City of Burlingame

Proposed Community Center

Parks & Recreation Commission Update
June 21, 2018
BURLINGAME COMMUNITY CENTER PROJECT SCOPE

- Parking
- Bus Drop-off
- Basketball Court
- Playground
- Event Lawn Seating
- Sculpture Planter
- Baseball Shade Trelis
- Underground Parking Access
- Picnic Tables (8)
- Historic Entrance Pillars
- Existing Trees
- Proposed Trees

EXISTING PARKING  LIONS CLUB HALL  TENNIS COURTS

35,700 GSF COMMUNITY CENTER  BURLINGAME AVENUE
COMMUNITY CENTER PROGRAM

ACTIVE LOUNGE
SOCIAL LOUNGE + GALLERY
COMMUNITY ROOM
ENRICHMENT CLASSROOM
MUSICAL ARTS CLASSROOM
MEETING ROOMS
TECH SHOP
FINE ARTS
CREATIVE ARTS + CERAMICS
TEEN SCENE
KIDS TOWN CLASSROOM
DANCE + FITNESS STUDIO
CONCEPTUAL OPTIONS

OR

MISSION

PAVILIONS
MISSION DESIGN OPTION

EXTERIOR VIEWS

MISSION DESIGN OPTION: PARK-SIDE VIEW
MISSION DESIGN OPTION
EXTERIOR VIEWS

MISSION DESIGN OPTION: BURLINGAME AVENUE ENTRY VIEW
MISSION DESIGN OPTION
INTERIOR VIEWS

MISSION DESIGN OPTION: LOBBY
MISSION DESIGN OPTION
INTERIOR VIEWS

MISSION DESIGN OPTION:
ACTIVE LOUNGE

MISSION DESIGN OPTION:
COMMUNITY ROOM

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INTERIOR VIEWS

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PAVILIONS DESIGN OPTION
INTERIOR VIEWS
## Site Requirements

<table>
<thead>
<tr>
<th>Site Requirements</th>
<th>MISSION</th>
<th>PAVILIONS</th>
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<tbody>
<tr>
<td>Building Program</td>
<td>✔️</td>
<td>✔️</td>
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<tr>
<td>Additional Parking (surface + underground)</td>
<td>✔️</td>
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<tr>
<td>Comparable Budget</td>
<td>✔️</td>
<td>✔️</td>
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<tr>
<td>Sustainable Design Strategies</td>
<td>✔️</td>
<td>✔️ +</td>
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| % Roof Area for PV         | ~50%    | ~75-80%   |
## PHOTOVOLTAIC OPPORTUNITIES

### MISSION

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<th>% ROOF AREA FOR PV</th>
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### PAVILIONS

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### PV VISIBILITY – PARK-SIDE VIEW

![Mission Pavilion](#)

![Pavilion 1](#)

![Pavilion 2](#)

![Pavilion 3](#)

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**BURLINGAME COMMUNITY CENTER**

06.21.18
Window glazing
- Tinted or fritted glass to control interior/exterior glare, light pollution and reflection of light to surrounding context
- Use low-e glass to minimize UV and infrared light transmission

Window shades + sun shades
- Window shades programmed to come down at night
- Provide glare and solar heat gain reductions to interior spaces
LIGHTING + DAYLIGHT DESIGN STRATEGIES

Lighting design
• Spaces are not over-lit – lighting levels are not higher than necessary
• Color temperature – warm color used for interiors for a cozy, residential look (this can be done with energy-efficient LEDs)

Luminaire selection (interior + exterior)
• Indirect lighting
• Lighting has well-shielded sources

Code requirements (Cal Green)
• For classrooms, interior lighting must have an auto-off function that times out at a maximum of 20 minutes; if any room is unoccupied for 20 minutes, the lights will automatically turn off
BIRD COLLISION PROTECTION

• Fritted, frosted, or ultra-violet glass to reduce reflectivity and transparency
• External screens, overhangs, louvers can block view of glass and prevent bird impact, while providing shading and maintaining views
• Reduce night lighting and ‘beacon effect’ which can impact night time bird navigation through urban environments (especially during migration of Pacific Flyway: February-May and August-November)

SF Planning Department Standards for Bird-Safe Buildings (July 2011)
OUTREACH SUMMARY
Where we have been:
• Community Center Kiosk
• Library Kiosk
• Fresh Market
• Online Survey (advertised through):
  - Parks & Recreation Website
  - Commissions
  - Email blasts
  - Facebook
  - Nextdoor
  - E-News
  - City Website
  - Community Advisory Committee

Currently tracking Mission design scheme slightly ahead of Pavilions (~15 votes ahead as of 6/15)
**NEXT STEPS**

- **June 21st Parks & Rec Commission Meeting**
- **July 2nd City Council Meeting**

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### PHASE 1 – CONCEPTUAL + SCHEMATIC DESIGN

#### TASK 1: CONCEPTUAL DESIGN

- Conceptual Design Option “Pavilions in the Park”
  - Building program
  - Site plan
  - Floor plan
  - Masseur options
  - Site sections
  - Narrative specifications
  - Exterior/interior vieques
t
- Conceptual Budget + Schedule
  - Conceptual cost estimate of probable construction cost
  - Project schedule for future phases

#### TASK 6: SCHEMATIC DESIGN

**Schematic Design Package**
- Plans (civil, landscape, architectural, structural, etc.)
- Elevations
- Sections
- Building and site sustainability strategies
- Building systems strategies
- Perspectives/renders
- Outline specifications
- Conceptual Budget
- Project cost model

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### PHASE 2

**DESIGN DEVELOPMENT CONSTRUCTION DOCS**

- **10 MONTHS**
- **BID + AWARD**
  - **3 MONTHS**

### PHASE 3

**CONSTRUCTION**

- **TBC 16-20 MONTHS**
- **OPEN**

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**GROUP 4**

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**06.21.18**

**BURLINGAME COMMUNITY CENTER**
PARKS & RECREATION COMMISSION DISCUSSION

MISSION OR PAVILIONS
City of Burlingame

Proposed Community Center

Parks & Recreation Commission Update

June 21, 2018