

# Farnborough Culture & Leisure Hub

## *Stage 0 & 1 Report*

25/09/23 - First Issue



Project Number: 23013  
Produced by: ACu  
Checked by: SBI

---

# Contents

---

## **1.0 • INTRODUCTION**

- 1.1 Project Overview
- 1.2 Farnborough Civic Quarter
- 1.3 Project Team
  - Project Directory
- 1.4 Design Deliverables
- 1.5 Project Governance & Communications

## **RIBA STAGE 1 – STRATEGIC DEFINITION & PROJECT BRIEF**

## **2.0 • VISION & OBJECTIVES**

- 2.1 Vision Workshops
- 2.2 User Workshops
- 2.3 Engagement Summary

## **PROJECT BRIEF**

## **3.0 • Masterplan Design Requirements document (LDA)**

## **4.0 • Culture & Leisure Hub**

- 4.1 Graphic Brief
- 4.2 Schedule of Accommodation
- 4.3 User Brief & Critical Adjacencies
- 4.4 Site Analysis and Evaluation
- 4.5 Feasibility Layout

## **5.0 • Mobility Hub**

- 5.1 Graphic Brief
- 5.2 Schedule of Accommodation
- 5.3 Feasibility Layout

## **6.0 • Design Programme**

## **7.0 • Sustainability Strategy (by others)**

## **8.0 • Outline Cost Plan (by others)**

## **Appendices**

- A Stage Report Deliverables
- B Scope of Services (Stages 2 & 3)
- C Designers Responsibilities Matrix
- D Project Deliverables
- E Vision Document & Technical Workshop
- F Culture Workshop Summary

# 1 • Introduction

---

---

# Introduction

## Overview (1 of 3)

---

### Project Brief

Following a successful Levelling Up Fund (LUF) bid, Rushmoor Borough Council (RBC) now wish to move into the next stages of the Farnborough Culture & Leisure Hub and Mobility Hub (FCLH & MH) project with specific reference to ensuring that the scheme is desirable, viable and deliverable, that the project brief is clearly defined and understood by key stakeholders and that a suitably skilled and qualified professional team is in place to design and deliver this landmark project.

The purpose of this Stage 1 Report is to build on the previous work carried out by RBC and through engagement and testing, update and refine the Project Brief. Reference has been made to the following documents:

- Levelling Up Funding Bid
- Civic Quarter Vision
- Farnborough Leisure Needs Analysis
- Rushmoor Cultural Strategy
- Hampshire Library Vision
- Farnborough Library Overview
- GT3 Architects Leisure & Culture Hub Stage 1 Brief

Stage 1 is about developing the detail of the brief and making sure that everything needed for the design process is in place before Stage 2. This includes ensuring that the brief can be accommodated on the site.

### Farnborough Civic Quarter

The project will be located in the new Farnborough Civic Quarter which recently obtained outline planning consent for a large, mixed-use project immediately to the south of the existing town centre. The Civic Quarter is a joint venture project between Hill Investments and Rushmoor Borough Council, collectively known as the Rushmoor Development Partnership (RDP). Further information on the project can be found at <https://rushmoordevelopmentpartnership.com/civic-quarter/> and details of the planning application can be found on the RBC website using the reference number 22/00193/OUTPP.

The core components of this project include:

- **New Cultural & Leisure Hub** – At the heart of the Civic Quarter is a new Cultural and Leisure Hub. This new landmark, community building is located on the existing site of the leisure centre and will be a destination for residents across Farnborough. The FCLH comprises a single, multi-use building containing wet and dry leisure facilities, a county library and cultural facilities with a gross area of circa 8,000sqm. The FCLH activities will promote health and well-being and will facilitate in bringing a wide variety of people from the local community together.
- **New Mobility Hub** – The Civic Quarter will breathe new life into Queensmead by creating strong pedestrian connections and delivering two new mobility hubs. The masterplan links the mobility hubs and the network of public open spaces together through the public realm and integrated transport strategies. New and improved bus stops and other supporting sustainable travel initiatives facilitate movement both to the Civic Quarter and within the wider town centre. The proposed Mobility Hub within this project (Plot A) will contain circa 350 parking spaces with a construction value of circa £7M.

Further details relating to the use and quantum of each project are set out later in this document.

### Vision & Objectives

The ambition for this project was set out in the LUF bid as follows:

*‘At the heart of the ambitious Civic Quarter regeneration scheme in Farnborough town centre, the Leisure and Cultural Hub (LCH) will be an iconic, co-located, sustainable (net zero carbon) destination venue that will proactively address identified community needs aligned to health, physical activity, social wellbeing and culture.*

*The new-build facility will provide a state-of-the-art leisure centre, library and cultural space, creating a heart for the community in a regenerated place they can be proud of. The Hub will bring together key services and create new opportunities to ‘level up’.*

With over 46,750 overweight or obese adults and over 7,300 overweight or obese children and the 4th lowest activity rate in the South East, we need to tackle the high levels of obesity, inactivity, and poor mental health experienced by the Borough’s expanding, ethnically diverse and ageing population.

The Hub will improve access to cultural and learning activities for all and deliver cost-effective flexible accommodation, improving service quality and reducing operating costs for a wide range of public and voluntary sector services’.

The vision is to deliver a project that is greater than the sum of its parts, providing new leisure facilities alongside library, cultural and community spaces in a fully sustainable building. A destination play area, town park and skate park will sit alongside with a mobility hub supporting the sustainable transport infrastructure plans for the town centre. Significantly contributing towards realising the regeneration vision for the Civic Quarter, this project will unlock a sequence of development phases across the wider Civic Quarter site.

Through the disposal of development parcels a range of alternative uses can be delivered that support the vitality and vibrancy of the town centre in line with the Civic Quarter Masterplan. Through co-location, the Hub will deliver an offer which blends key services for the local community with state-of-the-art leisure and cultural activities for families and users of all ages.

The core objectives of the Leisure and Cultural Hub (as set out in the LUF bid) are to;

1. Increase participation in physical activity across all age groups.
2. Increase participation in cultural activity across all age groups.
3. Improve the health and happiness of local communities.
4. Provide a sustainable solution for leisure, culture and wellbeing in the heart of the town centre with a focus on tackling social and economic inequalities.
5. Support Sport England’s ‘Uniting the Movement’ key outcomes for sport and physical activity, improving the health and wellbeing of Rushmoor residents.
6. Deliver long term better public health outcomes for the community throughout the whole life of the asset, bringing about a generational change in behaviour.
7. Act as a catalyst for wider economic development and regeneration including 700 new homes.
8. Support statutory agendas of adult social care and children’s services.
9. Deliver the first Net Zero Carbon building in the Borough

# Introduction

## Overview (2 of 3)

### Project Team

The client has identified suitably qualified consultants and specialists to form the core design team for this prestigious project and to design and develop the project through RIBA Stages 2 and 3 including the submission of a detailed planning application. The majority of the multi-disciplinary design team (MDDT) will be novated to the selected main contractor at the end of Stage 3 to complete the design and delivery stages of the project.

The client has appointed GT3 Architects as Lead Consultant for the project with all other members of the MDDT employed as sub-consultants to form a single, multidisciplinary design and technical team with the skills and expertise to cover all aspects of the project. The core team will include the following:

- Lead Consultant – GT3 Architects
- Architect & Lead Designer – GT3 Architects
- Civil & Structural Engineer – Hydrock
- MEP Engineer – Hydrock
- Sustainability Consultant – Hydrock
- Landscape Architect – Colour Landscape
- Pool Filtration Design – Devin Consulting
- Acoustic Consultant – Apex
- Planning Consultant – DPP
- Highways/Transport Engineer – SAJ
- Principal Designer – Summers Inman

Other consultants to be appointed directly by RBC include:

- Cost Consultant – Artelia
- Fore Engineer – Bespoke Fire Safety

### Design Deliverables

The Appendices in this document contain a number of important documents that set out the deliverables throughout Stages 2 & 3 of this project. A brief description of each document is set out below:

- Stage Report Deliverables – sets out the expected outputs for all members of the MDDT during Stages 2 & 3 and are based on best practice and experience on other projects similar to the Farnborough Leisure and Cultural Hub
- Scope of Services – sets out the scope of work for the core design team in general and with specific reference to Stages 2 & 3
- Designers Responsibilities Matrix – sets out the responsibilities of the core design team in relation to the main works packages and the role that each would play (leading or assisting)
- Project Deliverables – sets out the expected outputs for the core design team relative to each RIBA workstage.

### Project Governance and Communications

Project delivery will be led by Rushmoor Borough Council working with representatives from Hampshire County Council (HCC) and Hampshire Cultural Trust (HCT). The project will be monitored internally through the Councils Capital Programme Board and through project-level governance as per the Project Delivery Structure diagram below. It is proposed that a Multi-Agency Project Steering Group is established and meets every six weeks to ensure all partners are engaged and involved in project delivery. A number of project delivery workstreams will be established and coordinated by the project team.

RBC Project Sponsor will be Karen Edwards with day-to-day guidance and Project Management provided by Gemma Kirk and Johanna Cohen.

As Lead Consultant, GT3 Architects will be represented by:

- Simon Dunstan – Project Director
- Suzanne Blair – Project Leader
- Anna Cumberland – Project Architect
- Sam Sedgewick – Project Architect

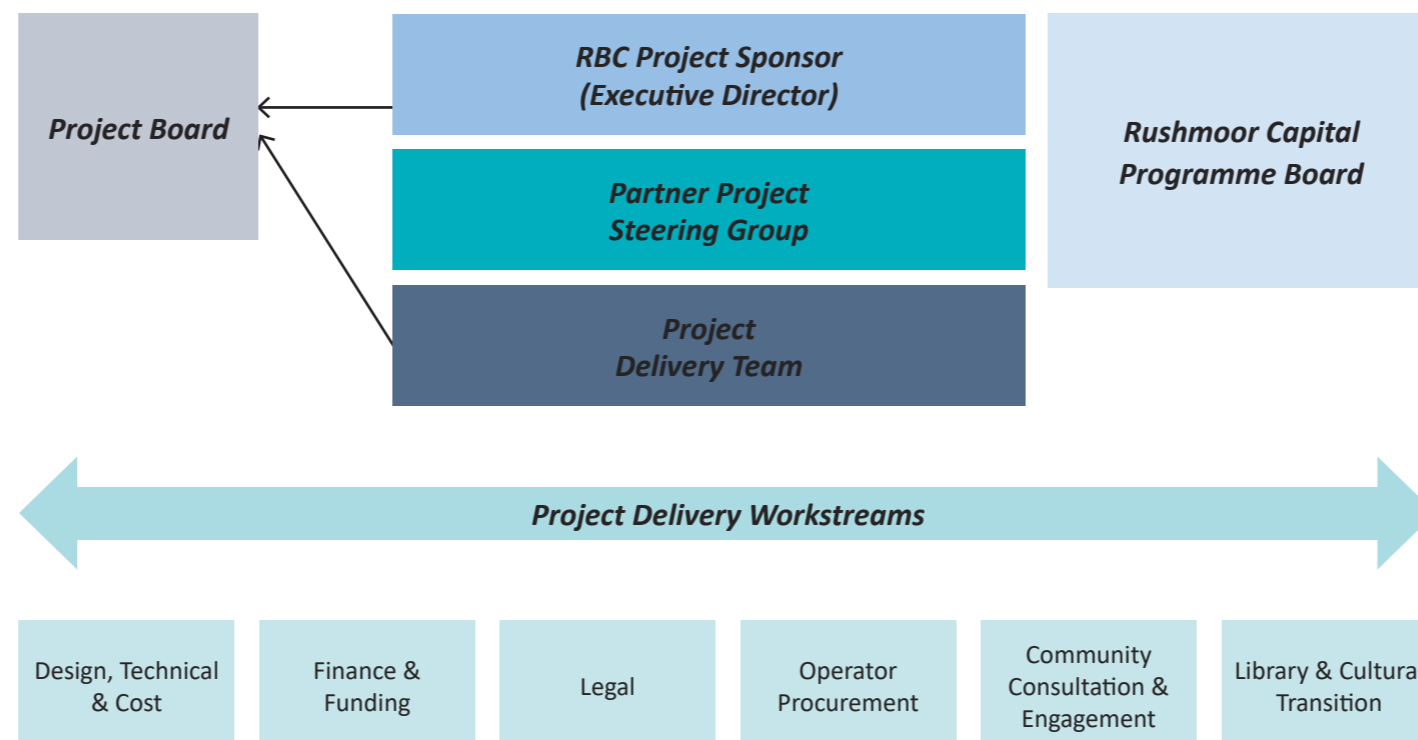
Effective client liaison is an essential tool in delivering effective project management and meeting key programme objectives and timescales. The benefits of regular meetings include building project awareness, increasing client participation and ‘buy in’ (with related benefits when it comes to ‘sign-off’), building trusting relationships through face-to-face contact and creating a safe environment to debate issues as a team. We have set out below a co-ordinated pattern of regular meetings across the proposed Stage 2 & 3 programme. These meetings are structured to ensure that the right people attend the right meetings and that decisions are made in a timely fashion, based upon clear outputs and that resources are effectively deployed to deliver the programme.

1. Fortnightly – Design Team Meetings/Workshops (Stages 2-3). Mix of in-person and virtual.
2. Monthly – Client Project Meetings (Stages 2-3). Mix of in-person and virtual.
3. Stakeholder/Ad Hoc Meetings – allow for 4 additional meetings during each of Stages 2 and 3. Mix of in-person and virtual.

In-person meetings are likely to be held in either RBC offices in Farnborough, GT3 studio in Newcastle or at the London offices of members of the project team. Regular days, dates and attendees for all meetings will be agreed as part of the Project Inception Meeting.

Client Project Meetings will primarily:

- Provide updates on design progress in line with RIBA Stages, including workshops on specific topics.
- Provide updates on costs and suitability of the budget.
- Monitor against the Master Programme.
- Review procurement status.
- Identify any issues that might affect either the end-user functionality of the scheme, and/or the operation and maintenance of the scheme.
- Identify any design issues that might reflect a change to the original brief.
- Review, discuss, approve and/or reject client changes when presented.
- Approve any design changes that may arise from buildability issues and/or value engineering.
- Identify/ eradicate/ action any CDM-related risks or issues that occur.



Project Structure & Governance

---

# Introduction

## Overview (3 of 3)

---

Design Team Meetings/Workshops will occur every other week and the agenda will typically include:

- Design progress/update from each discipline highlighting any changes or issues to address
- Anything that impacts cost or programme
- Operational and logistical issues to be raised with the Council/Stakeholders
- Decisions required by the Client/Steering Group
- CDM issues.

Stakeholder Consultation Meetings – A list of key partners, user groups and stakeholders will be identified with the Council at the Inception Meeting. It is proposed that these partners / groups will be consulted at various stages of the design development, and prior to the planning application being submitted.

### **Stage 0 & 1 Architectural Report**

This Stage 0 & 1 Report is intended to develop, capture and articulate the Project Brief as set out by the client and key stakeholders and reflects almost 2 years of work culminating in the successful Levelling Up Fund bid in early 2023. The document sets out the vision and a clear set of objectives for the project alongside key qualitative and quantitative parameters including the following:

- Farnborough Civic Quarter Design Requirements documents – which set out the quality aspirations for the Civic Quarter and specifically for the Leisure & Cultural Hub and Mobility Hub Plots;
- Schedule of Accommodation – which quantifies the Project Brief in relation to areas for specific uses and activities;
- Cost Estimate – which translates and aligns the Project Brief with an overall capital budget envelope for the whole project including buildings, landscape and infrastructure;
- Design Programme – which sets out the pre-construction programme activities and timescales up to a start on site.

The contents of this report are strategic in nature and do not represent a design for the project. All drawings within this report have been produced to support brief-development discussions with key stakeholders and/or to test the capacity of the site in relation to the proposed quantum of development. A key purpose of this document is to ensure that everything needed for the design process is in place before the start of Stage 2.

## 2 • Vision & Objectives

---

# Vision & Objectives

## Engagement Summary

As part of the Stage 0 & 1 development, GT3 Architects have carried out a series of workshops with Key Stakeholder's to further understand certain requirements of the brief. These looked at the how the FCLH and Mobility Hub fit into the wider masterplan, and key questions around the size, use and operation of the building. The main outputs of key workshops are summarised below.

<b>Vision Workshop</b> 20/03	<b>Technical Workshop</b> 21/03	<b>HCC Library Engagement</b> 18/05	<b>Culture Focus Group</b> 24/05
<p>GT3 carried out a Vision workshop, with key stakeholders, to establish the key principles for the Farnborough Leisure &amp; Culture Hub.</p> <p>The Vision Workshop is used to:</p> <p><b>Understand, articulate and illustrate a project's vision, values, objectives and aspirations and consider users, functions, activities, spaces and design.</b></p> <p>In Workshop 1 (Vision) representatives from 'Arts &amp; Culture', 'Leisure &amp; Wellbeing' and 'Library &amp; Community' were assigned to mixed groups, to try to understanding the combined, overarching Vision for the scheme.</p> <p>The Vision Document should act as a constant point of reference throughout the project to ensure that design proposals reflect the vision, objectives and themes identified by the Client team.</p> <p>It also acts as a way to measure success at the end of the project.</p> <p>As such it is important that the outcomes, principles and statements set out in this document have full buy-in and sign-off from all the stakeholders/Board members so that the project can progress with clarity and conviction.</p> <p>The full Vision Document is included in the appendices.</p>	<p>GT3 carried out a Technical workshop, with key stakeholders, to establish the key principles for the Farnborough Leisure &amp; Culture Hub.</p> <p>The technical workshop is used to:</p> <p><b>Provide detailed information regarding spaces and operational factors, which allow for the development and testing of the core project brief.</b></p> <p>In Workshop 2 (Technical) we asked participants to group themselves by sector, to understand the specific requirements for each area, from those who understand it best.</p> <p>The full Technical Workshop summary is included in the appendices.</p>	<p>GT3 carried out a workshop on 18/05/23 with representatives of HCC Library Services and RBC.</p> <p>The purpose of this workshop was to:</p> <p><b>Understand core HCC Library activities and partner organisation needs. To review operational needs of specific Library spaces.</b></p> <p>GT3 presented a review of the space utilisation provided by HCC and discussed how activities were accommodated in the current library facility.</p> <p>The outputs of the HCC Library engagement sessions have been reviewed, and the feedback incorporated into the proposed Schedule of Accommodation.</p>	<p>GT3 carried out a workshop on 24/05/23 with representatives of Arts &amp; Culture in Rushmoor and the surrounding area.</p> <p>The purpose of this workshop was to:</p> <p><b>Establish the key principles for the Farnborough Leisure &amp; Culture Hub and begin the wider conversation around opportunities for future Arts &amp; Culture activities in Farnborough and Rushmoor.</b></p> <p>Participants were representative of a variety of Arts &amp; Culture disciplines, including dance companies, individual artists (fine arts, textiles, music), theatre companies, events programmers and arts organisations (such as the Hampshire Cultural Trust).</p> <p>During the workshop, they were assigned to mixed groups, to try to understanding the combined, overarching Vision for Rushmoor Arts &amp; Culture, and the FCLH. The workshop aimed to gradually work down in scale, beginning with understanding the vision for integrated Arts &amp; Culture across Rushmoor borough and the surrounding area, what activities may happen in the FCLH and the details of what the facility needs to include, to make this successful.</p> <p>The workshop summary document is included in the appendices. The document has been split into feedback relevant to the wider 'Arts &amp; Culture in Rushmoor' discussion and that feedback which is specific to the FCLH.</p>



# Vision & Objectives

## Vision & Technical Workshop

Two of the key outputs of the Vision Workshop are to establish a defined Vision and Strategic Objectives for the whole project. These are overarching aims which should be referred back to throughout the project, and are summarised here.

The full Vision document can be found in the appendices.

## Vision Statement

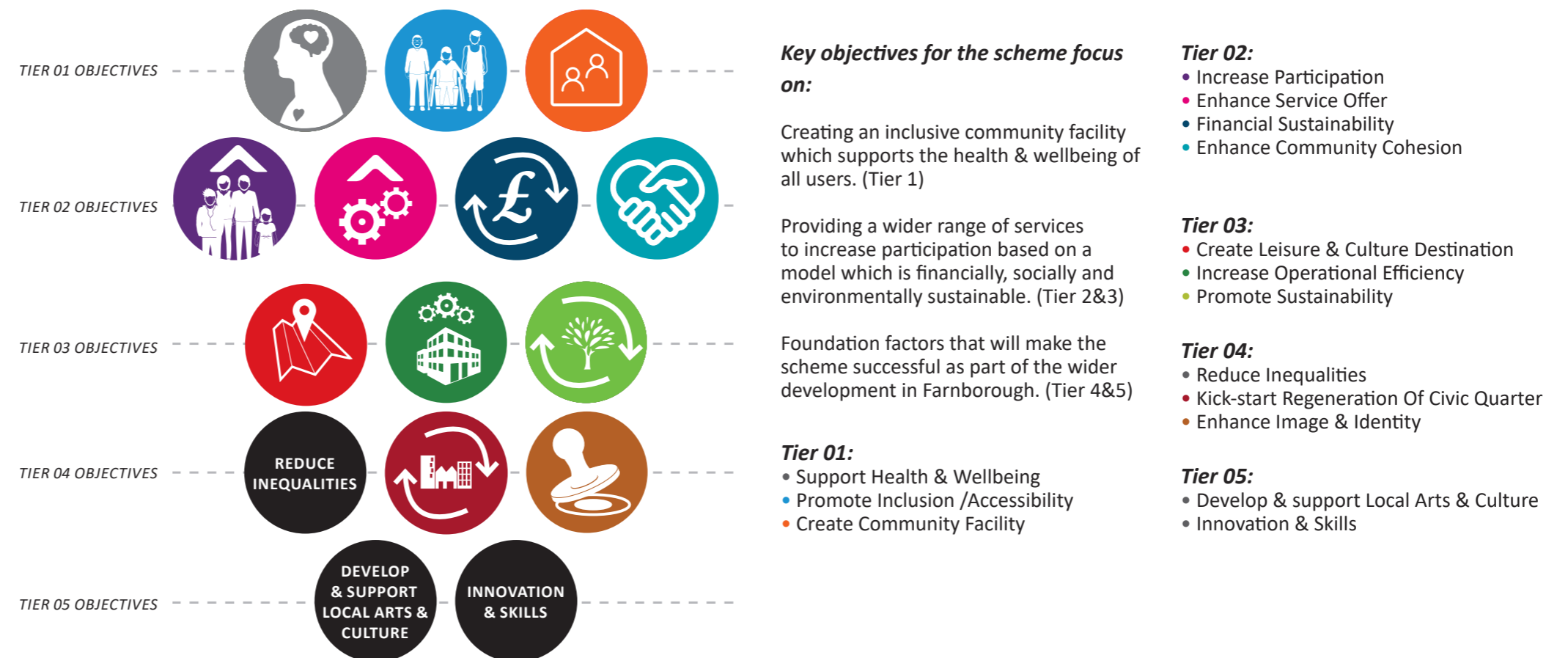
*“Farnborough Leisure & Culture Hub should be an **inclusive, community-first facility** which supports the **holistic health & wellbeing** of all users, through recreation, support and service provision.*

*It should expand the range of services currently offered through the Leisure, Library and Culture provision to **increase participation** across a **diverse range of groups**, based on a model which is **financially, socially and environmentally sustainable**.*

*Combining these facilities under one roof should be an opportunity to **open up activities** and services to new user groups and **make the most of spaces**, programming them throughout the week and across all times of the day.”*

## Strategic Objectives

After scoring and weighting the individual groups responses we can form a combined set of strategic objectives for the project.



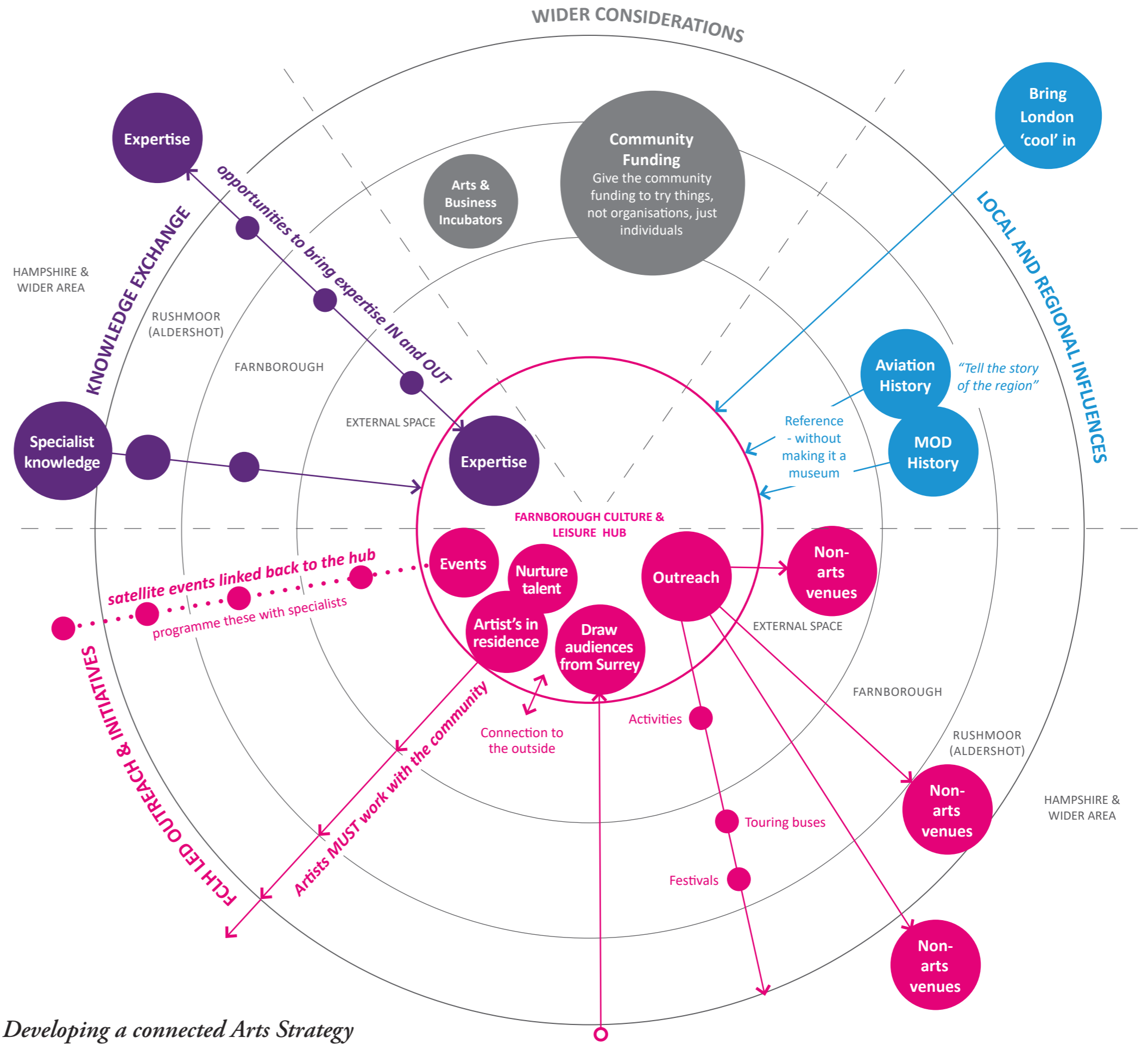
# Vision & Objectives

## Culture Focus Group

The Culture Focus Ground workshop aimed to understand the what a wider, integrated Arts & Culture Strategy for Rushmoor and Hampshire may look like, and how the activities housed in the FCLH may be supported by and integrated into this strategy.

This page summarises the wider strategy elements, how they should link between different areas and how and where they relate back to the proposed Farnborough Culture & Leisure Hub (FCLH).

The full Culture Workshop summary can be found in the appendices.



Developing a connected Arts Strategy

## 3 • Masterplan Requirements

---

# Masterplan Design Requirements

## Overview

### Masterplan Design Requirements document (LDA)

A key part of the planning application for the Farnborough Civic Quarter was the Design Requirements document produced by LDA. The intention of the Civic Quarter Design Requirements was to support the documents submitted for approval as part of the Outline Planning Application, and provide strategic design guidance for future architects, designers and developers working on the Civic Quarter masterplan.

The Design Requirements set out the strategies which underpin the illustrative masterplan submitted as part of the Outline Planning Application and detail the key design aspirations that will ensure future Reserved Matters Applications will meet the high standard of quality local stakeholders expect.

The primary purpose of the design guidance within this document can be outlined as follows:

- Provide tested guidance on the masterplan's design principles and strategies to inform the development of future Reserved Matters Applications (RMAs).
- Ensure the coordination of high-quality urban design and public realm principles.
- Support in strategically defining the character of the physical environment and the aspirations of the proposed building plots and public open spaces to support that character.
- Help co-ordinate the delivery of a more sustainable and liveable built environment.

It is intended that this document will assist the determination of future Reserved Matters Applications including the Leisure & Cultural Hub and Mobility Hub projects.



**Plot A**  
Mobility Hub

**Plot B**  
Farnborough Culture &  
Leisure Hub

Overall Masterplan  
Proposal by LDA Design

# Masterplan Design Requirements

## Plots A & B

This stage report reviews the brief for the Proposed Culture & Leisure Hub and the Mobility Hub. These masterplanning requirements will be referenced and incorporated as designs are developed.

### Mobility Hub

#### Mandatory development zone elements:

- Provide a mobility hub with active ground floor frontages on the southern and eastern facades.
- Reduce vehicle movement into the scheme by being accessed close to Westmead
- Prioritise mobility related uses through groundfloor commercial spaces
- Reduce blank facades to public realm
- Provide suitable quantum of EV charging points



#### Mandatory Development Requirements\*

##### Land use:

- Ground floors must:
  - Prioritise active commercial uses along the eastern and southern edges with appropriate spill-out space to the public realm
  - Minimise blank facades and exposed parking facing the public realm
  - Building cores and entrances should activate side streets and be easily legible
- Typical upper floors must:
  - Be designed predominantly for mobility use
  - Be designed to Hampshire County Council standards in regards to size of parking zones
  - Explore opportunities for facade treatments of architectural merit or biodiversity enhancement such as greenwalls
  - Explore floor to ceiling heights and structural column spacing that would allow future adaptation for other uses

##### Building envelope and key edges:

- Vertical limits must:
  - Retain a 15m development free zone from the site boundary on the northern edge
  - Retain a 35.2m development free zone from existing development to the north

##### Height and vertical limits:

- Max height
  - 6 storeys

##### Access and circulation:

- Vehicular access and parking must:
  - Utilise a multi-level parking solution wrapped with commercial units on the ground floor
  - Podium parking spaces must be a minimum of 5m x 2.5m bays with 5% disabled access

- parking
  - Prioritise access and servicing from Westmead to the north
  - Accommodate necessary circulation and ramps within the plot, avoiding external structures
  - Allow for leisure centre drop offs and taxi ranks to the north east
- Pedestrian movement must:
  - Be prioritised over vehicular movement and enhance the main thoroughfares on the eastern and southern edges
- Cycle movement must:
  - Be integrated with surrounding phases and accommodate the cycle infrastructure proposed within the wider masterplan
  - Avoid significant conflicts of movement between cyclists, cars and pedestrians
- Waste and servicing must:
  - Size of bin stores must be compliant with the relevant planning policy at time of RMA submission

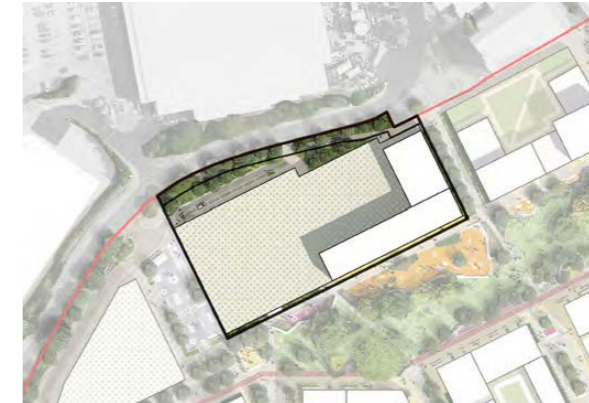
##### Landscape and public realm:

- Public realm must:
  - Facilitate movement between the skate park and the Central Park
  - Work to positively interact with the re-provision of the skatepark and where appropriate deliver a multi-functional landscape with street furniture, cycle parking, and other facilities to support the skatepark.
  - Accommodate wayfinding and mobility / live transport display boards
- Tree retention must:
  - Prioritise the retention of category B trees
  - Deliver an appropriate quantum of new tree planting as early as possible in the construction process

### Culture & Leisure Hub

#### Mandatory development zone elements:

- Deliver a new Civic Hub with re-provided and enhanced Leisure Centre facilities.
- Provide active ground floor frontage and a primary entrance on the southern facade.
- Deliver a massing strategy that minimises any adverse impacts on surrounding context.
- Encourage pedestrian movement from Queensmead into the Civic Quarter with a car free southern edge.



#### Mandatory Development Requirements\*

##### Land use:

- Ground floors must:
  - Prioritise active non-residential uses along the park edge with appropriate spill-out space to the public realm
  - Minimise negative frontage, blank facades and exposed podium parking
  - Provide a primary entrance on the southern facade
- Typical upper floors must:
  - Prioritise surveillance of the central park
  - Adhere to NDSS standards
  - Provide access to external amenity space through private balconies or landscape podium

##### Building envelope and key edges:

- Vertical limits must:
  - Retain a 27m development free zone from Braircliffe House on the eastern edge of plot C
  - Retain a 3.6m development free zone from existing development to the north of plot C

##### Height and vertical limits:

- Max height
  - 2-8 storeys
- Massing approach must:
  - Address the northern edge by reducing in height to mitigate adverse effects to existing development. Massing should increase to the south-east corner.
- Daylight/sunlight - At RMA stages the plots must demonstrate:
  - Compliance with BRE Assessment guidance that at least 50% of the open space areas should receive at least 2 hours of direct sunlight on the equinox (21st March) with the proposed development in place.
  - Compliance with BRE Assessment guidance

in regards to impacts on nearby buildings and internal habitable rooms

##### Access and circulation:

- Vehicular access and parking must:
  - Utilise podium parking contained within the core of the development plot
  - Podium parking spaces must be a minimum of 5m x 2.5m bays with 5% disabled access parking
  - Prioritise access and servicing from Westmead to the north
- Pedestrian movement must:
  - Be prioritised over vehicular movement and enhance the main thoroughfares on the eastern and southern edges
- Cycle movement must:
  - Be integrated with surrounding phases and accommodate the cycle infrastructure proposed within the wider masterplan
  - Avoid significant conflicts of movement between cyclists, cars and pedestrians
- Waste and servicing must:
  - Size of bin stores must be compliant with the relevant planning policy at time of RMA submission

##### Landscape and public realm:

- Public realm must:
  - Facilitate movement between Queensmead and the Central Park
  - Contribute to a well activated public plaza, with appropriate space for activity and circulation
- Tree retention must:
  - Retain the cluster of category B trees to the south of the development zone
  - Prioritise the retention of category B trees
  - Deliver an appropriate quantum of new tree planting as early as possible.

Extract from LDA Design document highlighting key requirement for the sites.

## 4 • Culture & Leisure Hub Brief

---

# FCLH Project Brief

## *Schedule of Accommodation*

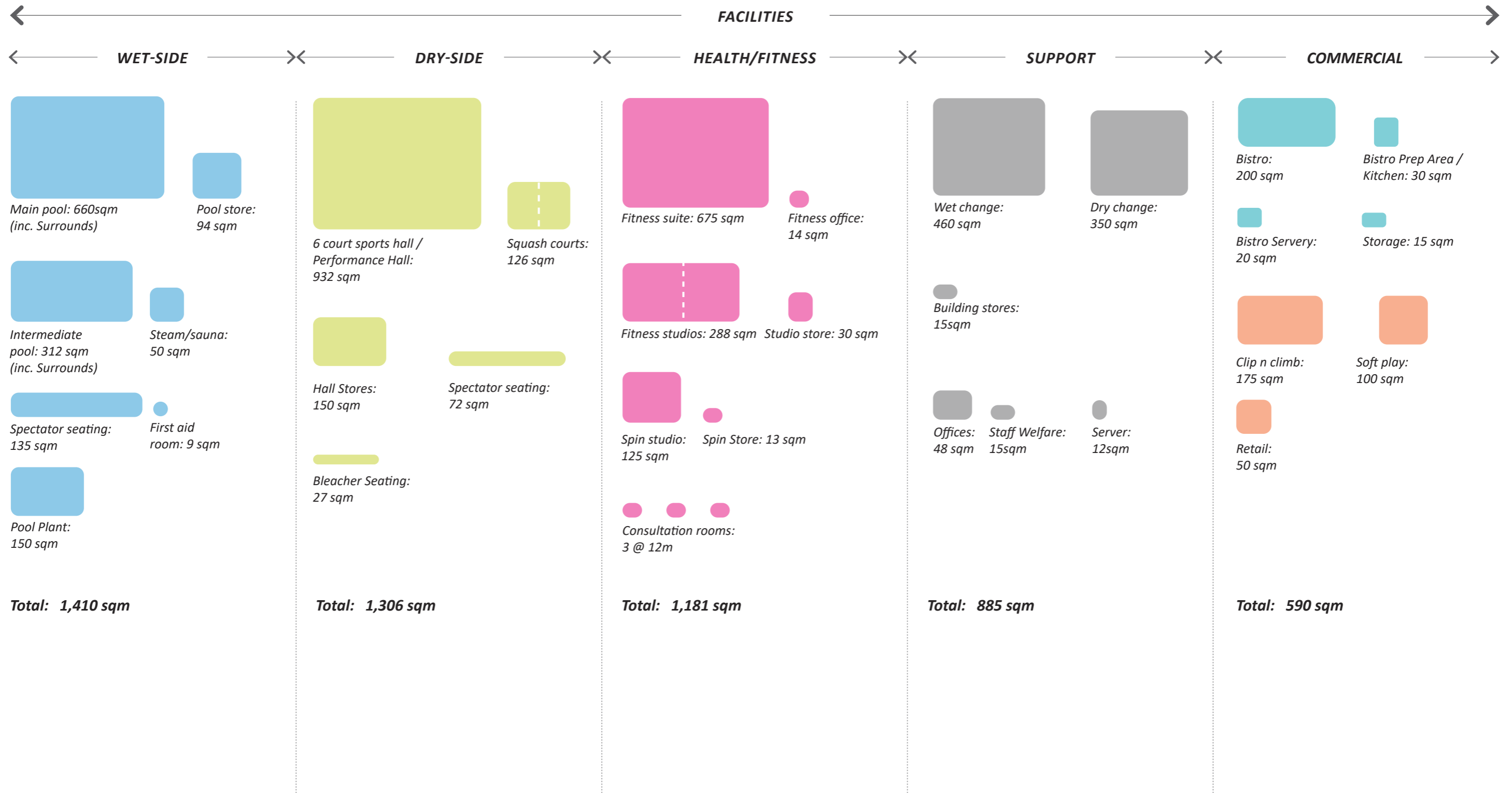
The accommodation schedule has been updated to reflect the revised areas developed during the engagement process.

	Category	Proposed area (sqm)
Leisure	Wet	1,410
Leisure	Dry	1,306
Leisure	Health / Fitness	1,181
Leisure	Support	900
Leisure	Commercial	275
<b>Total Net Area</b>		<b>5,072</b>
Leisure	Circulation & partitions	659
<b>Total Gross Area Leisure</b>		<b>5,731</b>
Library	Library	663
Library	Community	140
Library	Partner Space	0
Library	Support	38
<b>Total Net Area</b>		<b>841</b>
Library	Circulation & Partitions	109
<b>Total Gross Area Library</b>		<b>950</b>
Culture	Public Access	370
Culture	Artist Space	104
Culture	Support	36
<b>Total Net Area</b>		<b>510</b>
Culture	Circulation & Partitions	66
<b>Total Gross Area Culture</b>		<b>576</b>
Shared (L&C)	Shared Public Spaces	50
Shared (L&C)	Shared Support	65
<b>Total Net Area</b>		<b>115</b>
Culture	Circulation & Partitions	15
<b>Total Gross Area Culture</b>		<b>130</b>
Shared	Café	265
Shared	Retail	50
Shared	Support	138
<b>Total Net Area</b>		<b>453</b>
Shared	Circulation & Partitions	59
<b>Total Gross Area Support</b>		<b>512</b>
Shared	Plant	250
<b>Total Development Area</b>		<b>8,150</b>

# FCLH Project Brief

## Graphic Brief

Area totals shown are net figures. Circulation and partitions % are added to generate a gross figure.



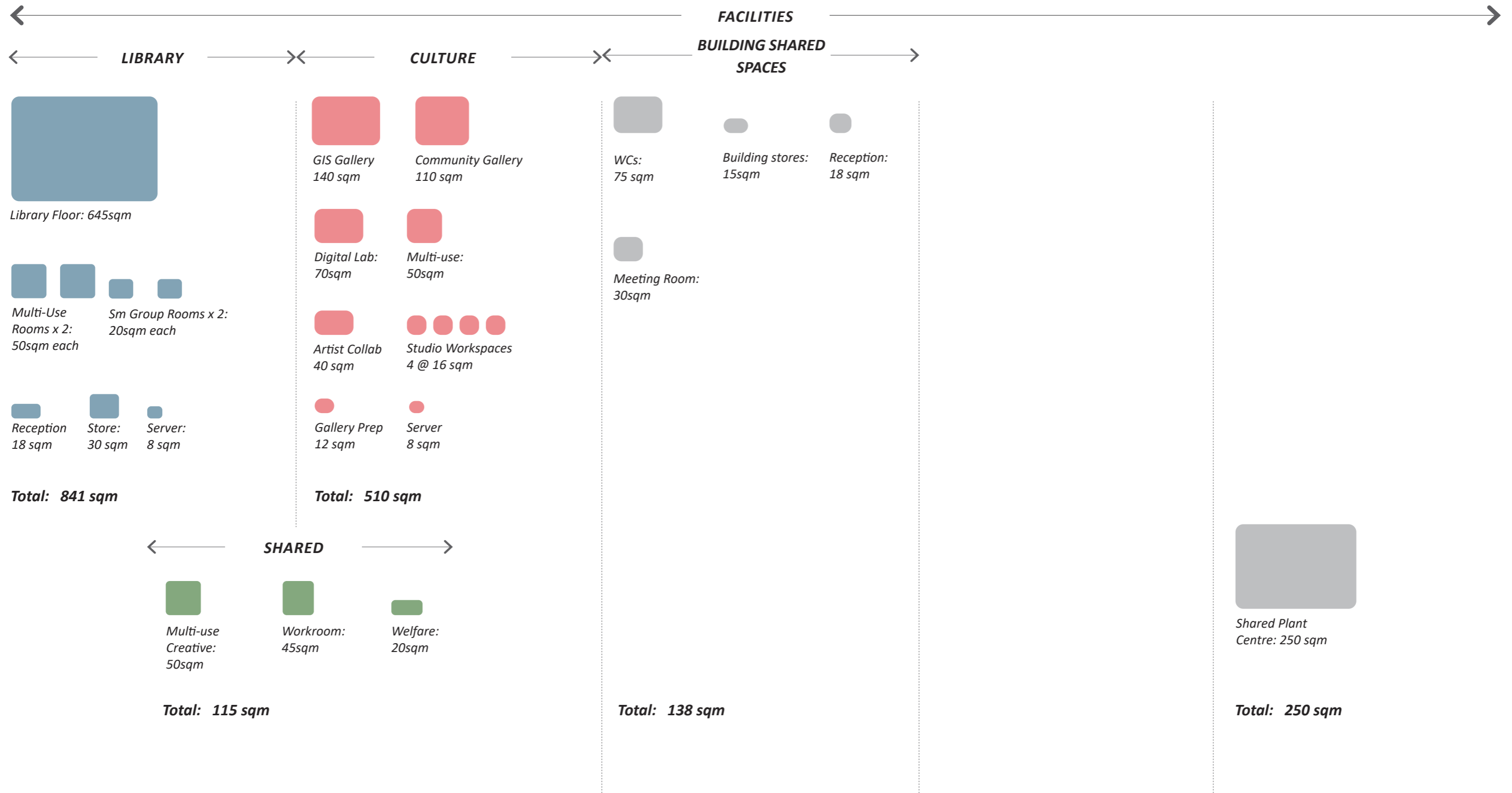
Note:  
 • All areas are approximate only



# FCLH Project Brief

## Graphic Brief

Area totals shown are net figures. Circulation and partitions % are added to generate a gross figure.



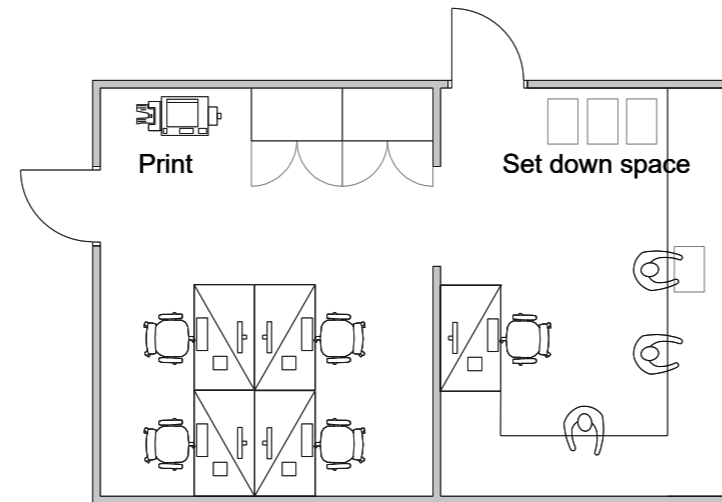
Note:  
 • All areas are approximate only

# FCLH Project Brief

## Indicative Layouts (Library Spaces)

These layouts have been discussed and tested with the HCC Library representatives to understand the areas required for specific spaces and how they are best arranged. These form the basis of the areas allowed for in the schedule of accommodation.

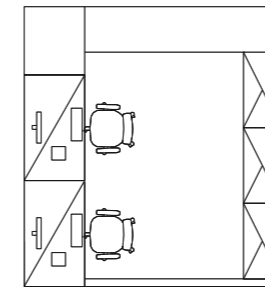
These are not necessarily the proposed layouts for these space, but are intended to demonstrate how the required functions and furniture can be accommodated in the given areas.



### OFFICE & WORKROOM

45 sqm

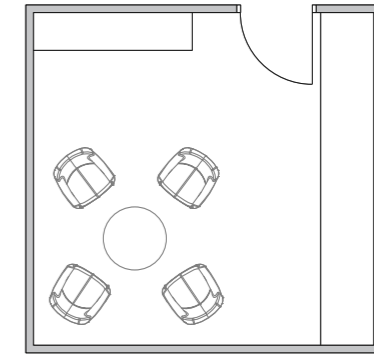
- 4 Workstations - up to 3 for Library use, other for HCT
- Printer and storage
- Workroom near to/linked to the office
- Set down space for boxes in the workroom
- Surface space for library work and event preparation



### RECEPTION

18 sqm

- 2 Workstations for staffed reception desk
- Counter area for enquiries
- Area for digital/self check-in stand
- Interim storage area



### STAFF WELFARE

20 sqm

- Small teapoint
- Lockers for staff
- Seating area

# FCLH Project Brief

## Library & Culture - Indicative Adjacencies

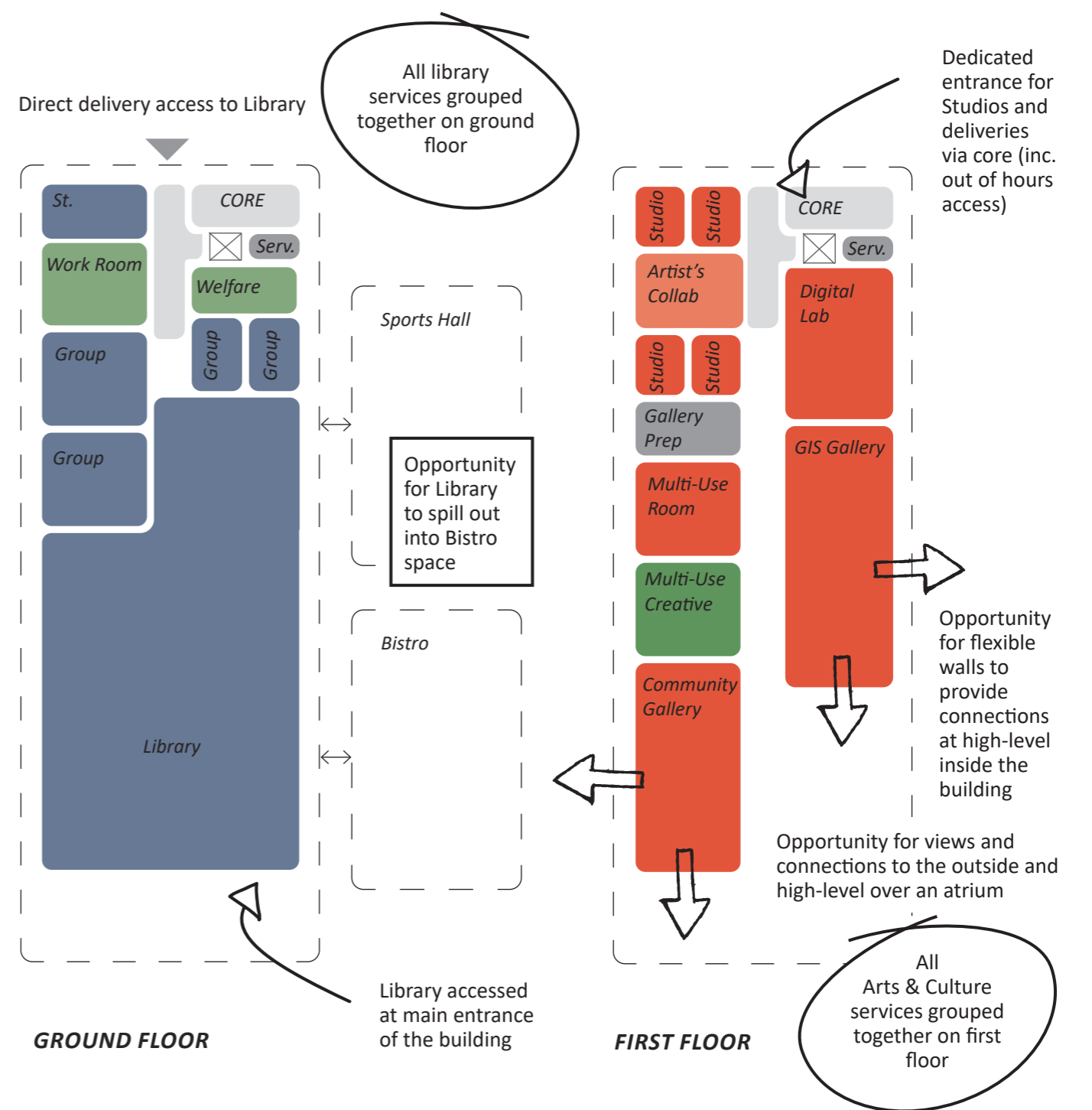
The Library and Culture brief has been developed through Stage 0 & 1, in conjunction with RBC, HCC and HCT.

These diagrams are intended to show the adjacencies between spaces, and a variety of ways in which they may work together.

These are NOT A FINAL LAYOUT and further iterations will be developed as we design the building.

Access will also be available to required support spaces such as toilets, main reception, bistro area and delivery areas.

The sports hall could be used intermittently as a larger volume space for events.








Potential Layout A



# Project Brief

## Site Analysis - Constraints

**Key challenges for the FLCH may be anticipating the future development on the site, and how this may tie in, and constrained access to the north.**

-  Potentially loud elevation to skatepark
-  Limited vehicular access to Mobility Hub
-  No-build / offset zones
-  Site to be developed prior to rest of the masterplan
-  Existing trees to be maintained/protected



# Project Brief

## Site Analysis - Opportunities

*The FCLH has great opportunity to spill out on to the public park, with good pedestrian connections around the proposed masterplan.*

- Opportunity to create active elevation
- Connections to the play park
- Key long views of FCLH from south
- Potential connection to Mobility Hub
- Potential vehicle/servicing routes
- Opportunity for high level views
- Opportunity for active routes around the park to/from the centre



# Brief Development

## Concept Site Layout

The building layout will be designed and developed in the RIBA Stage 2 period.  
This is a test layout, to confirm the current Schedule of Accommodation will fit on the site, within the parameters set out in the Masterplan.



# Project Brief - Precedents

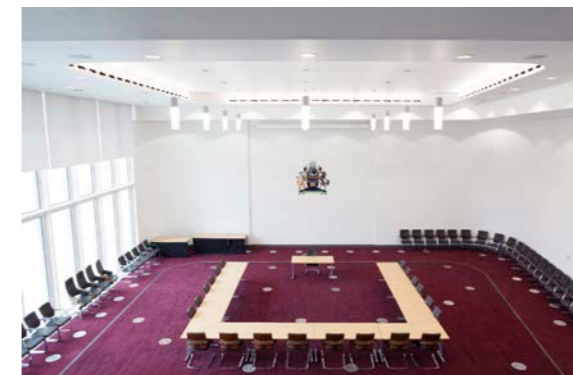
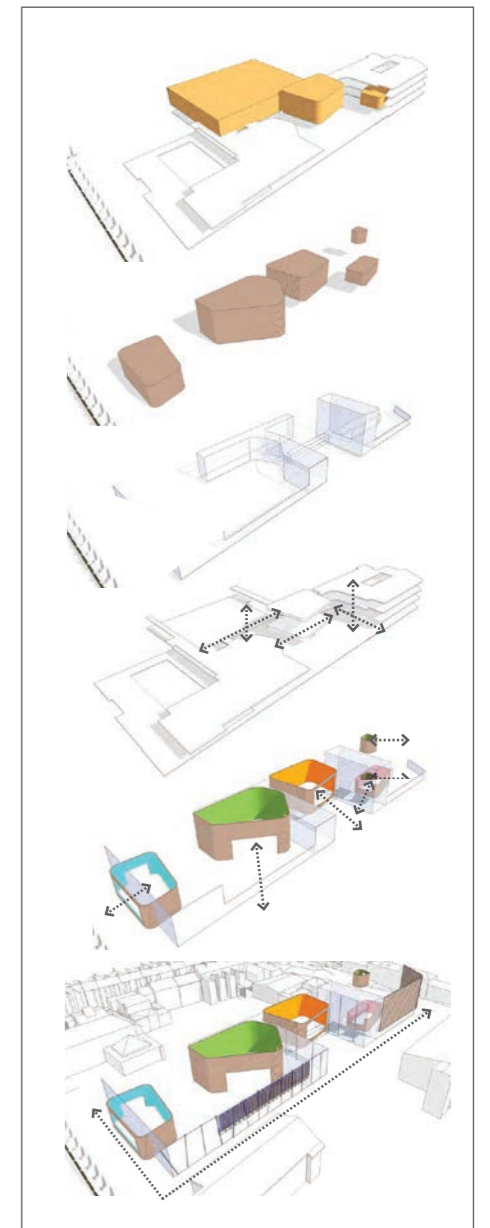
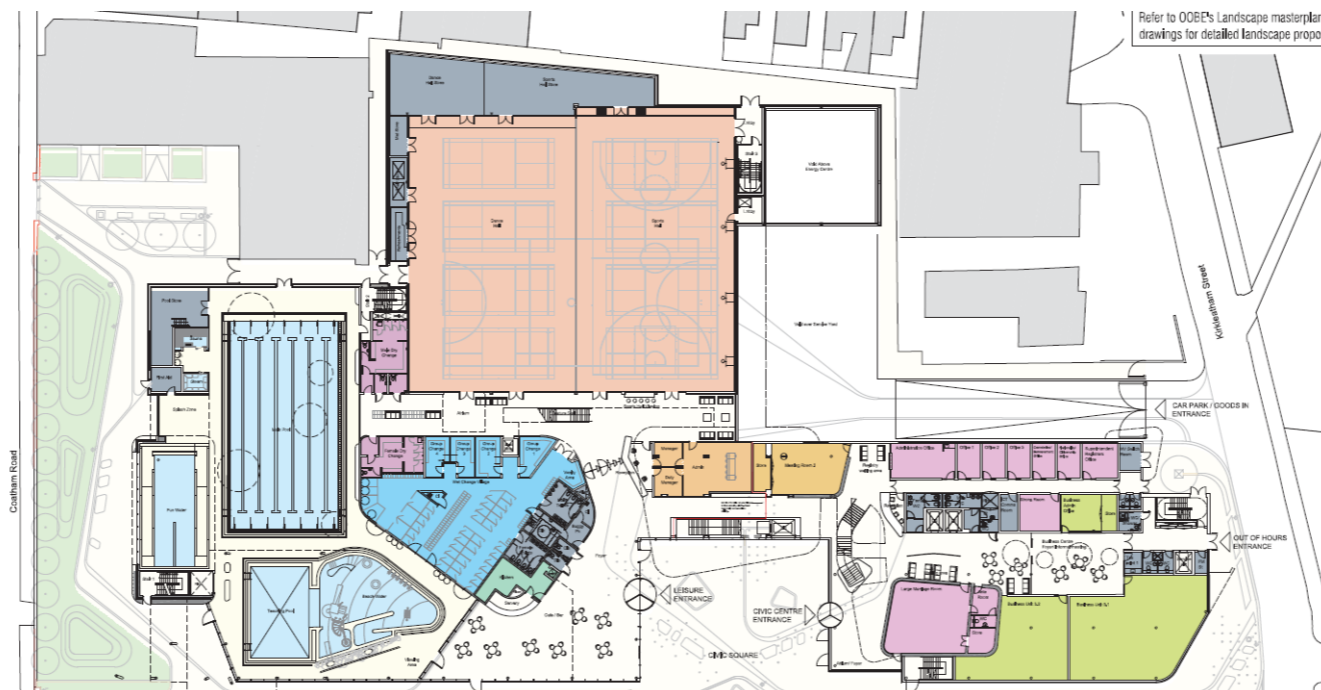
## Redcar Leisure & Community Heart

These precedents review a variety of other centres which offer a combination of Leisure, Arts, Culture & Civic activities in the UK and around the world, to demonstrate how programmes may be combined and mutually support one another.

### Swim, Gym, Civic & Events Redcar, North Yorkshire, UK GT3 Architects

The building combines a leisure centre, civic facility, a business centre, car park and major public realm improvements into a single development that knits together a formerly disparate part of town. The Community Heart project, which was designed in collaboration with S&P Architects, brings together a range of council functions into a dedicated civic hub alongside a state of the art leisure centre with innovative facilities and even a static-surf 'flow-rider'.

All functions are located around a new civic square which itself is tied back into the surrounding fabric via a tree-lined boulevard.



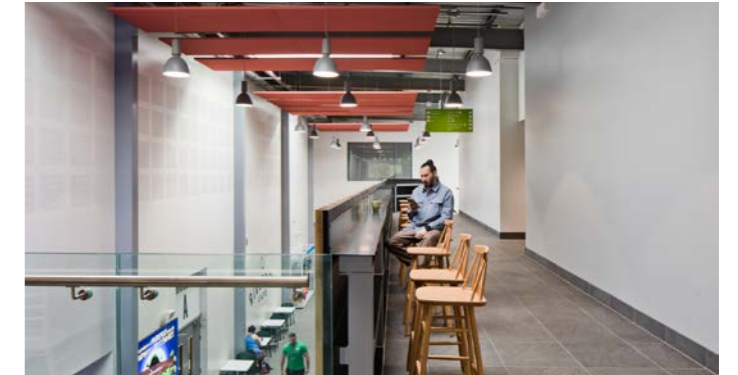
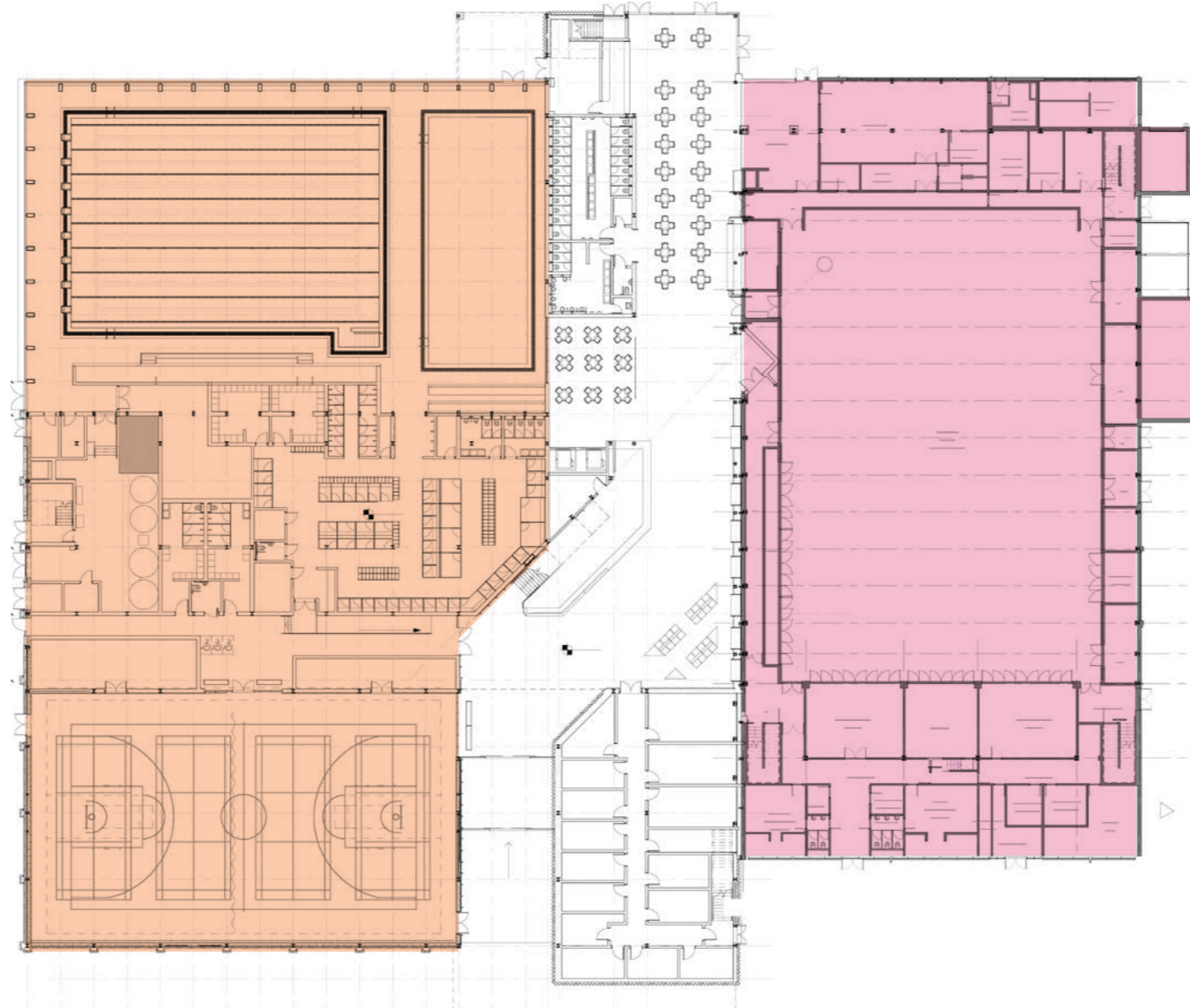


# Project Brief - Precedents

## *Sands Centre, Carlisle*

**Theatre, Swim, Sports Hall, Gym & Healthcare**  
**Carlisle, Cumbria, UK**  
**GT3 Architects**

The Sands Leisure Centre combines a community sports & leisure facility, health services and regional concert and arts venue, unified by a central street which houses a cafe bar serving all aspects of the facility. The theatre offers retractable seating for a variety of performance types.



# Project Brief - Precedents

## South Surrey Recreation & Arts

Visual arts, pottery, gym and spin.

Surrey, British Columbia, Canada

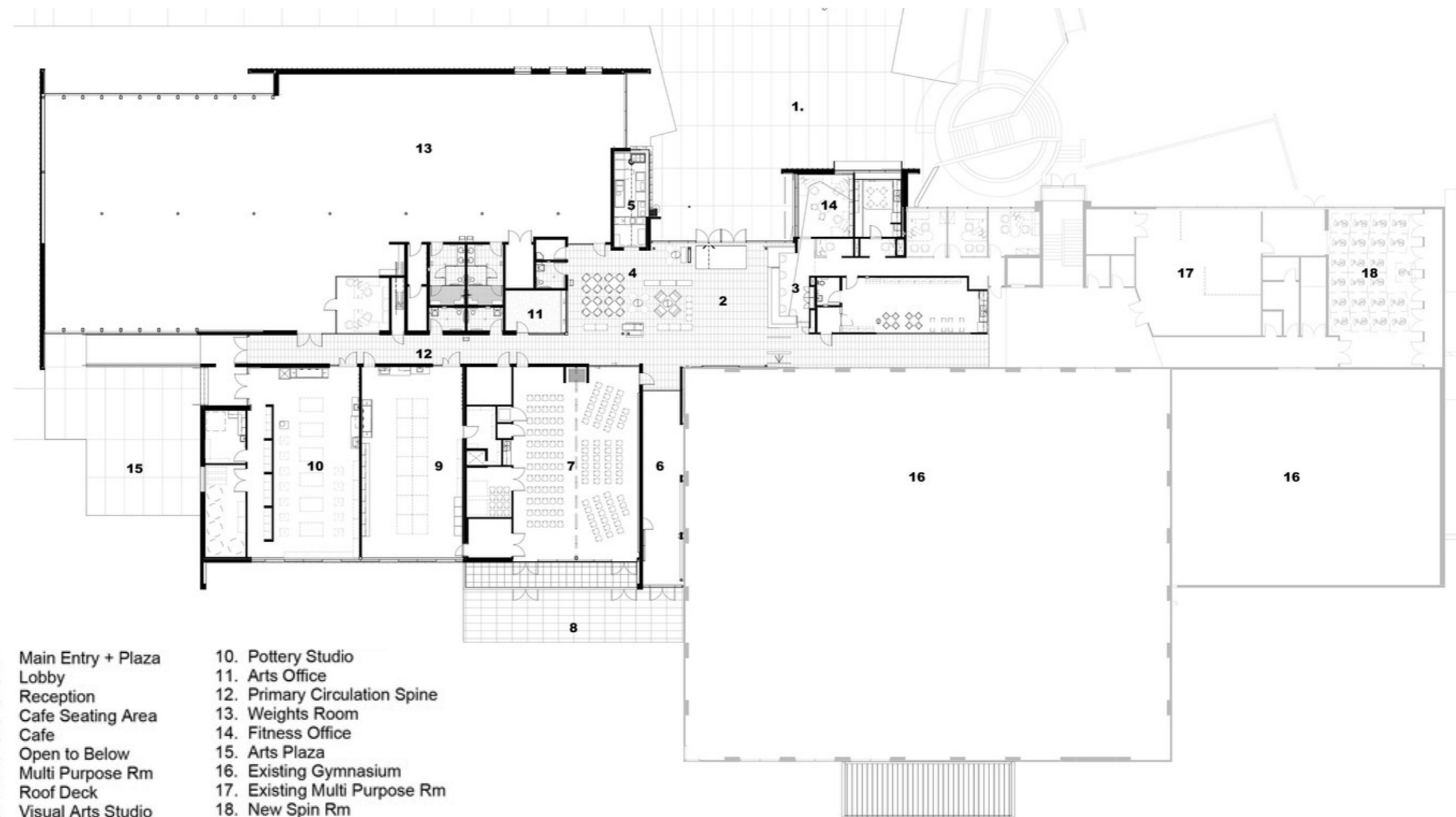
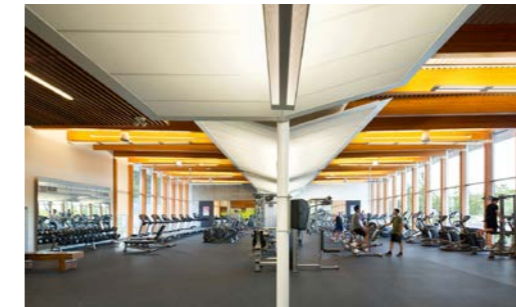
TKA+D Architecture and Design

### TKA+D Architecture + Design -

An extensive community consultation and integrated design approach led the design process for the Arts and Fitness Expansion to the South Surrey Recreation Centre. A new entrance and lobby provides a welcomed social gathering space and the connection between the existing facility and the expansion. A north-south circulation axis leads to a new arts plaza at the north end of the expansion, and lends porosity between the fitness and arts components.

The expansion includes a 9,000 sf weight room, multi-purpose studios for arts and fitness, child minding facilities, and administration offices, to supplement the existing gymnasiums, classrooms, and youth lounge at the centre.

<https://tkad.ca/portfolio/south-surrey-recreation-and-arts-centre/?portfolioCats=188%2C66%2C65%2C15%2C70%2C189>



# Project Brief - Precedents

## *Bay Pavilions Arts & Aquatic*

**Swim, gym, exhibition, rehearsal & performance.**  
**Eurobodalla Shire NSW, Australia**  
**Donovan Payne Architects**

**Accommodation:**

25-metre, eight-lane pool; separate 10-metre warm water program pool; freeform indoor leisure pool; water play splash pads, waterslides, gym, group fitness and wellness areas.

Theatre with large flexible, flat floor auditorium and retractable seating for 350 people, dressing rooms, green room, art gallery/exhibition space, rehearsal/dance studio/music room, wet and dry arts workshop spaces along with community meeting and multi-purpose rooms.

**Donovan Payne -**

This 5 star Green star new development project is a gateway facility, iconic in style and symbolising the natural beauty of the region. The design theme "water" is driven by the cultural, physical and historical contexts of the local community. With sustainable design principles employed throughout, this infrastructure is one that will remain as a wellness hub for many future generations.

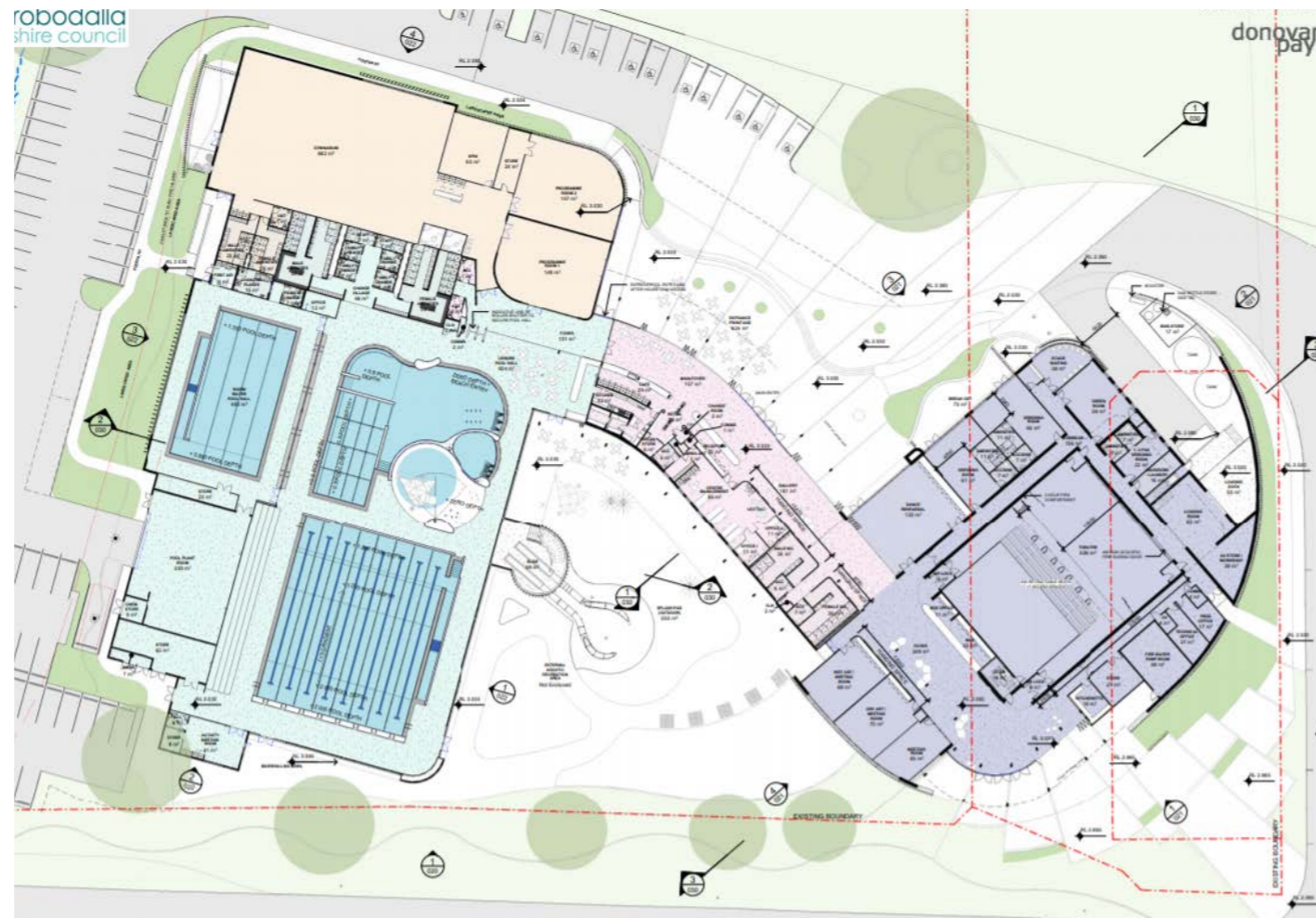
<https://www.donovanpayne.com.au/project/batemans-bay-regional-aquatics-arts-and-leisure-centre-2022/>

**NBRS -**

Amplifying performance, on stage and underwater:  
 Oil and water do mix. A new arts, aquatic and leisure centre in the heart of the Eurobodalla Shire, Bay Pavilions gives the community an exciting place to play, explore their talents and share their skills. An iconic new gateway for the region, Bay Pavilions, the Batemans Bay Regional Aquatic & Arts Leisure Centre, is set to become a drawcard for sports, tourism and regional arts programs.

Working in conjunction with Donovan Payne Architects, we met the challenges of co-locating performance and aquatic functions by creating two distinct pavilions. One houses three pools, a gymnasium and waterslide tower, while the other boasts a 350 seat black box theatre, back of house facilities, rehearsal room and art studios. The two pavilions connected by a streamlined central building, complete with main reception, foyer and administration areas.

<https://nbrs.com.au/projects/bay-pavilions>



## 5 • Mobility Hub Brief

---

# Mobility Hub Brief

## Overview

The mobility hub brief has been developed in line with the key specifications from the masterplan and reviewed with RBC to confirm the initial scope.

The key requirements are:

- Area for 13 club cars
- Space provision for cycle storage, hire and workshop at ground floor
- Option for small retail concessions on ground floor
- Approx. 350 standard parking spaces

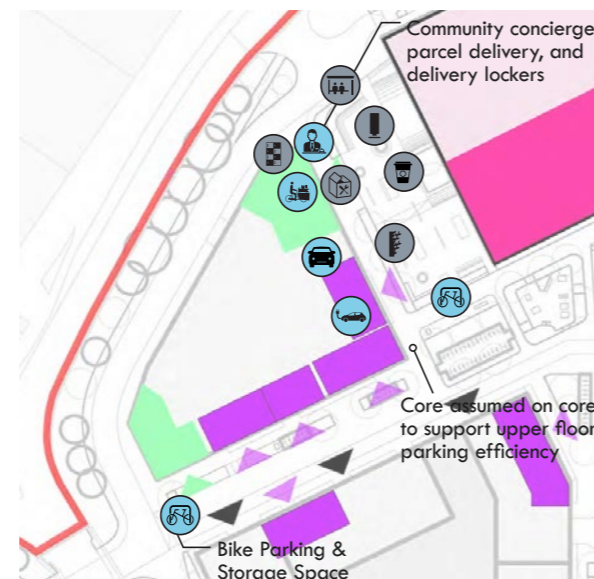
The scope and extent of retail, workshop and commercial space is yet to be confirmed. The following pages give examples of what may be included and how the spaces can be accommodated within the footprint.

### Masterplan Aims



**Innovative Mobility Hubs**

Two strategically located, purpose built transport interchanges are proposed. Renewable energy sources will provide a reliable supply for private and commercial Electric Vehicles ranging from private cars to e-scooters for hire alongside a cycle hire scheme.



### Potential Uses

**COMMERCIAL (RETAIL)**      **BICYCLE REPAIRS**      **CAR SHARING**

**BICYCLE STORAGE**      **LOCKER & DRYING ROOM**      **ELECTRIC VEHICLE CHARGING**

**BICYCLE SHARING**      **COFFEE KIOSK**      **CAR PARKING**

### Ambitions for a mobility hub



Serve as the hub for a local car club that promotes the use of car sharing and daily rentals.



Utilise cutting-edge technology to assist consumers in planning their transportation needs through booking of car club vehicles and spaces



Charging outlets for electric vehicles



Provide both bicycle storage and amenities for cycling in order to promote cycling as a key means of transportation and provide for the needs of nearby businesses and inhabitants.



Contribute to enhanced walking and cycling routes throughout the scheme



Facilities such as a bike café and workshop next to the amenities for the cycle hub to stimulate the ground-floor appearance.

# Mobility Hub Brief

## Key Requirements

Drop off zone provided. Coach drop off and access distances to be tested as Leisure & Culture hub design is developed.

Bays allow at contemporary standard of 2.5x5m. Hampshire standards required for review.

Floor to floor set a 3.2m which would allow for future conversion (ceiling heights approx. 2.4m allowing nominal 500mm structural zone plus 300mm servicing zone).

The following proposal encroaches approx. 1.2m into the 15m non-development zone.

Tree survey to be reviewed.

5% of the total is 17.5. 18 accessible spaces have been allowed for.

Included     To be developed     Not met

### Development Zone C

Mandatory development zone elements:

- Provide a mobility hub with active ground floor frontages on the southern and eastern facades.
- Reduce vehicle movement into the scheme by being accessed close to Westmead
- Prioritise mobility related uses through groundfloor commercial spaces
- Reduce blank facades to public realm
- Provide suitable quantum of EV charging points



### Mandatory Development Requirements\*

#### Land use:

- Ground floors must:
  - Prioritise active commercial uses along the eastern and southern edges with appropriate spill-out space to the public realm
  - Minimise blank facades and exposed parking facing the public realm
  - Building cores and entrances should activate side streets and be easily legible
- Typical upper floors must:
  - Be designed predominantly for mobility use
  - Be designed to Hampshire County Council standards in regards to size of parking zones
  - Explore opportunities for facade treatments of architectural merit or biodiversity enhancement such as greenwalls
  - Explore floor to ceiling heights and structural column spacing that would allow future adaptation for other uses

#### Building envelope and key edges:

- Vertical limits must:
  - Retain a 15m development free zone from the site boundary on the northern edge
  - Retain a 35.2m development free zone from existing development to the north

#### Height and vertical limits:

- Max height
  - 6 storeys

#### Access and circulation:

- Vehicular access and parking must:
  - Utilise a multi-level parking solution wrapped with commercial units on the ground floor
  - Podium parking spaces must be a minimum of 5mx2.5m bays with 5% disabled access

- parking
  - Prioritise access and servicing from Westmead to the north
  - Accommodate necessary circulation and ramps within the plot, avoiding external structures
  - Allow for leisure centre drop offs and taxi ranks to the north east
- Pedestrian movement must:
  - Be prioritised over vehicular movement and enhance the main thoroughfares on the eastern and southern edges
- Cycle movement must:
  - Be integrated with surrounding phases and accommodate the cycle infrastructure proposed within the wider masterplan
  - Avoid significant conflicts of movement between cyclists, cars and pedestrians
- Waste and servicing must:
  - Size of bin stores must be compliant with the relevant planning policy at time of RMA submission

#### Landscape and public realm:

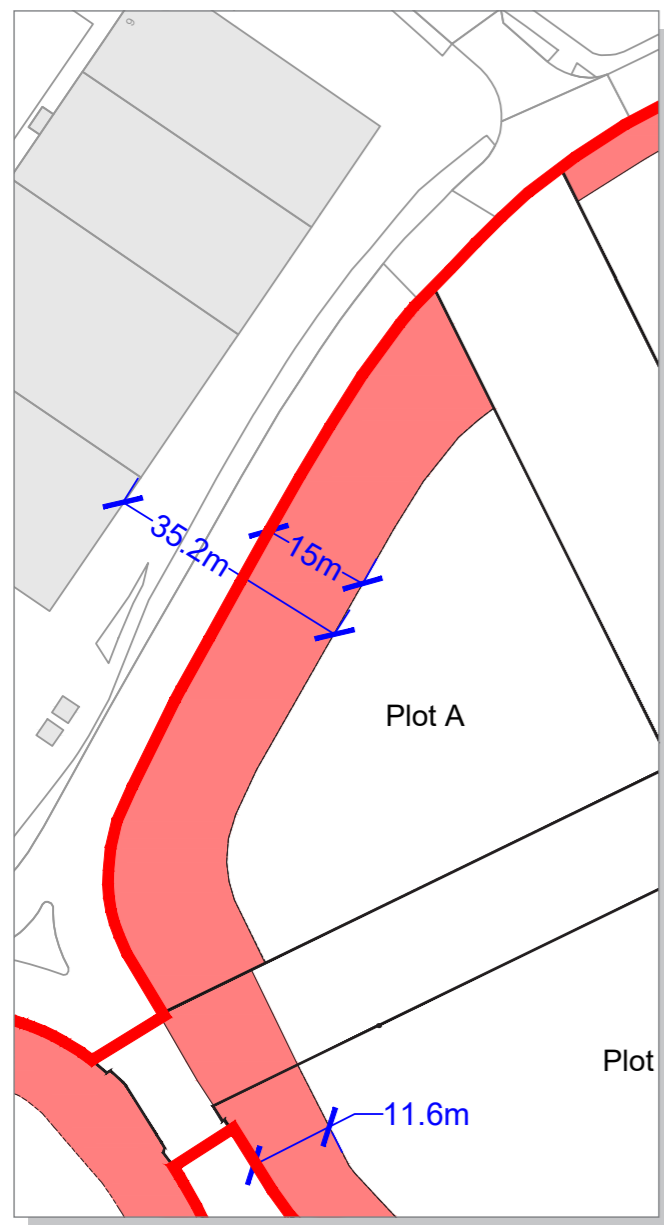
- Public realm must:
  - Facilitate movement between the skate park and the Central Park
  - Work to positively interact with the re-provision of the skatepark and where appropriate deliver a multi-functional landscape with street furniture, cycle parking, and other facilities to support the skatepark.
  - Accommodate wayfinding and mobility / live transport display boards
- Tree retention must:
  - Prioritise the retention of category B trees
  - Deliver an appropriate quantum of new tree planting as early as possible in the construction process

# Mobility Hub Brief

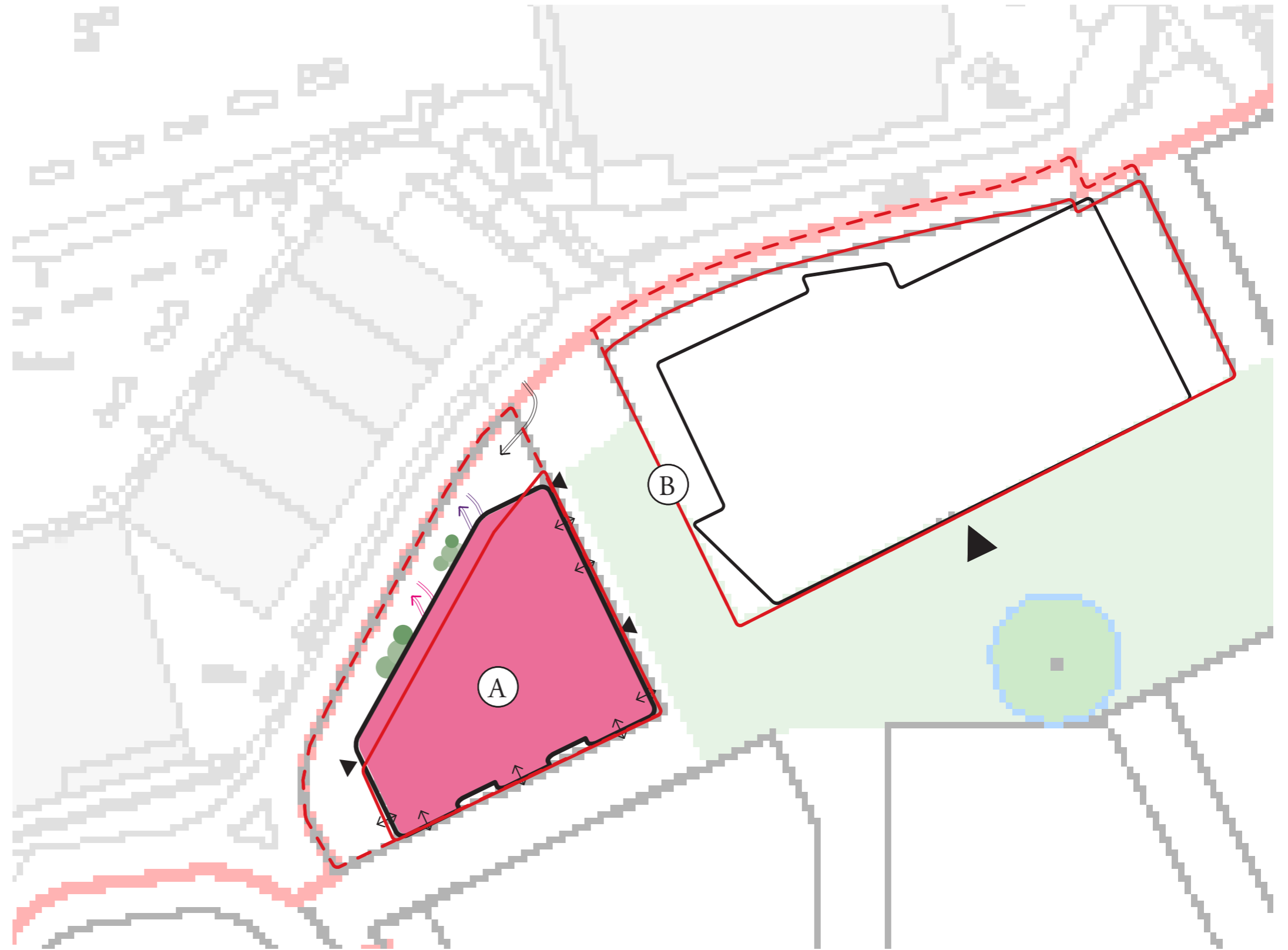
## *Plot Limits & Indicative Footprint*

### Plot limits

- - - Total Plot
- Limits of building within plot



Extract from LDA masterplan



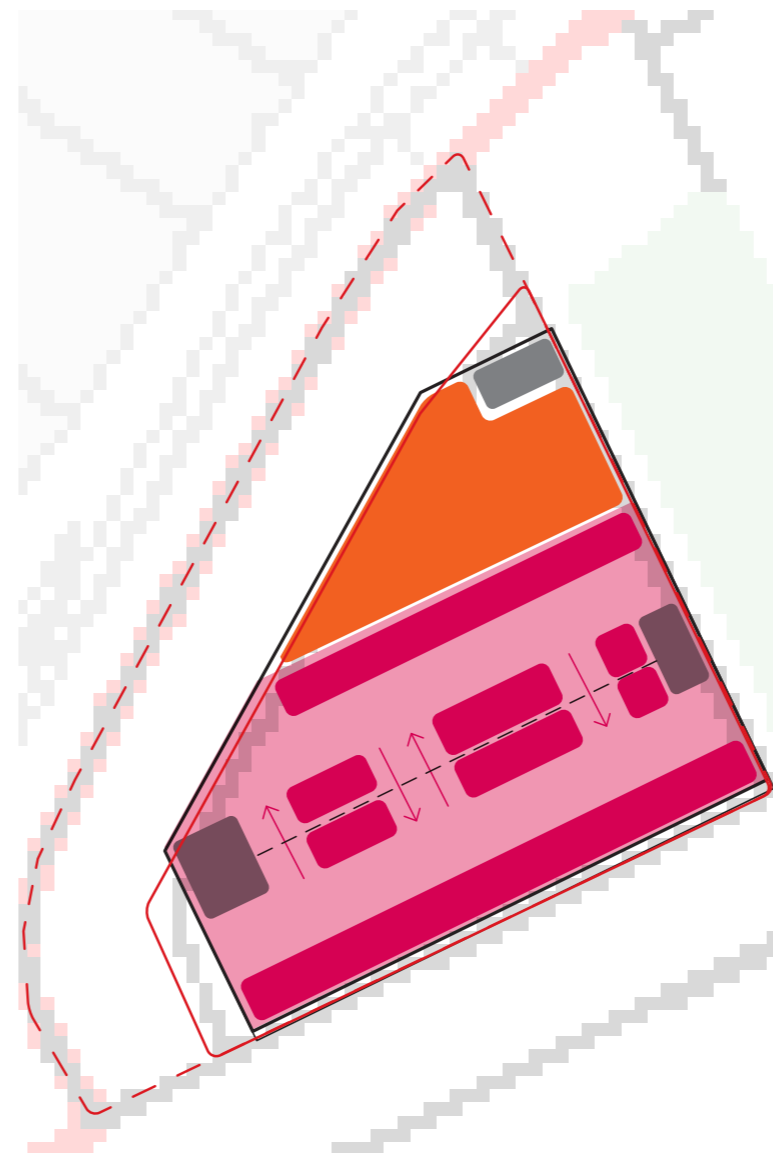
# Mobility Hub Brief

## Test Fit

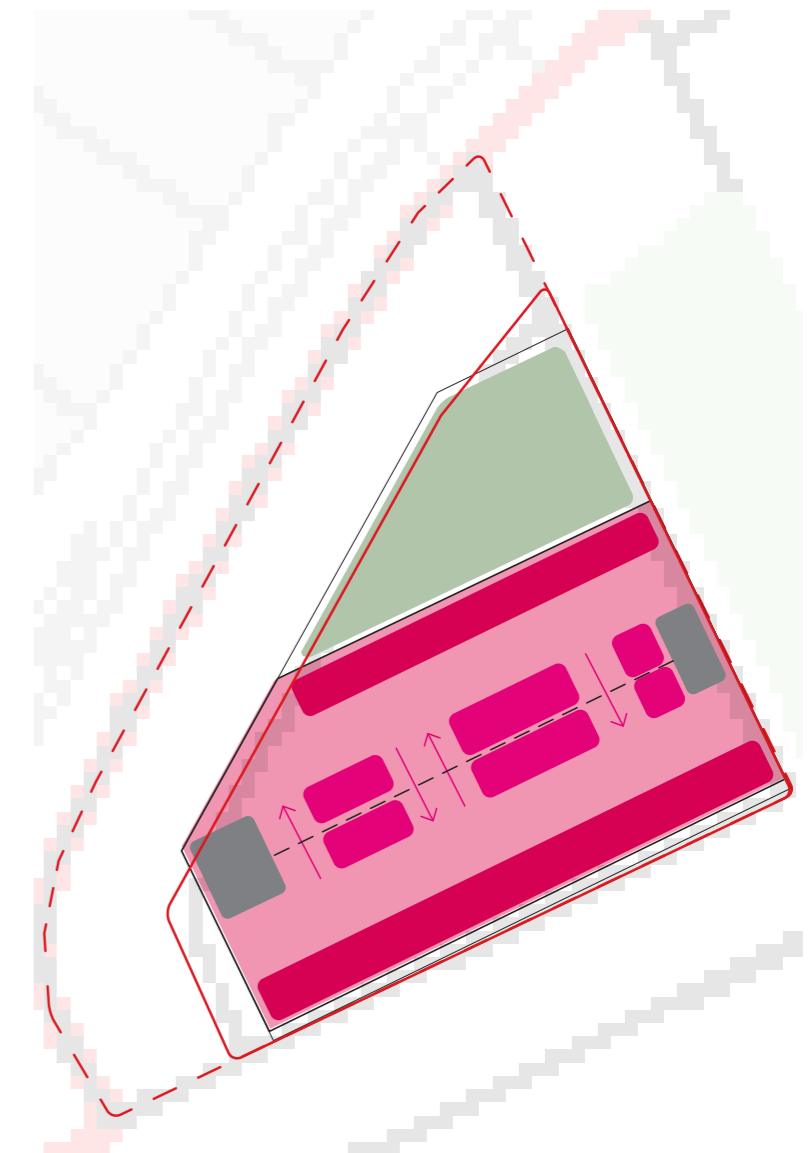
The quantity of retail/commercial space required at ground floor level will be reviewed during Stage 2 and elements such as drop-off zones will be developed as the FCLH and landscaping design proposals are tested.



Indicative Ground Floor Layout















Indicative First Floor Layout



Indicative Upper Floor Layout

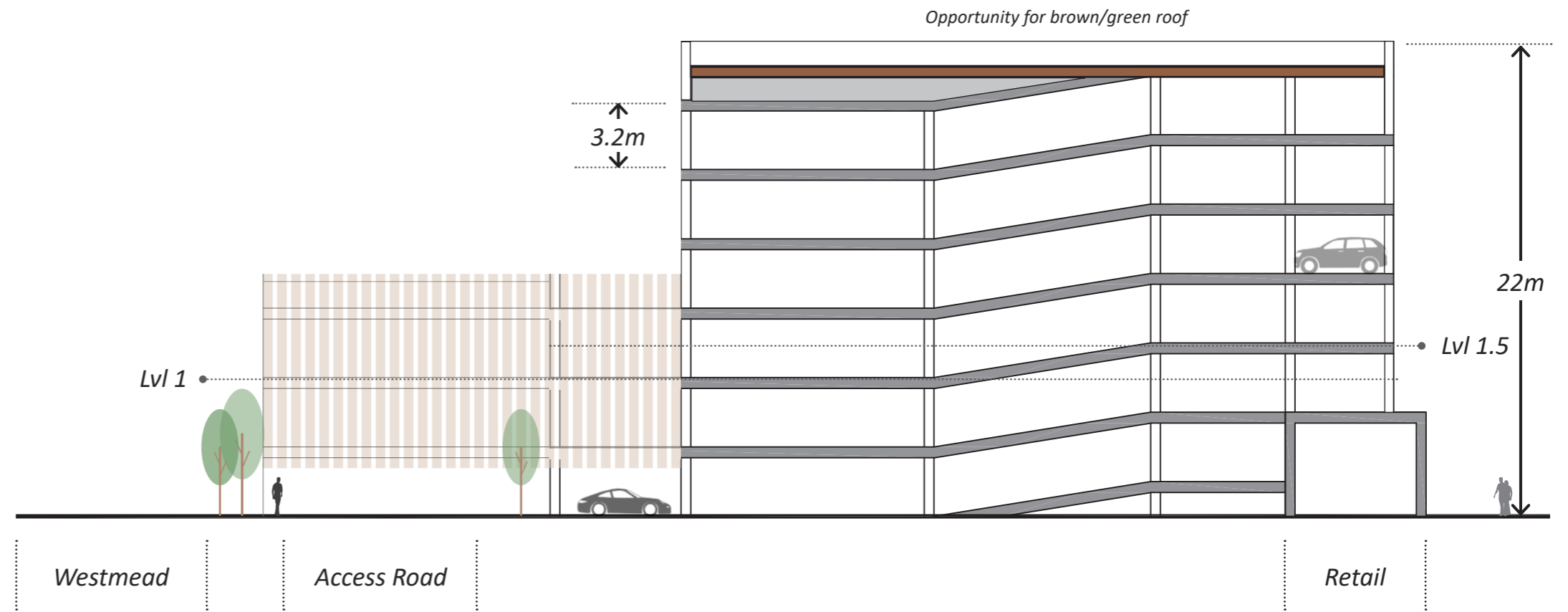
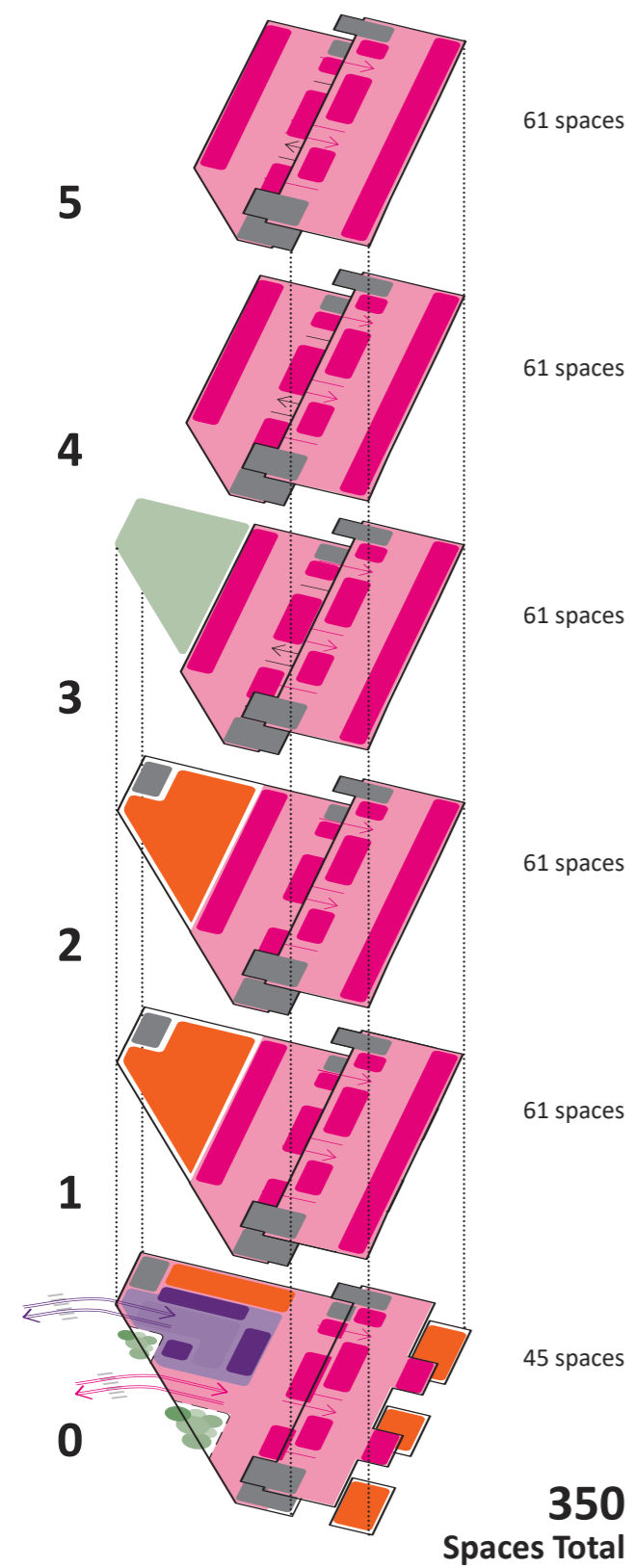
### 350 car parking spaces and associated facilities over 6 storeys

- |  |   |   |
|--|---|---|
|  Car parking (including 18 accessible spaces and EV charging) |  Secure bike park & workshop |  Car share vehicular entrance    |
|  Cores & servicing  |  Green roof                  |  Main MSCP car routes            |
|  Car sharing  |  Drop-off zone               |  Vehicular access from main road |
|  Pedestrian entrances to MSCP                                 |   |  Main car entrance               |
|  |   |  Retail/mobility use entrances   |



# Mobility Hub Brief

## Indicative Section



# 6 • Programme

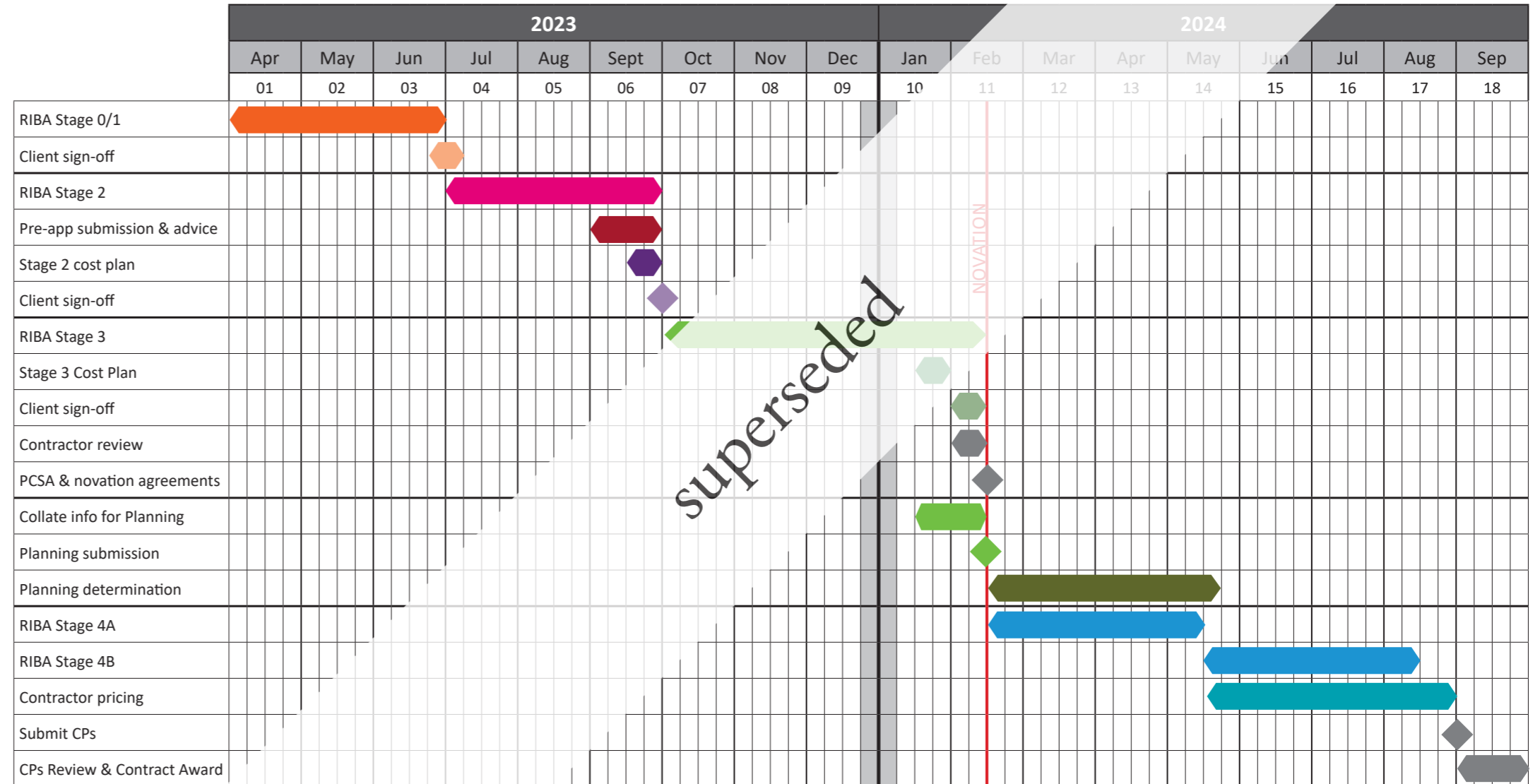
---

# Programme

## Overview

The GT3 Architects Pre-Construction programme sets out a 15-month programme of activities starting at RIBA Stage 2 in July 2023 and culminating in Contract award to the main contractor in September 2024. Key milestones of note include:

- Completion of RIBA Stage 2 at the end of September 2023
- Completion of RIBA Stage 3 at the end of December 2023
- Submission of a Reserved matters planning application mid-February 2024
- Novation of key members of the MDDT mid-February 2024
- Planning Determination and Stage 4A design running in parallel from mid-February 2024
- Contractor pricing and RIBA Stage 4B running in parallel from mid-May to late August 2024
- Contract Award in September 2024



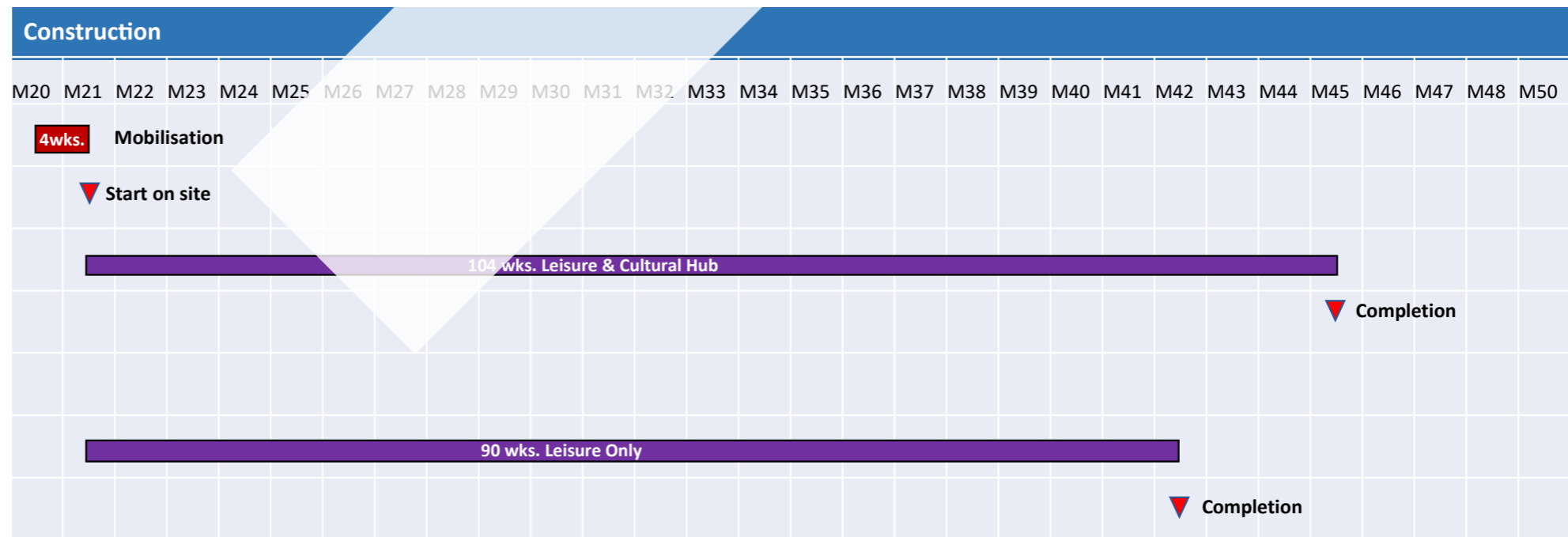
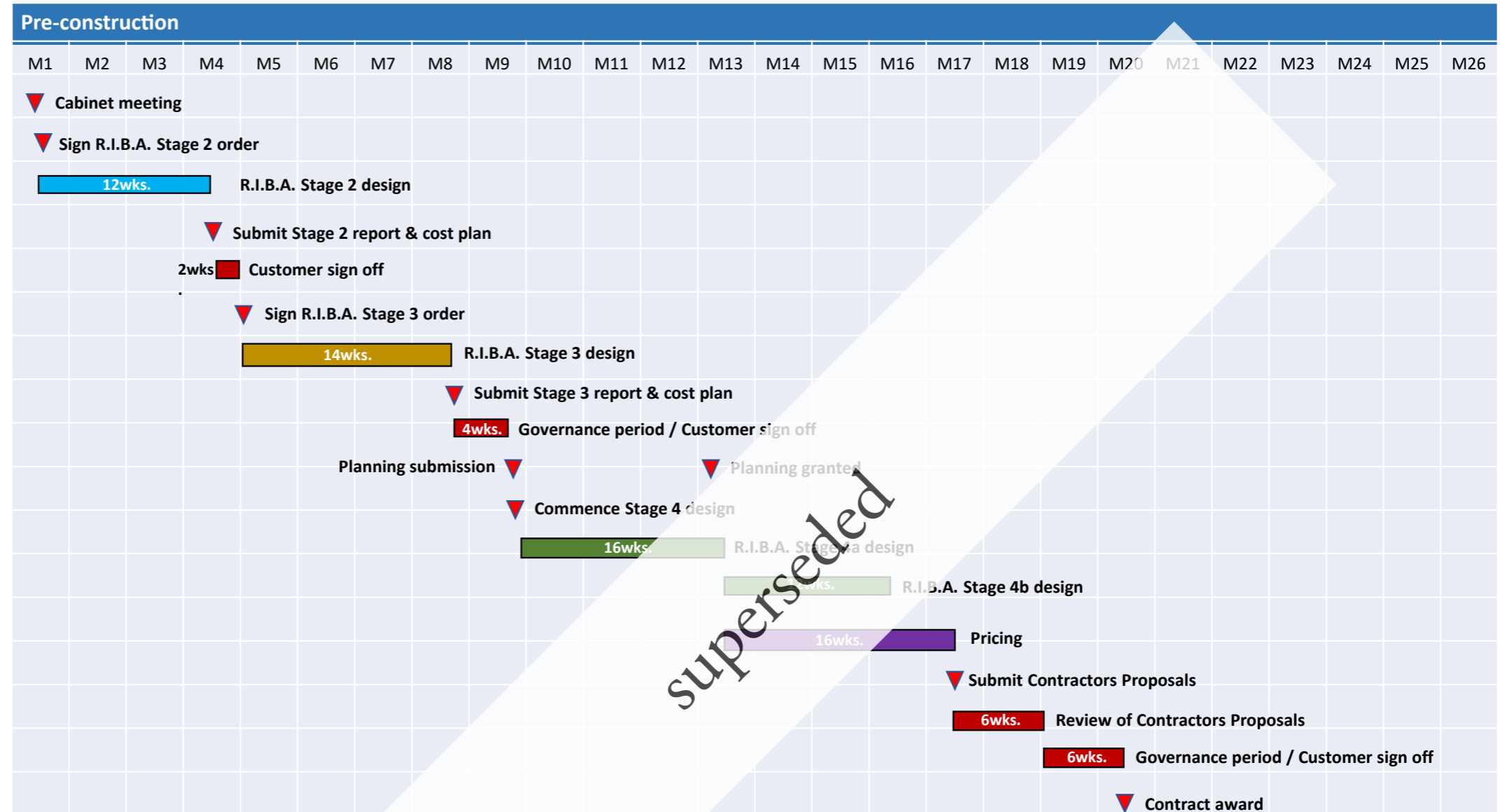
*Pre-construction: 15 months*

# Programme

## Overview

A second, 'shadow programme' has been produced by Willmott Dixon Construction (WDC). This illustrates an extended programme with a period of 20 months from the start of RIBA Stage 2 to Contract Award and a construction period of 104 weeks (24 months).

Please note that this programme is currently being used to guide expectations with stakeholders and to provide a degree of contingency for extended periods of governance and sign-off. But the MDDT will be using the GT3 programme to drive activities and outputs in order to improve on the dates in the WDC programme.



## 7 • Sustainability Strategy (by others)

---

## 8 • Outline Cost Plan (by others)

---

- Appendices
-

## *A • Stage Report Deliverables*

---



*B • Scope of Services (Stages 2&3)*

---

## *C • Designer's Responsibility Matrix*

---

## *D • Project Deliverables*

---

*E • Vision & Technical Workshop Document*

---

# *F • Culture Workshop Summary*

---



**Newcastle Studio**

John Dobson House  
49 New Bridge Street West  
Newcastle  
NE1 8AN  
t: 0191 281 7700

[info@gt3architects.com](mailto:info@gt3architects.com)

**Nottingham Studio**

The Wallis Building  
Plumtre Place  
Nottingham  
NG1 1LW  
t: 0115 947 0800

[www.gt3architects.com](http://www.gt3architects.com)