

MGM SPRINGFIELD

HCA COMPLIANCE REVIEW



MGM 50% Construction Documents Submittal Summary Report

Plan/Design/Development Aspect

February 8, 2017

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MGM-SPRINGFIELD

CCS Review of 50% Construction Drawings Supplemental dated November 3, 2016

February 8, 2017

NOTE: MGM issued a staggered 50% CD submittal to accommodate the ongoing construction schedule; submittals included a 50% CD Shell and Core set dated June 22, 2016, reviewed by CCS with comments issued to MGM by the City on July 21, 2016, and a follow-up submittal dated November 3, 2016 of remaining 50% CD materials missing from or incomplete in the June 22nd submittal. This review summary recognizes the November 3rd materials as the submittal required by the terms of the HCA for the purpose of undertaking the City's review for compliance. The City's earlier review summary dated July 21, 2016 documents clarifications and enhancements to the June 22nd submittal which should be considered together with this current review summary to reflect the City's final 50% CD review.

CCS' review focused on the overall advancement of the design and continued compliance with the HCA commitments and requirements. Additionally, CCS and the City requested and participated in detailed work sessions with the MGM and Friedmutter team on January 13, 2017 to further evaluate the key advancements of the project into CDs and to respond to questions/clarifications. **Based on this, the project is consistent with the HCA commitments and reflects the high quality level of design and concept desired throughout the project.**

MGM noted that three components (additional signage, landscaping/streetscape and exterior lighting) require additional time to advance and detail, however MGM's conceptual directions and criteria established for each was discussed and generally agreed on as described below and is consistent with the caliber and quality desired. Therefore, while there are additional drawings anticipated, CCS believes that the current submittals received and directions outlined comply with the Concept Design Documents and the Project Description as those terms are defined in the Host Community Agreement and there has been no material change, whether in scope or size, to the Project and/or its Components (including the addition or deletion of a Component) that requires the concurrence of the City under the terms and conditions of the HCA.

Key Review Aspects and Resolution

- **Overall Landscaping / Streetscaping Concept:** The landscape/streetscape concept and design was reviewed at the January 13, 2017 session. The design team has been enhanced with the addition of a new landscape team and the current designs appear to be of high quality design and materials, consistent with the intent of the HCA;

- MGM committed to share further advancement of Landscape/Streetscape drawings in April with more definition on street furnishings and fixtures as well as engage with the City team for periodic review updates as needed; an early review of design options for proposed moveable exterior tree planters is desired so that the City can coordinate with its standards
 - Conceptually DaVinci Park has been designed as a signature but separate pocket park / “oasis” different and distinct from the entertainment plaza; it is designed to have perimeter landscape and fencing with key gateway openings along the major adjacencies, and preserves sizable contiguous space in the middle for functional use and possible features (such as topiary); MGM is considering sculptural enhancements to provide additional interest and draw; CCS agrees with the direction and believes that done properly, the park will be a key asset, experience and respite to the district; the City has some concern over proposed artificial turf for lawn areas in the park, and depending on its usage and level of quality/appearance may require further discussion
 - Much of the entertainment plaza, Armory marketplace and Promenade hardscape/landscape all share a common design concept with highly patterned concrete, integrated planters and seating areas, perimeter plantings, and other features (including possible pedestrian accent features/heaters which will help animate and condition the space at night and in all seasons); CCS believes the design direction is appropriate
 - MGM intends to incorporate City standards for much of the streets within and surrounding the development such as the family of traditional street lights already in use throughout the City
 - Majority of the plantings on the roof deck will be in pots and refreshed periodically, with a few areas for larger ornamental trees in planters designed to accommodate permanent plantings
 - The City requested that proper planning and design accommodations be made to anticipate the need for and provide outside areas for smokers
- **Overall Exterior Lighting Concept and Character:** Similar to the landscaping and streetscaping, the exterior site lighting concept was discussed and is advancing appropriately for the quality project anticipated in the HCA;
 - Conceptually, MGM intends to use a wide variety of lighting techniques to embellish the overall district and enhance the experience including: general surface/street lighting and bollards, building façade-washer lighting, accent up-lighting of landscape/trees, banners and signage, accent lighting of key features (such as the Armory), and specialty lighting (outlining Armory truss work) and potential use of specialty outdoor pendants (hung from armory structure)
 - CCS is comfortable with the lighting designs specified thus far and the directions stated for further advancement of features;
 - MGM anticipated sharing further advancement of lighting design and drawings in April as well
 - **Overall Exterior Signage Concept:** Due to the variety, quantity and complexity of signage throughout a project of this magnitude, MGM has thus far submitted partial

signage designs focused on the primary branding opportunities for MGM (such as signature signage, advertising on the garage) and signage within the operational control of MGM (casino, garage, hotel, etc); these all follow standards established for an MGM “family” of signs and represent designs befitting of the opportunities and consistent with the quality of project anticipated in the HCA;

- A majority of the remaining Tenant signage (both exterior and interior “street”) will be dependent on the individual tenant needs (per their brand, standards, etc) but coordinated into the overall opportunities and design intent of MGM; MGM wishes to allow flexibility in tenant signage to promote creative, dynamic and varied responses common to a traditional downtown main street district
 - “Wayfinding” signage within the site and development has not yet been designed but needs to focus on ease and clarity of access to the key functions, uses, and attractions; for example, this package needs to include additional signage to lead patrons to the Cinema on the second floor from the various entry points of the development where access to the use is less obvious; with only the Blade Sign on Union but no entry there, additional signage will be needed; given the multi-sided, multi-entry character of the development, wayfinding signage to locate all functions, tenants, uses, etc will be critical
- **Storefronts on Main Street:** City desire for active storefront along Main Street remains an important urban condition; the current design energizes Main Street by having active retail or food/beverage along the majority of the Main Street frontage. MGM agreed to address the approximate 50’ of frontage that is not animated due to kitchens and back of house uses by incorporating some form of display (perhaps part of a historical interpretive element since the 50’ feet is located at the base of the Union Chandler building.

CCS agreed with how the remainder of Main Street frontage was treated including:

- Introduction of quality features in the storefront image for Restaurants A and B which will provide interest to the streetscape
- Both A and B are designed for new-to-market, high quality dining venues which meets the intent and commitments of the HCA
- Activation of the mid-block Casino entry/access corridor from Main Street through the addition of storefront windows into the adjoining retail/restaurant and continuation of finishes throughout the corridors to enhance and enliven patron experience; since this will encourage pedestrian access to the casino from an activated Main Street frontage, the City recommends that the mid-block entry have enhanced casino directional signage and attractive lighting to encourage pedestrian movement along Main Street and to highlight the mid-block entry to the casino
- While the retail tenant(s) for the ground floor of 101 State are not yet defined, the City noted that making that an active and high quality retail corner is important for attracting pedestrian traffic further down Main Street

In addition, the double-loaded design provides access to the Main Street retail from both the street side and from the casino interior which maximizes the frontage, visibility and engagement with the Casino floor.

- **Activation along Howard Street and Plaza:** Highlighted in the July 21st review comments was the concern over the lack of retail or F&B “store frontage” and therefore, lack of activation along the Howard Street frontage, especially in cold weather months. From the team work session on January 13, 2017, the current design resolves this through:
 - Creation of an interior feature wall along the casino side of Howard Street (back wall of the High Limit gaming area) that conceptually uses some form of to-be-determined technology, art, finishes/accents, lighting, video/projection, etc. to continually enliven this stretch of glass storefront along Howard; whether a simple art wall with accent lighting, or an animated display wall, it was agreed that this is an opportunity to creating a “must see” attraction/element that will help draw tourists, business visitors and residents alike to the Entertainment Plaza
 - Landscape design with introduction of pedestrian accents elements including fire pits, seating and planting areas to activate and encourage patron usage of the plaza throughout the year; it is critical that the plaza be attractive and welcoming year round and these elements will definitely help achieve that
 - Retail concept of dedicated plaza area for seasonal pop-up retail venue(s) and pull off areas for 2 food trucks
 - Additionally, conceptual programming for DaVinci park (sculptural attraction), Armory reuse as F&B venue and marketplace/ice rink, activated Cinema/Bowling frontage (video display), MGM Promenade retail and second floor banquet roof garden feature will further enhance the Howard Street and Plaza experience and draw

- **Main St. and Union St. Corner Development Options:** MGM had offered three preliminary scenarios for redevelopment at the Main and Union street corner to include a variety of retail and F&B program uses which is very positive; CCS offers the following reactions for consideration as MGM advances their schemes and pursuit of tenants:
 - Option 1 (urban edge infill): traditional “main street” storefront retail plan that builds to the lot line holding the Main Street edge is acceptable and desirable solution
 - Option 2 (setback): undesirable/unacceptable due to the setback off of Main Street that interrupts the historic urban streetwall fabric that the City is striving to maintain/restore; further, the setback area will create a major gap of activity during the seasons when outdoor dining is not operational which is problematic
 - Option 3 (courtyard): acceptable and potentially very intriguing as it 1) restores the Main Street urban streetwall fabric, 2) introduces outdoor dining and shopping opportunities, and 3) creates another “portal” and courtyard into the entertainment plaza area which could be activated with some form of gateway or canopy lighting

- Program Uses: MGM's stated preference for either Food and Beverage concept or a retail/grocery store use (or combination) is encouraged; in particular, a grocery store tenant would help support downtown market rate residential which is a key City desire
- Multi-level option: CCS encourages MGM to explore the use of more than a single story building if possible to respond to the multi-story context of Main Street and help energize this area with additional development; single level retail might create an appearance of suburban infill which is not ideal for Main Street
- **Program Area Calculations and Venues:** The current program floor area calculations as depicted are consistent with the use commitments of the HCA (please reference the attached program summary comparison matrix for further comment/clarification).
 - It should be noted that some of the uses included in program area calculation may be temporary or seasonal (including pop-up retail and outdoor F&B terraces). However even with these deducted, the overall areas are generally within an acceptable range of the stated commitment and meet the intent of the requirement. When these are factored into the totals since they do provide additional operational area contributing to these uses, the program areas exceed the stated commitments.
 - The number of distinct retail and F&B venues appear consistent with the HCA commitments, and remains a critical and important aspect of MGM's desire and commitment to bring "new to market" venues to downtown Springfield which will in turn stimulate increased tourism and convention business;
 - MGM is still in pursuit of identifying specific tenants and will provide more detail when available
- **Interior Design Concepts:** MGM/Friedmutter presented at the 1/13/17 work session their extensive historic research, Springfield derived conceptual directions and design details related to the casino interiors, the retail interiors, the food/beverage interiors and the hotel interiors; CCS was very pleased with the design directions on all counts including the following highlights:
 - The layout, design details of the casino interior are very responsive to a high quality development in Springfield, and will definitely create a gaming environment and attraction unique to Springfield – something that many other urban casinos have failed to achieve; the design also allows for creative perimeter circulation to and through the space that accommodates both the gaming patron, as well as families with minors wishing to spend time in the variety of retail, entertainment dining venues
 - The design and configuration of the hotel rooms also creates a unique and high quality environment with a strong sense of urban hotel amenities (views onto Main Street) and design details, including a dynamic lobby design which also serves as a nice portal entry to the casino floor; the redesigned roof garden associated with the hotel units will provide a very special "lanai" amenity to help Springfield attract and sell convention and meeting business

- The retail and food/beverage interior design details reinforce the new-to-market and upscale character desired by the City for downtown
- **Materials Samples / Mock-ups:** In-progress material samples and mockups were viewed at the 01/13/17 work session. Final mockups will be sent to Springfield for critical on-site review and approval. The progress mockups solicited the following initial reactions:
 - *Weathering/Aging:* applied simulated weathering/aging should not be used on the elevations allowing the elevations to weather/age naturally
 - *GFRC Durability and Use of Sanded Caulk:* CCS requested that MGM provide examples of where these GFRC had been in use in urban, northern climates for extended years in order to confirm that there are no durability concerns; also concern was raised regarding the applied topical sand treatment to the caulking at some GFRC panel joints; MGM to also provide precedent examples of where this detail has been used in the past and assessment of its condition and durability
 - *At-Grade Materials:* mockups did not depict conditions along the ground level of buildings where the heaviest traffic and potential abuse will occur; MGM/Friedmutter confirmed that most elevations at grade will be a continuation of the same materials from above (brick or GFRC panel) and will also include a base/sill in GFRC height/details TBD;
 - *Plaster Panels:* the use of plaster panels was generally specified in areas of low traffic and/or high, inaccessible heights; however, there are some limited conditions where plaster panels were depicted in more trafficked areas (2nd floor Hotel lanai deck, adjacent to the projecting Casino entry bay off of Howard Street) which warrant further study and possible revision to more durable materials.
 - *West Elevation of Hotel at Entertainment Plaza:* MGM/Friedmutter clarified that the return façade (west) of the Hotel fronting the entertainment plaza will be in the same GFRC material as the Howard Street Elevation (and not be plaster panel)
 - *Glass Curtain Wall:* curtain wall was not represented. CCS requests details, imagery, samples or further information on the curtain wall application along Main Street
 - *General Quality Control:* MGM will continue to assess the mockups and make necessary adjustments and revisions to solve for any alignment issues, durability, functionality, or quality concerns.

Other Components

- **Valet Entry Area:** At the 01/13/17 work session, MGM/Friedmutter presented a concept rendering for the design of an enhanced Valet Entry area within the garage to address the comments in the July 21st review and missing detail from the 50% CD set.

- The concept of using patterned/treated concrete paving, ceiling panel treatments within the concrete t-beams, additional lighting and elevation enhancements to mimic the interiors was well received and an accepted direction
 - CCS recommended additional signage opportunities and displays within the valet drop such as illuminated signs/kiosk within the median to further enliven the space and advertise the many uses/tenants, offerings, events throughout the development
- **Relocated Church Program Use:** Though not depicted within the set, MGM anticipates the Church and large outside terrace area to be a Food and Beverage use, TBD. MGM will provide more information when the use / tenant is known
 - **Armory:** MGM stated the Armory will be a Food and Beverage use, but requires additional study as to final configuration and location of loading/service uses so as not to negatively impact the surroundings; MGM acknowledges that the Armory is a signature building participating on all sides with key spaces (Entertainment Plaza, Deviance park, Armory marketplace, and Promenade) which requires careful design for access and service
 - **Cinema:** MGM stated they are exploring vendors with and without dining theater options which may increase the theater count if no kitchen is required; City stated a strong preference for dine-in theater concepts as this would be a unique, new-to-market product for downtown
 - **Trolley Drop Off:** CCS asked that careful consideration be given to where the trolley stops would be located; the recommendation was made that trolley stops should be considered for the Howard Street turnaround and for the other main casino entry near the food court market area; including the Howard Street turnaround trolley stop would serve to showcase the casino and the plaza to riders on the trolley that they might otherwise not experience if they are in route to other downtown destinations; the trolley stop at the food court market area would serve to also showcase the casino and link downtown workers with the key dining venues
 - **Day Care Block:** MGM does not control the redevelopment of the Day Care block but rather only the portion dedicated to the Day Care use and related parking; the retail fronting Main Street will be by others. The drawings do not yet depict interiors of exteriors, however the following issues were raised:
 - Union Street façade requires articulation to avoid appearing like a back side, blank elevation
 - City is open to exploring two way traffic on Howard should that improve access