

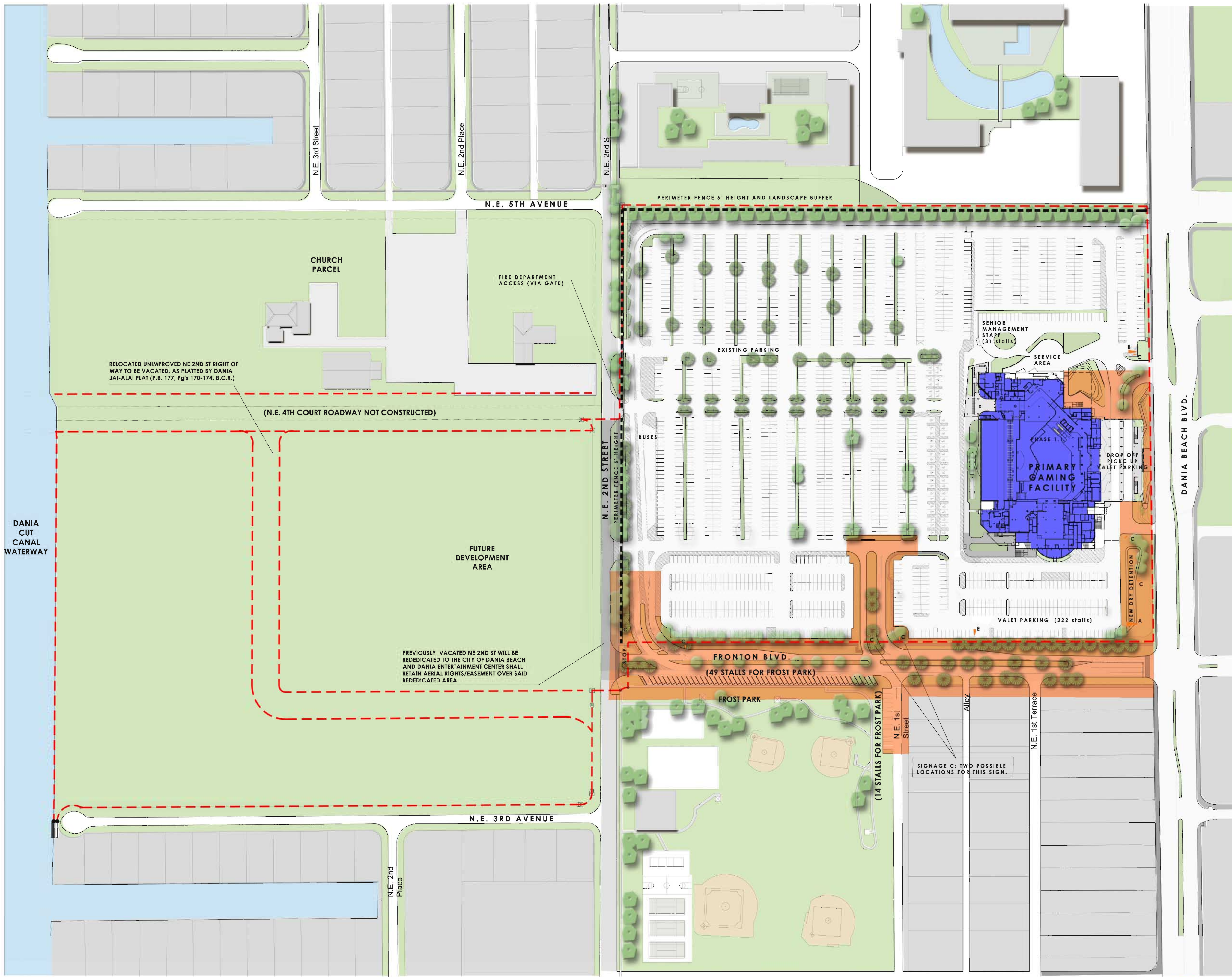
DANIA ENTERTAINMENT CENTER

CAPITAL IMPROVEMENT PLAN

PHASES: 1.1, 1.2, 1.3, 2.1, 2.2, 2.3, 2.4
3.1, 3.2, 4.0, 4.1, 4.2, 4.3

SUBMITTAL DATE: AUGUST 12, 2014 - AS AMENDED SEPTEMBER 25, 2015
SUBMITTED TO: CITY OF DANIA BEACH, FL
SUBMITTED BY: DANIA ENTERTAINMENT CENTER, LLC.

*NOTE: -ALL DIMENSIONS ARE APPROXIMATE - TYP.
-ALL ELEVATIONS ARE NGVD 29



PHASES SUMMARY
PHASE 1.1 (GAMING FACILITY + JAI ALAI)
FRONTON BLVD
NEW DRY DETENTION AREA

SQUARE FOOTAGE SUMMARY-PHASE 1.1

EXISTING REMODEL	
EXISTING REMODEL - 1ST FLOOR	99,348 SQ.FT.
EXISTING REMODEL - 2ND FLOOR	73,436 SQ.FT.
EXISTING REMODEL - 3RD FLOOR	33,136 SQ.FT.
EXISTING REMODEL - 4TH FLOOR	7,582 SQ.FT.
TOTAL EXISTING REMODEL SQUARE FOOTAGE:	213,504 SQ.FT.
EXISTING DEMO	
TOTAL EXISTING DEMO SQUARE FOOTAGE:	23,435 SQ.FT.
NEW GAMING FACILITY	
TOTAL NEW GAMING FACILITY SQUARE FOOTAGE (PHASE 1.1):	22,114 SQ.FT.
TOTAL BUILDING SQUARE FOOTAGE	
TOTAL EXISTING REMODEL (PHASE 1.1)	212,183 SQ.FT.
TOTAL GAMING FACILITY BUILDING SQUARE FOOTAGE PROVIDED:	212,183 SQ.FT.
TOTAL GAMING FACILITY BUILDING SQUARE FOOTAGE PERMITTED:	325,000 SQ.FT.

NOTE: ALL SQUARE FOOTAGE IS APPROXIMATE AND SUBJECT TO ADD/DELETE AT PLAN REVIEW (TOTAL GAMING FACILITY SQUARE FOOTAGE SHOULD NOT EXCEED 325,000 SQUARE FOOTAGE)

PARKING FACILITY SUMMARY-PHASE 1.1
PARKING FACILITY PROVIDED

TOTAL EXISTING PARKING FACILITY	2,358 Stalls
TOTAL PARKING FACILITY REMOVED (PHASE 1.1)	-411 Stalls
TOTAL NEW PARKING FACILITY (PHASE 1.1)	1,947 Stalls
TOTAL PARKING FACILITY SPACES PROVIDED:	1,947 Stalls

PROPOSED NEW PLUS EXISTING AREAS

TOTAL PUBLIC AREAS:		
GAMING POSITIONS	1,400 POSITIONS	350 Stalls
JAI ALAI POSITIONS	1 Stall per 4 POSITIONS	488 POSITIONS 122 Stalls
POKER/RACE BOOK POSITIONS	1 Stall per 4 POSITIONS	500 POSITIONS 125 Stalls
TOTAL NEW DETERMINED PARKING:		597 Stalls

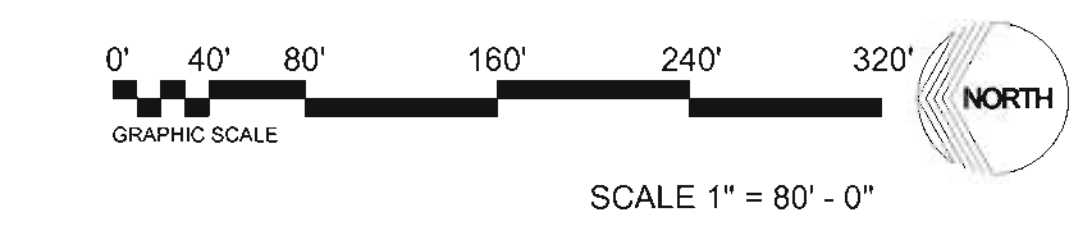
TOTAL PARKING TABULATION

TOTAL PARKING:	1,947 Stalls Provided - 597 Stalls determined = 1,350 Stalls Over Parked
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NOTE: PARKING SPACES PROVIDED FOR FROST PARK ON CITY RIGHT OF WAY - NOT COUNTED IN CALCULATIONS ABOVE

PRIMARY GAMING FACILITY

- EXISTING REMODELED JAI ALAI AND GAMING FACILITY (PHASE 1.1)
- NEW PRIMARY GAMING FACILITY EXPANSION
- COMMERCIAL FACILITY IMPROVEMENTS
- EXTERIOR REMODELED
- REMODELED IN PREVIOUS PHASE
- EXISTING AREA



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PHASES SUMMARY
PHASE 1.2 (GAMING FACILITY)
NEW PARKING FACILITY (VALET PARKING + GAMING SERVICE AREA + EMPLOYEES PARKING)
DANIA BEACH BLVD
NE 2ND STREET
PHASE 2.1 PARKING FACILITY
PHASE 2.2 CONNECTING BUILDING
PHASE 2.3 PARKING FACILITY EXPANSION
PHASE 2.4 NEW PARKING AREA NEXT TO PARKING FACILITY
NEW RETENTION AREA

SQUARE FOOTAGE SUMMARY-PHASE 1.2-2.1-2.2-2.3-2.4

EXISTING REMODEL	
EXISTING REMODEL -1ST FLOOR	99,348 SQ.FT.
EXISTING REMODEL -2ND FLOOR	73,436 SQ.FT.
EXISTING REMODEL -3RD FLOOR	33,138 SQ.FT.
EXISTING REMODEL -4TH FLOOR	7,582 SQ.FT.
TOTAL EXISTING REMODEL SQUARE FOOTAGE:	213,504 SQ.FT.
EXISTING DEMO	
TOTAL EXISTING DEMO SQUARE FOOTAGE:	23,435 SQ.FT.
NEW GAMING FACILITY	
TOTAL NEW GAMING FACILITY SQUARE FOOTAGE (PHASE 1.2):	68,152 SQ.FT.
TOTAL GAMING FACILITY SQUARE FOOTAGE	
TOTAL EXISTING REMODEL (PHASE 1.1)	212,183 SQ.FT.
TOTAL NEW GAMING FACILITY (PHASE 1.2)	68,152 SQ.FT.
TOTAL GAMING FACILITY BUILDING SQUARE FOOTAGE PROVIDED:	280,335 SQ.FT.
TOTAL GAMING FACILITY BUILDING SQUARE FOOTAGE PERMITTED:	325,000 SQ.FT.

NOTE: ALL SQUARE FOOTAGE IS APPROXIMATE AND SUBJECT TO ADD/DELETE AT PLAN REVIEW (TOTAL GAMING FACILITY SQUARE FOOTAGE SHOULD NOT EXCEED 325,000 SQUARE FOOTAGE)

TOTAL FOOTPRINT SQUARE FOOTAGE

TOTAL FOOTPRINT SQUARE FOOTAGE PROVIDED:	0.9Q.FT.
TOTAL FOOTPRINT SQUARE FOOTAGE PERMITTED:	15 ACRES = 653,400 SQ.FT.

NOTE: ALL SQUARE FOOTAGE IS APPROXIMATE AND SUBJECT TO ADD/DELETE AT PLAN REVIEW (TOTAL FOOTPRINT SQUARE FOOTAGE SHOULD NOT EXCEED 15 ACRES)

PARKING SUMMARY-PHASE 1.2-2.1-2.2-2.3-2.4-2.4

PARKING PROVIDED	
TOTAL PARKING FACILITY SPACES PROVIDED IN PREVIOUS SHEET:	1,947 Stalls
TOTAL PARKING REMOVED (PHASE 1.2-2.1-2.2-2.3-2.4):	-1,947 Stalls
TOTAL NEW EXTERIOR PARKING (PHASE 1.2-2.4):	600 Stalls
TOTAL NEW PARKING FACILITY (PHASE 2.1-2.3):	2,100 Stalls
TOTAL PARKING SPACES PROVIDED:	2,700 Stalls

PROPOSED NEW PLUS EXISTING AREAS

TOTAL PUBLIC AREAS:	
GAMING POSITIONS 1 Stall per 4 POSITIONS:	1,400 POSITIONS 350 Stalls
JAI ALAI POSITIONS 1 Stall per 4 POSITIONS:	488 POSITIONS 122 Stalls
POKER / RACE BOOK POSITIONS 1 Stall per 4 POSITIONS:	500 POSITIONS 125 Stalls
TOTAL NEW DETERMINED PARKING:	597 Stalls

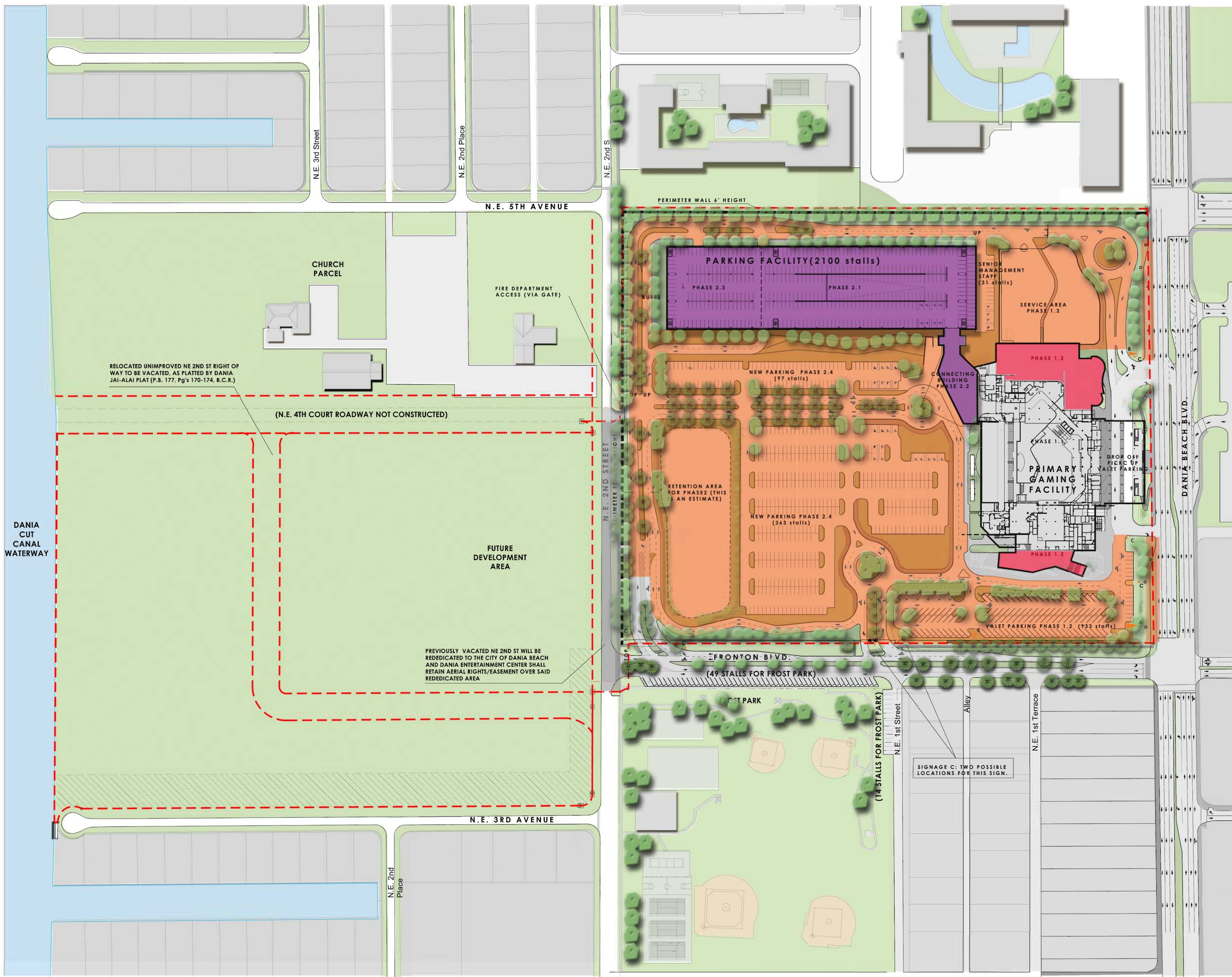
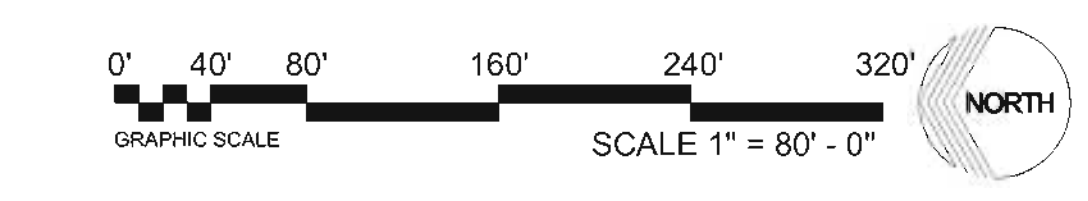
TOTAL PARKING TABULATION

TOTAL PARKING:	2,700 Stalls Provided - 597 Stalls Determined = 2,103 Stalls Over Parked
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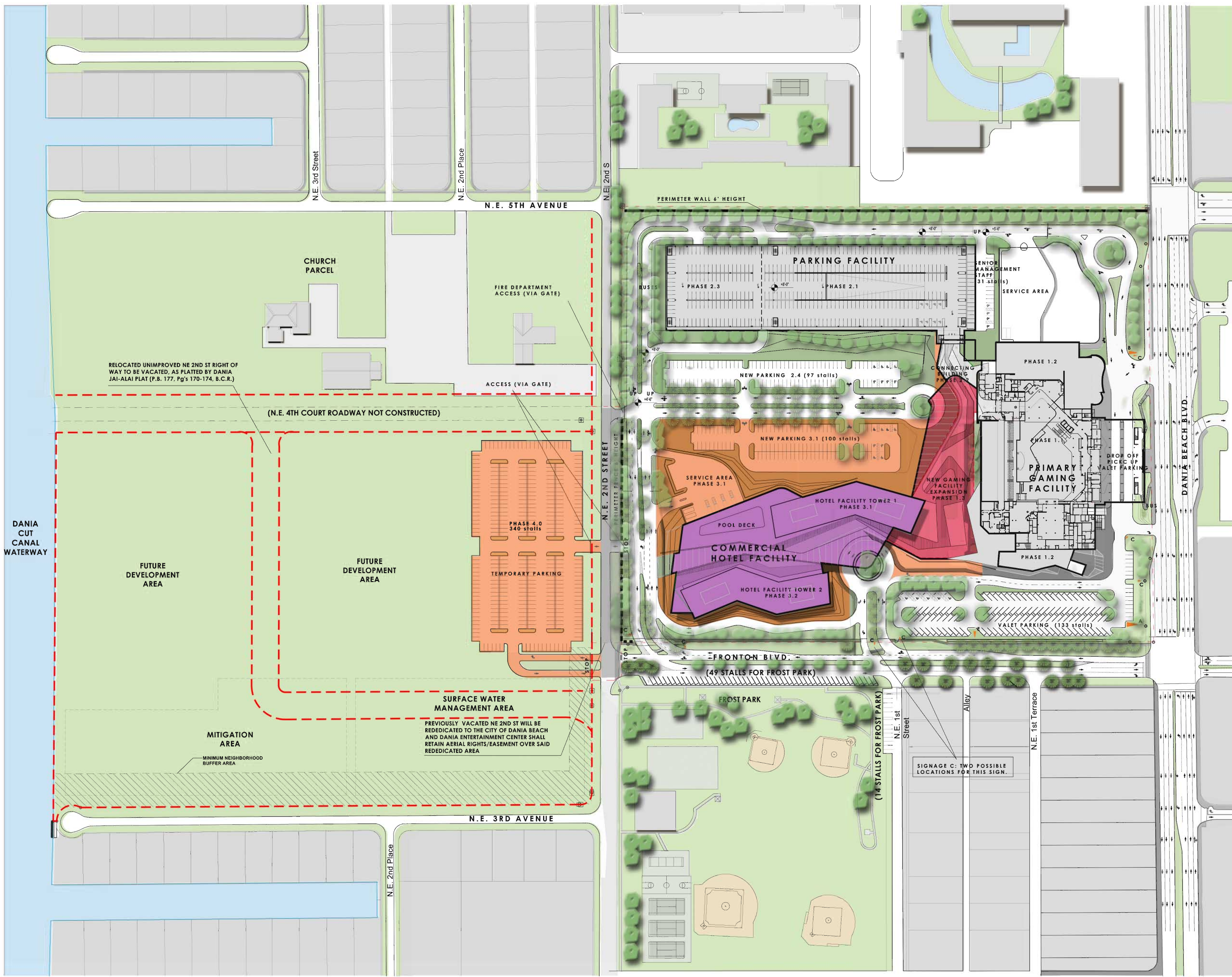
NOTE: PARKING SPACES PROVIDED FOR FROST PARK ON CITY RIGHT OF WAY - NOT COUNTED IN CALCULATIONS ABOVE

PRIMARY GAMING FACILITY

- EXISTING REMODELED JAI ALAI AND GAMING FACILITY (PHASE 1.1)
- NEW PRIMARY GAMING FACILITY EXPANSION
- COMMERCIAL FACILITY IMPROVEMENTS
- EXTERIOR REMODELED
- REMODELED IN PREVIOUS PHASE
- EXISTING AREA



* NOTE: -ALL DIMENSIONS ARE APPROXIMATE - TYP.
 -ALL ELEVATIONS ARE NGVD 29



PHASES SUMMARY

PHASE 1.3 (GAMING FACILITY)
 PHASE 3.1 HOTEL FACILITY 1 + SERVICE AREA
 HOTELS FACILITY / BACK OF THE HOUSE
 PHASE 3.2 HOTEL FACILITY 2 + HOTEL
 COMMERCIAL FACILITY AREA
 NEW PARKING FACILITY (AREA NEXT TO HOTEL
 FACILITY A)
 PHASE 4.0 NEW TO EXTERIOR PARKING AREA

SQUARE FOOTAGE SUMMARY-PHASE 1.3 - 3.1 - 3.2

EXISTING REMODEL	
EXISTING REMODEL -1ST FLOOR	99,348 SQ.FT.
EXISTING REMODEL -2ND FLOOR	73,436 SQ.FT.
EXISTING REMODEL -3RD FLOOR	33,136 SQ.FT.
EXISTING REMODEL -4TH FLOOR	7,262 SQ.FT.
TOTAL EXISTING REMODEL SQUARE FOOTAGE:	213,182 SQ.FT.
EXISTING DEMO	
TOTAL EXISTING DEMO SQUARE FOOTAGE:	23,435 SQ.FT.
NEW GAMING FACILITY	
TOTAL NEW GAMING FACILITY SQUARE FOOTAGE (PHASE 1.3):	39,665 SQ.FT.
TOTAL GAMING FACILITY SQUARE FOOTAGE	
TOTAL EXISTING REMODEL (PHASE 1.1)	212,183 SQ.FT.
TOTAL NEW GAMING FACILITY (PHASE 1.2)	68,152 SQ.FT.
TOTAL NEW GAMING FACILITY (PHASE 1.3)	39,665 SQ.FT.
TOTAL GAMING FACILITY BUILDING SQUARE FOOTAGE PROVIDED:	320,000 SQ.FT.
TOTAL GAMING FACILITY BUILDING SQUARE FOOTAGE PERMITTED:	325,000 SQ.FT.

NOTE: ALL SQUARE FOOTAGE IS APPROXIMATE AND SUBJECT TO ADD/DELETE AT PLAN REVIEW (TOTAL GAMING FACILITY SQUARE FOOTAGE SHOULD NOT EXCEED 325,000 SQUARE FOOTAGE)

PARKING SUMMARY-PHASE 1.3 - 3.1 - 3.2

PARKING PROVIDED

TOTAL PARKING SPACES PROVIDED IN PREVIOUS SHEET	2,700 Stalls
TOTAL PARKING REMOVED (PHASE 1.3 - 3.1 - 3.2)	263 Stalls
TOTAL NEW PARKING (PHASE 4.0):	340 Stalls
TOTAL PARKING SPACES PROVIDED:	2,777 Stalls

PROPOSED NEW PLUS EXISTING AREAS

TOTAL PUBLIC AREAS:	
GAMING POSITIONS 1 Stall per 4 POSITIONS:	2000 POSITIONS 500 Stalls
JAI ALAI POSITIONS 1 Stall per 4 POSITIONS:	488 POSITIONS 122 Stalls
POKER / RACE BOOK POSITIONS 1 Stall per 4 POSITIONS:	500 POSITIONS 125 Stalls
SUBTOTAL PUBLIC AREAS:	747 Stalls
NEW GUEST ROOMS:	
500 GUEST ROOMS 0.5 Stall per 1 ROOM:	500 ROOMS 250 Stalls
COMMERCIAL HOTEL FACILITY:	
19442 SQ. FT. 1 Stall per 300 SQ.FT.:	19442 SQ. FT. 65 Stalls
TOTAL NEW DETERMINED PARKING:	1062 Stalls

TOTAL PARKING TABULATION

TOTAL PARKING:	2,777 Stalls Provided - 1,062 Stalls Determined = 1,715 Stalls Over Parked
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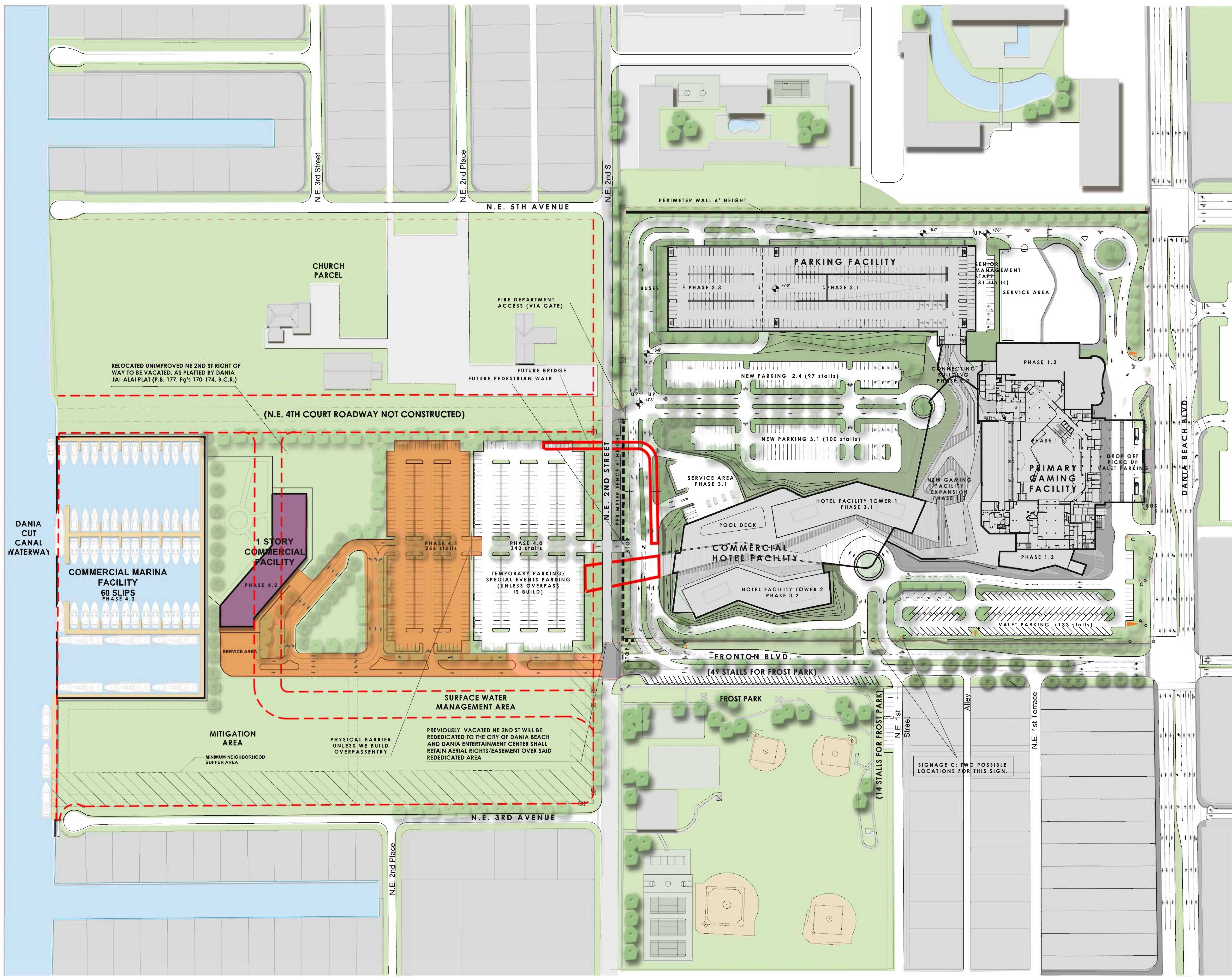
NOTE: PARKING SPACES PROVIDED FOR FROST PARK ON CITY RIGHT OF WAY - NOT COUNTED IN CALCULATIONS ABOVE

PRIMARY GAMING FACILITY

- EXISTING REMODELED JAI ALAI AND GAMING FACILITY (PHASE 1.1)
- NEW PRIMARY GAMING FACILITY EXPANSION
- COMMERCIAL FACILITY IMPROVEMENTS
- EXTERIOR REMODELED
- REMODELED IN PREVIOUS PHASE
- EXISTING AREA



* NOTE: -ALL DIMENSIONS ARE APPROXIMATE - TYP.
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PHASES SUMMARY
 PHASE 4.1 PARKING MARINA FACILITY
 PHASE 4.2 COMMERCIAL FACILITY
 PHASE 4.3 COMMERCIAL MARINA FACILITY

SQUARE FOOTAGE SUMMARY-PHASE 4.1 - 4.2 - 4.3

EXISTING REMODEL	
EXISTING REMODEL - 1ST FLOOR	99,348 SQ.FT.
EXISTING REMODEL - 2ND FLOOR	73,436 SQ.FT.
EXISTING REMODEL - 3RD FLOOR	33,138 SQ.FT.
EXISTING REMODEL - 4TH FLOOR	7,882 SQ.FT.
TOTAL EXISTING REMODEL SQUARE FOOTAGE:	213,804 SQ.FT.
EXISTING DEMO	
TOTAL EXISTING DEMO SQUARE FOOTAGE:	23,435 SQ.FT.
NEW GAMING FACILITY	
TOTAL NEW GAMING FACILITY SQUARE FOOTAGE:	0 SQ.FT.
TOTAL BUILDING SQUARE FOOTAGE	
TOTAL EXISTING REMODEL (PHASE 1.1)	212,183 SQ.FT.
TOTAL NEW GAMING FACILITY (PHASE 1.2)	68,152 SQ.FT.
TOTAL NEW GAMING FACILITY (PHASE 1.3)	38,665 SQ.FT.
TOTAL HOTEL FACILITY + 2 POODUM AND TOWER (PHASE 3.1 - 3.2)	500 ROOMS HOTEL
TOTAL GAMING FACILITY BUILDING SQUARE FOOTAGE PROVIDED:	320,000 SQ.FT.
TOTAL GAMING FACILITY BUILDING SQUARE FOOTAGE PERMITTED:	325,000 SQ.FT.

NOTE: ALL SQUARE FOOTAGE IS APPROXIMATE AND SUBJECT TO ADJUSTMENTS AT PLAN REVIEW (TOTAL GAMING FACILITY SQUARE FOOTAGE SHOULD NOT EXCEED 325,000 SQUARE FOOTAGE)

PARKING SUMMARY-PHASE 4.1 - 4.2 - 4.3

PARKING PROVIDED	
TOTAL PARKING SPACES PROVIDED IN PREVIOUS SHEET:	2,777 Stalls
TOTAL NEW EXTERIOR MARINA FACILITY PARKING (PHASE 4.1):	256 Stalls
TOTAL PARKING SPACES PROVIDED:	3,033 Stalls

PROPOSED NEW PLUS EXISTING AREAS

TOTAL PUBLIC AREAS:		
GAMING POSITIONS:		
1 Stall per 4 POSITIONS:	2000 POSITIONS	500 Stalls
JAI ALAI POSITIONS:	488 POSITIONS	122 Stalls
1 Stall per 4 POSITIONS:		
POKER / RACE BOOK POSITIONS:	500 POSITIONS	125 Stalls
1 Stall per 4 POSITIONS:		
SUBTOTAL PUBLIC AREAS:		747 Stalls
NEW GUEST ROOMS:		
500 GUEST ROOMS:	500 ROOMS	250 Stalls
COMMERCIAL HOTEL FACILITY:		
19442 SQ. FT.:	19442 SQ. FT.	66 Stalls
1 Stall per 300 SQ.FT.:		
25558 SQ. FT.:	25558 SQ. FT.	85 Stalls
1 Stall per 300 SQ.FT.:		
BOAT SLIPS (PHASE 4.3):		
BOAT SLIPS:	60 Stalls PERMITTED	60 Stalls
TOTAL NEW DETERMINED PARKING:		1,207 Stalls

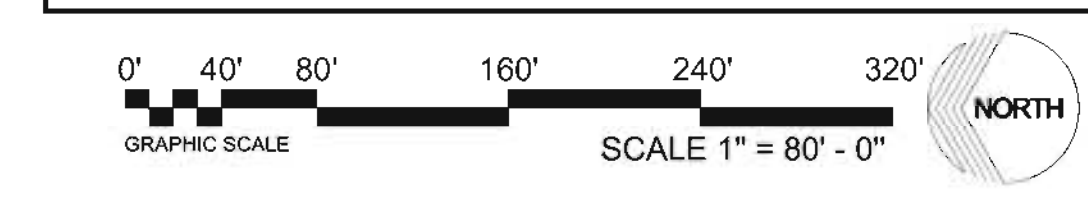
TOTAL PARKING TABULATION

TOTAL PARKING:	3,033 Stalls Provided - 1,207 Stalls Determined = 1,826 Stalls Over Parked
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NOTE: PARKING SPACES PROVIDED FOR FROST PARK ON CITY RIGHT OF WAY - NOT COUNTED IN CALCULATIONS ABOVE

PRIMARY GAMING FACILITY

- EXISTING REMODELED JAI ALAI AND GAMING FACILITY (PHASE 1.1)
- NEW PRIMARY GAMING FACILITY EXPANSION
- COMMERCIAL FACILITY IMPROVEMENTS
- EXTERIOR REMODELED
- REMODELED IN PREVIOUS PHASE
- EXISTING AREA





VIEW TOWARDS NORTHEAST



VIEW TOWARDS NORTHWEST



VIEW TOWARDS SOUTHEAST



VIEW TOWARDS SOUTHWEST

*NOTE: FOR CLARITY LANDSCAPE NOT SHOWN. REFER TO LANDSCAPE PLANS FOR SPECIES LOCATIONS & SIZES.



VIEW TOWARDS NORTHEAST



VIEW TOWARDS NORTHWEST



VIEW TOWARDS SOUTHEAST



VIEW TOWARDS SOUTHWEST

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VIEW TOWARDS NORTHEAST



VIEW TOWARDS NORTHWEST



VIEW TOWARDS SOUTHEAST



VIEW TOWARDS SOUTHWEST

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VIEW TOWARDS NORTHEAST



VIEW TOWARDS NORTHWEST

*NOTE: FOR CLARITY LANDSCAPE NOT SHOWN. REFER TO LANDSCAPE PLANS FOR SPECIES LOCATIONS & SIZES.

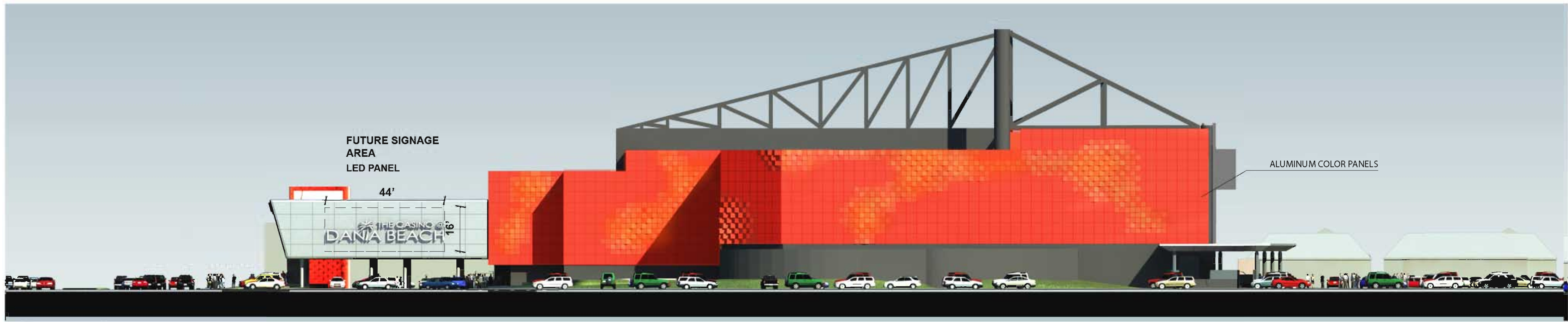
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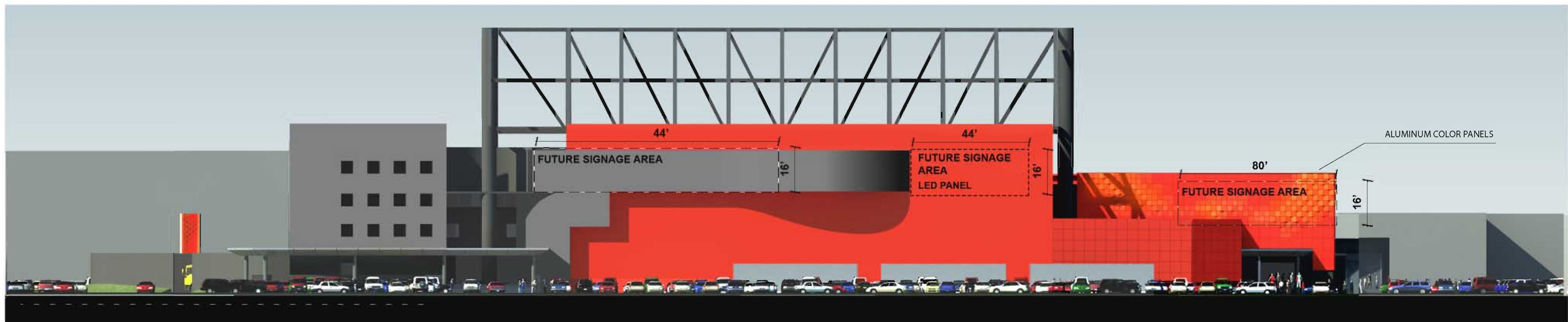
WEST ELEVATION



SOUTH ELEVATION



EAST ELEVATION

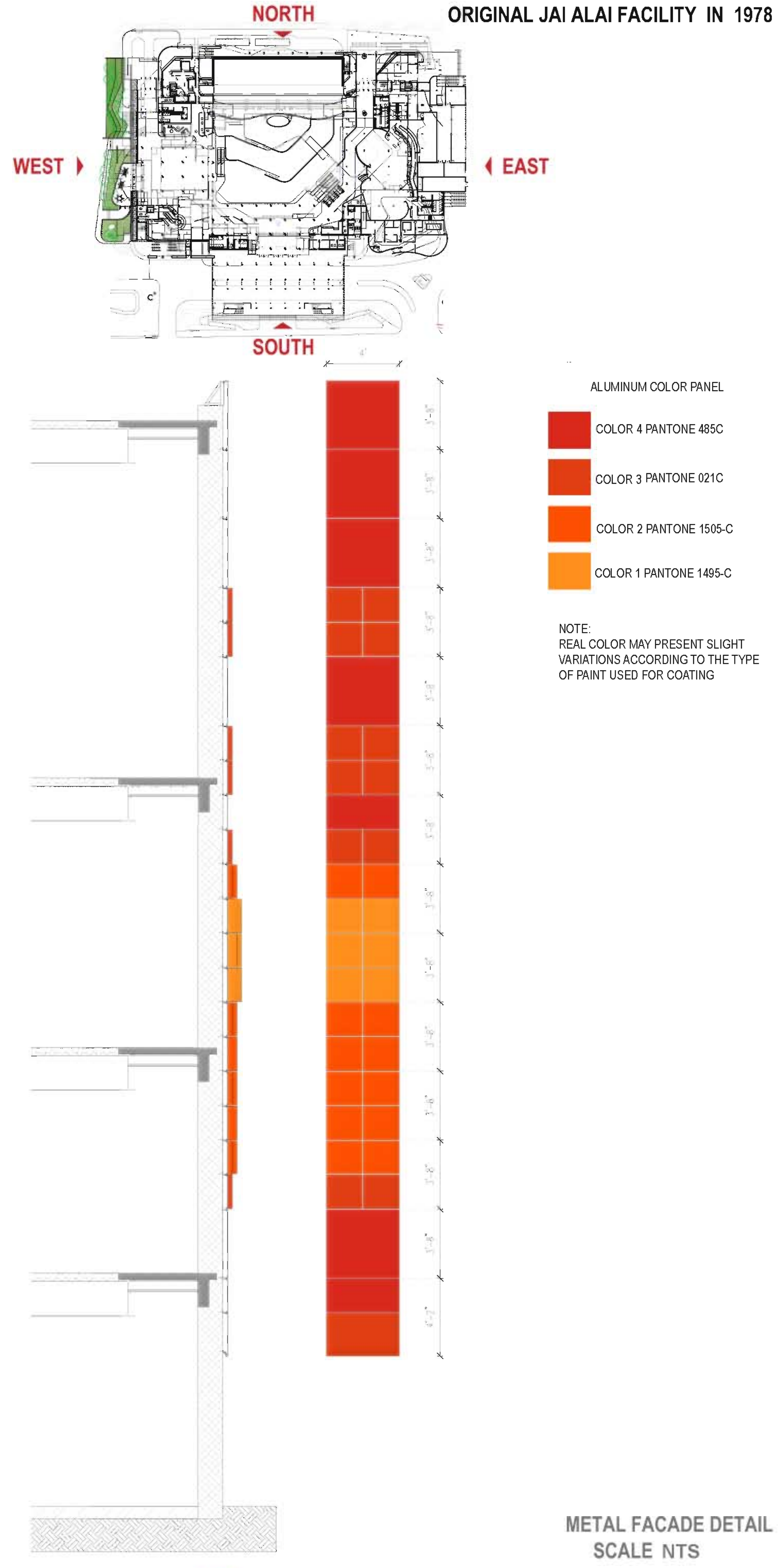


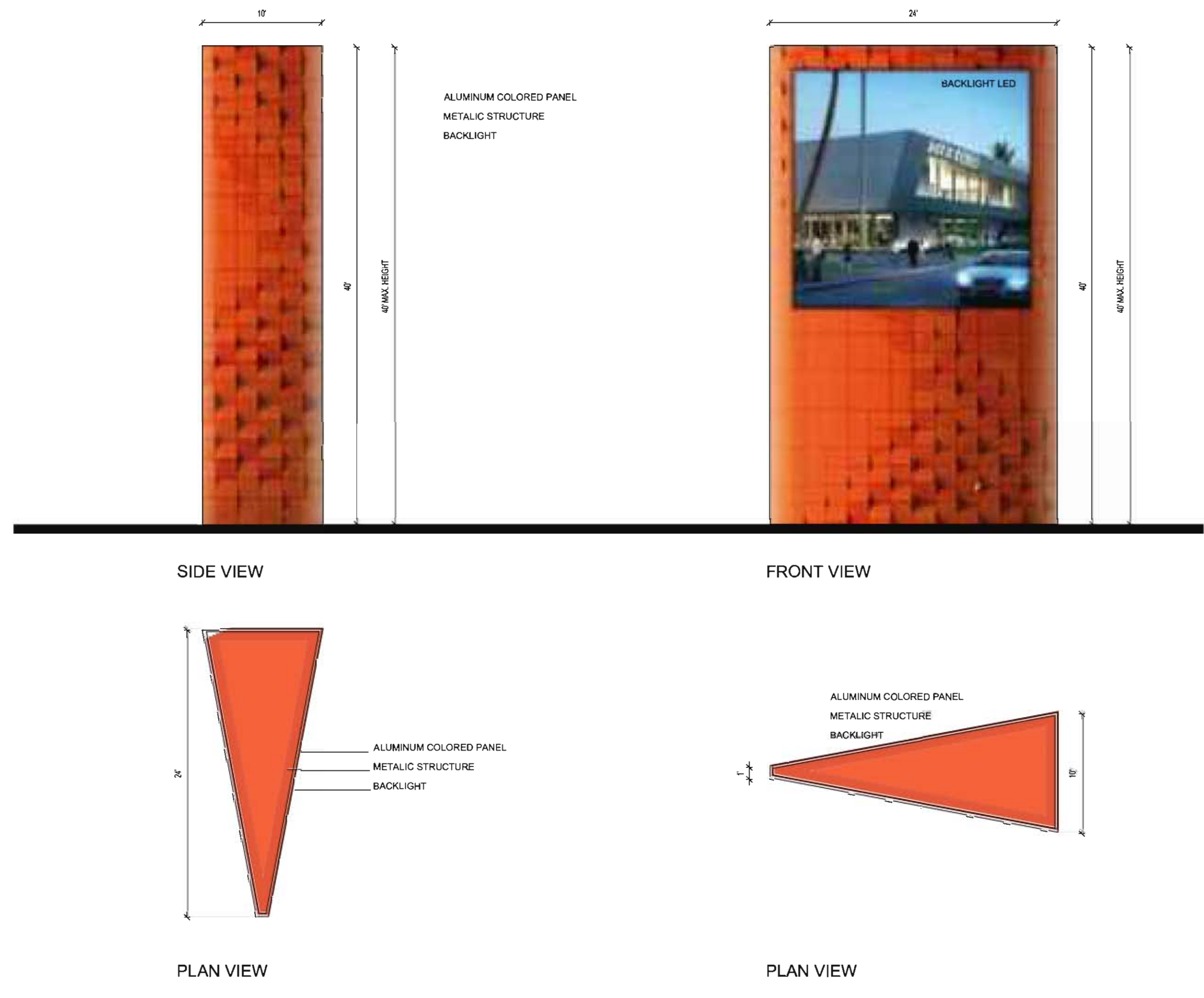
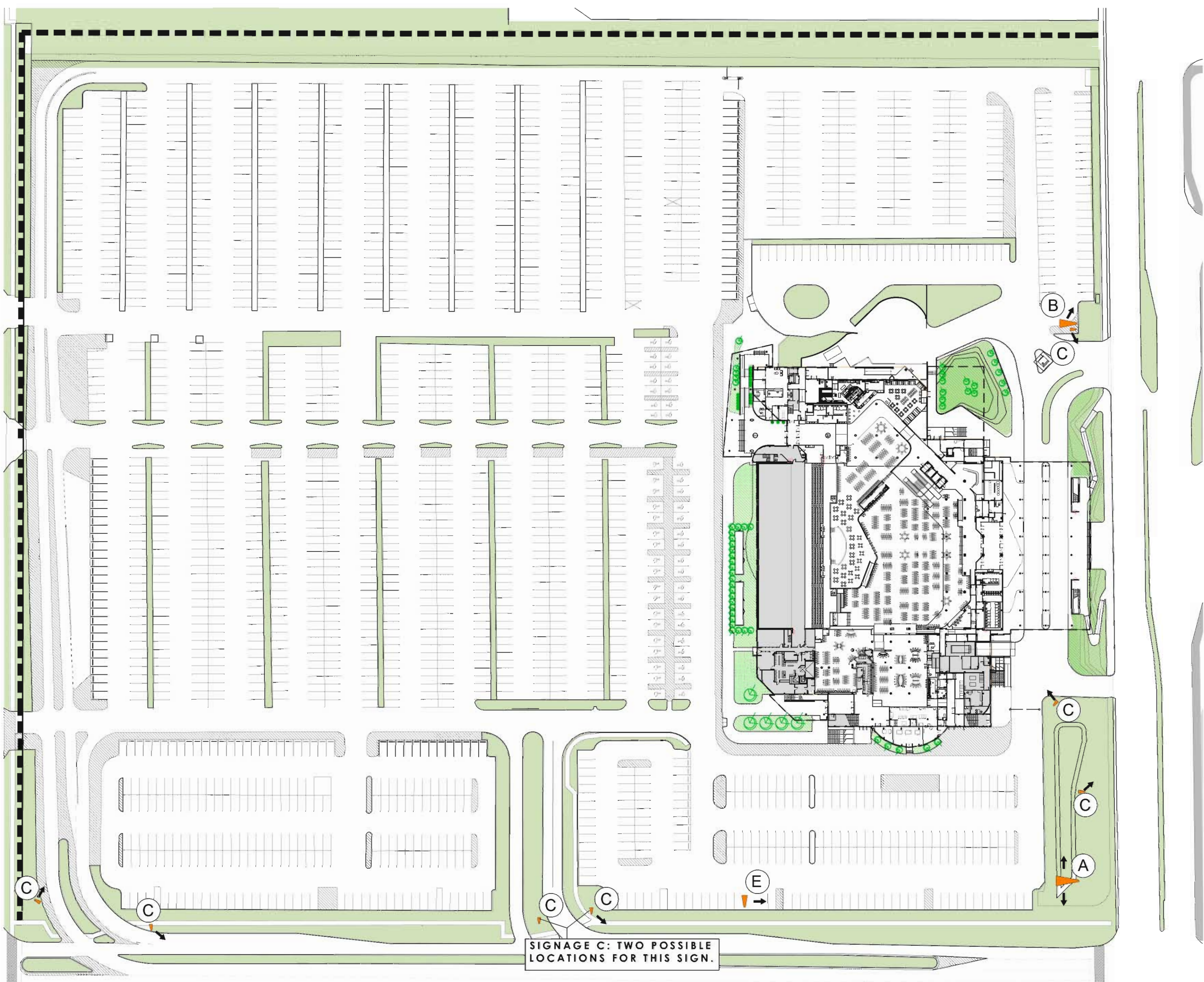
NORTH ELEVATION

NOTE: -ALL ELEVATIONS ARE NGVD 29



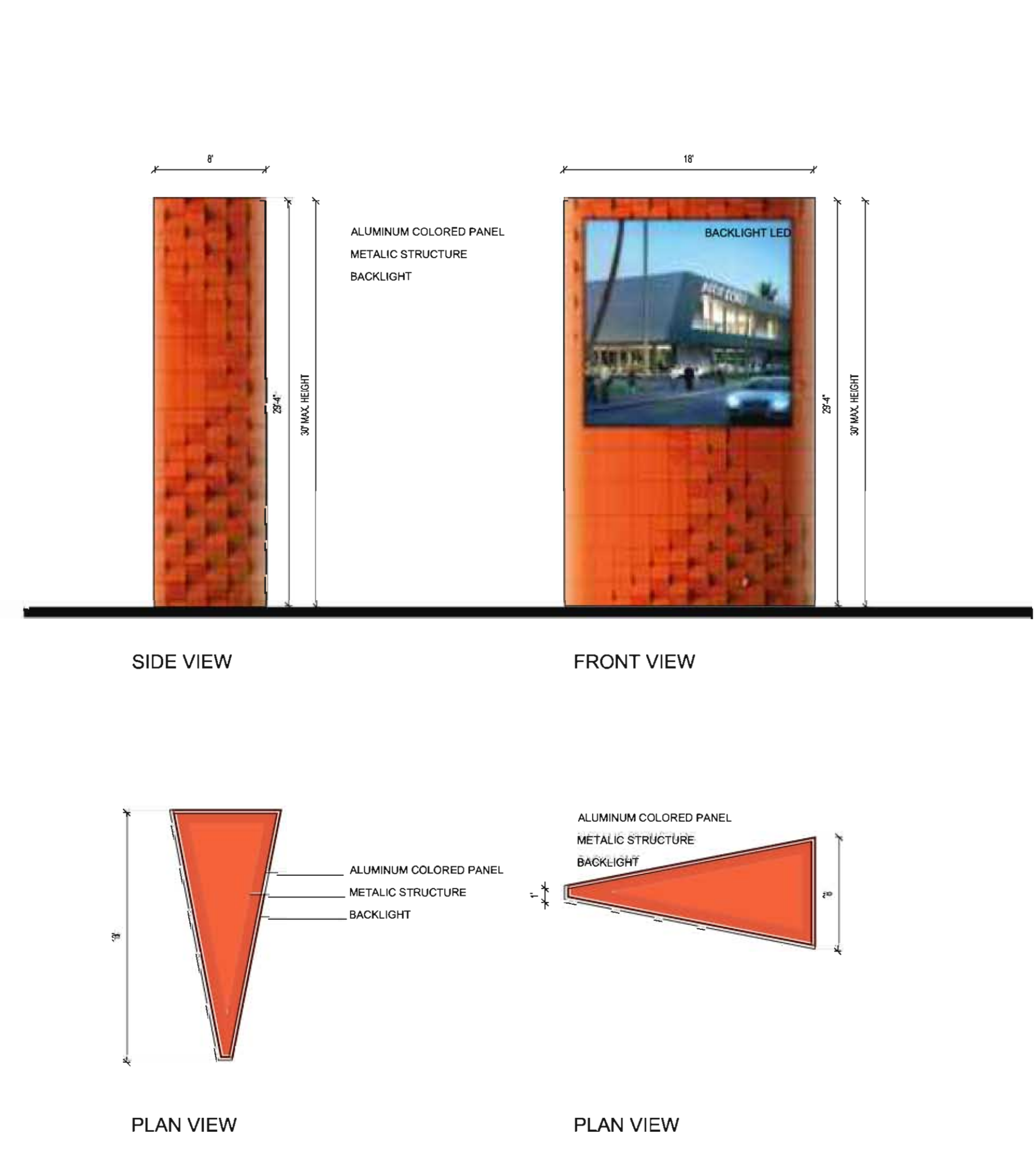
ORIGINAL JAI ALAI FACILITY IN 1978





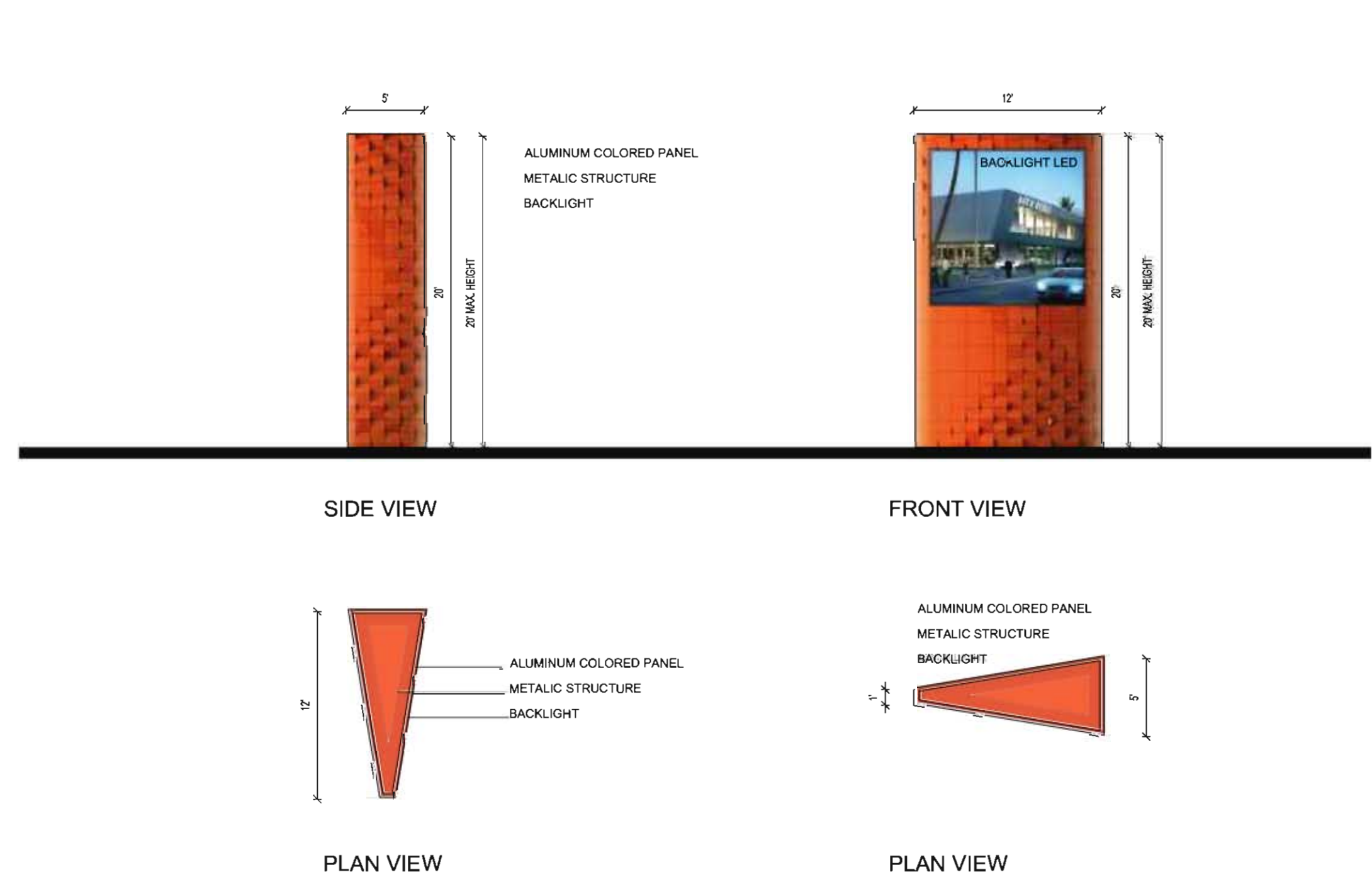
SIGN TYPE (A)

SIGN DETAILS
SCALE 1/8" = 1' - 0"



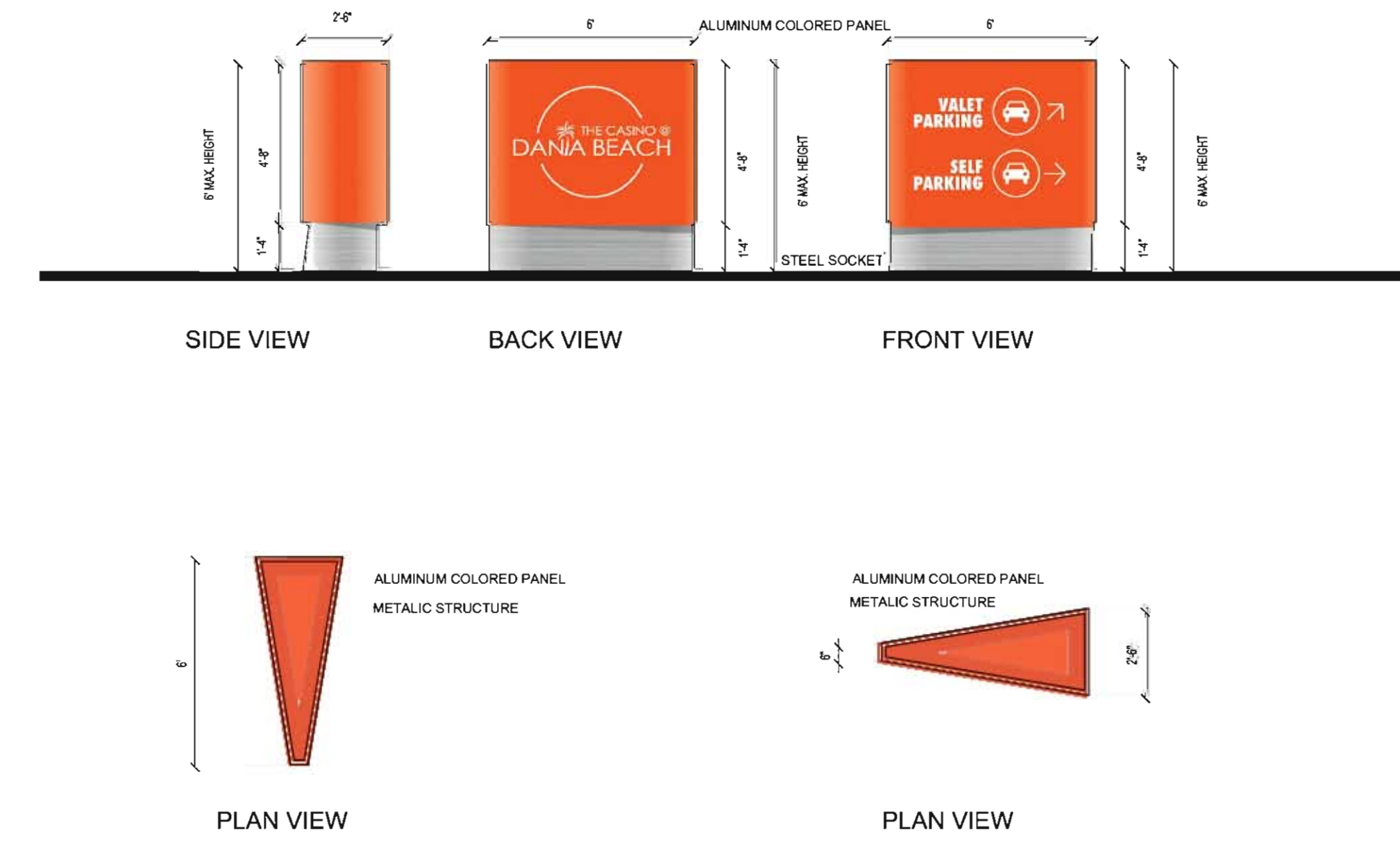
SIGN TYPE (B)

SIGN DETAILS
SCALE 1/8" = 1' - 0"



SIGN TYPE (E)

SIGN DETAILS
SCALE 1/8" = 1' - 0"



SIGN TYPE (C)
PRELIMINARY DESIGN TO BE DETERMINED

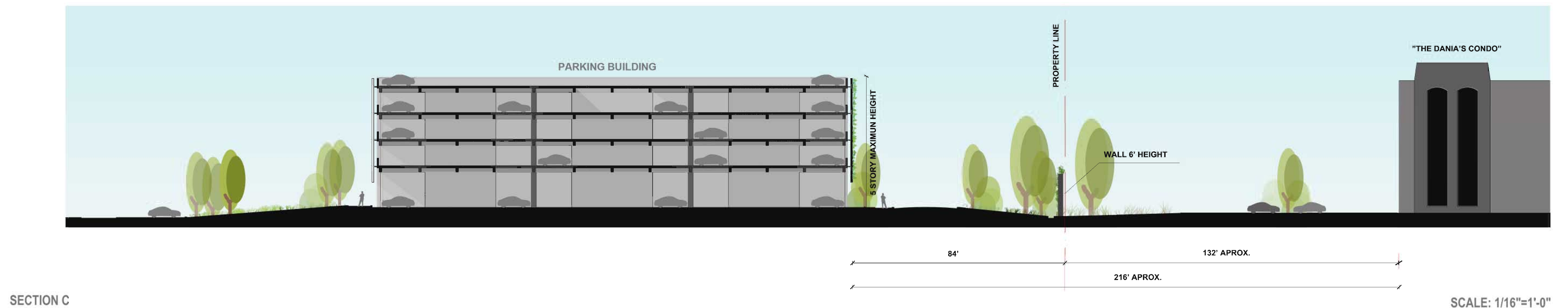
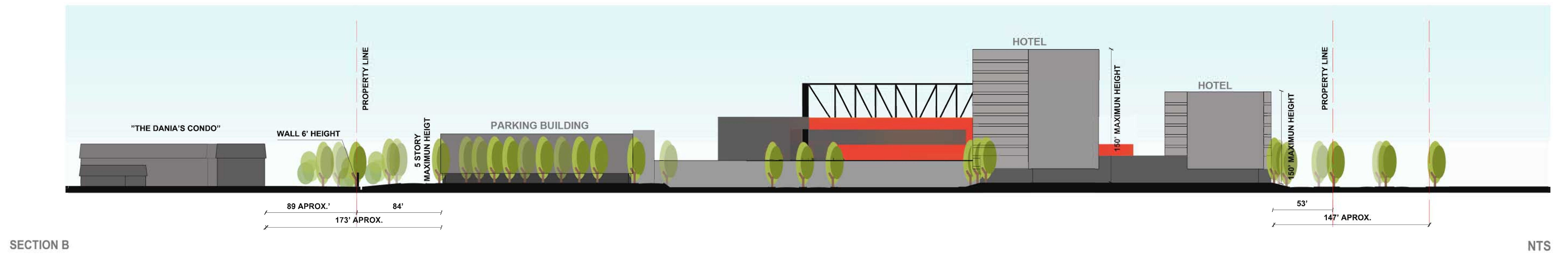
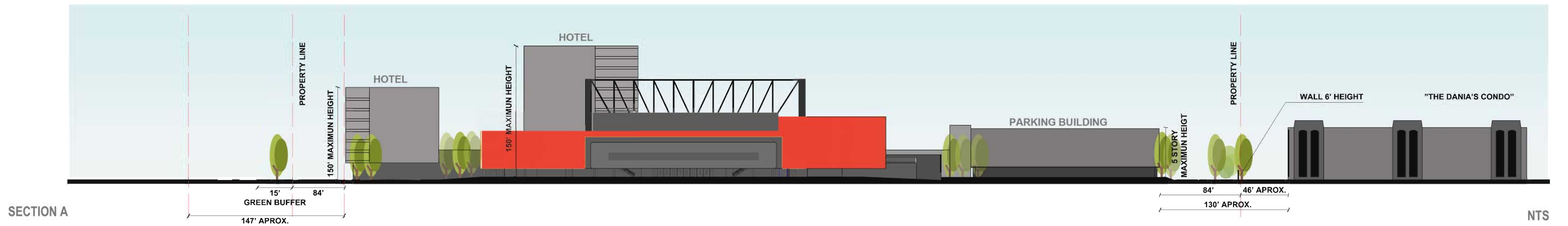
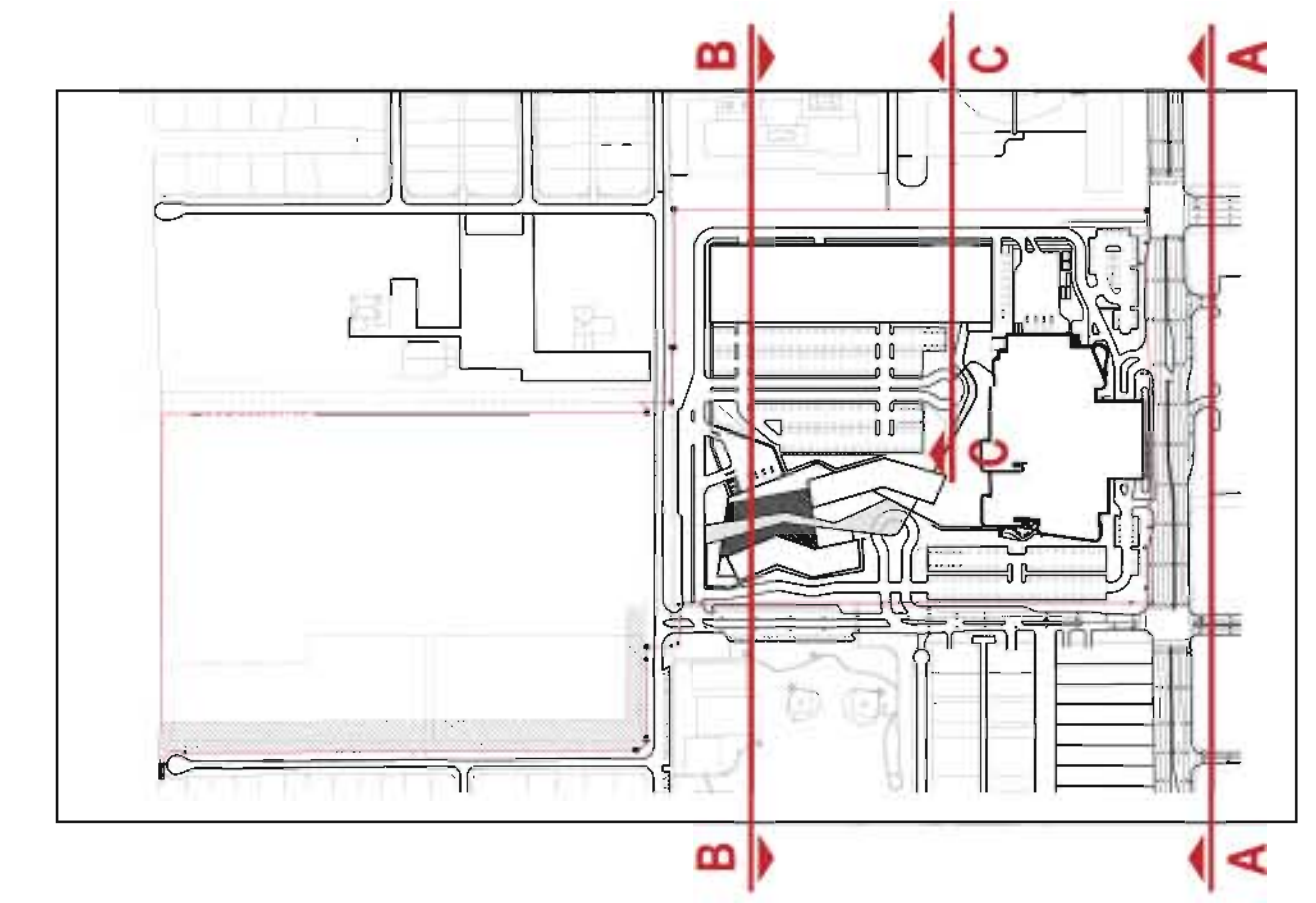
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WEST ELEVATION



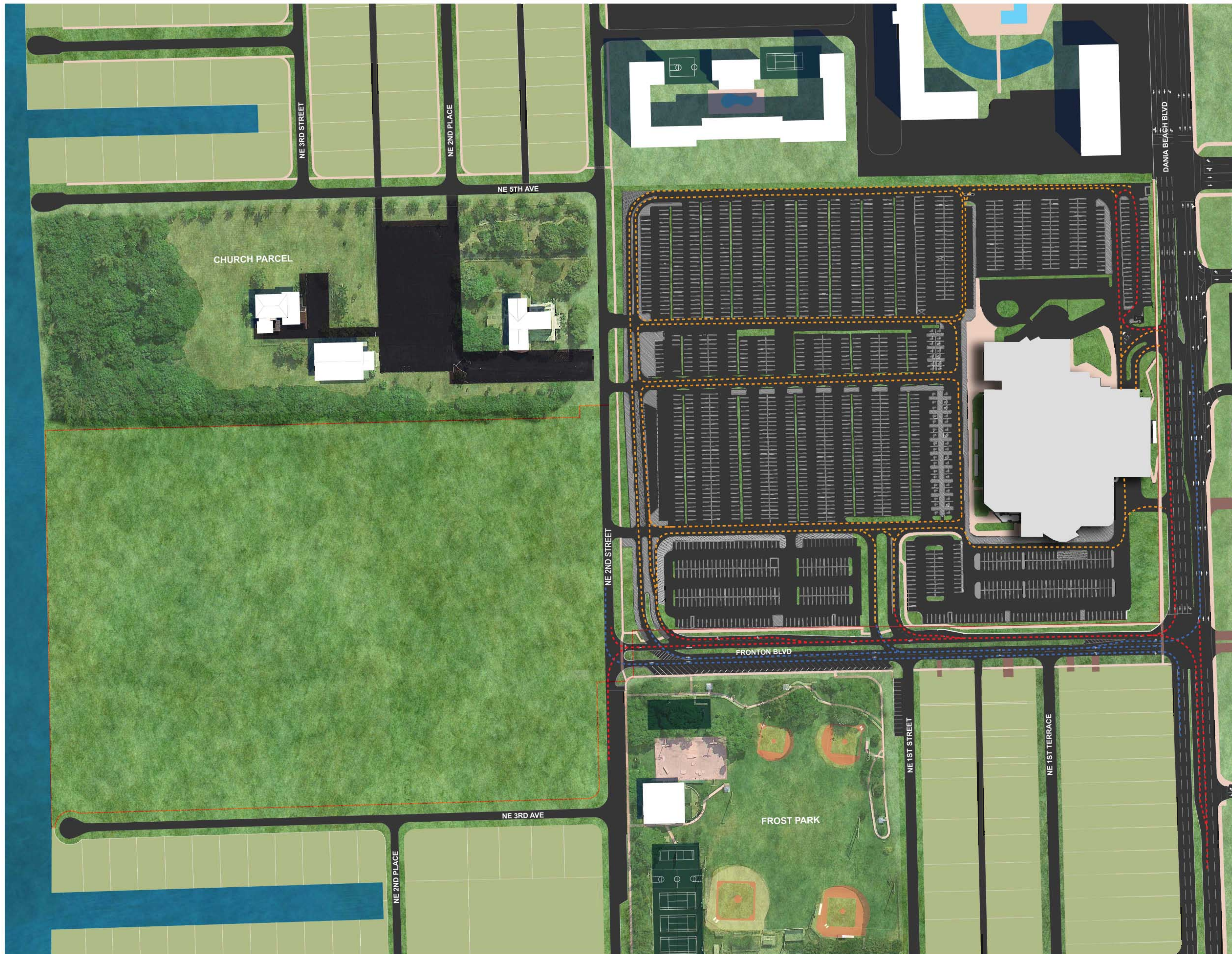
SOUTH ELEVATION



NOTE: -ALL ELEVATIONS ARE NGVD 29

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*NOTE: ALL DIMENSIONS ARE APPROXIMATE - TYP.

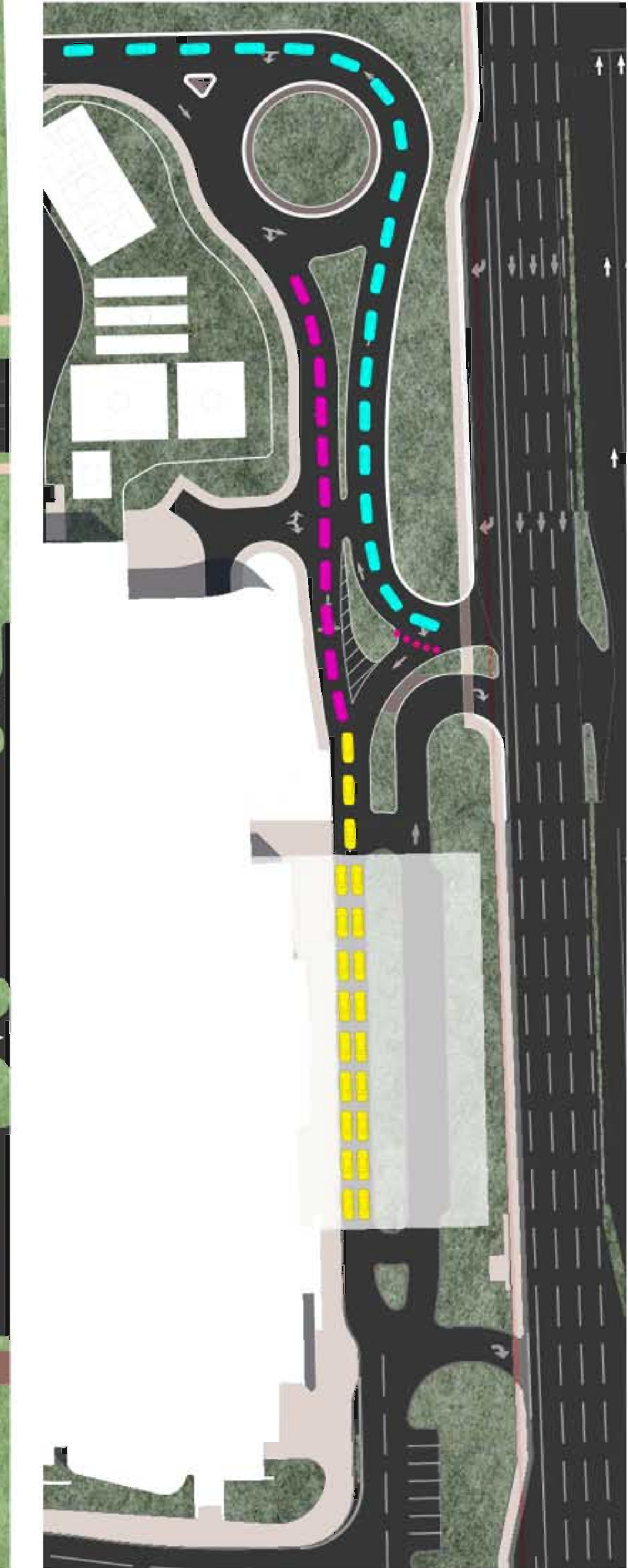
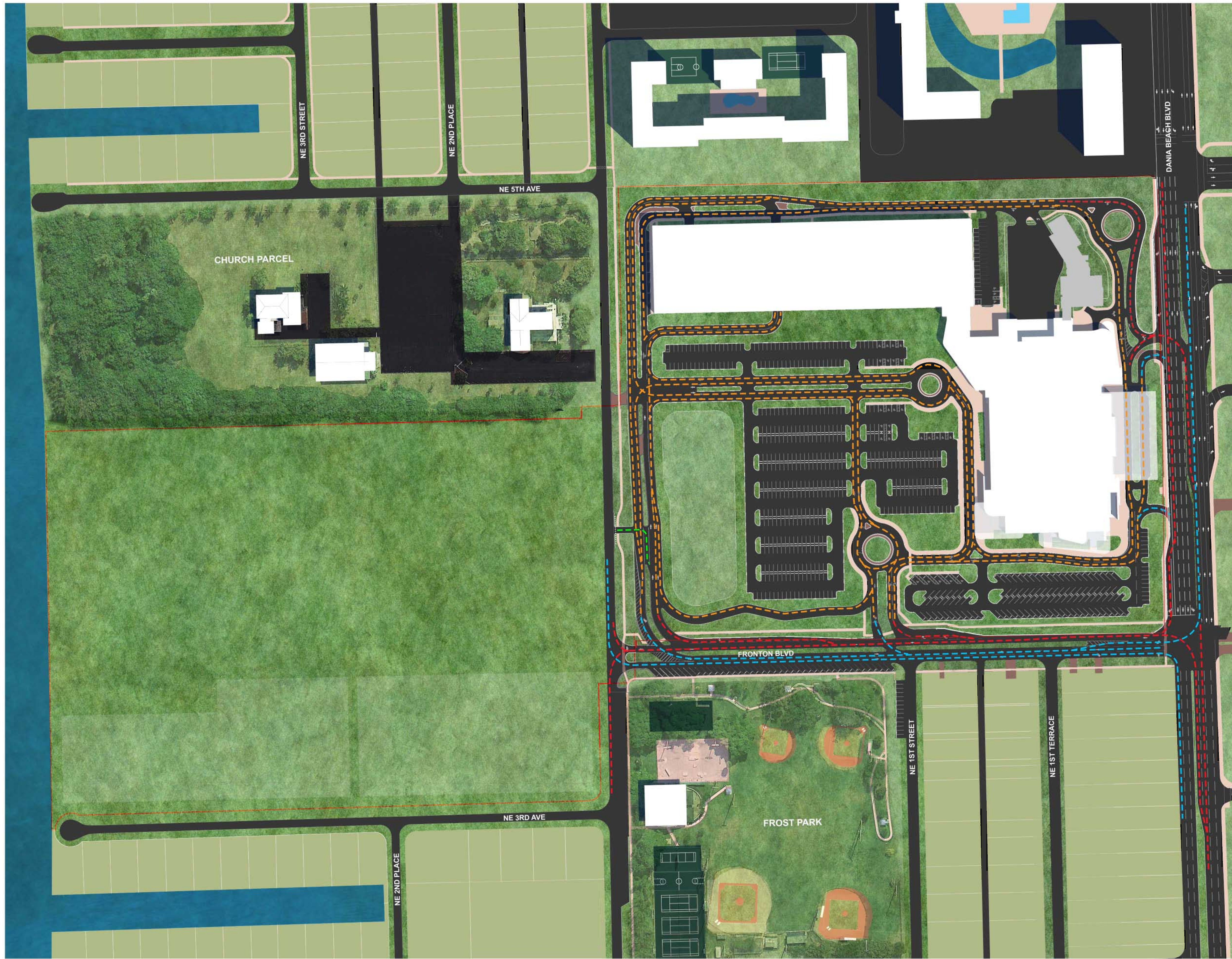


QUEUING STRATEGY DIAGRAM
REGULAR QUEUE
HIGH-DEMAND QUEUE

CONCEPTUAL CIRCULATION PLAN
SYMBOLS LEGEND
ACCESS ROUTES
EGRESS ROUTES
INTERNAL ROUTES

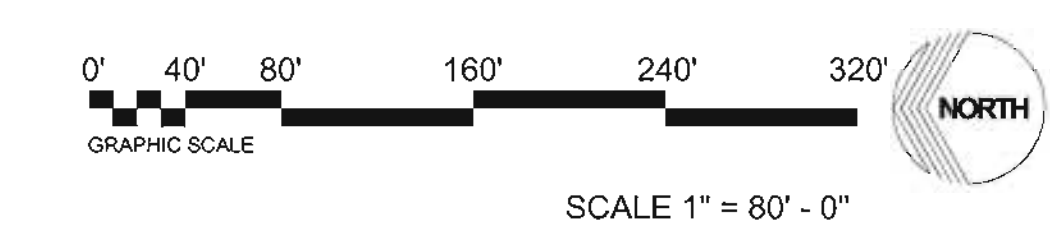


*NOTE: ALL DIMENSIONS ARE APPROXIMATE - TYP.



QUEUING STRATEGY DIAGRAM
 ■ REGULAR QUEUE
 ■ HIGH-DEMAND QUEUE
 ■ THROUGH ACCESS

CONCEPTUAL CIRCULATION PLAN SYMBOLS LEGEND
 - - - ACCESS ROUTES
 - - - EGRESS ROUTES
 - - - INTERNAL ROUTES



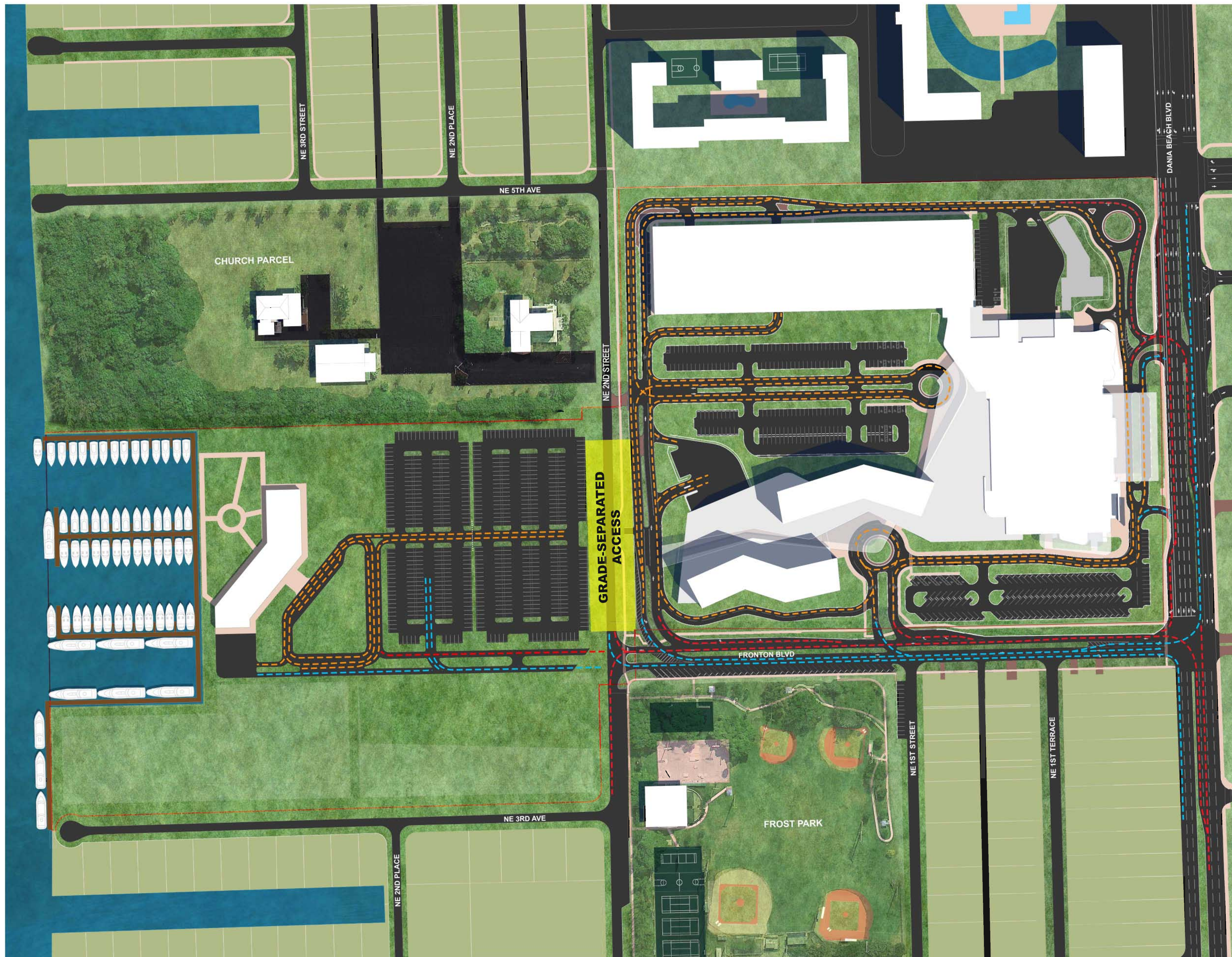
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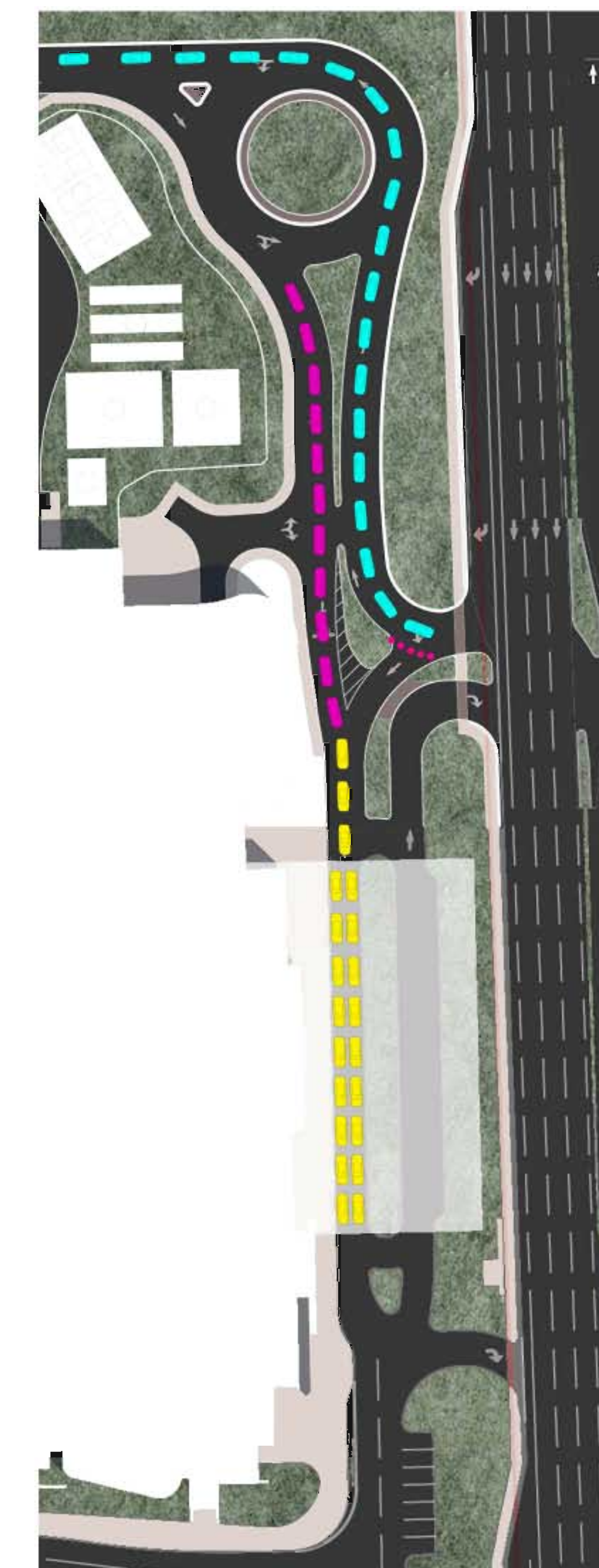
QUEUING STRATEGY DIAGRAM
 ■ REGULAR QUEUE
 ■ HIGH-DEMAND QUEUE
 ■ THROUGH ACCESS

CONCEPTUAL CIRCULATION PLAN
SYMBOLS LEGEND
 - - - ACCESS ROUTES
 - - - EGRESS ROUTES
 - - - INTERNAL ROUTES





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QUEUING STRATEGY DIAGRAM
 ■ REGULAR QUEUE
 ■ HIGH-DEMAND QUEUE
 ■ THROUGH ACCESS

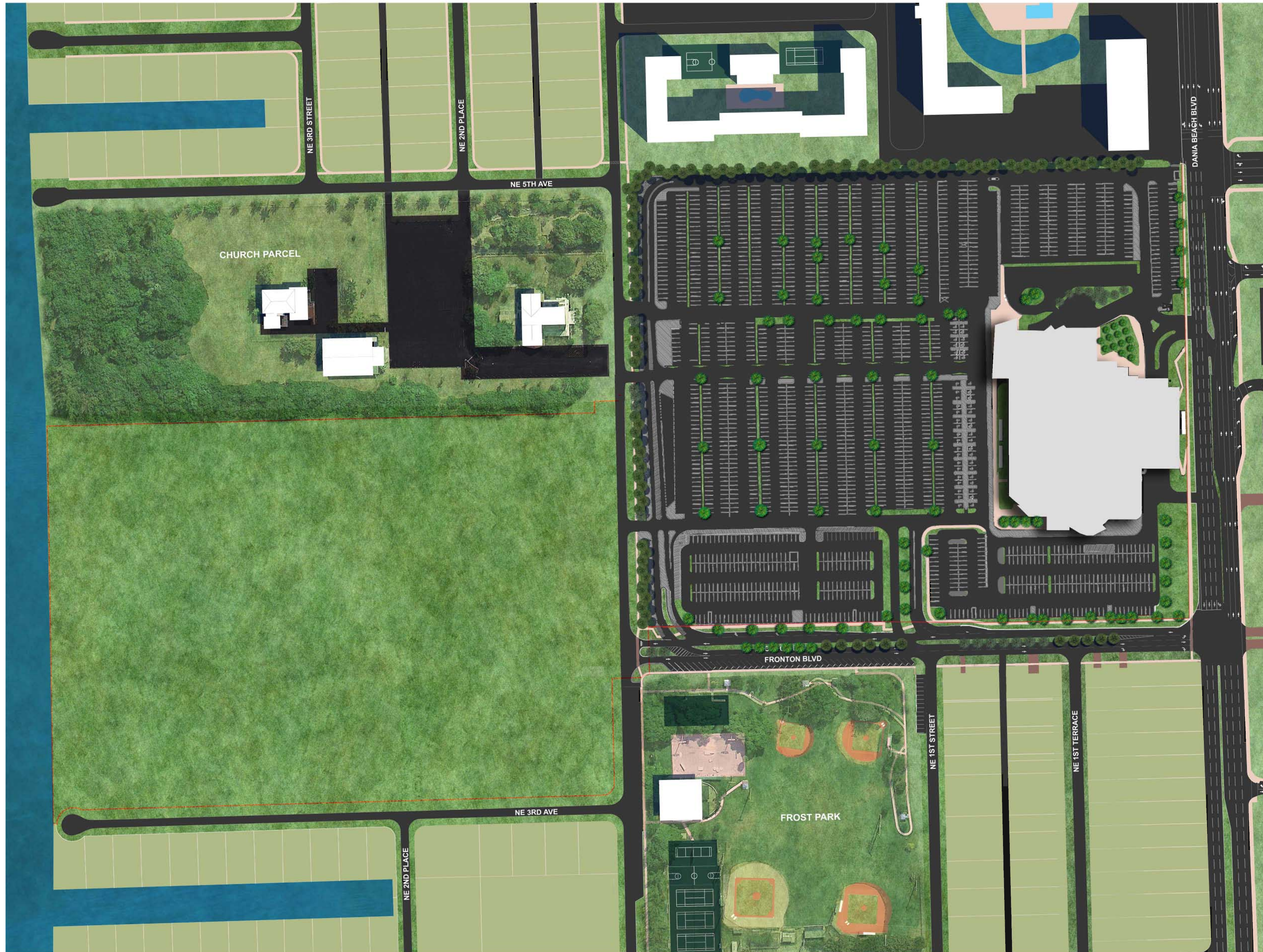
CONCEPTUAL CIRCULATION PLAN

SYMBOLS LEGEND
 --- ACCESS ROUTES
 --- EGRESS ROUTES
 --- INTERNAL ROUTES



*NOTE: ALL DIMENSIONS ARE APPROXIMATE - TYP.

SEE DEVELOPER'S AGREEMENT FOR SPECIFICATIONS ON LANDSCAPING



CONCEPTUAL LANDSCAPE PLAN

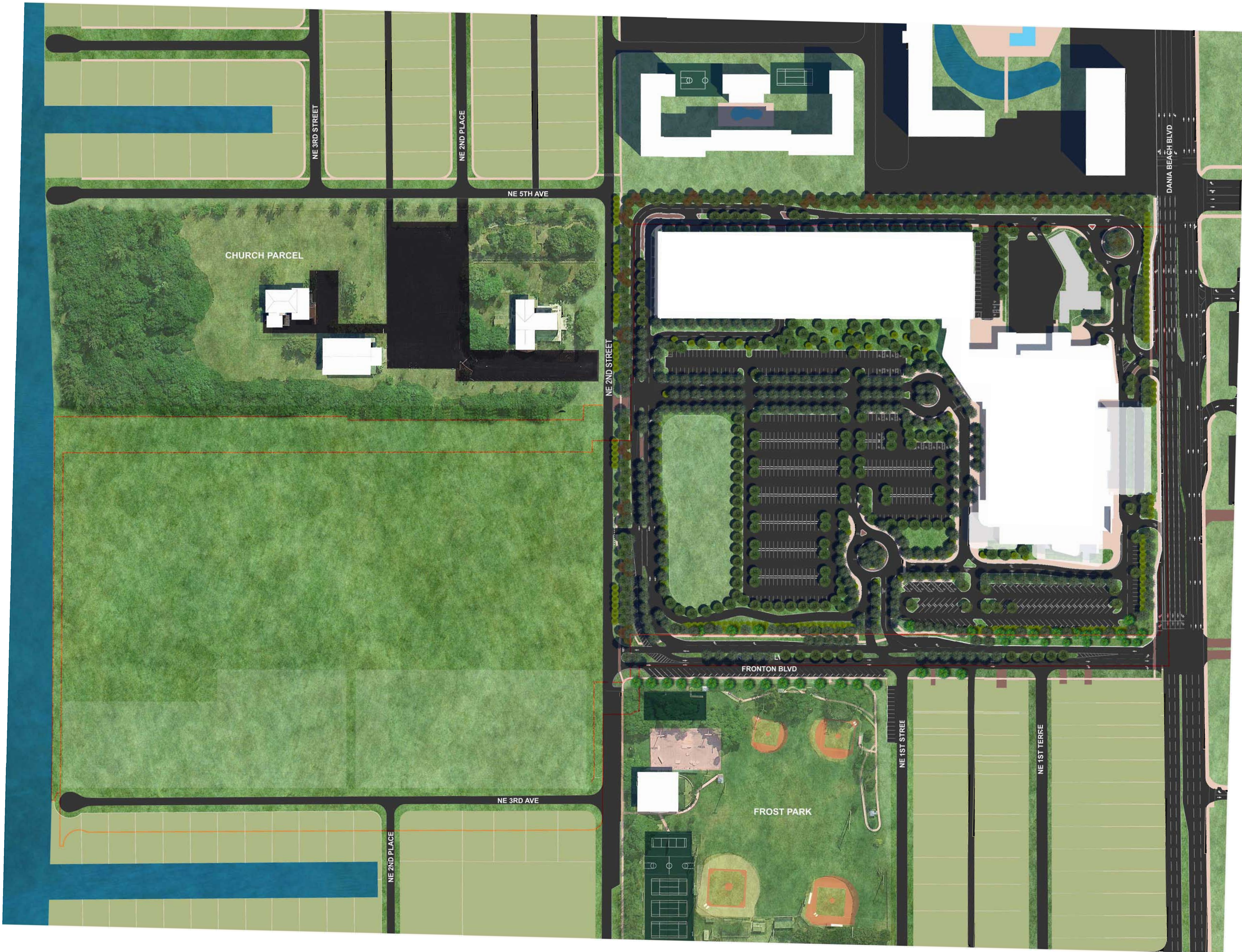
SYMBOLS LEGEND

- LARGE CANOPY TREE
- LARGE ACCENT TREE
- SMALL TREE
- PALM



*NOTE: ALL DIMENSIONS ARE APPROXIMATE - TYP.

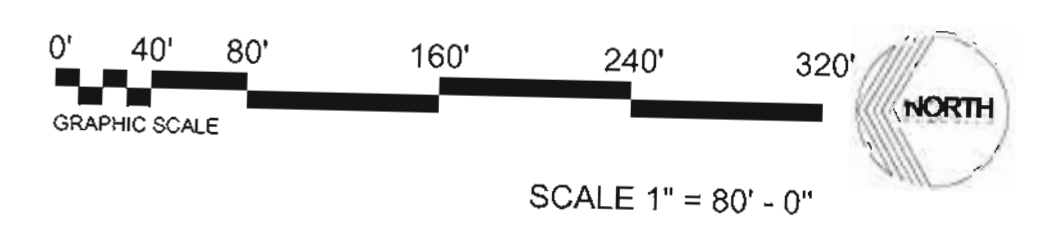
SEE DEVELOPER'S AGREEMENT FOR SPECIFICATIONS ON LANDSCAPING



CONCEPTUAL LANDSCAPE PLAN

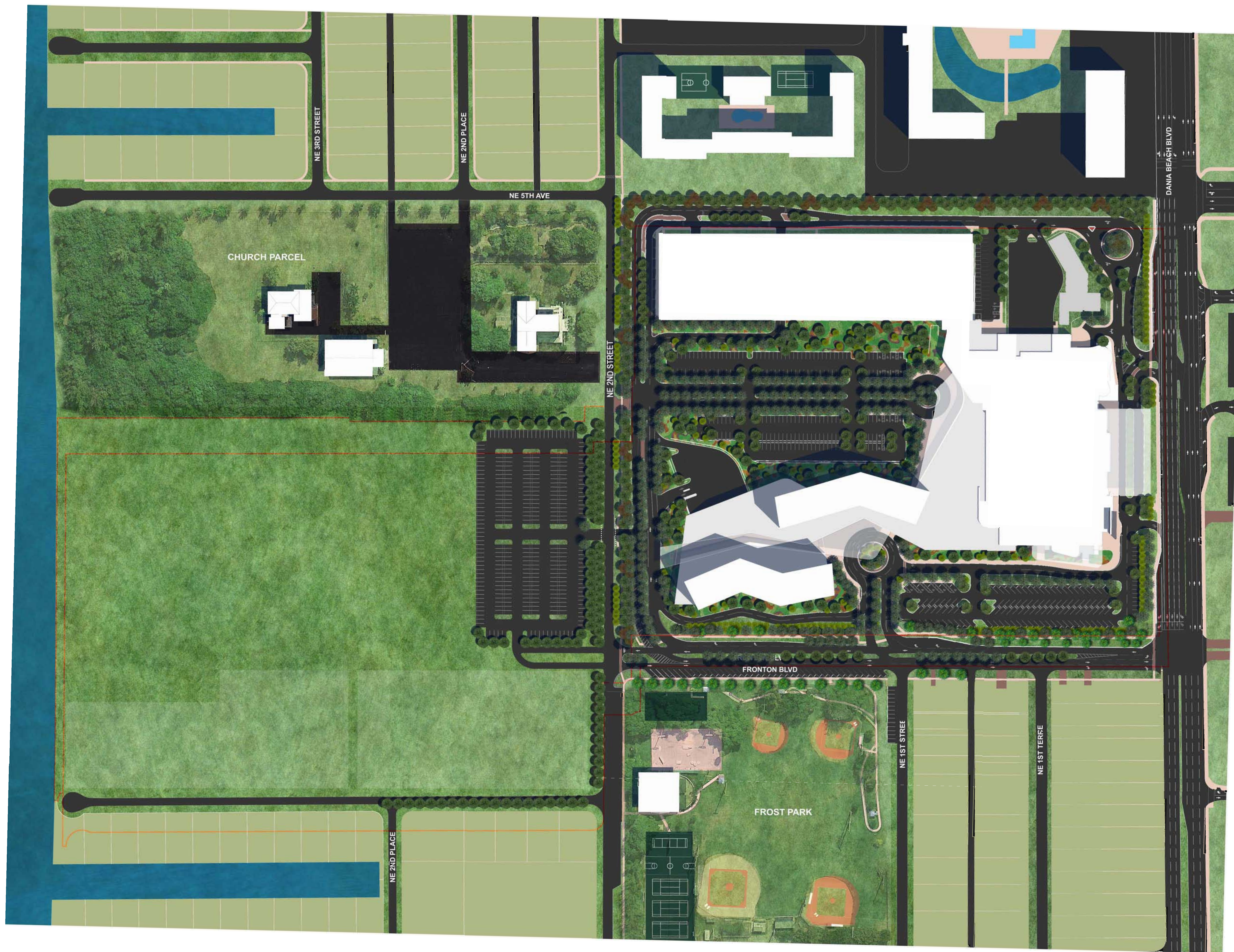
SYMBOLS LEGEND

- LARGE CANOPY TREE
- LARGE ACCENT TREE
- SMALL TREE
- PALM



*NOTE: ALL DIMENSIONS ARE APPROXIMATE - TYP.

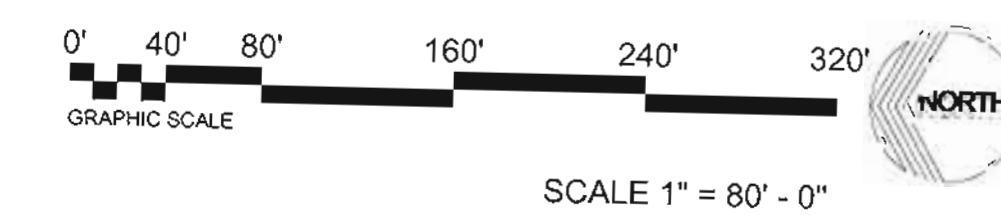
SEE DEVELOPER'S AGREEMENT FOR SPECIFICATIONS ON LANDSCAPING



CONCEPTUAL LANDSCAPE PLAN

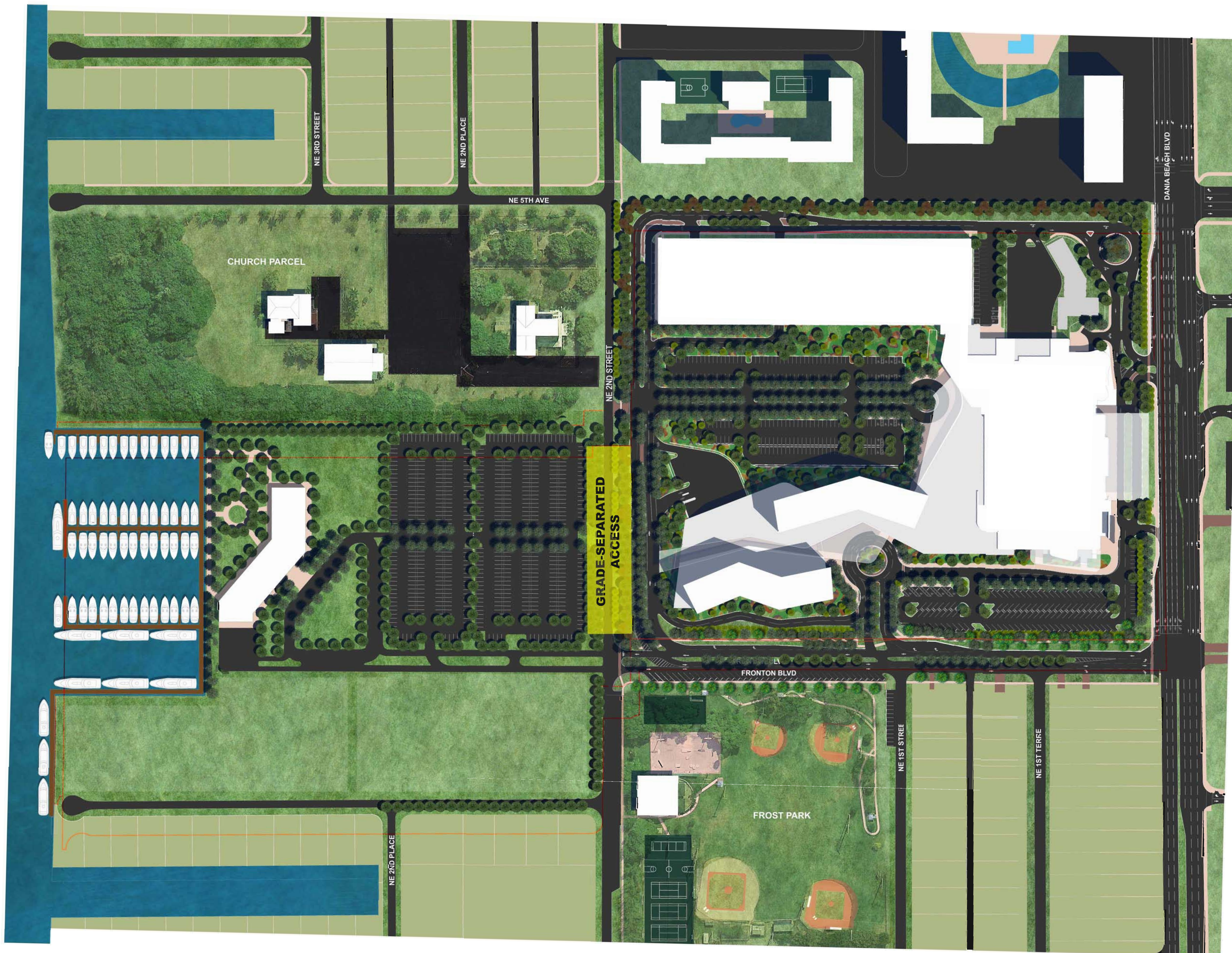
SYMBOLS LEGEND

- LARGE CANOPY TREE
- LARGE ACCENT TREE
- SMALL TREE
- PALM



*NOTE: ALL DIMENSIONS ARE APPROXIMATE - TYP.

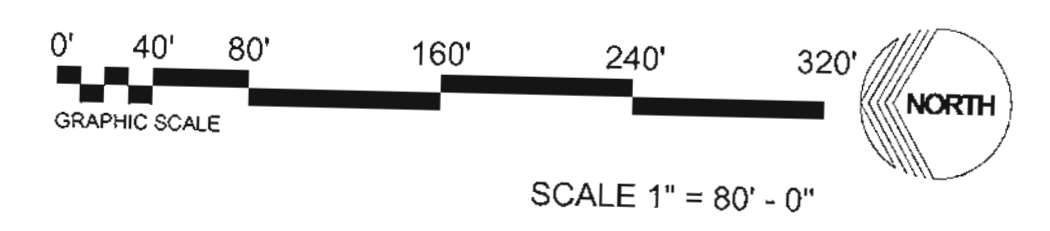
SEE DEVELOPER'S AGREEMENT FOR SPECIFICATIONS ON LANDSCAPING



CONCEPTUAL LANDSCAPE PLAN

SYMBOLS LEGEND

- LARGE CANOPY TREE
- LARGE ACCENT TREE
- SMALL TREE
- PALM



SMALL TREES

8-10 FEET TALL



DESERT CASSIA



CREPE MYRTLE



SIMPSON STOPPER



ORANGE GEIGER



SILVER BUTTONWOOD



TAMARIND TREE

SHADE TREES

10-14 FEET TALL



LIVE OAK



PINK TRUMPET TREE



MAHOGANY



MAGNOLIA

ACCENT TREES

10-14 FEET TALL



ROYAL POINCIANA



VERAWOOD

HEDGES (SHRUBS)

3 GAL.-7 GAL (2'-5' FEET TALL)



COCOPLUM



COPPERLEAF



PODOCARPUS

PALMS

10-18 FEET TALL



FOXTAIL PALM



BOTTLE PALM



VEITCHIA PALM



PYGYM DATE PALM



PINDO PALM



CABBAGE PALM



ROYAL PALM



DATE PALM



MEDJOO PALM



WINTER - 9.00AM



WINTER - 12.00PM



WINTER - 4.00PM



AUTUMN - 9.00AM



AUTUMN - 12.00PM



AUTUMN - 4.00PM

*NOTE: FOR CLARITY LANDSCAPE NOT SHOWN. REFER TO LANDSCAPE PLANS FOR SPECIES LOCATIONS & SIZES.



SUMMER - 9.00AM



SUMMER - 12.00PM



SUMMER - 4.00PM



SPRING - 9.00AM



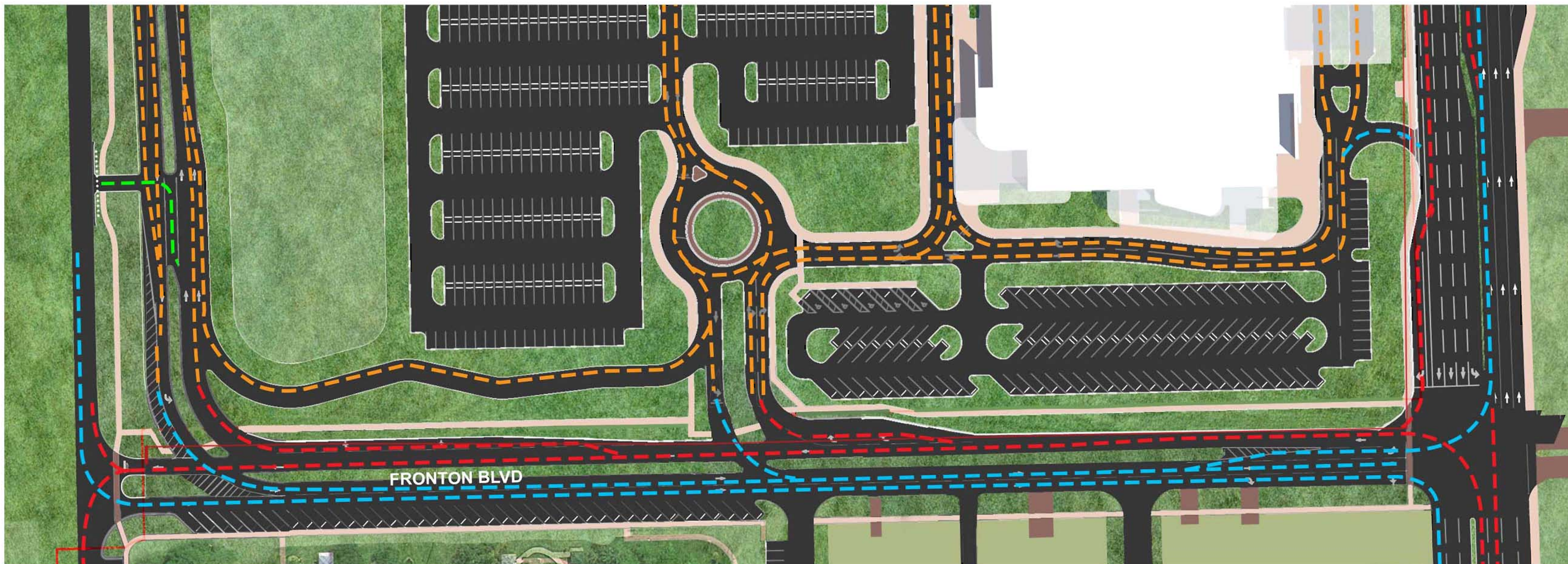
SPRING - 12.00PM



SPRING - 4.00PM

*NOTE: FOR CLARITY LANDSCAPE NOT SHOWN. REFER TO LANDSCAPE PLANS FOR SPECIES LOCATIONS & SIZES.

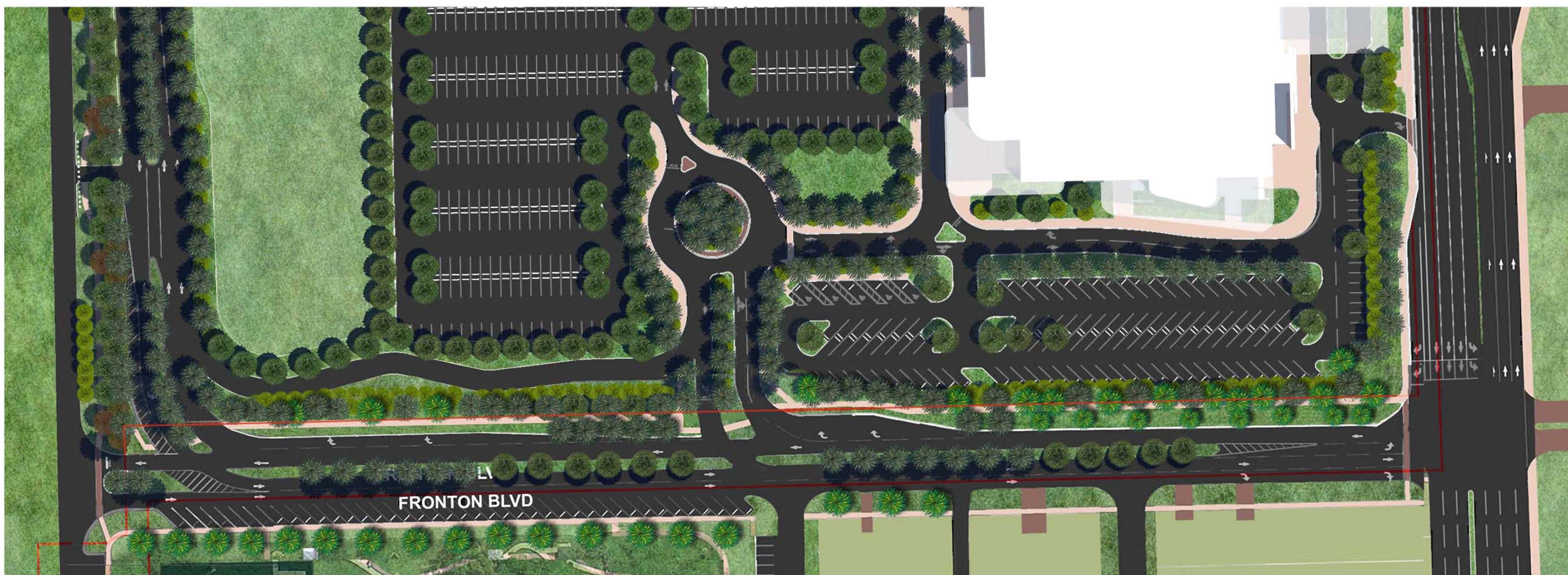
*NOTE: ALL DIMENSIONS ARE APPROXIMATE - TYP.



CONCEPTUAL CIRCULATION PLAN

SYMBOLS LEGEND

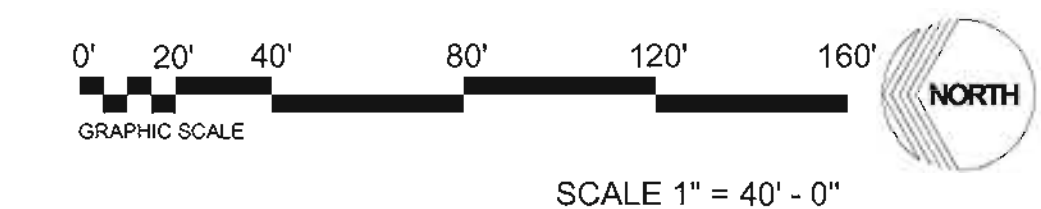
- ACCESS ROUTES
- EGRESS ROUTES
- INTERNAL ROUTES



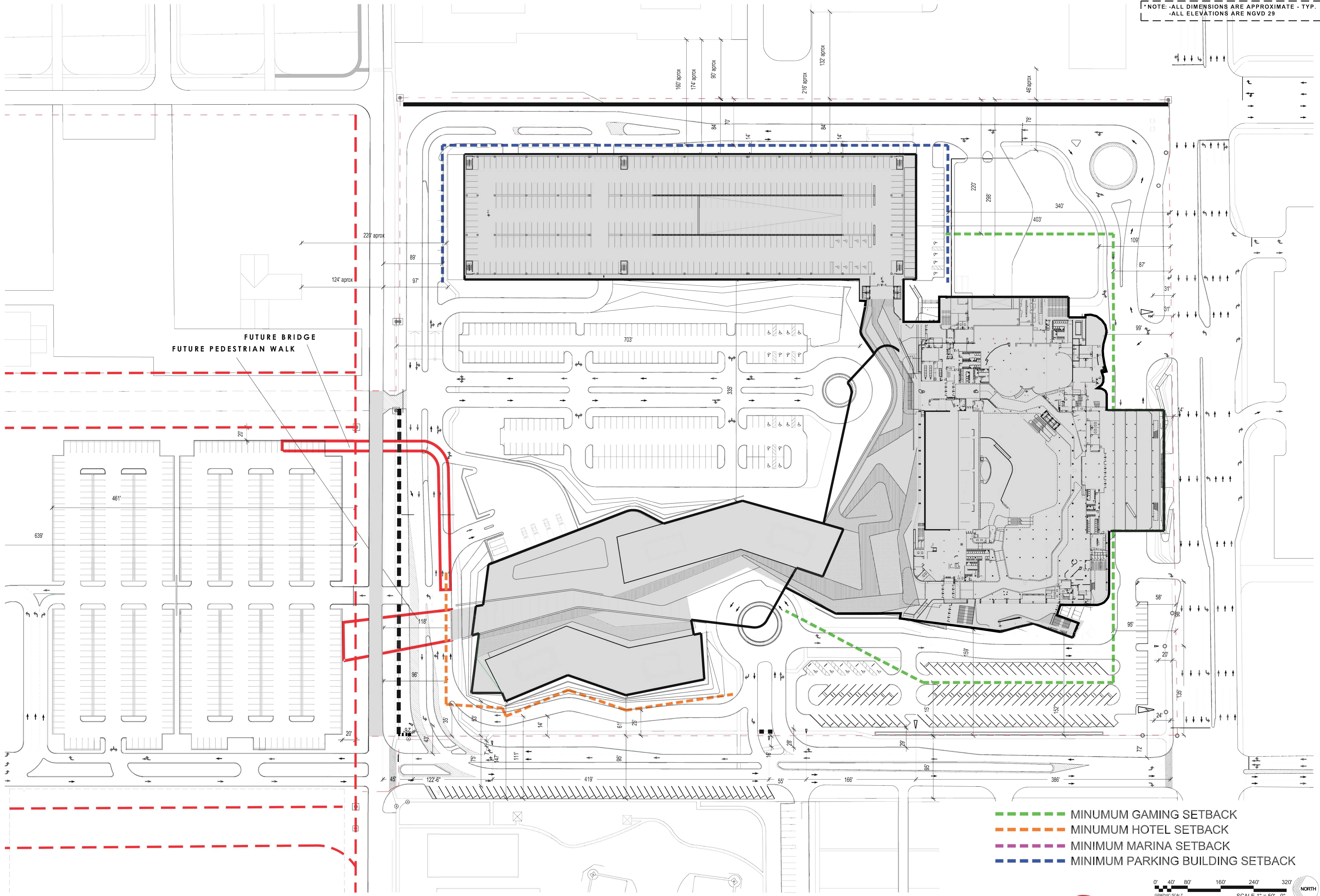
CONCEPTUAL LANDSCAPE PLAN

SYMBOLS LEGEND

- LARGE CANOPY TREE
- LARGE ACCENT TREE
- SMALL TREE
- PALM

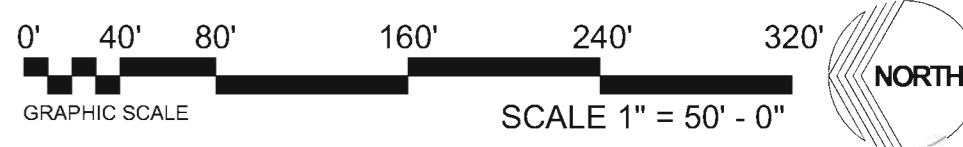


*NOTE: ALL DIMENSIONS ARE APPROXIMATE - TYP.
-ALL ELEVATIONS ARE NGVD 29

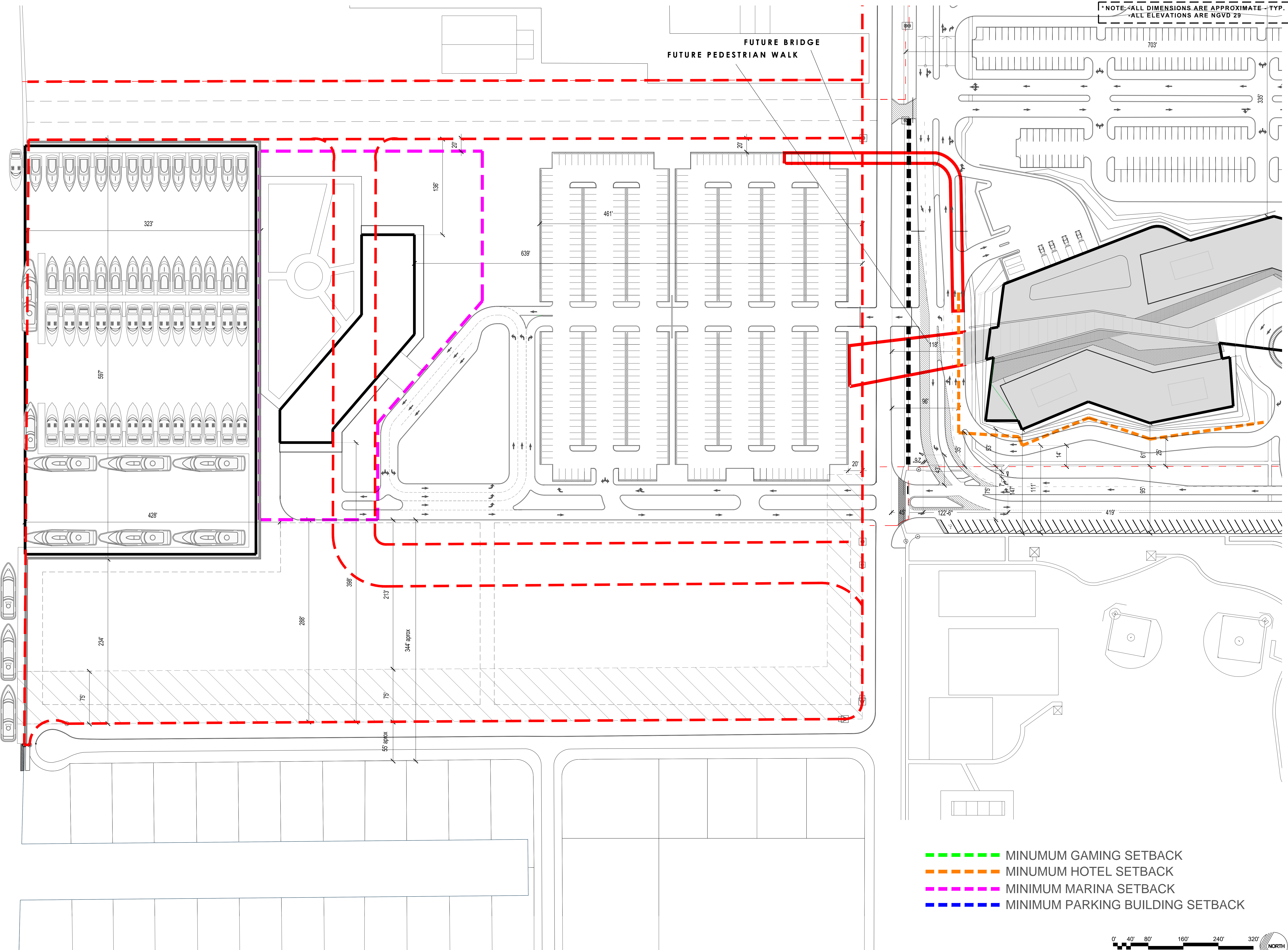


FUTURE BRIDGE
FUTURE PEDESTRIAN WALK

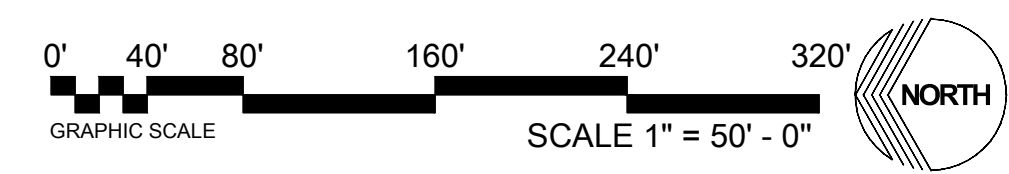
- MINIMUM GAMING SETBACK
- MINIMUM HOTEL SETBACK
- MINIMUM MARINA SETBACK
- MINIMUM PARKING BUILDING SETBACK



NOTE: ALL DIMENSIONS ARE APPROXIMATE - TYP.
ALL ELEVATIONS ARE NGVD 29

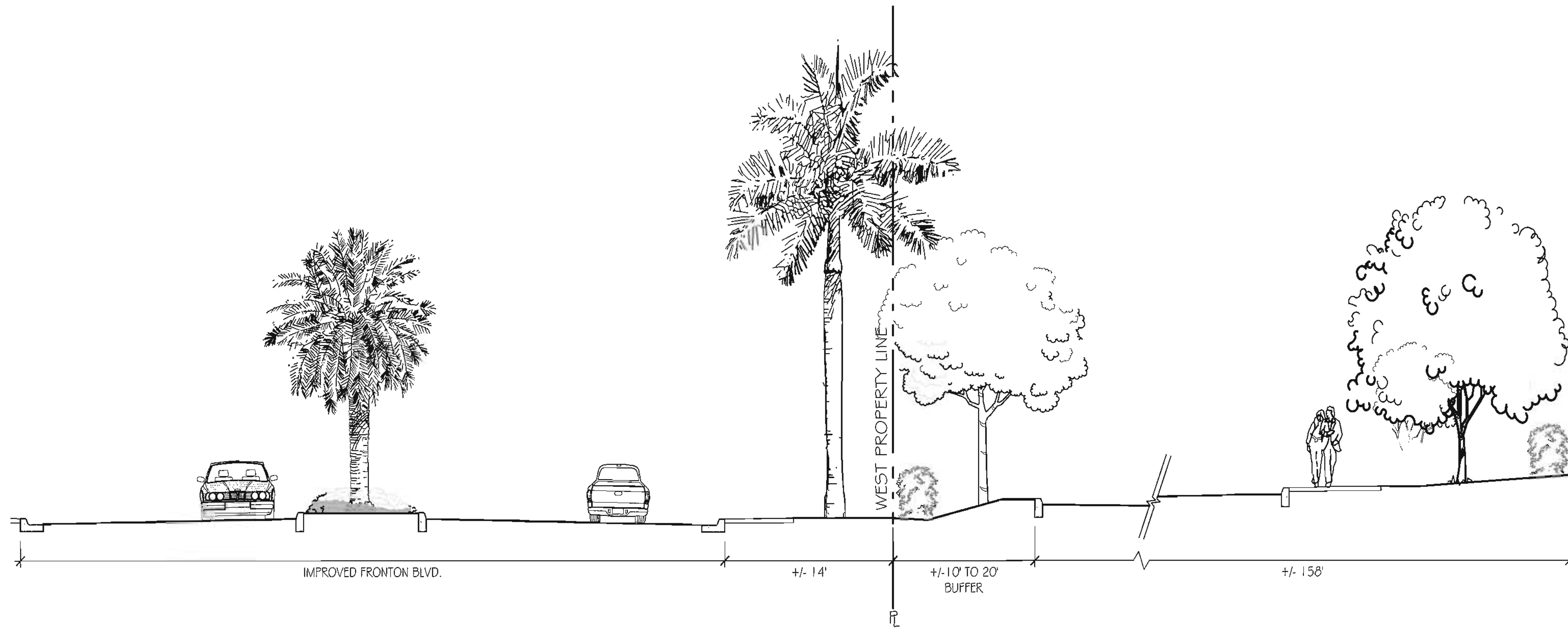


- - - - MINIMUM GAMING SETBACK
- - - - MINIMUM HOTEL SETBACK
- - - - MINIMUM MARINA SETBACK
- - - - MINIMUM PARKING BUILDING SETBACK

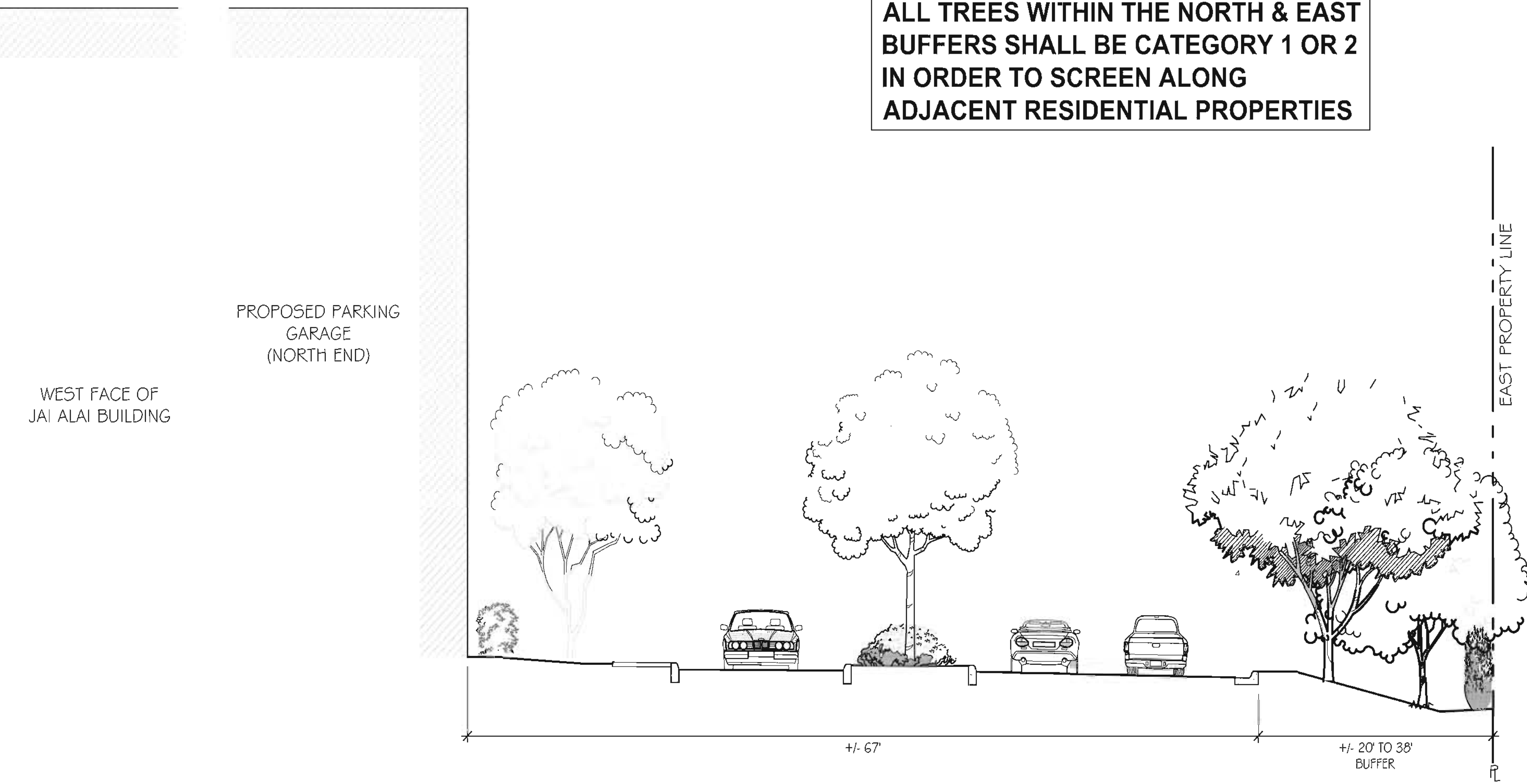


WEST BUFFER ALONG FRONTON BLVD. AND THE SOUTH BUFFER ALONG DANIA BEACH BLVD. SHALL INCORPORATE THE USE OF LARGE PALMS, ORNAMENTAL TREES AND CATEGORY 1 & 2 TREES IN ORDER TO BEAUTIFY THE ROADS & PROPERTY.

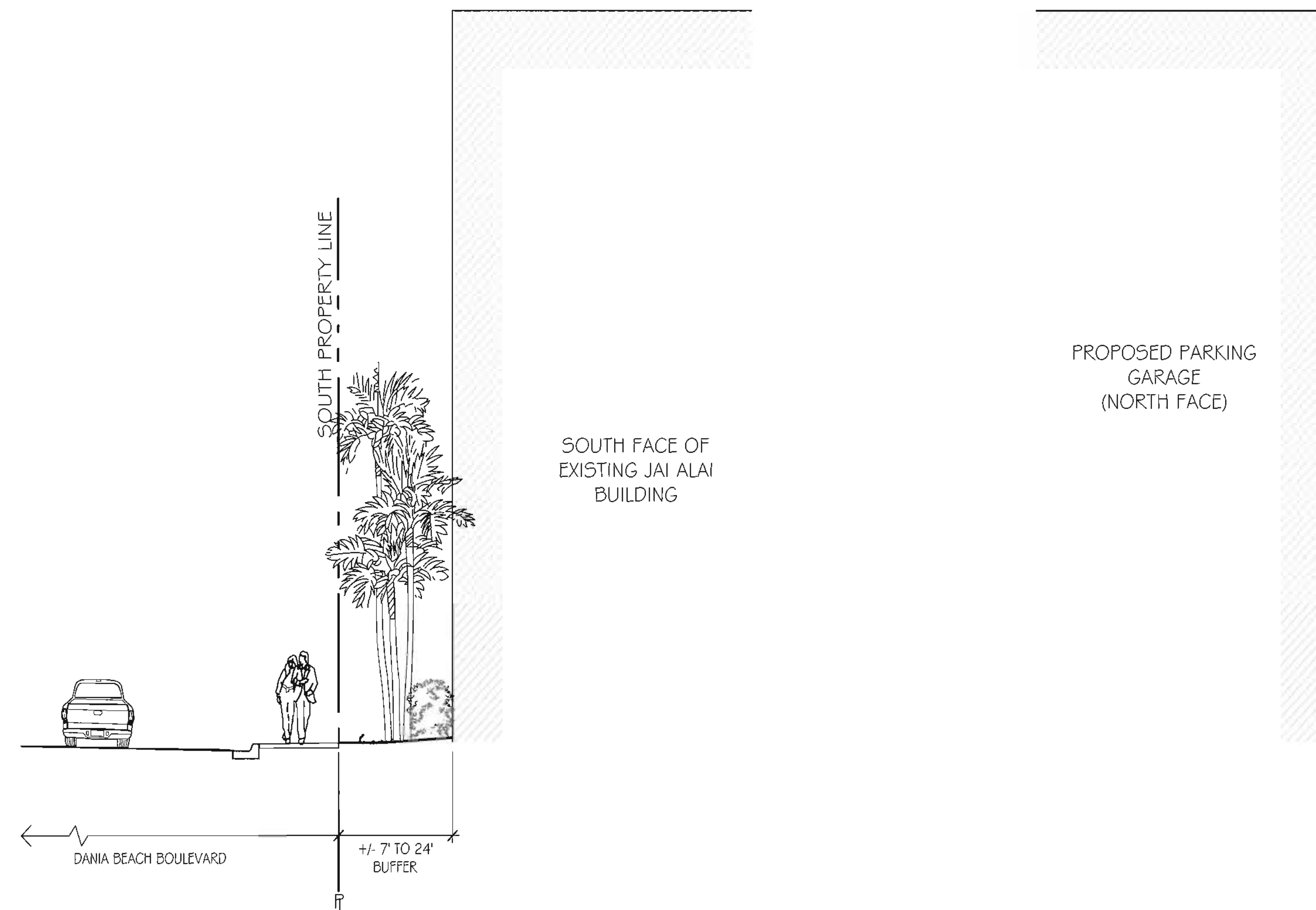
ALL TREES WITHIN THE NORTH & EAST BUFFERS SHALL BE CATEGORY 1 OR 2 IN ORDER TO SCREEN ALONG ADJACENT RESIDENTIAL PROPERTIES



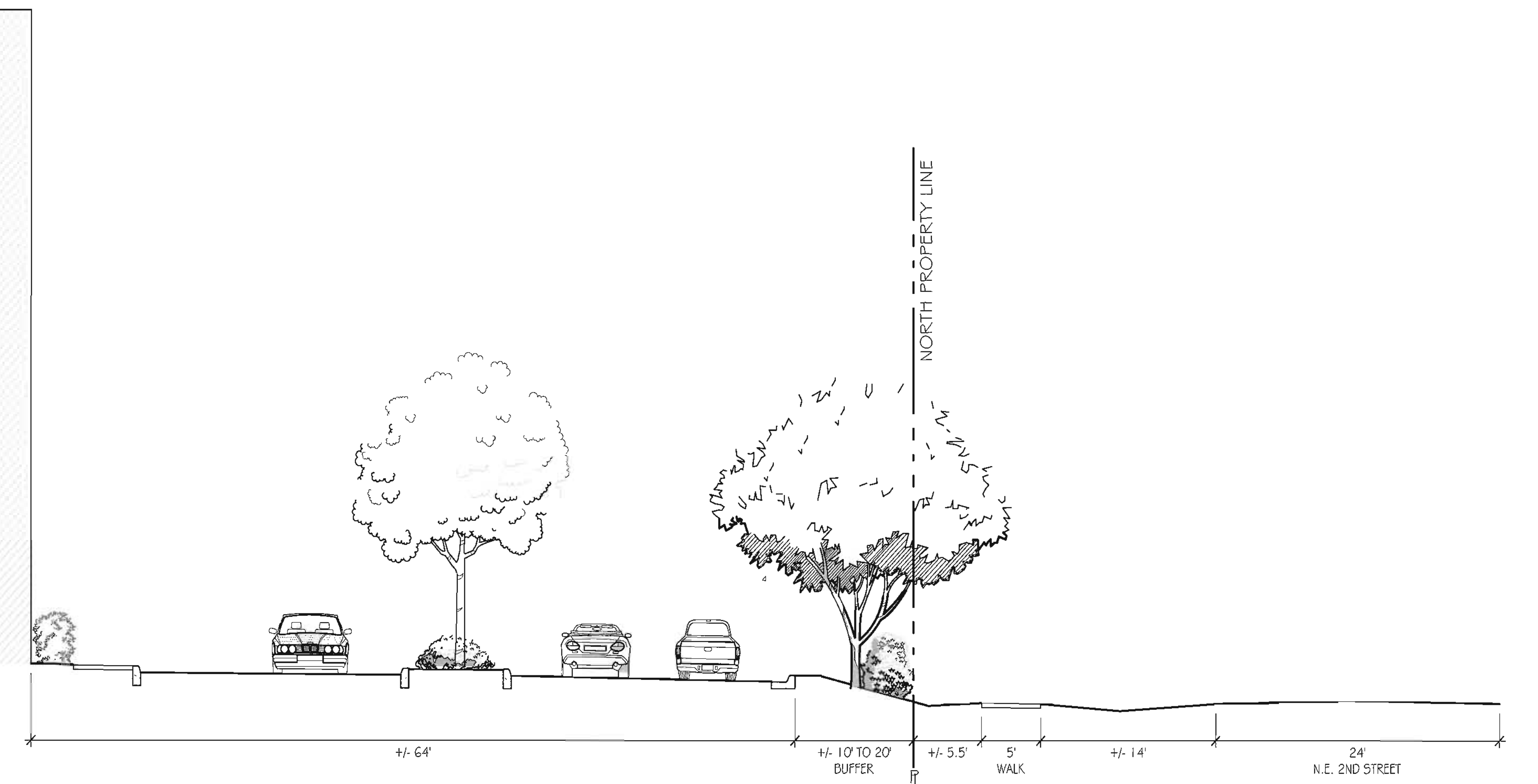
SECTION ALONG WEST BUFFER @ JAI ALAI BUILDING



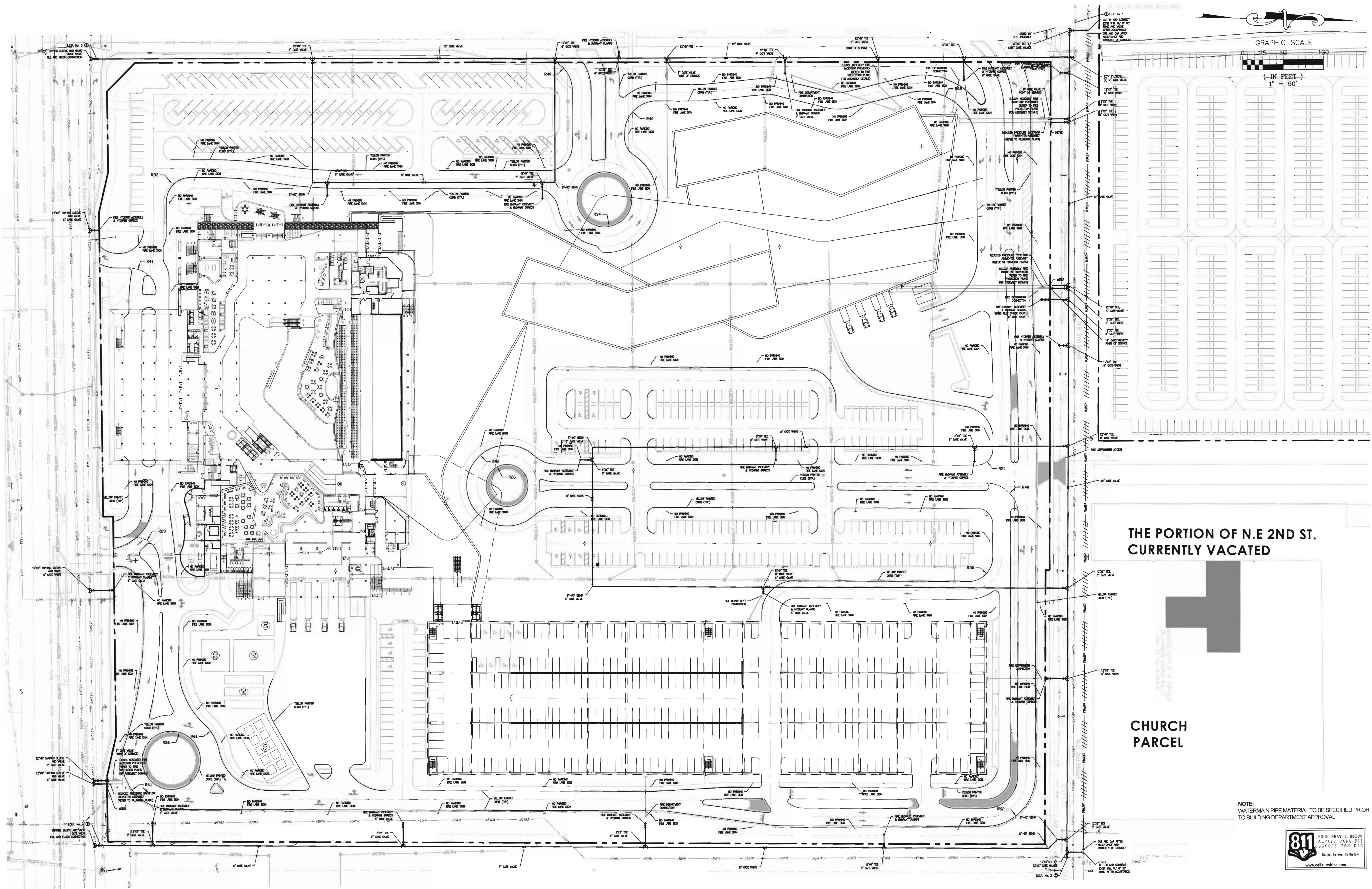
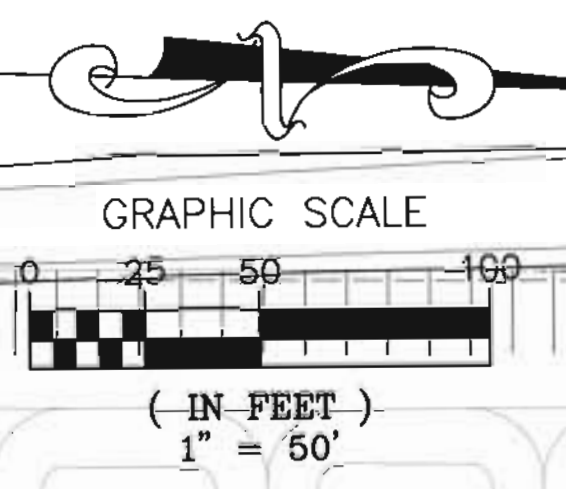
SECTION ALONG EAST BUFFER @ PARKING GARAGE



SECTION ALONG SOUTH BUFFER @ EXISTING JAI ALAI BUILDING



SECTION ALONG NORTH BUFFER @ PARKING GARAGE



THE PORTION OF N.E 2ND ST. CURRENTLY VACATED

CHURCH PARCEL

NOTE: WATERMAIN PIPE MATERIAL TO BE SPECIFIED PRIOR TO BUILDING DEPARTMENT APPROVAL



EXISTING WATER SERVICES AND PRELIMINARY FIRE IMPROVEMENT AT BUILDOUT

Dania Entertainment Center, LLC

DATE: AUGUST 12, 2014 AMENDED SEPTEMBER 25, 2015

Calvin, Giordano & Associates, Inc.
EXCEPTIONAL SOLUTIONS
1800 Eller Drive, Suite 600, Fort Lauderdale, Florida 33316
Phone: 954.921.2781 • Fax: 954.921.8807

ARCHITECTURE F3.

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