

**JSA**

Planning, Design, Landscape

MEMO

Date: 03 November 1997

To: Development Review Committee  
Lehi City

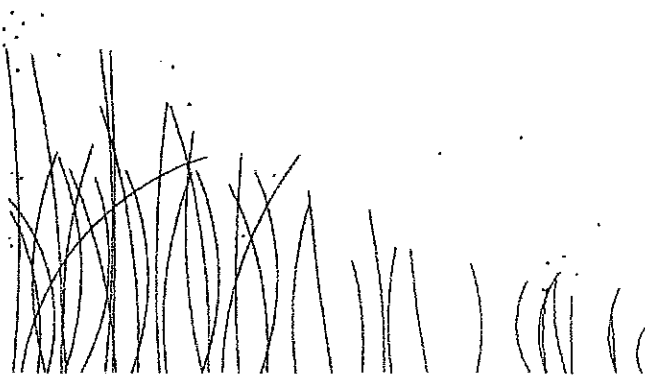
From: John K. Sterzer

Re: **Pilgrim's Landing** Area Plan  
Buffers/Landscape Screening  
LCDC Section 15-7

The **Pilgrim's Landing** development is under the Planned Community (PC) zoning designation. All interior parcels are interconnected by road and pedestrian walkway corridors. Landscaping and buffers between sub-area parcels are so designed to follow that overall character theme. Please refer to attached landscape character sketches.

Buffers and landscaping around the periphery of the project will be compatible with both the proposed land use and adjacent, off site existing conditions. The same landscape character and 'feel' will be incorporated in these locations as on the development interior. It should be noted that all development parcels will be reviewed and approved by the **Pilgrim's Landing** own Development Review Committee prior to a Lehi City submittal.

It is anticipated that on the northwest property line landscaping and berms will be used to minimize views to the existing gravel operation.



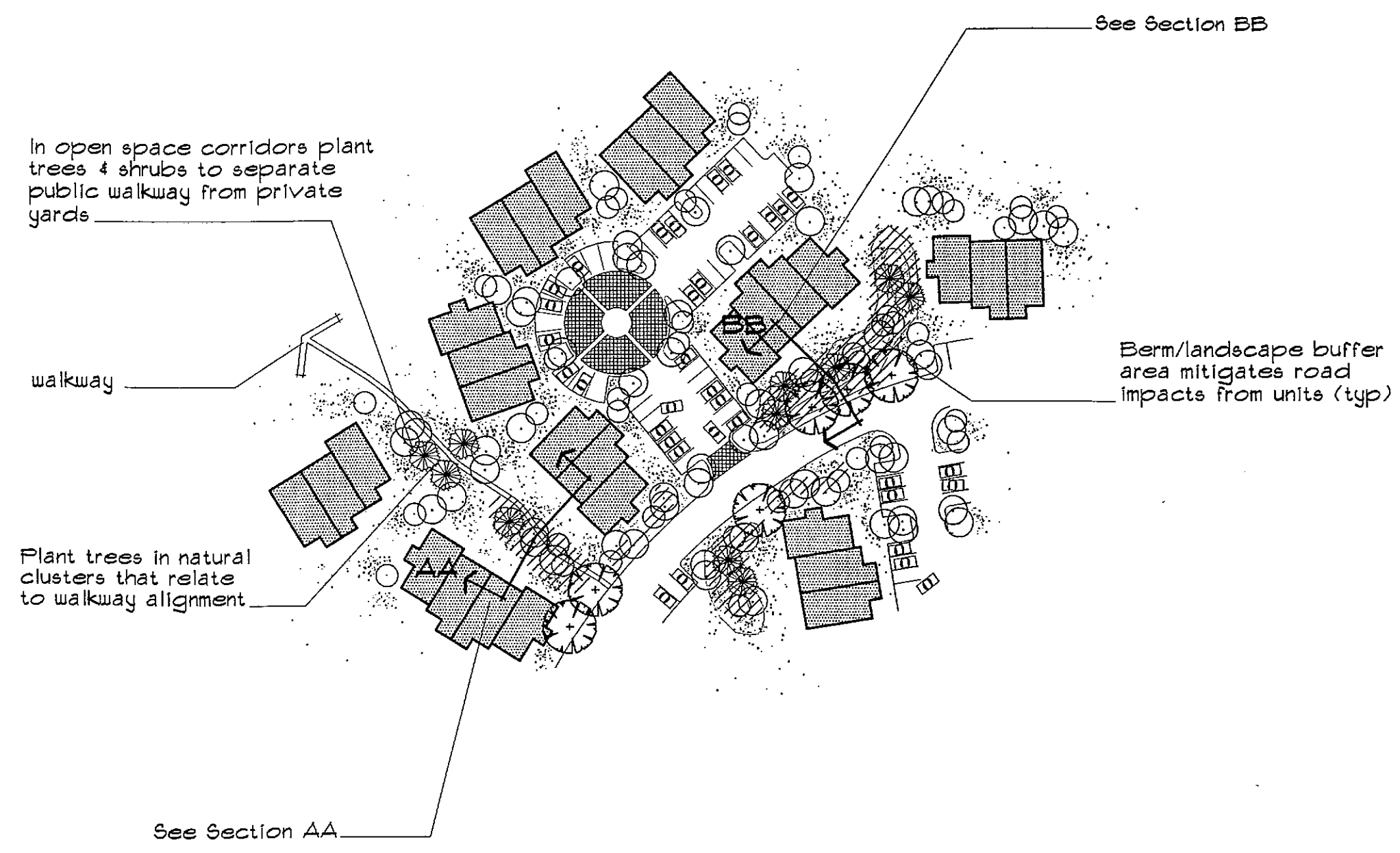
**J. STERZER ASSOCIATES**

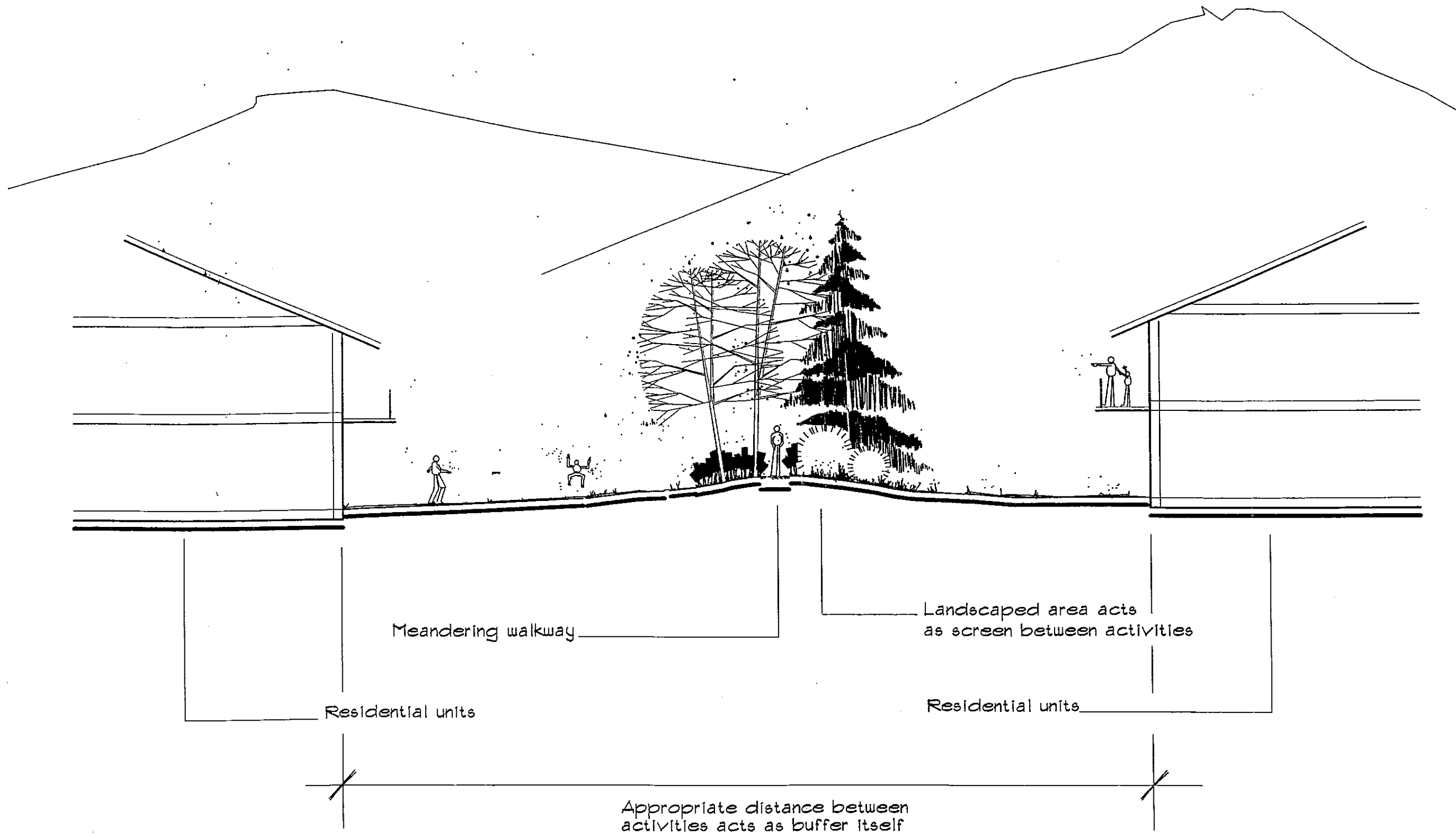
2335 East Treasure Mountain Circle Sandy, Utah 84093  
Tel. (801) 944-4720 Fax (801) 944-4721

# LANDSCAPE CHARACTER

## Screens & Buffers

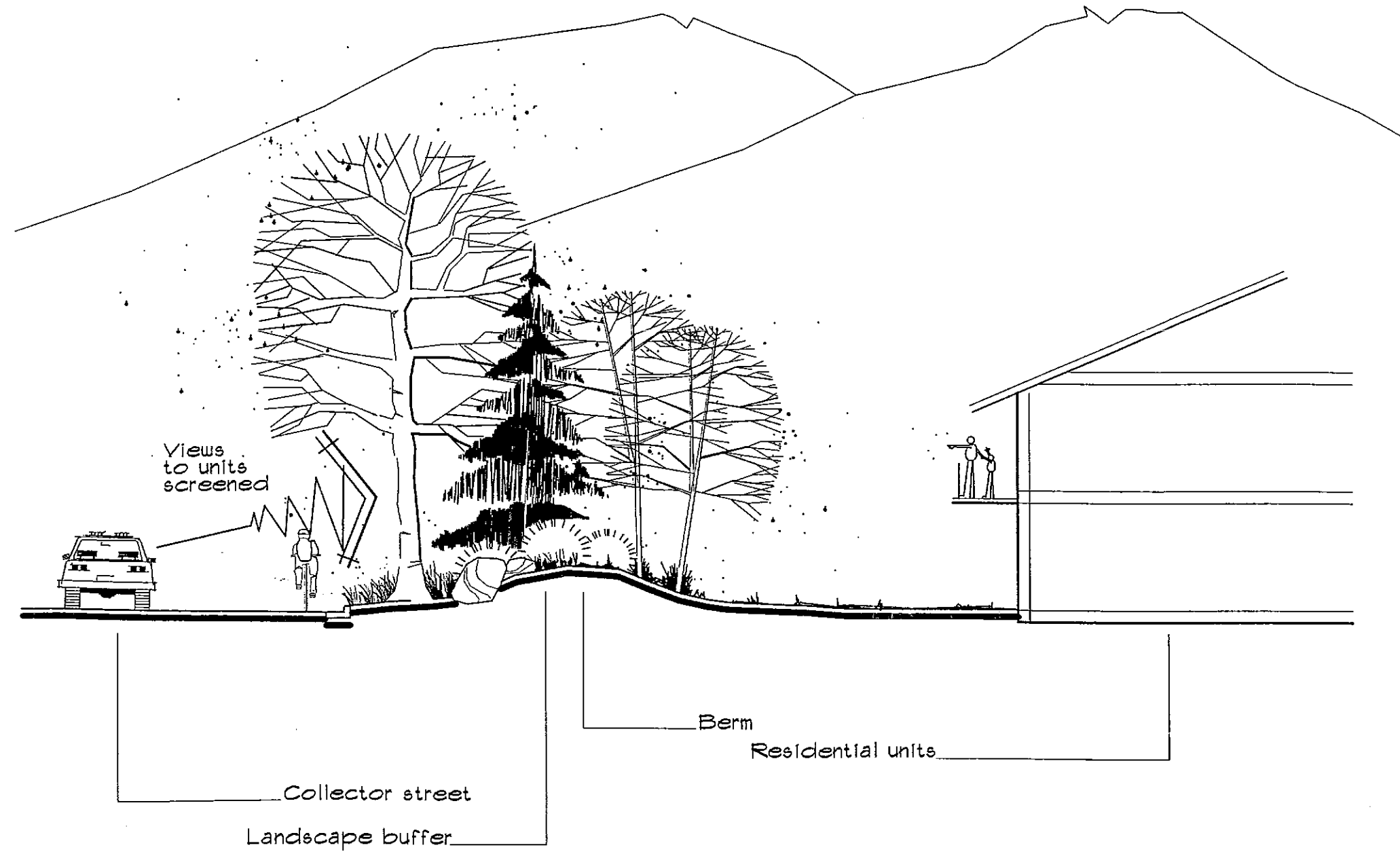
NTS





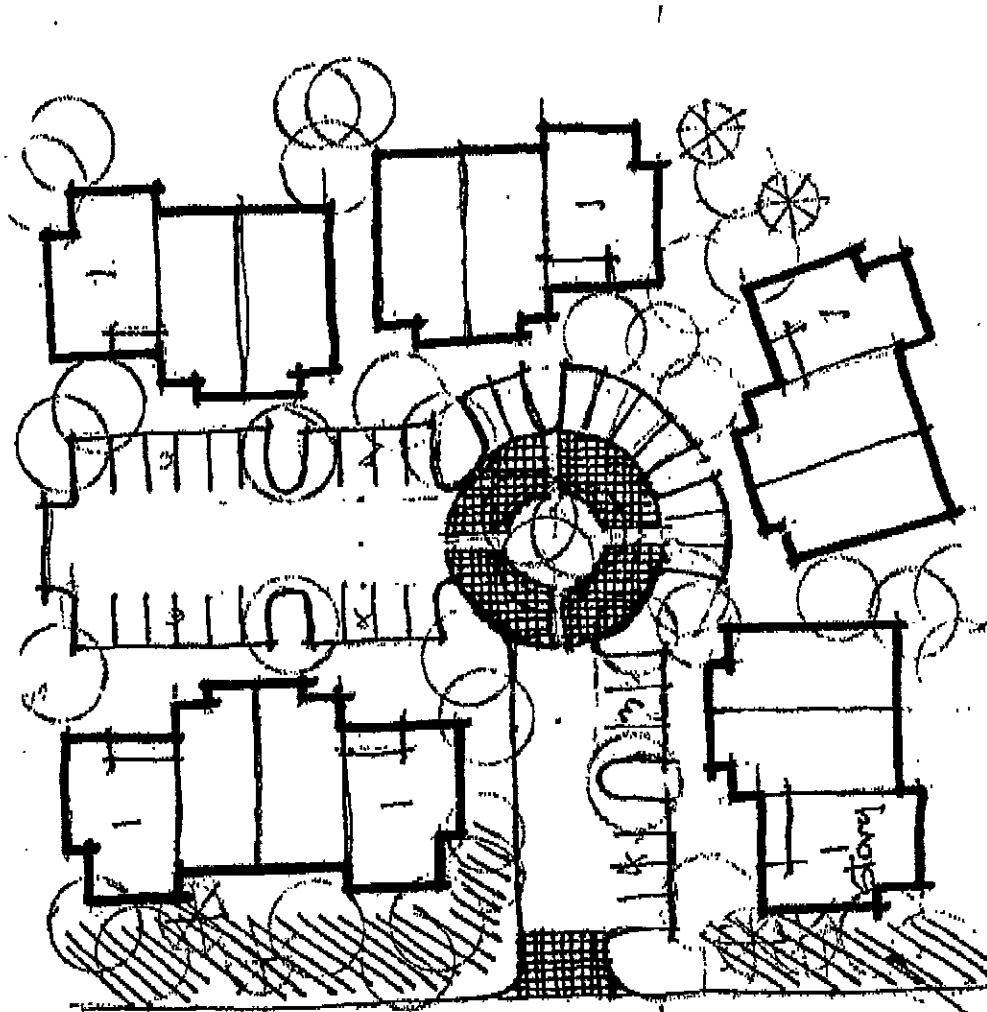
# LANDSCAPE CHARACTER

Section AA  
NTS

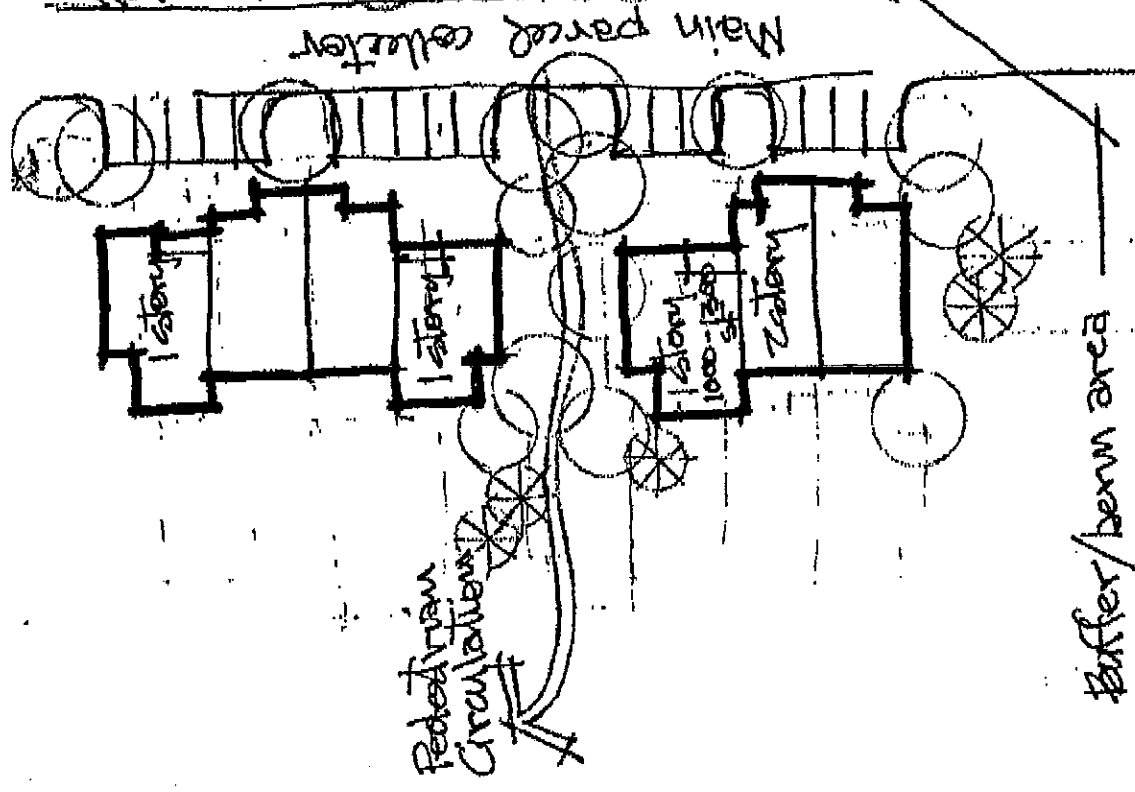


# LANDSCAPE CHARACTER

Section BB  
NTS



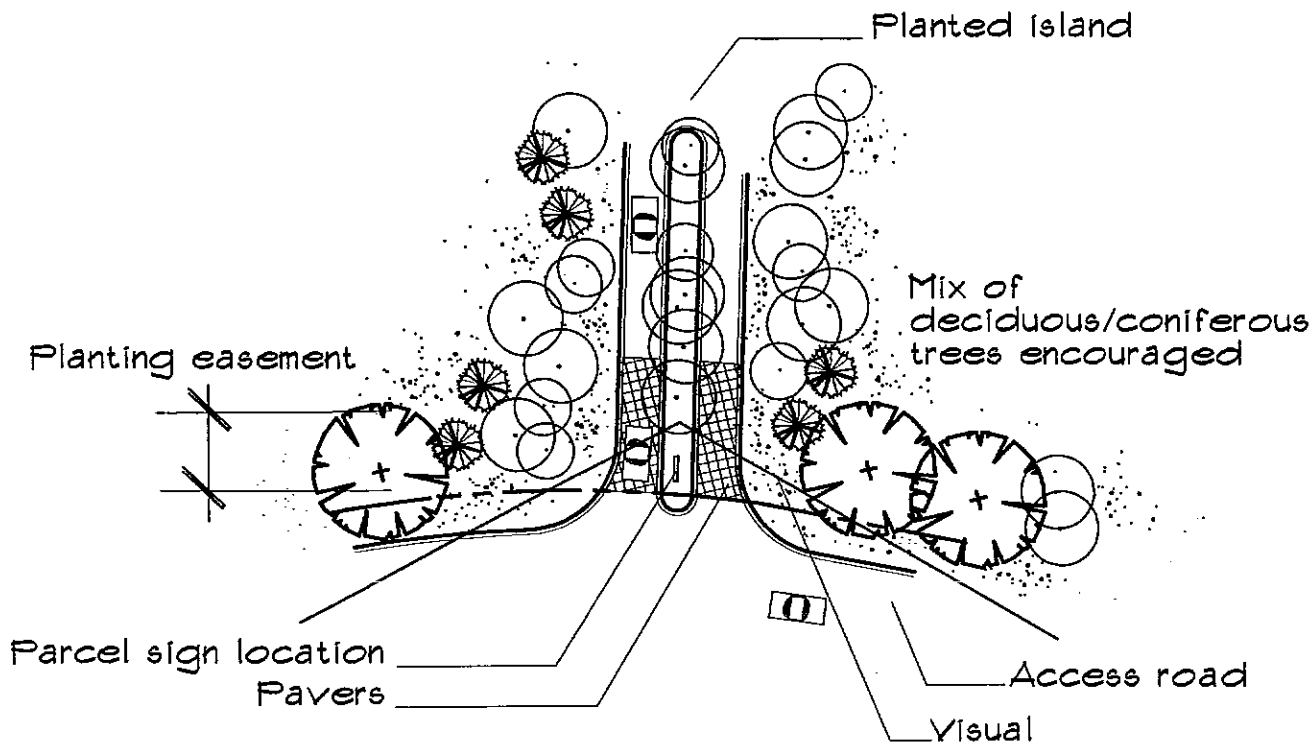
- By trying to minimize fronting units, on main collector, majority of units designed around, on neighborhood court yard. minimizes "court yard" design allows for unsightly parking/garage fronts from collector.
- Long straight lengths of collector rd. discouraged.



- Majority of units in 3 plex configuration... w/ down scale 1 story unit on ends, some 4 plexes are appropriate

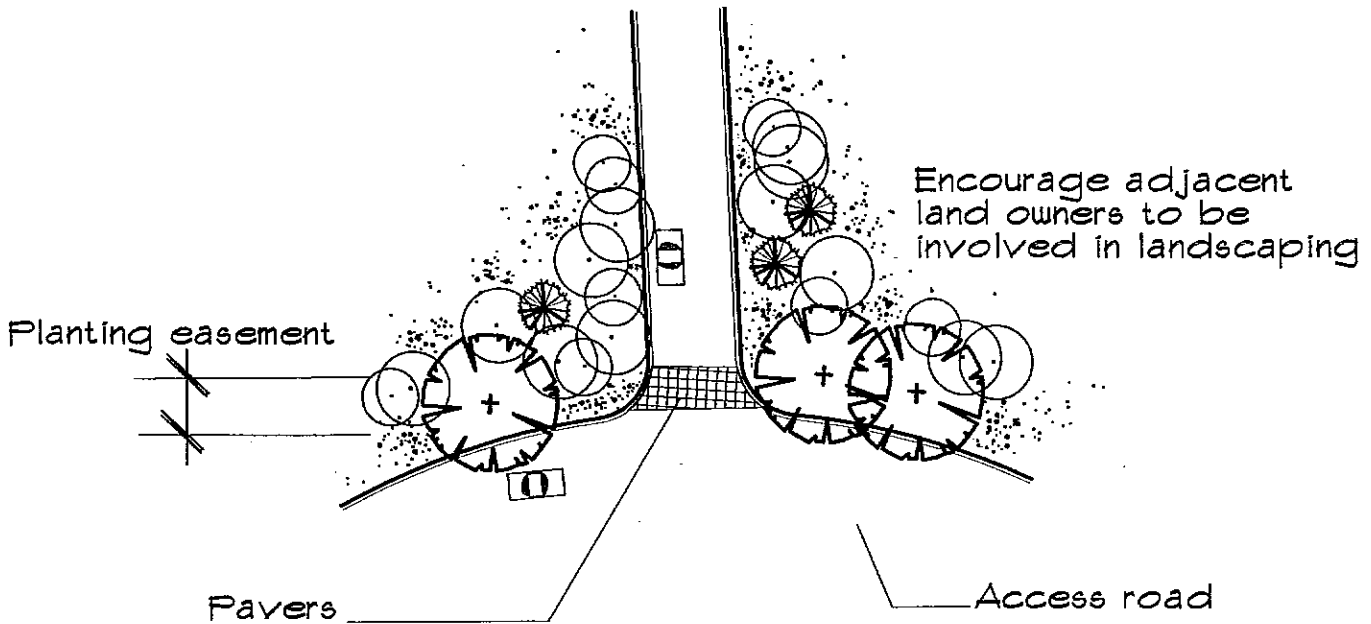
# Parcel Entries

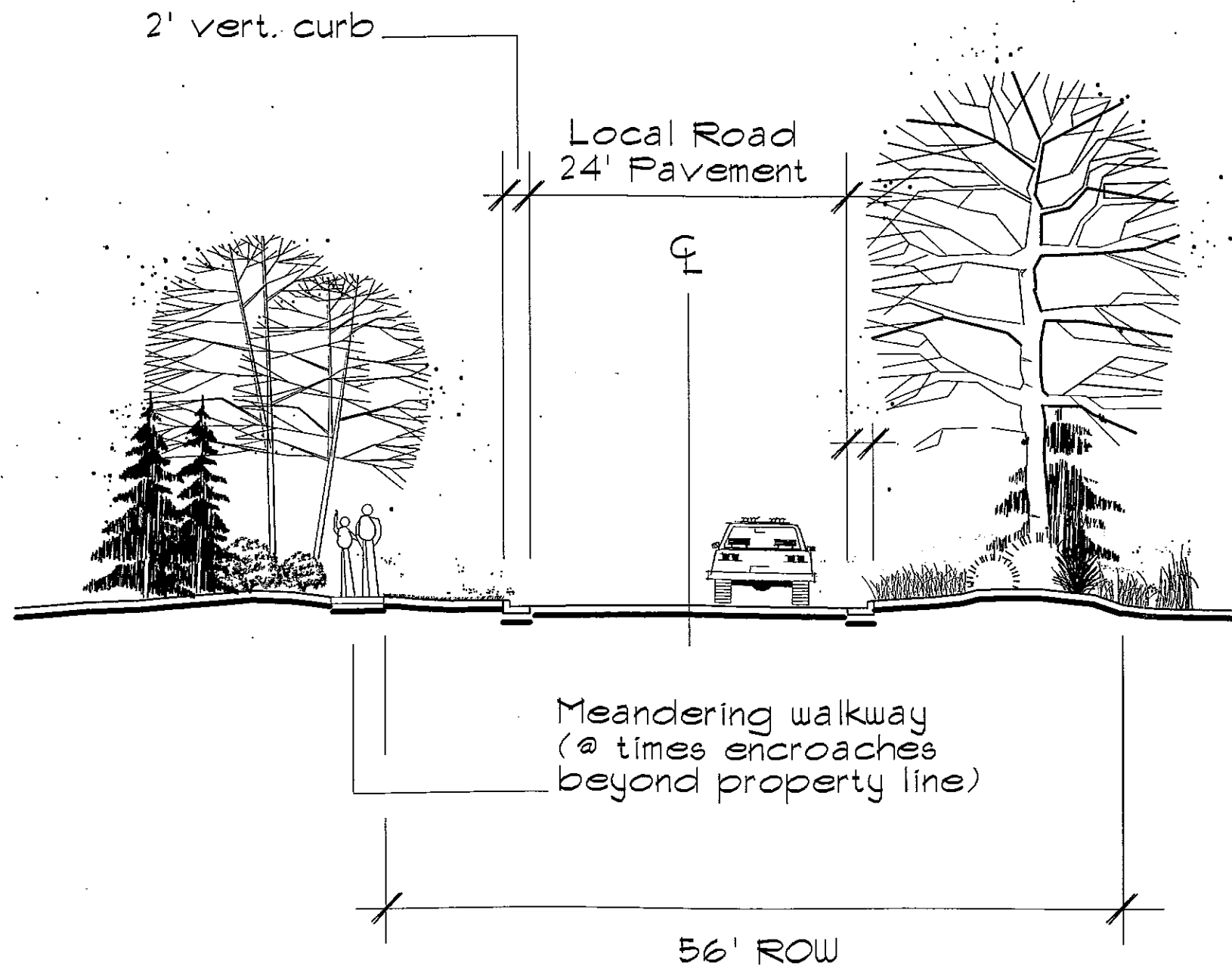
Character Sketch



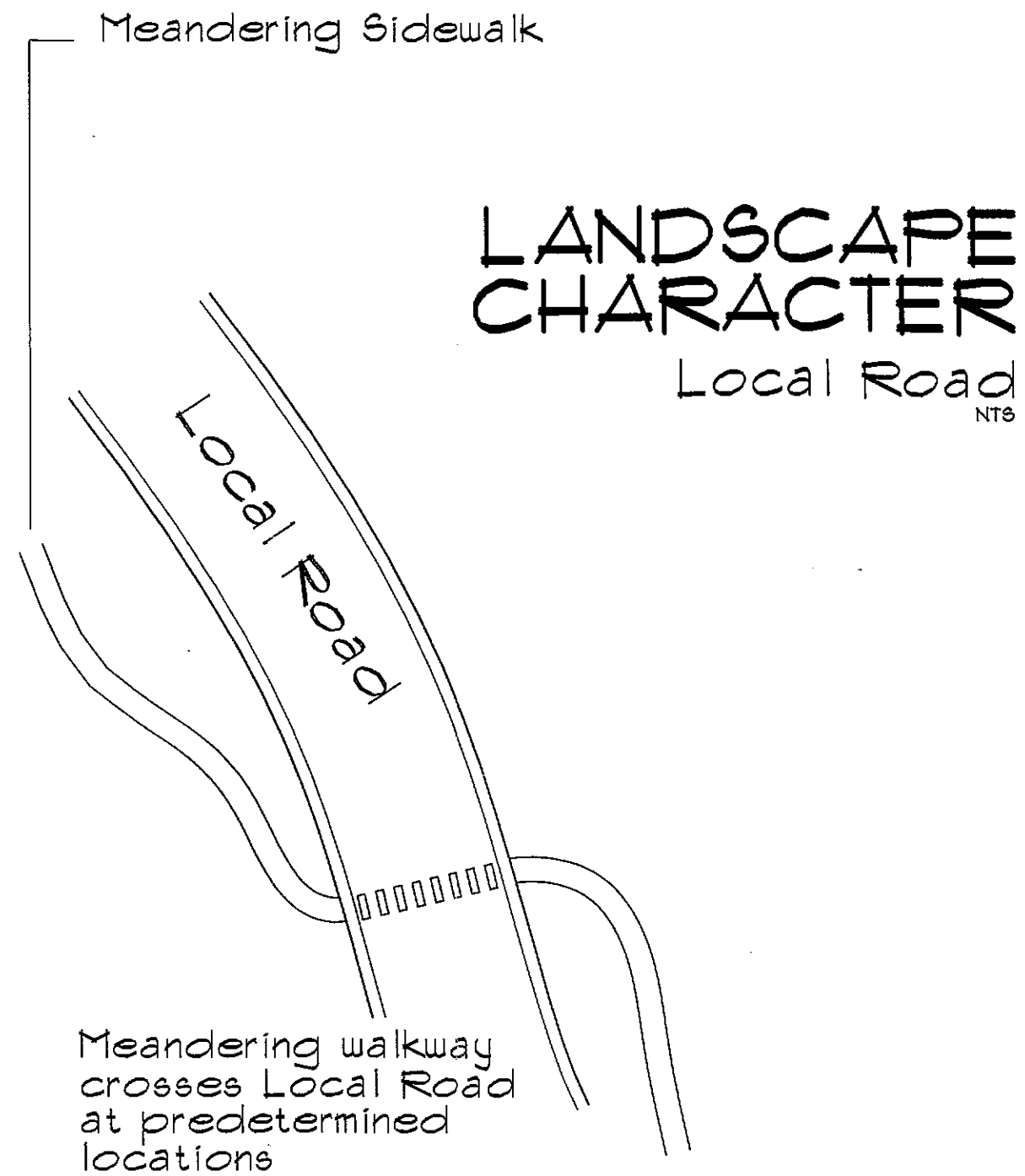
# Neighborhood Entries

Character Sketch

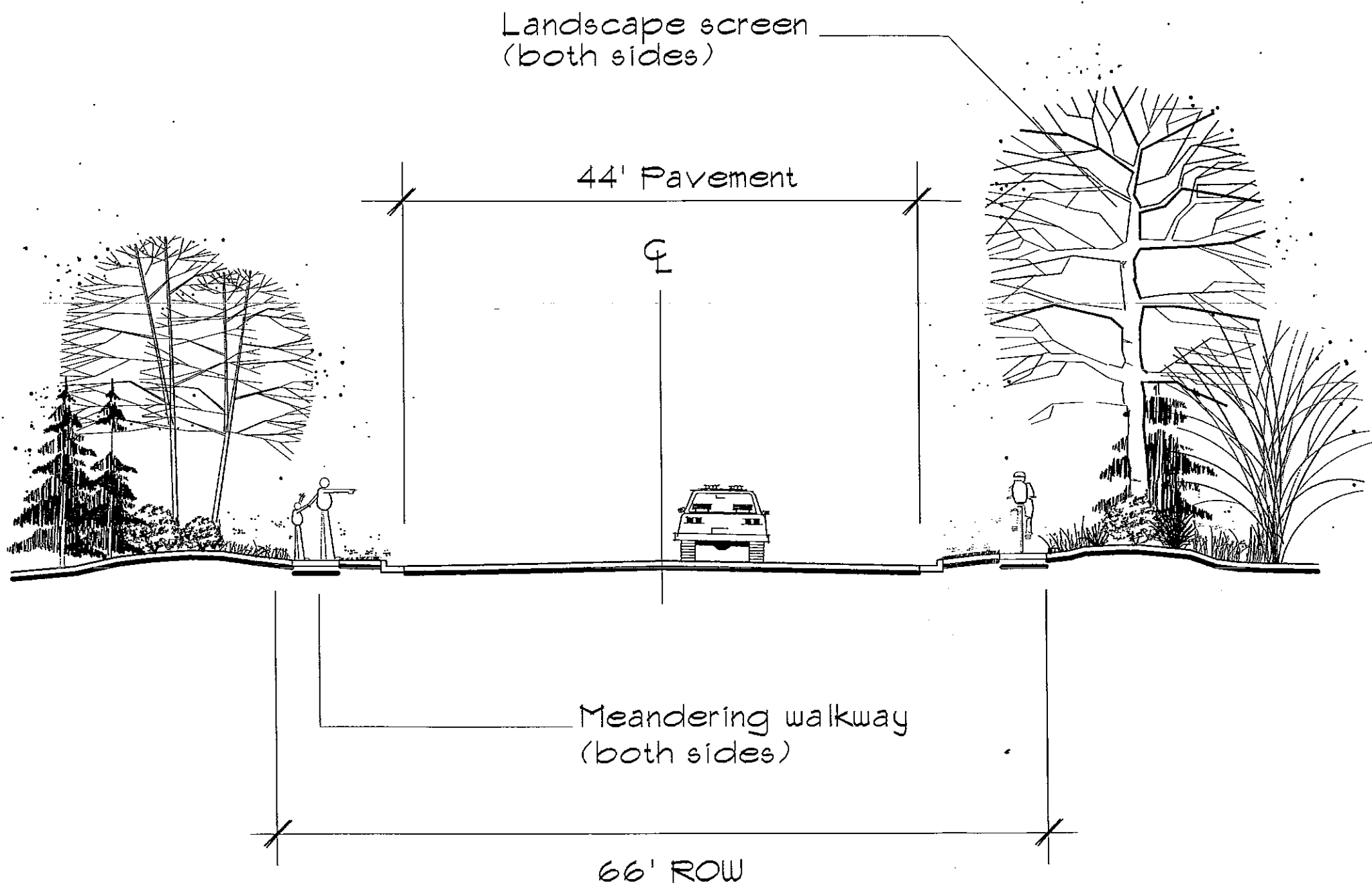




Section



Plan



# LANDSCAPE CHARACTER

Minor Collector

NTS