (with prior approval by the DRC).

#### **Temporary Sales Trailers or Offices**

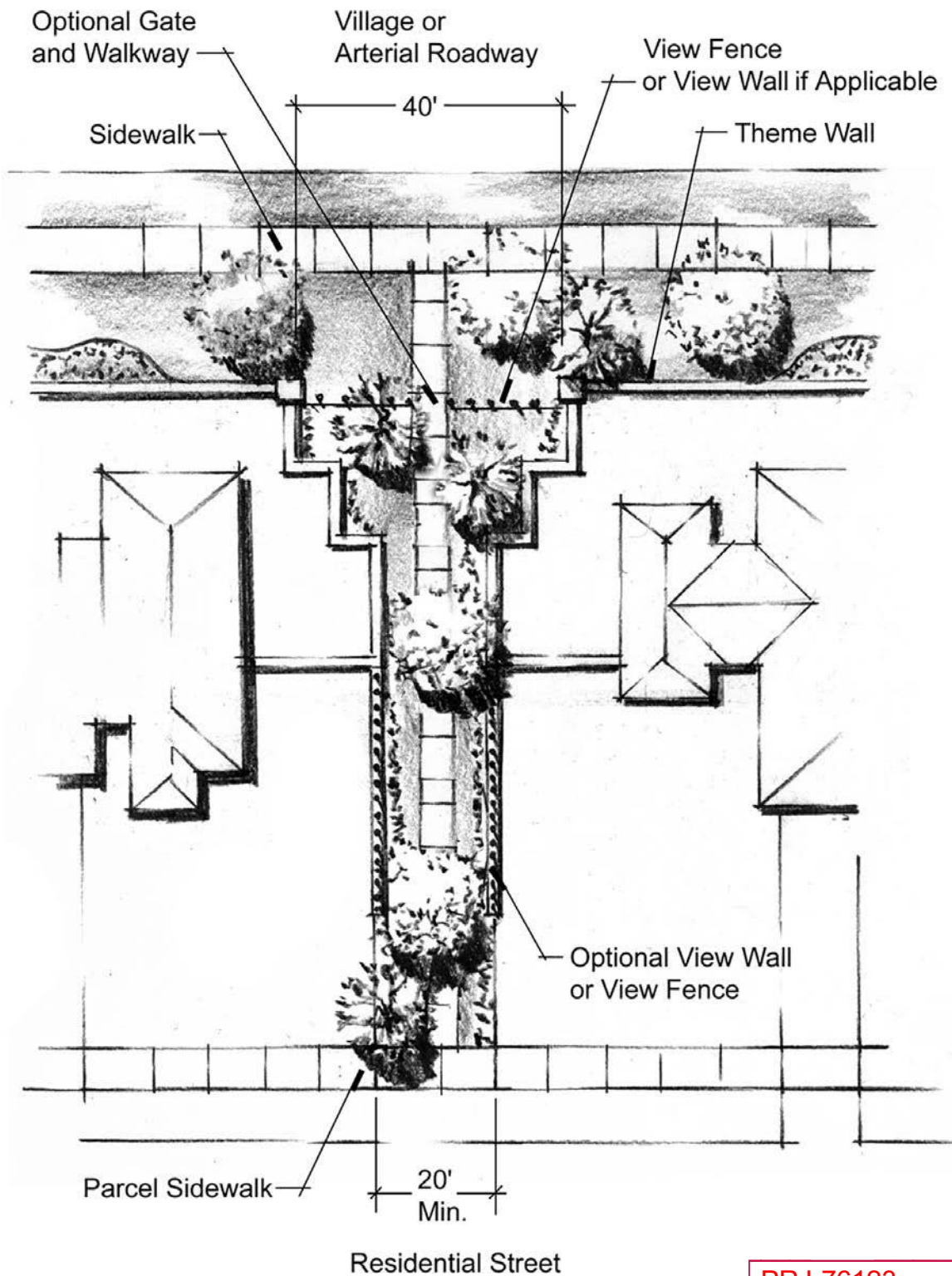
Temporary sales trailers shall be landscaped immediately upon delivery. All landscape and signage programs shall be submitted to the DRC for review and approval prior to installation. Minimum improvements are:

- A minimum of 4 spaces shall be provided with handicapped spaces in accordance with City of Las Vegas requirements.
- Two 36-inch box and two 24-inch box trees and at least twenty 5-gallon shrubs. Turf may also be used.
- An evergreen foundation planting using 5-gallon shrubs if the trailer is not skirted.
- Mulches and/or aggregate materials to match the community mulch color.

The Builder is responsible for the complete removal of the sales trailer and all of its improvements.

The Builder will then immediately develop the site for its approved permanent intent.



**Exhibit 3-A****Between Lots****PRJ-76123**

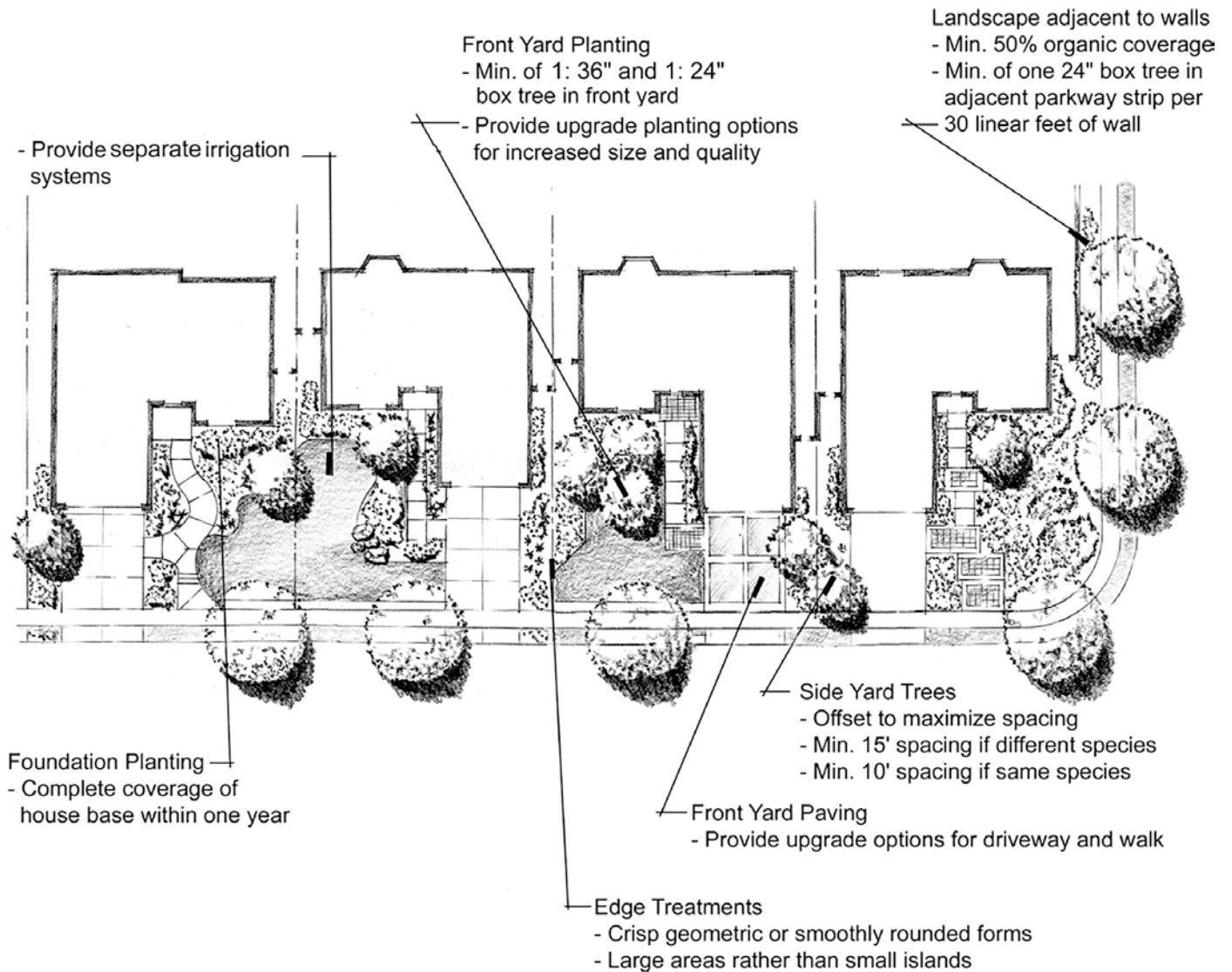
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3-14



## Exhibit 3-B

### Front Yard Landscape



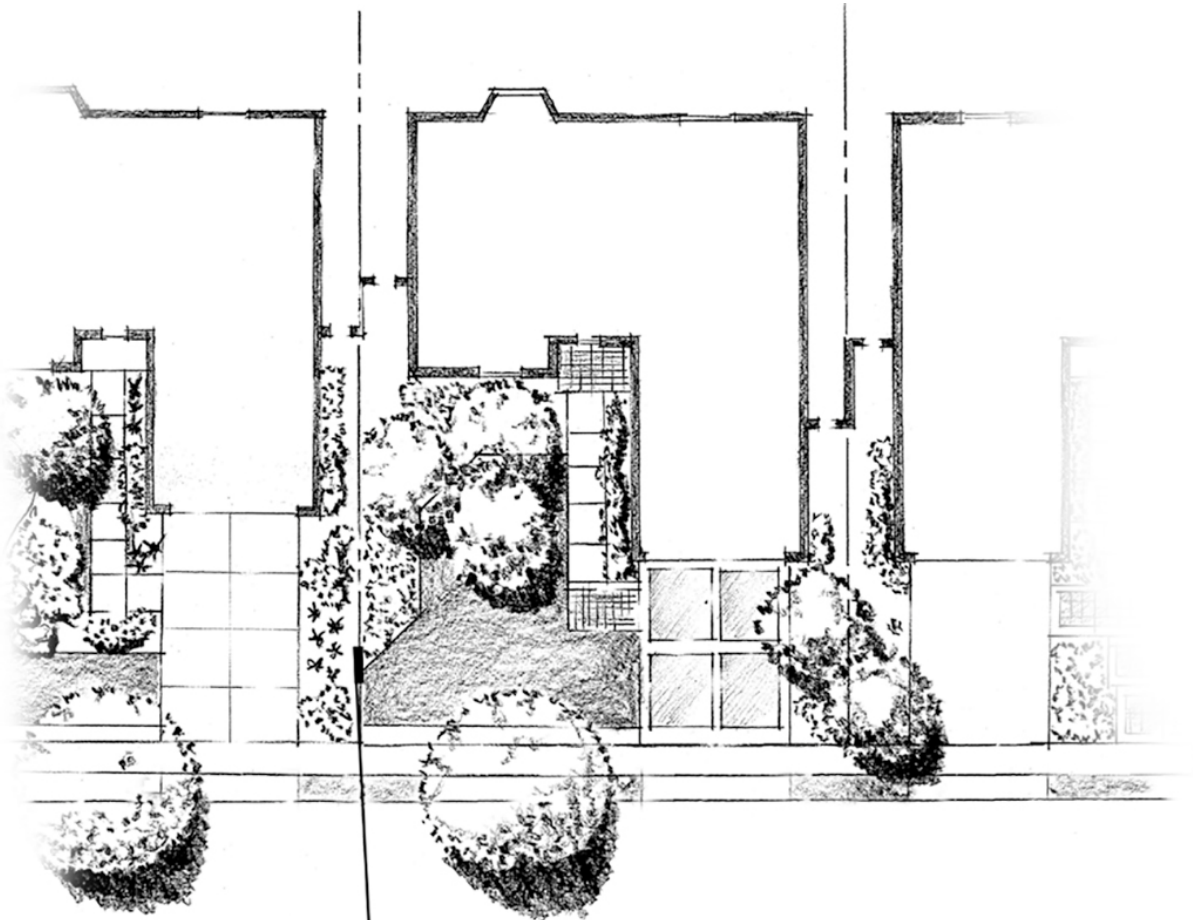
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3-15



### Exhibit 3-C Disconnected Front Yard Detail

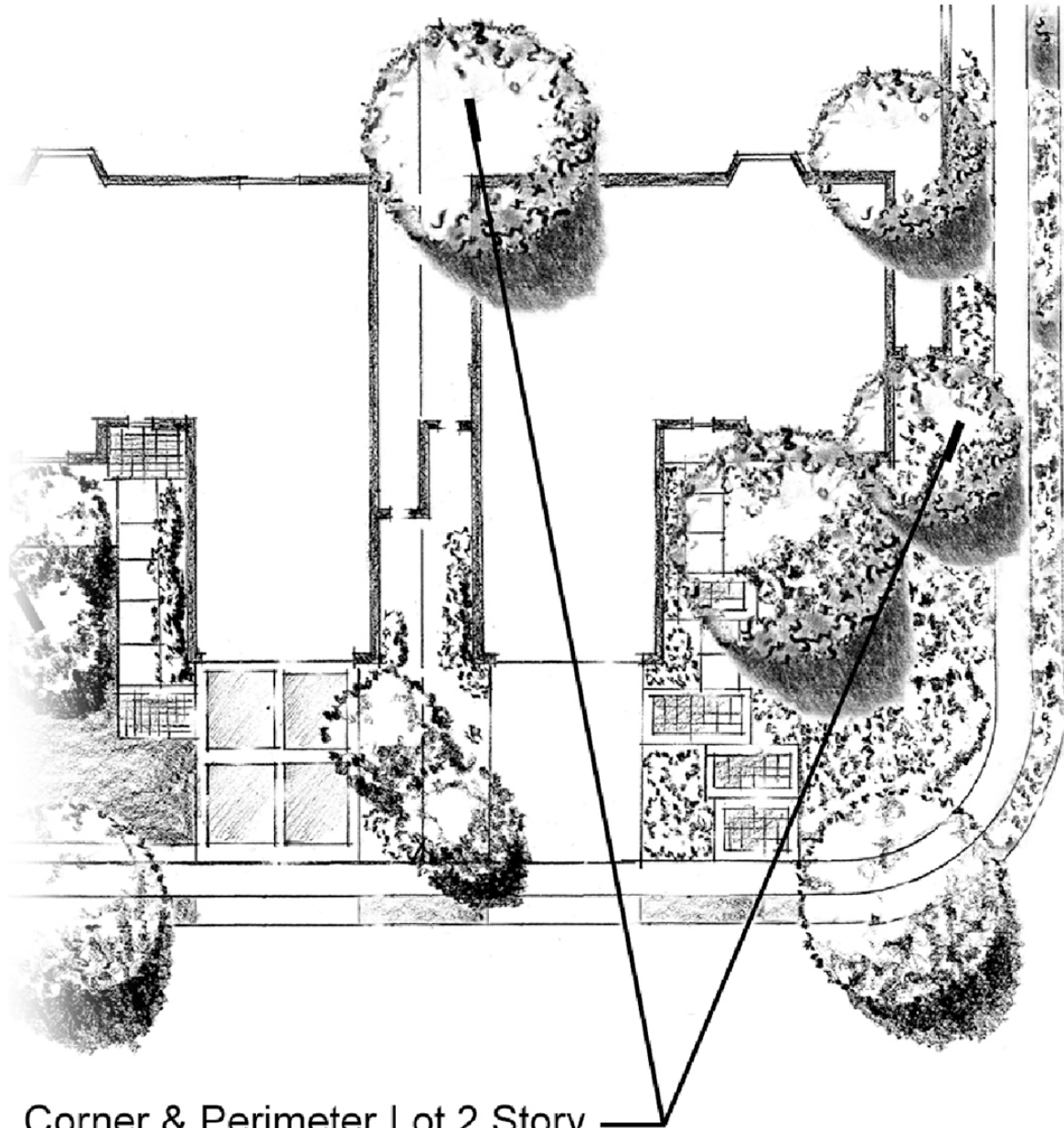


#### Edge Treatments

- Crisp geometric or smoothly rounded forms
- Large areas rather than small islands



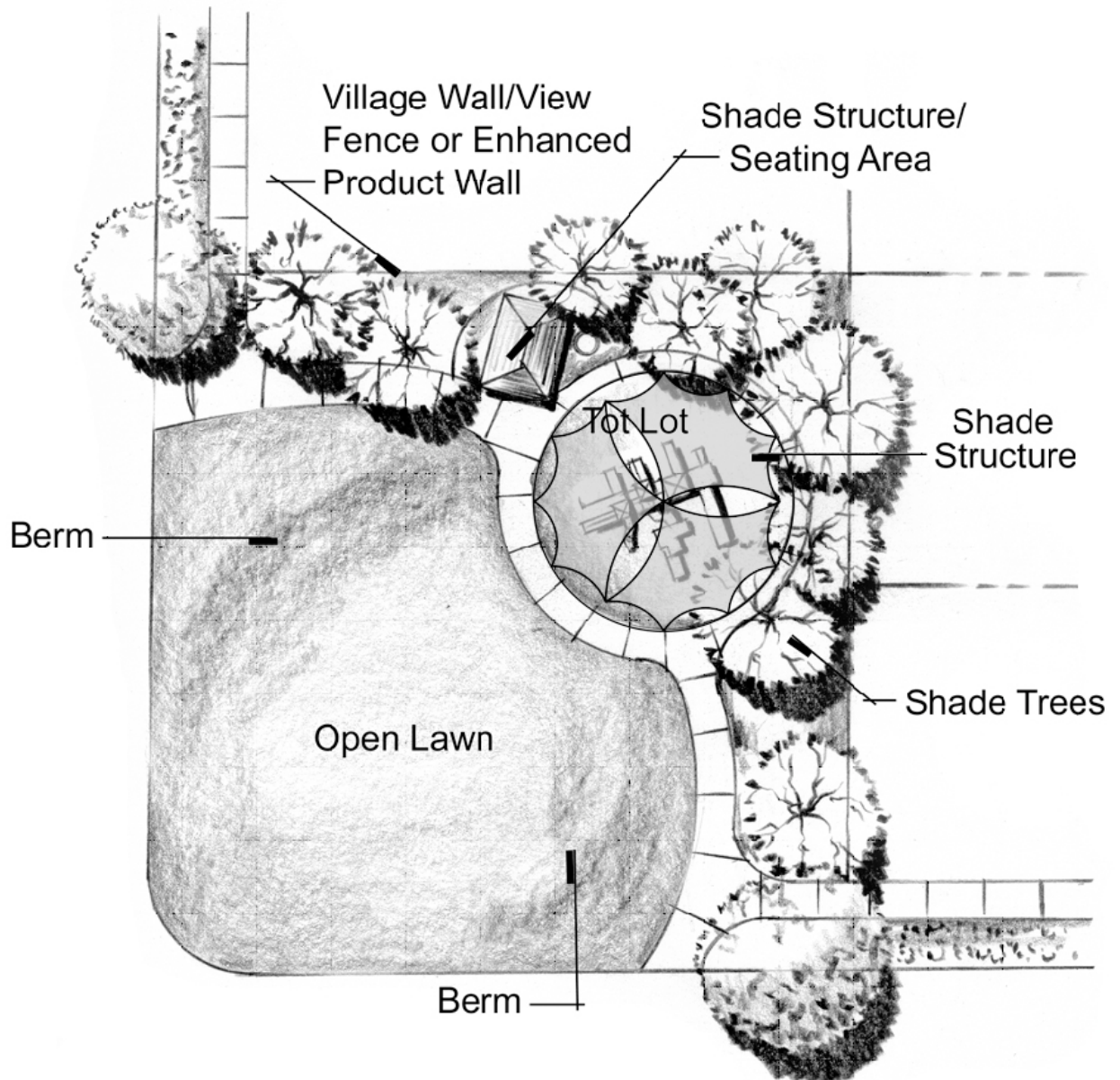
### Exhibit 3-D 2-Story Screening



Corner & Perimeter Lot 2 Story screening must be achieved by obtaining a minimum of 60% visible elevation coverage with trees.



### Exhibit 3-E Sample Pocket Park

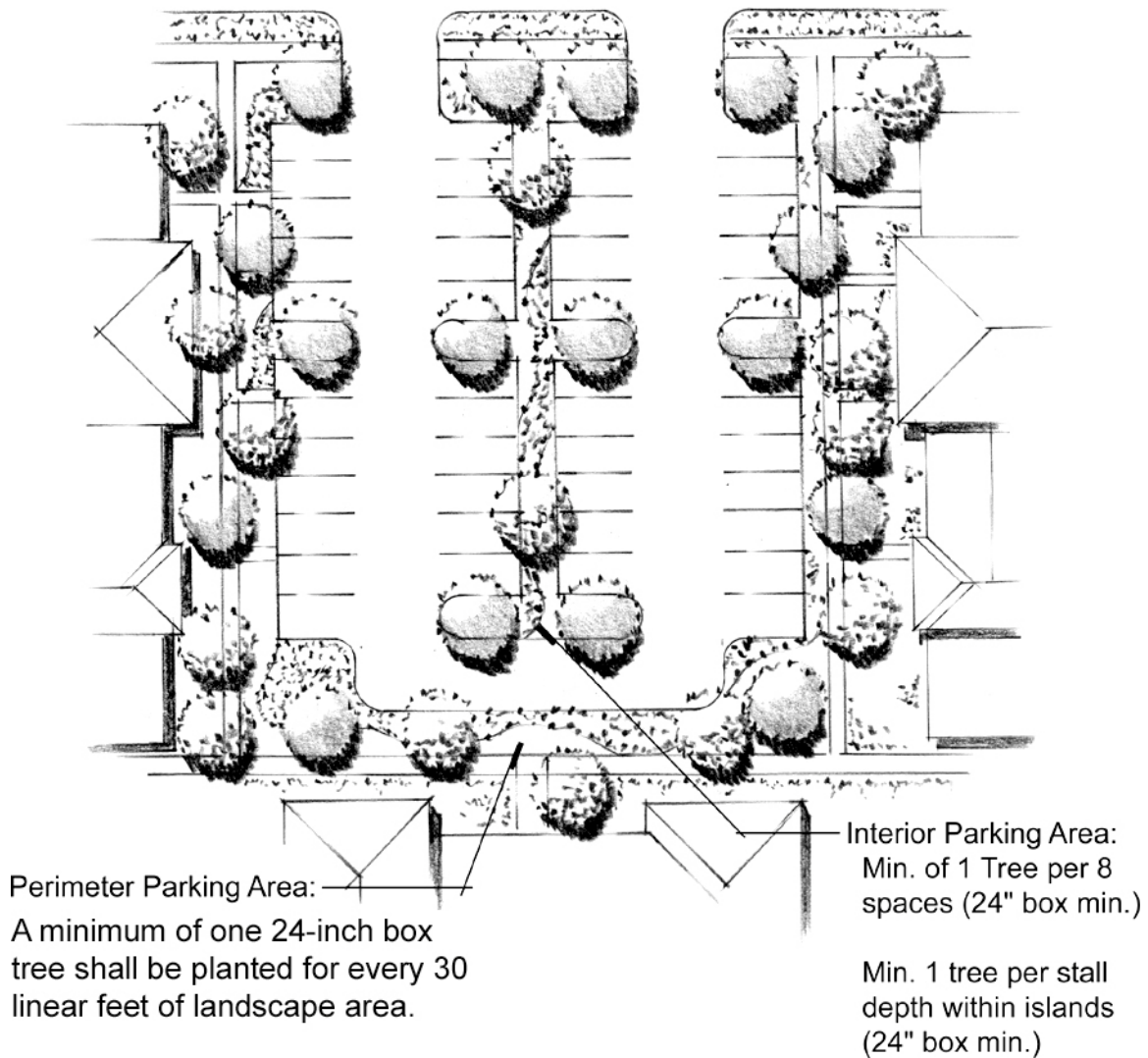


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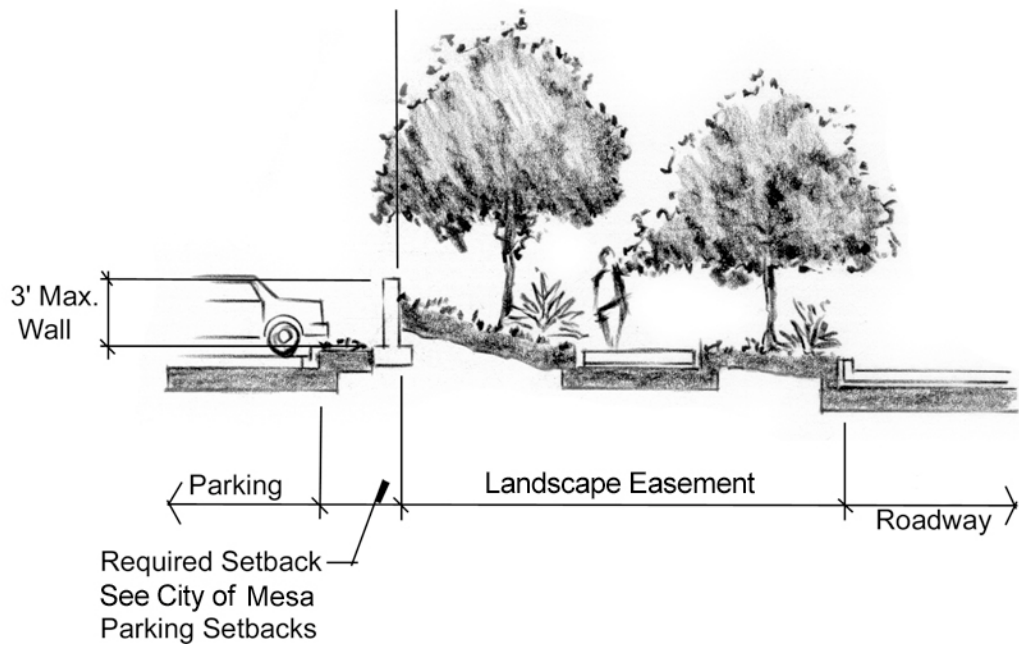
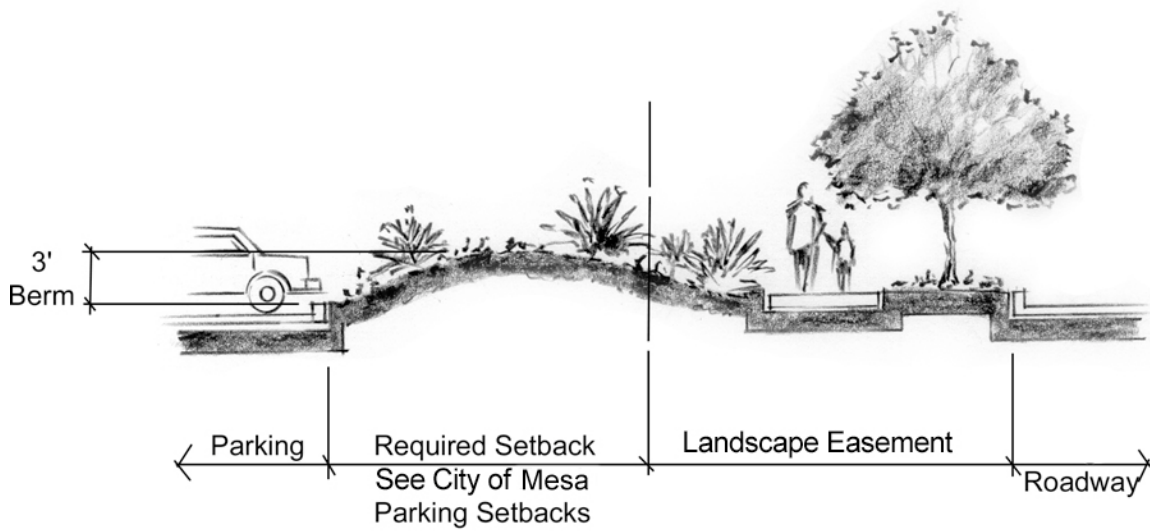


### Exhibit 3-F Parking Landscape





## Exhibit 3-G Parking Screening



PRJ-76123

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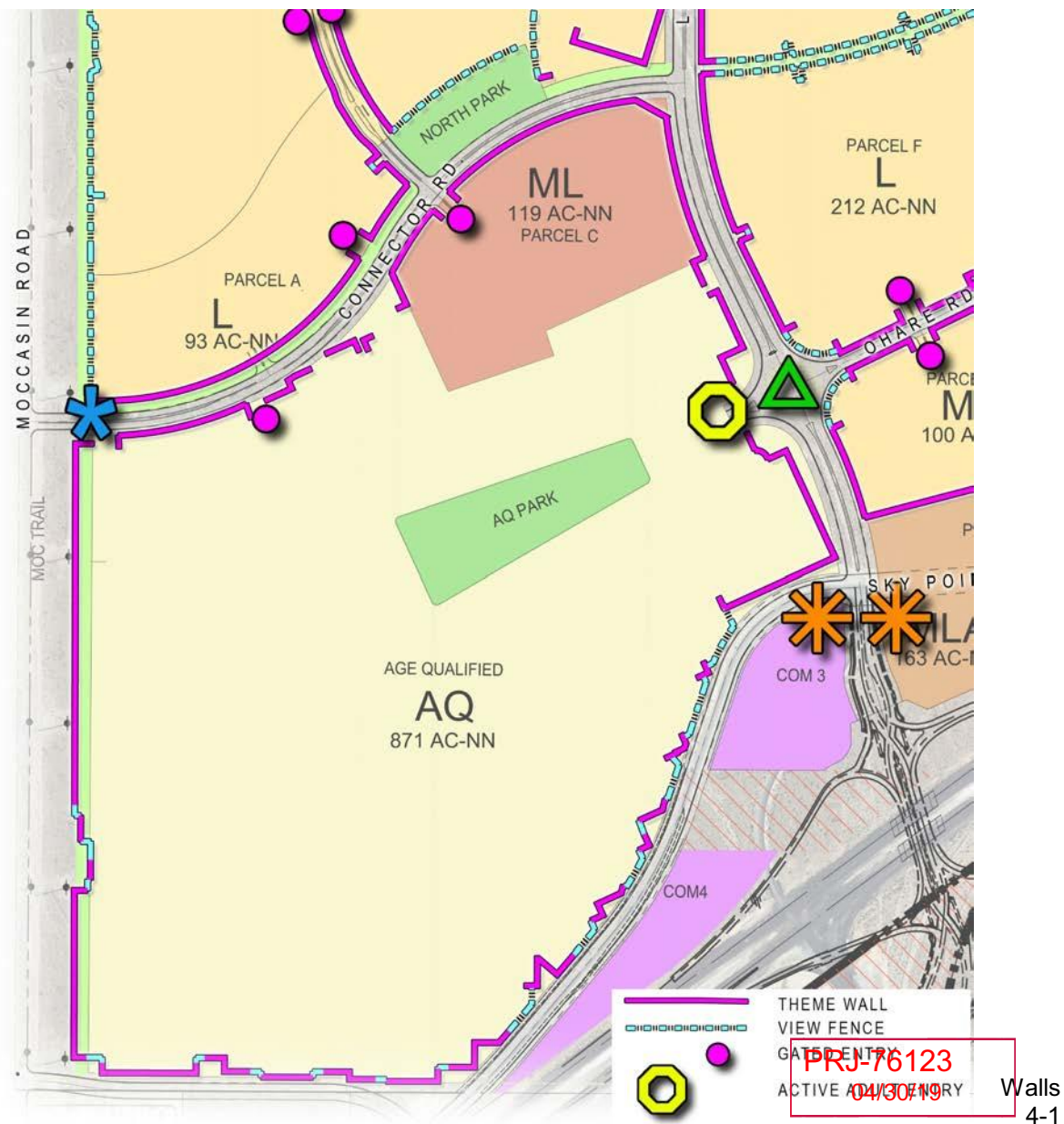


## SECTION 4 WALLS

### WALL PROGRAM

All walls are pre-determined and available through the Master Developer. The Parcel Developer is responsible for the construction of all walls within the subdivision as indicated on the approved plan. The wall plan includes the community theme, neighborhood and view wall locations. Any modifications to the pre-approved plans will require a design submittal to the DRC and the City of Las Vegas before construction. **See the Conceptual Walls Plan below. See Exhibit 4-A**

#### Exhibit 4-A Conceptual Walls Plan



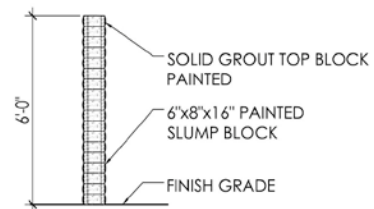
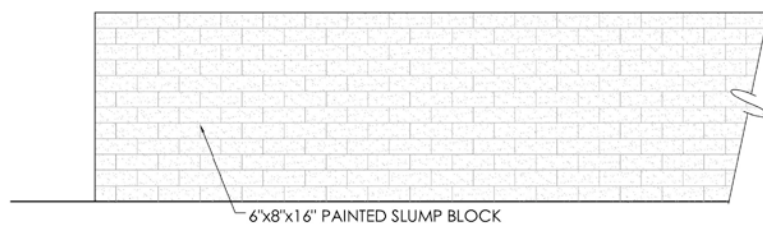


## Design

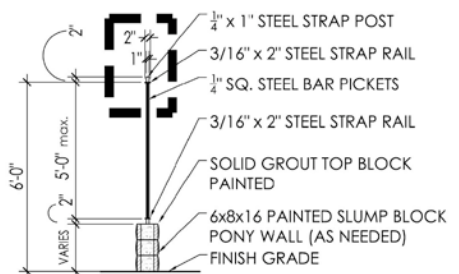
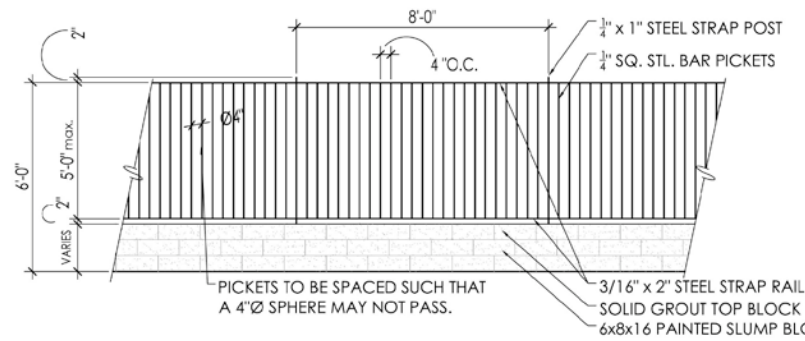
All Parcel Developers must refer to the subdivision wall plan for locations and design of community theme walls, view fences, and view walls. **All walls and fences shall meet the City of Las Vegas pool requirements where applicable.**

See Exhibit 4-B

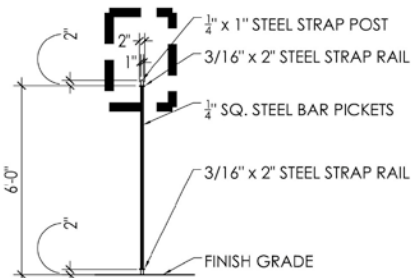
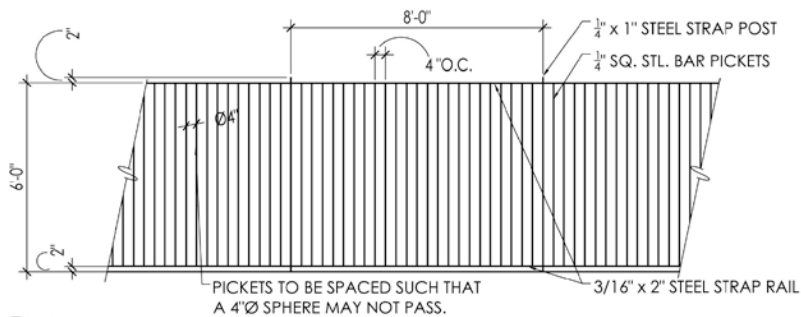
### Exhibit 4-B Wall & Fence Elevations



1 Theme Wall  
Scale: 1/4" = 1'-0"



2 View Wall (W/ Pony Wall)  
Scale: 1/4" = 1'-0"



3 View Fence  
Scale: 1/4" = 1'-0"



#### 4.1.1 Theme Walls

Theme Walls are community walls adjacent to perimeter streets, community open space, or non-residential Subdivisions. Side yard wall returns, side yard privacy walls along corner lots, and rear yard privacy walls along neighborhood streets are all considered Neighborhood Walls. The exterior face of Neighborhood Walls shall be the community painted slump block. See **Section 7 Color** for acceptable wall and fence colors.

Where two product sidewalls meet at adjoining Subdivisions, exteriors of connecting walls shall match in color, finish, materials, location and elevation.

#### 4.1.2 View Fence

A View Wall is a security or privacy screen that is a steel picket fence, with a maximum of five feet (5') of transparent steel fencing. View Fencing consists of six feet (6') of transparent steel fencing attached or a freestanding transparent steel fence. **See Exhibit 4-B.**

#### 4.1.3 Gates

No gate to access the common areas shall be permitted from any private residence. Side yard access gates must be designed, constructed and finished to match gates on homes within the Neighborhood. Consideration should be given to heavy-duty steel jambs and gate frames.

#### 4.1.4 Pools/Water Features

Consideration should be given in designing pool and spa areas to provide privacy for the owner and neighbors. Pools and spas must be sunken below grade using retaining garden walls provided appropriate drainage provisions are made. Pools and spas should be located within the rear yard only.

1. All neighborhood walls and fences shall meet the City of Las Vegas pool requirements for security and safety.



2. All swimming pools and pool/spas shall be of the in-ground type, except that above ground spas may be permitted if the spa will be adequately screened from street view and the view of neighboring property, including lots and common areas.
3. All swimming pools and pool/spas shall be enclosed as required by applicable law.
4. Pool and spa drains must connect to the public sewer system if permitted by applicable ordinance. No pools may be drained or backwashed onto open space or onto any other property.
5. Pool construction equipment may not be placed on the common area or be brought to the site across the common area. No access site will be granted through common area tracts.
6. Any water features must not exceed the height of the property wall.

All ground-mounted pool, spa and water feature equipment shall be adequately screened from street view and from the view of neighboring property, including lots, common areas and any arroyo corridor, by a masonry wall at least one foot (1') higher than the equipment to be screened. Such screening structures shall be considered an integral part of the architecture and shall match the design, color and exterior texture of the home. Screening structures shall be set back from the equipment according to manufacturer's recommendations or, if no recommendations are available, shall be placed a minimum of three feet (3') away from the equipment to allow for adequate air circulation around the equipment, but may not trespass on a neighboring lot. If the setback requirements for a lot would prohibit the construction of a screening structure as provided herein, the Design Review Committee may approve a landscape buffer as an alternative.

#### **4.1.5 Prohibited Materials**

Painted wood, unfinished gray concrete block, and chain link fencing are not permitted for any walls. The Builder or Declarant may utilize any temporary fencing materials it deems necessary to protect its construction sites and maintenance yards.



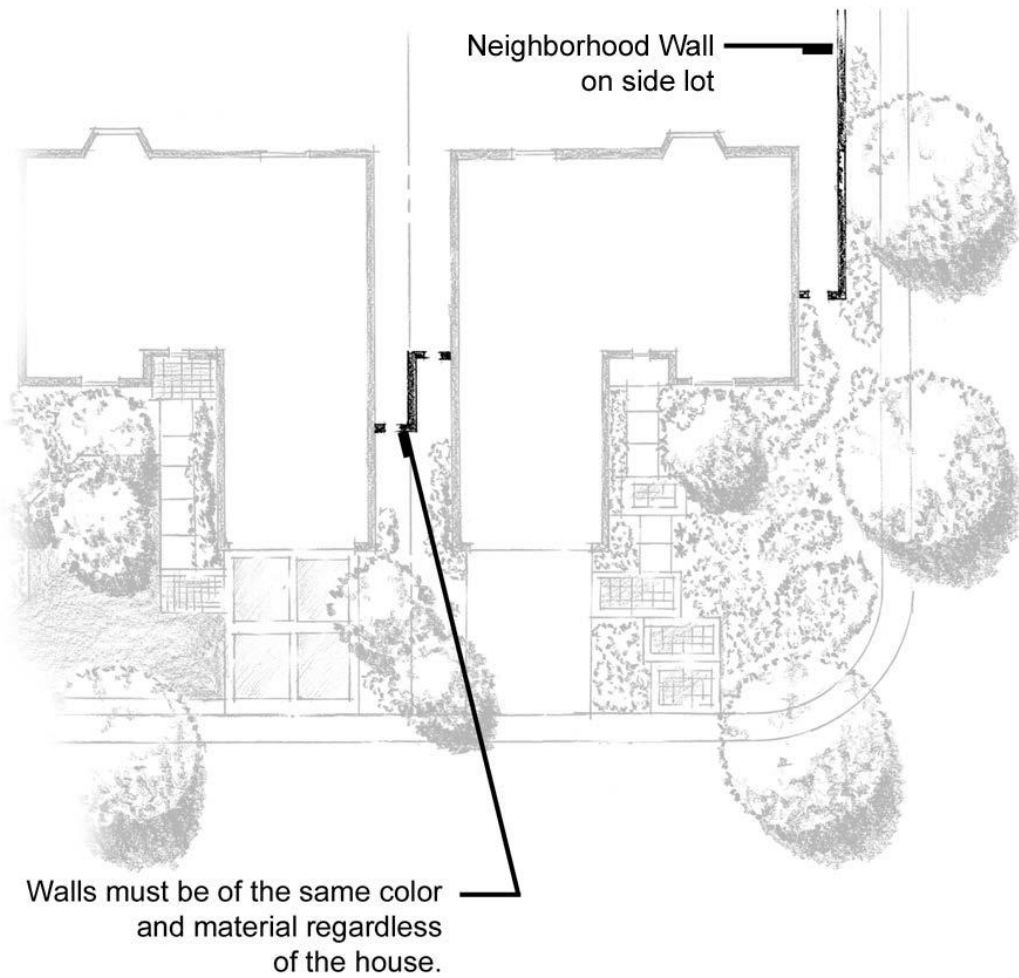
## 4.2 Wall Standards

Walls and fences are subject to the approval by the Design Review Committee. The following provides parameters on what may be permitted:

<b>Walls and Fences</b>	Front Screen Walls, when provided, shall have the same minimum setback requirement as the main building.
Courtyard Walls <ul style="list-style-type: none"> <li>Maximum Height</li> </ul>	4'-6" (3' Solid wall + 18" iron). Pilasters one course above wall
Perimeter and Retaining Walls <ul style="list-style-type: none"> <li>Max. Overall Height</li> <li>Perimeter Wall Height</li> <li>Max. Retaining Wall Height</li> <li>Max. Pilaster Height</li> <li>Contrasting Material</li> </ul>	<ul style="list-style-type: none"> <li>12' Exterior – 14' Interior</li> <li>6'-8'</li> <li>6' Exterior – 8' Interior</li> <li>One course above wall</li> <li>20%</li> </ul>
Perimeter and Retaining Walls Standard Stepback <ul style="list-style-type: none"> <li>Max. Primary Wall Height</li> <li>Max. Secondary Wall Height</li> <li>Min. spacing between wall sections – Inside Dimensions</li> <li>Max. Pilaster Height</li> <li>Min. spacing between wall sections – Outside Dimensions</li> </ul>	<ul style="list-style-type: none"> <li>6'-12' Exterior / 6'-14' Interior</li> <li>4'</li> <li>4'</li> <li>One course above wall</li> <li>5'</li> </ul>



### Exhibit 4-C Interior Walls





## SECTION 5 SIGNAGE

### 5.1 SIGNAGE PROGRAM

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#### 5.1.1 Project Signage

Trilogy Sunstone logo and name are trademarked and reserved. Use of the logo on project entry signs, or for any other purpose, must be approved by the Master Developer.

All signage must be submitted to the DRC for approval. Below is an example of a Trilogy project signage and conceptually the general intent for Trilogy Sunstone.



The Community Center and any other commercial developments, Per Title 19 of CLV Unified Development Code will comply with the existing C-2 standards. A DRC approval letter will be submitted with any CLV sign permit package.

Individual Builders are not obligated but have the ability to install “neighborhood” entrance signs after approval by the Master Developer.



## SECTION 6 LIGHTING

### 6.1 SINGLE FAMILY EXTERIOR BUILDING LIGHTING

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Concealed light sources are required for single family detached and attached projects. Lighting shall illuminate the entry and a pedestrian path from the street. Soffit lighting above garage doors or those portions of the building near the street are appropriate.

### 6.2 MULTI-FAMILY EXTERIOR BUILDING LIGHTING

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Concealed light sources and low level lighting are required. Lighting shall illuminate entries, stairways and private outdoor spaces. Soffit lighting at garages is appropriate for lighting vehicular circulation. Low bollards and step lights are appropriate to provide point-to-point illumination of pedestrian paths.

Light must be contained within a neighborhood. Lighting for larger recreation areas and parking areas must include fixtures with appropriate shrouds to hide the light sources and prevent light trespass into adjacent neighborhoods.

Unit addresses shall be illuminated.

All exterior lighting shall be controlled by photocells and/or timers.

### 6.3 LANDSCAPE LIGHTING

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The use of landscape up-lighting and down-lighting is encouraged. Lighting that will cause glare or discomfort, or disrupts the visual environment of neighboring homes or adjacent Neighborhoods or Communities, is not permitted.

Fixtures shall be constructed and mounted to withstand and discourage abuse. Aboveground plastic housings and connections are prohibited. Fixtures shall not be placed in turf areas or areas irrigated by spray heads due to potential water damage.



If street lighting levels are low, landscape lighting may augment illumination at the street. Any landscape light fixture shall be controlled by photocells and/or timers.

1. All lighting should be low level and recessed to shield the source of the light.
2. The maximum height of any outdoor lighting source shall be twelve feet (12') above finished grade at the base of the light standard.
3. Spotlights and floodlights are prohibited in front yards. If spotlights and floodlights are installed in the back yard, it may not be directed at or shine on a neighbor's yard or on the common area and should be integrated into the architecture of the home.
4. Integrate exterior wall, fence or building mounted light fixtures into the architecture of the house. Design light fixture enclosures to conceal the fixture and direct the light downward.
5. No post lights will be permitted in front or back yards.
6. Shrubs shall be used to conceal landscape lighting fixtures. Junction boxes must be placed below grade to minimize daytime visibility of the hardware.

All fixtures must be incandescent or halogen lamps less than fifty (50) watts. Where accent or access lighting is desired, low voltage lighting is preferred because of its ability to produce dramatic lighting effects using extremely low wattage lamps. Lighting design should consider the use of down lights over up lights to lessen the impact to the nighttime sky. Use lighting in moderation as needed to produce reasonable and safe visibility for access or accent. Colored lamps are not allowed. Excessive lighting is discouraged.

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## 6.4 SECURITY LIGHTING

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



## SECTION 7 COLOR

### 7.1 COLOR PROGRAM

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Sunstone residential structures will be required to provide a three color residential building palette to consist of a: (1) primary building color, (2) trim color, and (3) accent color. Each Parcel Developer will be required to work within the community color program.

- Roof colors are to be variegated and have a medium to medium-light Light Reflective Value (LRV).
- All proposed primary building colors should be in warm and neutral shades with a value range that includes off-white colors (LRV of 75% or less).
- Trim color may be the similar to the field color. Interest is then achieved through the play of light and shadow provided by the raised trim forms. Trim color should be used judiciously on understated window trim and recessed window areas. Wood trim colors should be discernible from the primary building color, but without undue contrast. Stucco trim, if painted different from the field color, should be discernible from the field color but without undue contrast. Stucco banding shall be painted the same as the primary building color (LRV of 75% or less).
- Accent colors should be in rich, deep colors appropriate to the architectural theme, and should be used on front doors, ornamentation elements, railings, shutters, etc. (LRV of 50% or less).
- Garage door colors shall be selected from any of the colors in the primary building and trim palettes that have a LRV of 40% or less.

All proposed product colors shall be submitted to the DRC for review and approval.



## SECTION 8 CONSTRUCTION

### 8.1 CONSTRUCTION CRITERIA

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#### 8.1.1 General

Parcel Developers and Builders and their subcontractors shall exercise extreme care to protect the public health, safety and welfare during all phases of construction. Proper warning signage, fencing of dangerous conditions, and security services shall be provided when deemed necessary by the DRC.

Hours for construction activities shall adhere to the City of Las Vegas standards.

#### 8.1.2 Nuisance Control

Construction operations or activities shall adhere to the City of Las Vegas requirements as not to create any of the following nuisances (to the extent they are permanent or are detectable without the use of instruments) at any location outside of the neighborhood:

- Change of air temperature or humidity
- Dust or other airborne particulate matter
- Noxious odor
- Glare from lighting or reflective materials
- Disruption of television or radio reception
- Excessively loud noise for long periods of time

The DRC may enact strict procedures at any time to ensure that noise and dust abatement measures are taken by Parcel Developers and their contractors.

#### 8.1.3 Erosion Control

Parcel Developers and Builders shall provide erosion control devices per the City of Las Vegas requirements as necessary to prevent silt and other debris from blowing onto community streets, adjacent Subdivisions, or community open space.



#### **8.1.4 Cleanliness**

All areas shall be kept free of trash, materials and waste. Parcel Developers and Builders shall be responsible for the debris adjacent to their site that has been carried by wind and water. The site shall be left in a neat and orderly condition at the close of each workday. Scrap material and debris shall be disposed of in covered receptacles, and such receptacles collected and emptied at least once per week. Hazardous debris and material shall be removed from the site each day.

#### **8.1.5 Temporary Trash Enclosures**

All trash within the project shall be placed in temporary, fenced enclosures located away from public viewing. Opaque screening material shall be six feet (6') in height.

#### **8.1.6 Trailers**

No trailers for temporary living quarters are allowed onsite. Construction trailers and their location are subject to approval by the DRC.

#### **8.1.7 Construction Access**

The Parcel Developer shall designate a construction entry to the project, subject to the DRC's approval, and all Builders and contractors must use this entry. The main entry to the project may not be used for construction access.

If the construction entry crosses an existing curb and gutter, the following minimum requirements must be provided prior to the start of any construction activity:

- An asphalt ramp with a four-inch (4") metal sleeve for drainage. The ramp shall not extend more than two feet (2') from the curb face into the roadway.
- A gravel apron that extends at least fifty feet (50') deep by thirty feet (30') wide



beyond the asphalt ramp. The aggregate shall be washed, well graded gravel or crushed rock, one (1") to three (3") inches in size and six inches (6") deep.

The Parcel Developer and Builder(s) shall repair any and all damage resulting from access or other construction activities. See Exhibit 8-A.

#### **8.1.8 Temporary Utilities**

The Parcel Developer shall ensure that all temporary utilities (power, phone, water, etc.) are located a minimum of five feet (5') within the parcel boundary. This will allow installation of community walls and streetscapes adjacent to Subdivisions. No overhead utility lines are permitted.

#### **8.1.9 Contractors**

All contractors shall be properly licensed and bonded with the City of Las Vegas and the State of Nevada, and shall meet all appropriate legal requirements.

#### **8.1.10 Damage Repair**

Each Parcel Developer shall control his or her Builder(s) and contractor(s) and the actions of said Builder(s) and contractors. All liability for violations of the Declaration or Design Guidelines caused by subcontractors shall rest with the parcel developer.

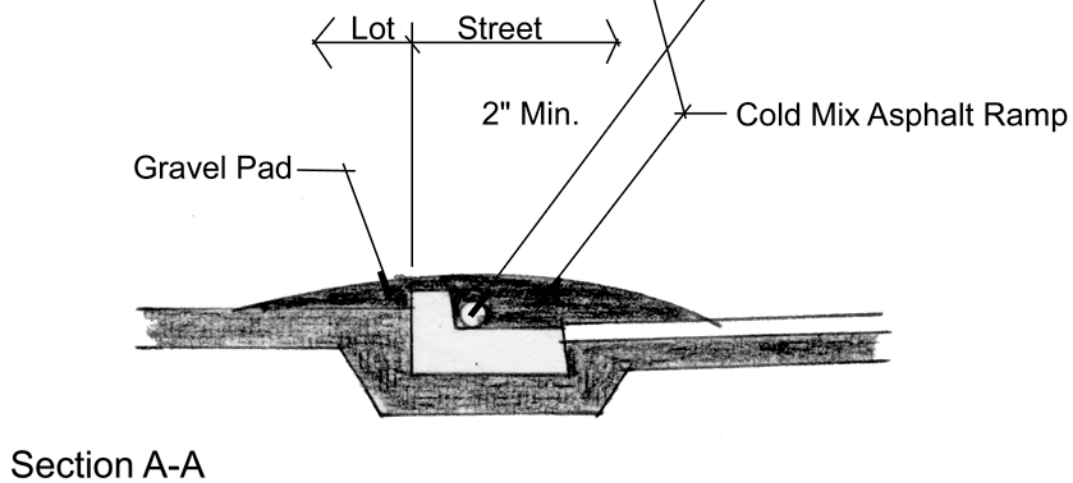
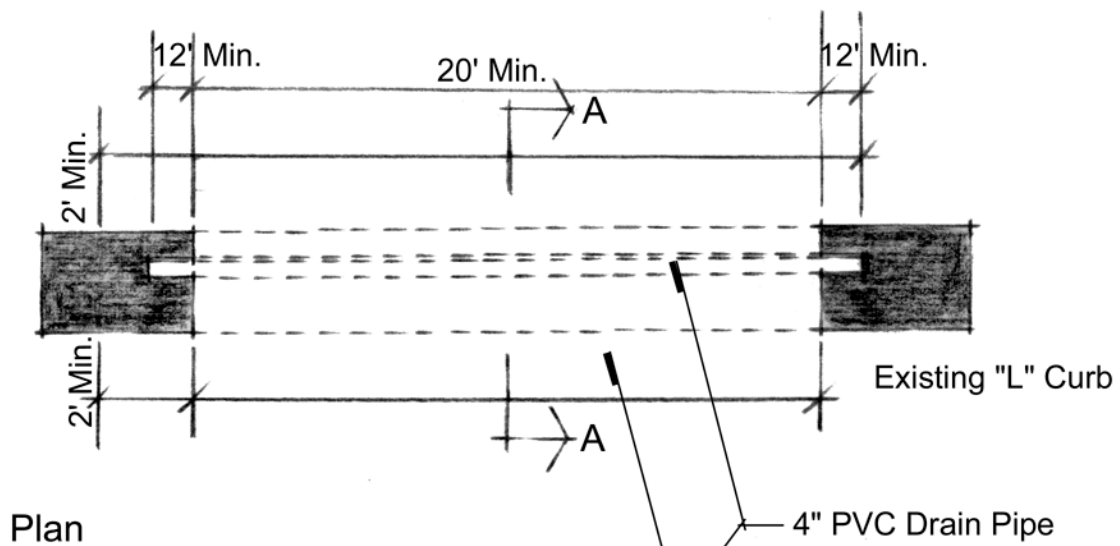
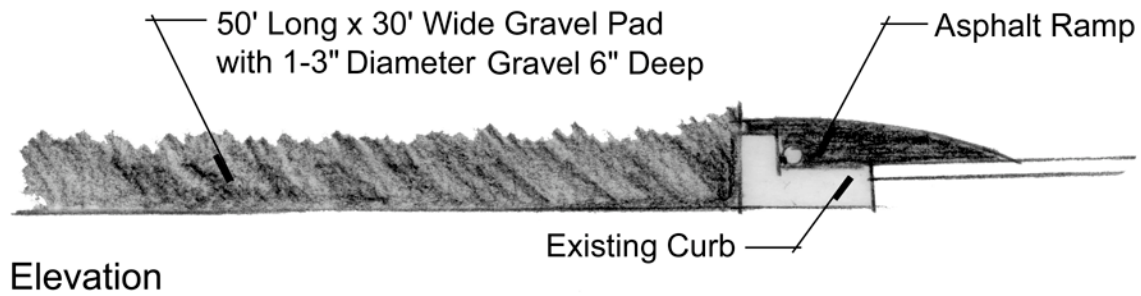
#### **8.1.11 Inspection**

The Parcel Developer shall inspect all conditions around the parcel perimeter with a DRC representative prior to start of construction.

At close-out of the project, the Parcel Developer shall schedule a final walk-through of all roadways, properties, and common areas to identify any final concerns the DRC may have with the project. All concerns must be addressed prior to the Parcel Developer vacating the project.



### Exhibit 8-A Construction Access





## SECTION 9 DESIGN REVIEW

### GENERAL REQUIREMENTS

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All parcel improvements plans shall be reviewed and approved by the DRC prior to start of construction. Improvements include, but are not limited to, grading, drainage, streets, utilities, architecture (under separate criteria), lotting, landscape, walls, entries, signage, lighting, and amenities.

#### 9.1.1 Submittal Requirements

The attached form outlines all required submittals and the pertinent information required with each submittal. Plans and material boards will not be returned after final approval. Applications for multiple Subdivisions shall be submitted separately for each parcel. Alternative design solutions will only be evaluated as a courtesy review.

Each submittal must include:

- Parcel identification number and letter
- Project location map
- Index of drawings
- Legend of symbols (if any)
- Name of project
- Name, address and phone number of applicant
- Name, address, phone number and license number of consultant, where applicable

**Submittals that are deemed incomplete will be returned unreviewed.**

#### 9.1.2 Plan Preparation

All plans shall be prepared by Nevada-licensed professionals or designers.



### 9.1.3 Applicable Standards

The DRC shall review each submittal for its commitment to overall community development and adherence to the Design Guidelines and other applicable DRC documents. The DRC is not responsible for reviewing submittals for conformance to applicable codes and standards established by local agencies.

### 9.1.4 Submittal Response Time

After a submittal is accepted as complete and meets all requirements, the DRC's approval or disapproval shall be given within a reasonable time, not to exceed thirty (30) business days after submittal acceptance.

### 9.1.5 Approvals and Re-submittals

All submittals reviewed by the DRC will be stamped as follows:

- Approved: Plans that meet all DRC requirements.
- Approved as Noted: Plans that meet all or most DRC requirements, but may contain some minor items in need of clarification or correction. Plans will also be stamped "Approved as Noted" if the DRC wants to inform the applicant of certain conditions that may affect other plan submittals or construction improvements. If minor corrections are required, revised plans must be resubmitted for DRC files.
- Address Comments and Resubmit: Plans containing significant deviations or deficiencies from DRC requirements, must be corrected or clarified before the DRC will grant approval. **All resubmittals to the DRC must address each comment and any change to the plans in writing.**
- Denied: Plans containing items that are not allowable under DRC standards.

**Construction may not begin on any improvements until all submittals for that type of improvement have been approved.** Any change to the plans after DRC approval, including those not specifically requested by the DRC, must be resubmitted for approval with the changes noted.



Upon receipt of submittal comments, the applicant may contact the DRC to schedule a meeting to review and address such comments in further detail.

### **9.1.6 Remodel, Additional Construction and/or Exterior Changes**

Any changes to an existing home must first be submitted for review and approval by the DRC. All changes must incorporate the original design intent and existing architectural features. Failure to obtain approval of any changes to the approved Final Design Submittal can result in the DRC or Association causing the existing construction to be modified to match the approved Final Design Submittal, the imposition of fines, or any other remedy available to the DRC or the Association.

**All documents and plans requiring DRC review and approval must be submitted to the DRC and reviewed at least once prior to agency submittal. All comments from this first review must be addressed before submittals to the city or other applicable public agencies are permitted.**

**TRILOGY SUNSTONE**  
**Residential Design Review Submittal Requirements**  
Please Submit to:  
**Trilogy Sunstone DRC**  
Las Vegas, NV

Trilogy Sunstone Design Review Committee meets on the first Thursday of every month. Complete submittal packages are required to be delivered a minimum of two (2) weeks prior to the scheduled Design Review Committee meeting.

Please submit three (3) sets of the following for **Model Home Landscape Review and Approval**:

- Model Home Park Site Plan
- Model Home Park Landscape Plan
- Model Home Signage Package
- Typical Front Yard Landscape Plans/Details
- Typical Rear Yard Landscape Plans/Details
- Faux Stone/Stone and Rock material (as required) (digital photos may be submitted; indicate manufacturer/model)