

Las Vegas Stadium Authority
Development Agreement | Preliminary Stadium Design Issues for Consideration

Below is a preliminary list of information that the Stadium Authority would like information on relative to the design and programming of the proposed Las Vegas Stadium.

I. Facility Infrastructure

- (1) Total square footage of building
- (2) Roof material and structure
- (3) HVAC systems
- (4) Mechanical systems – Closed loop systems?
- (5) Electrical system
- (6) Emergency power system/uninterrupted power supply
 - (a) Generator size/capacity
 - (b) What does generator supply?
- (7) Fire alarm and detection systems
- (8) Fire protection systems
 - (a) Dry systems
 - (b) Pre-action systems
 - (c) Anti-freeze systems
- (9) Security and surveillance systems
- (10) Fire and security command and control facilities
- (11) Emergency voice communications system
- (12) Emergency lighting
- (13) Airspace protection technology
- (14) Explosive device detection systems
- (15) General lighting
- (16) Scoreboards/video displays
- (17) Exterior marquee/message boards
- (18) Field type
- (19) Field/floor configuration (ability to accommodate multiple event types, such as college football, soccer, motorsports, concerts, basketball, etc. – are there any types of events that cannot be accommodated by the stadium)
- (20) Field tray/movement system
- (21) Environmental standards (LEED certification)
- (22) Storage
- (23) Event speaker/audio system
- (24) Internal communications system
- (25) Special features/amenities
- (26) Data network (external/internal)
- (27) Distribution antenna system
- (28) Wireless access points
- (29) Secondary Disinfection
- (30) Bollards/Fencing
- (31) Roof or upward facing signage
- (32) Rain Drainage? Flooding
- (33) Employee locker room/Break room
 - (a) Check in
 - (b) Break room size, location, and total numbers
- (34) Credentials
- (35) Freight elevators
 - (a) Total numbers
 - (b) Locations

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- (c) Type/Size
- (36) Laundry facility
- (37) Recycling area/process
- (38) Production power
 - (a) Location and capacity
- (39) Loading dock design/access
 - (a) Number of doors
- (40) Broadcast wire infrastructure
- (41) Roof stand pipes
- (42) Maintenance access panels – lighting, plumbing, electrical access.
- (43) Overhead maintenance and access
- (44) Roof maintenance panels and recommended schedule
- (45) Roof and steel weight capacity
- (46) Shade systems for exterior to protect guests from inclement weather
- (47) Roof rigging capabilities

II. Seating, Suites, etc.

- (1) Total permanent seating capacity
- (2) Maximum temporary seating capacity
- (3) Seating capacity by event type (e.g. football, soccer, concert, etc.)
- (4) Seating
 - (a) General seating capacity
 - (b) Club seating capacity
 - (c) Suite seating capacity
 - (d) Size and features of seats
- (5) Compliance with Americans with Disabilities Act
- (6) Suites
 - (a) Number
 - (b) Size
 - (c) Type
 - (d) Amenities
 - (e) Location
 - (f) Configuration
- (7) Club Lounges
 - (a) Number
 - (b) Size
 - (c) Amenities
 - (d) Location
 - (e) Configuration
 - (f) Access control locations to delineate premium guests vs. non premium guests without impacting crowd flow
 - (g) Premium suite access – ticket scanners
 - (h) Overhead lighting of food areas within suite

III. Concourses

- (1) Appropriate width and configuration to maximize pedestrian movement
- (2) Information desks
- (3) First aid
- (4) Miscellaneous amenities
 - (a) Space for portable concessions
 - (b) Charging stations

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- (c) Televisions/audio
- (d) ATMs
- (5) Digital signage/displays
- (6) Escalators
 - (a) Size and location
- (7) Employee break rooms on concourse
- (8) Trash storage and removal route
- (9) Guest service location
- (10) Overhead audio system for event feed and/or emergency messaging
- (11) Drink/food rails for guests after they purchased food

IV. Restrooms (Public)

- (1) Public toilets
 - (a) Number
 - (b) Size
 - (c) Location (Concourse, suites, club lounges)
 - (d) Toilet ratio (men/women)
 - (e) Toilet type/configuration
- (2) Family restrooms
 - (a) Number
 - (b) Location
 - (c) Toilet type
- (3) Gender Neutral?
- (4) Garbage can size and design
- (5) Diaper changing stations
- (6) Janitor closets/stations within restrooms to keep supplies during events

V. Concessions

- (1) Permanent concessions
 - (a) Number
 - (b) Location
 - (c) Size (point-of-sale ratio per seat)
- (2) Full-service restaurants
 - (a) Number
 - (b) Location
- (3) Bars
 - (a) Number
 - (b) Location
- (4) Club lounge food and beverage service
- (5) Central kitchen for food preparation/catering
- (6) Vendor commissaries
- (7) Storage/warehouse
- (8) Offices
- (9) Loading dock
- (10) Break room for concession workers
- (11) Pantries
 - (a) Location
 - (b) Access to outlets
- (12) Power for temporary concession locations
- (13) Merchandise – concessions – activations

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- (14) Data for POS systems of portables
- (15) Security camera coverage of POS locations
- (16) Access control to restaurant – public or premium guest
- (17) Scanning capacity at POS for all-inclusive option

VI. Merchandising

- (1) Team stores (Raiders/UNLV)
 - (a) Number
 - (b) Size
 - (c) Location
- (2) Other retail outlets (other than restaurants and bars)
- (3) Kiosks and temporary retail
- (4) Storage/warehouse
- (5) Non-tenant merchandise locations/kiosks
- (6) Access to merchandise store on event days, parking/entrance and security
- (7) Line queuing plan for long lines at all kiosks and stores
- (8) Signage, visible from a distance
- (9) Security of portable kiosks, lockable and collapsible

VII. Ticketing Office

- (1) Location/accessibility to public
- (2) Ticketing windows – Exterior/Interior
 - (a) Number
 - (b) Configuration
- (3) Ticketing vault
- (4) Staff offices
- (5) Staff toilets
- (6) Storage
- (7) Ticketing system
- (8) POS access/windows
- (9) Safe/vault location and limiting access
- (10) Window configuration to allow for chip reader unit to be passed under window for chip and pin usage. PCI compliance
- (11) Staff break room / locker

VIII. Ingress/Egress

- (1) Facility entrances and exits
- (2) Accommodation for large crowds, ticket taking, etc.
- (3) Security screening areas
- (4) Way finding signage
- (5) Resources to communicate to large groups along pathways, signage, audio & digital
- (6) Sponsor activation locations without hampering crowd ingress and egress
- (7) Wi-Fi capability to be extended for special events
- (8) Resource to communicate to large groups closer to venue entrances, LED digital boards, etc.

IX. Pedestrian Movement

- (1) Inside
 - (a) Elevators
 - (i) Number
 - (ii) Size

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- (iii) Location
- (iv) Digital monitors inside elevators to keep guests engaged in event and marketing opportunities
- (b) Escalators/Stairs/Ramps
 - (i) Number
 - (ii) Size
 - (iii) Location
- (2) Outside
 - (a) Sidewalks
 - (b) Bridges
 - (c) Barriers or other safety measures for pedestrian movement to/from parking locations and taxi and ridesharing areas
 - (d) Security barriers to prevent vehicle encroachment of pedestrian areas
 - (e) Shade elements on exterior bridges/sidewalks to protect from inclement weather
 - (f) Lighting – Safety lighting plan for exterior paths of travel
 - (g) Cameras – Security cameras needed along all paths and elevators/stairways
- (3) Way finding signage (interior/exterior)

X. Parking and Transportation

- (1) On-site parking capacity
- (2) Off-site parking capacity
- (3) Parking availability/proximity – Plan for Metro and CCFD mobile command centers
 - (a) Team staff/Family
 - (b) Facility staff
 - (c) Game day employees
 - (d) Media
 - (e) VIP/Suite/Club attendees
- (4) Shuttles/transit to/from off-site parking
- (5) Shuttle drop off/pick up area
- (6) Taxi drop off/pick up area
- (7) Ridesharing drop off/pick up area
- (8) Recreational vehicle parking areas
- (9) Parking area amenities
- (10) Parking area public restrooms
- (11) Parking area function space
- (12) Monorail/transit connectivity
- (13) Multimodal facilities that use alternative modes of transportation
- (14) Flexibility to adapt future changes in transportation
- (15) Team bus staging areas
- (16) Emergency vehicle staging and access path
- (17) Media parking - broadcast docks
- (18) Visitor parking on non-event days

XI. Control Booths/Media Facilities

- (1) Video control booth
- (2) Public announcer/audio control booth
- (3) Coaches booths (home/visitor)
- (4) Press box
- (5) Broadcast booths
 - (a) TV
 - (b) Radio

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- (6) Camera positions
- (7) Broadcast truck facilities
- (8) Interview rooms
- (9) Dining room
- (10) Restrooms
- (11) Press conference space

XII. Team and Locker Room Facilities

- (1) Team family lounge
- (2) Staff family lounge
- (3) Family nursery
- (4) Raiders home locker room
 - (a) Player shower/toilet area
 - (b) Training room
 - (c) Supply/equipment storage
 - (d) Coaching office
 - (e) Assistant coach locker rooms/lounge
 - (f) Hydrotherapy room
 - (g) Exam room
 - (h) Team owner's room
 - (i) Team meeting room
 - (j) Staff locker room
- (5) UNLV home locker room
 - (a) Player shower/toilet area
 - (b) Training room
 - (c) Supply/equipment storage
 - (d) Coaching office
 - (e) Assistant coach locker rooms/lounge
 - (f) Hydrotherapy room
 - (g) Exam room
 - (h) Team meeting room
 - (i) Staff locker room
- (6) Visitor locker room
- (7) Auxiliary locker room
- (8) Officials locker rooms
- (9) Chain crew locker rooms
- (10) Cheerleader locker rooms
- (11) X-Ray room
- (12) Flex space for locker rooms/parties
- (13) Raiders Hall of Fame area/display
- (14) UNLV Hall of Fame area/display
- (15) Path of travel for coaches to post-game press conference
- (16) Employee entrances
- (17) Employee path of travel to work locations to avoid talent/game/production operations
- (18) HAZMAT storage room

XIII. Additional Function/Pre-function Areas

- (1) Amount
- (2) Location
- (3) Capacity

**This is a preliminary draft document.
It is intended for discussion purposes only.**

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(4) Amenities