City of Burlingame
Community Center Conceptual Design

Parks & Recreation Meeting
03.19.2015
7:00 pm - 8:00 pm
AGENDA

1. Welcome & Introductions
2. Project and Schedule Overview
   ▪ Work Plan
   ▪ Participation and Outreach Schedule
   ▪ Process and Outcome Goals
3. Master Plan Review
4. Program Options
5. Building Bubble Diagram Options
6. Design Values Exercise
7. Next Steps
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PARTICIPATION OPPORTUNITIES OVERVIEW

- Community Outreach *(subject to change)*
  - **ROUND 1**
    - ✓ MARCH 19th: Parks & Recreation Commission – Public Hearing/Meeting, 7pm – TODAY
    - □ MARCH 21st: Community Open House @ Washington Park, 10am-2pm
    - □ MARCH 22nd: Community Kiosk @ Farmers Market, 9am-1:30pm
  
  - **ROUND 2**
    - □ MAY 30th: Community Open House @ Washington Park, 10am-2pm
    - □ MAY 31st: Community Kiosk @ Farmers Market, 9am-1:30pm
    - □ JUNE 18th: Parks & Recreation Commission – Public Hearing/Meeting, 7pm

- Teen/Youth Specific Outreach
  - □ Week of May 4th – Lunchtime Kiosks at Burlingame High School and Burlingame Intermediate School
PARTICIPATION OPPORTUNITIES OVERVIEW

- **Community Outreach (subject to change)**
  - ROUND 3
    - TO BE SCHEDULED

- **Other - TO BE SCHEDULED**
  - Community Open House – Downtown Merchants Association
  - Rotary Club Meetings
  - Burlingame Mother’s Club
  - Traffic and Safety Commission
  - ?

- **Presentations and Public Hearings**
  - (2) Planning Commission
    - Study Session – June 22\textsuperscript{nd}
    - Fall 2015
  - (2) City Council Meetings
    - City Council Check-in (Study Session) – June 15\textsuperscript{th}
    - City Council Final Presentation – November 2\textsuperscript{nd}
PROCESS GOALS

- Community engagement that is transparent and signified by the collaboration of a wide range of stakeholders and community members
- Broad community input resulting in local pride and ownership in the plan recommendations
- Plan recommendations that address the needs of a wide cross-section of residents, and bring the community together to focus on a common goal
- Burlingame’s values are reflected in the process and development of the plan; participants’ feedback is listened to and affirmed by the plan recommendations
- The recommended plan captures the goals, needs, and vision of all Burlingame residents, and successfully translates those into the end product: the new community center
PROJECT OUTCOME GOALS

- Creating a community center that becomes a pillar of community life and civic pride for Burlingame
- A facility that is operationally, environmentally, and socially sustainable
- The creation of a multigenerational community center that becomes a central meeting and gathering place for residents
- Honoring the history and heritage of the Gunst Estate, Washington Park, Burlingame, and respecting the mature trees
- Building a facility that meets the needs of today’s community, and has the flexibility to evolve to meet future needs
- A community center that provides the opportunity for people to enrich themselves intellectually, emotionally, spiritually, and physically
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PARKING OPTIONS - 143 spaces

Option 1
Surface + Underground Parking

Option 2
Surface + Below Courts Parking (1/2 level down)
SITE SECTIONS

WASHINGTON PARK SITE SECTION - PROMENADE AT PARKING/TENNIS COURTS

WASHINGTON PARK SITE SECTION - PROMENADE AT EXISTING SOFTBALL DIAMOND AND RELOCATED PLAYGROUND
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### BUILDING PROGRAM OPTION

<table>
<thead>
<tr>
<th>Proposed Spaces:</th>
<th>Compare to (E) Spaces:</th>
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<tbody>
<tr>
<td><strong>1</strong> Lobby and Reception</td>
<td>Lounge 2</td>
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<tr>
<td>Social Lounge and Gallery</td>
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<tr>
<td><strong>2</strong> Community Hall</td>
<td>Auditorium @ 3,500 sf</td>
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<tr>
<td>Multipurpose Room @ 4,000 sf</td>
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<tr>
<td>Raised Platform</td>
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<td>Catering Kitchen</td>
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<td>Flex Space/Green Room</td>
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<td><strong>3</strong> Enrichment and Personal Development</td>
<td>Teen Room</td>
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<tr>
<td>Enrichment Center Classroom</td>
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<tr>
<td>Teen Scene</td>
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<tr>
<td>Kids Town</td>
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<tr>
<td>Musical Arts</td>
<td>Studio B</td>
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<tr>
<td><strong>4</strong> Social &amp; Assembly</td>
<td>Social Hall</td>
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<tr>
<td>Large Meeting Room</td>
<td>Lounge 1</td>
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<tr>
<td>Adult Active Lounge</td>
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<tr>
<td><strong>5</strong> Tinker Lab</td>
<td>Computer Room</td>
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<tr>
<td>Maker Space</td>
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<td><strong>6</strong> Visual &amp; Fine Arts</td>
<td>Art Room</td>
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<tr>
<td>Fine Arts</td>
<td>Craft room</td>
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<td>Creative Arts &amp; Ceramics</td>
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<td>Kiln Room</td>
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<td><strong>7</strong> Performing Arts, Dance, &amp; Fitness</td>
<td>Dance Studio</td>
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<tr>
<td>Dance &amp; Stretch Studio</td>
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<tr>
<td>Fitness &amp; Wellness Studio</td>
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<td><strong>8</strong> Staff Spaces</td>
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<td><strong>9</strong> Support Spaces</td>
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### ADDITIONAL & IMPROVED PROGRAMMING SPACES:

- Attractive Community Hall with raised platform
- Teen Scene classroom
- Kids Town classroom
- Maker Space
- Dance & Stretch Studio
- Fitness & Wellness Studio

**Total Program ~35,830 sf**
LOBBY/COMMUNITY LOUNGE

COMMUNITY HALL
CATERING KITCHEN

ENRICHMENT & PERSONAL DEVELOPMENT
LARGE MEETING ROOM

TINKER LAB/MAKER SPACE
VISUAL & FINE ARTS

PERFORMING ARTS, DANCE, & FITNESS
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BUILDING BUBBLE DIAGRAM – OPTION A
FLOOR 2

SCALE: 1" = 40’

03.19.15
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CONTEXTUAL INSPIRATION
TRADITIONALLY INFLUENCED
WARM + INVITING
RURAL + RUSTIC
EASY MODERN
COLORFUL
EXPRESSIVE
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