

EST. 2015

Parker Village

LUXURY TOWNHOMES

CAMAS, WA

Parker Village Narrative

Renderings

Supporting Maps

Design Standards

Parker Village LLC

Parker Village Narrative & Supporting Maps

Narrative

The residential portion of Parker Village consists of 60 single family and live-work luxury gated townhomes, ranging from 1,600 square feet to 2,100 square feet. The units will be attached in buildings ranging from 2 to 4. The detail site plan, renderings and finish materials are included in this document. The commercial component on Lot 61 is not submitting for Design Review at this time.

Parker Village is largely inspired and modeled after recently completed or currently in process townhomes projects in the general area: The Lakes at Fisher's Landing and Stoneleaf.

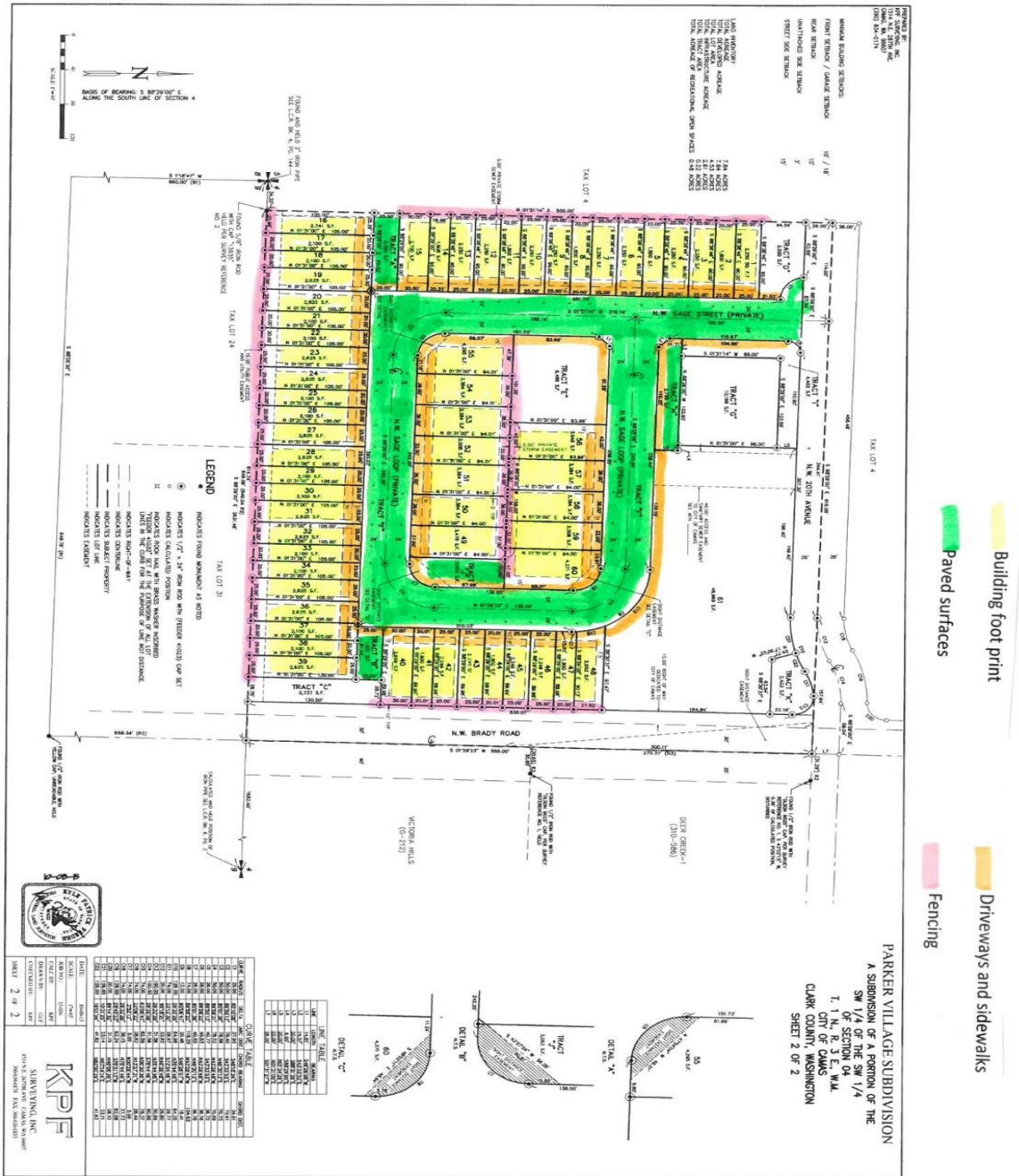
The Lakes at Fisher's Landing, located just west of 192nd, consisted of almost the same mix of product and number of units. It is now completed. A general overview can be seen at:

<http://ginndevelopment.com/projects/active-projects/the-lakes/>

Stoneleaf is just down the road and is currently in the final 6 to 12 months of building. In total, Stoneleaf will have 54 units (plus Knight's Court), of which will built 40. You are welcome to view this neighborhood in person as it is currently being built out. The neighborhood went from only being able to sell homes under \$300,000 to selling homes in excess of \$400,000; a win for the City and a win for all owners.

Approved Plat Map showing:

1. Asphalt
2. Fencing
3. Sidewalks and driveway areas
4. Building foot prints



Other than approved street lights and normal lights installed on the exterior of building (shown in the rendering, there is no other lighting to note. Pedestrian pathways are noted on the landscaping plan

Marketing plat map illustrating which floor plans go on which lots:



Summary:

- Lots 1 to 15 = 2-story 3 plex buildings
- Lots 16 to 39 = 2-story garage under 4 plex
- Lots 49 to 60 = 1-story buildings 2 or 3 units

Detailed architectural drawings are provided as separate PDF. All exterior building materials are James Hardie cement board products. As shown in the drawings and below renderings, it will be a mix of horizontal, shingle and board-baton. Lots 40 to 48, backing to Brady road, will have trim wrapped around the windows visible from the street. Decorative corbels and earth tone paints will be used to create a visually appealing aesthetic, including different colors schemes for each unit. Our nearby Stoneleaf neighborhood is a good example of the color selections and appealing elevations.

Building perspectives / renderings
Lots 1 – 15 and 40 – 48



Building elevations
Building perspectives / renderings
Lots 16 - 39



Building elevations
Building perspectives / renderings
Lots 49 – 60



Internal Design Standards

The purpose of the Design Standards is to facilitate quality development through an orderly process of evaluation and approval of plan submittals. The specific Design Standards set forth in this document establish the minimum standards to be used in the evaluation of each submittal.

1. **Exterior Design.** The exterior design of each Unit shall incorporate Craftsman and or European design as further illustrated in the architectural drawings and renderings.
2. **Exterior Materials:**
 - A. **Siding.** Will be mixed elements which can include horizontal lap siding, board and batt, stucco style, shingle in accent areas, and cultured or natural stone veneers. Vinyl siding will not be permitted. All siding material shall be fiber-cement materials. Wood shall only be used for fascia boards, window wraps, and other cosmetic and finishing elements to further enhance the exterior finish.
 - B. **Roofing.** Material shall be composition shingle with a minimum 30-year warranty, with a Class A fire rating and non-reflective. The color will be dark browns, grey, or black. Wood and metal roofing will not be permitted, except as needed for architectural design elements. The pitch of roof will be a 4/12 pitch or greater. Flat roofs will not be permitted.
 - C. **Windows.** Will be wood, vinyl, or prefinished metal frames and sashes. Aluminum windows or door frames must be vinyl clad or non-reflective anodized color complimenting the earth tones. All front facing and street-side windows will be fully wrapped.
 - D. **Front Doors.** Craftsman design with panel.
 - E. **Garage Doors.** Will be decorative raised panels matching the architecture of the home. Window panels and garage door hardware will be used to accent and create variety.
 - F. **Driveways.** Shall be constructed of broomed concrete. Asphalt driveways will not be permitted.
3. **General Appearance.** The influence of nature is seen in the range of organic colors appropriate for the European or Craftsman style. Siding, stucco and trim will be comprised of earth tones ranging from warm greens and browns to tans and ochre yellows. Accent colors will be rich,

earthy shades of green, red and brown. Homes located adjacent to one another shall use different color schemes. Home elevations used multiple times shall have a minimum of three color schemes. They will be approved provided they are appropriate to European or Craftsman design style and meet the above criteria.

4. **Landscaping.** Front landscaping with lawn and sprinkler system installed.
5. **Unit Size.** The minimum square footage of heated area for single family living units, exclusive of garages and porches, shall be 1,600 square feet. All living units must have a minimum of 250 sq ft of garage space with driveway to support off-street parking.

Ranch Plan Square footages (lots 49 to 60)	1,611 / 1,671
• Ranch garage square footage	409 / 285
2-story Plan square footages (1-15 & 40-48)	1,676 / 1,881
• 2-story garage	436 / 268
2-story garage under square footage (lots 16 to 39)	2,094
• 3-story garage	712

It is specifically noted that only one residence/unit may be constructed on each single family lot created.

6. Recorded CC&Rs will create detailed rules for ongoing maintenance for structures and rules for maintaining a high-quality neighborhood.