222 W. Hargett Street, Suite 601 Raleigh, NC 27602 (919) 996-3285

DATE: May 12, 2016

TO: Ruffin Hall, City Manager

FROM: James Marapoti, Project Manager

Parks, Recreation and Cultural Resources, Design Development

CC: Diane B. Sauer, Parks, Recreation and Cultural Resources Director

SUBJECT: Approval of the Pullen Arts Center Improvements Concept Plan

PROJECT HISTORY:

The 2014 park bond included \$6 million for improvements to the Pullen Arts Center and surrounding north Pullen Park. The current building was built in the 1960's and houses a variety of programs including: pottery, painting, jewelry, printmaking, glass, arts-based summer camps for children with support spaces for administration, meetings, gallery, and operation. Improvements are needed to accommodate the growth and popularity of the arts program at Pullen Arts Center and its context within the park.

The Pullen Arts Center Improvements Project began July 2015 and included: a situational assessment and three public meetings with staff, patrons, and adjacent property owners. The recommended concept incorporates the vision of the 2001 Pullen Park Master Plan and integrates public input received throughout the process. The backup information includes: the master plan goals, outreach efforts, inputs from public and a major improvements comparison of our concept.

At the May 19, 2016 Park Recreation and Greenway Advisory Board (PRGAB) reviewed the final concept plan and will present their recommendation to the City Council for final approval. Upon approval of the City Council, this project will begin the design and implementation phase.

ANTICIPATED SCHEDULE:

July 2016 Design Contract
Aug.-Oct. 2016 Schematic Design

Nov.-Dec. 2016 PRGAB and City Council approval of Schematic Design

Jan.-March 2017 Design Development
March-June 2017 Construction Documents
June-Sept. 2017 Permitting and Bidding

Oct. 2017-Oct. 2018 Construction

Attachment:

Pullen Arts Center Improvements Concept Plan back up

2001 MASTER PLAN

PROPOSED SITE CONCEPT



