

**BUFFALO GROVE SHOPPES**  
(Lake Cook Rd. & Buffalo Grove Rd.)  
(2/12/01)

1. Sign content will be limited to principal business name(s) of Tenant.
2. All signs will be individual letter type, single line of copy, either block or script (and will be individually illuminated) and mounted to raceway which will be sprayed to match the background canopy.
3. All sign illumination must be constant diffused (flashing and bare light sources not allowed). Sign lighting must be turned off Sunday – Thursday at 12 midnight, and Friday and Saturday at 1 AM.
4. All letter heights will not exceed 30” nor be smaller than 14” in height.
5. Each Tenant will be allowed a sign width equivalent to seventy percent (70%) of the leased area frontage and be centered on front fascia.
6. All signs mounted to fascia must be non-corrosive and rust-proof materials. Electrical penetrations added with neoprene washers.
7. Under canopy signs will not be allowed.
8. All Tenants will send three (3) copies of blueprint of signs to the Village of Buffalo Grove, Attention: Building Commissioner, for their approval. All Tenants will also send two (2) copies of blueprints of signs to the Landlord, c/o 707 Skokie Boulevard, Suite 210, Northbrook, IL 60062 for written approval.
9. All sides of letters to match frame work of windows.
10. Final stamped approval by local village authorities must be obtained prior to installation of sign (s).
11. At termination of Lease Tenants will remove sign with Owner’s approval of sign contractor and must patch or repair all holes to bring front fascia in front of shopping center back to original appearance.
12. One double-faced pylon sign shall be permitted at the shopping center. The maximum height shall be 14’, and the maximum sign area per face shall be 50 square feet.
13. Color of the letters shall be limited to the following colors: red. All other colors must be approved by Landlord and the Village of Buffalo Grove.
14. Any deviation from these criteria must be approved by the Village of Buffalo Grove.