INGLESIDE POLICE STATION REPLACEMENT









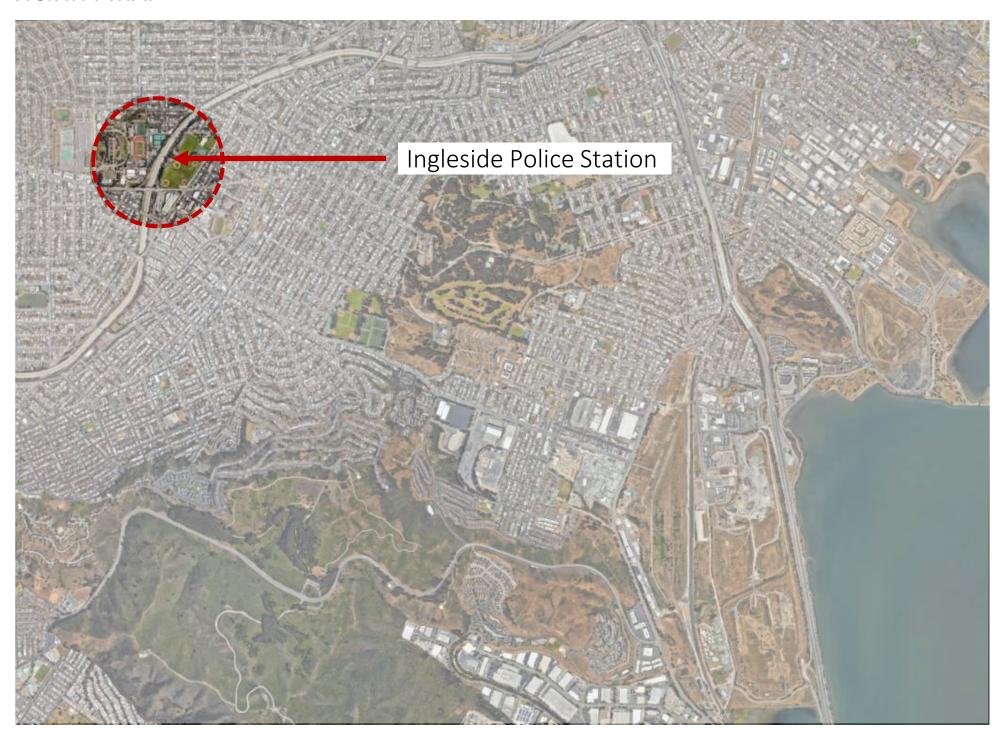


CONTEXT

LOCATION



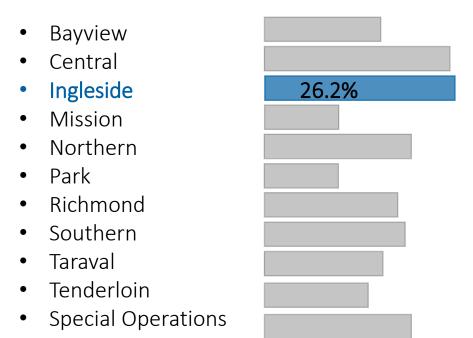
VICINITY MAP



CONTEXT: Potential District Growth

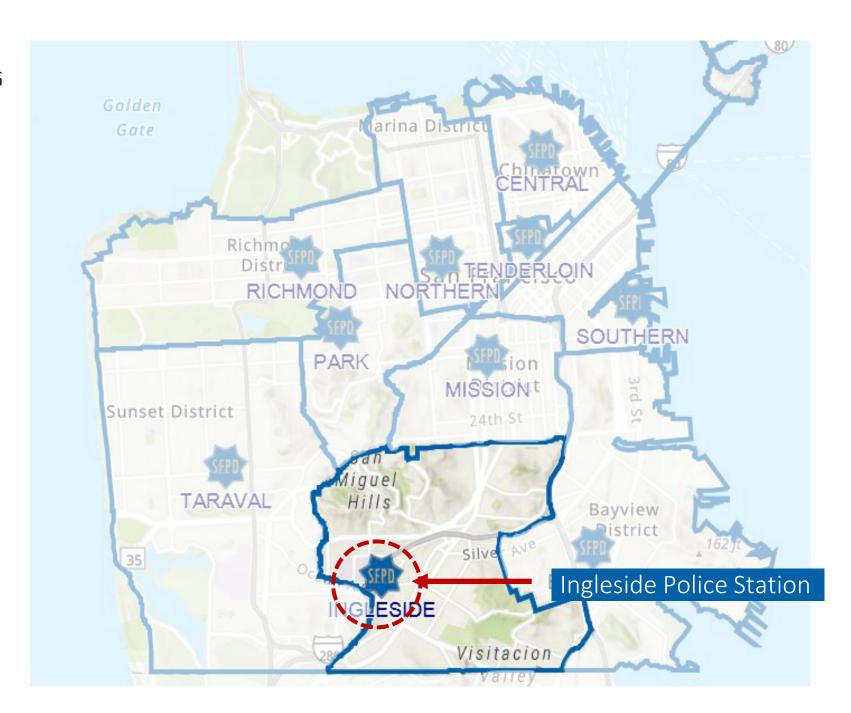
- INGLESIDE SERVES ONE OF THE LARGEST AND RAPIDLY GROWING AREAS OF SAN FRANCISCO, SPANNING SEVERAL SUPERVISORIAL DISTRICTS
- REQUIRES A LARGER STAFF TO MEET THE COMMUNITY NEED

POLICE STAFF EXPECTED GROWTH INCREASE BY 2028



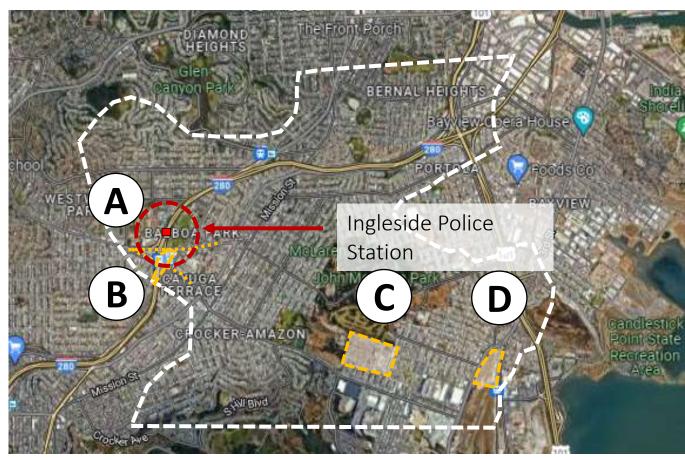
Data sources:

- 1. The San Francisco Police Department Administration Bureau Staffing Projections for 2022 white paper, dated 1/22/13
- 2. San Francisco Office of the Controller SFPD Car Sector Patrol Staffing Analysis, May 2018.
- 3. San Francisco Office of the Controller Citywide Benchmarking Report, February 2017



CONTEXT: Potential District Growth











PROJECT DRIVERS

EARTHQUAKE SAFETY AND EMERGENCY RESPONSE (ESER) BOND:

- FUNDS SEISMIC & OTHER UPGRADES TO FIRST RESPONDER FACILITIES TO ENSURE A QUICK RESPONSE AFTER A MAJOR EARTHQUAKE OR DISASTER
- INGLESIDE STATION IS CURRENTLY A SEISMIC RISK

PROJECT GOALS:

- EXPAND FACILITY TO ACCOMMODATE CURRENT PROGRAM NEEDS
 - BE A RESOURCE FOR THE COMMUNITY
 - REHABILITATE & UPGRADE 100-YR OLD HISTORIC BUILDING TO MEET CURRENT STANDARDS
 - BUILD NEW TO BE COMPATIBLE WITH HISTORIC BUILDING AND DEVELOP A UNIFIED CAMPUS
 - BE **SUSTAINABLE**, ENERGY-EFFICIENT, AND DURABLE
 - BE A **SECURE**, SAFE, AND HEALTHY WORK ENVIRONMENT











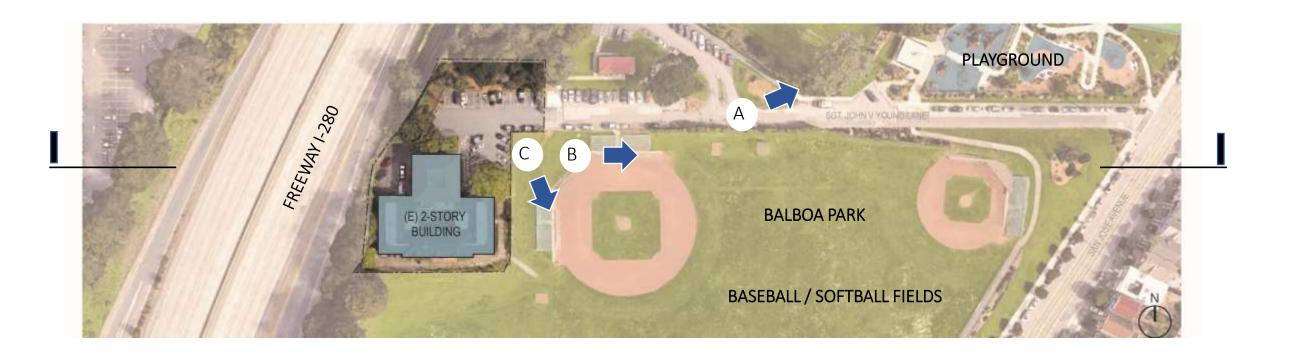
SITE ACCESS

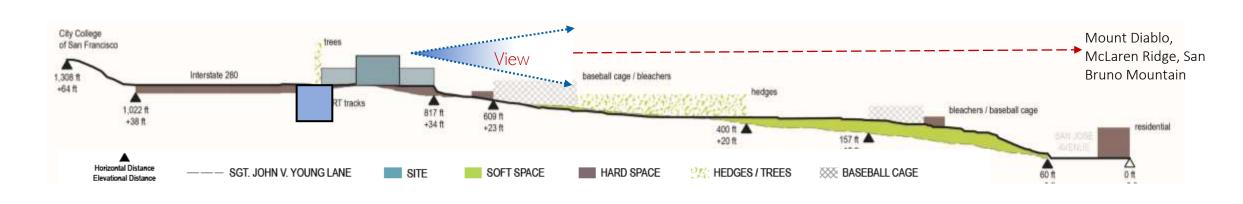




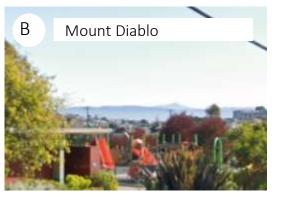
1910 2022

SITE: Topography & views

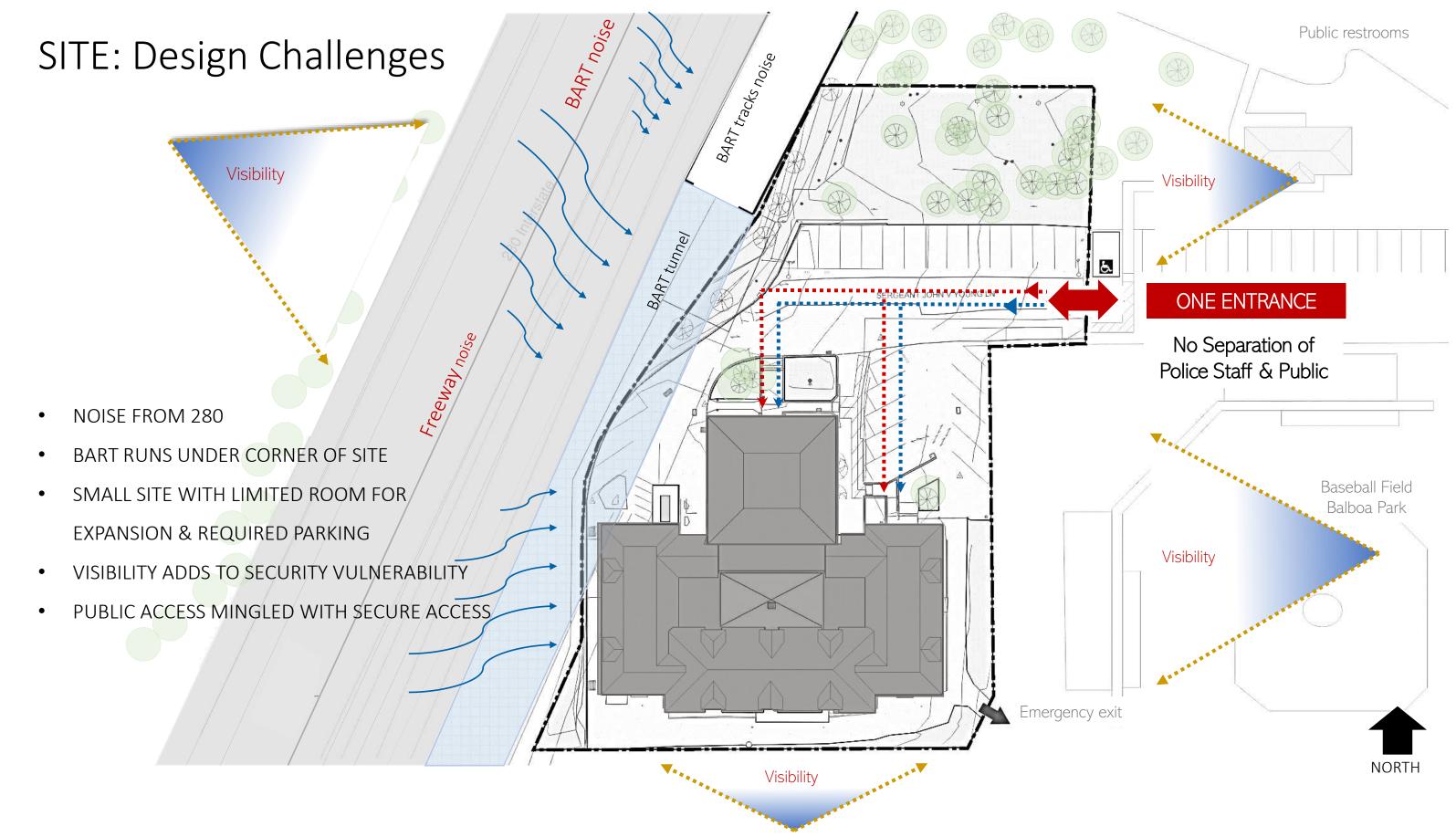






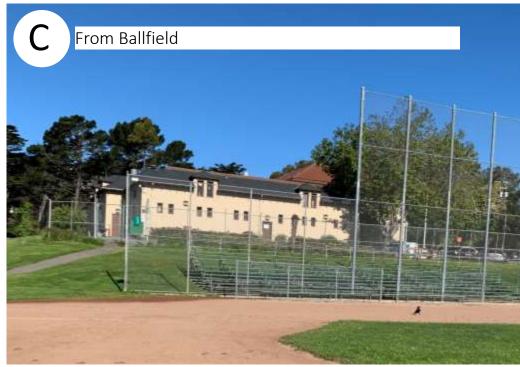






SITE: Views of Building



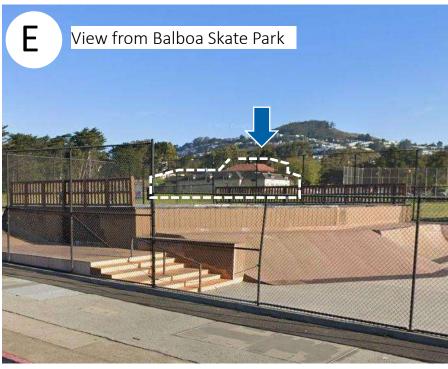






SITE: Views of Building



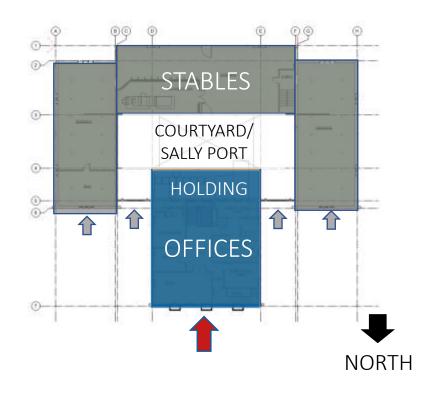








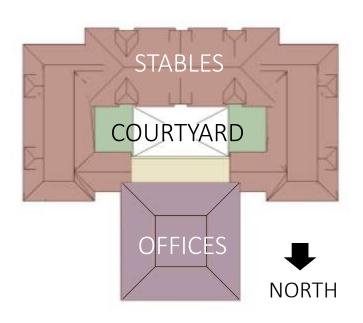
HISTORIC BUILDING



- **STYLE**: MISSION REVIVAL
- **BUILT:** 1910 (100+ YEARS OLD)
- ARCHITECT: ACTING CITY ARCHITECT, EMIL DE NEUF
- HISTORIC RESOURCE ELIGIBILITY:
 - CALIFORNIA REGISTER OF HISTORICAL RESOURCES (CRHR)
 - NATIONAL REGISTER OF HISTORIC PLACES (NRHP)
 - BALBO PARK HISTORIC DISTRICT



HISTORIC BUILDINGS: Degree of Historic Significance



LEGEND

VERY SIGNIFICANT

SIGNIFICANT

CONTRIBUTING

NON-CONTRIBUTING













NO COST NOT THE IN-

WEST ELEVATION

DESIGN PARAMETERS

EXPANSION INCLUDES:

- PROGRAM EXCEEDS HISTORIC BUILDING CAPACITY
 - EXPANDED COMMUNITY ROOM FUNCTION
 - OFFICES & FACILITY SUPPORT
 - ADDED LOCKER + SHOWER AREA
- ON SITE PARKING FOR POLICE VEHICLES

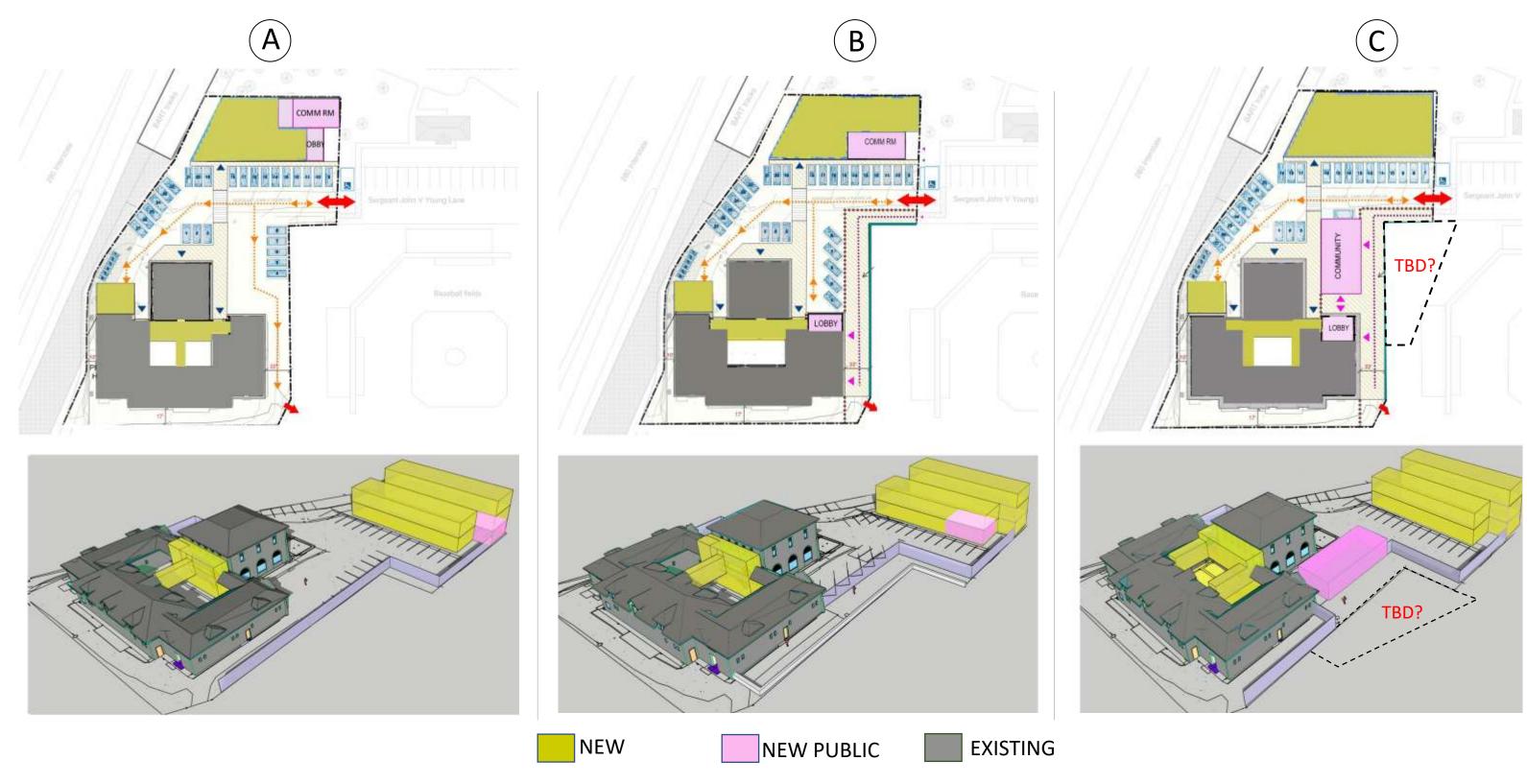
CHALLENGES:

- PUBLIC ACCESS WITHOUT COMPROMISING SECURITY
- LIMIT IMPACT ON HISTORIC RESOURCE
- LIMITED SITE AREA WITH HIGH DEMAND FOR VEHICLE PARKING
- SEPARATE STABLE & MAIN BUILDING

APPROACH:

- PUBLIC FACING COMMUNITY ROOM
- EASE OF PUBLIC ACCESS WHILE RETAINING CAMPUS SECURITY
- CAMPUS INCLUDING REHABILITATED HISTORIC + 2 NEW BUILDINGS
- CONNECT STABLE & MAIN BUILDING AROUND CENTRAL COURTYARD
- PROVIDE VIEWS OF, AND BE COMPATIBLE WITH, THE HISTORIC BUILDING

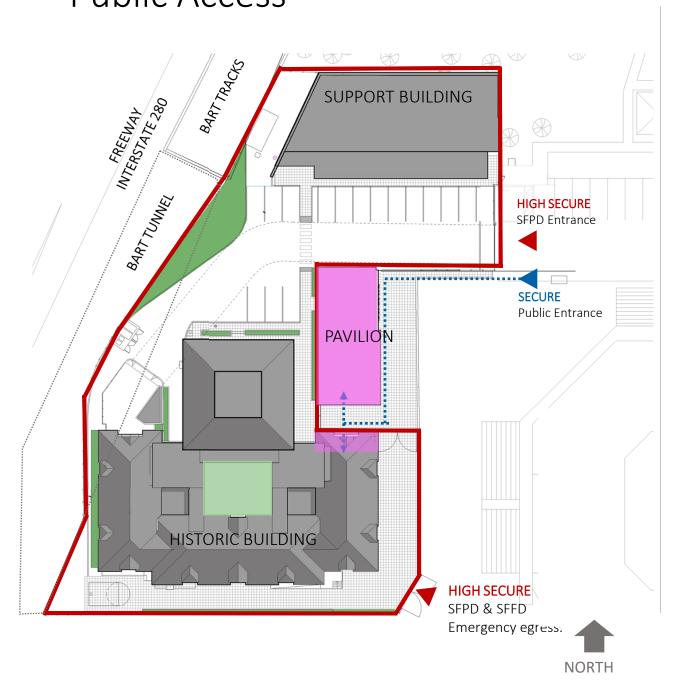
MASSING STUDIES



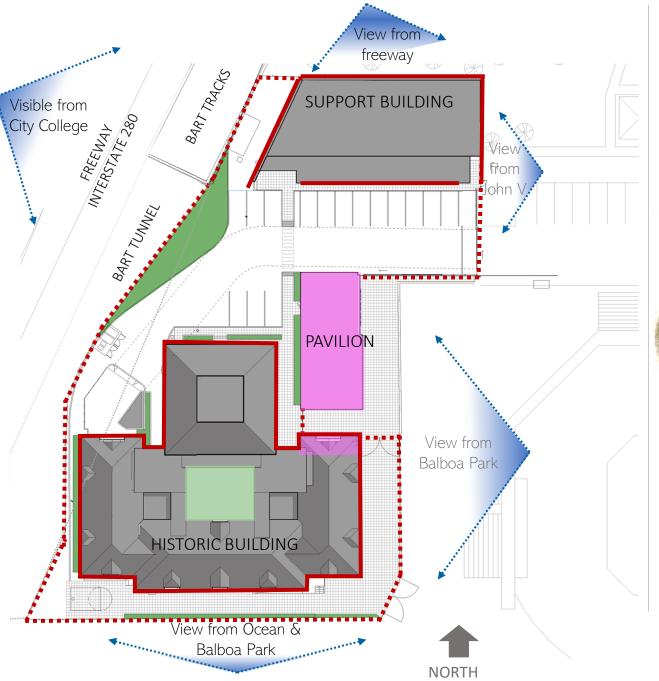


SECURITY

Secure Boundary Allowing for Public Access



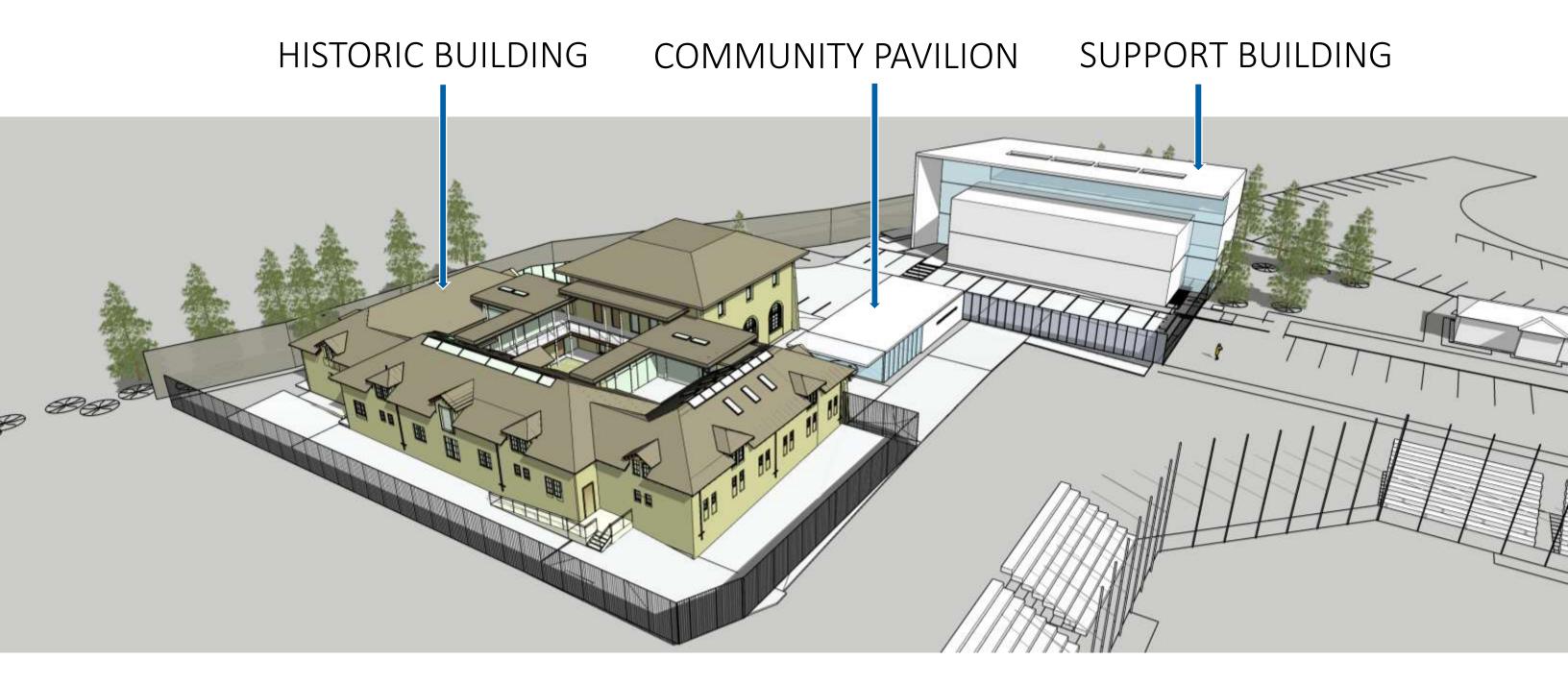
Protected Facades





PROTECTIVE SHELL

PROPOSED BUILDINGS

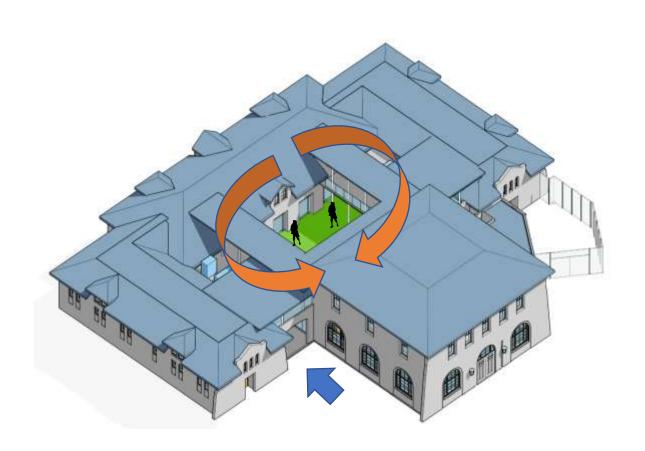


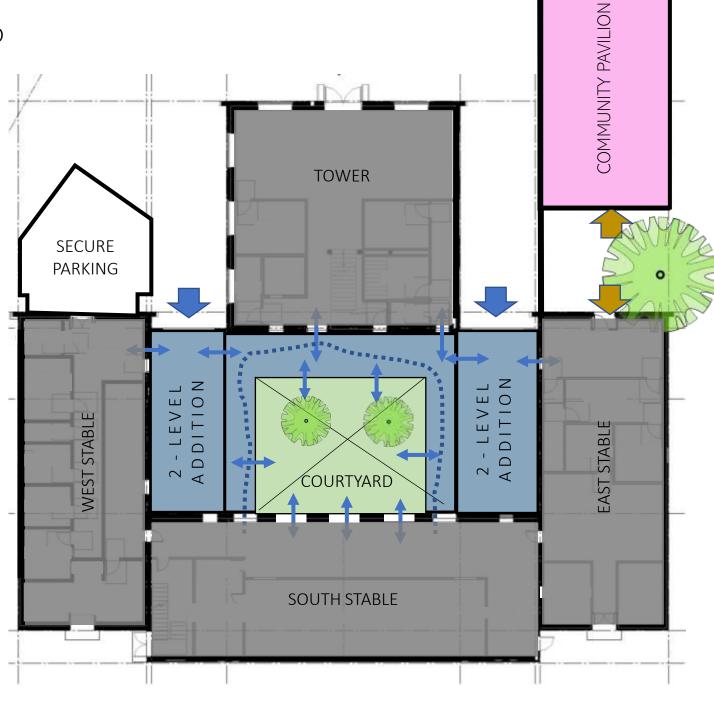
HISTORIC BUILDING



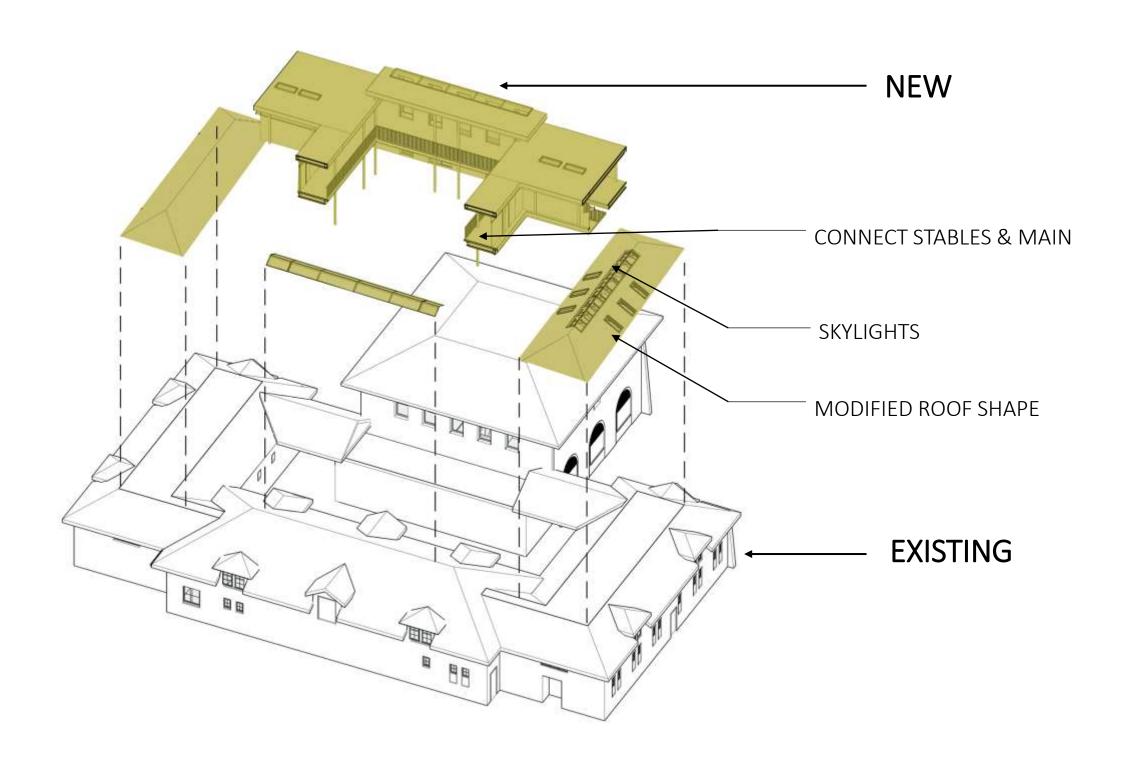
HISTORIC BUILDING – Organization

CONNECT STABLE & MAIN BUILDING AROUND CENTRAL COURTYARD





HISTORIC BUILDING – Envelope Interventions



HISTORIC BUILDING -Active Courtyard





HISTORIC BUILDING

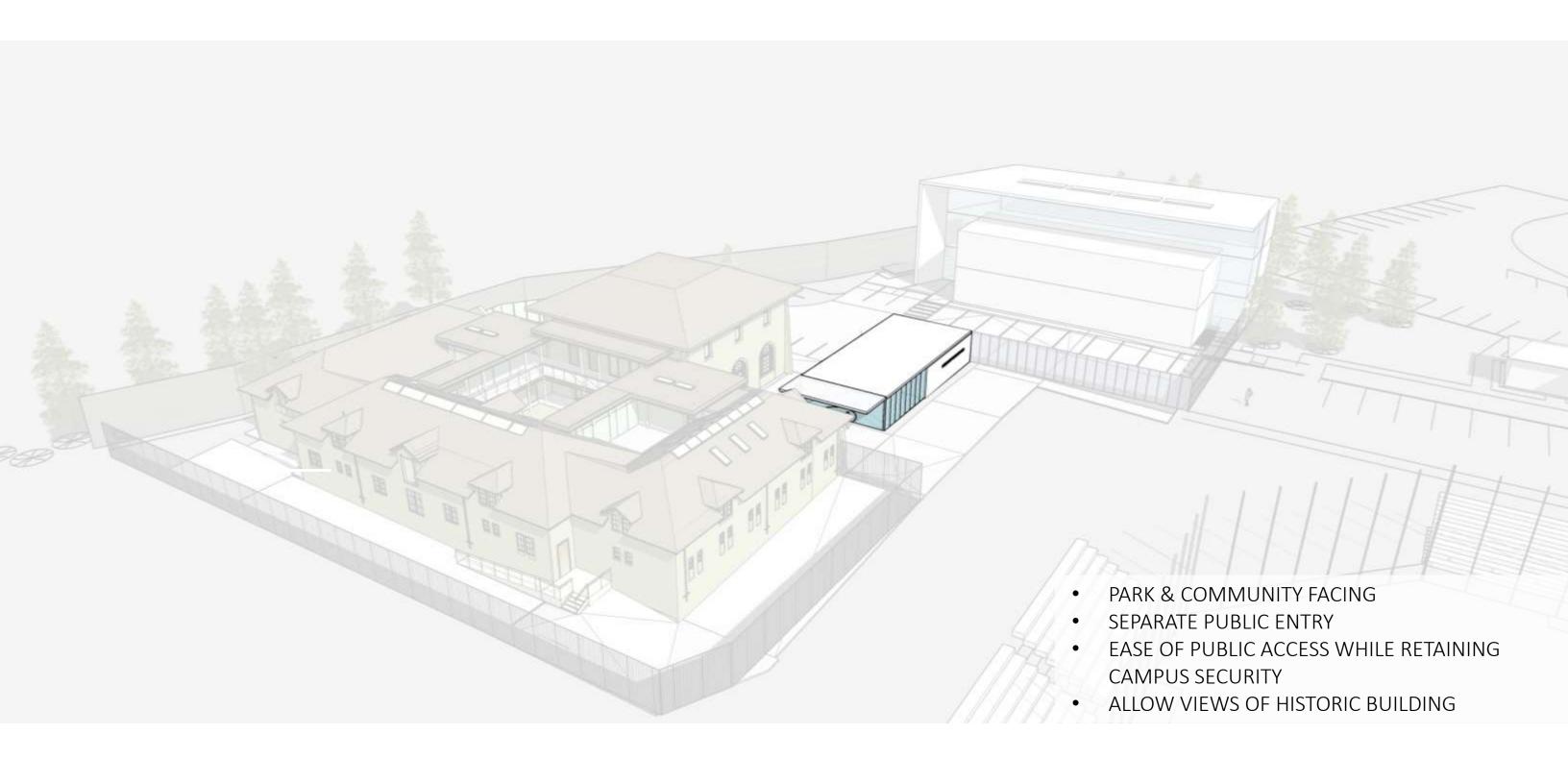




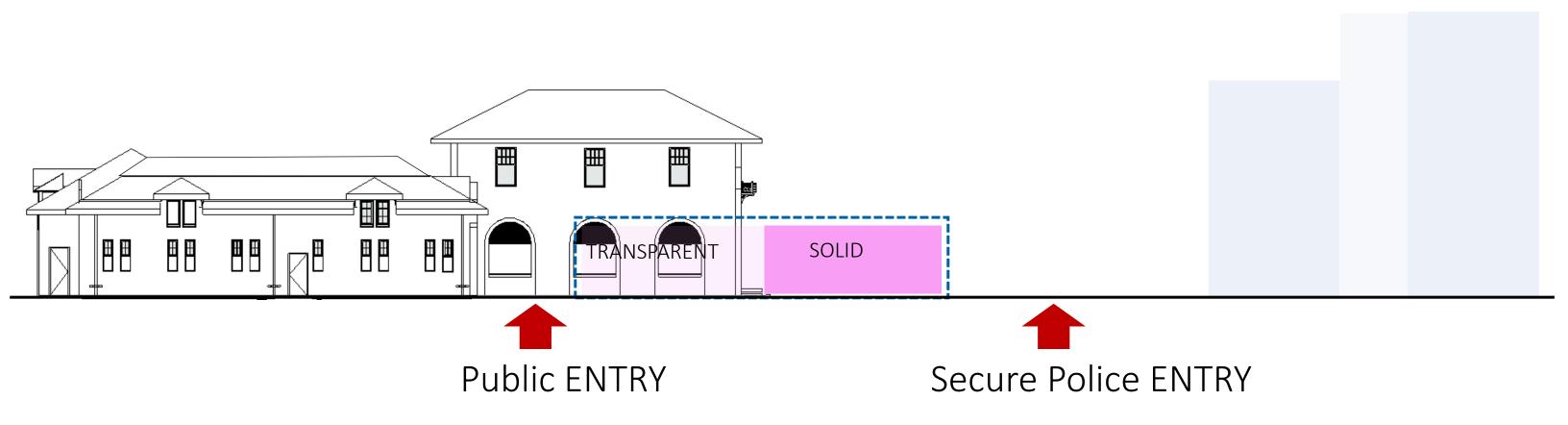




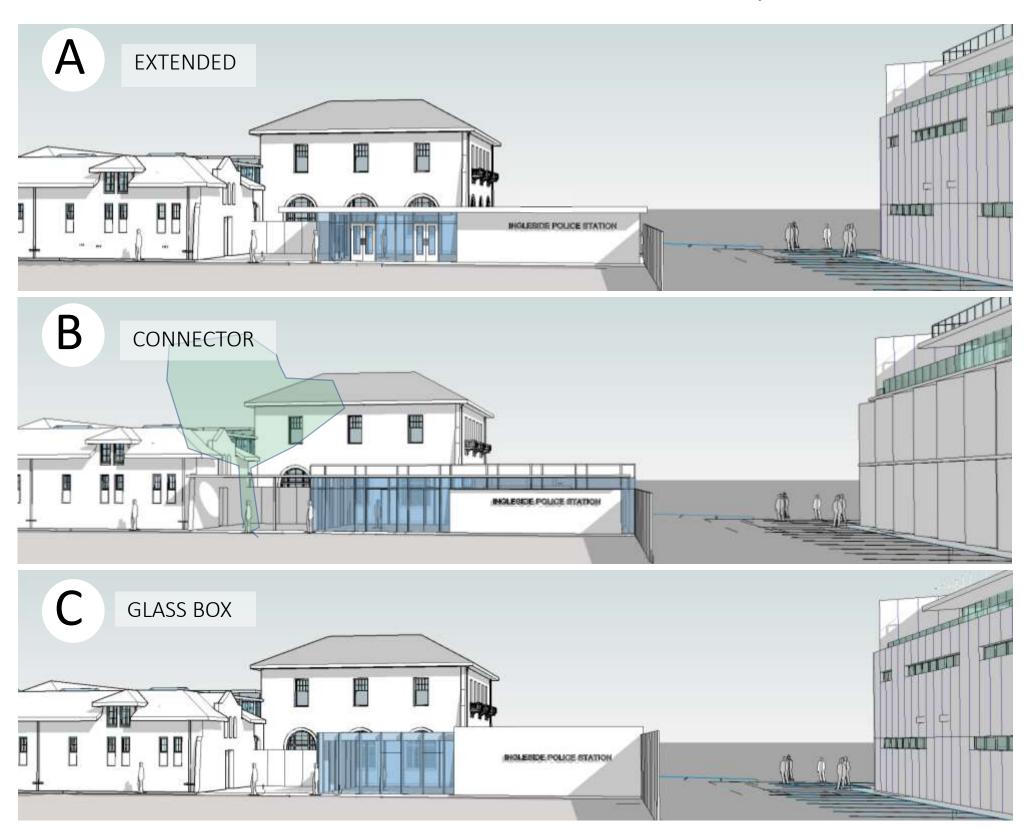
COMMUNITY PAVILION BUILDING



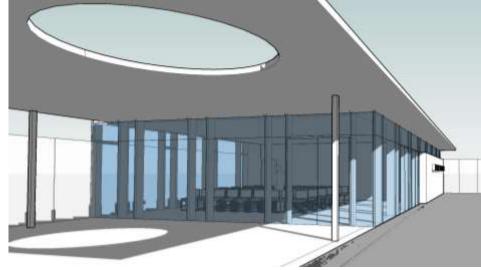
COMMUNITY PAVILION BUILDING

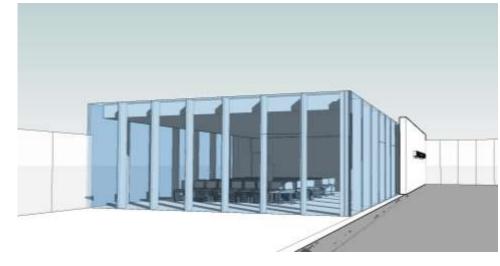


COMMUNITY PAVILION BUILDING - Options

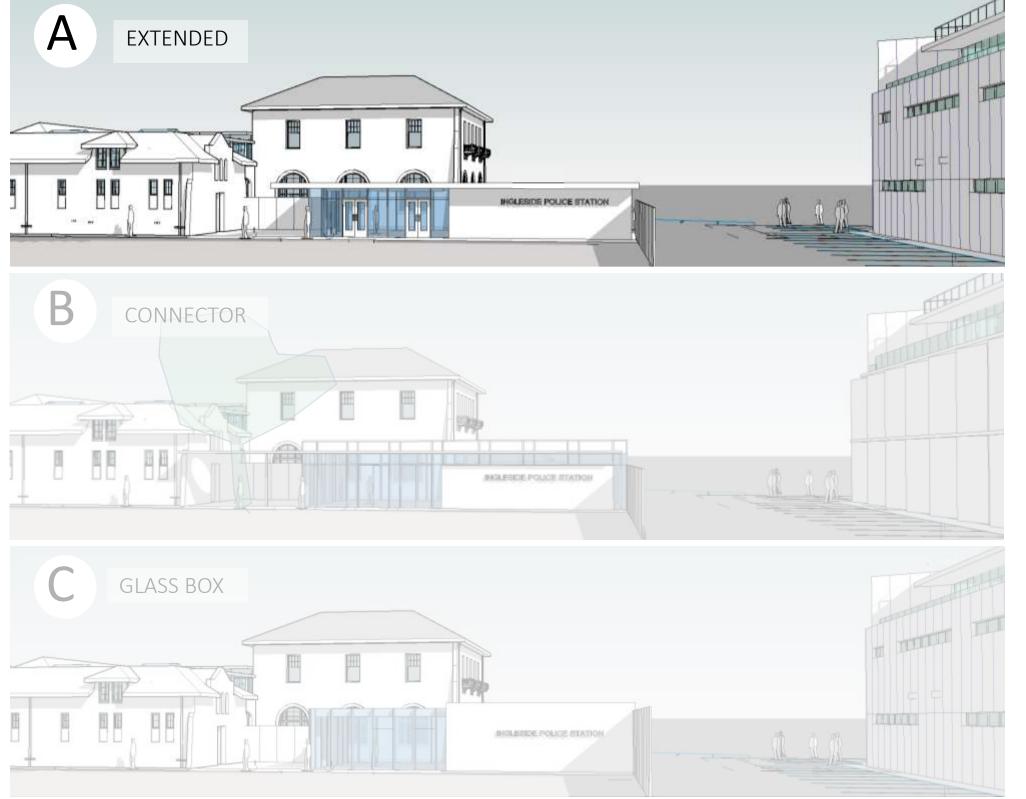






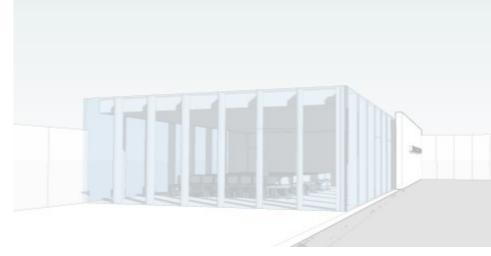


COMMUNITY PAVILION BUILDING - Options

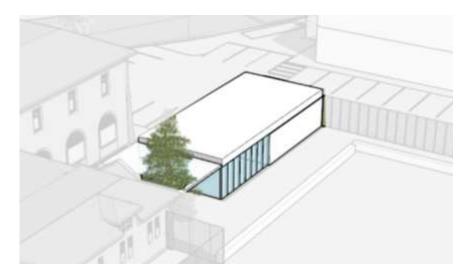








COMMUNITY PAVILION BUILDING





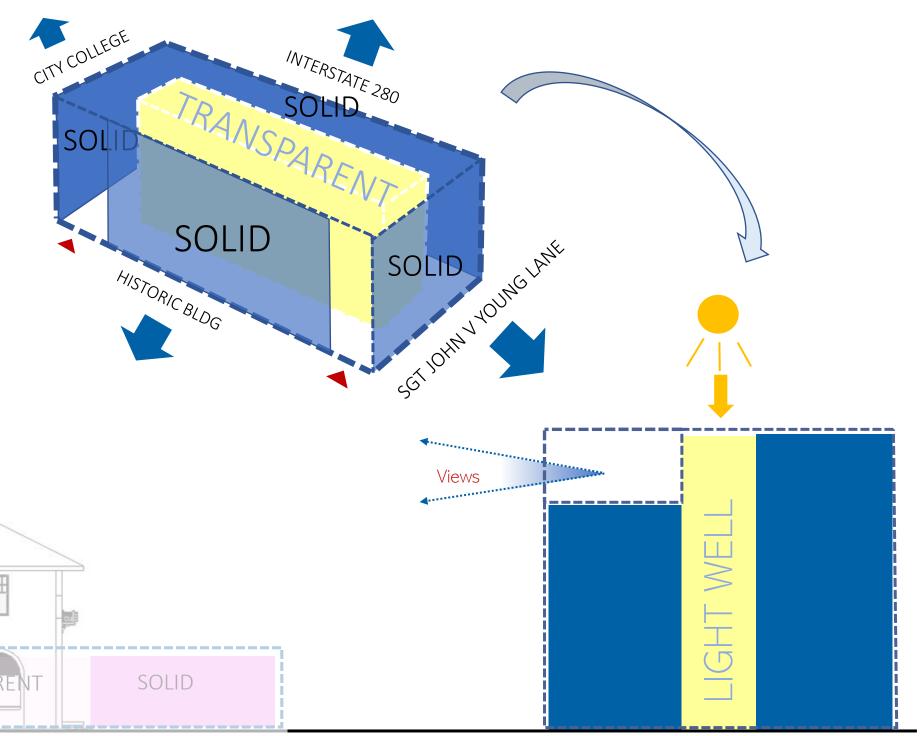




SUPPORT BUILDING



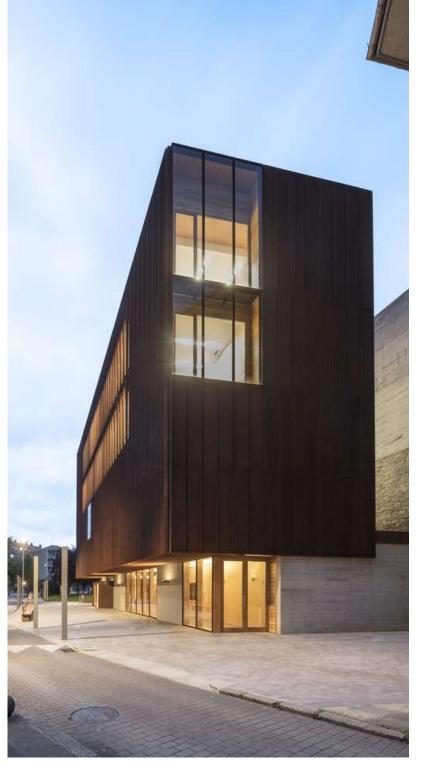
SUPPORT BUILDING





SUPPORT BUILDING - Exterior



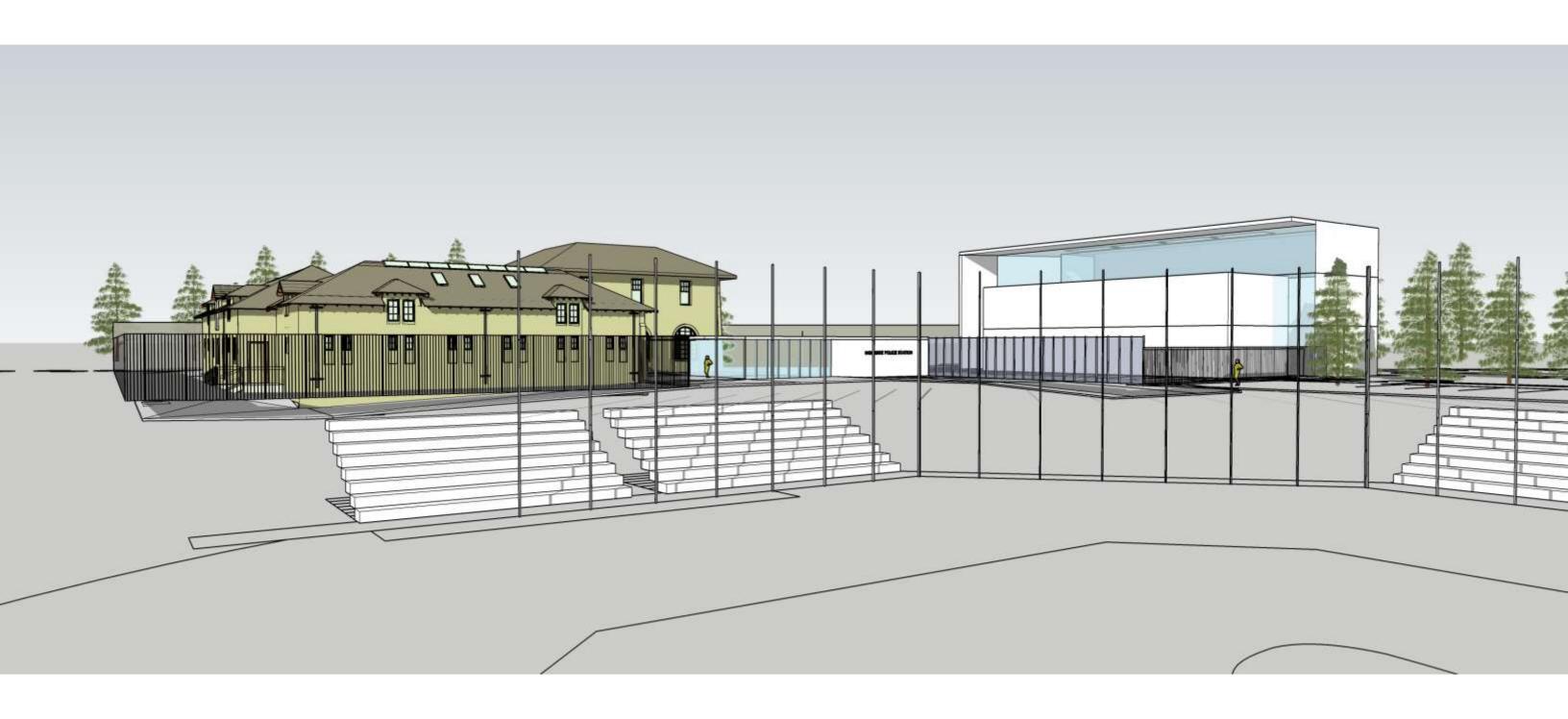




3D IMAGES







LANDSCAPE



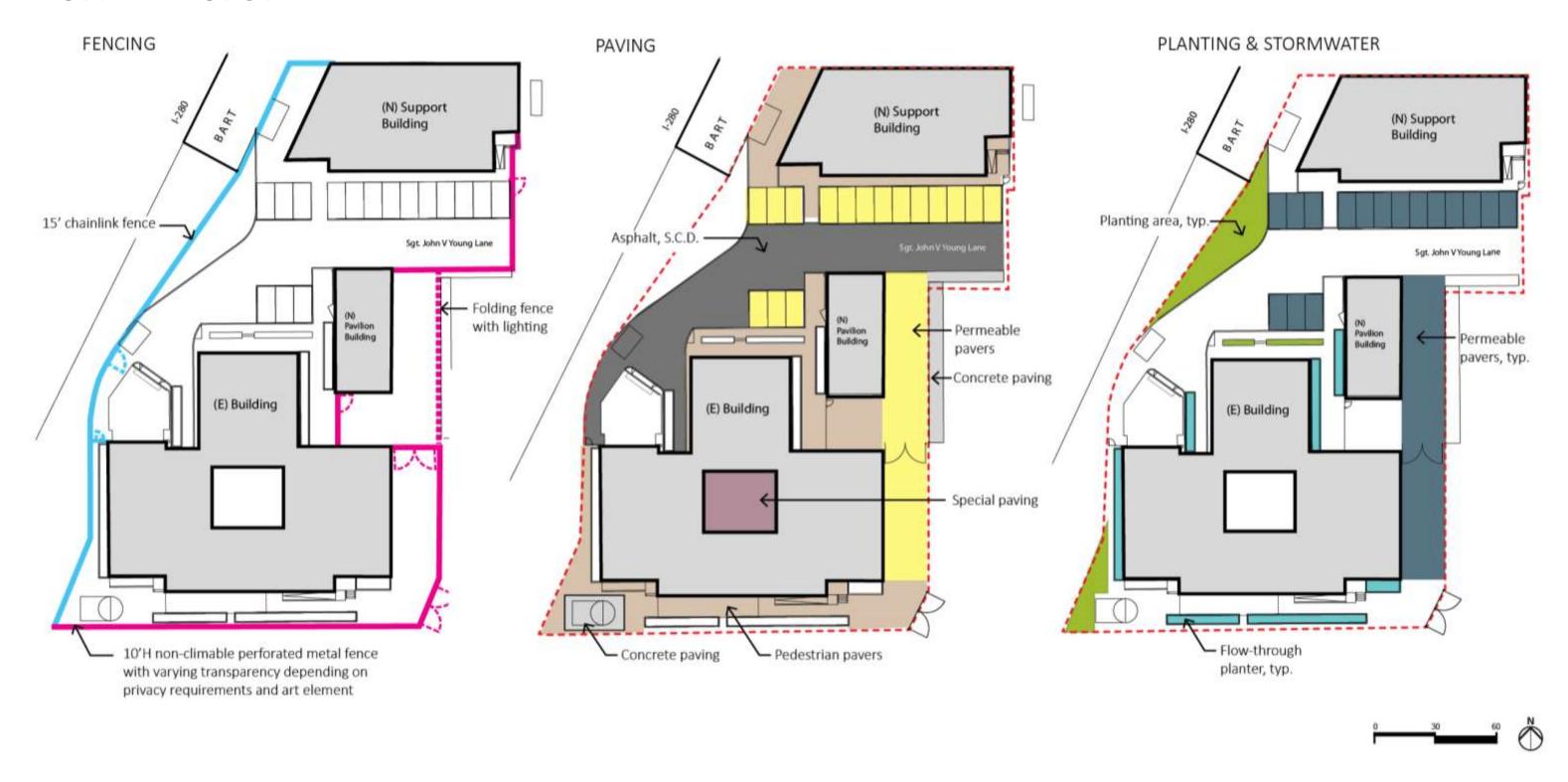








SITE DESIGN



SITE PLAN

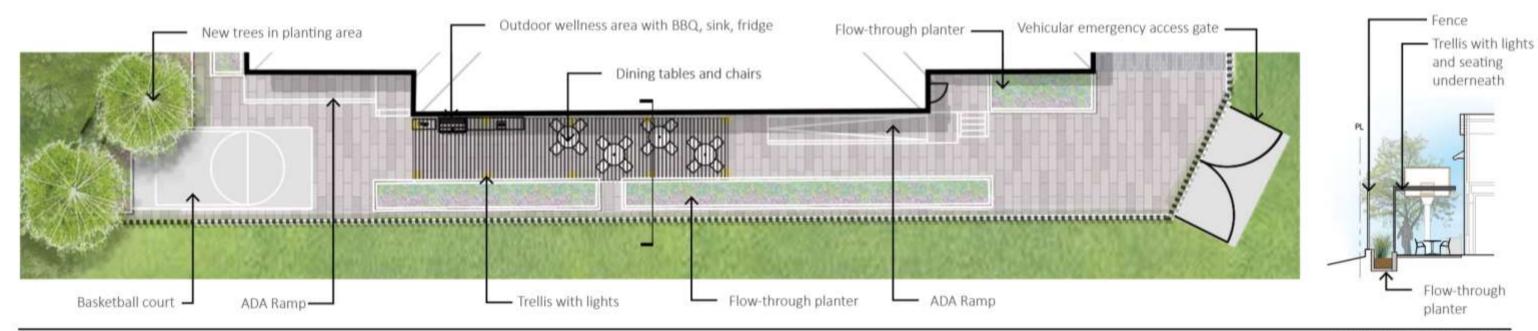




PLAN ENLARGEMENTS







WELLNESS AREA PLAN 1"=20' WELLNESS AREA SECTION
1"=20'

MATERIALS

























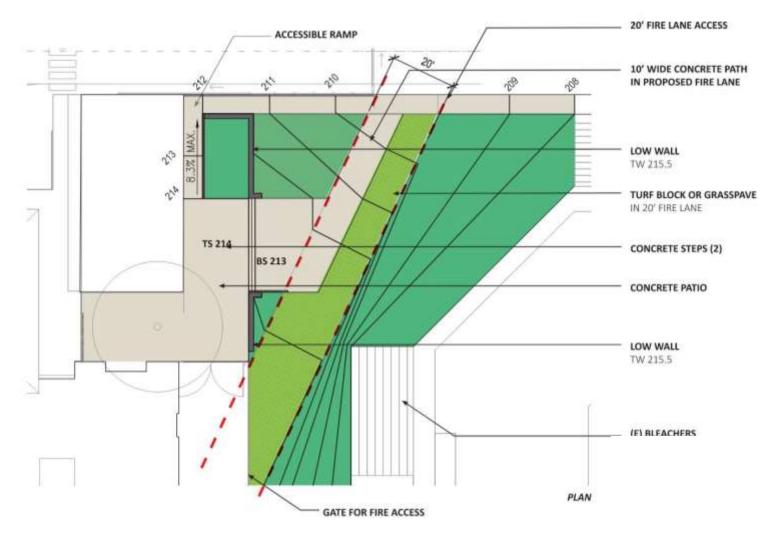




PLANTING



EXTENDED PLAZA —







THANK YOU!