RESIDENTIAL STADIUM

ADAPTIVE REUSE

/OPEN IDEAS COMPETITION/

INTRODUCTION

The 2018 Soccer World Cup ended a few weeks ago. With it ends an intense month of an event that not only affects the sports world, but has direct repercussions in the economy, tourism or urban planning of the host country.

On this occasion Russia was chosen to host the event. A total of twelve stadiums in eleven Russian cities have been built and renovated for the FIFA World Cup.

But have you ever thought about what happens when Olympic arenas, World Cup stadiums or other costly sporting venues close at the end of the colourful events for which they were designed? Many go on to host local sports clubs. Others, though, become proverbial 'white elephants', scraping by as glorified parking lots, dirt tracks for stock-car racing and even, as in the case of Montreal's spectacular Olympic Stadium, as a swine-flu accination centre.

In the past World Cup edition, the spotlight was on the stadiums in Brazil, a country where there is said to be a shortage of more than fi e million homes although many more millions of Brazilian reals have been spent on expensive venues like the Arena de Amazônia in Manaus and the Arena das Dunas in Natal. Host to just four World Cup matches, the ambitious 44,000-seat Manaus stadium became home to the local fourth-division football team that attracts crowds of little more than a thousand per game.

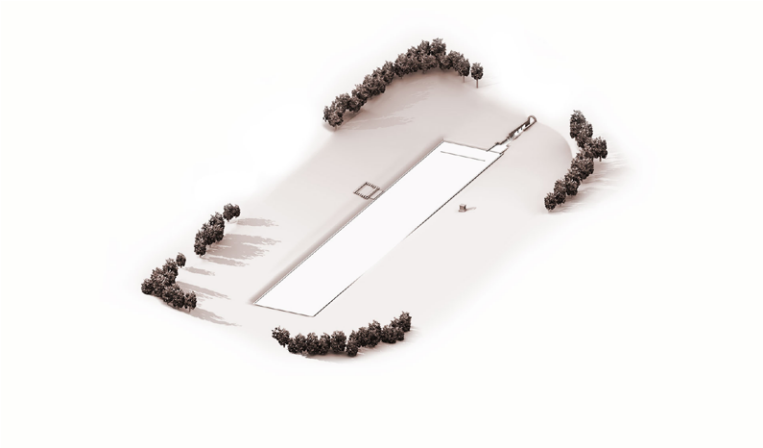
In RESIDENTIAL STADIUM: ADAPTIVE REUSE, Archstorming will analyze how architecture can provide solutions to stadium designs, so they can always be reused after the event has finished

Arena das Dunas and Arena de Amazônia

HISTORY

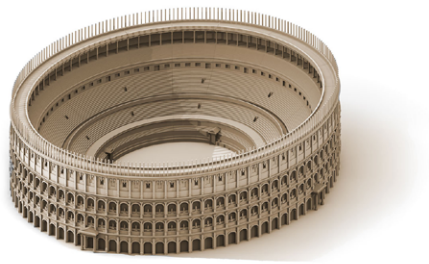
Vast monuments to human achievement and competition, the world's stadiums are the crowning glory of many a city. A place where sporting careers are made or broken and rock stars thrill their fans' with live music on an epic scale, such grand arenas can seem like the optimistic embodiment of everything a nation values.

We can think that they have changed much throughout the years, but have they really?



The Stadium at Olympia
Olympia, Greece
Built: fifth century B.C
Capacity: approx. 45,000-50,000

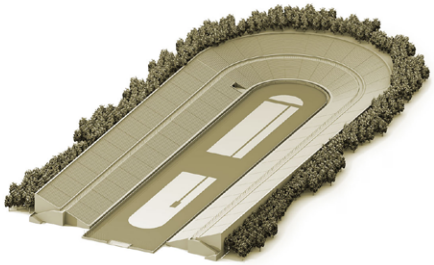
The stadiums of ancient Greece, often carved out of hillsides to allow a clear view, fostered civic and religious engagement. In 776 B.C. Olympia fi st drew the Greek world to its games, which were banned as pagan a millennium later.



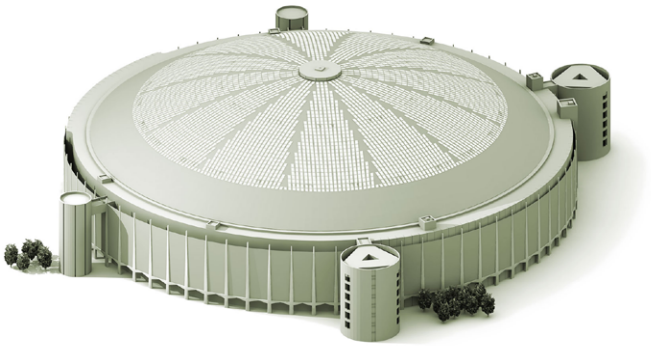
Flavian Amphitheater (Colosseum)
Rome, Italy
Built: A.D. 70-82
Capacity: approx. 50,000

Roman gladiators fought their battles in arenas, a term derived from the Latin word for "sand," which soaked up the blood spilled in their deadly contests. Stadiums across the Roman Empire were designed to maximize spectacle, entertaining and distracting restless populations.

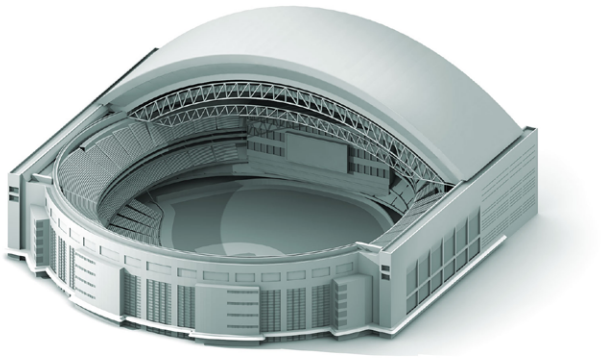
HISTORY



Panathenaic Stadium
Athens, Greece
Built: 331 B.C.; expanded 1894-96
Capacity: 65,000
Pierre de Coubertin's revival of the Olympic Games in 1896 also restored stadiums to their place as important civic buildings. The increasingly urbanized public wanted more entertainment, and the industrial revolution's iron, steel, and technology went toward providing it in huge edifices

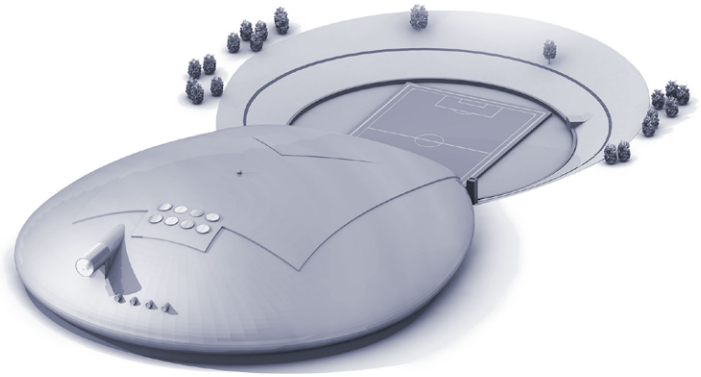


Astrodome
Houston, United States
Built: 1962-65
Capacity: 50,000-70,000
Financial pressures and growing television audiences became the drivers of architectural innovation in stadium design. Stadiums also began to be seen as opportunities for governments and urban planners to boost city fortunes with economically productive sports facilities.



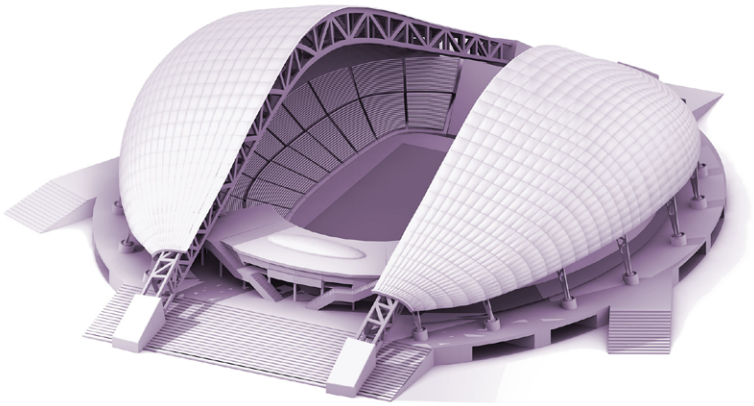
SkyDome
Toronto, Canada
Built: 1986-89
Capacity: 47,107-49,282
When outdoor sporting events experience inclement weather, attendance—and profits—d op. To solve this problem, engineers and designers worked to create stadiums that could be transformed from outdoors to indoors at the touch of a button.

HISTORY



Sapporo Dome
Sapporo, Japan
Built: 1998-2001
Capacity: 41,484-53,738

Roofs allowed teams to play in bad weather, but they also made it more difficul to grow the grass that made up the fields Past stadiums had resorted to artificial turf, but others later implemented retractable fields especially useful if the stadium hosted multiple sports and events.



Fisht Stadium
Sochi, Russia
Built: 2009-2014
Capacity: 40,000-47,659

Financial pressures and growing television audiences became the drivers of architectural innovation in stadium design. Stadiums also began to be seen as opportunities for governments and urban planners to boost city fortunes with economically productive sports facilities.

Source: National Geographic

THE CHALLNGE

Archstorming is calling for proposals to design an adaptive stadium that could also be used as a residential building.

Giving the fact that the World Cup 2026 will be held in North America (USA, Canada and Mexico), the project for the stadium will be located in New York City (USA).

In the proposals, participants should see adaptive reuse as an effecti e way of reducing urban sprawl and environmental impact. By reusing an existing structure within a site, the energy required to create these spaces is lessened, as is the material waste that comes from destroying old sites and rebuilding using new materials.

The proposed stadiums can:
1) Work as both sports arena and residential building at the same time.
2) Adapt to sports arena or residential building depending on the required use
or
3) Convert to residential building permanently after the sports event has finished

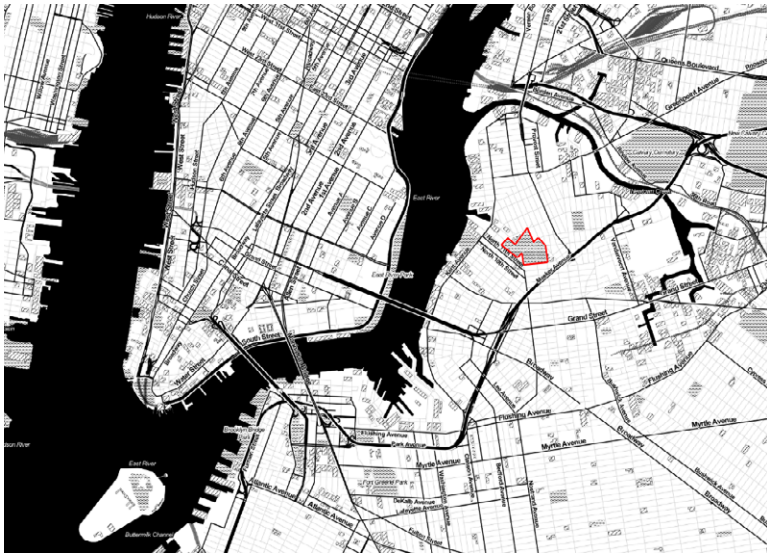
The stadium could have the following program:

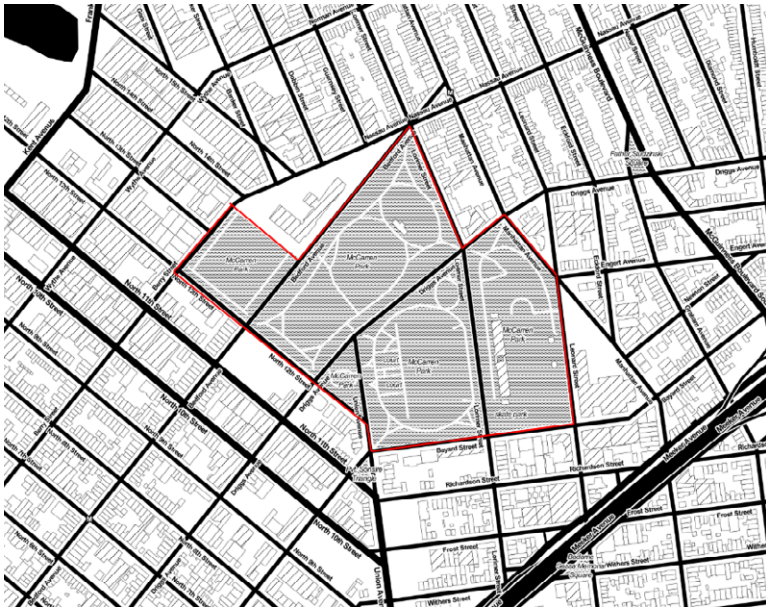
- **Soccer field**
  Length: minimum 100 m, maximum 110 m.
  Width: minimum 64 m, maximum 75 m.)
- **Stadium stands**
- **Residential units (recommended size: 30 m2 to 100 m2)**
- **Restaurants**
- **Offices**
- **Shops and commercial spaces**
- **Multipurpose spaces**
- **Bathrooms**
- **Gardens and public spaces**

The provision of services and facilities that we propose for the stadium is indicative and is open to any modifi ation by the participants.

Abandoned stadium in Detroit

LOCATION





The project will be located in the current McCarren Park, in Williamsbourg, New York City.

The whole park is elegible to locate the stadium, although the soccer field that can already be found there could be useful as a starting point for the project.

Further material will be provided after registration.

COMPETITION DETAILS

ELEGIBLITY

Any architecture student or actual architect can participate in RESIDENTIAL STADIUM, regardless of their nationality. Likewise, people from other disciplines can also participate, such as philosophers, sociologists, photographers, etc. Not being necessary the presence of an architect in the team, although it is recommended.
Teams may be formed by a maximum of four (4) members and a minimum of one (1).
All team members must be 18 years of age or older.
The registration fee must be paid per team, regardless of the number of members (1-4 people).
In the event that a team or participant wants to participate with more than one proposal, it will be necessary to register twice (or as many times as proposals will be submitted), paying the full price corresponding to each registration.
Under no circumstances may jurors, the organization or persons directly related to the jury participate in this competition.

AWARDS

When competition reaches 500 participating teams, registration will be immediately closed and prizes will be 20.000€, broken down as follows:

1st PRIZE
10.000€

2nd PRIZE
5.000€

3rd PRIZE
3.000€

4th PRIZE
1.500€

5th PRIZE
500€

+10 HONORABLE MENTIONS

Prizes will depend on how many teams have registered successfully after registration deadline. If, after that date, teams don't reach 500, prizes will be:

001-100 registered teams: 1| 2.000€ 2| 1.000€ 3| 500€
101-201 registered teams: 1| 3.000€ 2| 1.500€ 3| 500€
201-300 registered teams: 1| 4.000€ 2| 2.500€ 3| 1.000€
301-350 registered teams: 1| 5.000€ 2| 3.500€ 3| 1.500€
351-400 registered teams: 1| 6.000€ 2| 3.500€ 3| 1.500€
4| 1.000€ 5| 500€
401-450 registered teams: 1| 8.000€ 2| 4.000€ 3| 1.500€
4| 1.000€ 5| 500€
451-475 registered teams: 1| 9.000€ 2| 4.500€ 3| 2.000€
4| 1.500€ 5| 500€
476-500 registered teams: 1| 10.000€ 2| 5.000€ 3| 3.000€
4| 1.500€ 5| 500€

*Depending on the country of residence of the winners, the prize may be subject to the withholding or payment of taxes foreseen in the law of that country.

COMPETITION DETAILS

CALENDAR

JULY 18th 2018	REGISTRATION OPENS
NOV 21st 2018	REGISTRATION CLOSES
NOV 21st 2018	**SUBMISSION DEADLINE**
DEC 6th 2018	WINNERS ANNOUNCED

* Registration can close earlier if the competition reaches 500 teams registered. In that scenario, submission deadline won't change
*No submissions will be accepted after the general deadline indicated above: 23:59:59 Los Angeles time (UCT / GMT-5) or CDT.

PAYMENT
Registration fees will depend on how many teams are already registered in the moment of registration, and will evolve as follows:

001-100 registered teams: **50€ + VAT**
101-201 registered teams: **65€ + VAT**
201-300 registered teams: **80€ + VAT**
301-350 registered teams: **100€ +VAT**
351-400 registered teams: **110€ + VAT**
301-450 registered teams: **120€ + VAT**
451-475 registered teams: **135€ + VAT**
476-500 registered teams: **150€ + VAT**

VAT: 21%

Registration process must be completed on the officia Archstorming website. In order for the registration to be successful, the team must pay the fee corresponding to the registration date. Once the registration and payment process have been completed, there will be no refunds.

PAYMENT METHODS
Visa, Mastercard, Discover and American Express credit or debit cards may be used. The Archstorming team will not have access to credit card details. Please provide the information on the card as it appears on it.
Likewise, payments are accepted through Paypal.

REGISTRATION
Within 24 hours after registration and payment, the Archstorming Team will send a confirmation email that will include the registration number. This number must be placed in a visible spot on the team's competition board, preferably the lower right corner.

At the time of completing the submission form when sending the proposals, the registration number will also be required to identify the team.

http://www.archstorming.com/register.html

COMPETITION DETAILS

SUBMISSION MATERIALS

Participants must submit one (1) A1 format board (594x841 mm or 23.4x33.1 inches) oriented either landscape or portrait with the registration number in the lower right corner.

The content of the board is open, as long as the idea that the participants want to communicate is clearly expressed. The board must be delivered in JPEG or JPG format and its name must be the registration number provided by the Archstorming Team (eg 2068041030.jpg). Size must not exceed 15MB.

In addition, one (1) description of the project no longer than 200 words must be submitted. The description must be submitted in PDF format and its name must be the registration number provided by the Archstorming Team (eg 2068041030.pdf)

If the participant delivers more than one board, only the fi st board will be considered.

All the materials must be submitted in the Submit section on the Archstorming's website.

http://www.archstorming.com/submit.html

EVALUATION CRITERIA

The jury will evaluate the projects based on the proposed objectives, the main being the design of an adaptive stadium that can be used as a sports arena and/or as a residential building.

The jury is free to add other criteria that they consider important for the creation of the new stadium.

A total of 50 proposals will be selected for the final round. Among the 50 finalists the jury will choose the winner, the second and third place, and the 10 honorable mention.

FAQ

You can check the most common questions in the corresponding section on the Archstorming website:

http://www.archstorming.com/info.html

Also, during the competition, all questions sent by email will be answered individually and uploaded to the section of the website mentioned above.

COMPETITION DETAILS

INTELLECTUAL PROPERTY AND COPYRIGHT

All materials submitted to the competition will become property of Archstorming, and therefore give Archstorming all rights to that material from that moment on.

Archstorming will publish all materials given appropriate attributes to the authors.

Archstorming reserves the right to modify the proposals and text in order to better adapt them to any publication format, without changing the essence of the proposal itself.

The participant is responsible for using copyright-free images. Archstorming is not responsible for the use of protected images by the participants.

NOTES

Archstorming reserves the right to make any changes in the rules of the competition (dates, requirements, etc.). It is the obligation of the participants to check on a regular basis the website of Archstorming to verify if the Terms and Conditions or the competition information have been modified

The competition is only a theoretical project, without meaning that the winning proposal or any other presented will never be build.

Archstorming is not responsible for any research done by participants in the area.

The breach of the norms and terms defined in this briefing or in the Terms and Conditions of the website of Archstorming will result in the immediate disqualifi ation of the team without any refund of the payments made.

Archstorming reserves the right to cancel this contest in case it does not reach a minimum number of participants, defined in the Terms and Conditions. In that case Archstorming will return the full amount of registration fees to the participants enrolled at the time of cancellation.

http://www.archstorming.com/terms-utw.html