

EAGLE RIDGE

THIRD ADDITION GUIDELINE MATRIX MARCH 31, 2004

CATEGORY	BLOCK 1 LOTS 1-2	BLOCK 1 LOTS 3-25	BLOCK 1 LOTS 26-40	BLOCK 2 LOTS 1-13
SQUARE FOOTAGE	SF-4	SF-4	SF-3	SF-3
ROOF PITCH	R-2	R-2	R-2	R-2
EXTERIOR MATERIALS	X-3	X-3	X-3	X-3
FENCING	FP	FP	FP	FP

EAGLE RIDGE

SECOND ADDITION GUIDELINE MATRIX MARCH 31, 2004

CATEGORY	BLOCK 1 LOTS 1-13
SQUARE FOOTAGE	SF-6
ROOF PITCH	R-3
EXTERIOR MATERIALS	X-4
FENCING	FX

EAGLE RIDGE

FOURTH ADDITION GUIDELINE MATRIX

MARCH 31, 2004

CATEGORY	BLOCK 1 LOTS 1-5	BLOCK 2 LOTS 1-13	BLOCK 3 LOTS 1-9
SQUARE FOOTAGE	SF-6	SF-6	SF-6
ROOF PITCH	R-3	R-3	R-3
EXTERIOR MATERIALS	X-4	X-4	X-4
FENCING	FX	FX	FX

EAGLE RIDGE

FOURTH ADDITION - PHASE II GUIDELINE MATRIX

FEBRUARY 20, 2014

CATEGORY	BLOCK 1 LOTS 1-5	BLOCK 2 LOTS 1-13	BLOCK 3 LOTS 1-9
SQUARE FOOTAGE	SF-6	SF-6	SF-6
ROOF PITCH	R-3	R-3	R-3
EXTERIOR MATERIALS	X-4	X-4	X-4
FENCING	FX	FX	FX

EAGLE RIDGE
FIFTH ADDITION A - PHASE 1
GUIDELINE MATRIX
MARCH 31, 2004

CATEGORY	BLOCK 2 LOTS 17-43	BLOCK 6 LOTS 12-18	BLOCK 7 LOTS 1-10
SQUARE FOOTAGE	SF-2A	SF-2A	SF-2A
ROOF PITCH	R-4	R-4	R-4
EXTERIOR MATERIALS	X-2	X-2	X-2
FENCING	FP	FP	FP

EAGLE RIDGE
FIFTH ADDITION - PHASE 2, PART 1
GUIDELINE MATRIX
SEPTEMBER 15, 2004

CATEGORY	BLOCK 1 LOTS 1-6	BLOCK 3 LOTS 1-10	BLOCK 4 LOTS 1-9	BLOCK 6 LOTS 1-4
SQUARE FOOTAGE	SF-2A	SF-2A	SF-2A	SF-2A
ROOF PITCH	R-4	R-4	R-4	R-4
EXTERIOR MATERIALS	X-2	X-2	X-2	X-2
FENCING	FV	FV	FV	FV

EAGLE RIDGE
FIFTH ADDITION B - PHASE 1
GUIDELINE MATRIX
MARCH 31, 2004

CATEGORY	BLOCK 8 LOTS 1-10	BLOCK 9 LOTS 1-16
SQUARE FOOTAGE	SF-3	SF-3
ROOF PITCH	R-3	R-3
EXTERIOR MATERIALS	X-3	X-3
FENCING	FP	FP

EAGLE RIDGE

SIXTH ADDITION GUIDELINE MATRIX

MARCH 31, 2004

CATEGORY	BLOCK 1 LOTS 1-29	BLOCK 2 LOTS 1-14
SQUARE FOOTAGE	SF-4	SF-4
ROOF PITCH	R-3	R-3
EXTERIOR MATERIALS	X-4	X-4
FENCING	FX	FX

EAGLE RIDGE

SEVENTH ADDITION GUIDELINE MATRIX

DECEMBER 1, 2005

CATEGORY	BLOCK 1	BLOCK 2	BLOCK 3	BLOCK 4
SQUARE FOOTAGE	SF-3.5	SF-3.5	SF-3.5	SF-3.5
ROOF PITCH	R-3	R-3	R-3	R-3
EXTERIOR MATERIALS	X-4	X-4	X-4	X-4
FENCING	FP	FP	FP	FP

