

DEVELOPMENT REVIEW BOARD REPORT



Meeting Date: May 5, 2022
General Plan Element: *Character and Design*
General Plan Goal: *Foster quality design that enhances Scottsdale as a unique southwestern desert community.*

ACTION

Museum Square 11-DR-2020

Request for approval of:

1. A site plan, landscape plan, and building elevations for a new apartment building with 92 units on a +/- 1.72-acre site.
2. The location of Public Art pieces within the Museum Square apartment development.

SUMMARY

Staff Recommendation

Approve, subject to the attached stipulations (Attachment #6)

Items for Consideration

- Conformance with Development Review Board Criteria
- Integration of Sensitive Design Principles
- Compliance with zoning case (13-ZN-2018)
- Phase 1 of the Museum Square Master Plan (128-SA-2021)
- Architectural balcony integration
- One email in opposition to proposal

BACKGROUND

Location: Northeast corner of North Marshall Way and East 2nd Street

Zoning: Downtown/ Downtown Multiple Use Type-3, Planned Block Development, Downtown Overlay (D/DMU-3 PBD DO) & Central Business Downtown Overlay (C-2 DO)

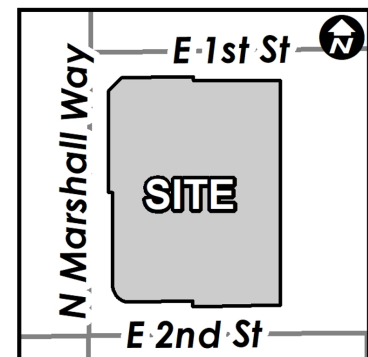
Adjacent Uses

North: 6-story hotel, zoned D/DMU-2 PBD DO

East: 2-story office building and parking lot, zoned C-2 DO & C-3 DO

South: 2-story office building, zoned C-1 DO

West: Scottsdale Museum of the West, zoned D/DMU-3 PBD DO & D/DMU-2 PBD DO



Property Owner

ARC Scottsdale Holdings LLLP

Applicant

John Berry, Berry Riddell, (480) 385-2727

Architect/Designer

Swaback

Engineer

Kimley Horn

DEVELOPMENT PROPOSAL

The applicant is requesting design approval of a proposed 92-unit residential building with associated amenities, streetscape improvements, and parking. This apartment building is the first phase of the larger Museum Square master plan which includes an open space plaza, hotel, and three other residential buildings. The proposed L-shaped building is composed of six floors above grade, two parking levels below grade, and totals to 93,499 square feet. The site plan provides the zoning-stipulated 20-foot building setback, 8-foot-wide detached sidewalk, and street parking along both E. 2nd Street and N. Marshall Way. Pool and canopy amenities are located internally along the east and north sides of the building, buffered from the street. Two driveways are proposed along East 1st Street, the western driveway provides access to four on site surface parking spaces and refuse, and the eastern driveway leads underground to a gated parking garage for residents. The existing parcels on site will be tied together via a final plat to allow for the proposal.

Additionally, the applicant is requesting Development Review Board approval of proposed public art locations. As a part of the approved PBD zoning, the applicant is required to provide artwork equaling 1% of the building valuation. All four proposed public art pieces are situated in the southwest corner of the site outside the main building entrance. The public art package, which received final design approval by the Scottsdale Public Arts Advisory Board on May 12, 2021, can be found via Attachment #17.

This case was continued by the Development Review Board at the April 21, 2022 meeting per the applicant's request. The Development Review Board voted 4-0 to continue the case to the May 5, 2022 hearing.

Development Review Board Criteria

Staff confirms that the development proposal generally meets the applicable Development Review Board Criteria. For a detailed analysis of the Criteria, please see Attachment #4. For the applicant's full narrative, please see Attachment #3.

STAFF RECOMMENDED ACTION

1. Staff recommends that the Development Review Board approve the Museum Square development proposal per the attached stipulations, finding that the Character and Design Element of the General Plan, Development Review Board Criteria, and Old Town Scottsdale Urban Design and Architectural Guidelines have been met.
2. Staff recommends that the Development Review Board approve the Museum Square Public Art locations per the attached stipulations, finding that the Development Review Board Criteria have been met.

RESPONSIBLE DEPARTMENTS

Planning and Development Services
Current Planning Services

STAFF CONTACTS

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Senior Planner
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APPROVED BY



Katie Posler, Senior Planner, Report Author

4/7/2022

Date



Brad Carr, AICP, LEED-AP, Planning & Development Area Manager
Development Review Board Liaison

Phone: 480-312-7713 Email: bcarr@scottsdaleaz.gov

4/11/2022

Date



Erin Perreault, Acting Executive Director

Planning, Economic Development, and Tourism

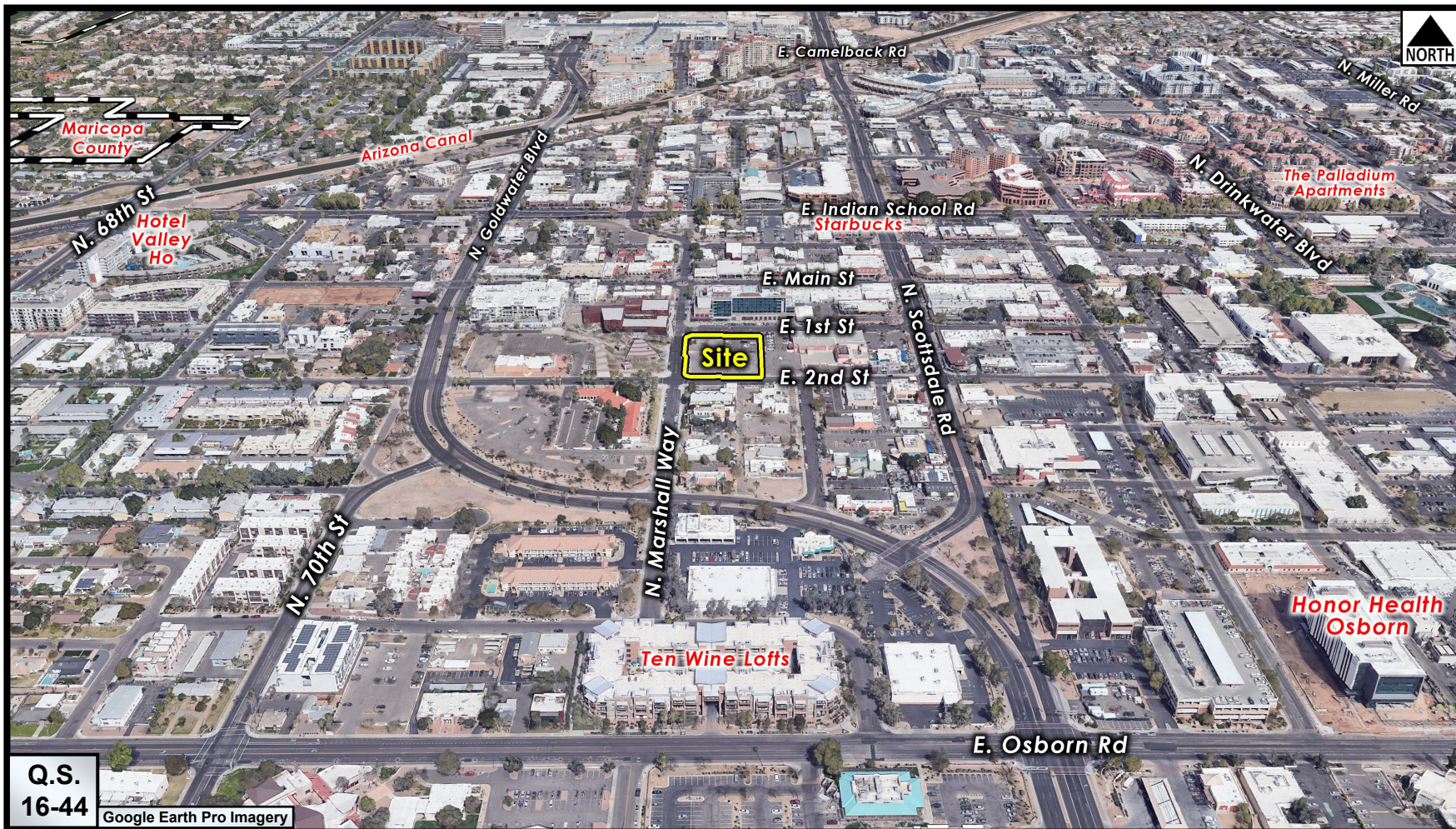
Phone: 480-312-7093 Email: eperreault@scottsdaleaz.gov

April 12, 2022

Date

ATTACHMENTS

1. Context Aerial
2. Close-up Aerial
3. Applicant's Narrative
4. Development Review Board Criteria Analysis
5. Development Information
6. Stipulations / Zoning Ordinance Requirements
7. Site Plan
8. Landscape Plan
9. Circulation Plan
10. Color Building Elevations
11. Perspectives
12. Materials and Colors Board
13. Electrical Site Plan
14. Exterior Photometrics Plan
15. Exterior Lighting Cutsheets
16. Phasing Plan for reference (128-SA-2021)
17. Public Art Package
18. Zoning Map
19. Notification Map
20. Citizen Comments
21. 4/21/2022 DRB Draft Meeting Minutes



Context Aerial

11-DR-2020



Close-up Aerial

11-DR-2020

ATTACHMENT #2

Museum Square Residential Development Review Board Project Narrative



SITE INFORMATION

Location: Northeast corner of Marshall Way and 2nd Street (the “Property”)

Property Size: Total Site Area: 1.72+/- gross acres

Zoning: October 2019: D/DMU-3 PBD DO (Downtown/Downtown Multiple Use Type 3 Planned Block Development Downtown Overlay)

Request: DRB approval of Phase I, residential building 4 including 92 units

Context Aerial



Existing Streetscape



MUSEUM SQAURE - PROJECT OVERVIEW

Zoning Background

The Museum Square zoning approval (13-ZN-2018) was brought forward by ARC Scottsdale Holdings, LLLP ("ARC") is to rezone the property located at N. Marshall Way and E. Second Street (the "Property") in Old Town Scottsdale currently occupied by the previous Loloma transit station and surface parking. The rezoning was approved by City Council in October 2019 in conformance with the Old Town Character Area Plan. The greater site consists of approximately 7.4+/- gross acres and is situated immediately south of the Museum of the West ("MOW"), east of the Stagebrush Theatre, and wraps the Scottsdale Artists' School site within the Scottsdale Arts District. Museum Square is a mixed-use project including hotel, residential and a public plaza space. The mixed-use development will provide tourist accommodations in the core of the City complemented by nearby galleries, cultural venues, employment, entertainment, retail and support services.

Significance of the Vision for Museum Square

Museum Square is envisioned as a transformational, highly creative mixed-use development project which will help reset and jumpstart the identity and brand of Scottsdale's arts and culture scene. The Property is strategically located just south of Main Street between the MOW, the Stagebrush Theatre and the Scottsdale Artists' School. The anchor to this new development is the signature hotel. Carefully positioned adjacent to the MOW and the Stagebrush Theatre, this new hotel will celebrate the MOW's significant collections and provide opportunities to reinforce special events, programs, exhibits and gallery tours. Part of the project's program includes collaborating with the City on the expansion of the MOW to accommodate new collections.

The hotel and MOW will be anchored by a new multi-purpose community plaza space ("The Square") that will provide numerous opportunities for community outdoor use. Marshall Way will be improved to enhance the pedestrian experience creating better connections to Main Street and beyond to The Waterfront and Scottsdale Fashion Square mall. In addition, Second Street is also envisioned with similar street level pedestrian improvements to provide connectivity from the residential neighborhood to the west and the City's Civic Center Plaza to the east. This will help to reinforce the interconnected fabric of the entire Downtown area.

In addition to the hotel, the development includes several high-end residential buildings. Together, the envisioned project components will result in a major activity node for the City and help to rejuvenate and reposition this area of Old Town into a vibrant, attractive and robust district.

Cultural Improvements Program

As required by the PBD district and approved Development Agreement for Museum Square, contributions to the Cultural Improvements Program which include original works of art costing a minimum of 1 percent of the applicable building valuation are due at the time of permitting. The developer has an approved Public Art Plan by the Scottsdale Public Art Advisory Board (May 12, 2021). A cost breakdown has been provided with the DRB application. The plan includes a plaza mural, artway portal, filigree pier and inflection monument as reflected in the approved Public Art Plan.

Development Review Board Criteria

In considering any application for development, the Development Review Board shall be guided by the following criteria (1.904.A.):

- 1. The Board shall examine the design and theme of the application for consistency with the design and character components of the applicable guidelines, development standards, Design Standards and Policies Manual, master plans, character plan and General Plan.***

Response: Museum Square Phase 1 (residential building 4) will comply with the applicable guidelines, development standards, Old Town Scottsdale Urban Design & Architectural Guidelines, Design Standards & Policies Manual, Old Town Character Area Plan and General Plan. While the Development Plan (including zoning narrative) submitted and approved with the zoning case speaks in more detail to the broader context of the Old Town Character Area Plan and General Plan, below is a summary of how this proposal complies.

The zoning approved Development Plan for Museum Square allows for higher intensities in a mixed-use setting to encourage an urban lifestyle and appropriate balance of land uses with a rich pedestrian environment. The approval includes approximately 190 +/- guest rooms and 369 +/- residential units on 7.4 +/- acres utilizing the Downtown Ordinance's bonus provisions for an increase in height. The redevelopment site is currently occupied by the previous Loloma transit station and surface parking. The site is surrounded by a variety of galleries, cultural venues, entertainment, residential, employment and service-related business and is within proximity to two of Scottsdale's largest employers, HonorHealth and the City of Scottsdale. The Museum Square site is located approximately 400' west of Scottsdale Road, a major north-south arterial, with immediate access to public transportation, and is only 2 +/- miles away from the Loop 101, both of which provide regional access. This site is ideally situated in a Downtown setting that offers all the ingredients for a successful urban hotel/residential development in a mixed-use setting. The proposed residential site is the first phase of this unique mixed-use development (92 units).

2. The architectural character, landscaping and site design of the proposed development shall:

- a. Promote a desirable relationship of structures to one another, to open spaces and topography, both on the site and in the surrounding neighborhood;*
- b. Avoid excessive variety and monotonous repetition;*

Response: The architectural design, window placement, building materials and landscaping have been carefully selected to incorporate the vernacular of the Southwest and provide desert sensitive design elements. Architecture has been designed to activate all sides of the building (see elevations & site plan submitted with the application). The landscape plant palette is consistent with the Old Town Scottsdale Urban Design & Architectural Guidelines and incorporates predominately low water use plant materials appropriate for this urban desert setting.

Museum Square – Key Development Consideration & Design Themes include (as approved with the Zoning Case 13-ZN-2018):

1. Urban Integrated/ Orchestrated Community Master Plan
 - Compact, walkable urban garden setting in the heart of the City
 - Easy access to shops, dining, culture, commerce and education
 - Luxury living with unique indoor/ outdoor environments
2. Opportunity to Solidifying a Thriving Art's District
 - Large scale mixed-use development anchored by the new four-star hotel
 - Partnership with the City and the Museum of the West (named the best western art museum in the US and Smithsonian affiliate) planned expansion and integration
 - Over ½ million square feet of mixed-use development
3. Development Centered Around a New Neighborhood Oriented Urban Park ("The Square")
 - Multi-use, robust landscaped plaza with shade, water, art, lawn, seating and native desert plantings
 - Integrated outdoor art installations and associated special events
 - Connected to the City's open space system through a network of pedestrian connections, bikeways and Old Town trolley
4. Special Desert Contextual Architecture
 - Oriented to the art scene and Scottsdale's history through the creative and appropriate use of materials, features and treatments
 - Sensitive to the desert climate and inclusion of sustainable design principles that will ensure comfort and building systems efficiencies
 - Designed to complement the Museum of the West and it's use of concrete and metal

- c. Recognize the unique climatic and other environmental factors of this region to respond to the Sonoran Desert environment, as specified in the Sensitive Design Principles;*

Response: The development will comply with the Scottsdale Sensitive Design Principles including, but not limited to, desert sensitive design elements such as overhangs and recessed windows, outdoor living spaces and amenities, pedestrian connectivity, integration of low water use landscaping and shade trees, and contextually compatible design. See Scottsdale Sensitive Design Principles below.

- d. Conform to the recommendations and guidelines in the Environmentally Sensitive Lands (ESL) Ordinance, in the ESL Overlay District; and*

Response: Not applicable.

- e. Incorporate unique or characteristic architectural features, including building height, size, shape, color, texture, setback or architectural details, in the Historic Property Overlay District.*

Response: Not applicable.

- 3. Ingress, egress, internal traffic circulation, off-street parking facilities, loading and service areas and pedestrian ways shall be so designed as to promote safety and convenience.*

Response: The Property is situated in the heart of the Scottsdale Arts District, south of Indian School and west of Scottsdale Road, both major arterials. The site is also approximately 2+/- miles west of the Loop 101, which provides regional access. By creating a comfortable and inviting pedestrian experience along the adjacent streets, this proposed project will encourage alternative modes of transportation, such as by foot, bicycle, bus and/or trolley. Encouraging these alternative means of transportation is inherent to downtown development as the Property is located near numerous restaurants, retail, and cultural destinations. Additionally, the Indian Bend Wash (a multi-use path network) is located approximately 1 mile directly east of the site and the Arizona Canal Trail is located less than one-half mile to the north. The building and site design encourage residents to utilize Old Town for their everyday dining, social interaction, recreational and cultural needs. In addition to the gallery scene, guest will be within walking distance of significant destinations such the MOW, the Scottsdale Artists' School, Scottsdale Museum of Contemporary Art (SMOCA), Scottsdale Center for Performing Arts, Scottsdale Historical Museum, Scottsdale Stadium, Scottsdale Fashion Square Mall and The Waterfront.

- 5. If provided, mechanical equipment, appurtenances and utilities, and their associated screening shall be integral to the building design.*

Response: All mechanical equipment, appurtenances and utilities will be full screened and/or incorporated in the building design.

- 6. *Within the Downtown Area, building and site design shall:***
- a. Demonstrate conformance with the Downtown Plan Urban Design & Architectural Guidelines;***
 - b. Incorporate urban and architectural design that address human scale and incorporate pedestrian-oriented environment at the street level;***
 - c. Reflect contemporary and historic interpretations of Sonoran Desert architectural traditions, by subdividing the overall massing into smaller elements, expressing small scale details, and recessing fenestrations;***
 - d. Reflect the design features and materials of the urban neighborhoods in which the development is located; and***
 - e. Address building mass, height, materials, and intensity transitions between adjacent/abutting Type 1 and Type 2 Areas, and adjacent/abutting Type 2 Areas and existing development outside the Downtown Area.***

Response: Detailed responses to the Old Town Urban Design & Architectural Guidelines are provide below. The building and landscape design addresses human-scale and emphasizes a pedestrian-oriented environment. Massing and fenestrations were designed to moderate building scale while providing unique architecture that recognizes and complements the history and character of Old Town while providing new vibrant desert contemporary design; drawing inspiration from both Museum of the West and Scottsdale Artists' School.

- 7. *The location of artwork provided in accordance with the Cultural Improvement Program or Public Art Program shall address the following criteria:***
- a. Accessibility to the public;***
 - b. Location near pedestrian circulation routes consistent with existing or future development or natural features;***
 - c. Location near the primary pedestrian or vehicular entrance of a development;***
 - d. Location in conformance with the Design Standards and Policies Manual for locations affecting existing utilities, public utility easements, and vehicular sight distance requirements; and***
 - e. Location in conformance to standards for public safety.***

Response: As required by the PBD district and approved Development Agreement for Museum Square, contributions to the Cultural Improvements Program include original works of art costing a minimum of 1 percent of the applicable building valuation are due at the time of permitting. The developer will comply with the public art requirement and is reviewing a range of public art options for onsite public art and/or an in-lieu fee to the Downtown Cultural Trust Fund (DCTF) to be dispersed within the Museum Square development. With this initial phase of development, onsite public art may include an art wall on the residential building and/or a freestanding art piece. More details will be provided as part of the DRB review. Locations will comply with the DS&PM in conformance with public safety standards.

SCOTTSDALE SENSITIVE DESIGN PRINCIPLES

The Character and Design Element of the General Plan states that “Development should respect and enhance the unique climate, topography, vegetation and historical context of Scottsdale's Sonoran Desert environment, all of which are considered amenities that help sustain our community and its quality of life.” The City has established a set of design principles, known as the Scottsdale's Sensitive Design Principles, to reinforce the quality of design in our community. The following Sensitive Design Principles are fundamental to the design and development of the Property. In addition to the response below, please refer to Goal CD 1 above for a specific description of the design elements.

- 1. The design character of any area should be enhanced and strengthened by new development.*

Response: The vibrant, contemporary building character and stepped heights are complementary to the surrounding urban development pattern including the MOW immediately north of the Property. The proposed development will utilize a variety of desert appropriate textures and building finishes, incorporate architectural elements that provide solar relief, shading and overhangs, and celebrate the Southwestern climate by creating outdoor spaces and common amenities for its guests, residents and visitors while also tying to the existing pedestrian network throughout Old Town.

- 2. Development, through appropriate siting and orientation of buildings, should recognize and preserve established major vistas, as well as protect natural features.*

Response: Although the setting of this Old Town site is urban in character and does not have natural features such as washes and natural area open space, the development team has taken special consideration in providing appropriate interaction with the Marshall Way, Second Street and Goldwater Boulevard streetscape through building design and attention to the ground-level experience.

3. *Development should be sensitive to existing topography and landscaping.*

Response: The Property is an Old Town redevelopment site. All landscaping will consist of low-water use desert appropriate landscaping materials in conformance with established guidelines. The current topography of the site is flat and therefore will be maintained.

4. *Development should protect the character of the Sonoran Desert by preserving and restoring natural habitats and ecological processes.*

Response: The proposed redevelopment will include desert appropriate landscaping (as well as integration of native plants). Additional landscaping and open space areas will contribute to the urban habitat for wildlife and improved air quality. Also, desert appropriate plants will be able to withstand the variations of the local climate and as they mature they will become self-sustaining relative to water demand.

5. *The design of the public realm, including streetscapes, parks, plazas and civic amenities, is an opportunity to provide identity to the community and to convey its design expectations.*

Response: Pedestrian circulation along the streetscape is an important feature of this Old Town project, as numerous gallery, restaurant, residential, employment, cultural, and entertainment uses are within walking distance.

6. *Developments should integrate alternative modes of transportation, including bicycles and bus access, within the pedestrian network that encourage social contact and interaction within the community.*

Response: Museum Square is located within the heart of the Scottsdale Arts District and is within walking and trolley distance to a range of land uses including major employers, such as HonorHealth and the City of Scottsdale. As such, the development has been designed with an emphasis on the ground level pedestrian experience enhancing the land use goals for this area. Developing tourist accommodations and residential units in the heart of Old Town with established transportation options (trolley, bicycle, bus) reduces the number and distance of automobile trips and improves air quality, thereby enhancing the quality of life for the community as a whole.

7. *Development should show consideration for the pedestrian by providing landscaping and shading elements as well as inviting access connections to adjacent developments.*

Response: The proposed development will incorporate design elements that respect human-scale, providing shade and shelter through building, site and landscape design.

8. *Buildings should be designed with a logical hierarchy of masses.*

Response: Variation in massing, proportion, material contrast, and architectural detailing will be provided establishing a natural hierarchy. The proposed development also provides continuity between the newly proposed and existing architecture in the surrounding area, providing contextually appropriate redevelopment and visual fluidity along the street frontages.

9. *The design of the built environment should respond to the desert environment.*

Response: The proposed development will utilize a variety of Sonoran Desert inspired textures and building finishes, incorporate architectural elements that provide solar relief and overhangs, and celebrate the Southwestern climate by creating outdoor spaces, respites and shaded amenities.

10. *Developments should strive to incorporate sustainable and healthy building practices and products.*

Response: Sustainable strategies and building techniques, which minimize environmental impact and reduce energy consumption, will be emphasized. The specific sustainable elements are being evaluated with the design and development of the hotel and residential buildings and may include, but are not limited to, recycled materials, energy efficient windows, energy efficient fixtures and appliances, and use of solar.

11. *Landscape design should respond to the desert environment by utilizing a variety of mature landscape materials indigenous to the arid region.*

Response: The landscape character will include predominately desert-lush design with a variety of Southwestern plants that will provide year-round color, shade, and texture for the site and demonstrated in the approved Development Plan. Vegetation will include plants proven to thrive in our desert climate while creating a shaded vegetative pedestrian experience at the ground level. Plant selection and thoughtful planting design will allow the development to use water efficiently throughout the site.

12. *Site design should incorporate techniques for efficient water use by providing desert adapted landscaping and preserving native plants.*

Response: The proposed development will maintain a low-water use plant palette. Context appropriate desert plant materials will be utilized throughout the Museum Square development, consistent with the established vegetative pattern found throughout Old Town.

13. The extent and quality of lighting should be integrally designed as part of the built environment.

Response: Lighting will be designed in a manner that is respectful of the surrounding context while maintaining safety and wayfinding for Old Town visitors and residents.

14. Signage should consider the distinctive qualities and character of the surrounding context in terms of size, color, location and illumination.

Response: Project identification will be contextually appropriate and processed under a separate approval and permit process.

OLD TOWN SCOTTSDALE – URBAN DESIGN & ARCHITECTURAL GUIDELINES

ENHANCE THE PEDESTRIAN ENVIRONMENT

1. Create an interconnected, walkable downtown. (Refer to Section 5.3006 of the Scottsdale Zoning Ordinance, the DSPM, & the Americans with Disabilities Act)

Development should enhance the interconnectivity of Old Town.

- 1.1 Provide circulation connections to, from, and within a site to support pedestrian activity and other mobility options, and enhance interconnectivity within Old Town.*
- 1.2 Expand the pedestrian network throughout Old Town by incorporating pedestrian links to neighboring developments through the use of covered or shaded walkways, passageways, courtyards, and plazas.*
- 1.4 Design street-spaces that support the pedestrian. Incorporate pedestrian amenities such as safe, comfortable surfaces, seating, lighting, shade, landscape and hardscape, crosswalk refuge areas, and curb and sidewalk extensions into Old Town design.*
- 1.5 Coordinate the design of pedestrian, auto, parking, and service areas to minimize pedestrian interruption and pedestrian-vehicular conflicts.*

Response: Redevelopment and revitalization of this Property includes a wide range of amenities including, but not limited to, enhanced landscape and hardscape, improved pedestrian connectivity, lighting, sensitive edge buffering, vibrant architecture, public art, placemaking and underground parking all of which contribute to an interconnected, walkable downtown.

2. Maintain a consistent street edge and continuity of street-spaces. (Refer to Section 5.3006 of the Scottsdale Zoning Ordinance)

A strong street edge defines and strengthens the pedestrian experience in an urban space.

2.1 Align new buildings with existing buildings, and minimize the space between buildings to define a continuous building-street edge.

2.2 Locate the majority of building frontage to a common setback line and parallel to the street. Variations to the building setback that support the pedestrian experience may be considered.

2.3 Create a defined street-space where building frontages do not exist by incorporating design elements such as site walls, landscaping, overhead trellis, or covered walkway.

2.4 Convey a unified street appearance through the provision of complementary street furniture, paving, lighting, and landscape plantings.

2.5 Locate linear and rhythmic landscape planting at the street edge, and at site features such as intersections, entry drives, sidewalks, and courtyards.

Response: Active street frontages are created through ground level pedestrian space, new sidewalks and shade trees and/or structures for the pedestrians and shading elements on the building. In addition to landscaping, a series of vertical and horizontal building elements will not only provide solar relief to the windows and doors but will provide contemporary styling and a desert classic contemporary character.

OPEN SPACES

3. Incorporate open landscaped spaces in Old Town to encourage human interaction.

Public spaces are an extension of the community and provide a place for human interaction. When cities have thriving civic spaces, residents have a strong sense of connection to one another and the community. The design of public and private open spaces should accommodate different levels of human engagement, from short impactful experiences, to longer interactions. Allow for flexibility within these spaces to be able to provide opportunities for special events, activities, and daily interaction.

- 3.1 Provide open space for public and private outdoor activities, special events, and day-to-day activities. Incorporate temporary and permanent infrastructure into open space and streetscape designs to support activities and events year-round.*
- 3.2 Utilize a cohesive palette of design elements such as fixtures, landscape plantings, hardscape, street furniture, and integrated infrastructure to support design continuity in downtown public spaces.*
- 3.3 Design private development to complement and reinforce the design of adjacent public spaces.*
- 3.4 Implement design techniques in and around open space areas to reduce the impacts of noise on sensitive uses.*

Response: The urban open space plaza, “The Square”, planned for Museum Square (future phase) will implement the design criteria outlined above reinforcing the connectivity framework established in Old Town and providing a resource for outdoor activities and gathering. See streetscape open space

4. Connect Old Town open spaces to the surrounding context.

Open spaces provide the opportunity for humans to experience the natural environment in an urban, downtown setting. Open space is of vital importance to the desirability of Old Town as a place to visit, work, or live. In addition to being attractive and vibrant places in and of themselves, Old Town open spaces need to be part of a network - or series of networks - that connect neighborhoods within and to Old Town.

- 4.1 Visually and physically connect open spaces to other spaces such as walkways, gathering and activity areas, and adjacent development sites.*
- 4.5 Provide open space at intersections for pedestrian mobility and link these open spaces to other public areas.*
- 4.6 When residential units occupy the ground floor, direct access to adjacent open space is encouraged.*

Response: Museum Square was designed to maintain and enhance an active street frontage reinforcing the Old Town pedestrian environment and encouraging walkability and social interaction. The mixed-use context includes galleries, restaurants, retail, cultural opportunities and employment all within walking distance of the Property. In addition to architectural elements, abundant open space with pedestrian scale landscape and hardscape elements will contribute towards the street level interaction and continuity of the existing urban context providing connectivity to neighboring properties. Pedestrian connectivity will be provided through both visual and physical application. This residential building being the first phase of development for Museum Square, is the first step is creating a seamless transition along 2nd Street and Marshall Way leading to The Square and future uses planned for Museum Square.

INTEGRATION INTO THE NATURAL ENVIRONMENT

5. Manage access and exposure to sunlight; provide shade.

Outdoor spaces need a balance of sun and shade, depending on location, the season, and time of day. To create livable and inviting interior and exterior spaces, provide for shade particularly during the summer and allow access to sunlight in the winter.

5.1 Design for filtered or reflected daylighting of new buildings.

5.2 Manage the seasonal solar exposure of site features through building orientation, vegetation, and architectural design.

5.3 Provide shade along pathways, in public and private outdoor spaces, and as part of building design.

5.4 Minimize, or shade, materials that absorb and retain heat. Consider utilizing materials that dissipate heat.

Response: Because of the special nature of the MOW and the surrounding context, the development team envisioned an overarching design theme, “desert classic contemporary,” that celebrates the context of the desert Southwest with rich materials, features and components that best represent Scottsdale in an authentic nature. The proposed residential building along with all of the Museum Square buildings will celebrate desert appropriate treatments and finishes. While not intended to look old or historic, the building design expresses a sense of a “traditional urban arts district” within the context of contemporary construction methods and the creative use of appropriate materials to create a uniquely Scottsdale destination. Building fenestrations have a high degree of sensitivity relative to aesthetics, solar orientation, shade and views.

6. Design with context-appropriate vegetation.

Provide vegetation that will enhance the sense of place and tie the site into the surrounding environment.

6.1 Emphasize a variety of drought tolerant and Sonoran Desert plants that provide water conservation, shade, seasonal color, and a variety of textures and forms.

6.2 Take into account mature vegetation sizes, characteristics, and maintenance requirements with site layout and design.

6.3 Design landscape elements and palette to relate closely to the character and function of site architecture, and coordinate with neighboring properties and adjacent public areas.

6.4 Utilize vegetation that is multipurpose, such as landscaping that reinforces the character of an area by providing shade, wayfinding, heat island relief, prominent site feature emphasis, and/or screens utility equipment and building service areas that are to be hidden from public view.

6.5 Incorporate low impact development practices into site design.

Response: The landscape character of the proposed development includes a variety of plants that will provide year-round color, shade, and texture for the site. The proposed plant palette incorporates hardy drought-tolerant plants known to thrive in the heat and sun of the Sonoran Desert climate. Plant selection and landscape design will allow the development to use water efficiently throughout the site.

INCORPORATION INTO THE BUILT ENVIRONMENT

7. Ensure continuity of site development.

The site plan, building arrangement, and orientation of uses should coordinate with neighboring properties.

7.1 Orient buildings and active uses toward streets, pedestrian corridors, and other public areas.

7.2 Incorporate courtyards and other outdoor spaces into site design and link them with outdoor spaces on neighboring sites, and to the street.

7.4 Plan for temporary and permanent public art in site and streetscape design.

Response: As previously mentioned, Museum Square will be anchored by The Square, a multi-purpose urban community plaza space that will provide numerous opportunities for outdoor activities. With the development of The Square, Marshall Way will be improved to enhance the pedestrian experience creating better connections to Main Street and beyond to The Waterfront and Scottsdale Fashion Square mall. In addition, Second Street is also envisioned with similar street level pedestrian improvements to provide connectivity from the between the residential neighborhood to the west and Civic Center Plaza to the east. Ultimately, this will reinforce the overall interconnected fabric of the entire Old Town area. Additionally, The Square will provide a destination for gathering, special events, programs, and exhibits further enlivening the Scottsdale Arts District.

With this immediate phase, sidewalk improvements as well as trees and shrubs, will create shade and a comfortable microclimate for the pedestrian providing as a sensory relief from the built environment. These practices will enrich the pedestrian experience and encourage the use of the sidewalks to get from one destination to the next. The indoor/outdoor transition from the building will also allow residents to immediately engage with the sidewalk network in Old Town providing for an enhanced experience.

8. Design new development to be compatible and complementary to existing development.

Development compatibility helps to strengthen the continuity of character throughout Old Town.

8.1 Design buildings to reflect and enhance the existing character of an area. Establish new urban design and architectural character where downtown development patterns are fragmented or evolving.

8.2 Create a balance between new design elements and existing architectural features and materials.

8.3 Design new development to be compatible with historic resources.

8.4 Building design that incorporates corporate or user branding is discouraged.

Response: The proposed development provides continuity between the newly proposed and existing architecture of the surrounding area, providing contextually appropriate redevelopment and visual fluidity along the street frontages. One of the key focus elements for the material selection was the established context including the Museum of the West and Scottsdale Artists' School. The proposed residential building along with all of the Museum Square buildings will celebrate desert appropriate treatments within the all-weather wood panel, finished metal siding, exposed concrete, architectural metal detailing and thoughtfully incorporated glass shaded by horizontal overhangs and metal louvers.

9. Minimize the visual and physical impacts of utility equipment and building service areas.

Old Town supports the function of business, resident, and visitor activities. Site and building design should minimize the visual and physical impacts of building systems, equipment, and service areas.

9.1 Locate building service areas so as to minimize visibility from public view, and reduce potential conflicts with on-site circulation.

9.2 Conceal utility equipment, such as mechanical, electrical, solar, and communications equipment, from public view, other on-site users, and neighboring properties.

9.3 Locate utility equipment and building service and delivery areas on the development site - along the alley or within the site's interior.

9.4 Site planning that incorporates rideshare queuing and drop off is encouraged.

9.5 Consider building improvements such as lighting and signage on façades that face onto alleyways.

Response: All utilities, trash, recycle and delivery services are contained within the site and are accessed inconspicuously. HVAC will be roof mounted and screened from view. This minimizes the public's interaction with those services which helps to enhance the urban experience. The ground plane has been designed to create a respite for rideshare passengers.

10. Contribute to the ambiance, character, and safety of Old Town through architectural and site lighting. (Refer to Section 7.600 of the Scottsdale Zoning Ordinance).

The design of a nighttime environment that instills feelings of both safety and enjoyment is important to the economic and cultural vitality of Old Town. Lighting is a key factor in creating this urban nightscape.

- 10.1 Reinforce architectural design of a building, and the surrounding context, through complementary exterior decorative light fixtures.*
- 10.2 Emphasize architectural features when illuminating building façades via concealed lighting.*
- 10.3 Design lighting systems to minimize glare, excessive brightness, and visual hot spots; and, incorporate transitional light levels between lower and higher illuminance.*
- 10.4 Encourage exterior and interior building lights that illuminate windows and doors and contribute to increasing the light levels in pedestrian areas.*
- 10.5 Provide pedestrian scale lighting to supplement street lighting and combine street and pedestrian lighting on one support pole.*
- 10.6 Provide evenly-distributed lighting beneath covered walkways. Fixtures that produce light at a warm color temperature are preferred (2700- 3000 Kelvin).*
- 10.7 Emphasize artwork in the public realm through complementary exterior lighting. (Note: All artwork displayed in the public realm, whether luminal in nature or otherwise, is subject to review by the Scottsdale Public Art Advisory Board and/or the Development Review Board).*

Response: Lighting has been designed in a manner that is respectful of the surrounding Old Town context while maintaining safety for residents, guests and patrons. Lighting designs are commensurate with the quality architectural style proposed for Museum Square; low-level with no glare or excessive intrusion for adjacent properties. Lighting is placed in a thoughtful way to provide safe pedestrian wayfinding at night and highlight paths leading along street frontages in keeping with the urban setting. Building mounted and/or ground level artwork will be tastefully lit to enhance the unique features onsite.

11. Utilize signage that supports Old Town character and function. (Refer to Article VIII of the Scottsdale Zoning Ordinance).

Signage should provide clear, concise, and useful information, without becoming a focal point of the aesthetic environment.

- 11.1 Incorporate signage that complements development design and the surrounding area.*
- 11.2 Coordinate sign locations with building and landscape design to ensure visibility.*

- 11.3 Provide permanent business signage at the primary street frontage. 11.4 Provide shingle signs under covered walkways in the Downtown Core. Locate shingle signs perpendicular to the face of the building, and at a height of no less than seven foot and six inches above the sidewalk. 11.5 Illuminate wall signs with indirect lighting from a shielded light source.*
- 11.6 Illuminated cabinet signs are strongly discouraged in Old Town.*

Response: Project identification will be contextually appropriate and processed under a separate approval and permit process. Signage will be placed to ensure visibility respecting the landscaping and ground level experience.

BUILDING MASS, FORM, & SCALE

12. Design buildings to complement the existing development context. (Refer to Section 5.3006 of the Scottsdale Zoning Ordinance)

New buildings should coordinate building form and height with the surrounding context.

- 12.1 Provide compatible transition in building scale, height, and mass.*
- 12.2 Although new buildings may be different sizes, design the first few stories to visually relate to adjacent buildings and the surrounding context, by integrating architectural elements and design details of similar scale and proportion.*
- 12.3 Locate more intense building mass, height, and activity of a development away from existing development at the Old Town boundary.*
- 12.4 Utilize building form as the primary method to make compatible transitions between different Development Types, internal to the Old Town boundary. (Refer to Historic Old Town Design District section for specific guidelines relating to transitional design of new development adjacent to this Old Town district)*

Response: The building heights approved with the Museum Square zoning case set the framework for the development taking into consideration the transition to the surrounding Old Town context. The maximum building height for the proposed residential building is 75 feet. The building height variation approved for Museum Square brings visual interest and meaningful height transitions. Additionally, the integration of vertical and horizontal elements along with recessed windows and balconies create a reduction in the overall scale and massing of the buildings.

13. Reduce apparent building size and mass. (Refer to Section 5.3006 of the Scottsdale Zoning Ordinance)

Reduce the visual mass and height of buildings.

- 13.1 Reducing apparent size and mass of buildings through architectural design that subdivides the building into horizontal components consisting of a base, middle, and top is preferred.*
- 13.2 Incorporate setbacks and stepbacks into building design to reduce their visual impact.*
- 13.3 Subdivide large building mass through the addition of architectural features and material articulation.*
- 13.4 Avoid long or continuous blank wall planes and monotonous wall treatments. Incorporate projections, recesses, or other architectural variation into wall planes to provide strong shadows and visual interest and help the eye divide the building into smaller parts.*
- 13.5 Provide physical and visual access points every 100- to 300-feet, subdividing building mass at regular vertical intervals.*

Response: The building massing elements provide varied architectural components that undulate and articulate the façade both vertically and horizontally, providing a base, middle and top. The ground floor is articulated with the movement, texture, relief and layering of elements creating depth and shade enhancing the pedestrian experience. These features also help to reduce the overall scale of the building and provide visual interest. Overhangs and metal louvers/fin walls will provide solar relief to the glazing.

HIGH-RISE BUILDING DESIGN

14. Design high-rise buildings to reflect design excellence and fit within the surrounding context.

New high-rise buildings should reflect design excellence and innovation, acknowledge their important civic role in defining the image of Old Town Scottsdale, and respond to their impacts upon the urban landscape.

- 14.1 Design the base/podium so that it visually supports the middle/tower and top/penthouse sections. Incorporate heavier, more textured materials, low walls, planters, wainscot, and other base treatments into the base/podium to visually anchor the structure firmly to the ground plane.*

Response: Although the specific building at 75' is not considered a "high-rise," the design elements summarized above will ensure a visual differentiation between the base, middle and top of the building provide a stronger base element and a visual lightness to the upper building levels.

PARKING

15. Design parking facilities that fit within the surrounding context.

Parking facilities, as infrastructure assets, support the civic, business, and residential functions within Old Town. The design of these facilities should also contribute to the architectural and urban design of the neighborhood in which they are located.

15.1 The preferred location for structured parking is below-grade. Design underground structures to provide natural air and light.

Response: Parking will be provided in a below grade parking structure.

ARCHITECTURAL ELEMENTS & DETAIL

16. Design building façades and architectural features to fit with the surrounding context.

Consider the prevailing architectural rhythm of the surrounding context. Add variety to the present rhythm in order to maintain or enhance visual interest, yet provide enough visual continuity through the alignment of architectural features to strengthen the design of the overall area.

16.1 Design similar floor-to-floor building heights to define the visual continuity of an area.

16.2 Align architectural features such as window bands, cornice lines, belt courses, moldings, and other features, as appropriate.

16.3 Repeat architectural elements such as covered walkways, recessed bases or similar roof forms to link existing and new development.

16.5 Outside of the Downtown Core, provide a continuous shaded walkway along pedestrian corridors.

16.6 Utilize variety in building design that integrates surface detail, articulated architectural features, and other elements that enrich character, visual interest, shadow, contrast, and color.

Response: Materials, massing and architecture are inspired by the desert vernacular and Scottsdale's urban context. The use of concrete, metal and glass are artfully integrated into built form and layered to provide a hierarchy within each structure creating architectural design variation to diminish a monolithic effect. The proposed residential building is approved for a maximum 75' in height. Materials and textures are inspired by desert classic contemporary buildings, but also takes cues from the MOW, which consists of weathered steel and board-formed concrete. Vertical and horizontal linear elements also bring visual interest creating relief, depth and shade, which helps to reduce the overall scale and mass of the buildings. Proposed building materials include all-weather wood panel, finished metal siding, exposed concrete, architectural metal detailing and thoughtfully incorporated glass shaded by horizontal overhangs and metal louvers. Each

side of the project is unified and expressive towards the overall theme while still providing a dynamic four-side architectural experience. Each façade provides balance and movement, helping to accentuate appearance and offering Old Town a vibrant, visually interesting building character.

17. Design buildings that are inviting.

Building design should be to human scale, and add interest to the pedestrian experience.

17.1 Activate the ground floor of buildings to provide interest and a safer pedestrian environment.

17.2 Provide a clearly defined public entrance to the building façade that reflects the existing scale of surrounding building entrances.

17.3 Orient the main entrance of a building toward the street.

17.4 Provide frequent building entrances to minimize blank walls and other dead spaces. For Type 1 Development, incorporate at least one (1) entrance for every thirty to fifty (30- 50) feet of building frontage. For Type 2, 2.5, and 3 Developments, incorporate at least one (1) entrance for every thirty to fifty (30- 50) feet of building frontage, but not to exceed 100 feet.

Response: The ground level of the proposed residential building is activated with detailed hardscape, shade, seating, landscaping and lighting. The building entrance is oriented towards corner of Marshall and 2nd Street.

MATERIALS

18. Use context-appropriate materials, colors, and textures in Old Town development.

Materials should be of high-quality, durable, easily maintained, and able to withstand the climatic conditions of the desert southwest. Materials should help tie buildings into the composition of the neighborhood. Use of local materials helps to further define sense of place.

18.1 Use materials with colors and coarse textures that are associated with the desert southwest.

18.2 Use materials that complement the existing area in texture, finish, scale, color, and other design aspects.

18.3 Use colors and materials that emphasize shadow patterns.

18.4 Reflective materials that create glare and façades that are more than 80% glass are discouraged.

18.5 Emphasize muted desert colors (Main Color) having a value of less than seven (7) and a chroma between three (3) and fourteen (14), as indicated in the

Munsell Book of Color. The Light Reflectance Value is to be 70% or less. Intense, saturated colors are only encouraged as accents.

18.6 Exterior finish materials such as concrete, brick, and tile to be left in their natural color or colored integrally, as opposed to being painted, stained or coated.

18.7 Natural materials are preferred over simulated materials, particularly at the ground level of buildings and other locations where direct contact by pedestrians occur.

18.8 Changes in paint color, building material, and/or texture that occur with a change in horizontal wall plane, or with strongly pronounced scoring, expansion joints, reveals or other similar wall details are encouraged. Abrupt changes in materials, colors, and textures are discouraged.

18.9 Vertically-stacked materials ordered by perceived material weight, with the "heaviest" materials at the bottom, and the "lightest" materials towards the top, are encouraged. This ordering method contributes to the appearance of the building being anchored to the ground plane, and upper levels being supported by the building base.

Response: As noted above, the building materials takes cues from the MOW, which consists of weathered steel and board-formed concrete. Vertical and horizontal linear elements also bring visual interest creating relief, depth and shade, which helps to reduce the overall scale and mass of the buildings. Building materials include all-weather wood panel, finished metal siding, exposed concrete, architectural metal detailing and thoughtfully incorporated glass shaded by horizontal overhangs and metal louvers.

DEVELOPMENT REVIEW BOARD CRITERIA ANALYSIS

Per Section 1.904. of the Zoning Ordinance, in considering any application for development, the Development Review Board shall be guided by the following criteria:

1. The Board shall examine the design and theme of the application for consistency with the design and character components of the applicable guidelines, development standards, Design Standards and Policies Manual, master plans, character plan and General Plan.
 - *The applicant states Museum Square Phase 1 (residential building 4) will comply with the applicable guidelines, development standards, Old Town Scottsdale Urban Design & Architectural Guidelines, Design Standards & Policies Manual, Old Town Character Area Plan and General Plan.*
 - *Staff finds the proposal is generally consistent with the amended development standards and development plan approved case 13-ZN-2018, Design Standards and Policies Manual, and Old Town Scottsdale Urban Design and Architectural Guidelines and is a positive redevelopment of the existing surface parking lot.*
2. The architectural character, landscaping and site design of the proposed development shall:
 - a. Promote a desirable relationship of structures to one another, to open spaces and topography, both on the site and in the surrounding neighborhood;
 - b. Avoid excessive variety and monotonous repetition;
 - c. Recognize the unique climatic and other environmental factors of this region to respond to the Sonoran Desert environment, as specified in the Sensitive Design Principles;
 - d. Conform to the recommendations and guidelines in the Environmentally Sensitive Lands (ESL) Ordinance, in the ESL Overlay District; and
 - e. Incorporate unique or characteristic architectural features, including building height, size, shape, color, texture, setback or architectural details, in the Historic Property Overlay District.
 - *The applicant states the architectural design, window placement, building materials and landscaping have been carefully selected to incorporate the vernacular of the Southwest and provide desert sensitive design elements. Architecture has been designed to activate all sides of the building (see elevations & site plan submitted with the application). The landscape plant palette is consistent with the Old Town Scottsdale Urban Design & Architectural Guidelines and incorporates predominately low water use plant materials appropriate for this urban desert setting.*
 - *The development will comply with the Scottsdale Sensitive Design Principles including, but not limited to, desert sensitive design elements such as overhangs and recessed windows, outdoor living spaces and amenities, pedestrian connectivity, integration of low water use landscaping and shade trees, and contextually compatible design.*
 - *Staff finds the building is composed of vertical elements like Pigmento Rouge colored metal panels, tongue and groove wood siding, and bronze metal louvers. The six floors are broken up horizontally by exposed concrete patio walls on the first floor, parchment-colored horizontal blades on the floors above, and a metal roof fascia. The applicant worked with staff to conceal the private balconies further into the architectural design by increasing the depth of the scored metal beams. The landscape plan provides drought tolerant trees and plants between the sidewalk and the street along all street frontages, E. 2nd Street, N. Marshall Way, and E. 1st Street, adjacent to the private patio enclosures, along the base of the building, and in the interior amenity area. Chinese Elm trees will provide pedestrian shading along the newly constructed pedestrian sidewalks.*

3. Ingress, egress, internal traffic circulation, off-street parking facilities, loading and service areas and pedestrian ways shall be designed as to promote safety and convenience.
 - *The applicant states the property is situated in the heart of the Scottsdale Arts District, south of Indian School and west of Scottsdale Road, both major arterials. The site is also approximately 2+/- miles west of the Loop 101, which provides regional access. By creating a comfortable and inviting pedestrian experience along the adjacent streets, this proposed project will encourage alternative modes of transportation, such as by foot, bicycle, bus and/or trolley. Encouraging these alternative means of transportation is inherent to downtown development as the Property is located near numerous restaurants, retail, and cultural destinations. Additionally, the Indian Bend Wash (a multi-use path network) is located approximately 1 mile directly east of the site and the Arizona Canal Trail is located less than one-half mile to the north. The building and site design encourage residents to utilize Old Town for their everyday dining, social interaction, recreational and cultural needs. In addition to the gallery scene, guest will be within walking distance of significant destinations such the MOW, the Scottsdale Artists' School, Scottsdale Museum of Contemporary Art (SMOCA), Scottsdale Center for Performing Arts, Scottsdale Historical Museum, Scottsdale Stadium, Scottsdale Fashion Square Mall and The Waterfront.*
 - *Staff finds that the site plan provides 8' wide detached sidewalks along E. 2nd Street and N. Marshall Way, and a 6' wide detached sidewalk along E. 1st Street in accordance with the zoning approval. Two vehicular entrances are provided along E. 1st street with access to refuse, on site surface parking, and a two-level underground parking garage. The proposal is required to provide 135 parking spaces and provides 195 parking spaces total. Additionally, the redevelopment will result in 11 street parking spaces, 4 parallel spaces along N. Marshall Way, and 7 angled spaces along E. 2nd Street in accordance with the 13-ZN-2018 zoning stipulations.*
4. If provided, mechanical equipment, appurtenances and utilities, and their associated screening shall be integral to the building design.
 - *The applicant states all mechanical equipment, appurtenances and utilities will be fully screened and/or incorporated in the building design.*
 - *Staff finds that the roof mounted mechanical equipment is fully screened by architecturally integrated parapets and ground mounted equipment will be screened by site walls or metal panels.*
5. Within the Downtown Area, building and site design shall:
 - a. Demonstrate conformance with the Downtown Plan Urban Design & Architectural Guidelines;
 - b. Incorporate urban and architectural design that address human scale and incorporate pedestrian-oriented environment at the street level;
 - c. Reflect contemporary and historic interpretations of Sonoran Desert architectural traditions, by subdividing the overall massing into smaller elements, expressing small scale details, and recessing fenestrations;
 - d. Reflect the design features and materials of the urban neighborhoods in which the development is located; and
 - e. Incorporate enhanced design and aesthetics of building mass, height, materials and intensity with transitions between adjacent/abutting Type 1 and Type 2 Areas, and adjacent/abutting Type 2 Areas and existing development outside the Downtown Area.
 - *The applicant states that the building and landscape design addresses human-scale and emphasizes a pedestrian-oriented environment. Massing and fenestrations were designed to*

moderate building scale while providing unique architecture that recognizes and complements the history and character of Old Town while providing new vibrant desert contemporary design; drawing inspiration from both Museum of the West and Scottsdale Artists' School.

- *Staff finds that the pedestrian orientated public art, tree shading, street parking, and significant sidewalk improvements align with the human scale focus of the Old Town Scottsdale Urban Design and Architectural Guidelines. Additionally, the horizontal and vertical building elements provide solar relief in the Sonoran Desert.*

6. The location of artwork provided in accordance with the Cultural Improvement Program or Public Art Program shall address the following criteria:

- a. Accessibility to the public;
 - b. Location near pedestrian circulation routes consistent with existing or future development or natural features;
 - c. Location near the primary pedestrian or vehicular entrance of a development;
 - d. Location in conformance with Design Standards and Policies Manual for locations affecting existing utilities, public utility easements, and vehicular sight distance requirements; and
 - e. Location in conformance to standards for public safety.
- *The applicant states that as required by the PBD district and approved Development Agreement for Museum Square, contributions to the Cultural Improvements Program which include original works of art costing a minimum of 1 percent of the applicable building valuation are due at the time of permitting. The developer has an approved Public Art Plan by the Scottsdale Public Art Advisory Board (May 12, 2021). A cost breakdown has been provided with the DRB application. The plan includes a plaza mural, artway portal, filigree pier and inflection monument as reflected in the approved Public Art Plan. Locations will comply with the DS&PM in conformance with public safety standards.*
 - *Staff finds that the four proposed public art locations are grouped together next to the building's main entrance in the southwest corner of the site. The pieces are visible and accessible to the public and integrate well with the interactive site plan. The four pieces include The Plaza Mural, The Filigree Pier, The Artway Portal, and The Inflection of Color.*
 - *The Plaza Mural is an art piece mounted to the west building elevation facing N. Marshall Way. The mural is composed of stainless steel, metal, and copper. The Filigree Pier is a column supporting a shade canopy above and consists of weathered rust and stainless steel. The pier is internally illuminated. The Artway Portal is textured glass in the shape of a door. Lastly, The Inflection of Color is an art monument located in a planter bed and composed of colorful acrylic and gray concrete. It is indirectly illuminated. All the art pieces utilize similar materials and colors that compliment the design of the residential building. For conceptual images, please see Attachment #17.*

DEVELOPMENT INFORMATION

Zoning History

The site was annexed into the City of Scottsdale in 1951 under Ordinance No. 1 with Central Business (C-2) zoning. In 2019, this site and multiple other parcels nearby, were rezoned to Downtown/ Downtown Multiple Use Type-3, Planned Block Development, Downtown Overlay (D/DMU-3 PBD DO) to allow for a redevelopment including plaza open space, a hotel, and 4 residential buildings with amended development standards and increased height.

Community Involvement

With the submittal of the application, staff notified all property owners within 750 feet of the site. In addition, the applicant has been in communication with property owners surrounding the site. As of the publishing of this report, staff received one email in opposition to the proposed redevelopment.

Context

Located at the northeast corner of the N. Marshall Way and E. 2nd Street intersection, within the Scottsdale Arts District, the subject parcel is surrounded by office buildings, a hotel, and Scottsdale’s Museum of the West. Please refer to the context graphics.

Project Data

- Existing Use: Surface parking
- Proposed Use: Apartment building with amenities
- Parcel Size: 74,923 square feet / 1.72 acre (gross)
- Total Building Area: 93,499 square feet
- Number of Dwelling Units Allowed: 92 units per zoning case
- Number of Dwelling Units Proposed: 92 units
- Building Height Allowed: 75’ per zoning case
- Building Height Proposed: 73’-3”
- Parking Required: 135 spaces
- Parking Provided: 195 spaces

**Stipulations for the
Development Review Board Application:
Museum Square
Case Number: 11-DR-2020**

These stipulations are intended to protect the public health, safety, welfare, and the City of Scottsdale.

APPLICABLE DOCUMENTS AND PLANS:

1. Except as required by the Scottsdale Revised Code (SRC), the Design Standards and Policies Manual (DSPM), and the other stipulations herein, the site design and construction shall substantially conform to the following documents:
 - a. Architectural elements, including dimensions, materials, form, color, and texture shall be constructed to be consistent with the building elevations submitted by Swaback with a city staff date of 4/11/2022.
 - b. The location and configuration of all site improvements shall be consistent with the site plan submitted by Swaback with a city staff date of 4/11/2022.
 - c. Landscape improvements, including quantity, size, and location shall be installed to be consistent with the preliminary landscape plan submitted by Swaback with a city staff date of 4/11/2022.
 - d. Streetlight relocation and installation shall be consistent with the planning staff email correspondence dated 1/20/2022.
 - e. The case drainage report submitted by Kimley Horn and accepted in concept by the Stormwater Management Department.
 - f. The water and sewer basis of design report submitted by Kimley Horn and accepted by the Water Resources Department.
 - g. The Museum Square Phasing Exhibit – Utilities by Kimley Horn, dated 01/21/2022, as amended to account for city's abandonment of eight (8) inch watermain in 2nd Street, between Goldwater and Scottsdale Roads.
 - h. The Museum Square Phasing Exhibit – Paving by Kimley Horn, dated 04/11/2022.

RELEVANT CASES:

Ordinance

- A. At the time of review, the applicable zoning case was 13-ZN-2018.

ARCHAEOLOGICAL RESOURCES:

Ordinance

- B. Any development on the property is subject to the requirements of Scottsdale Revised Code, Chapter 46, Article VI, Section 46-134 - Discoveries of archaeological resources during construction.

ARCHITECTURAL DESIGN:

Ordinance

- C. Prior to issuance of permit, the property owner shall provide a cost breakdown of the proposed public art demonstrating it totals to at least one percent (1%) of the building valuation for all floor area. If the public art cost does not match the one percent building valuation, the remainder shall be paid as a public art in-lieu fee.

DRB Stipulations

2. All exterior window glazing shall be recessed a minimum of fifty (50) percent of the wall depth, including glass windows within any tower/clerestory elements. The amount of recess shall be measured from the face of the exterior wall to the face of the glazing, exclusive of external detailing. With the final plan submittal, the developer shall provide head, jamb and sill details clearly showing the amount of recess for all window types.
3. All exterior doors shall be recessed a minimum of thirty (30) percent of the wall depth, the amount of recess shall be measured from the face of the exterior wall to the face of the glazing, exclusive of external detailing. With the final plan submittal the developer shall provide head, jamb and sill details clearly showing the amount of recess for all door types.
4. SES area shall be recessed into the building elevation.
5. Roof drainage systems, excluding scuppers, shall be concealed within the structure, for all buildings on site. With final plans, the detached pool building shall be revised to comply.

SITE DESIGN:

Ordinance

- D. Assemblage of lots, comprising project site, will be a requirement of project issuance, along with land owner execution of covenant to construct agreement and posting of infrastructure improvement bond, per cost estimate approved by city Public Works staff.

DRB Stipulations

6. All drive aisles that are fire lanes shall have a width of twenty-four (24) feet.
7. Prior to issuance of any building permit for the development project, the property owner shall submit plans and receive approval to construct all refuse enclosures, compactor, and circulation in conformance with Museum Square Residential Tower – Building 4 Site Plan, Sheet DRB23, and Pedestrian and Vehicular Circulation, Sheet DRB 35, by Swaback, both dated 01/26/22.

LANDSCAPE DESIGN:

Ordinance

- E. The property owner shall obtain approval of a Salvage/Native Plant Plan Application, and obtain a permit to remove any native or mature tree on site.

DRB Stipulations

8. Prior to the issuance of any building permit for the development project, the property owner shall submit landscape improvement plans that demonstrate how the salvaged vegetation from the site will be incorporated into the design of the landscape improvements.
9. Prior to the issuance of any building permit for the development project, the property owner shall submit landscape improvement plans that demonstrate the utilization of the City of Scottsdale

Supplement to MAG Standard Specifications for the landscape and irrigation improvements within the public right-of-way median(s).

10. Landscape pots and/or raised landscape planters, with a minimum of 36 inches in diameter, a sufficient depth to support the root system of the plants located in the pots/planters, and an automatic irrigation system, shall be provided in the plaza area and pedestrian nodes that are shown on the site plan.
11. With the final plans submittal, the property owner shall update the landscape plans to show all utility lines and ensure that all new trees are placed at least eight (8) feet away from any utility lines.

EXTRIOR LIGHTING:

Ordinance

12. All exterior luminaires mounted eight (8) feet or higher above finished grade, shall be directed downward.
13. Any exterior luminaire with a total initial lumen output of greater than 1600 lumens shall have an integral lighting shield.
14. Any exterior luminaire with a total initial lumen output of greater than 3050 lumens shall be directed downward and comply with the Illuminating Engineering Society of North America (IES) requirements for full cutoff.

DRB Stipulations

15. All exterior luminaires shall meet all IES requirements for full cutoff, and shall be aimed downward and away from property line except for sign and public art lighting.
16. Incorporate the following parking lot and site lighting into the project's design:
 - a. The maintained average horizontal luminance level, at grade on the site, shall not exceed 2.5 foot-candles. All exterior luminaires shall be included in this calculation.
 - b. The maintained maximum horizontal luminance level, at grade on the site, shall not exceed 10.0 foot-candles. All exterior luminaires shall be included in this calculation.
 - c. The initial vertical luminance at 6-foot above grade, along the entire property line shall not exceed 1.5 foot-candles. All exterior luminaires shall be included in this calculation.
 - d. All exterior lighting shall have a color temperature of 3,000 Kelvin or less.
 - e. The total lumen per luminaire shall not exceed 24,000 lumens.
17. With final plans, string lights (fixture X8) shall have a cap or hat to ensure light is directed downward and the light source is shielded.
18. All exterior lighting fixtures shall be black or dark bronze in color.
19. Up lighting is allowed only associated with the public art pieces.

STREET INFRASTRUCTURE:

Ordinance

- F. All street infrastructure improvements shall be constructed in accordance with this City of Scottsdale (COS) Supplement to MAG Specifications and Details, and the Design Standards and Policies Manual.

- G. **TRAFFIC SIGNAL PARTICIPATION.** Prior to issuance of any permit for the development project, the owner shall pay to the city fifty percent (50%) of the design and construction costs, as determined by city staff, for the installation of a pedestrian traffic signal (HAWK CROSSING) across Goldwater Boulevard, in the area west of Marshall Way.
- H. **TRAFFIC SIGNAL CONSTRUCTION.** Prior to any permit issuance for the development project, the owner shall submit and obtain approval of construction documents to construct a traffic signal and associated improvements at the intersection of Goldwater Boulevard and E. 2nd Street. The traffic signal and associated improvements shall be constructed by the owner prior to the issuance of any Certificate of Occupancy or Certification of Shell Building for the development project, whichever is first.
- I. Prior to the issuance of any building permit for the development project, the property owner shall submit and obtain approval of civil construction documents to construct the Phase I infrastructure as identified on the Museum Square Phasing Exhibit – Paving by Kimley Horn, dated 04/11/2022.

DRB Stipulations

- 20. All public sidewalks shall be integral colored gray concrete.
- 21. All curb ramps for public and pedestrian sidewalks that intersect public and private streets, or driveways that intersect public and private streets, shall have truncated domes that are colored to match brick red or terracotta.

WATER AND WASTEWATER:

Ordinance

- J. All water resources related infrastructure improvements shall be constructed in accordance with this City of Scottsdale (COS) Supplement to MAG Specifications and Details, and the Design Standards and Policies Manual.

DRB Stipulations

- 22. Prior to the issuance of any building permit for the development project, the property owner shall submit and obtain approval of civil construction documents to construct the following improvements:
 - a. **WATER INFRASTRUCTURE**
 - i. CLSM backfilled portion of service line between meter and backflow preventor.
 - ii. Removal of Marshall Way 6" water main connection, including any tees or fittings on the existing main, and replace segment of Marshall Way main with ductile iron pipe spool piece.
 - iii. Removal of the buried unused 6" water main including offsite portion.
 - iv. Coordinated improvements with utility and streets phasing plan shown in approved water BOD.
 - v. Water service connections are to be made to 2nd Street sixteen (16) inch watermain only.
 - b. **SEWER**
 - i. Removal of unused sewer line, including any offsite service lines or manholes attached to it.
 - ii. MAG 440-3 compliant service lines, including existing service lines.
 - iii. Pool backwash routed as follows:
 - (a) to southern sewer service connection as shown within approved BOD utility plan; or
 - (b) to southern manhole, where sewer converts to 12".

- iv. Plugged sewer connection, if existing interconnect between east and west sewer on Marshall Way exists, as shown within approved BOD utility plan, and that invert is not acceptably high enough to only function as emergency relief connection
- v. Coordinated improvements with associated utility and streets phasing plan shown in approved sewer BOD.
- vi. Sewer system along E. 1st Street across project parcel frontage.

DRAINAGE AND FLOOD CONTROL:

DRB Stipulations

- 23. With the civil construction document submittal, the property owner shall submit a final drainage report that demonstrates consistency with the DSPM and the case drainage report accepted in concept by the Stormwater Manager or designee.
- 24. All headwalls and drainage structures shall be integrally colored concrete to blend with the color of the surrounding natural desert.

EASEMENTS DEDICATIONS:

DRB Stipulations

- 25. Prior to the issuance of any building permit for the development project, the property owner shall dedicate the following easements to the City of Scottsdale on a final plat or map of dedication:
 - a. A sight distance easement, in conformance with figures 5.3-26 and 5.3-27 of Section 5.3 of the DSPM, where a sight distance triangle(s) cross on to the property.
 - b. A continuous Public Non-Motorized Access Easement to the City of Scottsdale to contain any portion of the public sidewalk in locations where the sidewalk crosses on to the lot.

ADDITIONAL ITEMS:

DRB Stipulations

- 26. CONSTRUCTION MANAGEMENT PLAN. Prior to any permit issuance, a construction management plan that includes construction traffic routes, work force vehicle parking, and construction vehicle parking shall be provided to staff for review and approval.
- 27. MARSHALLING AND STORAGE YARD(S). Any use of City right-of-way, including alleys, for marshalling and/or storage yards shall require prior approval of the City's Transportation Department and payment of any associated fees through the application of a Marshalling and Storage yard permit.



PRELIMINARY
NOT FOR CONSTRUCTION

PROJECT PHASE		
DEVELOPMENT REVIEW DOCS	01.26.22	
PERMIT SUBMITTAL		
ISSUE FOR CONSTRUCTION		
POST APPROVAL REVISIONS		

REVISIONS		
NO.	DATE	BY

MUSEUM SQUARE RESIDENTIAL TOWER - BUILDING 4
7108 E. 2ND ST.
SCOTTSDALE, AZ 85251
SITE PLAN

DATE	08.11.2021
SCALE	As indicated
JOB NO.	1611
SHEET	DRB23

PROJECT DATA

PROJECT NAME: SCOTTSDALES MUSEUM SQUARE APARTMENTS
PROJECT ADDRESS: 7108 E. 2ND STREET
SCOTTSDALE AZ 85251

PROJECT APN: 130-02-266
GROSS LOT AREA: 124 +/- AC (53,878 +/- SF)
NET LOT AREA: 124 +/- AC (53,878 +/- SF)

ZONING: D/DIM-3 PSD DO (DOWNTOWN / DOWNTOWN MULTIPLE - USE
TYPE 3 PLANNED BLOCK DEVELOPMENT DOWNTOWN OVERLAY)

BUILDING AREA: 93,499 SF
MULTIFAMILY RESIDENTIAL:
LOT COVERAGE (ALLOWED): 90% * 53,878 = 48,490 SF
LOT COVERAGE (PROVIDED): 17,869 SF / 53,878 SF = 33.2%

ALLOWABLE MAXIMUM BUILDING HEIGHT: 75'-0"
PROPOSED OVERALL BUILDING HEIGHT: 64'-0"
OPEN SPACE: N/A

BIKE PARKING REQUIRED PER 9103C:
(1/70 REQUIRED VEHICULAR SPACES)
BIKE PARKING PROVIDED: 95

RESIDENTIAL UNIT COUNT TOTAL: 92
RESIDENTIAL UNIT BEDROOM TOTAL: 95

VEHICLE PARKING REQUIRED IN DOWNTOWN AREAS PER TABLE 9103B:
1 PER ONE-BEDROOM (49 ONE-BEDROOM APARTMENTS) 49
2 PER TWO-BEDROOMS (43 TWO-BEDROOM APARTMENTS) 86
TOTAL: 135

REQUIRED ACCESSIBLE PARKING PER IBC 106(1):
ACCESSIBLE PARKING: 5
VAN ACCESSIBLE PARKING REQUIRED PER IBC 106(5):
TOTAL: 5

TOTAL PROVIDED PARKING: 135 SPACES
ACCESSIBLE PARKING: 5 SPACES
TOTAL PARKING: 135 SPACES

SOLID WASTE (TRASH) - COMPACTED

92 DWELLING UNITS AT 15 C.Y. OF SOLID WASTE / MONTH = 138 C.Y. / MONTH
USE OF (1) MARATHON MINI-MAC APARTMENT COMPACTOR AT 4:1 RATIO
138 C.Y. / 4:1 RATIO = 35 C.Y. / MONTH OF COMPACTED WASTE INTO 2 YD CONTAINERS
AS REQUIRED.

ON SITE (3) 4 C.Y. CONTAINERS IN CIRCULATION THAT SHALL BE CUE'D IN CIRCULATION
BY START-TO-CITY REQUIRED ENCLOSURE FOR PICKUPS.
3 CONTAINERS X 4 C.Y. EACH = 12 C.Y. CAPACITY ON SITE
35 C.Y. / (3) 4 C.Y. CONTAINERS = 3 SCHEDULED SOLID WASTE CITY COLLECTIONS PER
MONTH OR APPROX. ONE COLLECTION EVERY TEN DAYS.

SOLID WASTE (RECYCLES) - NON-COMPACTED

92 DWELLING UNITS AT 5 C.Y. OF RECYCLES / MONTH = 46 C.Y. / MONTH

ON SITE (3) 6 C.Y. CONTAINERS IN CIRCULATION THAT SHALL BE CUE'D IN CIRCULATION
BY START-TO-CITY REQUIRED ENCLOSURE FOR PICKUPS.
3 CONTAINERS X 6 C.Y. EACH = 18 C.Y. CAPACITY ON SITE
46 C.Y. / (3) 6 C.Y. CONTAINERS = 8 SCHEDULED RECYCLES CITY COLLECTIONS PER MONTH
OR APPROX. ONE COLLECTION EVERY FOUR DAYS AS REQUIRED.

SEE ZONING CASE 15-2N-2018 FOR ALL OTHER APPLICABLE PROJECT DATA

SOLID WASTE TUG

WASTECADY HD HAS BEEN SPECIFIED AND SHALL BE FURNISHED TO REMAIN ON SITE
TO TOW CONTAINER LOADS UP TO 10,000 LBS FROM THE TWO TRASH ROOMS WITH
1ST LEVEL OF BELOW GRADE PARKING UP THE VEHICULAR RAMP TO THE SOLID WASTE
ENCLOSURE ON GRADE PER PLAN.

VICINITY MAP



PARKING TABULATION

VEHICLE	
LEVEL - L0	
STANDARD	3
ACCESSIBLE	1
P1 PARKING LEVEL	
STANDARD	73
ACCESSIBLE	8
P2 PARKING LEVEL	
STANDARD	10
ACCESSIBLE	10
GRAND TOTAL	95

BIKE
8 BIKES
8 BIKES
16 BIKES
TOTAL: 16 BIKES

GROSS AREA SUMMARY

AREA SUMMARY - RESIDENTIAL TOWER	
LEVEL - L0	679 SF
LEVEL - L1	17,508 SF
LEVEL - L2	17,105 SF
LEVEL - L3	721 SF
LEVEL - L4	5,449 SF
LEVEL - L5	692 SF
LEVEL - L6	42,155 SF
TOWER TOTAL	42,155 SF

AREA SUMMARY - PARKING GARAGE	
LEVEL - L4	15,530 SF
LEVEL - L0	49,269 SF
P1 PARKING LEVEL	49,767 SF
P2 PARKING LEVEL	129,065 SF
BASEMENT TOTAL	143,552 SF
GRAND TOTAL	41,052 SF
UNIT	

SITE PLAN GENERAL NOTES

- FOR ANY FUTURE PROPOSED USE OF PAVERS WITHIN THE CITY RIGHT-OF-WAY
THE DEVELOPER WILL BE REQUIRED PROVIDE A MAINTENANCE AGREEMENT WITH
THE CITY.
- NOTE: FOR LANDSCAPING AND HARDSCAPING SEE SHEETS DRB30/DRB31 FOR
ADDITIONAL INFORMATION.

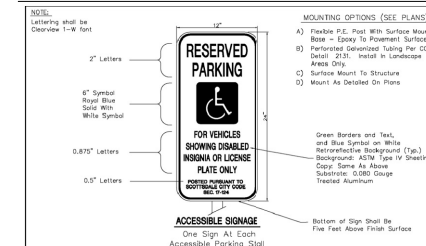
KEYNOTE LEGEND

- BUILDING BOUNDARY LINE - FACE OF ENVELOPE
- LINE OF BUILDING OR ROOF ABOVE
- PLANTING, REFER TO LANDSCAPE PLANS FOR PLANTING INFO.
- CONCRETE CURB AND GUTTER PER CIVIL
- LINE OF STRUCTURE BELOW
- SEMI-PUBLIC POOL EQUIPMENT BY OTHERS - UNDER SEPARATE PERMIT
- BUILT-IN GAS BARBQUE
- EDGE OF HARDSCAPE
- CUSTOM OUTDOOR GAS FIREPLACE
- MAIN ENTRANCE FOYER
- VEHICULAR RAMP TO BELOW-GRADE PUBLIC AND PRIVATE PARKING
- GUEST PARKING STALL
- PRIVATE COVERED TERRACE
- DECORATIVE PAVED DRIVEWAY, EDGE COURSE SET IN CONCRETE BASE TO STABILIZE
PERIMETER - SEE LANDSCAPE PLANS FOR FURTHER INFO.
- ADA SIDEWALK RAMP PER CIVIL
- FIRE HYDRANT PER CIVIL
- FIRE DEPARTMENT CONNECTION - SEE SHEET DRB33.1 FOR FIRE RISER
- RAISED LANDSCAPE PLANTER 60" ABOVE GRADE
- GARAGE EXHAUST VENT PER MECHANICAL PLANS
- LOCATION OF GAS METER WITH STEEL BOLLARD PROTECTION AS REQ. PER UTILITY
COMPANY
- POOL ENCLOSURE GATE
- POOL WATER FEATURE - UNDER SEPARATE PERMIT
- ACCESSIBLE GUEST PARKING STALL
- DECORATIVE PRIVACY / BARRIER AT 60" A.F.G.
- DECORATIVE PAVING PER HARDSCAPE PLAN
- ON-SITE LOADING AND UNLOADING EXTERIOR LOUNGE AREA
AND OTHER SERVICE VEHICLES
- FLAT 18" CUB PER CIVIL
- PUBLIC PARKING AS REQ.
- POOL ACCESSIBLE RAMP ACCESS
- AUTOMATIC VEHICLE GATE SYSTEM
- REFUSE ON-SITE TRAVEL ROUTE FROM PARKING GARAGE TO REFUSE ENCLOSURE
- PROPOSED ELECTRICAL TRANSFORMER LOCATION PER APS REQUIREMENTS
- DECORATIVE PAVING PER HARDSCAPE PLAN
- VISITOR / GUEST BICYCLE PARKING PER COS STANDARD DETAIL 2285
- VEHICULAR OPENING TO GARAGE PARKING WITH COIL UP SECURITY DOOR
- TYP. ARCHITECTURAL FEATURE WALL
- GATE, SELF-CLOSING AND SELF-LATCHING WITH PANIC HARDWARE
- REQUIRED ACCESS ROUTE TO PUBLIC-WAY
- BUILDING EXIT
- PROVIDE POWER AND CONDUIT TO ACCOMMODATE ELECTRIC VEHICLE CHARGING
STATION
- SLUTT WOOD FENCE PRIVACY WALLS
- BOARD-FORMED CONCRETE PRIVACY WALLS PER PLAN AT 45" A.F.F., TYP. AT ALL UNITS
STREET-SIDE
- PUBLIC ART PIECE "HUGREE PIER" AS APPROVED BY ART COUNCIL
- PUBLIC ART PIECE "ARTWAY RITUAL" AS APPROVED BY ART COUNCIL
- PUBLIC ART PIECE (ABOVE) "PLAZA MURAL" AS APPROVED BY ART COUNCIL
- ROADWAY EASEMENT, SEE CIVIL FOR ADDITIONAL INFO.
- EXTERIOR WALL SCIENCE PER LIGHTING PLANS
- MOUNTABLE CURB PER COS STANDARDS TO BE USED FOR REFUSE VEHICLES ONLY
- UTILITY COMPANY SWITCHING CABINET AS REQ.
- TYP. MASONRY REINFORCED WALL WITH DECORATIVE COURSEING AND
ENLARGED PIERS PER DETAIL 3/DRB25
- COS SOLID WASTE & RECYCLES CONTAINER PICK-UP
- SEE DETAIL IS ON SHEET DRB24 FOR REQ. CLEARANCE FOR A DOUBLE REFUSE HEAD ON
PICK-UP ENCLOSURE
- ACCESSIBILITY ROUTE, SEE SHEET DRB35 PEDESTRIAN AND VEHICULAR CIRCULATION
- SLIDING OPERABLE ART METAL ART PANEL
- PLANTING TO SCREEN ALL OPEN SIDES OF EXPOSED ELECTRICAL EQUIPMENT
- PAINTED METAL SOLID WASTE ENCLOSURE GATE
- PUBLIC ART PIECE "THE INFECTION OF COLOR" AS APPROVED BY ART COUNCIL

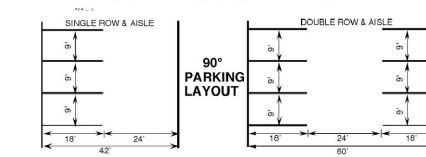
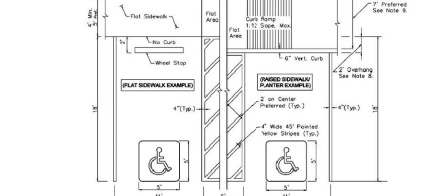
UNIT TYPE TABULATION

STUDIO	1	454 SF	TWO BEDROOM B	2	882 SF
ONE BEDROOM A	2	604 SF	TWO BEDROOM C	2	937 SF
ONE BEDROOM E	1	645 SF	FLOOR 3	19	
ONE BEDROOM D	5	662 SF			
ONE BEDROOM C	1	668 SF	ONE BEDROOM A	4	603 SF
TWO BEDROOM D	1	801 SF	ONE BEDROOM E	1	645 SF
TWO BEDROOM A	1	820 SF	ONE BEDROOM D	6	667 SF
TWO BEDROOM B	2	878 SF	ONE BEDROOM C	1	668 SF
TWO BEDROOM C	2	937 SF	TWO BEDROOM A	3	820 SF
FLOOR 1	16		TWO BEDROOM B	2	882 SF
			TWO BEDROOM C	2	937 SF
ONE BEDROOM A	3	603 SF	FLOOR 4	19	
ONE BEDROOM E	1	645 SF			
ONE BEDROOM C	1	645 SF	ONE BEDROOM A	1	603 SF
ONE BEDROOM D	6	667 SF	TWO BEDROOM LOFT B	3	603 SF
ONE BEDROOM C	1	668 SF	TWO BEDROOM LOFT A	3	608 SF
TWO BEDROOM A	2	820 SF	TWO BEDROOM LOFT E	1	661 SF
TWO BEDROOM A	1	820 SF	ONE BEDROOM LOFT A	1	663 SF
TWO BEDROOM B	2	882 SF	ONE BEDROOM D	2	667 SF
TWO BEDROOM C	2	937 SF	TWO BEDROOM LOFT F	1	669 SF
FLOOR 2	19		TWO BEDROOM A	1	820 SF
ONE BEDROOM A	4	603 SF	TWO BEDROOM LOFT C	2	821 SF
ONE BEDROOM E	1	645 SF	TWO BEDROOM B	2	882 SF
ONE BEDROOM D	6	667 SF	TWO BEDROOM C	2	937 SF
ONE BEDROOM C	1	668 SF	FLOOR 5	19	
TWO BEDROOM A	3	820 SF	GRAND TOTAL: 92	92	

PARKING DIAGRAMS



ACCESSIBLE SIGNAGE	
One Sign All Each Accessible Parking Stall	

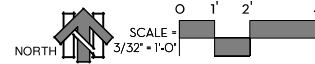


GRAPHIC LEGEND

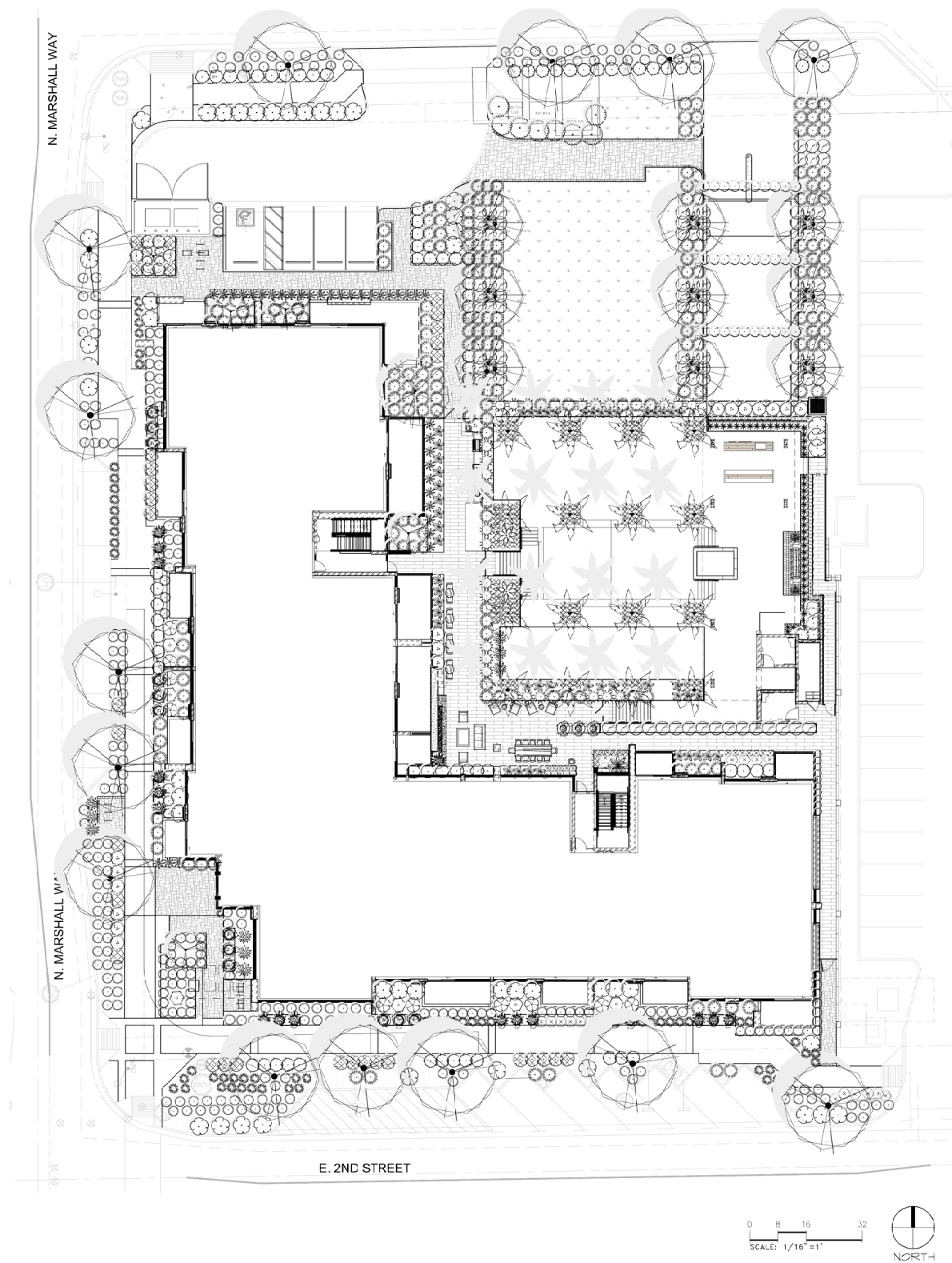
- EXIT ROUTE TO PUBLIC WAY
- ACCESSIBILITY ROUTE
- STEPBACK LINE
- PROPERTY LINE
- ROADWAY / SIDEWALK EASEMENT PER CIVIL

ATTACHMENT #7

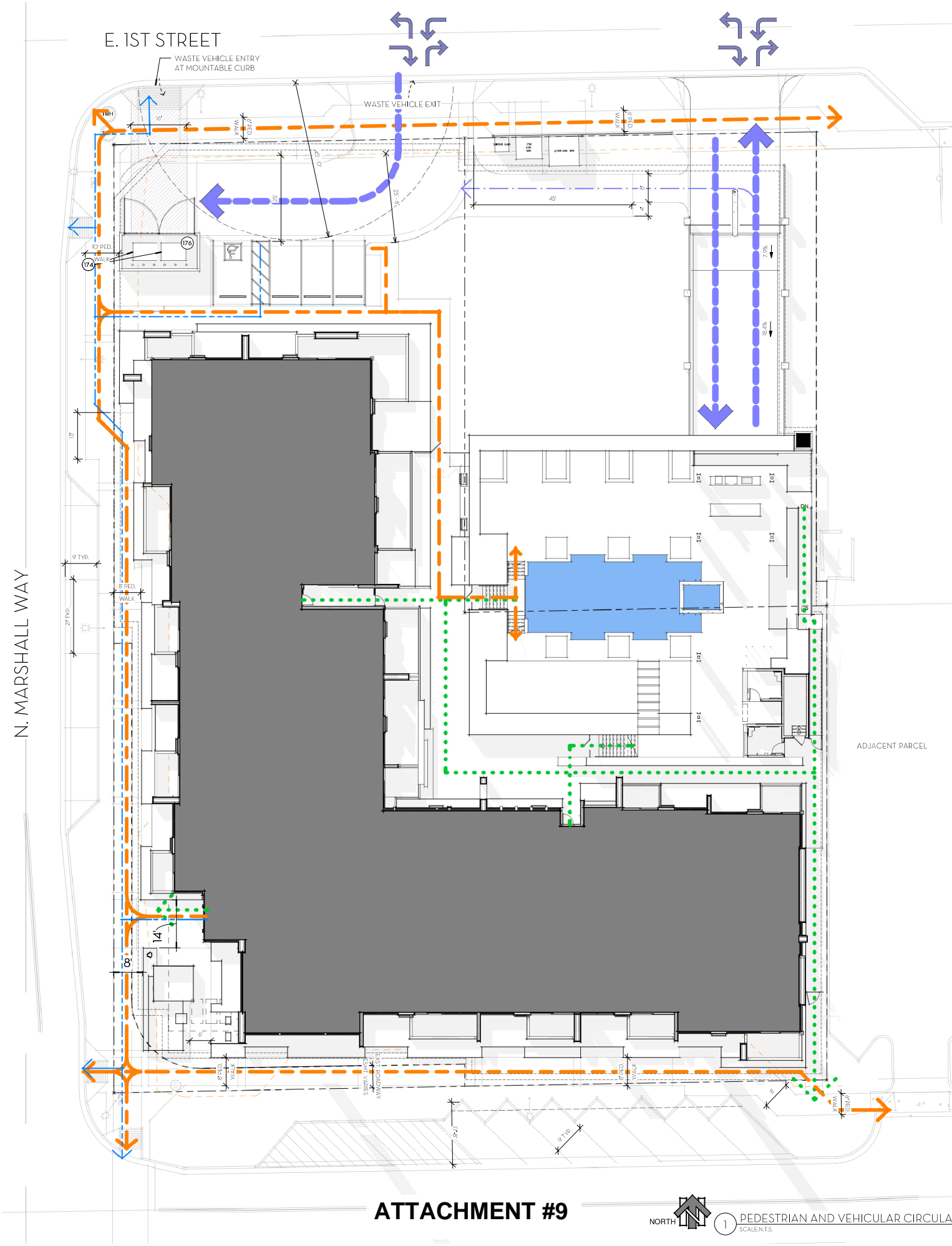
SITE PLAN - DRB
SCALE: 1/16" = 1'-0"



PLANT SCHEDULE			
TREES	BOTANICAL / COMMON NAME	CONT	2022-01-27 15:41
			QTY
	<i>Prosopis glandulosa</i> 'Maverick' TM / Maverick Thornless Honey Mesquite	36" Box	9
	<i>Sophora secundiflora</i> / Texas Mountain Laurel	24" Box	5
	<i>Ulmus parvifolia</i> / Chinese Elm	36" Box	14
SHRUBS	BOTANICAL / COMMON NAME	CONT	QTY
	<i>Agave attenuata</i> / Foxtail Agave	5 Gal.	22
	<i>Aloe x 'Hercules'</i> / Hercules Aloe	15 Gal.	6
	<i>Asparagus densiflorus</i> 'Myers' / Foxtail Fern	5 Gal.	23
	<i>Bougainvillea x 'Barbara Karst'</i> / Barbara Karst Bougainvillea	5 Gal.	30
	<i>Cycas revoluta</i> / Sago Palm	24" Box	1
	<i>Dietes iridoides</i> / Fortnight Lily	1 Gal.	15
	<i>Dodonaea viscosa</i> 'Green' / Green Hopseed Bush	5 Gal.	8
	<i>Euphorbia rigida</i> / Yellow Spurge	5 Gal.	57
	<i>Gaura lincheimeri</i> / White Gaura	3 Gal.	22
	<i>Ipomoea batatas</i> / Ornamental Sweet Potato	1 Gal.	53
	<i>Justicia spicigera</i> / Mexican Honeysuckle	5 Gal.	11
	<i>Lantana camara</i> 'Gold Rush' TM / Gold Rush Bush Lantana	5 Gal.	67
	<i>Lantana montevidensis</i> / Trailing Lantana	5 Gal.	33
	<i>Leucophyllum langmaniae</i> / Langman's Sage	5 Gal.	45
	<i>Muhlenbergia capillaris</i> / Pink Muhly Grass	5 Gal.	189
	<i>Muhlenbergia lindheimeri</i> 'Autumn Glow' TM / Lindheimer's Muhly	5 Gal.	277
	<i>Opuntia santa-rita</i> 'Tubac' TM / Santa Rita Pricklypear	15 Gal.	10
	<i>Pachycereus marginatus</i> / Totem Pole Cactus	15 Gal.	28
	<i>Pedilanthus macrocarpus</i> / Slipper	5 Gal.	36
	<i>Portulacaria afra</i> / Elephant Bush	1 Gal.	18
	<i>Ruellia brittoniana</i> 'Katie' / Katie Mexican Petunia	1 Gal.	20
	<i>Ruellia equisetiformis</i> / Firecracker Plant	5 Gal.	78
	<i>Tradescantia pallida</i> / Purple Queen Spiderwort	1 Gal.	34



1/31/2022 9:56:40 AM



KEYNOTE LEGEND

- 174 COS SOLID WASTE & RECYCLES CONTAINER PICK-UP
176 SEE DETAIL 15 ON SHEET DRB24 FOR REQ. CLEARANCE FOR A DOUBLE REFUSE HEAD ON PICK-UP ENCLOSURE

CIRCULATION GRAPHIC LEGEND

- VEHICULAR ACCESS - RIGHT-IN / RIGHT-OUT / LEFT-IN / LEFT OUT
- PEDESTRIAN CIRCULATION
- MAIN VEHICULAR CIRCULATION (24 FT. MIN EMERGENCY & SERVICE ACCESS EASEMENT)
- BUILDING INGRESS / EGRESS
- ACCESSIBILITY ROUTE (MIN. PROVIDED IS 8')
- SOLID WASTE CIRCULATION FROM PARKING GARAGE



PRELIMINARY
NOT FOR CONSTRUCTION

PROJECT PHASE

DEVELOPMENT REVIEW DOCS
01.26.22
PERMIT SUBMITTAL
ISSUE FOR CONSTRUCTION
POST APPROVAL REVISIONS

REVISIONS

NO.	DATE	BY

MUSEUM SQUARE RESIDENTIAL TOWER - BUILDING 4

7108 E. 2ND ST.
SCOTTSDALE, AZ 85251
PEDESTRIAN AND VEHICULAR CIRCULATION

DATE	08.11.2021
SCALE	1:150
JOB NO.	1611
SHEET	DRB35



1 NORTH EXTERIOR ELEVATION
SCALE: 1/8" = 1'-0"



2 WEST EXTERIOR ELEVATION
SCALE: 1/8" = 1'-0"

MATERIAL LEGEND

- 401 **METAL FASCIA (ROOF)**
MAT. : 22 GAUGE STEEL
FIN. : PARCHMENT
LRV : 59
- 403 **METAL PANEL**
MAT. : 22 GAUGE STEEL
FIN. : PIGMENTO ROUGE
LRV : 20
- 404 **T&G WOOD SIDING**
MAT. : THERMALLY TREATED WOOD PLANK
FIN. : VARY/RANGE OF BROWN TONES
OXIDIZED STEEL END-CAP
LRV : 17 - 20
- 405 **GLAZING**
MAT. : 1/8" U. - 1/4" PPG SOLARBAN 70XL
FIN. : VISIBLE REFLECTANCE 10%
DOOR/WINDOW FRAME
MAT. : EXTRUDED ALUMINUM
FIN. : DARK ANODIZED BRONZE
LRV : 5
- 406 **EXPOSED CONCRETE**
MAT. : CAST IN PLACE CONCRETE
FIN. : BOARD-FORM
LRV : +/- 53
- 407 **HORIZONTAL METAL LOUVERS**
MAT. : EXTRUDED TUBE ALUMINUM
FIN. : DARK ANODIZED BRONZE
LRV : 5
- 409 **METAL RAILING SYSTEM**
MAT. : EXTRUDED TUBE STEEL RAILINGS, BALUSTERS,
& HORIZONTAL MEMBERS
FIN. : DARK ANODIZED BRONZE
LRV : 5
- 433 **T&G WOOD CEILING**
MAT. : THERMALLY TREATED WOOD PLANK
FIN. : VARY/RANGE OF BROWN TONES
OXIDIZED STEEL END-CAP
LRV : 17 - 20
- 434 **ROOF MATERIAL**
MAT. : FIRESTONE TPO (APACHE BROWN)
FIN. : 2" PLUS BALLAST ROCK
LIGHT GREEN LIMESTONE
LRV : 43
- 435 **HORIZONTAL BLADES (FLOORS)**
MAT. : 22 GAUGE
FIN. : PARCHMENT
LRV : 59
- 410 CUSTOM BUILDING SIGNAGE
- 411 CUSTOM ARTWORK PANEL
- 417 METAL MECHANICAL EQUIPMENT SCREEN WALL
- 432 MECHANICAL EQUIPMENT PER ENGINEERING
- 436 TYPICAL RECESSED INDIRECT TROUGH LIGHT @ PATIO SOFFIT
- 437 W-1 WALL SCONCE
- 443 PUBLIC ART PIECE AS REQUIRED BY ART COUNCIL

PROJECT DATA

PROJECT NAME: SCOTTSDALE'S MUSEUM SQUARE APARTMENTS
PROJECT ADDRESS: 7108 E. 2ND STREET
SCOTTSDALE, AZ 85251
GROSS LOT AREA: 124 AC (53,878 SQ. FT.)
ZONING: D/DH/LA PBD DO (DOWNTOWN / DOWNTOWN MULTIPLE - USE
TYPE 3 PLANNED BLOCK DEVELOPMENT DOWNTOWN OVERLAY)
OVERALL BLDG HEIGHT: 64'-0"
*75'-0" MAXIMUM BUILDING HEIGHT PER C.O.S. CASE #13-2N-2018
**STEP-BACK LINE TO BUILDING ENVELOPE: 20'-0" HORIZONTAL SETBACK FROM BACK OF
CURB, 45'-0" VERTICALLY, TRANSITIONING UPWARD AT A RATIO OF 2:1 AWAY FROM STREET
PER APPROVED C.O.S. CASE #13-2N-2018.

GENERAL NOTES

1. SEE PROJECT NARRATIVE FOR MORE INFORMATION ON ARCHITECTURAL CHARACTER.
2. SEE MATERIAL DESIGNATIONS THAT IDENTIFY INTENT FOR ACTUAL FINISH.
3. SEE MATERIAL SHEETS FOR RANGE OF OPTIONS.
4. SEE SITE & FLOOR PLANS FOR LAYOUT AND ORIENTATION.
5. SEE SITE DETAIL SHEETS FOR ALL SITE ELEMENTS & HEIGHTS.
6. SEE LIGHTING SHEETS FOR FURTHER SITE LIGHTING INFORMATION.
7. SEE MATERIALS EXHIBIT FOR ACTUAL FINISH PRODUCT SAMPLE.



SWABACK Kpllc
7550 EAST McDONALD DRIVE SUITE 'A'
SCOTTSDALE, ARIZONA 85250
PHONE (480) 307.2100

PRELIMINARY
NOT FOR CONSTRUCTION

PROJECT PHASE

●	DEVELOPMENT REVIEW DOCS
○	PERMIT SUBMITTAL
○	ISSUE FOR CONSTRUCTION
○	POST APPROVAL REVISIONS

REVISIONS

NO.	DATE	BY
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MUSEUM SQUARE RESIDENTIAL TOWER - BUILDING 4

7108 E. 2ND ST.
SCOTTSDALE, AZ 85251
EXTERIOR ELEVATIONS

DATE

08.11.2021

SCALE

1/8" = 1'-0"

JOB NO.

1611

SHEET

DRB37.1



SWABACK Kpllc
7550 EAST McDONALD DRIVE SUITE 'A'
SCOTTSDALE, ARIZONA 85250
PHONE (480) 307.2100

PRELIMINARY
NOT FOR CONSTRUCTION

PROJECT PHASE		
●	DEVELOPMENT REVIEW DOCS	01.26.22
○	PERMIT SUBMITTAL	
○	ISSUE FOR CONSTRUCTION	
○	POST APPROVAL REVISIONS	

REVISIONS		
NO.	DATE	BY
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MUSEUM SQUARE RESIDENTIAL TOWER - BUILDING 4

7108 E. 2ND ST.
SCOTTSDALE, AZ 85251
EXTERIOR ELEVATIONS

DATE	08.11.2021
SCALE	1/8" = 1'-0"
JOB NO.	1611
SHEET	DRB37.2

MATERIAL LEGEND

- 401

METAL FASCIA (ROOF)
MAT. : 22 GAUGE STEEL
FIN. : PARCHMENT
LRV : 59
- 403

METAL PANEL
MAT. : 22 GAUGE STEEL
FIN. : PIGMENTO ROUGE
LRV : 20
- 404

T&G WOOD SIDING
MAT. : THERMALLY TREATED WOOD PLANK
FIN. : VARY/RANGE OF BROWN TONES
OXIDIZED STEEL END-CAP
LRV : 17 - 20
- 405

GLAZING
MAT. : 1/8" U - 1/4" PPG SOLARBAN 70XL
FIN. : VISIBLE REFLECTANCE 10%
DOOR/WINDOW FRAME
MAT. : EXTRUDED ALUMINUM
FIN. : DARK ANODIZED BRONZE
LRV : 5
- 406

EXPOSED CONCRETE
MAT. : CAST IN PLACE CONCRETE
FIN. : BOARD-FORM
LRV : +/- 53
- 407

HORIZONTAL METAL LOUVERS
MAT. : EXTRUDED TUBE ALUMINUM
FIN. : DARK ANODIZED BRONZE
LRV : 5
- 409

METAL RAILING SYSTEM
MAT. : EXTRUDED TUBE STEEL RAILINGS, BALUSTERS,
& HORIZONTAL MEMBERS
FIN. : DARK ANODIZED BRONZE
LRV : 5
- 433

T&G WOOD CEILING
MAT. : THERMALLY TREATED WOOD PLANK
FIN. : VARY/RANGE OF BROWN TONES
OXIDIZED STEEL END-CAP
LRV : 17 - 20
- 434

ROOF MATERIAL
MAT. : FIRESTONE TPO (APACHE BROWN)
FIN. : 2" PLUS BALLAST ROCK
LIGHT GREEN LIMESTONE
LRV : 43
- 435

HORIZONTAL BLADES (FLOORS)
MAT. : 22 GAUGE
FIN. : PARCHMENT
LRV : 59
- 410

CUSTOM BUILDING SIGNAGE
- 411

CUSTOM ARTWORK PANEL
- 417

METAL MECHANICAL EQUIPMENT SCREEN WALL
- 432

MECHANICAL EQUIPMENT PER ENGINEERING
- 436

TYPICAL RECESSED INDIRECT TROUGH LIGHT @
PATIO SOFFIT
- 437

W-I WALL SCONCE
- 443

PUBLIC ART PIECE AS REQUIRED BY ART COUNCIL

PROJECT DATA

- PROJECT NAME: SCOTTSDALE'S MUSEUM SQUARE APARTMENTS
PROJECT ADDRESS: 7108 E. 2ND STREET
SCOTTSDALE, AZ 85251
GROSS LOT AREA: 1.24 AC (53,878 SQ. FT.)
ZONING: D1/DMU-3 PBD DO (DOWNTOWN / DOWNTOWN MULTIPLE - USE
TYPE 3 PLANNED BLOCK DEVELOPMENT DOWNTOWN OVERLAY)
OVERALL BLDG HEIGHT: 64'-6"
*75'-0" MAXIMUM BUILDING HEIGHT PER C.O.S. CASE #13-DN-2018
**STEP-BACK LINE TO BUILDING ENVELOPE: 20'-0" HORIZONTAL SETBACK FROM BACK OF
CURB, 45'-0" VERTICALLY, TRANSITIONING UPWARD AT A RATIO OF 2:1 AWAY FROM STREET
PER APPROVED C.O.S. CASE #13-DN-2018.

GENERAL NOTES

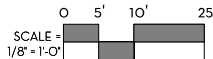
1. SEE PROJECT NARRATIVE FOR MORE INFORMATION ON ARCHITECTURAL CHARACTER.
2. SEE MATERIAL DESIGNATIONS THAT IDENTIFY INTENT FOR ACTUAL FINISH.
3. SEE MATERIAL SHEETS FOR RANGE OF OPTIONS.
4. SEE SITE & FLOOR PLANS FOR LAYOUT AND ORIENTATION.
5. SEE SITE DETAIL SHEETS FOR ALL SITE ELEMENTS & HEIGHTS.
6. SEE LIGHTING SHEETS FOR FURTHER SITE LIGHTING INFORMATION.
7. SEE MATERIALS EXHIBIT FOR ACTUAL FINISH PRODUCT SAMPLE.



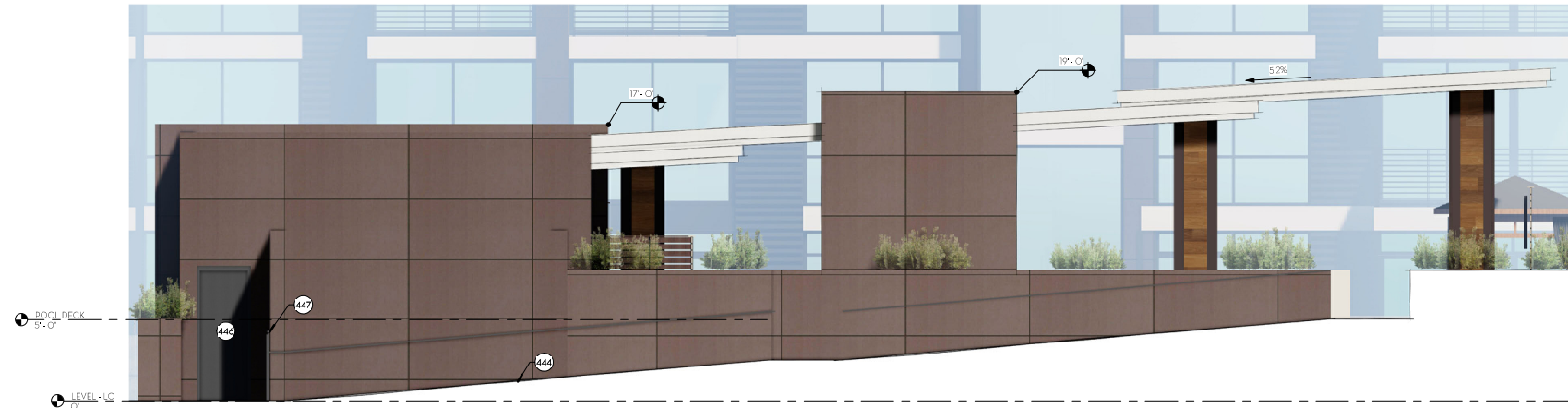
3 SOUTH EXTERIOR ELEVATION
SCALE: 1/8" = 1'-0"



4 EAST EXTERIOR ELEVATION
SCALE: 1/8" = 1'-0"



10/6/2021 5:11:15 PM



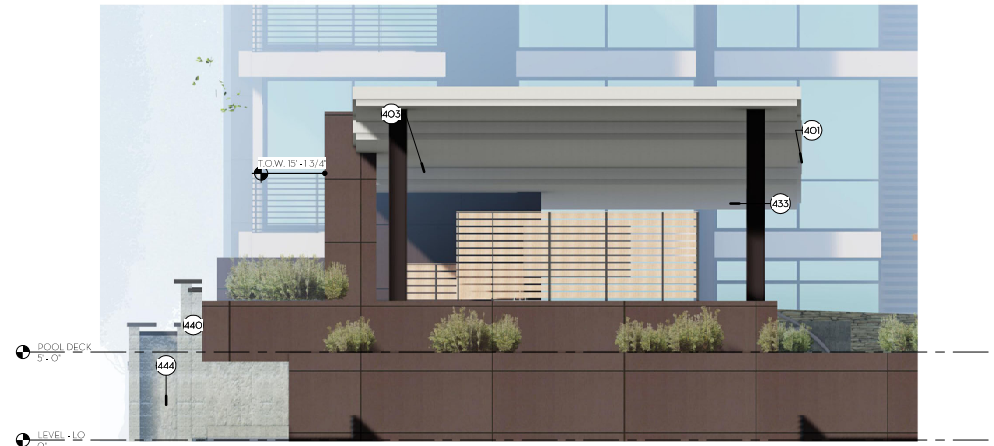
1 EAST POOL BLDG
SCALE: 1/4" = 1'-0"



2 WEST POOL BLDG
SCALE: 1/4" = 1'-0"



4 SOUTH POOL BLDG
SCALE: 1/4" = 1'-0"



3 NORTH POOL BLDG
SCALE: 1/4" = 1'-0"

KEYNOTE LEGEND

- 401 TYPICAL METAL FASCIA AT FLOOR AND ROOF BLADES
- 403 TYPICAL ACCENT FEATURE WALL CLAD IN FACTORY FINISHED METAL PANEL SYSTEM
- 420 DOOR TO POOL MECHANICAL ROOM
- 433 TAG CEILING
- 440 STEEL PLANTER WALL
- 444 ACCESSIBLE RAMP TO POOL
- 446 DOOR TO UNISEX POOL RESTROOM
- 447 POOL ENCLOSURE GATE
- 448 OUTDOOR BAR
- 449 FIREPLACE SEATING

NOTE:

REGULATIONS TO COMPLY WITH
MARICOPA COUNTY ENVIRONMENTAL
HEALTH CODE CHAPTER 6: SEMI-PUBLIC
SWIMMING POOLS



PRELIMINARY
NOT FOR CONSTRUCTION

PROJECT PHASE

●	DEVELOPMENT REVIEW DOCS TO 01/21
○	PERMIT SUBMITTAL
○	ISSUE FOR CONSTRUCTION
○	POST APPROVAL REVISIONS

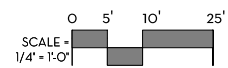
REVISIONS

NO.	DATE	BY
1	08/11/2021	STAFF
2		
3		
4		
5		

MUSEUM SQUARE RESIDENTIAL TOWER - BUILDING 4

7108 E. 2ND ST.
SCOTTSDALE, AZ 85251
EXTERIOR ELEVATIONS - POOL BUILDING

DATE	08/11/2021
SCALE	1/4" = 1'-0"
JOB NO.	1611
SHEET	DRB37.4

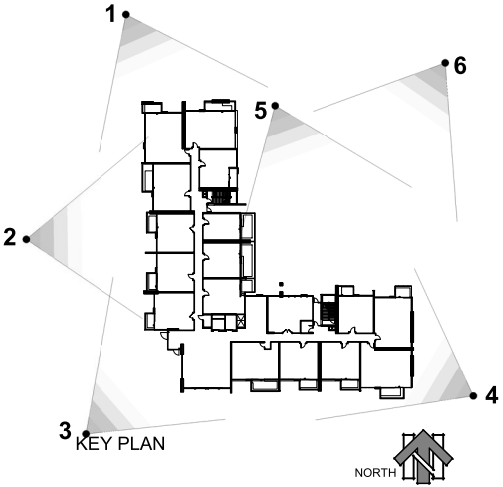




1- PERSPECTIVE VIEW



2- PERSPECTIVE VIEW





SWABACK Kpllc
7550 EAST McDONALD DRIVE SUITE 'A'
 SCOTTSDALE, ARIZONA 85250
 PHONE (480) 357.2100

PRELIMINARY

NOT FOR CONSTRUCTION

PROJECT	
DEVELOPER REVIEW DOCS.	01.26.22
PERMIT SUBMITTAL	
ISSUE FOR CONSTRUCTION	
POST APPROVAL	

REVISION		
NO.	DATE	BY
1		
2		
3		
4		
5		
6		

MUSEUM SQUARE RESIDENTIAL TOWER - BUILDING 4

7108 E. 2ND ST.

SCOTTSDALE, AZ 85251

PERSPECTIVE VIEWS

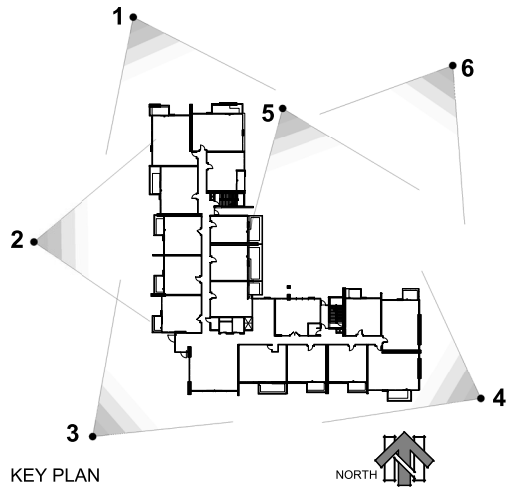
DATE	2/16/2022
SCALE	12" = 1'-0"
JOB NO.	1611
SHEET	DRB39.1



3- PERSPECTIVE VIEW



4- PERSPECTIVE VIEW





SWABACK Kpllc
7550 EAST McDONALD DRIVE SUITE 'A'
SCOTTSDALE, ARIZONA 85250
PHONE (480) 357.2100

PRELIMINARY
NOT FOR CONSTRUCTION

PROJECT	
DEVELOPER REVIEW DOCS.	01.26.22
PERMIT SUBMITTAL	
ISSUE FOR CONSTRUCTION	
POST APPROVAL	

REVISION		
NO.	DATE	BY
1		
2		
3		
4		
5		
6		

MUSEUM SQUARE RESIDENTIAL TOWER - BUILDING 4
7108 E. 2ND ST.
SCOTTSDALE, AZ 85251
PERSPECTIVE VIEWS

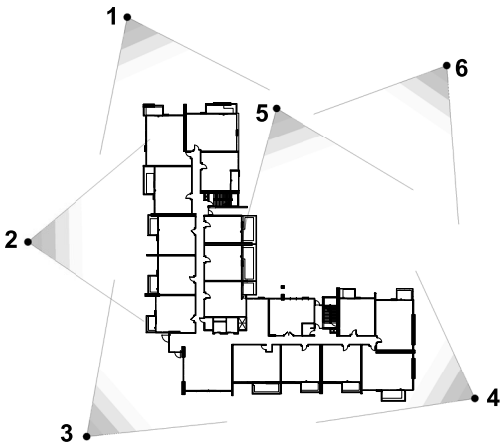
DATE	2/16/2022
SCALE	12" = 1'-0"
JOB NO.	1611
SHEET	DRB39.2



5- PERSPECTIVE VIEW



6- PERSPECTIVE VIEW



KEY PLAN



S W A B A C Kpllc
7550 EAST McDONALD DRIVE SUITE 'A'
SCOTTSDALE, ARIZONA 85250
PHONE (480) 357.2100

PRELIMINARY
NOT FOR CONSTRUCTION

PROJECT	
DEVELOPER REVIEW DOCS.	01.26.22
PERMIT SUBMITTAL	
ISSUE FOR CONSTRUCTION	
POST APPROVAL	

REVISION		
NO.	DATE	BY
1		
2		
3		
4		
5		
6		

MUSEUM SQUARE RESIDENTIAL TOWER - BUILDING 4

7108 E. 2ND ST.

SCOTTSDALE, AZ 85251

INTERIOR SITE PERSPECTIVES

DATE	2/16/2022
SCALE	12" = 1'-0"
JOB NO.	S 1611
SHEET	DRB39.3

(404) (433) T&G WOOD SIDING, CEILING
COLOR: TONGUE & GROOVE
LRV: 18

(404) (409) STEEL END CAP &
METAL RAILING SYSTEM
COLOR: BLACK LRV: 5

(404) (433) T&G WOOD SIDING, CEILING
COLOR: C19
LRV: 17

(404) (433) T&G WOOD SIDING, CEILING
COLOR: C23J PaCS
LRV: 19

(405) GLAZING
COLOR: SOLARBAN 70XL
VR:10%



BALLAST ROCK
COLOR: LIGHT GREEN LIMESTONE
LRV: 43

(401) (435) ROOF & HORIZONTAL BANDS
COLOR: PARCHMENT
LRV: 59

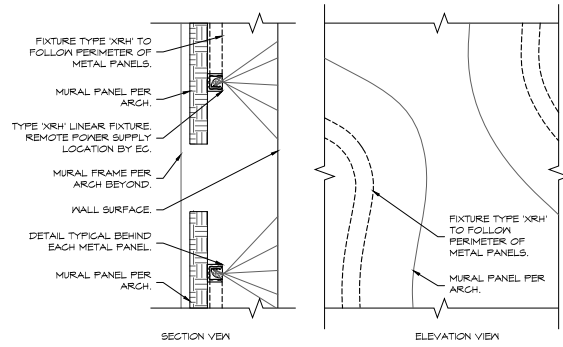
(403) METAL PANEL
COLOR: PIGMENTO ROUGE
LRV: 20

(406) EXPOSED CONCRETE
DAVIS COLOR: SANDSTONE 5237
LRV: 44

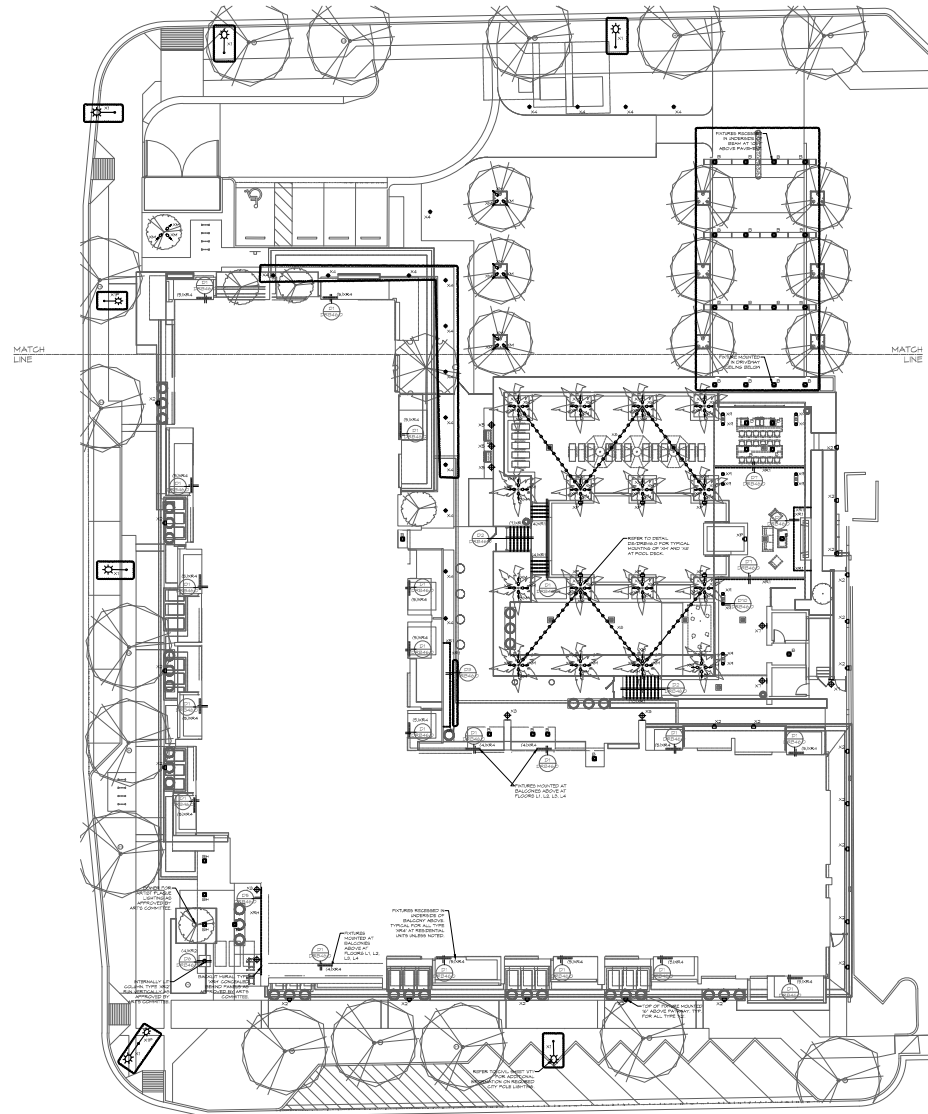
SOLARBAN® 70	
VT	64%
Solarbair® 70XL is made of Solair® Pacific® glass.	



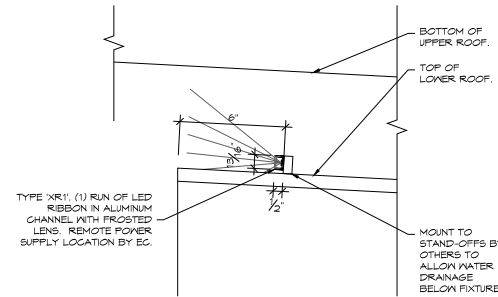
SCOTTSDALE'S MUSEUMSQUARE
1611 Loloia Scottsdale



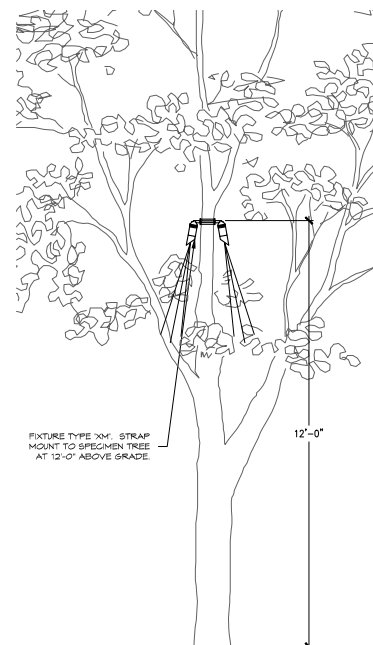
D5 'XR3' BACKLIT MURAL PANEL CONCEPT
ORB46.0 SCALE: 3"=1'-0"

[illegible]

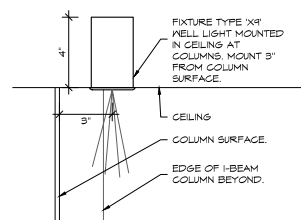
ATTACHMENT #13



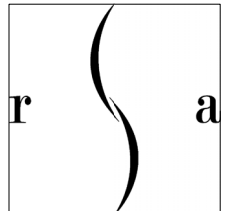
D7 'XR1' COVERED ROOF GRAZE CONCEPT
ORB46.0 SCALE: 3"=1'-0"



D9 'XM' MONOPOINT TREE CONCEPT
DRB46.0 SCALE: 1/2"=1'-0"



'X9' COLUMN DOWNLIGHT CONCEPT
SCALE: 1/2"=1'-0"



**ROBERT SINGER
&
ASSOCIATES INC.**
DESIGN CONSULTANTS
LIGHTING SPECIALISTS

Corporate Member
IALD, IES

655 E. Valley Rd. Suite 200
Basalt, CO 81621

6842 E. Hummingbird Ln.
Paradise Valley, AZ 85253

T 970.963.5692
www.rsa-light.com

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Issue:

06-16-2020
CONCEPT DESIGN

07-07-2020 : : : : :
DESIGN DEVELOPMENT INTERIM

04-28-2021

DRB SUBMITTAL
07-23-2021:

DRB DELTA 2

10-06-2021:
DRB DELTA 3

01-28-2022
DRB DELTA 1

DRB DELIA 4



PROJECT
MUSEUM SQUARE
BUILDING FOUR

7108 EAST 2ND STREET
SCOTTSDALE, AZ 85250

DESCRIPTION
SITE LIGHTING
KEYPLAN & DETAILS

SCALE: SEE VIEW
SHEET

DRB46.0

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Issue:

06-16-2020
CONCEPT DESIGN

07-07-2020 : : : : : : : : : :
DESIGN DEVELOPMENT INTERIM

04-28-2021 : : : : :
DBB SUBMITTAL07-23-2021
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70-06-2021:

DRB DELTA 3
01-28-2022

DRB DELTA 4

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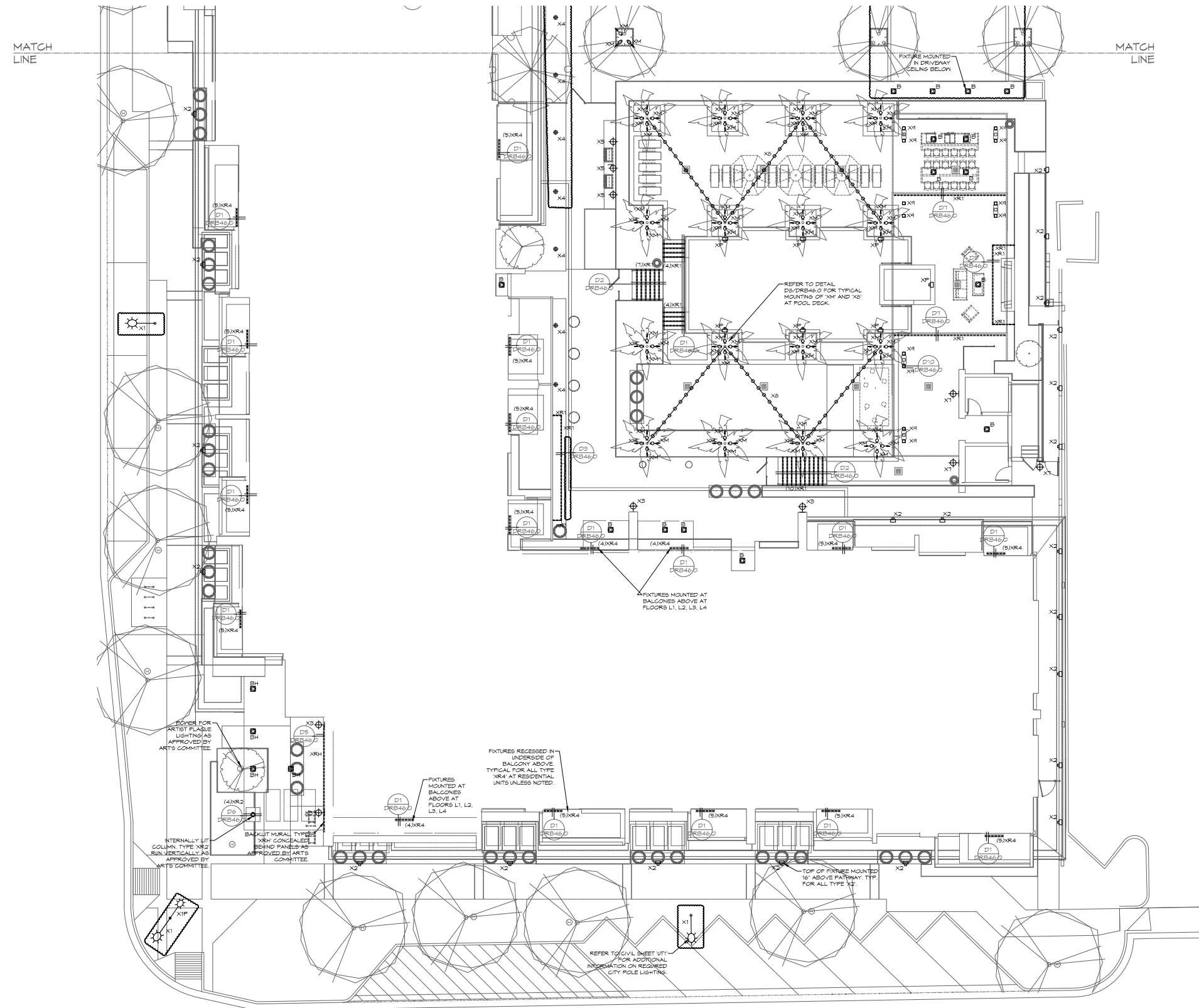
PROJECT
MUSEUM SQUARE
BUILDING FOUR

7108 EAST 2ND STREET
SCOTTSDALE, AZ 85250

DESCRIPTION
SITE LIGHTING PLAN -
SOUTH

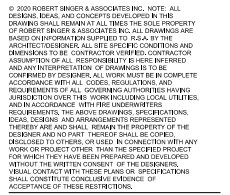
SCALE: 1"=10'-0"

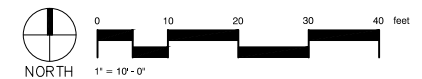
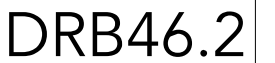
DRB46.1

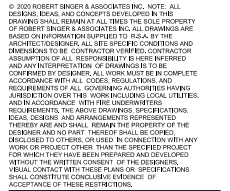


1 SITE LIGHTING PLAN - SOUTH
DRB46.1 SCALE: 1"=10'-0"





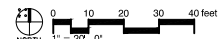




FIXTURE TYPE	VALUE (FG)
B (AT CURB/SE) (TABLE)	24.6
B (AT FIREPLACE)	16.2
B (AT POOL COUNTER)	14.0
B (AT POOL/HOUSE)	23.2
B (AT POOL/TABLE)	11.3
BH (AT ENTRY)	14.3
X1	0.84
X1P	4.81
X2	2.11
X3	4.9
X4	13.6
X5	19.2
X7	0.47
X8	0.03
XM (AT POOL)	4.64
XM (AT SIDEWALK)	4.64
XR1 (1/2' ABOVE SURFACE)	52.1
XR1 (1/2' ABOVE SURFACE)	14.0
XR2	2.3
B (AT PARKING RAMP)	14.9
XR4 (AT RESIDENTIAL PATIO)	5.51

1 SITE LIGHTING PHOTOMETRICS - GRADE (0'-0")
DRB47 SCALE: 1"=20'-0"

2 SITE LIGHTING PHOTOMETRICS - TRESSPASS
DRB47 SCALE: 1"=20'-0"



DRB47

[illegible]

ROBERT SINGER & ASSOCIATES, INC.

TYPE: X9

PROJECT: Museum Square Building Four

ISSUE DATE: 07/23/2021

Catalog #: TBD.WLS-S0K-55-24V TBD.PSDH-***24V

Lamping: 4-Watt/ft; 267 lumens/ft; 85+ CRI 3000°K

LED

Voltage: 24V DC

Page: 2 of 2

PROJECT NAME:

DATE:

TYPE:

DRAWN BY:

PERMITTED BY:

TSL

LED POWER SUPPLIES

TBD.PSDH

HIGH PERFORMANCE DC DIMMING DRIVER

TBD.PSDH is available in 24V DC for use with ALL LED forward phase dimming systems. Suitable for commercial or residential use, integrated technology ensures LED's are not overdriven. Offered in two sizes, for wet or dry locations, UL listed, Class 2 rated.

FEATURES

- Made in the USA
- Pure DC Current Technology
- AC Recess Technology – ensures LED's are not overdriven due to inductive inrush current
- NEELIA 3K watt location / Indoor / Outdoor End-use
- Universal input overload protection
- 100,000 Hours lifetime rating
- Aluminum heat dissipating housing
- Compatible with 0-10V voltage phase dimmers
- UL listed
- Class 2 rated
- Ambient operating temp: 32° ~ +42°W
- Storage temperature: 55° to +84°W
- Humidity: up to 100%

TBD.PSDH-24V-24V

TBD.PSDH-24V-24V

1.6A @ 1.5/2.0A @ 1.5/2.0V

ORDERING GUIDE

TBD.PSDH —

VARIANTE


400-24V-24V

85+ CRI 3000°K

1.6A @ 1.5/2.0A @ 1.5/2.0V

TSL LED SOLUTIONS
1000 W. 24th St., P.O. Box 1, Portland, OR 97208-0001
Tel: 503.255.0000


REV: 11/2020



PROJECT: Museum Gallery Fixture
 ISSUE DATE: 10/06/2021
 Catalog #: ES-24-UBW-G1 4-P; EX-MD-A3; BX-C54-8;
 C2™-24V
 Lamping: 1.8W; 48 lumens; 2400°K LED
 Voltage: 24V AC

TYPICAL TYPE

Page 2 of 3



Design Guidelines

Socket Spacing

Consider all light and viewing applications when deciding on socket spacing. Four decimeter spacings (16"=24") are the best choice for most fixture applications. Closer spacing (8"=12") are appropriate for applications at closer viewing range. Any socket spacing is suitable on request.


Light Sources


Virtual Incandescents and Ultra Bright LEDs
 Virtual Incandescent™ LEDs are a renewable job of emitting traditional incandescent filament. Ultra Bright LEDs do the same, but are typically used with Printed Glass. Both LEDs consume 1.8 Watts.

0.48 Watt LEDs

Three lower wattage LEDs are the most energy-efficient choice. Typically they are used with Printed Glass to create a very familiar and worthy lighting effect.


White Warm Incandescent™	White Cool Incandescent™	Printed Glass Ultra Bright™	Printed Glass Ultra Bright™	Printed Glass Ultra Bright™	Printed Glass Ultra Bright™
0.48 Watt Printed Glass™	0.48 Watt Printed Glass™	0.48 Watt Printed Glass™	0.48 Watt Printed Glass™	0.48 Watt Printed Glass™	0.48 Watt Printed Glass™








Globe Selection

Three different shapes are suitable: G-19, G-14 and G-5.4. Clear globes have excellent clarity and will emphasize all visible points of light. Pressed glass globes will hide and soften appearance. Best globe includes one G-19 for a secure and well-supported fit in the socket. G-19 incandescent colored globe, clear, ultra clear.











G-19 globe can act as a temperature device. Red, Blue and Yellow.


Exhibitor Shades


For a dramatic look, these lightweight aluminum gratings may be added to fixture applications or used with Exhibition Panels. Remove them if look and color features are suitable or on request.


Part #: ES-005-8 Part #: ES-005-8 Part #: ES-005-8 Part #: ES-005-8











Shows how to use the standard design or create your own design.

TORISTAR LIGHTING | 8

REPRINTED FROM THE 2012 ILLUMINANCE HANDBOOK

PROJECT: Museum Square Building Four
ISSUE DATE: 04/28/2021
Catalog #: TBD.M7-SOK-25-3K-LAG; TBD.STRAP;
Payette
Location: 7W; 480 Lumens; 75 CR; 3000°K LED
Lamping: 12V AC/DC

TYPE: TYPE 2

Page: 2 of 3

OUTDOOR LIGHTING SERIES

TBD.M7

OUTDOOR LED BEZEL LIGHT

CAD STYLE

TBD.M7-Standard

TBD.M7-646
Black Anodized Plate
(Solid Bezel/No-Lag)

TBD.M7-LAG
Long Lag Glass
(Solid Bezel/No-Lag)

MOUNTING OPTIONS - EACH SOLD SEPARATELY

TBD.ADS-1
 • 1/2" Threaded Plate
 • 1/2" Round Washer
 • 1/2" Round Nut

TBD.ADS-2
 • 1/2" Threaded Plate
 • 1/2" Round Washer
 • 1/2" Round Nut

TBD.ADS-3
 • 1/2" Threaded Plate
 • 1/2" Round Washer
 • 1/2" Round Nut

TBD.ADS-4
 • 1/2" Threaded Plate
 • 1/2" Round Washer
 • 1/2" Round Nut

TBD.ADS-5
 • 1/2" Threaded Plate
 • 1/2" Round Washer
 • 1/2" Round Nut

ACCESSORIES - EACH SOLD SEPARATELY

TBD.ADS-6
 • 1/2" Threaded Plate
 • 1/2" Round Washer
 • 1/2" Round Nut

TBD.ADS-7
 • 1/2" Threaded Plate
 • 1/2" Round Washer
 • 1/2" Round Nut

TBD.ADS-8
 • 1/2" Threaded Plate
 • 1/2" Round Washer
 • 1/2" Round Nut

TBD.ADS-9
 • 1/2" Threaded Plate
 • 1/2" Round Washer
 • 1/2" Round Nut

TBD.ADS-10
 • 1/2" Threaded Plate
 • 1/2" Round Washer
 • 1/2" Round Nut

TLS THE LIGHTING SOLUTIONS
 1000 N. 10th St., Suite 100, Phoenix, AZ 85004

REV 01/2022

[illegible][illegible][illegible]

Issue:

06-16-2020
CONCEPT DESIGN


07-07-2020
DESIGN DEVELOPMENT INTERIM

04-28-2021
DRB SUBMITTAL

07-23-2021
DRB DELTA 2

10-06-2021
DRB DELTA 3

01-28-2022
DRB DELTA 4



PROJECT
MUSEUM SQUARE
BUILDING FOUR

7108 EAST 2ND STREET
SCOTTSDALE, AZ 85250

DESCRIPTION
SITE LIGHTING
SPECIFICATIONS

SCALE: N.T.S.
SHEET

DRB48.1

PROJECT: Museum Square Building Five
 Catalog Date: 04/28/2021
 Issue Date: TSD_DS24-30K-24-9S; TBD_E20-M-A5-
 TSD_E20-MC; TBD_E20-M-W-24V
 Lamping: 4W/ft; 480 Lumens/ft; 5S CRt; 3000K
 LED
 Voltage: 24V DC

TYPE: XRA

Page: 3 of 3

PROJECT NAME:
 SPECIFICATION:
 TYPICAL

DATE:
 PREPARED BY:

TYPE:

TSL

LED POWER SUPPLIES TBD.PSDH

HIGH PERFORMANCE DC DRIVING DRIVER

TBD.PSDH-30W/40W/50W
 TBD.PSDH-40V-24V
 1.60" x 1.25" x 1.12"

TBD.PSDH is available in 34V DC for use with 14V forward power sharing topology. Suitable for commercial or residential use. Integrated technology ensures LEDs are not overdriven. Limited to two lines, for wet or dry locations. UL listed, Class 2 rated.

FEATURES

- Made in the USA
- Pure DC Current Technology
- AC-DC Bridge Technology – ensures LED's are not overdriven due to repeated excessive current
- RESILIENT wet location/ Interior/ Outdoor Enclosure
- Instant reset overvoltage protection
- 100,000 hours lifetime rating
- Aluminum heat dissipated housing
- Compatible with ULV forward power drivers
- UL listed
- Class 2 rated
- Ambient operating temp: 22° ~ +42°
- Storage temperature: 55° to 149°
- Humidity up to 100%

ORDERING GUIDE

TBD.PSDH –

VOLTAGE
 48V-24V or 40V-
 60V-24V – 10W

TSL LED SOLUTIONS
 1000 Valley Dr. W. - PMB 1000 - Everett, WA 98201

REV 11/2021

[illegible][illegible][illegible][illegible][illegible]

ROBERT KUNGER & ASSOCIATES INC. TYPE: XRM

PROJECT: Museum Square Building
 ISSUE DATE: 07/23/2021
 Catalog #: KURV-SW-RLC-WET-30-VHO-
 ENC 1L™-BW-BW-CL™-™
 QTM™-DC-CAP-120-24VDC™-CK-3-WH
 Lamping: 5W/ft; 277 Lumens/ft; 97 CRI; 3000°K
 LED
 Voltage: 24V DC

Page 3 of 4

QTM-DC+CAP LED POWER SUPPLY 60W~200W

The QTM-DC-CAP is a power supply designed to power certain all voltage LED products. Available in 1-5 or 60/200W from 60 to 200 watts of capacity. The QTM-DC-CAP has a built-in capacitor to reduce the ripple effect and can be intermixed with a standard LED fixture (Voltage/No. Vols to legs) as a neutral for better heat dissipation. It also provides primary and secondary protection, as well as smart logic for compensating for voltage drop.

Part Number Builder

Product Code	Size	File V	Size V	W	Size Watt	Output Cx/S	Order
QTM-DC-CAP QTM-DC-CAP-120-24VDC-CK-3-WH QTM-DC-CAP-120-24VDC-CK-3-WH QTM-DC-CAP-120-24VDC-CK-3-WH	120 (30W)	120VDC	120VDC	1 2	1 2	1 2	WH (Universal Box)

*The customer authority to selling

Technical Information

Size				Secondary Breaker Ampage				Data	
Size	File V	File V	File V	File V	File V	File V	File V	File V	File V
120 (30W)	120VDC	120VDC	120VDC	120VDC	120VDC	120VDC	120VDC	120VDC	120VDC
120 (30W)	120VDC	120VDC	120VDC	120VDC	120VDC	120VDC	120VDC	120VDC	120VDC
120 (30W)	120VDC	120VDC	120VDC	120VDC	120VDC	120VDC	120VDC	120VDC	120VDC
120 (30W)	120VDC	120VDC	120VDC	120VDC	120VDC	120VDC	120VDC	120VDC	120VDC
120 (30W)	120VDC	120VDC	120VDC	120VDC	120VDC	120VDC	120VDC	120VDC	120VDC
120 (30W)	120VDC	120VDC	120VDC	120VDC	120VDC	120VDC	120VDC	120VDC	120VDC
120 (30W)	120VDC	120VDC	120VDC	120VDC	120VDC	120VDC	120VDC	120VDC	120VDC
120 (30W)	120VDC	120VDC	120VDC	120VDC	120VDC	120VDC	120VDC	120VDC	120VDC
120 (30W)	120VDC	120VDC	120VDC	120VDC	120VDC	120VDC	120VDC	120VDC	120VDC

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QTM-DC-CAP-120-24VDC-CK-3-WH

ROBERT SINGER & ASSOCIATES, INC.

TYPE: XR4

PROJECT: Museum Square Building Four

ISSUE DATE: 04/26/2021

Catalog #: TBD.D3749-SQK-MS-24-95; TBD.E20-MS-AS-

P; TBD.E20-MC; TBD.PSDH-FMM-24V

Length: 6W/1ft; 480 Lumens/ft; 95 CRI; 3000K

LED

Voltage: 24V DC

Page: 2 of 3

PROJECT NAME:

DATE:

TYPE:

TARIY NO.:

PREPARED BY:

PROFILE CHANNEL SERIES

TBD.E20

FLANGELESS PROFILE CHANNEL

Flangeless channel available for surface or recessed mounting. Designed to fit the unit families BVCS.04 wall-to-wall.

FEATURES

- Flangeless – for Surface or Recessed Mount
- Indoor/Outdoor Rated
- Compatible with slip-up to 0.63"
- Lengths 16.25" or 33.3"
- Full Cutsicle or Custom Cut Lengths Available
- 2 Endcap Options
- Prismatic Lens Included
- Mask Mounting Clips – Best Separately
- Custom Adjustable Spacers – Best Separately
- Pinless Anodized Silver

ACCESSORIES

TBD.BS-60
Bar Cap
(Best Separately)

TBD.BS-60
Bar Cap
(Best Separately)

TBD.BS-60
Bar Cap
(Best Separately)

ORDERING GUIDE

TBD.B08	→	MS	→	P
LENGTH				
16" - 16.25"		AS - Anodized Silver		LENS - P - Prismatic
33" - 33.3"				
CP - Custom Length				

TBD LED SOLUTIONS

10000 E. 10th Ave., Suite 400 • Aurora, CO 80010
 303.733.8888 • www.tbdled.com

REV012021022

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PROJECT: Museum Square Building Four
RSR# DATE: 01/28/2022
Coloring #: 02M-L-T2-32LC-5-3K-UNV-MAR-CC-
C2-HS-MAR-01-DM
Lamping: 50W/ 5676 Lumens/ 3000K/ LED
Voltage: 12V

TYPE: XTP

Page 2 of 4

Oden LED

Project Name: MARSHALL WAY

Color: 3000K
 Oden LED 50W/5676 Lumens/3000K/LED

CC: 02M-L-T2-32LC-5-3K-UNV-MAR-CC-

Dimensional Drawings

Project	A"	B"	Max. LED	LM
02M-L-T2-32LC-5-3K-UNV-MAR-CC-	2.0	4.75	50W	5676
02M-L-T2-32LC-5-3K-UNV-MAR-CC-	2.0	4.75	50W	5676
02M-L-T2-32LC-5-3K-UNV-MAR-CC-	2.0	4.75	50W	5676

With a round a square or rectangular mounting bracket, the Oden LED offers an ideal, modern look and a unique design to be used in any location.

Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 1 (W) Housing 2 (H) Housing 3 (H)

Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)

Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)

Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)

The Oden LED is a perfect choice for any location, and is available in a variety of colors and finishes to match your decor.

Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)

Model	Options	Mounting	Finish	Cap (1) 1W	Options
02M-L-T2-32LC-5-3K-UNV-MAR-CC-	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 1 (W) Housing 2 (H) Housing 3 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)
02M-L-T2-32LC-5-3K-UNV-MAR-CC-	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 1 (W) Housing 2 (H) Housing 3 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)
02M-L-T2-32LC-5-3K-UNV-MAR-CC-	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 1 (W) Housing 2 (H) Housing 3 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)
02M-L-T2-32LC-5-3K-UNV-MAR-CC-	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 1 (W) Housing 2 (H) Housing 3 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)
02M-L-T2-32LC-5-3K-UNV-MAR-CC-	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 1 (W) Housing 2 (H) Housing 3 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)
02M-L-T2-32LC-5-3K-UNV-MAR-CC-	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 1 (W) Housing 2 (H) Housing 3 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)
02M-L-T2-32LC-5-3K-UNV-MAR-CC-	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 1 (W) Housing 2 (H) Housing 3 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)
02M-L-T2-32LC-5-3K-UNV-MAR-CC-	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 1 (W) Housing 2 (H) Housing 3 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)
02M-L-T2-32LC-5-3K-UNV-MAR-CC-	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 1 (W) Housing 2 (H) Housing 3 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)
02M-L-T2-32LC-5-3K-UNV-MAR-CC-	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 1 (W) Housing 2 (H) Housing 3 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 4 (H) Housing 5 (H) Housing 6 (H)
02M-L-T2-32LC-5-3K-UNV-MAR-CC-	Cap (1) 1W Cap (2) 1W Cap (3) 1W Housing 1 (W				

PROJECT: Museum Square Building Four Floor DATE: 01/26/2022 Catalog #: DDN-1-L-172-32LC-5-3K-UNV-WAF-CC- 3S-MAPD-1-DIM Lamping: 33W/ 5676 Lumens/ 3000PK LED Voltage: 120V

TYPE: A

Page 3 of 4

Warning

- Highly-volatile, eye-piercing ultraviolet radiation and invisible cold aluminum UV rays can be used to harm, causing skin and eye damage.
- All components in this fixture are:
- Compliant, one-click smart control assembly with touchless access.

Thermal Management

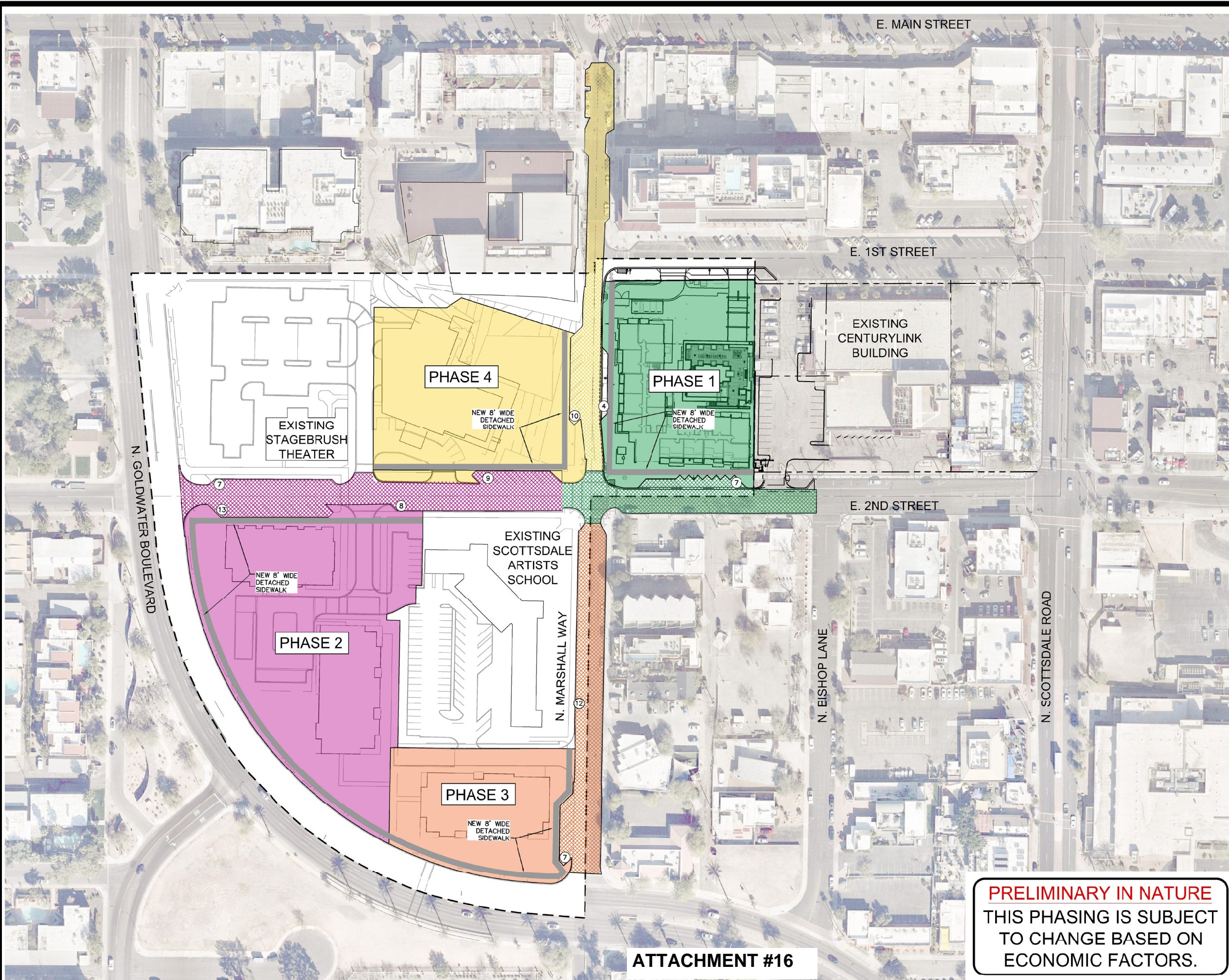
- The "One-Click" LED provides superior, overall thermal management by reducing the heat capacity of the heat sink in the fixture. This enables the fixture LED to maintain higher and longer temperatures than other fixtures of the same capacity or watt capacity LED fixture.

Optimal Spectrum

- The highest known capacity LED available. Utilizability of the LED is 90,000+ hours. Available with LED dimming and spectrum available with 0-10V LEDs. The fixture contains a color shift LED, 4000K to 5000K, 5000K dimming and spectrum shift, 4000K to 5000K, 5000K to 6000K, 6000K to 7000K, 7000K to 8000K, 8000K to 9000K, 9000K to 10000K, 10000K to 11000K, 11000K to 12000K, 12000K to 13000K, 13000K to 14000K, 14000K to 15000K, 15000K to 16000K, 16000K to 17000K, 17000K to 18000K, 18000K to 19000K, 19000K to 20000K, 20000K to 21000K, 21000K to 22000K, 22000K to 23000K, 23000K to 24000K, 24000K to 25000K, 25000K to 26000K, 26000K to 27000K, 27000K to 28000K, 28000K to 29000K, 29000K to 30000K, 30000K to 31000K, 31000K to 32000K, 32000K to 33000K, 33000K to 34000K, 34000K to 35000K, 35000K to 36000K, 36000K to 37000K, 37000K to 38000K, 38000K to 39000K, 39000K to 40000K, 40000K to 41000K, 41000K to 42000K, 42000K to 43000K, 43000K to 44000K, 44000K to 45000K, 45000K to 46000K, 46000K to 47000K, 47000K to 48000K, 48000K to 49000K, 49000K to 50000K, 50000K to 51000K, 51000K to 52000K, 52000K to 53000K, 53000K to 54000K, 54000K to 55000K, 55000K to 56000K, 56000K to 57000K, 57000K to 58000K, 58000K to 59000K, 59000K to 60000K, 60000K to 61000K, 61000K to 62000K, 62000K to 63000K, 63000K to 64000K, 64000K to 65000K, 65000K to 66000K, 66000K to 67000K, 67000K to 68000K, 68000K to 69000K, 69000K to 70000K, 70000K to 71000K, 71000K to 72000K, 72000K to 73000K, 73000K to 74000K, 74000K to 75000K, 75000K to 76000K, 76000K to 77000K, 77000K to 78000K, 78000K to 79000K, 79000K to 80000K, 80000K to 81000K, 81000K to 82000K, 82000K to 83000K, 83000K to 84000K, 84000K to 85000K, 85000K to 86000K, 86000K to 87000K, 87000K to 88000K, 88000K to 89000K, 89000K to 90000K, 90000K to 91000K, 91000K to 92000K, 92000K to 93000K, 93000K to 94000K, 94000K to 95000K, 95000K to 96000K, 96000K to 97000K, 97000K to 98000K, 98000K to 99000K, 99000K to 100000K, 100000K to 101000K, 101000K to 102000K, 102000K to 103000K, 103000K to 104000K, 104000K to 105000K, 105000K to 106000K, 106000K to 107000K, 107000K to 108000K, 108000K to 109000K, 109000K to 110000K, 110000K to 111000K, 111000K to 112000K, 112000K to 113000K, 113000K to 114000K, 114000K to 115000K, 115000K to 116000K, 116000K to 117000K, 117000K to 118000K, 118000K to 119000K, 119000K to 120000K, 120000K to 121000K, 121000K to 122000K, 122000K to 123000K, 123000K to 124000K, 124000K to 125000K, 125000K to 126000K, 126000K to 127000K, 127000K to 128000K, 128000K to 129000K, 129000K to 130000K, 130000K to 131000K, 131000K to 132000K, 132000K to 133000K, 133000K to 134000K, 134000K to 135000K, 135000K to 136000K, 136000K to 137000K, 137000K to 138000K, 138000K to 139000K, 139000K to 140000K, 140000K to 141000K, 141000K to 142000K, 142000K to 143000K, 143000K to 144000K, 144000K to 145000K, 145000K to 146000K, 146000K to 147000K, 147000K to 148000K, 148000K to 149000K, 149000K to 150000K, 150000K to 151000K, 151000K to 152000K, 152000K to 153000K, 153000K to 154000K, 154000K to 155000K, 155000K to 156000K, 156000K to 157000K, 157000K to 158000K, 158000K to 159000K, 159000K to 160000K, 160000K to 161000K, 161000K to 162000K, 162000K to 163000K, 163000K to 164000K, 164000K to 165000K, 165000K to 166000K, 166000K to 167000K, 167000K to 168000K, 168000K to 169000K, 169000K to 170000K, 170000K to 171000K, 171000K to 172000K, 172000K to 173000K, 173000K to 174000K, 174000K to 175000K, 175000K to 176000K, 176000K to 177000K, 177000K to 178000K, 178000K to 179000K, 179000K to 180000K, 180000K to 181000K, 181000K to 182000K, 182000K to 183000K, 183000K to 184000K, 184000K to 185000K, 185000K to 186000K, 186000K to 187000K, 187000K to 188000K, 188000K to 189000K, 189000K to 190000K, 190000K to 191000K, 191000K to 192000K, 192000K to 193000K, 193000K to 194000K, 194000K to 195000K, 195000K to 196000K, 196000K to 197000K, 197000K to 198000K, 198000K to 199000K, 199000K to 200000K, 200000K to 201000K, 201000K to 202000K, 202000K to 203000K, 203000K to 204000K,

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LEGEND

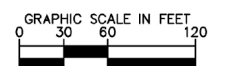
- PHASE 1
- PHASE 1 PAVEMENT (SEE NOTE #1)
- PHASE 2
- PHASE 2 DECORATIVE PAVEMENT
- PHASE 3
- PHASE 3 DECORATIVE PAVEMENT
- PHASE 4
- PHASE 4 DECORATIVE PAVEMENT

PHASING PLAN NOTES:

1. BASED ON DISCUSSIONS WITH CITY STAFF, A MASTER PLAN FOR STREETSCAPE ENHANCEMENTS TO 2ND STREET IS UNDER DEVELOPMENT BY THE CITY OF SCOTTSDALE. THE PAVEMENT INSTALLED FOR PHASE 1 OF THE PROJECT WILL BE NON-DECORATIVE STANDARD ASPHALT PAVEMENT. THIS WILL BE REPLACED WITH DECORATIVE PAVEMENT AS PART OF A SUBSEQUENT PHASE WHEN DETAILS OF THE 2ND STREET STREETSCAPE ENHANCEMENTS ARE AVAILABLE.
2. SIDEWALKS ARE SHOWN SCHEMATICALLY AND WILL BE ADJUSTED TO FIT EACH PHASE OF DEVELOPMENT, WITH THE INTENTION OF PROVIDING CONNECTIVITY THROUGHOUT THE DEVELOPMENT.
3. NEW SIDEWALKS WILL BE CONSTRUCTED AS PART OF THE ADJOINING PHASE.
4. THIS PHASING PLAN IS BASED ON THE CONDITION THAT NO UNDERGROUND PARKING STRUCTURE WILL CROSS PHASE LINES. IF THE PHASE 2 PARKING GARAGE EXTENDS ONTO PHASE 3, THEN ALL MARSHALL WAY IMPROVEMENTS WILL BE CONSTRUCTED AS PART OF PHASE 2.
5. THIS EXHIBIT MAY BE UPDATED WITH FUTURE PHASES OF CONSTRUCTION IF NECESSARY.
6. DEVELOPER SHALL CONSTRUCT ADA COMPLIANT DIRECTIONAL RAMPS ALONG PROJECT BOUNDARIES, INCLUDING ADA COMPLIANT RECEIVING RAMPS. ADA RAMP IMPROVEMENTS SHALL BE MADE ALONG WITH THE STREET/STREETSCAPE IMPROVEMENTS FOR EACH PHASE.
7. AS PART OF THE PHASE 1 IMPROVEMENTS, THE OWNER SHALL PAY TO THE CITY FIFTY PERCENT (50%) OF THE DESIGN AND CONSTRUCTION COSTS, AS DETERMINED BY CITY STAFF, FOR THE INSTALLATION OF A PEDESTRIAN TRAFFIC SIGNAL (HAWK CROSSING) ACROSS GOLDWATER BOULEVARD, IN THE AREA WEST OF MARSHALL WAY.
8. AS PART OF THE PHASE 1 IMPROVEMENTS, THE OWNER SHALL SUBMIT AND OBTAIN APPROVAL OF CONSTRUCTION DOCUMENTS TO CONSTRUCT A TRAFFIC SIGNAL AND ASSOCIATED IMPROVEMENTS AT THE INTERSECTION OF GOLDWATER BOULEVARD AND E. 2ND STREET. THE TRAFFIC SIGNAL AND ASSOCIATED IMPROVEMENTS SHALL BE CONSTRUCTED BY THE OWNER PRIOR TO THE ISSUANCE OF ANY CERTIFICATE OF OCCUPANCY OR CERTIFICATION OF SHELL BUILDING FOR PHASE 1.
9. IMPROVEMENTS TO MARSHALL WAY AND 2ND STREET INCLUDING STREETSCAPE IMPROVEMENTS TO THE LANDSCAPE, SIDEWALK, AND HARDSCAPE.

PARKING:

EXISTING ON-STREET PARKING: 36 SPACES
PROPOSED ON-STREET PARKING: 77 SPACES
NET INCREASE: 41 SPACES (41 REQ'D PER ZONING)



MUSEUM SQUARE PHASING EXHIBIT
PAVING
4/11/2022



PRELIMINARY IN NATURE
THIS PHASING IS SUBJECT
TO CHANGE BASED ON
ECONOMIC FACTORS.

ATTACHMENT #16



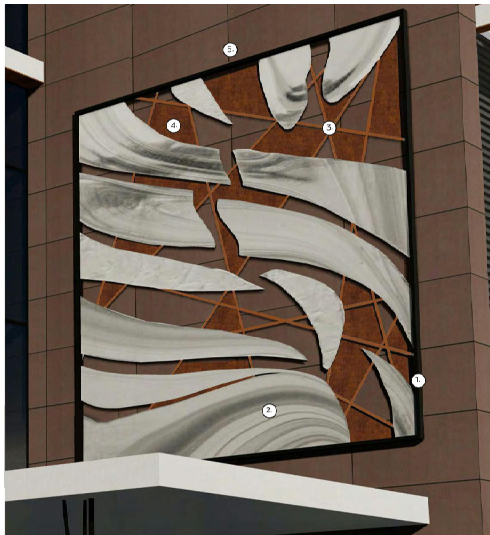
THE FILIGREE PIER

- 1 FILIGREE PIER**
FILIGREE BACK LIT PANEL, COLOR: WEATHERED RUST
FILIGREE PANELS TO BE UV RESISTANT PANELS WITH A MOTTLED FINISH
INTERNAL LIGHTING SYSTEM TO PROVIDE EVEN GLOW FOR ALL FOUR SIDES, REMOVABLE PANELS ALLOW FOR EASY ACCESS TO LIGHT SYSTEM TO FOR REPLACEMENT
- 2 STAINLESS STEEL TEXTILE WEAVE**
BANDS TO BE SECURED TO INTERNAL SUPPORT SYSTEM ATTACHED TO STRUCTURE
BRUSHED SATIN STAINLESS STEEL BANDING REPRESENTS AN ABSTRACT TEXTILE WEAVING PATTERN WRAPPING THE BACK LIT PANELS, BANDS WILL TAPER AS THEY WRAP ALONG SIDES
- 3 METAL FASCIA HORIZONTAL BAND**
COLOR: PORCHMENT
METAL PANELS SECURED TO ROOF FASCIA STRUCTURE, SEAMS AND REVEALS TO BE TIGHT FITTING WITH NO EXPOSED FASTENERS
MAXIMIZE PANEL LENGTHS AND HEIGHTS, MINIMIZE OIL CANNING
- 4 ZINC FEATURE WALL**
COLOR: VM ZINC PIGMENT
METAL PANELS, 2'-6" H x 2'-0" W WITH A 1/4" REVEAL IN A STACKED BOND PATTERN
PANELS TO BE SECURED WITH HIDDEN FASTENERS, ALL SEAMS TO OCCUR WITHIN REVEALS



THE ARTWAY PORTAL

- 1 ART GLASS PIVOT DOOR**
PIVOT DOOR TO BE 8'-0" H x 4'-0" W
DARK ANODIZED ALUMINUM FRAME
GLASS TO BE A CUSTOM TEXTURED, STAINLESS GLASS PATTERN
TEXTURED GLASS TO HAVE A SAND BLASTED OR ACID ETCHED WEAVE PATTERN, CATCHING THE LIGHTS PIER PATTERN
ACID ETCH TEXTURE AND PATTERN GLASS TO BE CLEAR, HOMOGENEOUS, LITIC, TEMPERED, GLASS WITH A COATED STAINLESS STEEL TEXTURE
- 2 STAINLESS STEEL, ORGANIC PATTERN**
BRUSHED SATIN STAINLESS STEEL PATTERN REPRESENTS AN ABSTRACT ORGANIC PATTERN, CATCHING THE LIGHTS PIER PATTERN
ONE OF THE STAINLESS STEEL PATTERNS SERVE AS THE PIVOT DOOR PIVOT POINT
ALL STAINLESS STEEL IS INTEGRATED INTO THE PIVOT DOOR AND SURROUNDING FEATURES
THE PATTERN IS DUPLICATED ON BOTH SIDES OF THE PIVOT DOOR, A STAINLESS STEEL IS INTEGRATED, PATTERN
- 3 ZINC FEATURE WALL**
COLOR: VM ZINC PIGMENT
METAL PANELS, 2'-6" H x 2'-0" W WITH A 1/4" REVEAL IN A STACKED BOND PATTERN
PANELS TO BE SECURED WITH HIDDEN FASTENERS, ALL SEAMS TO OCCUR WITHIN REVEALS
- 4 METAL FASCIA HORIZONTAL BAND**
COLOR: PORCHMENT
METAL PANELS SECURED TO FASCIA STRUCTURE, SEAMS AND REVEALS TO BE TIGHT FITTING WITH NO EXPOSED FASTENERS
HORIZONTAL BANDS ARE AN EXTENSION OF THE ARCHITECTURAL FEATURES REPRESENTED ON ALL BUILDING ELEVATIONS
MAXIMIZE PANEL LENGTHS AND HEIGHTS, MINIMIZE OIL CANNING



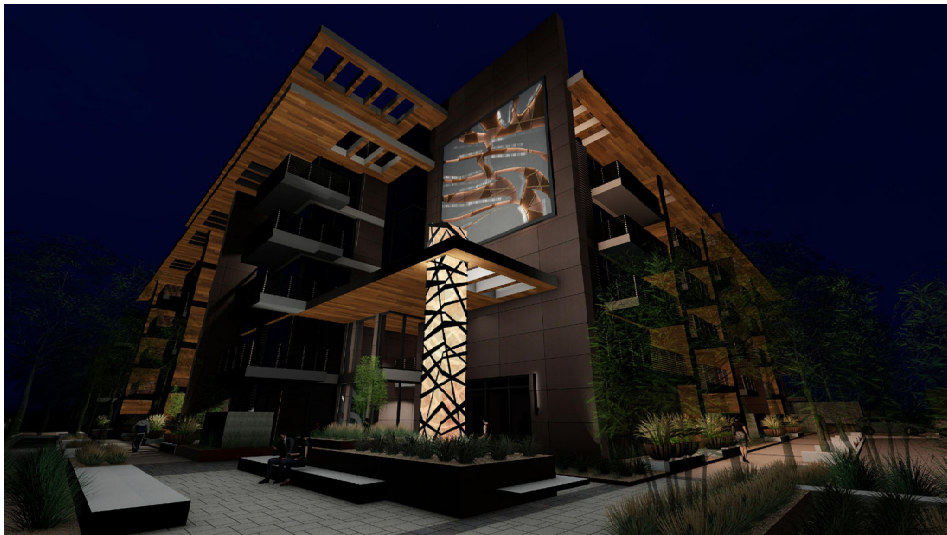
THE PLAZA MURAL

- 1 ART FRAME**
DEEPETER INTEGRATED FRAME, DARK ANODIZED BRONZE (OPTIONAL MATERIAL SATIN BRUSHED STAINLESS STEEL)
FRAME TO BE SECURED TO WALL SYSTEM WITH FLUSH FASTENERS
FRAME SIZE: 2'-0" H x 2'-0" W
- 2 STAINLESS STEEL, ORGANIC PATTERN**
BRUSHED SATIN STAINLESS STEEL PATTERN REPRESENTS AN ABSTRACT ORGANIC PATTERN, CATCHING THE LIGHTS PIER PATTERN
PANEL THICKNESS VARIES 6" TO 12" TO PROVIDE A DEPTH, SHADOW, HIGHLIGHT, AND CONTRAST
PANELS TO BE BACK LIT TO PROVIDE A CONSTANT GLOW
PANELS TO BE SECURED WITH HIDDEN FASTENERS, ALL SEAMS TO OCCUR WITHIN REVEALS
- 3 METAL TEXTILE WEAVE**
METAL PATTERN REPRESENTS AN ABSTRACT TEXTILE WEAVE, FORMING A TEXTILE WEAVE COLOR TO BE SIMILAR TO COMPLEMENT THE FILIGREE PIER
METAL PANELS SECURED TO WALL STRUCTURE AS WELL AS FROM AN ARCHITECTURAL SUPPORT FOR STAINLESS STEEL, SHAPES, NO EXPOSED FASTENERS
- 4 COPPER PANELS**
COLOR: WEATHERED NATURAL COPPER
METAL PANELS TO PROVIDE AN ADDED LAYER OF DEPTH AND COLOR TO COMPLEMENT THE NATURAL DECOR PATTERN
METAL PANELS TO BE SECURED WITH HIDDEN FASTENERS, ALL SEAMS TO OCCUR WITHIN REVEALS
- 5 ZINC FEATURE WALL**
COLOR: VM ZINC PIGMENT
METAL PANELS, 2'-6" H x 2'-0" W WITH A 1/4" REVEAL IN A STACKED BOND PATTERN
PANELS TO BE SECURED WITH HIDDEN FASTENERS, ALL SEAMS TO OCCUR WITHIN REVEALS

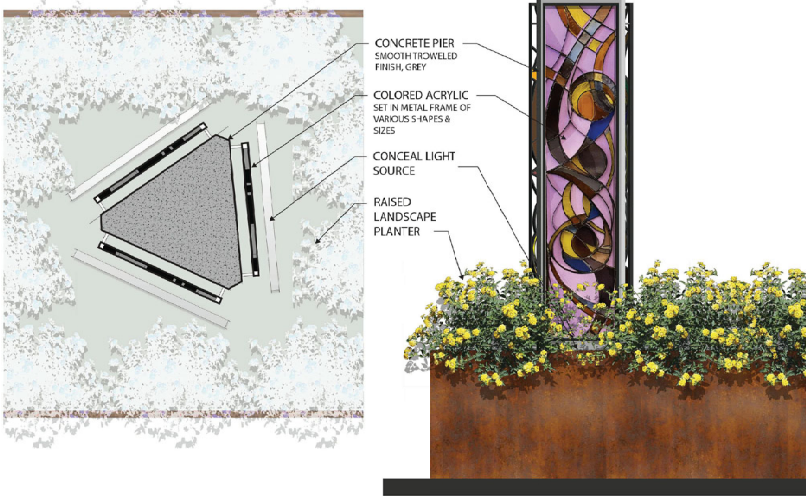


THE INFLECTION OF COLOR

- 1 ART MONUMENT ACRYLIC**
UV PROTECTED
VARIOUS SHAPES, SIZES AND COLORS
- 2 ART MONUMENT PIER**
COLOR: GREY CONCRETE
POURED IN PLACE WITH TROWEL SMOOTH FINISH
- 3 ART MONUMENT FRAME**
COLOR: DARK BRONZE ANODIZED
RAISED ATTACHMENTS TO BE SECURED WITH HIDDEN FASTENERS
- 4 LIGHTING**
LINEAR LED SET IN AN EXTRUSION WITH A FROSTED LENS
MANUFACTURED: TRD LED SOLUTIONS
CATALOG # TLED2W



NIGHT EXPERIENCE



THE INFLECTION OF COLOR - PLAN & ELEVATION



SWABACK Kpllc
7550 EAST McDONALD DRIVE SUITE 1A
SCOTTSDALE, ARIZONA 85250
PHONE (480) 357-2100

PRELIMINARY
NOT FOR CONSTRUCTION

PROJECT PHASE	
DEVELOPMENT REVIEW DOCS TO 01/21	
PERMIT SUBMITTAL	
ISSUE FOR CONSTRUCTION	
POST APPROVAL REVISIONS	

REVISIONS		
NO.	DATE	BY
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

MUSEUM SQUARE RESIDENTIAL TOWER - BUILDING 4

7108 E. 2ND ST.
SCOTTSDALE, AZ 85251
APPROVED PUBLIC ART

DATE	08/11/2021
SCALE	NTS
JOB NO.	1611
SHEET	DRB68.8

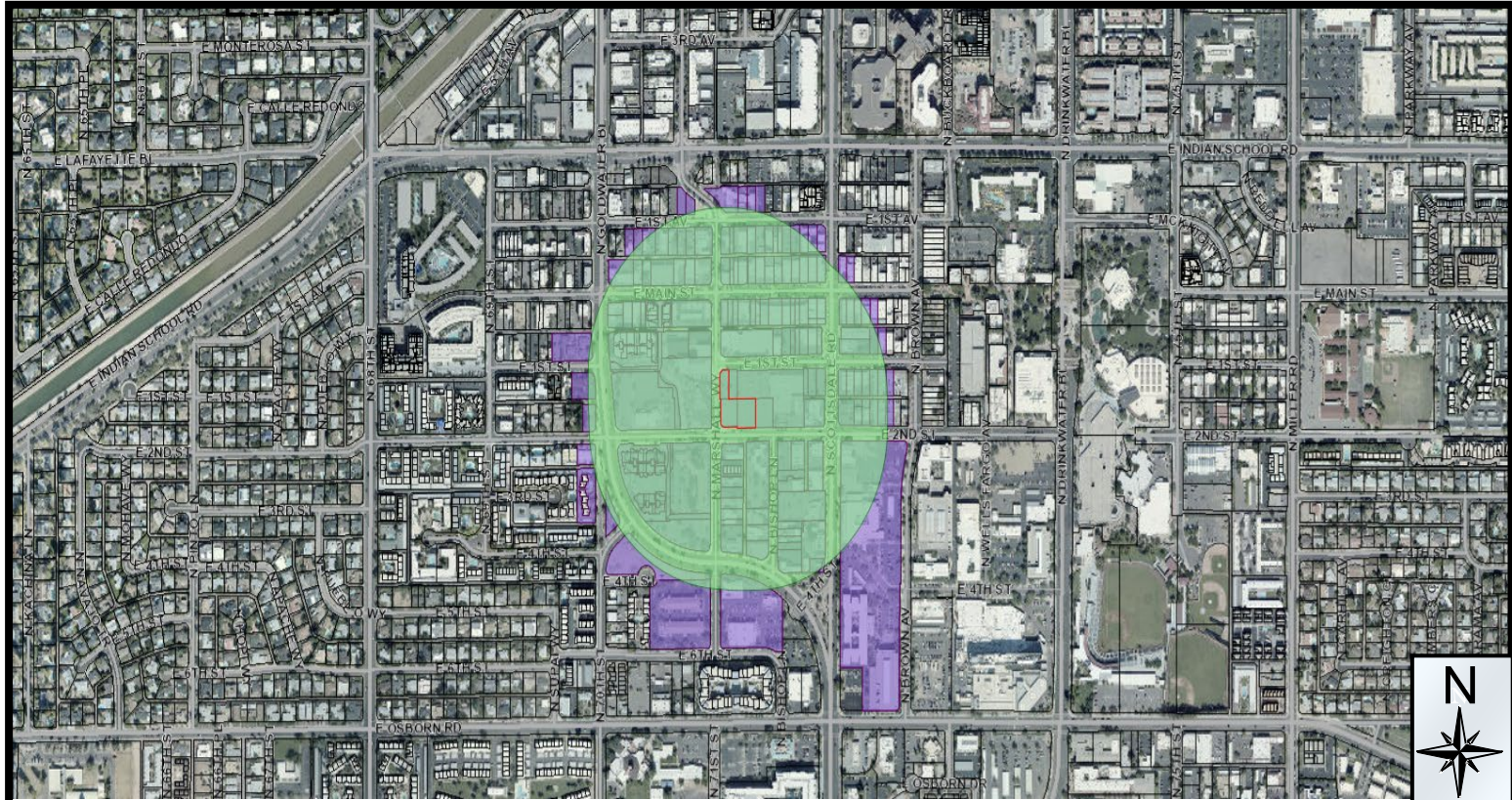


Zoning Aerial

11-DR-2020

City Notifications – Mailing List Selection Map

Museum Square



Additional Notifications:

Interested Parties List
 Adjacent HOA's
 P&Z E-Newsletter
 Facebook
 Nextdoor.com
 City Website-Projects in the hearing process

Pulled Labels
 April 14, 2020

Map Legend:

— Site Boundary

● Properties within 750-feet

Postcards: 181

11-DR-2020

From: [NoReply](#)
To: [Projectinput](#)
Subject: CASE 11-DR-2020 Museum Square
Date: Friday, March 25, 2022 8:29:10 PM



Too much development in an already crowded area. We don't need another residential high rise development. The answer is "no". -- sent by Carolyn Kinville (case# 11-DR-2020)

City of Scottsdale



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**SCOTTSDALE DEVELOPMENT REVIEW BOARD
KIVA-CITY HALL
3939 DRINKWATER BOULEVARD
SCOTTSDALE, ARIZONA
Thursday, April 21, 2022
DRAFT** SUMMARIZED MEETING MINUTES

PRESENT: Tom Durham, Councilmember/Chair
Barney Gonzales, Planning Commissioner
Shakir Gushgari, Design Member
Michal Ann Joyner, Development Member
Ali Fakhri, Development Member

ABSENT: Doug Craig, Vice Chair
Jeff Brand, Development Member

STAFF: Brad Carr Caitlyn Gulsvig
Joe Padilla Mark Kertis
Katie Posler Jesus Murillo
Lexie Hartley Meredith Tessier

CALL TO ORDER

Councilmember Durham called the meeting of the Development Review Board to order at 1:01 PM.

ROLL CALL

A formal roll call was conducted confirming members present as stated above.

PUBLIC COMMENT – NON AGENDIZED ITEMS

Public Comment time is reserved for citizens to comment on non-agendized items that are within the Development Review Board's jurisdiction. No official Development Review Board action can be taken on these items.

NO SPOKEN OR WRITTEN COMMENT RECEIVED AT HEARING FOR NON-AGENDIZED ITEMS.

ADMINISTRATIVE REPORT – Brad Carr, AICP, LEED-AP

1. Identify supplemental information, if any, related to April 21, 2022 Development Review Board agenda items, and other correspondence.

BOARD LIAISON BRAD CARR NOTED THE APPLICANT'S REQUEST FOR CONTINUANCE ON ITEM #6 ON THE AGENDA.

* Note: These are summary action minutes only. Full meeting audio/video is available on the Development Review Board website at: http://scottsdale.granicus.com/ViewPublisher.php?view_id=36

MINUTES

2. Approval of the April 7, 2022 Development Review Board Regular Meeting Minutes.
BOARD MEMBER JOYNER MOVED TO APPROVE THE APRIL 7, 2022 DEVELOPMENT REVIEW BOARD MEETING MINUTES AS PRESENTED, 2ND BY BOARD MEMBER GUSHGARI. THE MOTION PASSED UNANIMOUSLY IN FAVOR BY COUNCILMEMBER DURHAM, COMMISSIONER GONZALES, BOARD MEMBERS GUSHGARI, JOYNER AND FAKIH WITH A VOTE OF FIVE (5) TO ZERO (0).

CONSENT AGENDA

3. 40-DR-2021 (Dual Drive-Thru Restaurants Pima Road)
Request for approval of a site plan, landscape plan, and building elevations for two new drive-through restaurants on a +/- 1.5-acre site located 15236 N. Pima Road, with Highway Commercial (C-3) zoning.
ITEM MOVED TO THE REGULAR AGENDA FOR ADDITIONAL DISCUSSION. COMMISSIONER GONZALES MOVED TO CONTINUE 40-DR-2021 TO A DATE TO BE DETERMINED, 2ND BY BOARD MEMBER JOYNER. THE MOTION PASSED UNANIMOUSLY IN FAVOR BY COUNCILMEMBER DURHAM, COMMISSIONER GONZALES, BOARD MEMBERS GUSHGARI AND JOYNER WITH A VOTE OF FOUR (4) TO ZERO (0), WITH BOARD MEMBER FAKIH RECUSING.
4. 4-DR-2022 (Tournament Players Club (TPC) Expansion)
Request for approval of a site plan, building elevations, and landscape plan for a new +/- 12,800 square foot restaurant/clubhouse building with a +/- 7,400 square foot patio for the existing golf course, on a +/- 2.5-acre site located at 8243 E. Bell Road, with Open Space (OS) zoning.
ITEM MOVED TO THE REGULAR AGENDA FOR ADDITIONAL DISCUSSION. MOTION BY BOARD MEMBER JOYNER APPROVE CASE 4-DR-2022, 2ND BY BOARD MEMBER GUSHGARI. THE MOTION PASSED UNANIMOUSLY IN FAVOR BY COUNCILMEMBER DURHAM, COMMISSIONER GONZALES, BOARD MEMBERS GUSHGARI, JOYNER AND FAKIH WITH A VOTE OF (5) TO ZERO (0).
5. 7-PP-2021 (Standing Stones Preliminary Plat)
Request for approval of an 8-lot subdivision and associated tracts and easements on a +/- 10-acre site generally located at the southwest corner of E. Standing Stones Road and N. Lone Mountain Parkway, with Single-family Residential, Environmentally Sensitive Lands (R1-43/ESL) zoning.
BOARD MEMBER JOYNER MOVED TO APPROVE 7-PP-2021 ON THE CONSENT AGENDA, 2ND BY BOARD MEMBER GUSHGARI. MOTION PASSED UNANIMOUSLY IN FAVOR BY COUNCILMEMBER DURHAM, COMMISSIONER GONZALES, BOARD MEMBERS GUSHGARI, JOYNER AND FAKIH WITH A VOTE OF (5) TO ZERO (0).

REGULAR AGENDA

6. 11-DR-2020 (Museum Square)

Request for approval of the site plan, landscape plan, and building elevations for a new apartment building with 92 units and proposed public art locations on a +/- 1.72-acre site located at the northeast corner of E. 2nd Street and N. Marshall Way, with Downtown / Downtown Multiple Use Type-3, Planned Block Development, Downtown Overlay (D/DMU-3 PBD DO) zoning.

BOARD MEMBER JOYNER MOVED TO CONTINUE CASE 11-DR-2020 TO THE MAY 5, 2022 DEVELOPMENT REVIEW BOARD HEARING BASED UPON THE APPLICANT'S REQUEST, 2ND BY BOARD MEMBER GUSHGARI. MOTION PASSED UNANIMOUSLY IN FAVOR BY COUNCILMEMBER DURHAM, COMMISSIONER GONZALES, BOARD MEMBERS GUSHGARI AND JOYNER WITH A VOTE OF FOUR (4) TO ZERO (0), WITH BOARD MEMBER FAKIH RECUSSING.

ADJOURNMENT

With no further business to discuss, the regular meeting of the Development Review Board adjourned at 2:16 PM.