

Notes:

Uses

- 1. Vendors within the Waterfront Marketplace will be limited to Tour Operators, Food Service, and Artists retail.
- 2. Market Stall Vendors are subject to individual leases within Market Stall Cluster areas shown herein
- 3. Occupancy of the Future Phase Market Stall Clusters will not occur until the City has secured right title and interest to use the Maine DOT rail right of way for such purposes.

The Waterfront Marketplace at Ocean Gateway

100 50 0 100 Feet

Performance

- 4. Market Stall Vendors will not set up fixed or movable features outside of designated leaseholds.
- 5. No Vendors will set up fixed or movable features within 5 feet of the southerly sideline of the Eastern Prom Trail.
- 6. All Vendors are responsible for securing off-site legal parking for all motor vehicles other than licensed food trucks and self-contained vending trucks and trailers (vehicles set up as the vender's point of sale.)
- 7. All Vendors will provide space within their leased stall to process and queue customers without trespass onto adjacent leaseholds, artist vending areas, or the Trail.
- 8. Market Stall Vendors will accommodate the reasonable needs of street artists as maybe sharing space within the Waterfront Marketplace, outside of Market Stall Vender leaseholds.
- 9. Non-lease holding artists may set up vending tables, as compliant with City Code Sec. 19-23, within vacant or un-leased portions of Market Stall Cluster areas.

Layout

- 10. Market Stalls will be subject to individual leases and limited to no more than 320 sq ft of interior space per use.
- 11. Initial Market Stall Cluster will occupy +/-6300 sq ft and will be limited to not more than 5 separate leaseholds.
- 12. Aggregated uses within the Initial Market Stall Cluster will occupy not more than 1600 sq ft of interior space.
- 13. Future Phase Market Stall Clusters will occupy no more than 3000 sq ft.
- 14. Aggregated uses within Future Phase Market Stall Clusters will occupy not more than 1500 sq ft of interior space.

Exhibit A