TABLE 4-5.1. COMMONS

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| **Description/ Usage** | This is the “heart” of the facility. It is the space that connects the basic components of a youth center such as the activity rooms, computer room, teen room, multipurpose room, and the SAC area. The area should be open and inviting and offer defined areas where smaller groups of youth can gather for such activities as eating, gaming, and group conversations. The Commons should naturally “grow” out of the Lobby. The entrances to the other youth center components should be well defined and act as “portals” to these other areas.  The game area, snack bar/eating area, and vending area could be sub areas within the Commons.  The Navy normally does not provide a vending area.  The Commons should also provide access to the outdoor activity areas but not the Teen Patio. |
| **Min. Ceiling Ht.** | 2.4 m (8 ft.) minimum with 3.66 m (12 ft.) recommended; up to 5.49 m (18 ft.) may be considered. Consider varying the ceiling heights to provide interest and variety of scale. |
| **Finishes** | **Walls.**  Painted gypsum wallboard or vinyl wall covering. |
|  | **Floor.** VCT with vinyl or rubber base. If budget allows, consider stained concrete, terrazzo tile, or some other natural stone tile. |
|  | **Ceiling.** Along with the height, vary the ceiling finishes to help define the sub areas of the Commons. Consider painted gypsum board or decorative finishes. |
| **Plumbing** | None required. Consider providing a drinking fountain. |
| **HVAC** | 20 C (68 F) minimum, 26 C (78 F) maximum. |
| **Fire Protection** | Provide system per paragraph 3-5.3. |
| **Power** | Provide outlets per code. Additional outlets are required in the game area and for the CCTV and CATV system. Also consider other additional outlets for special events held in this space, e.g. like a dance. |
| **Lighting** | 215 to 430 Lux (20 to 40 ft. candles) general ambient lighting. Provide a variety of other accent and task lighting fixtures to create interest. Provide dedicated fixtures over the pool and gaming tables. Consider providing dimming in some areas. |
| **Communication** | **CCTV.** Provide sufficient quantity to allow adequate coverage.  **CATV/Internal Video.** One or two outlets.  **PA/Audio.** Provide at least one speaker.  **Telephone.** None required.  **Data.**  None required.  **Security.** None required. |
| **Casework** | None required. |
| **Furnishings Fixtures & Equipment (FF&E)** | Tables, chairs, soft and padded furniture, and television(s). Additional specific furniture requirements are described in the associated areas. |
| **Special Requirements** | This space will be greatly enhanced by skylights or clerestory windows.  Army requires the exterior doors to be alarmed.  A general Youth Program storage closet is programmed and generally provides storage for the Commons and Game Area. It is likely located off of the Commons. If it is a separate room, provide a vision panel in the door. |
| For use during project execution by the appropriate Service agency | |
| **Occupancy** | Staff. |
|  | Patrons/Youth. |
| **Min. net m2 (ft2)** | Area. Storage Closet. |