



BUILDING & SITE DESIGN

COMMISSIONER JAMES F. McHUGH

RECOMMENDED CONDITIONS

CATEGORY 1 – REGION A RESORT CASINO

SEPTEMBER 8, 2014

MOHEGAN SUN | REVERE

In light of (a) the quality of the site planning, building organization, and proposed amenities for the Revere site; (b) the desire for the development to reflect the best of recent development in greater Boston; (c) the public interest in the visible expression of the casino development; and (d) the conceptual nature of the design presented as part of the Application where final materials and finishes remain to be selected

Mohegan shall submit exterior material and finish selection and samples for review and approval by the Commission as part of the planned reporting to the Commission in accordance with the design and construction schedule to be approved by the Commission.

WYNN | EVERETT

In light of (a) Wynn's reputation and track record of designing and developing industry-leading casino design; (b) the desirable quality of the site planning, building organization, and proposed amenities for a post-industrial waterfront site; (c) the visibility of the proposed development from Everett, the waterfront, and adjoining communities and its prominence on the skyline to all visitors entering the region by highway from the north; (d) the Commission's desire for the development to reflect the best of recent development in greater Boston; (e) the public interest in the visible expression of the casino development; and (f) the conceptual nature of the design presented as part of the Application where "final materials and finishes have not yet been selected"

the Commission strongly urges Wynn to reconsider the exterior design of the buildings and present a revised design to the Commission and, in any event, Wynn shall submit exterior material and finish selection and samples for review and approval by the Commission as part of the planned reporting to the Commission in accordance with the design and construction schedule to be approved by the Commission.