ZONING AND DESIGN STANDARDS

FOR A PLANNED DISTRICT

AT **119TH & RENNER BLVD**

FOR AN ENTERTAINMENT, MIXED-USE DEVELOPMENT

12-05-2024

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DESIGN NARRATIVE and ARCHITECTURAL and SITE CRITERIA

1. INTRODUCTION:

The Master Developer has prepared this enclosed document to be part of the submitted application as a PD (Planned District) as per 18.20.220 City of Olathe UDO. This document shall serve as an **Introduction** to the Project with an overall design narrative for **The Project** and shall establish specific requirements for this PD with an alternative set of zoning and development standards to implement comprehensive plan policies. A supporting set of Supplemental Exhibits is provided in the appendix that will include but is not limited to: **Overall Master Plan**, **Site Sections,** Representative **Building Elevations**, the planned **Plant Palette**, representative **Vision Book** of images to set the expressive tone, character, and programmed aesthetic for this proposed development. **Product Cut Sheets** of required fixtures and site furniture are provided to be utilized as standards throughout the development.

The development referenced in this document shall be known, going forward, as **The Project**. It is to provide general design intent and detail (where merited) in applications of building materials and form, to establish special site criteria, to identify uses that are unique from a conventional development, to set programming goals as a guide to implement plan policies, and to define a set of standards tailored for these planned uses.

It is acknowledged that aspects of the development will consider many of the established zoning district requirements applied to more conventional uses. However, as this proposed district is unconventional in both its use and associated plan, the Master Developer has set parameters that allow for tasteful and sustainable design, but allow opportunities to create a dynamic environment for each of the structures beyond conventional norms - with an overall purpose in mind, creating a unique, greater sense of place and permanence. These goals are with consideration of **The Project** within the Olathe Comprehensive Plan as a "gateway" to the City of Olathe.

Note: The building and site images shown within the text of this document are used to inform the developer of representative design characteristics reinforcing the criteria. There are additional examples included in the **Vision Book** section of the appendix. It further acknowledges (and is sensitive to) the existing fabric of surrounding commercial retail facilities proximate to this site. Lastly, it begins to address a certain style and design sensibility reflective of these proposed key uses within **The Project.**

It's important to recognize that similar proposed "districts" are deliberate in allowing flexibility in shared uses formed by the structures so they may complement one another; The placement of these uses considers the defined urban walls within the earmarked outdoor gathering spaces in creating density and a resulting defined open space as found in other historic urban environs.

There are key uses identified in **The Project**. These uses are part of the entertainment and hospitality section within this development. These proposed uses establish a baseline-built environment and a solid framework for the development in its entirety.

The planned uses include an Arena (and skating venue), a multi tenant Hotel, and a uniquely programmed ultra-accessible Theme Park. These structures shall be placed strategically next to each other and form the **central core** of the development. The remaining structures to be constructed within **The Project** shall be planned to complement the central core and to be properly integrated within this framework.

The approach is to encourage a rich tapestry of entertainment, mixed-use, and commercial offerings in a harmonious setting; the hardscape and landscape shall be used to enhance the planned uses with native and sustainable solutions while embracing special features and educational moments located throughout the development. Welcoming pedestrian corridors are planned to knit together all the shared uses while still defining each use within **The Project**.

The desired result is to establish and deliver a gateway development for the City of Olathe that enriches visitors' experiences.

Preliminary 3-D Rendering of the Development Central Core looking at the Theme Park, Hotel, and Arena

Preliminary 3-D Rendering of the Development Central Core looking at the Shared Commons, Hotel, and Arena

2. A DESIGN NARRATIVE OVERVIEW OF THE PROJECT:

Please find a brief overview of the design approach and the enclosed criteria for the proposed uses within **The Project**.

Existing Context

Surrounded by the existing light industrial and commercial buildings across streets to the North, South, and East, and directly next to commercial and distribution buildings to the West of the site, this Planned Development's design approach is to honor the existing architectural fabric but create an environment steeped in good practice and proportion so that the uses may not only relate in massing and scale, but establish a palette of materials and design elements to acknowledge the adjacent uses. The intent is to produce an honest and creative development that considers the importance of human scale to invite comfortable pedestrian use, while addressing the scale and function of the core uses.

Design Approach

The Developer shall explore the use of materials similar to adjacent properties to be harmonious. They shall embrace the use of traditional materials for these building types to create a sense of place and permanence. With a philosophy of reflecting "Truth in materials" and adept, skillful application of these use types; masonry, metal cladding, sustainable rainscreen systems, and large-format glazing; the results shall be consistent and compatible with the architectural style of these buildings found in other developments.

Nonetheless, it is the duty of **The Project** to create attractive, dynamic spaces that are economically prudent yet sustainable installations - loosely referencing the tools as set forth in the City of Olathe Building and Site Design standards for proper execution. It is the objective of this document, however, to establish standards for uses to include baseline ground rules for design elements and associated architectural applications specific and unique to the anticipated uses. This application is drafted to identify those elements and establish standards for the proposed development outcome.

Careful planning and placement of digital screens, educational moments, temporary and seasonal structures, sculptural elements, sensory gardens, and large monocultures of native plantings shall promote a dynamic setting at the ground plane for the patron experience throughout The Project.

In summary, the resulting goal for the development is to be familiar and welcoming as a carefully planned and curated collection of retail, commercial, and entertainment offerings. Structures are placed to create view corridors, honor common spaces, and provide visual and physical connectivity - while still maintaining a flexibly organized, yet deliberate placement of buildings.

Compliance with Comprehensive Plan

The execution of these facilities shall depend on tools set forth through the (PD) Planned Development process, but still allow for exploration in interpretation of **1.** massing and detail, **2.** artistic expression through finishes, materials, creative glazing solutions, and supporting signage to meet contemporary design demands, and **3.** a sustainable design in both the building envelope and practice with a strong sense of permanence as it relates to the City's codes and ordinances.

By doing so, the **central core** buildings are aggregated to create a sense of place as an entertainment and hospitality district with dedicated indoor and outdoor uses. The proposed programming of uses may be shared for mutual benefit in a built environment that may be adapted for years to come.

It is this Document's intent to establish tools that are consistent with the Comprehensive Plan and consistent with the public interest to deliver a quality, sustainable project.

Applicability and Procedures

The Project is hereby established within which the regulations set forth in this document are applicable. Unless stated otherwise in this document, these regulations apply where they modify or add to otherwise applicable regulations in the City of Olathe's Unified Development Ordinance (UDO). The remainder of the UDO regulations remain otherwise applicable. In addition, the Planning Official may use the general spirit and intent of the UDO to provide direction where this document falls silent.

Developments within The Project will adhere to the procedures of UDO Section 18.40 except for the following: 1) Amendments to the written standards of this Zoning and Design Standard document require a zoning amendment application. Note: Changes to technical specifications such as proposed substitutions ie: similar light fixture to the approved light fixture, or masonry material not listed in the materials palette may be administratively reviewed and approved if in the spirit of the intent of the ordinance. 2) Major changes to the approved preliminary site development plan must be processed as a revised preliminary site development plan. However, all accessory buildings and ancillary structures, such as maintenance buildings and theme park rides, may submit a final development plan application without preliminary site development plan approval once the main building is already approved and established on the associated lot.

A letter from the Master Developer must be submitted with any preliminary or final site plan development plan application stating they have reviewed and approved the proposed development for compliance utilizing this document as a governing ordinance.

Preliminary 3-D Rendering of The Project, overview of the entire development

3. LAND USE AND PERFORMANCE STANDARDS

The standards set forth generally intend to meet the spirit and intent of the UDO 18.20.

Allowed Land Uses

Allowed land uses shall include all uses listed as permitted by right in the "C-2, (Community Center)" District.

In addition, the following land uses are allowed within The Project :

- Brew Pubs
- Farmer's Markets
- Medical Equipment Sales, Rental, or Leasing
- Brewery /Tasting Room
- Research and Development
- Amphitheater, Outdoor Stage, Bandstand or similar structure
- Amusement Parks
- Amusement, Indoor
- Recreation, Outdoor
- Skating Rink
- Sports Stadiums and Arenas
- Cultural Facilities

All uses listed as prohibited in UDO Section 18.20.220 are hereby prohibited in The Project. Accessory uses are permitted in accordance with the Commercial District standards of UDO 18.50.020.

Required Land Uses:

The Master Developer has established rezoning for this PD Planned Development to allow for two (2) key land uses: an Arena, and an Amusement Park. Should either of these two planned uses be omitted from being developed as part of this district, a zoning amendment application will be required.

Performance Standards

Noise Ordinance:

Development uses shall adhere to Noise ordinance as set forth in the Municipal Code.

In addition, the Master Developer's Management and Operations will enforce private noise restrictions within The Project.

Hours of Operation:

Hours of operation shall be generally between 7:00 am and 11:00 pm.

Special Hours of Operation may be permitted at the discretion of the Planning Official for planned events which may be held periodically during the calendar year. Those hours of operation may be extended until 1:00 am. (See Outdoor Event Space).

Outdoor Event Space

Outdoor events play an integral role in creating the desired pedestrian atmosphere for The Project. Outdoor events may range from farmers markets, food trucks events, outdoor watch parties and movies nights, among others

Please find in the Appendix K- Designated Event Space Diagram to indicate areas to be restricted for temporary uses as established in UDO 18.50.225. Most of these activities shall be within the Commons Area , which is a flexible and well-programmed outdoor event space furnished with high-quality permanent and temporary fixtures, including a cinema screen. All Events located within the Designated Event Space shall not require an individual Temporary Sales and Events (TSE) permit for each event as long as they follow the parameters set forth in this document.

These Events shall be coordinated by the Master Developer's Management of Operations. Events shall be planned for each calendar year and a single TSE permit submitted to the City of Olathe once every year for coordination purposes in lieu of submitting applications for individual events. Each event must comply to the following standards:

- Hours of Operation shall be in force as stipulated in this document.
- Events that do not create a noise disturbance as measured along the overall perimeter of The Project may be permitted with special hours of operation at the discretion of the Planning Official.
- Adequate sanitation facilities shall be provided appropriate to each of the planned uses.
- Events utilizing temporary structures (i.e.: tent structures) shall be permitted and/or inspected by the City to be considered safe per fire and building code.
- As required by the Fire Marshall for the intended use and planned attendance, provide a circulation and evacuation plan to satisfy proper health and safety policies.
- Upon the request of the City Engineer, traffic management plans must be updated and submitted for review to ensure the safe and efficient flow of event traffic.

Precedent Image - Courtyards and Green Spaces

4. BUILDING DESIGN STANDARDS

The following descriptions of the identified "Key" buildings and supporting programming within the development shall have specific requirements but follow the spirit of the **18.15.020 Building Design Standards** and its general intent.

All buildings shall be developed with complementary building materials and high-quality standards. Designs will still employ recognizable architectural rules and standards as they relate to the desired uses.

Due to the unique scale, desired style, use, and function of the proposed development, the following Standards for the key buildings and all other buildings in this district are hereby established.

Temporary, seasonal, and accessory buildings and structures shall follow the Commercial District standards of 18.50.020, use architectural design that is compatible with the main building on the lot, and generally follow the precedent images provided in Appendix I, the Vision Book. Note that accessory buildings and structures on the theme park lot shall comply with the standards set forth in this document.

Arena 3-D preliminary view looking South West

A. ARENA (Reference: 18.15.020 Building Design Standards). *(Refer to Appendices A - Overall Master Plan, B - Connectivity Diagram, and D - Preliminary Building Elevations.)*

The Arena is subject to the following standards, as found in the following description and supporting exhibits. Has loosely adopted the 18.15.020 requirements; further identified as Building Design Standards applicable to this building. The following shall further clarify the approach in the spirit of the ordinance.

Building and Site Design Standards

- **Building Height:** Maximum height of 55 feet.
- **Primary Facades:** The Building shall be four-sided architecture.
- **Building Materials:** At least three (3) different primary materials selected from the Building Materials Palette, one of which must be brick and / or AMU.
- **Building Materials, Percentage.** A total percentage of glass and High-Quality building materials shall be a minimum of 80% in aggregate of all building façades.
- **Building Materials, Masonry.** Total percentage of masonry materials shall be a minimum of 20% in aggregate of all building façades.
- **Building Expression - Foundation**. Masonry materials shall be found along the base of the entire building. A minimum masonry base of 4'-0" ht. is required.
- **Building Expression, Middle.** The middle portion of the building must be divided into bays not to exceed 75 feet using façade applique techniques such as pilasters, large format windows, brise soleil, significant changes in material, and other similar techniques. Additionally, expression lines and relief such as scoring patterns, cap stones, brick corbeling, and similar techniques, must be used where appropriate to express the middle portion of the building. This requirement applies to the lower structure of the arena and if appropriate, the upper structure.

- **Building Expression, Top.** The building shall have a pronounced top using a cornice cap detail, protruding roofline, architectural friezes, or other similar features.
- **Building Articulation, Lower Structure**. The Vertical and Horizontal plane changes shall be provided in no greater than 100'-0" lengths.
- **Building Articulation, Upper Structure**. The upper structure of the Arena is not required to provide vertical or horizontal articulation. Simple, broad stroke massing must be used to create strong visual interest and harmony.
- **Building Articulation, Special.** The building must provide at least one (1) special vertical articulation, such as a tower, that includes special architectural details, such as columns, architectural friezes, hard canopies, projected porticos, etc., to define each entrance.
- **Pedestrian Scale, Glass:** A minimum of 20% of each building façade within the pedestrian view plane shall be glass. The pedestrian view plane is defined as the façade area between the masonry base minimum height and 10'-0" above exterior grade. The Planning Official may reduce the minimum percentage of glass where appropriate due to operational requirements of the building (I.e. Loading, BOH).
- **Pedestrian Scale, Features.** Pedestrian scale features, such as wall offsets/recesses, arcades, projections, hard canopies, storefront glazing, large format artistic expressions, and other similar features, must be used where a building façade fronts a pedestrian use area intended for public use. Pedestrian scale features must be placed at the Pedestrian Scale module – measured between 0' to 16' AFF.
- **Roof Materials:** Roof materials must be selected from the Building Materials Palette.

Arena 3-D preliminary view looking North East

B. THEME PARK FACILITIES

WELCOME CENTER for Theme Park *(Refer to Appendices A - Overall Master Plan, and B - Connectivity Diagram).*

The Welcome Center is an easily identifiable, multi-use facility that is the entrance building, that includes a themed interior space with attractions, concessions and games, and the administrative building serving the Theme Park. Please find a supplemental document called *Michael's Wonder World Programming Document* dated 3/08/24 within this application for more information on the buildings, programming, and execution of the Theme Park.

The Theme Park's Welcome Center's exterior design style/ overall theme is intended to complement the Arena and to introduce the theme and style for the park. A **Commons area is to be located between the Welcome Center and the Arena** which will be defined by these two structures. It shall attempt to loosely adopt the 18.15.020 requirements. The following bullet points shall further clarify the Building Design Standards in the spirit of the ordinance.

Precedent image for Michael's Wonder World

Building and Site Design Standards

- **Building Height:** The Maximum Height is 55'-0" and the minimum height is 24'-0"
- **Primary Facades:** All external facing elevations (i.e. façades not enclosed as part of the theme park) are considered primary façades .
- **Building Materials:** At least three (3) different primary materials must be selected from the Building Materials Palette in Appendix G, one of which must be brick.
- **Building Materials, Percentage:** Total percentage of glass and High-Quality building materials shall be a minimum of 80% in aggregate on primary facades and 50% in aggregate on all other façades.
- **Building Materials, Masonry.** Total percentage of masonry materials shall be a minimum of 20% in aggregate of all building façades.
- **Building Articulation:** Vertical and horizontal plane changes shall be provided on primary facades in no greater than 100'-0" lengths.
- **Building Articulation, Special:** The building must provide at least one (1) special vertical element, such as a tower, that includes special architectural details, such as columns, architectural friezes, hard canopies, etc., to define the main entry, building corner, or similar feature.
- **Building Materials Expression, Foundation:** Masonry materials shall be found along the entire base of the building. A minimum masonry base of 4'-0" ht. is required.
- **Building Expression, Middle.** The middle portion of the building must be divided into bays not to exceed 75 feet using façade applique techniques, such as pilasters, large format windows, brise soleil, significant changes in material, and other similar techniques. Additionally, expression lines and relief, must be used where appropriate to express the middle portion of the building.

- **Building Expression, Top:** The building shall have a pronounced top using a cornice cap detail, protruding roofline, architectural friezes, or other similar feature.
- **Pedestrian Scale, Glass:** Where primary façades front a pedestrian use area, a minimum of 50% of each primary façade within the pedestrian view plane shall be glass. The pedestrian view plane is defined as the façade area between the masonry base minimum height and 10' above exterior grade. The Planning Official may reduce the minimum percentage of glass where appropriate due to operational requirements of the building.
- **Roof Materials:** Roof materials shall be selected from the Building Materials Palette.
- **Pedestrian Scale Features:** Pedestrian scale features, such as wall offsets/recesses, arcades, projections, hard canopies, storefront glazing, large format artistic expressions, and other similar features, shall be provided on primary façades that front a pedestrian use area. Pedestrian scale features must be placed at the Pedestrian Scale plane module – measured between 0' to 16' AFF

Perimeter Structures For Theme Park

Perimeter Fencing: Perimeter Fencing defining the boundaries of the Theme Park shall be comprised of simulated wrought-iron metal fencing system in a complementary design with the Theme Park.

Drop Off Canopy: The Main Entrance must feature a covered drop-off area (Porte Cochere) with a roof structure designed to accommodate various vehicles, including buses, emergency vehicles, and guest vehicles. This must be connected to the main building with materials consistent with the Entry Building and Arena.

Internal Building And Accessory Structure Design Standards For Theme Park

(Refer to Appendix D - Preliminary Elevations, and Appendix J - Michael's Wonder World -Programming).

The Theme Park is a planned multi-use development with a series of exhibits supported by built displays and supporting accessory building structures. *(See Appendix I - Vision Book and Appendix J - Michael's Wonder World - Programming for representative images)*. Its exterior design style is whimsical and engaging as an "Ultra- Accessible" Theme Park and will be distinctive and unique for this development. The images shown are based on an "Americana" theme for a similar park in Texas. The overall theme of the park in this development will be finalized at time of final development plan and may change from time to time. Initially the developer intends to follow a "Sports Theme" for all theme park structures.

The new park project will feature rides, amenities, and attractions with a commitment from manufacturers to provide accessibility for everyone.

The supporting structures will strike a common theme throughout the park that is fitting for the setting and style for this development. Thereby, the following shall further clarify the approach and, where applicable, comply with baseline Building Standards for their intended use. *(Refer to Appendix J - Michael's Wonder World - Programming)* ***Michael's Wonder World - Programming Document*** *dated 24/09/24 within this application for more information on the proposed structures for the park and the associated programming and execution for this Theme Park.*

Precedent image for Michael's Wonder World

General Requirements:

- Numerous Building Types and Structures shall be constructed throughout the Park and will have a common set of materials and colors in a harmonious palette.
- Clustered buildings and structures will generally maintain a single design theme. However, multiple design themes may be introduced across the park including both permanent and temporary installations that may change from time to time.
- Theme Park Attraction Buildings may have unique characteristics at primary façade(s) to reflect intended uses and to invite visitors.
- Maintenance/Accessory buildings shall be deliberately constructed as simple structures to fade into the background of the park and shall be properly screened where prudent with landscaping and/or fencing.

- **Building Height:** Generally, internal building heights shall not exceed 35 feet.
- **Other Structure Height:** Other structures, such as theme park rides, must not exceed 75 feet in height, except towers may extend up to 140 feet in height.

All structures must be setback from properties outside The Project a distance equal to or greater than their height. All structures must be setback from other properties within The Project a distance equal to or greater than one-fifth (1/5) their height. See Diagram in *Appendix M - Michael's Wonder World - Building Profiles* with estimated heights for both standard and unique structures.

- **Primary Facades:**
  - Theme Park Attraction buildings shall have primary facades associated with the entrances and those with outward facing orientation to pedestrian park circulation. These facades shall be developed with more attention to detail than secondary facades.
  - Maintenance/ Accessory Buildings will not be designed with primary facades nor any associated signage unless they serve Visitors (i.e.: restrooms)

- **Building Materials:** Building materials may be selected from the Building Materials Palette in Appendix G. Other materials may also shall be selected and specified that are harmonious with the theme and are sustainable, and are low-maintenance for all-year-round use.

Precedent image for Michael's Wonder World

C. HOTEL *(Reference 18.15.020 Building Design Standards) (Refer to Appendices A - Overall Master Plan, B - Connectivity Diagram, and D - Preliminary Building Elevations.*

The Hotel, as found in the following description and supporting exhibits, has loosely adopted the 18.15.020 requirements and may be further identified as Building Design Standards as they apply to this building. The following shall further clarify the approach in the spirit of the ordinance.

Building Design Standards

- **Building Height:** Maximum of 100 feet.
- **Primary Facades:** The building shall be four-sided architecture.
- **Building Materials:** At least three (3) different primary materials must be selected from the Building Materials Palette, one of which must be brick and/or AMU.
- **Building Expression, Foundation:** Masonry materials shall be found along the entire base of the building. A minimum masonry base of 4'-0" ht. is required.
- **Building Expression, Middle.** The middle portion of the building must be divided into bays not to exceed 75 feet using façade applique techniques such as pilasters, large format windows, brise soleil, significant changes in material, or façade wall color and other similar techniques. Additionally, expression lines and relief, must be used where appropriate to express the middle portion of the building.
- **Building Expression, Top:** The building shall have a pronounced top using a cornice cap detail, protruding roofline, architectural friezes , or other similar features.
- **Building Materials, Percentage:** Total percentage of glass and High-Quality building materials shall be a minimum of 80% in aggregate of all building facades.
- **Building Materials, Masonry:** Total percentage of Masonry materials shall be a minimum of a 20% in aggregate of all building facades.

Hotel Proposed Site Plan

- **Building Materials, Glass:** Total percentage of glass on the first floor shall be a minimum of 25% in aggregate of all first floor façades. Total percentage of glass on the upper floors shall be a minimum of 30% in aggregate on all upper floor façades. The Planning Official may reduce the minimum percentage of glass where appropriate due to operational requirements of the building.
- **Roof Materials.** Visible sloped roof materials must be selected from the Building Materials Palettes.
- **Building Articulation:** Vertical and horizontal plane changes for this building shall be provided in no greater than 100'-0" lengths.
- **Building Articulation, Special.** The building must provide at least one (1) special vertical element, such as a porte cochere, that includes special architectural details, such as columns, hard canopies, large format glass, etc., to define the main entry, building corner, or similar feature.
- **Pedestrian Scale Features.** - Pedestrian scale features, such as wall offsets/recesses, arcades, projections, hard canopies, storefront glazing, large format artistic expressions, and other similar features shall be provided where a building façade fronts a pedestrian use area intended for public use. Pedestrian scale features must be placed at the Pedestrian Scale module - measured between 0' to 16'.

Hotel 3-D preliminary view looking South East

D. RETAIL/ COMMERCIAL BUILDINGS

(Refer to Appendices A - Overall Master Plan, B - Connectivity Diagram, and D - Preliminary Building Elevations). The retail and commercial buildings will generally follow Category D requirements. Although more conventional in their execution compared to the Entertainment Buildings in the Central Core, this document establishes similar standards to apply to these structures so there is consistency and harmony in the execution of these buildings.

The following bullet points shall further clarify The Project's Building Design Standards in the spirit of the ordinance.

Building Design Standards

- **Building Height.** Maximum of 35 feet tall and a minimum of 17 feet tall.
- **Primary Façades**. All buildings shall be four-sided architecture.
- **Building Materials**. At least three (3) different primary materials must be selected from the Building Materials Palette, one of which must be brick.
- **Roof Materials.** Roof materials must be selected from the Building Materials Palette.
- **Building Expression, Foundation**: Masonry materials shall be found along the entire base of the building. A minimum masonry base of 2' 8" is required.
- **Building Expression, Middle.** The middle portion of the building must be divided into bays not to exceed 50 feet using façade applique techniques such as pilasters, large format windows, brise soleil, significant changes in material, and other similar techniques. Additionally, expression lines and relief, such as scoring patterns, cap stones, brick corbeling, and similar techniques, must be used where appropriate to express the middle portion of the building.
- **Building Expression, Top:** The building shall have a pronounced top using a cornice cap detail, protruding roofline, architectural friezes , or other similar features.
- **Building Materials, Percentage:** Total percentage of glass and High-Quality building materials shall be a minimum of 80% in aggregate of all building facades.
- **Building Materials, Masonry**: Total percentage of Masonry materials shall be a minimum of a 20% in aggregate of all building facades.

Precedent Image - Outdoor dinning experiences

Precedent Image - Masonry applications

- **Pedestrian Scale, Features.** Pedestrian scale features, such as wall offsets/recesses, arcades, projections, hard canopies, storefront glazing, large format artistic expressions, and other similar features must be used where a building façade fronts a pedestrian use area intended for public use. Pedestrian scale features must be placed at the Pedestrian Scale module – measured between 0' to 16' AFF.
- **Building Articulation, Special**. The building must provide at least one (1) special vertical element, such as a tower, that includes special architectural details, such as columns, architectural friezes, hard canopies, etc., to define the main entry, building corner, or similar feature.
- **Building Articulation.** Vertical and horizontal plane changes for this buildings smaller than 15,000 sq. ft. shall be provided in no greater than 75'-0" lengths and for all other buildings shall be provided in no greater than 100' lengths.
- **Building Materials, Glass**. A minimum of 50% of each building façade within the pedestrian view plane shall be glass. The pedestrian view plane is defined as the façade area between the masonry base minimum height and 10'0" above exterior grade. Total percentage of glass on the upper floors shall be a minimum of 30% in aggregate on all upper floor facades. The Planning Official may reduce the minimum percentage of glass where appropriate due to operational requirements of the building.

Precedent Image - Outdoor dinning experiences

Retail/ Commercial Precedent Image

5. SITE DESIGN STANDARDS

The following descriptions of the identified site design elements, and site features, within the development shall follow the spirit of the **18.15 Building and Site Design Standards, specifically Site Design Category 3 Section 18.15.115** and its general intent. The following Site Design Standards are established to create a high-quality, pedestrian-oriented development.

Refer to *Appendices A - Overall Master Plan and I - Vision Book* for information and Illustrative images supporting this section of the document. These enclosed exhibits are expressive of the Development Team's commitment to provide a high-quality development. The planning includes a comprehensive use of landscape, hardscape, design features, and amenity spaces.

Open Space

1. **Open Space.** A minimum of 15% of the overall area of The Project must be designated as open space. This requirement may be met in whole or in part using dedicated open space tracts, with any remaining part required as a minimum open space percentage on each individual lot.
2. **Civic Space.** A minimum of 5% of the overall area of The Project must be designated as civic space. Civic spaces must be well designed and include high-quality features such as site furniture, fountains, pergolas, bosques of trees, and other features as illustrated in the precedent images in Appendix I (Vision Book).
3. **Commercial Lot Pedestrian Space**. The main building for each commercial lot must provide a minimum of 15'-0" of dedicated space along the main entry facade to allow for comfortable pedestrian circulation, landscaping, courtyards, patios, sidewalk sales, outdoor dining, site furniture and hardscape treatments to enhance the pedestrian experience.

Precedent Image - Site Art Feature

Building and Paving Placement

4. **Frontage.** The Main Building on each lot must front either an arterial street or an open space feature, such as the Lake, the Central Pedestrian Path, or the Commons.

   If fronting an arterial street:

   - The main building on a lot located at the corner of a full access intersection must be setback a maximum of 45 feet from arterials and a maximum of 15 feet from the non-arterial corner street (public or private). Additionally, vehicle use areas on full access corner lots are prohibited in between the building and both the front and corner streets.
   - The main building on all other lots must be setback maximum of 60 feet from the arterial street.

   If fronting an open space feature, vehicle use areas are prohibited in between the building and said open space feature.

5. **Frontage Build-Out**. Built features must maintain a minimum frontage buildout of 30% of the lot width. Vehicle use areas are prohibited between the street frontage and said built feature. A combination of the Main Building and other built features, such as site walls, public art, well-designed patios, or similar applications, may be used to meet this requirement.

6. **Minimum Building Setbacks**.

   - 15 feet from arterial street right-of-way except this minimum setback must increase as needed to provide a minimum 5-foot-wide landscape buffer outside any easement restricting the required landscaping.
   - 5 feet from all other street right-of-way.
   - 25 feet from properties outside The Project.
   - 5 feet from properties within The Project.

Precedent Image - Landscape

7. **Minimum Paving Setbacks.**

   - 15 feet from arterial street right-of-way except this minimum setback must increase as needed to provide a minimum 5-foot-wide landscape buffer outside any easement restricting the required landscaping.
   - 10 feet from all other street right-of-way.
   - 15 feet from properties outside The Project.
   - 5 feet from properties within The Project (Unless it is shared parking).

Connectivity

The base connectivity shown includes the Central Pedestrian Path, and dedicated pedestrian corridors controlled as part of the central core. (Refer to Appendix B - Connectivity Plan).

8. **Vehicle Connections.** Access drives to and within The Project must meet the City of Olathe's Access Management Criteria and must be supported by the Traffic Study associated with this application.
9. **Street Sidewalk.** A sidewalk must be installed on both sides of all private streets. A sidewalk must be installed along 119th Street and Renner Road as required by the City Engineer.
10. **Cross Property Connection.** A cross-property connection, such as the central Pedestrian Path, must be provided for the overall development. This must be defined with wide sidewalks, special paving material, and landscaping.
11. **Pedestrian Circulation System.** All main buildings within The Project shall have direct pedestrian connections/sidewalks to the street sidewalk and/or the Cross Property Connection (i.e. the central Pedestrian Path).
12. **Internal Pedestrian Circulation Systems** - Dedicated pedestrian pathways within parking lots of individual commercial lots shall be required.
13. **Design Standards**. Crosswalks will be delineated with one of the options provided in Appendix G - Materials Palette, such as applied pavement graphics, colored or etched concrete pavement, or brick pavers.

    Other design elements may act as traffic calming devices such as speed tables, hardscape treatments, bollards, etc. to properly serve both pedestrian and vehicular traffic in a safe, and cohesive manner.

Drainage Features

All drainage features (other than those that are mechanically installed and/or underground) shall be designed to be natural in their execution and installation as much as possible using environmentally sustainable design principles. (18.30.130.N).

14. The design and engineering of any large water retention facility, such as the proposed lake, must be in a natural setting and be activated with design features, such as shade, seating, waterfalls and artwork, that may be enjoyed by the development at large. See Appendix A- Overall Master Plan and Site Sections for proposed lake design (retention basin).
15. Bioswale and BMP solutions may be installed in strategic locations including contiguous landscape beds separating parking lots and drive lanes. These may be designed as "educational moments" for visitors to experience.

Precedent Image - Bioswale at Parking Lot

6. DEVELOPMENT STANDARDS

Development Standards shall follow the requirements of UDO 18.30 and 18.50, except where flexibility is established within these Development Standards, which are provided to create a high-quality pedestrian environment.

Landscape Standards

All landscaping will use plants established in the Landscape Palette. Refer to Appendix H - Plant Palette of this document.

Building Foundation Landscaping: The 25% landscaping requirement at foundations may be applied either against the building or between the curb and sidewalk to allow flexibility between storefronts and the pedestrian walkway. Integrated planters, planting beds along dedicated streetscapes facing Parking Lots and Rights-of-Way are permitted.

Street Trees: Street Trees shall be clustered rather than equally spaced to provide view corridors to commercial buildings. The minimum number of street trees shall be met as required by the UDO.

Parking Lot Landscaping. Internal and Perimeter parking lot landscaping shall be provided as required by the UDO, with an allowance to provide bioswales in lieu of the 3-foot continuous row of shrubs along the perimeter of a parking lot (Refer to Appendix C - Cross Section Reference/Site Sections, Section 6 - Typical Bioswale).

Screening: Rooftop- and building-mounted utilities & equipment must be screened per UDO. Ground-mounted utilities, equipment, and trash service areas must be screened per UDO. Refer to *Appendix L - Trash Enclosure.*

Buffer Area Adjacent to Other Uses and Properties
Plantings adjacent to other properties shall meet or exceed minimum Type 1 Buffer requirements. *(Refer to Appendix C - Cross Section Reference/Site Sections, Section 1-Looking North Along West Property Line)*

Parking Standards

Parking fields for the Theme Park and Arena must break down into pods of 160 spaces size or less with pedestrian paths separating each pod.

Minimum Parking – The minimum required parking must be provided for each use in accordance with the UDO.

Parking Pod Size – All other parking areas must break down into pods of 40 spaces or less.

Proposed Master Plan - Parking Lot landscape

Precedent Image - Pole Light

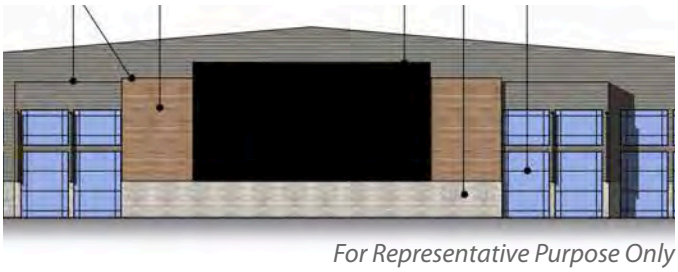
Precedent Image - Bollards

Lighting Standards have been established to be utilized for all general site lighting needs within the development. These shall include Private Street Lights, Parking Lot Lights, Pedestrian-Scale Pole Lights, Bollards, and other related lighting standards. *(Refer to Appendix F - Proposed Product Cut Sheets)*

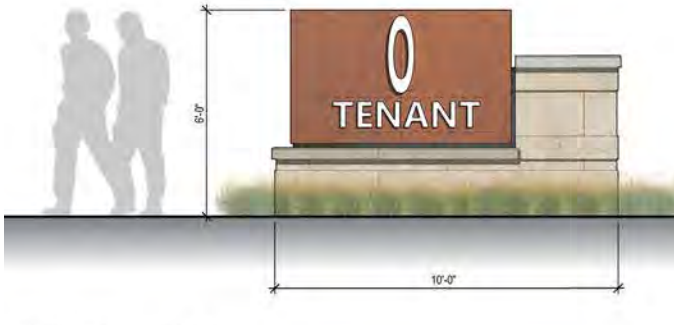
- All lights shall have the same color temperature as set forth in the product cut sheets and shall be set at 3000 kelvins.
- All lighting shall be subject to meeting photometric standards as set forth in the UDO.
- Theme-specific lighting utilized within the Theme Park may not be subject to these standards but shall adhere to color-temperature standards. However, all lighting for fixture displays shall not blink, except as required for air safety, nor have a strobe effect.
- All lights must be turned off outside business hours, except those necessary for safety and security purposes. Further, all lighting shall be low-glare in application to minimize light pollution.

7. SIGNAGE STANDARDS
(Section 18.50. 190)

The signage standards will be approved by the City Council in a Comprehensive Sign Package adopted at a subsequent date. No part of this document, including but not limited to the text, renderings, figures, tables, or photographs, will be interpreted as showing any approved sign standards.



For Representative Purpose Only
Proposed Digital Screen Application



Precedent Image - Individual Monument Signage

For Representative Purpose Only- Digital Screens

Precedent Image - Overall Monument Signage

For Representative Purpose Only- Digital Screens

8. SUSTAINABILITY GOALS

Sustainable Design Practices

It is the Master Planner's intent to analyze and execute, where economically prudent, an environmentally responsible physical application of Sustainability Measures within The Project. This analysis may be realized, for example, through the use of renewable energy sources, EV Charging stations, water harvesting techniques, and other proven applications that represent an exemplary strategy to be good stewards of our built environment. This analysis and associated committed measures shall be determined as part of the Final Development Plan application.

The Project encourages environmentally responsible and resource-efficient design through a building's life-cycle. This requires close cooperation of the design team, the architects, the engineers, and the Developer at all project stages of building in concerns of economy, utility, durability, and comfort.

The Developer is encouraged to pursue the principles found in the LEED certification process the United States Green Building Council (USGBC) to evaluate the environmental performance of a building and encourage market transformation towards sustainable design.

Although new technologies are constantly being developed to complement current practices in creating greener, more sustainable structures, the common objective is that sustainable buildings are designed to reduce the overall impact of the built environment on human health and the natural environment by:

- Efficiently using energy, water, and other resources.
- Protecting occupant health and improving employee productivity.
- Reducing waste, pollution and environmental degradation.

Sustainability Features

Please find the following list of potential green opportunities that may be incorporated in the development of the main building structures that are not otherwise governed by the UDO.

Sustainable Sites

- Electric Vehicle Charging Stations.
- Install only local/native plants for landscaping.
- Utilize stormwater bioswales to control both on-site water quality and water quantity.
- Install bike racks for employees/customers.
- Provide incentives for employees who walk or bike to work.
- Provide dedicated spaces for ride-share opportunities.
- Feasibility and effectiveness of permeable pavers will be evaluated for each user.

Precedent Image - Drainage Features

- Provide preferred parking for low e-emission vehicles.
- Implement light pollution reduction strategy, such as using Dark Sky Initiative area lighting fixtures.
- Treat and Capture storm water runoff.
- Install a "cool roof" white roofing membrane.
- Keep as much of existing site as green space.
- Use of low-maintenance, low-energy embodiment, and/or recycled materials that are not subject to landfill waste.
- Harvesting of natural light to offset the needs of artificial illumination.

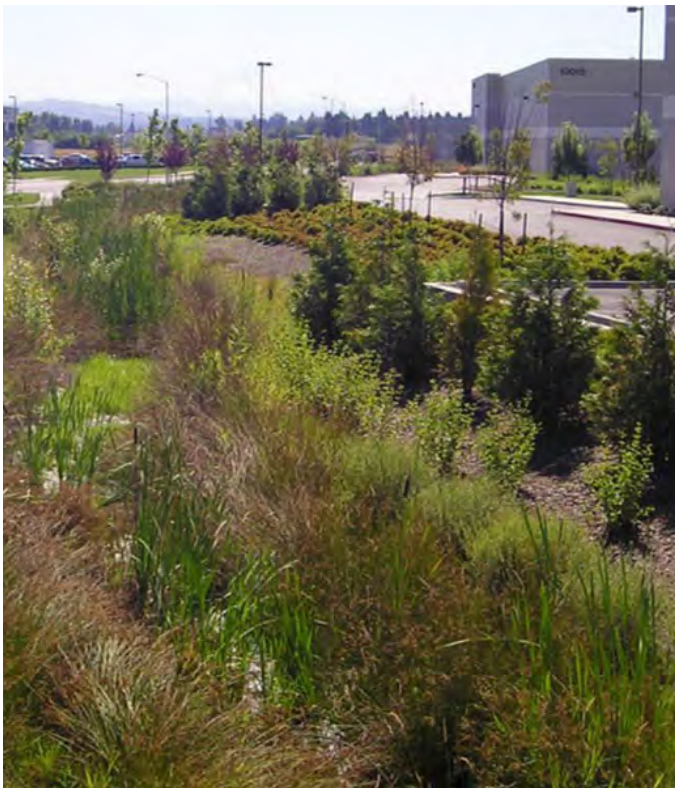
Water Efficiency

- Install motion sensor faucets and flush valves.
- Install low-flow type plumbing fixtures.
- Capture rainwater/condensation from RTU's for non-potable water use.
- Install waterless urinals.

Energy and Atmosphere

- Feasibility of solar panels and other on-site renewable energy sources will be evaluated for each user
- Provide occupancy sensors in applicable areas
- Install daylight sensors
- Provide Energy Star equipment and appliances
- Have mechanical systems undergo fundamental commissioning for maximum efficiency
- Install large fans to facilitate air movement and reduce A/C use
- Install operable windows when applicable for additional natural ventilation
- Provide an energy model that meets or exceeds Energy code requirements for the building
- Increase roof/wall insulation to increase R-Value of the building envelope for better energy performance

Precedent Image - Native Landscape



Precedent Image - Stormwater bioswales

Materials and Resources

- Provide separation, collection, and storage of recyclables for glass, paper, metal, plastic, and cardboard waste
- Select construction, graphic, an fixture materials based upon inherent recycled content and regional availability
- Purchase products, materials, and services locally
- Use rapidly renewable, certified, and recycled content products as applicable

Indoor Environmental Quality

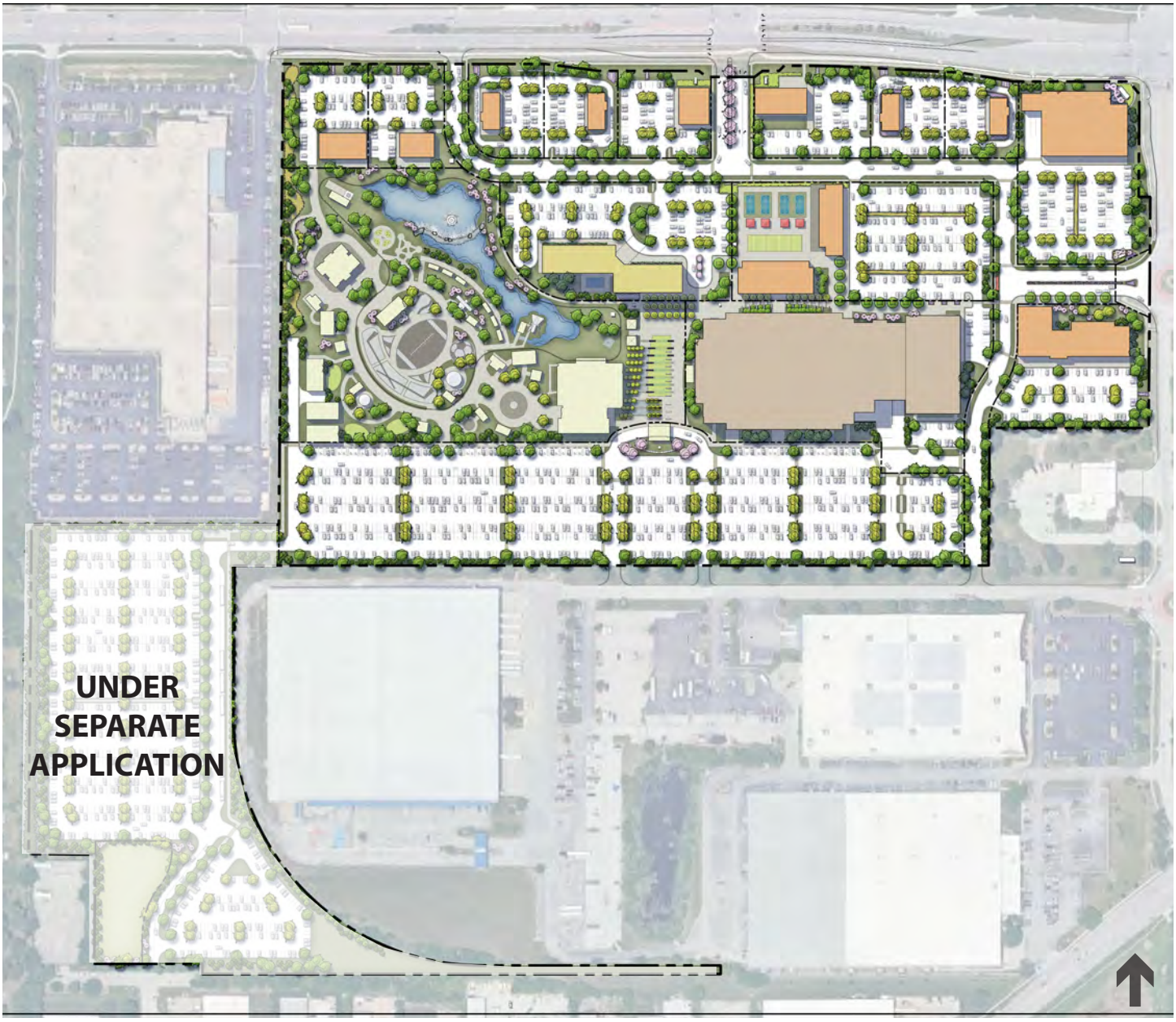
- Provide as many daylight rooms as possible
- Control sources of pollutants at building entrances thru the installation of walk-off mats
- Use products and paints with low or no VOC's
- Use only green cleaning products for janitorial services
- Use low-emitting materials (adhesives, sealants, carpet, paints, and coatings) for all construction and renovation work
- Do not use any materials which contain urea formaldehyde resins
- Provide individual and multi-occupancy thermal comfort controls

Innovation and Design Process

- Provide specific information and educational displays for customers/visitors to see how The Project is helping the environment
- Give prominent display space to low-emission vehicles

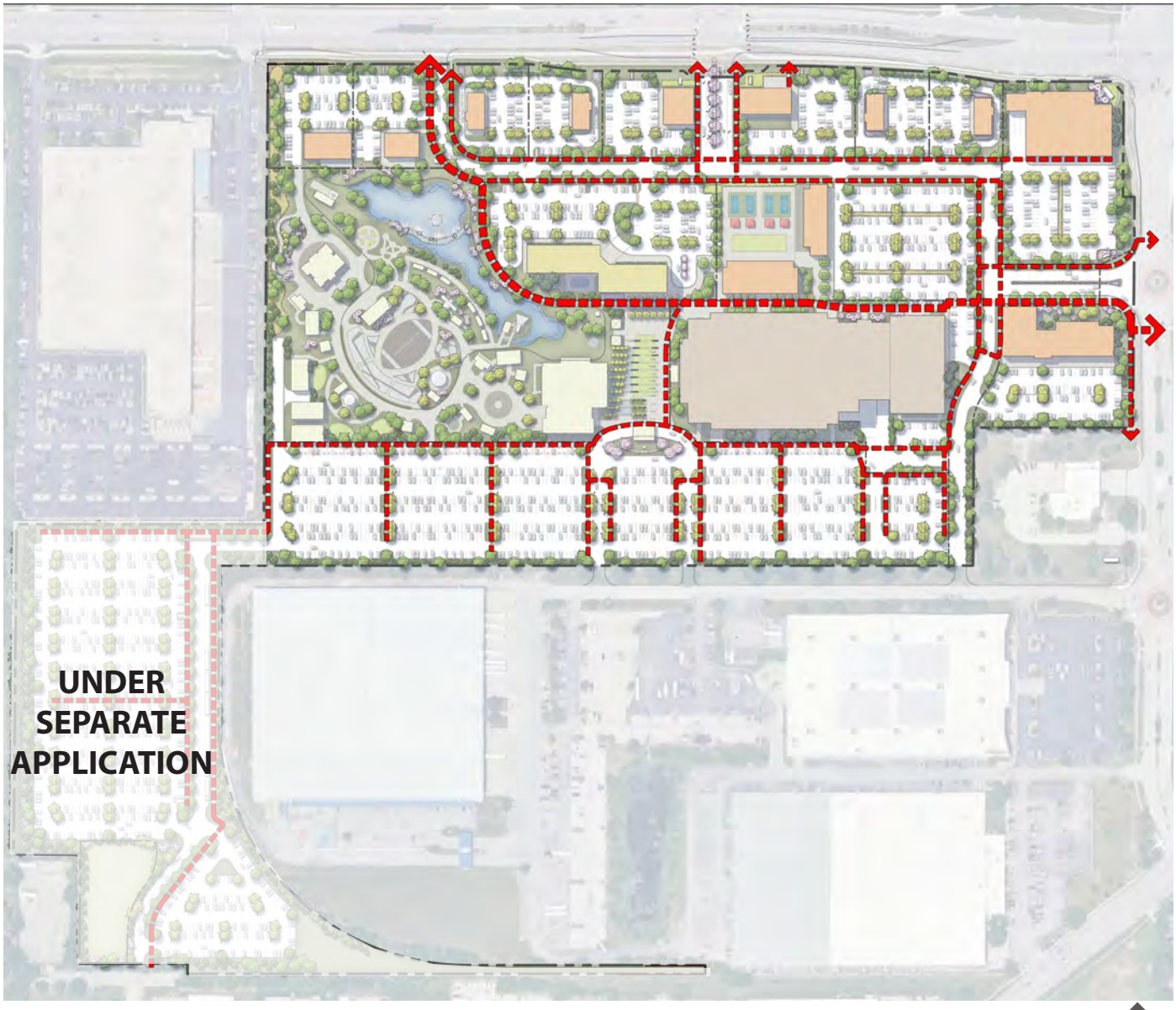
APPENDICES

APPENDIX A - OVERALL MASTER PLAN



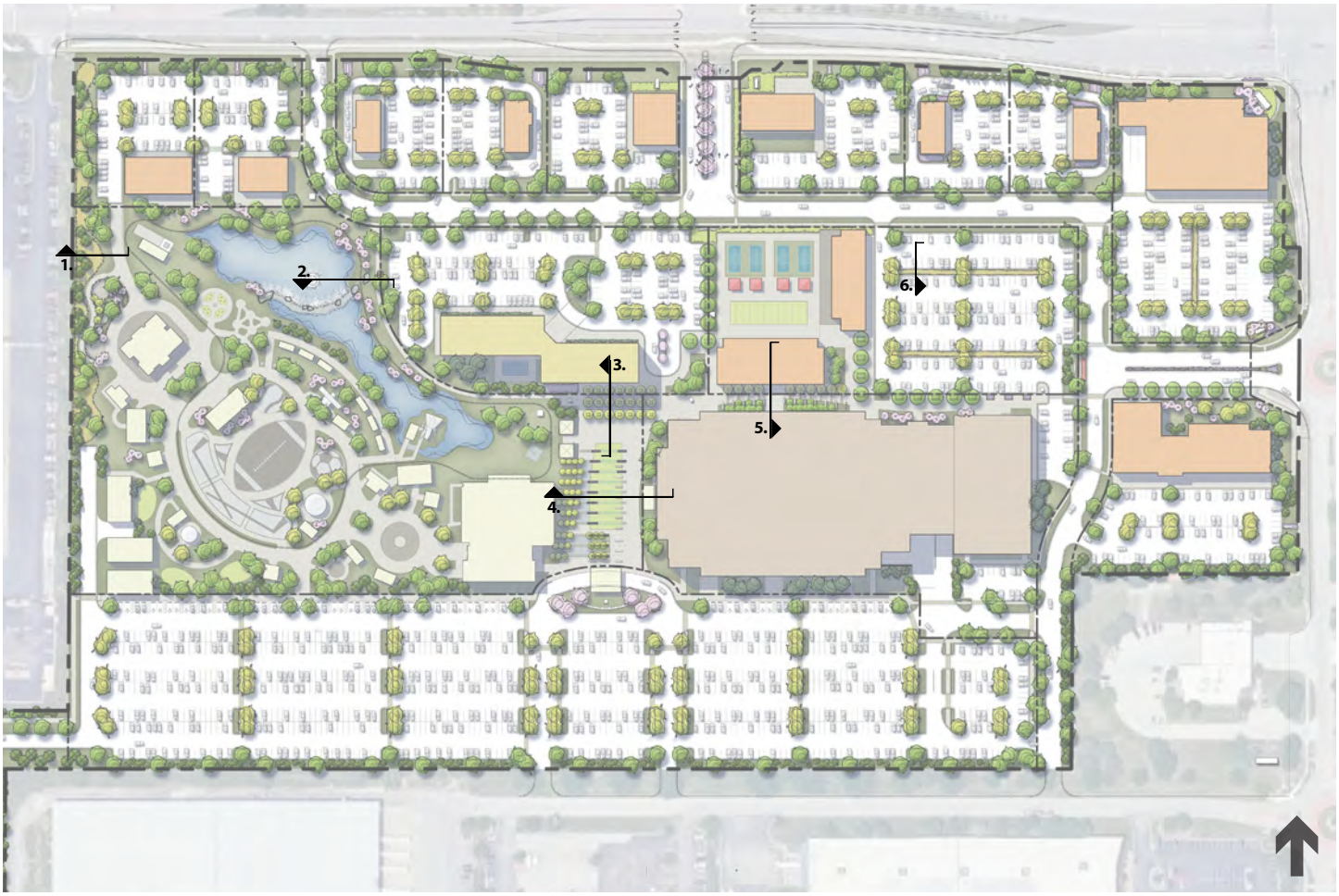
OVERALL MASTER PLAN N.T.S.

APPENDIX B- CONNECTIVITY DIAGRAM



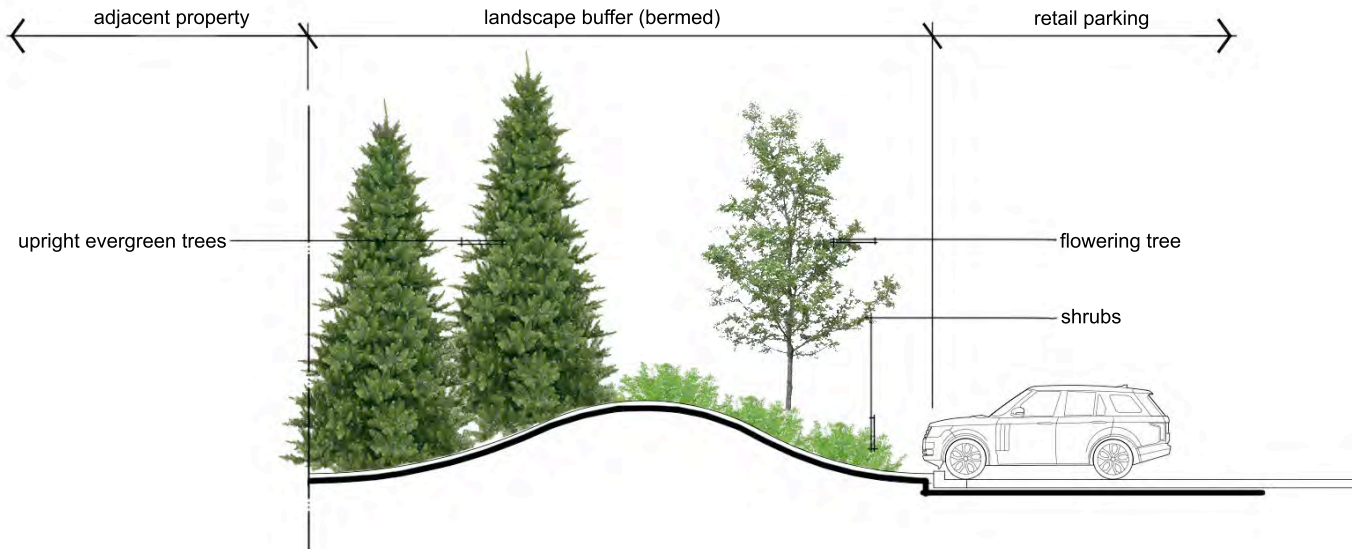
CONNECTIVITY DIAGRAM N.T.S.

APPENDIX C- CROSS SECTION REFERENCE/SITE SECTIONS

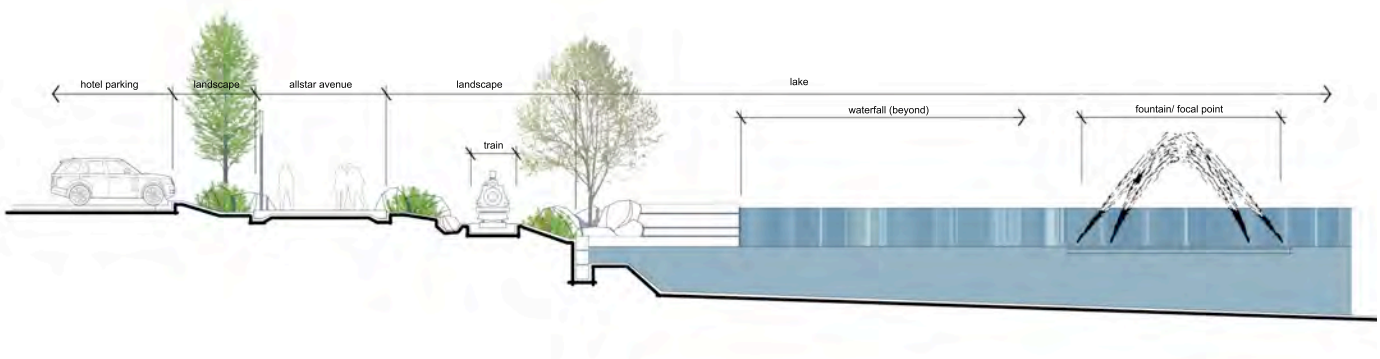


CROSS SECTION REFERENCE N.T.S.

SITE SECTIONS

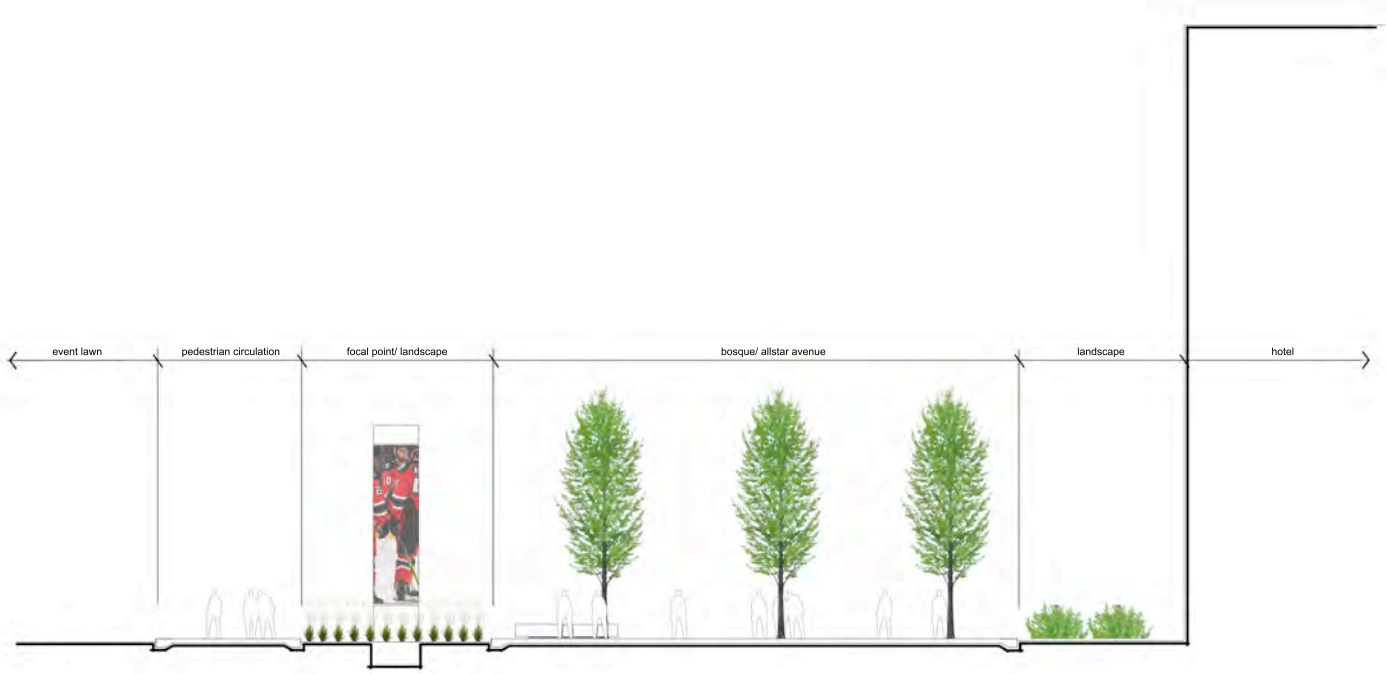


1 Section Looking North Along West Property Line
N.T.S.

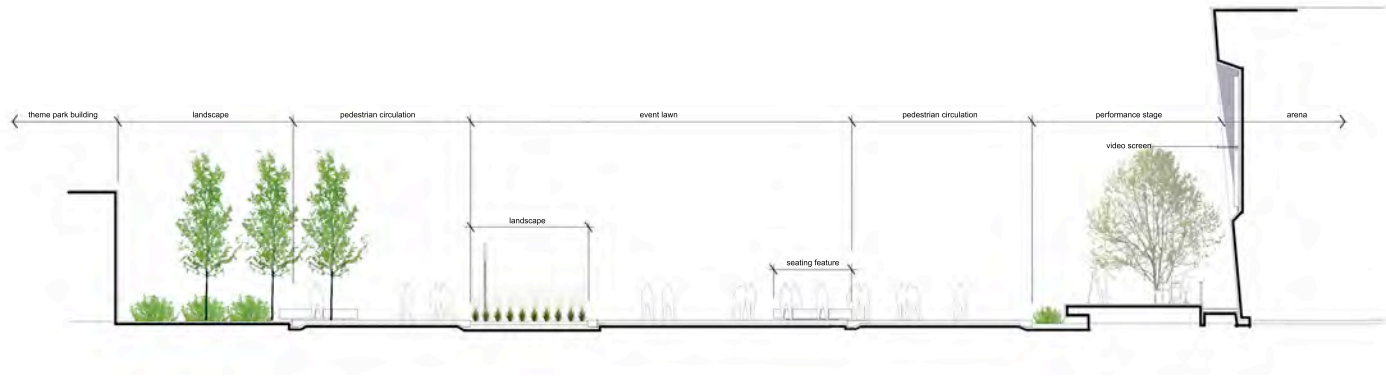


2 Section Looking South Thru Lake
N.T.S.

SITE SECTIONS

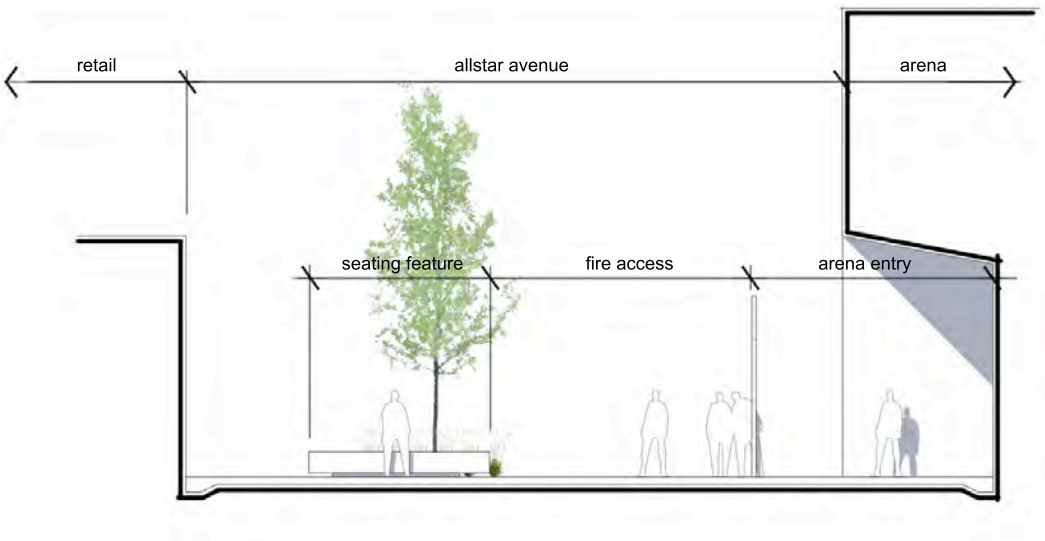


3 Section Looking West at the Commons - Tree Bosque
N.T.S.

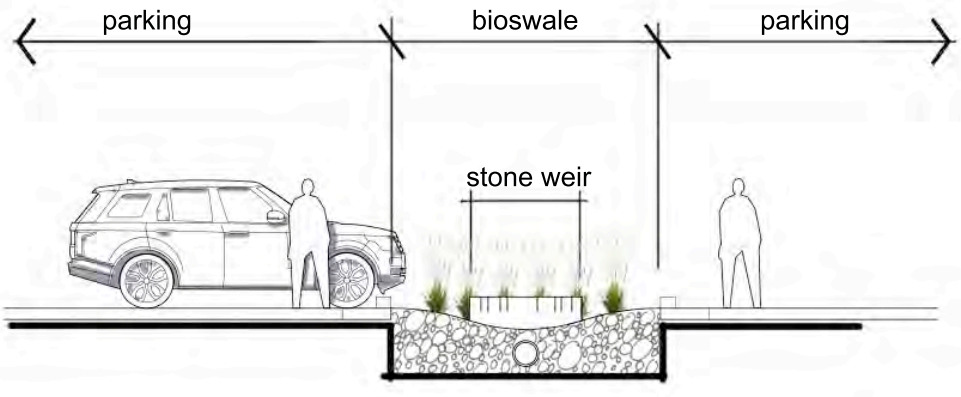


4 Section Looking North at the Commons - Performance Stage
N.T.S.

SITE SECTIONS



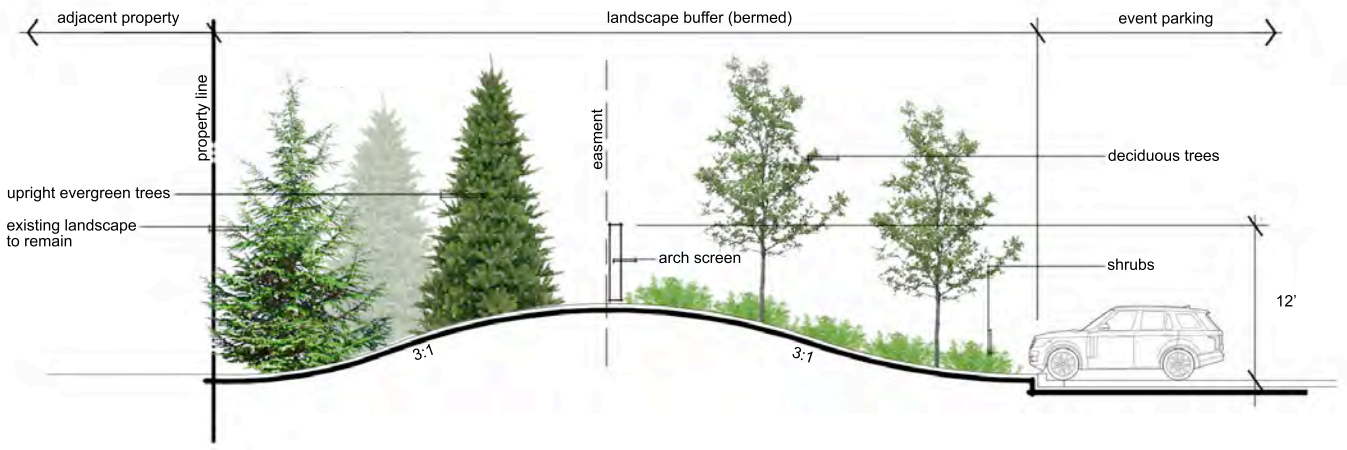
5 Section Looking East at Pedestrian Corridors
N.T.S.



6 Section of Typical Bioswale Solution
N.T.S.

SITE SECTIONS

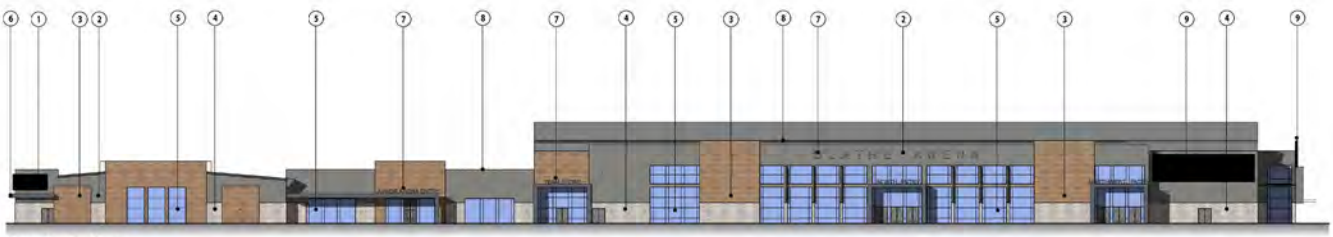
UNDER SEPARATE APPLICATION



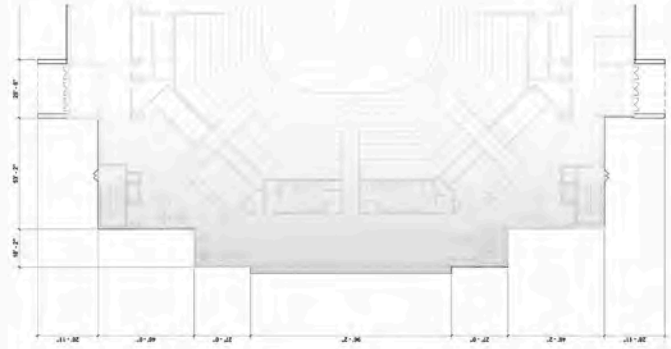
Landscape Buffer and Berm Wall Section
N.T.S.

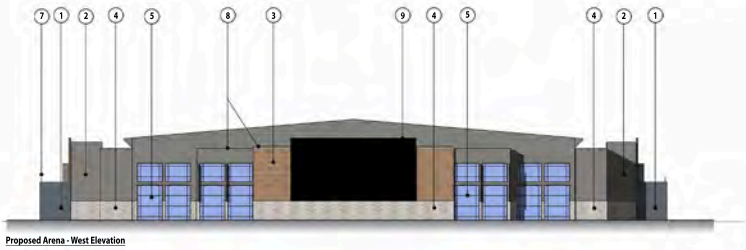
Buffer Area Adjacent to Residential Use (West Property line) – Existing M-1 Zoning shall be maintained for the property SW of the PD District. It shall be comprised of a 40-0" wide buffer with a combined berm and wall to reach a 12'-0" ht. as measured from the property line. The existing established tree line shall be undisturbed where possible to maintain screening.

APPENDIX D - PRELIMINARY BUILDING ELEVATIONS



Proposed Arena - Front Elevation





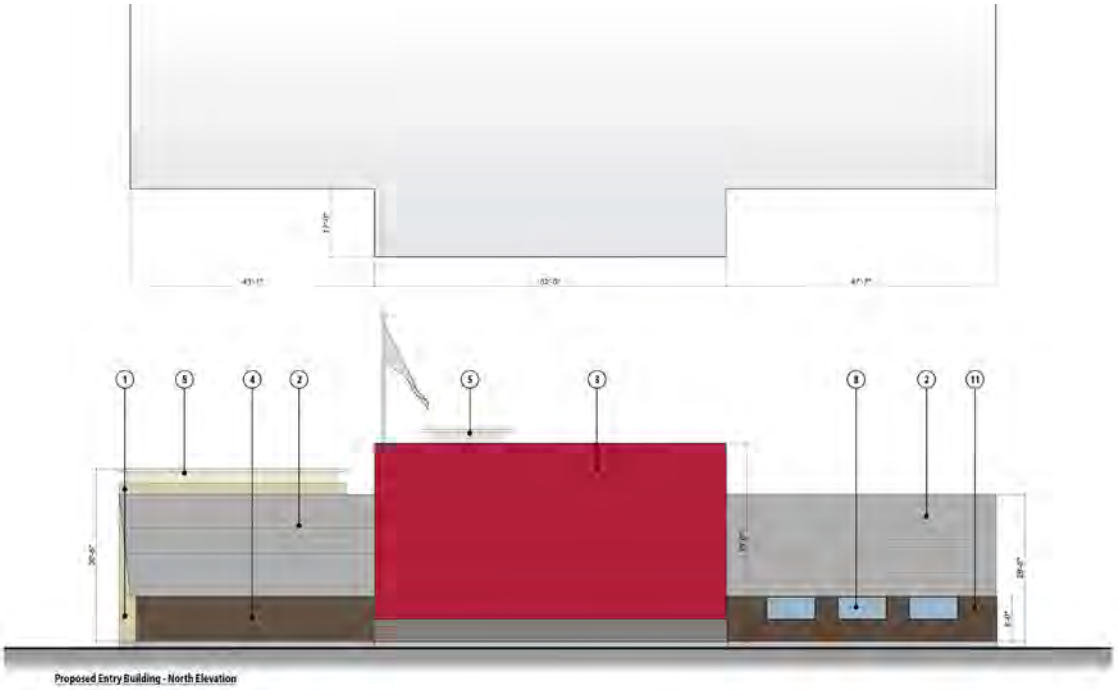
Proposed Arena - West Elevation

PROPOSED ARENA

Proposed Entry Building - South Elevation

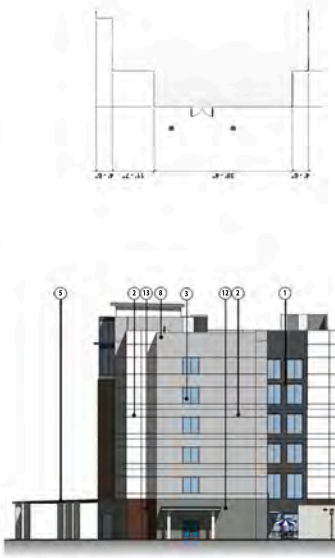
Proposed Entry Building - West Elevation

PROPOSED THEME PARK ENTRY BUILDING



PROPOSED THEME PARK ENTRY BUILDING

Proposed Hotel - Front Elevation

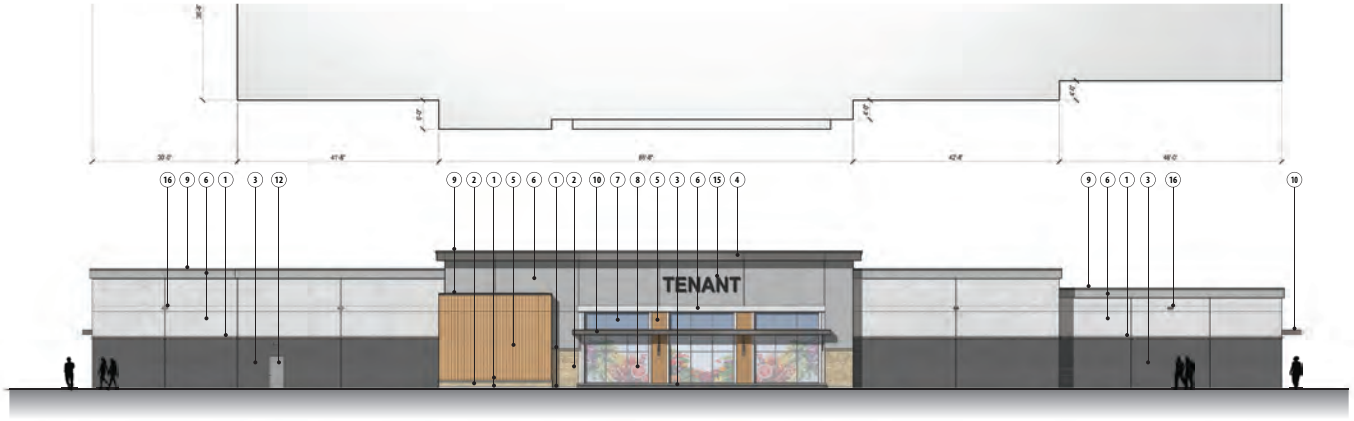


Proposed Hotel - Left Elevation

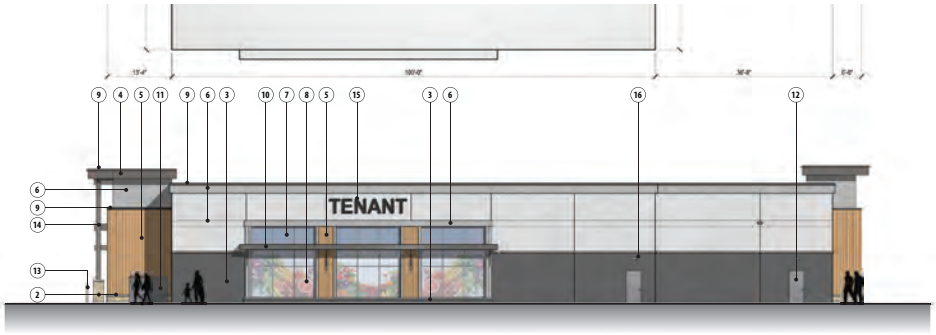
Proposed Hotel - Rear Elevation

Proposed Hotel - Right Elevation

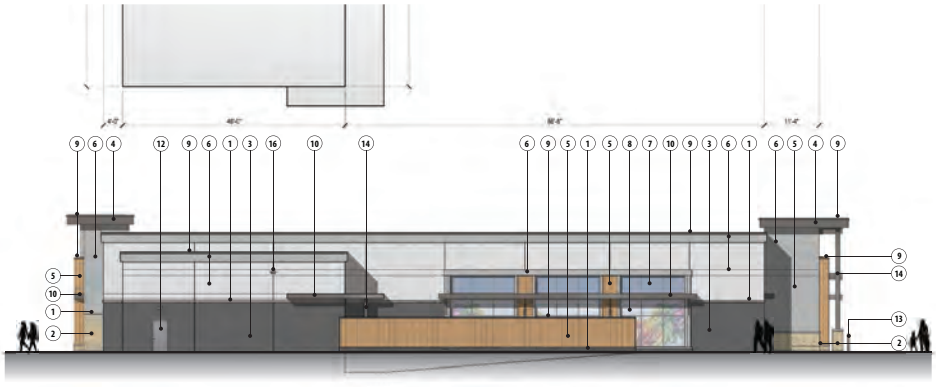
Proposed Grocery Building - Front Elevation



Proposed Grocery Building - Rear Elevation

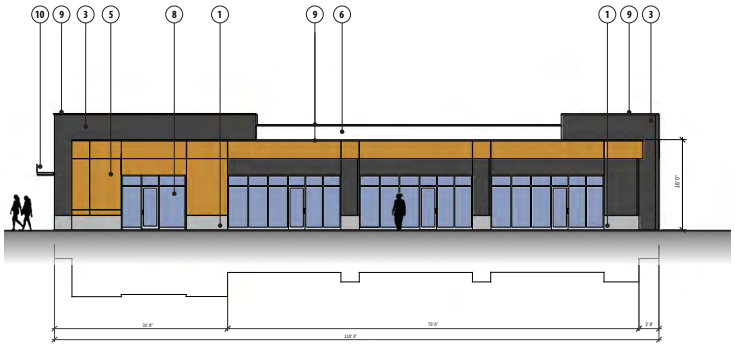


Proposed Grocery Building - Side Elevation

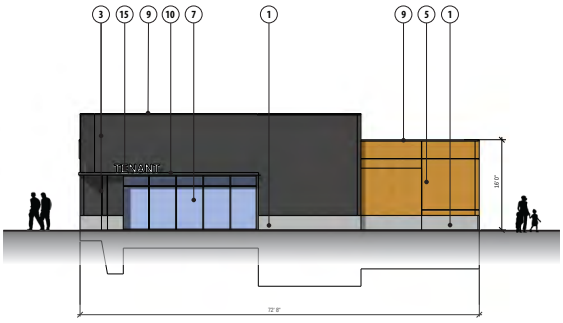


Proposed Grocery Building - Side Elevation

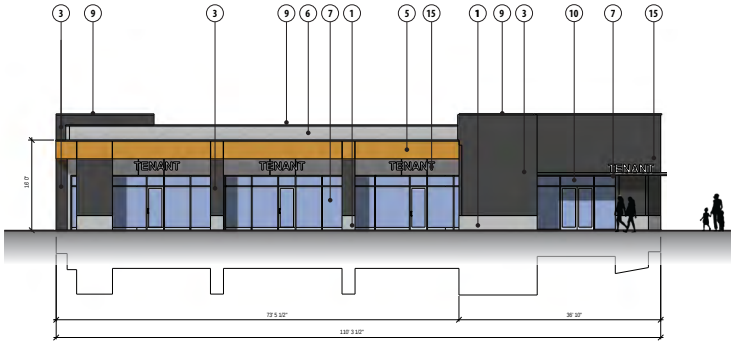
PROPOSED GROCERY BUILDING



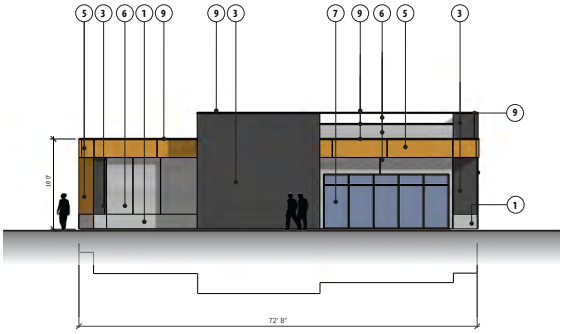
Proposed In-Line Retail Building - Rear Elevation



Proposed In-Line Retail Building - Side Elevation

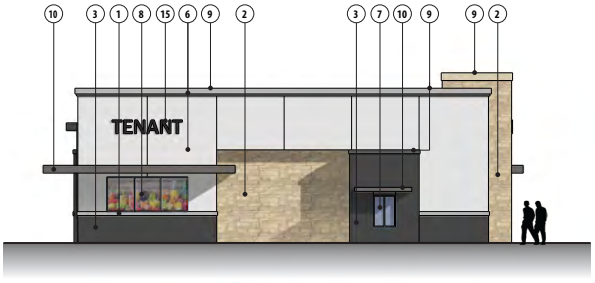


Proposed In-Line Retail Building - Front Elevation

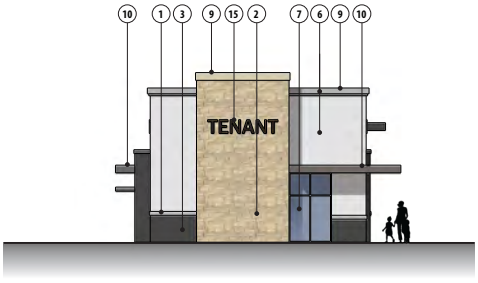


Proposed In-Line Retail Building - Side Elevation

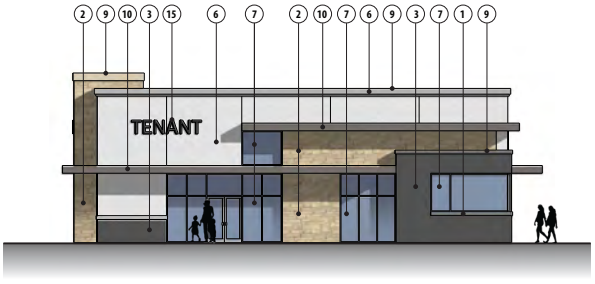
PROPOSED IN-LINE RETAIL BUILDING



Proposed Pad Site Building - Rear Elevation



Proposed Pad Site Building - Side Elevation



Proposed Pad Site Building - Front Elevation

Proposed Pad Site Building - Side Elevation

PROPOSED PAD SITE BUILDING

APPENDIX E - PRELIMINARY MONUMENT SIGNS

PRELIMINARY MONUMENT SIGNAGE N.T.S.

APPENDIX F - PROPOSED PRODUCT CUT SHEETS

Spar 8' – 24' Square Tapered and Straight Wood Poles

FIXTURE TYPE: _____

PROJECT NAME: _____

Glulam solid wood shaft and aluminum base pole available in 8' – 24' heights

FEATURES:

- Available with straight, tapered, or square to round wood shaft
- Square extruded aluminum pole base with flush handhole cover held with countersunk stainless steel fasteners
- Tenon or drill mount fixture mounting

Spar straight pole shown with banner bracket arm option.

SPECIFICATIONS:

HOUSING: Solid wood pole is assembled through glulam construction and precision machined using CNC technology. An electrical raceway is provided in the pole's center for wiring. Laminations measure no more than 2" in thickness. Adhesive complies with ASTM D-2559 glulam construction specifications for extreme exposed weather conditions, is waterproof and rated for wet or dry use exposure.

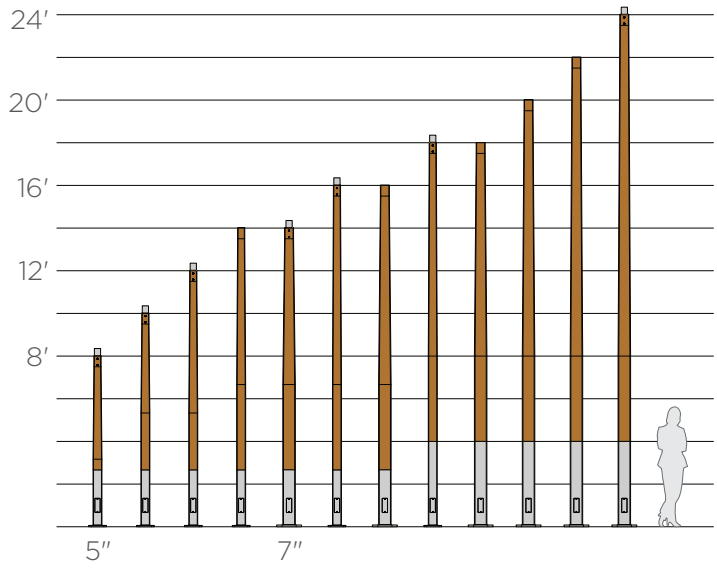
Glulam wood shaft is fastened to aluminum pole base welded to a 3/4" thick aluminum anchor bolt base. Anchor bolt kit includes (4) 3/4" hot dip galvanized anchor bolts and fasteners and ridged concrete pour template.

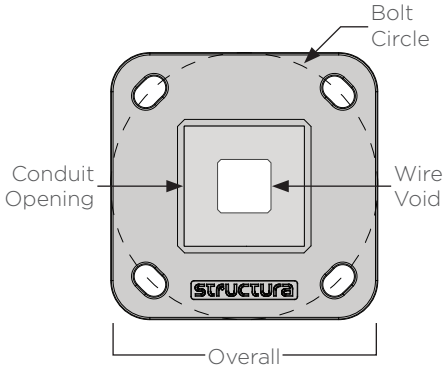
ELECTRICAL: A 5/16" – 18 grounding point is provided on the aluminum pole base. Wireway access is provided through a NEC compliant handhole with a flush, gasketed cover plate.

FINISHES AND MATERIALS: Wood pieces are finished with a low VOC waterborne matte exterior finish containing UV and mildew inhibitors. All exterior aluminum parts are polyester powder coat painted to AAMA-2604 standards. Care and Maintenance

HARDWARE: All hand hole fasteners and luminaire bracket arm hardware are stainless steel. Anchor bolt kits are ASTM F1554 grade 55 steel with galvanized steel hex nuts and washers.

FIXTURE MOUNTING: Fixtures mount either by 2 3/8", 2 7/8", 3 1/2", or 4" diameter by 4" tall tenon or drill mount for arm brackets. Consult factory for other tenon sizes. Bolt mounted luminaires must use stainless steel hardware.





Pole Size	Baseplate Size	Bolt Circle	Base Height[1]	Conduit Opening	Wire Void
5.0″	10″ Sq.	10″ Dia.	32″/48″	4.5″ Sq.	2″ Sq.
7.0″	14″ Sq.	14″ Dia.	32″/48″	6.5″ Sq.	2″ Sq.

ORDERING GUIDE: EXAMPLE: SPAR-T-22-70-50-S1-C3-T3124-BD-STD

SPAR									STD
1	2	3	4	5	6	7	8	9	10

1 Series

SPAR Spar

2 Shaft Shape

S Square Straight
T Square Tapered
SQRD Square to Round

3 Height

8 8′
10 10′
12 12′
14 14′
16 16′
18 18′
20 20′
22 22′
24 24′

4 Base Dimension[2]

50 5.0″
70 7.0″

5 Top Dimension

40 4.0″
50 5.0″
70 7.0″

6 Wood Finish

S* See color options on finishes technical sheet

7 Metal Finish

C* See color options on finishes technical sheet
CSM Custom Color

8 Fixture Mounting

Tenon
T2384 2 3/8″ x 4″ Tenon
T2784 2 7/8″ x 4″ Tenon
T3124 3 1/2″ x 4″ Tenon
T4004 4″ x 4″ Tenon
TXXX Specify other Tenon

Drill
D1 1 Drill Location
D2 2 Drill Locations
D3 3 Drill Locations
D4 4 Drill Locations

9 Anchor Bolts

BD Bolt Down Anchors (recommended)
BC Traditional Anchors with Base Cover

10 Special

STD Standard

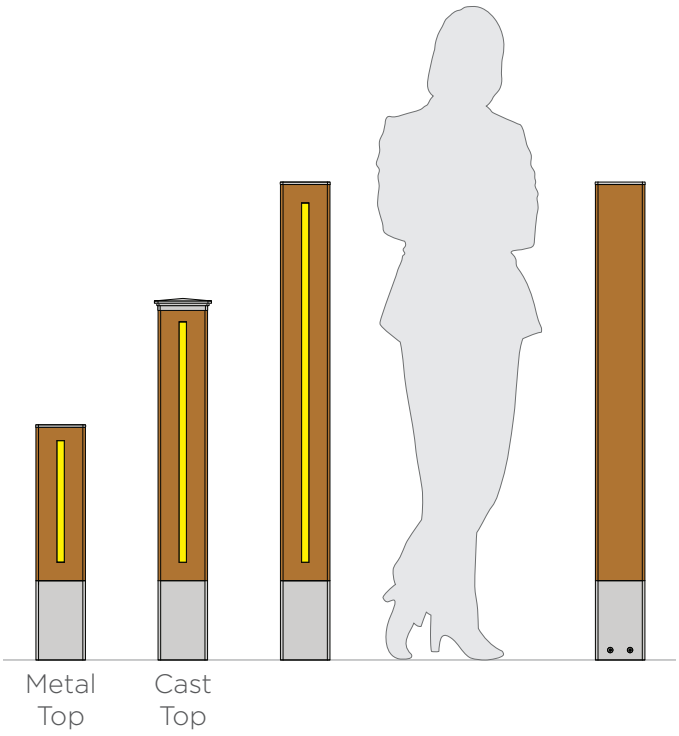
1. Poles with a height 18' and over have a 48" tall base. Contact Structura for other base height options.
2. See wind loading tables for allowable EPA.

Spar Bollard LED

Square Wood Bollard with Linear LED

FIXTURE TYPE: _____

PROJECT NAME: _____



Glulam solid wood and aluminum bollard in 24", 36", and 48" heights with decorative LED strip.

FEATURES:

- Smooth, dot free lumination
- 90+ CRI
- Multiple static color options and color changing RGB available
- Integral power supply

SPECIFICATIONS:

HOUSING: Solid wood bollard is assembled through glulam construction and precision machined using CNC technology. Adhesive complies with ASTM D-2559 glulam construction specifications for extreme exposed weather conditions, is waterproof and rated for wet or dry use exposure.

Glulam wood shaft is fastened to an aluminum base tube secured to a steel anchor bolt base. Anchor bolt kit includes (4) 3/8" hot dip galvanized anchor bolts and fasteners and ridged concrete pour template.

ELECTRICAL: Powered by a 100-277VAC primary/24VDC secondary integral power supply. Dimming requires remote power source. Constructed with a US and Canada UL listed luminaire. Operating temperature of -25°C to 42°C.

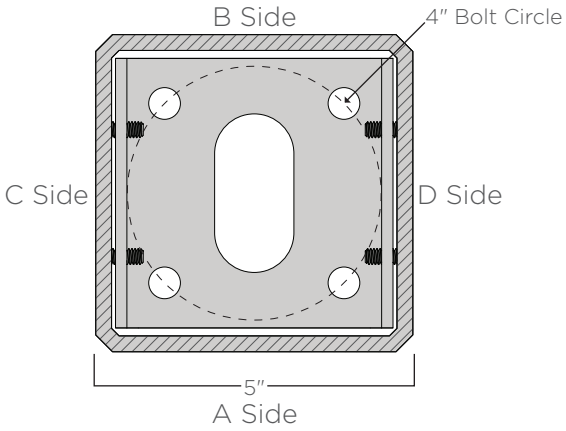
OPTICAL SYSTEM: Available in 2700K, 3000K, 3500K, 4000K color temperatures with smooth, dot free illumination. Consult factory for other lumen outputs.

FINISHES AND MATERIALS: Woods are finished with a low VOC waterborne matte exterior finish containing UV and mildew inhibitors. All exterior aluminum parts are polyester powder coat painted. Care and Maintenance

HARDWARE: Fasteners are stainless steel. Anchor bolt kits are hot dip galvanized.

	Standard Output		Medium Output		High Output	
Height	Lumens[1]	Watts	Lumens[1]	Watts	Lumens[1]	Watts
24″	108	2	198	3	294	5
36″	216	3	396	6	588	10
48″	324	4	594	9	882	15

IES file download



ORDERING GUIDE: EXAMPLE: SBL-LED-36-M-ACD-L35SO-S2-C7-UNV-STD

SBL	LED								UNV	
1	2	3	4	5	6	7	8	9	10	11

1 Series
SBL Spar Bollard

2 Light Source
LED Linear LED

3 Height
24 24″
36 36″
48 48″

4 Top
C Casted Top Cap
M Aluminum Plate

5 Illumination
A A Side
B B Side
C C Side
D D Side

6 Light Color
L27 2700K
L30 3000K
L35 3500K
L40 4000K
AMB Amber
BLU Blue
GRN Green
RED Red
RGB Color Changing[2]

7 Light Source[3]
SO Standard Output
MO Mid Output
HO High Output

8 Wood Finish
S* See color options on finishes technical sheet

9 Metal Finish
C* See color options on finishes technical sheet
CSM Custom Color

10 Voltage
UNV 120-277VAC

11 Special
STD Standard
MOD Modified

1. Lumen output based upon 3000K CCT.
2. Requires remote controller. Consult factory for RGB color control options.
3. Consult factory for higher output.

APPENDIX G - MATERIALS PALETTE

EXTERIOR MATERIALS PALETTE **MASONRY - HIGH QUALITY MATERIALS**

Stone Veneer

Architectural Quality Masonry Unit

Brick Masonry

Drainable Exterior Insulation Finish System* / Genuine Stucco

Architectural Precast Wall Panels

The Planning Official may approve additional sustainable materials that are compatible with the quality, appearance, and architectural style of (Project Name).

Generally, Architectural Quality materials must be decorative in nature using pattern, texture, or its resemblance to other high-quality materials. All metal panel materials must use concealed fasteners and High-Quality metal panels must use seamless outside corners and hidden panel transitions.

Generally, clear glass is required, but the Planning Official may approve a combination of clear, spandrel and translucent glass applications where appropriate due to operational requirements of the building.

** EIFS rated for ground-floor application is required when installed at the ground-floor level.*

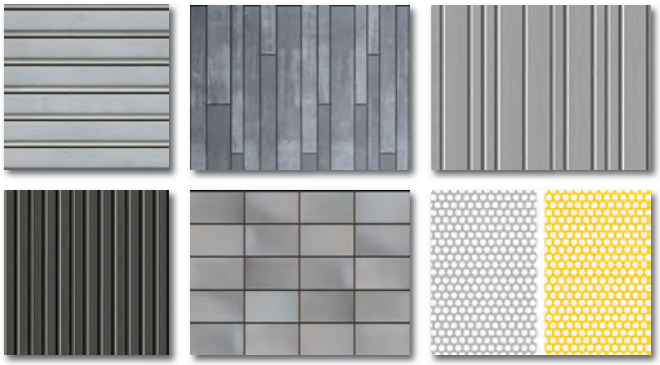
Board Form Concrete

Architectural Precast Wall Panels Examples

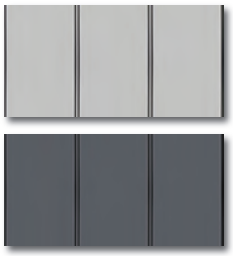
EXTERIOR MATERIALS PALETTE **METAL**

Simulated Wood Rainscreen System (Fiber Cement or Metal)

Architectural Quality Composite Metal Wall Panel System



Architectural Quality Metal Wall Panel System



Standing Seam Metal Roofing

The Planning Official may approve additional sustainable materials that are compatible with the quality, appearance, and architectural style of (Project Name).

Generally, Architectural Quality materials must be decorative in nature using pattern, texture, or its resemblance to other high-quality materials. All metal panel materials must use concealed fasteners and High-Quality metal panels must use seamless outside corners and hidden panel transitions.

Generally, clear glass is required, but the Planning Official may approve a combination of clear, spandrel and translucent glass applications where appropriate due to operational requirements of the building.

** EIFS rated for ground-floor application is required when installed at the ground-floor level.*

EXTERIOR MATERIALS PALETTE **PAVING**

Concrete Paving Options

APPENDIX H - PLANT PALETTE

119th & RENNER
PROPOSED LANDSCAPE PLANTING PALETTE - SHADE TREES


SHAWNEE BRAVE BALDCYPRESS


AUTUMN GOLD GINKGO


SHUMARD OAK


KENTUCKY COFFEETREE


SKYLINE HONEYLOCUST


CADDO MAPLE


LACEBARK ELM


FRONTIER ELM

119th & RENNER
PROPOSED LANDSCAPE PLANTING PALETTE - ORNAMENTAL TREES


AUTUMN BRILLIANCE SERVICEBERRY


SEVEN SONS FLOWER


PRAIRIEFIRE CRABAPPLE


BURGUNDY HEARTS REDBUD


HOT WINGS MAPLE

119th & RENNER
PROPOSED LANDSCAPE PLANTING PALETTE - EVERGREEN TREES


VANDERWOLF PINE


CANAERTII JUNIPER


COLUMNAR WHITE PINE


TAYLOR JUNIPER


EASTERN RED CEDAR

119th & RENNER

PROPOSED LANDSCAPE PLANTING PALETTE - SHRUBS


GRO LOW SUMAC


KODIAK ORANGE DIERVILLA


SUGAR SHACK BUTTONBUSH


BOBO HYDRANGEA


BLUE MUFFIN VIBURNUM


DOUBLE PLAY DOOZIE SPIREA


MOUNT AIRY FOTHERGILLA


VIKING BLACK CHOKEBERRY


DIABLO NINEBARK


GOLD LACE JUNIPER


GREY OWL JUNIPER

119th & RENNER

PROPOSED LANDSCAPE PLANTING PALETTE - ORNAMENTAL GRASSES


KARL FOERSTER


HEAVY METAL SWITCHGRASS


SHENANDOAH SWITCH GRASS


NORTHWIND SWITCH GRASS


PRAIRIE DROPSEED


BLONDE AMBITION BLUE GRAMA


STANDING OVATION LITTLE BLUESTEM

119th & RENNER

PROPOSED LANDSCAPE PLANTING PALETTE - PERENNIALS

BLACK EYED SUSAN

DRAGONS BLOOD SEDUM

YARROW

ALLIUM

BLUE FALSE INDIGO

PURPLE CONEFLOWER

LITTLE SPIRE RUSSIAN SAGE

119th & RENNER

PROPOSED LANDSCAPE PLANTING PALETTE - SHADE TREES

SHAWNEE BRAVE BALDCYPRESS

AUTUMN GOLD GINKGO

SHUMARD OAK

KENTUCKY COFFEETREE

SKYLINE HONEYLOCUST

CADDO MAPLE

LACEBARK ELM

FRONTIER ELM

APPENDIX I - VISION BOOK

VISION BOOK

119TH & RENNER BLVD

ENTERTAINMENT, MIXED-USE DEVELOPMENT

December 2024

119TH & RENNER BLVD

ENTERTAINMENT, MIXED-USE DEVELOPMENT

VISION BOOK

The intent of this vision book is to assist the Client in setting a tone for the architecture for the development. Enclosed are images of projects that reflect the different uses planned and projected for the project. Images which more closely align with the Client's vision may set the foundation for the project in creating a harmonious, yet dynamic development of 119th & Renner Blvd Entertainment, Mixed-Use Development —creating an exciting destination and a great sense of place for this important location in Olathe, KS.

1. INSPIRATIONAL IMAGES FOR:

RETAIL/COMMERCIAL

ENTERTAINMENT and HOSPITALITY

THEME PARK

ARENA

TEMPORARY and SEASONAL STRUCTURES

THE COMMONS

DESIGN FEATURES

DEVELOPMENT LIGHTING STANDARDS

DIGITAL SCREENS and SIGN VOCABULARY

INSPIRATIONAL IMAGES

RETAIL/COMMERCIAL

LARGE FORMAT GLASS

LARGE FORMAT GLASS

EXPRESSIVE ROOF STRUCTURES

LARGE FORMAT AND MULTI-TENANT COMMERCIAL

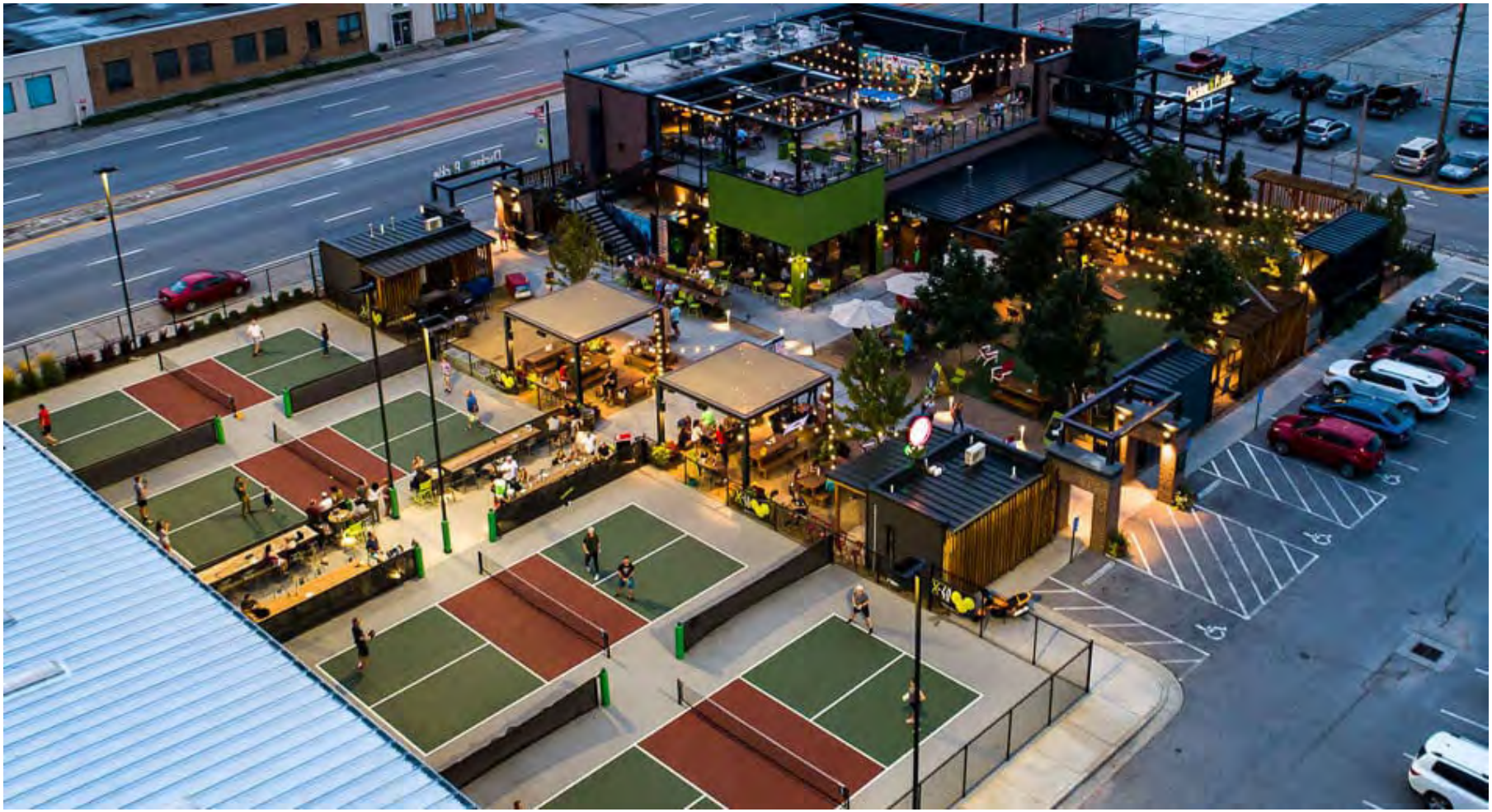
EXPRESSIVE GLASS APPLICATIONS

EXPRESSIVE GLASS APPLICATIONS

STAND ALONE RESTAURANTS/USE OF MASONRY

EXTERIOR METAL TREATMENTS

ENTERTAINMENT AND HOSPITALITY




WELCOME TO CNP
Chicken Coop

THEME PARK


WONDERLAND


PIRATE
ISLAND


THEATER
AMOUNT

ARENA


OLATHE ARENA


OLATHE ARENA
NORTHWEST ENTRY

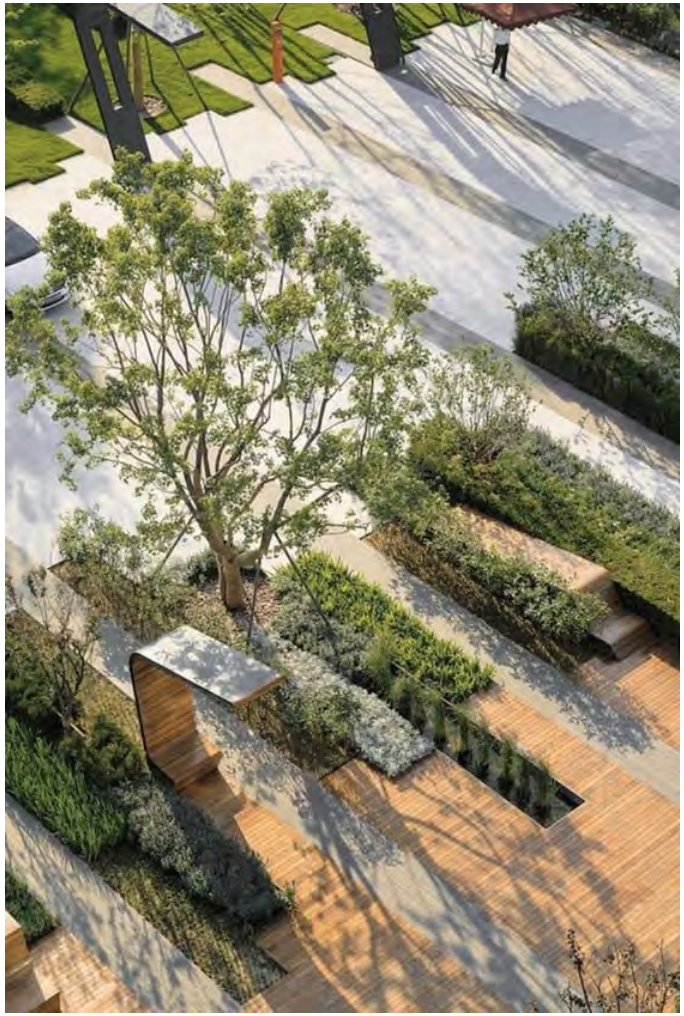
TEMPORARY AND SEASONAL STRUCTURES


Веда


KAFE
TRADE
CHAIWALLA & CO.™
MARK
GOOD . MORNING
CHAIWALLA & CO.™
CONTAINER CAFE

THE COMMONS

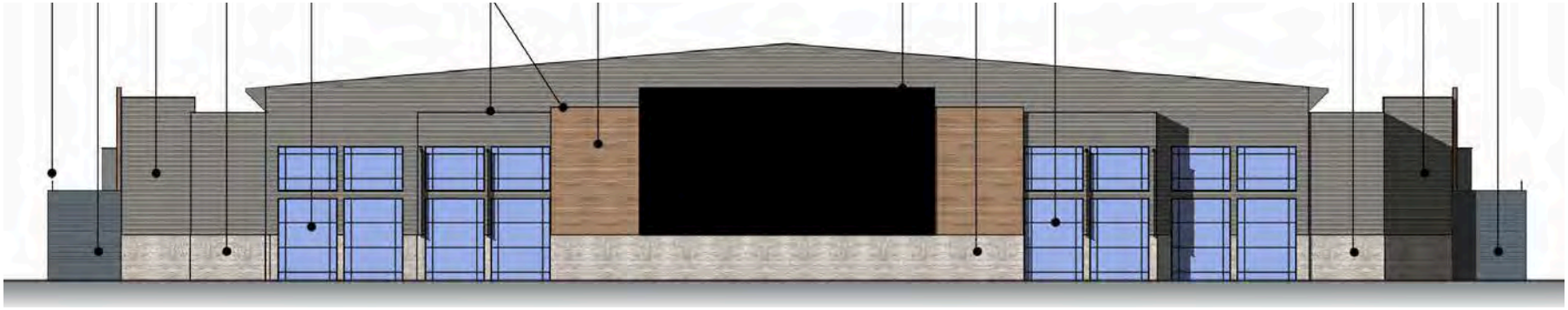
DESIGN FEATURES



DEVELOPMENT LIGHTING STANDARDS

DIGITAL SCREENS AND SIGN VOCABULARY


LALIGA
NEXT MATCH
J27 | 17/2 · 21H
STAGE FRONT STADIUM
RCD ESPANYOL
TICKETING
tickets.rcdespanyol.com



Proposed Individual Monument Sign

Proposed Gateway Monument Sign

Proposed DISTRICT Overall Development Sign


RETAIL DESIGN COLLABORATIVE


VILLANOVA


ROCKY POND TASTING ROOM
212A


Roggis
ITALIAN CANTEEN

URBAN PARKS/GREEN-WAYS

WATER FEATURES AND BIOSWALES

WATER FEATURES AND BIOSWALES

WATER FEATURES AND BIOSWALES

NATIVE PLANTINGS

NATIVE PLANTINGS

SLAGGIE ARCHITECTS

Address
4600 Madison Ave Suite 350
Kansas City
MO 64112

Phone
816 756 1958

Website
www.slaggiearchitects.com

APPENDIX J - MICHAEL'S WONDER WORLD - PROGRAMMING

MICHAEL'S WONDER WORLD

PROGRAMMING DOCUMENT

09.24.24

LUNA ARCHITECTURE

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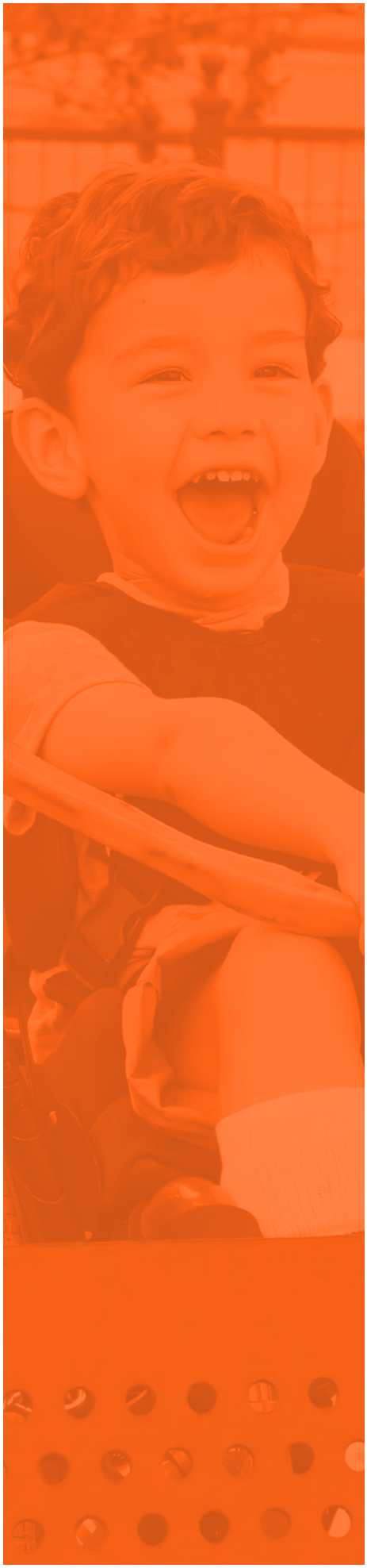
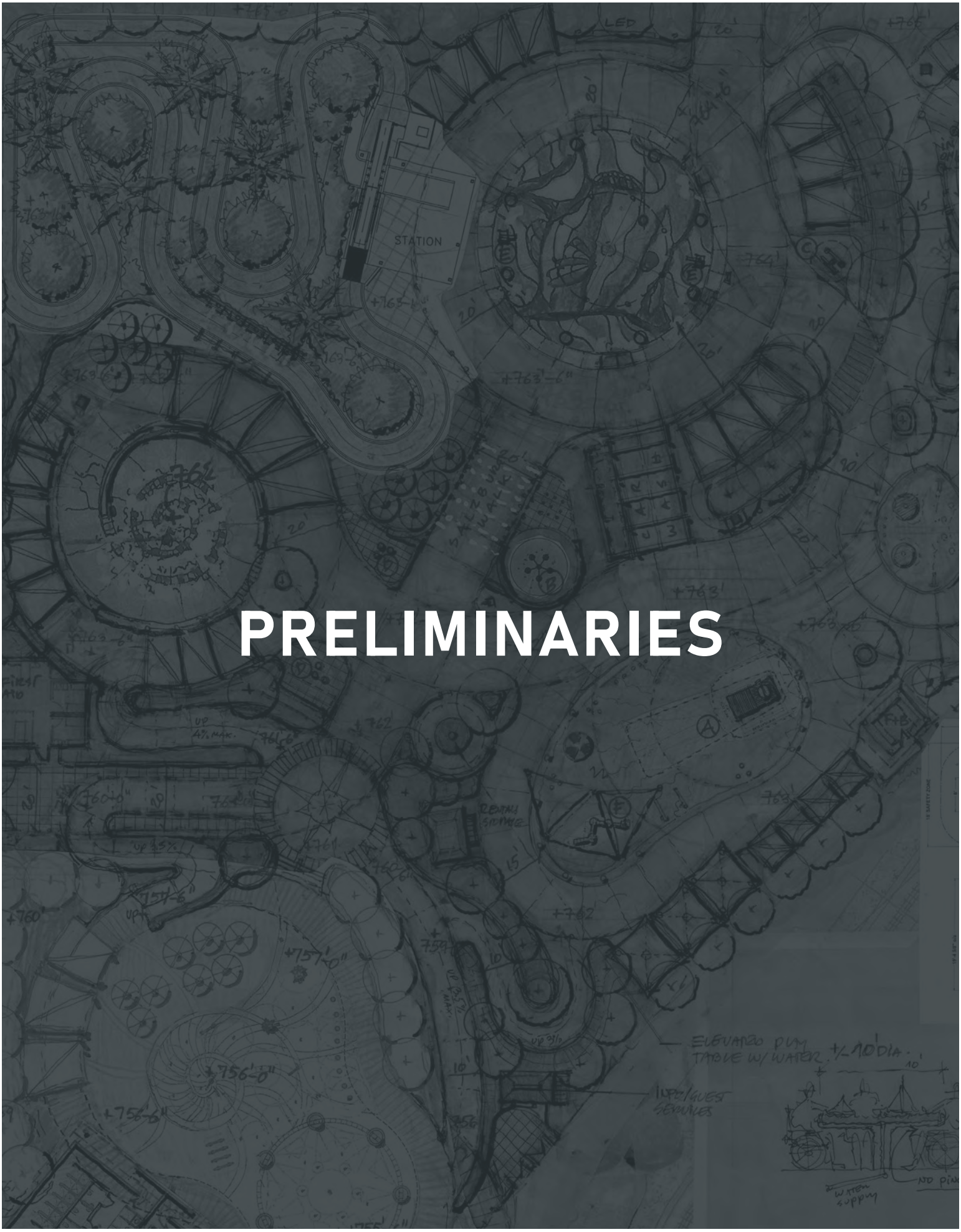
San Antonio, Texas 78248

(210) 340-2400
info@lunaarchitecture.com

www.LunaArchitecture.com
facebook.com/LunaArchitectureSA

CONTENTS

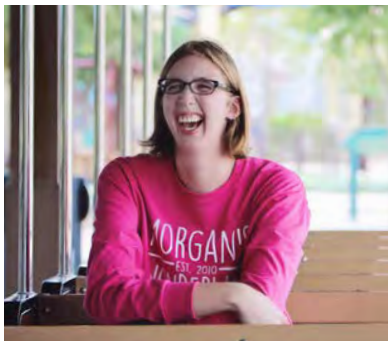


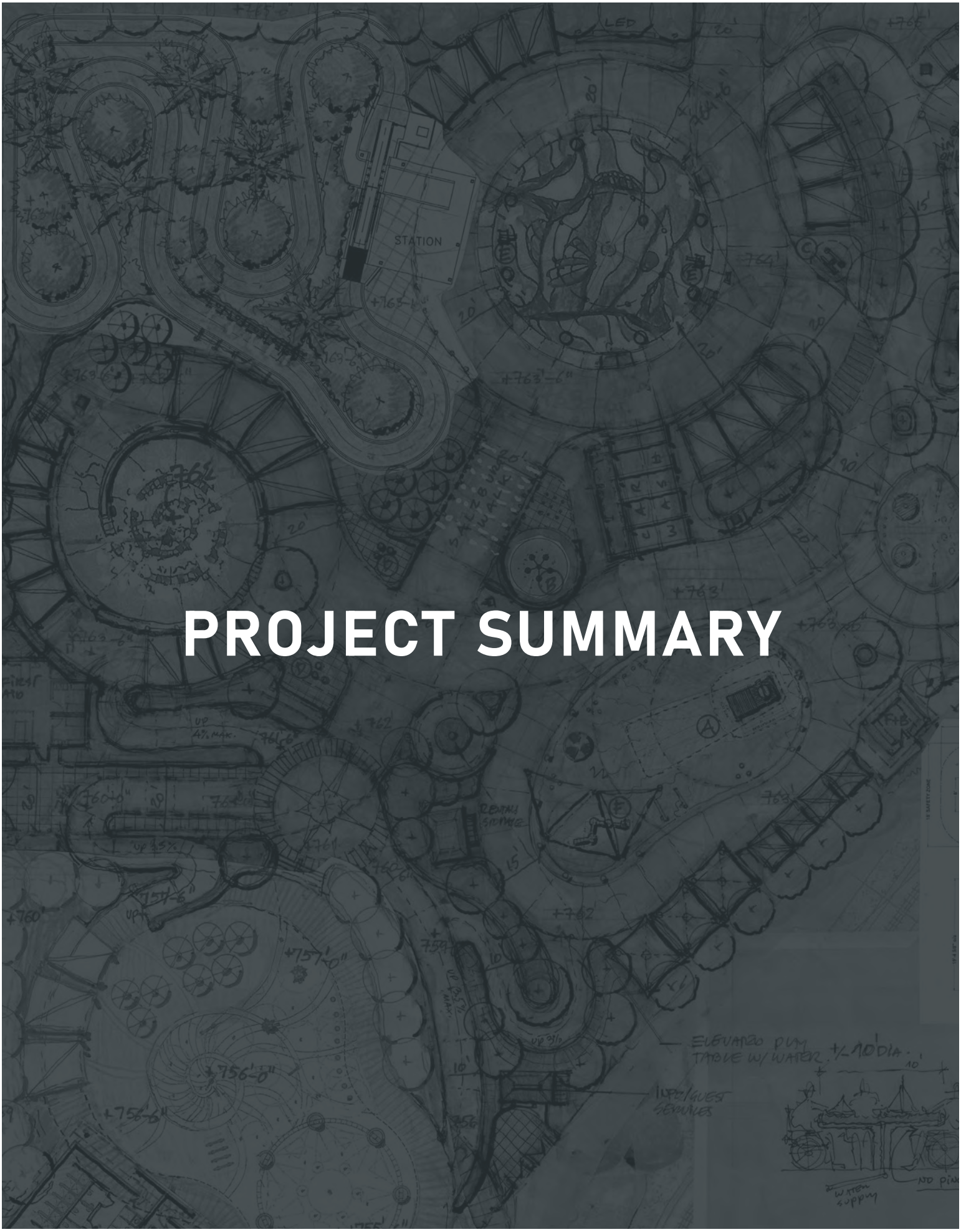


PRELIMINARIES

PRELIMINARIES

Luna Architecture would like to express gratitude to Gordon, Maggie, and Morgan Hartman for providing the inspiration for Morgan's Wonderland and granting Luna Architecture the opportunity to envision and design the first **Ultra-Accessible**™ theme park. The impact of this original theme park has reached far and wide, and we are very excited to collaborate with the Arkell and Hunt families to bring life to a new **Ultra-Accessible**™ theme park, Michael's Wonder World, located in Olathe, Kansas.





PROJECT SUMMARY

PROJECT SUMMARY

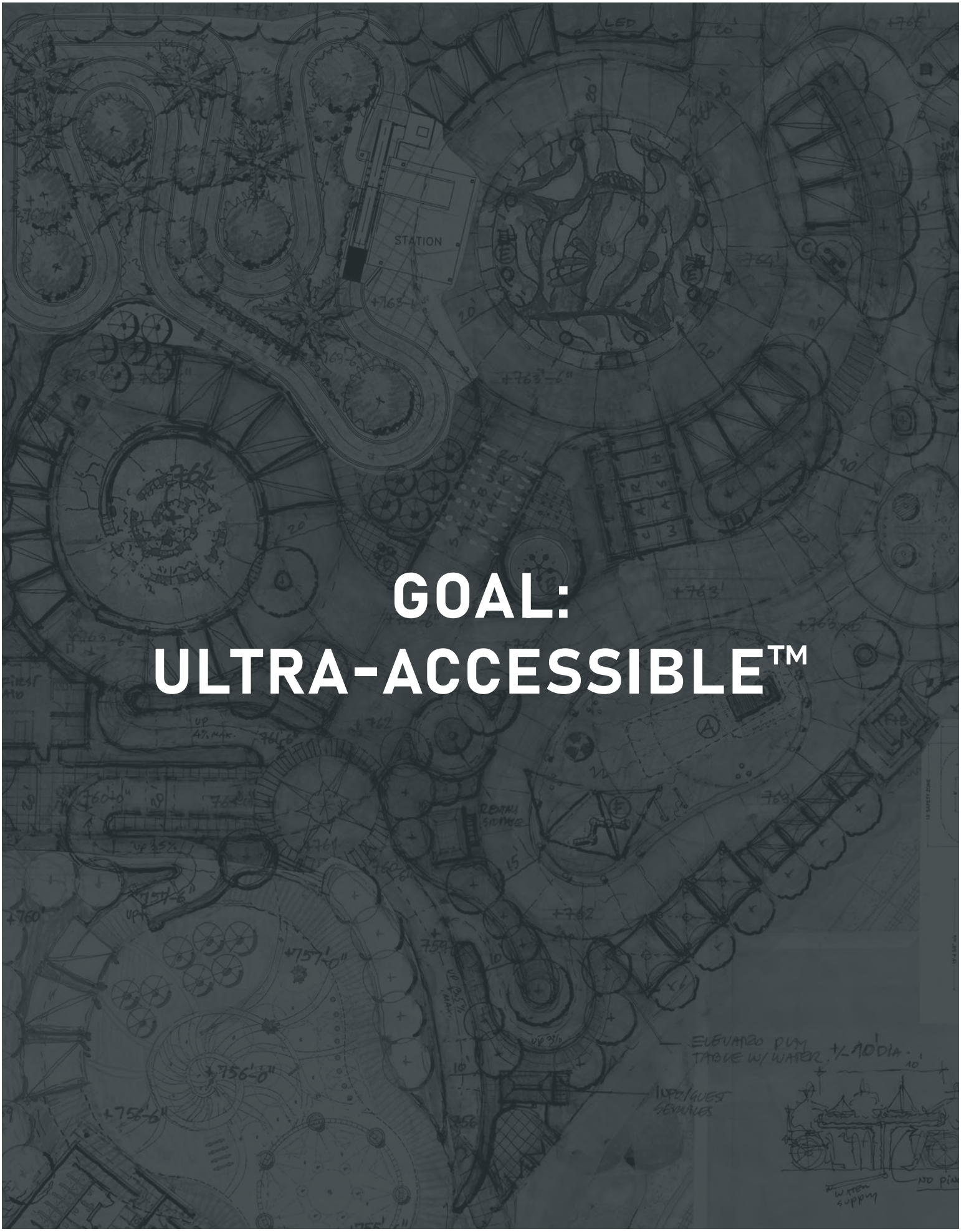
Luna Architecture is thrilled to serve as the architect for the second fully inclusive, **Ultra-Accessible**™ park worldwide, set to be constructed in the Kansas City area. The overall concept of Michael's Wonder World will draw inspiration from Morgan's Wonderland as the prototype, enabling us to create a unique and distinctive park in Olathe, Kansas.

Site

The proposed site for Michael's Wonder World is part of a master planned development with good arterial connections, ensuring great access and visibility to the park. Covering 8.5 acres, the new park project will feature rides, amenities, and attractions with a commitment from manufacturers to provide accessibility for everyone. As part of the Master Planned Development, it will seamlessly integrate with entertainment venues, restaurants, retail establishments, hospitality services, and a hockey arena, creating synergies for a comprehensive and vibrant development.

Parking

Ensuring convenient parking proximity and a covered drop-off is of utmost importance for individuals with special needs and disabilities. Our master planning will identify the most suitable entry point for park access. The conceptual plan proposes a layout that offers abundant parking for all the sports, entertainment, and restaurant venues.



GOAL: ULTRA-ACCESSIBLE™

GOAL: ULTRA-ACCESSIBLE™

Gordon's Vision

The concept of **Ultra-Accessible™** originated from Gordon Hartman's vision to provide a place where everyone could share the joy of fun together, free from any barriers.

Design Challenge

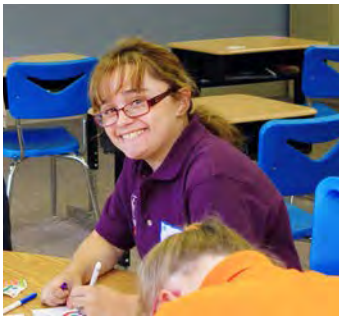
Hartman presented the design challenge and proceeded to conduct a comprehensive review of the Americans with Disabilities Act (ADA) to identify ways in which we could enhance the park experience.

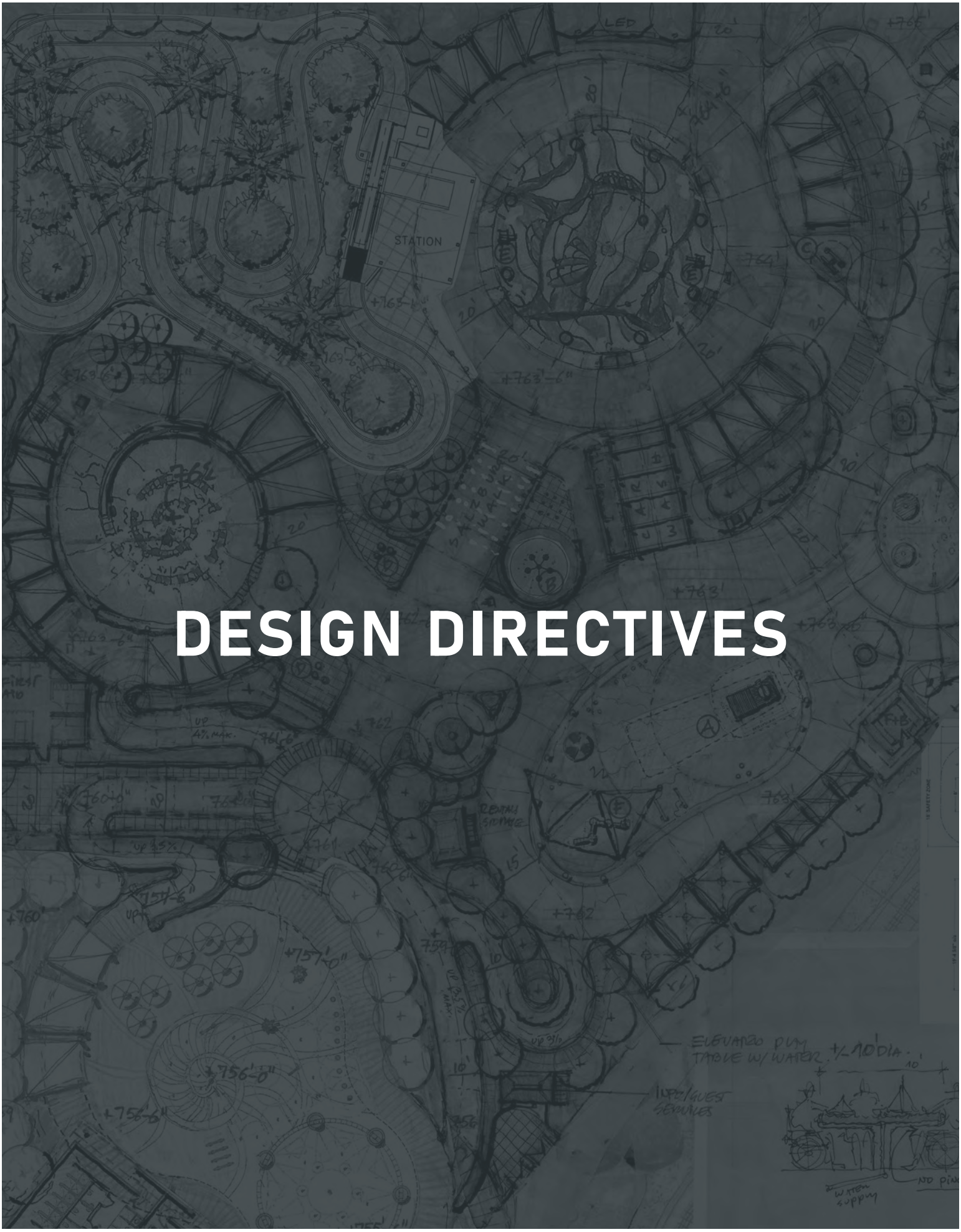
Town Hall

Hartman reached out to doctors, parents of disabled children, individuals with disabilities, and caregivers to come together and discuss our vision for the park. These meetings provided valuable insights, gathering substantial information on the desires of the public. Recognizing the challenges traditionally faced by individuals with disabilities, we tasked our team with the responsibility of designing solutions to overcome these obstacles.

Clarifying the Vision

We quickly identified new opportunities to incorporate additional functions, features, and spatial requirements to enhance the overall experience for everyone. Once these new accommodations were identified, we were determined to integrate these features into the park, ensuring that everyone could enjoy all attractions and rides together. No barriers, everyone having fun...together. We discussed this vision with ride manufacturers, and they fully understood the concept. It takes time, effort, and a determined team to be able to make this happen. If it was easy to accomplish, everyone would do it.





DESIGN DIRECTIVES

DESIGN DIRECTIVES

The design directives for Michael's Wonder World will be clear and concise: develop an **Ultra-Accessible**™ park that will accommodate everyone, ensure it operates year-round, and fit on an 8.5-acres. Each of these directives present a unique design challenge.

Our design directives will focus on addressing each item individually, striving to provide the best solution for Michael's Wonder World.

RESEARCH & DEVELOPMENT

RESEARCH AND DEVELOPMENT

Luna Architecture has gathered substantial information specifically aimed at implementing **Ultra-Accessible™** solutions, with a particular focus on accommodating individuals with special needs and disabilities within the context of theme park design.

Project Site

Our design teams will evaluate the site and identify the entrance location, attraction locations, features and accommodations and maintenance facilities to create a wonderful park experience for all.

Ride Manufacturers

Luna Architecture has established relationships with global ride manufacturers that include Zamperla Rides, Huss Park Attractions, Altitude Attractions, Bob's Space Racers, SimEx-Iwerks Entertainment, and Chance Rides. We have collaborated closely with these manufacturers, presenting our adaptive criteria to guarantee inclusivity for individuals with disabilities. Every ride manufacturer is committed and wants to be part of the **Ultra-Accessible™** campaign. We have stretched the boundaries and have challenged them on being part of the new attractions to be included in our new park project.

Playscapes and Attractions

Our design team has met with Landscape Structures Inc. and their local representative to review what new features and play elements have been derived for the disabled. We have many new components that will be identified in our future master plan.

Sun Protection

Sun protection is critical for many, so we have reviewed shade elements that can be designed for year-round sun protection and able to withstand wind and snow loads. USA Shades and Whirlix Design have provided us with information that we can incorporate during our design process.

RESEARCH AND DEVELOPMENT

Concessions / Retail / Restrooms

Food service is an important component in the park. We will identify several convenient locations for food, snacks, and drinks.

The restrooms and their locations will be critical to ensure convenience. All the restrooms will include baby and adult changing tables and family restrooms will include showers for emergency situations.

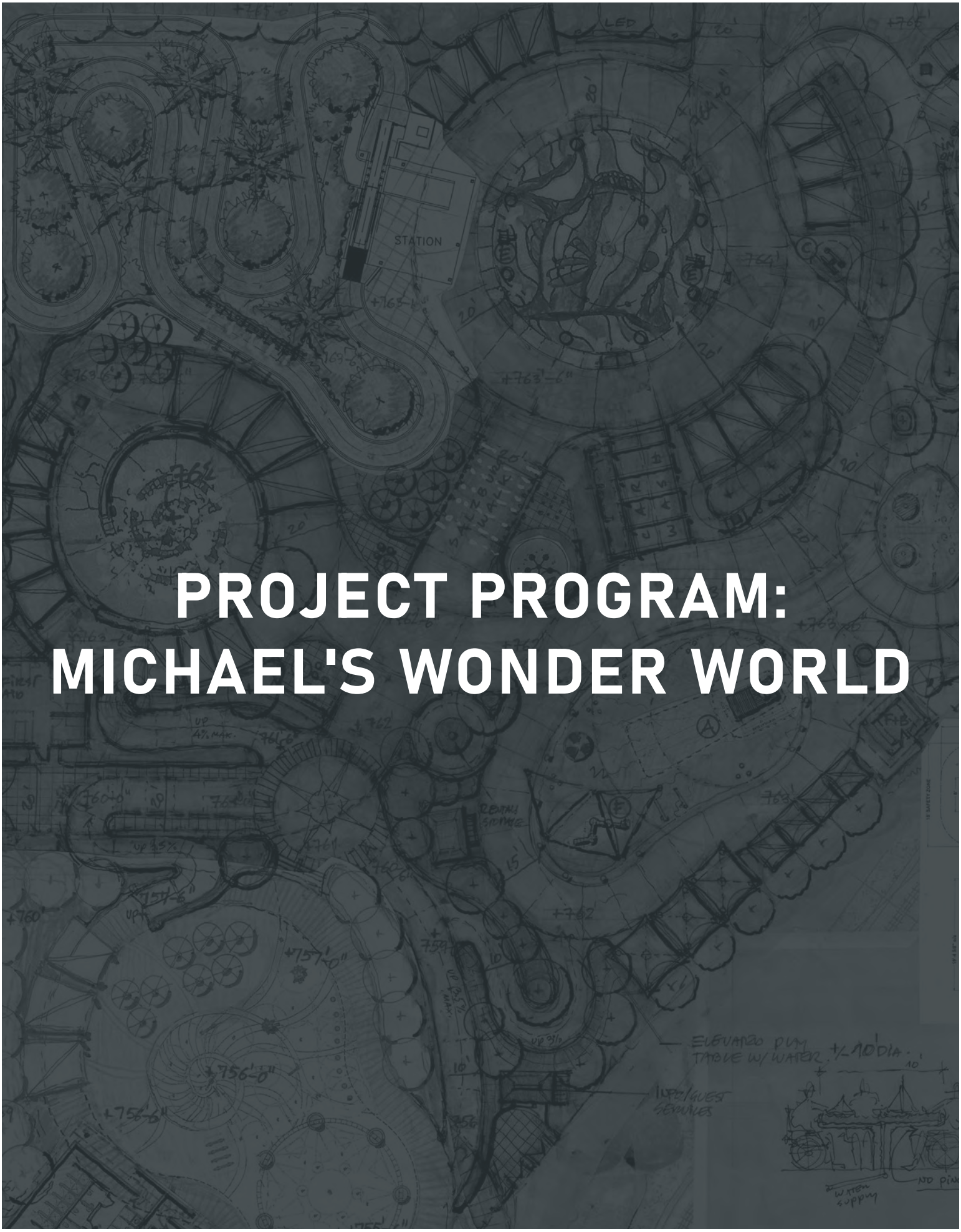
The retail shops will be in strategic locations to provide the best opportunity for retail sales of all types. The exit store will provide the best opportunity for sales of Michael's Wonder World souvenirs.

Safety and Security

Our Town Hall meeting identified many concerns about safety and security which were a big part of our design process. Perimeter fencing and controlled access was paramount, along with wanding all guests to ensure safety of all family members within the park. Security cameras at all entry points within the park was also part of the project program. New safety features will be part of our design process since so much has changed in our society that safety and security must be of vital importance in the design of Michael's Wonder World.

First Aid

The life safety of all who enter Michael's Wonder World is also a critical component that must be part of the design criteria. Having a visible First Aid space with staffing that can provide treatment of minor cuts and scrapes to life saving measures for guests within the park.



PROJECT PROGRAM: MICHAEL'S WONDER WORLD

PROJECT PROGRAM: MICHAEL'S WONDER WORLD

Our programming template will identify the proposed project inclusions inspired by Morgan's Wonderland and identify spaces in adjacent venues with some of the functions from Morgan's Wonderland. These designated spaces encompass administrative offices and the gymnasium/event space.

Park Inclusions

These descriptions will outline the park's inclusions and the features that will establish it as the second **Ultra-Accessible**™ park. Further descriptions will be specified considering climate variables, ensuring the park's year-round accessibility.

Site

The site holds extreme importance in strategically programming all areas of the park. To optimize the allocated acreage, we plan to establish an entry point that fosters synergies with adjacent restaurants, a hockey arena, and hotel projects. Ideally, the park site should feature minimal 5% sloping conditions to facilitate proper drainage and unrestricted access to all attractions. Wide walkways, to be utilized as emergency vehicle access, will be integrated, ensuring proper widths and locations coordinate with the master plan design.

To maintain functionality, private access areas will be designated for maintenance and service purposes. These zones will be thoughtfully concealed through landscaping and fencing, effectively separating maintenance areas and dumpster locations from public views.

Overall Theme and Sponsorships

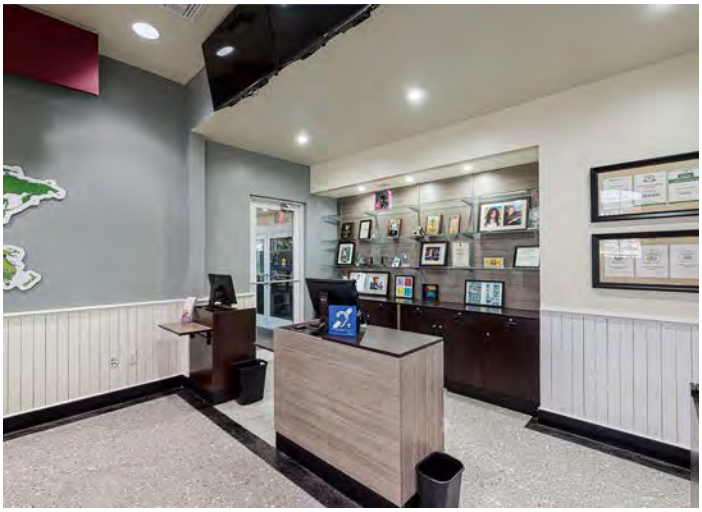
The park design can incorporate a thematic approach, extending from the entrance building's exterior to every play zone. We'll explore various zone options, enabling the integration of distinctive themes through signage, colored paving, graphics, lighting, sounds, and music. Additionally, entrance gateways to each area can serve as sponsorship opportunities for large corporate donors. Furthermore, individual rides and attractions within each zone offer sponsorship possibilities for both corporate and individual donors.

Welcome Center

The welcome center will be designed as a central and easily identifiable focal point upon arrival at the park. The main entrance will feature a covered drop-off area with a roof structure designed to accommodate various vehicles, including buses, emergency vehicles, and guest vehicles for drop-off. The width of the covered structure will allow for two large vehicles to be side by side, with ADA access between them.

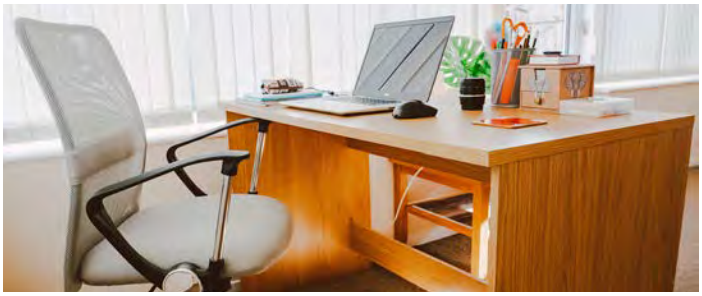
Connected to the main building, the welcome center will have covered walkways leading to the controlled access area and park entrance, providing guests with park information, entry fees, and point-of-sale kiosks. A small administrative office space within the welcome center will cater to park management needs during operating hours.

As the primary point of access for the park, the welcome center will integrate multiple functions under one roof. These functions include **Ultra-Accessible**™ restrooms, first aid services, security, and an exit point featuring a park retail space.



PROJECT PROGRAM: MICHAEL'S WONDER WORLD

Park Administrative Offices
The administrative office for the park will be situated within the new adjacent administrative space of the Hockey Arena. This arrangement enables some of the spaces to serve both entertainment venues, complimenting each other well. The building will house offices, conference rooms, break rooms, and restrooms.



Park Store
The park store presents an excellent opportunity for generating revenue when strategically placed and utilized. It is recommended to design the store near the entrance and position it as an enticing stop upon exiting the park. Careful consideration should be given to spacing and display arrangements to ensure smooth traffic flow and prevent conflicts.

Entrance Sculpture: Taking Flight
The entrance sculpture stands as an iconic symbol for Morgan's Wonderland in San Antonio. A reinterpretation of the hands and entrance sculpture will be prominently placed at the park's entrance, symbolizing the transformative experience when limitations and barriers are removed. The design process will include the coordination of a local artist for this significant installation.

PROJECT PROGRAM: MICHAEL'S WONDER WORLD

Playground
The Playground is an inclusive attraction designed to offer hours of enjoyment for everyone. Luna Architecture will coordinate with multiple playscape manufacturers known for providing durable playscapes with accessible features for all ages.

This attraction promises to be a delightful experience, featuring shade structures and fall zone flooring to enhance safety. The poured-in-place rubberized flooring in the fall zone will be crafted in a vibrant, multi-colored pattern, reinforcing the new sports theme.

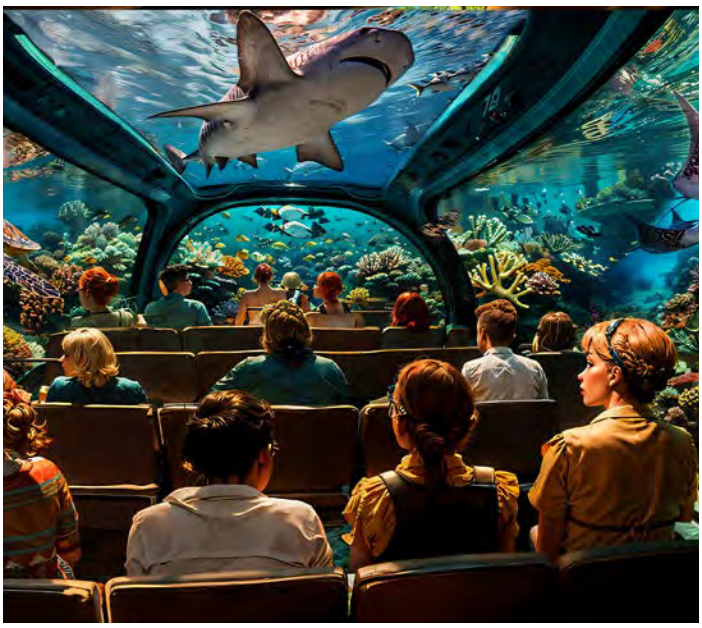
Within this space, wheelchair swings will be a notable feature, offering a captivating experience for those in wheelchairs. This allows guests to remain in their wheelchairs and enjoy a sensation they never experienced before.

All areas will be accessible and fully illuminated for evening enjoyment.

Multi-Plex Building
The Multi-Plex building planned for Michael's Wonder World will be a unique addition, designed to accommodate various attractions that can be utilized year-round. This two-story climate-controlled structure will feature multiple attractions, food service areas, and **Ultra-Accessible**™ restrooms. The building can be located adjacent to the welcome center, enabling direct access in case weather conditions are unfavorable for outdoor attractions and rides.

Among the attractions sourced and reviewed are arcade-style games and 4D projection attractions, including a 4D Theatre, Grande Safari Theatre, and FlyRide Flying Theatre. Each attraction will adhere to the park's design criteria, ensuring they are **Ultra-Accessible**™.

Dedicated spaces for food service will offer a casual indoor dining experience. The arcade and food service areas can be located where glass overhead doors can be opened or closed based on weather conditions. This design allows for an open feel and offers views of the park.



PROJECT PROGRAM: MICHAEL'S WONDER WORLD

Michael's Train and Train Depot

The miniature train is an iconic attraction within Wonderland parks. The fully electric train ensures a ride with minimal moving parts and long-term use. The attraction will include a Train Depot building for loading and queuing, customized to fit the theme of Michael's Wonder World. Additionally, a dedicated garage will be provided to shelter the train for maintenance, recharging, and protection from the weather.

The layout of the train track will be designed to maximize the ride experience throughout the park, coordinating with specified grades and radii criteria. Crossing arms, lighting, and designated walkway crossing points will be strategically located throughout the park for safety and convenience.

Elevated Train Option

Luna Architecture has identified an elevated train ride that can serve as an alternative option to the train attraction. The elevated train would be accessible from the 2nd floor of the Multi-Plex Building, serving as an additional ride in case the main park is closed due to adverse weather conditions. A loading area for this elevated ride can be created on the second floor. The elevated track offers a visual experience akin to a roller coaster, without the speed or inclines.

PROJECT PROGRAM: MICHAEL'S WONDER WORLD

Sensory Village
The design of the Sensory Village Building will reflect an Americana theme, harmonized with adjacent pavilions to reinforce the overall theme. Both the indoor facades and exterior elevations will carry the whimsical essence of Americana, offering a distinctive touch to this unique venue. This building will host multiple sensory experiences as integral components of the attraction. The sensory attractions currently employed by the park in San Antonio encompass a grocery store experience, a sand play table activity, and a weather station broadcast space. Introducing an innovation station would provide a distinctive feature to Michael's Wonder World, allowing guests to engage in interactive activities and experience cause-and-effect components.

Ferris Wheel
This ride is a great attraction, offering an enjoyable experience for everyone. It will serve as a visual focal point and will be strategically placed within the park. The adapted gondolas and coordinated design of queuing ramps and color applications will enhance the overall appeal of this ride, making it a standout attraction in the park.

Carousel
The Carousel stands as another nostalgic attraction that brings joy to all. The selection of animals, color coordination, lighting arrangements, and wheelchair-friendly adaptations will be seamlessly incorporated. With minimal maintenance requirements, this Carousel will provide years of enjoyable experiences. To ensure the **Ultra-Accessible**™ nature of the attraction, it is recommended to position the attraction under a roof and install it in a pit aligned with the floor elevation. This facilitates step-free access and provides a functional approach. Specifically designed chariots allow riders in wheelchairs to board the ride securely, with wheelchairs securely clamped down. These chariots mimic the same motion as the animals, providing an inclusive experience for all.

PROJECT PROGRAM: MICHAEL'S WONDER WORLD

Zipline
The zipline ride promises an adventurous experience for all participants. This ride incorporates adaptations to regulate speed and prevent any neck trauma during abrupt stops. The carriage accommodates four riders simultaneously, with two facing forward and two facing backward. Disabled riders can be safely hoisted onto the ride and secured with a 3-point harness. Soaring up to a height of approximately 130 feet, equivalent to 13 stories, the ride offers impressive views of the surrounding areas. The main 130-foot tower can be illuminated to serve as a beacon, creating a striking visual along I-35 and from 119th Street.

Magic Bikes
This compact attraction promises an engaging and interactive experience. The ride can be themed to incorporate complementary features, graphics, and theming tailored for Michael's Wonder World. As an adapted ride, it will undergo modifications to ensure it is **Ultra-Accessible**™.

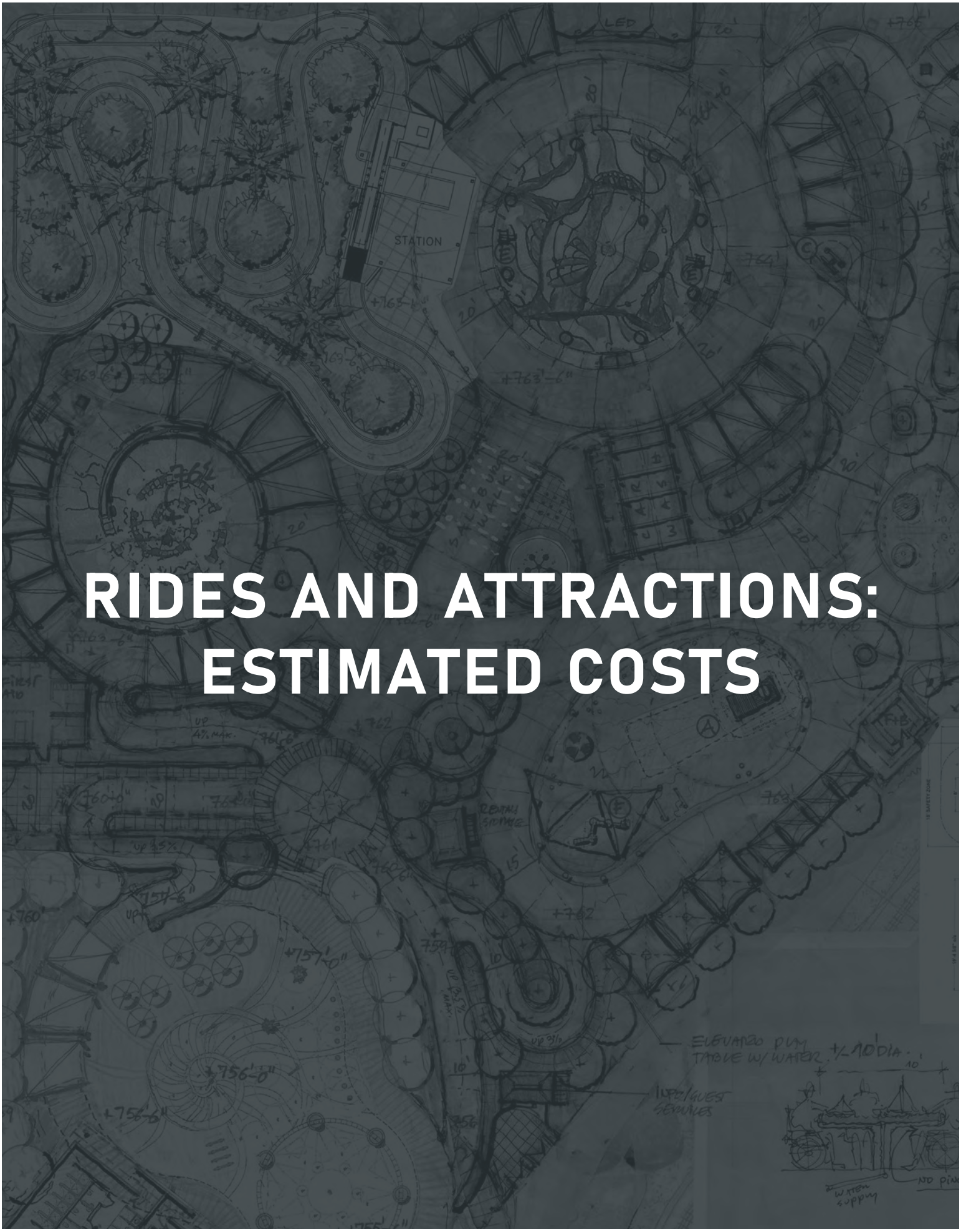
Games
The park will also include exterior carnival games for all to enjoy. These exterior access games will be enclosed with a structure and accessible by opening an overhead roll up door for accessing the games. This will provide long-lasting games that will be protected from the elements.

PROJECT PROGRAM: MICHAEL'S WONDER WORLD

Food / Concessions Areas / Restrooms
Concession spaces will be strategically integrated into the park, ensuring easy access to food supplies and utility locations. Menu discussions with the Owner will help identify equipment requirements for each location. Restroom facilities will be conveniently located in proximity to the concession spaces, each equipped with **Ultra-Accessible**™ accommodations. Furthermore, shaded dining areas will be established adjacent to each concession location.

Security
Ensuring security within the park is of utmost importance for all guests. This commitment will be reflected in the implementation of screening at the main entrance, the installation of cameras, and security lighting throughout the park. The addition of an 8' perimeter fence with controlled access at all entry points will further enhance security measures. Security cameras and audible systems will be integral to the safety and emergency components of the park. Similar security systems and cameras will also be incorporated in maintenance areas to uphold the safety of all guests.

Maintenance Building and Maintenance Yard
The park will allocate a specific area for storing and housing supplies, equipment, service parts for the attractions, and service vehicles. Access to this area will be regulated through a controlled access gate and provide emergency access for compliance. Additionally, dedicated areas for landscape supplies will be located, accessible for use and replenishment as required. Fueling options for equipment will be reviewed during the schematic design process.



RIDES AND ATTRACTIONS: ESTIMATED COSTS

RIDES AND ATTRACTIONS: ESTIMATED COSTS

Our design team has reviewed the rides and attractions for Michael's Wonder World. Each ride has its own modifications to allow accessibility for all. Our list of attractions are based on our criteria being met by the ride manufacturers and meeting the time frames for manufacturing and installation.

Playground: Landscape Structures, Inc.
The Playground will always be a mainstay in our Wonderland Park concepts. These **Ultra-Accessible™** attractions provide a safe play experience for individuals of all ages, and their strategic location is designed to visually engage the guests as they enter the park. The playscapes are fully shaded and surrounded by a rubberized fall zone material for safety and will accommodate wheelchair guests. Wheelchair swings are also a welcome feature that allow the entire family to enjoy playing together.

Playscapes estimated cost: **$1,020,000.00***

Fall zone material estimated cost: **$350,000.00***

Shades estimated cost: **$500,000.00***

(*Estimated costs noted will be verified upon completion of schematic design)

Carousel
The Carousel is a great attraction for all to enjoy. The level of detail and the variety of scenery packages offered make this attraction a straightforward selection for Michael's Wonder World. The accessible chariot has the same movement as the fantasy horses for the attraction.

Carousel estimated cost: **$1,206,000.00**

Estimated cost of metal building to protect the ride: **$420,000.00**

Train
The Miniature Train, a popular attraction, has been adapted to accommodate disabled riders in wheelchairs. With its beautiful detailing, this attraction is sure to become a favorite among the guests.

The train and train track will be designed with criteria required for optimal performance.

A. 4 coach train estimated cost: **$850,000.00**

B. 6 coach train estimated cost: **$1,050,000.00**

Train track estimated cost: **$150.00** per linear foot (total will be calculated based on the layout)

Train garage building estimated cost: 2400 sq. ft. @ $250 per sq. ft. = **$700,000.00**

RIDES AND ATTRACTIONS: ESTIMATED COSTS

Optional Elevated Train
This attraction will coordinate with the Multi-Plex building (Cube), ensuring a year-round experience. The ride features an elevated rail to accommodate a train with adaptions for disabled individuals. Boarding for this attraction will occur from a second-floor elevation, with ramps and an elevator providing access for everyone. Offering a unique perspective of the park from an elevated vantage point, this experience allows the elevated track to meander around the site without disrupting traffic flows along the walkways or pathways.

This attraction will contain 2 trains with 4 vehicles each. Each train holds a capacity of 14 riders and one wheelchair space.

The ride and track estimated cost: **$2,114,400.00**

Ferris Wheel
The ferris wheel will be a visual centerpiece of enjoyment for your park. With accommodations and site adaptations in place, this colorful attraction will be designed to be accessible to everyone.

Estimated cost: **$550,000.00**

Magic Bikes
The Magic Bikes ride represents the latest interactive family ride featuring six colorful hang glider vehicles. This ride has been redesigned to cater to individuals with disabilities, this themed ride guarantees an inclusive and enjoyable experience for everyone, ensuring smiles on the faces of all riders.

Estimated cost: **$520,000.00**

Zipline
This zipline accommodates four riders, ensuring an inclusive experience for everyone. The ride's speed can be controlled to minimize physical impacts on stopping the attraction, while still offering a breathtaking view from 130 feet above the ground. Ranging from 350 to 700 feet in length, the ride ascends to a height of 130 feet on a mast that can double as a beacon of light.

Estimated cost: **$550,000.00**

RIDES AND ATTRACTIONS: ESTIMATED COSTS

4D Theatre

The 4D theatre attraction will deliver an interactive experience, simulating movement paired with a high-definition viewing experience. The seating moves and tilts, with two wheelchair platforms that mirror the same movements as experienced by everyone else. Enhanced with wind, water mist, and sound effects, this attraction promises an exhilarating experience. The digital content provides multiple options, allowing for seasonal changes throughout the year. The 4D theatre a capacity to accommodate 18 guests.

Estimated cost: **$850,000.00** plus cost of the building to house the theatre.

Grande Safari Theatre

This unique attraction transports you to distant lands, offering the possibility of a safari or a boat ride along the Amazon. This attraction can accommodate 17 passengers and one wheelchair platform, providing 180-degree displays with captivating theming to create the sensation of being in a vehicle. The seating moves and tilts, and the wheelchair platform mirrors the same movements experienced by all other passengers.

Estimated cost: **$1,080,000.00** plus cost of the building to house the theatre.

FlyRide Theatre

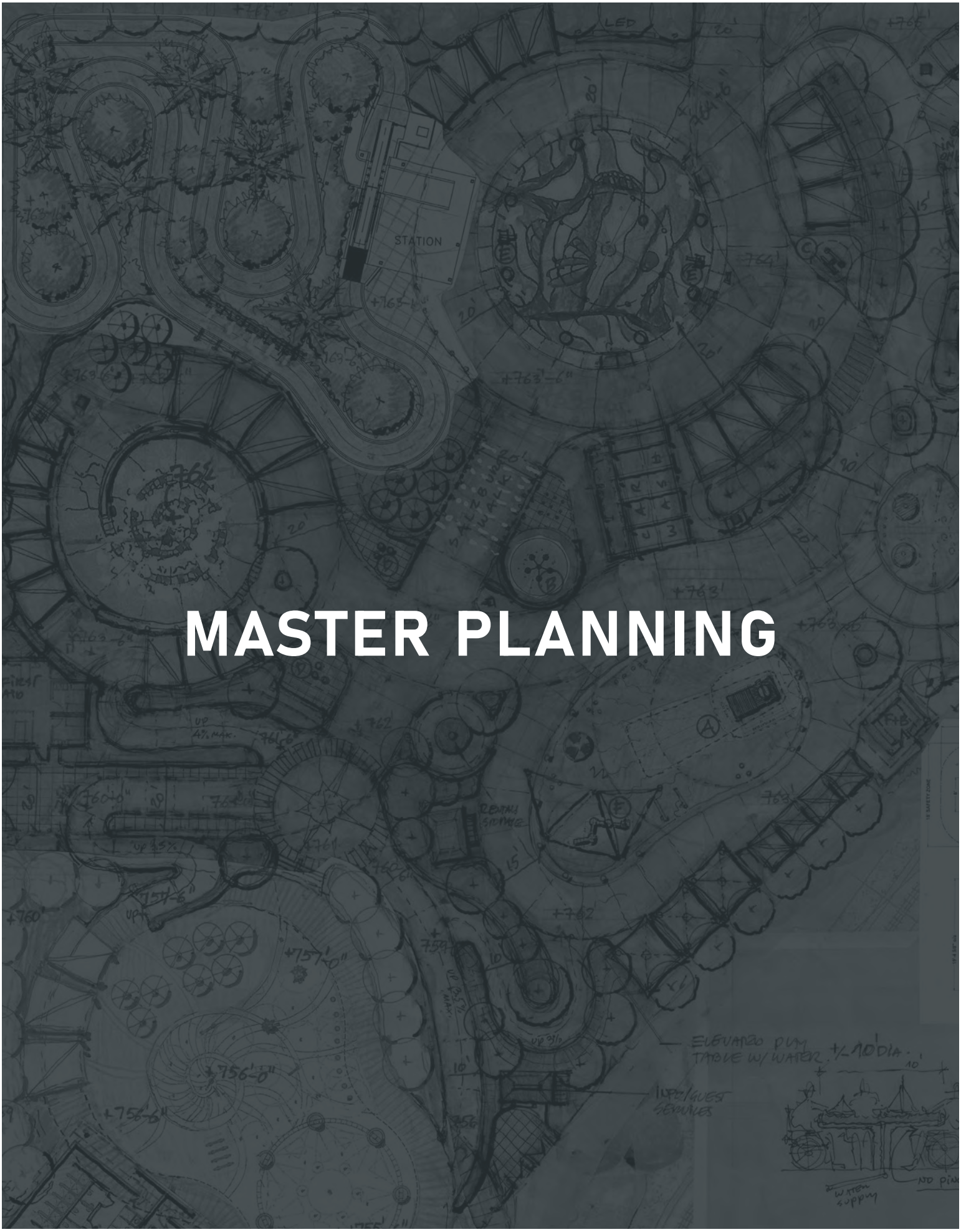
This thrilling attraction provides an immersive experience allowing you to feel the sensation of flight. This multi-story attraction accommodates 16 guests and features four wheelchair platforms. Equipped with a dynamic motion system, the programming ensures controlled movement for our disabled guests. The giant dome screen and laser projectors produce a bright and highly detailed picture. Guests will be suspended in the air as they fly and dive through an unforgettable adventure. This family-friendly attraction incorporates special effects like wind, mist, scent, motion, and seat vibrations.

Estimated cost: **$1,980,000.00** plus cost of the building to house the theatre.

Carnival Games

The carnival games being proposed will be installed both inside the Cube and at designated carnival sections at the park. We have identified 11 games that can be adapted to ensure accessibility for everyone.

The estimated cost for the 11 attractions ranges between **$650,000.00** and **$750,000.00**. The variation in costs is attributed to the **Ultra-Accessible**™ modifications required.



MASTER PLANNING

MASTER PLANNING

The Master Plan is a critical part of the schematic design process. This process will start with identifying all the proposed uses, buildings, attractions, rides, circulation, points of entry, and parking areas.

Buildings

The proposed building locations will be identified early in the Master Planning process to identify the Welcome Center, daily park offices, first aid, retail locations, concession areas, restroom locations and the Sensory Building. The Multi-Plex building being proposed will also be adjacent to the Welcome Center which will provide year round access and use. Additional buildings such as pavilions, rental of wheelchairs and strollers, covered dining areas and carnival game locations will be determined and identified in the park layout.

Art

Incorporating art into the park will elevate the overall experience, making it important to designate specific locations for artistic installations. The hands sculpture, symbolizing the experience of "Taking Flight" without barriers, will greet visitors at the park entrance. Other art pieces and sculptures can contribute to a soothing and calming atmosphere for many of our guests, each with predetermined locations within the park.

Ride Placement

After obtaining the Owner's approval for the selected attractions and rides, we will carefully examine the distribution and placement of each attraction in the master plan. The park's design will aim to unfold with a meandering pathway, creating a gradual reveal of attractions without exposing the entire park from the entrance.

The master plan will also designate the placement of circulation walkways, park attractions, food service areas, and restroom locations. These designations are important to provide to the civil engineer in order to identify utility easement locations for the park.

MASTER PLANNING

Service Dog Area

The master plan will designate an area in the park to accommodate service dogs, offering amenities such as water for their use.

Civil Engineering Coordination

The master plan will have a layered process that outlines proposed grading, utilities, roads, pathways, walkways, buildings, rides, and attractions.

Security and Life Safety

A security fence layout and a designated life safety plan will be developed to thoroughly assess emergency access and safety features within the park. Additionally, a lighting layer, signage layer, and a wayfinding signage layer will be produced.

Wayfinding and Signage

The wayfinding and signage plan will present a layout for everyone to assess the optimal locations for these helpful visual elements. Additionally, a 3D map will be included to offer visually impaired individuals a full understanding of the park layout, including their own location within the park.

Concrete Paint and Color Layout

The colors and graphics on the concrete walkways will be determined as an additional component in the overall master planning design. Each zone of the park will coordinate with the theme and be reinforced by the architecture, signage, lighting, and sounds.

NEXT STEPS

NEXT STEPS

Upon the Owner's review and discussion of this document with the Design Team, our design directives will undergo refinement, and our master planning process will be initiated.

This collaborative endeavor will involve our planners working closely with the Owner, Civil Engineers, and Developer. Utility coordination, grading synchronization and applying the vertical components will be required for us to create a park for all to enjoy. Our initial plans will focus on high-level concepts, subject to scrutiny by all. We aim to review the most effective ways to integrate our project with the other components, including entertainment, restaurants, sports, and hospitality within the development.

Our process will follow these steps to ensure compliance with the overall project:

1. Programming: This Document
2. Identifying the Project Scope: 2 weeks and meeting with Owner
3. Master Planning: 4 weeks and meeting with Owner
4. Coordination with Ride suppliers: 4 weeks
5. Schematic Design: 8 weeks and meeting with Owner
6. Design Development: 6-8 months
7. Interior Design/Theming: 6-8 months
8. Graphic design: 6-8 months
9. Construction Documents: 6-8 months
10. Specifications: 6-8 months
11. Bidding & Negotiations: 2 months
12. Permitting: 2 months
13. Construction Administration: 12 months

Phases 1-5 have been identified in the initial agreement dated November 27, 2023.

Phases 6-12 will be identified in a future Professional Services Agreement and include the Structural Engineering, MEP Engineering, Interior Design, Graphic Design, and Landscape/Irrigation.

Luna Architecture has prepared this Park Program and is ready to create a new theme park that incorporates **Ultra-Accessible**™ applications to the new Michael's Wonder World in Olathe, Kansas.

We will continue to adapt spaces, attractions, and rides to allow individuals with disabilities to participate in every attraction so they can enjoy the second **Ultra-Accessible**™ family fun park that will be enjoyed by all.

We appreciate your review of this document so that we can discuss and identify the attractions that will best suit Michael's Wonder World.

MICHAEL'S WONDER WORLD
PROGRAMMING DOCUMENT

09.24.24

Client:
Loretto Commercial Development
4707 College Boulevard, Suite 100
Leawood, Kansas 66211

Project:
Michael's Wonder World
Programming Document
Olathe, Kansas 66061

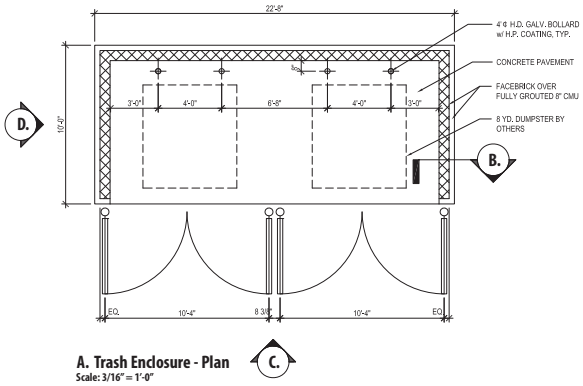
Architect:
Luna Architecture
16403 Huebner Road
San Antonio, Texas 78248

Consultant:
Morgan's
5210 Thousand Oaks Dr., Ste. 1318
San Antonio, Texas 78233

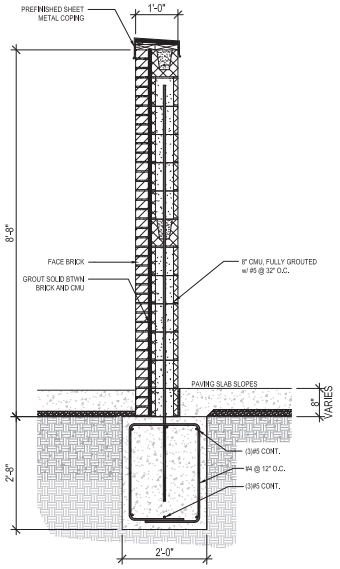
APPENDIX K - DESIGNATED EVENT SPACE DIAGRAM

DESIGNATED EVENT SPACE DIAGRAM N.T.S.

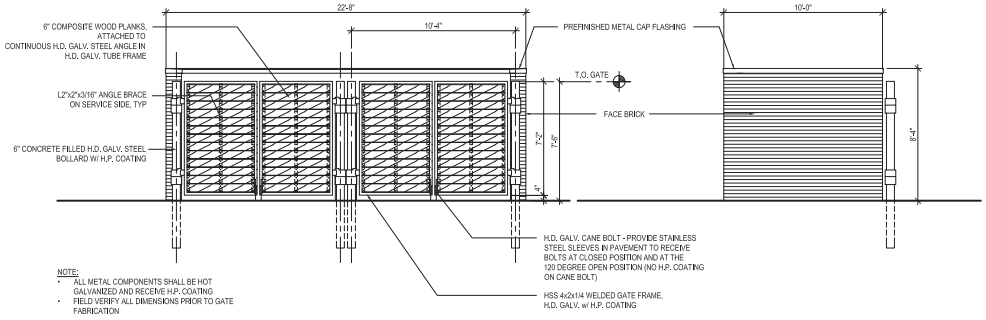
APPENDIX L - TRASH ENCLOSURE



A. Trash Enclosure - Plan
Scale: 3/16" = 1'-0"



B. Trash Enclosure - Wall Section
Scale 1/2" = 1'-0"

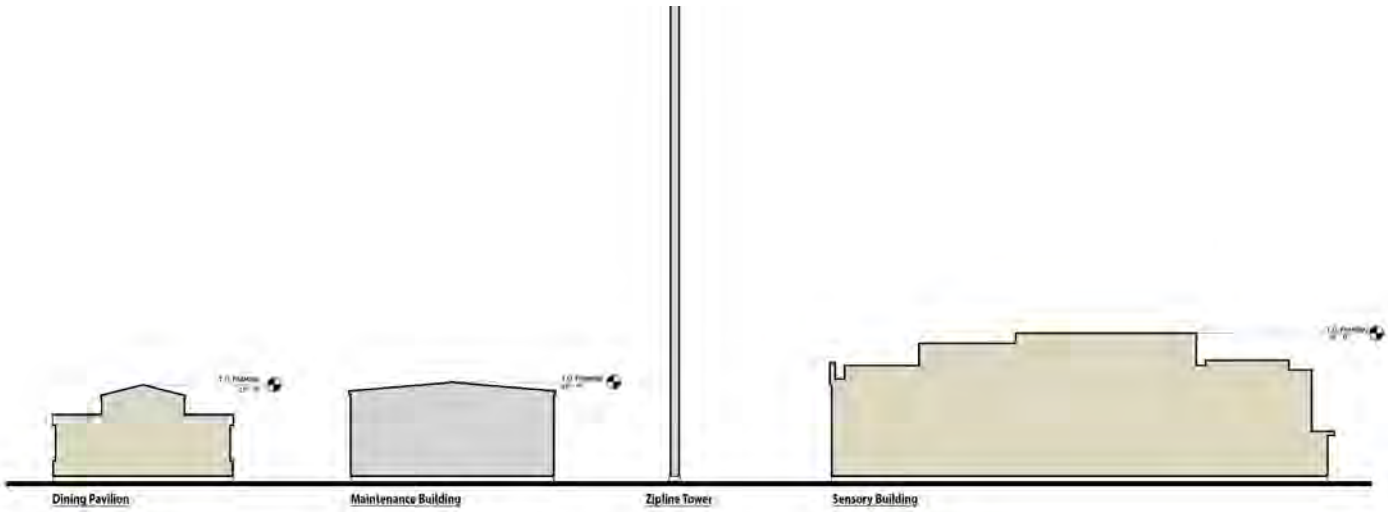


C. Trash Enclosure - Front Elevation
Scale: 3/16" = 1'-0"

D. Trash Enclosure - Rear Elevation
Scale: 3/16" = 1'-0"

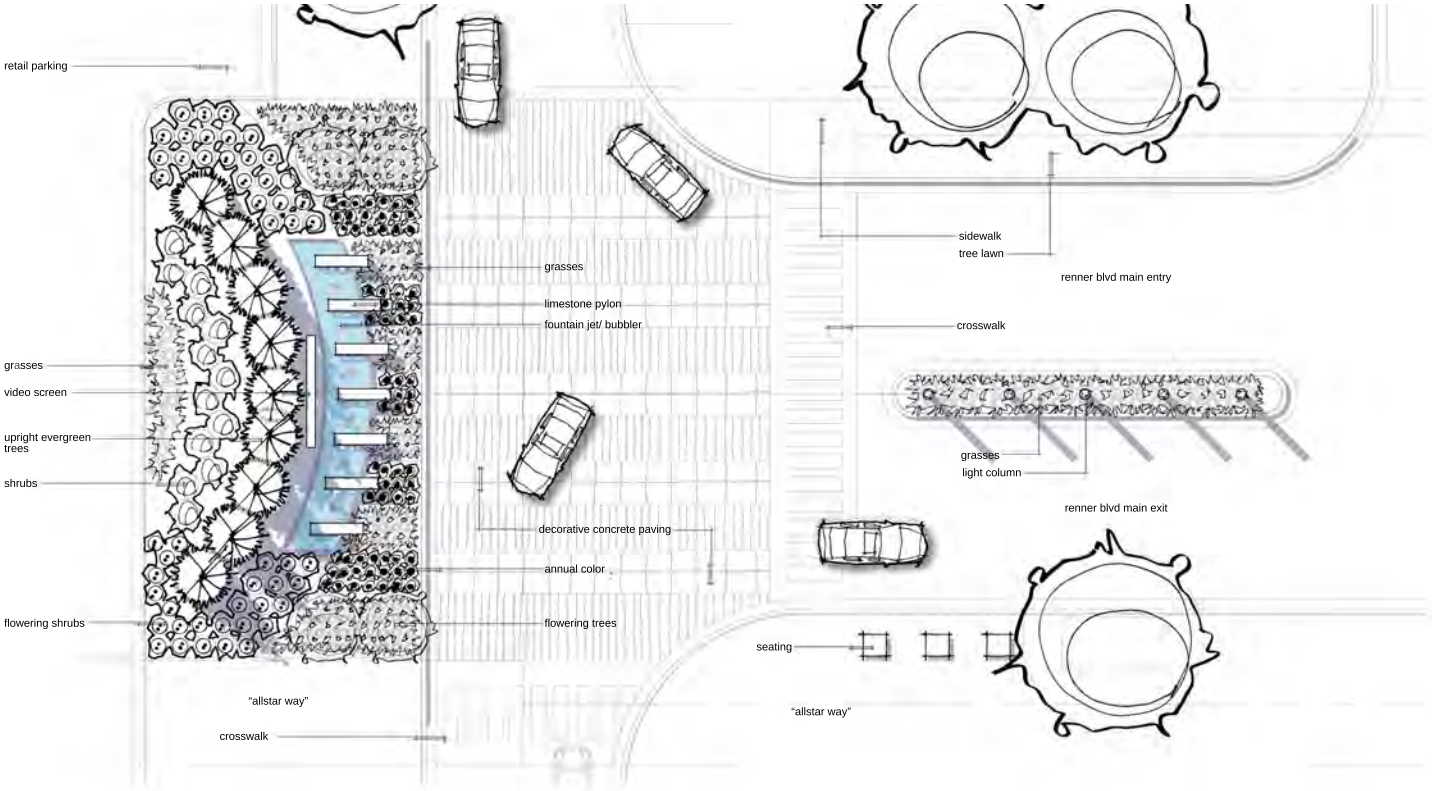
TYPICAL TRASH ENCLOSURE N.T.S.

APPENDIX M - MICHAEL'S WONDER WORLD - BUILDING PROFILES



BUILDING PROFILES N.T.S.

APPENDIX N - DIGITAL SCREEN AT RENNER ENTRANCE



DIGITAL SCREEN AT RENNER ENTRANCE N.T.S.