AIR MOBILITY COMMAND

SECURITY FORCE FACILITIES DESIGN GUIDE

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Chapter 1

Introduction

A. Purpose

This Design Guide provides the basic criteria to organize, evaluate, plan, program, and design Air Mobility Command (AMC) Security Force (SF) Facilities. It applies to the design of all new construction and renovation projects. The information is intended to make commanders and their staffs aware of important considerations and aid them in project development. This Design Guide is not a substitute for programming research. It recognizes that there may be special or local requirements for some SF facilities. The squadron size will have an effect on many of the square footage requirements listed in this Design Guide. These issues may be addressed at the local level. Base Civil Engineers, SF facilities personnel, design architects and engineers, and other personnel will use this document. It will help all participants better understand AMC/SF requirements and design criteria so they may effectively participate in the project development process. Use this Guide to supplement other Air Force and Department of Defense policies and instructions. The basic functional program requirements are contained in Air Force Handbook (AFH) 32-1084.

Main Entry Lobby

B. Project Development

The key elements to successful facility delivery are planning, programming, design and construction.

1. Planning

Effective planning will establish and support the overall objectives for SF facilities. Planning should be long-term in scope and include allowances for changes in base and flight population. It should also lead to a timetable for project completion.

The siting of the SF squadron facility is important. It should be centrally located on the base to allow easy access to all populated areas of the base as well as the flightline. The site must be selected and approved prior to completing a DD Form 1391, Military Construction Project Data.

The SF squadron building should have adequate parking for staff, visitors and two shifts of flights at shift change. Locate parking far enough away from the building to accommodate higher alert conditions.

Locate the Military Working Dog facility, the Combat Arms classroom, and firing range in remote areas of the base for safety as well as noise abatement. It is preferable that the Supply and Mobility Storage areas be collocated with the unit facility, but they may be located elsewhere if necessary. Note that the Military Working Dog facility has a separate Design Guide.

2. Programming

Programming includes: determining user requirements, assigning square footage to each space in the program, projecting cost estimates and funding sources, and forwarding programming documents to the appropriate review and approval authorities. Each project should be consistent with the Base General Plan for new and existing facilities. Work is classified as maintenance, repair, or construction.

Information required during preparation of the DD Form 1391, which initiates project developments, is found throughout this Design Guide. Included are considerations for space programs, adjacencies, space criteria, overall facility size and layout recommendations, and special factors for use in estimating costs.

3. Design

Design includes the development of building concepts based on the program criteria, design reviews with review and approval authorities, and final design drawings and specifications (called construction documents or bid documents). It is critical for the user and civil engineering staff to actively communicate with the design architects and engineers to bring about a successful project. Good communication assures that the end user's needs are addressed.

Life safety and building code requirements take the first priority in the design, followed by the facility design program. All areas shall be barrier free and accessible to the disabled in compliance with the Americans with Disabilities Act (ADA) and Uniform Federal Accessibility Standards (UFAS).

Complete a Comprehensive Interior Design (CID) standard for the SF facility in conjunction with any major design project. The CID standard addresses interior finishes, artwork, signs, and furnishings. It ensures that even small upgrade projects are compatible with the design objectives for the entire facility. Refer to the AMC Interior Design Guide for an expanded discussion of interior design. Integration of engineering, architectural, and interior design considerations during project development creates a well-coordinated building. Before planning interior design upgrades, analyze the facility's structural, electrical, communications, and mechanical systems to determine how these impact the design. Infrastructure improvements should occur at the same time as interior finish improvements.

4. Construction

Quality reviews of the contractor's shop drawing submittals by project engineers, and daily on-site inspections by civil engineering construction management personnel and users will help ensure that design goals are met in construction.

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Chapter 2

Exterior Elements

A. General

The exterior elements and setting of the SF facility provide the first impression of the facility and should project images of both security and welcoming. This chapter addresses the concept site plan, security, landscaping, signs, parking areas, entries and entry paths, lighting, and radio antenna. The Architectural Compatibility Plan (ACP) for each base will help in the design of these elements to insure that they are compatible with the overall base design theme.

Entry Barricade/Planter

C. Landscaping

Landscaping elements help create a quality appearance for people entering the SF facility. These elements add visual interest, define building entries, and minimize negative impacts of unsightly features such as parking areas, mechanical yards, and trash enclosures. Facility protection may also be increased through landscaping. Landscaping elements include berming, shrubs, trees, groundcovers, pavement details, site amenities (such as benches), lighting and signs. Refer to the AMC Landscape Design Guide for specific information.

B. Security

Due to the SF facility's function as the security nerve center for the base, protecting and securing the exterior of this facility is of the utmost importance. As much as possible, integrate security measures around the perimeter of the facility such as landscape berming, short barrier walls, or combination of short wall, pilaster and cable. Protection of main entries requires special consideration. Integrate site furnishings such as architectural light bollards, landscape/terrace areas, or other architectural features or configurations that will prevent a vehicle from charging an entry access unobstructed. All physical security measures must comply with the base's ACP and be integrated into the facility design.

Locate parking a minimum of 82 feet away from the building in accordance with the requirements of the latest version of Unified Facilities Criteria (UFC) 4-010-01.

D. Signs

Include the facility sign, directional, parking, and flammable code signs. Signs must comply with the AMC Exterior Sign Standards. See Air Force Manual (AFM) 91-201, Explosives Safety Standards, to determine if fire symbol signs are required on the outside of the building. If there is a separate entry for Investigations, it should be signed as such.

E. Parking Areas

All SF facilities require parking areas for visitors, employees, and official vehicles. SF facilities are separated internally between secure and non-secure work areas. Non-secure areas are accessible to visitors while secure areas limit accessibility to employees only.

?   Provide visitor and squadron staff parking near the main entrance, and parking for flight shift personnel on the opposite side near the secure entry.
?   Locate visitor parking with visibility and direct access to the main entrance.
?   Provide parking for official vehicles near the secure entry. Use landscaping to conceal the secure parking/secure entry from the main parking lot to avoid confusion to visitors.

The Concept Site Plan, Figure 2-A, illustrates a conceptual layout integrating the elements of parking areas. Reserved parking spaces for the handicapped are required. Reserved parking for Government vehicles, visitor parking, SF Commander, or others will be designated by local basic requirements and directives.

F. Entries and Entry Paths

The facility entries and entry paths should be easily identifiable to first-time visitors. Entries should be kept to a minimum in SF facilities. Provide one main visitor entry into the building and at least one secure entry (usually on the opposite side of the building from the main entry). A third entry may be desirable for visitors to the Investigations section only. This entry should be screened with landscaping from the main parking area and the secure parking area, to avoid compromising investigative operations.

The main entry should have an overhang to protect visitors from the weather. The security barrier should be placed outside of the main entry path so visitors enter behind it. All entries should be properly separated from each other so that there is no inadvertent contact between victims, witnesses, suspects, or prisoners.

Include electronic locks on all doors that lead to the secure area of the building. Provide emergency egress as required by the National Fire Protection Association Life Safety Code (NFPA LSC).

G. Lighting

Provide photocell-controlled lighting for safety and security in all parking areas and walkways. Install additional lighting outside the mobility warehouse for loading and unloading equipment and materiel at night. Integrate lighting placement and type into the facility design to enhance safety and security at night.

H. Radio Antenna

The radio antenna must be accessible, but not detract from the facility's appearance. Locate the radio antenna away from the prominent views of the facility and use landscaping around the base of the radio antenna. Acceptable fencing is identified in each base's Architectural Compatibility Plan.
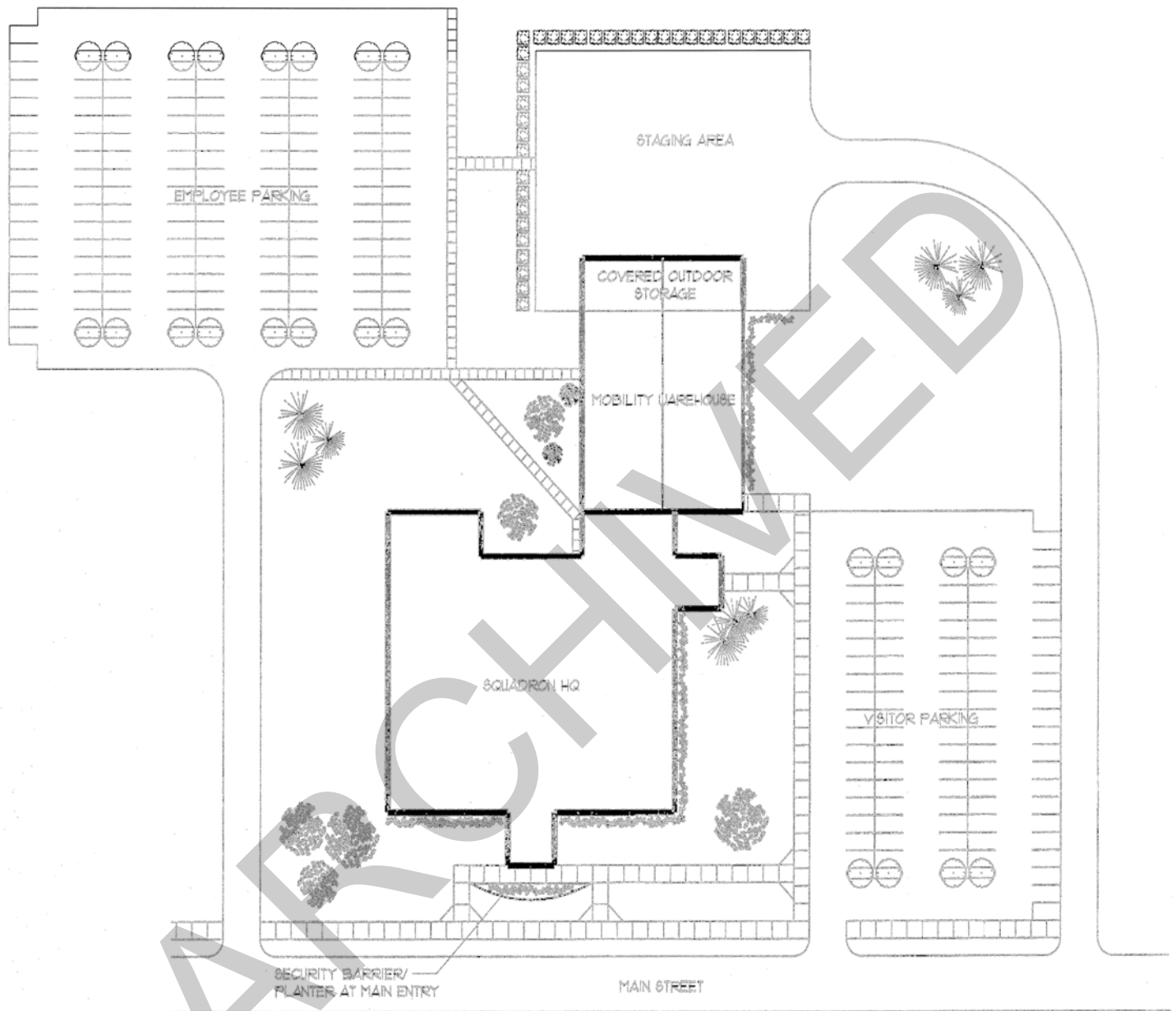
Figure 2-A: Concept Site Plan (not to scale)
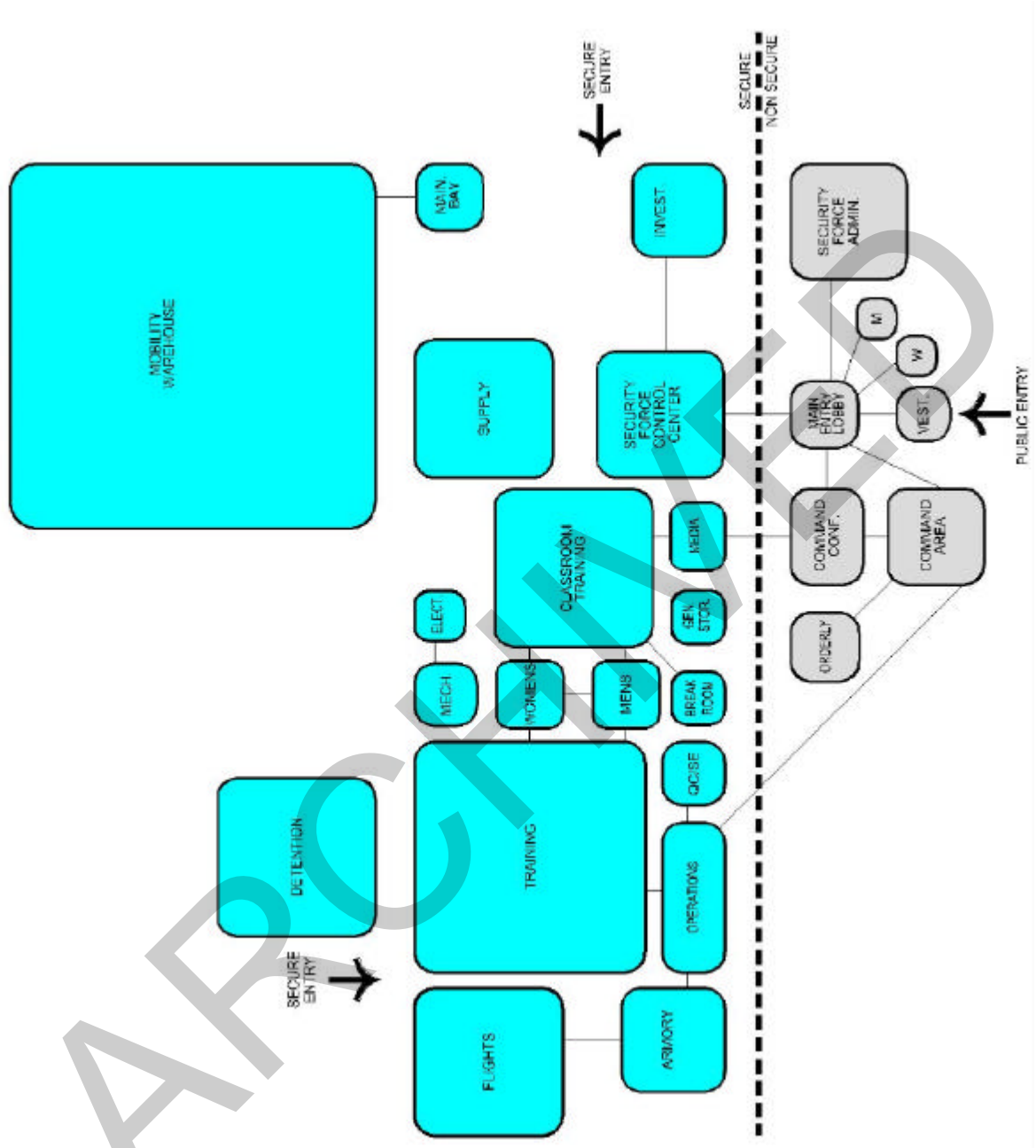
Figure 2-B: Functional Space Bubble Diagram

Chapter 3

Functional Areas

A. General

This chapter addresses space requirements within SF facilities. As indicated earlier, SF facilities are separated into secure and non-secure areas. Non-secure areas may be accessible to visitors. Only SF staff personnel are allowed unescorted access to secure areas.

Many of the office areas in the SF facility may be arranged in "suites" with workstations around a central open area with a conference table, wall space for maps and displays, file and supply storage, fax and copier, and central bulletin board. This allows for small group meetings to occur in the suite. It also allows suite occupants to monitor activity in the meeting area.

Typical "Central" Conference Area

B. Non-Secure Areas
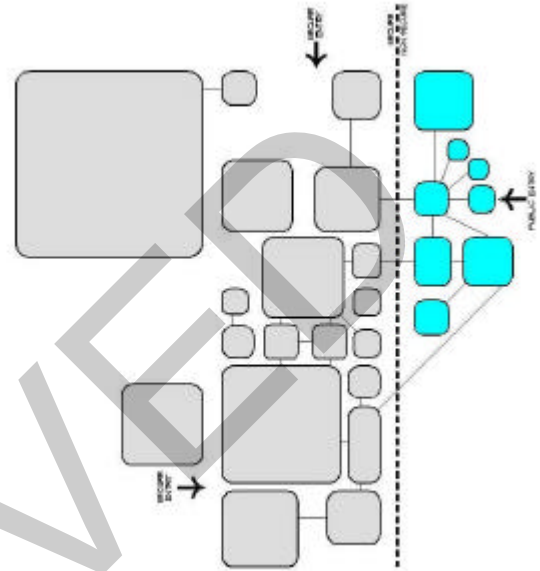
1. Main Entry Area

The only area that should be readily accessible to the visitor at the main entry is the entry lobby and waiting area. Visitors are received either by the Security Forces Control Center (SFCC) staff or at the Security Force Administration (SFA) counter. Both these counters should be located immediately inside the visitor entry and waiting area since they receive the most traffic. Access to other non-secure areas of the building should be controlled at the entry lobby by doors with electric strikes controlled by (SFCC) staff.

The lobby is the first area inside the main entry, adjacent to the SF Control Center. This area should be an open space that will accommodate four to six visitors, and also contain a display rack for informational pamphlets. Separate the SF Control Center from the lobby through use of the following:

? Provide a large bulletproof glass window between the waiting area and the SF Control Center.
? Protect walls with bulletproof materials that are not apparent to visitors.
? Include a cipher lock, to prevent unauthorized access to the other areas of the facility.

Public restrooms should also be located adjacent to the Main Entry Lobby and be accessible to visitors.

2. Command Section

The Command Section staff offices include: Commander, SF Manager, Secretary, Waiting, and Command Conference Room (which may be a shared space). The Command Section functions as a suite of private offices that surround the secretarial/waiting area and should be located close to the lobby due to the number of outside visitors received.

The Commander's Office should be large enough to seat four to six staff members or visitors. Furnish all staff offices and secretarial area in the Command Section with either executive level systems furniture or modular freestanding furniture. The area should also contain sufficient space for a coffee "bar", copier/fax/printer(s), and storage for files and supplies.
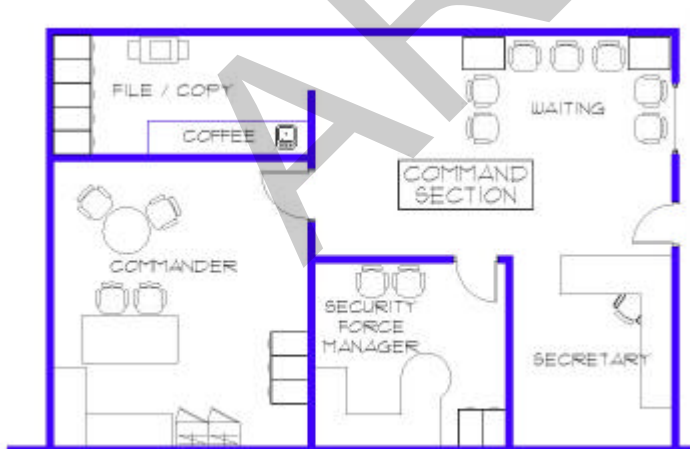
Figure 3A: Command Suite

3. Command Conference Room

The Command Conference room may be either in the Command Section or adjacent and accessible to the rest of the building. It functions as a meeting location for the Commander, the SF staff, and visiting groups. It should accommodate 24-30 in variable seating arrangements for staff meetings, briefings, small group training sessions, and special meetings. The room should present a warm and professional image appropriate for the reception of distinguished visitors and staff officers.

The room must be capable of accommodating teleconferencing equipment, videocassette recorder, DVD player, and television and overhead projector without sacrificing attendee seating. The media equipment may be housed in an adjacent media room with a frosted glass window for rear projection. (This media room may be located between the Command Conference room and the Training room and provide media capabilities for both rooms.)

Locate restrooms near the Command Conference room for convenience.
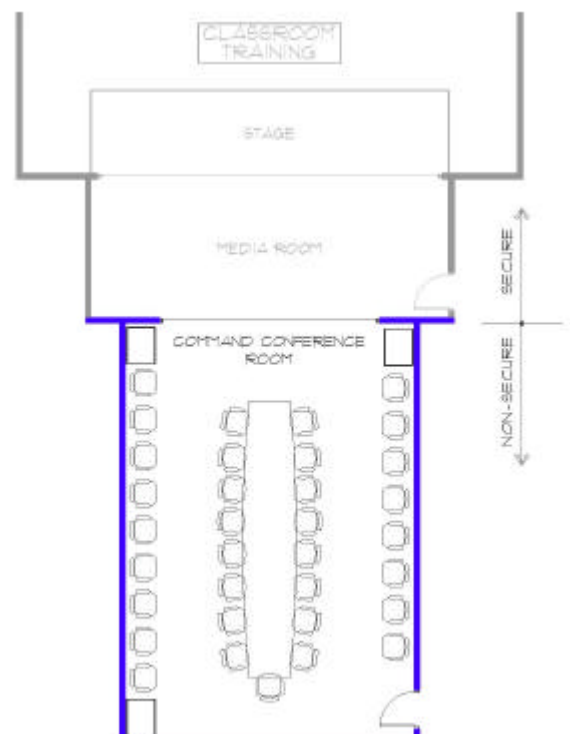
Figure 3B: Command Conference Room

Command Conference Room with Media Window

4. Orderly Room

The Orderly room contains an office for the Squadron Section Commander (depending on unit size) and the First Sergeant. An open area with workstations is acceptable for the Personnel Specialists assigned. Provide space for a copier, fax, and shared-use printers; plus storage for supplies and files. Provide a customer service counter and a workstation for customers to complete paperwork. Additionally, a private area is required for completion of weigh-ins and body fat measurement.

5. Security Force Administration and Reports Flight

The Administration and Reports Flight provides pass and registration, reports and analysis, and information security support for the wing.

An office for the Flight Chief and up to twelve workstations in an open work area is sufficient for the SF Administration suite. The Pass and Registration area should have a pass-through window opening directly onto the Lobby and should be located adjacent to the SF Administration area. In addition to the pass-through window, Pass and Registration needs workstations for a minimum of three people, a waiting area for 15-20 people, a camera area for photos, and storage for files and supplies.

Orderly Room

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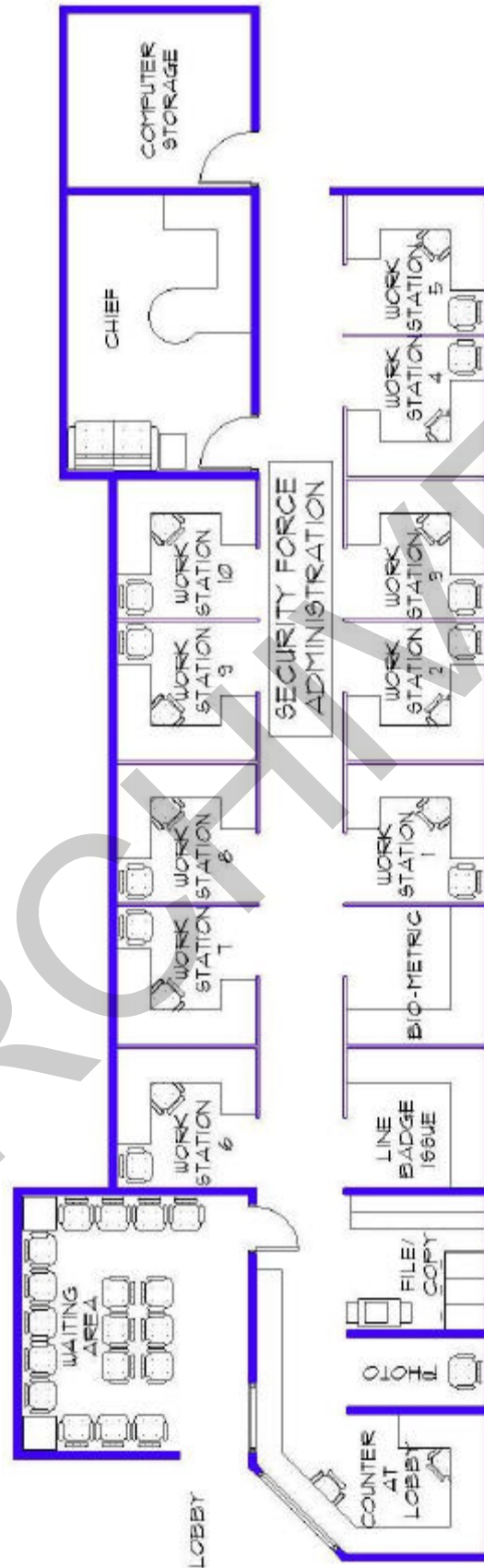
Figure 3-C: Security Force Administration

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C. Secure Areas

Figure 3-D: Operations Suite

1. Operations

The Operations (Ops) suite provides a functional work area for personnel responsible for planning, directing, and controlling the day-to-day activities of the security, law enforcement, and base defense operations of the SF mission. The suite provides an office for the Operations Officer and the Operations Superintendent. There are also workstations provided for the following functions as a minimum: Ops Support, Installation Security, Resource Protection, Police Services, Electronic Security Systems (ESS) NCO, and Physical Security. Additional workstations may be required based on the specific mission of the installation and size of the SF unit. Organize offices and workstations around a central open area with a conference table, wall space for maps and displays, storage for files and supplies, shared use printers, fax and copier, joint use printers and a central bulletin board.

Operations Suite

2. Quality Control

The Quality Control suite ideally should be located adjacent to the Training Offices and include an office for the Non-Commissioned Officer in Charge (NCOIC) and three workstations for assigned personnel. Quality Control requires an additional two testing rooms for administering oral/written examinations. Soundproof walls should enclose the two testing rooms. A central storage area should be provided for files and supplies, shared use printers, fax and copier and a central bulletin board.
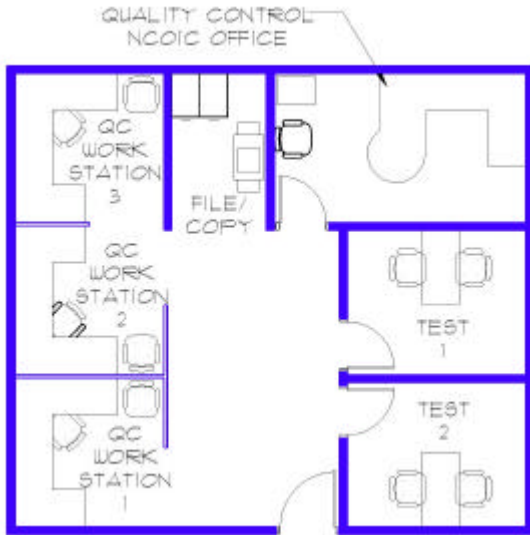
Figure 3-E: Quality Control Suite

Guardmount Room Lockers

3. *Operations Flights*

The Operations Flights are the "heart" of any SF unit. They perform the day-to-day mission of providing police services to the base community and guarding the installation's priority resources. When reporting for duty these personnel should enter the facility nearest the secure parking area. Their normal flow through the building is as follows: retrieve required duty equipment from equipment lockers; receive weapons from armory; properly clear weapon; proceed to guardmount formation; receive posting information, current intelligence briefing, required safety briefings, and inspection; and, proceed to assigned post for their tour of duty. At the end of the shift, flight personnel will clear/clean weapons as required and return them to the Armory; complete reports/ paperwork as necessary; and, return duty equipment to lockers.

Equipment lockers should be 24"W x 24"H x 36"D and stacked no more than three high. These lockers are for storing gear bags, whose contents include all on-duty equipment issued to SF personnel such as: flashlight, web belts, bulletproof vests, rain gear, etc.

4. *Guardmount*

Locate the Guardmount room as close as possible to the facility's secure entrance. This room should be large enough to accommodate a flight standing in open ranks formation. Equipment lockers may be located along the walls of the Guardmount room or in a separate duty-equipment locker room. The Armory windows may open into the Guardmount room. To relieve congestion, it is preferable that the weapon clearing process occur in an adjacent room.

The weapons clearing area must be set up with appropriate clearing barrels and posted clearing instructions for each weapon issued.
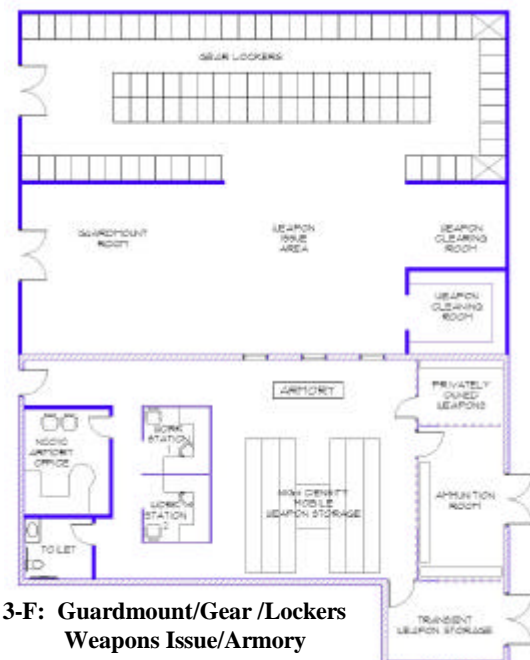
**Figure 3-F: Guardmount/Gear /Lockers
Weapons Issue/Armory**

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Examples of Weapons Cleaning, Weapons Clearing, and Issue Windows

5. *Weapons Cleaning*

The Weapons Cleaning room is a separate room, with rubber matted work counters and a fireproof storage locker for cleaning solutions and materials. Locate this room close to the Armory, and adjacent to the issue windows so weapons may be cleaned prior to turn-in. The Weapons Cleaning Room is sized for approximately 6 people.

6. *Armory*

The Armory must be in a bulletproof enclosure with its own toilet, and a single personnel entry door of heavy steel. The Armorer must be able to identify those requesting entrance via closed circuit cameras and a birdseye peephole through the door. Locate a telephone next to the entry door with a dedicated line to the Armory staff inside. The Armory must be alarmed and equipped with a duress system that terminates in the SFCC. The main weapons storage area should have weapons racks stored two high, preferably in high-density units that roll on tracks. High-density storage units must be properly secured to the structure to prevent tipping. Provide enough maneuvering room at the weapons issue windows for two or three Armorers to safely issue and receive weapons. Provide a wall rack adjacent to the windows for hand-held radio charger bases and

radios for issue. Designate an area along one wall for heavy weapons, and store ammunition in a separate area.

The Armory must have the capability to store privately owned firearms in a completely secure area, separated from the issue arms. In addition, transient weapons may need to be stored temporarily in the Armory. Full-height, lockable, wire mesh partitions with appropriate shelving are acceptable for both personal and transient weapons. The Armory needs climatic control to maintain low humidity. Provide an exterior bulletproof pair of doors so large quantities of bulk ammunition or weapons may be moved easily into the facility by forklift.

7. *Security Forces Control Center (SFCC)*

The SFCC is the nerve center of the SF facility. It contains the dispatch and radio communications for SF operations on the base. If there is no window to the administrative area, the SFCC also serves as the "front desk" for the facility. The SFCC also contains security camera monitors for the base and the Battle Staff room for emergency contingency operations.

The SFCC should be housed in a bulletproof enclosure with a bulletproof glass window facing the main entry lobby. A computer floor is required that will raise dispatchers so they are eye level when seated with those who are standing at the service window. Dispatchers are seated at consoles with a view of the main lobby, base security monitors, communications equipment, and, base and area maps; all within easy, ergonomic reach. Temporary evidence lockers should be provided for nighttime lockup. Lighting should be low-level in the communications area for ease in viewing Closed Circuit Television (CCTV) monitors and computer monitors. The Heating/Ventilation/Air Conditioning (HVAC) system should protect the computer equipment against humidity, while still providing a comfortable environment for the occupants. Generally, there are two dispatchers on duty within the SFCC and their consoles should be designed to wrap around them to keep all equipment within easy reach.

Other rooms located in, or associated with, the SFCC room include: restroom, a report writing area with at least two workstations, an alarm room with centralized alarm monitoring, and, two temporary holding cells with observation windows open to the dispatchers view.
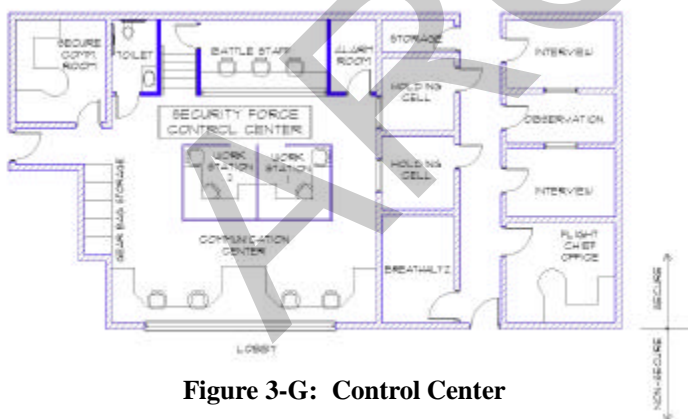
Figure 3-G: Control Center

8. Battle Staff

The Battle Staff room should be located behind the communications center and have an elevated floor and a window to look out on the SFCC. The Battle Staff room should have a continuous counter in front of the windows with communication and data hookups for additional computers. One end of the room should contain satellite communication equipment as well as encrypted communication equipment. The Battle Staff room should also have its own HVAC and lighting controls.

9. Interview

At least two interview rooms should be located adjacent to the SFCC for questioning suspects. These should include a table and 2-3 chairs with two-way mirrors looking into an observation room in between. The interview rooms should be located adjacent or near to Investigations, which will also use them.

Interview Room with Observation Window

10. Breathalyzer

A Breathalyzer room should be located adjacent to the SFCC with a work surface or counter for the Breathalyzer equipment and operator, and a chair for the suspect.

Breathalyzer with Wall Mounted Observation Camera

11. Training

Training within the SF squadron involves four areas: classroom training, Combat Arms training, Physical Apprehension and Restraint Techniques (PART) training and physical fitness training. Combat Arms training may be conducted at another site adjacent to the firing range if there is adequate classroom space available there.

Classroom. The classroom needs to be large enough to accommodate a full flight with some extra seating. The classroom should have tiered, theater type seating facing a stage with a media enabled, movable podium. Behind the stage provide a frosted glass rear projection screen with a media room in back including all media and projection equipment. Rear projection as well as other projection systems are acceptable. The classroom should have a dimmer control system to accommodate a wide variety of lighting conditions, and have good daylight control. It should also include HVAC systems sized for full occupancy with code required makeup air.
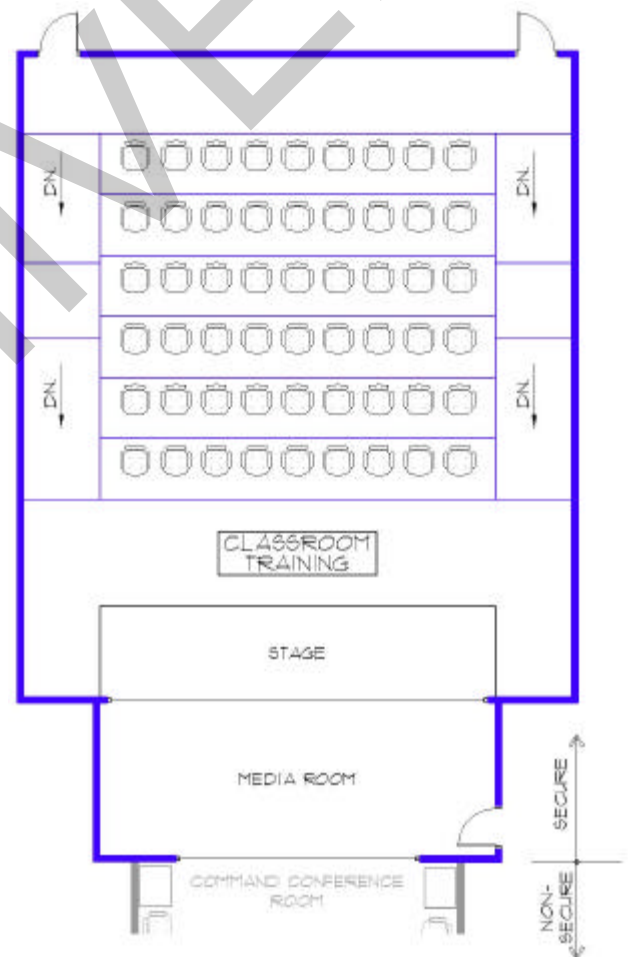
Figure 3-H: Classroom Training

Combat Arms Training. While live fire weapons training occurs at the base firing range, some training and practice may occur utilizing firearms training simulators. Simulators require a large enough room to accommodate a training class of 10-12 personnel, the simulator screen and control equipment, carbon dioxide tanks, and a control area at the rear for instructors. The simulator room may be located in the SF squadron facility or at the Combat Arms training location.

If it is in the squadron facility, provide adequate acoustical materials so that noise does not transmit to other areas.

Firearm Simulator Room

Classroom Training

Physical Apprehension and Restraint Techniques (PART). Dedicate a separate room with storage for floor mats and training aids for PART training. This is a critical SF skill that requires reinforcement to maintain proficiency. Additionally, the facility should be used for RAVENS (AMC's Flyaway Security Program) to complete their required expandable baton training utilizing an aggressive assailant dressed in the full combat "redman" suit. The room should be large enough to accommodate a class of 12-15 sitting around the mat area.

Physical Training Room

Physical Fitness. When base fitness centers are not open on a 24-hour basis, consider providing a room in the squadron facility where strength and aerobic equipment may be used by SF personnel 24 hours a day. The room should be large enough to accommodate three or four pieces of fitness equipment such as: a treadmill, an elliptical trainer, a stationary bike, a nautilus style machine, and/or a free weight bench and a dumbbell rack. The flooring should be padded athletic flooring, with wall mirrors in the free weight area. Provide a wall mounted television with a cable or satellite connection. Provide an electric water cooler.

12. *Lockers*

Provide a Locker room with toilets and shower area for men and women adjacent to the Physical Fitness Training room and the PART room. Lockers may be 12" W x 15" D x 36" H and stacked two high, and should be located directly across from the showers. Provide a 24" W x 60" H mirror in this area for uniform inspection. Lockers have been successfully integrated over built-in benches to save space.

Much floor space can be saved by building benches into the wall and stacking the lockers above as shown in the photo below. This configuration makes floor cleaning easier and provides for a more compact locker room than floor mounted benches.

Typical Locker Room with Built-in Bench

13. *Training Office*

The Training Office suite houses the training staff, Unit Training Manager, and Squadron Scheduler. Provide an office for the Training Officer, NCOIC and six workstations for training instructors and staff. Additionally, provide five carrel-type quiet study areas required for personnel in upgrade training to complete Computer Based Training requirements. These workstations should surround a conference area for group meetings. Provide space for file storage, a shared-use printer, a copier, fax, office supplies, training materials, and reference materials.
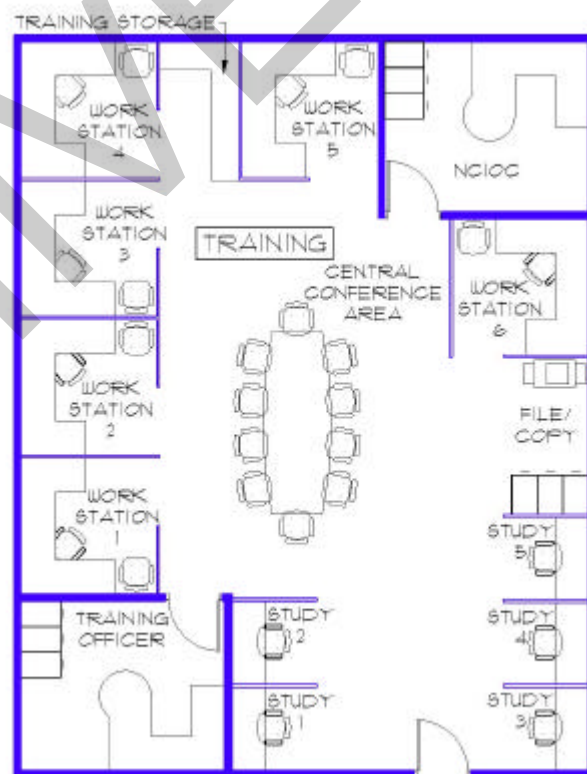
Figure 3-I: Training Office Suite

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14. *Investigations*

The Investigations suite includes four private offices large enough to accommodate at least three visitors for interviews. Place the offices around a common area for group conferencing or meetings among the investigation team members. The suite should also include a secure room with shelving for evidence storage, and a sink for drug test processing. A central storage area should be provided for files and supplies, shared use printers, fax and copier and a central bulletin board. Locate a facility entry near the suite to allow witnesses or other visitors access without having to go through other areas of the facility, or be exposed to incoming or outgoing prisoners. Investigations should have easy access to the SFCC interview rooms.
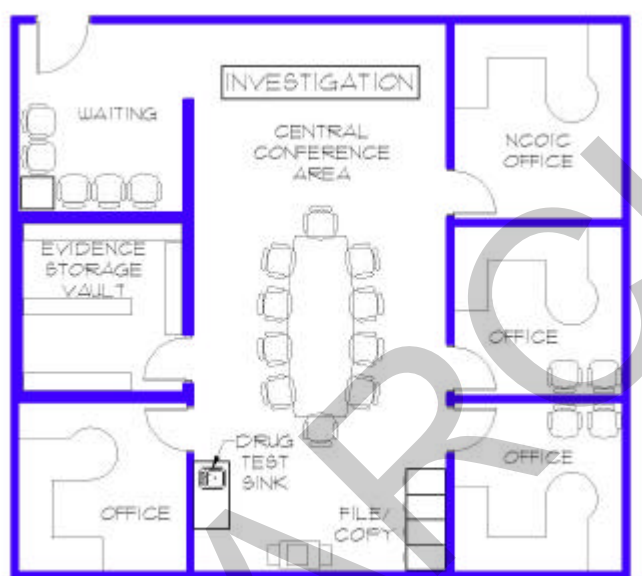
Figure 3-J: Investigations Suite

15. *Confinement*

Confinement houses both short-term and long-term prisoners. In most situations, confinement for eight male cells and three female cells will meet the installation's needs. Males and females must be completely separated from sight, sound, and physical contact. Cells shall have toilets and wash basins. Provide an office in confinement for the officer-in-charge. Ancillary facilities include a laundry room, linen storage, storage area for restraint equipment, male and female shower stalls, a day room, and an exterior exercise yard. Exercise yard size may vary based on space availability. The office should have one-way glass with clear views of both male and female cell blocks from within.
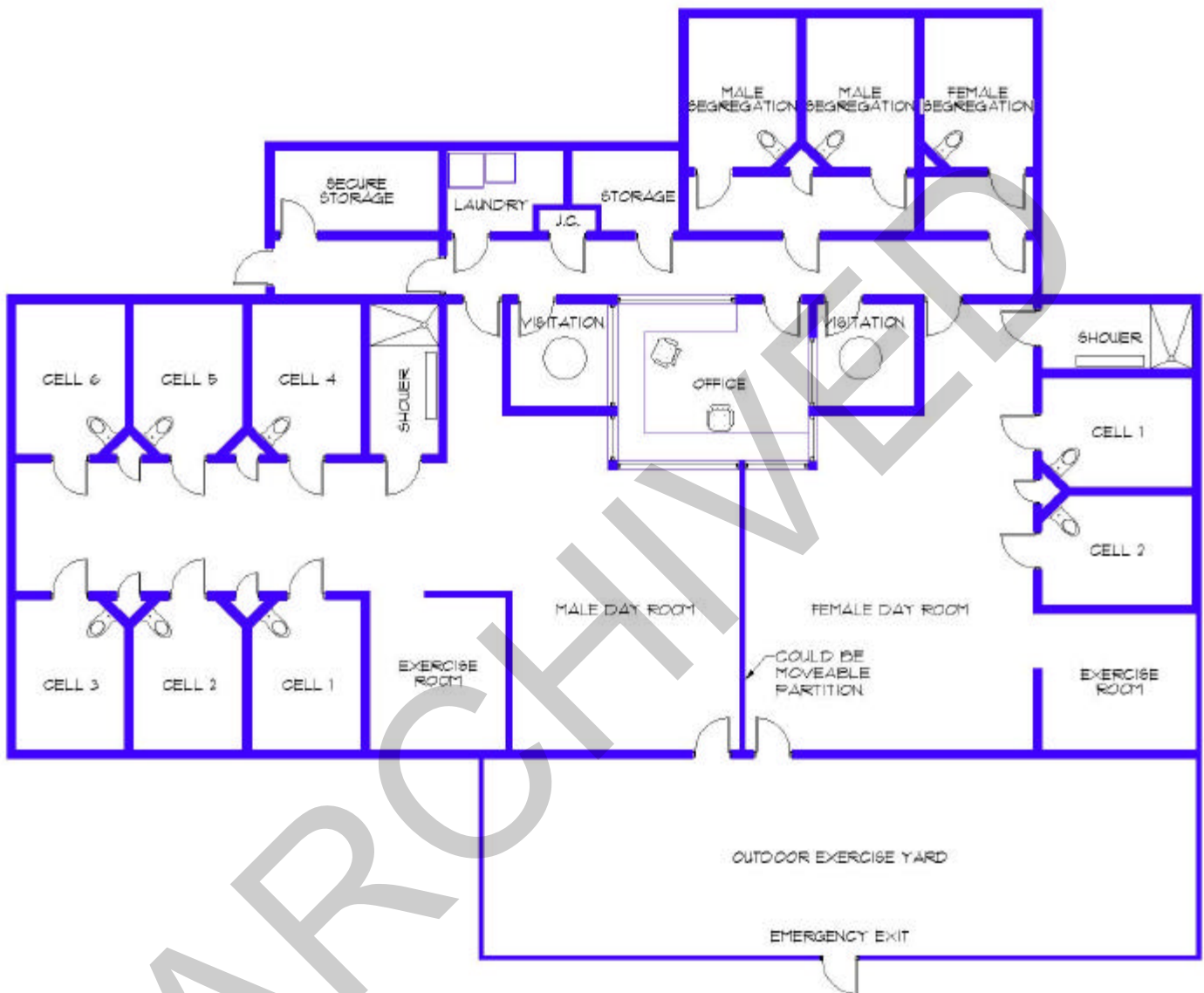
Figure 3-K: Confinement Area

16. *Supply and Mobility Storage*

Ideally, provide a large area for bulk storage of routine office and building maintenance supplies within the SF squadron facility. Items such as everyday office supplies are issued through a pass thru window or "issue window". The storage area also includes equipment items needed in performance of the day-to-day security force mission, i.e., web gear, clothing items, etc. Provide a work area for a staff of six with appropriate space for files and administrative equipment.

Mobility Storage may be in a separate facility on the same site, or in an offsite facility. Provide room to prepare, assemble, and pack for shipping, cargo pallets for deployment of SF units. Provide overhead doors allowing forklift traffic for moving pallets in and out of the building. Immediately outside of the warehouse doors provide a covered area deep enough to protect pallet assembly from inclement weather. Include a covered paved storage area for all-terrain vehicles (ATV's) and working dog containers. A larger paved yard area outside the covered area should be fenced and large enough to load pallets for transport to the flight line.

Provide one bay large enough to bring a car or HUMVEE inside for minor maintenance. The area needs to be in, or near, Supply Storage if the Mobility Storage Warehouse is remotely located.

Mobility Storage Warehouse
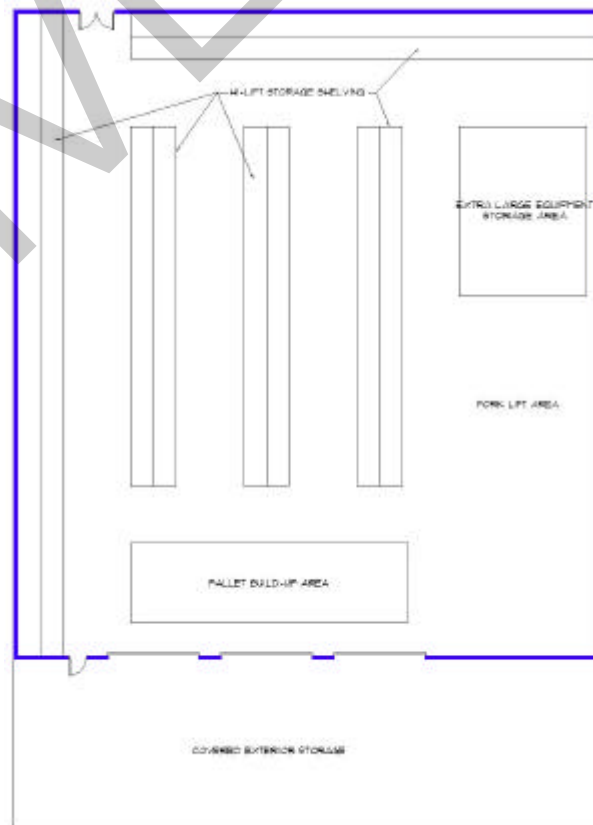
Figure 3-M: Mobility Storage Warehouse
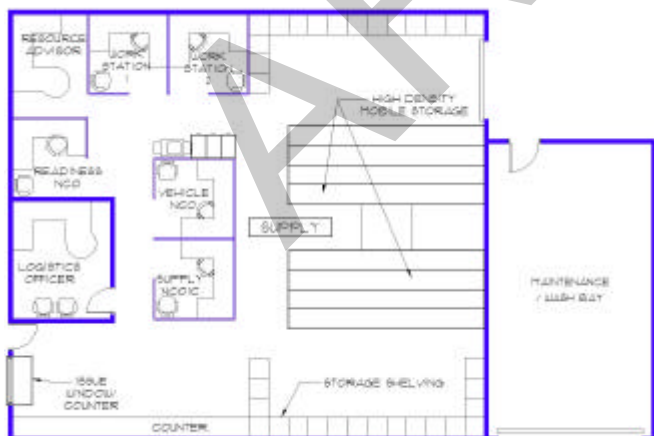
Figure 3-L: Supply Storage and Issue Window

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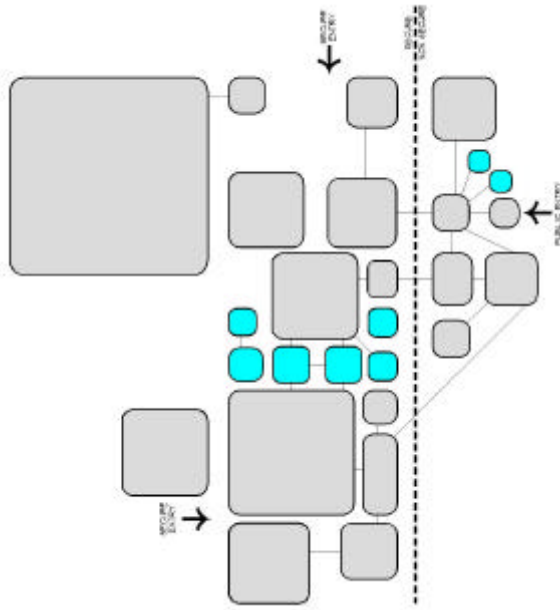
D. Support Areas

1. General

Support areas include the breakroom, storage rooms, restrooms, mechanical rooms, electrical/communications equipment rooms and janitor closets.

2. Breakroom

The Breakroom functions as a place for temporary breaks from work and also as a lunch room. Include tables and seating for 12-16. Include a counter with cabinets below and above, a sink with hot and cold water, and space for a refrigerator, microwave, and coffee maker. Locate the breakroom near the conference and training classrooms.

3. Storage

In addition to the storage already discussed under Lockers and Supply/Mobility Storage, provide dedicated spaces for everyday office supplies, training materials and building maintenance supplies.

4. Restrooms

Locate men's and women's restrooms with showers centrally for all staff use, adjacent to Physical Fitness, Lockers and PART room if possible. Restrooms should include: toilets, urinals (in men's), sinks, partitions, mirrors, soap dispensers, toilet paper dispensers, a weighing scale, a shelf for caps and small items and built-in waste receptacles. Women's restrooms should include sanitary napkin dispensers in the shared space, and individual use napkin disposals in stalls. Include outlets for hair dryers and electric shavers in both restrooms. Provide lavatory sinks in a full-width counter, with a full-width mirror above. Provide a 24" W x 60" H mirror in each restroom.

Restroom/Shower

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5. *Mechanical Equipment*

Locate the Mechanical Equipment room on an exterior wall with a double door and ramp opening to the exterior for receiving and maintaining large equipment. Ideally, the mechanical room should be located away from office, conference, and training/classroom areas, and as close to the main restrooms as possible, since these have the largest demand for hot water. Size the room to hold the appropriate heating/ventilating/air conditioning equipment, hot water heater, water softening system (if necessary), sprinkler backflow preventer and riser, water service, and gas service. Provide enough space around the equipment to allow proper access for routine and emergency maintenance.

6. *Electrical/Communications Equipment*

Provide a room (preferably next to the Mechanical Equipment room) for electrical service and switchgear, telephone service, transfer switch for emergency generator and emergency panels, Uninterruptible Power Supply (UPS) system, distribution panels, exterior lighting panel and controls, Defense Systems Network (DSN), Local Area Network (LAN), and an intrabase radio base station antenna cable connection to building's antenna.

E. Offsite Facilities

1. *General*

As mentioned earlier, some SF facilities are located away from the SF squadron facility site. These include the Military Working Dog Facility, and the Combat Arms Training and Maintenance Facility (CATM).

2. *Military Working Dog Facility*

The Military Working Dog Kennel and its associated Training Yard are usually located on a remote part of the base away from traffic, populated areas of the base, and flightline noise if possible. Kennels include: offices for the Kennel Master and dog handlers, conference room, break/lunch room, veterinary exam room, kitchen for dog food prep and dish wash area for dog bowls, isolation cages, mechanical rooms, toilet, and kennel area. The kennel area leads out to the training yard where dogs are trained on an obstacle course. The entire building and yard is fenced with six foot high security fencing. There is a separate Design Guide for Military Working Dog Facilities.

Military Working Dog Training Yard

3. *Combat Arms Training and Maintenance Facility*

Combat Arms Classroom

The SF Squadron is responsible for weapons training not only for its own forces, but all base and tenant unit personnel. The Combat Arms Training and Maintenance (CATM) Area and Firing Range are normally located at a remote part of the base with the proper clearance zones around it for stray rounds. The CATM facility includes the following areas: Classroom, Administrative Space, Weapons Maintenance Shop, Weapons Cleaning/Degreasing Room, Alarmed Weapons and Ammunition Storage Room, Latrines, Student Weapons Cleaning Area/Room, Firearms Simulator Room, and space for miscellaneous storage. Provide a parking area large enough for the scheduled classes and personnel who work in the facility.

The CATM Classroom is used for demonstration and performance training. It must contain sufficient space to provide each student attending handgun, rifle, shotgun, or submachine gun training a chair and a table work surface of at least 24 x 36 inches. The classroom should contain a raised instructor's platform, aisle space for instructor access to individual tables, and sufficient space and connections for video cassette equipment, movie projectors, audio tape recorders, slide projectors, overhead projectors, and computers.

Administrative Space contains offices for program administrators and Combat Arms personnel such as the CATM superintendent or NCOIC and several instructors.

The Weapons Maintenance Shop provides space for workbenches, hand tools, power tools, equipment, and spare parts storage. Provide a lavatory sink with potable water in the immediate area and an emergency eyewash station.

The Weapons Cleaning/Degreasing room accommodates workbenches, spray hoods and degreasing tanks. Special design requirements include forced ventilation, vapor-proof electrical fixtures, compressed air service, and solvent-resistant wall and ceiling finishes. A lavatory with potable water should be in the immediate area.

An emergency eyewash station is also required. The base safety office and bioenvironmental engineering may have additional design requirements.

The Alarmed Weapons and Ammunition Storage room provides secure storage for all weapons for which the Combat Arms section is responsible and a thirty day supply of each type of required ammunition. Room construction must satisfy the security requirements of AFI 31-101, The AF Installation Security Program and AFMAN 32-1071, Security Engineering Project Development, for construction materials and specifications. Additionally, requirements of DoD 5100.76M, Physical Security of Conventional Arms, Ammunitions, and Explosives, must be satisfied. In general, vault construction must provide a minimum ten minutes of forced entry delay. Typical vault construction features wall, floors, and roof of 200-millimeter (7.9-inch) concrete reinforced with two layers of number 4 rebar on 225-millimeter (9-inch) centers, fitted with a Class V door.

Restroom and sanitary facilities are required for both men and women. The size of each depends upon the class size at that particular installation. Usually, the women's restroom need only accommodate about one-fourth the number of people as the men's restroom. Because instructors have daily contact with lead/heavy metals and may transfer these contaminants by casual contact, provide showers, changing areas, laundry facilities, and lockers for instructors to remove contamination. Use of these facilities will prevent recurring casual contamination and potential health concerns away from the range facilities.

Student Weapons Cleaning Area/Room provides space for students to clean their weapons after completion of firing. It may be an outside covered area or a room large enough to accommodate cleaning tables/benches and cleaning materials for normally expected student loads. The room must be well ventilated.

A Firearms Simulator room is required so instructors may provide intense training to those personnel who either have a fear of guns or may not seem to qualify with live ammunition. The realistic training provided without the anticipation of recoil from a "live round" enables instructors to ensure basic fundamentals of marksmanship are employed and provides immediate feedback to the students. In most cases personnel who receive this training are then able to qualify on the live fire range. The room should be large enough to accommodate a training class of 10-12, the simulator screen and control equipment, carbon dioxide tanks and a control area at the rear for instructors.

A storage area is required in the CATM facility for administrative supplies, training aids, tools, and miscellaneous items. The size of this area is directly related to the type and quantity of training accomplished by the Combat Arms section.

A Range Target Storage and Repair Building provides space for repair/storage of targets and related equipment items, including target mechanisms, construction, and repair material. Repair space contains tables and workbenches. An electrical power source for operating power tools is required.

A Range Supplies and Equipment Storage facility is required to provide secure storage space for miscellaneous range supplies, tools, and equipment used at combat arms ranges. Depending on location, type and value of items stored, this facility may be combined with the Target Storage and Repair Building.

An indoor range facility is required at bases that experience adverse weather conditions on at least 90 calendar days a year, adequate land area is not available for an outdoor range, or economic considerations clearly favor construction of an indoor over an outdoor range. The facility is preferably constructed in increments of seven firing positions; ranges with fewer than seven positions incur excessive operating costs and are not

recommended. Preferred width of firing positions is five feet. The firing range should ideally include motorized target control from the shooting stations, a bullet trap that removes spent bullets out to a storage container for outside hazmat pickup, and a heated and air conditioned control room behind the firing line. The controller must have clear visibility of all shooting stations, control over all target systems and lighting, and communication to personnel on the firing line.
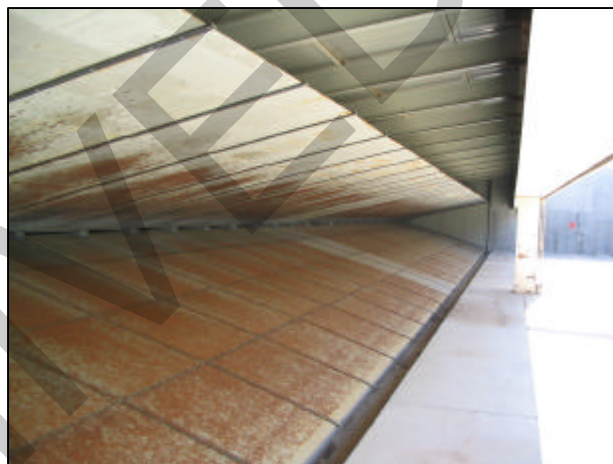
Firing Range Bullet Trap

Firing Range

Range Control Room

4. Urban Training Center

Some SF Facilities have opted to provide an Urban Training Center to assist training officers in training SF and base personnel in urban combat techniques. These techniques include, but are not limited to, house-by-house searches. The facilities utilized include durable, weather-resistant structures (such as masonry or pre-cast concrete), including one and two-story buildings with various internal room layouts. Each building should be a different layout from the others and the buildings should be arranged to simulate an urban streetscape setting. Window and door openings are provided; roofs are not necessary. Urban Training Centers need to be located remotely on base such that stray rounds are safely accommodated.

Examples of Urban Training Simulator

Figure 3-N:
Functional Space Requirements
For Security Force Headquarters

*Many spaces are based on a flight size of 45.

Functions	Square Feet	Square Meters	Subtotal (Sq. Ft.)	Subtotal (Sq. M.)	Notes
Non-secure Areas:					
Main Entry Vestibule	115.00	10.68			
Main Entry Lobby	400.00	37.16			Includes Waiting Area
Subtotal			515.00	47.84	
Command Area:					
Commander	300.00	27.87			
SFM	180.00	16.72			
Secretary	80.00	7.43			
Waiting Area	100.00	9.29			
Files/Office Equipment/Supply Storage	100.00	9.29			
Command Conference Room	480.00	44.59			Shared area for 24-30 people
Subtotal			1,240.00	115.19	
Orderly Room:					
First Sergeant	150.00	13.93			
Squadron Section Commander	150.00	13.93			
5 Workstations	320.00	29.73			
Files/Office Equipment/Supply Storage	100.00	9.29			
Subtotal			720.00	66.88	
Security Force Admin. and Reports Flight:					
Counter Area at Lobby	60.00	5.57			
Waiting Area	240.00	22.30			For 15-20 people
Chief's Office	150.00	13.93			
12 Workstations	768.00	71.35			
Photo Area/Fingerprinting	64.00	5.95			
2 Workstations for:					
Line Badge Issue & Bio Metric	128.00	11.89			
Files/Office Equipment/Supply Storage	100.00	9.29			
Computer Storage	100.00	9.29			
Subtotal			1,610.00	149.57	
Secure Areas:					
Operations:					
Operations Officer Office	150.00	13.93			
Operations Superintendent	150.00	13.93			
6 Workstations	384.00	35.67			
Central Conference Area	150.00	13.93			
Files/Office Equipment/Supply Storage	100.00	9.29			
RAVEN Program Office	200.00	18.58			
Subtotal			1,134.00	105.33	

Functions	Square Feet	Square Meters	Subtotal (Sq. Ft.)	Subtotal (Sq. M.)	Notes
Quality Control/Standards Evaluation:					
Quality Control NCOIC Office	120.00	11.15			
3 Workstations for Personnel	192.00	17.84			
2 Private Testing Rooms	160.00	14.86			
Storage	50.00	4.64			
Subtotal			522.00	48.49	
Flights:					
(Total size depends on flight size)					
Gear Lockers (7 s.f. per locker)	960.00	89.18			24" x 24" x 36"D stacked three high
Weapons Issue Area	380.00	35.30			Flight Side of Armory
Guardmount Room (11 s.f. per person)	540.00	50.17			
Weapons Cleaning Area*	120.00	11.15			
Subtotal			2,000.00	185.80	
Security Forces Control Center:					
Communications Center	500.00	46.45			
2 Writing Workstations	128.00	11.89			
Toilet	80.00	7.43			
2 Holding Cells	96.00	8.92			
Alarm Room	40.00	3.72			
Battle Staff Room	100.00	9.29			
ATFP Office/Secure Room	120.00	11.15			
Flight Chief's Office	200.00	18.58			
2 Interview Rooms	160.00	14.86			
Observation Room	50.00	4.64			Between Interview Rooms
Breathalyzer Room	80.00	7.43			
Subtotal			1,554.00	144.36	
Training:					
(Total size depends on flight size)					
Training Classroom	1,500.00	139.35			
Media Room	180.00	16.72			
PART Room	1,600.00	148.64			
Physical Fitness Training	400.00	37.16			
Locker Room – Men	140.00	13.01			
Locker Room – Women	140.00	13.01			
Training Office Suite:					
Superintendent	150.00	13.93			
Training Officer Office	150.00	13.93			
6 Workstations	384.00	35.67			
5 Study Carrels	100.00	9.29			
Central Conference Area	150.00	13.93			
Files/Office Equipment/Supply Storage	100.00	9.29			
Subtotal			4,994.00	463.93	

*Square footages are based upon a flight size of 45

Functions	Square Feet	Square Meters	Subtotal (Sq. Ft.)	Subtotal (Sq. M.)	Notes
Investigations:					
NCOIC Investigations	120.00	11.15			
3 Investigators Offices	300.00	27.87			
Waiting Room	80.00	7.43			
Central Conference Area	150.00	13.93			
Files/Office Equipment/Supply Storage	100.00	9.29			
Evidence Storage Vault	100.00	9.29			Includes counter and sink
Subtotal			850.00	78.96	
Armory:					
NCOIC Armory Office	120.00	11.15			
Issue Windows	160.00	14.86			
Weapons Storage	300.00	27.87			
Ammunition Storage	150.00	13.93			
Personal Weapons Storage	64.00	5.95			
Transient Weapons Storage	100.00	9.29			
Toilet	40.00	3.72			
Subtotal			934.00	86.77	
Detention Area:					
8 Male Cells (Includes 2 Segregation Cells)	720.00	66.89			
3 Female Cells (Includes 1 Segregation Cell)	270.00	25.08			
Office	120.00	11.15			
Laundry	80.00	7.43			
Linen storage	20.00	1.86			
Secure storage	20.00	1.86			
Male shower	25.00	2.32			
Female shower	25.00	2.32			
Day Room (Men & Women)	400.00	37.16			
2 Visitor's Rooms	100.00	9.29			
Exercise Rooms (Men & Women)	200.00	18.58			
Exterior Exercise Yard					Exterior space (varies) – based upon availability of space
Subtotal			1,980.00	183.94	
Support Areas:					
Break Room	400.00	37.16			
General Office Storage	200.00	18.58			
Men's Toilet/Shower	400.00	37.16			Verify current code requirements and guidelines for toilet sizes
Women's Toilet/Shower	400.00	37.16			
Visitor Toilet Men	144.00	13.38			
Visitor Toilet Women	144.00	13.38			
Mechanical Room	850.00	78.97			
Electrical/Communications Equipment Room	180.00	16.72			
Janitor Closet	25.00	2.32			
Subtotal			2,743.00	254.83	

*Square footages are based upon a flight size of 45

Functions	Square Feet	Square Meters	Subtotal (Sq. Ft.)	Subtotal (Sq. M.)	Notes
Supply Area:					
Supply Room	1,200.00	111.48			With counter
Logistics Officer Office	120.00	11.15			
Resource Advisor	64.00	5.95			
Supply NCOIC	64.00	5.95			
Vehicle NCO	64.00	5.95			
Readiness NCO	64.00	5.95			
2 Workstations	128.00	11.89			
Maintenance Bay	400.00	37.16			
Subtotal			2,104.00	195.48	
Net Total	22,900.00	2,127.37			
35% (Main Area), 25% (Support Spaces)	6,825.20	634.07			
Total Building Size	29,725.20	2,761.44			Varies according to flight size
Combat Arms Training & Maintenance Facility					
Classroom	900.00	83.61			Minimum size
Administrative Space	140.00	13.01			
NCOIC CATM	120.00	11.15			
Instructors	75.00	6.97			Per instructor assigned
Weapons Maintenance Shop	300.00	27.87			Supports 4K – 5K weapons
	400.00	37.16			Supports over 5K weapons
Weapons Cleaning/Degreasing Room	130.00	12.08			
Weapons/Ammunition Storage	140.00	13.01			
Latrines/Locker Room	600.00	55.74			
Student Weapon Cleaning	300.00	27.87			
Firearms Simulator Room	1,600.00	148.64			
Miscellaneous Storage	100.00	9.29			
Target Storage/Repair	300.00	27.87			
Range Supplies/Equipment	300.00	27.87			
Subtotal			5,405.00	502.14	
Net Total	5,405.00	502.14			
35% (Circulation and Walls)	1,891.75	175.74			
Indoor Range	10,500.00	975.45			
Total Building Size	17,796.75	1,653.33			
Mobility Warehouse	12,000.00	1,114.80			May be located offsite

*Square footages are based upon a flight size of 45

Chapter 4

Building Standards

A. Security Standards

The SF Squadron protects the Air Force combat capability of assigned forces, both at the home base and deployed locations. The squadron maintains law and order on the installation; develops and maintains a viable detection program; organizes, equips, trains, and administers forces to participate in prompt and sustained operations; and manages the installation information security, resource protection, crime prevention, and security programs. With this in mind, the SF Squadron should be in a facility that is easily defended against intruders and able to maintain Command Control with patrols and posts around the installation. As mentioned earlier, parking should be kept a minimum of 82 feet from the outside walls and a vehicle-proof barrier should protect the pubic entryway to the building.

Another security factor involves providing daylight into the building without compromising the occupants. This has been successfully accomplished in several existing SF facilities by locating a ribbon of small (16 inches +/-) high windows around the exterior walls just below the ceiling level. This ribbon brings an adequate amount of daylight into the building while maintaining a visual privacy for the occupants below. This design also allows more flexibility in furniture arrangements since all exterior walls are solid walls below the ribbon windows and furniture doesn't have to conform to window locations. Exterior walls should be secure, but in conformance with base ACP's.

B. Building Systems

1. Lighting

Natural and artificial lighting are important factors in creating a quality interior working environment. Lighting affects the perception of space, as well as the color of interior finishes. Design lighting to enhance the overall design scheme.

As mentioned earlier, day lighting may be introduced around exterior walls high in the wall for optimum security. Provide control of natural light as necessary with window coverings to reduce glare. Include task lighting at office work surfaces. Use high-efficiency fluorescent lighting with electronic ballasts in lieu of incandescent lighting. Lighting should be sufficient for teleconferencing in the conference room and incrementally dimmable in the classroom and Firearms Training Simulator room. Programmable dimming systems providing various programmable "scenes" are ideal for the classroom and take the guesswork out of lighting scenarios.

2. Mechanical Systems

SF buildings should be protected by an automatic sprinkler system per UFC 3-600-01. Heating, ventilation, and air conditioning systems should be designed for some redundancy with at least two main units sharing the load units in a continuous loop. If one unit goes out of service, the other may carry half the load for the facility. The intent being that if one unit goes out of service, the building will not be completely without heating or cooling. High-efficiency, low-maintenance HVAC systems should be utilized.

3. Emergency Power

The SF Headquarters building should be protected with its own emergency power generator capable of powering the entire building including HVAC systems until resumption of normal commercial power.

4. Communications

Provide telephone and computer wiring to support voice, data, visual, and security/fire alarm systems. Equip the facility with the capability for intercom, public address system, cable television, defense systems network (DSN), global information network system (GINS), on-base lines, and local area network (LAN) connections.

The designer should contact the civil engineer and the base communications units for specific communications requirements before planning major building upgrades and modifications. Incorporate these internal and external requirements in building design and modification specifications. Incorporate the radio antenna's cable into infrastructure considerations.

5. Secure Walls

For secure areas such as: SFCC, Armory, Detention Area, filled concrete masonry unit (CMU) walls are standard. Painted CMU walls are acceptable in the Armory and Detention Area, but are not acceptable in administrative areas - which require vinyl or acoustic wallcoverings. Where wall thickness must be minimized, use ballistic resistant material inside of gypsum board partitions.

C. Interior Standards

1. General

SF facilities are heavy-use facilities in the fact that they have large turnover populations of staff every day. At a shift change, there may easily be two flights in the building, as well as all the other squadron staff personnel. Flights will be carrying large, heavy equipment bags around and their standard issue weapons. With their weapons slung across their backs, flight members may easily damage walls, doors and furniture accidentally. With this in mind, give careful consideration to tough, abuse resistant wall finishes in the areas where flights congregate and travel through the building. Corridors in these areas should be a minimum of six feet wide to allow free movement. Areas such as the Guardmount room, Equipment Locker room, Weapons Issue room, and the corridors between these areas and exterior doors should be well-protected.

Overall, select finishes for cost effectiveness, life cycle maintenance, and appearance. Interior finishes that are durable and easy to maintain are essential to user satisfaction. Quality interiors provide an environment which improves job performance, conveys professionalism, and maintains security in the workplace.

2. Color Concepts

Designers should give special attention to color selection and provide a timeless color scheme. Use accent colors to complement a neutral color scheme. Select neutral colors for carpets, wallcoverings, and systems furniture wall panels. Incorporate accent colors in upholstery, graphics, borders, accessories, and artwork for design scheme consistency.

3. Floor Coverings

Consider carpet tile, or hard surface flooring, for high-use areas such as corridors, waiting areas, training classrooms and the SF Control Center. Avoid stripes and linear designs that are hard to line up with walls in corridors, vestibules, or irregularly shaped areas. Select multi-colored or solid color carpet in darker shades for offices and interview rooms. Use anti-microbial carpet, or other surface such as rubber sports flooring in locker rooms. Use sheet vinyl in the PART Room, and sheet vinyl or vinyl composition tile, in storage rooms. Specify vinyl composition tile in special use areas where equipment movement may warrant its use. Provide ceramic tile floors in restrooms. Use sealed concrete floors in non-public rooms, including the mechanical/electrical/communication equipment rooms, janitor's closets, and the Mobility Warehouse and Supply room.

4. Wallcoverings

Use a tough vinyl wainscot material and corner guards such as is used in hospital corridors for areas trafficked by flight staff with weapons to protect walls from scarring. Vinyl wainscoting is available in a variety of colors to integrate with the overall color scheme. Use a dense acoustic wallcovering such as "wall carpet" in the SFCC to absorb noise. Use vinyl wallcovering, acoustic wallcovering, ceramic tile, and paint finishes for ease of maintenance and to present a less institutional appearance. Use ceramic wall tile in restrooms. Ceramic tile should be applied over cement backer board in high moisture areas such as shower walls and wet walls. Where appropriate, include chair rails to protect walls from furniture such as in conference rooms.

5. Ceilings

Use concealed spline, suspended acoustical ceiling tile with a revealed edge finish. Use a standardized 2' x 2' tile as the consistent module throughout the facility. A water resistant-gypsum board ceiling

works well with water-resistant paint finishes in restrooms and other wet areas. For secure ceiling requirements, use secure lath and plaster with a smooth sand finish.

6. Window Coverings

Vertical blinds and miniblinds filter daylight and allow control over the amount of outdoor light allowed into the interior. Use blackout lined draperies to block daylight in the conference room, classroom, and Firearms Simulator Training room for visual presentations. Draperies also create a comfortable environment for visitors, reduce noise, and are appropriate for use in the visitor waiting areas. Window coverings on some exterior windows may not be necessary, as most windows should be located high on the exterior walls.

Clerestory Windows for Better Security

7. Accessories

Framed artwork, wall murals, and live or professional quality silk plants complement the interior finishes and reinforce the design scheme. Choose only professionally framed pictures, paintings and awards that contribute to the facility's décor. A display case located in the main entry lobby for displaying trophies and historical information about the SF Squadron is appropriate.

Accessories can be used to complement the interior decor

8. Signage

Develop an interior sign plan as part of the comprehensive interior design. See AFM 91-201, Explosives Safety Standards, to determine if fire symbol signs are required on the inside of the building. Interior room and guide signs shall meet Americans with Disabilities Act (ADA) requirements. Use professionally made signs, appropriately sized for the viewing distance, and compatible with the facility design scheme.

9. Systems Furniture

This furniture includes interchangeable wall panels, panel hung work surfaces, and storage modules, which are combined to form office workstations. These stations allow for a reconfiguration of office areas. Design offices with systems furniture that easily integrates computer hardware.

Systems furniture panels should incorporate integrated conduits and raceways for electrical and communications service to hide unsightly wires and cables. Sound absorbent fabric panels will reduce background noise and provide a quiet work area. Finish work surfaces in plastic laminate or wood.

Systems furniture should be used in all staff offices except the commander's area. Use upgraded modular or freestanding furniture in the Command Section. Integrate systems and free standing furniture during comprehensive interior design development.

10. High-Density Storage Systems

Use high-density track-mounted rolling storage systems to maximize storage in minimum floor space areas where requirements are likely to increase in the future, such as the Armory, Mobility Supply, and Warehouse. High-density systems are available in either a manual drive or electrical drive, depending on the weight of the storage systems and their contents.

High-Density Storage for Mobility Gear

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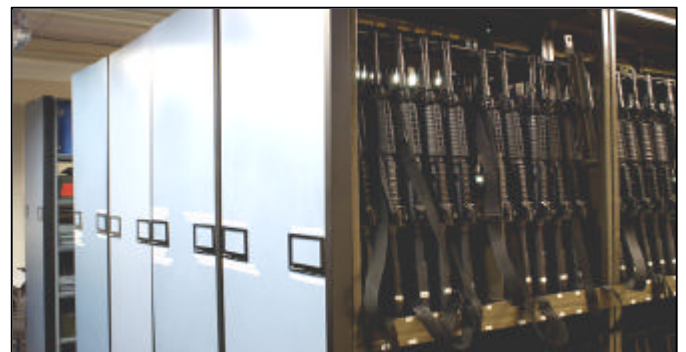
High-Density Storage for Weapons Storage

11. *Finish Schedule*

Use color and finishes to highlight and differentiate spaces designed to accommodate different types and levels of activity. Refer to Chapter 4, Part C. Interior Standards for the design standards and criteria reflected on the finish schedule included in this chapter.

Figure 4-A: List of Abbreviations	
ACT	Acoustical Ceiling Tile
AWC	Acoustic Wallcovering
CMU	Concrete Mansonry Unit
CPT	Carpet
CT	Ceramic Tile
EC	Elastomeric Coating
GB	Gypsum Board
GL	Glass
LIN	Linoleum
MP	Metal Plank
P	Paint
PT	Porcelain Tile
QT	Quarry Tile
SC	Sealed Concrete
SV	Sheet Vinyl
VB	Vinyl Base
VCT	Vinyl Composition Tile
VWC	Vinyl Wallcovering
WD	Wood
WM	Walk-Off Mat
WRG	Water Resistant Gypsum Board

Figure 4-B:
Finish Schedule---Security Force Facilities

Area Name	Floors	Base	Walls	Ceiling
NON-SECURE AREAS:				
Main Entry Vestibule	QT/PT/WM	QT/PT	P/VWC/BR*	P
Main Entry Lobby	CT/PT	CT/PT	VWC	ACT
Command Area:				
Commander	CPT	VB	VWC	ACT
SFM	CPT	VB	P/VWC	ACT
Secretary	CPT	VB	P/VWC	ACT
Waiting Area	CPT	VB	P/VWC	ACT
Files, Office Equipment and Supply Storage	CPT	VB	P/VWC	ACT
Command Conference Room	CPT	VB	AWC	ACT
Orderly Room:				
First Sergeant	CPT	VB	P/VWC	ACT
Squadron Section Commander	CPT	VB	P/VWC	ACT
5 Workstations	CPT	VB	P	ACT
Files, Office Equipment and Supply Storage	CPT	VB	P	ACT
Security Force Admin. and Reports Flight:				
Counter Area	CPT	VB	P	ACT
Waiting Area	CPT	VB	P/VWC	ACT
Chief's Office	CPT	VB	P/VWC	ACT
12 Workstations	CPT	VB	P	ACT
Photo Area/Fingerprinting	CPT	VB	P	ACT
Line Badge Issue	CPT	VB	P	ACT
Bio Metric	CPT	VB	P	ACT
Files, Office Equipment and Supply Storage	CPT	VB	P	ACT
Computer Storage	VCT	VB	P	ACT
SECURE AREAS:				
Operations:				
Operations Officer Office	CPT	VB	P/VWC	ACT
Operations Superintendent	CPT	VB	P/VWC	ACT
6 Workstations	CPT	VB	P	ACT

*Or Building Exterior Finish

Figure 4-B:
Finish Schedule---Security Force Facilities (Cont'd)

Area Name	Floors	Base	Walls	Ceiling
Central Conference Area	CPT	VB	AWC	ACT
Files, Office Equipment and Supply Storage	CPT	VB	P	ACT
RAVEN Program Office	CPT	VB	P	ACT
Quality Control/Standards/ Evaluation:				
Quality Control NCOIC Office	CPT	VB	P/VWC	ACT
3 Workstations	CPT	VB	P	ACT
2 Private Testing Rooms	CPT	VB	P	ACT
Storage	CPT	VB	P	ACT
Flights:				
Gear Locker Room	VCT	VB	P	ACT
Weapons Issue Room	VCT	VB	P	ACT
Guardmount Room	VCT	VB	P	ACT
Weapons Cleaning Area	VCT	VB	P	ACT
Security Forces Control Center:				
Communications Center	CPT	VB	P	ACT
2 Writing Workstations	CPT	VB	P	ACT
Toilet	CT	CT	P	ACT
2 Holding Cells	EC	CT	P	ACT
Alarm Room	CPT	CT	P	ACT
Battle Staff Room	CPT	CT	P/VWC	ACT
AT/FP Office/Secure Comm Room	CPT	CT	P	ACT
Flight Chief's Office	CPT	CT	P/VWC	ACT
2 Interview Rooms	CPT	CT	P	ACT
Observation Room	CPT	CT	P	ACT
Breathalyzer Room	VCT	CT	P	ACT
Training:				
Training Classroom	CPT	VB	P/VWC	ACT
Media Room	CPT	VB	P	ACT
PART Room	CPT	VB	P	ACT
Physical Fitness Training	CPT	VB	P	ACT
Locker Rooms	CT	CT	P	WRG

Figure 4-B:
Finish Schedule---Security Force Facilities (Cont'd)

Area Name	Floors	Base	Walls	Ceiling
Training Office Suite:				
Superintendent	CPT	VB	P/VWC	ACT
Training Officer Office	CPT	VB	P/VWC	ACT
6 Workstations	CPT	VB	P	ACT
5 Study Carrels	CPT	VB	P	ACT
Central Conference Area	CPT	VB	P	ACT
Files, Office Equipment and Supply Storage	CPT	VB	P	ACT
Investigations:				
NCOIC Investigations	CPT	VB	P/VWC	ACT
3 Investigators Offices	CPT	VB	P	ACT
Waiting Area	CPT	VB	P/VWC	ACT
Central Conference Area	CPT	VB	P	ACT
Files, Office Equipment and Supply Storage	CPT	VB	P	ACT
Evidence Storage Vault	CPT	VB	P	ACT
Armory:				
NCOIC Armory Office	CPT	VB	P/VWC	ACT
Issue Windows	SC	VB	P	ACT
Weapons Storage	SC	VB	P	ACT
Personal Weapons Storage	SC	VB	P	ACT
Transient Weapons Storage	SC	VB	P	ACT
Toilet	CT	CT	P	ACT
Detention Area:				
8 Male Cells	EC	EC	P	MP
3 Female Cells	EC	EC	P	MP
Office	OPT	VB	P	WRG
Laundry	CT	CT	P	WRG
Linen Storage	CT	CT	P	WRG
Secure Storage	CT	CT	P	WRG
Showers	CT	CT	P	WRG
Day Rooms	CT	CT	P	WRG
Exercise Rooms	CPT	VB	P	WRG
2 Visitor Rooms	CPT	VB	P	WRG

Figure 4-B:
Finish Schedule---Security Force Facilities (Cont'd)

Area Name	Floors	Base	Walls	Ceiling
SUPPORT AREAS:				
Breakroom	VCT	VB	P/VWC	ACT
General Office Storage	VCT	VB	P	ACT
Toilet/Shower Rooms	CT	CT	CT/P/VWC	P
Visitors Toilets	CT	CT	CT/P/VWC	P
Mechanical Room	SC	VB	CMU	-
Electric/Communications Equipment Room	SC	VB	CMU	-
Janitor Closet	SC	VB	P	P
Supply/Mobility/Storage:				
Supply Room	SC	VB	P	ACT
Logistics Officer Office	CPT	VB	P/VWC	ACT
Resource Advisor	CPT	VB	P	ACT
Supply NCOIC	CPT	VB	P/VWC	ACT
Vehicle NCO	CPT	VB	P	ACT
Readiness NCO	CPT	VB	P	ACT
2 Workstations	CPT	VB	P	ACT
Mobility Warehouse	SC	-	P	-
Maintenance Bay	SC	-	P	-
Combat Arms Training & Maintenance Facility:				
Classroom	CPT	VB	VWC	ACT
Administrative Space				
NCOIC CATM	CPT	VB	P/VWC	ACT
Instructors	CPT	VB	P/VWC	ACT
Weapons Maintenance Shop	VCT	VB	P	WRG
Weapons Cleaning/ Degreasing Room	VCT	VB	P	WRG
Weapons/Ammunition Storage	VCT	VB	P	WRG
Toilet/Locker Room	CT	CT	P	WRG
Student Weapon Cleaning	VCT	VB	P	WRG
Firearms Simulator Room	SC	VB	P	WRG
Miscellaneous Storage	SC	-	P	-
Target Storage/Repair	SC	-	P	-
Range Supplies/Equipment	SC	-	P	-
Indoor Range	SC	-	P	-

*Or Building Exterior Finish

REFERENCES

ACP	Architectural Compatibility Plan
ADA	Americans with Disabilities Act
AFH 32-1084	Facility Requirements
AFI 31-101	The Air Force Installation Security Program
AFI 31-202	Military Working Dog Program
AFI 31-205	The Air Force Corrections System
AFI 31-206	Security Forces Investigations Program
AFI 31-401	Information Security Program
AFI 32-1021	Planning and Programming Facility Construction Projects
AFI 32-1023	Design and Construction Standards and Execution of Facility Construction
AFI 32-1024	Standard Facility Requirements
AFI 32-1032	Planning and Programming Real Property Maintenance Projects Using Appropriated Funds
AFI 32-7042	Solid and Hazardous Waste Compliance
AFI 32-7043	Hazardous Waste Management Guide
AFI 36-2225	Security Forces Training and Standardization Evaluation Program
AFI 36-2226	Combat Arms Program
AFM 31-201V1	Flight Operations
AFM 31-201V7	Security Forces Administration and Reports
AFM 36-2227V1	Combat Arms Training Programs Individual Use Weapons
AFM 36-2227V2	Combat Arms Training Programs Crew Served Weapons
AFM 88-3	Structural Design Criteria Loads
AFM 91-201	Explosive Safety Standards
AFP 88-26	Construction of Secure Conference Rooms
AFP 88-41	Interior Design Guide
AMC	Commander's Guide to Facilities Excellence
AMC	Bases' Architectural Compatibility Guides
AMC	Interior Design Guide
AMC	Landscape Design Guide
AMC	Exterior Sign Standards
10 CFR Chapter 11	Energy Conservation Voluntary Performance Standards for New Buildings
DoD 4270.1-M	Construction Criteria Manual

REFERENCES (Cont'd)

DoD 6055.9   Ammunition and Explosive Safety Standards

FED STD.795   Uniform Federal Accessibility Standards

MIL-HDBK 1008   Fire Protection for Facilities Engineering, Design, and Construction

MIL-HDBK 1190   Military Building Code

NFPA 70   National Electric Code

NFPA 101   Life Safety Code

NFPA 220   Types of Construction

UFC 3-120-01   Air Force Sign Standard

UFC 4-010-01   Unified Facilities Criteria

                    Consumer Products Safety Standards

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