Exhibit D

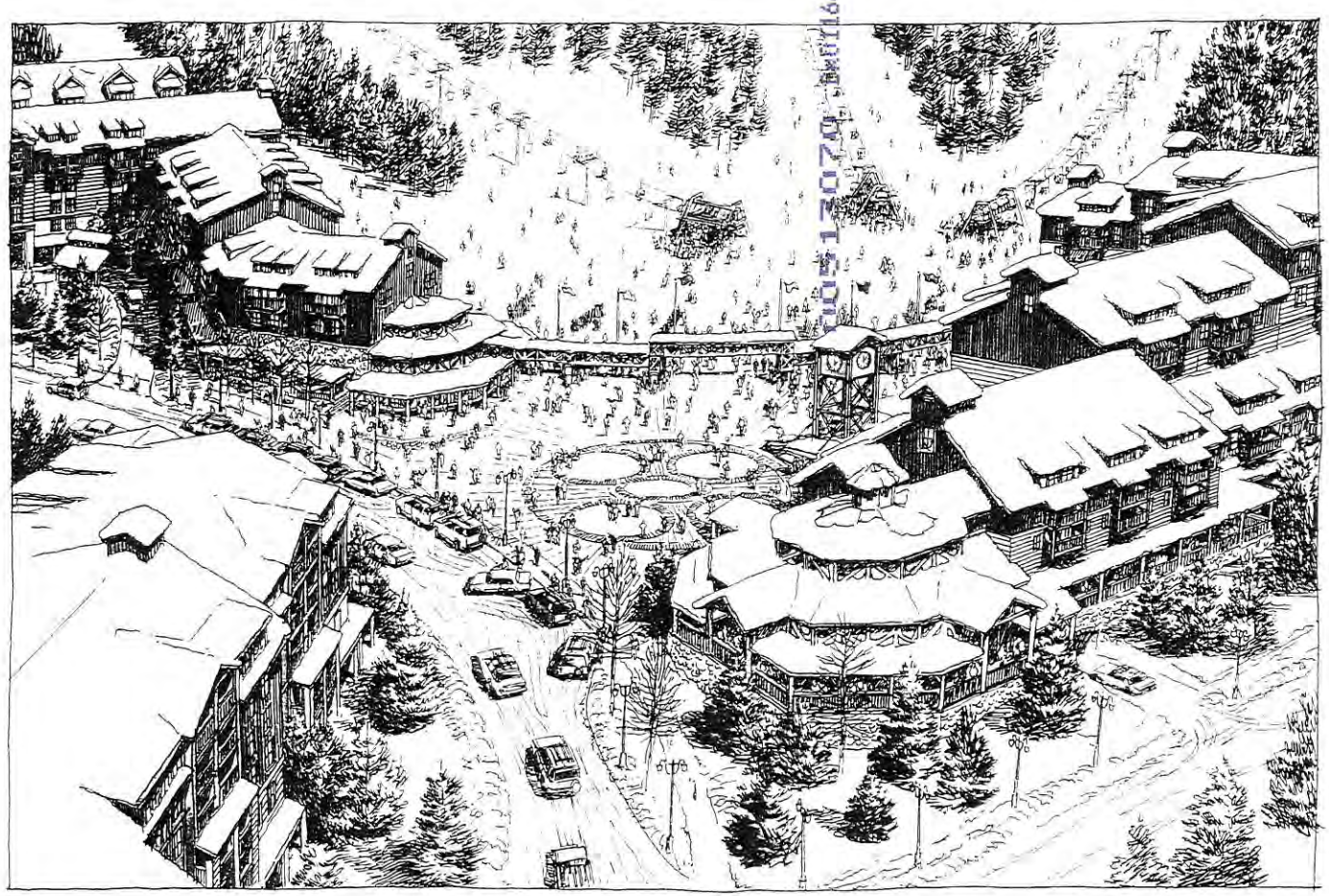
Park City Ski Area

PARK CITY
MOUNTAIN RESORT

BASE AREA

MASTER PLAN

STUDY



C O N C E P T M A S T E R P L A N

M A R C H 1 3 , 1 9 9 8

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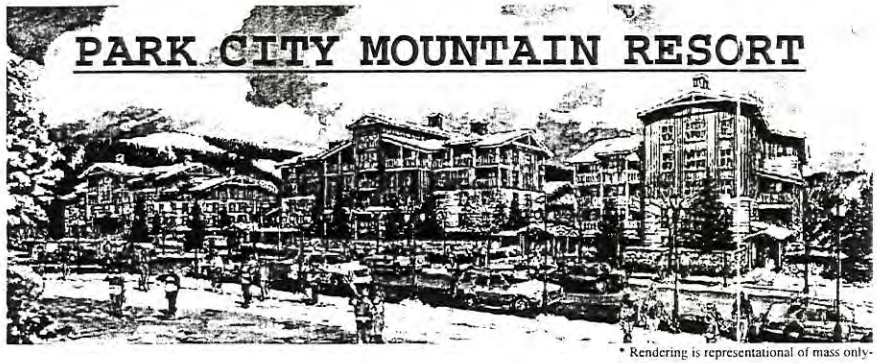
Architects

PARK CITY MOUNTAIN RESORT



* Rendering is representational of mass only- CUP review and approval is required.

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Park City Ski Area

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PARK CITY MOUNTAIN RESORT:
BASE AREA MASTER PLAN

Development Parcel Summary
(in approximate gross sq. ft.)

May 21, 1997

Parcel Square Footage Allowance Table

Parcel	Gross Residential Sq. Ft.	Residential Support Commercial and Accessory use @ 10%	Accessory Use to Resort Operations	Retail/ Commercial	Total
A	287000	28700	35000	(1)	350810
B	294000	29400		(1)	323519
C	159000	15900	18000	(1)	192963
D	93000	9300		(1)	102338
E	141000	14100	32000	(1)	187157
TOTAL	974000	97400	85000		1156787

(1) If there are retail/commercial uses other that Support Commercial or Accessory Uses they will require a proportionate reduction in the square footage that is allocated for the other uses.

(2) Building square footage does not include mechanical space that may be located below grade.

BUILDING VOLUME, UNIT EQUIVALENTS AND PARCEL SQUARE FOOTAGE ALLOWANCE TABLE:

The square footage numbers that are shown in the Parcel Square Footage Allowance Table are the maximums that can be built within each category. Three separate factors control the size of the individual buildings, and in each case the most restrictive of these factors will control the size of the building. The size and configuration of each building is limited by the gross square footage listed in the Parcel Square Footage Table, and the overall building envelope as set out in the Volumetric, neither of which can be exceeded. In addition the entire project is limited by the total Unit Equivalents that are available within the M.P.D.. The total Unit Equivalents that the project is entitled to is 492.

Mechanical space, maintenance and storage space that is located underground is not included in the total building square footage and is allowed in addition to the total Parcel Square Footage Allowance. Public Convention and Meeting Space that is likewise underground would be allowed in addition to the total Parcel Square Footage Allowance.

Park City Ski Area

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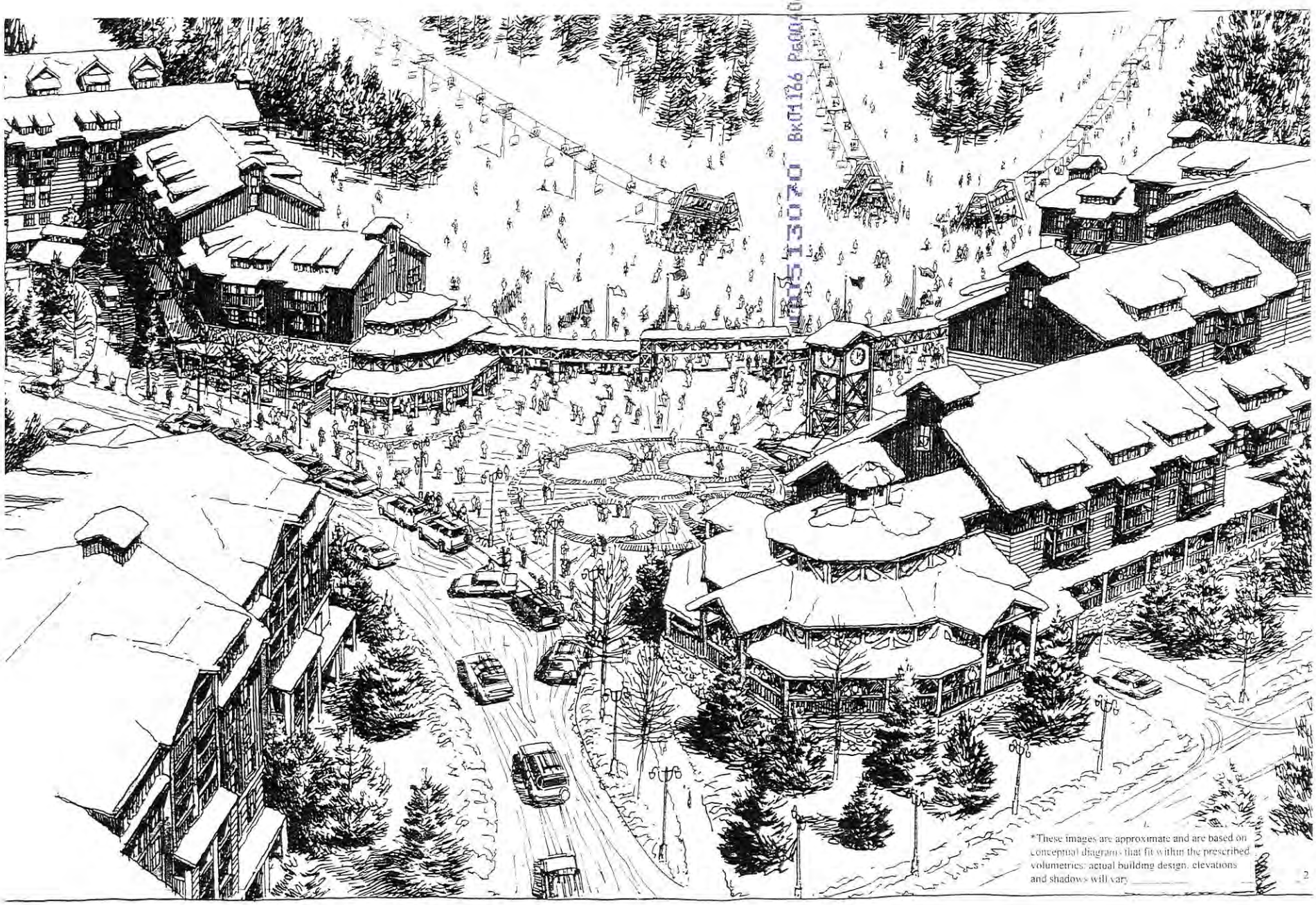
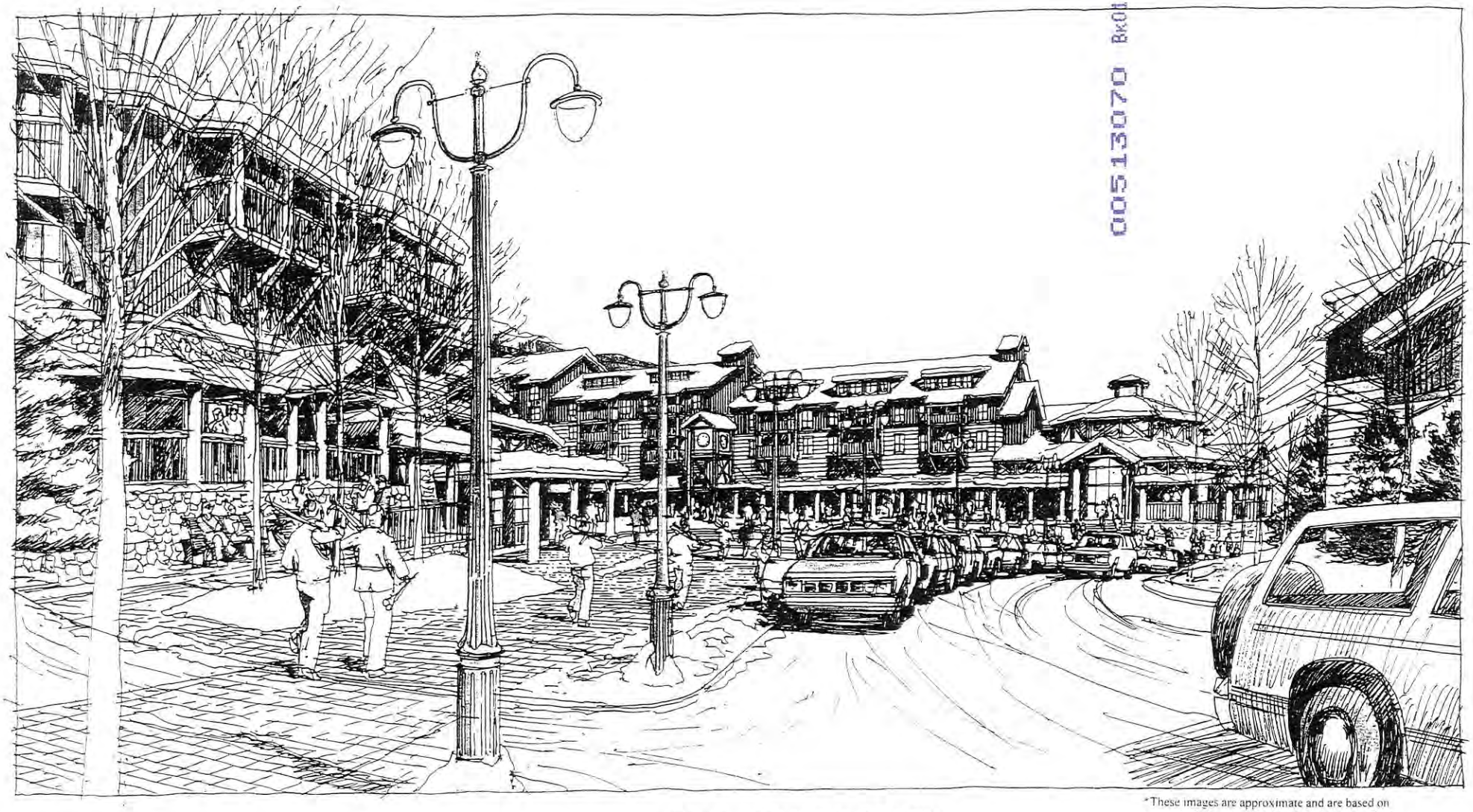
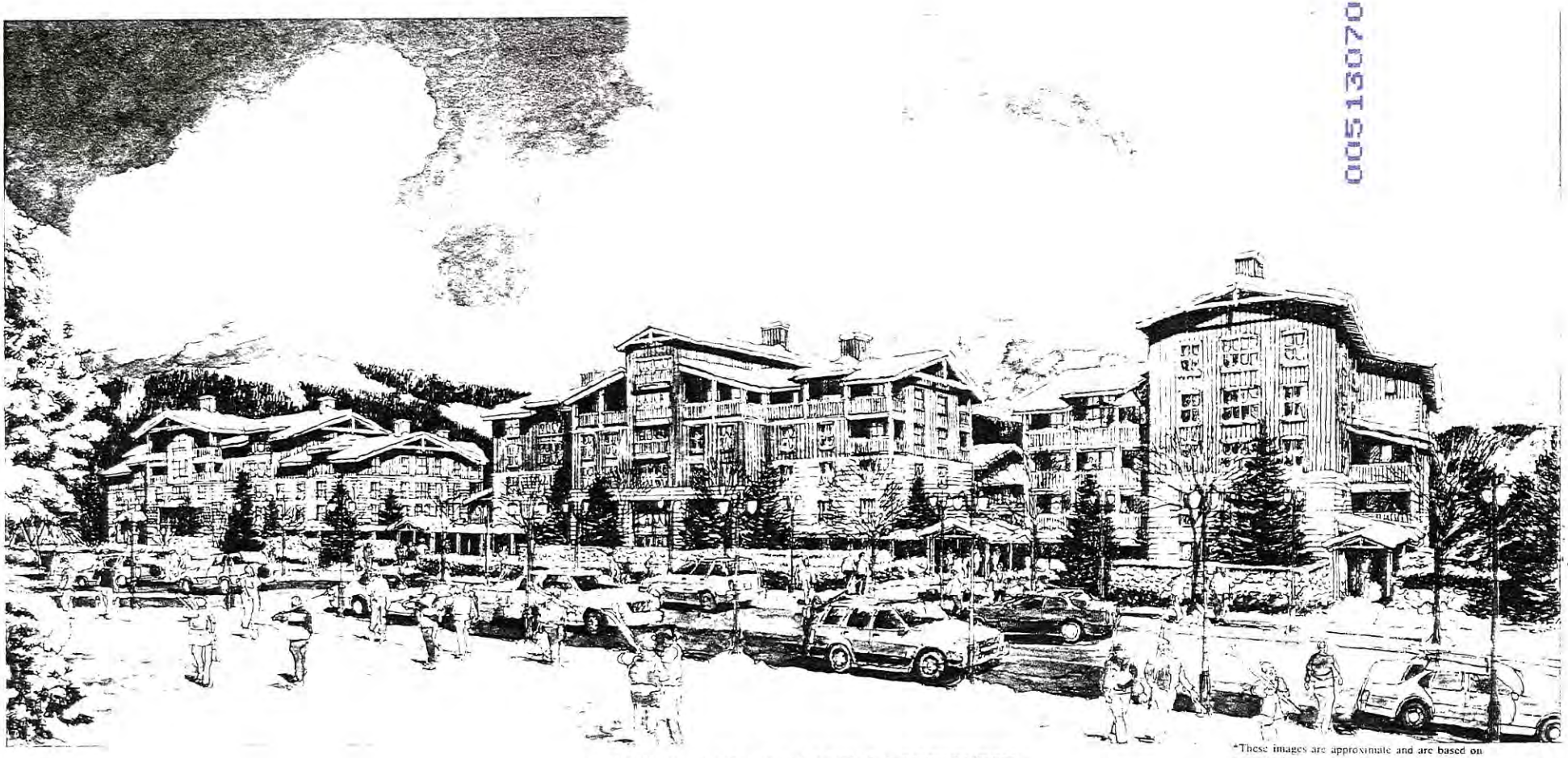


*These images are approximate and are based on conceptual diagrams that fit within the prescribed volumetrics; actual building design, elevations and shadows will vary.



LOWELL AVENUE LOOKING NORTH

*These images are approximate and are based on conceptual diagrams that fit within the prescribed volumetrics, actual building design, elevations and shadows will vary.



LOWELL AVENUE LOOKING NORTHWEST

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SITE INFORMATION

Park City Ski Area

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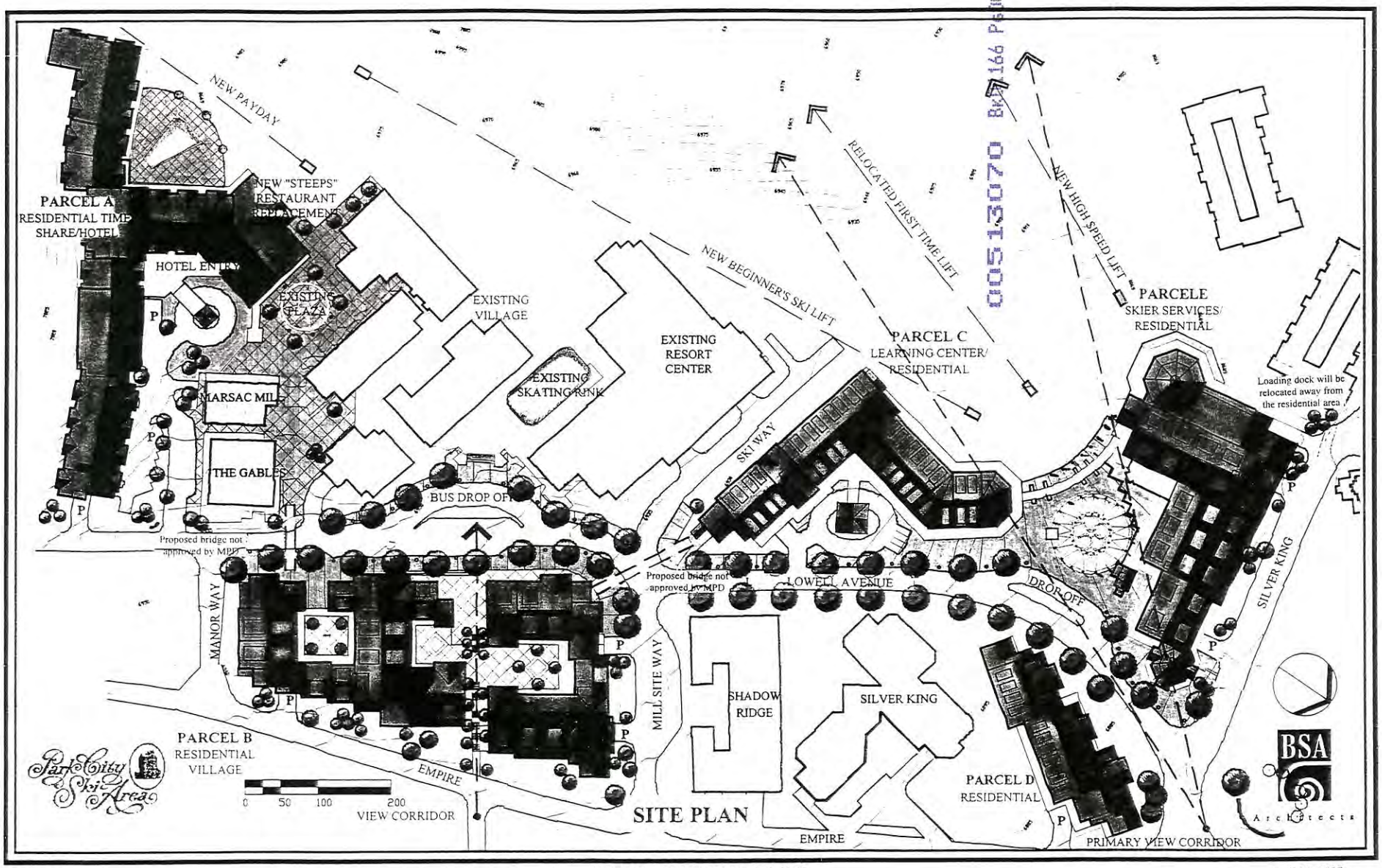
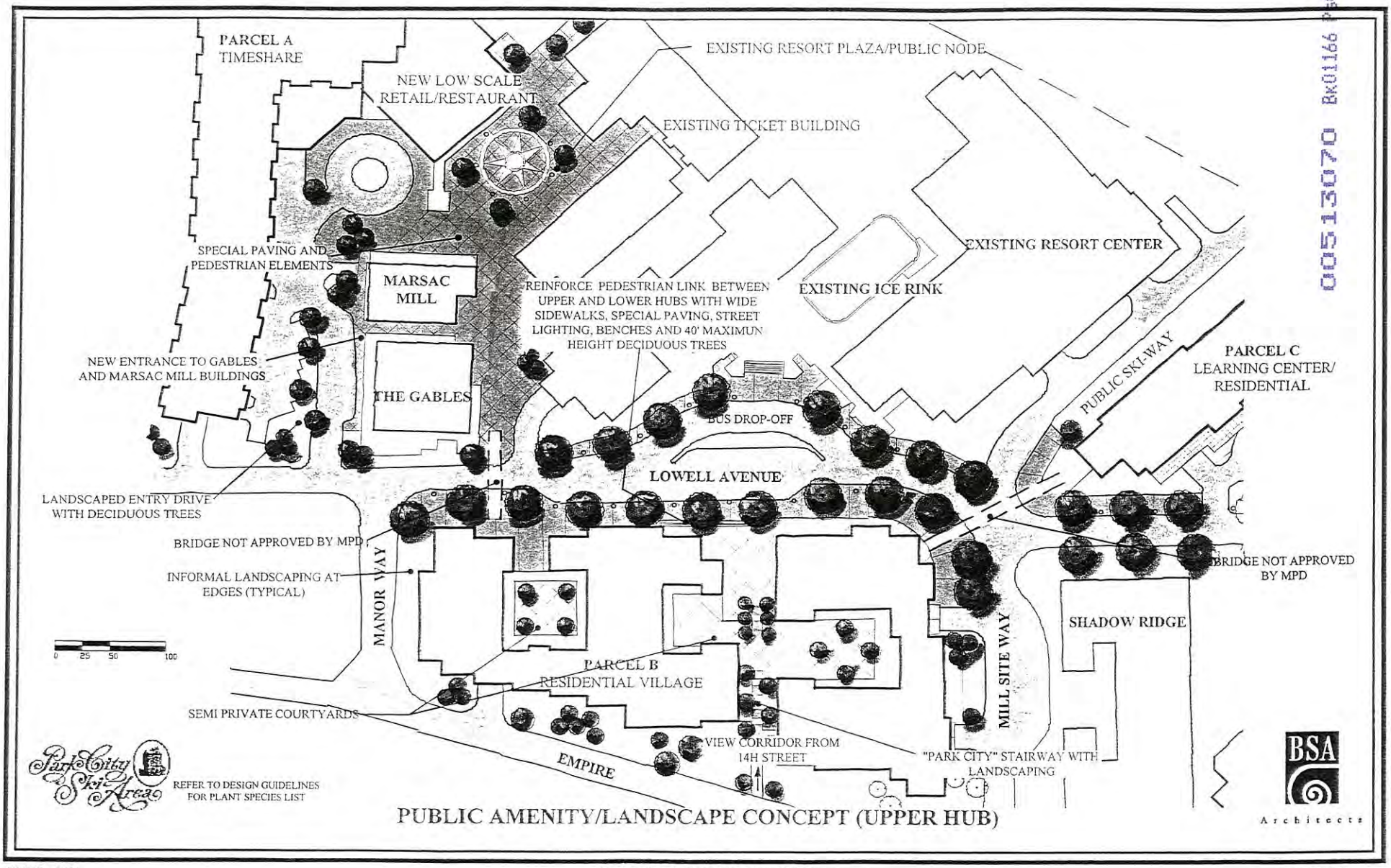


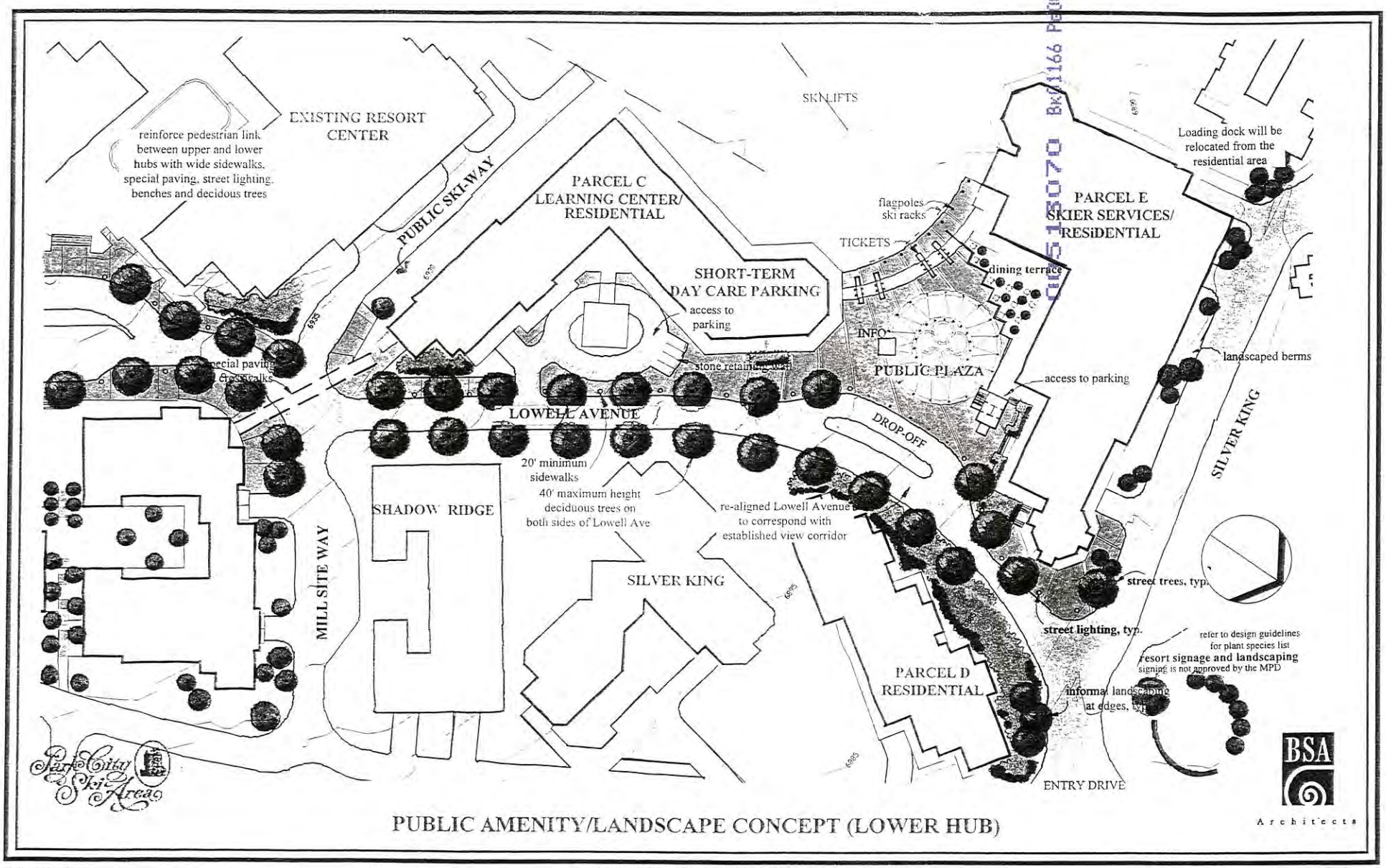
BSA No. 9601

PARK CITY RESORT
BASE AREA MASTER PLAN STUDY

April 23, 1997
Rev. May 14, 1997



PUBLIC AMENITY/LANDSCAPE CONCEPT (UPPER HUB)

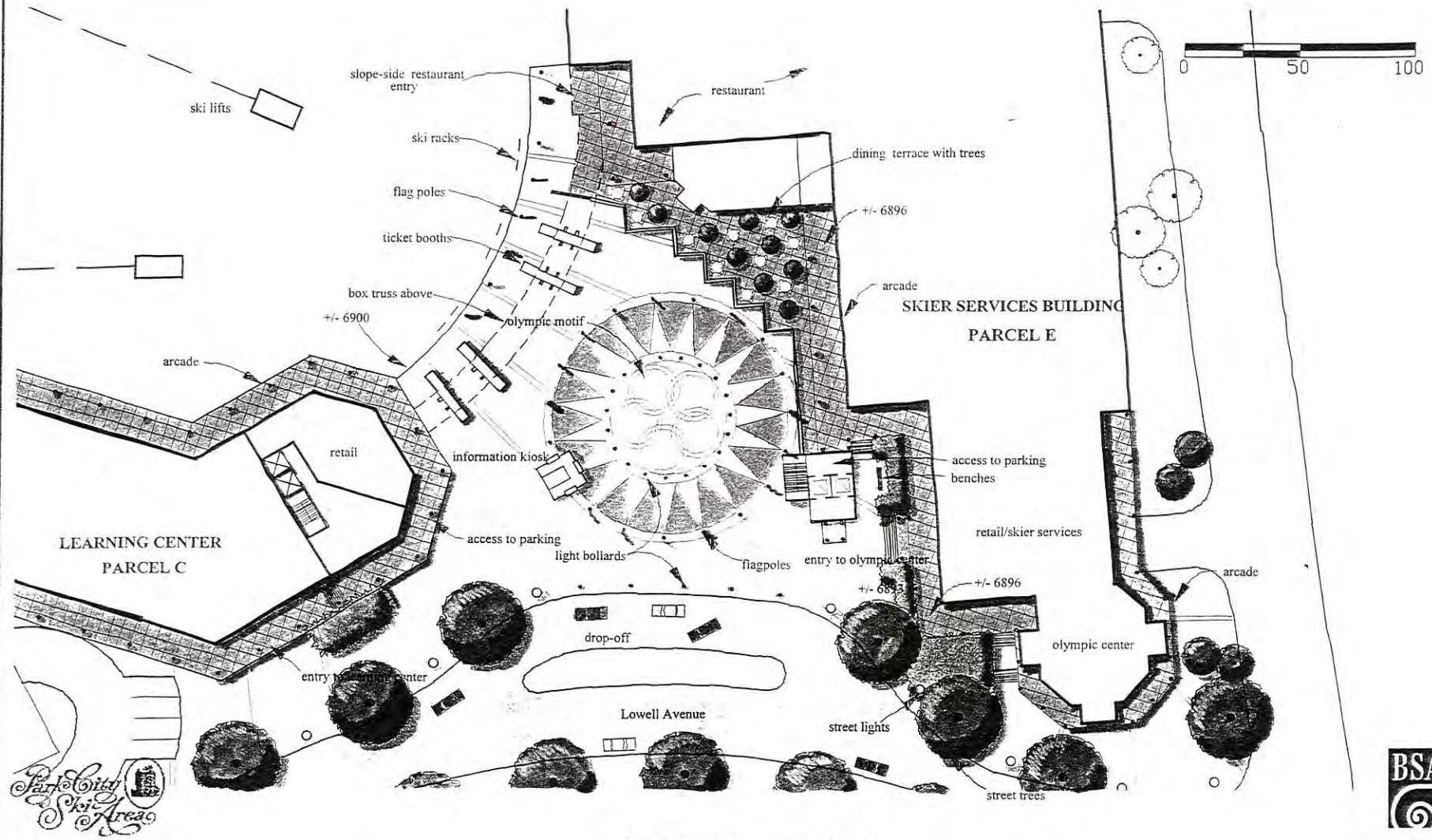


PUBLIC AMENITY/LANDSCAPE CONCEPT (LOWER HUB)

BSA No. 9601

PARK CITY RESORT
BASE AREA MASTER PLAN STUDY

April 23, 1997
Rev. May 14, 1997



CONCEPT PLAZA PLAN

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PARK CITY RESORT
BASE AREA MASTER PLAN STUDY

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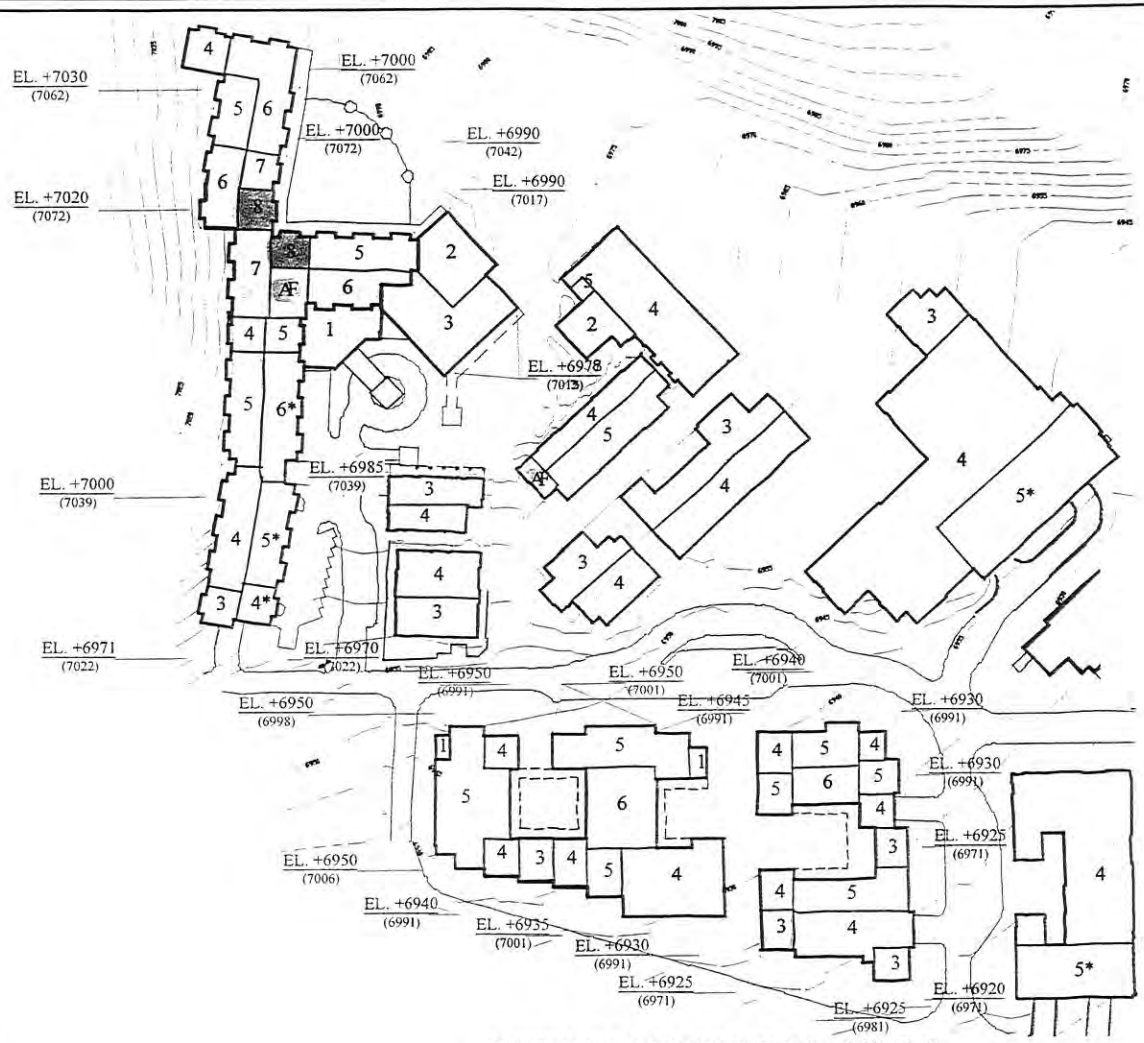

LEGEND

- 1 STOREY
- 2 STORIES
- 3 STORIES
- 4 STORIES
- 5 STORIES
- 6 STORIES
- 7 STORIES
- 8 STORIES
- 9 STORIES
- AF ARCHITECTURAL FEATURE ABOVE 100'

EL. +6999 (6999) EXISTING GRADE EST. BLDG. EAVE HEIGHT

* ONE LEVEL ABOVE GRADE GARAGE

Park City Ski Area

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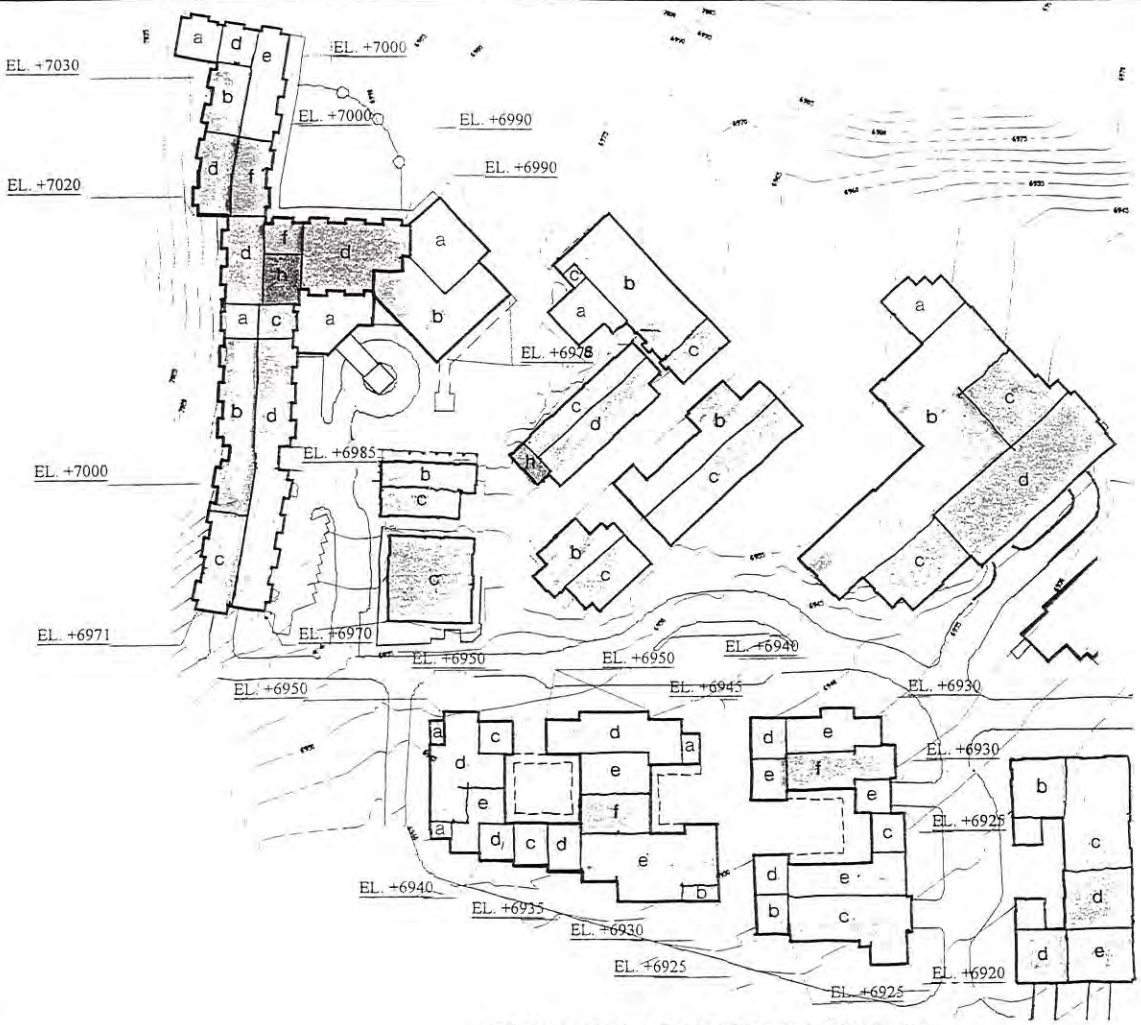
BUILDING HEIGHT DIAGRAM FOR PARCELS A & B

BSA No. 9601

PARK CITY RESORT
BASE AREA MASTER PLAN STUDY

April 23, 1997



APPROXIMATE FEET ABOVE 35'-0"[1]

[1] At midpoint of pitched roof where applicable

LEGEND

- a BELOW THRESHOLD
- b 0-9'
- c 10-19'
- d 20-29'
- e 30-39'
- f 40-49'
- g 50'59'
- h 60-69'

EL. +6999 EXISTING GRADE

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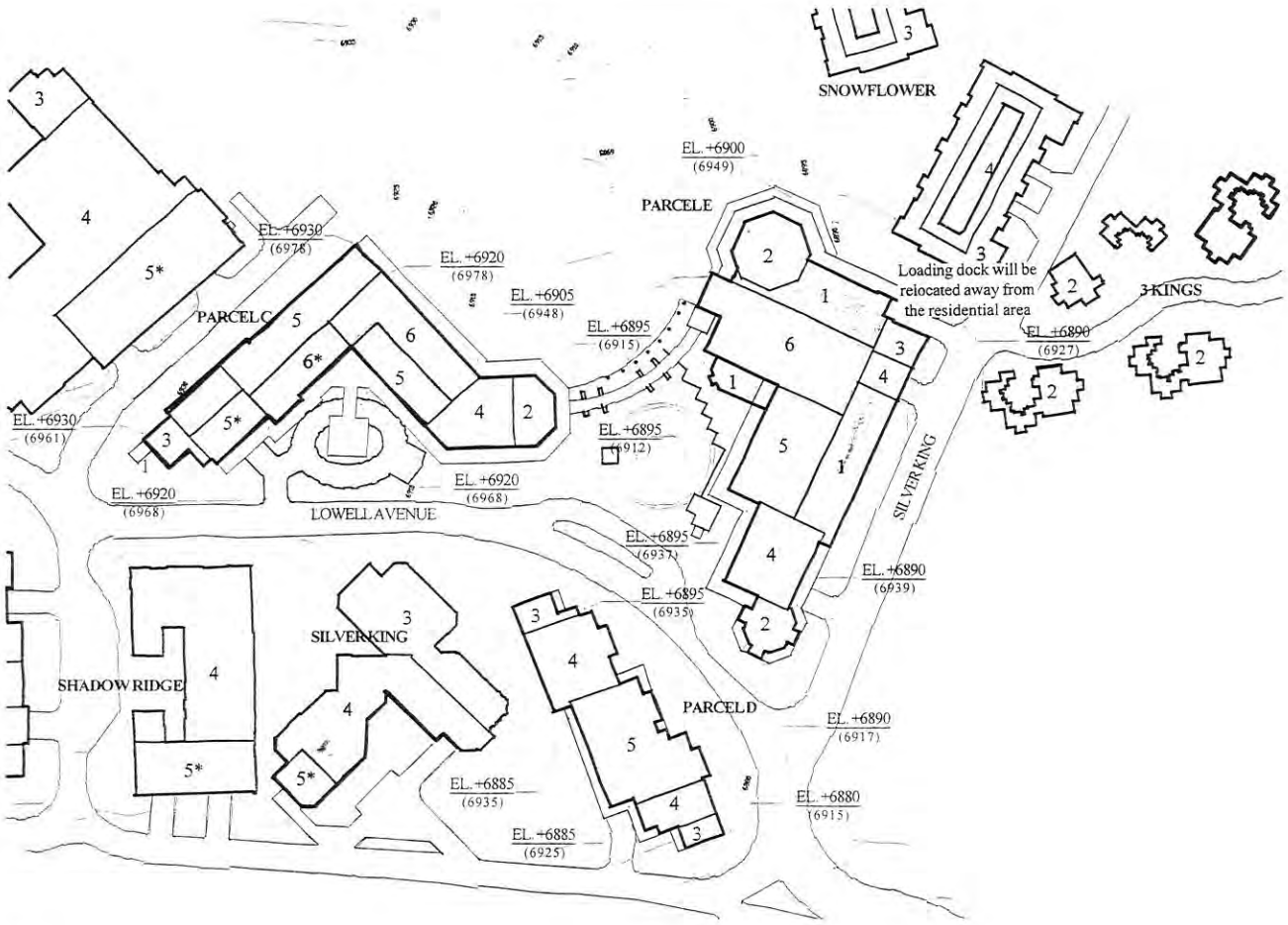
BUILDING HEIGHT DIAGRAM FOR PARCELS A & B

BSA No. 9601

PARK CITY RESORT
BASE AREA MASTER PLAN STUDY

May 26, 1997



LEGEND

- 1 STOREY
- 2 STORIES
- 3 STORIES
- 4 STORIES
- 5 STORIES
- 6 STORIES

EL. +6999 (6999) — EXISTING GRADE / EST. BLDG. EAVE HEIGHT

* ONE LEVEL ABOVE GRADE GARAGE

BUILDING HEIGHT DIAGRAM FOR PARCELS C,D & E

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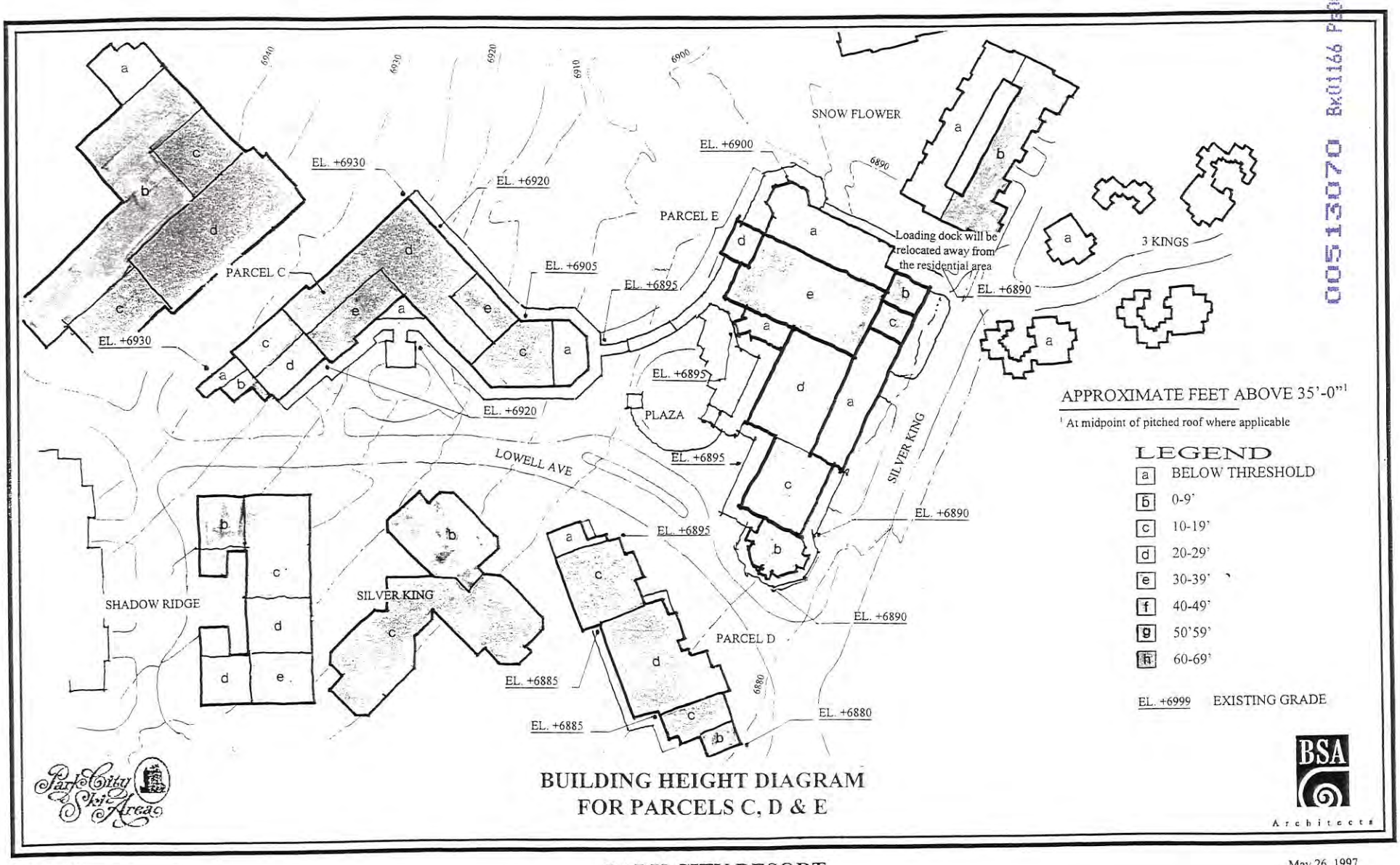
BSA No. 9601

PARK CITY RESORT
BASE AREA MASTER PLAN STUDY

April 23, 1997
Rev. May 14, 1997



BSA No. 9601

PARK CITY RESORT
BASE AREA MASTER PLAN STUDY

May 26, 1997

11B

BUILDING ELEVATIONS

PLEASE NOTE: THE FOLLOWING ELEVATIONS ARE INDICATIVE OF ARCHITECTURAL CHARACTER. FOR ALLOWABLE MASSING, SEE VOLUMETRICS

Park City Ski Area

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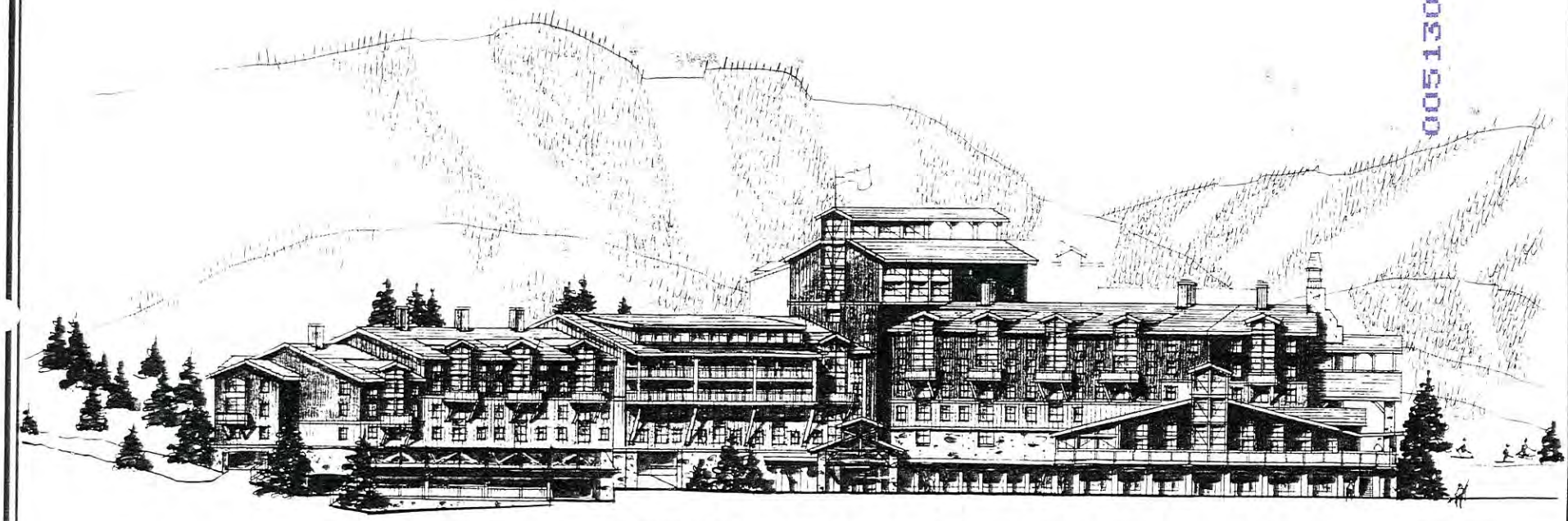

NORTHEAST ELEVATION (view from Plaza)

Park City Ski Area

*These images are approximate and are based on conceptual diagrams that fit within the prescribed volumetrics; actual building design, elevations and shadows will vary.

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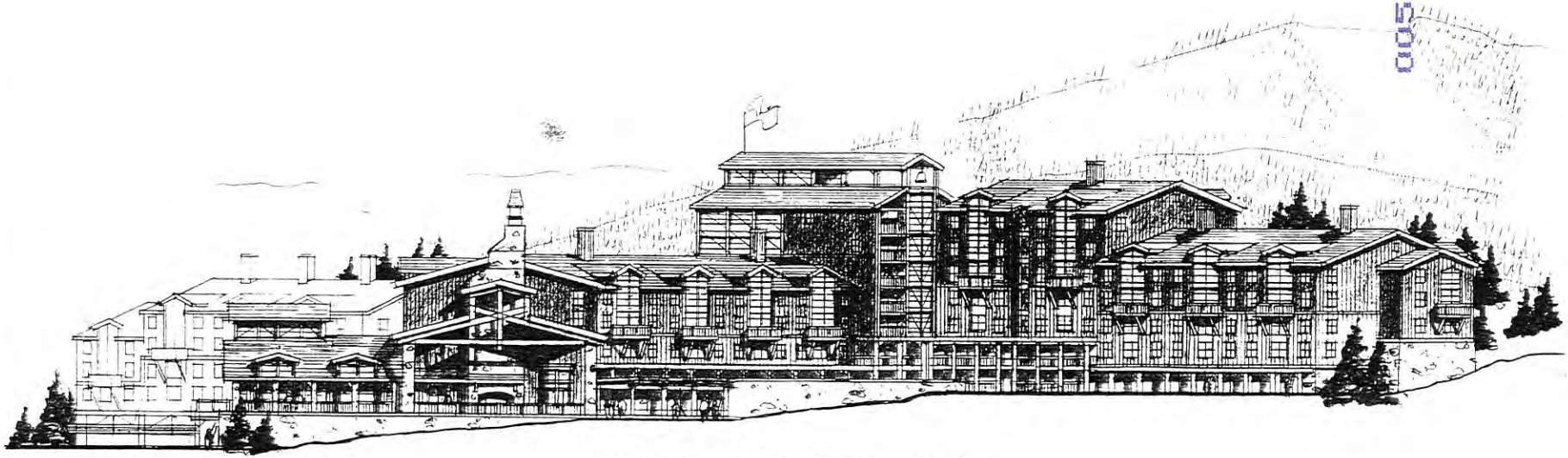
Parcel A: TIMESHARE ELEVATION STUDY



NORTHWEST ELEVATION (slope-side view)

Park City Ski Area

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Parcel A: TIMESHARE ELEVATION STUDY

BSA&R No. 9601.18

PARK CITY RESORT:
BASE AREA MASTER PLAN STUDY

July 31, 1996

SOUTHWEST ELEVATION (view from Lowell Avenue)

Park City Ski Area

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Parcel B: ELEVATION STUDY

NORTHWEST ELEVATION (view from Shadow Ridge)

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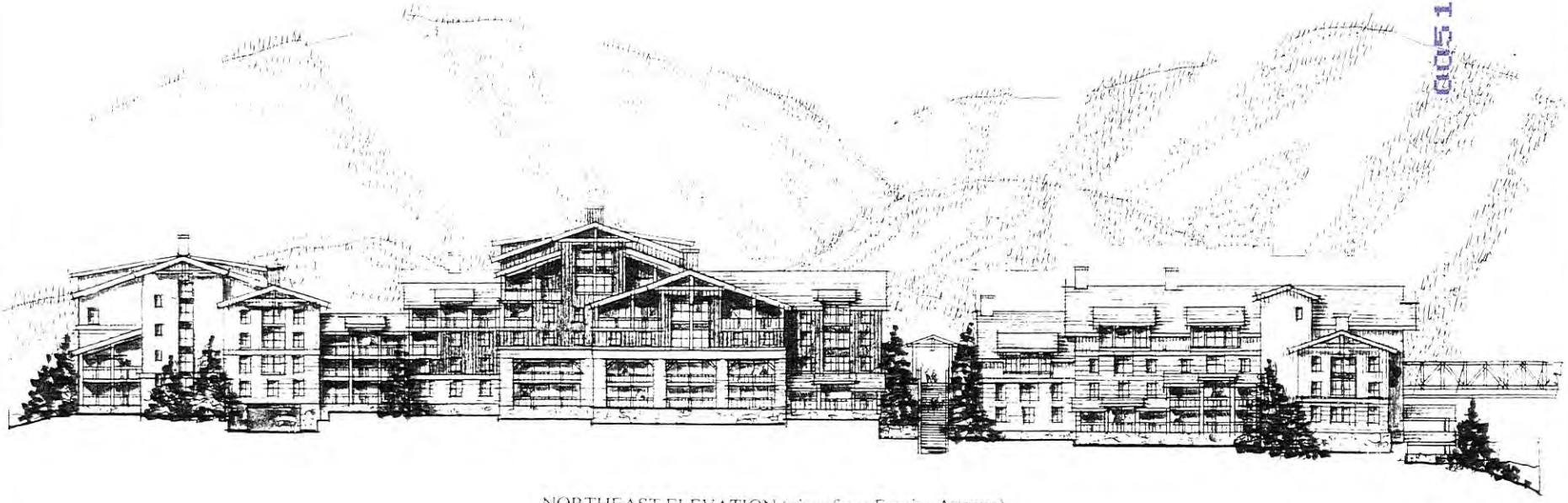
Park City Ski Area

Parcel B: ELEVATION STUDY



NORTHEAST ELEVATION (view from Empire Avenue)

*These images are approximate and are based on conceptual diagrams that fit within the prescribed volumetrics; actual building design, elevations and shadows will vary

Parcel B: ELEVATION STUDY

NORTHEAST ELEVATION (view from Lowell Avenue/Drop-off)

Park City Ski Area

Parcel C: ELEVATION STUDY

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NORTHWEST ELEVATION (slope-side view)

Park City Ski Area

Parcel C: ELEVATION STUDY

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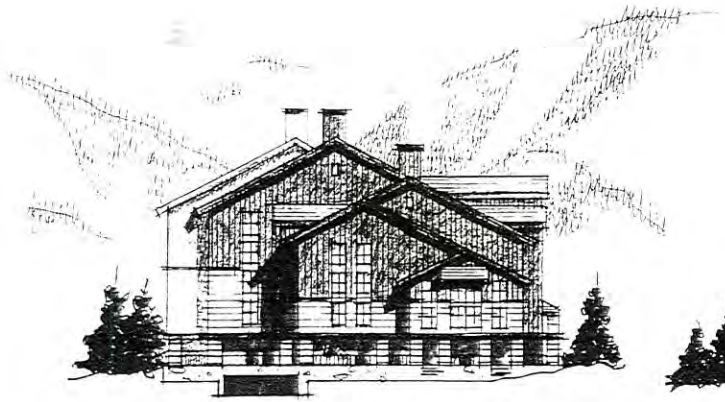
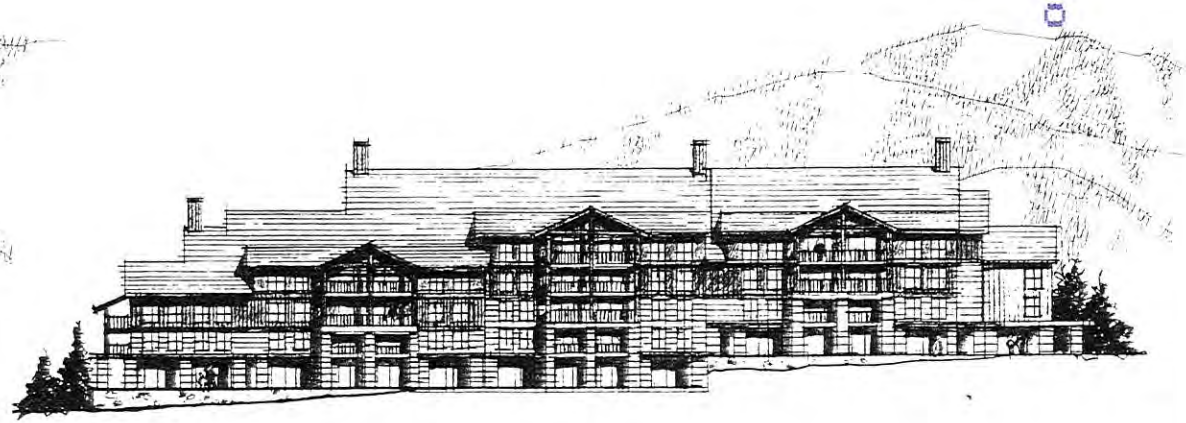


NORTHEAST ELEVATION (view from Entry)



NORTHWEST ELEVATION (view from Lowell Avenue)

Park City Ski Area

Parcel D: ELEVATION STUDY

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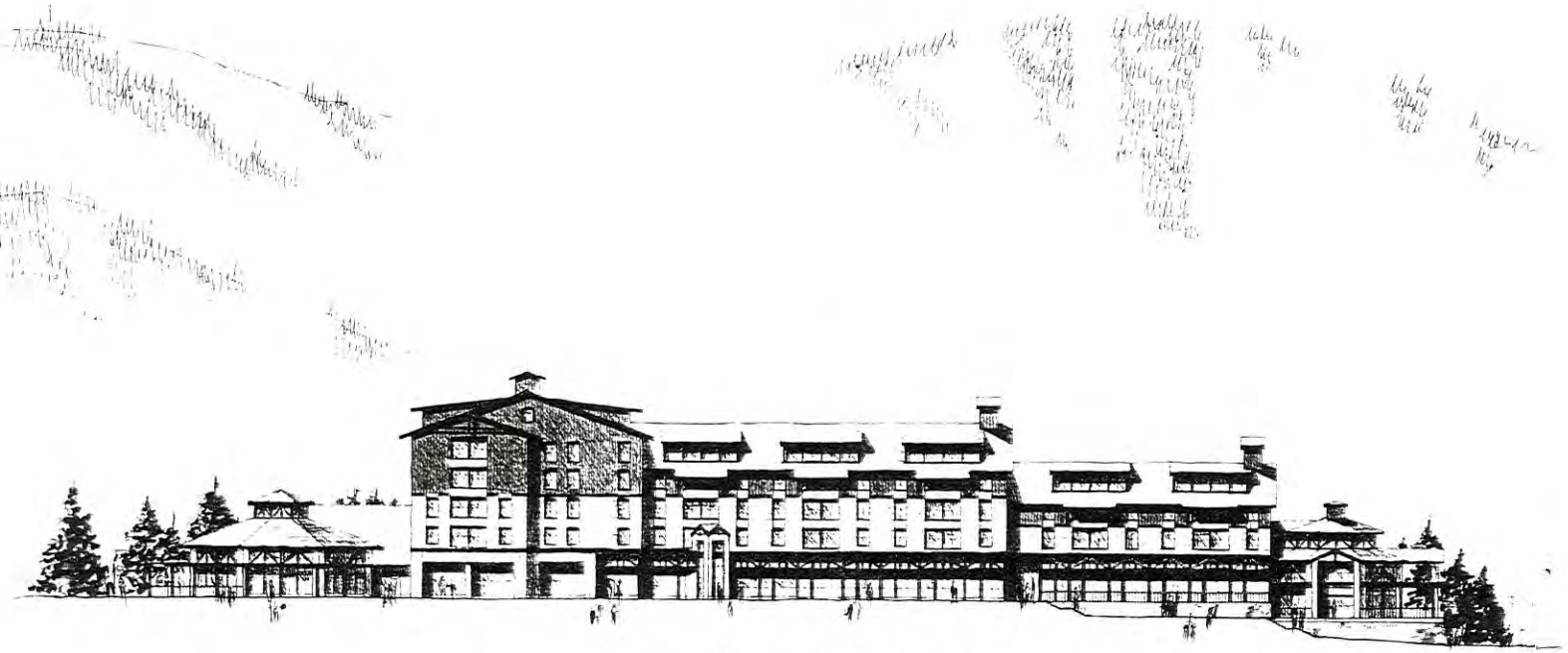

SOUTH ELEVATION (View from Plaza)

PARCEL E: NEW ELEVATION PROFILE

*These images are approximate and are based on conceptual diagrams that fit within the prescribed volumetrics; actual building design, elevations and shadows will vary

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* Loading dock will be relocated away from the residential area

NORTH ELEVATION (View from Three Kings)

Park City Ski Area

PARCEL E: NEW ELEVATION PROFILE

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3D MODELING

Park City Ski Area

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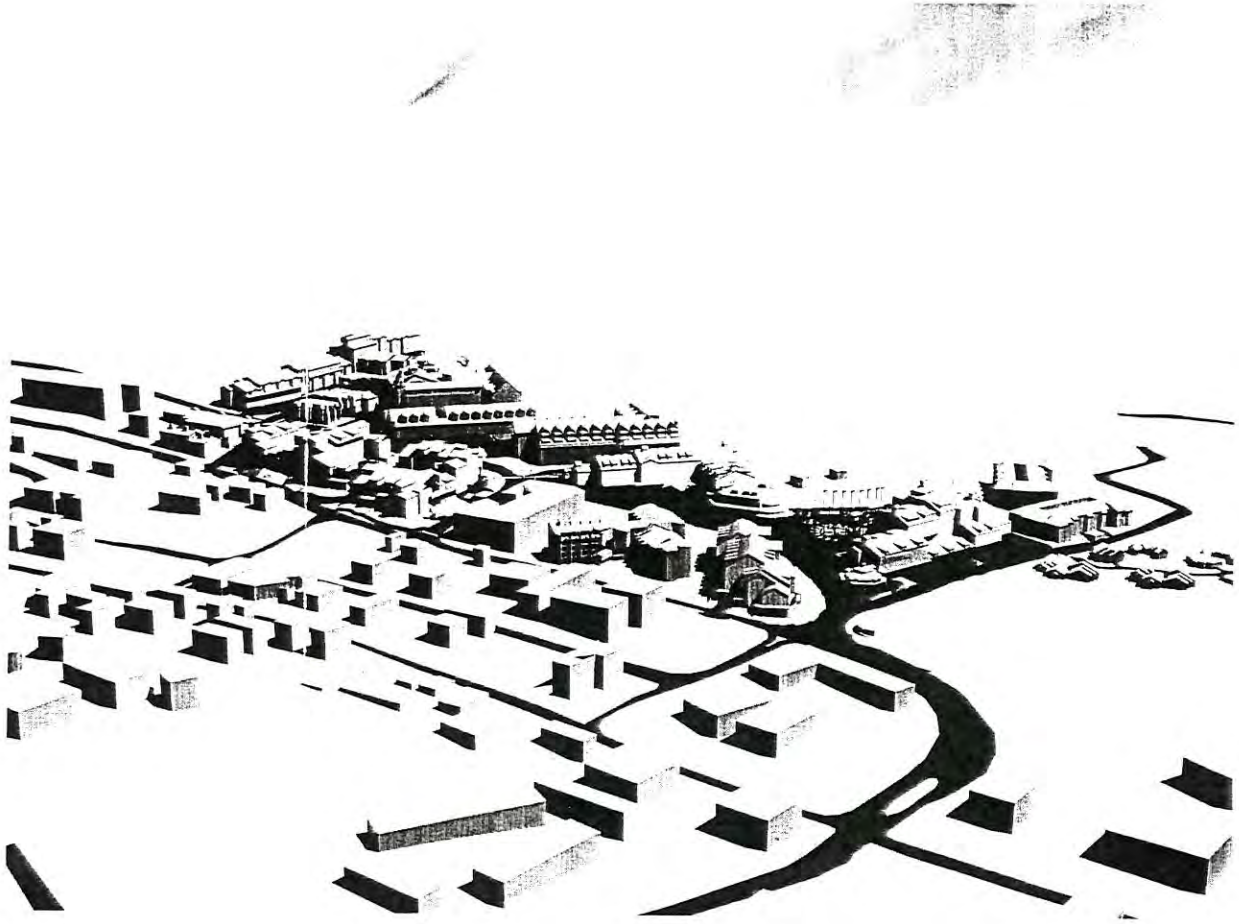

SITE MODEL: ENTRY VIEW

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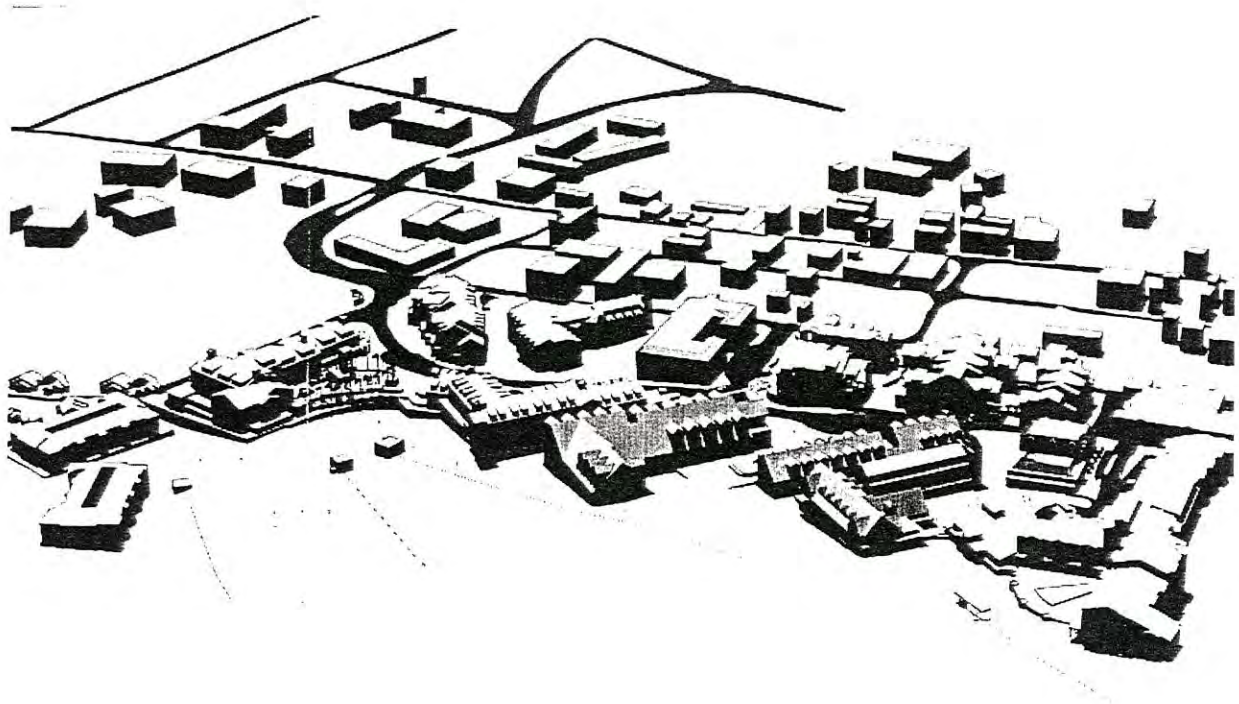
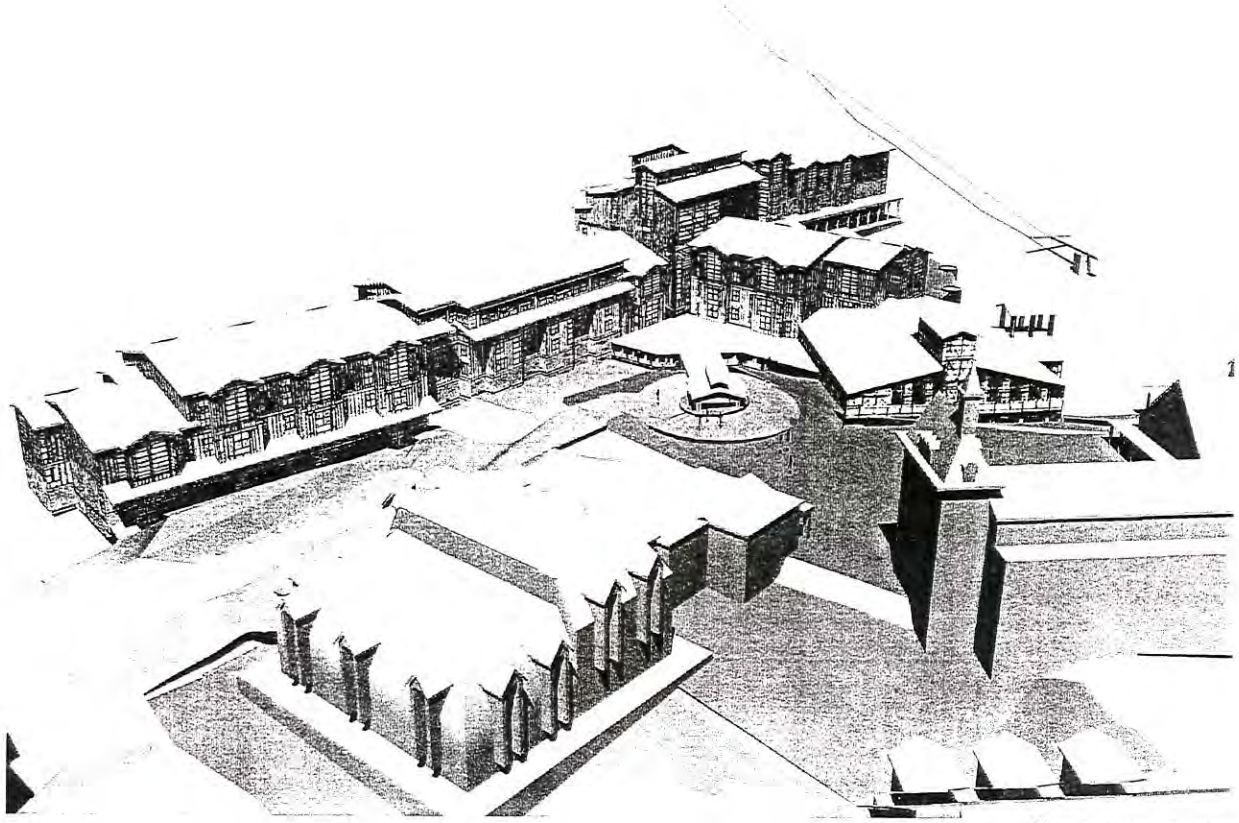
PARK CITY RESORT
BASE AREA MASTER PLAN STUDY

April 23, 1997



SITE MODEL: SLOPE-SIDE VIEW



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Park City Ski Area

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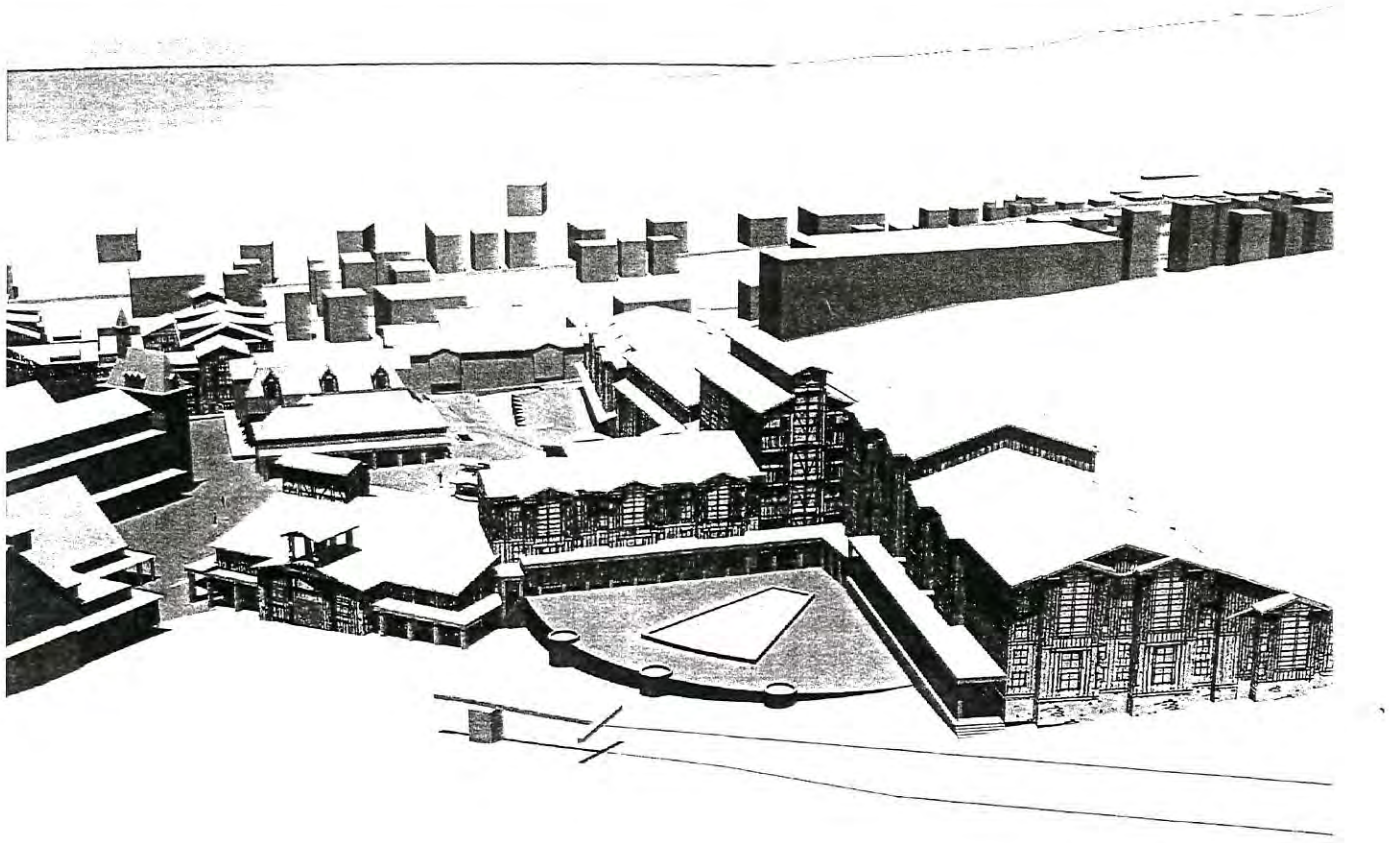
PARCEL A: REVISED BUILDING MODEL



Park City Ski Area

PARCEL A: REVISED BUILDING MODEL

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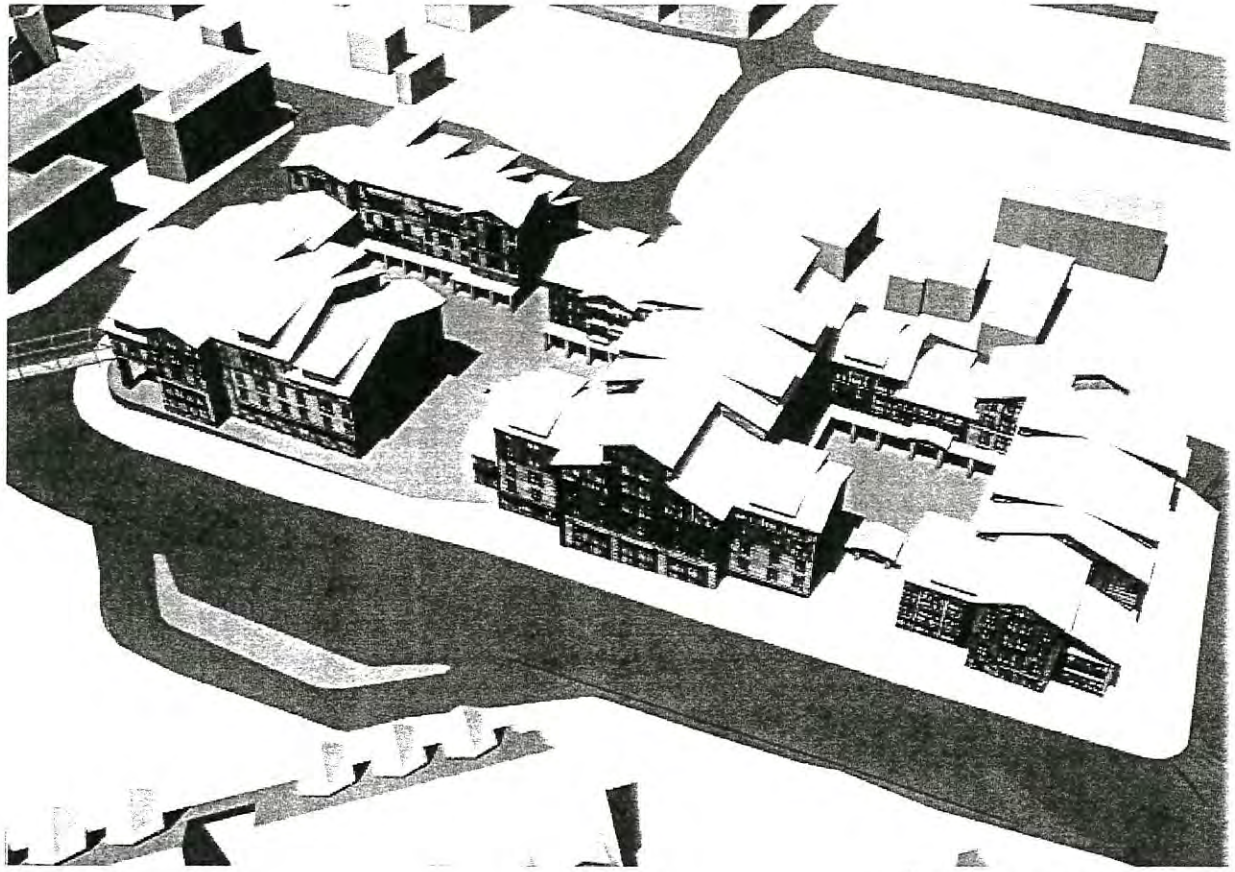

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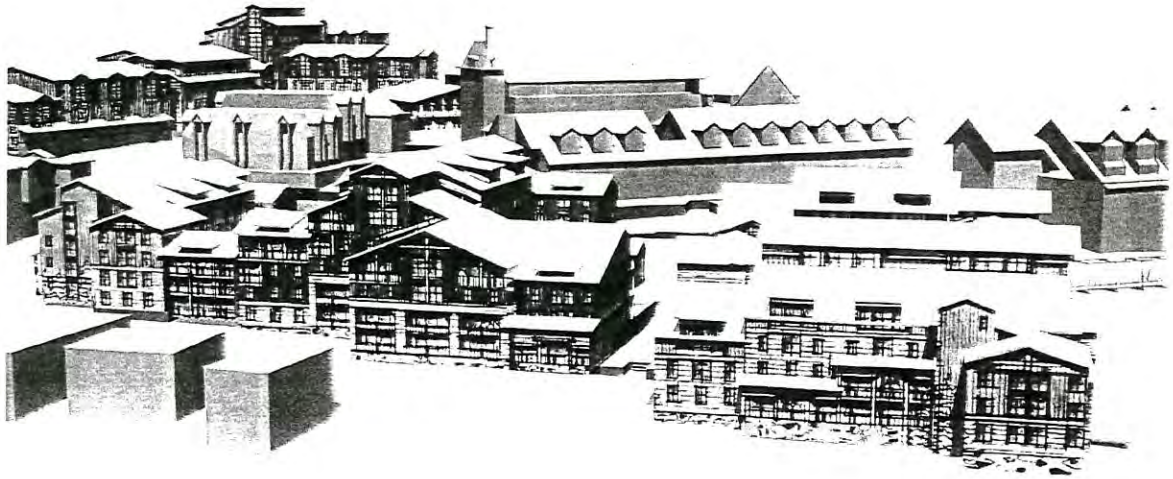
PARCEL B: BUILDING MODEL



*These images are approximate and are based on conceptual diagrams that fit within the prescribed volumetrics; actual building design, elevations and shadows will vary

PARCEL B: BUILDING MODEL

*These images are approximate and are based on conceptual diagrams that fit within the prescribed volumetrics: actual building design, elevations and shadows will vary

PARCEL B: BUILDING MODEL

* Bridge is not approved

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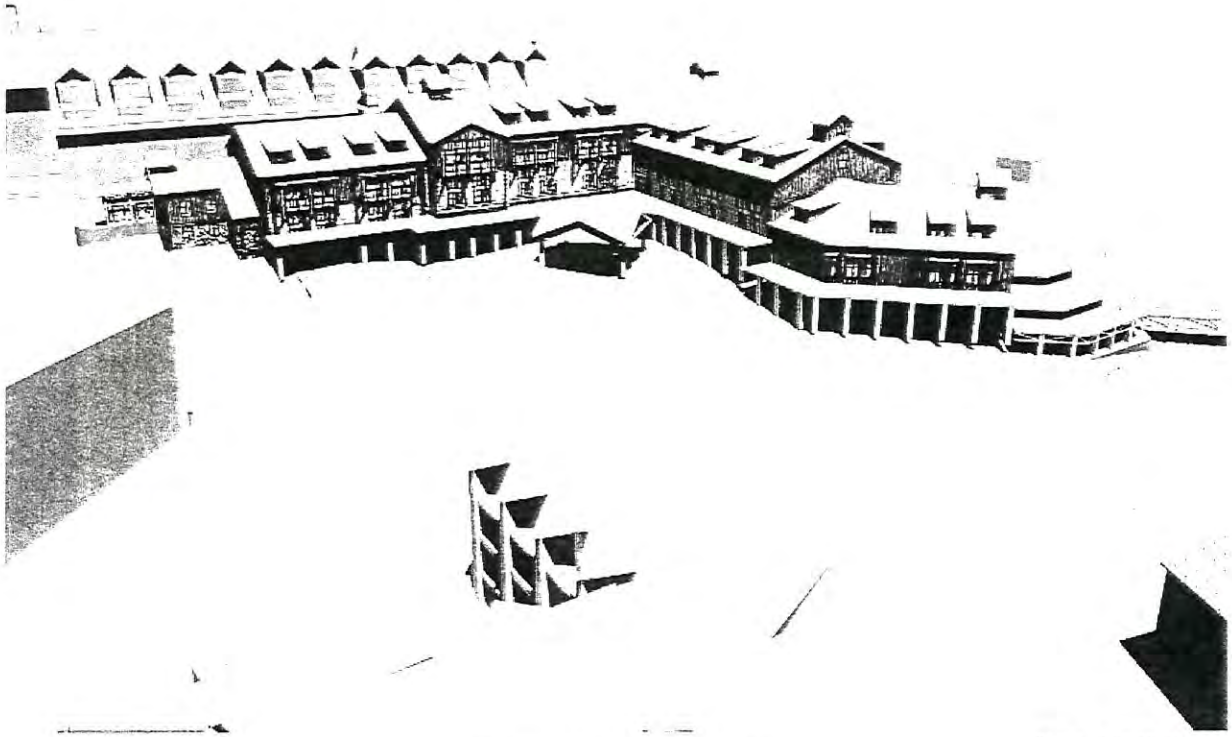

PARCEL C: BUILDING MODEL

*These images are approximate and are based on conceptual diagrams that fit within the prescribed volumetrics; actual building design, elevations and shadows will vary

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*These images are approximate and are based on conceptual diagrams that fit within the prescribed boundaries; actual building design, elevations and shadows will vary

Park City Ski Area

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PARCEL C: BUILDING MODEL

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Park City Ski Area

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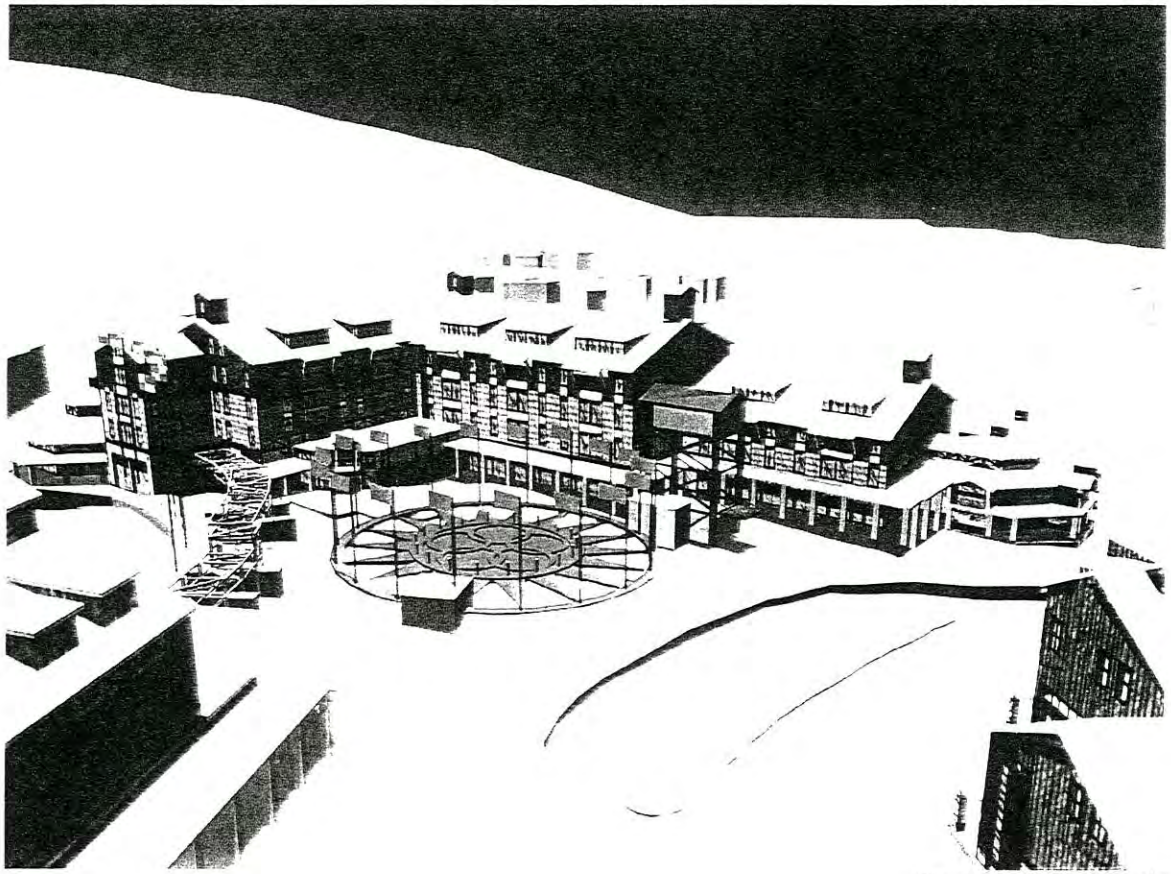
PARCEL D: BUILDING MODEL



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PARCEL E: BUILDING MODEL

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*These images are approximate and are based on conceptual diagrams that fit within the prescribed volumetrics; actual building design, elevations and shadows will vary.

PARCEL E: BUILDING MODEL

*Loading dock will be relocated away from the residential area

Park City Ski Area

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PHOTOMONTAGES

Park City Ski Area

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*These images are approximate and are based on conceptual diagrams that fit within the prescribed volumetries; actual building design, elevations and shadows will vary.

PHOTOMONTAGE: RESORT ENTRY

Park City Ski Area

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*These images are approximate and are based on conceptual diagrams that fit within the prescribed volumetrics. actual building design, elevations and shadows will vary.

PHOTOMONTAGE: PARCEL E (lEntry View from Lowell Avenue))

* These images are approximate and are based on conceptual diagrams that fit within the prescribed volumetrics. actual building design, elevations and shadows will vary.

PHOTOMONTAGE: PARCEL B (looking Northwest on Empire)

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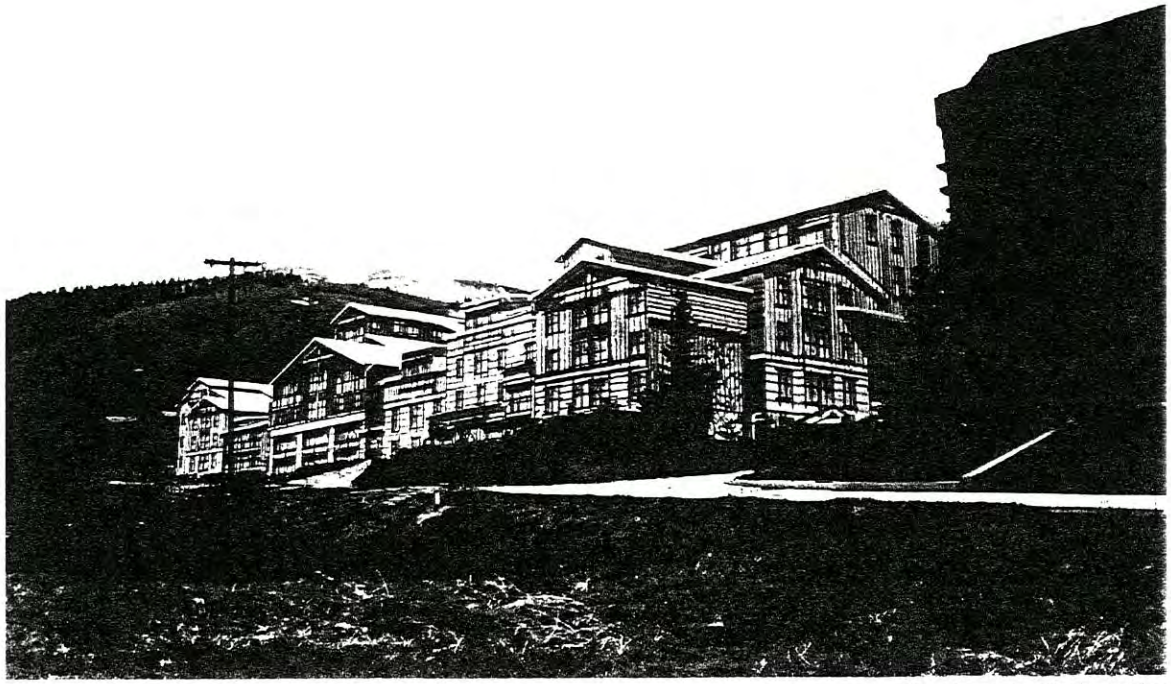
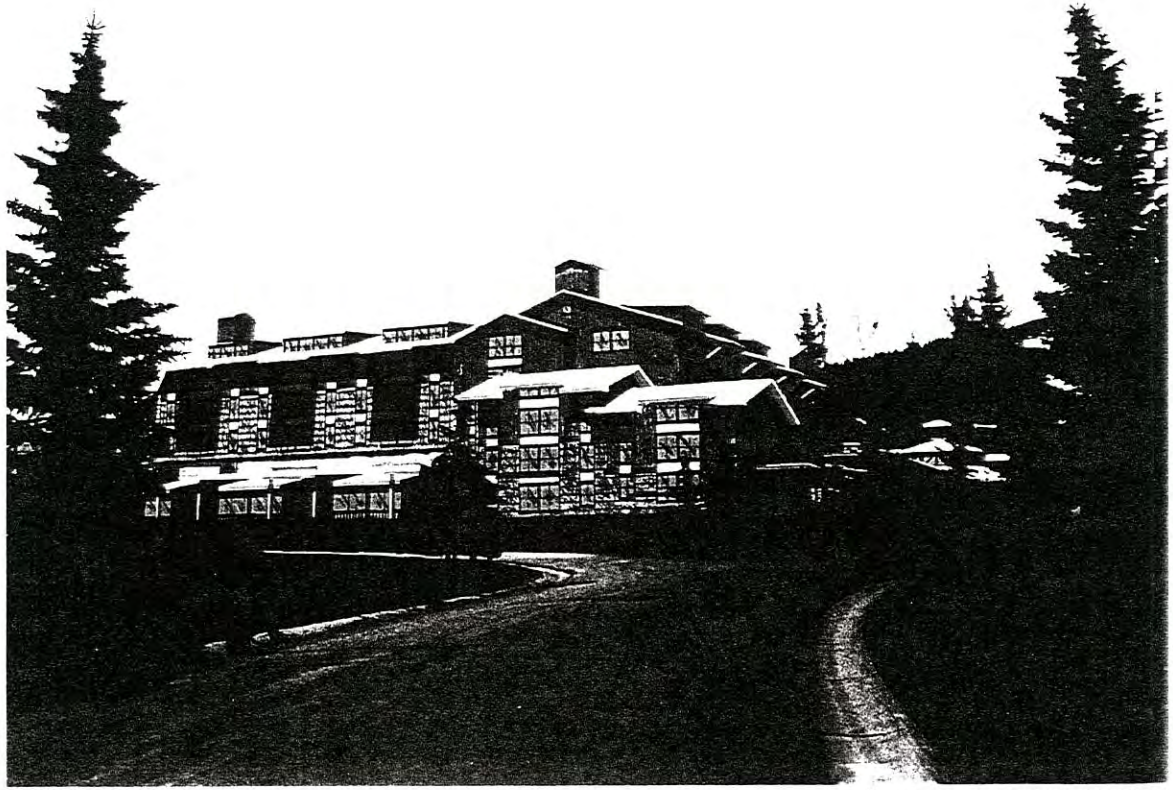


*These images are approximate and are based on conceptual diagrams that fit within the prescribed volumetrics; actual building design, elevations and shadows will vary.

PHOTOMONTAGE: PARCEL B (looking Southwest on Empire)

BSA Architects



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PHOTOMONTAGE: PARCEL E (view from Three Kings)

* Loading dock will be relocated away from the residential area

Park City Ski Area

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SHADOW STUDIES

Park City Ski Area

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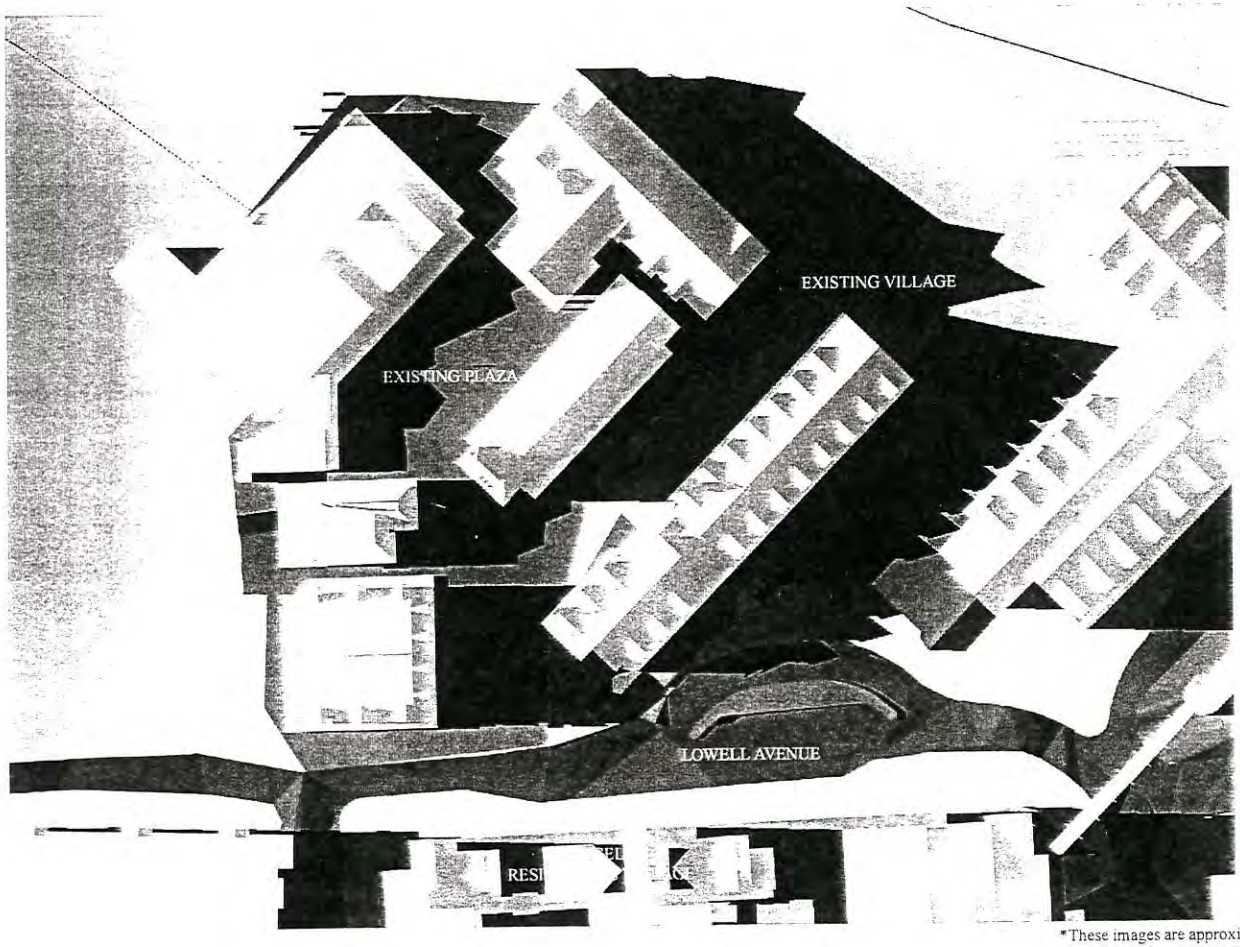

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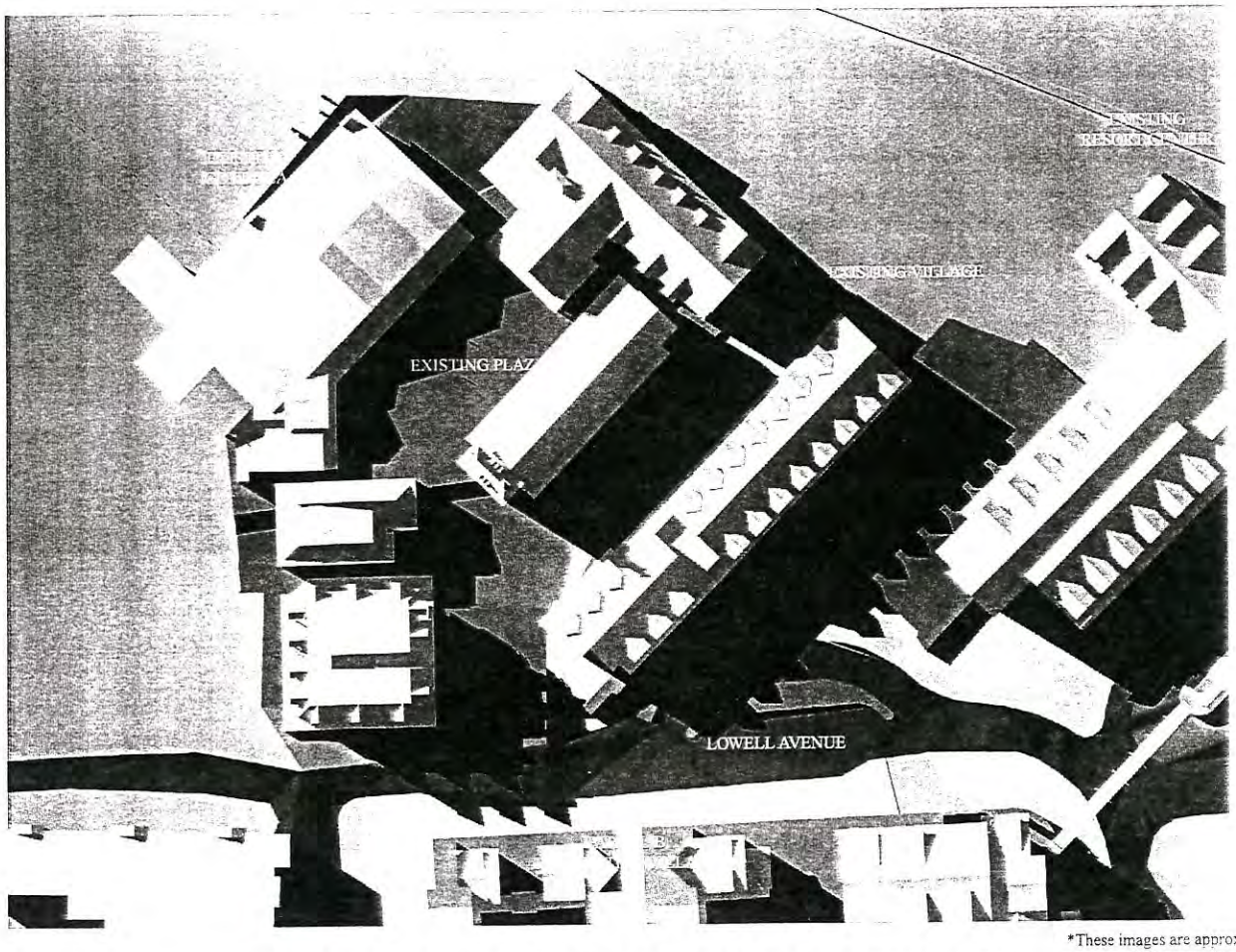
SHADOW STUDIES: EXISTING GONDOLA BUILDING
DECEMBER 21 AT 10:00am



SHADOW STUDIES: EXISTING GONDOLA BUILDING
DECEMBER 21 AT 12:00pm

*These images are approximate and are based on conceptual diagrams that fit within the prescribed volumetrics; actual building design, elevations and shadows will vary

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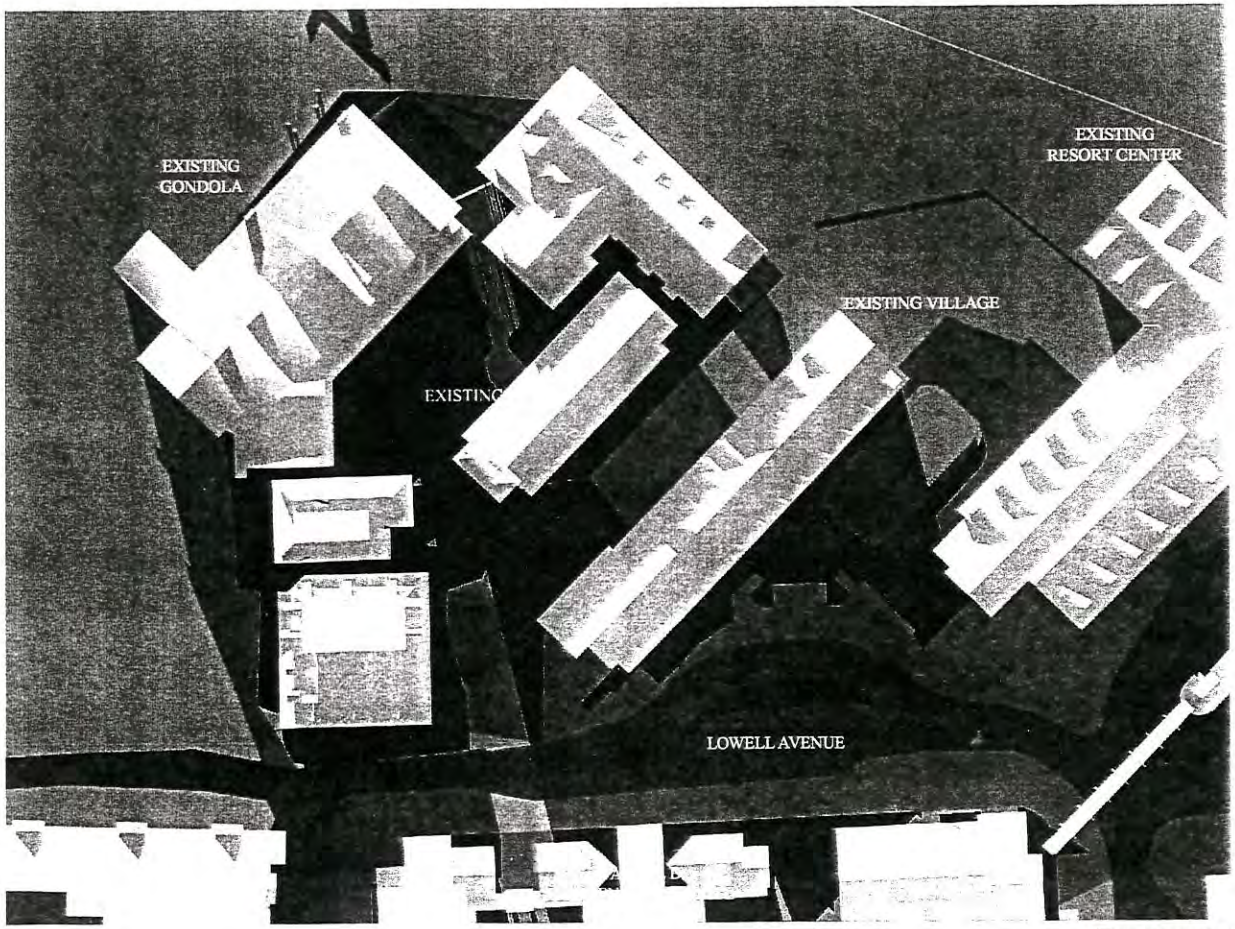
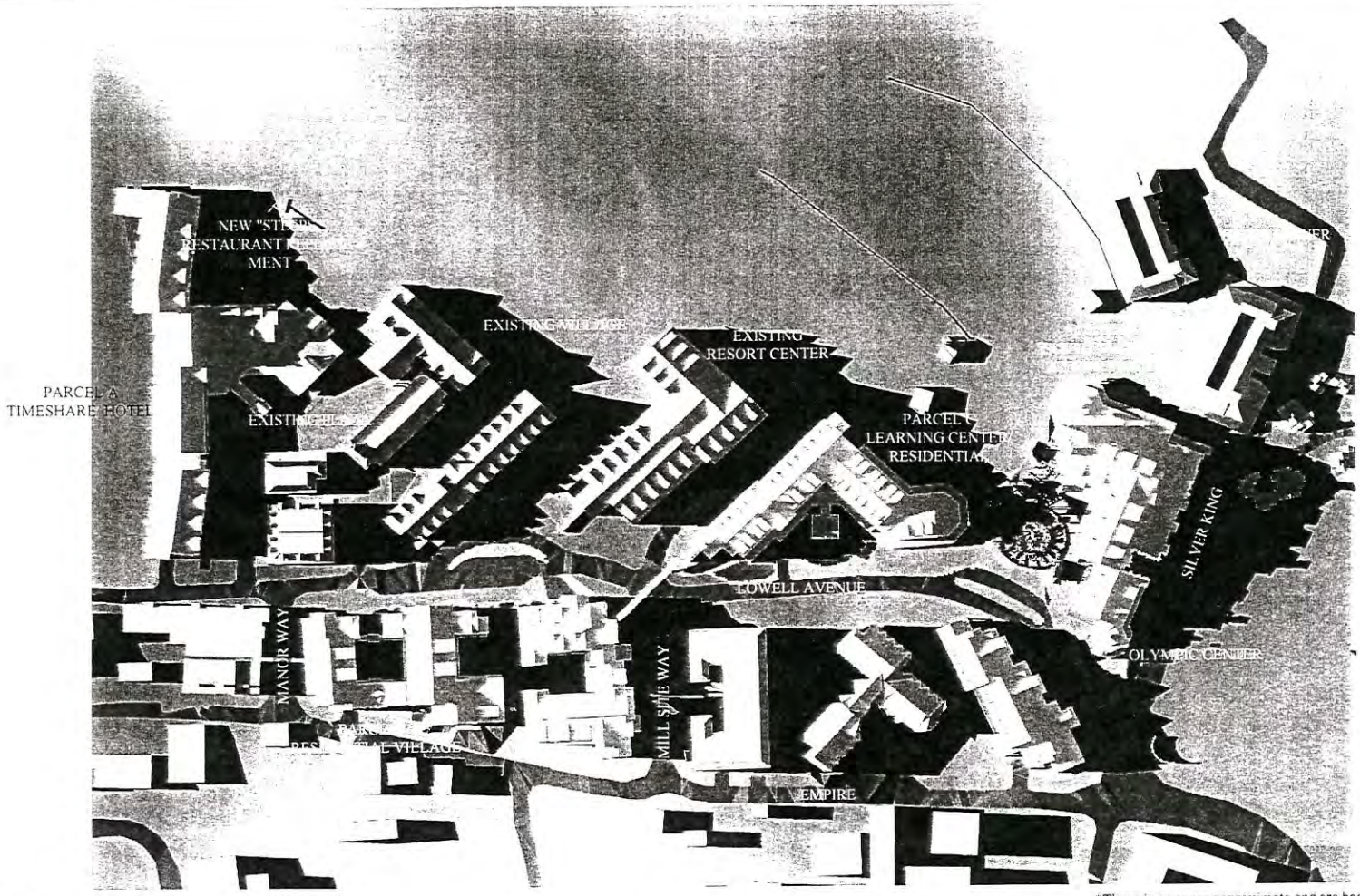


*These images are approximate and are based on conceptual diagrams that fit within the prescribed volumetrics; actual building design, elevations and shadows will vary

SHADOW STUDIES: EXISTING GONDOLA BUILDING
DECEMBER 21 AT 3:00pm

BSA Architects



Park City Ski Area

SHADOW STUDIES: DECEMBER 21 AT 10:00am

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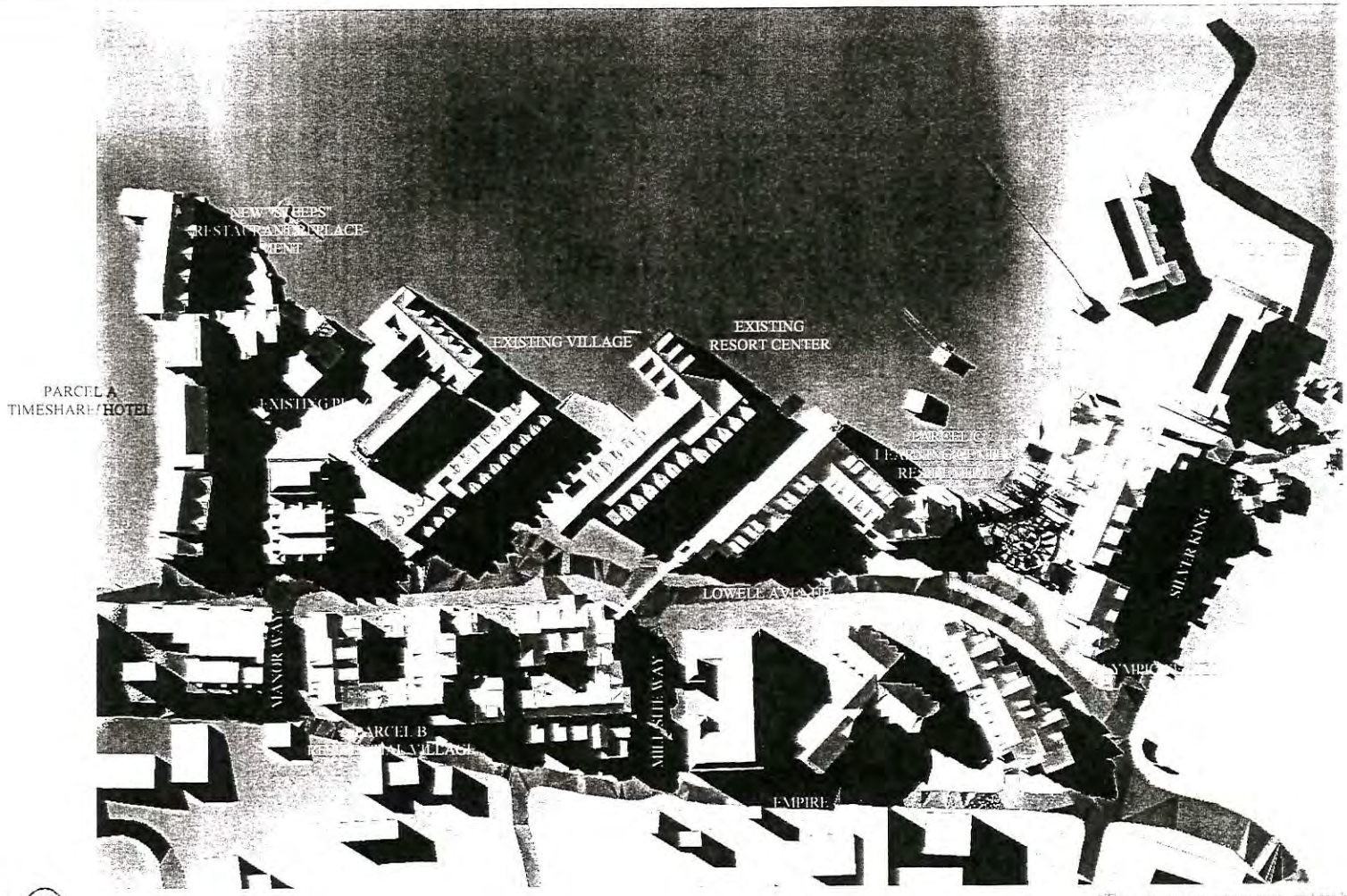
BSA Architects

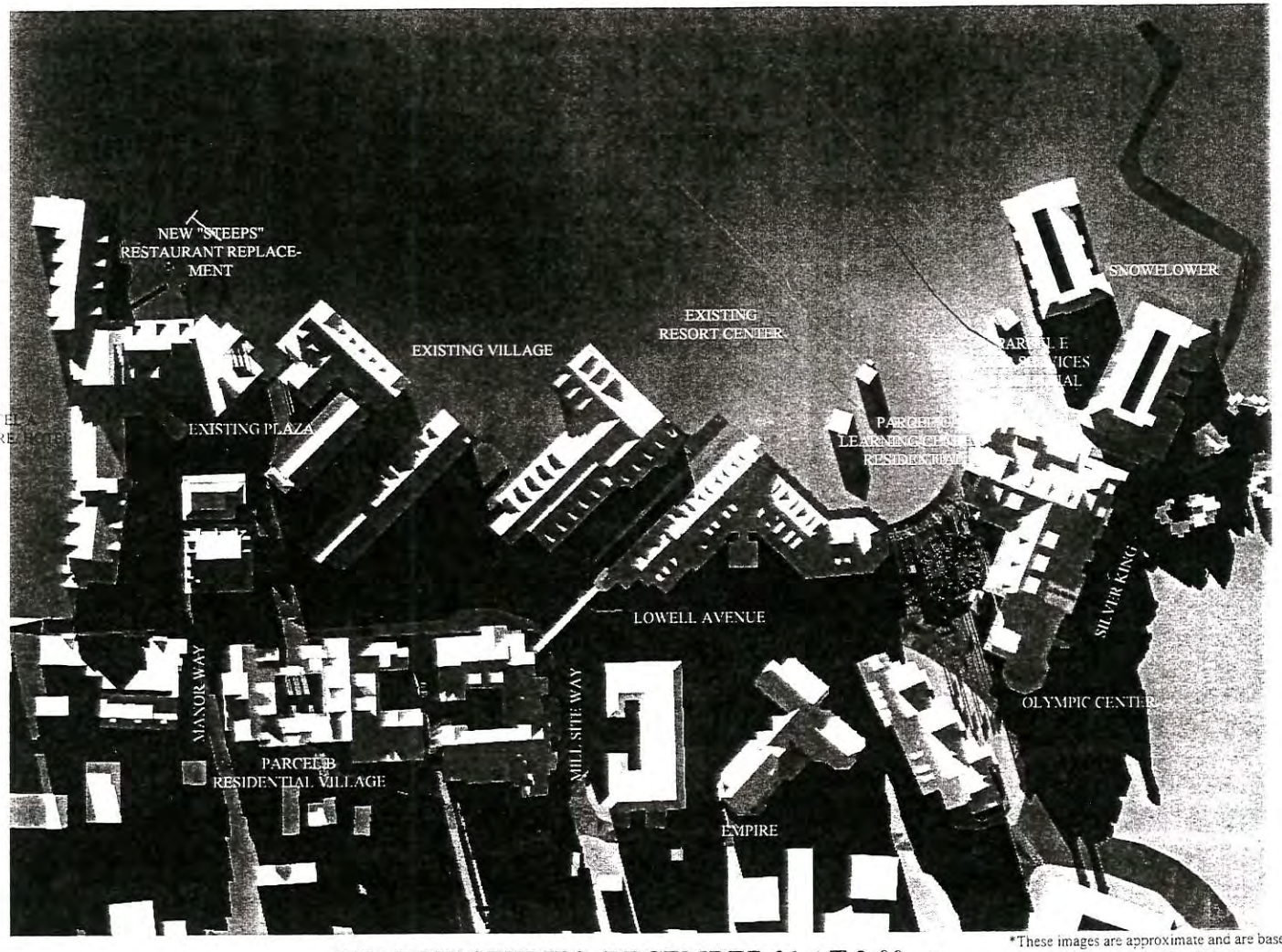


Park City Ski Area

SHADOW STUDIES: DECEMBER 21 AT 12:00pm

These images are approximate and are based on conceptual diagrams that fit within the prescribed volumetrics; actual building design, elevations and shadows will vary

BSA Architects



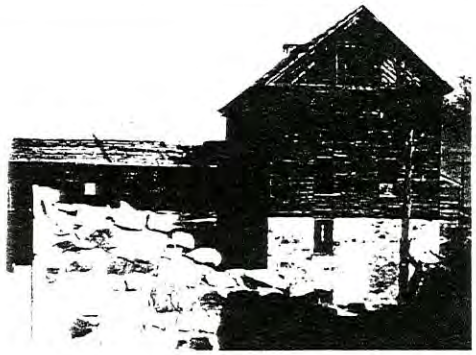
Park City Ski Area

SHADOW STUDIES: DECEMBER 21 AT 3:00pm

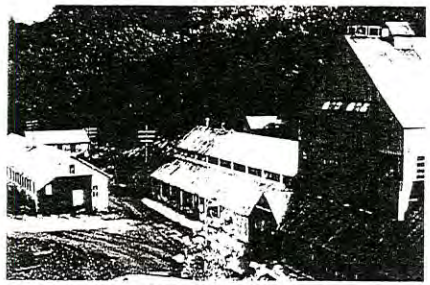
*These images are approximate and are based on conceptual diagrams that fit within the prescribed volumetrics; actual building design, elevations and shadows will vary.

BSA Architects

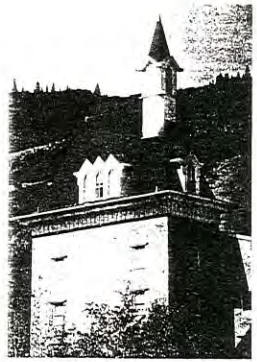
* Contextual Analysis section (pages 51-58) has been omitted.



Silver King Coalition Mines Tramway Terminal



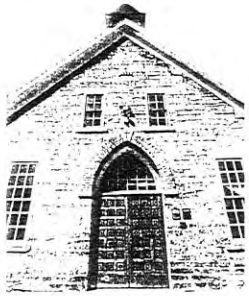
Silver King hoist building



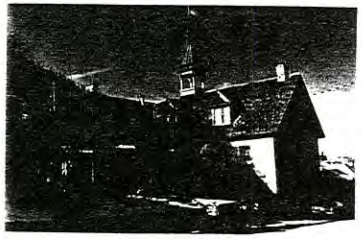
Park City Ski Area

BSA Architects

Mills and Mines



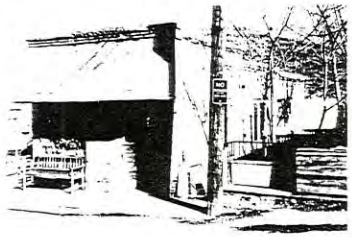
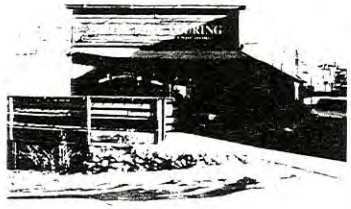


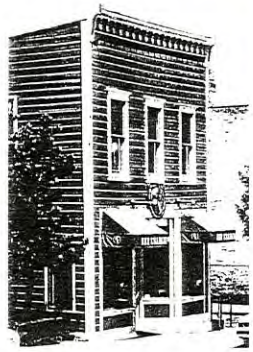






Old Town: Public Buildings

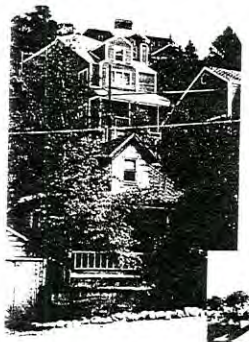



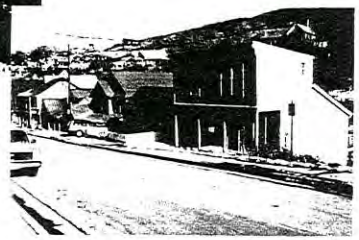



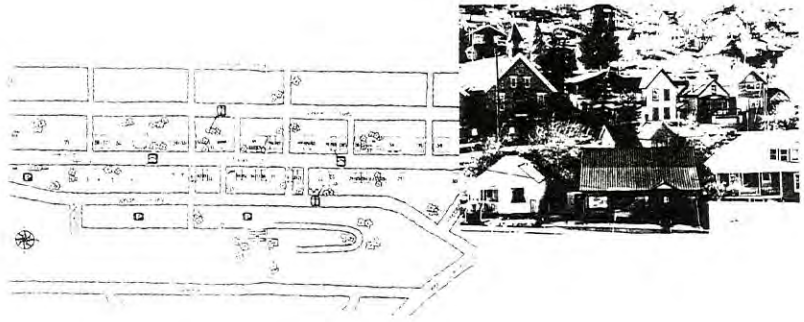



Old Town
Commercial Buildings

PARK CITY RESORT:
BASE AREA MASTER PLAN STUDY





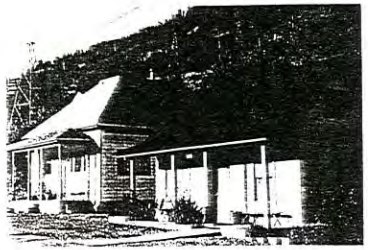


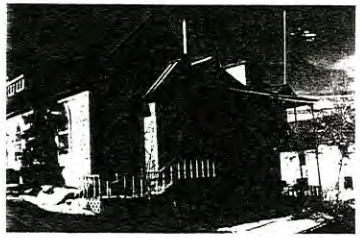
Park City Ski Area

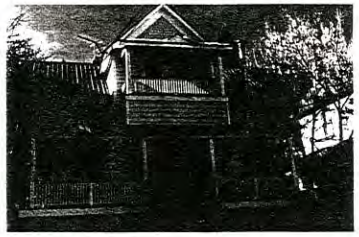
Old Town Vistas

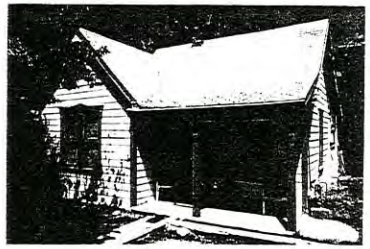
BSA Architects

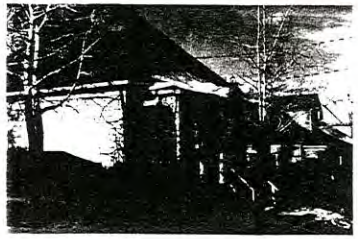
PARK CITY RESORT:
BASE AREA MASTER PLAN STUDY











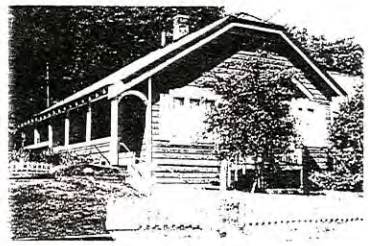
Park City Ski Area

BSA Architects

Old Town Cottages

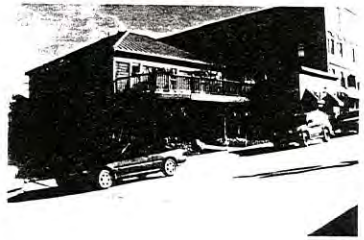
PARK CITY RESORT:
BASE AREA MASTER PLAN STUDY



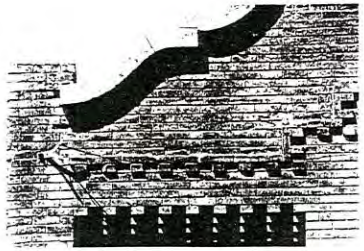
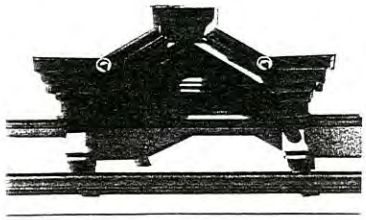


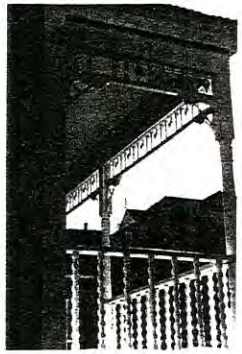


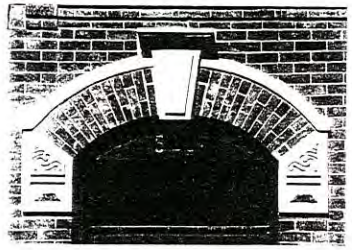


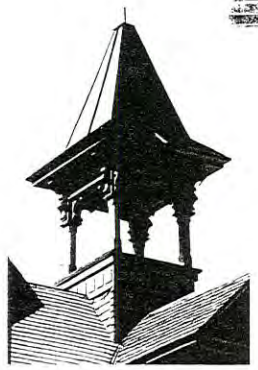
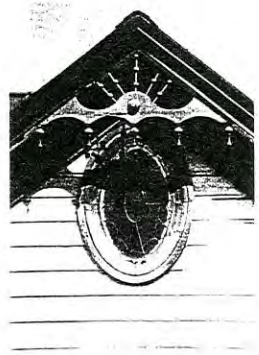


Old Town Cottages






Old Town
Building Elements

BSA
Architects

PARK CITY RESORT:
BASE AREA MASTER PLAN STUDY

PARCEL DIAGRAMS

PLEASE NOTE:

THE FOLLOWING DRAWINGS ARE CONCEPTUAL IN NATURE.

FOR ALLOWABLE MASSING, SEE VOLUMETRICS.

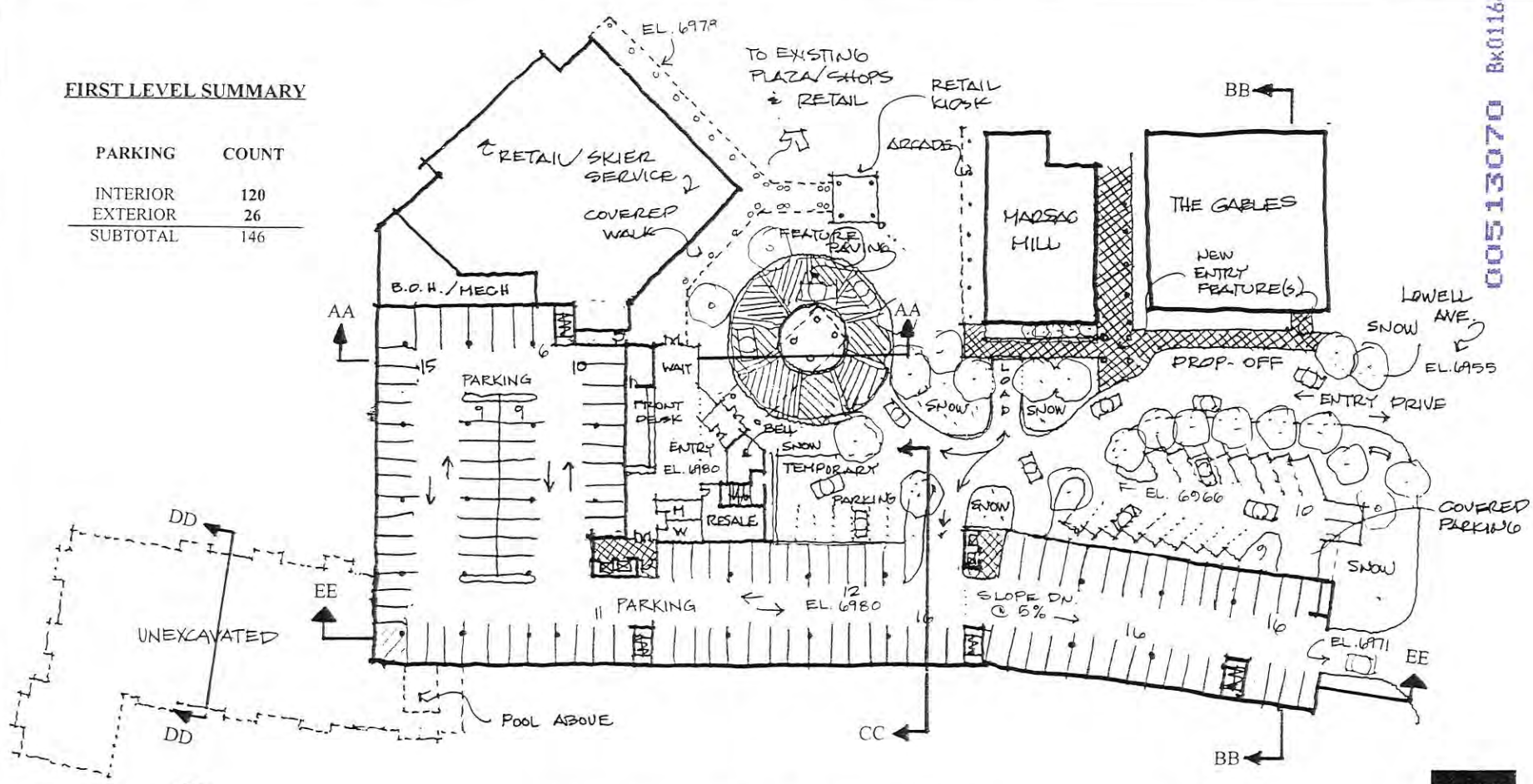
Park City Ski Area

BSA Architects

PARCEL A

FIRST LEVEL SUMMARY

PARKING	COUNT
INTERIOR	120
EXTERIOR	26
SUBTOTAL	146



Park City Ski Area

ENTRY LEVEL PLAN (FIRST FLOOR)

(EL. +/- 6980)

BSA Architects

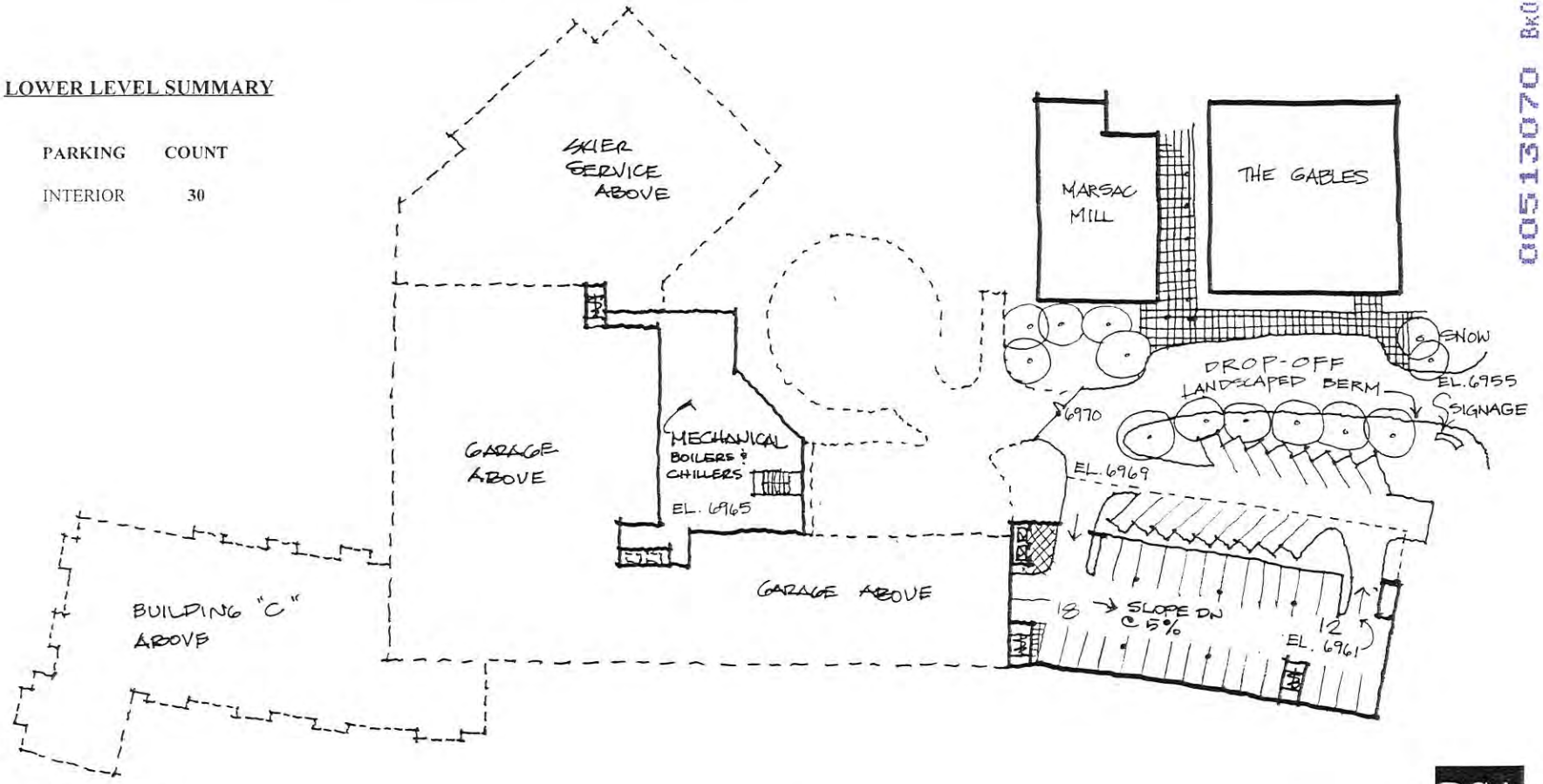
BSA No. 9601.14

PARK CITY RESORT:
PARCEL A TIMESHARE CONCEPT

Revised May 14, 1997
February 12, 1997

LOWER LEVEL SUMMARY

PARKING	COUNT
INTERIOR	30



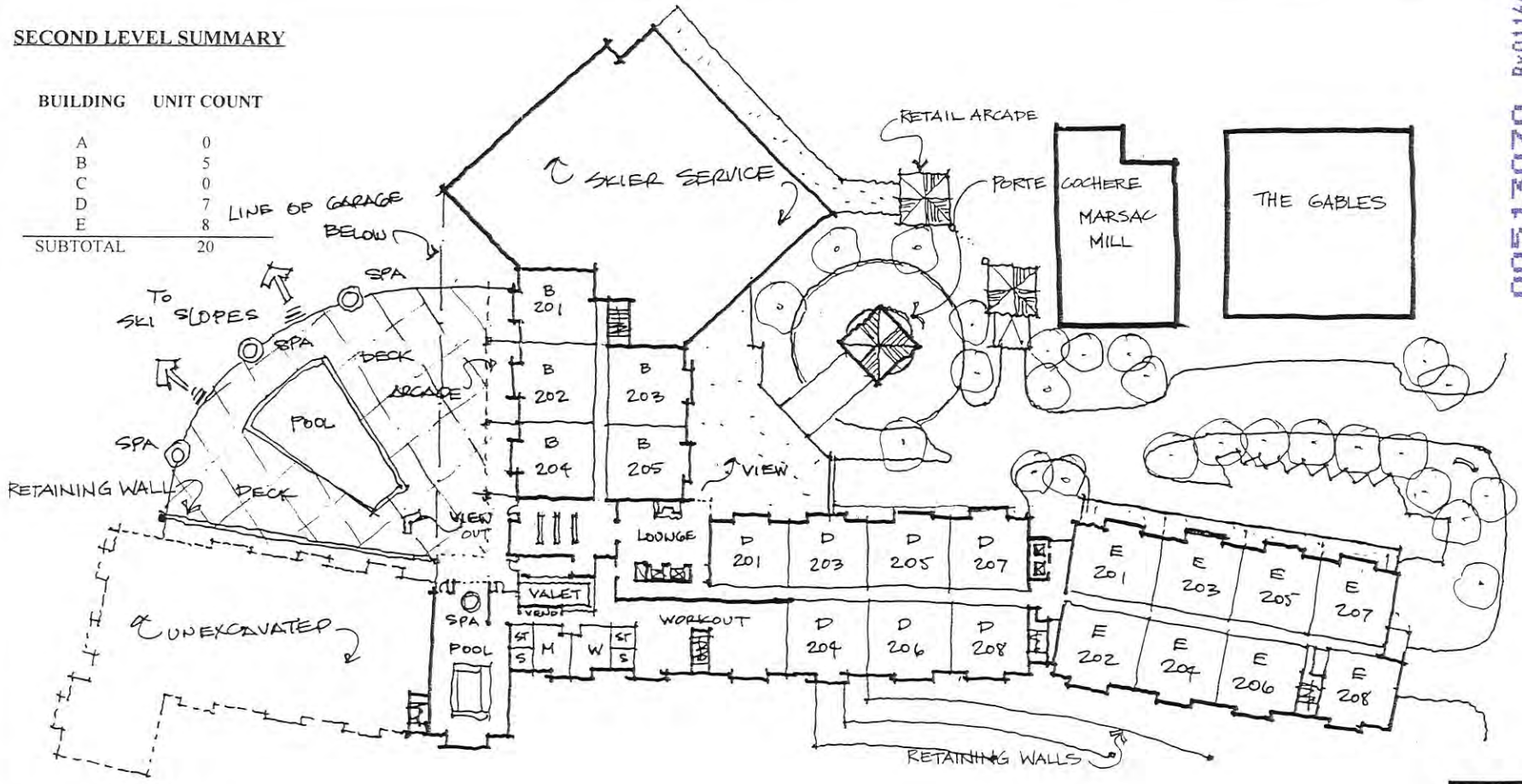
Park City Ski Area

LOWER LEVEL PLAN
(EL. VARIES)

BSA Architects

SECOND LEVEL SUMMARY

BUILDING	UNIT COUNT
A	0
B	5
C	0
D	7
E	8
SUBTOTAL	20



Park City Ski Area

SECOND LEVEL PLAN
(EL. +/- 6990)

0 25 50 75

BSA Architects

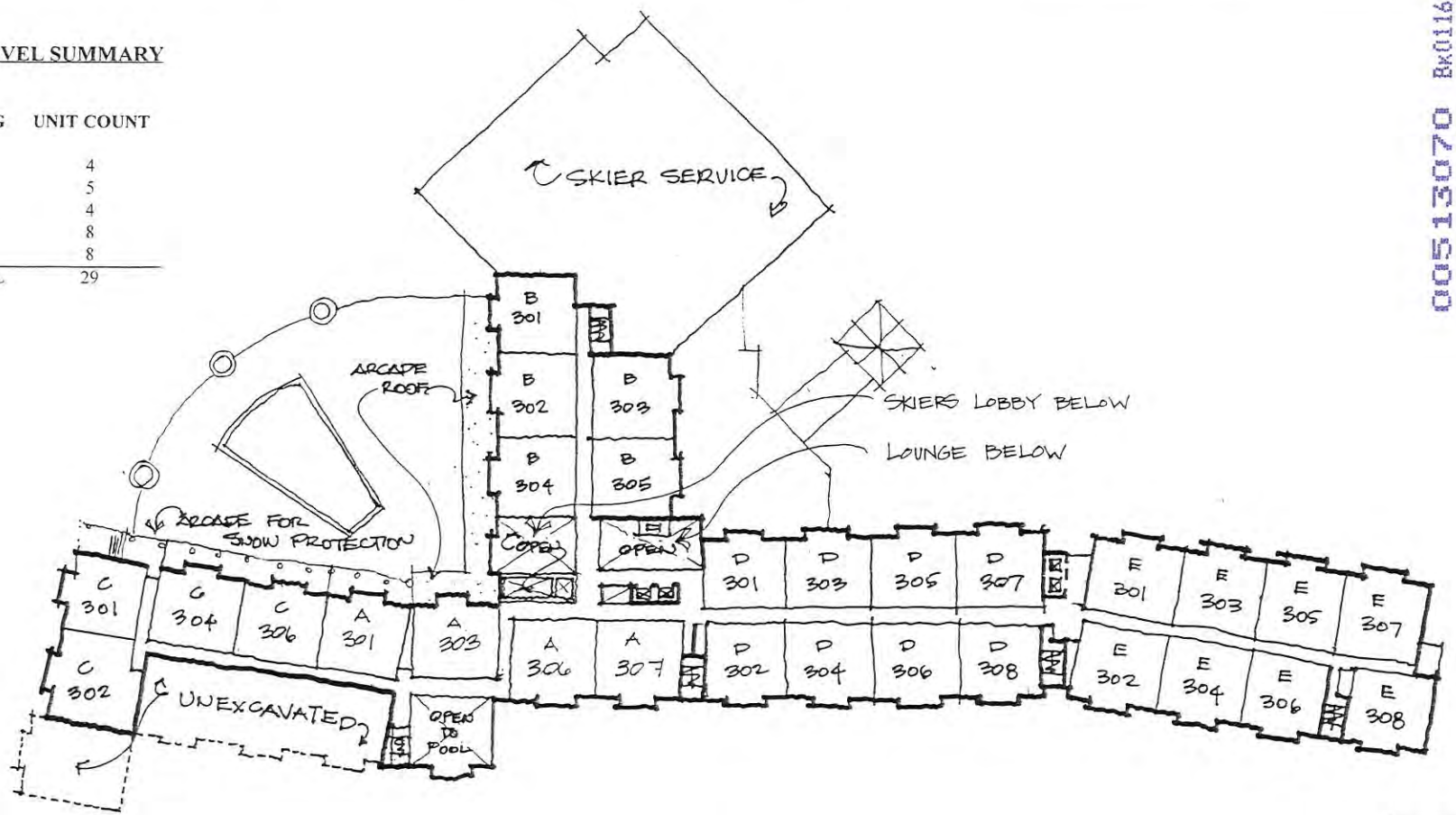
BSA No. 9601.14

PARK CITY RESORT:
PARCEL A TIMESHARE CONCEPT

February 12, 1997

THIRD LEVEL SUMMARY

BUILDING	UNIT COUNT
A	4
B	5
C	4
D	8
E	8
SUBTOTAL	29



Park City Ski Area

THIRD LEVEL PLAN
(EL. +/- 7000)

0 25 50 75

BSA Architects

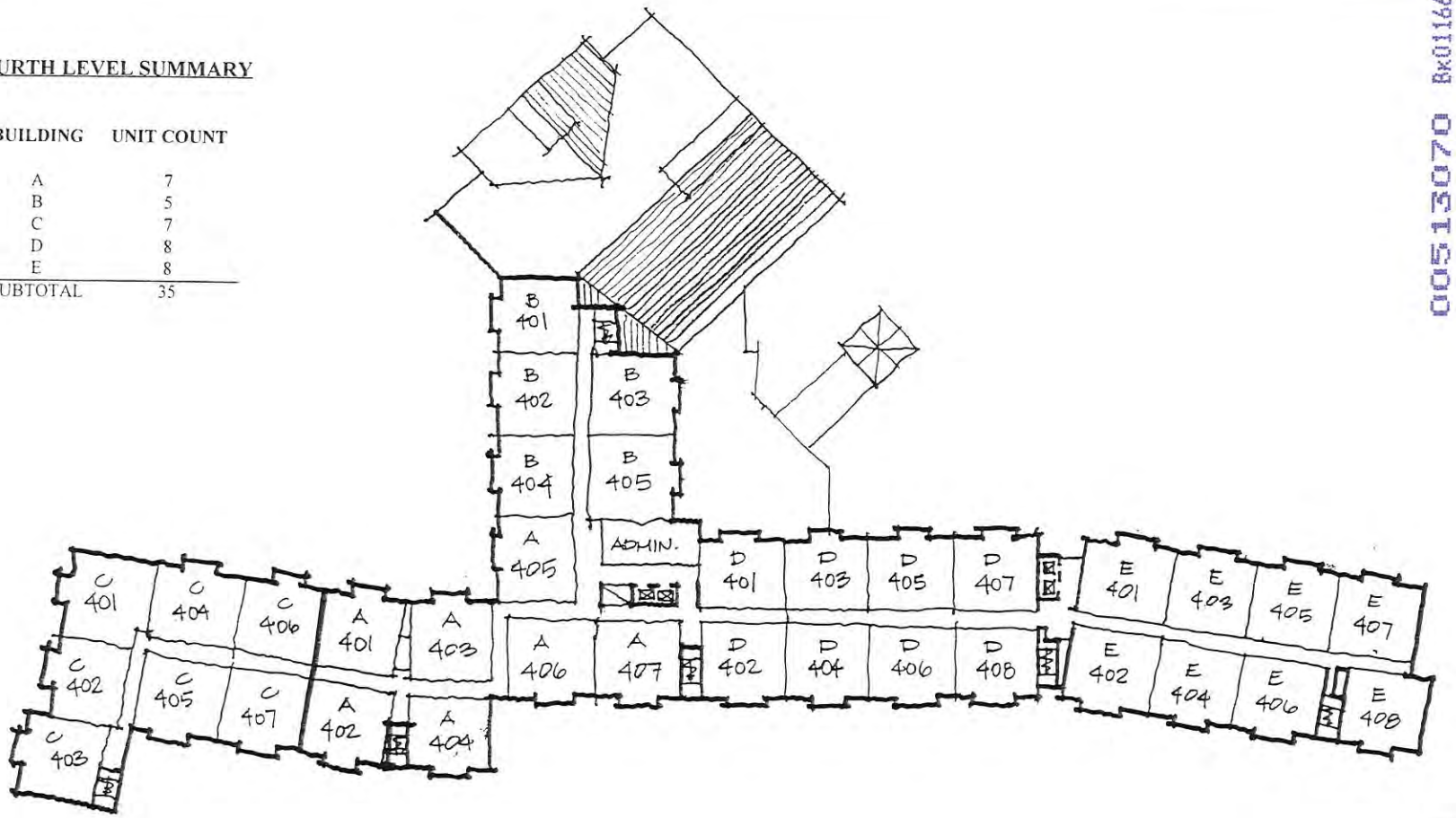
BSA No. 9601.14

PARK CITY RESORT:
PARCEL A TIMESHARE CONCEPT

February 12, 1997

FOURTH LEVEL SUMMARY

BUILDING	UNIT COUNT
A	7
B	5
C	7
D	8
E	8
SUBTOTAL	35



Park City Ski Area

FOURTH LEVEL PLAN
(EL. +/- 7010)

0 25 50 75

BSA Architects

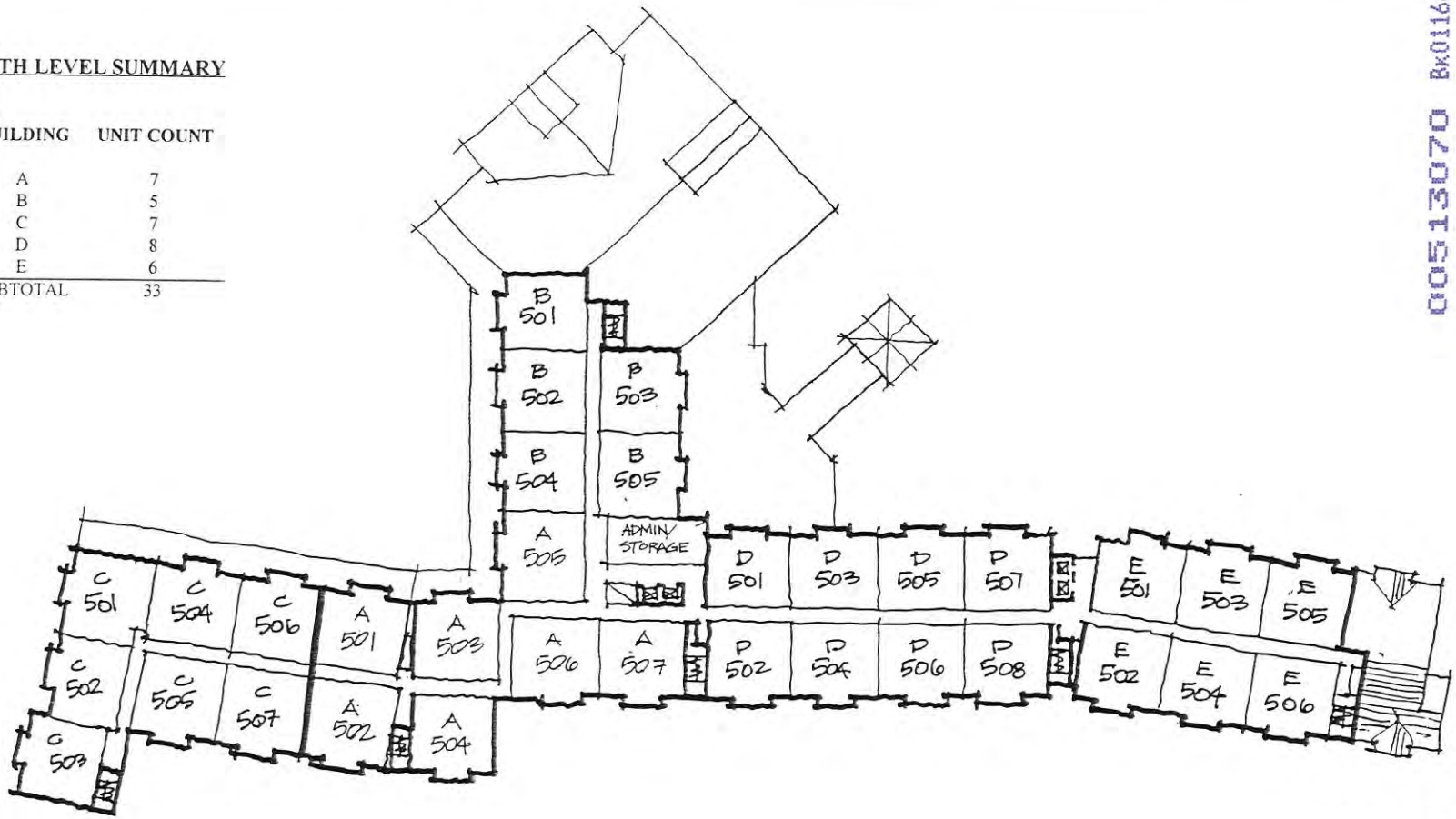
BSA No. 9601.14

PARK CITY RESORT:
PARCEL A TIMESHARE CONCEPT

February 12, 1997

FIFTH LEVEL SUMMARY

BUILDING	UNIT COUNT
A	7
B	5
C	7
D	8
E	6
SUBTOTAL	33



Park City Ski Area

FIFTH LEVEL PLAN
(EL. +/- 7020)

0 25 50 75

BSA Architects

BSA No. 9601.14

PARK CITY RESORT:
PARCEL A TIMESHARE CONCEPT

February 12, 1997

SIXTH LEVEL SUMMARY

BUILDING	UNIT COUNT
A	7
B	5
C	7
D	6
E	0
SUBTOTAL	25

Park City Ski Area

SIXTH LEVEL PLAN
(EL. +/- 7030)

0 25 50 75

BSA Architects

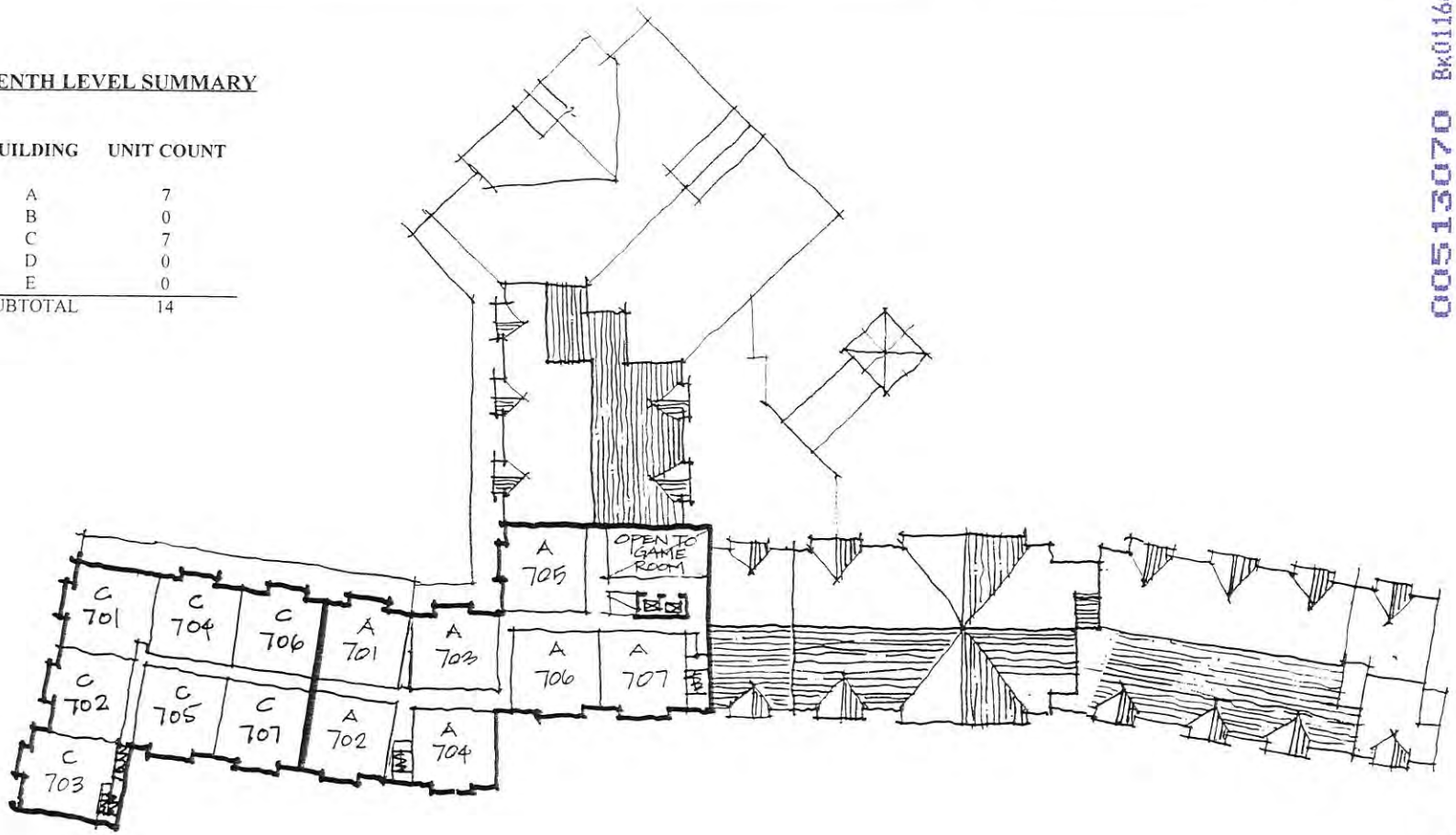
BSA No. 9601.14

PARK CITY RESORT:
PARCEL A TIMESHARE CONCEPT

February 12, 1997

SEVENTH LEVEL SUMMARY

BUILDING	UNIT COUNT
A	7
B	0
C	7
D	0
E	0
SUBTOTAL	14



Park City Ski Area

SEVENTH LEVEL PLAN
(EL. +/- 7040)

0 25 50 75

BSA Architects

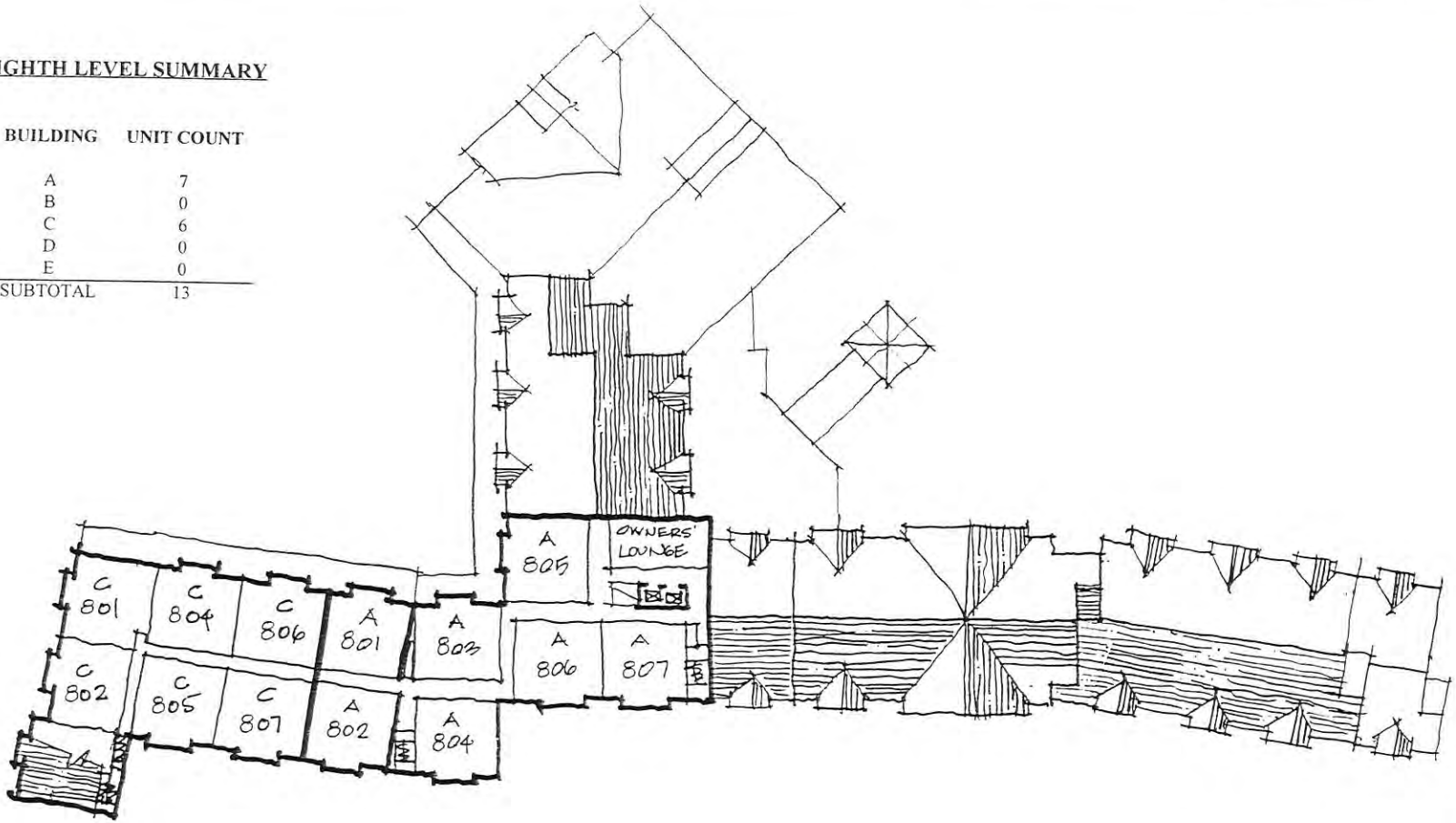
BSA No. 9601.14

PARK CITY RESORT:
PARCEL A TIMESHARE CONCEPT

February 12, 1997

EIGHTH LEVEL SUMMARY

BUILDING	UNIT COUNT
A	7
B	0
C	6
D	0
E	0
SUBTOTAL	13



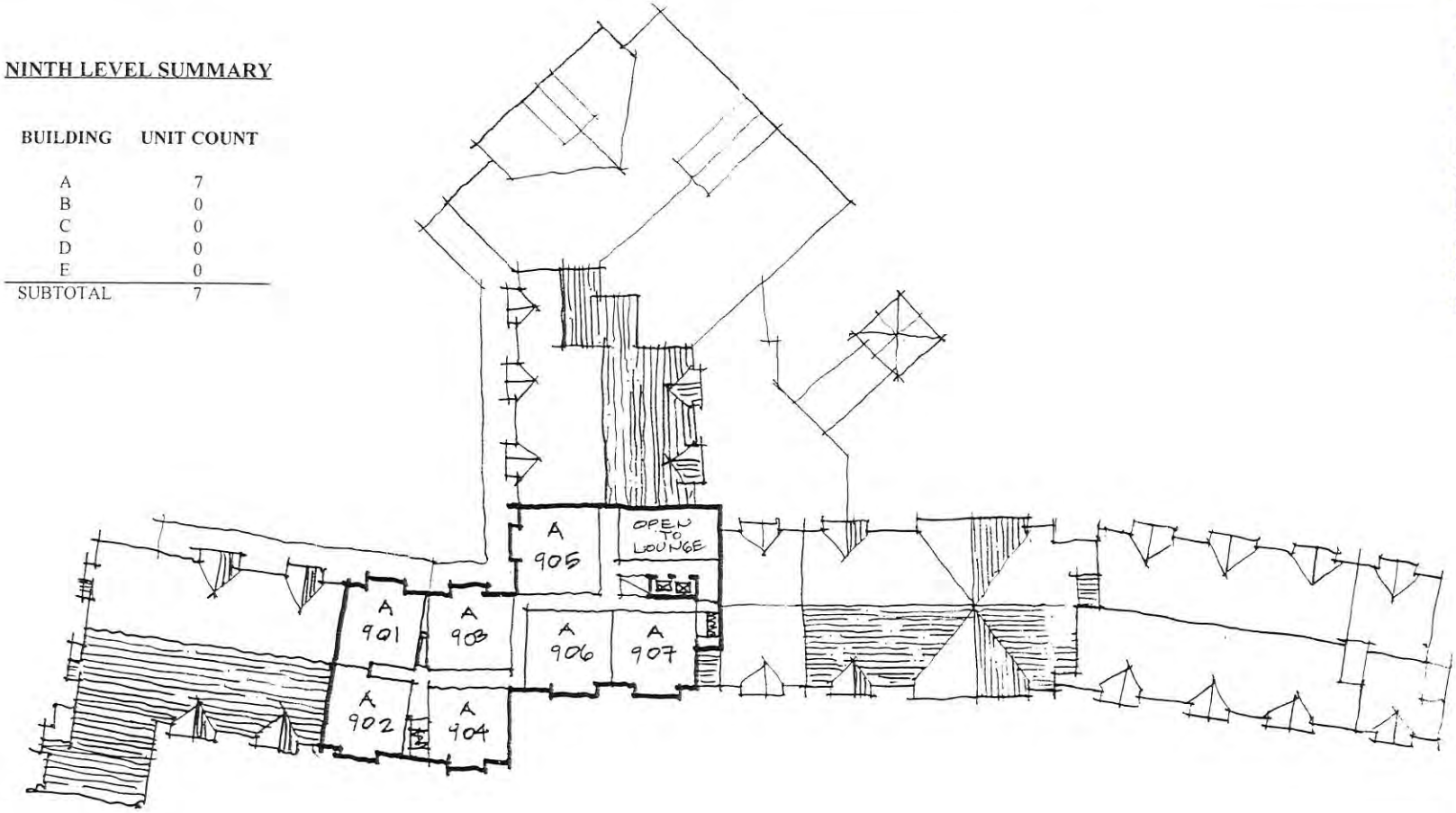
Park City Ski Area

BSA Architects

EIGHTH LEVEL PLAN
(EL. +/- 7050)

NINTH LEVEL SUMMARY

BUILDING	UNIT COUNT
A	7
B	0
C	0
D	0
E	0
SUBTOTAL	7



Park City Ski Area

NINTH LEVEL PLAN
(EL. +/- 7060)

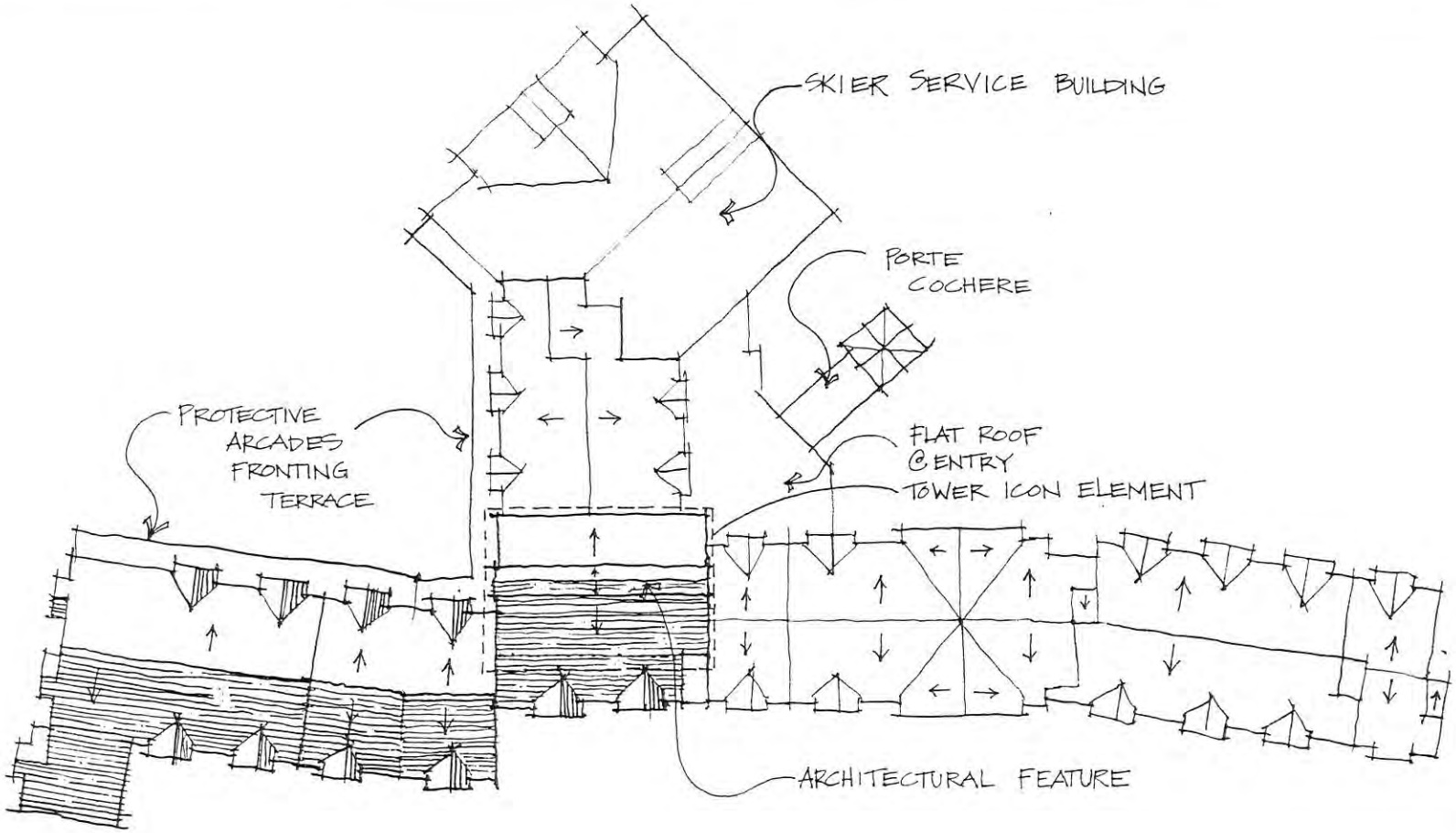
0 25 50 75

BSA Architects

BSA No. 9601.14

PARK CITY RESORT:
PARCEL A TIMESHARE CONCEPT

February 12, 1997

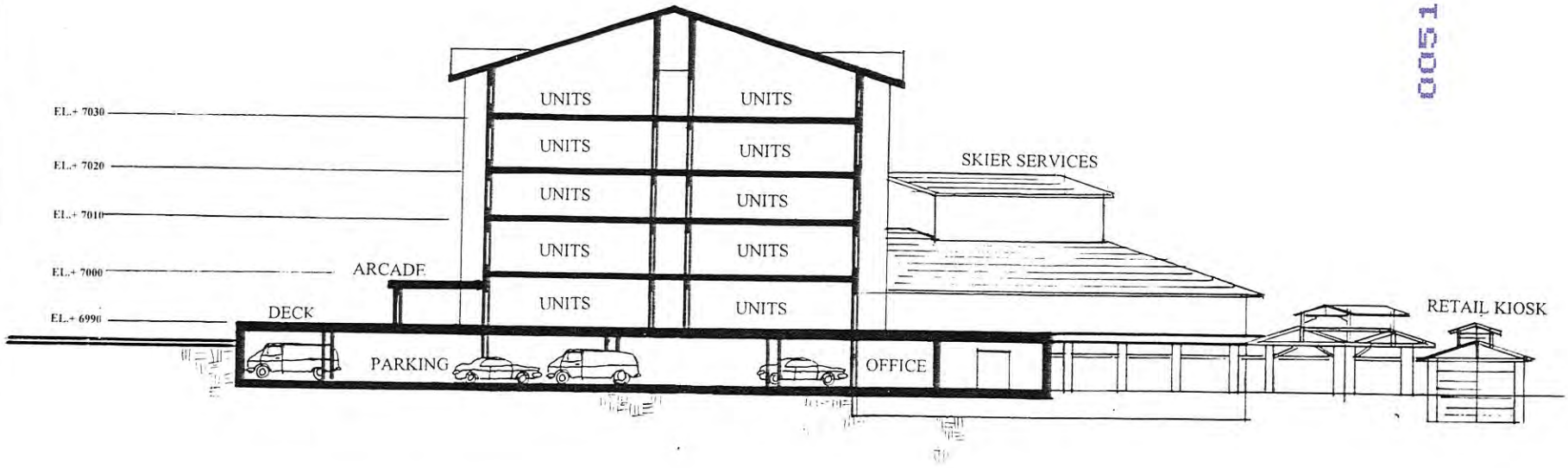


Park City Ski Area

ROOF PLAN

0 25 50 75

BSA Architects



Park City Ski Area

PARCEL A: SECTION AA

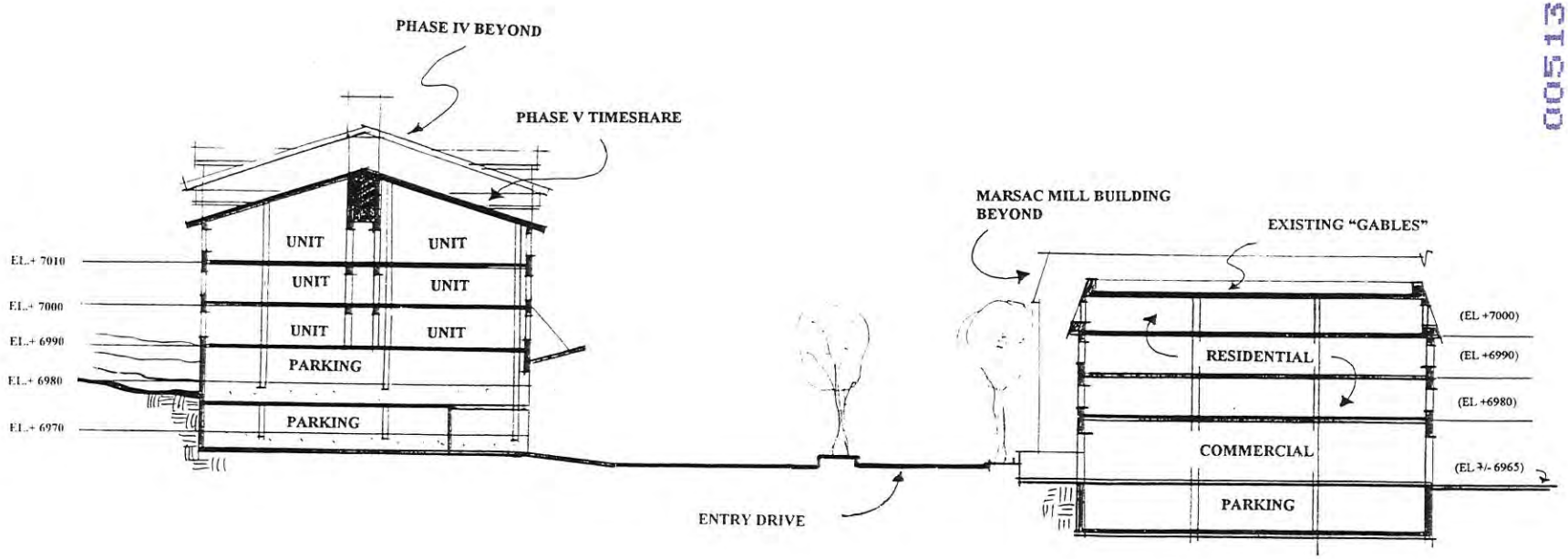
0 10 20 30

BSA Architects

BSA No. 9601

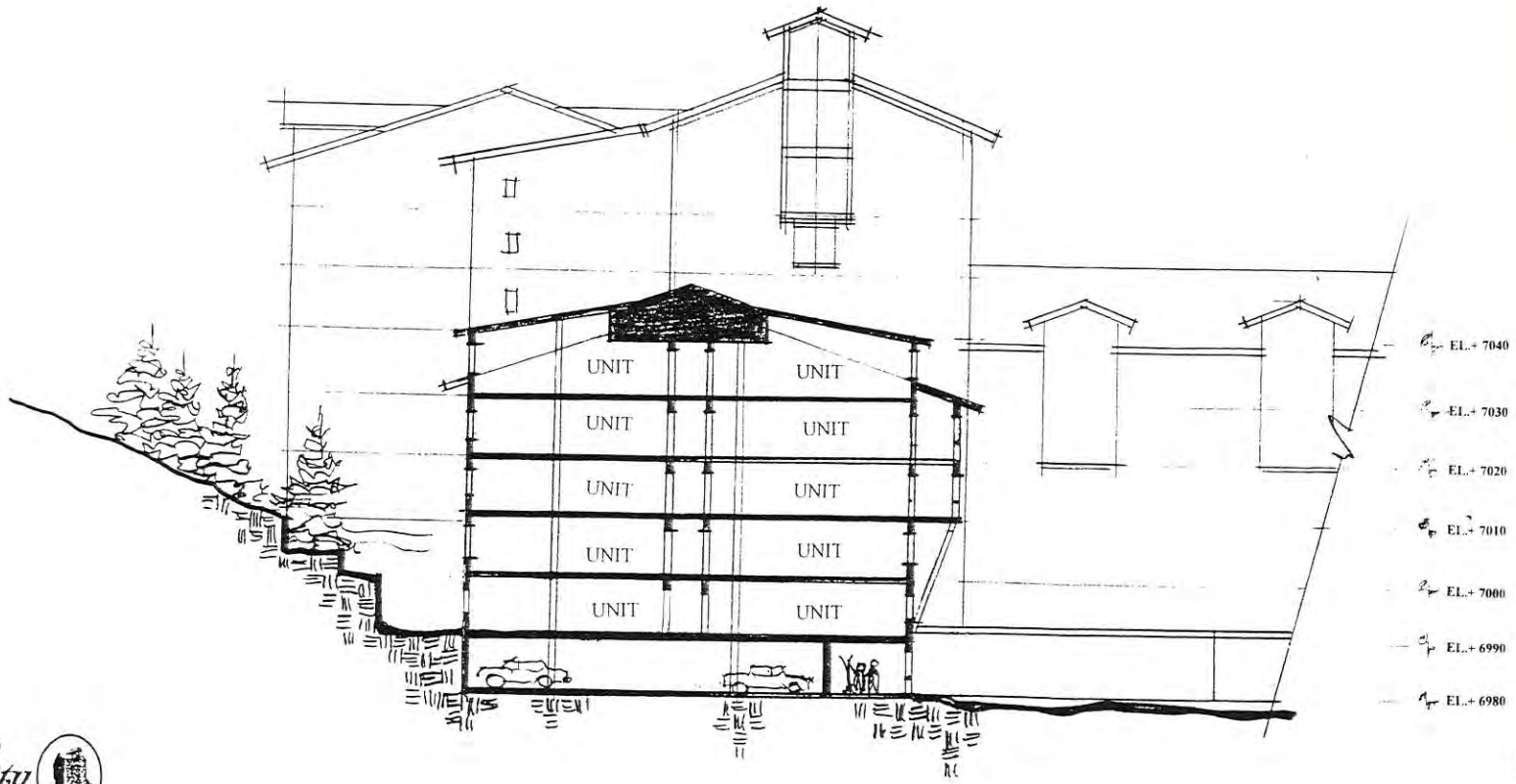
PARK CITY RESORT
BASE AREA MASTER PLAN STUDY

February 12, 1997



PARCEL A: SECTION BB

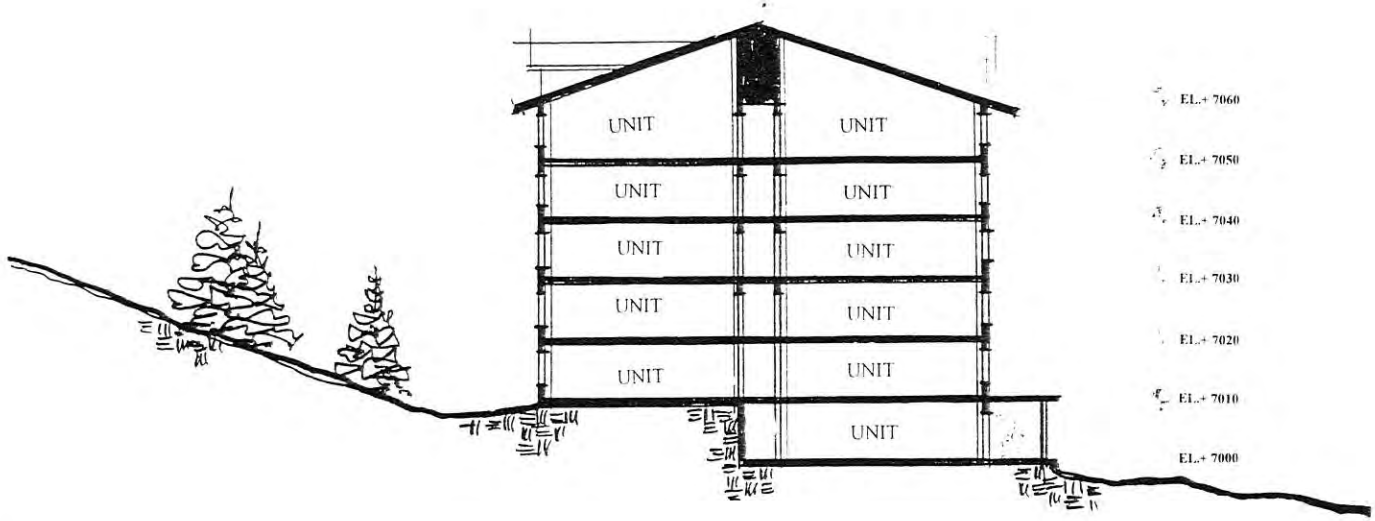
0 10 20 30



Park City Ski Area

BSA Architects

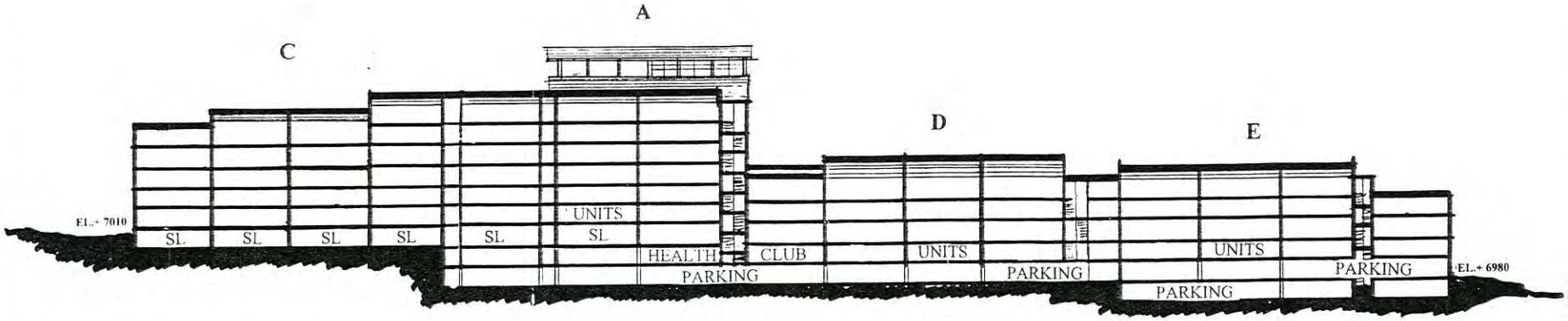
PARCEL A: SECTION CC



Park City Ski Area

BSA Architects

PARCEL A: SECTION DD



A= AMENITY/BOH SLOPE SIDE

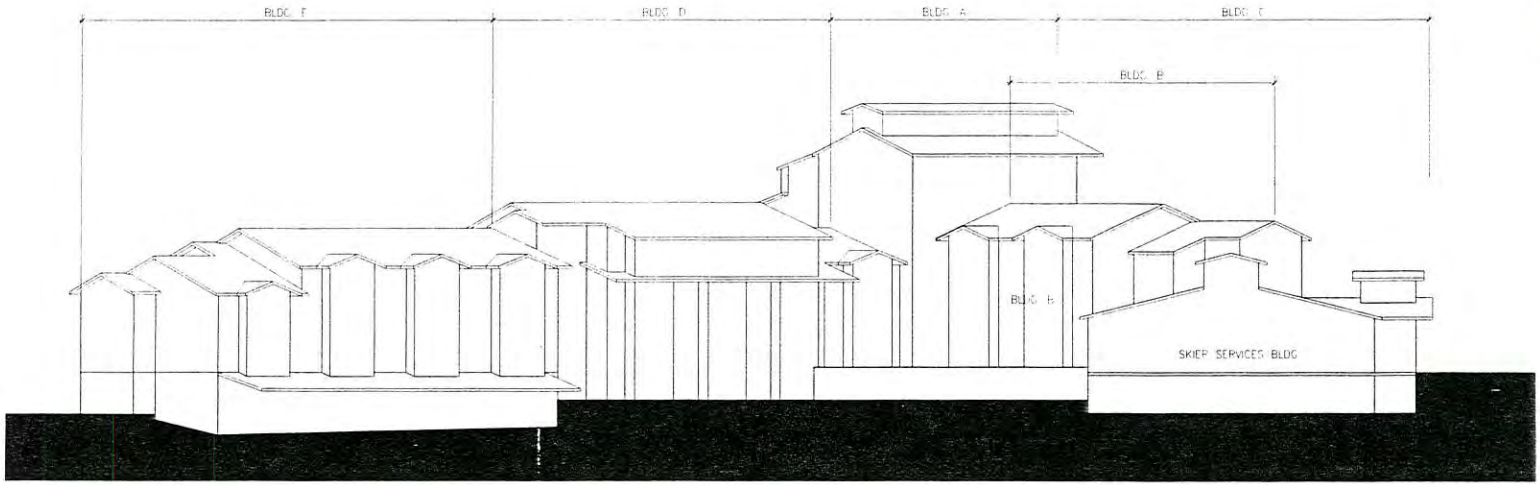
SL= SINGLE LOADED CORRIDOR DOWNSLOPE

Park City Ski Area

0 25 50 75

BSA Architects

PARCEL A: SECTION EE



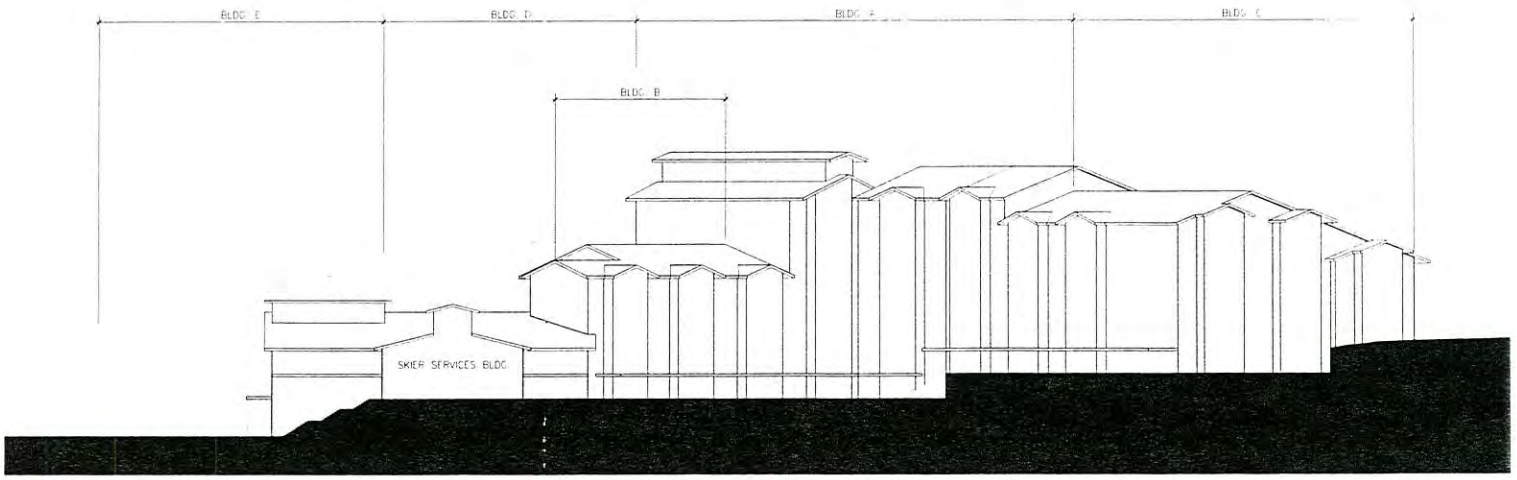
NORTH WEST MASSING

BSA Architects

BSA No. 9601

PARK CITY RESORT
BASE AREA MASTER PLAN STUDY

April 23, 1997



Park City Ski Area

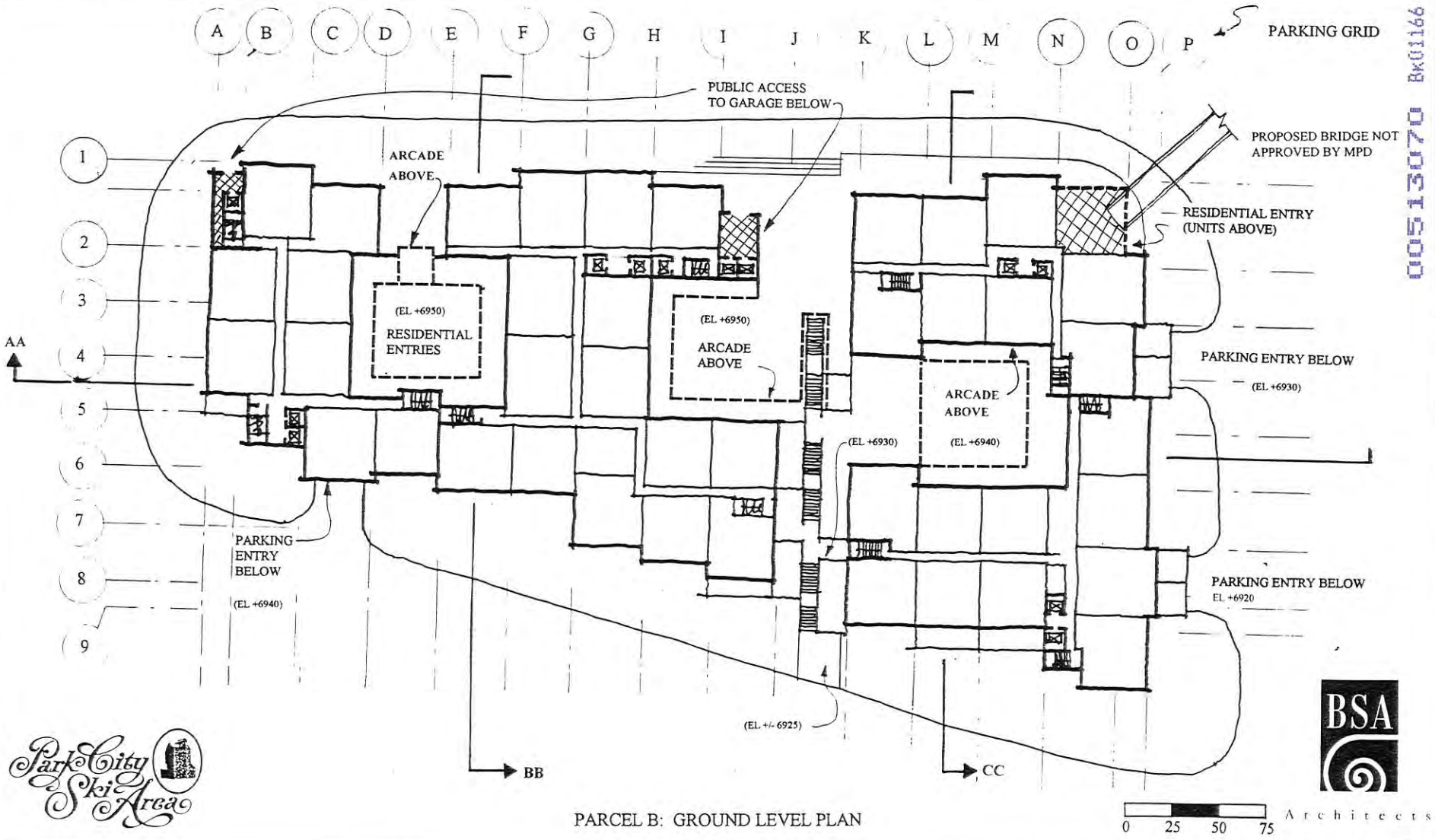
NORTH EAST MASSING

BSA Architects

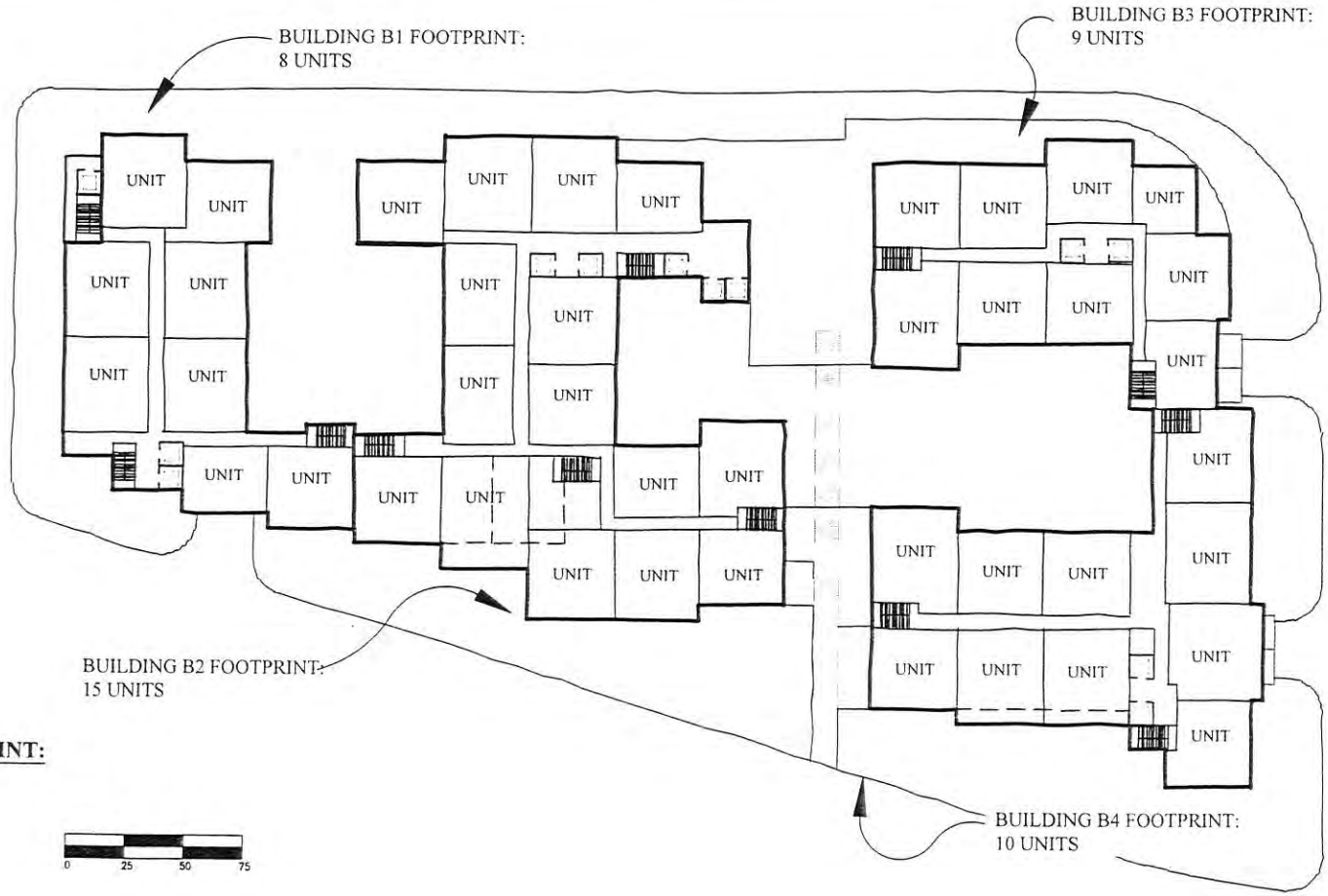
PARCEL B

Park City Ski Area

BSA Architects



PARCEL B: GROUND LEVEL PLAN



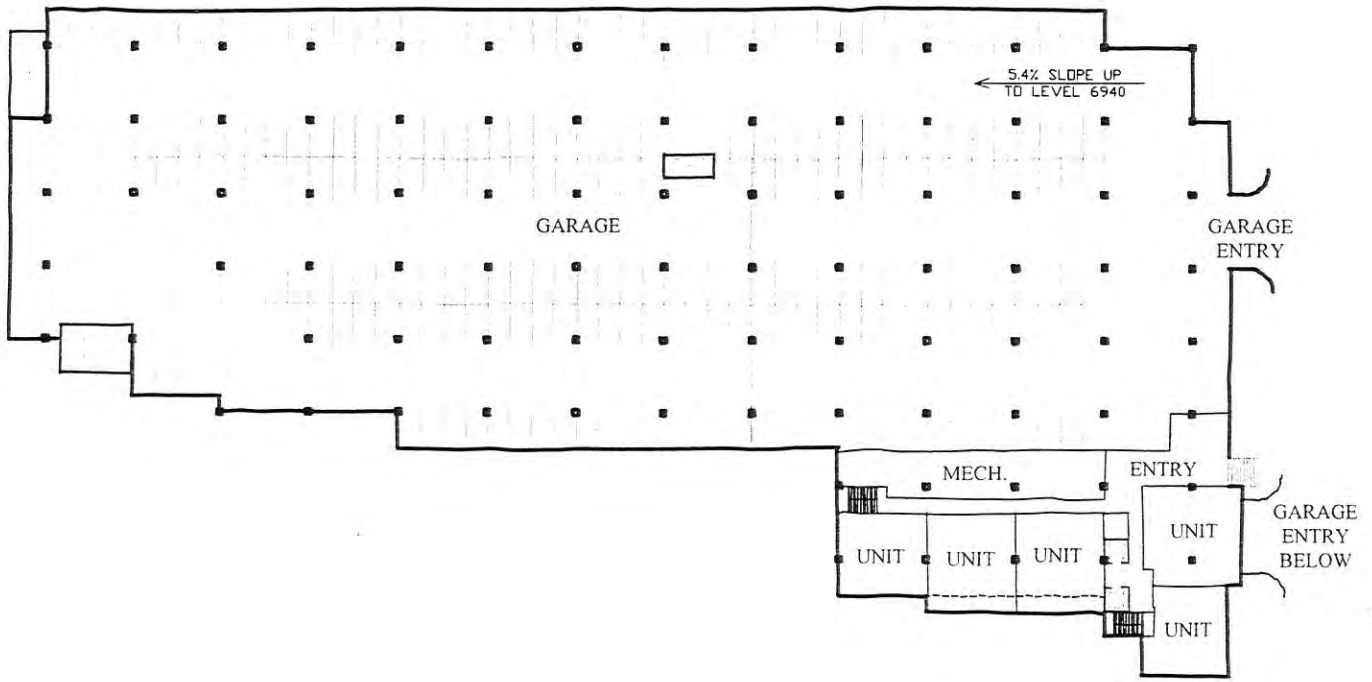
PARCEL B FOOTPRINT:
42 UNITS

PARCEL B: TYPICAL FLOOR PLAN

BSA No. 9601

PARK CITY RESORT
BASE AREA MASTER PLAN STUDY

MAY 14, 1997



Park City Ski Area

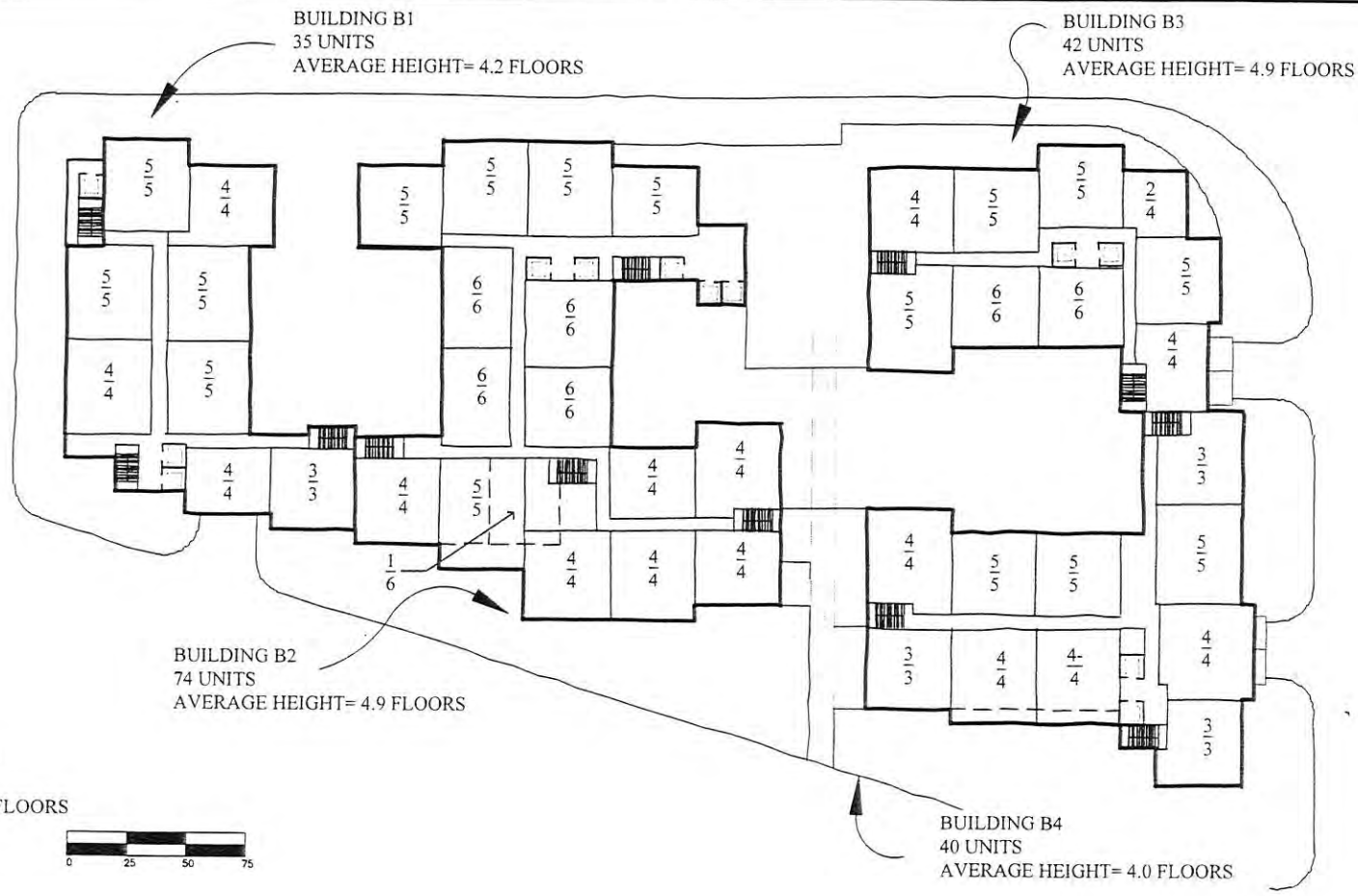
PARCEL B: FLOOR PLAN (Level 6930)

BSA Architects

BSA No. 9601

PARK CITY RESORT
BASE AREA MASTER PLAN STUDY

MAY 14, 1997



Park City Ski Area

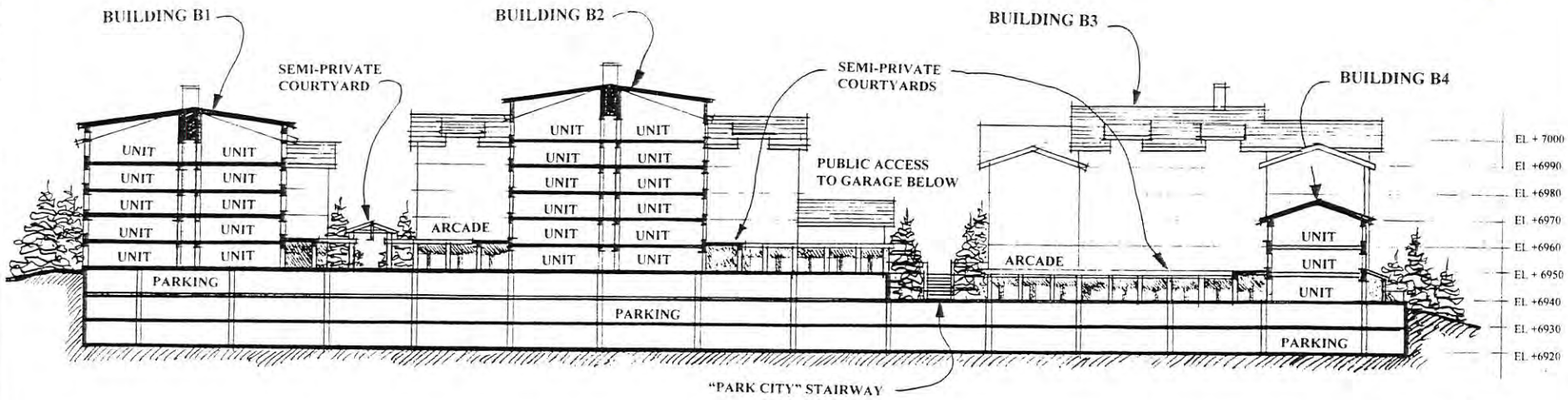
PARCEL B: UNIT COUNT AND BUILDING HEIGHT

BSA Architects

BSA No. 9601

PARK CITY RESORT
BASE AREA MASTER PLAN STUDY

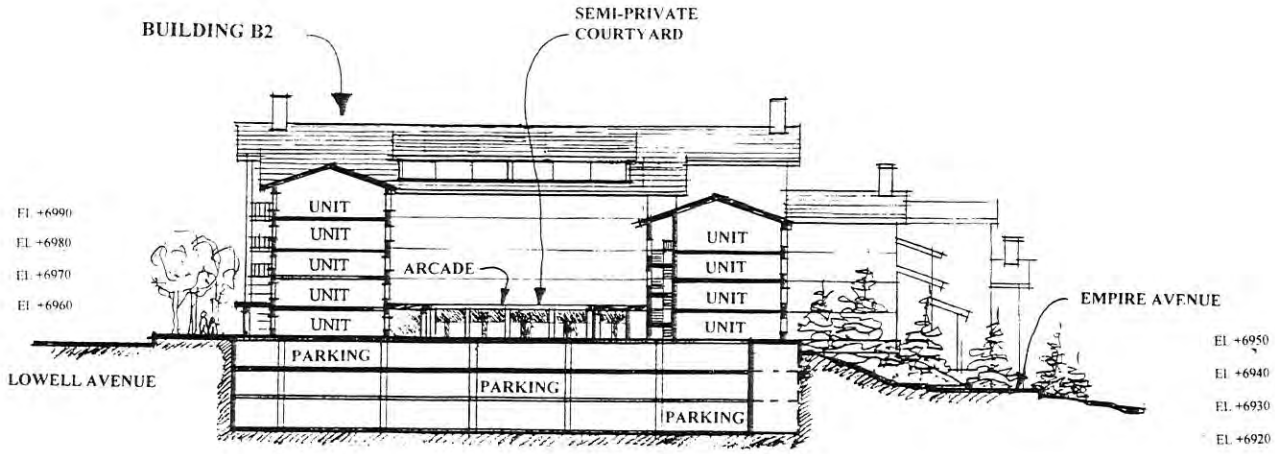
MAY 14, 1997



Park City Ski Area

BSA Architects

PARCEL B: SECTION AA



Park City Ski Area

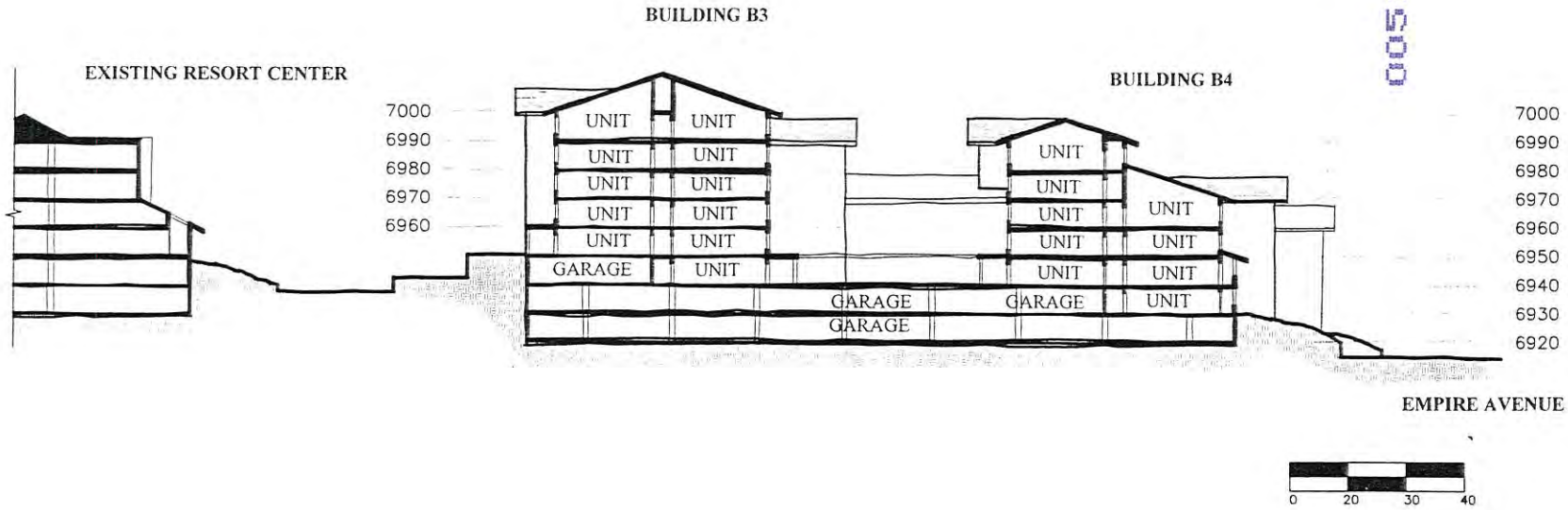
BSA Architects

PARCEL B: SECTION BB

BSA&R No. 9601.18

PARK CITY RESORT:
BASE AREA MASTER PLAN STUDY

July 31, 1996
Revised April 23, 1997



Park City Ski Area

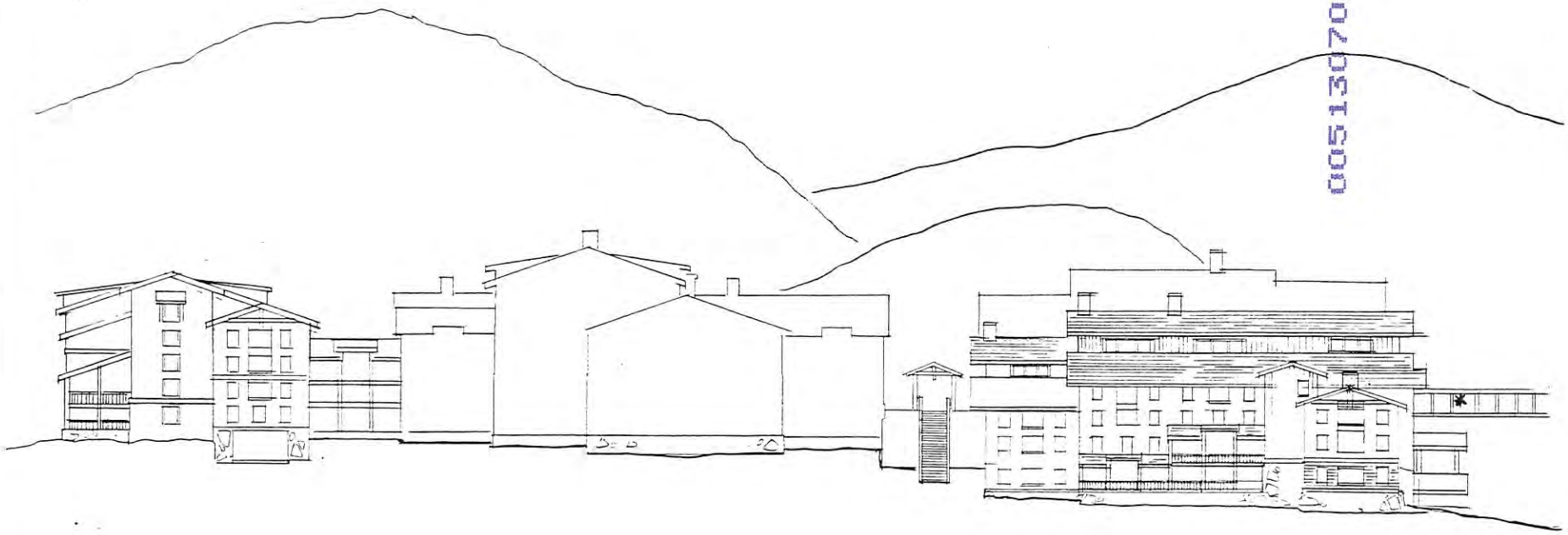
PARCEL B: SECTION CC

BSA Architects

BSA No. 9601

PARK CITY RESORT
BASE AREA MASTER PLAN STUDY

MAY 14, 1997



NORTHEAST ELEVATION (View from Empire Avenue)

Park City Ski Area

PARCEL B: ELEVATION STUDY

* Bridge is not approved

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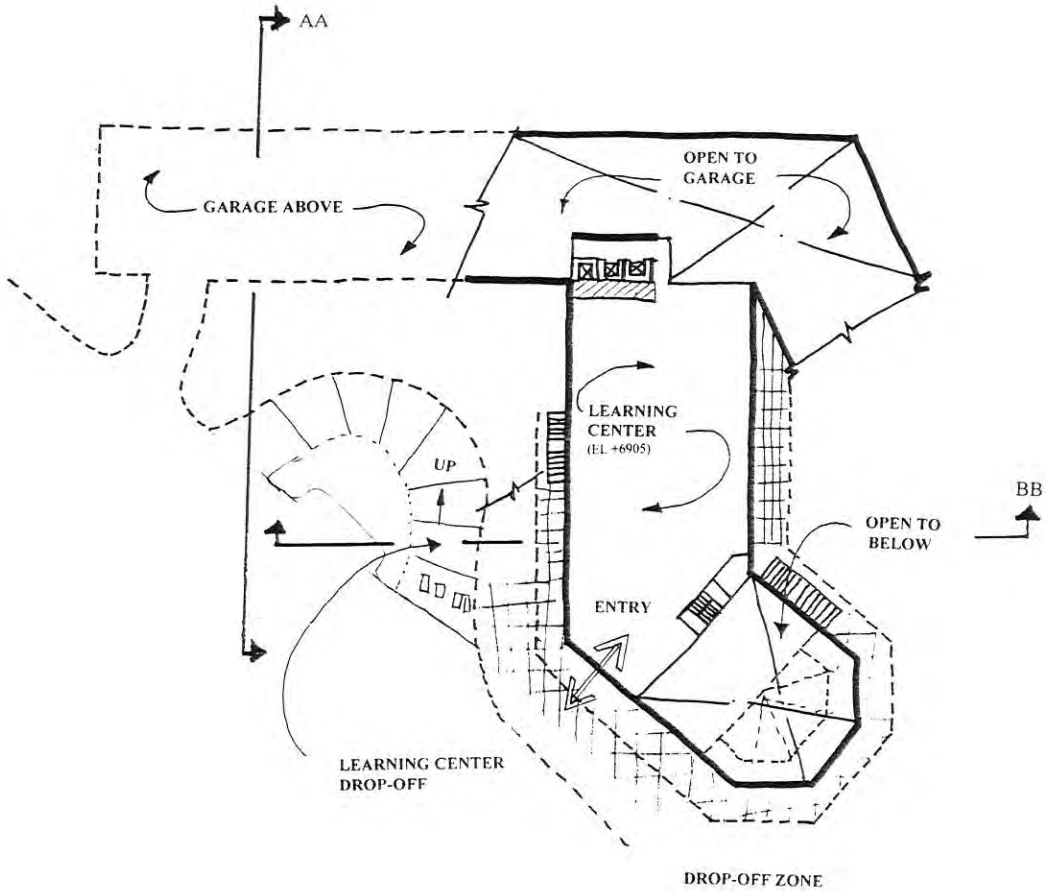
PARCEL C

Park City Ski Area

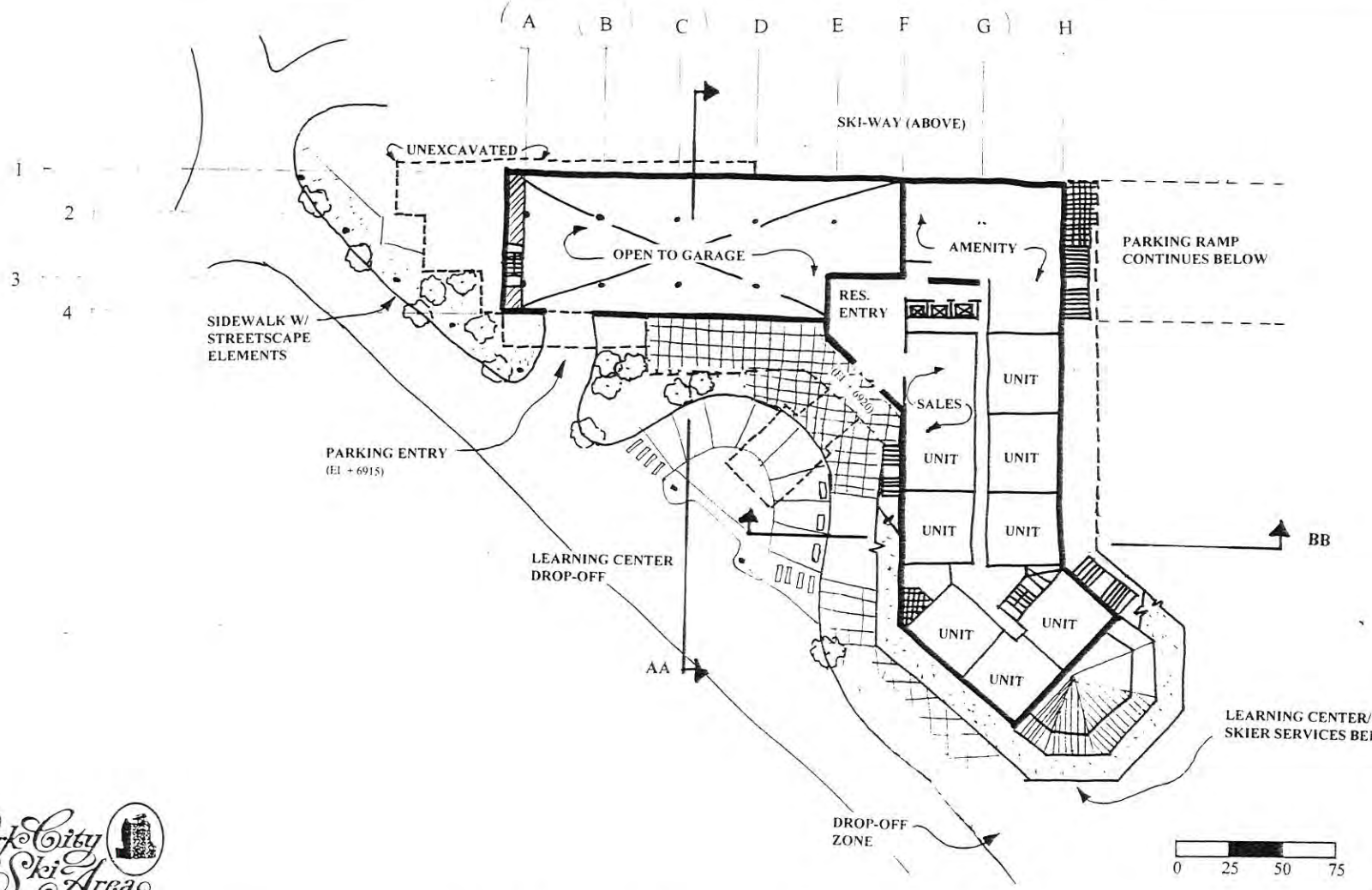
BSA Architects



Park City Ski Area

BSA Architects

PARCEL C: SKIER SERVICE FLOOR PLAN



PARCEL C: PARKING/RESIDENTIAL ENTRY FLOOR PLAN

Park City Ski Area

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PARCEL C: TYPICAL FLOOR PLAN

LEGEND
3 = UNITS
4 = FLOORS

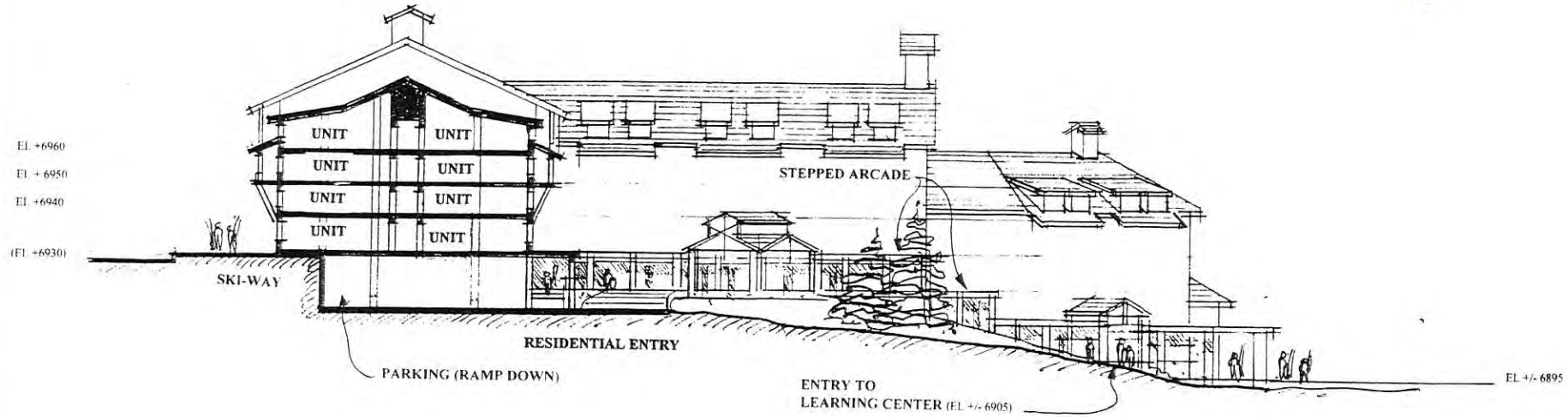
PARCEL C TOTALS
101 UNITS
AVERAGE HEIGHT = 4.7 FLOORS

0 25 50 75

Park City Ski Area

BSA Architects

PARCEL C: BUILDING HEIGHT AND UNIT COUNT



Park City Ski Area

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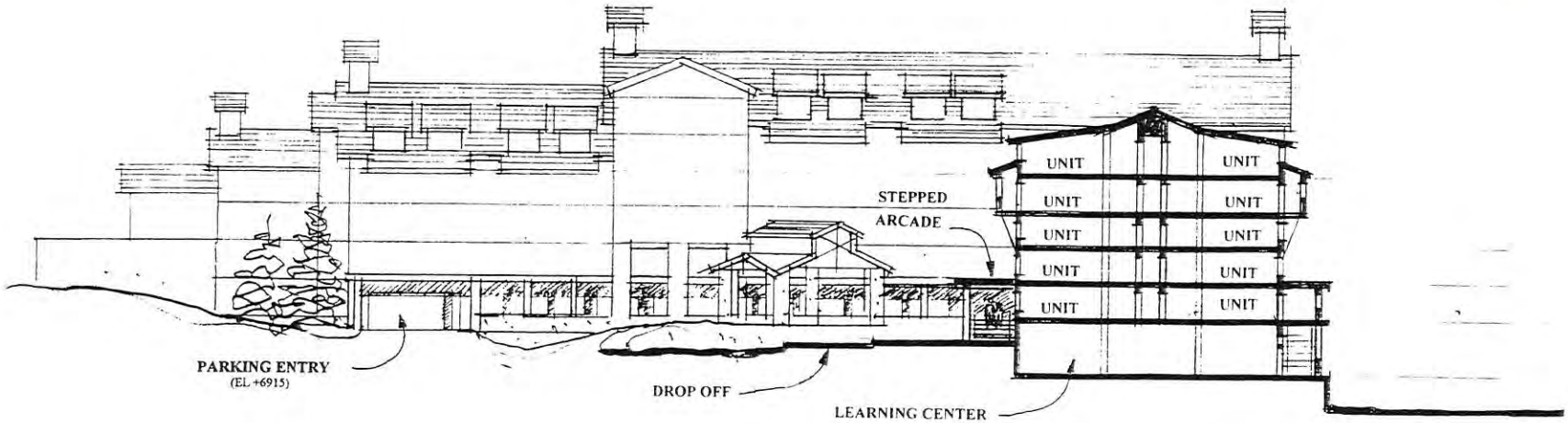
PARCEL C: SECTION AA



Park City Ski Area

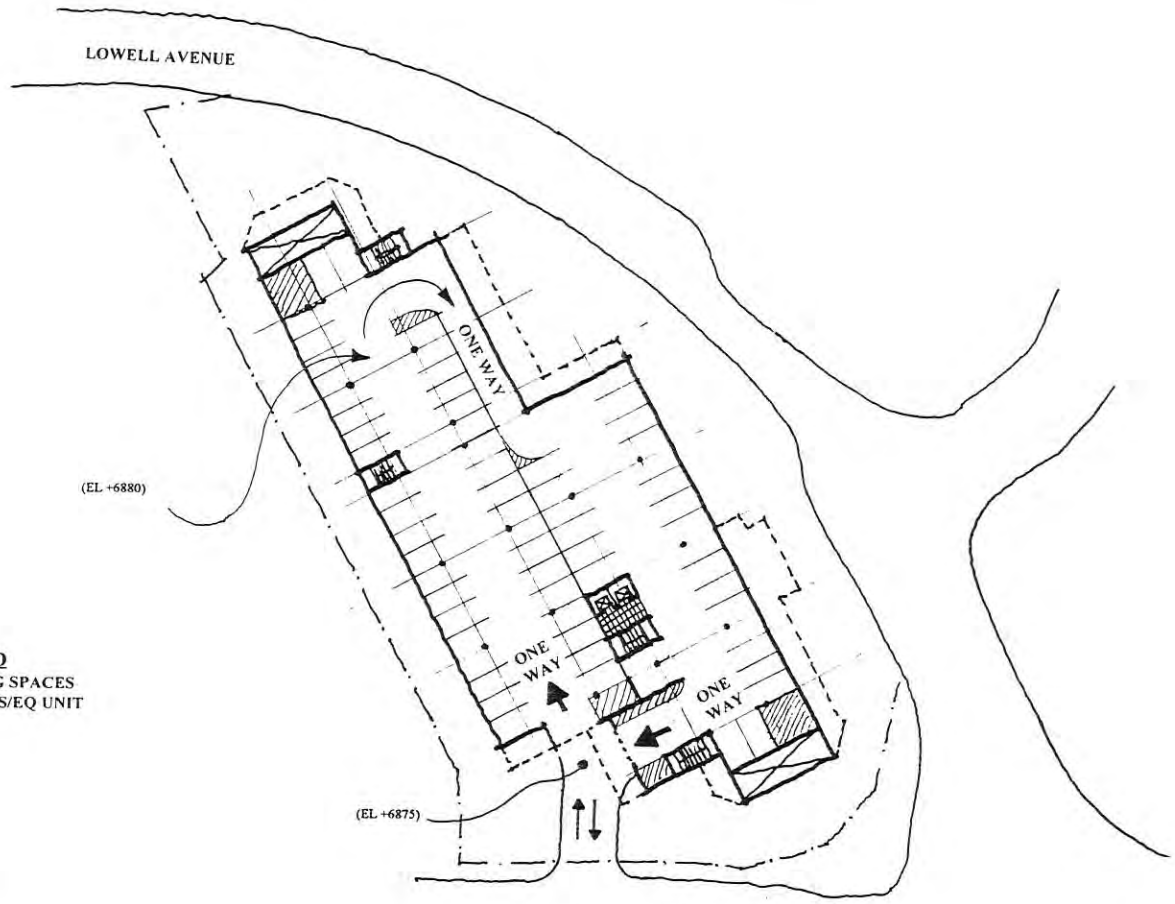
BSA Architects

PARCEL C: SECTION BB

PARCEL D

Park City Ski Area

BSA Architects

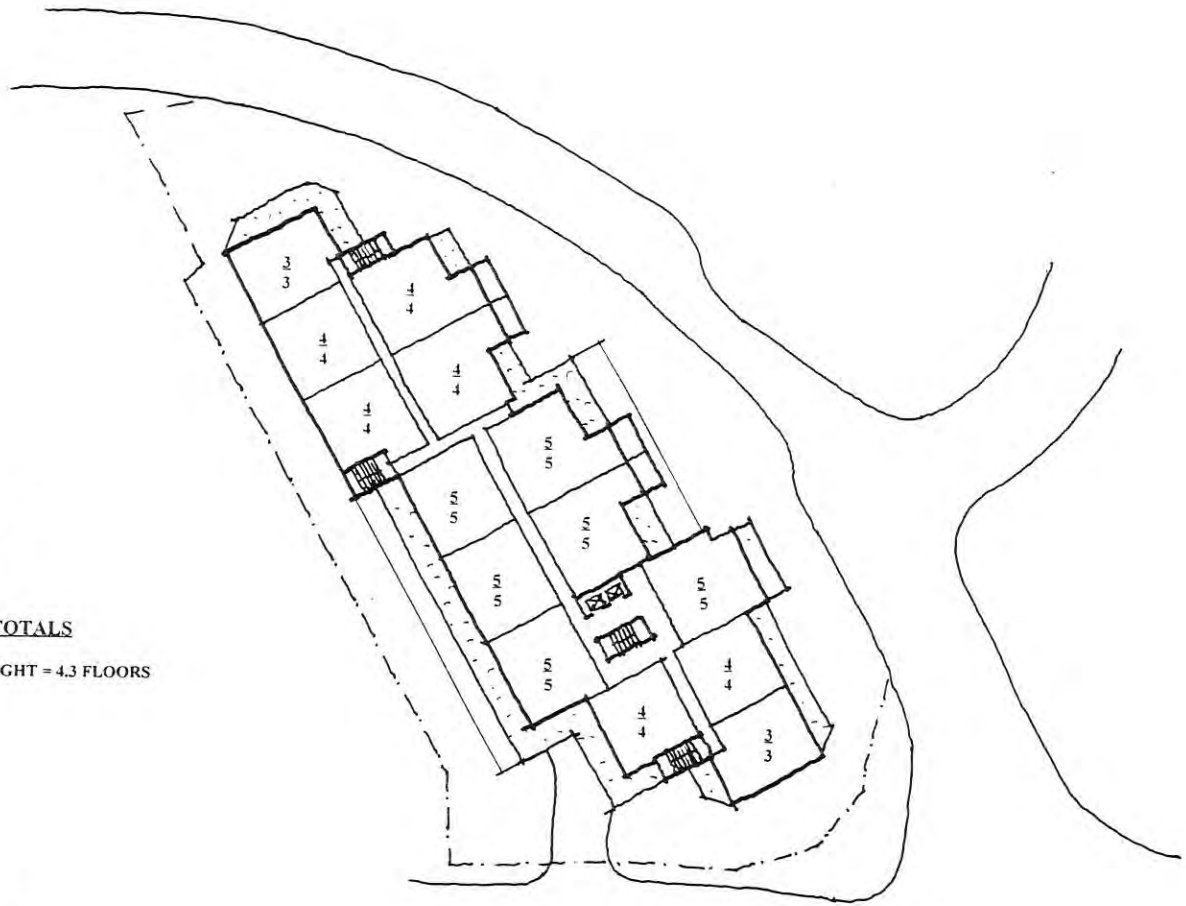


PARCEL D
66 PARKING SPACES
= 1.7 SAPCES/EQ UNIT

Park City Ski Area

BSA Architects

PARCEL D: PARKING PLAN



LEGEND
3 = UNITS
3 = FLOORS

PARCEL D TOTALS
60 UNITS
AVERAGE HEIGHT = 4.3 FLOORS

0 25 50 75

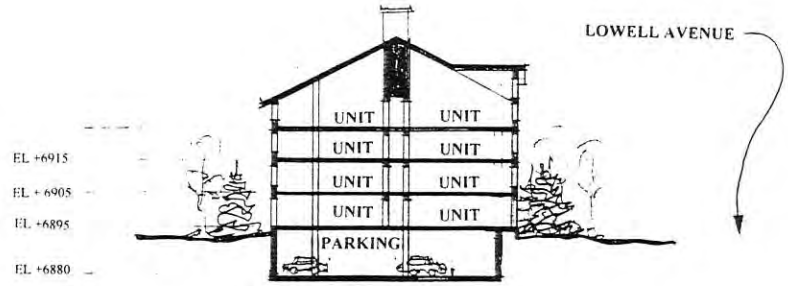
BSA Architects

PARCEL D:UNIT COUNT AND BUILDING HEIGHT

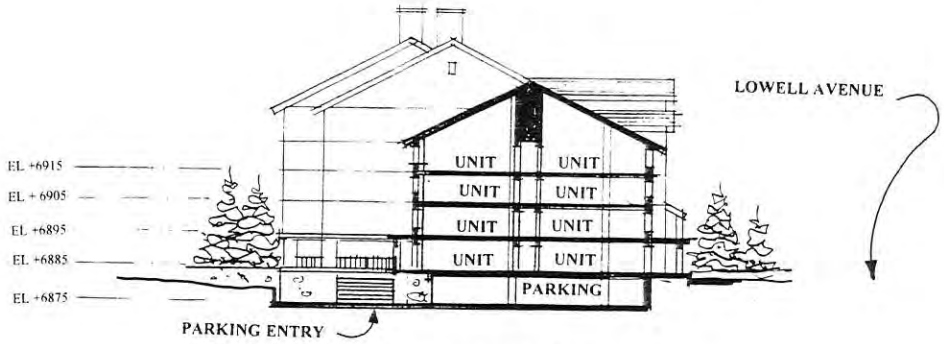
BSA&R No. 9601.18

PARK CITY RESORT:
BASE AREA MASTER PLAN STUDY

July 31, 1996



SECTION AA



SECTION BB

0 20 40 60

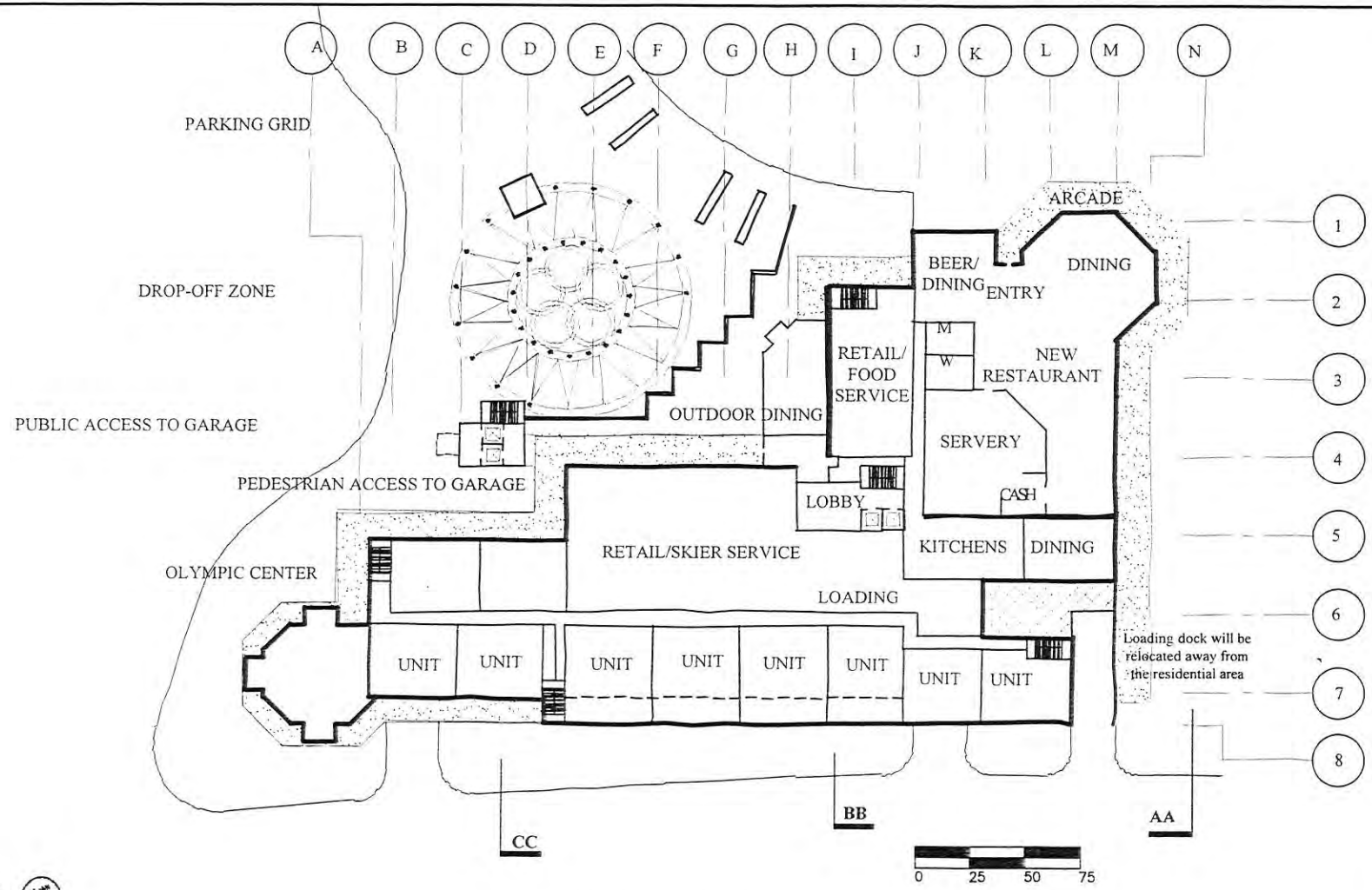
BSA Architects

PARCEL D SECTIONS

PARCEL E

Park City Ski Area

BSA Architects

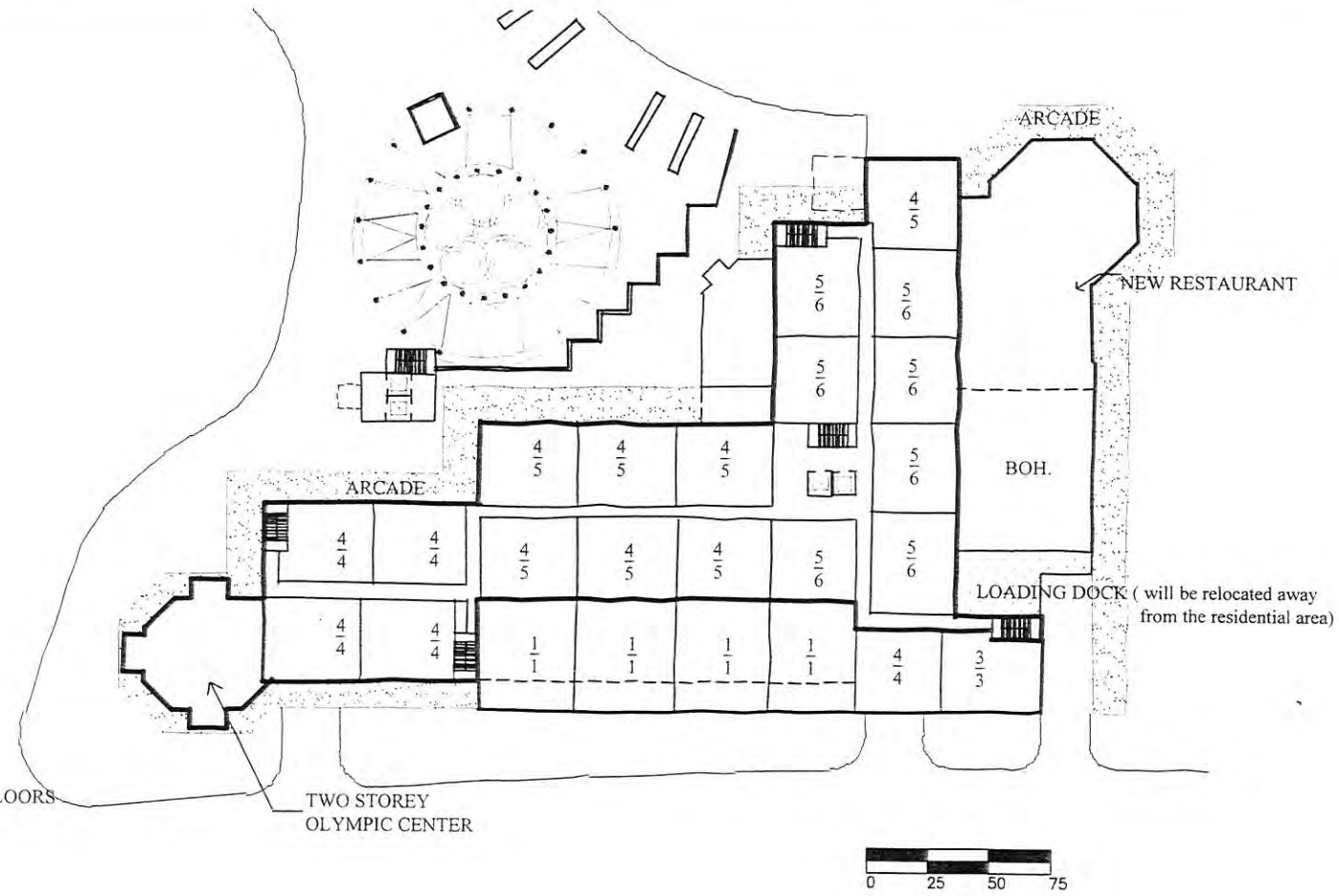


PARCEL E: GROUND LEVEL PLAN

BSA No. 9601

PARK CITY RESORT
BASE AREA MASTER PLAN STUDY

April 23, 1997
Rev. May 14, 1997



LEGEND
3 = UNITS
3 = FLOORS

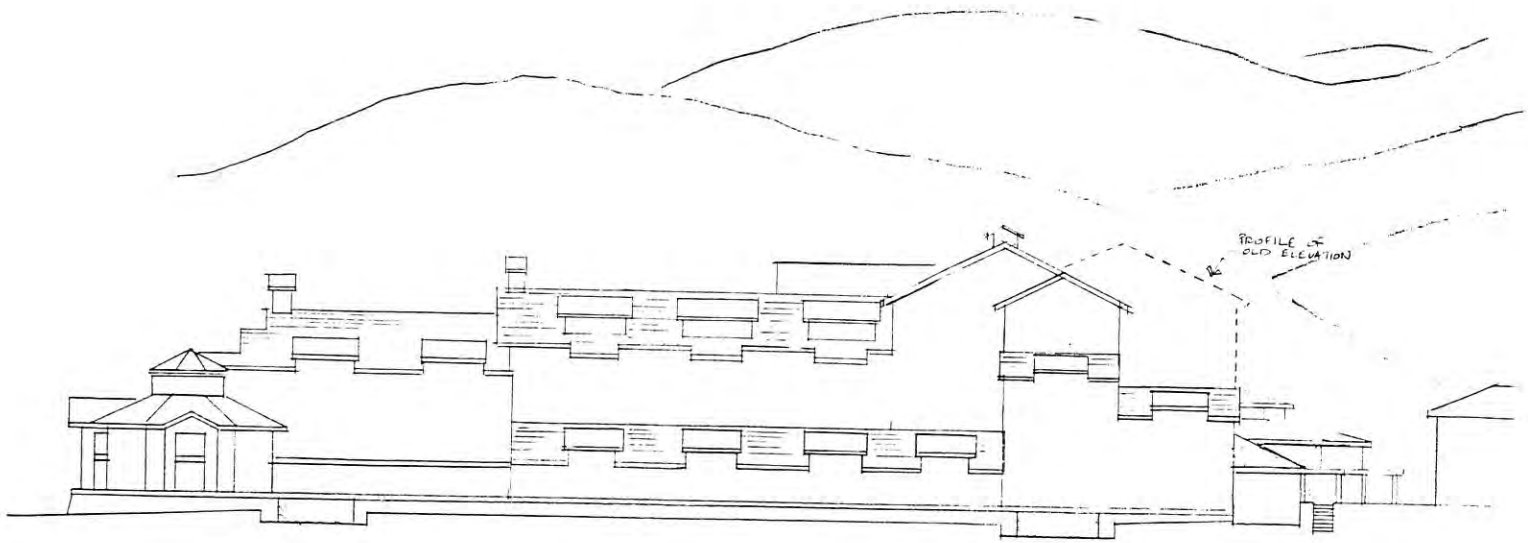
PARCEL E TOTALS
91UNITS
AVERAGE HEIGHT= 3.8 FLOORS

PARCEL E: UNIT COUNT AND BUILDING HEIGHT

BSA No. 9601

PARK CITY RESORT
BASE AREA MASTER PLAN STUDY

April 23, 1997
Rev. May 14, 1997



NORTH ELEVATION (View from Three Kings)

Park City Ski Area

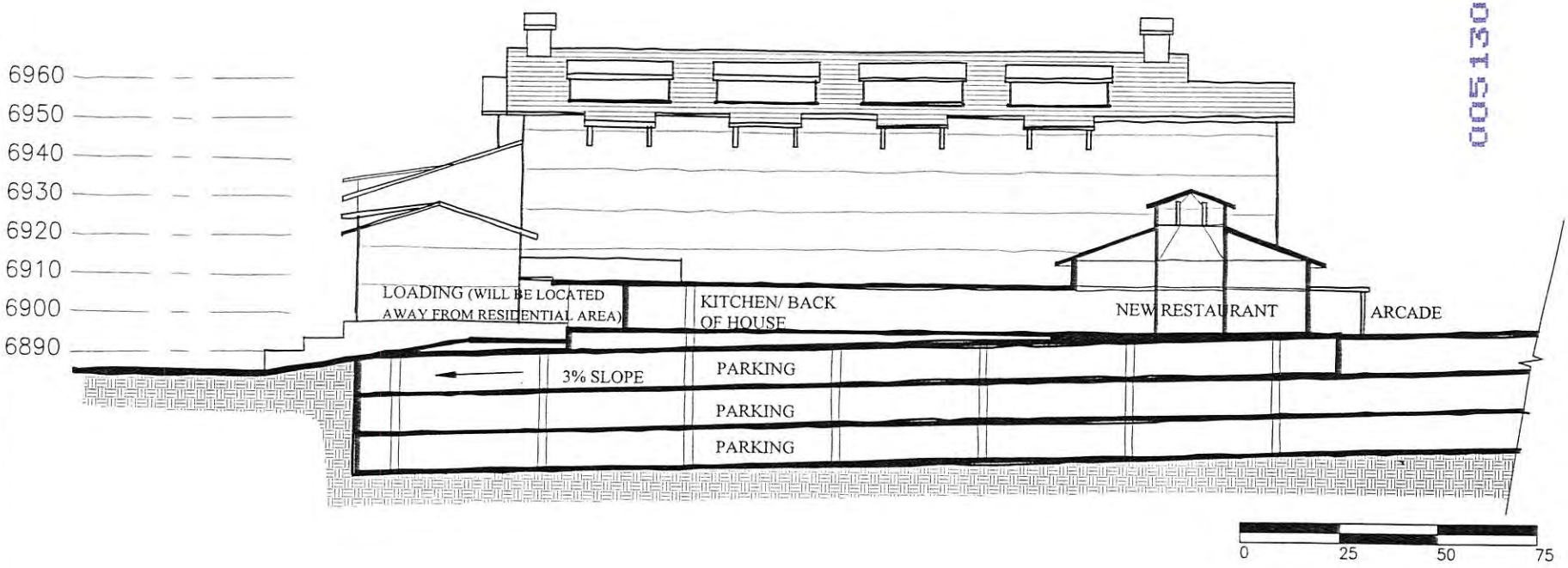
PARCEL E: NEW ELEVATION PROFILE

BSA Architects

BSA No. 9601

PARK CITY RESORT
BASE AREA MASTER PLAN STUDY

April 23, 1997
Rev. May 14, 1997



Park City Ski Area

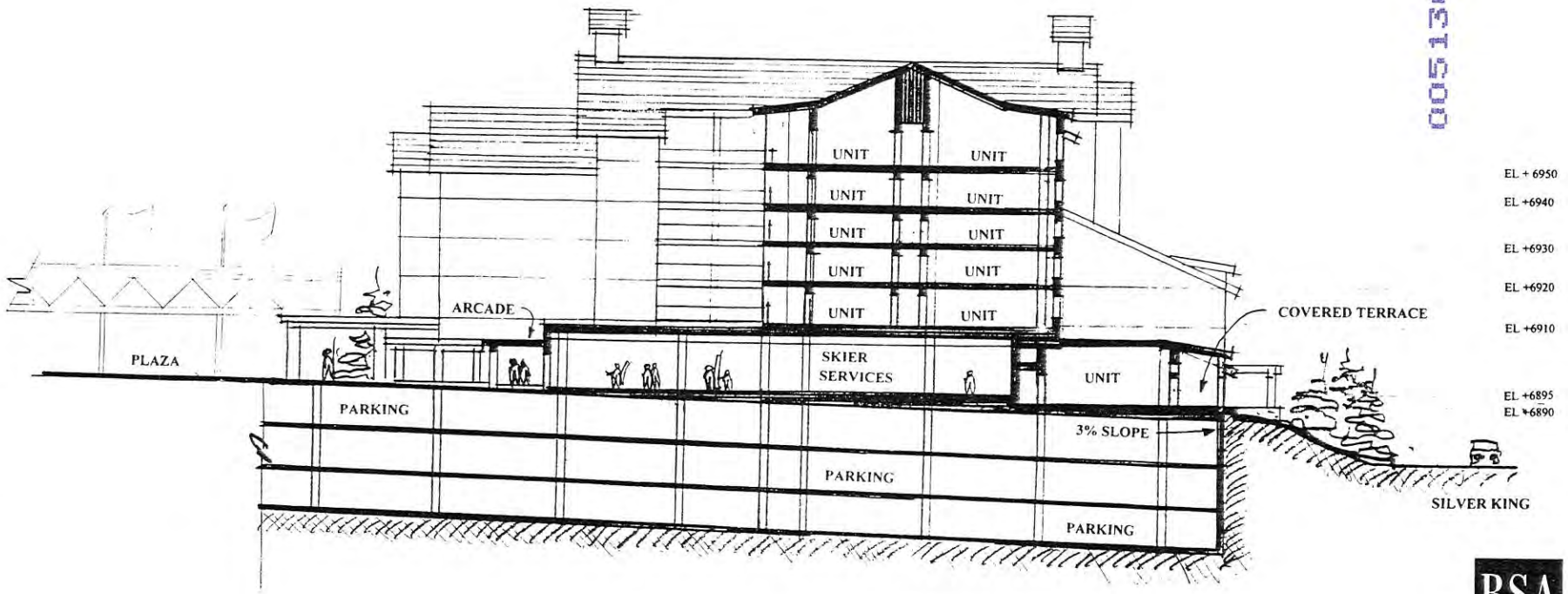
PARCEL E: SECTION A-A

BSA Architects

BSA No. 9601

PARK CITY RESORT
BASE AREA MASTER PLAN STUDY

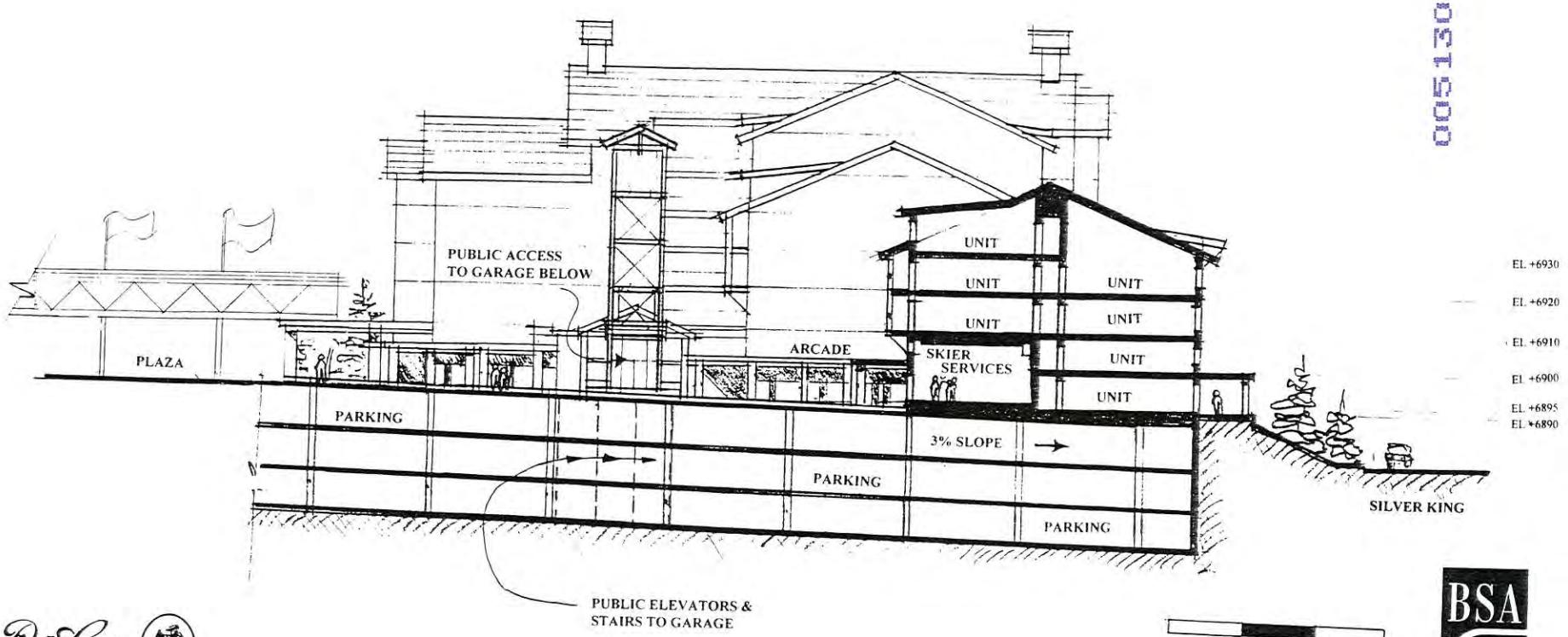
April 23, 1997
Rev. May 14, 1997



Park City Ski Area

BSA Architects

PARCEL E: SECTION BB



Park City Ski Area

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PARCEL E: SECTION CC

Park City Ski Area

0 25 50 75

PARCELS C & E PARKING ALT.

TOTAL ESTIMATED SPACES = 1642 (PARCEL E TOTAL: 1309)

1/20/97

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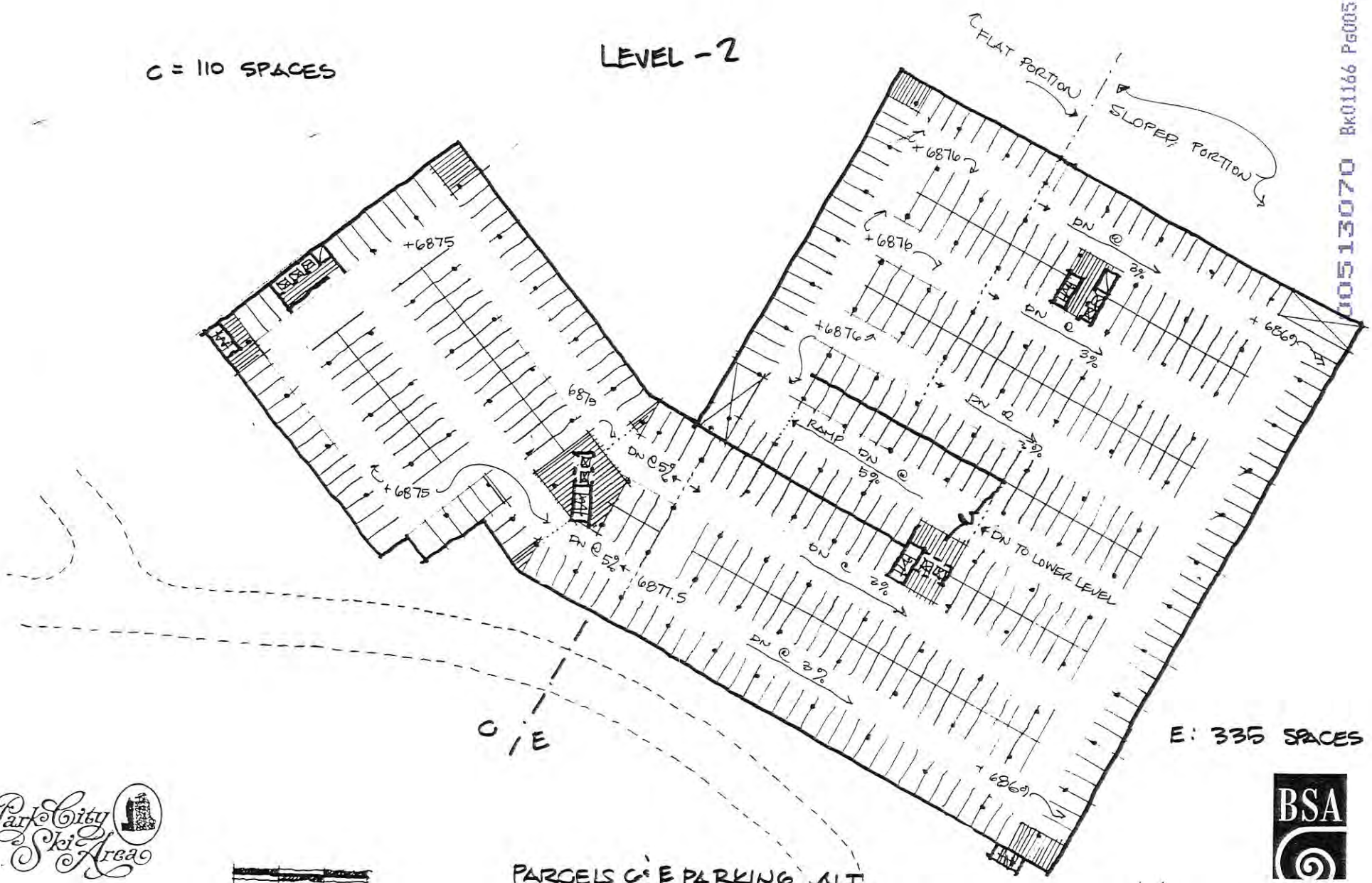
C = 110 SPACES

LEVEL - 2



E: 335 SPACES

Park City Ski Area

0 25 50 75

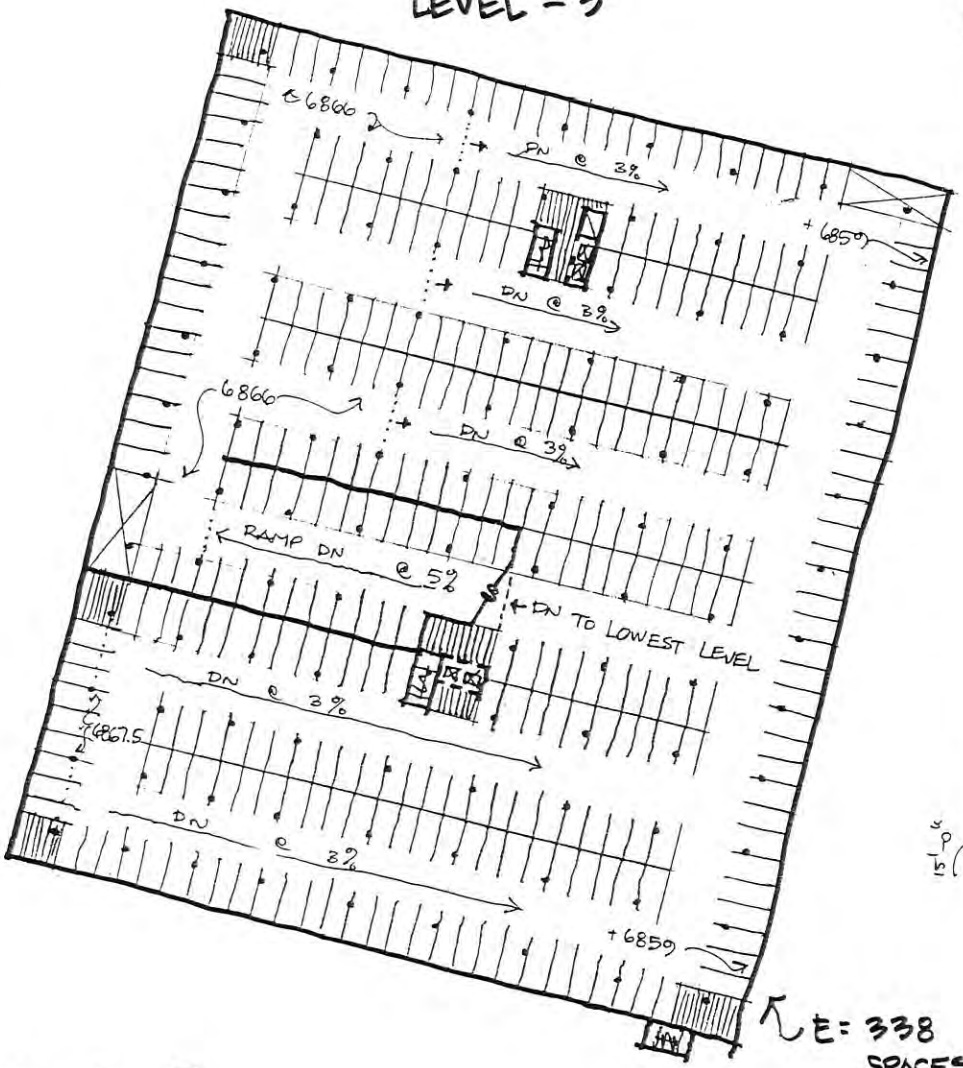
PARCELS C & E PARKING ALT

TOTAL ESTIMATED SPACES = 1642 (PARCEL E TOTAL: 1309)

1/20/07

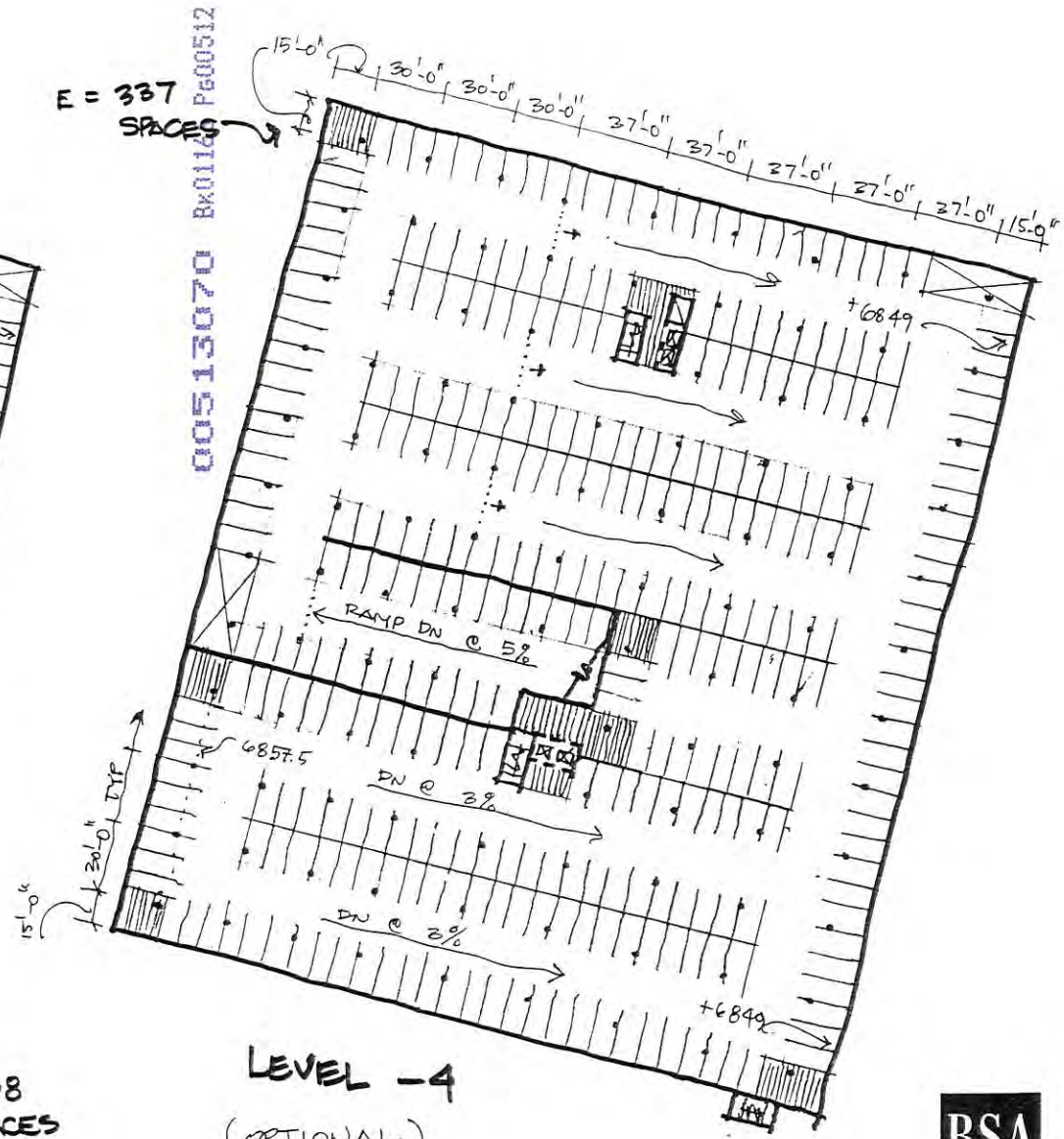
BSA Architects

LEVEL -3



E = 338 SPACES

E = 337 SPACES



LEVEL -4

(OPTIONAL)

Park City Ski Area

0 25 50 75

PARCELS C & E PARKING ALT. 1/10/07

TOTAL ESTIMATED SPACES = 1642 (PARCEL E TOTAL: 1309)

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DESIGN GUIDELINES

Park City Ski Area

BSA Architects

TABLE OF CONTENTS

Park City Ski Area

BSA Architects

1.0 DESIGN OBJECTIVE

1.1 INTENT

The Park City Mountain Resort Base Area Master Plan (the "Master Plan") comprises a complex of skier service, retail, residential and parking facilities to be constructed over a period of time. The following design guidelines (the Guidelines), in association with additional Master Plan documentation, set a framework to encourage a project whose high quality is consistent; with each phase related to an overall design theme.

The intent of the Guidelines is to establish a prescribed menu of related forms and materials for the structures, fixtures and equipment for new development at the base of the resort. The Guidelines are to be used by the Park City Mountain Resort and its representatives, developers, architects, Park City staff and other design or construction facilitators.

In themselves, the Guidelines will only assist in setting general themes and unifying the various types of structures within the area. In order to be truly effective, the Guidelines must be interpreted and possibly expanded by designers who understand and are sensitive to the overall spirit of the Master Plan.

1.2 FLEXIBILITY WITHIN THE GUIDELINES

As with any project built over time, minor changes in the massing and footprints of a particular building may be required due to changes in circumstance and the need to retain some development flexibility. Such changes, however, must fall within the spirit of these Guidelines and be generally consistent with the volumetric envelopes (e.g., building heights, facade shifts, etc.) established in conjunction with the Master Plan documents.

1.3 GENERAL IMAGE AND CHARACTER

These Guidelines wish to encourage architecture that is compatible in character with the existing Park City Mountain Resort facilities, as well as the larger Park City community. The architecture should look as if it belongs in Park City, Utah and no place else. Part of the Master Plan documents include a contextual analysis which documents building types in and around the Community. Building design shall be used to enhance the visitors' experience through consideration of: spatial sequence; scale; and the use of materials which compliment the outdoor environment, reflect a special sense of place and give a cohesive identity to the resort components.

In using these Guidelines and in the development of the design of individual structures, respective developers, architects and builders shall strive for:

A. Compatibility with the site layout and building massing set forth in the approved Master Plan.

B. Indoor and outdoor spaces that reflect and enhance the mountain setting.

C. Architecture for the individual buildings that adheres to the design objectives and development themes established for each development parcel as outlined in Section 4. In general, this shall include a compatible palette of building materials and contextual relationships between building forms and design elements. The buildings should reflect differences in individual use, functional needs and location within the Park City Mountain Resort, but share a unified image so that each building is recognized as part of the master planned whole.

D. Functional design which address issues of public circulation, back-of-house service functions and snow safety.

Importantly, new development should strive to create a resort environment that is greater than the sum of its parts. This objective goes beyond basic forms and a prescribed palette of materials; it requires special attention to design motifs and detailing in order to reflect the scale and existing character of Park City.

1.4 DEVELOPMENT ZONES

As part of this Master Plan, the resort's base area has been divided into two distinct zones or nodes: 1) an upper node comprising a revitalized hub of existing ticketing, shops and residential units; and 2), a new drop-off and base area at the resort's entry. These nodes are intended to serve specific functions within the overall plan.

A. New development in the existing or "upper" node (Parcels A and B), should be compatible with existing structures and serve to reinforce and revitalize existing circulation patterns, retail, public spaces, etc. While Parcel A will replace the commercial uses in the existing gondola building, new development on Parcel B will be primarily residential in nature. Support commercial that is geared toward the residences is generally allowed. Restaurant uses may also be appropriate. General commercial or retail use, however, is not allowed on Parcel B except in

ground floor locations on Lowell Avenue that are adjacent to the access points from the public underground parking garages.

The upper node is envisioned as the resort's primary bed-base and it is conceived as a village in form. Streetwall, courtyards and party walls are all appropriate design elements to reinforce the village concept.

B. Development Parcels C, D and E, in contrast, will form a new base or "lower node" dedicated primarily to the day skier. This node will provide convenient access to the resort's primary skier service and upper mountain facilities. Key planning elements include a major view corridor toward the ski slopes, and a vehicular drop-off zone that will serve new ticketing and skier services. Here the buildings sit in the landscape; all are intended to frame the resort's entry. Parcels C and E, in particular, will define and invigorate a major, south facing outdoor space.

1.5 APPLICATION OF THESE GUIDELINES

These Guidelines shall apply to all new development in both upper and lower nodes that comprise the resort's base area. They are to be interpreted in concert with separate site planning, traffic, building, landscape and planting documents in the Master Plan as approved by the City of Park City.

The procedures and standards that follow formulate and define the ways in which structures may be designed. Compliance with the spirit of these standards is crucial to the quality of construction and future growth of the community. The Guidelines are to be used along with all applicable planning, zoning and building codes, but do not take precedence over them.

1.6 ADMINISTRATION

A Master Plan design review Committee (the "Committee") will be established to review all development within the project area and make the final decision regarding approval. The Committee shall be composed of two members of the Powdr Development Company and an architect.

The Committee shall elect a director. The director shall act as the chairperson of the Committee and shall be responsible for the coordination and direction of the Committee's work and for the application of its rules and amendments.

The Committee shall adopt these Guidelines and, from time-to-time, modify or add to them, giving required city approval and legal notice of such modifications. The Committee shall establish standards for submittal and processing of project designs and no construction shall proceed without the approval of the Committee.

2.0 SITE DESIGN, LANDSCAPING, STREETSCAPE & SIGNAGE

2.1 IMAGE OF A COMMUNITY

Both the upper and lower nodes should project a cohesive image that responds to, without mimicking, the history and character of the Park City area as a rustic mining town and present day destination resort. Building siting must result in an integration of open spaces and adjacent buildings. Relationships between building footprints and outdoor spaces have been established in both nodes in order to foster a pedestrian scale. Buildings should relate to each other with respect to eave heights, materials, public walkways, outdoor activity spaces and their association with the natural terrain. Large monolithic structures are atypical in Park City (with the exception of the coalition building) New building structures including those which emulate larger mining structures must minimize perceived mass by substantial horizontal and vertical breaks in building's mass, as detailed in the volumetrics.

2.2 BUILDING SITING

In general, building footprints, setbacks, and open spaces shall follow the approved Master Plan documents. Minor changes that respond to phasing needs or internal marketing requirements may be allowed with city approval, providing that the applicant can demonstrate that the total building volume, as outlined in the Master Plan documents, has not been significantly altered. Such changes will require review and approval as part of a Conditional Use Permit (CUP).

2.3 COMMON AREAS

As individual buildings develop over time, it will be the common areas that provide continuity and tie together different phases of the project. Included in these open space areas are such items as paving, benches, lighting standards, trash containers, signs and decorative lighting and landscaping. The design standards for these are set forth as an element of the approved Master Plan.

Overall responsibility for controlling these common areas shall lie with the Powdr Development Company who shall establish a master association of the new development properties. Its purpose will be to regulate the development and maintenance of the common areas. Existing base area properties will be encouraged to join the master association in an effort to incorporate all common areas and their maintenance requirements under one association.

2.4 PUBLIC ACCESS WAYS, OPEN SPACES AND ARTWORK

Buildings that provide public access or facilities must welcome and orient visitors. Distinctions between public and private areas can be accomplished with contrasts of materials and scale, approved graphics and discreet fencing.

The sequence of public spaces, streets, exterior building walls and plazas, however, should feel continuous. Sudden or abrupt grade, material and scale changes should be minimized. To establish continuity within the new and existing base area components, it is important to create building-to-public space connections through the appropriate use of plazas, terraces and covered passageways.

The Guidelines encourage Artwork to help to reinforce the cultural vitality of the community. Sculpture, wood carving, ironwork and landscape furniture shall be integral with the design of buildings, streets and the public spaces. Provisions for public art may be subject to the City's review and approval process.

As a resort community, new development at the Park City Mountain Resort must be welcoming and comprehensible to new comers. It must provide adequate accessibility for local pedestrians; short and long-term guests and normal vehicular as well as emergency service traffic. Paths must be well designed to service the needs of the resort community. There should be a strong integration of retaining walls, walkways and other built elements to establish the direction of pedestrian and vehicular movement. The following elements should be considered:

A. Clean and attractive pathway surfaces capable of being plowed for winter maintenance.

B. Passenger drop-off areas and sheltered entries should be provided for major buildings.

C. The provision of sunny, wind-sheltered outdoor seating spaces is encouraged.

D. Circulation to and through the parking structure must be made inviting, understandable and obvious with a basic flow system supported by legible, attractive signage and color coding to differentiate areas.

E. Sidewalks indicated as major access routes between principal base area nodes shall be a minimum of 15'-0" wide, on average, or where existing buildings and/or setbacks do not permit, they shall be as wide as possible.

2.5 LANDSCAPING AND PLANTING

The design of buildings and their surrounding landscape shall be an integrated process so that indoor spaces relate to the outdoors spaces and the Park City environment, topography and climate. As the link between the necessary structure and the dominant natural environment, landscaping offers the opportunity to add its dimension to the visitor's experience. A selected plant list has been prepared (Table 1) outlining varieties that have tolerance for the wind, soil and moisture conditions in the Park City area. Any other varieties should be picked for ease of maintenance, appropriateness to the setting, and potential for adding pleasure through color and scent. All new planting should conform to the Plant Guide prepared by the City of Park City.

Table 1: Partial Plant List

Ground Cover	Arctostaphylos uva-ursi —		
Kinnikinnick			
	Festica ovina —		
Fescue			
	Juniperus Communis —		
Juniper			
Trees	Acer ginnala —		
Amur Maple			
	Malus sp.—		
Apple			
	Pinus contorta—		
Shore Pine			
	Pinus nigra —		
Austrian Black Pine			
	Prunus Thundercloud—		
Flowering Plum			
Annuals	Armeria Maritima —		
Common thrift	x		
	Aurinia sasatilus —		
Basket of Gold Alyssum		x	
	Calendula officinalis —		
Pot Marigold			x
	Cerastium tomentosum —		
Snow-in-Summer		x	
	Chrysanthemum sp. —		
Cyrsanthemum			x
	Clarkia sp. —		
Clarkia		x	
	Cosmos sp. —		
Cosmos		x	
	Crocus sp. —		
Crocus	x		
	Geranium sanguineum —		
Cranesbill	x		
	Lobelia erinus—		
Lobelia		x	
	Muscaria —		
Grape Hyacinth	x		
	Phlox subulata —		

In addition to planting material, all landscape proposals should incorporate the following considerations:

A. Planting shall reinforce vistas and not block important views from the building itself or surrounding buildings.

B. The Landscape plan should provide for greenery in the winter, flowering trees and shrubs in the Spring and color during the summer and fall seasons.

C. Vines and shrubs with invasive roots or branch systems that might damage or destroy the structures or outdoor plazas should be avoided.

D. Use planting material to enrich building facades and screen service zones and other unsightly areas or equipment.

E. Planting areas should be designed to anticipate and handle snow storage requirements.

Additional specific Guideline requirements include:

A. An initial erosion control and temporary site stabilization plan prior to a major project's preliminary approval. A detailed permanent erosion control and revegetation plan is required prior to final plan approval. This will include measures to control both ground water and surface water runoff, along with measures to permanently stabilize all disturbed slopes and drainage features upon completion of construction.

B. A detailed landscape plan subject to the review and approval of the Committee.

2.6 STREETSCAPE

Distinct relationships between the design of paved surfaces, open structures and exterior street furnishings can convey a sense of place and purpose. These important "connectors" help define and carry an appropriate Park City Mountain Resort image.

A. Fences: Garden walls and fences and decorative retaining walls (where appropriate) shall be compatible with and incorporate the materials of adjacent structures; the use of stone or masonry walls or piers between infill fencing elements is encouraged.

B. Stone Work: Where specified for dividing and/or retaining walls, stone work should incorporate natural, indigenous stone —in particular local Sandstone." Stone walls should be laid with staggered joints and natural bedding.

C. Gateways: Architectural "gateway" features shall define views, entries and important public spaces or circulation corridors. Special emphasis shall be made with changes in the building with changes in the building massing —especially at ends or prominent corner locations. Freestanding structures, fencing, posts or other accenting elements may also be used.

D. Exterior Lighting: Exterior light fixtures shall be compatible with Park City standards; they should be decorative and fabricated of copper, wood and/or painted metal and have shielded light sources. Light fixtures and standards should be consistent with the design themes established by the Master Plan and compatible with adjacent development parcels. Exterior lighting shall not be installed where its direct source is visible from neighboring properties, or where it produces excessive glare to pedestrian or vehicular traffic. White light sources are encouraged; yellow or orange burning fixtures such as high pressure sodium lighting shall not be used.

E. Building Lighting: Lighting for buildings shall be by decorative fixtures but for access and safety only. There will be no washing of buildings and moonlighting.

F. Path Lighting: Pedestrian paths to be traveled at night should be illuminated with low voltage sidewalk lights or bollard-type path lights enclosed in stone, brick or wood structures.

G. Utility Lines: All new phone, power and cable lines shall be placed underground. All mechanical units, transformers, etc. shall be concealed and incorporated into the user-building mass.

H. Trash receptacles and dumpsters shall be concealed by enclosures that are incorporated into the users building pad.

I. Outdoor Furniture: The style of benches, light posts, bike racks, etc. should be consistent throughout the base area. The use of horizontal wood or metal slats for seating surfaces is recommended. The use of a repetitive design for visitors' service items simplifies their ready identification and standardizes maintenance procedures. Stock manufactured items may be used if they meet these criteria.

J. Recreational Facilities: Spas, Swimming Pools and related facilities will be designed to blend in with the overall environment, using walls, terracing, railings, light fixtures and amenities that are in character with the adjacent buildings.

2.7 SIGNS

In order to unify new development at the Park City Mountain Resort, as well as orient and define place, a master sign plan shall be prepared by a qualified graphics/environmental design firm for all identification, directional and advertising signs. Also refer to specific Park City ordinances governing signs.

For retail shops and other commercial or food service uses, signs shall be custom crafted of wood and/or metal in order to add interest and individuality to the operation. Especially at arcade locations, the Guidelines encourage signage mounted perpendicular to the plane of the primary retail facade. Vitrines, bow, bay or other window types used for advertising or show purposes are encouraged but must meet sign code. Overscaled, internally illuminated, backlit surface mounted, plastic, neon or other types of commercial signage will not be allowed. Only downlighting fixtures allowed.

Park City Ski Area

BSA Architects

3.0 SNOW COUNTRY CONSIDERATIONS

3.1 SLIDING SNOW: Given the significant average annual snowfall in Park City, the building forms for the new buildings should derive from a common-sense attitude toward the forces of nature, including snow and ice. Particularly important are covered arcades and covered entries that protect pedestrian travel paths from sliding snow or falling ice. In new pedestrian areas, building bases must be resistant to damage created by sliding snow or falling ice.

Roof pitches greater than 4 in 12 require careful consideration in order to prevent snow accumulation and sliding that can injure individuals, destroy private property and create unnecessary maintenance headaches. Roof pitches should slope away from parking, roadways, service zones and accessible public areas. Where this is not possible (or desirable from an aesthetic standpoint), snow fences or snow guards, flat roof sections' and/or arcades shall be utilized to provide adequate snow protection.

Gabled roof forms are encouraged at entries as they protect from both sliding snow and annoying drips. Gabled dormers, however, create unnecessary valley conditions which can create significant snow buildup, flashing and related leakage problems. In order to minimize these problems, the Guidelines encourage simple roof forms, the elimination of unnecessary valleys and the use of flat vs. gabled dormers when possible.

In order to minimize sliding snow, use high friction roofing materials such as asphalt shingles. Metal roofs are not recommended due to their relative lack of friction which can encourage snow sliding. Standing seam metal roof systems can additionally be damaged by creep or sliding snow.

3.2 ICE DAMS

In addition to sliding, ice dams can create serious problems including roof leaks and the formation of potentially hazardous icicles. To prevent leaks, in general, the Guidelines recommend the use of self-sealing rubberized membranes under the selected roofing material. To prevent falling ice and damage at the eaves/gutters, the Guidelines recommend heavy insulation to minimize melting and/or heated roof edges.

3.3 SNOW LOADING

Roofs shall be engineered to handle the maximum possible snow load in accordance with standard engineering practice and all applicable codes.

3.4 HEATED OUTDOOR TERRACING and WALKWAYS

Heated terracing and walkways can: help eliminate slippery conditions for pedestrians (thereby reducing potential liability); create outdoor activity zones; reduce snow removal and maintenance; and prevent surface deterioration due to extreme freeze thaw cycles. The downside is that heated walks can consume a considerable amount of energy; thereby undermining conservation efforts and increasing operation costs.

Where heated walkways are desirable (typically very high trafficked public areas where snow buildup is a problem), the Guidelines recommend using a concrete system imbedded with glycol/water filled polybutylene piping. A slip resistant surface is also important. A heated exposed aggregate surface, when wet, is less slippery that broom finished concrete and does not suffer the spalling characteristic of unheated areas. Pavers over glycol/water filled polybutylene piping have also been used successfully in resort areas, although the thickness of the paver can adversely affect heat transmission and, thus, the melting capacity of the surface.

4.0 BUILDING DESIGN THEMES

4.1 GENERAL OBJECTIVES

Section 1.0 describes the Master Plan's design objectives for new development as a whole. With respect to individual buildings, the Guidelines seek to create a community with materials and massing which will withstand the harsh mountain climate, survive the seasonal changes in temperature and exposure to moisture, yet result in a unity and appropriateness in architectural form which will give owners and visitors a memorable experience. Special "theme" oriented designs are forbidden by the Park City Land Management Code. Refer to the Land Management Code and Park City's design guidelines for specific style and other limitations.

4.2 BUILDING ENVELOPE AND MASSING

Building heights shall step up from major roadways,, public plazas and neighboring projects with higher buildings placed closest to the mountain backdrop. The overall building volumes shall be broken up and stepped both in plan and elevation. This requires significant shifts in building volumes as opposed to additive or subtractive building elements such as balconies or bay windows.

Buildings shall be sited, massed and comply with the height in the approved Master Plan documents. Building footprints shall conform to the boundaries established in the Master Plan and illustrated in the Volumetrics. Any proposal to change building envelopes, heights, or massing must demonstrate that the resultant patterns are comparable to those shown in the Master Plan. The roof steps, for example, are a significant design element that cannot be substantively changed without demonstrating that any alternate design has no additional adverse massing and/or significant shadow impacts.
Building heights represent a maximum.

4.3 ROOFSCAPES

Roofs are conceived as dominant building elements, visible from all sides. They shall be designed to create a sense of shelter. Roof designs which do not carry through the building form, i.e. Summit Watch's false clerestory, will not be permitted.

Rooftop mechanical units and other HVAC systems can be used provided that they are generally not visible by neighboring properties in the project area. In order to minimize impacts, all reasonable steps shall be taken to

incorporate all such mechanical into the roofscape design elements. Boxed-in chimney forms, appropriately designed cupolas and louvered gables are examples of acceptable solutions.

Roofs shall incorporate the following features:

A. Open-gabled roofs; some hip, shed and flat roof forms may be used if complimentary to the open-gables.

B. Roofing materials with a proven record of service in high mountain locations, and have surface textures that help hold the snow cover. Materials prohibited in Park City include untreated metal, other than copper, and reflective or colored roofing. For Park City Village, roofing shall be dark gray, dark brown, black or copper pretreated to develop a patina.

C. Exposed structure, where possible at overhangs.

D. Projected roof beams and/or open truss gable ends to provide individual expression within the overall theme.

E. Roof pitches that range from a minimum 3 feet in 12 feet to a maximum of 6 feet in 12 feet—except at covered entries, commercial zones, arcades or covered walkways where flat roofs may pitch at a minimum of 1/4" per foot.

F. Dormers, chimneys or towers which enhance the roof forms. Gabled, shed or "flat" style dormers may be used for windows or where ventilating openings for mechanical equipment is required.

Also see Section 3.0 for a discussion of Snow Country considerations affecting roof design and materials.

4.4 EXTERIOR BUILDING FORMS

All buildings shall have exterior elevations, roofs and details that are consistent in their architectural treatment. Special care should be given to proportion, human scale and contextual relationships. The Guidelines recognize the need for repetitive architectural elements (for example, bay windows, balconies, fenestration patterns) in order to establish an overall architectural motif; excessive repetition without vertical and horizontal counterpoint, however, will not be allowed. This is intended to further reduce building scale and enliven the building facades.

A. Repetitive architectural features used to establish a coherent architectural theme shall be relieved of monotony by some combination of the following: 1), changes in visible cladding materials; 2), horizontal and vertical breaks in the architectural system (e.g., the elimination of repetitive bay windows or covered balconies at lower levels); 3), a fenestration system with varied patterns and window sizes; and 4), anomalous breaks in the roof line.

B. Entries shall be covered to provide snow and rain protection in the winter or spring, and sun protection in the summer. Entries also represent a key opportunity to add design distinction to buildings.

C. The exposure of structural elements such as rafter ends or porch columns is encouraged. These elements shall not appear minimal and their spacing shall be in proportion to the size of the elements. Decorative and structural truss work is also encouraged to add shadow and depth to building facades.

D. Fuel tanks, electric meters, garbage areas and other utility boxes or utilitarian features of all kinds must be screened, buried or enclosed from general view.

E. Balconies shall have supporting structures to match or compliment the overall design (balconies are best covered in Snow Country for obvious reasons).

F. Garage openings and vents shall be designed sensitively so as not to distract from the building's scale and design intent, to the greatest extent possible.

4.5 EXTERIOR MATERIALS AND COLORS

Exterior wall materials shall be those depicted in the Master Plan documents and as approved in the Park City Development Code. The intent is to establish a palate of materials consistent with those traditionally used in old Park City, i.e. wood, metal, stone and brick masonry. In addition to design and contract documents, color samples must be submitted to the Committee for review and approval.

A. Exposed foundation wall and building bases over 12 inches in height shall have natural stone, masonry or brick finish to minimize weathering marks and protect against damage from snow removal equipment. Split face block may be used for foundation or retaining walls.

B. Approved materials include brick, natural stone, wood and preformed metal or cementitious materials that provide texture and long term resistance to deterioration or fading. Stucco or split face block surfaces are acceptable in out of view and/or heavily landscaped locations.

C. Colors for development parcels A, C, D and E shall generally be natural earth tones relating to the rustic outbuildings, mills, barn and/or mine buildings in and around the Park City region. Development parcel B may draw on the color palate corresponding to buildings in Park City's historic core and existing buildings in and around the Resort Center. These include muted blues, grays, reds and ochres.

White may only be used as an accent. Bright contrasting colors will not be acceptable. Trim colors may echo or contrast with the field colors.

D. Roof fascias shall be built up of more than one overlapping member.

E. All exposed metals shall be painted to match adjacent wall or trim colors. Plumbing vents shall be grouped, carried to peaks and painted to match roofing.

F. Paving materials for public, on-grade patios and decks should be similar to the paving on the public pedestrian walkways; approved materials include brick or stone pavers and/ textured colored concrete. Metal, redwood and/or cedar decks will be considered where appropriate. The Committee and the City may consider synthetic materials depending on their quality, track record and aesthetic appearance.

4.6 BUILDING OPENINGS

Openings are an important expression of the building's relationship to human functions and uses. When they are unusual in shape or located in arbitrary ways, they can distract or appear self-conscious. Conversely, openings that are only placed at very controlled locations can produce a formality that is not characteristic of Park City.

A. Window frames shall be wood, metal, metal-clad or vinyl-clad in approved colors. Where energy considerations allow and especially in commercial zones, the Guidelines encourage glazed surfaces and maximum transparency. Large, unbroken panes of storefront glazing, however, shall be avoided. In both residential and commercial zones, applied, two dimensional mullions or stick grilles are unacceptable. Windows shall be substantially detailed to provide true sills, sashes, and divided lights.

B. Glass shall be clear or lightly tinted and must be set in manufactured glazing stops or otherwise concealed sealants. Low-(e), high altitude insulated glazing is recommended. Reflective glass is not allowed.

C. Doors shall be built up of stiles, rails and panels, and may be carved with designs appropriate to the Park City Village theme. Simple designs are preferred, but does not mean cheap metal featureless doors.

D. Skylights: Flat glass skylights only. Not illuminated.

4.7 MISCELLANEOUS STRUCTURES

A. Open Structures or Outdoor Space Enclosures: Garden trellises, posts, pergolas and fencing shall be used to reduce apparent building bulk and extend the buildings into the outdoors.

B. Arcades: In snow country, arcades provide shelter from bad weather and protect pedestrians from sliding snow. Additionally, they can provide pedestrian friendly elements that modulate scale and provide a "base" to the massing. Arcades shall be designed in accordance with sensible snow design as outlined in Section 3.0 and may be designed of stone, masonry, painted wood or metal. New arcade structures constructed in conjunction with Development Parcel A shall be compatible with the existing arcade surrounding the public ticketing/retail plaza.

C. Service Structures: Service structures shall be located away from primary visitor entrances and be screened from direct views. Transformers and other building equipment shall be placed underground, within service structure or screened by vegetation and/or fencing.

4.8 ENERGY AND CLIMATE CONSIDERATIONS

Beyond general code requirements, the following considerations represent standard practice in Snow Country locations. Passive solar design is encouraged but should not dictate design.

A. When possible, plan the longest facade of the structure in the east-west direction where solar radiation can be controlled.

B. Employ overhangs and covered porches (particularly at south facing facades) to protect from summer sun/heat yet allow the winter sun to penetrate.

C. Protect north facing facades and wind exposed walls with berms, air locks and/or evergreen trees. Use air lock vestibules to reduce heating costs.

D. Locate major entries and/or public activity zones in southeast to southwest locations where winter sun will help animate the spaces and melt ice/snow.

E. Establish and preserve sunny paved areas for sitting and outside dining, particularly between noon and 3 PM on Winter days.

F. Wood burning fireplaces are not allowed in any residential units except in major public spaces, such as lobby, restaurants and convention center areas.

G Building Designers shall incorporate methods to reduce fuel use for heating, cooling and lighting through the use of fuel-efficient heating systems, adequate insulation, thermal pane windows, etc. Designers should also incorporate energy efficient light sources and provide for recycling in the design of the trash facilities.

5.0 PROGRAM SPECIFIC GUIDELINES

5.1 PARKING STRUCTURES

Many of the individual lodging buildings planned for the resort's base area are to be located over community parking garages. As a result the building and the garage facilities will be dependent on each other for structural support and the passage of utility ducts, piping and power lines, etc. The garage designer has allocated expected live and dead loads to designated columns and provided for the penetration and extension of all utility systems. In a similar fashion, building design must provide for vertical exhaust ducts and other required chases from the garage. This interdependence is a factor that must be respected by all involved in the building process.

At a Park City Mountain Resort, garage floor to floor heights ideally are more generous than in a standard parking garage. Sport utility vehicles and pedestrians loaded with skis require additional headroom to maneuver, load and unload. The Guidelines recommend a minimum effective clear height of 7'6".

The intent of the Master Plan is to minimize the visual impact of the garages by constructing their bulk substantially below existing and future finish grades. In order to achieve this end, important design considerations will include: 1) blending exposed garage side walls with building walls and/or installing landscaped berms at exposed exterior walls; and 2), utilizing the garage roof areas as landscaped, open spaces and courtyards. At the same time, the garage must work well as a parking structure. Specific attention should be paid to:

A. Well-defined entryways with adequate standing space for ingress/egress.

B. Clearly defined areas for residential and daytime guests, as well as vans, shuttles and oversize vehicles.

C. Adequate artificial lighting and ventilation.

D. Well defined, obvious locations for stairs and elevators giving access to both public functions and private building interiors.

E. Adequate drainage and water proofing inside the garage and at all perimeter locations.

5.2 ENTRY SIGN

The intersection of Silver King and Empire represents the first point of entry for an arriving visitor to the Park City Mountain Resort. Provision shall be made on Parcel D (or across Lowell Avenue opposite the northeast corner of Parcel D) for a major entry or "gateway" feature consisting of a natural stone or masonry wall, with integrated graphics, lighting and decorative features. This entry sign will serve as the primary entry signage for the resort and should serve to orient visitors to the location of available parking, resort amenities, etc. The specific design and location for the entry sign will require City review and approval.

5.3. RETAIL SHOPS

Where lower floors of the buildings are designed for retail uses, the finishes shall be distinctive from the residential areas. Where feasible, store fronts and display windows shall line pedestrian walkways and arcades. Individual shops shall have pedestrian-oriented signage and appropriately scaled window openings. Transparent shop windows shall be placed at least 30 inches above walkways and shall be divided to reflect a pedestrian or human scale. Non-glazed storefronts shall be stone or masonry. Per code requirements, all door openings shall be recessed so that no doors project beyond the face of the storefront when opened. Stock commercial storefront and doorway assemblies will not be allowed. Likewise, standard storefronts and related signage by national/international chains are discouraged.

5.4 IMPROVEMENTS TO EXISTING FACILITIES

Several improvements to existing facilities are contemplated as part of the Master Plan. These include the following:

A. Relocating the primary entrance to the Gables and Marsac Mill buildings via the new entry drive contemplated for Parcel A. Improvements will include new pedestrian paving and a vehicular drop-off zone, as well as possible open Porte Cochere structures, pedestrian canopies and/or arcades.

B. A new drop-off zone for the Resort Center on an island between Parcel B and the shuttle bus drop-off will be allowed, at the City's discretion, once the existing bus drop-off has been modified and dedi-

cated to the City.. This island may include an open or enclosed weather and baggage kiosk for the arriving and departing guests. The kiosk may or may not be manned by a Resort Center employee.

6.0 APPLICATION OF THE GUIDELINES

6.1 CONSTRUCTION MANAGEMENT

All construction programs shall be compatible with the City approved construction mitigation plan prepared for the resort's base development. No significant changes in plans or materials previously approved may be undertaken without approval by the Committee. In addition to the Committee, contract documents shall be submitted for approval to the Park City Planning, Building and other departments, as required, for all necessary permits or authorizations. Once begun, construction must be completed with expedition, strictly in accordance with the approved plan.

To verify the progress of all building projects and compliance with the required approvals, the Committee or its representative(s) may visit and monitor construction activity over its duration. Please note the following:

A. Every developer or his/her general contractor shall give written communication to the Committee and adjacent neighbors regarding the proposed and ongoing construction schedule and possible construction related inconveniences

B. Every general contractor shall provide a detailed plan of the construction site, including all proposed staging areas. The plan area shall be protected with unobtrusive snow fencing, or other barricades prior to the commencement of construction.

C. Construction trailers, fences and temporary structures shall be approved by the Committee before their erection. All temporary structures will be removed within 30 days after completion of the permanent building.

D. Excavation materials shall be removed to approved and regulated sites.

E. Proper soil stabilization, revegetation and water control must be utilized during and subsequent to construction to minimize soil erosion and provide dust abatement.

F. Daily cleanup of the construction site is mandatory. Trash and debris removal are the contractor's responsibility.

G. Contractors shall comply with Park City's guidelines regarding noise and hours of construction and equipment operation. Materials, tools, equipment and construction trailers shall only be located in the construction staging area(s) indicated in the Master Plan documents. No material, tools or equipment used at off-site locations may be stored at or transferred from these staging areas.

H. Permanent water connection and temporary self-contained chemical toilet facilities must be provided during construction. Toilets should be screened from public view.

I. Upon completion of the building, the structure shall receive final review and approval by the Committee before a certificate of occupancy may be issued.

6.2 DESIGN REVIEW AND DEVELOPMENT PROCESS

The review and approval procedures provide the framework by which the Committee can review, process and approve proposed site and building designs. All projects must follow these procedures to gain the necessary approvals. This review process is in addition to and in no way supplants that which is required by city or state codes.

A. An orientation meeting will be held between the Committee and the building owner/developer and his/her architect or designer to review the Master Plan documents, Guidelines and other likely site constraints. The architect and owner shall be provided two copies of the Guidelines as well as information on the supporting garage structure such as site elevations, possible load-bearing column locations and vertical access points.

B. Two sets of Preliminary Design Review drawings should be submitted to the Committee. The drawings should include a site plan at 1/16" = 1'-0", floor plans and roof plans at 1/8" = 1'-0", exterior elevations at 1/8" = 1'-0", appropriate building sections, a landscape plan and a perspective sketch or model to explain the general design intent and character.

C. Two sets of design development drawings and specifications shall be submitted to the Committee for review and approval.

D. Two sets of construction documents shall be submitted for approval by the Committee including all bidding documents, add and deduct alternatives, etc.

E. The Committee shall have the right to review and approve any selection of a General Contractor elected to undertake construction within the project area in addition to the construction plan and schedule.

F. After each submittal, the Committee will either accept as approved, accept as noted or reject for reasons cited in the respective drawings, and so notify the applicant and the city.

7.0 VOLUMETRICS

7.1 SPIRIT AND INTERPRETATION

The attached volumetric diagrams provide parcel developers a massing envelope in which to program and design their building that has been previously reviewed by Park City. That is not to say conformance to the prescribed envelope in any way circumvents the prescribed approval process with the City and the Committee; nor do they supersede other local design ordinances. Rather, the Volumetrics serve as a template for buildings whose heights, setbacks and general building forms correspond to those approved by the City and Park City Mountain Resort in the Master Plan.

The Volumetrics are not intended to unduly limit a developer with specific design and or module requirements. They are intended to be flexible enough to allow for some maneuvering within the specified envelope. Minor envelope extensions outside the volumetric envelope may, at the discretion of the City and the Park City Mountain Resort, be deemed acceptable should the developer demonstrate any such extensions adhere to the spirit of the Guidelines.

7.2 ENVELOPE DESCRIPTION

For each development parcel, Setback and Datum points, Footprint and Massing diagrams have been prepared to communicate the location and basic envelope or block from which the actual building design may be "carved." In tandem with Section 7.0 of the Guidelines, these diagrams constitute the volumetric documents (the "Volumetrics).

The Volumetrics are intended to confirm, not override, the setback locations, allowable number of units and stories, etc. illustrated in the Master Plan documents. Should a discrepancy occur, the demonstrable intent of the Master Plan documents shall govern.
Additionally, while certain specific site information is noted in the Volumetrics, this information does not attempt to represent all applicable site and setback requirements.

Subject to all other applicable regulations, footprint sizes and horizontal massing, shall be within 5'-0" or 5% of the dimensions noted in the Volumetrics, whichever is greater. In no case, however, shall a required setback be less than 5'-0". Maximum building heights will be calculated from within one foot, plus or minus, of the established datum.

7.3 ROOFSCAPE ZONE

In the massing diagrams, hatched zones are used to differentiate above grade parking and the rooftop zones from the basic building mass. Importantly, the rooftop "zone" does not represent the proposed building form. The hatched roof zone represents the area where roofscape design elements are required to break the massing and reduce scale. These roofscape elements include pitched roof forms, dormers, etc.

As noted in Section 4.3 of the Guidelines, open gable roofs are anticipated as the primary roof forms with slopes ranging from 3 in 12 to 6 in 12. Minimally sloped "flat" roofs are not encouraged except at protective arcades and entryways. Additional roofscape elements are listed in the appurtenances section below.

7.4 APPURTENANCES

In addition to the basic building forms outlined in the Volumetrics, a variety of building appurtenances are anticipated to be included in the final roofscape and building designs. Within reason and subject to Park City's Land Management and all other applicable codes, setback requirements and the limitations outlined below, these may extend beyond the envelope prescribed in the Volumetrics.

Acceptable appurtenances include but are not necessarily limited to:

A. Dormers with ridge heights not exceeding the ridge height of the roof on which the dormers sit;

B. Chimneys, chimney roof forms used for HVAC related purposes or mechanical penthouses other than elevators located on building ridge lines and not exceeding 5'-0" above the volumetrics ; unless otherwise approved by city. Elevator mechanical penthouses shall not exceed 15' above volumetrics.

C. Skylights not exceeding 3'0 above the ridge line of the roof on which the skylight is located.

D. Code required parapet walls;

E. Roof Overhangs, Brackets and Bracing;

F. Commercial or Residential Awnings;

G. Covered and Uncovered Balconies;

H. Non-enclosed Grade Level Arcades not exceeding 15'0" in height;

I. Information and Retail kiosks not exceeding an eave height of 15'0";

J. Flagpoles, Lighting and Signage;

K. Open Porte Cochere Structures (Parcels A, C and D only and including the existing Marsac Mill and Gables buildings);

L. Pool and Spa Pavilions, including screened mechanical equipment;

M. Bow or bay windows not exceeding 5'0" in depth measured perpendicular to the primary facade plane;

N. Outdoor Barbecue Facilities and Kitchens not exceeding 500 square feet;

O. Screened HVAC related equipment or towers.

7.5 VOLUMETRIC DIAGRAMS

Please see Appendix A for the parcel by parcel Volumetric Diagrams.

[1]A "flat" roof section should have a minimum positive slope of 1/4 inch per foot and drain toward a warm wall and away from pedestrians where possible.

APPENDIX A

VOLUMETRICS

Park City Ski Area

BSA Architects

PARCEL A VOLUMETRICS

I. DESIGN INTENT

Several site contextual relationships have influenced the concept design for Parcel I. Parcel A is characterized by a relatively steep hillside site adjacent to the existing gondola building (to be demolished) and the existing resort plaza. A landscaped entry drive between the new hillside structure and the existing Gables and Marsac Mill buildings will serve as a new front door to both.

In order to accommodate the residential units and locate the building mass away from the existing plaza, the majority of the building runs parallel to the contours along the hillside; the residential component is lowest near Lowell Avenue and steps up toward the ski slope. A low-scale skier service building fronts the existing plaza and replaces existing retail and restaurant uses. Its purpose is to create a transition between the new and the old. Like the existing buildings, it has an arcade which fronts the plaza in the approximate location of the existing gondola building. The building mass is located to reduce shadow impacts on the existing public plaza.

A central core modulates the elevations between the various residential wings which step with the hillside; its form is articulated in order to create an architectural feature appropriate to Park City and the resort. The building's size is mitigated by its stepping and segmentation into five distinct masses. Like a rambling mining structure overlooking its village by-product, the building is conceived as a flagship assemblage comprising a single, albeit varied, composition.

II. APPROVAL CRITERIA

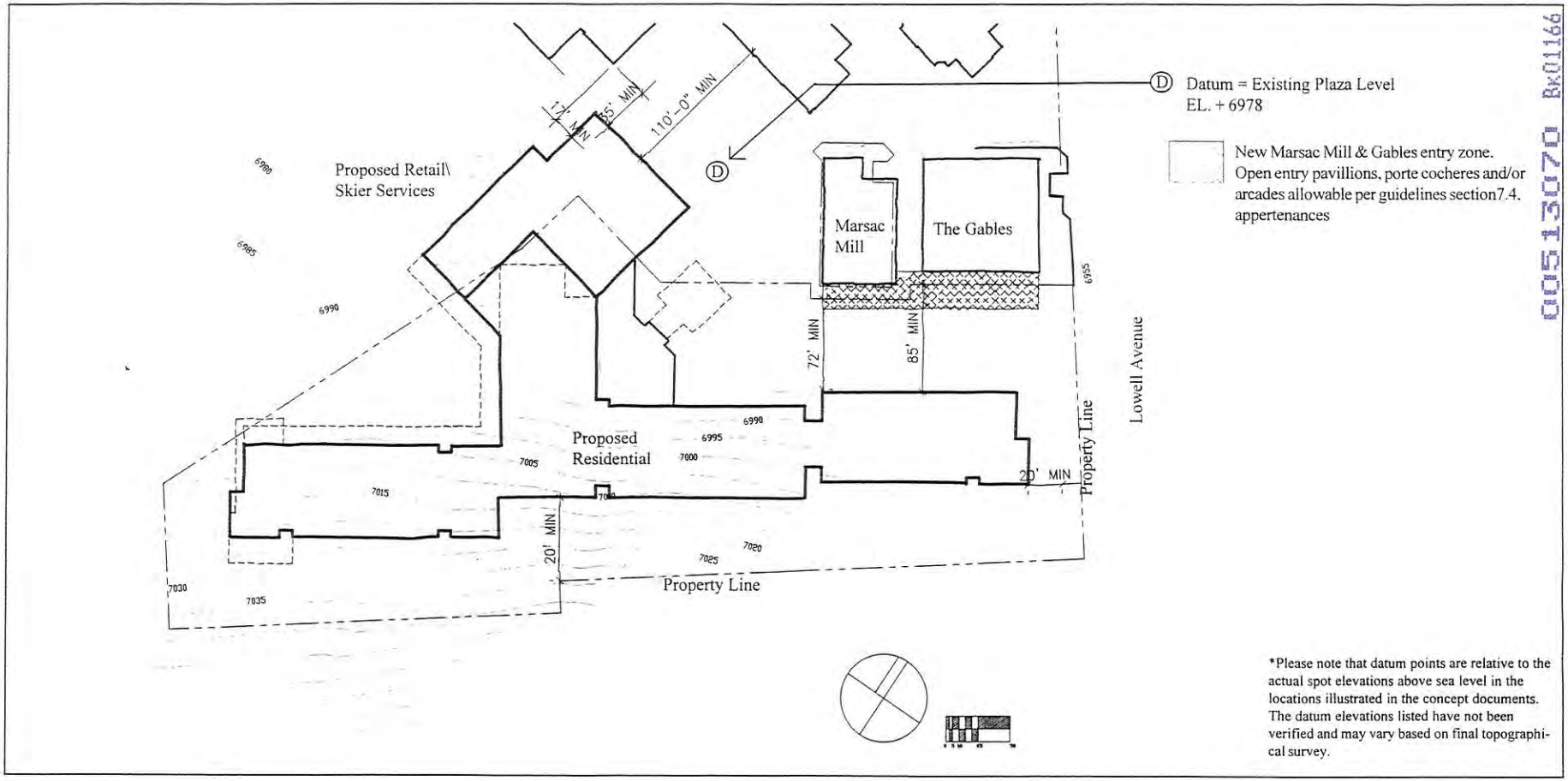
The following bullets outline the specific design criteria behind the plan and massing diagrams as outlined in the Volumetrics. This criteria explains the reasons behind the massing and shall be used by the City and the Committee to measure proposals should they differ from the Volumetrics.

Building design for Parcel A shall:

- Vary in building height from a maximum of three to a maximum of eight occupied levels above parking and a residential entry level.
- Be composed of at least six distinct building masses in order to reflect phased growth and prevent the appearance of one monolithic building mass.
- Step vertically in sections roughly corresponding to the slope of the natural terrain --with the lowest building elements closest to Lowell Avenue and the highest portions located closest to the ski slopes; this is intended to modulate scale and establish contextual height relationships to existing Resort Center structures.
- Limit shadow impacts on the Marsac Mill and Gables buildings by locating the bulk of the building mass along the hillside away from the existing plaza; new development shall not appreciably decrease sunlight in the existing plaza area.
- Limit shadow impacts on the plaza by locating the mass of any north/south wing slope-side such that the shadows of the two and three story elements fronting the plaza govern the shadow impacts in the plaza at all times of the year, including the Winter solstice.
- Limit impacts on mountain views from the existing plaza, as well as the Marsac Mill and Resort Center structures by locating the building mass as close to the hillside as practical and limiting the northernmost extent of any north/south wing.
- Improve pedestrian circulation space and views from the existing public plaza to the mountain beyond by widening the current "bottleneck" between the existing ticket facility and the northeast corner of the existing Gondola building retail.
- Provide continuous at grade retail fronting the plaza and visible and convenient slope-side access to the skier service restaurant facilities.
- Provide an entry drive with sufficient distance between buildings to accommodate new vehicular drop off zones and pedestrian entry building elements for the Marsac Mill and Gables facilities, as well as emergency fire access to the plaza.
- Provide the resort and the City of Park City an architectural icon that is integral to the function of the building and visible both down-slope and slope-side.

III. ASSUMPTIONS

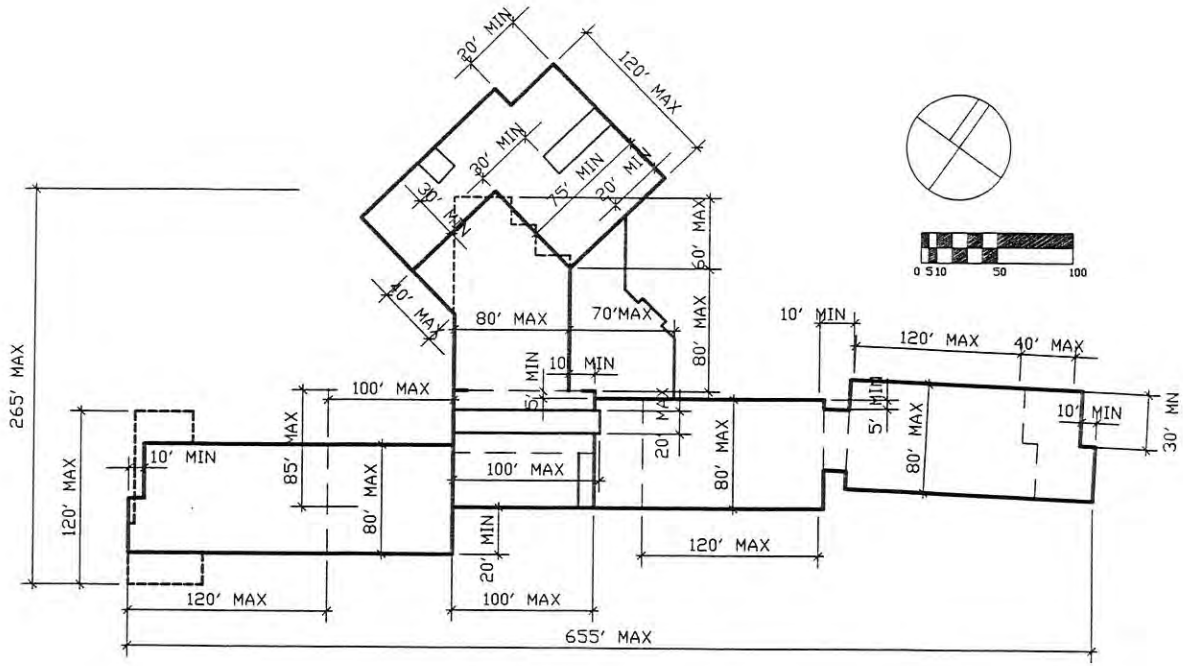
The concept drawings for the residential component are based on a 38'-0" x 30'-0" wide grid in order to accommodate a two bedroom condominium or timeshare unit comprising approximately 1250 square feet.



PARCEL A:
Building Setbacks and Datum Points:

PARK CITY RESORT
VOLUMETRICS

BSA Architects



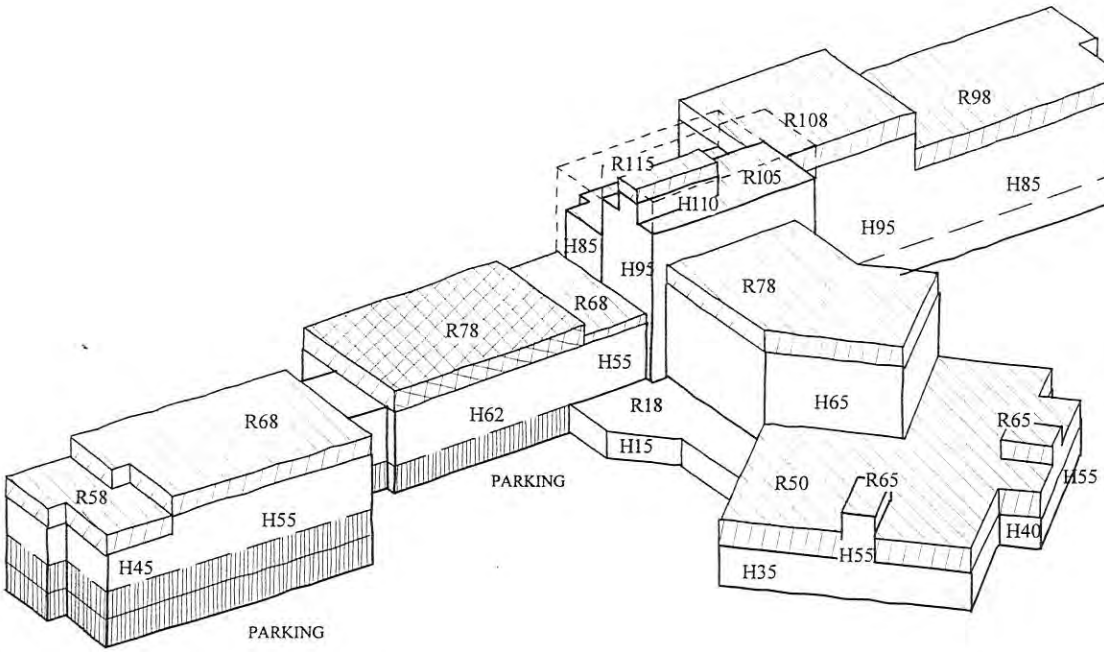
PARCEL A Footprint Diagram:
Recommended Building Lengths, Widths and Offsets.

Balconies, bay windows, cornices and overhangs: please see Appendix A.

Park City Ski Area

PARK CITY RESORT
VOLUMETRICS

BSA Architects



PARCEL A Massing Diagram
Recommended Building Heights.

LEGEND:
H= Maximum eave height,
measured vertically from datum. Point El. 6978'
R= maximum ridge height measured
vertically from datum. Point El. 6978'

=Pitched roof zone.

=Dormer zone.

=Parking zone.

Park City Ski Area

PARK CITY RESORT
VOLUMETRICS

BSA Architects

PARCEL B VOLUMETRICS

I. DESIGN INTENT

Parcel B is conceived as at least four separate buildings, residential in character, which surround semiprivate quadrangles enclosed by low-scale arcades. Their scale is modulated by numerous steps in massing both vertically as well as horizontally from the property lines. In concept, the parcel's bulk steps down with the contours from Lowell toward the northeast corner of the site fronting Empire.

In order to minimize height and shadow impacts, the streetwall along Empire has a saw tooth plan with large setbacks; one, two and three story elements vary height and further reduce the buildings' scale and apparent mass. Large setbacks are also envisioned opposite Millsite Way. The tallest portions of the building are located at the site's center and closest to Lowell Avenue where bulk and shadow impacts on adjacent properties will be minimized.

The concept design establishes a pedestrian and view corridor to the resort center from 14th Street. Low-scaled public pavilions fronting Lowell Avenue house vertical circulation from the garage below. A minor amount of commercial space geared to pedestrian circulation from the garage may be appropriate.

II. APPROVAL CRITERIA

The following bullets outline the specific design criteria behind the plan and massing diagrams as outlined in the Volumetrics. This criteria explains the reasons behind the massing and shall be used by the City and the Committee to measure proposals should they differ from the Volumetrics.

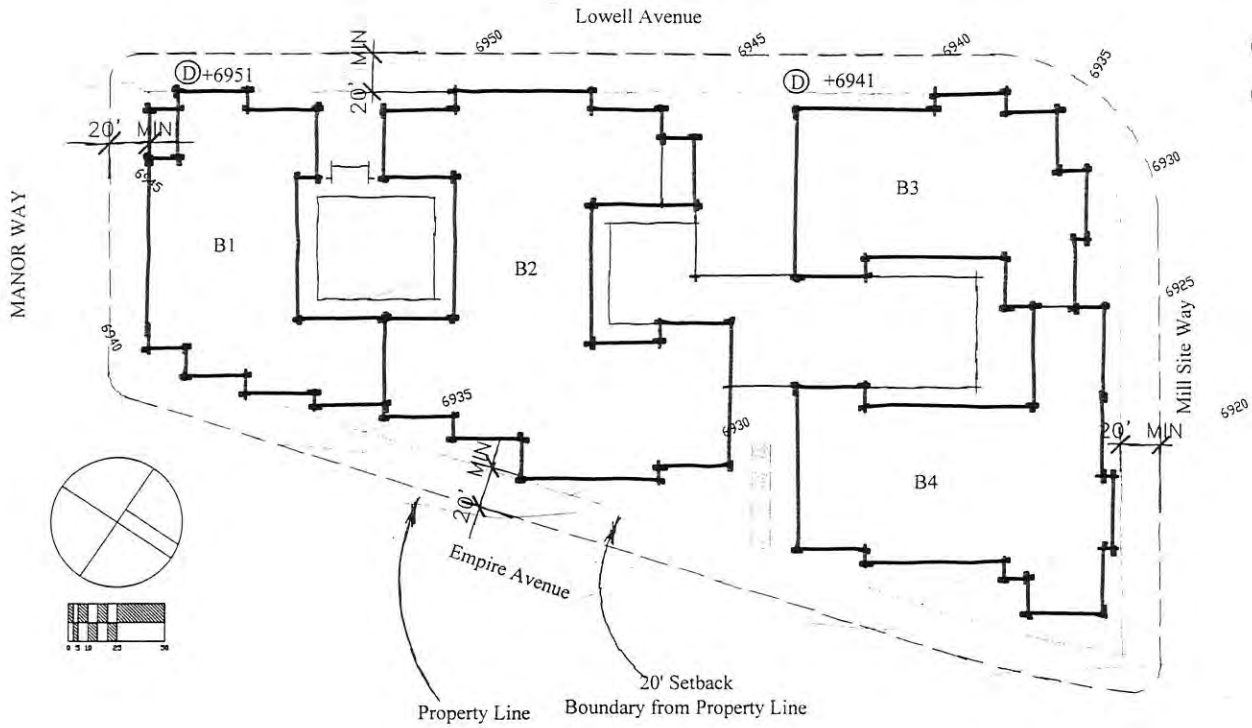
Building design for Parcel B shall:

- Vary in height from a maximum of three to a maximum of six occupied levels of residential above parking.
- Consist of at least four distinct building masses to provide scale, create vistas through the buildings, allow access to open space and prevent the appearance of one monolithic structure or development.
- Create a predominately residential scale and character by utilizing numerous breaks in each building mass --both horizontally in plan and vertically in section; in plan this may be accomplished with covered balcony extensions or other open structures such as arcades.
- Provide varied setbacks at all street-front locations to prevent the massing from appearing fortress-like; setbacks, in particular, shall be generous and pronounced along Empire Avenue and Millsite Way so as to mitigate building and shadow impacts on neighboring structures across the street.
- Step vertically in sections roughly corresponding to the existing countours in order to further limit shadow and massing impacts opposite Empire Avenue and Millsite Way; i.e., building heights in general shall step in height from highest to lowest in in the following order: 1) the parcel's center; 2) Lowell Avenue and Manor Way 3) Empire Avenue; and 4,), Empire Avenue at the intersection of Millsite Way.
- Create new view corridors from 14th Street to the Resort Center and from Parcel B to the existing Silver Mill tower/mountain access route so as to reinforce Parcel B's relationship to the community and the existing Resort Center facilities.
- Provide at least two significant pockets of open space; each of which is visible and accessible (free and clear, without occupied overhead encumbrances) from at least one semipublic pathway of at least 30'-0" in width.

III. ASSUMPTIONS

The concept documents are based on a underground garage grid of 36'-0" in the north/south direction and 30'-0" east/west. An initial 15'-0" grid line has been assumed at the garage's perimeter walls. The southeast corner of the garage commences 20'0" back from the Lowell Avenue and Manor Way property lines.

The south and northwest corners of Parcel B have been designed to accommodate possible pedestrian bridges crossing Lowell Avenue and linking Parcel B to the ski hill.



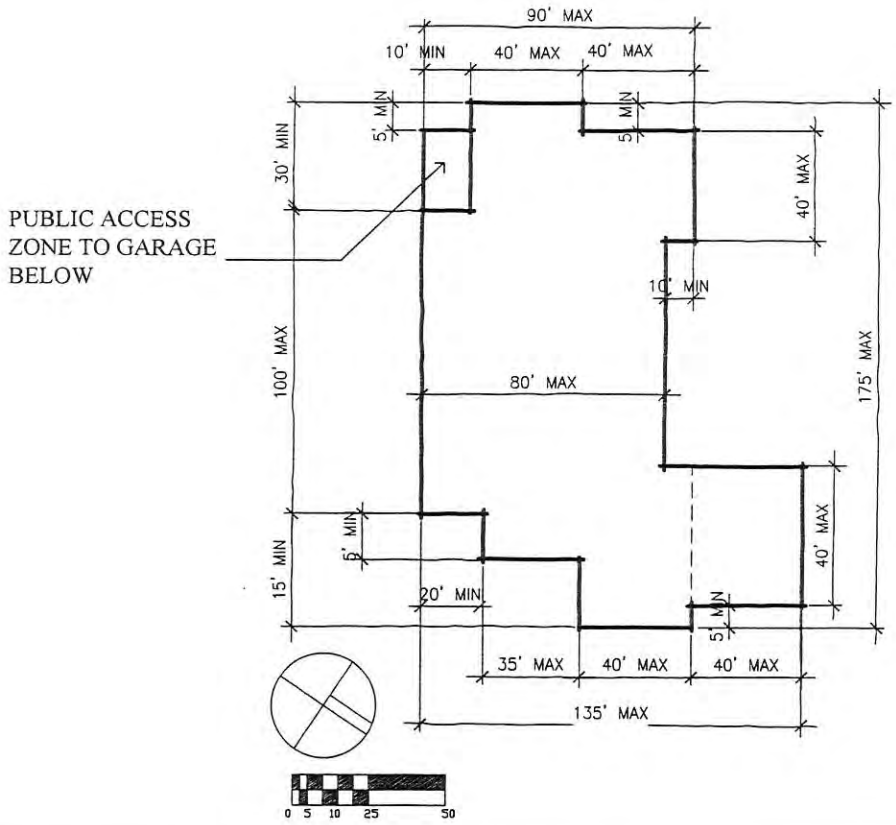
*Please note that datum points are relative to the actual spot elevations above sea level in the locations illustrated in the concept documents. The datum elevations listed have not been verified and may vary based on final topographical survey.

PARCEL B: Building B1, B2 & B3:
Building Setbacks and Datum Points

Park City Ski Area

PARK CITY RESORT
VOLUMETRICS

BSA Architects

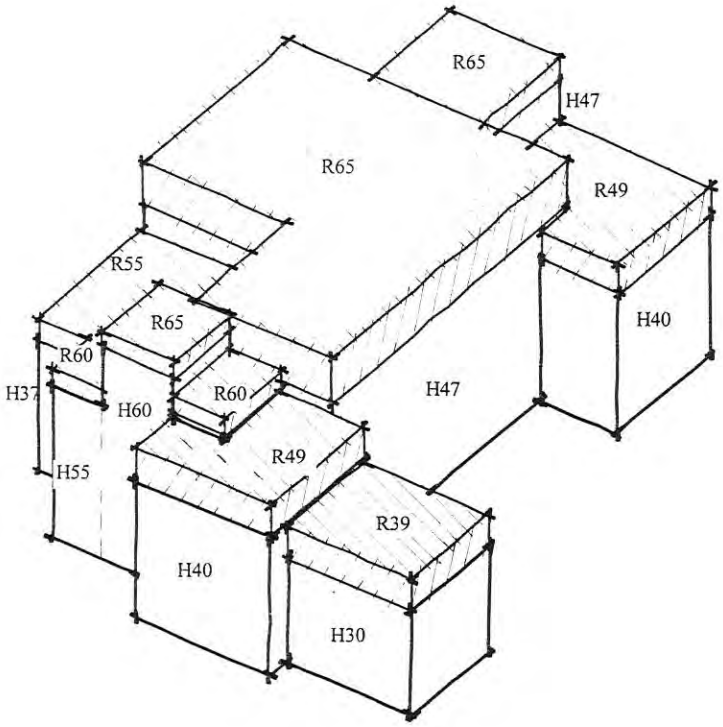


PARCEL B: Building B1
Footprint Diagram:
Recommended Building Lengths, Widths and Offsets.

Park City Ski Area

PARK CITY RESORT
VOLUMETRICS

BSA Architects



PARCEL B: Building B1
Massing Diagram
Recommended Building Heights.

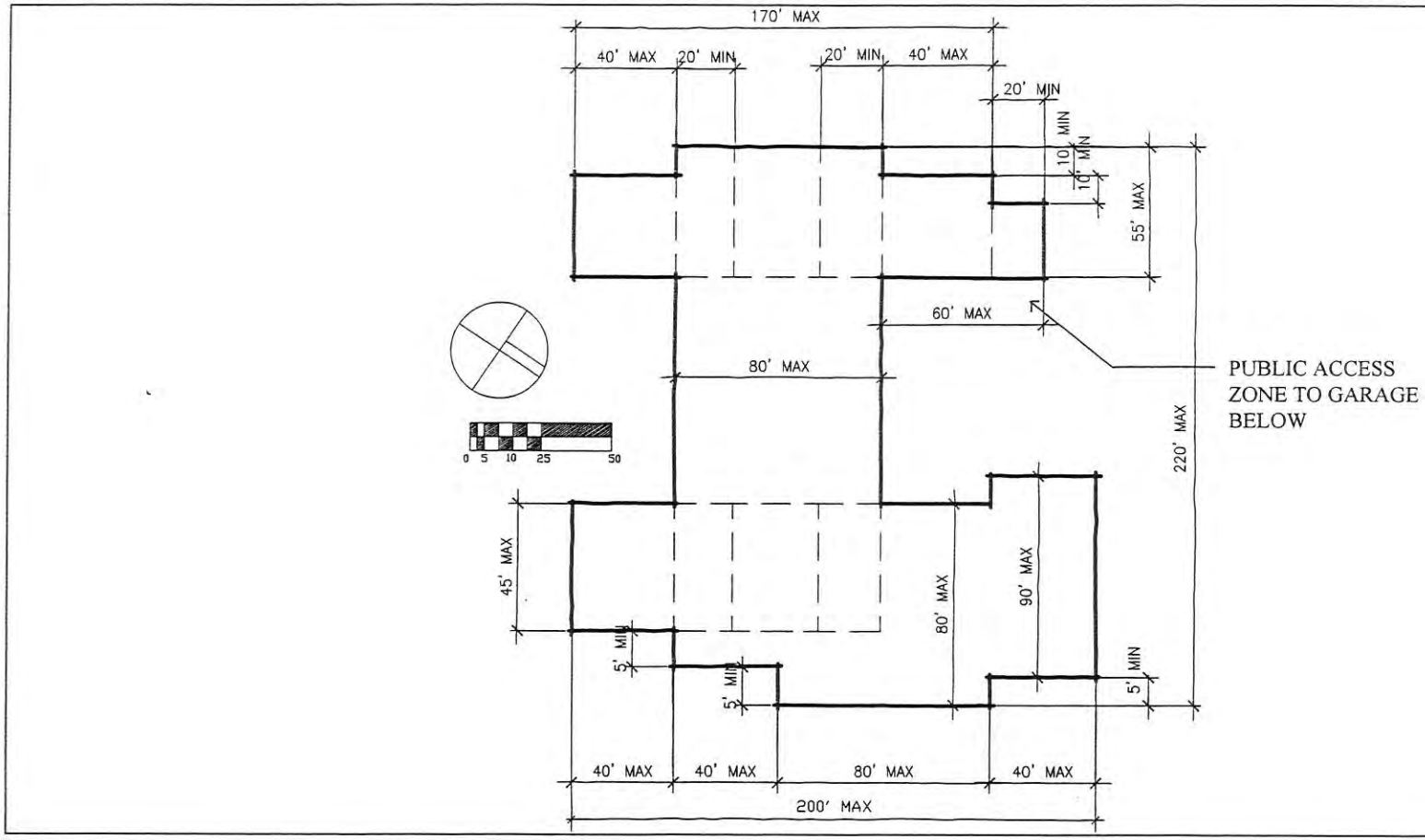
LEGEND:
H= Maximum eave height, measured vertically from datum. El. 6951'
R= maximum ridge height measured vertically from datum. El. 6951'

=Pitched roof zone.

Park City Ski Area

PARK CITY RESORT
VOLUMETRICS

BSA Architects

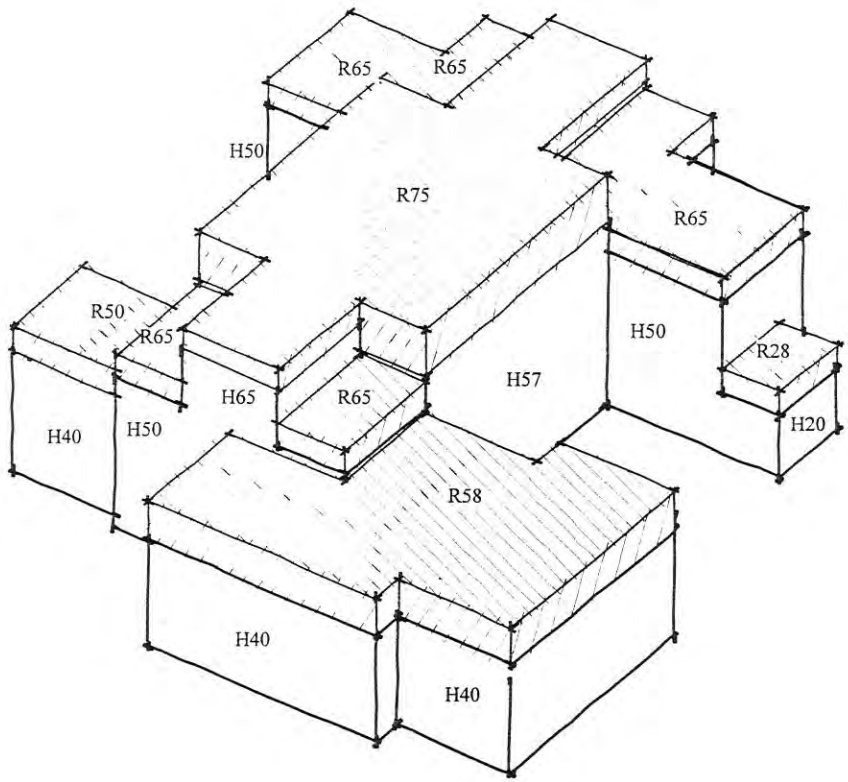


PARCEL B: Building B2
Footprint Diagram:
Recommended Building Lengths, Widths and Offsets.

Park City Ski Area

PARK CITY RESORT
VOLUMETRICS

BSA Architects



PARCEL B: Building B2
Massing Diagram:
Recommended Building Heights.

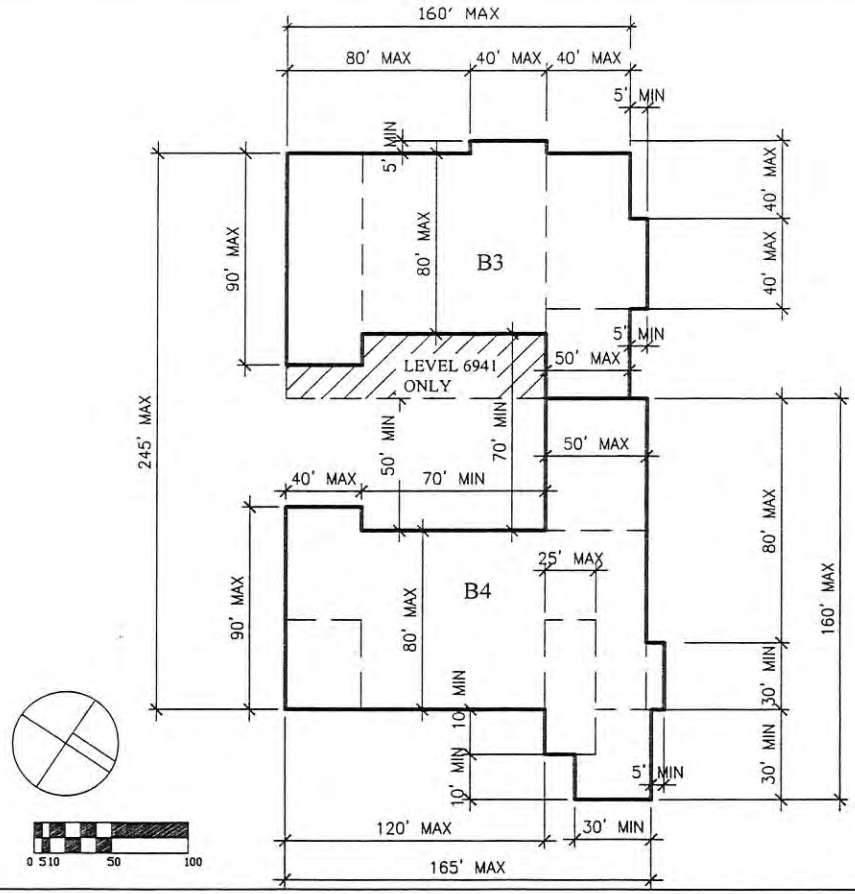
LEGEND:
H= Maximum eave height, measured vertically from datum. El. 6951'
R= maximum ridge height measured vertically from datum. El. 6951'

=Pitched roof zone.

Park City Ski Area

PARK CITY RESORT
VOLUMETRICS

BSA Architects

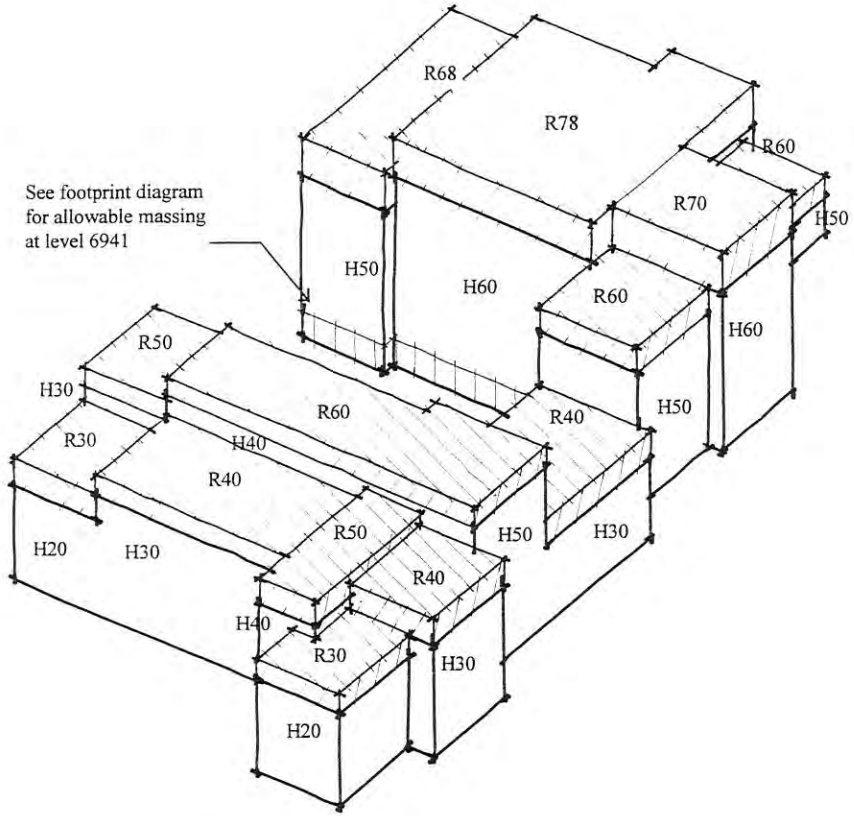


PARCEL B: Buildings B3 & B4
Footprint Diagram:
Recommended Building Lengths, Widths and Offsets.
Ground Floor Level only.

Park City Ski Area

PARK CITY RESORT
VOLUMETRICS

BSA Architects



PARCEL B: Buildings B3 & B4
Massing Diagram
Recommended Building Heights.

LEGEND:
H= Maximum eave height, measured vertically from datum.
R= maximum ridge height measured vertically from datum.

=Pitched roof zone.

Parcel B3 Datum:
Heights referenced are measured from established datum. El. 6941'
Parcel B4 Datum:
Heights referenced are measured from established datum. El. 6941'

Park City Ski Area

PARK CITY RESORT
VOLUMETRICS

BSA Architects

PARCEL C VOLUMETRICS

I. DESIGN INTENT

The purpose behind Parcel C's form is to push the building mass away from Lowell Avenue toward the ski slope and the similarly scaled resort center. This form minimizes bulk and shadow impacts on the street and accommodates drop-off areas for both the proposed children's center and the residential units above. The building steps in height from its center down to two and three story elements fronting Lowell.

The two ends of the buildings are important focal points as one enters the resort and drives along Lowell. Dedicated to skier services, the northern end of the building functions as a gateway element framing the new plaza/drop off and the primary mountain view corridor. To the south, a low structure could contain vertical circulation and tie into a potential pedestrian bridge from Parcel B. With or without the bridge, this end serves as a gateway marker to the resort's upper node.

Parcel C additionally accommodates the major entry to one of two major underground parking garages; the building's southernmost wing sits atop the ramp leading into the garage.

II. APPROVAL CRITERIA

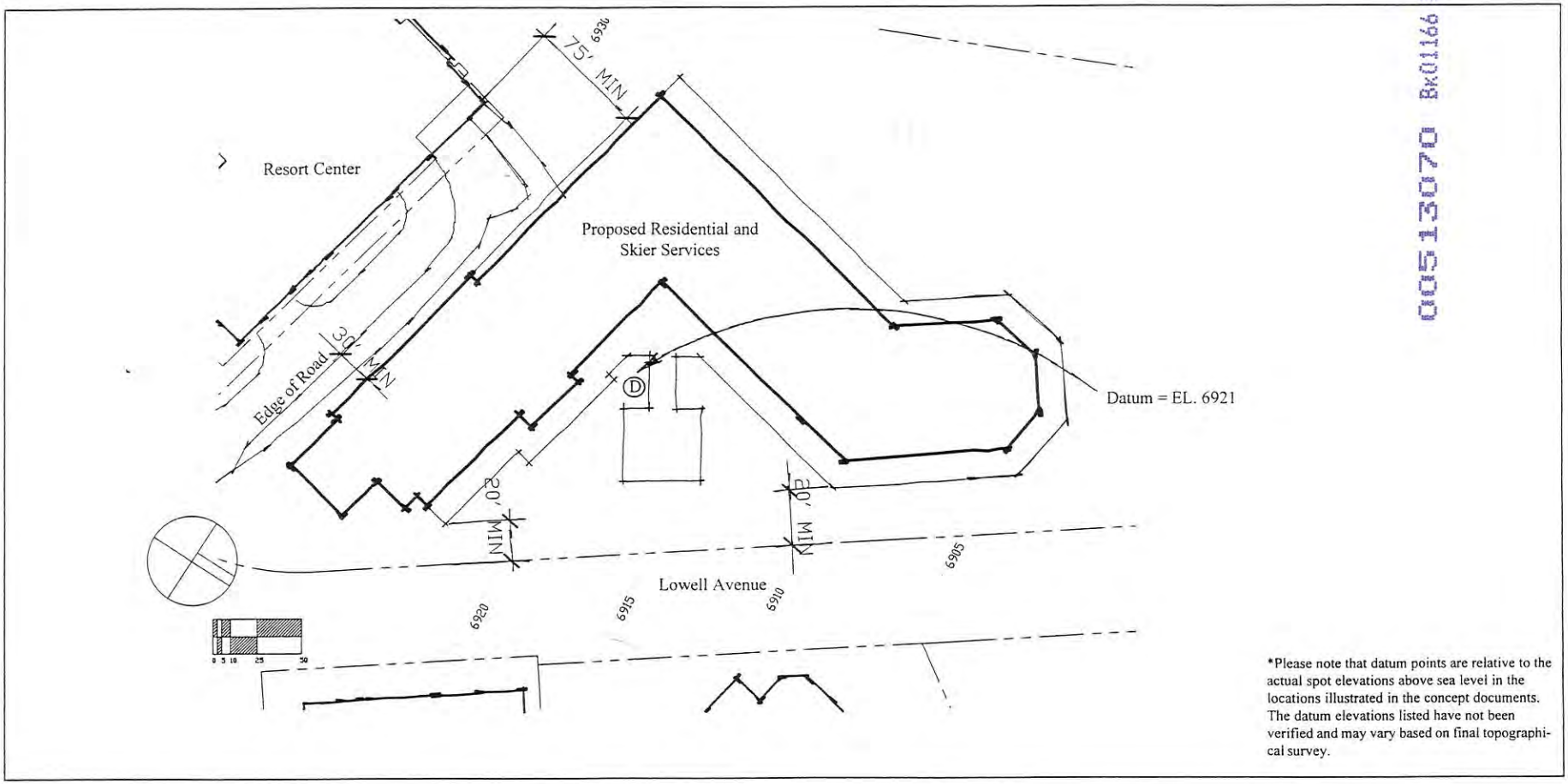
The following bullets outline the specific design criteria behind the plan and massing diagrams as outlined in the Volumetrics. This criteria explains the reasons behind the massing and shall be used by the City and the Committee to measure proposals should they differ from the Volumetrics.

Building design for Parcel C shall:

- Range in building height from a maximum of two to a maximum of six occupied levels above parking.
- Break the mass of the building into at least six distinct components visible in both plan and elevation so as to provide scale and prevent the appearance of one monolithic structure.
- Limit bulk and shadow impacts on Lowell Avenue and create a landscaped buffer to serve as drop-off and open space by pulling the bulk of the mass away from the street and pushing it as far as practical toward the existing Resort Center complex and the ski slopes.
- Limit building bulk and shadow impact on Lowell Avenue and the new drop-off and plaza zones by stepping in height from lower scaled structures fronting Lowell Avenue to taller building elements fronting the ski slopes.
- Locate the highest portions of the buildings against the backdrop of the existing multi-storied Resort Center complex.
- Create a maximum two story architectural pavilion at the building's plaza frontageto serve, in conjunction with a similar pavilion on Parcel E, as a gateway element framing the planned mountain view corridor.
- Provide visible, at grade entry and slope-side access for the skier service building component that is convenient to temporary day-care parking and the planned beginners' slopes.
- Serve as the primary vehicular entrance to a public parking lot underneath Parcels C, E and the new skier service plaza.
- Delineate between commercial, skier service, residential and parking related entrances in order to orient the visitor, separate between public and private functions, and facilitate traffic flow into the underground parking garage.
- Limit access to Parcel C off of Lowell Avenue to one curb-cut across the main side-walk; including public access to the underground parking garage.

III. ASSUMPTIONS

The conceptual footprint for Parcel C is based on a 37'-0" wide x 30'-0" parking grid as illustrated in the design documents. An initial 15'-0" grid line has been assumed at some of the garage's perimeter walls.



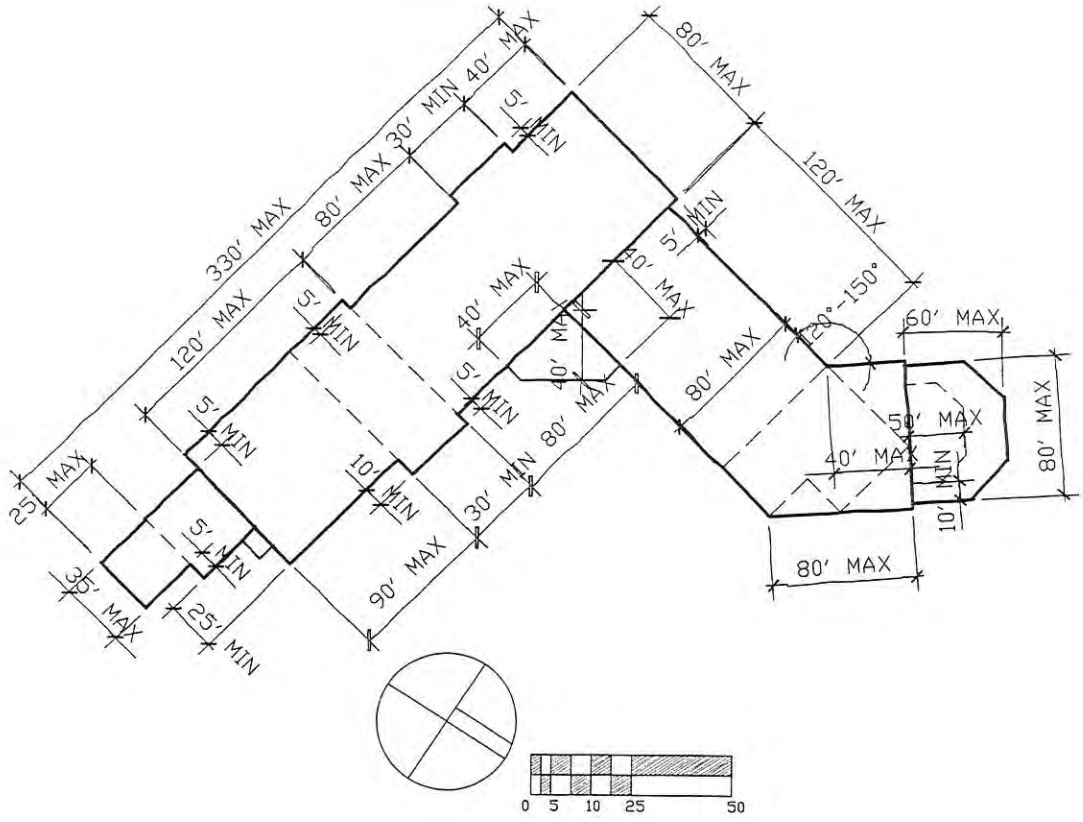
*Please note that datum points are relative to the actual spot elevations above sea level in the locations illustrated in the concept documents. The datum elevations listed have not been verified and may vary based on final topographical survey.

PARCEL C: Building C
Building Setbacks and Datum Points:

Park City Ski Area

PARK CITY RESORT
VOLUMETRICS

BSA Architects

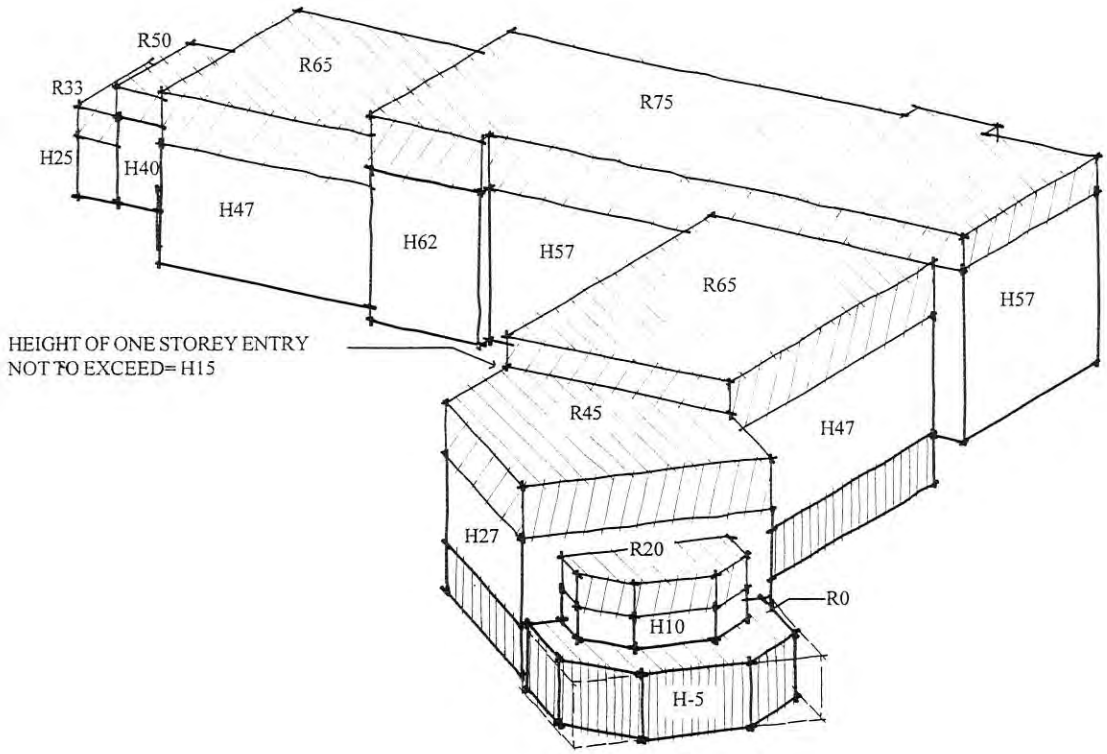


PARCEL C:
Footprint Diagram:
Recommended Building Lengths, Widths and Offsets.

Park City Ski Area

PARK CITY RESORT
VOLUMETRICS

BSA Architects



PARCEL C:
Massing Diagram
Recommended Building Heights.

LEGEND:
H= Maximum eave height, measured vertically from datum. El. 6921'
R= maximum ridge height measured vertically from datum. El. 6921'

=Pitched roof zone.

=Skier services/ commercial zone below datum.

Park City Ski Area

PARK CITY RESORT
VOLUMETRICS

BSA Architects

PARCEL D VOLUMETRICS

I. DESIGN INTENT

Given it's position at the resort's entry and opposite the new drop off plaza, Parcel D occupies one of the most visually important locations in the resort. A building on the site will help form a skiers first and end-of-the-day impressions of the ski area. Conceived as three interconnected masses stepping back from Lowell Avenue, the building's bulk telescopes from its center to low, three story elements at both ends. Its section steps down at least once with the contours moving from southwest to northeast.

A possible porte cochere could provide entry to Parcel D from Lowell Avenue.

II. APPROVAL CRITERIA

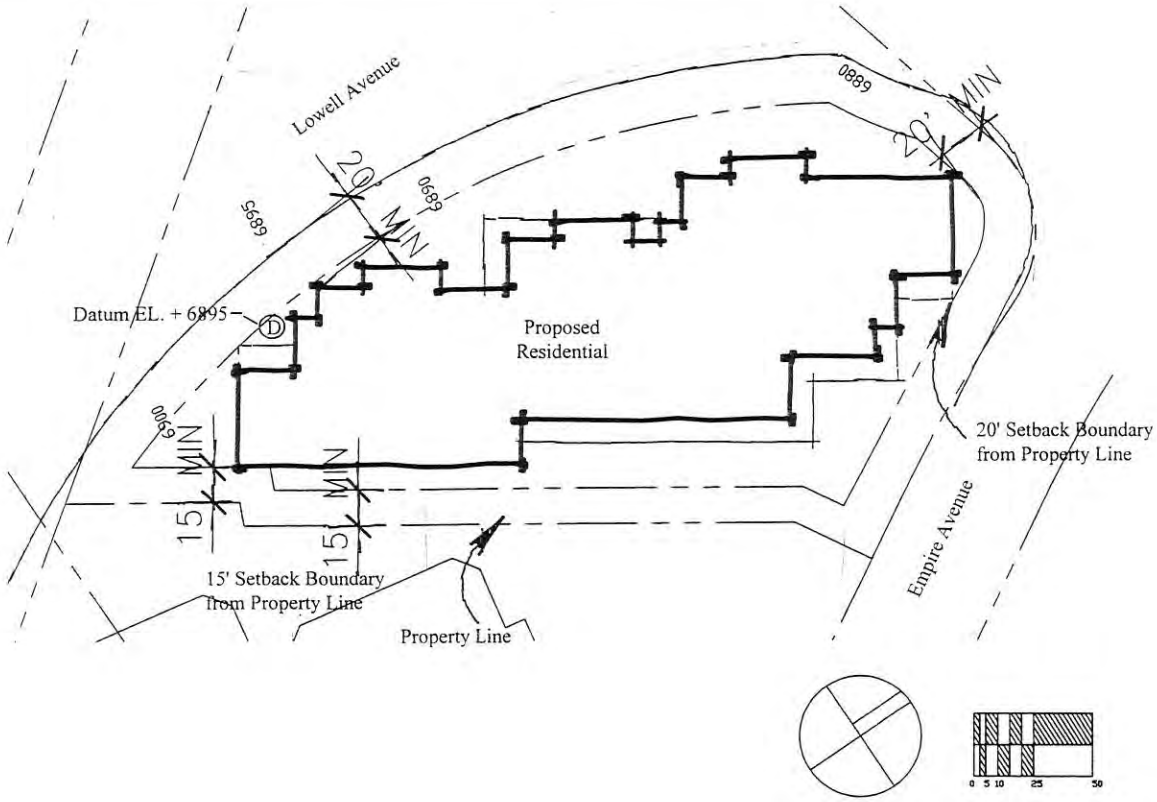
The following bullets outline the specific design criteria behind the plan and massing diagrams as outlined in the Volumetrics. This criteria explains the reasons behind the massing and shall be used by the City and the Committee to measure proposals should they differ from the Volumetrics.

Building design for Parcel D shall:

- Vary in height from a maximum of three to a maximum of five occupied levels above parking.
- Consist of at least three distinct masses in order to provide scale and prevent the appearance of one monolithic building; these breaks shall be visible in both plan and elevation.
- Telescope in height and mass from both ends toward the building's center in order to limit shadow and visual impact, as well as to establish contextual relationships with neighboring structures.
- Limit bulk and shadow impacts by locating the tallest portions of the building at the center of its mass.
- Design its Lowell Avenue frontage as a streetwall to the northeast edge of the new skier plaza as viewed from the hillside and upon exiting the plaza; this will help facilitate the plaza's success as a contained "outdoor room".
- Provide a lower scaled (maximum three story) element, at the intersection of Lowell and Empire avenues to serve as a gateway framing the view to the mountain upon entering the resort.
- Create a building which is clearly residential in character by minimizing parking and floor to floor height requirements and disallowing public retail and commercial uses.
- Provide vehicular access to the underground parking via Empire Avenue only.

III. ASSUMPTIONS

The conceptual footprint for Parcel D is based on a 37'0" wide x 30'-0" parking grid as illustrated in the design documents.



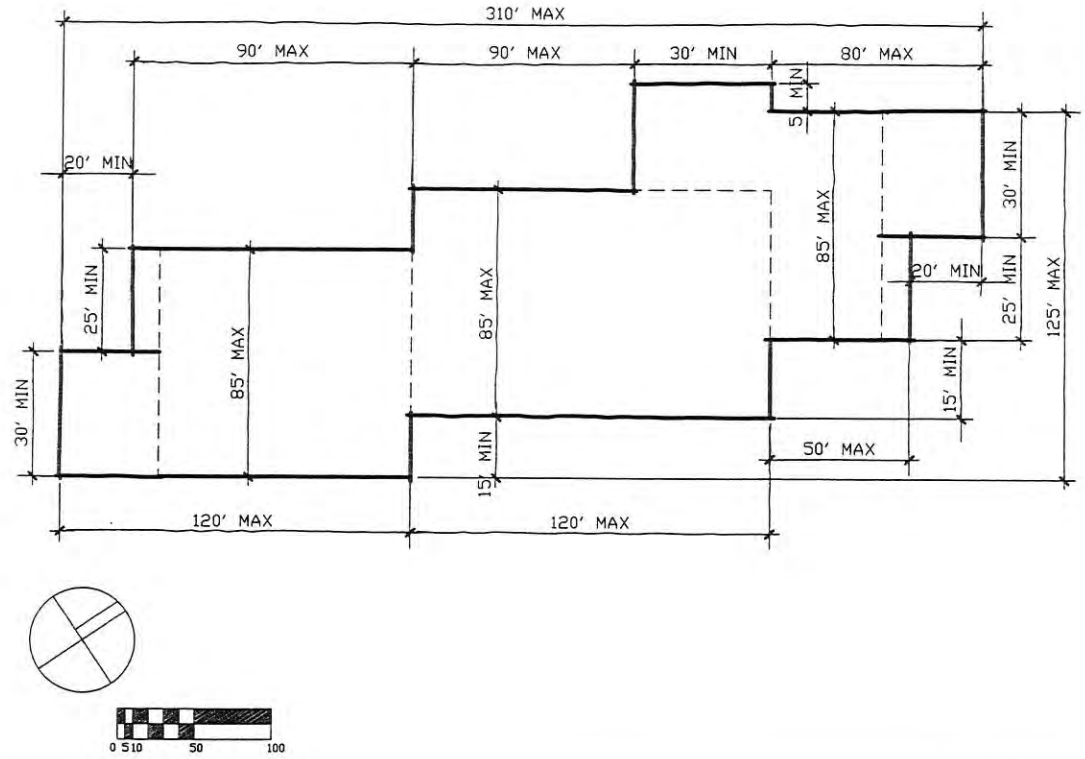
*Please note that datum points are relative to the actual spot elevations above sea level in the locations illustrated in the concept documents. The datum elevations listed have not been verified and may vary based on final topographical survey.

PARCEL D: Building D
Building Setbacks and Datum Points:

Park City Ski Area

PARK CITY RESORT
VOLUMETRICS

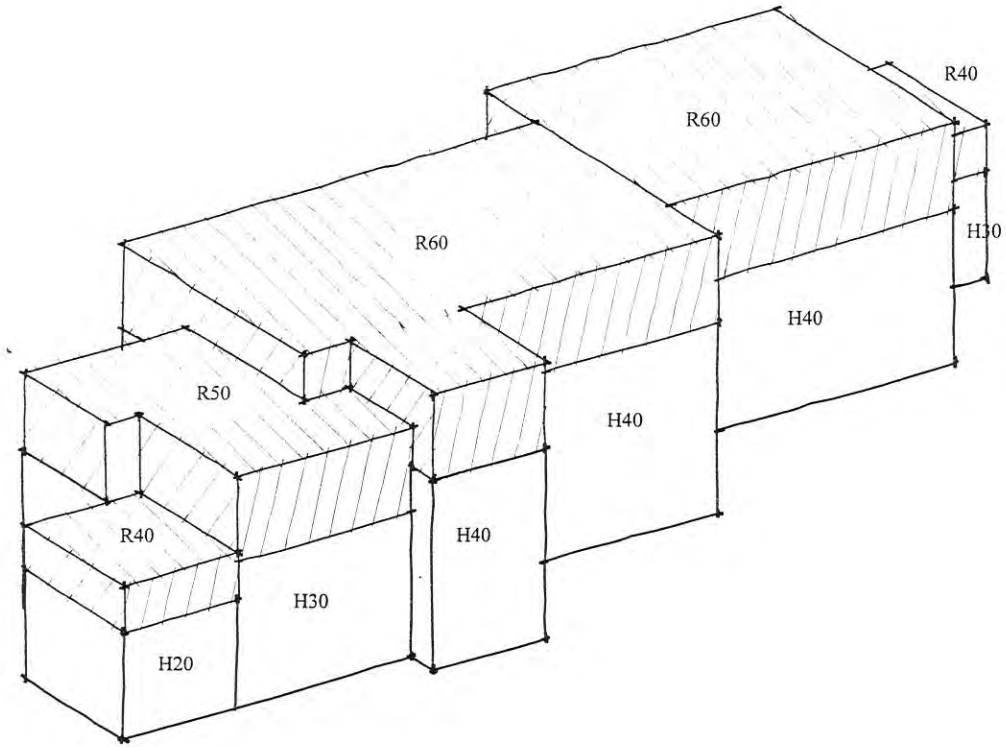
BSA Architects



PARCEL D:
Footprint Diagram:
Recommended Building Lengths, Widths and Offsets.

PARK CITY RESORT
VOLUMETRICS

BSA Architects



PARCEL D:
Massing Diagram
Recommended Building Heights.

LEGEND:
H= Maximum eave height, measured vertically from datum. El. 6895'
R= maximum ridge height measured vertically from datum. El. 6895'

=Pitched roof zone.

Park City Ski Area

PARK CITY RESORT
VOLUMETRICS

BSA Architects

PARCEL E VOLUMETRICS

I. DESIGN INTENT

In conjunction with Parcel C, Parcel E defines the drop-off plaza and frames the resort's primary view corridor. Special massing and architectural treatment at its eastern end is intended to create a gateway into the resort and highlight the intersection of Lowell and Silver King. The building steps in segments toward the ski hill, both vertically and horizontally.

Across from Three Kings the massing is broken and single story residential units minimize the building's impact to the north. To the northwest, three story residential units turn the corner and establish contextual relationships with Snow Flower's existing eave line. Opposite Snow Flower's easternmost facade, the taller portion of the proposed building steps back from the property line.

A covered arcade on the building's western edge creates a passage way from Three Kings to the resort's new base operations.

On the plaza side, a single commercial level extends out into the plaza in order to further modulate the buildings scale, provide additional commercial square footage and enliven the plaza area. Vertical circulation to the plaza from the garage below is accommodated via an articulated pavilion adjacent to the building's skier service facilities.

II. APPROVAL CRITERIA

The following bullets outline the specific design criteria behind the plan and massing diagrams as outlined in the Volumetrics. This criteria explains the reasons behind the massing and shall be used by the City and the Committee to measure proposals should they differ from the Volumetrics.

Building design for Parcel E shall:

- Range in building height from a maximum of one to a maximum of six occupied levels above parking.
- Break the mass of the building into at least six distinct components, visible in both plan and elevation, so as to create scale and prevent the appearance of one monolithic structure.
- Limit bulk and shadow impacts along Silver King Drive by locating the taller portions of the structure on the plaza/mountain side and locating one to four story elements along Silver King Drive.
- Bring the height of the building down to three stories at its northwest corner where it meets Snowflower in order to establish a contextual relationship and limit the building's visual impact; the tallest portions of the building shall be a minimum distance of 95'-0" from the edge of Snowflower's building one.
- Provide a covered public pedestrian link from Silver King Drive on the property opposite Snowflower.
- Limit bulk and shadow impacts on Lowell Avenue, the new drop-off and plaza zones by stepping the building in height from a two story pavilion fronting Lowell Avenue towards the taller building elements fronting the ski slope.
- Create a maximum two story architectural pavilion at the intersection of Lowell Avenue and Silver King Drive to serve as a major gateway to the resort by framing, in conjunction with a similar pavilion on Parcel C, the planned mountain view corridor.
- Use one story commercial elements and covered arcades to reduce the building's scale at the Public Plaza and fill-out the plaza with active indoor/outdoor uses.
- Incorporate programmed outdoor spaces, terraces, etc. geared to mitigate the scale of the plaza and encourage year-round activity.

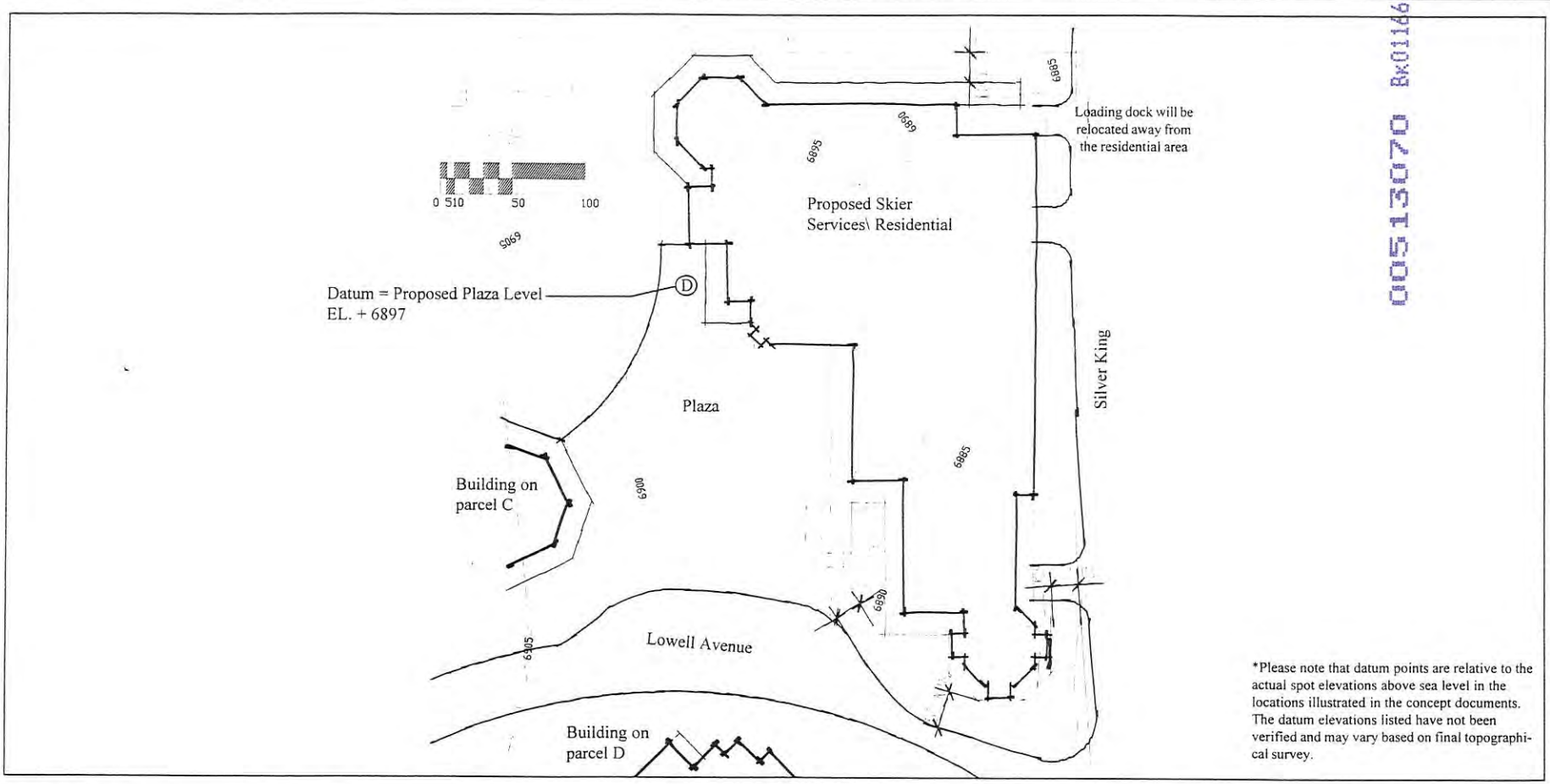
III. ASSUMPTIONS

Parcel E's concept plans are based on a 30'-0" grid in the east west direction and a 37' grid from north to south. An initial 15'-0" grid line has been assumed at the garage's perimeter walls.

Park City Ski Area

PARK CITY RESORT
VOLUMETRICS

BSA Architects

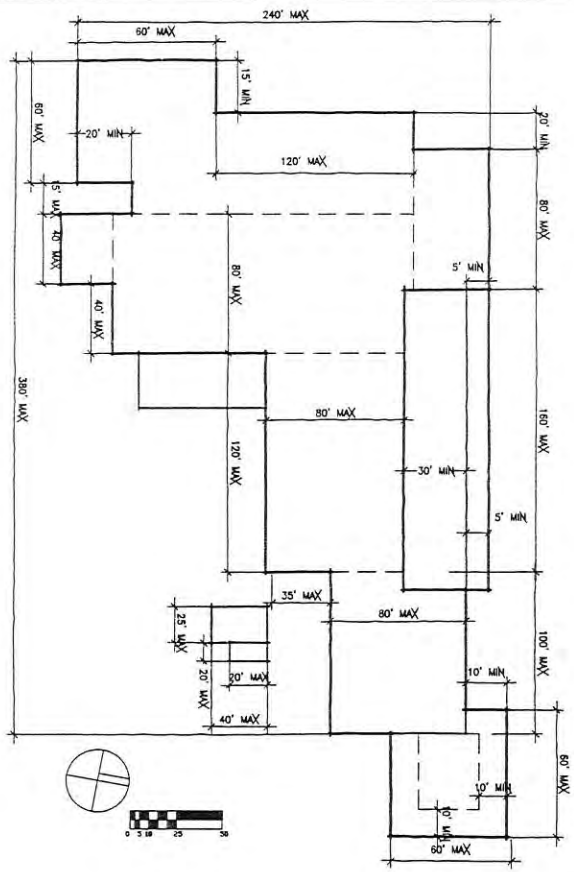


PARCEL E:
Building Setbacks and Datum.

Park City Ski Area

PARK CITY RESORT
VOLUMETRICS

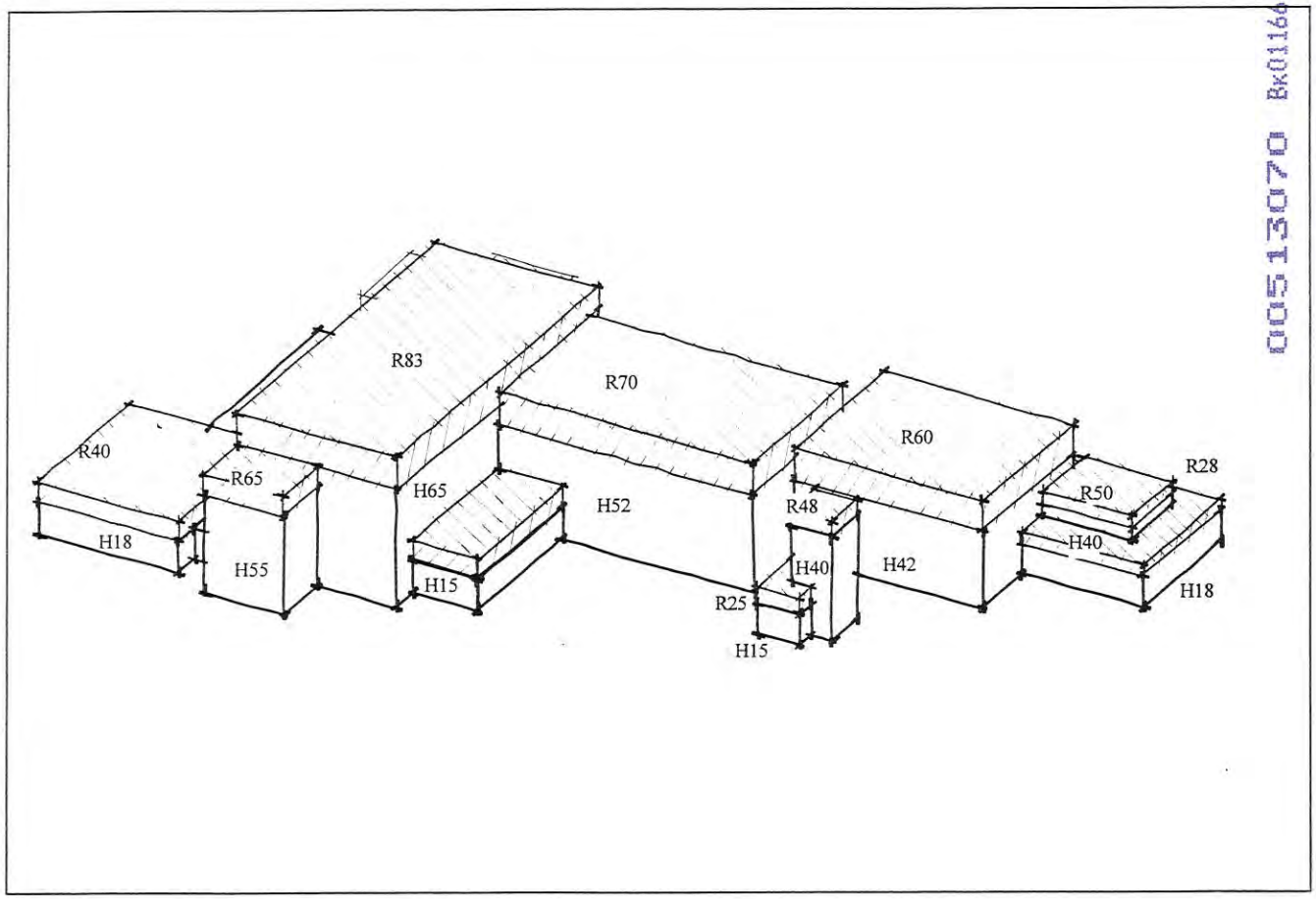
BSA Architects



PARCEL E:
Footprint Diagram:
Recommended Building Lengths, Widths and Offsets.

PARK CITY RESORT
VOLUMETRICS

BSA Architects



PARCEL E: Plaza Side
Massing Diagram
Recommended Building Heights.

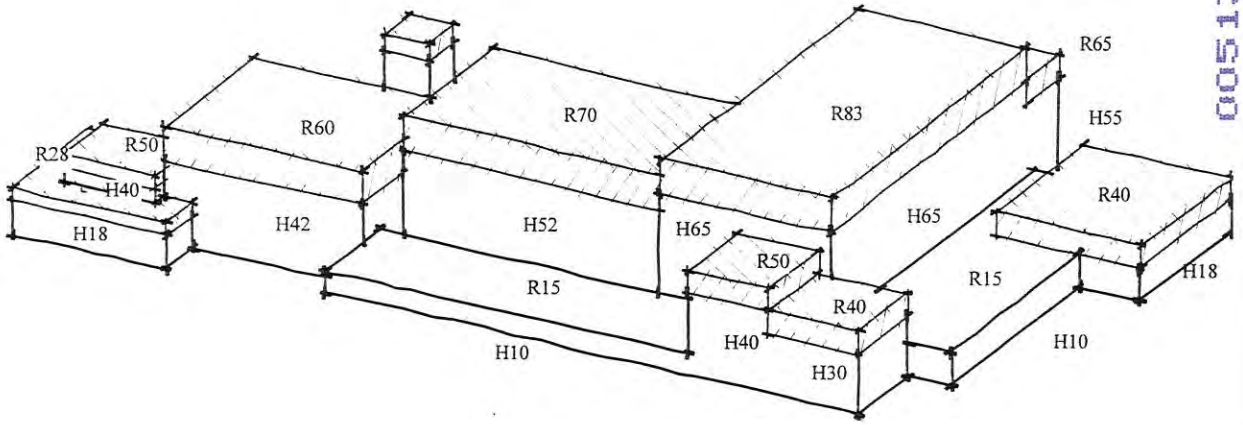
LEGEND:
H= Maximum eave height, measured vertically from datum. El. 6897'
R= maximum ridge height measured vertically from datum. El. 6897'

=Pitched roof zone.

Park City Ski Area

PARK CITY RESORT
VOLUMETRICS

BSA Architects



PARCEL E: From Three Kings
Massing Diagram:
Recommended Building Heights.

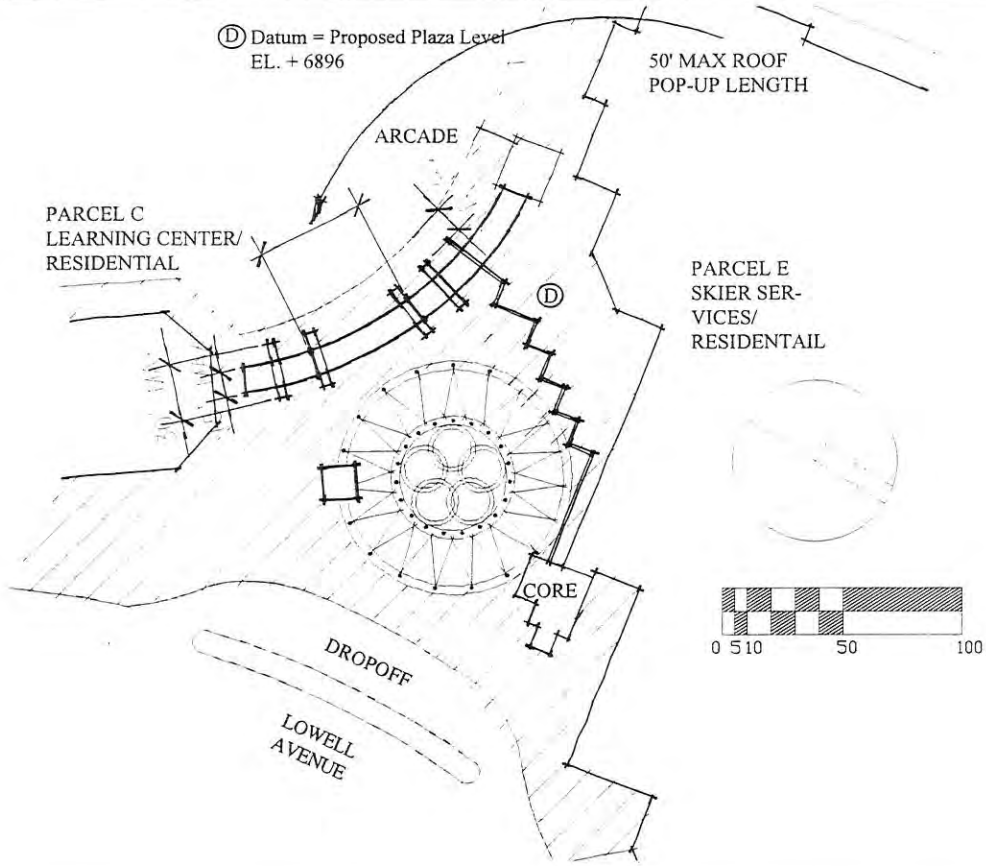
LEGEND:
H= Maximum eave height, measured vertically from datum. El. 6897'
R= maximum ridge height measured vertically from datum. El. 6897'

=Pitched roof zone.

Park City Ski Area

PARK CITY RESORT
VOLUMETRICS

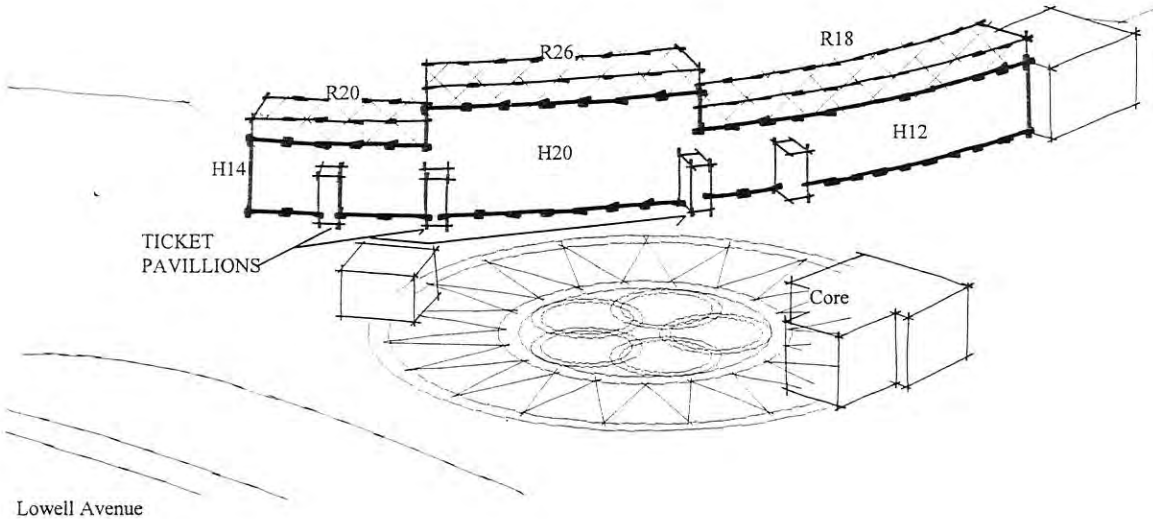
BSA Architects



ARCADE:
Footprint Diagram:
Recommended Lengths, Widths and Offsets.

PARK CITY RESORT
VOLUMETRICS

BSA Architects



ARCADE: From Lowell Avenue
Massing Diagram:
Recommended Building Heights.

LEGEND:
H= Maximum height, to underside of structure.
R= maximum roof height measured vertically from datum. El. 6896'

=Roof truss zone.

Park City Ski Area

PARK CITY RESORT
VOLUMETRICS

BSA Architects