The Proposed improvement project at Park Square, under AA Submittal-PR-2024-010369-SI-2024-00699, and shown in the drawings attached to the Minor Amendment to Site Plan submittal, involves the following work:

*Layout Adjustments:*

**Park Square Drive:** Park Square Drive is an existing drive lane located within the Park Square property. It connects to Louisiana Blvd on one end, and Americas Pkwy on the other. Park square drive will be narrowed slightly to accommodate additional surface parking along it. The access to, from, and through Park Square Drive and the parking lots connected to it will not be affected.

**Parking lot entrance to tract 1E1A1**: The entrance to the parking lot located in tract 1E1A1 will be shifted from the east side of the parking lot off Louisiana, to the south side of the parking lot off Park Square drive. This change is being made to eliminate confusion for visitors about where the main entrance to the property is. The main entrance to the property from Louisiana is the turn off at Park Square drive.

**Trash compactor relocation**: The existing trash compactor in tract 1G1 will be relocated approximately 100 feet to the east along Park Square Drive, to create distance between the compactor and the SE pedestrian entrance to the existing courtyard and existing office building. This relocation will not affect pedestrian or vehicle traffic or circulation.

**Loading pad adjustment**: The existing loading pad, which is a surface level loading area, at the southeast corner of the pedestrian square in Tract 1C1A (this is next to the northwest corner of tract 1H1A) will be rotated approximately 45 degrees, to allow for easier access for delivery trucks, and easier pedestrian travel past that area. The loading area will be rotated but does not move from its current location.

**Loading dock adjustment:** The existing drive lane on the NW corner of the property (in Tract 1B1) will be narrowed slightly to allow for easier access to the existing loading dock on the north side of the One Park Square office building. The loading dock will be adjusted slightly, to allow for 3 loading spaces, instead of the 2 that currently exist.

**Pedestrian courtyard fence**: The existing pedestrian courtyard, located in tract 1A1 between the 4 existing buildings, will have a 3 foot tall fence installed at the corners of the courtyard. There will be an entrance gate at all 4 corners of the courtyard. This fence will not affect access or travel through the property or any of the buildings on the property, and access to the courtyard will remain in the same locations that exist currently.

*Cosmetic Improvements:*

**Parking Garages**: The two existing parking garages, located on tract 1C1A and 1B1 will have architectural screens added to them to improve their visual appeal. Architectural screens are not structural and are strictly cosmetic in nature.

**Retail Storefronts**: The retail storefronts in tract 1A1 will be cosmetically upgraded. This will involve removing the existing stucco, which was installed over stone cladding on the storefronts, as well as replacing the existing storefront canopies with new ones, and adding storefront surrounds at several locations to help differentiate between the various spaces along the storefronts. The layout of the retail buildings will not change. This work is strictly cosmetic.

**Lighting**: The existing lighting on the property will be upgraded with new lighting at various locations around the property.

**Landscaping**: The existing landscaping will be replaced with new landscaping throughout the property. No existing landscaped areas will not be removed, and this work is cosmetic in nature.

**Pavers and flatwork**: The concrete in the existing pedestrian courtyard will be replaced with pavers. The overall courtyard layout will remain the same. The purpose of this work is to replace the old, cracked concrete and is cosmetic in nature.

**Signage**: The existing, old property signage will be upgraded with new signage to fit with the overall rebranding of the property.