introduction

Which city is the most fun? London, NYC, Buenos Aires, Barcelona, Bangkok?

We don’t know either... that’s why we are asking you, the citizens of cities to make your city more fun.

how?

Submit a plan or proposal to turn a neglected forgotten part of your city into a playscape. It’s up to you how you do it and who it is for...

Is it for the kids ‘think of the children’ or for adults, the old aged or everyone? We think cities have forgotten how to have fun and need to let themselves go and live a little. So we are asking for your help to do something about it!

You could re-imagine a street park, propose a basketball court on a vacant lot, attach urban swings to bus stops, the possibilities are boundless. These are not our ideas they are already in place, we want to inspire you. Get out there, see what you can do to cheer your city up. Then sit down, talk about it with friends, plan it, draw it and send it to us...

Playscape;
(‘plā, skāp)

Noun: A playful landscape characterised by the occurrence of enjoyment by the public & all those that interact with it.
why PLAY?

Only 5% of adults believe they have the right work/play life balance

Interaction with the city and others increases levels of brain activity, responsiveness, problem solving and creativity.

Improve agility, balance and motor skills

25% of people over 60 get enough exercise on a weekly basis to reduce risks of falls and accidents according to GP’s

A 1/3 of teenagers are obese which leads to health complications in later life.

For young and old alike. Play should not be thought of as an activity exclusively for the young

"Play facilitates organisational learning, creativity, community building and cohesion, and overall, enhances adaptivity and attentiveness." - Dr. Tian Dayton

Average summary of time spent on entertainment, sleep, work + play over 24 hrs.

7.5 hours entertainment
7 mins outdoor play
Less than 8hrs sleep
8hrs work/school

1/3 of all teenagers get enough exercise.

Improve social skills

Reduce stress!

Build stamina + endurance

(Statistics taken from UK + USA.)
The aim of this competition is to show how creatively we can make cities fun places with opportunities for interaction and play:

Encourage and reward design excellence at a small scale which integrates function, structure, details and the needs of those living in urban areas.

Research, respond to and highlight the unique aspects of designing public places through consideration of contextual and environmental factors.

Encourage the employment of sustainable design in all aspects of the proposal.

Article 31 UN (CRC)

“1...recognize the right ... to engage in play and recreational activities ... and to participate freely in cultural life and the arts.

2.State ... shall respect and promote ... cultural and artistic life and shall encourage the provision of appropriate and equal opportunities for cultural, artistic, recreational and leisure activity.”

Skate park... Art piece... Urban football pitch... Swings...
Interactive landscape...
Watersports... Digital art... Slides...
Parkour courses... Urban mazes...
Lighting design... Play grounds...
Climbing frames... Basketball courts... Graffiti parks... Swimming pools... Paddling pools...?

... Use your imagination.

It’s your city... you decide.

We are looking for fun, exciting new ways to get people to interact with the city on a different level. Regeneration of cities should not just be about increasing value and foot fall but it should capture people’s imaginations make them want to get involved try and experiment with new things.

Ask yourself where is that part of the city that is underused, undervalued, by-passed everyday because it’s unsafe, dirty or just so boring that no one notices it.

Sounds like a good site to us and ready for some playful adaptive reuse. All you have to do is propose something to change it.

Whatever space and time mean, place and occasion mean more.”

- Aldo van Eyck
considerations
Submissions should consider the following factors:
- climate and weather
- safety
- local environmental factors and contextual issues
- target audience
- inclusive design
- ability to be further adapted by local community, can the project be customised and extended?
- how design and construction of proposal can stimulate local economy
- public consultation
- affordability

structure
This is a single stage competition with the aim of identifying the most appropriate proposal, which best satisfies the general and specific objectives of the contest.

evaluation
Entries will be evaluated based on the main criteria made up of the following 7 points:
1st Intelligent use of space.
2nd Ease of construction and ability to replicate on other sites in other cities.
3rd The design’s originality and aesthetics.
4th Sustainable approach.
5th Clarity and comprehensibility of the design.
6th Cost & Affordability.
7th Impact and community involvement.

disclaimer
This is an open international competition hosted by Building Trust International to encourage wider appreciation of playscapes and interaction within cities on a level other than work. The goal is to generate progressive contemporary design ideas that Building Trust International and sponsors can actively work towards. Please see the terms and conditions on the Building Trust International website for full details and guidelines on the competition structure and governance.

“After generations of neglect, the public playground is suddenly in the midst of a renascence as designers, sculptors, painters and architects strive to create a new world of colour, texture and form.”

- Jay Jacobs
special considerations

Submissions can be the work of an individual or a group. There is no age limit. However, entrants under 18 years of age must be led or entered by someone over 18 years of age. Interdisciplinary teams are encouraged to enter the competition.

those eligible

Everyone! (Well apart from the people listed below.)

those ineligible

Employees, staff, consultants, agents or family members of Building Trust International personnel.

restrictions

There are no restrictions for this competition. Registration and participation in the competition implies an immediate acceptance by the entrants of all terms & conditions governing the competition.

awards

Professional Category
1st prize: We will pursue funding and planning for the winning design. There will also be 9 honourable mentions.

Student Category
1st prize: $100 (+ Opportunity to volunteer with the build of winning professional design.) There will also be 4 honourable mentions

publication

The winning designs will recieve our media package and tailored press release which in the past has resulted in TV, Radio and national/trade press. We will also feature your design on the websites of Building Trust international and our partners. Connecting you and your designs to millions of interested parties.

There will also be a book that will be compiled of the best designs from the professional and student categories.

“City parks and open space improve our physical and psychological health, strengthen our communities, and make our cities and neighbourhoods more attractive places to live and work.”

- Paul M. Sherer
**Schedule**

- **15th April 2013**
  - Competition Officially Announced

- **1st July 2013**
  - Registration deadline

- **29th July 2013**
  - Closing Date for Submissions
  - **1st August to 15th September 2013**
    - Jury Evaluation

- **30th September 2013**
  - Announcement of winners to be posted on [www.buildingtrustinternational.org](http://www.buildingtrustinternational.org) and associated sponsors websites.

**Payment**

Payments can be made by bank transfer with your unique reference number once you have contacted us.

- **Name of account**: BUILDING TRUST
- **Sort Code**: 20-49-76
- **Account Number**: 63659070
- **IBAN**: GB78 BARC 2049 7663 6590 70
- **Swift code**: BARCGB22

You can also pay securely through [mydonate](https://mydonate.bt.com/charities/buildingtrustinternational)

(If you are based in the UK please remember to tick the gift aid box. Thank you!)

**Registration**

- **Professional**
  - Registration: £75.00 (Free to those entering from a developing country.)
- **Student**
  - Registration: £15 (Free to those entering from a developing country.)

We define developing countries as one of the World Bank’s lower middle or low-income countries, a full list can be found at: [http://www.buildingtrustinternational.org/faq.html](http://www.buildingtrustinternational.org/faq.html)

Entrants may register by emailing Building Trust International at; competitions@buildingtrustinternational.org receiving a unique entry number and then proceeding with appropriate payment. All proceeds will go directly to funding this and other Building Trust international humanitarian architecture projects.

**Deadlines**

All entry submissions must be sent via email to; competitions@buildingtrustinternational.org by 29th July 2013 at midnight (11:59 pm-00:00 GMT). Competitors will be responsible for the arrival of their proposals within the corresponding deadlines and no proposal will be received one day after the date previously stated.

Adaptive reuse is the ultimate end game for empty, abandoned space in our metropolitan areas. It can be the process that is the leading edge of community redevelopment.

Griff Davenport
requirements

Submission of entries must be in one PDF document in A2 format. All images contained should be 300dpi and a maximum of four (4) pages can be used to explain your proposal. This file along with text file (detailed below) should be sent to: competitions@buildingtrustinternational.org

Subject of email: Subject of the email must be your unique registration number.

Presentation panels: You may use up to 4 sheets at A2 format these should be horizontal (landscape). You must create a PDF of all the sheets as one document (this will insure that your sheets don’t get seperated or lost.)

Dimensions: (1 A2 board = 594x420mm ) x4

File Name: The zipped image file name must correspond to your unique registration number. (Example: PS3333.jpg where PS3333 represents your unique registration number assigned and sent to you by Building Trust International after a successful registration.)

Text file: Any text contained on the boards should also be sent as a separate text file in word format and saved with same name as PDF ie. PS3333

Please note entries that do not follow the submission guidelines may not be fully entered.

“Life must be lived as play.”
- Plato
The presentation technique is open and at the discretion of the entrant. However, it is recommended that your submission includes the following information which reflect the main concept of the design:

- Sketches, perspectives or renders representing your design in use,
- Plans,
- Sections,
- Elevations,
- Any additional diagrams showing how the elements are arranged or materials are used.

The presentation should clearly document the proposed design as well as the approach to the project. Ideas regarding organisation, materials, treatment of the location and the design should be included when considered relevant. This will be used to make rough cost estimates and test the ‘buildability’ of any winning design chosen.

The total area of the project should be included in a part of the image. Any other textual or numerical description should be expressed in English only and it should be incorporated into the graphical presentation of the project.

note:

The entrant’s unique registration number should appear on the upper right side of the image. Do not place your name or company name on any of the competition panels.

Entrants are advised to send their submissions from the email address used for the registration, as submissions from a different or unrecognisable e-mail account might be treated as spam and also prevent us from tracing you in the event we have to contact you.

“People tend to forget that play is serious.”
- David Hockney
The Jury for this International competition will be comprised of both professionals and interested parties. Full jury yet to be announced, but will include:

- Maria Nicanor, Curator, BMW Guggenheim Lab
- Scott Renwick, Founder/Director, Landscape Architects Network
- Bradley Cantrell, Director, Associate Professor at Louisiana State University
- Andrew Cribb, CEO & Co-Founder, 3Space
- Elena Madison, VP, Project for Public Spaces, Inc
- Andrew Spiering, Founder, Land8 Media, LLC
- David Cole, Director, Building Trust International

The Jury will review the submitted entries based on the competition objectives and from the short-listed entries select the competition winners with a Building Trust International representative overseeing each stage of the process.

The Jury’s decision will be final as stated in the competition’s terms and conditions.

“Strong evidence shows that when people have access to parks, they exercise more...and reduce the risk of a wide range of diseases, including heart disease, hypertension, colon cancer, and diabetes. Physical activity also relieves symptoms of depression and anxiety, improves mood, and enhances psychological well-being.”

- Paul M. Sherer
**ownership**

All material submitted to this design competition will become part of the public domain. Entrants acknowledge that Building Trust International may exhibit all entries in an online gallery and a selection of entries may be chosen for physical exhibition and/or public display. Building Trust International will make reasonable efforts to notify entrants of any public exhibitions of their work through correspondence with the registered contact.

In entering the design competition, entrants grant Building Trust International unrestricted license to exercise the entrants’ rights regarding their design submissions, including, but not limited to, reproduction, preparation of derivative works, distribution of copies of the design submission and the right to authorize such use by others.

In entering the competition, the registrant and all team members recognize the competition’s program as the intellectual property of Building Trust International and agree to credit the organization by name in any subsequent exhibition or publication of materials. Entrants will be credited on all online and print material published by the organizers of the competition.

**contact**

All communications should be through Building Trust International and not any of the other interested parties.

**queries**

All queries regarding the registration, process, fees or payment should be emailed to: competitions@buildingtrustinternational.org

**t+c’s**

Please see the terms and conditions section at; www.buildingtrustinternational.org/terms.html

"Research on the brain demonstrates that play is a scaffold for development, a vehicle for increasing neural structures, and a means by which all children practice skills they will need in later life."

- Association for Childhood Education International
players:

- PPS Project for Public Spaces
- NEON STASH
- Land8
- huck
- BMW Guggenheim Lab
- landscape architects network
- building trust international

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