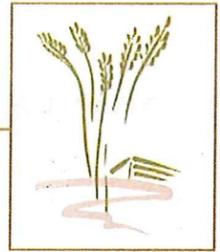


# IV. Architectural Design Standards

## A. General Overview



The following architectural standards have been prepared to assist Developers/Architects/Builders in understanding the Master Developer's architectural vision and intent, which has been developed in relation to the Village standards, with respect to all Office/R&D/Industrial, Retail/Commercial and Residential buildings proposed for **Cornerstone**.

In general, all building designs proposed for **Cornerstone** should consider the following:

- The architecture for all structures should be well proportioned, and shall be designed with an emphasis on the street-side of buildings but with a continuation of materials, colors, detail and trim on the balance.
- Large building facades should be varied by building walls and/or parapet movement, single-story projections (where feasible) and/or the use of patterns, textures and material differentiation, via the use of color - all harmonious to the overall design.
- Primary entrances should be emphasized.
- Architectural styles will be consistent with commonly recognized styles of high quality, as is found throughout the Village of Grayslake, and the Midwest regional area and in keeping with the Master Developer's and Village's vision.



Example of industrial elevation



Example of Office/R&D elevation



Example of retail/commercial elevation



Example of single family elevation



Example of townhome elevation

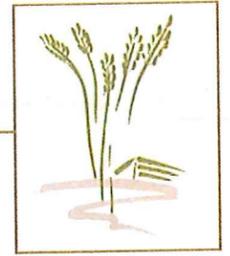


Example of condominium elevation

Note: The pictures, renderings, drawings and sketches represent the Master Developer's vision. It is intended that these ideas represent a pictorial standard to be used by the architect with the text description to develop new and unique architectural designs. These designs are to be submitted to the Master Developer and Village for approval.

## IV. Architectural Design Standards

### B. Office /R&D/ Industrial



#### DESIGN STANDARDS

The following standards are divided into sections 1 - 9 to address the major elements of building design.

##### 1. GENERAL FAÇADE DESIGN

- Architectural features and treatments shall be consistent with the architectural style chosen. *The level of intensity of features and treatments shall be consistent with the architectural style chosen.*
- Building presence, as seen from the street, shall be given priority as an important component of facade design.
- Consistent architectural style will be required on all buildings with emphasis of design on the street side and a continuation of some materials, colors and trim on the balance.
- On large buildings, provide architectural movement of parapets and building facade. Long uninterrupted wall planes should be avoided unless consistent with the architectural style chosen.
- On office structures, the architect should maintain a distinction of design between the first floor and the upper floors.
- Building windows should be placed a consistent height unless the windows are used as an architectural element for design purposes.
- The architectural rhythm of the ground floor should harmonize with the architectural rhythm of the upper floors.
- The scale, proportions, massing, articulation and design features that are used on front entrance facades of office and industrial buildings, shall enhance the pedestrian and vehicular experience, emphasizing the human scale.
- Offsets within the form of buildings, are encouraged as features that minimize the bulky look of a block-shaped building.
- Facades and roofing that can be seen by the public will be constructed with long life, easily maintained materials in office developments.
- Roof Form: Design small office buildings (10,000 sq. ft. one floor) with hipped, gable, gambrel or other appropriate roof components. Flat roofed structures are encouraged only if appropriate for the architectural style, or on large industrial or office structures.
- Mansard roofs can be part of the architectural design as long as the materials, construction and the design enhance the overall building structure and are consistent with the architectural style chosen.
- Monotony should be avoided in facade design. The roofline at the top of a structure should incorporate offsets, jogs and/or architectural features and components for enhanced interest.
- Standing seam roofs as the primary roofs are not encouraged unless as depicted in a specific architectural style, consistent with the use of that type of material.
- Primary entrances should be located at the front of the building, unless off street parking dictates otherwise, and should be recessed or have prominent architectural features.
- Principle entry doors should be emphasized using canopies, pediments or other appropriate design features.
- In a multi-tenant building, one principle entrance for each tenant is encouraged. If the location of parking creates a need, multiple entries may be included.
- In multi-tenant structures, architectural design should include variations of architectural components and details to break up a monotonous structure.
- Buildings should be designed with foundations below grade. If any foundation appears more than 8" above grade it should be finished concrete, or veneered in an appropriate finish, consistent with other facade finishes.
- All pre-cast panels should be pre-finished or poured in place concrete, should have patterns and details, and be stained. Panels with faux finish, i.e. brick/stone, are encouraged.

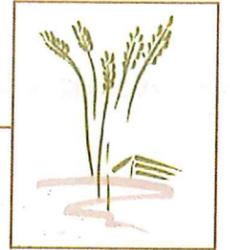


Examples of acceptable Office/R&D/Industrial building facade designs, acceptable use of architectural movement, fenestration, franchise definition and precast panel design in large buildings, appropriate use of mansard roofs, appropriate pedestrian entrances, access and canopy use.

Note: The pictures, renderings, drawings and sketches represent the Master developer's vision. It is intended that these ideas represent a pictorial standard to be used by the architect with the text description to develop new and unique architectural designs. These designs are to be submitted to the Master Developer and Village for approval.

## IV. Architectural Design Standards

### B. Office /R&D/ Industrial



#### 2. EXTERIOR BUILDING MATERIALS

- Materials such as face brick, terra cotta, limestone, brownstone, lannon stone, marble, granite, ashlar masonry, pre-cast or poured concrete or similar materials are the recommended finishes.
- The use of concrete as a front primary facade material will only be allowed if design includes significant architectural features of color and texture, or faux finish.
- The choice of building materials should be in character with and compatible with abutting buildings.
- Facade design materials should be amongst the best quality for primary facades. Secondary facades (sides or rear) should compliment the primary façade with similar design treatments but be less intensive and adhere to standard details of the architectural style.
- Exterior building materials shall be consistent or compatible on all exterior facades and/or floor levels of a building.
- Exposed framing of attached structures, unless integral to the design and architectural style chosen or designed as an exposed element (i.e., heavy timber or finished metal), shall not be allowed.
- Materials used in attached structures shall be appropriate with and complimentary to the principal structure.
- Suggested building accent materials could be copper, aluminum, wood, terne metal, accent stone, cultured stone, cut stone, accent stucco, accent EFIS, formed concrete and terracotta. All other materials shall be submitted to the Master Developer for approval.
- The use of EIFS as a primary facade material will not be allowed unless approved by the Master Developer and Village.
- In office building design that uses wood siding and trim, the wood material should be capable of with standing the Midwest climate, i.e., a good grade of cedar or redwood, with the appropriate finish.
- Rooftop mechanical equipment, if used, shall be located to not be visible from the public way or shall be adequately screened with materials that are complimentary and consistent with the building architecture and roof design/finish.
- Building facades that are clad with a singular exterior surface material should provide additional design element(s) to provide architectural relief to the wall with details that are consistent with the primary facade design.
- Veneer faced plywood sidings are prohibited, unless samples are submitted to the Village and the Master Developer for approval.
- Pre-cast concrete panels that are not stained or are un-textured are prohibited, unless samples are submitted to the Village and the Master Developer for approval.
- Common brick, or concrete block should not be used without submitting the materials and the design pattern to the Master Developer for specific approval.
- Corrugated metal with exposed fasteners are prohibited unless materials and designs are submitted to the Master Developer for specific approval.
- As new materials become available and/or are developed in the market place, these materials may be allowed upon approval of the Master Developer and Village for their specific use, if consistent with the proposed architectural style.

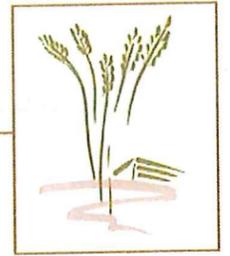
Examples of acceptable exterior building materials used on Office /R&D/ Industrial buildings.



Note: The pictures, renderings, drawings and sketches represent the Master developer's vision. It is intended that these ideas represent a pictorial standard to be used by the architect with the text description to develop new and unique architectural designs. These designs are to be submitted to the Master Developer and Village for approval.

# IV. Architectural Design Standards

## B. Office /R&D/ Industrial



### 3. EXTERIOR MATERIAL COLORS

- All building facades should reflect a color palette of well established Midwest traditions.
- The selection of building colors has significant aesthetic and visual impact on building character and appearance. A color palette for each building shall be submitted to the Master Developer for approval.
- Color harmony within a development and between adjacent buildings (within 50 feet) should be considered as part of the architectural design.
- The color palette should be limited to three colors on any given building. Harsh discordant colors should not be used, unless approved by the Master Developer.
- Attached structures and details shall use the building color selection or a complimentary color.
- Detached structures should match the chosen color palette of the main building.
- Colors used for the building accents should be appropriate with the architectural style. Bright colors, used for accents or for commercial logos, shall be used sparingly, and will be subject to Master Developers review and approval.
- Window frames and mullion colors should blend, compliment or match building colors.
- Window glass should be of a harmonious color.
- Color elements used for screening of areas should be muted and blend with or compliment the building color.
- Color of trim, attached structures, details, should be appropriate with that of neighboring building's (within 50 feet) main façade.
- Secondary facade colors should blend with or compliment the primary facade colors.
- Facade colors should be compatible and consistent on all sides and levels of the structure.

### 4. BUILDING FEATURES AND DETAILS

- As the architectural design dictates, elements should be incorporated in primary building facades: window, base, surrounds, pilasters, columns, friezes, cornices, and wall breaks.
- Accurate representation of defined architectural details and styles should be incorporated in the primary architectural design.
- Generally accepted building features and details, when combined with exterior materials and appropriate architectural styles will be the basis of an architecturally harmonious environment.
- Building elements such as awnings, signs, doors windows and lighting should compliment the building facade and finishes.
- The Architect should consider the use of base and wall entablatures on architectural facades.
- Building base and wall entablatures should be consistent with the selected architectural style. Top of wall features should be included as an element of design.
- To reduce the visual impact of large expansive walls, the raising or lowering of the parapets and/or building offsets are recommended - when appropriate to the architecture and use of the building.
- When designing a masonry building, the use of soldier coursing, rowlocks, plants, copings, arches or unique head, sill and coping designs are encouraged.
- Building detail materials, color, and texture shall be appropriate with the base materials and the architectural style of the building.
- Building features and details should be consistent within the front exterior façade of the building. The level of detail may be less intense or simulated on the sides, rear and upper levels of the building.



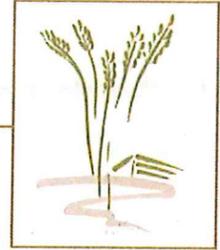
Examples of acceptable exterior material colors, building features and details.



Note: The pictures, renderings, drawings and sketches represent the Master developer's vision. It is intended that these ideas represent a pictorial standard to be used by the architect with the text description to develop new and unique architectural designs. These designs are to be submitted to the Master Developer and Village for approval.

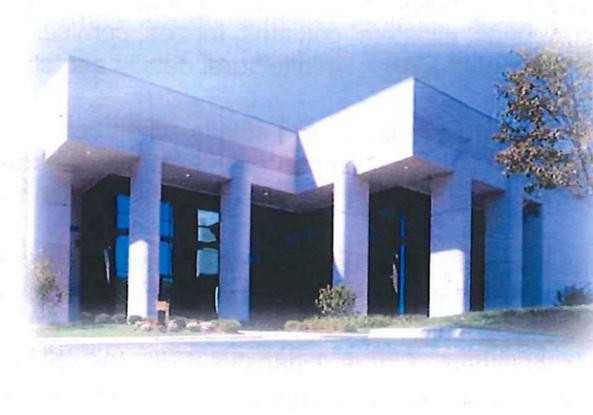
## IV. Architectural Design Standards

### B. Office /R&D/ Industrial



#### 5. ATTACHED STRUCTURES AND APPENDICES

- When consistent with the architectural design, pilasters, awnings, columns, cornices, canopies and other architectural features should be part of the design elements included in building façades or as an accent feature on the street-side façade. Use of these design elements should respect the façade framework.
- The size and placement of awnings and canopies should compliment the architectural character of the building. Street-side awnings and canopies should be designed to add depth to the building and to accent window and door treatments.
- When awnings and canopies are used on a multiple-tenant commercial/office building development, these elements should be appropriate in character, scale, color, location and architectural style. The intensity of use shall be consistent with the style chosen.
- Awnings and canopies are available as a secondary sign location. The Pattern Book's sign guidelines will dictate appropriate use and sign standards.
- Awning and canopy shapes shall relate to the facade's other architectural elements.
- Appropriate canopy, appendice or structure materials include those that are compatible and appropriate with building architectural style. (See Section 2, Exterior Building Materials)
- Attached structures should compliment the adjacent structure.
- When proposing awnings, a palette of colors, materials and proposed signage should be submitted to the Master Developer for specific approval.
- The use of second floor balconies, porches and/or decks that overhang sidewalks will require either the Master Developer's approval or, in the event they overhang public areas, Village of Grayslake approval.

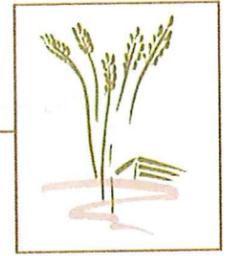


Examples of acceptable attached structures and appendices.

*Note: The pictures, renderings, drawings and sketches represent the Master developer's vision. It is intended that these ideas represent a pictorial standard to be used by the architect with the text description to develop new and unique architectural designs. These designs are to be submitted to the Master Developer and Village for approval.*

## IV. Architectural Design Standards

### B. Office /R&D/ Industrial



#### 6. FENESTRATION, GLAZING AND WINDOWS

- The level of intensity of windows frames and frame detailing shall be consistent with the architectural style.
- Fenestration or other design elements shall be required on all facades that face roads or public ways including Industrial zones.
- When not considering energy, storage manufacturing or security concerns, glass and windows should create the feeling of transparency at street level offices.
- Appropriate window characteristics and styles should be incorporated into the architectural design.
- The use of windows, mullions and frames should be consistent with the architectural style selected.
- Windows shall be proportionate to the facade scale and in keeping with architectural style of proposed buildings. All glass facades shall not be allowed unless approved by the Master Developer.
- The use of small-sized windows should be used only when characteristic of the basic architectural design.
- Plexi-glass or other glass substitute materials shall not be allowed as fenestration unless the product is necessary as part of a security measure, or a newly developed product and approved by the Village and Master Developer.
- Non-transparent material, such as a glass block, is not appropriate as fenestration, but may be used as an architectural element if appropriate to the proposed style. It should not be a dominant feature unless approved by the Master Developer and Village.
- Window and door frames shall be vinyl-cased, wood, steel, aluminum or vinyl frame, and be consistent throughout the design.
- The use of vinyl frame must be approved by the Master Developer for its specific use.
- The use of clear-story and transom windows are recommended.
- The use of energy efficient glass is recommended.
- Glass color will be in harmony with the colors used on the building and consistent with the architectural style selected.
- Industrial and research & manufacturing buildings should incorporate a minimum of 30% glass on front facades of office areas. Deviation from this standard must be approved by the Master Developer.
- Walls that do not have windows will be required to use berming and/or landscaping of various types or sizes to break up the impact of a blank wall. The use of building copings, wall ribbons, wall details and base designs may also be required to minimize the visual impact of large blank walls.
- Single-story and multi-story office buildings should incorporate the minimum use of glass as follows: 30% of the façade wall areas. Deviation from this standard must be approved by the Master Developer and Village.

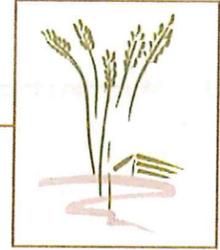


Examples of acceptable fenestration, glazing and windows.

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## IV. Architectural Design Standards

### B. Office /R&D/ Industrial



#### 7. SIGN COMPATABILITY

See Section V: Signage

#### 8. BUILDING LIGHTING

- Site lighting, display window lights, architectural lighting, and general area lighting are encouraged to advertise the business, highlight building features and entries, and to illuminate dark corners of the property or street.
- Exterior building lights shall coordinate with architectural details of the building. The architect should provide adequate site and building lighting in accordance with Village, State and federal building and electrical codes.
- Light fixtures should be placed to avoid light glare on vehicular traffic areas or pedestrian walkways. The use of sconce lighting will be allowed if the fixtures are in keeping with the architectural style of the building.
- Indirect lighting should be provided whenever possible, for display and architectural lighting.
- The use of walkway lighting (bollard or decorative pole type) is encouraged if the light source is obscured and the fixture is in keeping with the proposed architectural style.
- The use of neon or pulsating lighting will not be allowed for use within Office/R&D/Industrial sites unless approved by the Village and Master Developer.
- Specific landscape materials should be highlighted via landscape lighting, where possible.
- All landscape lighting shall be concealed and secure from the public.
- Lighting to be placed and focused in such a way as to minimize extension of any light beyond site boundaries onto residential properties.



Examples of acceptable building lighting.



Examples of acceptable screening for mechanical equipment..

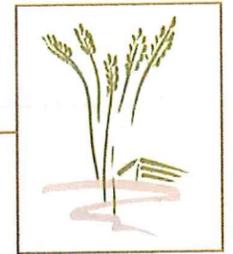
#### 9. BUILDING SYSTEMS

- A building's mechanical, electrical and plumbing systems should be concealed from view from ground level vistas.
- Rooftop equipment shall be hidden by a screening device or roof structures so as not to be visible from the public way.
- Batten seam, standing seam and corrugated metal roof systems shall be allowed as screens only if they are not dominant architectural features and are complimentary to building architectural style and detail.
- Rooftop screens shall be coordinated and compatible with building architecture and color. Screening can be fencing, architectural features and/or appropriate landscaping.
- Ground equipment screens shall be coordinated and compatible with building architecture and color.
- Evergreen landscape screening or a combination of earth berming and evergreens shall be an acceptable method of ground equipment screening provided plantings are selected for appropriate climate and installation environment (i.e. salt tolerant) and do not create security concerns.
- Enclosure of process equipment, cooling towers, chillers, accessory structures, if viewed from the public way, will be enclosed and screened in a structure, or walls constructed of materials similar to and compatible with those materials used on the appropriate building elevation.
- Accessory structure screening (i.e., water towers, tanks, process equipment, cooling towers, chillers, vent hoods, communication equipment, alternative power equipment, etc.) shall be compatible with building façade architectural style.

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## IV. Architectural Design Standards

### C. Retail/Commercial



#### DESIGN STANDARDS

The following standards have been developed to accommodate large-scale group buildings and free-standing outlot buildings. These standards are divided into sections 1 - 10 to address the major elements of Retail/Commercial building design. The following definitions are provided for words referenced throughout the Retail/ Commercial Section:

**Building:** A single structure, or continuous block containing multiple tenants or building units.

**Main Façade:** Shall be the building side facing the main pedestrian walkway. For the purposes of these guidelines each building shall only have one main façade.

**Large Format Retailer:** Any portion of the exterior building shell to be designed and constructed by tenant and not the Master Developer.

**Adjacent Buildings:** Building located within 200' radius.

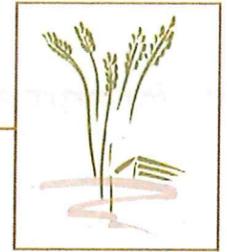
#### 1. GENERAL FAÇADE DESIGN

- Consistent architectural style will be required on all buildings. Architectural feature, treatment, and their level of intensity, shall be consistent with the architectural style chosen. The emphasis of design will be on the street and main façade sides and the continuation of a specified level of similar materials, colors and trim on the balance.
- Franchise identifying features should be limited to façade details and sign logos.
- On multi-tenant retail buildings, outlot buildings or large format retail buildings; design should incorporate architectural movement of the parapet walls and articulation of the building façade. Long uninterrupted walls and roof planes over 100 linear feet long, should be avoided, unless consistent with the architectural style chosen. The use of building offsets within the building plan is encouraged.
- Consideration should be given to the architecture of surrounding buildings and complimentary building detail, elements, trim or architectural style should be incorporated.
- Building windows should be placed at consistent height unless varying windows heights are used as an architectural element for design purposes, and match the chosen architectural style. Tenant storefront design zone heights in multi-tenant buildings are to be set by the Landlord and are encouraged to be uniform in height above the finished floor within any one building. Larger format retailer's store window heights will vary as appropriate to the design.
- The scale, massing, articulation and proportions of front façades should enhance the vehicular and pedestrian experience, emphasizing the human scale. Façade design elements that contain cornices, trim, and bulkheads are encouraged.
- Mansard roofs can be part of the architectural design as long as the materials, construction and the design enhance the overall building structure and they are consistent with the architectural style selected. Sightline studies shall be completed to ensure the rear of the mansard roof cannot be seen from within the site boundaries.
- Monotony of design should be avoided. Rooflines should incorporate changes and variations to create and enhance interest. Rooflines should be articulated in a level of detail appropriate to the style chosen.
- The appearance of flat roofs should be avoided. Flat roofs shall be allowed provided the building design includes changes in façade height along the building length. The use of hipped, gable, gambrel or other roof forms and detailed roof parapets are encouraged.



Examples of acceptable Retail/Commercial building façade design, acceptable use of architectural movement, fenestration, franchise definition and precast panel design in large buildings, appropriate use of mansard roofs, appropriate pedestrian entrances, access and canopy use.

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### I. GENERAL FAÇADE DESIGN (con't)

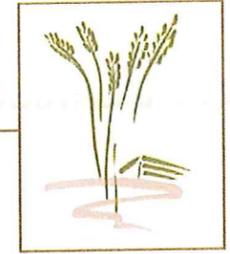
- Primary entrances shall be located at the main pedestrian front or main facade of the building, unless off-street parking dictates otherwise. Building presence, from the main pedestrian street, shall be given priority as an important component of facade design.
- Principle entry doors should be emphasized using canopies, pediments or other appropriate design features.
- In multi-tenant buildings, architectural design should include variations of architectural components and details to break up a monotonous structure, which may also define individual building bays or tenants.
- Buildings should be designed with foundations below grade. If any foundation appears more than 8" above grade it should be finished concrete, or covered with veneer consistent with facade materials.
- Within retail/commercial developments, the ground floor of the main pedestrian facade shall be 80% transparent in character, while the balance can remain opaque providing its architectural features and treatments are consistent with the level of intensity required for the chosen architectural style. Large format retailers shall be a minimum 30% transparent facade on their main pedestrian facades. The upper story main facade shall have a lower percentage of facade fenestration.
- Building facade heights shall vary between retail tenants over 30,000 sf. included together within one building.
- To avoid design repetition, matching building facade designs may not be repeated within four lots of each other, or 500 linear feet.
- The Master Developer will develop and distribute a Tenant Criteria Manual (TCM) for use by the individual tenants within multi-tenant buildings, outlot tenants and large format retailers. The TCM will reference the Pattern Book as the project design guidelines, but may also further restrict the tenant storefront design area. Each tenant will be required to submit to the Master Developer architectural drawings for review of compliance with the Pattern Book and the TCM prior to submitting for building permit through the Village.

Examples of acceptable Retail/Commercial building facade design, acceptable use of architectural movement, fenestration, franchise definition and precast panel design in large buildings, appropriate use of mansard roofs, appropriate pedestrian entrances, access and canopy use.

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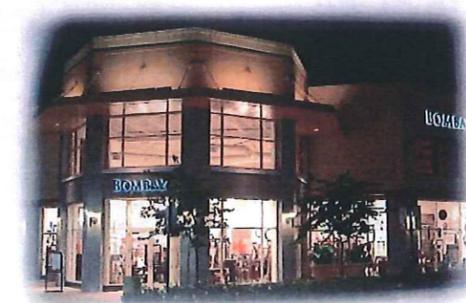
# IV. Architectural Design Standards

## C. Retail/Commercial



### 2. EXTERIOR BUILDING MATERIALS

- Building materials, including those of attached structures, should be used and installed in keeping with the chosen architectural style. Materials should be of a scale appropriate to the pedestrian and compliment adjacent structures. If building facade is away from pedestrian walkways, larger scale building materials may be approved by the Master Developer. See "Exterior Material Legend" below for listing of approved/ not approved materials.
- Aluminum trim and drainage elements are recommended.
- Buildings should be designed with foundations below grade. Any foundation which appears more than 8" above grade should be finished concrete, or clad in a veneer consistent with facade materials.
- All pre-cast panels should be pre-finished or stained with additional design elements poured as part of the facade. The repetition of design elements with lesser intensity on the balance of the facades is acceptable.
- As new materials become available and/or are developed in the market place, these materials shall be allowed provided they are appropriate to the architectural style chosen and approved by the Master Developer and the Village for its specific use.
- Building material, including facade and roofing finishes, should be high quality and commercial grade, appropriate for the climate, have a long life span and may be easy to maintain.
- The main facade should be comprised of the highest quality materials within the building. Secondary facades (side or rear), should compliment the main facade in their design and material usage. Highly visible secondary facades should incorporate the main facade materials and their usage. Each facade must incorporate a minimum of two materials, covering at least 30% of the facade square footage, that were also used on the main facade to maintain an overall building cohesiveness and compatibility.
- Rooftop mechanical equipment, if it must be used, shall be screened if visible above the parapet, with materials complimentary and consistent with building finishes, and designed not to draw attention to them.
- Buildings clad with a singular exterior surface material shall provide additional architectural design elements/treatments, consistent with the chosen architectural style, to break up the plane of the wall. All building facades are encouraged to use a minimum of two cladding materials.



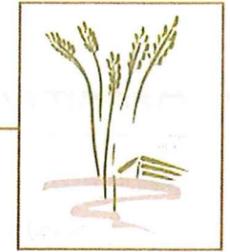
#### Exterior Material Legend

Approved Exterior Materials	Not Approved Exterior Materials
Face Brick, Brick Veneer	Standing seam or batten seam metal roofing (unless dictated by the specific architectural style)
Natural stone (Limestone, brownstone, lannon stone, marble, granite)	Vinyl or aluminum siding
Concrete, including pre-cast panels (May be used when incorporating color, texture and architectural finish features.)	Smooth concrete block
Exterior grade wood (must be appropriate species for climate)	Painted smooth concrete masonry units (unless used in locations behind screen walls.)
Terra Cotta	Corrugated tin roofing
Manufactured stone	Exposed steel framing (Unless integral to the design)
Decorative Concrete Masonry Units (CMU)	Heavy timber framing (Unless integral to the design)
Stucco (including decorative stucco panels)	Plywood panels
E.I.F.S. (may be used when incorporating color, texture and architectural finish features, including decorative EIFS panels)	T-111
Commercial grade wood siding	Veneer based plywood siding.
Composite siding	Plexi-glass
Brick pavers	Corrugated Metal with exposed fasteners
Stone pavers	
Commercial grade asphalt shingles	
Slate roofing	
Concrete tile roofing.	
Metal accents (copper, aluminum, tern metal)	
Glass Block (may be used only as a feature element, not for glazing or windows.)	

Note: As new materials become available and/ or are developed in the market place, these materials shall be allowed provided they are appropriate to the architectural style chosen and approved by the Master Developer and the Village for its specific use.

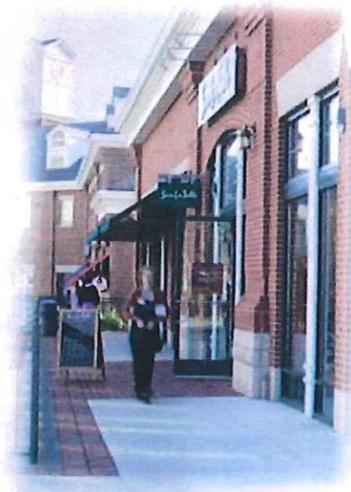
Examples of acceptable Retail/Commercial exterior building materials and colors.

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### 3. EXTERIOR MATERIAL COLORS

- The building color palette should consider the surrounding buildings and strive to be harmonious with buildings both within the development and between adjacent off-site buildings (adjacent buildings are those within a 200' radius).
- The color palette should be limited to three colors on any given building, including attached structures and architectural features, and one accent color occurring on no more than 10% of the facade area. Signs and other signature details can introduce additional colors.
- Detached structures should match the chosen color palette of the main building.
- Bright colors used for accents should be used sparingly and work with the chosen architectural style.
- Window frames and mullion colors should blend, compliment or match building colors.
- Bright roof colors will not be allowed, unless used as an accent and approved by the Master Developer.
- Color elements used for screening of areas should be muted and blend with or compliment the building color.
- Secondary facade colors should blend with or compliment the primary facade colors.
- Facade colors should be compatible and consistent on all sides and levels of the structure.
- A colored elevation or colored perspective rendering must be submitted to the Master Developer for approval prior to submittal to the Village for Building Permit.
- A color palette for each building shall be submitted to the Master Developer for approval and should be consistent with the architectural style chosen. Building colors should reflect a well-established color combination and natural/earth tones are highly suggested.

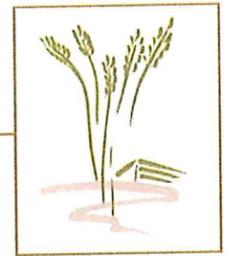


Examples of acceptable Retail/Commercial exterior building materials and colors.

*Note: The pictures, renderings, drawings and sketches represent the Master developer's vision. It is intended that these ideas represent a pictorial standard to be used by the architect with the text description to develop new and unique architectural designs. These designs are to be submitted to the Master Developer and Village for approval.*

# IV. Architectural Design Standards

## C. Retail/Commercial

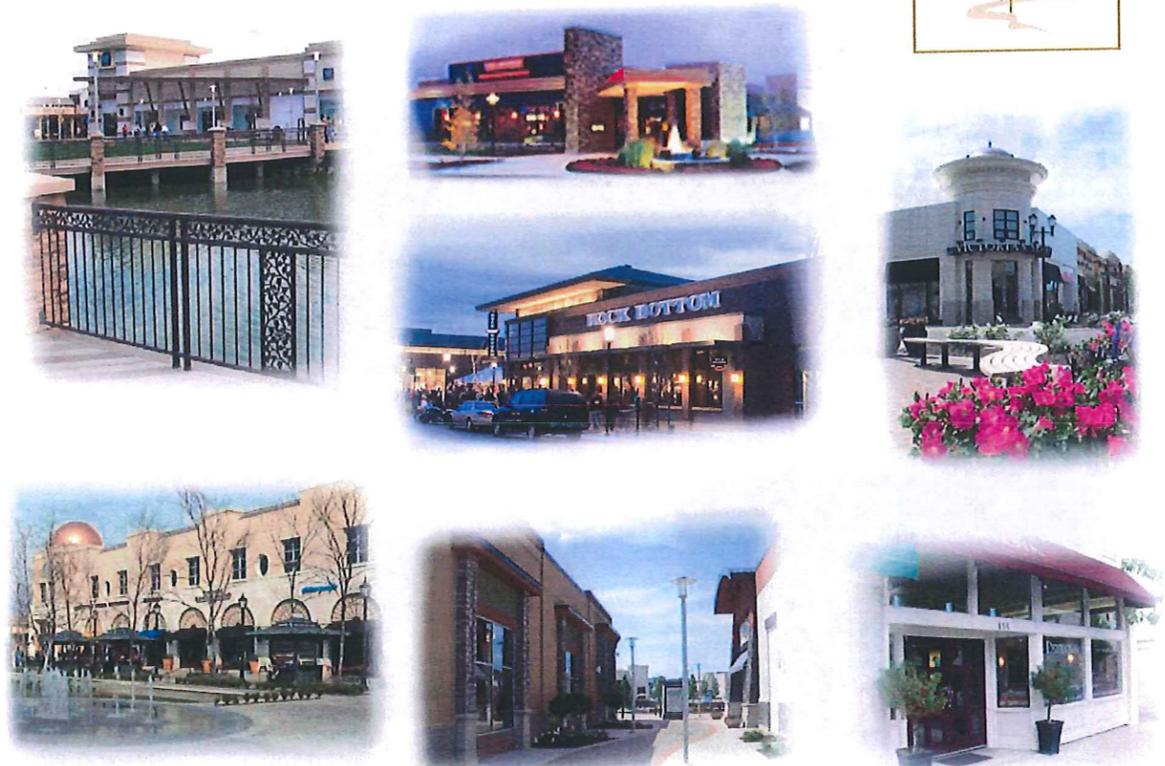


### 4. BUILDING FEATURES AND DETAILS

- Generally accepted building features and details, when combined with exterior materials, colors and textures appropriate to the architectural styles chosen, will be the basis of an architecturally harmonious environment.
- Design features should be appropriate for the architectural style chosen. Each building shall incorporate several common architectural features. Possible examples include, pilasters, piers, columns, friezes, cornices, and window surrounds. Features should be represented in a way accurate to the chosen architectural style.
- Building elements such as awnings, signs, doors windows and lighting should compliment the building façade and finishes.
- Top of wall features should be included as an element of design.
- When designing a masonry building, the use of soldiers, rowlocks, plants, copings, arches or unique head, sill and coping designs are encouraged.
- The "frieze" or "sign band" is the horizontal segment of the building located above the storefront or display window and below the second floor windows or facade trim or building cornice. Friezes shall be consistent height above the finished floor within a multi-tenant building, except those holding more than one large format retailer. Friezes and related details shall be designed to fit the chosen architectural style.

### 5. ATTACHED STRUCTURES AND APPENTICES

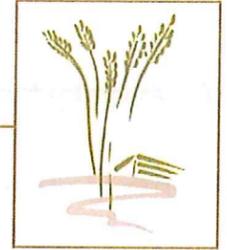
- Use of awnings, canopies or other design features are required to enhance main facades, in particular at building entries, as dictated by the architectural style chosen. These elements are also highly encouraged along side or rear facades to add depth and detail to the building facade. The level of design intensity and detailing of the awnings or canopies shall compliment the architectural style and shall provide weather protection, particularly at the building entrance. Awning and canopy designs can vary per tenant within a multi-tenant building, but should be compatible and in harmony with the building design.
- The size, shape and placement of awnings and canopies should compliment the architectural character and feature elements of the building.
- The use of second floor balconies, porches and/or decks that overhang sidewalks will require either the Master Developer's approval or, in the event they overhang public areas, Village of Grayslake approval.
- Appropriate canopy, apprentice or structure materials include those that are compatible and consistent with the buildings architectural style and those materials listed in the Exterior Building Materials section.
- Attached structures shall be compatible with and compliment adjacent structures within a 200' radius.



Examples of acceptable building features and details.

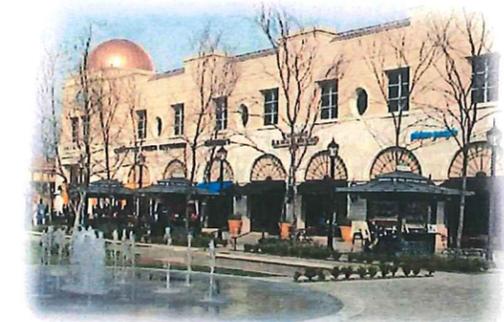


Examples of acceptable attached structures and appentices.



### 6. FENESTRATION, GLAZING AND WINDOWS

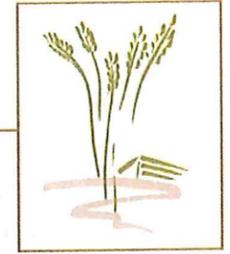
- The level and intensity of windows should be consistent with the architectural style, design and use of the building. Windows, glazing and framing shall be well proportioned and in keeping with chosen architectural style.
- Small-sized windows should be used only when characteristic of the basic architectural style.
- Non-transparent materials, such as glass block, are not appropriate for fenestration, but may be used as an architectural element if appropriate to the proposed architectural style. They shall not be a dominant feature i.e. no more than 5% of the facade can incorporate such materials.
- Window and door frames shall be vinyl-cased, wood, steel, aluminum or vinyl frame. The use of vinyl frame must be approved by the Master Developer for its specific use.
- The use of clear-story and transom windows are recommended.
- The use of energy efficient glass is recommended.
- Clear glass for storefronts, windows and doors, within the retail merchandising areas is required. Slightly tinted glass for energy efficiency purposes may be used at the Master Developer's discretion. Colors shall be limited to greys, blues, bronze, non-reflective and non-mirrored and must be compatible with the chosen architectural style, materials and color palette.
- Where the building footprint has a zero lot line or is 10 ft. or less from the sidewalk or roadway, the use of banding, parapet height changes, wall bases, appendages, awnings or recesses etc. are required to minimize the visual impact of large blank walls. Walls without windows located more than 10 ft. from a roadway or sidewalk will be required to use berming and/or landscaping of various types and/or sizes to break up large wall masses in addition to the above mentioned architectural elements.
- The use of window mullions to section large display windows are encouraged and shall be consistent with the architectural style chosen.
- The Master Developer and the Village may approve other glazing materials or window types providing they are appropriate to the chosen architectural style.



Examples of acceptable fenestration, glazing and windows.

## IV. Architectural Design Standards

### C. Retail/Commercial

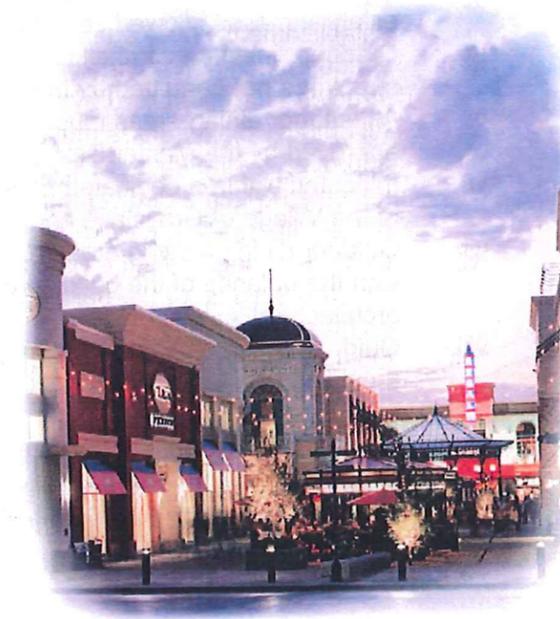


#### 7. SIGN COMPATABILITY

See Section V: Signage

#### 8. BUILDING LIGHTING

- The architect should provide adequate site and building lighting in accordance with the Village, State and federal building and electrical codes.
- Site lighting, storefront and display window lighting, and general area lighting are encouraged to advertise the business, highlight building features and entries, and to illuminate dark corners of the property or street.
- Light fixtures should be selected to be in keeping with the architectural style and detailing of the building.
- Light fixtures should be placed to avoid light glare on vehicular traffic areas or, pedestrian walkways. The use of scone lighting will be allowed if the fixtures are in keeping with the architectural style of the building and located at proper mounting heights. The use of indirect lighting is encouraged.
- The use of neon lighting will be allowed in the Retail/Commercial area only with the approval of the Master Developer for its specific use.
- Specific landscape materials should be highlighted via landscape lighting, where possible.
- All landscape lighting shall be concealed and secure from the public.
- Exterior building lights shall be compatible with lights of adjacent structures.
- Walkway lighting (bollard or decorative pole type), is encouraged if the light source is obscured and the fixture is in keeping with the proposed architectural style.
- Lighting to be placed and focused in such a way as to minimize extension of any light beyond site boundaries on to residential properties.
- Building lighting, if used to light parking areas, shall meet all Village Lighting Ordinance requirements, except as modified by this Pattern Book.

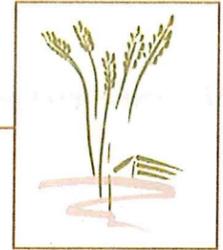


Examples of acceptable lighting.

*Note: The pictures, renderings, drawings and sketches represent the Master developer's vision. It is intended that these ideas represent a pictorial standard to be used by the architect with the text description to develop new and unique architectural designs. These designs are to be submitted to the Master Developer for approval.*

# IV. Architectural Design Standards

## C. Retail/Commercial



### 9. BUILDING SYSTEMS

- Building mechanical systems should be concealed from public street views.
- Rooftop mechanical equipment that is visible from public streets should be screened with architecturally compatible equipment screening.
- Standing seam, batten seam, corrugated and unique, architecturally designed screens are recommended. Box screening will not be allowed without approval from the Master Developer for its specific use.
- Screening colors should be compatible with the building color.
- Ground equipment screening can be fencing, (excluding chain link), architectural features and/or appropriate and adequate landscaping. Evergreen landscape is encouraged provided it is selected for the appropriate climate, installation environment (e.g. salt tolerant etc.) and does not create security concerns.
- Accessory screening should be compatible with the architectural style of the building.

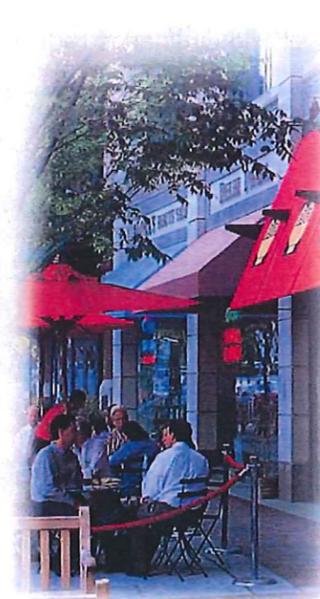


### 10. ADDITIONAL DESIGN STANDARDS - SPECIFIC USES

#### RESTAURANTS:

- When designing restaurants, the Architect is encouraged to incorporate outdoor dining whenever possible. The following should be considered when designing outdoor dining:
  - i. Outdoor dining should be located adjacent to scenic views or street vistas and should link with pedestrian activity.
  - ii. Dining areas should be on privately owned or leased property.
  - iii. Outdoor seating for eating and drinking shall be limited to 35% of the establishment's allowed seating.
  - iv. Outdoor dining areas shall not require or be dependent upon any new structures not permitted by the Village of Grayslake.
  - v. All outdoor dining areas must be in compliance with Village ordinances and approved by the Master Developer and Village.
  - vi. If located within a dedicated right-of-way or walkway system, prior approval of the Village of Grayslake and the Master Developer will be required.
  - vii. Outdoor dining seating areas must be properly lit (2 fc) with lighting in keeping with the balance of the building/tenants lighting and consistent with the chosen architectural style.
  - viii. Outdoor dining seating areas may incorporate music or sound systems providing the decibel level does not exceed 65 dB, and the installation meets Village requirements.
  - ix. Outdoor dining furniture and amenities must be commercial quality and is subject to Master Developer review and approval.
  - x. Outdoor dining serving alcohol shall be secure and controlled in accordance with Village requirements.

Examples of acceptable screening for mechanical equipment.

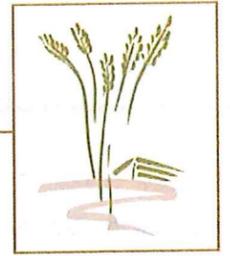


Examples of acceptable outdoor dining design.

Note: The pictures, renderings, drawings and sketches represent the Master developer's vision. It is intended that these ideas represent a pictorial standard to be used by the architect with the text description to develop new and unique architectural designs. These designs are to be submitted to the Master Developer for approval.

# IV. Architectural Design Standards

## C. Retail/Commercial

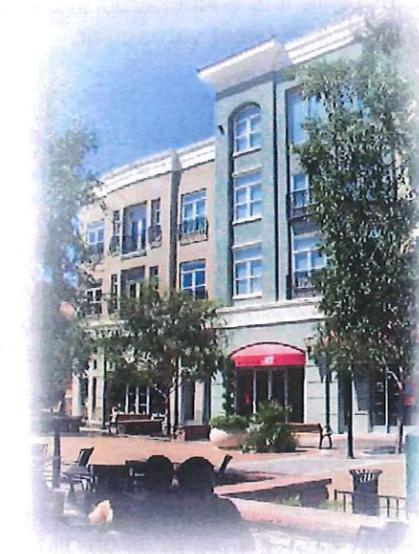


### MIXED-USE STRUCTURES:

- All mixed-use buildings containing retail within the development are required to follow the Section IV: Architectural Design Standards, Part C- Retail/ Commercial Standards as outlined in the Pattern Book.
- In multi-story, mixed-use (Retail/Commercial, Residential, Office) structures, the Architect should maintain design distinction between the first floor and the upper floors.
- Multi-story, mixed-use buildings should incorporate the minimum use of glass as follows:  
First Floor - Retail/Commercial: 50% of the street-side façade;  
First Floor - Office: 30% of the street-side façade;  
Upper Floors - Office/ Residential: 30%.
- Any deviation from the above standards must be approved by the Master Developer for its specific use.

### FUEL STATIONS:

- Fuel Service Stations and Car Washes should be architecturally designed per the following:
  - i. Allow for direct vehicular access from adjacent streets, per municipal engineering standards, or from internal driveways.
  - ii. Fuel pump station buildings, appendages and fuel pump canopies are subject to the same Pattern Book architectural guidelines as the retail buildings. They shall be detailed to include architectural details, design elements, materials and colors in keeping with each other and adjacent structures within a 200' radius. Canopies shall be compatible and consistent with stations buildings.
  - iii. Compliment architectural design elements of surrounding structures.
  - iv. Any deviation from the above standards must be approved by the Master Developer and the Village for its specific use.

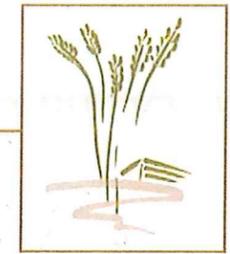


Examples of acceptable fuel station design.

Examples of acceptable mixed-use building design.

## IV. Architectural Design Standards

### D. Residential



#### DESIGN STANDARDS

The design standards of this section are intended to encourage new construction in **Cornerstone** to reflect and reinforce the quality of design and craftsmanship that can be seen in many of Grayslake's historic residential neighborhoods. Traditional architectural styles found in the community include, but are not limited to, Craftsman, Prairie/Four Square, Farmhouse, Tudor, Shingle, Cape Cod, Arts & Crafts, Victorian, Georgian, Classical, and other styles that recognize a traditional Midwestern vernacular. By respecting the town's architectural heritage, new residential development can enhance Grayslake's sense of place.

These guidelines will serve as a resource to assist the Village and the Developer/Builder in planning and executing successful architectural design for the residential neighborhoods in **Cornerstone**. Taken together, the architectural variety will lead to creating individual and unique neighborhoods that convey attractive designs derived from a combination of architectural elements which include: diversity in materials, articulation of facades, rich colors, and an orientation to the pedestrian and street, all of which reflect the goals and visions of Grayslake.

While dwellings in **Cornerstone** are not restricted to a particular style, it is encouraged that a traditional character be established which is consistent with recognized traditional styles and Midwest vernacular.

#### DESIGN STANDARDS: TOWNHOMES, ROW HOMES AND AUTO COURTS

It is envisioned that all attached single-family buildings will be designed as a "whole" rather than an assemblage of individual units. There shall be no more than (7) units in an assembly of vertically separated attached single-family units.

#### ELEVATIONS

Attached single-family communities shall either mix styles within an individual neighborhood or create an entire neighborhood around a specific architectural character (or theme). There shall be no minimum percentage of masonry applied to attached single-family buildings; rather a measure of what is appropriate to a particular style shall govern. Two car garages are a minimum requirement and special attention to de-emphasize or screen the garage is mandatory.

#### Minimum Requirements:

1. Minimum of (3) color packages.
2. Interpretations of traditional characteristics as described above.
3. Blended use of a variety of traditional architectural themes, materials and design components.
4. Consistency of architectural style, material use and architectural detail on all facades facing public right of ways, including corner lots.

#### SCALE AND MASSING

Design consideration must be given to the relationship of architectural massing and the scale of building elements in the attached single-family neighborhoods. Exterior elevation design must consider the scale, balance and character of the entire assembled elevation. The incorporation of animated roof lines, well defined unit entries, usable covered porches, bay windows and other residentially scaled elements, attached structures and appendices are critical to reduce the frontal mass and impact of the building.

#### Design Considerations:

1. Overall building mass scaled down through varying roof heights, styles and shapes.
2. Appropriate sense of scale and balance within a structure's components.
3. Architectural elements such as dormer, bay window projections and dominant entry elements.
4. Asymmetrical building elevation design is encourage.
5. Scale and massing consistent with the architectural style chosen.
6. Scale and massing consistent on all facades of a structure.

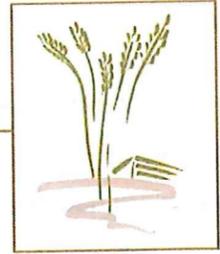
*Note: The pictures, renderings, drawings and sketches represent the Master developer's vision. It is intended that these ideas represent a pictorial standard to be used by the architect with the text description to develop new and unique architectural designs. These designs are to be submitted to the Master Developer and Village for approval.*



Examples of acceptable Attached Single-Family facade designs indicating the use of elements such as dormers, bay window projections and dominant entry features.

## IV. Architectural Design Standards

### D. Residential



#### EXTERIOR MATERIALS & FINISHES

Materials and trim selections must take into account the nature of the individual building style and be reflective of their traditional appearance and prominence in the neighborhood.

It is required that all portions of front elevations incorporate the use of one or more of the following natural materials: wood siding and trim (fiber cement siding may be included if the same as wood in appearance), brick, or stone (cultured stone may be included if the same as stone in appearance). Other materials, including synthetic stucco (EFIS), aluminum siding, vinyl siding and other composites, shall be acceptable as primary elements provided that a portion of the elevation include natural materials as described here in. The percentage, type and detail of natural material included shall be dictated by the Architectural Style proposed and as approved by the Master Developer. Additionally, synthetic stucco (EFIS) shall be limited in use as a secondary element, unless designed to appear as natural brick or stone material.

Corner boards, window and door trims, shutters, band boards, and moldings shall be used to differentiate and enhance each individual styled elevation. Entries shall be oriented to the street, and shall receive additional emphasis and detail. Flush rakes and long expanses of flat wall planes are not allowed on thru lots. Gutters, downspouts and splash blocks are required and shall be included with each elevation design, in a style compatible with the architecture of the structure.

Required:

1. Corner boards, trim and door/window surrounds on all facades.
2. Side and rear facades fully exposed to public ways or R.O.W. shall include the same materials and design used on the front facade for at least 30% of the surface.

#### EXTERIOR COLORS

Color packages shall be developed with consideration for variety and compatibility within each neighborhood as well as throughout the entire community. Colors shall be consistent with traditional Village and Midwest vernacular.

Required:

1. Approved color schemes shall feature a harmonious range of color blends and shading.
2. Consideration of a monochromatic color scheme within one attached single-family neighborhood.
3. Complementary trim and siding colors with slight variations in contrast.
4. Subtle third color accents, in traditional colors, appropriate for the style chosen.

#### FRONT ENTRY, SERVICE, PATIO & GARAGE DOORS

Door styles and colors should be used in such a way to emphasize the front entry and de-emphasize the garage and service doors. Wood, insulated metal, fiberglass and quality hardboard materials are acceptable. A variety of door styles and colors are encouraged but the door style must be appropriate to the architectural theme of the building. Muntins, sidelites, special shades and window details are encouraged where appropriate for the style chosen.

Other appropriate features include:

1. Embossed or plant-on detail at front entry doors.
2. Accent colors, consistent on all units.
3. Paneled wood or insulated steel (embossed) garage doors.
4. Muted color schemes on service and garage doors.
5. Mixed use of single and double garage doors.
6. Trim wraps around all doors.
7. Pediments, entablatures, and decorative archways where appropriate.

#### ROOF ACCESSORIES, GUTTERS AND DOWNSPOUTS

It is required that all exposed, unpainted metal materials are hidden or muted from the public eye whenever possible. Exposed flues and roof vents shall be located on the back slope of roofs. Gutters and downspouts shall match or be compatible with trim colors

#### CHIMNEYS

Chimneys shall be compatible with the architectural style of the building to ensure consistency in design. Through-roof chimney projections shall be clad of the same predominant siding material on the structure. Chimney on facades shall match the facade material selection and design, or be all masonry.

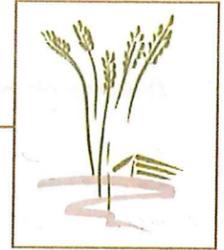


Examples of acceptable Attached Single-Family facade designs indicating the use of elements such as dormers and dominant entry features.

Note: The pictures, renderings, drawings and sketches represent the Master developer's vision. It is intended that these ideas represent a pictorial standard to be used by the architect with the text description to develop new and unique architectural designs. These designs are to be submitted to the Master Developer and Village for approval.

## IV. Architectural Design Standards

### D. Residential



#### DESIGN STANDARDS: CONDOMINIUMS AND APARTMENTS

It is envisioned that all multi-family buildings will be designed as a "whole" rather than an assemblage of individual units.

#### ELEVATIONS

Multi-family communities shall either mix styles within an individual neighborhood or create an entire neighborhood around a specific architectural character (or theme). There shall be no minimum percentage of masonry applied to multi-family buildings; rather a measure of what is appropriate to a particular style shall govern.

Minimum Requirements:

1. Minimum of (3) color packages.
2. Interpretations of traditional characteristics as described above.
3. Blended use of a variety of traditional architectural themes, materials and design components.
4. Consistency of architectural style, material use and architectural detail on all facades.

#### SCALE AND MASSING

Design consideration must be given to the relationship of architectural massing and the scale of building elements in the multi-family neighborhoods. Exterior elevation design must consider the scale, balance and character of the entire assembled elevation. The incorporation of animated roof lines, well defined unit entries, usable covered porches, bay windows and other residentially scaled elements, attached structures and appendices are critical to reduce the frontal mass and impact of the building.

Design Considerations:

1. Overall building mass scaled down through varying roof heights and styles and shapes.
2. Appropriate sense of scale and balance within a structure's components.
3. Architectural elements such as dormer, bay window projections and dominant entry elements.
4. Visual interest and relief in elevation design shall be created via variations in roof line, massing and detail.
5. Scale and massing consistent with the architectural style chosen.

#### EXTERIOR MATERIALS & FINISHES

Materials and trim selections must take into account the nature of the individual style and be reflective of their traditional appearance and prominence in the neighborhood. It is required that all portions of front elevations incorporate the use of one or more of the following natural materials: wood siding and trim (fiber cement siding may be included if the same as wood in appearance), brick or stone (cultured stone may be included if the same as stone in appearance). Other materials, including synthetic stucco (EFIS), aluminum siding, vinyl siding and other composites, shall be acceptable as primary elements provided that a portion of the elevation include natural materials as described here in. The percentage, type and detail of natural material included shall be dictated by the Architectural Style proposed and as approved by the Master Developer. Additionally, synthetic stucco (EFIS) shall be limited in use as a secondary element, unless designed to appear as natural brick or stone material. Corner boards, window and door trims, shutters, band boards, and moldings shall be used to differentiate and enhance each individual styled elevation. Entries shall be oriented to the street, and shall receive additional emphasis and detail. Flush rakes and long expanses of flat wall planes are not allowed on thru lots. Gutters, downspouts and splash blocks are required and shall be included with each elevation design, in a style compatible with the architecture of the structure.

Minimum Requirements:

1. Corner boards, trim and door/window surrounds on all facades.
2. Side and rear facades fully exposed to public ways or R.O.W. shall include the same materials and design used on the front facade for at least 30% of the surface.

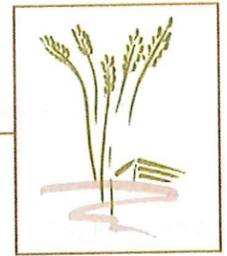
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Examples of acceptable Multi-Family facade designs indicating the use of elements such as dormers, wall projections and dominant entry features.

## IV. Architectural Design Standards

### D. Residential



#### EXTERIOR COLORS

Color packages shall be developed with consideration for variety and compatibility within each neighborhood as well as throughout the entire community. Colors shall be consistent with traditional Village and Midwest vernacular.

Required:

1. Approved color schemes shall feature a harmonious range of color blends and shading.
2. Consideration of a monochromatic color scheme within one multi-family neighborhood.
3. Complementary trim and siding colors with slight variations in contrast.
4. Subtle third color accents, in traditional colors, appropriate for the style chosen.

#### FRONT ENTRY, SERVICE, PATIO & GARAGE DOORS

Door styles and colors should be used in such a way to emphasize the front entry and de-emphasize the garage and service doors. Wood, insulated metal, fiberglass and quality hardboard materials are acceptable. A variety of door styles and colors are encouraged but the door style must be appropriate to the architectural theme of the building. Muntins, sidelites, special shades and window detail shall be encouraged where appropriate for the style chosen.

Other appropriate features include:

1. Embossed or plant-on detail at front entry doors.
2. Accent colors, consistent on all units.
3. Paneled wood or insulated steel (embossed) garage doors.
4. Muted color schemes on service and garage doors.
5. Mixed use of single and double garage doors.
6. Trim wraps around all doors.
7. Pediments, entablatures, and decorative archways where appropriate.

#### ROOF ACCESSORIES, GUTTERS AND DOWNSPOUTS

It is required that all exposed, unpainted metal materials are hidden or muted from the public eye whenever possible. Exposed flues and roof vents shall to be located on the back slope of roofs. Gutters and downspouts shall match or be compatible with trim colors.

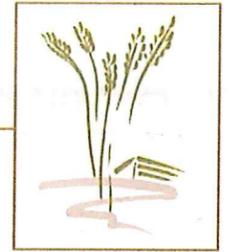


Examples of acceptable Multi-Family facade designs indicating the use of elements such as dormers, wall projections and dominant entry features.

*Note: The pictures, renderings, drawings and sketches represent the Master developer's vision. It is intended that these ideas represent a pictorial standard to be used by the architect with the text description to develop new and unique architectural designs. These designs are to be submitted to the Master Developer and Village for approval.*

## IV. Architectural Design Standards

### D. Residential



#### DESIGN STANDARD: SINGLE FAMILY

It is the goal of the Master Developer to encourage a variety of traditional and well recognized Architectural Styles which de-emphasize the garage in creative ways and add value to the community through good planning. Alternate elevations shall be distinctive and varied to avoid monotony. The Builder and Architect are required to utilize the following architectural standards and techniques in the creation of various residential housing products and styles, and in the development of neighborhood concepts.

#### ELEVATIONS

To create diversity and individuality throughout **Cornerstone**, and to comply with anti-monotony standards, it is critical that a variety of architectural styles and color packages be provided for homes in proximity to one another. It is encouraged that 10% of the garages be side loaded or rear loaded. These alternate garage locations should be incorporated (where practical) on corner lots. It is envisioned that these garage conditions, along with conventional front loaded garages, will provide additional streetscape diversity to the community. Alternate garage solutions such as split-garages and recessed front load garages, as well as a blend of single and double garage doors are encouraged.

#### MINIMUM REQUIREMENTS

1. Minimum of (3) elevation themes for each plan type.
2. Minimum of (5) color packages.
3. No similar elevation design will repeat within 200 feet on the same or opposite side of the street.
4. Elevations will be considered dissimilar when they exhibit significant changes of the following elements:
  - Roof forms
  - Window patterns
  - Massing
  - Porch/Entry conditions
  - Material allocations
  - Architectural style

#### SCALE AND MASSING

Design consideration must be given to the relationship of architectural massing and the scale of building elements in all single family neighborhoods. The incorporation of second story dormer, porch entries, usable covered porches, bay windows and other residentially scaled elements, attached structures and appentices are critical to reduce the frontal mass and impact of the homes. A strong expression of entry and a forward orientation of the front door are mandatory.

When terrain requires a walkout, or stepped grade condition, exterior wall finishes should "step" down with grade, with each "step" beginning 8 inches above finished grade. Long expanses of exposed concrete shall be avoided.

#### Design Considerations:

1. Mass of dwellings scaled down through varying roof heights and styles and shapes.
2. Appropriate sense of scale and balance within a structure's components and with adjacent structures.
3. Architectural elements such as dormer, bay window projections and dominant entry elements.
4. Exterior wall finishes that follow slopes in grade, to the extent possible.
5. De-emphasis of 2 or 3 car garage elements, by setting back the garage plane, or softening the heavy mass with appropriate architectural consideration, design and detail.
6. Scale and massing consistent with the architectural style chosen.

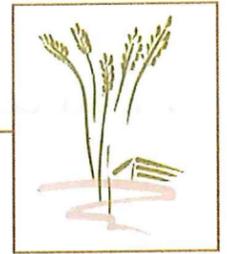
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Examples of acceptable Single-Family designs.

## IV. Architectural Design Standards

### D. Residential



#### EXTERIOR MATERIALS & FINISHES

It is required that all portions of front elevations incorporate the use of one or more of the following natural materials: wood siding and trim (fiber cement siding may be included if the same as wood in appearance), brick, or stone (cultured stone may be included if the same as stone in appearance). Other materials, including synthetic stucco (EFIS), aluminum siding, vinyl siding and other composites, shall be acceptable as primary elements provided that a portion of the elevation include natural materials as described here in. The percentage, type and detail of natural material included shall be dictated by the Architectural Style proposed and as approved by the Master Developer. Additionally, synthetic stucco (EFIS) shall be limited in use as a secondary element, unless designed to appear as natural brick or stone material.

Corner boards, window and door trims, shutters, band boards, and moldings shall be used to differentiate and enhance each individual styled elevation. Entries shall be oriented to the street, and shall receive additional emphasis and detail. Flush rakes and long expanses of flat wall planes are not allowed on thru lots. Gutters, downspouts and splash blocks are required and shall be included with each elevation design, in a style compatible with the architecture of the structure.

Required:

1. Corner boards, trim and door/window surrounds on all facades.
2. Side elevations fully exposed to public ways or R.O.W. shall include the same materials and design used on the front facade for at least 30% of the surface.
3. Rear elevations: see rear elevation controls.

#### EXTERIOR COLORS

Color packages shall be developed with consideration for variety and compatibility within each neighborhood as well as throughout the entire community. Colors shall be consistent with traditional Village and Midwest vernacular.

Required:

1. Approved color schemes shall feature a harmonious range of color blends and shading.
2. Synthetic stucco areas shall range from off-whites to light browns and light warm grays.
3. Complementary trim and siding colors with slight variations in contrast.
4. Subtle third color accents, in traditional colors, appropriate for the style chosen.

#### REAR ELEVATION CONTROLS

In neighborhoods that back up to Perimeter Roads or R.O.W., it is the intent to provide an appearance control for the rear and side elevation of those homes. On those identified lots, at least three (3) techniques from the list below shall be incorporated onto rear elevations:

1. Significant plane breaks (equal to or greater than 12" in depth) Cantilevers are an acceptable technique.
2. Projected box bay windows.
3. Window grids and window trim wraps.
4. Roof break elements (i.e. overlay gables).
5. At least 30% of rear elevation must incorporate materials and/or accent materials of the front elevation.

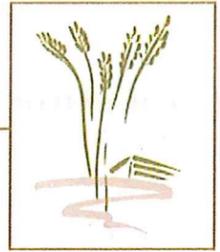


Examples of acceptable Single-Family designs.

Note: The pictures, renderings, drawings and sketches represent the Master developer's vision. It is intended that these ideas represent a pictorial standard to be used by the architect with the text description to develop new and unique architectural designs. These designs are to be submitted to the Master Developer and Village for approval.

## IV. Architectural Design Standards

### D. Residential



#### FRONT ENTRY, SERVICE, PATIO & GARAGE DOORS

Door styles and colors should be used in such a way to emphasize the front entry and de-emphasize the garage and service doors. Wood, insulated metal, fiberglass and quality hardboard materials are acceptable. A variety of door styles and colors are encouraged. Front entry doors shall be energy efficient and appropriate to the architectural theme of the home. Muntins, sidelites, special shades and window detail shall be encouraged where appropriate for the style chosen. Other appropriate features include:

1. Embossed or plant-on detail at front entry doors.
2. Accent colors.
3. Paneled wood or insulated steel (embossed) garage doors.
4. Muted color schemes on service and garage doors.
5. Mixed use of single and double garage doors.
6. Trim wraps around all doors.
7. Pediments, entablatures, and decorative archways where appropriate.

#### ROOF ACCESSORIES, GUTTERS AND DOWNSPOUTS

It is required that all exposed, unpainted metal materials are hidden or muted from the public eye whenever possible. Exposed flues shall be located on the back slope of roofs. Gutters and downspouts shall match or be compatible with trim colors.

#### CHIMNEYS

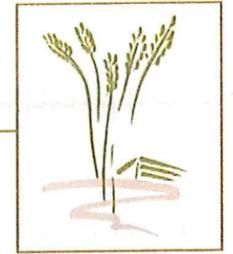
Chimneys shall be compatible with the architectural style of the building to ensure consistency in design. Through-roof chimney projections shall be clad of the same predominant siding material on the home. Chimneys on facades shall match the facade material selection and design, or be all masonry.



Examples of acceptable design approach for Single-Family front entries, garage doors and chimney.

## IV. Architectural Design Standards

### E. Residential



#### DESIGN STANDARDS: COMMON RESIDENTIAL ELEMENTS

##### FENCING

In order to provide a cohesive, well-planned fencing program, lot line fences for rear and side yards have been pre-determined by the Developer for multi-family areas. Fencing in these areas will require the approval of the respective Homeowners Associations and the Village of Grayslake.

Within traditional single-family neighborhoods, desired fencing where the rear yard or side yard abuts a roadway, open space or common area (including landscape buffer or detention area), the standard fence design criteria shown below shall be followed. All other rear and side yard lot line fences must meet the criteria below. Structural framing shall be on the lot side of the fence whose owner wishes to erect the fence, by agreement with the adjacent property owner, or on the lot side of the fence adjacent to a roadway. Rear yard and side yard fences must be located within 6" of the lot line. This does not preclude internal fences used to screen patios, pools and/or other private features whose designs are appropriate to the house architecture.

Fencing between single-family houses shall meet the following criteria:

1. Fences will be installed starting at least 15' back from the front corner of any house, but may be installed further than 15' if so governed by an adjacent house.
2. Fences shall not exceed 6' (72") in height.
3. Fencing on single-family corner lots is allowed, subject to the limitation that no fence shall encroach beyond building setback and into front yard space.
4. Stockade fences shall not be allowed. Chain link fencing shall not be installed by the Developer in any residential area. Chain link fencing may be allowed in single family areas upon request for future residents, provided the fence material shall be black vinyl-coated and landscaping will be installed to partially screen fence.
5. Fencing must meet Village building codes.

##### BUILDING & YARD LIGHTING

Lighting of homes and their surroundings can add dynamic effects within a community. Effective exterior lighting within **Cornerstone** is encouraged. Light fixtures shall be consistent with the theme of the community and building design. All lighting should be "down" or "area" lighting. All light sources should be white (no colored lights) and no spill over of lights should occur on neighboring properties. Lighting should be shielded to conceal glare.

Appropriate:

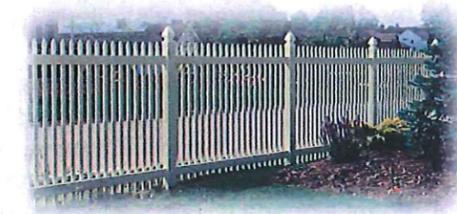
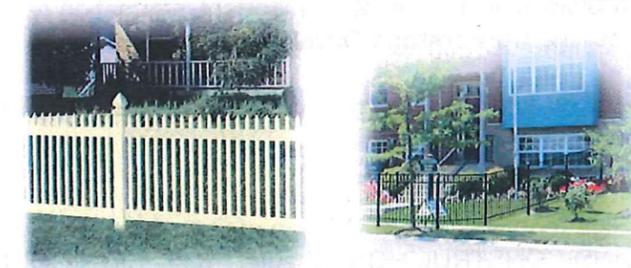
1. Wall mounted fixtures at entries that blend with theme of community and building design.
2. Fixtures and standards shall be designed to aesthetically relate to the character of the development.
3. Wall mounted and yard light fixtures are encouraged to be complementary or matching.
4. Photo eye control lighting shall be incorporated at key points of entry for safety.

##### DECKS, PORCHES & BALCONIES

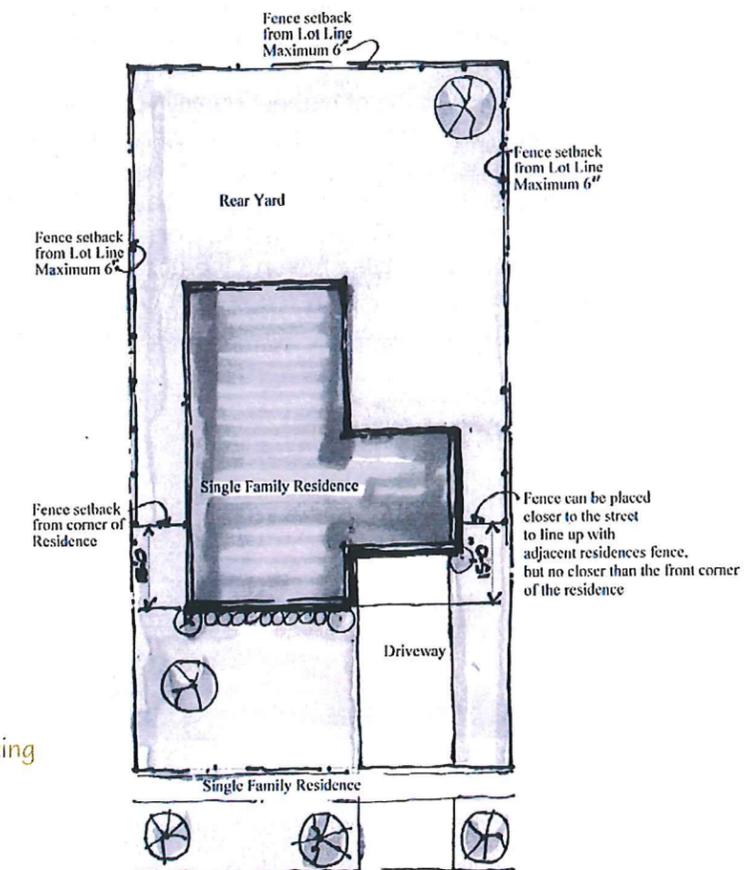
Entry porches should be designed as key features that invite entrance to the home. The use of arches, pediments, columns and railings are excellent examples of traditional design elements to be incorporated where applicable. Decks attached to houses should be large enough to be usable, and built with appropriate materials which can be exposed to the weather. Enclosed screen porches are acceptable if designed as part of the exterior and are built from materials consistent with the rest of the building.

Appropriate:

1. Wood deck trim, painted or stained to be compatible with the house finishes, oriented to the rear.
2. Deck handrail systems simple in design and reflective of the dwellings style and character.
3. Rear screen porches that fit the architectural style.
4. Dominant entry porches that fit the architectural style.



Examples of acceptable fencing in residential areas.



Examples of acceptable fencing plan in residential areas.