



Submit as Exhibit VIII.C.5.a. designs for the proposed Gaming Facility as follow:

1. a site plan for the Project Site, including any off-site ancillary property to be used by Applicant in connection with the Gaming Facility.
2. full build out floor plans by building and floor including front- and back-of-the-house areas with major function/activity/use and approximate square footage thereof denoted. For repetitive activities like a hotel tower, a typical floor plan may be provided where floors are materially similar.
3. building elevations and perspectives (showing heights, relative scale and relationship to adjacent existing or proposed buildings and areas).
4. cross-sections sufficient to illustrate the interrelation of principal building program components (e.g. of a hotel room tower, if any, to circulation areas, the hotel lobby and/or gaming floor).
5. proposed hardscape, landscape and landscape treatments including any off-site improvements required to implement the proposal.
6. exterior lighting design.
7. plans for parking structures, if any. For parking structure floors, a typical floor plan may be provided where floors are materially similar.

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8. **surface parking and Project Site traffic circulation plan, including denotation of pick-up/drop-off areas for hotel and casino patrons, buses and valet parking and of parking areas for employees, patrons, valet-parked vehicles and buses if separate parking areas are to be provided.**
9. **high-quality, color perspective renderings of the exterior of the proposed Gaming Facility showing general massing and context of the overall building program layout from each of the principal exterior approaches.**
10. **at least one high-quality, color perspective rendering of the exterior of the proposed Gaming Facility at night showing the effect of the proposed exterior lighting design.**
11. **high-quality, color perspective renderings of significant interior spaces providing general orientation and a sense of layout including, for example, the main entrance lobby, gaming floor, convention lobby/ballroom and principal circulation space(s).**
12. **Project Site access plan indicating adjacent properties and buildings, streets, automobile and pedestrian access and site circulation, parking, building footprints, service areas, vegetation, tour bus drop-off facilities and other related infrastructure and access to and egress from all major traffic arterials and freeways identifying those off-site improvements required to implement the proposal.**

Please do not provide any physical models.

Site plan for the Project Site, including any off-site ancillary property to be used by Applicant in connection with the Gaming Facility.

There is no change to the Project Site (Master Plan for Adelaar) under Alternative #2, other than the extent of footprint of the Montreign Resort Casino building proper, and extent of the surface parking area. This is illustrated in Exhibit VIII.C.4.a, Attachment VIII.C.4.a.-2-ALT-2, which shows the Alternative #2 building footprint (Parking Garage, Casino podium and Hotel) and its relationship to the Base Application footprint (red dashed line).

Montreign does not anticipate using any off-site ancillary property in connection with the Gaming Facility.

Full build out floor plans by building and floor including front-and back-of-the-house areas with major function/activity/use and approximate square footage thereof denoted. For repetitive activities like a hotel tower, a typical floor plan may be provided where floors are materially similar.

Alternative #2 is in a conceptual design stage, having been developed only recently in response to potential for competition in Orange County under the RFA process. Montreign's Alternative #2 plans by building and floor, including back-of-house areas and major function/activity/use are illustrated in Attachment VIII.C.5.a.-1-ALT-2.

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The floor areas by use are defined clearly in the Montreign Alternative #2 Program Summary, in Attachment VIII.C.5.a.-2-ALT-2.

There is no change to the status of design or the full build out floor plans by building and floor including front-and back-of-the-house areas with major function/activity/use and approximate square footage thereof denoted for the Entertainment Village, Indoor Waterpark Lodge, Monster Golf Course, or Infrastructure Improvements under Alternative #2.

Building elevations and perspectives (showing heights, relative scale and relationship to adjacent existing or proposed buildings and areas).

As noted above, Alternative #2 is in the conceptual design stage, and only partial elevations and renderings have been developed. Refer to Attachment VIII.C.5.a.-1-ALT-2 pages 7 thru 9 for elevations and renderings. The hotel portion of the tower is five (5) stories tall, with four hotel floors comprising 120 rooms, and is connected to the casino with a public concourse. The garage is a four level parking deck, and is connected to the casino podium with an indoor concourse.

There is no change to the building elevations and perspectives for the Entertainment Village, Indoor Waterpark Lodge, Monster Golf Course, or Infrastructure Improvements under Alternative #2.

Cross-sections sufficient to illustrate the interrelation of principal building program components. (e.g. of a hotel room tower, if any, to circulation areas, the hotel lobby and/or gaming floor).

As noted above, Alternative #2 is in the conceptual design stage, and no sections have been developed at this time.

There is no change to the cross-sections illustrating the interrelation of principal building program components for Entertainment Village, Indoor Waterpark Lodge, Monster Golf Course, or Infrastructure Improvements under Alternative #2.

Proposed hardscape, landscape and landscape treatments including any off-site improvements required to implement the proposal.

As noted above, Alternative #2 is in the conceptual design stage, and no landscape plan has been developed at this stage. The landscape design for Alternative #2 will follow the standards developed for Adelaar, with a particular focus on screening the larger surface parking areas necessary for this portion of the property, and accentuating the entry drive. It is anticipated that it would be similar to the previously defined landscape site plans.

There is no change to proposed hardscape, landscape and landscape treatments including any off-site improvements the Entertainment Village, Indoor Waterpark Lodge, Monster Golf Course, or Infrastructure Improvements under Alternative #2.

Exterior lighting design.

As noted above, Alternative #2 is in the conceptual design stage, and the exterior lighting design for Montreign Alternative #2 has not been developed. Parking lot lighting will be designed to a minimum footcandle average of three (3) footcandles utilizing LED pole and bollard type luminaries. Special illumination levels for security camera systems will be considered if required for safety and based on evaluation in field conditions.

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There is no change to the exterior lighting design for the Entertainment Village, Indoor Waterpark Lodge, Monster Golf Course, or Infrastructure Improvements under Alternative #2.

Plans for parking structures, if any. For parking structure floors, a typical floor plan may be provided where floors are materially similar.

Attachment VIII.C.5.a.-1-ALT-2: page 2 illustrate the floor plans for Montreign's Alternative #2 four level parking structure, and its proximity and connectivity to the casino and hotel. The parking structure has been set on a flatter portion of the site in this scheme, and houses 800 vehicles, with three levels fully covered. There is both ADA accessible parking and accessible van parking as required by State Codes, and direct access to Montreign's gaming floor and amenities. The parking garage has almost 90% of its exterior open, and supplemental mechanical ventilation will not be required. While the parking garage is the only parking structure currently planned, additional surface parking will be available on the Project Site as noted below.

Surface parking and Project Site traffic circulation plan, including denotation of pick-up/drop-off areas for hotel and casino patrons, buses and valet parking and of parking areas for employees, patrons, valet-parked vehicles and buses if separate parking areas are to be provided.

As noted above, there is no change to proposed hardscape, on the Project Site under Alternative #2, except as noted below for Montreign.

Attachment VIII.C.5.a.-3-ALT-2, depicts the Montreign Alternative #2 Site Plan, and illustrates the surface parking lots to be constructed. The surface parking areas adjacent to the main entry provide a total surface parking capacity of 949 spaces for guest parking. The employee lot off of Thompsonville Road will have a capacity of 200 employee parking spaces (not yet illustrated on the concept site plan).

No other parking and traffic circulation changes are anticipated as a result of Alternative #2.

High-quality, color perspective renderings of the exterior of the proposed Gaming Facility showing general massing and context of the overall building program layout from each of the principal exterior approaches.

As noted above, Alternative #2 is in the conceptual design stage, and has not yet seen the result of full exterior designs and renderings. The concept exterior renderings are illustrated in Attachment VIII.C.5.a.-1-ALT-2, pages 8 and 9, depicts Montreign's perspective renderings, illustrating general massing and context of the overall building program as viewed from each of the principal exterior approaches in daylight.

There is no change to renderings of the exterior or general massing and context for the Entertainment Village, Indoor Waterpark Lodge, Monster Golf Course, or Infrastructure Improvements under Alternative #2.

At least one high-quality, color perspective rendering of the exterior of the proposed Gaming Facility at night showing the effect of the proposed exterior lighting design.

As noted above, Alternative #2 is in the conceptual design stage, and has not yet seen the result of full exterior designs and renderings. Those identified above are provided on the requested magnetic media at the highest resolution available.

There is no change to renderings of the exterior or lighting for the Entertainment Village, Indoor Waterpark Lodge, Monster Golf Course, or Infrastructure Improvements under Alternative #2.

ALTERNATIVE #2

High-quality, color perspective renderings of significant interior spaces providing general orientation and a sense of layout including, for example, the main entrance lobby, gaming floor, convention lobby/ ballroom and principal circulation space(s).

As noted above, Alternative #2 is in the conceptual design stage, and has not yet seen the result of full interior designs and renderings. The character of these spaces may be best described in Exhibit VIII.C.5.d under Alternative #2 where comparable properties are described. The intent here would be to develop design concepts which tie in with our surroundings and Adelaar's developments, and with use of natural and sustainable materials.

There is no change to status of design or interior renderings of the interior of the Entertainment Village, Indoor Waterpark Lodge, Monster Golf Course, or Infrastructure Improvements under Alternative #2.

Project Site access plan indicating adjacent properties and buildings, streets, automobile and pedestrian access and site circulation, parking, building footprints, service areas, vegetation, tour bus drop-off facilities and other related infrastructure and access to and egress from all major traffic arterials and freeways identifying those off-site improvements required to implement the proposal.

There is no anticipated change to site access, adjacencies, circulation, parking, building footprint, or access to arterial roadways under Alternative #2, other than those elements described above for the Montreign Resort Casino Alternative #2 site.

Physical models.

Montreign has not supplied any physical models with its Application, and will not have one for Alternative #2.