

Exhibit VIII.C.5.a
Designs

Submit as **Exhibit VIII.C.5.a. Designs for the proposed Gaming Facility as follows:**

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.*

Please see ATTACHMENT 'A' (Site Plan).

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.*

Please see ATTACHMENT 'B' (Floor Plan).

Please see ATTACHMENT 'A' (Gaming Facility Building Program) of Exhibit VIII.C.4.c for approximate square footage areas.

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

Please see ATTACHMENT 'C' (West Elevation)
ATTACHMENT 'D' (East Elevation)
ATTACHMENT 'E' (North and South Elevations).

Please see ATTACHMENTS 'L', 'M', and 'N' under Subpart #9 for the Perspectives.

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).*

Please see ATTACHMENT 'F' (Sections).

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

Please see ATTACHMENTS 'G', 'H' and 'I' (Landscape).

6. *Exterior lighting design*

The exterior lighting will be designed and engineered to compliment the architecture. The underlying intent is to take advantage of the buildings architectural features. This has been successfully achieved at our other properties.

The following are some potential ways we would contemplate achieving this:

- Cove lighting to create an elegant glow.
- In-grade up-lighting to highlight special architectural features of the building or which also can graze a wall to embellish a special finish or texture.
- Strategically placed sconces and chandeliers to bring the scale of the building to the human level and make the gaming establishment and hotel very approachable.

The site lighting also is important in many aspects. A priority is for all the patrons to feel safe with appropriate lighting on the property. We also would accentuate sidewalks by introducing lighted bollards to help define paths, offer a sense of direction and guide the patrons throughout the site. Landscape lighting also is provided to add finishing touches to gardens, shrubs and trees throughout the property. Roadway lighting will be modulated to provide brighter areas at intersections and at pedestrian and vehicular crossings.

Please see ATTACHMENT ‘O’ under Subpart #10 for a Night Perspective.

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

Please see ATTACHMENT ‘J’ (Garage).

- 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.*

The property will be served by separate vehicular entries for surface parking, bus arrival, valet parking and a self-parking garage, all with separate entry and exit points from Front Street which has two points of access from Erie Boulevard, with the primary entry incorporating a new roundabout.

The south surface parking lot is conveniently placed nearest the main access road, which is oftentimes the preferred parking option for many loyal guests. The main porte cochere will have lanes dedicated for hotel and casino drop-off and pick-up, valet parking and taxi pick-up. The parking structure will provide segregated parking for valet attendants, self-parking patrons, shared commercial/retail/residential and employee parking.

The surface parking and structured parking are placed on opposing corners of the casino floor to provide convenient patron access and also distributes guests throughout the property.

There is a dedicated bus drop-off area served by a convenient slip lane for easy ingress and egress.

The loading dock is located remotely from most patrons. It is served by a partial loop road that is furthest away from the casino entries. A screen wall will also mask the function of the dock, which include deliveries of all goods and products, as well as pick-up for laundry, trash and recycled material.

Please see ATTACHMENT 'K' (Traffic Circulation).

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.*

Please see ATTACHMENTS 'L', 'M', 'N' (Perspectives).

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.*

Please see ATTACHMENT 'O' (Night Perspective).

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

Please see ATTACHMENT 'P' (View Plan)

ATTACHMENT 'Q' (Interior Rendering Entry)

ATTACHMENT 'R' (Interior Rendering Casino)

ATTACHMENT 'S' (Interior Rendering Casino/High Limit).

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 see ATTACHMENT 'T' (Project Site Access Plan).