THE DESIGN AND LEGACY OF THE 2024 OLYMPICS IN SAN FRANCISCO

san francisco 2024

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Micheline Chagniot University of California: Davis Landscape Architecture Senior Thesis 2013

THE DESIGN AND LEGACY OF THE 2024 OLYMPICS IN SAN FRANCISCO

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Presented to the faculty of the Landscape Architecture Department of the University of California, Davis on June 14, 2013 in partial fulfillment of the requirements for the Degree of Bachelors of Science in Landscape Architecture.

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ABSTRACT

With the possibility of placing a bid for the 2024 Summer Olympic Games, San Francisco could help bring the world together while proudly displaying its unique identity as a US city. San Francisco is capable of hosting the Summer Olympics due to the existing transportation systems, hotels, and athletic venues within the surrounding are. With emphasis placed on the legacy design, the termination of the Games will result in economic soundness of the city by bringing jobs to the Olympic Park area and through an increase in tourism. The legacy will revive San Francisco's Bayview and Hunters Point neighborhoods and positively affect the economy and lifestyles of residents in the area. This legacy design will cater to the intent of the Hunters Point Redevelopment Plan and serve as a model for future Olympic Games.

To my parents for all they have done for me, my Tante Suzanne and Uncle Ferdinand, and to the LDA class of 2013. I couldn't have done it without you guys.

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Coffee

For with coffee, almost anything can be done.

PREFACE

One of my first memories of the Olympics is watching the 2000 Sydney Games with my dad in the kitchen. I was enthralled and amazed by the athletes from all over the world competing under one roof in events they had dedicated their entire lives to. I remember asking my dad why we had not watched the Olympics before then and why we didn't watch them more often. He then explained to me of their occurrence every four years and how teams from different countries send only their best athletes to represent their nation. From then on, I had a very raw understanding of what the Olympics meant to me and perhaps most of the world. The Olympics are peace. They are unity. Talent, grace, athleticism, thankfulness, dedication, sympathy, empathy, heartache, and celebration. Countries put aside their differences and come together to celebrate and marvel over the potential of the human form. People don't wish pain upon others-- they wish only for human success. These athletes understand the sacrifices their competitors have made and show the utmost grace and respect to each other. They are a model for how we as a people should act toward one another. Ever since that evening in the kitchen, I have been hooked on the Olympics.

My passion thus far in life has been bringing people together, making others happy, and acquiring knowledge. With this project, I was able to challenge myself in ways that I wasn't sure were possible. Since starting this quarter, I have grown as a designer and a researcher and hope that it is evident in my designs. This design is intended to show pride of my hometown while bringing the world together for two and a half weeks of peace.

TABLE OF CONTENTS

INTRODUCTION

PART I: CASE STUDIES

5. Choosing a Host City 6. Past Olympics 11. What's to Come: Rio de Janeiro 2016

PART II: SITE SUITABILITY & VENUES

15. Zoning 17. Transportation 22. Housing 24. Venues

PARTIII: OLYMPIC PARK & LEGACY DESIGN

33. Hunters Point Redevelopment Plan 37. Olympic Park 40. Legacy Design

PARTIV: OLYMPIC VILLAGE DESIGN & LEGACY

45. Olympic Village: Introduction 46. During the Olympics 51. The Legacy

REFERENCES

LIST OF FIGURES

Figure 1.0	Logo of the Los Angeles Olympics	.5
Figure 1.1	Home of the Trojans	.5
Figure 1.2	Abandoned Swimming Pool	
Figure 1.3	The Ruins of the Diving Pool	
Figure 1.4	Another Neglected Stadium	8
Figure 1.5	Beijing National Aquatic Centre	
Figure 1.6	Beach Volleyball Stadium	.9
Figure 1.7	Public Water Park	
Figure 1.8	Decrepit Stadium	
Figure 1.9	London Olympic Park Plan	10
Figure 1.10	An Aerial of the Park	
Figure 1.11	London Olympic Village	10
Figure 1.12	Rio 2016	.11
Figure 1.13	The Four Zones	12
Figure 1.14	Rio Olympic Plan	12
Figure 1.15	Rio Olympic Legacy	12
Figure 2.0	San Francisco Zoning: Opportunities	15
Figure 2.1	San Francisco Planning Department Zoning Map	
Figure 2.2	The Four Airports	
Figure 2.3	SF Muni Map	
Figure 2.4	Caltrain	.19
Figure 2.5	Capitol Corridor in the Bay Area	.20
Figure 2.6	Amtrak, USA	20
Figure 2.7	Freeways	21
Figure 2.8	Ferry Routes	21
Figure 2.9	California Venues	.24
Figure 2.10	California and Bay Area Venue Chart	25

Figure 2.11	Bay Area Venues Map	26
Figure 2.12	Bay Area Venues Map Existing San Francisco Venues Chart Pre-Olympic Venues to Build San Francisco Venues Map	27
Figure 2.13	Pre-Olympic Venues to Build	27
Figure 2.14	San Francisco Venues Map	
Figure 2.15	Olympic Park Venues Chart	29
Figure 2.16	Olympic Park Venues Map	
Figure 3.0	HPRP Statistics HPRP	
Figure 3.1	HPRP	
Figure 3.2	Olympic Park Master Plan	37
Figure 3.3	Olympic Park Legacy	
Figure 4.0	Olympic Village Illustrative	45
Figure 4.1	Olympic Village Perspective	
Figure 4.2	Olympic Village Boulevard	47
Figure 4.3	Olympic Village Amenities	

INTRODUCTION

Every four years, the world comes together to watch the world's greatest athletes compete in a two and a half week long event. With national pride booming during the Olympic Summer Games, hosting The Games is considered a great honor. Yet, the application process in becoming a host city, as well as the preparations necessary, may be more daunting than one would expect. The International Olympic Committee (IOC) follows strict guidelines to ensure that the Olympics are hosted by cities fully capable of taking on such an endeavor. Before a city makes an Olympic bid, it is imperative that they understand the potential repercussions of hosting this event. By examining past Olympic host city designs, layouts, and legacies, it is evident that San Francisco is comparable to past host city on all accounts. San Francisco can serve as a model for a successful Summer Olympic city and Legacy design. A successful Olympic design is one that can support the Olympics during their two and a half week duration while also considering how the host city will transform once the events have been terminated. Since the legacy of The Games is what a city will forever have, it is crucial to generate a design that will work in junction with the city and its inhabitants. The design goal is to create a successful Olympic City design and legacy design that will help the city flourish and avoid debt. The following design has been modeled after past successful Olympic Games while also examining the pitfalls that other cities have fallen victim to. By examining their failures and reasons for inadequacy, I am able to create a design that will best help San Francisco, the Bay Area, and the USA from avoiding insurmountable amounts of debt.

The logo chosen to represent the 2024 Olympics for this project is a design by graphic designer Michael Walsh. The logo contains hues of the Olympic ring colors and eludes to both the Olympic Torch as well as the Golden Gate Bridge. Logos chosen for the Olympics are meant to represent the host city and that years Summer Games.

The motto for the city of San Francisco is "Gold in peace, iron in war." This motto stems from San Francisco's history of natural disasters and the city's way of rebuilding itself each time. For this design, "iron in war," has been eliminated from the representation of the games since this is supposed to be a peaceful time that the world comes together as one. The latter peace" seems to be fitting for the Olympics since gold medals are what each individual strives towards.

The Paralympics start once the Olympic Games are terminated. The Paralympics, led by the International Paralympic Committee (IPC), use the same venues as the Olympic Games. Fewer venues are needed for the Paralympic games as there are fewer competitors and sports played. The only three sports added to the Paralympic Games which are not included in the Olympic Games are boccia, goalball, and rugby. Otherwise, the events are relatively similar with slight modifications to the events to allow for disabled competitors. The 2024 San Francisco Olympic Design has been planned to function for the Paralympic Games as well as the Olympic Games, but the focus of this project will be on the latter. The existing venues will be able to serve their duties as Olympic and Paralympic venues.





CHOOSING A HOST CITY

Before considering a design for an Olympic Host City, it is important to have a rough understanding of the Olympic bidding process. With an understanding of the bidding process, one can see what makes a city an ideal host candidate. When a city places a bid for the games (costing roughly \$150,000 USD), the IOC spends almost an entire year investigating the city on several key facts. Some of the factors considered are as follows:

 An Olympic host city must be big enough to support the Olympics and the influx of people it will cause. There must be an adequate transportation system, plenty of housing/hotel rooms available, and they must be able to handle the high level of security necessary during The Games.
The proposed city must convince its residents that hosting the Olympics will improve the city and create new jobs. The people should also be aware of the taxes they may receive in order to support hosting this event.

3) The host city must obtain positive media coverage to aid in the development of The Games.

Looking at past Olympic legacy failures, the design of the site after the Games have been terminated is becoming increasingly important in choosing host cities (Cashman, 2002).

PAST OLYMPICS





Figure 1.1 Once the home of Olympic Athletics and Ceremonies, this stadium is now the home of the USC Trojans

LOS ANGELES (1984)

The Los Angeles Olympic games caused a shift in the way host cities view venues. LA, being expansive and largely sports based, had many different athletic venues already existing within the city. The National Olympic Committee members suggested that they improve upon existing venues for the Games rather than building entirely new ones. Only two venues needed to be built, resulting in a \$200 million profit from the Games. Both UCLA and USC used their student housing to ensure that there was adequate housing for the tourists coming to their city. The profit made during this Olympiad was the largest ever and thus sparked a renewed interest in cities hosting The Games. The venues were then converted back into sports venues to support local teams and events. This Olympiad is known for its small Olympic footprint as the games came, went, and moved on. The city structure itself was barely changed or affected (Usborne).

BARCELONA (1992)

7

Barcelona has been viewed as having one of the most successful Olympic legacies. Host cities strive towards creating a legacy much like Barcelona's. The structure of the city was changed as Olympic preparations were made. The beach was expanded and businesses grew as the nation prepared for the influx of people it would be serving. A new port was built in Barcelona as they ran with the theme of "center of commerce." The number of hotel rooms in Barcelona more than doubled after the Games as the amount of tourism increased drastically. A social legacy of their hosting was an increase in sports interest and participation by children of the country. One of the goals of the Olympics is to increase sports participation younger generations. These games did just that. Barcelona has been flourishing in terms of tourism and commerce and it is said that the Olympic Games are to thank. Careful Olympic and legacy planning has led to a successful transformation from hosting The Games

to becoming a livable city (Usborne).

SYDNEY (2000)

The XXVII Olympiad in Sydney, Australia was seen as one of the most successful games by the president of the IOC at the time. The games reportedly ran smoothly; however, the aftermath of the event was not as well planned as The Games themselves. The Sydney Olympic Park was not designated to become anything once the Olympics had passed. It wasn't until 2005 that the site became residential and commercial use areas. The Sydney Olympics are seen as a prime example in Olympic design but not in legacy design. The designers and planners of the Sydney Games have influenced other Olympic Games as they have aided in other host city Olympiad planning. (Usborne).

ATHENS(2004)

Bringing The Games back to their origin in 2004, the XXVIII Olympiad in Athens is infamous for its Olympic legacy. It has become a model of post-game Olympic failure and is known for having the worst Olympic legacy. Out of the twenty two venues used for the games, twenty one now lie abandoned ("What becomes of," 2009). The people of Athens and Greece were forced to pay higher taxes due to this poor planning and the Games have also been called a catalyst for Greece's current suffering economy (Cashman, 2002). The XXVIII Olympiad has lead to the IOC taking Olympic legacy design into careful consideration to avoid what Athens has become. It has been stated by members of the IOC and the NOC members of Athens that poor planning went into designing The Games and in considering the aftermath. Hosting the Olympics tends to either transform cities or bring them to ruin; in the case of Athens, it is quite evident that the latter occurred (Usborne).



Figure 1.2 Abandoned swimming pool



Figure 1.3 The ruins of the diving pool



Figure 1.4 Yet another neglected Olympic Stadium

BEIJING(2008)

With a government that differs greatly from that of the USA's, the Beijing Olympics are a difficult standard to compare Games to. Roughly 1.5 million people were evicted and removed from their homes in preparations for the Olympic Games (Borger, 2007). Due to the communist form of government in Beijing, there are very few parameters in developing an Olympic city and an Olympic legacy. Many of the venues used in these games are now abandoned but some have been re-purposed for a greater cause. The Ice Cube (used for swimming, diving, and synchronized swimming), for example, has been converted into a public water park (Usborne).



Top Lef: (Figure 1.5) Beijing National Aquatic Center during the Games Bottom Lef: (Figure 1.7)The Aquatic Center has since been turned into a public water park

The Beach Volleyball venue during the Olympics (top right; Figure 1.6) has since been abandoned and forgotten (bottom right; Figure 1.8)

LONDON(2012)

Though the games have only recently been terminated, London is undergoing many changes to ensure positive growth of their city. The new houses being developed and the new transportation system are among the few changes being brought to London. The Olympic Park is to be renamed the Queen Elizabeth Olympic Park. This area of the city had been neglected for years before the game; with the addition of this new park, hopefully a positive change will be brought to the area and create an enjoyable environment for many. The Olympic/Paralympic Village will be converted into thousands of new homes, half of which will be affordable housing (Beard, 2013). The Olympic Village will be renamed "East Village" and will contain a educational campus and a community health center. The Olympics are acting as a catalyst for positive change in this large and famous city with the hopes of improving impoverished areas and bringing in droves of tourists (www.london2012.com).



Figure 1.9 London Olympic Park Plan



Figure 1.10 An aerial view of the Olympic Park



Figure 1.11 London Olympic Village

WHAT'S TO COME: RIO DE JANEIRO 2016

With much anticipation, the 2016 Games will be the first Olympiad hosted in a South American country. With a large focus of their design on sustainability, nearly half of the competing athletes will be able to reach their venues in less than 10 minutes, and almost 75 percent will do so in less than 25 minutes. Of the 34 venues (16 are being built) to be used during the Games, eight will undergo some permanent works, seven will be temporary, and nine are being constructed as permanent legacy venues. With modifications made in terms of sports played in the games (the addition of gold and removal of wrestling, for example), 28 sports will be viewed during this 2.5 week event with 10,500 athletes competing. There will be 7 million Olympic tickets available in total and the Olympic Village will be about 185 Acres with 9,460 bedrooms, averaging 1.87 people per bedroom (www.rio2016.com).



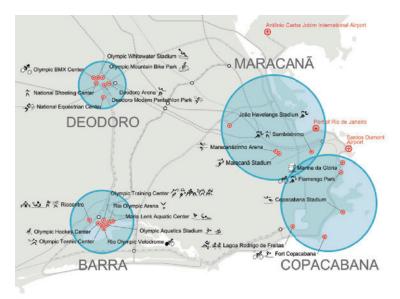


Figure 1.13 *The Olympics will take place primarily in four different zones within Rio de Janeiro. Barra da Tijuca will contain the main Olympic Park as well as the Olympic Village.*

 Image: Description of the second s



(*Top right*; Figure 1.14) *The Olympic Park plan as designed by AECOM as well as the Legacy Plan* (*Bottom Right*; Figure 1.15)

PART II SITE SUITABILITY AND VENUES

SAN FRANCISCO ZONING

Before building necessary venues in San Francisco, it is imperative to look at land ownership. By examining zoning maps of the San Francisco Planning Department, one can deduce where building venues would be best, specifically the Olympic Village. Based off of the SF zoning map, it is important to direct our focus to public land and land owned by the city. Some areas deemed as "public" don't seem suitable for building venues nor suitable to sustain the influx of people going to those sites. The Presidio, for example, is viewed as public land yet building venues in this historic area would prove to be quite difficult due to site history and efforts to protect wildlife in the area. The areas that seem most suitable for venue erection are Bayview and Hunter's Point. Bayview is already home to

Candlestick Park, the venue chosen to host athletics

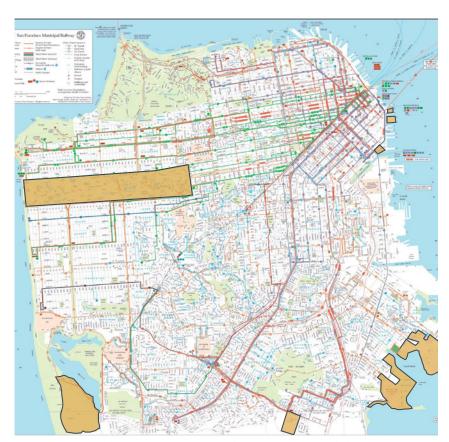
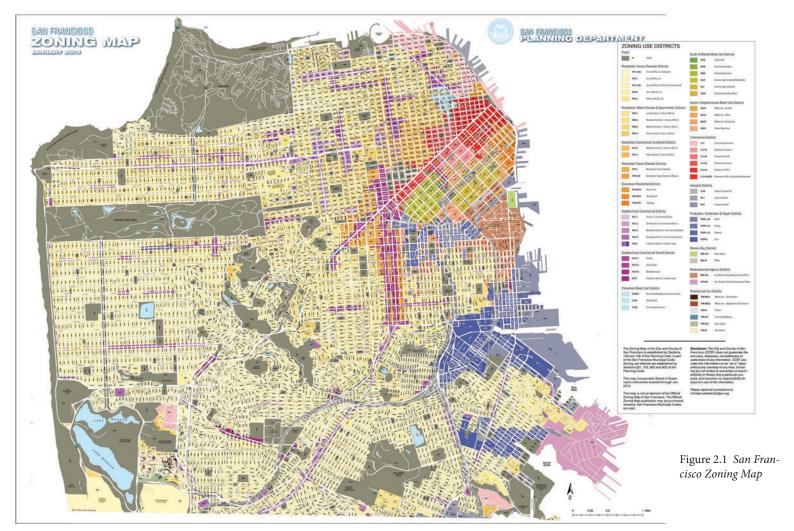


Figure 2.0 The highlighted areas mark areas of opportunity based off of the San Francisco Planning Department's Zoning Map.



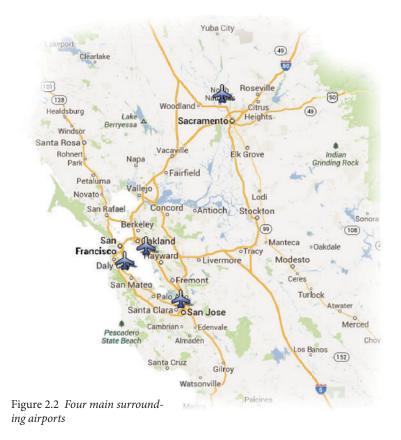
and the opening and closing ceremonies. Hunter's Point is listed under "See Hunter's Point Redevelopment Plan." This redevelopment plan will be used in a way that both caters to their original development plan and those amenities needed during the Olympics. The redevelopment plan will be further discussed in the subsequent chapter.

TRANSPORTATION

In order for a host city to be considered for the Summer Games, they must ensure that transportation in their city is adequate for the games or that it will be made adequate for the 2.5 week period. San Francisco and the Bay Area have the benefit of having an extensive transportation system as well as four international airports located within the area.

AIRPORTS

There are three airports located within 46 miles of San Francisco. San Francisco International Airport is closest to the Olympic action followed by Oakland International Airport and lastly San Jose International Airport. Having these three airports located close to the host city will not only allow for the Olympians to reach the city but also for spectators to reach the city without too much air traffic. Another airport, though located about two hours away from the host city, is the Sacramento International Airport. By mapping the different airports in the area, this design is sure to make sure that the SF Olympics have a global impact as well as a local impact.



MUNI

SF Muni operates approximately 80 routes with stops within 2 blocks of 90% of all residences in the city (www.sfmta.com). The venues chosen for San Francisco are all accessible by Muni and within walking distance from Muni lines. For the Olympic Village and Olympic Park, Muni lines and shuttle services will either be extended or added temporarily during The Games. This design strives for public transportation dependence while trying to eliminate the number of drivers on the road.

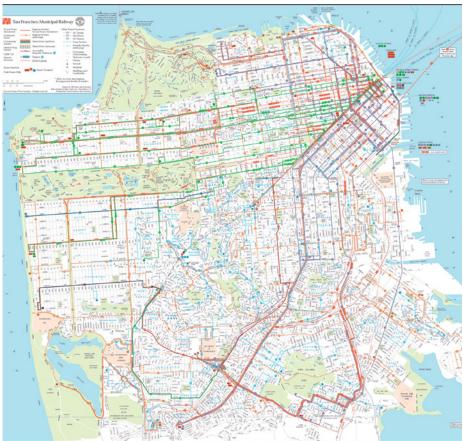


Figure 2.3 San Francisco public transportation lines (includes CalTrain, Muni, trollies, and ferry routes





CALTRAIN

Caltrain is a California commuter rail that extends from Gilroy, CA to San Francisco, CA. It contains 32 stations and transports roughly 42,354 people on weekdays ("Stations"). Caltrain will allow for people from different areas of the Peninsula to work their way upward toward the host city as well as allowing those from the city to make their way to events South of San Francisco.

Figure 2.4 Caltrain map

AMTRAK

Amtrak will allow for the San Francisco Olympics to be affected on a more national level. It will allow people from all reaches of the country to come to The Games at a reasonable price. Some major cities that include Amtrak stops are Montreal, Boston, Miami, Houston, Denver, Chicago, New York City, Vancouver, Seattle, Portland, San Diego, and Los Angeles. Capitol Corridor (operated by Amtrak) is fully supported by the state of California yet operates under the Amtrak California brand (www.capitolcorridor.org). Capitol Corridor runs from San Jose to Auburn. This allows for more travel within the Bay Area and for people to reach their necessary destinations.

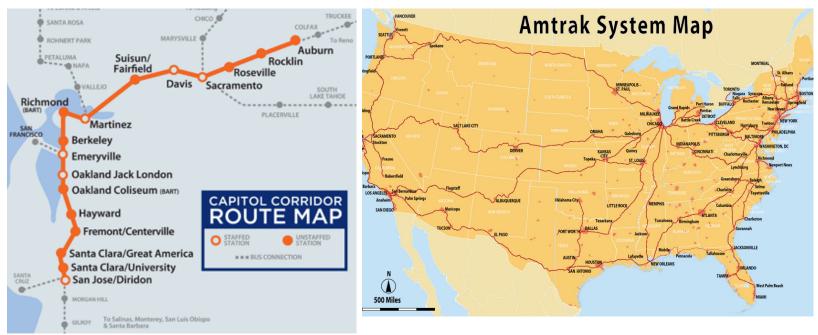


Figure 2.5 Amtrak's Capitol Corridor route

Figure 2.6 The Amtrak System throughout the United States and regions of Canada

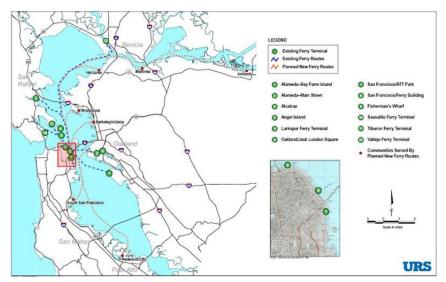
STREETS AND FREEWAYS



The extensive freeway system running throughout the Bay Area allows for rapid movements of large groups of people. The grid-like layout of San Francisco also makes navigating the city relatively easy for tourists visiting the area.

FERRIES

The ferry routes throughout the San Francisco Bay will traverse the San Francisco and San Pablo Bays. This will allow for another means of transportation for those trying to reach the host city or venues throughout the Bay Area. The ferry ports in San Francisco are located near Muni stops, allowing for enabling easier circulation throughout San Francisco.



Freeways of the Bay Area (Lef ; Figure 2.7) and local ferry routes (above; Figure 2.8)

HOUSING

With lodging being a determining factor in choosing an host city, it is essential to look at the different types of housing options for those coming to San Francisco and the Bay Area (excluding athletes and those who will be in the Olympic Village). Before the London Olympics, there was an estimated 11 million visitors excepted to visit the city. 8.5 million sports tickets were put on sale but around 7.5 million were sold (Oliver, O'Mahony, Palmer, 2012) .

As of September 2012, there were 33,642 hotel rooms in San Francisco and 215 hotels. On average, 2 people stay in each hotel room ("San Francisco Visitor").

With the different venues spread throughout the Bay Area, not all of the visitors will be staying in San Francisco. With other urban cities surrounding San Francisco, there will be enough hotels to support the influx of people to the area.

The different university campuses in the area can also serve as hotels much like Georgia Institute of Technology, Clark Atlanta University, and Georgia State University of served as housing and Olympic Villages during the Atlanta Olympics of 1996 (SITE). Different college campuses with student housing that could possibly be used during the Olympics are the University of California: Berkeley, University of San Francisco, San Francisco State University, San Jose State University, Sacramento State University, and University of California: Davis.

VENUES

It is unknown to many that when a city hosts the Olympics, many events are not held in the host city itself. During the 2008 Beijing Olympics, the farthest venue (Equestrian) was 1,220 miles away in Hong Kong. Hong Kong is roughly a three and a half hour flight south of Beijing. The farthest venue during the London Olympics was in Glasgow, Scotland (403 miles), and the farthest venue (football) for the upcoming Olympics in Rio de Janeiro is a two and a half hour plane ride away in Salvador (1,012 miles). When discussing venues for the San Francisco Olympics, it needs to be pointed out that not all of these events will be taking place in San Francisco (olympic.org).

It is necessary to not only research existing athletic venues in San Francisco and the Bay Area but to also research venue sizes and capacities of previous Olympic Games. By examining capacities of the Beijing and London Olympics, an estimated capacity per event has been taken into consideration when deciding which events will take place where. By examining past Olympic stadiums and researching which events were held where, this design allows for the scheduling of the Games to be accurate with no scheduling conflicts. Since most venues will be hosting more than one sport, following past Olympic schedules ensures that there will be no scheduling conflicts.

Figure 2.9 *California venues map with legend (right)*



BAY AREA AND CALIFORNIA VENUES

VENUE NAME	CAPACITY	DISTANCE FROM OLYMPIC PARK (MILES)	SPORT
Oracle Arena	13,601-19,596	20	Handball Basketball
HP Pavilion	11,386-18,549	48	Volleyball
Haas Pavilion	11,877	17	Table Tennis Weightlifting
Kaiser Convention Center	5,492	16	Badminton Gymnastics
Maples Pavilion	7,329	35	Judo Fencing Taekwondo
Lake Natomas	18,000	110	Rowing Canoeing (Sprint)
Mount Tamalpais	TBD (est 3,000 seats, 18,000 standing)	28	Cycling (Mountain)
Olympic Club Golf Course	TBD	11	Golf
Horse Park at Woodside	20,000	34	Equestrian Modern Pentathlon (Equestri- an)
California Memorial Stadium	63,000	17	Football
Los Angeles Memorial Colise um	93,607	338	Football
Levi's Stadium	68,500	45	Football
Fresno Bulldog Stadium	41,031	195	Football
Oakland-Alemeda County Coliseum	63,026	20	Football
Stanford Stadium	50,000	35	Football

Figure 2.10



EXISTING VENUES IN SAN FRANCISCO

VENUE NAME	CAPACITY	SPORT
Cow Palace	12,953	Volleyball
AT&T Park	41,915	Field Hockey
Candlestick Park	80,000	Athletics Ceremonies
War Memorial Gymnasium	5,300	Boxing Modern Pentathlon (Fencing) Handball
Kezar Stadium	10,000	Beach Volleyball
San Francisco Marathon Route	Standing	Athletics (Marathon, Race Walk)
San Francisco Bay	TBD (est 3,000)	Swimming (Marathon) Triathlon
Golden Gate Park Polo Fields	5,500	Cycling (BMX)
San Francisco Cycling Tour	TBD	Cycling (Road)
Golden Gate Park	TBD	Equestrian (Cross Country)

Figure 2.12

VENUES TO BE BUILT (PRE-OLYMPICS)

VENUE NAME	CAPACITY	SPORT
Warriors San Francisco Arena	17.500	Basketball Gymnastics (Artistic, Trampoline)
America's Cup Pier 30		Sailing

Figure 2.13



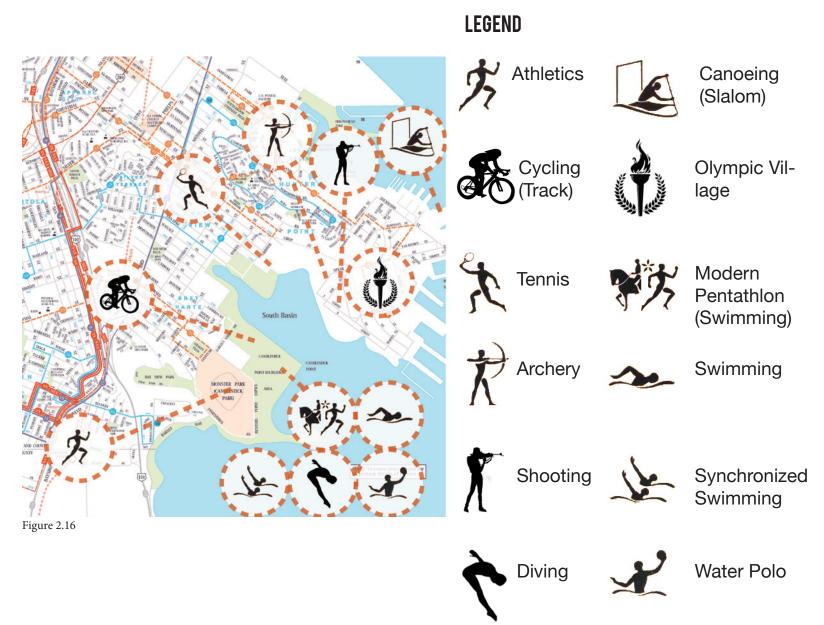
Figure 2.14

OLYMPIC PARK VENUES

Olympic Legacy must be taken into consideration when designing the Olympic Park. The venues with the largest capacities have been spread out to ensure that areas of the park do not become to heavy with pedestrian circulation. The Hunters Point Redevelopment Plan (which will be discussed in the subsequent chapter) was also taken into consideration when choosing which venues will be made temporary. Creating vistas over the San Francisco Bay is also a goal when choosing building location and orientation.

VENUE NAME	CAPACITY	SPORT
San Francisco Aquatic Center	22,000	Swimming Synchronized Swimming Diving Modern Pentathlon (Swimming) Water Polo
A.P. Velodrome Track	6,000	Cycling (Track)
Leonard White Water Rafting Center	10,000	Canoeing (Slalom)
Farrell Tennis Stadium	30,000	Tennis
Arnold Target Shooting Field	8,000	Shooting
Owens Archery Green	5,000	Archery

Figure 2.15



PART III Olympic Park design and legacy

3196

HUNTERS POINT REDEVEOPMENT PLAN

The Hunters Point Redevelopment Plan (HPRP) plays a large part in this legacy design. Hunters Point Shipyard ("Shipyard") is a former naval base which has been planned to undergo extensive redevelopment and planning, including the Candelstick Point portion of Bayview. The HPRD is projected to have a total of 12,100 units (residential) and 352.6 acres of open space. The buildings in the area will be of various use. These uses are regional retail, neighborhood retile, artist's studio, office/R&D, hotel, arena, and community facilities. Of the housing units, roughly one third will be affordable housing. A bus rapid transit system will connect Hunters Point Shipyard, Candlestick Point, and surrounding neighborhoods with each other and with Caltrain, Muni, and BART ("Hunters Point Shipyard").

CANDLESTICK POINT & HU	NTERS POINT SHIPYAF	RD SUMMARY STATISTI	cs	
	HUNTERS POINT SHIPYARD	CANDLESTICK POINT	TOTAL	
Units	5,875	6,225	12,100	(Lef; Figure 3.0) A look at the HPRP stat tics and the plan itself (Right; Figure 3.1)
Neighborhood Retail (sq.ft.)	125,000	125,000	250,000	
Regional Retail (sq.ft.)	-	635,000	635,000	
Artist's Studio (sq.ft.)	225,000	-	225,000	
Office/R&D (sq.ft.)	3,000,000	150,000	3,150,000	
Hotel (sq.ft.)	-	150,000	150,000	
Arena (sq.ft.)	-	75,000	75,000	
Community Facilities (sq.ft.)	50,000	50,000	100,000	
Open Space (acres)	247.8	104.8	352.6	



THE OLYMPIC PARK

The Olympic Park will be located in Hunters Point and Bay View in the South Eastern portion of San Francisco. The Olympic Park contains venues for six different sports and also includes athletic practice areas. The Park takes advantage of the waterfront views these two neighborhoods possess by focusing closely on building orientation and street layout. By orienting buildings and venues towards the San Francisco Bay, vistas and axes are created while decreasing the natural windiness of the site.

Street layout of the Park is heavily influenced by the currently existing streets (though few) and the proposed street layout of the Hunters Point Redevelopment Plan. Many of the streets will be closed off during the Olympics to allow for walkability and safety of pedestrians and bicyclists. Vehicular use is discouraged in Olympic planning to allow for more sustainable methods of travel and to decrease the amount of traffic in the area. San Francisco's 19 and 29 Muni lines are proposed to be rerouted during the duration of the Olympic Games. The two lines will run through the Olympic Park to allow for large groups of people to access different venues and areas. Shuttle services should also be provided to bring people from neighboring public transportation lines to the Park. The rerouting of the 19 and 29 lines also allows for people to park their cars in the Olympic Park parking lots and to then take Muni farther into the site. It is also proposed that these lines run at higher frequencies than they currently run to cater to the influx of people coming to the site while decreasing the amount of vehicles on the road.

Different amenities in the area (aside from sporting venues) are meant to increase usability of the site and the amount of people entering the area. The Energy Center and Sewage Treatment Plant are crucial to every Olympic host city design. The Energy Center will aid in powering the Olympic Village as well as sporting venues and other areas of the Park. It is also encouraged that most of the energy used on site be from renewable sources. The Sewage Treatment Plant will also serve the people of the Olympic Village by safely and efficiently treating blackwater.

The proposed green spaces throught the Park allow for peaceful prominades along San Francisco Bay's waterfront. Much of the area is already comprised of natural vegetation and greenery and the HPRP also works to improve the amount and quality of green space in the area. These walks allow for people to walk almost the entirety of the Olympic Park, thus seeing the venues and different tourist attractions that the Park has to offer. Walkways through the greenspaces are modeled after the HPRP.

The Park should only be accessible by a few roads and en-

trance points to allow for the security of athletes, Olympic officials, and tourists. Car security checks will be preformed in each of the three parking lots and baggage checks will also be performed before entering the main site. Parking has also been placed on the outskirts of the Park and has been refrained from being placed underground to decrease the possible threats of terrorist attacks on the Olympic Park and large Olympic venues. Security is always a costly aspect in hosting the Olympic Games, but it is a measure that cannot be overlooked.

OLYMPIC PARK MASTER PLAN

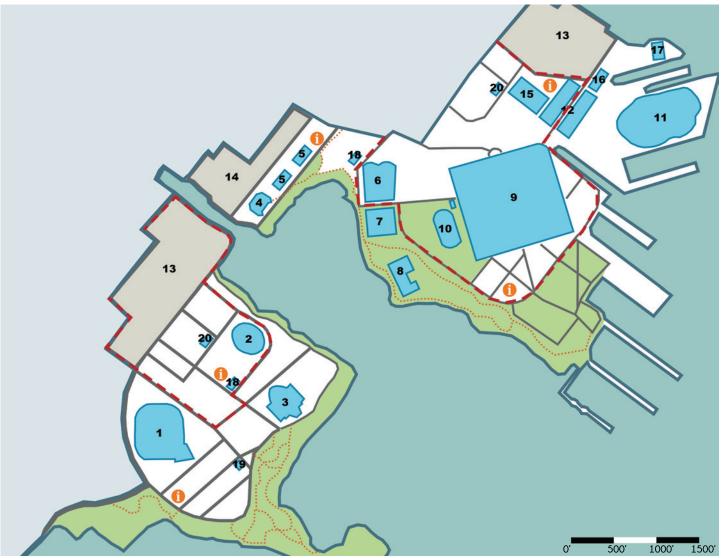


Figure 3.2 Olympic Park master plan

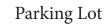
LEGEND

- 1. Candlestick Olympic Stadium
- 2. AP Velodrome
- 3. San Francisco Aquatic Center
- 4. Farrell Tennis Stadium
- 5. Dinh Tennis Stadium and Practice Courts
- 6. Owens Archery Field
- 7. Practice Archery Green
- 8. Arnold Target Shooting Field
- 9. Olympic Village
- 10. Olympic Village Practice Fields
- 11. Leonard White Water Rafting Center
- 12. International Broadcast Center
- 13. Car Parking and Bus Drop Off
- 14. Media Bus and Car Parking
- 15. Media and Press Center
- 16. Energy Center
- 17. Sewage Treatment Plant

- 18. Olympic Souvenir Store
- 19. Media Hotel
- 20. Food and Beverage Village



Park and Green Space





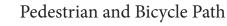
San Francisco Bay



Information Center

Street

Muni Route





VENUE LEGACY

The venues existing prior to the Olympics will resume their previous functions and uses. Hunters Point, Bayview, and the Olympic Park will be turned into a site very similar to the original Hunters Point Redevelopment Plan. This proposed plan and proposed building adaptations are designed to best serve the community and people that will be living in the area.

The International Broadcast Center and the Olympic Souvenir Stores will become retail/commercial space. The Media Hotel will be transformed into high-rise residential as intended for that site by the HPRP. The San Francisco Aquatic Center will become a community pool and since such a large venue is not necessary for the area, it will be reduced in size to something more functional and cost effective. Like the San Francisco Aquatic Center, the Media and Press Center will also be designated as community buildings. Since many Olympic host cities fall into debt after the Games, it is imperative to draw people into the area through communal neighborhood amenities and to supply jobs to those living in the area.

The Olympic Village will contain residential, mixed-use, and retail/commercial buildings. By keeping the retail/ commercial buildings, jobs will be brought into the area for those living there. The Olympic Village will be discussed in greater detail in the subsequent chapter.

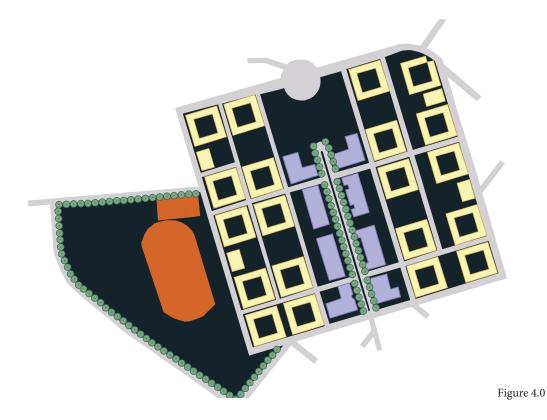
This area will be comprised of large parks and open green space to encourage people to visit the site. Miles of pedestrian and bike trails allow for people to stroll and exercise along the waterfront while enjoying a view of the San Francisco Bay. Signage can also be implemented to mark the new historical significance of the site and to detail the athletes and events of the San Francisco Games that made this Olympiad unique. Bus routes will be implemented in the area to keep this site connected to the rest of San Francisco. Muni routes will allow for people from different reaches of the city to visit this site and what it has to offer. A bus rapid transit system will connect Hunters Point, Candlestick Point, and surrounding neighborhoods with each other and with Caltrain, Muni, and BART ("Hunters Point Shipyard").

In order to ensure financial stability and economic growth of the site, efforts must be made to ensure that there are enough jobs in the area as well as ways for people to enter these neighborhoods easily. These two currently impoverished and industrial neighborhoods must be seen in a new and positive light to draw people into the historic San Francisco Olympic Legacy Park.



OLYMPIC VILLAGE INTRODUCTION

As previously mentioned, it is crucial for Olympic designs to focus primarily on the legacy design. This has been made quite evident in the design for the San Francisco Olympic Village. Using zoning maps of San Francisco as well as the Hunter's Point Redevelopment Plan to choose the Village location, this design creates a livable neighborhood for people after the Games while still being able to support the large number of people occupying these units during The Games. The Olympic Village itself is not open to the public and can only be accessed by those with special privileges.

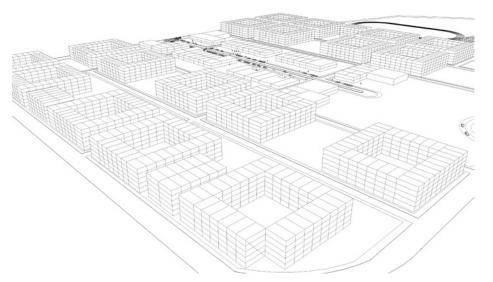


OLYMPIC VILLAGE: DURING THE GAMES

RESIDENTIAL UNITS

During the Olympic Games, athletes , officials, and trainers live in dorm-style units. Between 17,500 and 18,000 people stay in the Olympic Village. Due to this discrepancy of 500 people, it is best to plan for the possibility of their being the larger amount of people. Therefore, this design caters to the possibility of their being 18,000 tenants. Looking at the Olympic Village of the London Olympics, units for the San Francisco Olympics will also have an average of 5.45 people per unit. This results in the need for at least 3,303 units. Units will be 800 sq. feet (2-3 bedrooms) and will not contain kitchens until the legacy plan has commenced.

This design contains 3,495 units. Some officials and trainers will live in quarters with only 4 tenants in total. The residential building masses are along the outskirts of the Village to provide the athletes with privacy when training and when using the centralized public use areas. The center courtyards of each building will allow for athletes to relax throughout the day to focus on their upcoming events. The larger square building masses are 5 stories high and consist of 160 units each in total. The smaller building masses total 60 units each. Some of the centralized Olympic Village Boulevard mixed use buildings will contain dwelling units on their top floors. There are a total of 55 dwelling units immediately surrounding the Olympic Village Boulevard.



Residential Units: 3,495 2-3 bedrooms: 6,990 10,485 bedrooms

Commercial Units: 44



Acres: 53 Acres with Training Park: 67

Dwelling Units per Acre: 65.8 D.U./A with Training Park: 51.6



VILLAGE AMENITIES

The amenities needed by the villagers during the Games have an interesting and wide range. Catering to thousands of people and the needs of a variety of people from different backgrounds and cultures, the shared common spaces of The Village allow for people to focus on their events while also allowing for time to relax and enjoy their time at the San Francisco Olympic Village.

The commercial area is centrally located within the Village to allow for walkability from all reaches of the site and to create a sense of community. The area is meant to encourage people to stay in the open spaces while conversing outside. Since this centralized area is surrounded by buildings, Olympians are allowed privacy from the media and outside world during their stay.

48



Figure 4.3

1. Training Pool	17. Sports Information Center
2. Gymnasium	18. Auditoreum
3. General Store	19. Games Hall
4. Chef's Hall	20. Bank
5. Airport Departure Facility	21. Family Reunion Center
6. Massage Center	22. Religious Center
7. First Aid Station	23. Photoshops
8. Merchendise	24. Dining Area
9. NOC Service Center	25. Hair Dresser
10. Accreditation	26. Post Office
11. Protocol Office	27. Accreditation
12. Information Center	28. Dance Hall
13. Telecommunication Center	29. Travel Agent
14. Internet Center	30. Packaging and Courrier Service
15. Bookable Rooms	31. Flourist
16. Lounge	32. Library, Music, and Video Center

OLYMPIC VILLAGE: THE LEGACY

A majority of the Olympic Village units will be turned into affordable housing. The area will follow the HPRP as closely as possible with some changes made as needed. Parking will be hidden from street view behind building masses and some first floor units may be converted into tuck-under garages. The Village legacy does still try to stress walkability and limit the use of vehicles, so parking spaces will be limited to about .5-1.5 spaces per unit. Careful attention has been made to ensure that there are plenty of "eyes on the street" to help deter crime from happening in this area.

Commercial spaces will be mixed use and contribute to a walkable neighborhood. By having the commercial area extend from the top to the bottom of the site, people are drawn in to the area. This helps ensure that the site will continue to be used after the games and therefore lead to economic revenue.

A traffic circle will be installed for the public to access the site. The traffic circle extends far into the legacy Village site, allowing for people to see far into the commercial area and hopefully encourage people to visit the area.

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