CONDITIONS OF APPROVAL CONDITION USE PERMIT 321 (modification) AND ARCHITECTURAL REVIEW 20-03 (modification) FOUNTAINHEAD PLAZA (STARBUCKS AND 7-ELEVEN)

CONDITIONS OF APPROVAL FOR AR 20-03:

*Modified conditions are in "Bold" and deleted text is in "strike-out."

- 42. Provide a set of proposed Covenants, Conditions and Restrictions (CC&R) for review and approval. The proposed CC&Rs shall contain the Association's/Owner's maintenance obligations with respect to various facilities including, but not limited to, right-of-way and private landscaping, private streets, sidewalks, utilities, on-site lighting, and Water Quality Management Plan (WQMP) features. This document must be submitted to and approved by the City before it is submitted to any other governmental entity. The City of Coachella shall be listed as an express third party beneficiary and be reviewed and approved by the City Attorney's office prior to recordation.
- 45. Temporary Certificates of occupancy may be issued to allow businesses to open, prior to, Prior to issuance of certificate of occupancy all public improvements, including landscaping and lighting of the retention basins, and landscaped areas along the exterior streets, shall be completed to the satisfaction of the City Engineer. An engineering final inspection is required. "As-built" plans shall be submitted to and approved by the City Engineer. Prior to acceptance of the improvements by the City, such plans, once approved, shall be given to the city on compact disk in AutoCad format. All off-site and on-site improvements shall be completed to the satisfaction of the City Engineer prior to acceptance of improvements for maintenance by the City. A Temporary Certificate of Occupancy may be issued prior to completion of aforementioned improvements.
- 90. The Conditions of Approval of Resolution No. PC 2021-25 (CUP 346 and CUP 347 and AR No, 21-12) Exhibit A are incorporated herein as conditions of approval for Conditional Use Permit 321 and Architectural Review No. 20-03 by reference.