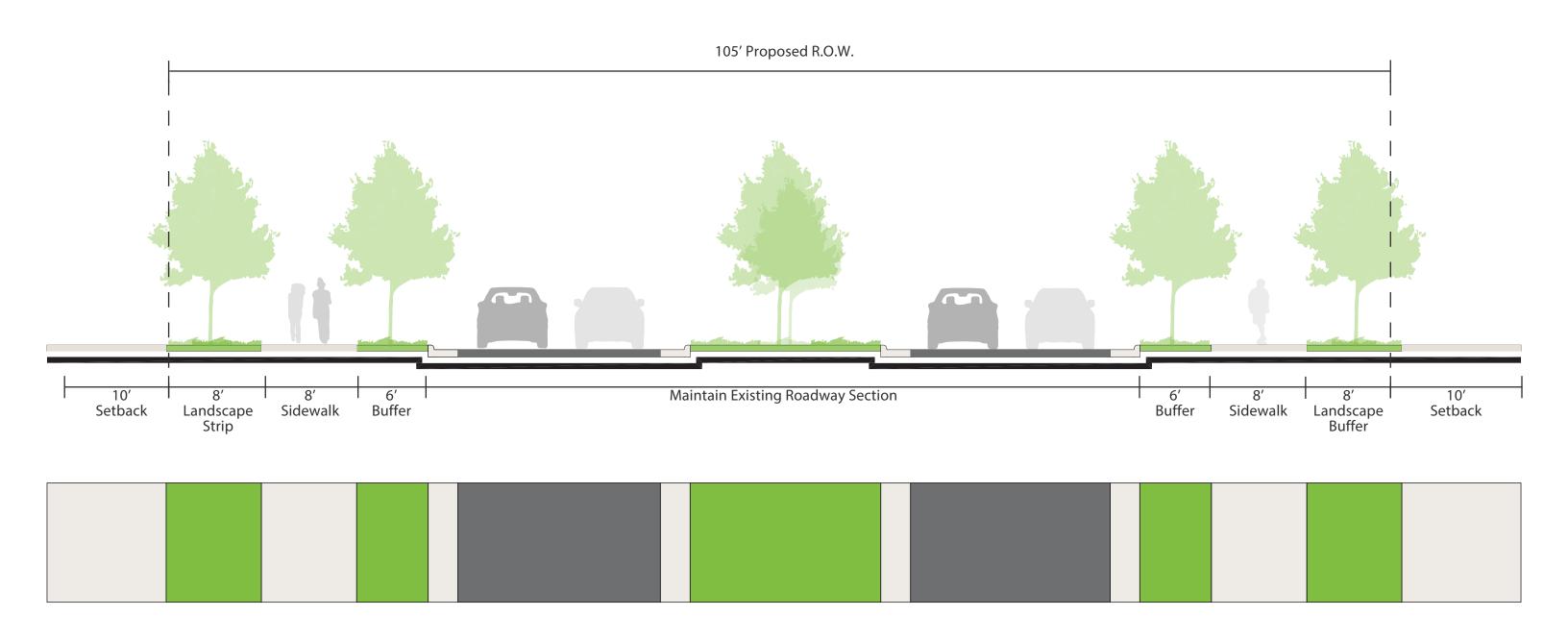


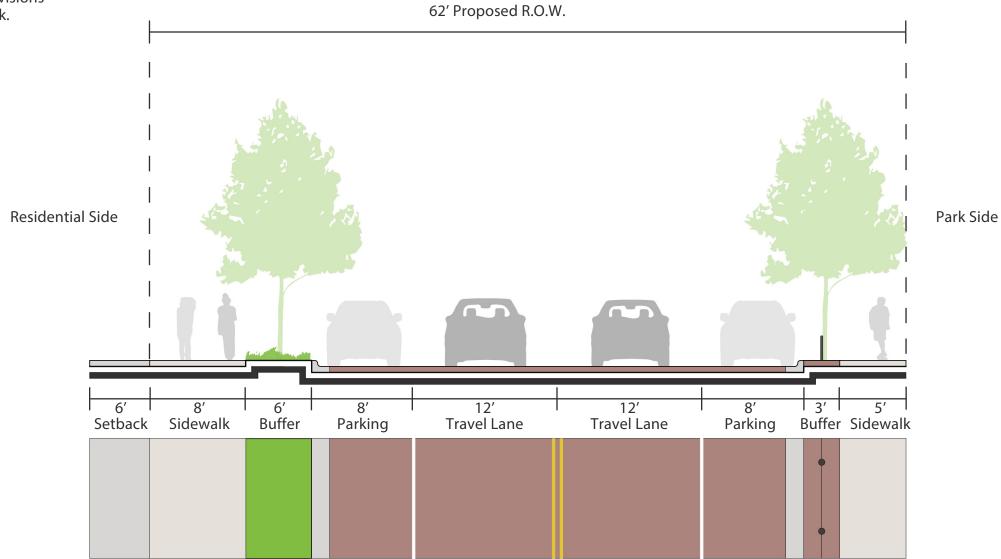
# **QUORUM DRIVE**

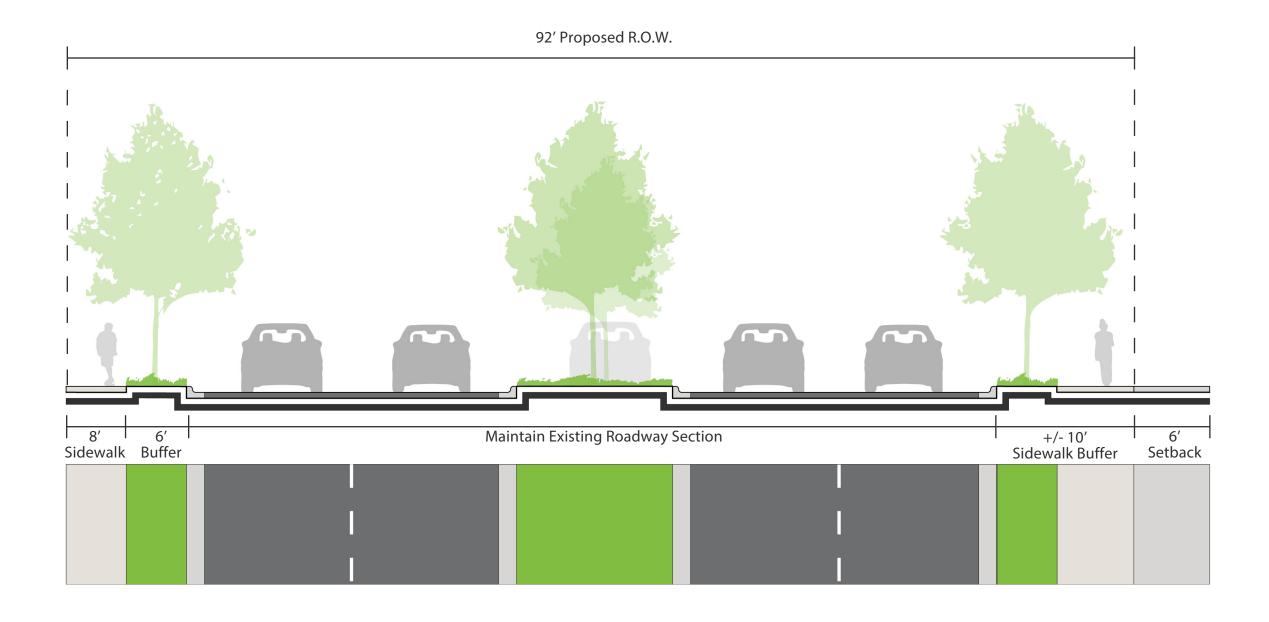
• Overhead Electrical Lines (OHE) to be buried on east side of Quorum Drive.



#### SPECTRUM DRIVE

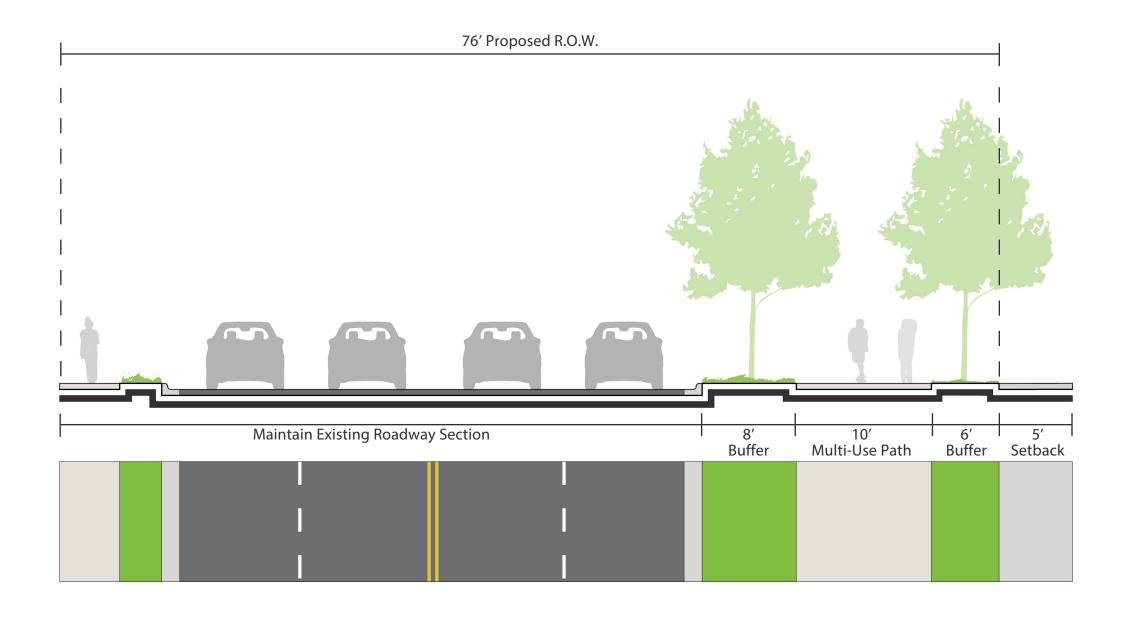
- Recommended that the Driving Surface of Spectrum Drive be treated with a paving material (i.e.) brick pavers for additional traffic calming
- Integrate staggered landscape islands within parking to further calm traffic
- Sidewalk location and buffer width along east side of Spectrum Drive is subject to revisions based on final design of Spectrum Park.





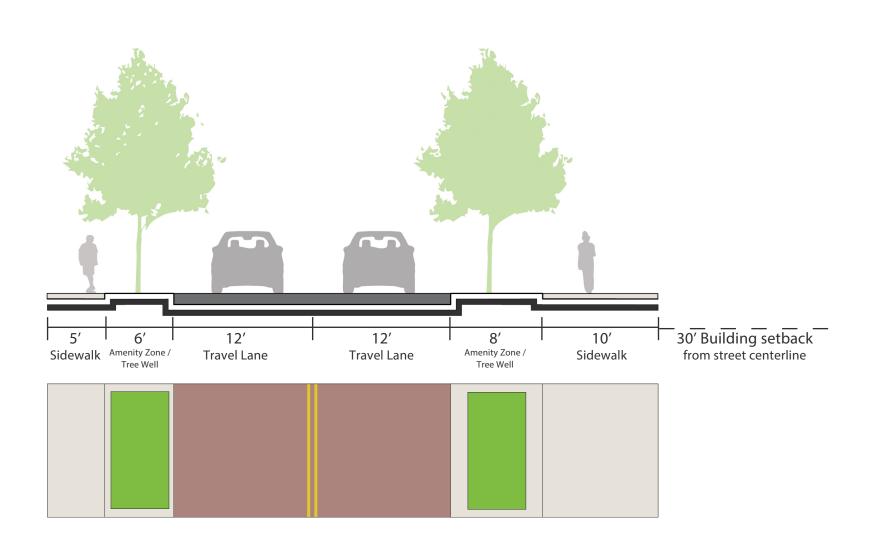
## **ADDISON ROAD**

 Bury existing OHE below 8' buffer strip and multi-use path



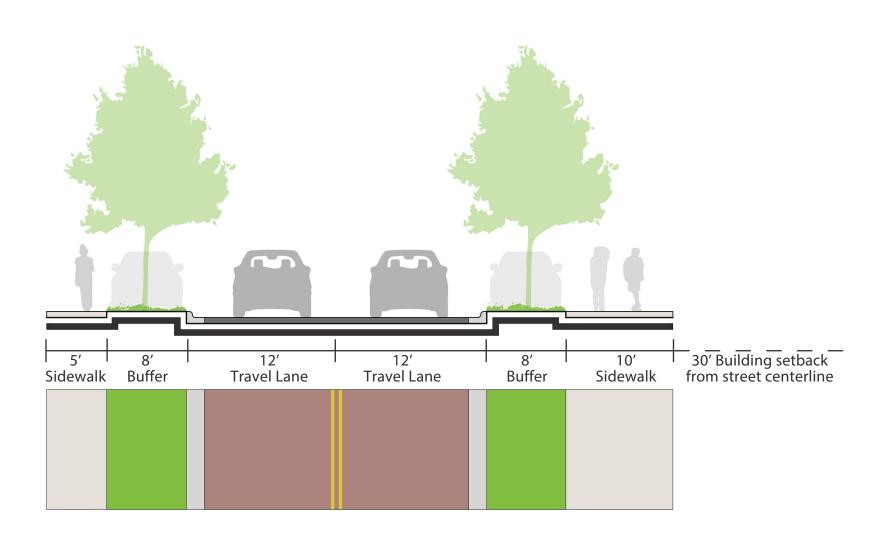
### **FESTIVAL WAY**

- Block to the north of The Hub only
- Recommended that the driving surface be treated with a paving material (i.e brick pavers) for additional traffic calming
- Block is intended to be a speed table/table top condition to reduce traffic speeds for pedestrian safety.



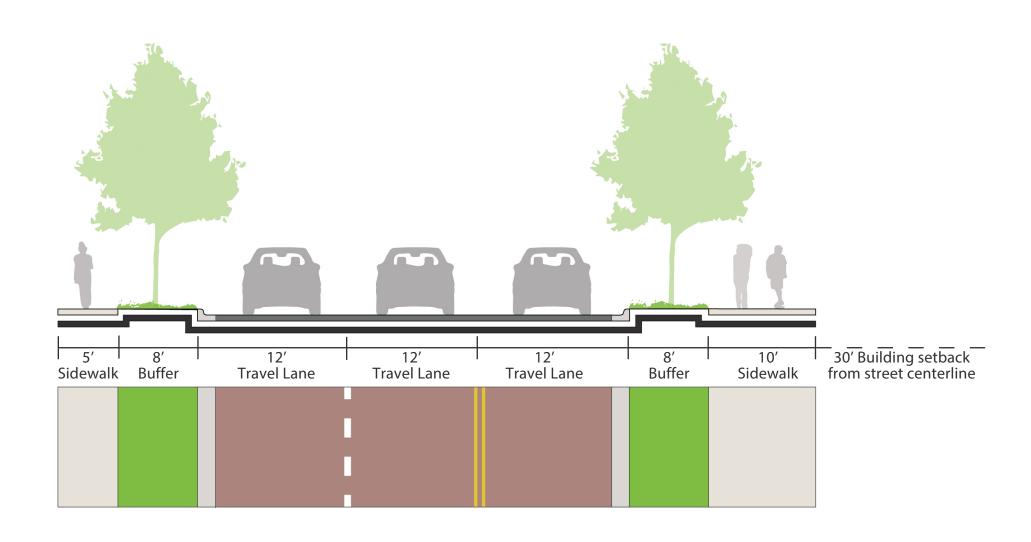
### **FESTIVAL WAY**

- Block to the north of office and high rise development only
- Planting strip can fall in line with the parallel parking spaces
- Recommended that the driving surface be treated with a paving material (i.e. brick pavers) for additional traffic calming



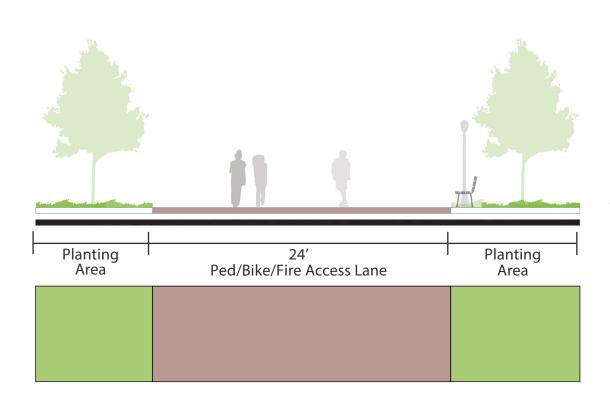
### **FESTIVAL WAY**

- Intersection of Festival Way and Addison Road
- No parallel parking spaces
- Recommended that the driving surface be treated with a paving material (i.e. brick pavers) for additional traffic calming



### PED/BIKE/FIRE ACCESS

- Access points to the east and west of the entertainment block
- Recommended that the driving surface be treated with a paving material (i.e. concrete pavers, enhanced hardscape) to relate to the pedestrian intent



### PED/BIKE/FIRE ACCESS

- Trail adjacent to Rail Corridor at Lot 03, Block A
- Access points to the east and west of the entertainment block
- Recommended that the driving surface be treated with a paving material (i.e. concrete pavers, enhanced hardscape) to relate to the pedestrian intent

