Performance Venue Update – 12-15-22

I trust this finds you all well and ready for the holiday.

I wanted to update you all on the status of our project. The city has set aside about \$235k for these performance venues. The common council has now approved the existence of this task force and we're ready to proceed with the project. As described in my September 14th communication below, the next step in the process is to develop a Request for Submission ("RFS") for design ideas. Raphael Sason, a member of this committee, has extensive experience in theatre, sound, set design and performance venues. He's agreed to co-lead this group as well as lead this next step, which will, hopefully, culminate in the receipt of design ideas from a broad spectrum of our community as well as professional design and engineering firms. Raph will work with the City to develop the RFS to include enough information to ensure that design ideas meet city and basic engineering requirements. The RFS will be circulated to this committee for input once the initial draft is completed. The intent is not to have this step result in full engineering or architectural design, but to have submissions that inform the final design. The RFS will be widely circulated and the "contest" will be open to anyone.

I am donating \$5k for the contests, which will be split equally between the Gallodoro and Walker pavilion projects. These funds will flow through the Future for Oneonta Foundation, which will also help with the submission process (submissions will have to be in a digital format and submitted through a website to be developed). Our committee will be the "judge" of the designs and pick winners. These designs will then inform the architect/engineer that will be engaged to provide construction design and blueprints for the bidding process. Of course, the common council will be the final authority.

You'll hear from Raph as the project progresses. Once we have the initial draft of the RFS, it will be circulated to this group for input. Stay tuned for more information.