









O1 Introduction Welcome

Dear High School Student & Educator,

We are pleased to invite you to participate in the Architectural Foundation of San Francisco's Fifty-First annual high school design competition. This is an exciting competition where high school students put their design skills, creativity, spatial and analytical thinking and craftsmanship to the test. With the guidance of instructors — or in some cases for those who opt to treat this creative challenge as an independent study endeavor — high school students conceptualize a design and communicate their solutions through drawings and models. All high school students in both public and private schools in the greater San Francisco Bay Area and beyond are encouraged to participate. This competition provides young thinkers with the opportunity to participate in what is a very unique learning project.

The Architectural Foundation of San Francisco is a nonprofit educational organization that involves San Francisco students in a mentored appreciation of architecture, engineering, construction and the design process. San Francisco reigns as one of the most architecturally significant and beautiful cities in the world. The environment of architectural diversity is extremely important to the vitality of this great city. Everywhere, the vibrant and complex layering of landscape, color, cultures and light produces experiences that unexpectedly reveal themselves. Since its inception in 1990, the Architectural Foundation of San Francisco has endeavored to reach out to the general public to establish an open dialogue on the architectural future of this community.

To receive more information about the Architectural Foundation of San Francisco, please visit the website at www.afsf.org or email Alan Sandler at alan@afsf.org. For specific competition-related inquiries and/or to receive competition updates, please contact Ryan Lee at ryan.lee@woodsbagot.com. Please utilize the live links (red) embded in this PDF for reference.

Thank you for your interest and we look forward to seeing your designs!

Sincerely,

Ryan Lee Competition Chair & Author Board of Directors, AFSF Senior Associate, Woods Bagot

Alan Sandler Executive Director, AFSF































O1 Introduction Competition History

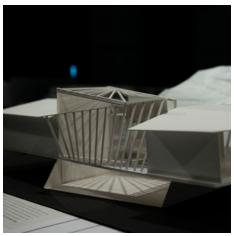
For fifty one years, there has been an architectural design competition for Bay Area high school students. This annual event challenges students to think critically and conceptualize a design for a new building, requiring students to submit presentation boards with drawings of their solution, a physical scale model and a written description of their design approach. Every year hundreds of students from various high schools participate. Many of San Francisco's leading architects participated in the annual event when they were in high school and credit the competition with helping influence their career paths.

In 1969, the American Institute of Architects San Francisco Chapter established the Annual High School Architectural Design Competition. In 2000, sponsorship of the Competition was transferred to the Architectural Foundation of San Francisco (AFSF). Over the years AFSF has seen design technology evolve. When the competition began, drawings and renderings were completed in pen and ink – using drafting tools – and line weight and lettering styles were emphasized in the judging process. With the introduction of Computer Assisted Design (CAD) in the 1990's, students began incorporating computer generated drawings on their presentation boards. Currently, we are seeing students utilize 3D modeling as a design tool, be it modeling in programs such as Rhino and/or Build Information Modeling (BIM) designs completed in Autodesk Revit Architecture. In 2011, AFSF created a new category for the competition, allowing students who used 3D modeling software to include digital renderings as a part of their submission, with a separate prize given for Best 3D Rendering. Regardless of the chosen design medium to communicate ideas, throughout the years, this competition has always served as a forum for students to not only think critically about the built environment but also execute creative solutions.











2020 AFSF Annual High School Design Competition

O1 Introduction Competition Summary



Program

This is an architectural design competition sponsored by the Architectural Foundation of San Francisco.

Design Challenge

Design the new Haight Ashbury Communal Hub at 730 Stanyan Street in San Francisco. This interim building intervention will service the greater community in the present and is aimed at enlivening an empty parcel ahead of the city redeveloping the site for 100 percent affordable housing in the future.

Eligibility

The program is distributed to all high school students throughout the greater San Francisco Bay Area but participation is both encouraged and welcomed from all high school-level students interested.

Educational Objectives

- Increase your awareness of the relationships between space, human scale and function
- Gain experience in communicating your planning and designing ideas through drawings and models
- Recognize the varied problems in planning and designing functional spaces for defined uses
- Develop design skills through sketching, hand drawing, computer-aided design platforms, and model making

Costs

No entry fee and no pre-registration is required.

Awards

This is a judged competition with monetary awards.

Schedule

•	January 6, 2020	competition distribution
•	April 25, 2020	competition entries due
•	April 26, 2020	awards ceremony and reception

Contact

Ryan Lee | Competition Chair and Author | 415.277.3041 | ryan.lee@woodsbagot.com

Sponsor

This year's 2020 competition is sponsored by Forge Land Company | Sustainable and affordable living for the urban environment

Design Challenge Project Background

730 Stanyan Street Site

This year you are challenged to design an interim use Communal Hub at 730 Stanyan Street in San Francisco's Haight-Ashbury neighborhood.

"For forty years, the McDonald's at the foot of Haight Street was a literal crossroads where international tourists, skateboarding teens, families with young children and homeless travelers stood in line together to order from one of the area's least expensive menus." Prior to its parcel sale to the city of San Francisco in 2017 and eventual closure, the fast-food establishment and overall site fell into disrepair due to an uptick in violence and drug activity. Cited for a slew of quality of life infractions and as a matter of public concern, in 2015 San Francisco City Attorney Dennis Herrera sent a demand letter to McDonald's corporate headquarters to communicate that they may be legally accountable for "narcotics trafficking" and other "public nuisance conditions" that had generated nearly 1,100 calls to SFPD since January 2012.

On December 12, 2017, Mayor London Breed – whose former district as Supervisor included the site at 730 Stanyan street – announced the city negotiated a deal to purchase the site for a favorable below market value price tag of \$15.5 million to be redeveloped into 100 percent affordable housing. "We all know that opportunities to build 100 percent affordable sites are limited in San Francisco," Breed said. "Those sites are even scarcer in neighborhoods like the Haight Ashbury, which are already developed." The McDonald's shut its doors after operating across five decades on March 29, 2018 and the property officially transferred over to the city on April 8, 2018.

Prior to ground breaking and construction on the new housing development, the city must conduct environmental reviews of the site and building plans must be drafted and approved, a process that could take up to 4 years. Due to a local mandate that prevents development sites from lingering vacant indefinitely, an interim use for the site must be determined. The city's criteria for temporary uses require that any new enterprise at the site "serves or employs low to moderate income persons, benefits the community as a whole, and is financially self-sufficient."

For this design exercise, we would like you to consider what it means to temporarily enhance an empty parcel with community-focused amenities and put forth a design proposal that is inclusive of all users.







Three neighborhood associations back 730 Stanyan proposal – Hoodline

² SF City Attorney To McDonald's HQ: Clean Up 730 Stanyan Or Face A Lawsuit — Hoodline 3 City to Buy Haight McDonald's Site for \$15.5M — SF Weekly

³ City to Buy Haight McDonald's Site for \$15.5M – SF Weekly
4 Public to vote on interim use of Upper Haight McDonald's parcel – Hoodline

²⁰²⁰ AFSF Annual High School Design Competition

Design Challenge Project Brief



_

Interim Communal Hub

The City and County of San Francisco ("City"), through its Real Estate Division ("RED"), is seeking proposals for interim uses at its recently acquired 730 Stanyan Street parcel. As of October 23, 2019 environmental remediation of the on-site existing structure is complete and the building is currently boarded up with demolition estimated to be complete by Spring 2020. The City's ultimate goal for the site is to develop over 120 rental units with a mix of bedroom sizes, all of which will be affordable to low- and moderate- income households. The City plans to create an interim use for the site until the affordable housing can be built.¹

Based upon extensive community input received, and in pursuit of Community Development Block Grant ("CDBG") goals and requirements, the City has determined that the best interim use for 730 Stanyan is a flexible space that incorporates a variety of uses intended to serve a broad audience and confer broad community benefits. The uses may include art, culture, music, health, food and beverage services, and/or other components. CDBG and City requirements for the interim use proposal include the following:

CDBG Requirements

- A commercial use that will create jobs for at least 51% of low and moderate income persons; or
- A public service for which at least 51% of the clientele is low and moderate income persons, such as child care, health care, recreation programs, education programs, public safety services, senior services, and homeless services, among others; or
- Microenterprise establishments owned by a low- and/or moderate-income person. (Note that respondents may propose a combination of eligible uses for the site, combining multiple means of meeting CDBG objectives.)

Additional City Requirements

- Financial Self-Sustainability: While the City is currently paying for security and other holding costs until construction commencement of affordable housing, the proposed interim use must be fully self-supporting once the interim operations commence MOHCD cannot use its housing funding sources for non-housing interim uses.
- · Health and Safety: The interim use should pose no health or safety risk to the community.
- No Unintended Adverse Consequences: The interim use should not create adverse consequences for existing neighbors or commercial establishments, e.g., drawing customers away from existing businesses to such an extent that it harms existing businesses.
- Termination: The interim use must be of such a nature that it can be easily dismantled when the housing development is ready to commence construction of affordable housing.²

The above text is pulled directly from the City's official Request for Proposal ("RFP") for the site and serves to provide you with a real life example of how local municipalities communicate project criteria to develop and build projects.

As always with this competition, you will be critiqued more on the aspirations of your <u>"big idea"</u> than your ability to tackle all of the above listed items and/or problem-solve every technical detail of your design's real-life features and ramifications. However, if you do choose to elaborate on certain notions listed above and/or other technical aspects of your design, we will welcome anything and everything that intrigues you about your design.

Have fun with it!

¹ Mayor's Office of Housing and Community Development ("MOHCD") - 730 Stanyan

² MOHCD Request for Proposals ("RFP") For Interim Uses at 730 Stanyan Street (formerly McDonald's)

Design Challenge Neighborhood Context

_

Haight-Ashbury

Notorious as the birthplace of the hippie counterculture phenomenon that developed throughout the Western world between the mid-1960's to mid-1970's, San Francisco's Haight-Ashbury is synonymous with The Summer of Love (1967) and stands today as one of the city's most famous neighborhoods. Home to San Francisco's flower children, otherwise dubbed as "hippies" by prominent local columnist Herb Caen, Haight-Ashbury was the epicenter for those who adopted new styles of dress, experimented with pyschedelic drugs, lived communally and developed a vibrant music scene. Notions of anti-establishment, the rejection of political engagement with the mainstream and the idea of hoping to change society by dropping out of it permeated through the community and beyond, leaving a lasting impact on philosophy, morality, art, alternative health and diet, lifestyle and fashion that still resonate today.¹

Counterculture of the 1960s - Wikipedia







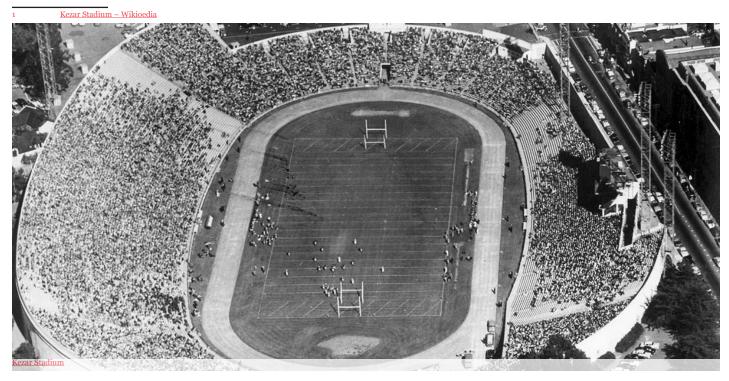


Design Challenge Neighborhood Context



Kezar Stadium

Since 1925, 755 Stanyan Street has been the address for Kezar Stadium, an outdoor athletic venue that was formerly home to the San Francisco 49ers from 1946-1970. Built with an original capacity of 59,942, in addition to football, the stadium has hosted track and field, motorcycle and auto racing, rugby, soccer, lacrosse, baseball, cricket and boxing events throughout its near 95-year history. Transitioning to a popular concert venue after the 49ers vacated the stadium en route to their new home at Candlestick Park, the stadium hosted famed acts including Led Zeppelin, The Grateful Dead, Santana and Bob Dylan among others.¹ Downsized to a 10,000 seat capacity in 1989, the stadium still hosts several events during the calendar year, including the 96-year running Turkey Bowl, San Francisco's Section Title football game annually held on Thanksgiving. Kezar Pavilion, a 4,000-seat capacity indoor sporting venue, was built at the same time as the stadium and sits just one block south of your project site.



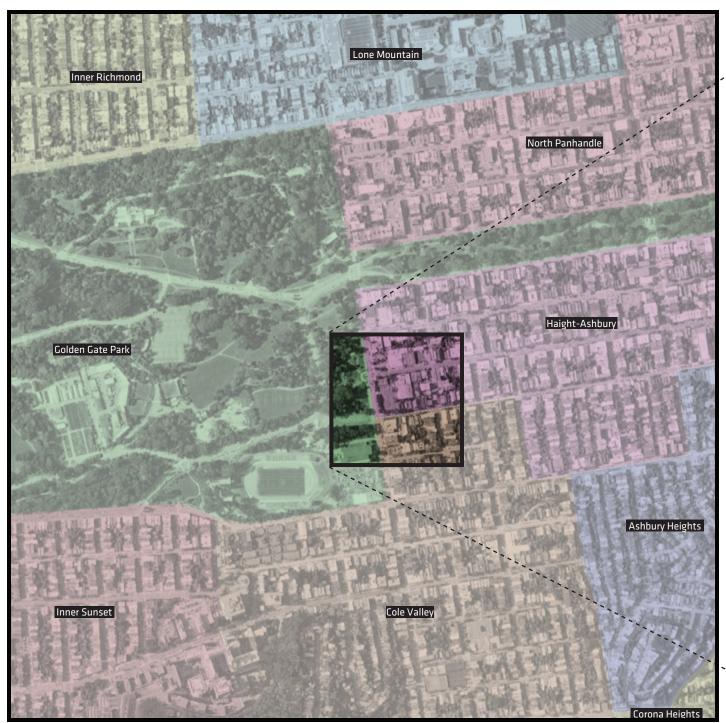






Neighborhood Map

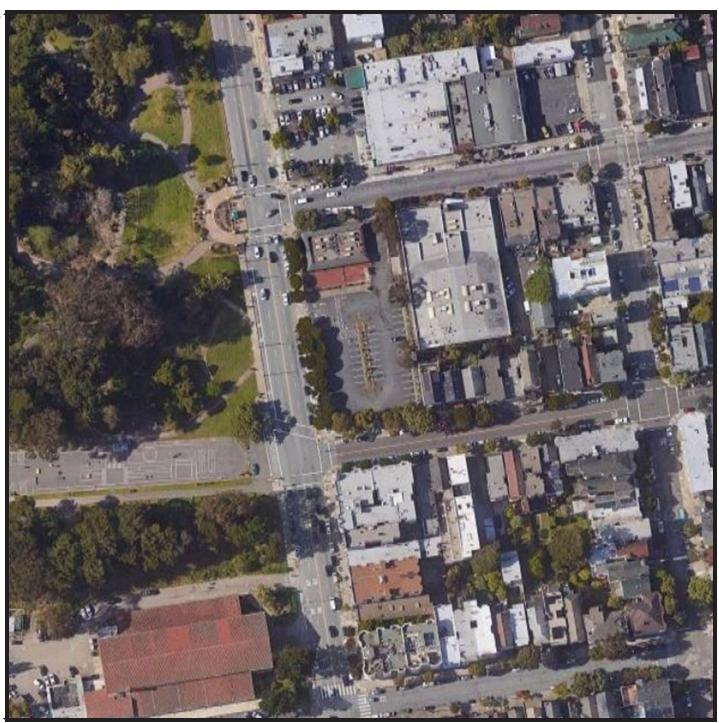
While located in the Haight-Ashbury, the design site sits right on the border of two other neighborhoods – Golden Gate Park directly to the west as well as to the north with the Panhandle extension and Cole Valley to the south.





Vicinity Map

Zoomed in view on the design site's surrounding context.



_

Golden Gate Park Stanyan Street Edge Project

The Stanyan Street Edge Project, located on the eastern edge of Golden Gate Park aims to improve pedestrian access and circulation while activating the area with positive park related functions. The project goal also includes making improvements to various landscape areas so that they are more inviting for visitors, while also considering strategies to protect the natural habitat. Construction will take place from July 2019 to Spring 2020 and includes:

- Renovating the Stanyan Street and Page Street entry plazas.
- Adding a new pedestrian sidewalk between Haight Street and JFK Drive.
- Making landscape and irrigation improvements in the oak woodland area south of the lake. Improvements also include installing new pedestrian pathways and lighting in the area.
- Renovating the existing restroom building and converting this space to a
 concession/visitor kiosk and restroom. Improvements also include a new
 plaza patio arounf the building and the installation of two bocce ball courts.
- Temporary interactive exhibits implemented by the SF Exploratorium¹

You are encouraged to further research the Stanyan Street Edge Project so that you can consider how your design proposal complements these soon to be completed public realm upgrades.











_

Vicinity Map

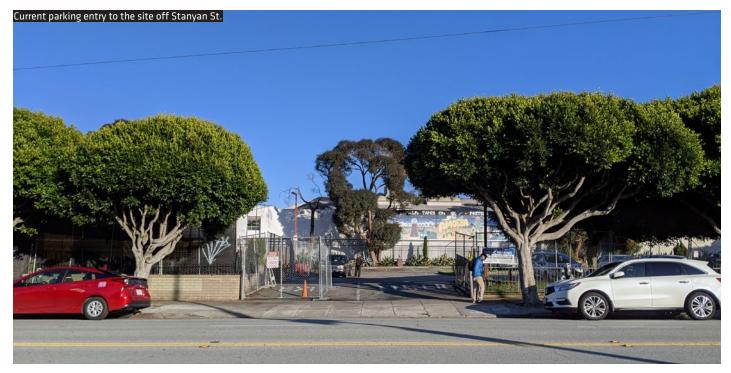
Your project site stretches the length of Stanyan St. bordered by Haight St. to the north and Waller St. to the south. Note the project site's proximity to Golden Gate Park, the Stanyan Street Edge Project and nearby landmarks Amoeba Music and Kezar Pavilion.





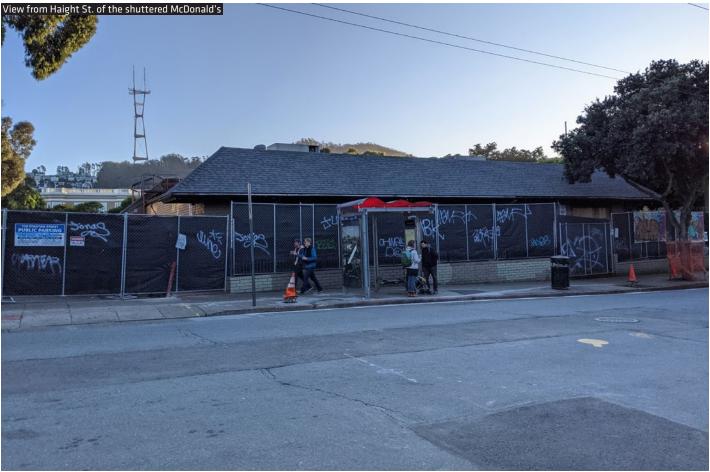










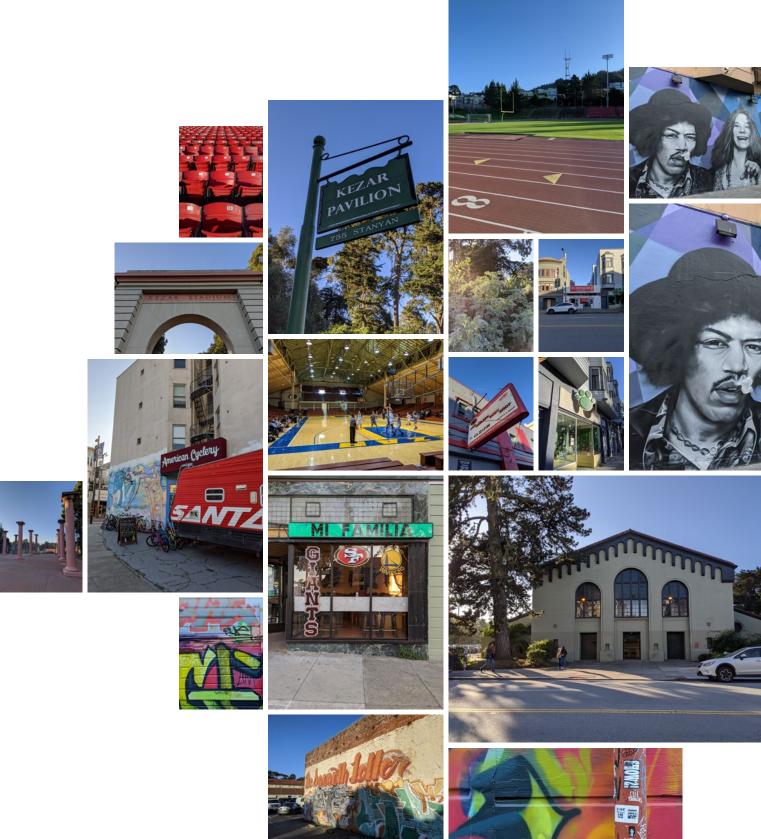






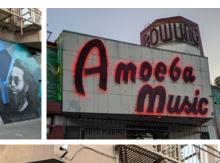


Design Challenge Context Palette



Design Challenge Context Palette





































You are tasked with designing an interim use Communal Hub at 730 Stanyan St. in San Francisco's Haight-Ashbury neighborhood, just adjacent to Golden Gate Park. As mentioned in the City's official RFP for the site, the best use for this site is a flexible space that incorporates a variety of uses intended to serve a broad audience and confer broad community benefits. It states that the uses may include art, culture, music, health, food and beverage services, and/or other components. The program components outlined below adhere to the city's requirements and aspirations. You are given a 150' x 135' plot to design on at the corner of Stanyan St. and Waller St. Please refer to page 23 for your plan dimension reference. Please limit your design to two stories maximum. Your design will include the following spaces listed below. Additional spaces may be added at your discretion; however it must add value to the building program and be in line with the City's goals for its interim use site.

<u>Building Program:</u> Your building design must include spaces for the following uses:

General (2,400 ft²)

- Main Entrance & Lobby: (500 ft.²) This will serve as the gateway into the building from the exterior and must be easily visible to the public. Due to the various uses within the building, be mindful of the entry sequence and how users can utilize wayfinding techniques to successfully navigate the building. You should incorporate a welcoming element that hints at the use of the space. This can be in the form of a digital display wall, a direct visual connection to key interior spaces, an area dedicated for art installations, etc. If you choose to separate your building components into multiple smaller buildings, your main entry can also be an exterior entry plaza.
- Multi-purpose Room: (1,500 ft.²) This space will hold various activities from community meetings, to weekend arts and crafts, to recreational health and well-being activities.
- Restroom (300 ft.²) Please provide a gender neutral restroom with at least two ADA compliant stalls. The fixture count should total a minimum of 4 stalls and two sinks.
- Bicycle Storage: (100 ft.²): Visitors are encouraged to bike to the facility and should have sufficient space to lock up their bicycles. Accommodation for up to ten bicycles should be factored into the design.
- Circulation: (no predetermined area) The building circulation includes stairs, an elevator and an adjacent lobby and corridors. Your building must be handicap accessible so please remember to provide an elevator and/or ramp access between levels of differing heights where applicable. Your elevator must have a minimum clear inside dimension of 5'-8" wide x 4'-6" deep. Stairs drawn must be at least 5'-0" wide.

Arts, Music & Culture (4,850 ft²)

- Artist Studios (600 ft.²) Include space for local artist to rent studio space. Provide 6 individual studio spaces at 100 ft.² each.
- Art Gallery (1,200 ft.²) Provide space to display local artwork in a gallery-type setting. The gallery should be located within close proximity to the Artist Studios for ease of logistics and to combine as a larger event space for open studio events.
- Rehearsal Studio: (750 ft.²) Allocate space that can be utilized as a music rehearsal studio. The space will be free to use for anyone via sign-ups in the community.
- Performance Stage: (2,000 ft.²) Locate space for performances to occur. Anything from music to dance to performance arts to spoken word and more may be performed. Include space for a stage as well as space for seating of up to 100 people. You may refer to the diagram on page 24 as reference for one potential layout, however, you may choose to lay this space out in any manner you deem best.



• Podcast Station: (300 ft.²) This space will provide a forum for community members to discuss various topics at their choosing and record podcasts for distribution.

Outpatient Health Clinic (1,500 ft.²)

As outlined in the RFP, one of the requirements is to provide a public service for which at least 51% of the clientele is low and moderate income persons such as health care. For your design proposal, please consider space requirements in a therapeutic environment for a community health clinic with the following program components:

- Reception/Waiting Area (300 ft.²) Space for patients checking in
- Physician Office (150 ft.²) One office for private consultations
- Exam Rooms (400 ft.2) Provide 4 exams rooms at 100 ft.2 each
- Nurse work Area (150 ft.²) Open office work space
- Patient Restroom (75 ft.2) One gender neutral restroom for patient use
- Storage (150 ft.2) For medication, supplies and files
- Staff Break Room (275 ft.²) Provide space for staff breaks and include one gender neutral restroom at 75 ft.².

Taking It To The Streets Office Space (1,250 ft.2)

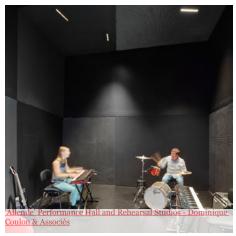
Taking It To The Streets is a Haight-Ashbury and Cole Valley organization that exists to empower homeless youth and provides opportunity for housing, employment and mentorship. Their Sweepers Program helps to care for the neighborhood by sweeping streets and providing graffiti abatement, with those selected into the program receiving free housing and counseling in exchange for their 5 days/week, 6 hours/day employment. Please dedicate office space for three organization workers to service this program.

- Open Office: (750 ft.²) Open office space for 3 workstations
- Small Conference Room: (200 ft.²) Room large enough to accommodate up to 6 people
- Private Office: (100 ft.²) Room for a single workstation
- Pantry: (200 ft.²) Break space with room for a refrigerator, storage, countertop space and a microwave

Total program area exclusive of circulation: 10,000 ft.²







Exterior Space

- Parking: As you can see from the design footprint diagram on the next page, on-site parking is already accounted for to the south of the parcel along Waller St. You do not need to accommodate for any additional cars on site.
- Community Garden: Allocate space for a communcal garden open to the neighborhood. To the north of the parking lot is a 17' wide strip of planted area. Your building proposal must not encroach on this area but you may choose to extend from this area for your community garden. However, your design proposal may dictate that your garden sits elsewhere. There is no predetermined area for this and its size is up to your discretion.
- Exterior Space (no predetermined area) There is no fixed area count for this component as it gives you the opportunity to craft your own idea of public outdoor space and you will have ample room to program this area in relation to your building proposal. Determine what type of exterior space is needed to enhance the interior program and what uses might benefit from having exterior adjacencies. Be mindful of how visitors will approach, access and view the space, especially those who just happen to come across the Communal Hub without actually going inside. Some but not all ways to consider how/where this space is crafted: rooftop, courtyard, sunken condition, multiple small areas, etc.
- Site Amenities: Consider exterior amenities to be included on site such as seating, additional bike racks, and shaded areas to enhance your design. Research landscaping and outdoor furniture precedents. You are encouraged to draw and design beyond your 150' x 135' site dimension to better explain your master plan strategy, its relationship to Golden Gate Park and the Stanyan Street Edge Project. This thinking should be conveyed in your Site Plan drawing.

Design Proposal Considerations

- How are your program components arranged? Is there logic to your room adjacencies?
- Pedestrian access to your building in relation to the greater site context.
- Neighorhood context and whether or not your building blends in or stands out.
- How are your building components future-proof? Given the interim nature, is your building modular and potentially able to be reconfigured for another use at another site? Is your building separated into multiple components for it to be recycled in the future? Can portions of your building/exterior space be incorporated into the future housing development on-site? Refer to the case study examples on pages 28 and 29. These are all things for you to consider in forming your "big idea."









_

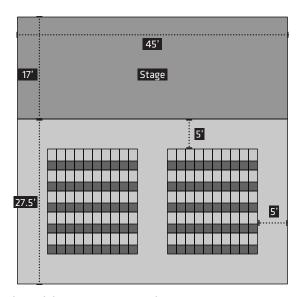
Design Footprint

The area colored in red below is the design footprint that you have to work with. The site area totals 20,250 square feet and measures 150' along Stanyan St. and 135' along Haight St. You may also choose to utilize the site boundary however you may see fit. Note: you do not have to occupy the full extent of the design footprint to build on.



Dimension Reference Diagrams:

This is one example for how you may consider laying out this configuration. Seats are 18"x18" with 2' of legroom between rows. This serves as a reference since you may chose to design a different shape and/or layout entirely.





Sustainability & Construction Methods:

A fundamental goal of this exercise is to also embrace sustainability and consider the lifespan of the building. In order to reduce the overall impact of the building on the natural environment, the new Communal Hub should consider integrating innovative green building strategies that help increase energy and water efficiency, use renewable energy and materials, and reduce consumption, pollution, and waste. The building should consider careful building orientation, natural daylighting, smart shading systems, water conservation, and photovoltaic solar collectors among other strategies. Where possible, the building and site should showcase green building methods used to educate the public on sustainable architecture. Research into the <u>US Green Building Council's Leadership in Energy and Environmental Design (LEED)</u> rating system is encouraged.

You are also encouraged to contemplate various methods of design and construction for this competition. You may consider but are not limited to any of the following solutions for your campus center design: modular/prefabricated, stationary or portable architecture. Given the site's interim use, you may choose to design a single structure as a whole or a cluster of several building components placed throughout the site that link the program in a cohesive manner.









Below is a list and breakdown of judging criteria that will be used to evaluate your submission.

Big Idea

What is the narrative for your building? Each project should be grounded in a big picture idea that may be inspired by your interest in the site, the program, the users, building composition, history, view corridors, etc. Develop a concept for what you're trying to achieve and make that evident in your drawings, model and written description.

• Design Function

How does your building function and is your building layout conducive to a realistic working solution? Consider programmatic adjacencies of rooms, circulation routes to and from spaces and access to light, air and views. User experience should be carefully considered – think about the different type of people who may be visiting the space and how their interactions might differ.

• Design Aesthetics

Do you have a compelling solution that visually carries forth your big idea? Note that a visually pleasing solution does not necessarily mean you have to derive ambitious forms beyond 90° geometry as composition, regardless of shape, will carry more weight. Your design proposal should demonstrate an understanding of the balance between transparent and opaque surfaces.

• Technical Execution & Clarity

Is your design thinking made immediately apparent through a proposal that is clearly articulated through well-executed drawings and a model? Attention should be made to make sure drawing lineweights read properly and rooms are correctly tagged, that deliverables are correctly scaled and labelled and that model construction is clean (sharp edges – change blades frequently!, proper adhesive application, etc.)

• Process

Did you include visualizations of your thought process leading up to your design solution? From conception to execution, the journey is just as important as the final product and we would like to see some of your process work. Document study models, include diagrams, sketches, whatever it may be that helped lead you to your conclusion.

Deliverables

There are three ways in which you may choose to enter the competition: as an Individual Entry participant, as a Group Entry participant or as a Digital Entry participant. Students may choose to enter as both an Individual or Group Entry participant and as a Digital Entry participant.

Individual & Group Entry* required deliverables:

Drawings

Provide the following presentation drawings:

- Floor plans: 1/8" = 1'-0" scale include a north arrow and room names, furniture for scale optional
- Elevation: 1/8" = 1'-0" scale elevation view that best describes your design, include at least one person for scale
- Section: 1/8" = 1'-0" scale section view that best describes your design, include at least person for scale
- Site plan: 1/64" = 1'-0" scale include the building and surrounding site. See **Figure 3.1** for reference this cropped view enables you to capture the full parcel, including your design footprint, the parking lot and across the street to Golden Gate Park. Please label all site elements and include a north arrow.

Drawings must clearly communicate the design solution through selection of appropriate drawing views and clarity of line work. Each drawing must be labeled with the correct drawing name (i.e. First Floor Plan, West Elevation, etc.) and drawing scale. Rendering materiality and casting shadows is encouraged. Figure 3.1 provides you with a template for how to layout your drawings, which you may download from the competition folder – this ensures that no entry requires more than one presentation board as well as competition uniformity. Layout space is provided for you to include additional drawings, be it process sketches, diagrams, renderings, etc. that help explain your design intent. Presentation drawings must be mounted on rigid 30"x 40" boards. Drawings may be printed or drawn in ink and/or pencil. Handgenerated or CAD drawings are acceptable. Use of color, while not required, is permissible to enhance the reading of your drawings. Please label your drawing board on the <u>back side</u> with your <u>name(s)</u>, <u>school and grade level</u>.

Model

Build one physical architectural model of your building design at 1/8" = 1'-0" scale.

Your model may be made of any material; museum board, card board, wood, foam core board, found objects, etc. are all acceptable options. Use of color, while not required, is permissible to enhance the reading of your model. A site model will be provided to you at the competition. Your model base should measure 135' x 150.' Please label your model on its underside with your name, school and grade level.

Design Description

- Design Solution Title | Give a project title to your design that best describes your design solution and strategy.
- Design Narrative | Compose a thoughtful and concise description of your design solution and strategy. This may include your design inspiration and what you are trying to achieve with your design. This is your opportunity to articulate any other ideas you may have that aren't as easy to read from your drawings and models alone such as building material choices or site ideas relative to the greater master plan. Your narrative should be no more than 500 words and should be typed or neatly hand printed and mounted on the front side of the presentation drawing board along with the drawings. Again, focus on articulating what your "big idea" concept is for this project.

*As a Group Entry participant, you must submit all of the required deliverables mentioned above. <u>You may, however, work in teams ranging between 2-3 people.</u> This will be a separately judged category.

General

No names or identifying marks shall be placed on the front face of any drawing or model. Student(s) must ensure that their entry adheres to the submission guidelines. Any deviation may disqualify the entrant from that portion of the competition. If you're considering alternative submittal options, please confer with Ryan Lee at ryan.lee@woodsbagot.com.





Digital Entry required deliverables

Computer Perspective Renderings

Provide a minimum of three (3) 3D computer generated perspective renderings of your building design — you are not restricted to a maximum amount. Two of the renderings must be exterior views and one of the renderings must be an interior view. These should be the best views describing your design solution.

You may utilize any 3D modeling software at your disposal to create your images. Your submission will be in the form of high resolution images in .JPG format. Post-production image work in Photoshop is not required but is strongly encouraged. You will bring a flash drive to the submittal location and a competition representative will assist you in downloading your entry. This will be a separately judged category.

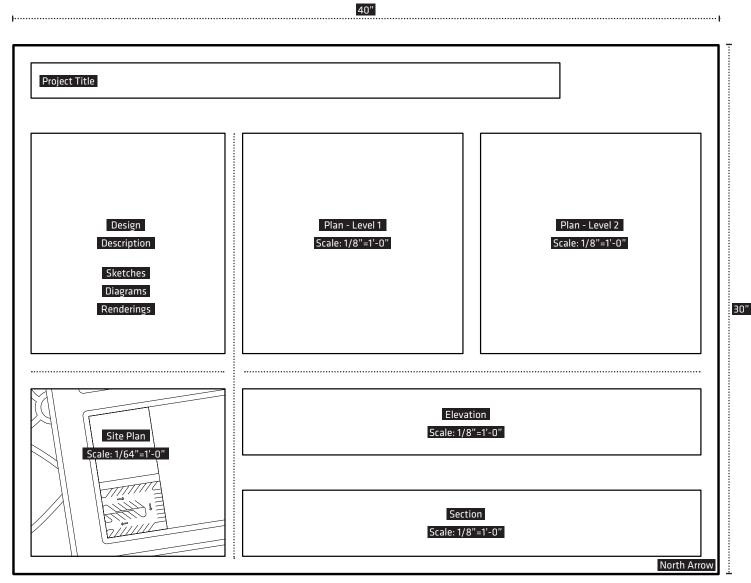


Figure 3.1

Case Study Interim Use Projects

_

Proxy - San Francisco, CA

In 1989 following the Loma Prieta earthquake and subsequent damage to the Central Freeway, San Francisco's Hayes Valley neighborhood was left with 23 vacant lots of various shapes and sizes, all of which were dedicated to future housing use. Following the 2008 Global Financial Crisis, many of these housing projects were put on hold and RFP responses for interim site uses were put forth to the city. One of the most successful uses of the vacant parcels is Proxy, designed by Envelope A+D and sited on two City-owned lots and activated with commerce, culture and community in mind. Food and beverage are the primary components with coffee and ice cream vendors in addition to neighborhood restaurant, Suppenkuche's expansion into a beer garden. Boutique retail fitted out in stacked cargo containers along with a multi-purpose open space for fitness activities and events round out the development. Proxy's interim use was so successful, the City extended its lease back in 2013 to stretch all the way through 2021.

SPUR Talk: Enlivening Space in the Interim









Case Study Interim Use Projects



_

SPARC-It-Place - Oakland, CA

David Baker Architects (DBA) has designed a mixed-use development inclusive of 60 units of affordable family housing with ground floor commercial space at 34th St. and San Pablo Avenue in Oakland. The East Bay Asian Local Development Corporation (EBALDC) owns and manages the adjacent California Hotel housing—a national historic landmark—to the north and the People's Garden, a community garden powered by People's Grocery, to the west. The housing design aims to better connect the three sites together, creating a cohesive community from these resources. The site is currently activated by SPARC-It-Place, a pop-up local vendor marketplace. Designed by DBA and the EBALDC, the interim use provides a lively community-oriented gathering area with program scheduled on-site up until construction for housing commences.¹

SPARC-It-Place











Competition Start Date

January 6, 2020

Competition packet is distributed to high schools in the San Francisco Bay Area and posted to the Architectural Foundation of San Francisco's website at www.afsf.org.

Design Period

January 6, 2020 – April 25, 2020

Students work on their designs, drawings and models. Progress critiques may be scheduled with the Competition Chair, Ryan Lee. Please email Ryan at ryan.lee@woodsbagot.com to schedule a review.

Competition Entries Due

Saturday April 25, 2020. Drop-off window: 10:00am – 12:00pm (noon)

Submittal location to be determined and once confirmed, details will be posted on the AFSF website at least (2) weeks prior to the submittal due date. Instructors will also be notified.

Please bring your submission: presentation drawing board, model (no site base needed), and/or flash drive to the submittal location within the 10:00am to 12:00pm drop-off window. You will be asked to fill out a registration form when submitting your entry. Please note that late submittals will not be accepted. No exceptions. For those participating from locations beyond the San Francisco Bay Area, please email Ryan Lee to discuss submission logistics.

Judging

Saturday April 25, 2020 from 12:00pm – 5:00pm *Location is the same place as the submittal location.*

Judges Only. A distinguished panel of judges will review every submission in private and determine the award winners.

Awards Ceremony

Sunday April 26, 2020 from 4:00pm – 5:00pm *Location is the same place as the submittal location.*

All are invited including entrants, their family, friends, and school faculty members. Winners will be announced and awards will be presented at this time. Jurors & the Competition Committee will be available after the awards reception to answer any questions you may have about the competition.

Entry Pick-up

Sunday April 26, 2020 at 5:00pm

All entries must be picked up following the awards presentation including the winning entries. Any entries left after the reception will be discarded.

For competition updates or specific inquries, please email to Ryan Lee, ryan.lee@woodsbagot.com.

O5 Competition Details Awards



Best Individual Entry

Awards for best Individual Entry submitted design solution. Design solution, graphic presentation, model

1st Place | \$200.00 & CCA Summer Scholarship*

2nd Place | \$150.00 3rd Place | \$100.00

Best Group Entry

Awards for best Group Entry submitted design solution. Design solution, graphic presentation, model

1st Place | \$150.00 2nd Place | \$100.00 3rd Place | \$75.00

Best Digital Entry

Awards for best 3D computer generated renderings describing design solution.

Minimum 3 images — 2 exterior views, 1 interior view. Additional images and/or use of photoshop encouraged.

1st Place | \$100.00 2nd Place | \$750.00 3rd Place | \$50.00

Certificate of Participation

A Certificate of Participation will be presented to all entrants

*CCA Summer Scholarship

Through the generosity of the California College of the Arts, the Best Individual Entry 1st Place winner will be offered a full tuition scholarship to CCA's Summer Pre-college Program in Architecture. CCA's Pre-college Program is a four-week intensive studio experience offered in July, Monday through Friday, 9:00am to 4:00pm. The student will earn 3 units of college credit. The value of the scholarship is \$3,425.00 per student.

For more information on CCA's summer program, please follow this link: https://www.cca.edu/academics/precollege

As stated prior, please note that depending on which option you choose to enter as, you will only be eligible for certain award categories. The award categories, listed above, are broken up into the three ways in which you may choose to enter.

Entrants may submit separate Digital Entries in addition to either Individual or Group entries. Please note that awards for Honorable Mention may be presented to any participant(s) in any submission category at the discretion of the judges.



Sponsored by:



Thank you for participating in this year's competition. Best of luck to you all!

Competition Committee

Richard Hannum Board of Directors, AFSF

Rvan Lee Chair & Author, Board of Directors, AFSF

Alan Sandler Executive Director, AFSF

Architectural Foundation of San Francisco Board of Directors

Executive Committee:

Aaron Hyland President Mark English, AIA Vice President Ruth Todd, FAIA Vice President Barb Fritz Secretary Stacy Grubbs Treasurer

Directors

Bill Bondy Ivan Chen Steve Curry

Felicia Cleper-Borkovi, AIA

Samuel Fajner Rich Galliani Stacy Grubbs

Richard Hannum, AIA

Amanda Hoch Craig Horton Ryan Lee

Randy McCracken David Meckel, FAIA Jon S. O'Donnell Clayton Peck Christopher Ridley Doug Robertson

Kevin Russell

Mike Tzortzis

Zack Waters

Carol Welch

Emeritus Directors

Tom Gerfen, FAIA Doug Tom, FAIA

Advisory Board

Chairman

M. Arthur Gensler, FAIA

Board

Richard M. Brayton, FAIA Shirl Buss, Ph.D.

James Chappell Craig W. Hartman, FAIA William Mandel, Esq.

Steve Oliver

John A. Ruffo, FAIA Kevin Schaeffer, AIA Michael Vanderbyl