

STEAMBOAT SPRINGS FIRE DEPARTMENT - PROGRAM

OZ ARCHITECTURE

Project Information: Job No. 118166.00

Project: Steamboat Springs Fire Rescue - 401 Lincoln Avenue

May 27, 2020

Location: Steamboat Springs, CO

		Design Option Program						
Function Name / Requirements / Notes	Approx. Space Size	NSF	No. Spaces		Total NSF	Current / Future Staff	Remarks	
Apparatus Areas - 4 Bays Total								
Level 1								
2 Ambulances							25'	
Brush, Engine							21', 32'	
Skid, Tower							10', 43'	
Future BC, Tender							20', 29'	
Total	72x74				5,354			
Living Areas								
Level 1								
Kitchen		352	1		352			
Dining		300	1		300			
Day Room		589	1		589			
Restroom	7.5x9	68	1		68			
Fitness Room	17x40	687	1		687		Double Height	
Total					1,996			
Level 2								
Captain / Officer Bedrooms + Bathroom		262	2		523			
Crew Bedrooms	9x12	108	6		648			
Private Bathrooms	8x8	64	4		256		1 Bath per 2 Crew Bedroom, Plus 1 Overflow	
Crew Study	20x20	472	1		472			
Laundry	7.5x16.5	121	1		121			
Total					2,020			
Grand Total					4,016			
Administration / Offices								
Level 1								
Admin / Offices		735	1		735			
Crew Office	20x20	400	1		400			
Total					1,135			
Shop / Apparatus Bay Support								
Bay Restroom	7.5x9	68	1		68			
Medical Supply	7.5x18.5	139	1		139			
Bunker Gear Storage Locker	17x22	371	1		371		1st and 2nd Sets of Gear Clean and In Use	
Outdoor Equipment Storage / Workshop	17x22	382	1		382			
Bay Laundry / Jan Cl	11x9	99	1		99			
Decon / Bunker Gear Washing	11x20	220	1		220		Bunker Gear Wash + Dryer 6'x2'	
Emergency Equipment Storage	11x15	165	1		165			
SCBA Fill Station	11x10	110	1		110			
Hose Storage Rack	11x12	103	1		103			
Hose/Tower	20x20	400	1		400			
Total					2,057			
Level 2 / Mezzanine - OPTION								
Training / Storage Mezzanine		2,213	1		2,065			
Total					2,065			
Grand Total					2,057		Does not include optional mezzanine	
Building Support								
Level 1								
IT		73	1		73			
Janitors Closets	7.5x9	45	1		45			
Water Entry	6x8	48	1		48			
Total					166			

Level 2 / Mezzanine						
Janitors Closet		54	1		54	
IT/Data		95	1		95	
Electrical		166	1		166	
Mechanical		239	1		239	
Total					554	
Grand Total					720	

Level 1 NSF					10,708	
Level 2 NSF					2,574	
Total NSF					13,282	<i>Circulation, Community Spaces Not Included</i>
Level 1 GSF					13,020	
Level 2 GSF					4,467	<i>Does not include Mezzanine / Community Space</i>
Total GSF					17,487	

Community Room						
Level 1						
Training/Community Room	31x38	1,077	1		1,077	
Storage		73	2		146	
Public Restrooms	10.5x16	161	2		322	
Lobby / Circ		784	1		784	
Total					2,329	2617 GSF
Level 2						
Community Room	31x38	1,057	1		1,057	
Storage		48	2		96	
Public Restrooms	10.5x16	172	2		343	
Lobby/Circ		1,101	1		1,101	
Total					2,597	2738 GSF
Grand Total					4,926	5355 GSF

Exterior Space and Equipment						
26 Parking Spaces (2 ADA)						
Trash Enclosure						
Sidewalks and Paved Walkways						
Front Apron						
Flagpole / lighting						
Entry Walk						
Emergency Generator and Pad						
Patio - Outdoor exercise and eating area						
Test Hydrant @ Front Apron						

General Information / IT - For Review with Department

Living Quarters

1. Bedroom notification panel located near room light switch
2. Dayroom notification panel and TV mute located in room
3. Work out room alarm notification lights on four perimeter walls, 84" AFF
4. Door bells located at all doors
5. Station alerting system controls located in IT room.
6. 3/4" conduit from accessible area to all devises

Audio / Alerting

1. Speakers wired in series
2. Multiple speakers around perimeter of bays
3. Outside speakers at Patio, front and back pads. Volume control located interior
4. Speakers in all functional areas including, dayroom, bathrooms, and workrooms
5. Television surround sound wired to blank J-Boxes in dayroom
6. 3/4" conduit from accessible area to all devises

Data

1. Data for two desk locations in Officers Office
2. Data for wall mounted TV in Officers Office
3. Data for six workstations in Firefighter Office verify work station #'s
4. Data for wall mounted TV in each Bedroom
5. Data for wall mounted TV in Dayroom
6. Data in Training Room if applicable
7. Data at antenna mounting location
8. 3/4" conduit from accessible area to all devises - Rooms:

Security

1. Electrified strike plates only, no magnetic locks

2. Card readers or Keypads on exterior doors Verify Type with FD
3. Card reader or keypad at doors separating FD from public function - Verify FD
4. Key locks on officer and firefighter office doors
5. 3/4" conduit from accessible area to all devices

IT

1. Door bell at front and back door Verify tie in with department
2. GPS antenna for alerting - Verify with department
3. Wireless antenna located ceiling height in center of apparatus bay
4. All other antenna's easily accessible, with safe operating platform at highest point on roof - Verify with FD
5. UPS in Telephone/Server Room
6. Conduit (varying sizes) from accessible area to all devices

General Considerations**Exterior Site**

1. Monument Signage Verify with FD
 2. Lighted flag pole near entrance Verify American Flag and State Flag
 3. Fire hydrant at front apparatus pad
- Trash dumpster located in an enclosure away from sleeping areas
5. Verify Antenna roof locations if required

Building

1. Structure with minimum 50 year life expectancy
2. Concrete-Apparatus Bay slab designed for heaviest truck - Verify truck GVW
3. Concrete- Apparatus Drive Lanes 8" (Re-enforced per Engineers Specifications)
4. Concrete-Vehicle (light duty) Parking Areas 6" (Re-enforced per Engineers Specifications)
5. Concrete-Sidewalks 4" (Re-enforced per Engineers Specifications)

Plumbing

1. Exterior hose bibs on all sides of station with antifreeze provisions
2. Gas to exterior grill

Electrical

1. Exterior 110 electrical outlets on all sides of building
2. Exterior 110 electrical outlets assessable at employee parking areas
3. Natural Gas Emergency Electrical Generator sized to run entire station
4. Traffic light control - Review requirements with department

Fire Protection

1. Fire protection systems designed and installed per applicable fire code

END