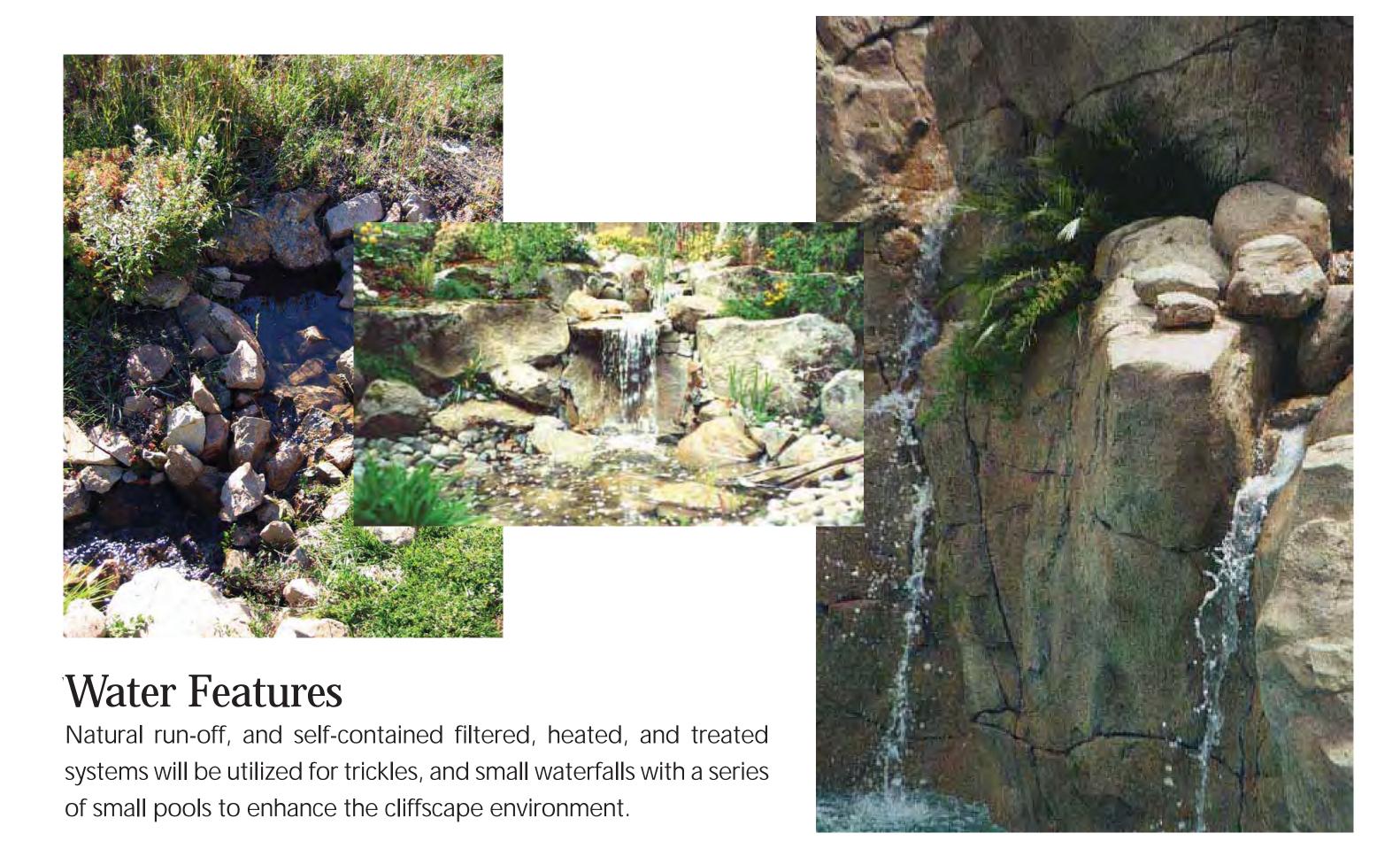
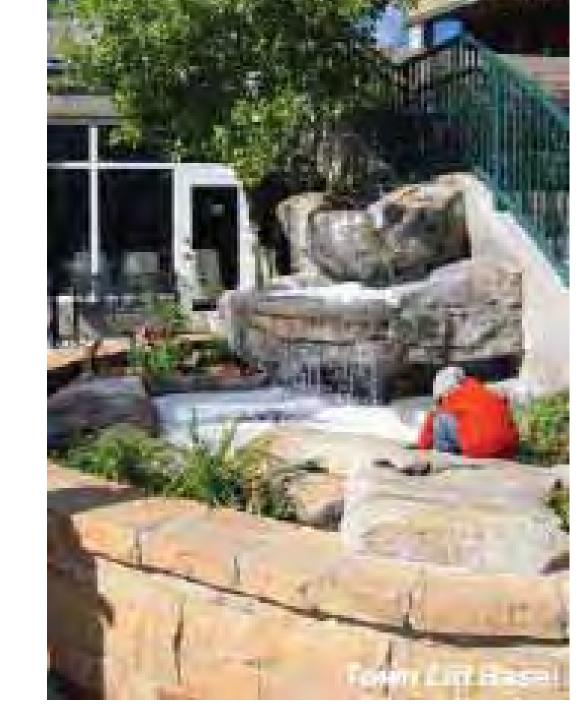


Stacked boulder retaining wall systems will be placed so as to appear to be natural rock. Accordingly boulders will be positioned to reflect the pattern of large random boulders and clusters of boulders that may have occured naturally within the landscape. Boulders will be from the area.



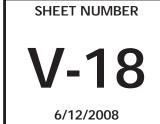


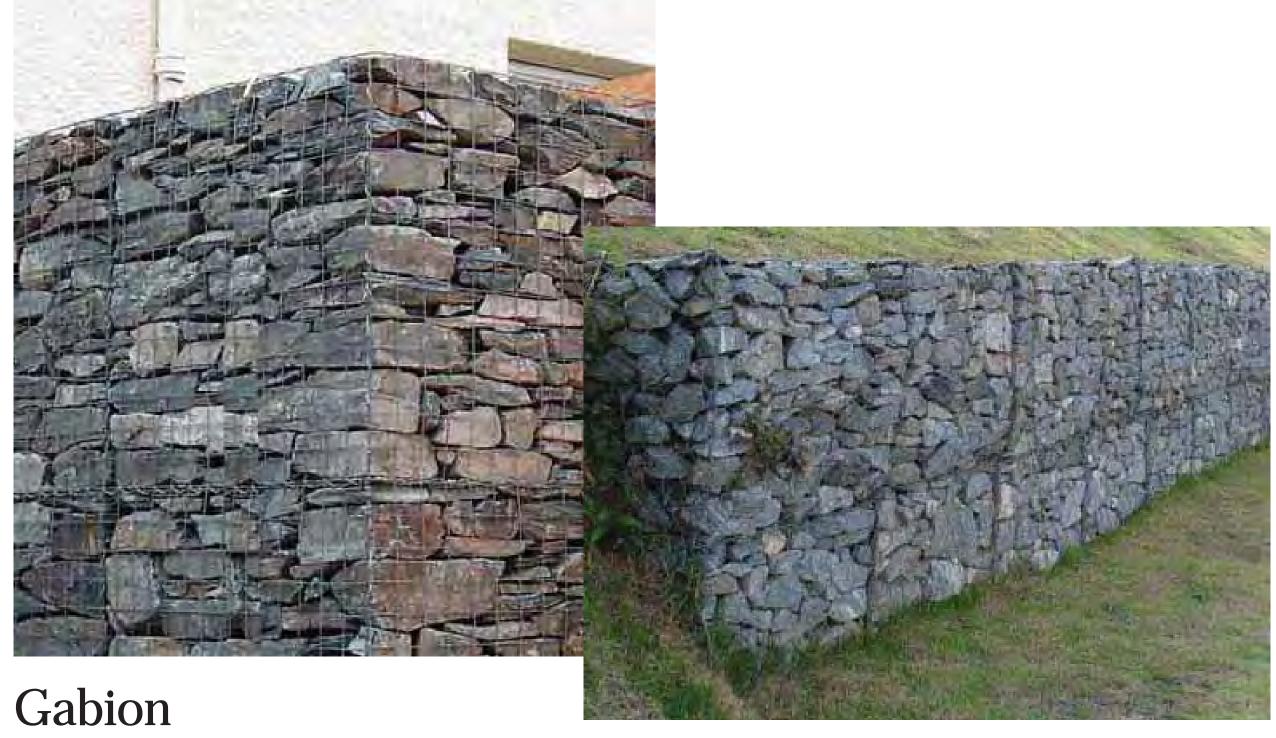
Outcrops in the Treasure project will be created in the field, based on the integrity of existing, underlying rock. Once exposed, the outcrops will be weathered to add a look of maturity to the landscape. The outcrops will be enhanced with plant material, water features, and natural boulders.



## Simulated Outcrops

Simulated outcrops may be utilized in areas where there are no naturally occurring outcrops, where the existing rock is structurally unsound, or where rock is needed in a strictly defined space (ie pool/spa/waterslide area). The constructed outcrops will be enhanced with plant material, water features, and boulders.



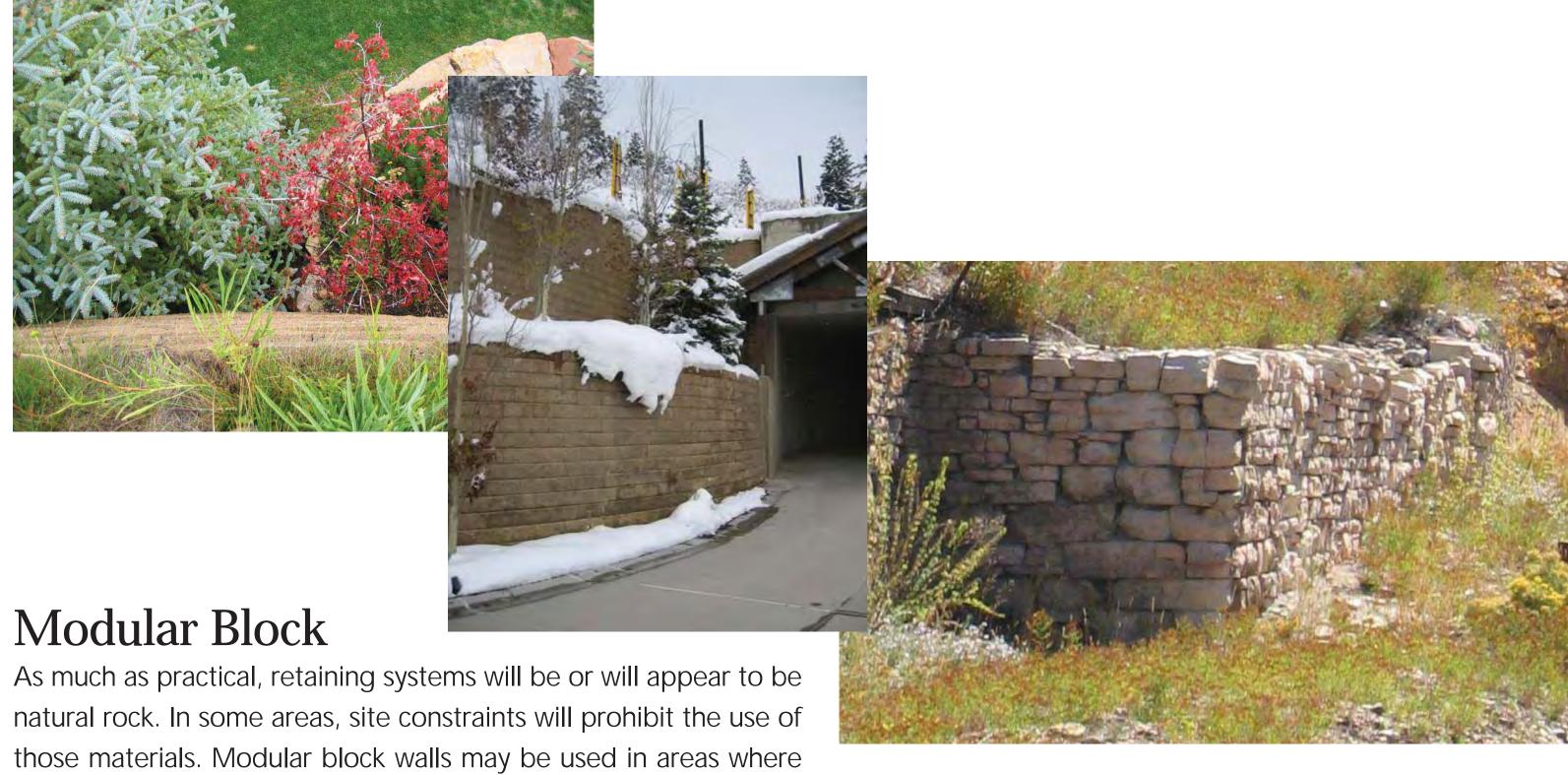


Gabions, or cages of competent site stone, will be used to provide retention, combining the geometric look of the cage system, with the natural feel of stone. These systems can be vertical or stepped and engineered for a variety of heights.



## I-Beam

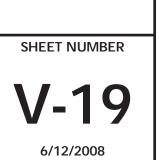
I-Beam and wood retaining systems will be used in areas of significant grade change or tight areas where cliffscapes and other walls are not feasible. These walls will continue the mining theme and connect the project with similar styles in the surrounding areas of Park City.



there is limited space, large planting terraces are desired, or where a large wall is needed and a textured surface is preferred. Modular block walls will match other materials in the Project with regards to color and texture. Freestanding walls shall incorporate natural elements that blend with the site.

## **Board Formed Concrete**

Iron stained board formed concrete walls will be utilized in areas with significant grade change where cliffscapes, stacked rock, or modular block walls are not feasible.





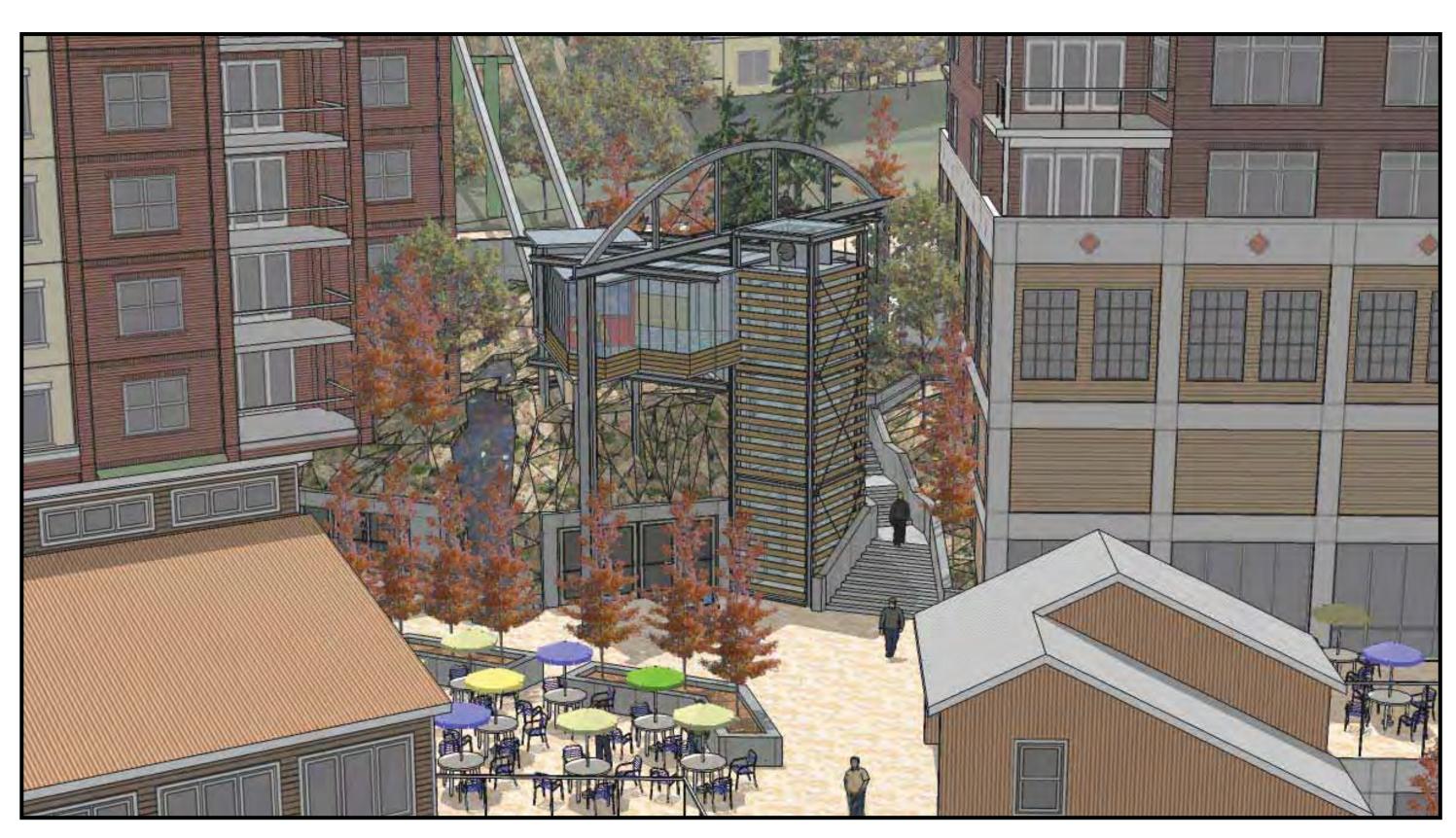
View from Lowell Avenue



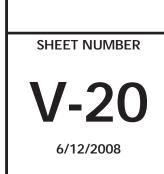
View from Empire Avenue

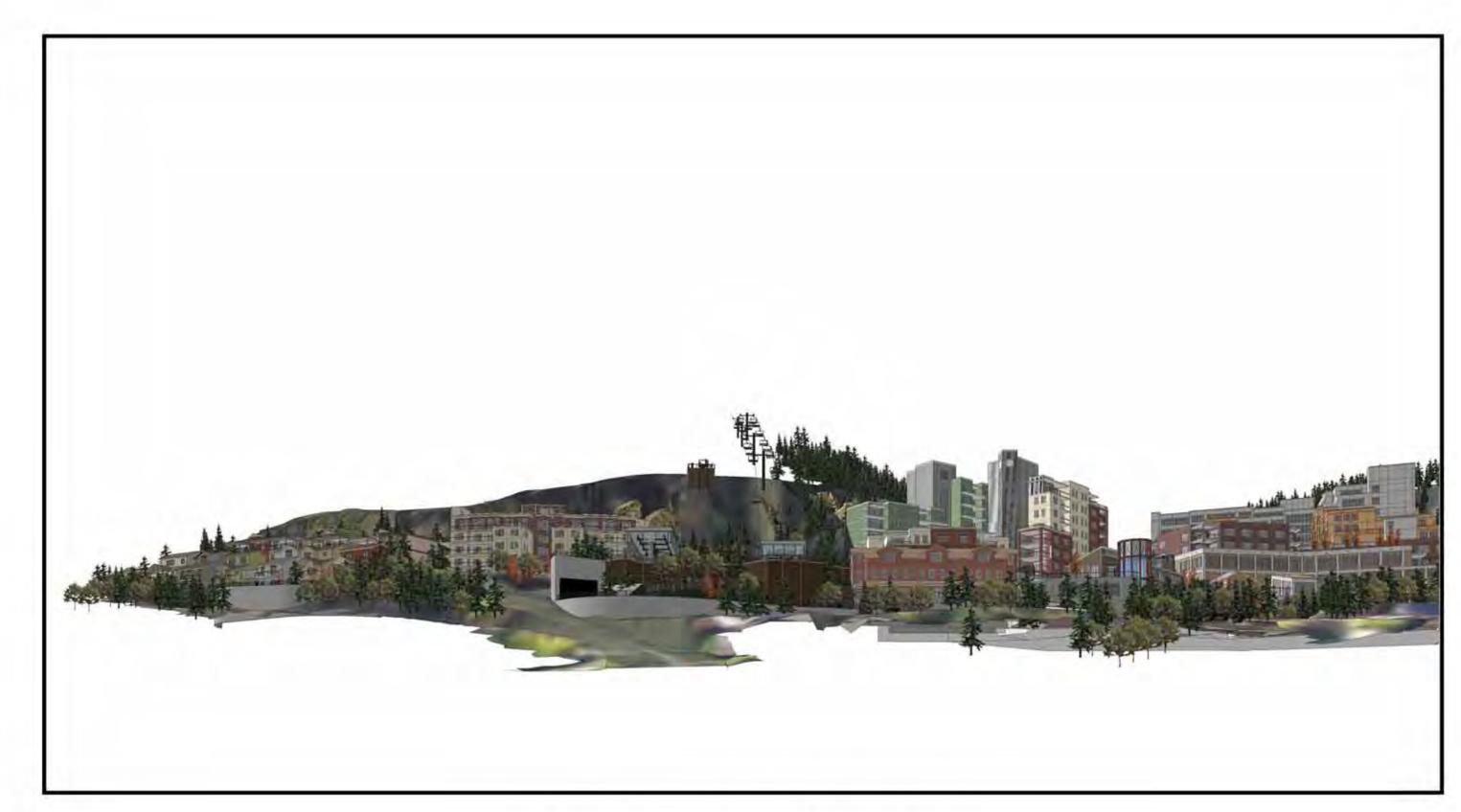


View of the Pool Plaza



View of the Funicular Station

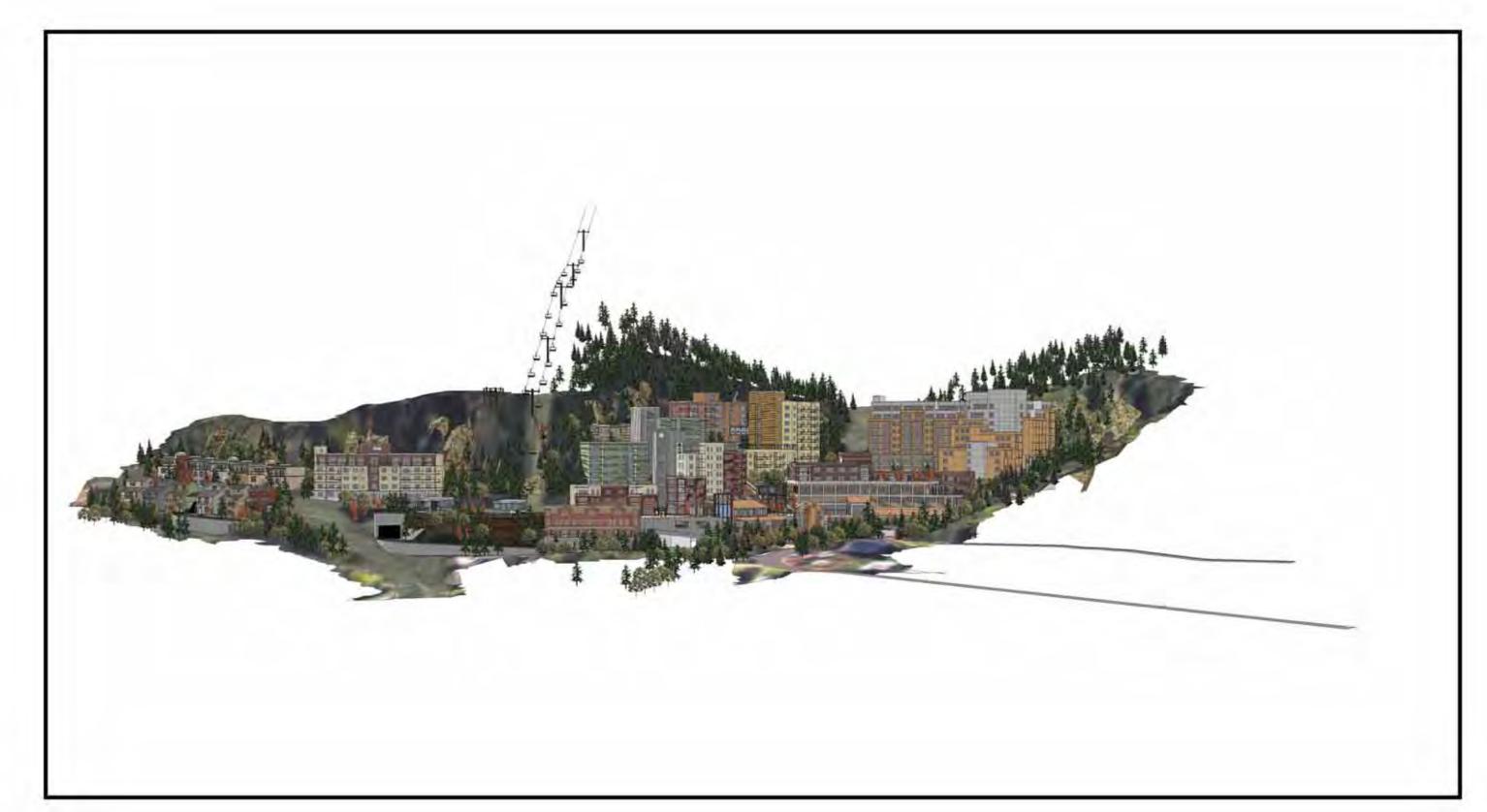




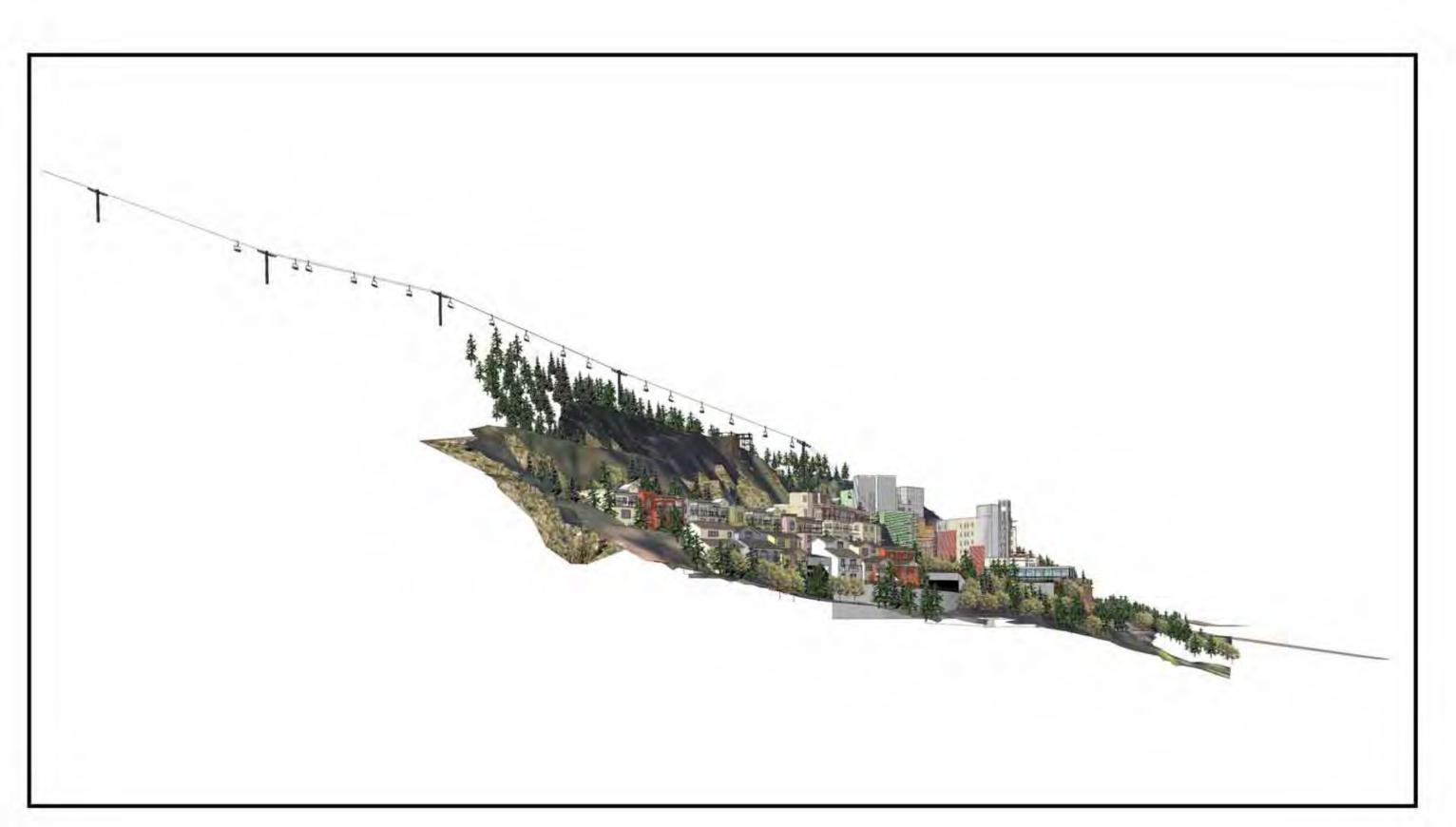
View from the Town Lift deck



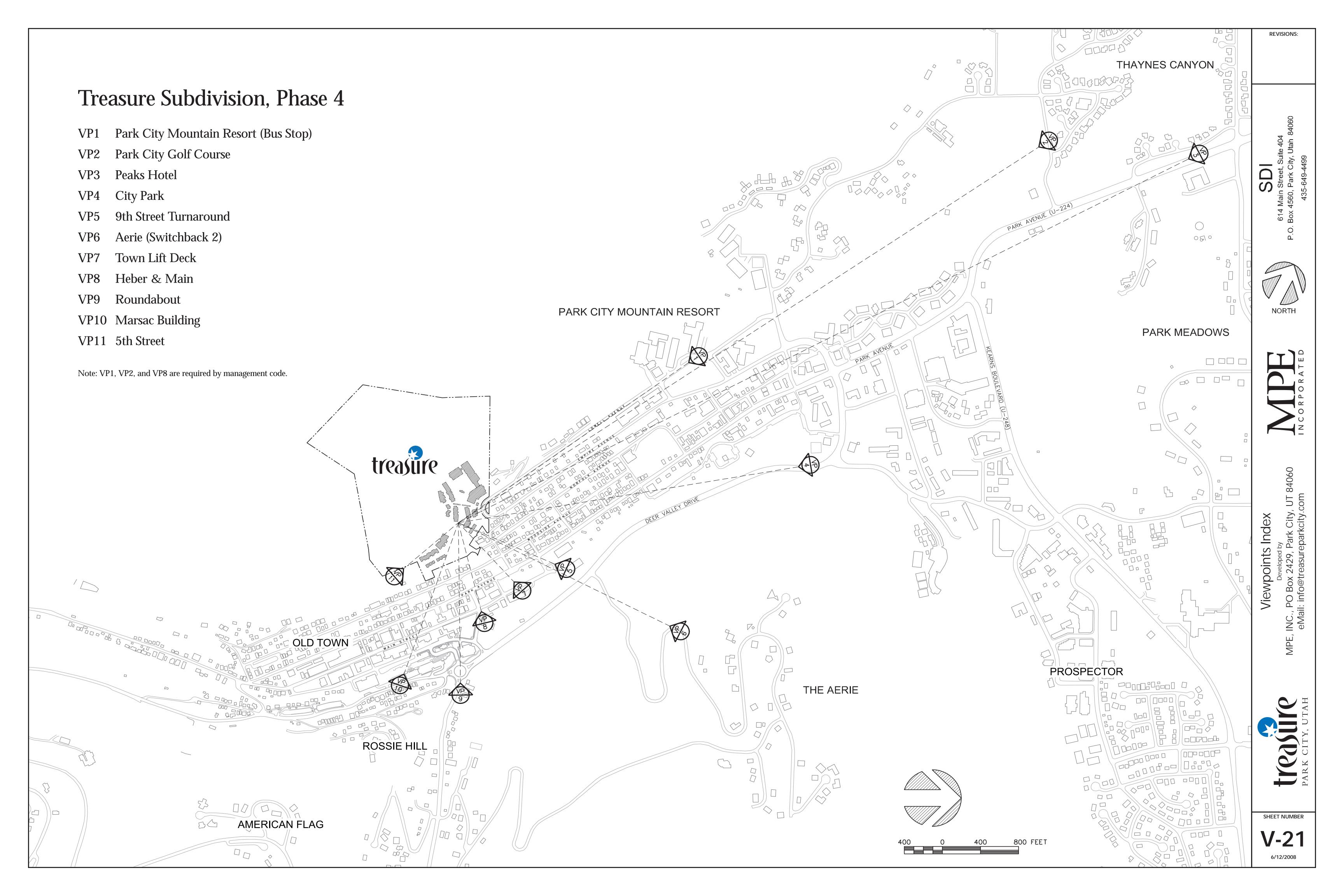
View from the Roundabout



View from The Aerie



View from the Marsac Building





EWpoints 1 & 2

Peloped by 2429, Park City, UT 84060

Camera Viewpoints 1 & Developed by IPE, INC., PO Box 2429, Park City, U



SHEET NUMBER







Viewpoint 2 – Park City Golf Course



4060 INCORPO

Camera Viewpoints 3 & 4

Developed by
INC., PO Box 2429, Park City, UT 84060
eMail: info@treasureparkcitv.com

PASIIK RK CITY, UTAH

SHEET NUMBER



Viewpoint 3 – Peaks Hotel



Viewpoint 4 – City Park











Viewpoint 6 – Aerie (Switchback 2)



Wpoints 7 & 8

loped by
129, Park City, UT 84060

Camera Viewpoints / 8

Developed by
PE, INC., PO Box 2429, Park City, U



SHEET NUMBER
V-25



Viewpoint 7 – Town Lift Deck

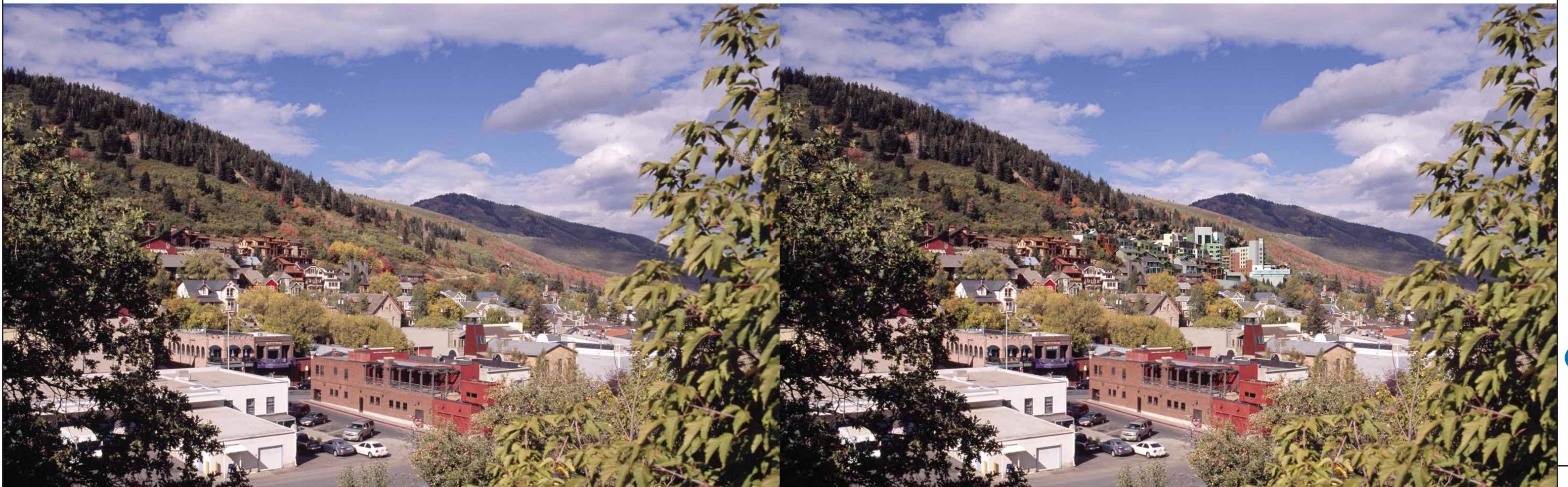


Viewpoint 8 – Heber & Main





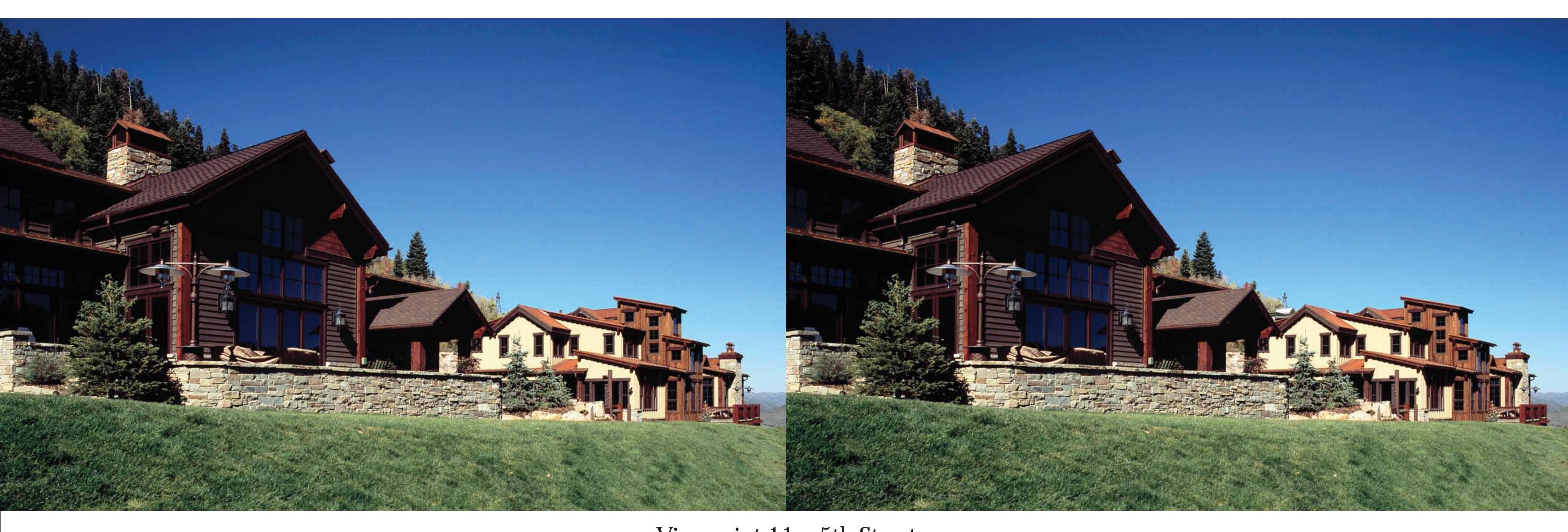
Viewpoint 9 – Roundabout



Viewpoint 10 – Marsac Building







Viewpoint 11 – 5th Street



SHEET NUMBER