Window Signage

1. Tenants shall submit one (1) set of drawings and specifications for all proposed window signage to their Property Manager for approval.

2. All window signage must comply with City of Stillwater ordinances. No window signage shall be fabricated or installed until a permit, if required, has been issued by the City of Stillwater, It is the tenant's responsibility to obtain the necessary approvals and permits, with the associated costs. Property Manager approval is required prior to submission to the City.

3. Window signage may be installed on storefront windows and doors of the premises, including sidewall exterior windows if the premises is an end-cap space.

4. Window signage may not cover more than 30% of the tenant's storefront windows and doors, including sidewall exterior windows if the premises is an end-cap space. Any window signage exceeding 30% requires Property Manager approval.

5. Window signage must be professionally created and installed.

6. Digitally printed graphics on perforated vinyl or solid media are acceptable.

7. Illuminated LED and/or neon signs are acceptable provided the signage does not move, flash, blink or have chasing lights.

8. Window signage employing the use of rope lights and/or "window painting" is prohibited.

9. Except for business hours, all window signage on entrance doors must be digitally printed on perforated vinyl. Solid media or opaque signage is prohibited as it obstructs the view of those entering or exiting the premises.

10. Faded, peeling or damaged window signage must be promptly removed upon notice by Property Management.

11. Upon lease expiration or earlier termination, tenants must remove all window signage from the premises. All associated costs will be the tenant's responsibility.

12. All costs related to window signage, including but not limited to, fabrication, installation, maintenance, removal and replacement will be the tenant's sole responsibility.

13. Window signage policies are subject to change and will be updated periodically.