JUMP Project: Jack's Urban Meeting Place TRANSMITTAL
Downtown Boise, Idaho

July 13, 2010

TO: City of Boise – Planning & Development Services

RE: Simplot Foundation JUMP Project
Design Review Submittal

On behalf of the Simplot Foundation and the JUMP project team, we are pleased to submit the attached Design Review package for the City of Boise's use and information.

The JUMP project has come a long way over the past year… we are very excited about the project's revised design and the Simplot Foundation's continuing goal for the project: to create an environment in downtown Boise for developing the talents, skills, and attitudes that support the personal empowerment of the city's people, helping them aspire to make positive changes for themselves and their community.

Included in this Design Review package, please find the following:

Owner's Documents & Attachments including:
- Completed Application
- Application Fee
- Affadavit of Legal Interest

Written Documents including:

• Owner's Statements: Project Direction, Program, Project Recognition	p. 2-6
• Architect's Statement of Project Design Intent	p. 7-9
• Demonstration Landscape Park Narrative	p. 10-11
• Site Tributes Overview	p. 12
• Building Materials List	p. 13
• Outline of CCDC Design Goals Approach	p. 14-18
• JUMP Building Area & Parking Matrix	p. 19
• Current (dated) Vicinity Map from PDS	[attached separately]

Drawings / Full-Size (22 x 34") and Half-Size (11x17"), including per COB PDS checklist:

• Detailed Site Plan	sht. DR-7-1
• Landscape Plan & Sections	sht. DR-8-1 to DR-8-3
• Building Elevations	sht. DR-9-1 to DR-9-4
• Floor Plans	sht. DR-10-0 to DR-10-9
• Color Photographs of the Site and Surrounding Area	sht. DR-11-1 to DR-11-9
• Perspective Drawings	sht. DR-12-1 to DR-12-6
• Context Drawings – plans, elevations and sections	sht. DR-13-E,P & 13-1 to 13-6

Other Required Documents including:
- Building Materials Sample Board
- CD with electronic copies of all submittal materials

Appendix Documents:
- Shading Study Diagrams — sht. AP-14-1 to AP-14-10

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Simplot Family Project Direction Statement

The Simplot family directive to the architects in designing JUMP was to create a place that would inspire creativity and innovation. We did not want it to feel like a traditional educational environment.

The flexibility of the spaces is extremely important, so the uses and programs would facilitate creativity and change.

An important element of the project is to inspire young people to create something to the acclaim of society, and have them do it early enough in life to instill in them the idea that they have the ability to follow their dreams and make a contribution to society.

We want the project to complement and support, not compete with, local non-profits or other venues in the cultural district.

It is important to us to have JUMP be a place of surprise and delight, to feel welcoming to people from all walks of life, and to be a gathering place for the community.

The directive to the architects on the parking was to separate the parking for JUMP from the JR Simplot Corporation, 120 for the foundation and 500 for the employees.

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JUMP Project Program Statement

Created with JR Simplot's spirit of optimism, risk-taking, and strong belief in following your dreams, Jack's Urban Meeting Place, or JUMP, originated from JR's desire to show young people how we got to where we are today by sharing some of the past and inspiring them to ask the question, "Where do we want to go from here and how do we get there?"

Designed and equipped with the necessary tools to discover the answers to this question, JUMP will be a place for people to learn, explore, and gamble on their own dreams. It will become a community gathering place with a kaleidoscope of activities and events. It will be an opportunity for trying new things, hearing inspiring stories, gaining exposure to a variety of art and culture, and stretching the mind to generate new and innovative ideas.

The $70 million privately funded project reflects the affection that the Simplot family feels for this community and the state of Idaho. The uniquely designed Foundation building, outdoor amphitheatre, and large urban park located in downtown Boise between 9th and 11th and Front and Myrtle will help complement and support the efforts of local non-profits and community organizations by offering desirable spaces for programs including classes, practices, performances, collaborative meetings, and fundraisers.

Non-profit organizations will also benefit by using the prominent downtown location to enhance their visibility and awareness. Currently most non-profits are scattered throughout our community hidden away in locations off the beaten path. JUMP will provide gathering spaces in the heart of downtown Boise easily accessible by various modes of transportation.

The Foundation Building will offer numerous indoor as well as unique outdoor spaces not currently available in our community. The five ever-changing and interactive studios, which include a Kitchen Studio, Movement Studio, Audio/Visual Studio, Maker's Studio and Inspiration Studio, will allow the community to try something for the first time, take their ideas to the next level, or engage in new experiences. A few examples of the types of programs which may be held in the studios include the following:

Kitchen Studio: The Kitchen Studio will become the ultimate gathering place – after all, where do people naturally congregate? In the Kitchen! The Kitchen Studio will be able to accommodate children and adult cooking classes, culinary arts competitions, demonstrations and community dinners.

JUMP Project Program Statement – continued

Movement Studio; Yet-to-be-discovered dancers and choreographers who operate on a shoestring budget might offer new and innovative dance classes to underserved youth during the morning then practice their new techniques while onlookers press their noses to the windowpanes in the afternoon. Senior yoga classes, cultural heritage dances from around the world, and high school performing groups might be practicing into the evening.

Maker's Studio: Our community has been blessed with high tech businesses that have helped support our wonderful quality of life in this valley for a number of years. Unfortunately, similar to other towns throughout the United States, we have been experiencing job losses due to high tech and other manufacturing that has moved off shore to other countries. Consequently, we are exporting our culture and our skills. Since making things is core to who we are as Americans, The Maker's Studio will provide hacker-space opportunities for inventors, creators and people who like to hack things open and see how they work. Organizations and inventors alike will be able to experiment and develop new creations and innovations without breaking the bank.

Audio/Visual Studio: Budding filmmakers might learn how to write an industry-standard screenplay as well as become experienced with camera technique and digital editing skills in the A/V or Multi-Media Studio. In addition, the studio might support future theatre producers, musical artists, and animation creators.

Inspiration/Business Studio: JUMP is where ideas will be born and taken to the next level. It's a place where a person can bring their outlook on the world and rework it. JUMP will help inspire and develop the next generation of entrepreneurs. The world is changing and changing in a way that does not leave North America at the center of entrepreneurship. Because innovation and local manufacturing are both key to our future, the Inspiration Studio will provide inspiration and resources to assist with entrepreneurial endeavors.

Pioneers Room and Studio Playa: In addition to the five interactive studio spaces, the 11,000 sq. ft. Pioneer Room with a full catering kitchen and Mezzanine will accommodate community gatherings and functions for 500 to 700 hundred people. Both the Pioneer Room and the 11,000 sq. ft. Studio Playa with breathtaking views of the urban park and downtown Boise will become ideal multi-purpose gathering spaces for inspirational speakers, performances, fundraising events, and unique programs.

Antique Tractor and Steam Engine Collection: As a way of creating a sense of place and an engaging and non-traditional learning experience about the rural past, JR's antique tractor and steam engine collection will be strategically and artistically positioned throughout the project. From the sculptural garden to the parking garage and throughout the site, the tractors will become a fun journey of discovery. The tractors, which are pieces of art and innovation made visible, will bring the agricultural roots of this valley to the urban center of Boise.

JUMP will be a fusion of rural and urban elements that promises to be a tremendous addition to our community when it's completed in early 2013. It will enhance what downtown Boise already has to offer by bringing new events, ideas and personal success stories to our community for all to enjoy.

We hope everyone in the community will regard JUMP as their project and their gathering place – whether it's to enjoy a concert, take a class from one of the many artists who will use the studio spaces, or just sit on the grass and enjoy the day.

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This is the Time for Something Else

With manufacturing leaving the US, I am provoked. What is America going to do? Then, I have this decision coming, when one of America's success stories of this century is building a building to demonstrate what a great country this is, and how great the system is that built this country. He is trying to demonstrate the miracle of progress to inspire another generation of Americans to keep inventing better and better things.

And, I am going whoa. This isn't about the last century. This is about a new century where America's system is about to be tested. America built these steam tractors, and then went on to replace them with ever better technology. Over the last century, America created the most productive agriculture in the world. That is, until now. America isn't the 'best' anymore. The future of Ag belongs to Brazil with its two cropping seasons, abundant rainfall, and vast productive and cheap undeveloped farm lands. And, it is not just agriculture. With GM going broke, America doesn't have the 'right stuff' to 'be' the greatest anymore.

Or so it seems.

If we can't hunker down and go to work and compete with China on China's terms, this country is in trouble. But what is stopping us from hunkering down? Doesn't America have the human capital needed that has the capacity to be resourceful, and pull the country out of the hole it is falling in?

So, here we go. The words 'resourceful' rings in my ears. America needs an image of pulling itself up by its own bootstraps to give to the next generation. America needs a message of hope that we still have the capacity to be the Wright Brothers in their machine shop. We can hunker down and risk and invent.

And, can a building be an image of lets compete with China? Can a building's design show 'hustle'? Can a buildings design show grit? Can a buildings design show 'going for it'? As Steve Jobs said, 'stay young, stay hungry'. How does a building's design say that to a younger generation of Americans?

I admire Japanese things, and I do enjoy Zen gardens. Yet, this isn't the time or the place for that kind of beauty. This is the time for something else. I want something raw and inspiring. Not something pretty and refined.

Scott Simplot

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JUMP Project – Recognition of "JUMPsters"

When we open our doors to the world and invite the public in for the first time, our goal is to JUMP-start the project on Day One by offering a plethora of stimulating programs and events that will evolve and foster continued inspiration into the future.

Because our great state of Idaho is home to numerous pioneers, inventors, world-class athletes, and notable people who have made a significant difference in our state, we envision recognizing these significant Idahoans, or "JUMPsters" throughout the project. A few permanent art installations will be in place on day one including tributes to J.R. Simplot and Oscar Cooke.

It might not surprise anyone that JUMP incorporates a tribute to the spirit of **J.R. Simplot,** a big thinker, risk-taker, and dreamer. He was a gambler driven by his optimism and out-of-the-box thinking - the same ingredients that have helped create this project, a project that we anticipate will plant the seeds from JR's dreams to cultivate and inspire others.

Although the name **Oscar Cooke** may not be a household name to most of us, like J.R., he was a man with a vision who made his dreams come true. Oscar was the creator and owner of Oscar's Dreamland, a collection of more than 100 antique tractors and steam engines that were eventually purchased by JR Simplot and will become an integral part of JUMP.

In addition to tributes to J.R. and Oscar, ongoing programs will be planned to incorporate future artwork that highlights and pay tribute to other Idaho "JUMPsters". Many of these tributes and art installations may evolve and be ever-changing to create a sense of curiosity, surprise and delight that will keep visitors coming back again and again.

We also plan to incorporate art installations that could include local undiscovered artists, youth art programs, inspirational art, and art as functional pieces throughout the site including items such as park benches, trash receptacles, and bicycle racks.

Statement of Project & Design Intent

We are pleased to present this Design Review package for the Simplot Foundation's proposed JUMP project… Jack's Urban Meeting Place. We are excited about the benefits that this landmark project will bring to the citizens of Boise. Within this Design Intent outline we will describe the project's design intent in terms of the following:

- Project Goals
- State of Idaho Context
- City of Boise Context
- Design Approach

Project Goals & Purpose Statement:
This project is being developed locally by the Simplot Foundation, for the benefit of the citizens of Boise. Having long-term roots in Boise, the Simplot Foundation seeks to create a publicly accessible facility for the local population that will facilitate the growth, education, and empowerment of all who visit.

The Purpose Statement of the project is as follows:

- ***To…*** *empower people to aspire,*
- ***By…*** *creating an environment for developing talents, skills, attitudes, self-confidence, and ethics to explore, challenge and persevere,*
- ***So that…*** *people make positive changes for themselves and in their communities.*

Program Fundamentals:

- *Existing 7.48 Ac. site,*
- *Underground parking for approximately 500 cars,*
- *Above-grade parking for approximately 150 cars & service,*
- *Approximately 50,000gsf of program and support space,*
- *Approximately 170,000sf of outdoor terrace and display area,*
- *Approximately 4.5 acres of outdoor green space,*
- *Easy & inviting accessibility to the facility from all sides,*

State of Idaho Context
The State of Idaho has a wonderful ecology… it ranks No.6 in the United States in diversity of Eco-regions per state. Eco-regions are broad areas of similar physical and ecological characteristics. The major Eco-regions of Idaho are classified by the U.S. Environmental Protection Agency as the following, and have inspired JUMP park zones A-J:

A. Columbia Plateau Ecoregion 10, near Moscow
B. Blue Mountains Ecoregion 11, on the Oregon/Idaho border,
C. Snake River Plain Ecoregion 12, in the southern third of the state,
D. Central Basin and Range Ecoregion 13, near Preston & Malad
E. Northern Rockies Ecoregion 15, in northern Idaho
F. Idaho Batholith Ecoregion 16, in the central third of the state, including rugged mountain areas separating N & S Idaho
G. Middle Rockies Ecoregion 17, along the Wyoming and Montana borders,
H. Wyoming Basin Ecoregion 18, along the Wyoming and Utah borders,
I. Wasatch and Uinta Ecoregions 19, along the Utah border
J. Northern Basin and Range Ecoregion 80, along the Nevada border.

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Statement of Project & Design Intent – continued 2

While incredibly beautiful, this diverse geography in Idaho has in some ways separated parts of the state, and the state's population, from each other. North from South, East from West, Urban from Rural.

What does all this have to do with JUMP? It relates in the way that the JUMP project is intended as a crossroads, a bridge, a connector, a unifier… and as a spark for ideas, creativity and innovation. The unique physical form of the project is a reflection of the immense diversity and breadth of Idaho and its people. Idaho is not just another square state, and JUMP is not just another square building.

City of Boise Context

After more than two years of significant economic challenge across America, and in the City of Boise, JUMP is being created at a time when the downtown investment, the opportunity for hundreds of new jobs, and the iconic recognition of the JUMP project can all serve to boost Boise's economy and growth.

The uniqueness of the JUMP project is not just in the building architecture. The site for JUMP includes four blocks of unsightly paved parking lots and mostly vacant buildings. Yet the site is in a crossroads location of downtown Boise. This redevelopment will clean up a current brownfield site, enhance connectivity between disparate parts of the city, extend bike paths and the Pioneer Walkway, and create an significant amount of green open space in downtown that will be a an attraction and a breath of fresh air for all occupants of and visitors to downtown Boise.

We've all noticed a bland repetition to many recent commercial developments in American cities… ignoring the potential to promote the unique identity that each city has. JUMP is an extraordinary concept: to integrate a public park within a building site, floating an entire building off the ground to allow free pedestrian access from all sides. This project represents a once-in-a-lifetime opportunity to create an icon for Boise that is not a typical building in "Anytown, USA". JUMP is not merely a building, but a piece of public art. JUMP is an unusual environment, intended to promote unusual thinking.

Design Approach

The strategy used to fulfill the project goals statement is to develop flexible spaces that can be used for multiple purposes. Flexibility will facilitate a range of activities in these spaces that will inspire, engage, and help develop skills that empower people to aspire and achieve. Interior and exterior spaces will flexibly accommodate changing user needs, responding to the varying interests of the community.

The project consists of three major components, the Foundation Building, the Park, and an Underground Parking structure. The centerpiece of the development is the Foundation Building, which includes administrative space, studios and assembly space, all supporting JUMP programs. An integrated openness and interactivity with the project's Park will help tie indoor and outdoor activity together. All these components are designed to be inviting to the public, and to create surprise and delight.

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Statement of Project & Design Intent – continued 3

Examples of potential programs and uses of the Foundation Building & Park include such things as:

- Local / Regional temporary markets, music festivals, or "City Games" events in the park,
- Inspirational speakers talking to citizen audiences about creative cities and Boise's future,
- Large community dinners and festivals, spilling out onto the park,
- Sculptural displays created by youngsters working with local artists,
- An "Iron Chef Boise" event in the Kitchen Studio, with live audience, televised locally,
- Local theater group presentations, sports team events, banquets, and arts festivals.

In addition to structured activity programming, the project will include a number of upper level roof gardens, sculpture display areas, and an historic steam engine / tractor collection exhibit. These self-accessed and self-guided areas will support learning in fields as diverse as green roof construction & urban agriculture, modern art, and the history of Idaho agriculture and agricultural science. All with a backdrop of dramatic views to downtown Boise and the surrounding area.

The architecture of the building complex has a blended modern-industrial parti, exhibiting an interesting juxtaposition of flexible spaces on various levels, all rendered in an exposed, yet high quality design approach. Just as facility users will get to participate in hands-on cooking, AV production, yoga & dance classes, and other activities, so too will they be able to see and use the building in a hands-on way… seeing the "exposed parts" will be a participatory learning experience… a demonstration of how buildings are assembled, showing the parts & pieces not normally seen in other types of buildings.

Other publicly beneficial aspects of the proposed development include a progressive approach to the "green building" trend in the design and construction industries. JUMP will employ such current green ideas as controlled storm runoff, biofiltration and infiltration on site, operable windows and modern systems controls, materials selection that supports energy efficiency, and a project designed to achieve LEED certification. The flexible active spaces of the project will rely more on user modification than on technology to provide the backdrop for all the potential uses of the building.

From a site design standpoint, as mentioned in the City Context section above, this project will promote connectivity to and from different parts of the city, and act as a visible and central meeting place in town for people to visit for a wide range of purposes. Site relationships and connections to adjacent commercial and retail areas will be enhanced by development of new pedestrian paths, crosswalks, bike paths, and view corridors. The building will provide local vehicular traffic with a recognizable new waypoint to gain orientation from, and with a new place to park their cars. And visitors to the project will have a fresh new outdoor space in which to enjoy Idaho's representative ecoregions and other landscaping, offering relief and refreshment within the urban environment of downtown Boise.

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Demonstration Landscape Park Narrative

Few landscapes on Earth are as diverse and varied as those found in the state of Idaho. And few families have touched a state in as significant a way as the Simplot family have touched Idaho. The JUMP demonstration landscape park is designed to celebrate and recognize the immense diversity of the natural environment in the state, and mark the agricultural and social contributions of the Simplot family.

The JUMP demonstration landscape park has been designed to provide both large and intimate public spaces in an educational and aesthetically striking natural setting. Conceptually, the park is organized into representations of the 10 major ecoregions of Idaho. Developed originally by the U.S. Forest Service and other government agencies, ecoregions are a way to group areas of similar ecological conditions together for the purposes of study and management. Ecoregions offer us a way to identify and organize the diverse regions of Idaho for educational and demonstration purposes in the JUMP project.

The extraordinarily range of landscape in Idaho was shaped by immense geological events, and includes lava flows, deserts, canyons, forests, sage-steppe grasslands and alpine peaks. These natural aspects of the state provide the water, soils, wood products, minerals and other resources that support our communities, and that host one of the most important agricultural areas in the United States. The connection between these natural resources and the ecosystems and communities that depend on them is the focus of the park.

In keeping with the LEED certification anticipated for the building, the landscape will be designed to meet LEED guidelines for water conservation, onsite storm water mitigation, paved surfaces, and turf areas. As part of the ecoregion concept, the park will utilize representative native plants from each of the 10 ecoregions of the state. This botanical diversity allows us to pair appropriate plants, stone, water and other landscape elements with programmatic needs to create a unique botanical, educational and aesthetic demonstration unlike anything else in the state.

The JUMP demonstration landscape park is representational. Our concept places the 10 representative ecoregions on the inside of an earthen berm system, which shelters the park on three sides from adjacent streets. The undulating berms vary in height, allowing for good visibility on street corners, and are perforated by a path system cris-crossing the park. Secondary path systems are envisioned to follow the berms, allowing access to the principle botanical demonstrations.

Planted on the street side per city guidelines, the interior of the berms will be sculpted to symbolically reflect the landforms present in Idaho's ecoregions. By varying the slopes, orientation, exposures ,stone elements and soil types and by carefully controlling irrigation in the different demonstration landscapes, specific microclimates will be created that support plant species from each ecoregion. Just as no hard divisions exist between Idaho's ecoregions, each demonstration ecoregion will flow seamlessly into the next, providing a continuous experience as one moves through the park. Agricultural and cultural elements pertinent to the intent of the JUMP project and Simplot family will be exhibited in terrace displays around the building.

Like the Snake River that bisects the southern part of the state of Idaho east to west, the JUMP Snake River Plain ecoregion landscape follows the Pioneer Walkway as it bisects the project site. The meandering path is bordered to the north by a variety of public gathering areas. Passing in large part over the underground garage, plantings will include many of the riparian sedges, rushes, grasses and other species found along the river. Elsewhere, riparian shrub and tree species will be used to provide shade.

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Demonstration Landscape Park Narrative – continued 2

As it turns south and west to enter the building we envision a short canyon demonstration garden, highlighting the many unique plant species found on canyon walls along the Snake River and its tributaries.

To the south along Myrtle Street, the Snake River Plain ecoregion transitions into the Northern Basin and Range, Central Basin and Range and Wyoming demonstration landscapes. These arid ecoregions are found along the entire southern border of Idaho and consists of deep canyons, high shrub covered plateaus, and isolated mountain ranges covered with Mountain Mahogany, Juniper, and Fir and Pine. We envision these desert ecoregion landscapes doubling as a children's play zones in distinct places, dotted with sandy play areas, smooth basalt boulders, and shaded with native Hackberry trees.

To the north of the Snake River ecoregion landscape and Pioneer Walkway, following earth mounds in a sweeping arc east to west across the park, are the mountainous Middle Rockies, Idaho Batholith, Northern Rockies and Blue Mountain ecoregion demonstration landscapes. Like the mountains they represent, these berms are highly sculpted, and structured with dramatic stone formations, scree fields, and ridges forming a backdrop to the adjacent public gathering areas. This series of demonstration landscapes offer opportunities to display beautiful flowering plants, alpine species trees, and unique wet species like the white bog orchid and shooting stars.

The JUMP demonstration park culminates in the southwest corner with a demonstration of the Columbia Plateau ecoregion. This ancient Palouse lava flow hosts some of the most productive agricultural land in the state and is one of the great geological features on the planet. This area of our project will be designed to feature both natural plant communities and small agricultural demonstrations, emphasizing the interconnection between human society and the natural world. This is a fitting entry point for the Pioneer Walkway to enter the site from 11th street.

The JUMP demonstration landscape park is a deep expression of the beauty, diversity and creativity found in the land and people of Idaho and exemplifies the hard work, dedication and contributions made by the Simplot family to the city of Boise and the state of Idaho. By demonstrating Idaho's interdependence on a healthy environment and ecosystem, the potential of sustainable landscape practices, and the creativity of innovative architecture in a public setting, we create an opportunity for education and innovation in the heart of the city.

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Site Tributes Overview

JUMP Project Mission

To*…empower people to aspire,*
By*…creating an environment for developing talents, skills, attitudes, self-confidence, and ethics to explore, challenge, and persevere,*
So*…that people make positive change for themselves and in their communities.*

In support of this mission, the landscape design seeks to pay tribute to the doers and dreamers of Idaho's past, showcase the work of present-day visionaries, and provoke the thoughts and imaginings that lead to future achievements. Further, the landscape design seeks to promote the active involvement in public celebrations and gatherings, theater arts, gardening, and physical activity, as well as provide areas of quiet and contemplation. All this, and be a fun place to hang out in.

The focus is on the people of Idaho, actively engaged in the world, set against the rugged landscape of the state.

Tributes in the JUMP Landscape

Scattered throughout the landscape are tributes to the pioneers, the artists, the doers and dreamers –the "JUMPsters" — of Idaho and beyond.

Meaningful, but non-didactic, the tributes are not meant to "tell the whole story" but present an intriguing object, a mysterious image or quote that one "discovers" beside a path, along a rail, nestled in the shrubs, on a rock.

They are puzzle pieces to make you wonder what they are about. There might be a cast bronze sculpture of a bunch of carrots, a smooth metal arc connecting two rocks, a strangely glowing light bulb. No text. Just a number linked to a free audio tour you can take on your own cell phone. From there you learn that those carrots refer to the largest diamond ever found in the USA, which was mined in Idaho, the arc refers to Evil Knievel's jump at Twin Falls in 1974, the light bulb refers to Arco, the first city lit by atomic energy in 1955.

The stories focus on the "gumption" of the person doing the deed. There might be different categories: "Pioneer Tributes" could focus on Idaho natives, especially those involved in agriculture and from the past; "JUMPster Highlights" could expand the field and include people still producing. Artist Installations make the activity current and may include mock-ups of on-going scientific and technological work. The point is to intrigue, provoke, inspire.

In addition, words of inspiration run diagonally across the Pioneer connector in bands, which pick up on the paving materials used on the current Pioneer Walkway running from Myrtle St. to the river. A few bands may be triggered to set off a surprising spurt of water arcing over visitors as they walk along.

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Building Materials

As explained in the Statement of Design Intent, the unique exterior design of the JUMP buildings fulfill a number of purposes. But despite their intriguing architectural design and ability to surprise and delight visitors to the complex, the proposed building materials for the project are mainstream and of the highest quality, ensuring a well-built and long-term project that will sustain years of public use.

Glass & Glazing Systems:

- Painted, anodized, or powder-coated aluminum extrusions
- Structural silicon sealants at butt-glazed applications
- Painted structural steel support systems
- Insulated Lo-E high-performance glass, varying thicknesses (some high-performance acoustical lites anticipated, requiring extra depth)

Spandrel and Solid Walls:

- Opacified spandrel glass
- Copper metal panel systems
- Painted Concrete Masonry Unit
- Cast-in-Place Concrete
- Exposed Structural Steel: Natural or Painted finish

Guardrails, Stairs, Exposed Structure

- Perforated copper panels
- Painted metal (vertical) picket and rail systems
- Exposed concrete
- Exposed galvanized metal grate
- Exposed steel: some fireproofed, some natural, some concrete-encased; some natural, some painted.

Colors:

- Metal Panels: typically copper, natural color
- Glass Vision Lites: typically clear, Low-E coated (light green in color)
- Spandrel Glass: typically neutral white/light grey opacifier to render true glass color
- Exposed Structure: Natural finish, stained, or painted; both neutral and accent colors (TBD)
- Painted or Sealed Concrete or CMU: Neutral or accent colors (TBD)

Site Paving:

- Painted or stained concrete slabs on grade, colors TBD
- Recycled pervious glass pathways
- Stone and wood stepping stones throughout Site Ecoregion zones
- Gravel, wood chip, and other ecoregion-representative materials on other paths
- Concrete and asphalt paving in vehicular areas

Roofing

- Membrane roofing or traffic coatings: light colors (white, gray, silver, tan), on non-traffic roofs and vehicle –traffic decks
- Exposed double slab with sealer, natural, or painted finishes on foot-traffic roofs & terraces

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Outline of Project Approach to CCDC Design Goals

This document outlines the JUMP project approach to the abbreviated list of design goals and objectives from the adopted master plans of the CCDC Board of Commissioners and the Boise City Council. CCDC has identified these goals and objectives as having priority in their review of downtown development projects. They are grouped by the following topics:

- Site Layout and Design
- Building Design
- Building Design Principles for Specific Uses

Under each design goal is listed a brief comment about the JUMP project (*in red italics*) that highlights characteristics of the project relative to the CCDC goal being achieved. All items are numbers to correspond to CCDC Design Goals & Objectives.

A. Site Design & Layout

1. Site design *minimizes the impact of on-site parking and delivery zones* on the urban fabric.

a. Method of providing for parking and deliveries

- *Parking for the JUMP project is being provided in both underground and above-ground parking structures, rather than in open surface parking lots.*
- *Minimal surface parking has been provided via short-term stalls at perimeter drop-off lanes accessed from Front Street and 9th Street. Additional short-term drop-off and loading parking has been provided within the building, accessed from Myrtle Street. All these drop-off areas have street tree buffering on their respective streets.*
- *Off-street loading and service zones have been provided in the building, accessed from Myrtle Street. These zones are buffered from street view by double-row street trees and portions of the building.*

b. Placement and design

For Parking Structures:

- *The above-grade parking structure has been designed to allow for almost 360° pedestrian access into and through the structure, to and from the main Foundation Building and park.*
- *Upper floors of the parking structure have been designed so that the street sides have an articulated architectural expression. Both street and park sides also have a 6' wide perimeter pedestrian circulation path, and display areas (for historical tractor collection and/or art), activating the upper parking levels with pedestrian movement facing the street and park.*
- *The overall JUMP proposal has screened most parking capacity (over 500 of 600+ total spaces) by providing for most parking stalls in an underground garage.*

For Surface Parking:

- *The developer has placed almost all proposed parking in parking structures, rather than in surface lot solutions. Approximately 600 stalls are provided in structures, while only about 40 stalls are located in short-term parking and surface drop-off zones.*
- *Of the approximately 40 surface stalls proposed on site, about half are in open-to-sky drop-off lanes around the site perimeter, while the other half are within the open-air Level 1 service/loading area of the above-grade garage building.*

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Outline of Project Approach to CCDC Design Goals – continued 2

- *Landscaping helps screen the short-term parking in drop-off lanes along Front St., Myrtle St., and 9th St. via double rows of street trees and other plantings.*

For Delivery Zones:

- *Areas for loading and unloading are placed within the parking structure, and are accessed from both Myrtle St. and 9th St. (There are no alleys to access these areas from).*
- *Loading and service areas are screened from street view by double-row street trees, portions of the building, and tractor display areas.*

2. Site improvements are *appropriate for an urban setting*.

- *Site areas not being used for buildings or parking are being developed into a nicely contoured and landscaped publicly-accessible park area. The site design provides an approximate 60/40% ratio of pervious to impervious area.*
- *The park area provides a mixture of softscape and hardscape zones which facilitate a variety of uses often found in urban parks and plazas. These range from passive seating and quiet areas to participatory activity areas for things like music presentations, market events, outdoor art shows, "city games" festivals, outdoor presentations, and similar functions.*
- *Landscaping will have varied applications, avoiding large "lawn" areas. The landscape approach is to vary the plant materials in various site zones, relating the plantings to the ten major "ecoregions" of the State of Idaho (refer to the Statement of Design Intent). This approach will demonstrate and inform visitors of the rich geographical diversity of the state, while breaking up the larger park area into smaller multi-use activity areas.*
- *Per guidance from CCDC and the City of Boise, the JUMP project is providing double rows of street trees on all surrounding streets, not simply as required only on Myrtle St.*

3. Public improvements *set a standard of quality and are consistent with the design standards* in the urban renewal district master plans.

a. Streetscaping

- *The building has been designed to take advantage of its proximity to existing public amenities such as local bike lanes in streets and the Pioneer Walkway. It has also been sited to take advantage of the privately-developed park that is part of the JUMP project proposal.*
- *City connections at 11th & Front St., 9th & Front St., Broad St., and to the Myrtle St. gateway into the city at 11th & Myrtle are reinforced by site features, providing open vistas into the project site.*

4. Project design *makes connections to existing public spaces*.

- *Connections have been made between the JUMP site and public amenities like the Pioneer Walkway, the neighboring BoDo area, and with surrounding street intersections and crosswalks.*
- *The JUMP building has been oriented with great visibility in all directions, both to the site, and from the site, encouraging and inviting public approach and interaction from all sides.*
- *JUMP building windows and outdoor circulation areas have great visibility to the JUMP park areas, ensuring a safe feeling in the park, and active engagement of park & building users with each other.*

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Outline of Project Approach to CCDC Design Goals – continued 3

B. Building Design

1. Building design *responds to the context* surrounding the site.

a. Size, scale and orientation

- *The size, scale and orientation of the JUMP project relate well to neighboring properties. The scale of the project is transitional between taller high-rise buildings on nearby blocks, and other low-rise buildings and undeveloped properties on other sides.*
- *The 'face of the project' is oriented toward downtown Boise, with clear and inviting visibility from many view corridors and other buildings.*
- *The JUMP project makes a positive contribution to the overall fabric of the downtown area by redeveloping some blighted and vacant lots into a vibrant new publicly-usable amenity. The landscaped open park space of the JUMP project will serve as a relief to downtown citizens, a break from the density and hardscape of the downtown core area.*

b. Climate

- *The JUMP buildings are designed with climatic factors under consideration. The above-grade parking structure helps shade the occupied Foundation Building, thus reducing cooling loads. The overall JUMP building complex also helps partially shade the project's park area, which in turn offers park visitors a variety of outdoor experiences to enjoy, from sun to shade, softscape to hardscape, and with a variety of landscape applications.*
- *The Foundation building includes a high percentage of vision glass, offering great daylighting for all occupied spaces. In addition, a variety of operable windows, doors, and wall areas provide an unprecedented amount of fresh air and ventilation opportunities for building users.*
- *The outdoor park and upper building terrace areas will include a variety of microclimate conditions to enjoy… sun, shade, views, breeze, and varied landscaping.*

2. Building design *addresses the street and creates a pedestrian-oriented environment* for passersby.

a. Orienting buildings to street

- *JUMP buildings are placed in a variety of orientations to the street. The Myrtle St. street edge is supported by the dynamic curved and articulated façade on the above-grade parking structure. The Foundation building has an inward park-oriented location that has an inviting, outward street-facing main entrance and good visibility from many viewpoints in downtown Boise.*

- *Building and project entrances have visible and direct sidewalk connections to the City sidewalks that surround the site. These sidewalk connections into the site are emphasized by view corridors, offering visibility into and out of the site.*

b. Creating human scale and activity at the street

- *The JUMP building and site differentiate the first floor from upper floors, creating interest and human scale at ground level through a variety of different methods. These include a wide variety of architectural expression and scale elements at ground level and in the park.*

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Outline of Project Approach to CCDC Design Goals – continued 4

- *Ground level uses within JUMP include various interior program areas and park zones that will create visible activity and excitement to passersby. The park may have general dawn-to-dusk usage, with special after-hours programs from time to time. Building usage will also have a wide range of flexible operating hours, depending on operating programs that will change from month-to-month or season-to-season.*
- *The entire JUMP building has extensive glazing at street and upper levels, providing great outdoor visibility to the interior activity occurring within.*
- *The JUMP buildings are a departure in architectural style from other downtown Boise buildings, and as such will create interest and invite public access from all sides at the street level.*

c. Providing weather protection

- *The buildings of the JUMP project do not propose any weather protection over the public sidewalks, but do employ a variety of building overhangs and open-air ground-floor space at street level, which do provide weather protection at major building entrances.*

4. Building design *uses a coherent style of architecture that addresses all sides of the building and gives it a distinctive, well-designed appearance*.

- *The buildings of JUMP use an architectural style that is consistent on all sides of the project, and in how the building is detailed.*
- *The buildings of JUMP have very distinctive design elements, features, shapes, and structural configurations.*
- *JUMP buildings contrast with surrounding architectural styles, adding to the architectural diversity and richness of downtown Boise, and thus making a lasting contribution to the architectural heritage, range of styles, and experiences in the city.*

5. Building materials used *convey a sense of quality and permanence*.

- *The building materials used in the JUMP project include high quality window, cladding, and structural components, typical of most downtown Class A construction. Exterior materials include glass, metal panels, concrete and steel structure, and high-quality decorative railings, stairs, and site elements.*
- *Material use on all sides of the JUMP buildings is consistent in quality, from top to bottom, and in types of application.*
- *At street level, the same quality of materials is used as on all levels of the project.*
- *Materials and applications of the buildings convey a sense of enduring quality.*

6. Project *incorporates sustainable development practices and uses green building techniques*.

a. LEED™ Certification

- *The JUMP project is being designed to qualify for LEED certification; this applies to the overall project, including the below- and above-grade parking garages, the site, and the Foundation building, combined.*

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Outline of Project Approach to CCDC Design Goals – continued 5

b. Land use mix and transportation

- *The JUMP project includes a mix of uses that make it possible for people to meet some of their daily needs by walking, bicycling, or using transit rather than an automobile for transportation.*
- *The project is anticipating providing bike racks and there will be some showers for users of the facility. This should help encourage walking and bicycling to the project.*
- *Should the city place transit stops along the streets that the JUMP project faces, these are welcomed. The project does not currently incorporate transit stops. Given the one-way direction of Front St. and Myrtle St. relative to the project site, it is expected that transit stops would be on the opposite side of the road from the project on these streets.*

c. Water Efficiency

- *The JUMP project is anticipating the use of "green roofs", primarily over the underground parking garage, and possibly in certain upper-level terrace areas. This approach has the potential for helping detain storm water and dampening temperature swings.*
- *Water re-use systems are being studied in the design process of the JUMP project; other possible water control applications include bioswales for cleaning up project storm outfall or infiltration.*

7. If the project involves renovating or reusing a historic building of constructing a new building in a historic district, the building design *demonstrates respect toward historic resources*.

a. New Construction in Historic Districts

- *The JUMP project is not being built in a historic district.*
- *As new construction, the project's design is of significant departure from surrounding blocks that it does not attempt to mimic other buildings or copy a historic character.*

b. Renovating, reusing or adding to historic buildings

- *The JUMP project is all-new construction, and is not in an historic district. It is not classified as a landmark, nor is it attempting to keep within or mimic any existing historic character on the project site.*

C. Building Design Principals for Specific Uses

This section describes design principles as they relate to the following uses: Office, Retail, Hotels, and Housing.

- *The JUMP project does not fit any of these primary use categories. JUMP is a mixed-use project containing minor administrative office area, but otherwise primarily consisting of arts & science studios and assembly space to be used for a variety of educational, self-improvement & entertainment programs.*

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JUMP: Building Area & Parking Matrix

	Total Area	Enclosed Area	Vehicle Parking							
Floor		(GSF)	Std.	Tandem (Std.)	Comp.	HC	Van	Loading	Total	Bikes
P1	158,000	158,000	169	322	0	10	0		501	50
1	14,664	8,063	34	0	0	0	1	2	37	15
2	11,028	4,308	0	0	0	0	0	0	0	
3	63,363	2,479	31	0	27	3	0	0	61	
4	62,626	6,178	20	0	27	3	0	0	50	
5	49,831	17,284	0	0	0	0	0	0	0	
6	26,388	12,041	0	0	0	0	0	0	0	
7	6,834	6,290	0	0	0	0	0	0	0	
Total	**392,734**	**214,643**	**254**	**322**	**54**	**16**	**1**	**2**	**649**	**65**
Site	325,829		22	0	0	0	0	0	22	45
	7.48 ac.									
Parking Total			**276**	**322**	**54**	**16**	**1**	**2**	**671**	**110**

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