

Town of Dover Community Center

Building Committee

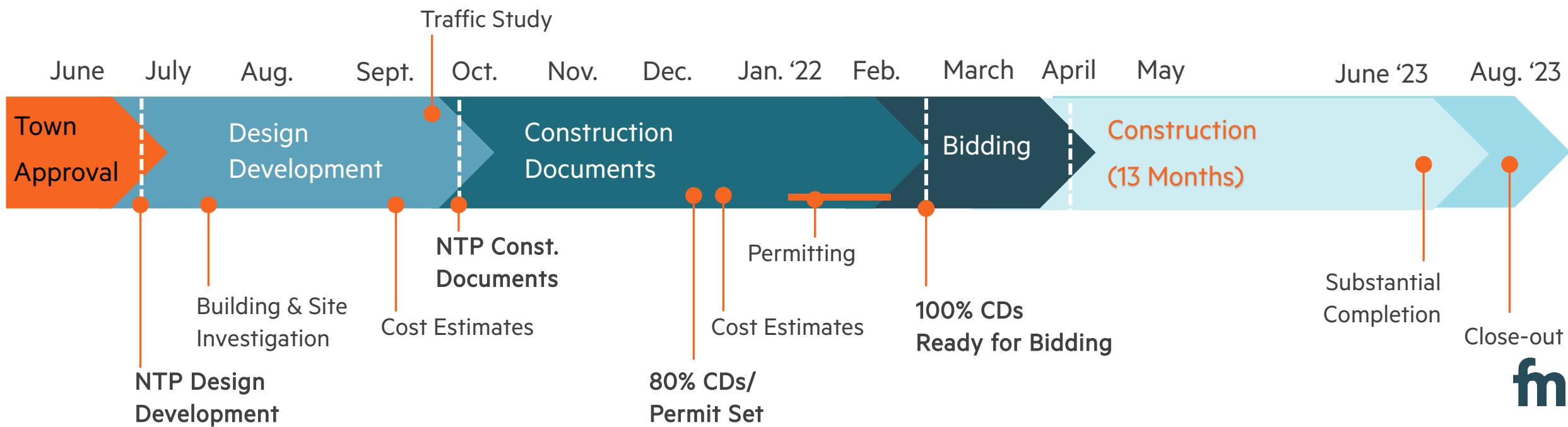
- Design Update
- Security- IT-A/V

August 9th, 2021

Building a vision Building consensus

1. Design Update -Site
2. Design Update – Building A/V
3. Design Update – Security
4. Citizen Comments

Design Schedule



Upcoming Building Committee Meetings

- DD Kick-off/ Recreation – 7/12
- Landscape Development – 7/26
- A/V , Security – 8/9
- Finishes –Exterior/Interior – 8/30
- Sustainability – 9/13

Design Development – Landscape

Court Location –August 2nd Meeting

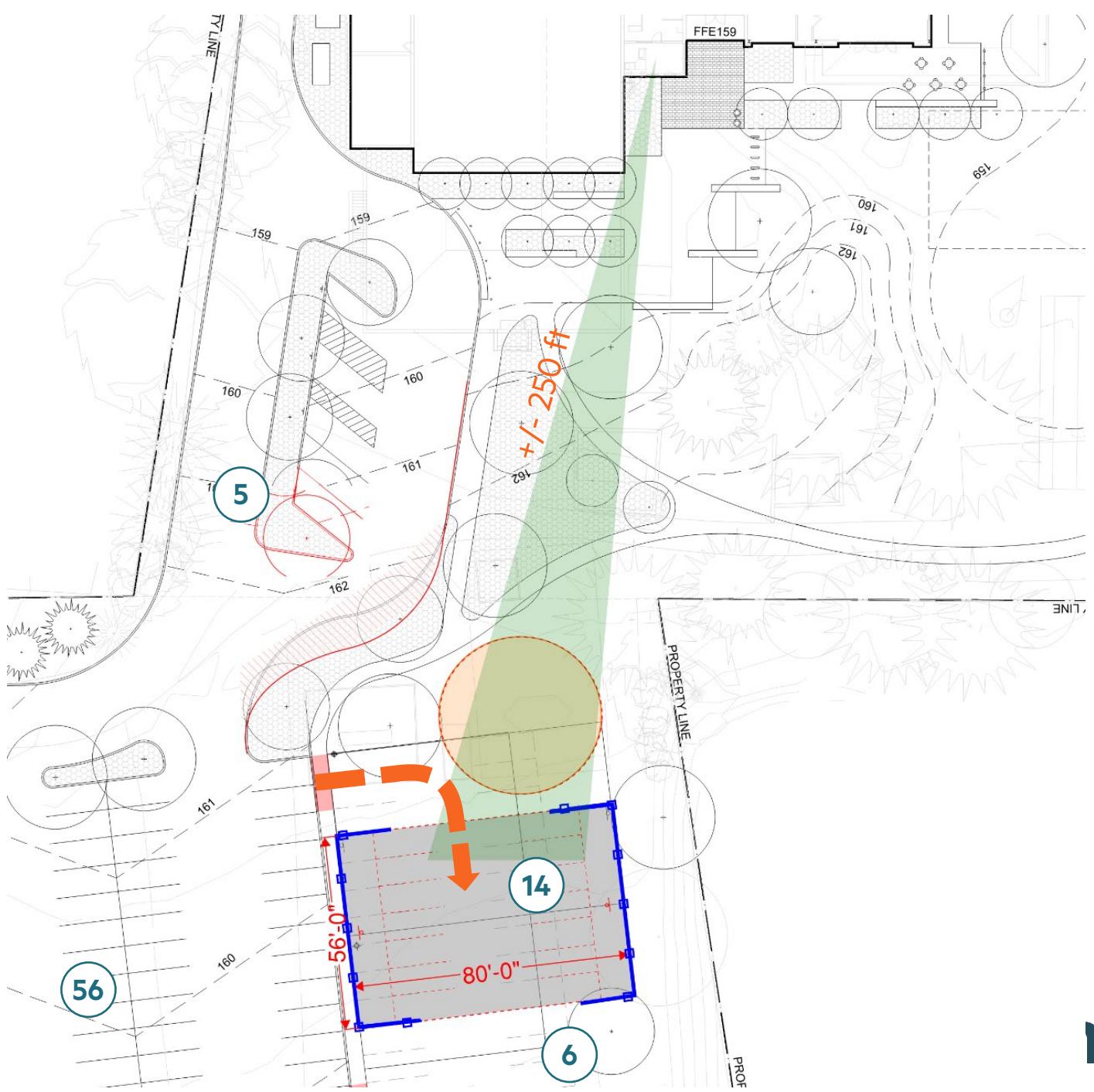
1. Outside Room by Pavilion
2. Basketball Court/ Swing Location
3. Shelter from Center Street
4. Consider increased Patio / Stage
5. Garden Beds N. I. C.
6. North side seating



Design Development – Landscape

Walking Path

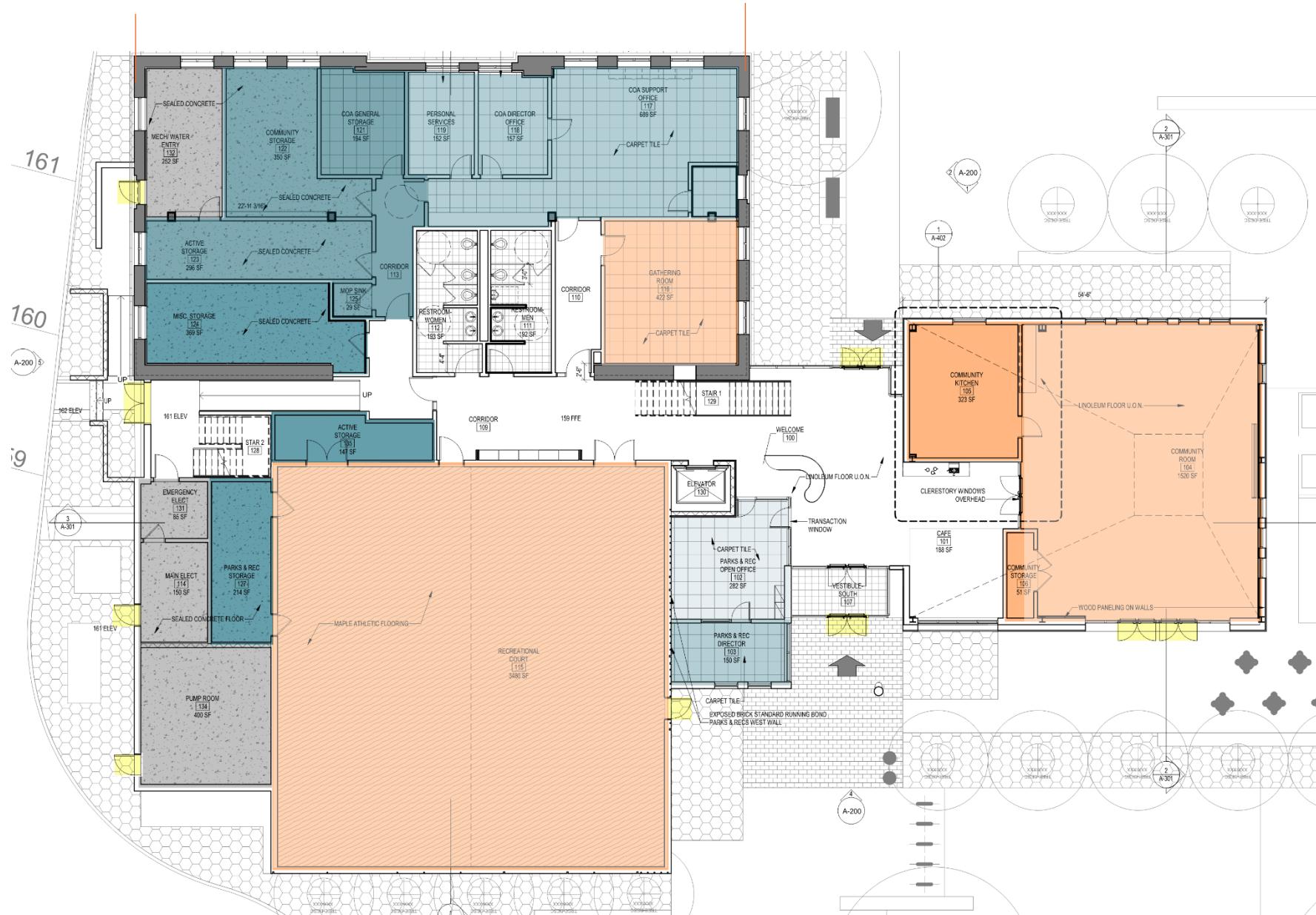
- Recreation area located away from building
- Some visibility from Parks & Rec
- Access drive for service/emergency vehicles
- 77 Parking Spaces (net 16 overflow)
- Adjusted drop-off (for 5 parking spaces)



Security Approach – First Floor

Hierarchy of Spaces

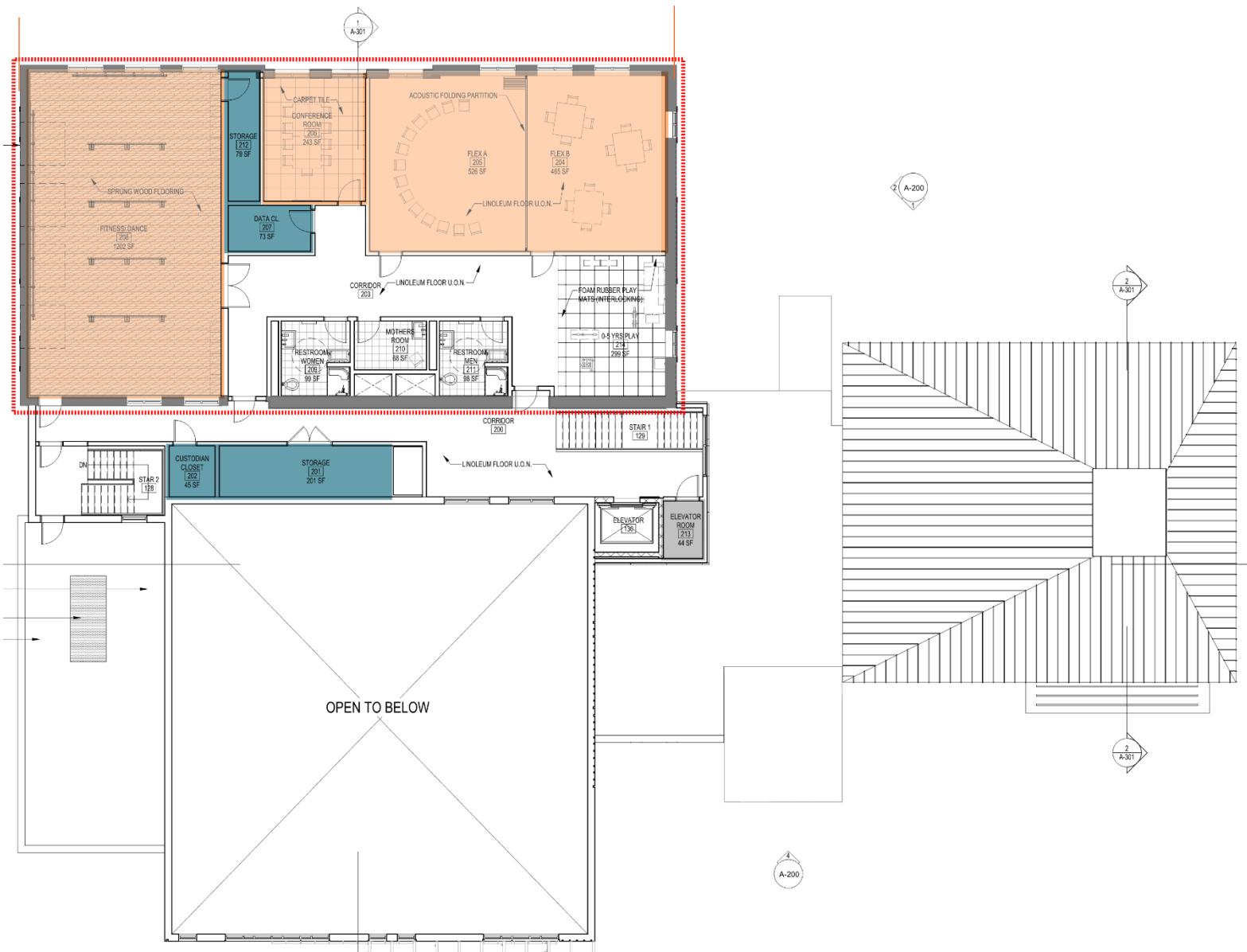
- OPEN TO THE PUBLIC
- PUBLIC SPACES / FOR PUBLIC USE
- ACCESSORY TO PUBLIC SPACES
- OFFICE / PUBLIC RECEPTION
- OFFICE
- BACK OF HOUSE AREAS
- BACK OF HOUSE / BUILDING SERVICES
- DOORS FROM THE EXTERIOR



Security Approach – Second Floor

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Security- First Floor

Safety by Design

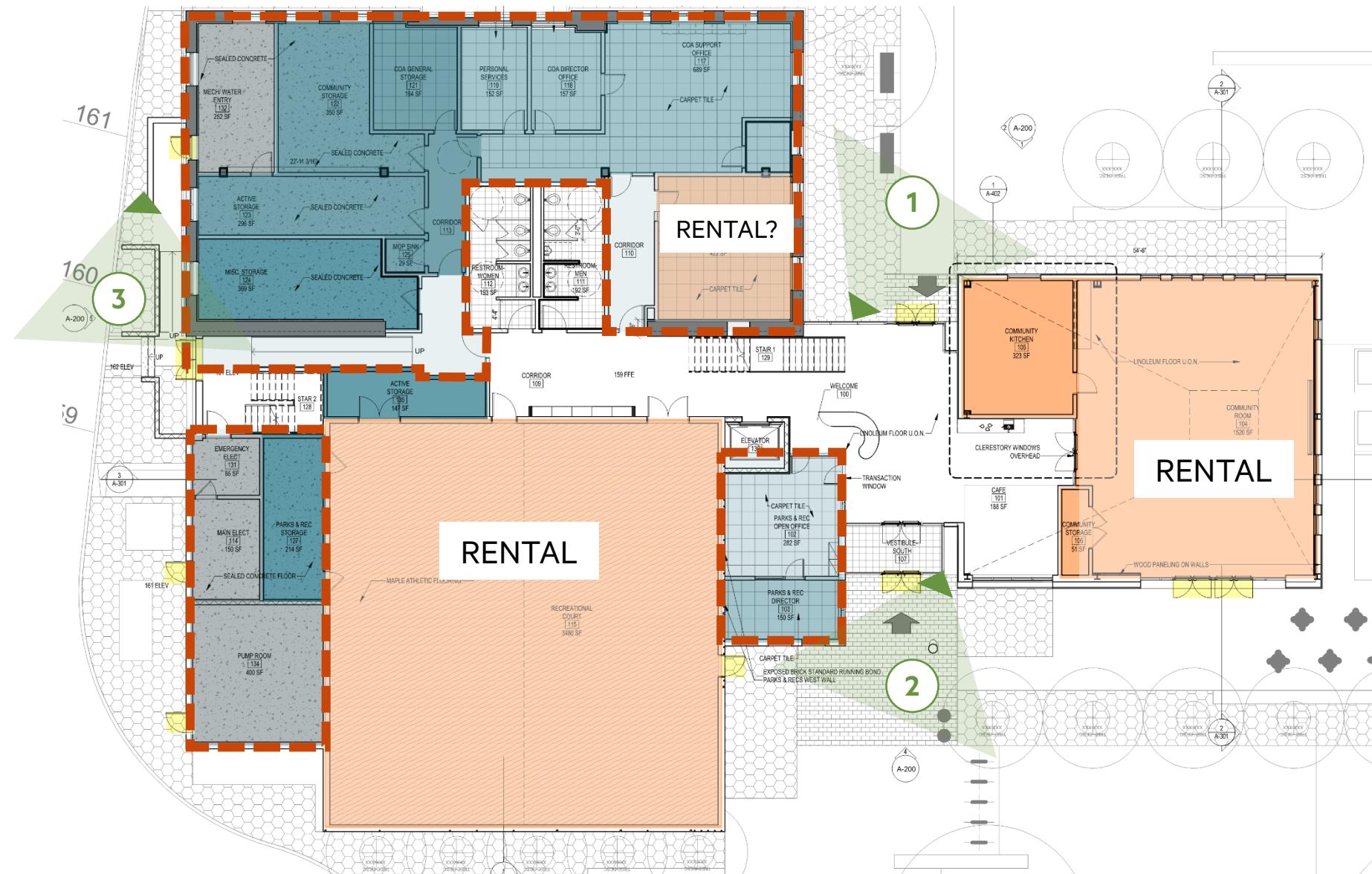
Single Intrusion Alarm Zone

Access Card @ Entries

Cameras (3) at Entries

Keyed doors at :

- COA Suite
- Gathering Room
- Recreation Court
- Community Room



Security– Second Floor

Safety by Design

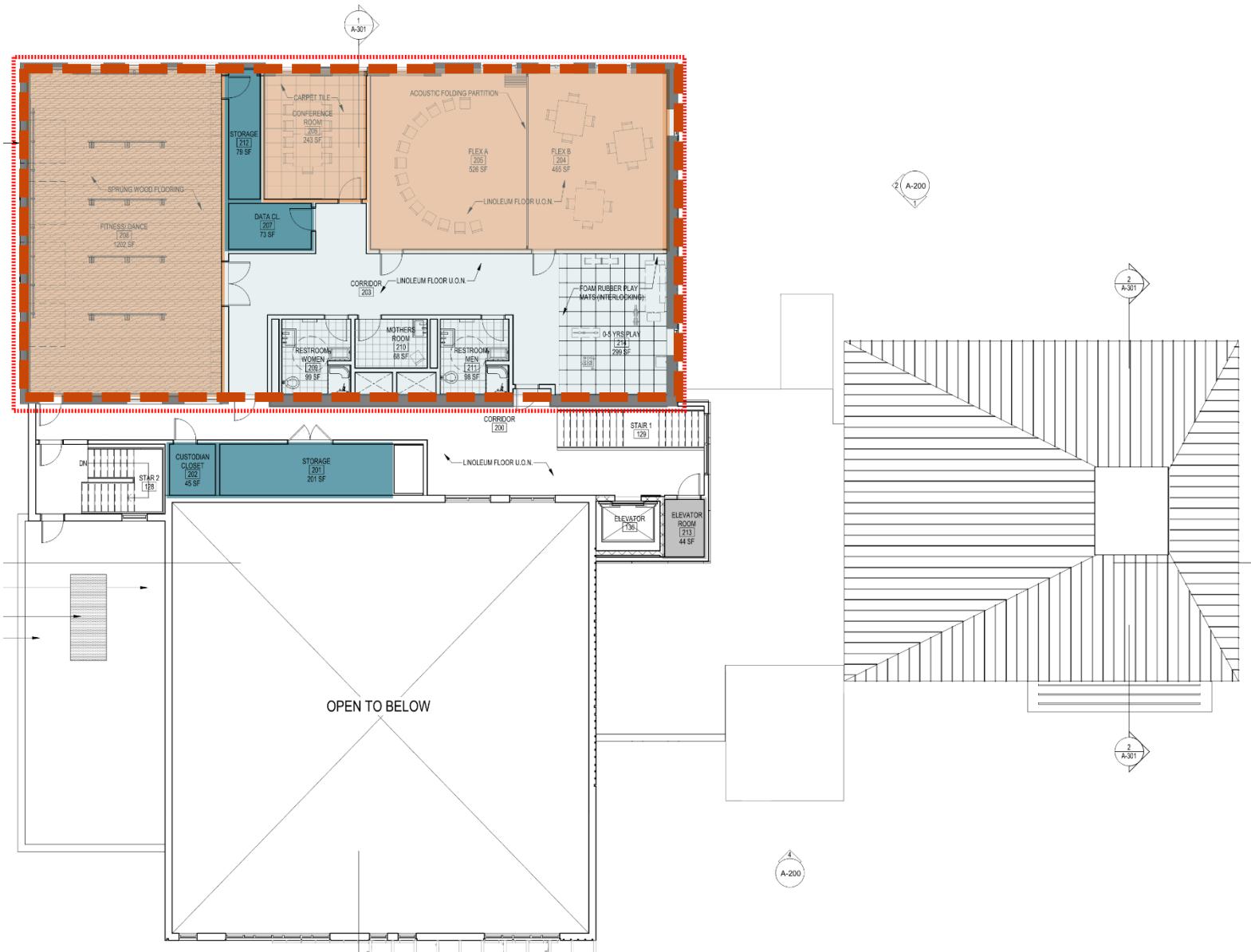
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Access Card @ Entries

Cameras (3) at Entries

Keyed doors at :

- Flex Rooms
- Conference Room
- Movement Studio



Audio- Visual Approach – First Floor

Simple to Use Systems

- Specific to each room's use
- Procured with Town's vendor

FLAT SCREEN

1

- Gathering Room
- Lobby
- Parks & Rec. Office



DIGITAL PROJECTOR

- Community Room



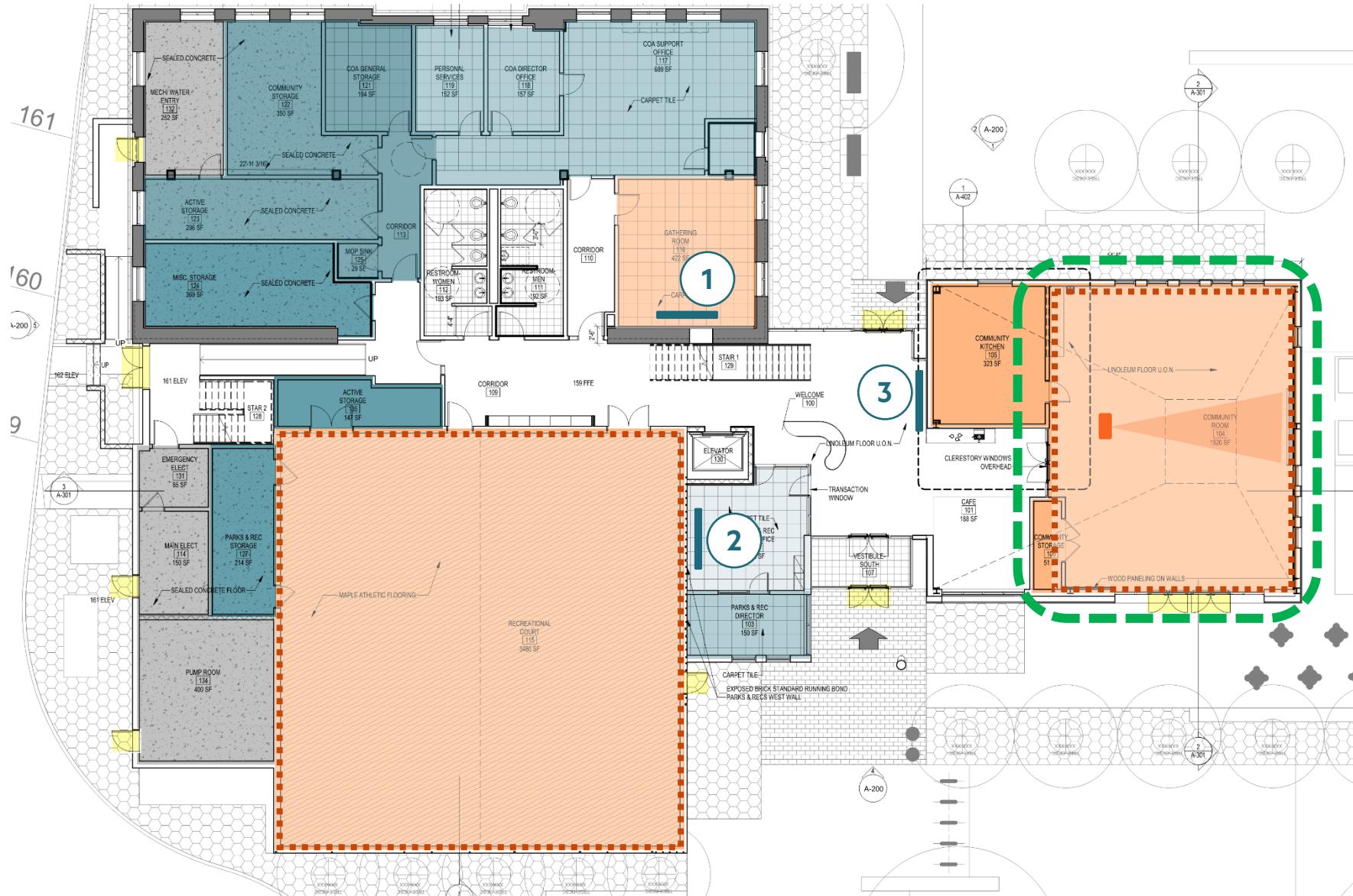
HEARING LOOP

- Community Room



SOUND SYSTEM

- Community Room
- Recreation Court
- Movement



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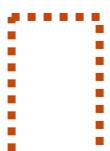
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