

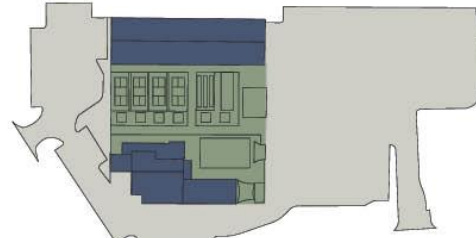
East Harbor Island Entertainment District Page 1 of 15 D

- A. Entertainment District Precedents
- B. What is possible with an Entertainment District
- C. How does an Entertainment District fit in East Harbor Island
- D. Flexibility and Adaptability of the Plan

What is an Entertainment District

- Entertainment Districts are entertainment venue-anchored retail properties that offer dining, live entertainment, recreational opportunities, and other attractions.
- Typically share common public spaces, that can be regularly programmed and activated
- Cluster a variety of activities and recreational offerings to extend users stay and create an environment that promotes socialization and gathering.

Large Format Precedents



- 10 concrete pickleball courts [6 indoor | 4 outdoor]
- 2 bocce ball courts
- 4 shuffleboard
- Outdoor lawn games: Jenga & Cornhole
- Fast, casual dining
- Bar/entertainment
- Indoor game room: Ping Pong
- Living room: with fire pits/ TV screens

TOTAL ACREAGE

32392 sqft	■ built/structure
41767 sqft	■ outdoor space/entire
152800 sqft	■ parking

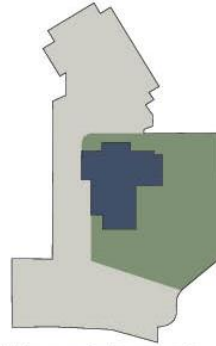
[+/- 300 req. parking spaces]



- + pickleball
- + cornhole
- + ping pong
- + battleship
- + bocce
- + jenga



Indoor | Outdoor Food + Beverage

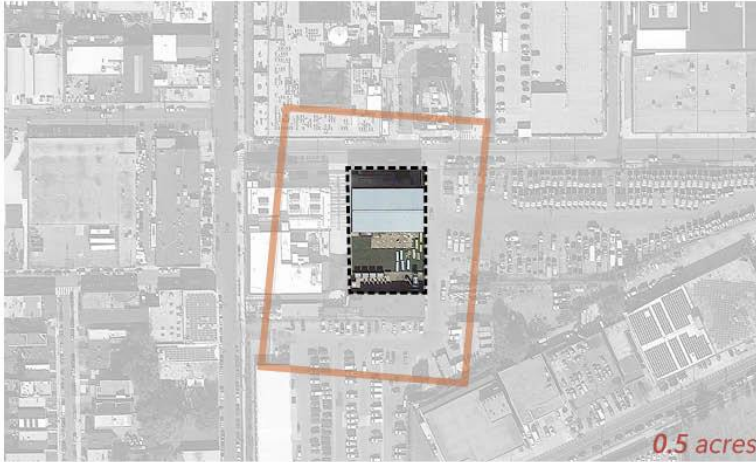


2 semi-private indoor spaces : Farm house restaurant
The north room: access to beer garden + foodtrucks [85 capacity]
The great room: access to beer garden [100 seated guests]
 Private Tour tasting room + Outdoor patio

TOTAL ACREAGE
 12430 sqft ■ built/structure
 36199 sqft ■ outdoor space/
 66977 sqft ■ parking
 [+/-95 req. parking spaces]



Small Format Entertainment



- 2 double cabanas [20 people occupancy]
- 8 single cabanas [10 people occupancy]
- Covered rooftop deck: Bar/ VIP lounges with 2 beer pong tables
- Backyard style games: giant Jenga, light up shuffleboard, beer pong, giant connect
- Bar/kitchen
- Cornhole
- Live music/ DJ with lighted stage and 20' video wall

TOTAL ACREAGE

8968 sqft built/structure
 13347 sqft outdoor space/
 exterior
 [+/- 35 req. parking spaces]



- + tapglo ping pong
- + shuffleboard
- + cornhole
- + board games
- + axe throwing



THROW SOCIAL AND KICK AXE THROWING *Washington DC*

TYPICAL LAYOUT STUDY

ACE EAT SERVE *Denver CO*

TYPICAL LAYOUT STUDY

What is Possible: Activated Public Realm



What is Possible: Shared Communal Activities

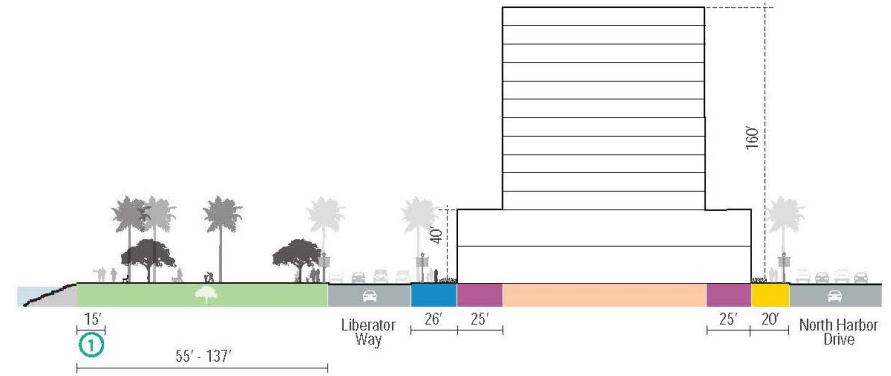


What is Possible: Seasonal Activations



PMPU Requirements

PORT MASTER PLAN
 PLANNING DISTRICTS // Chapter 5.2 - Planning District 2: Harbor Island

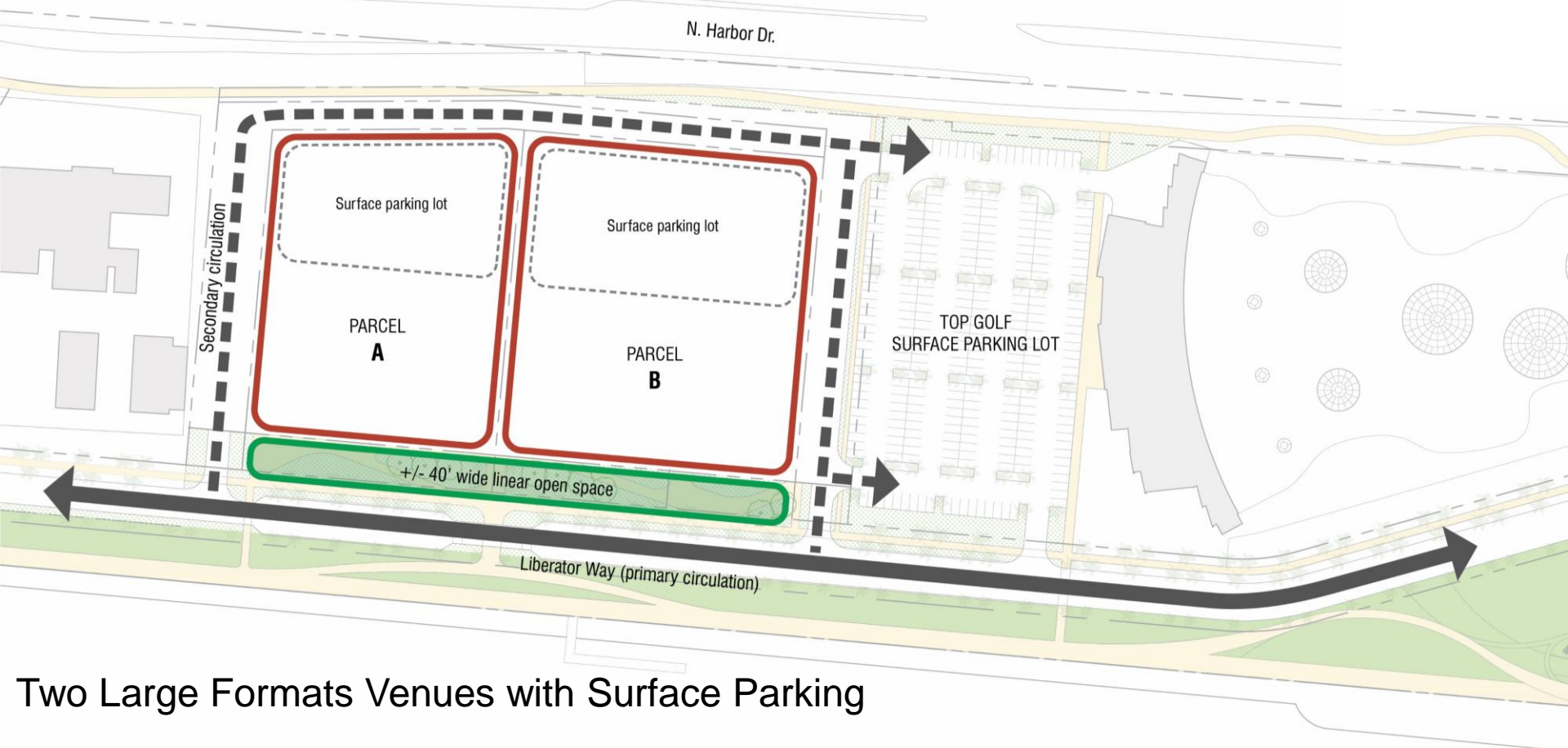


North-South cross-section.

- Recreation Open Space
- Required Setback along Liberator Way
- Required Setback along North Harbor Drive
- Maximum Structure Height
- Required Upper Story Stepback
- Walkway (Minimum Width of 60 feet)
- Waterside Promenade

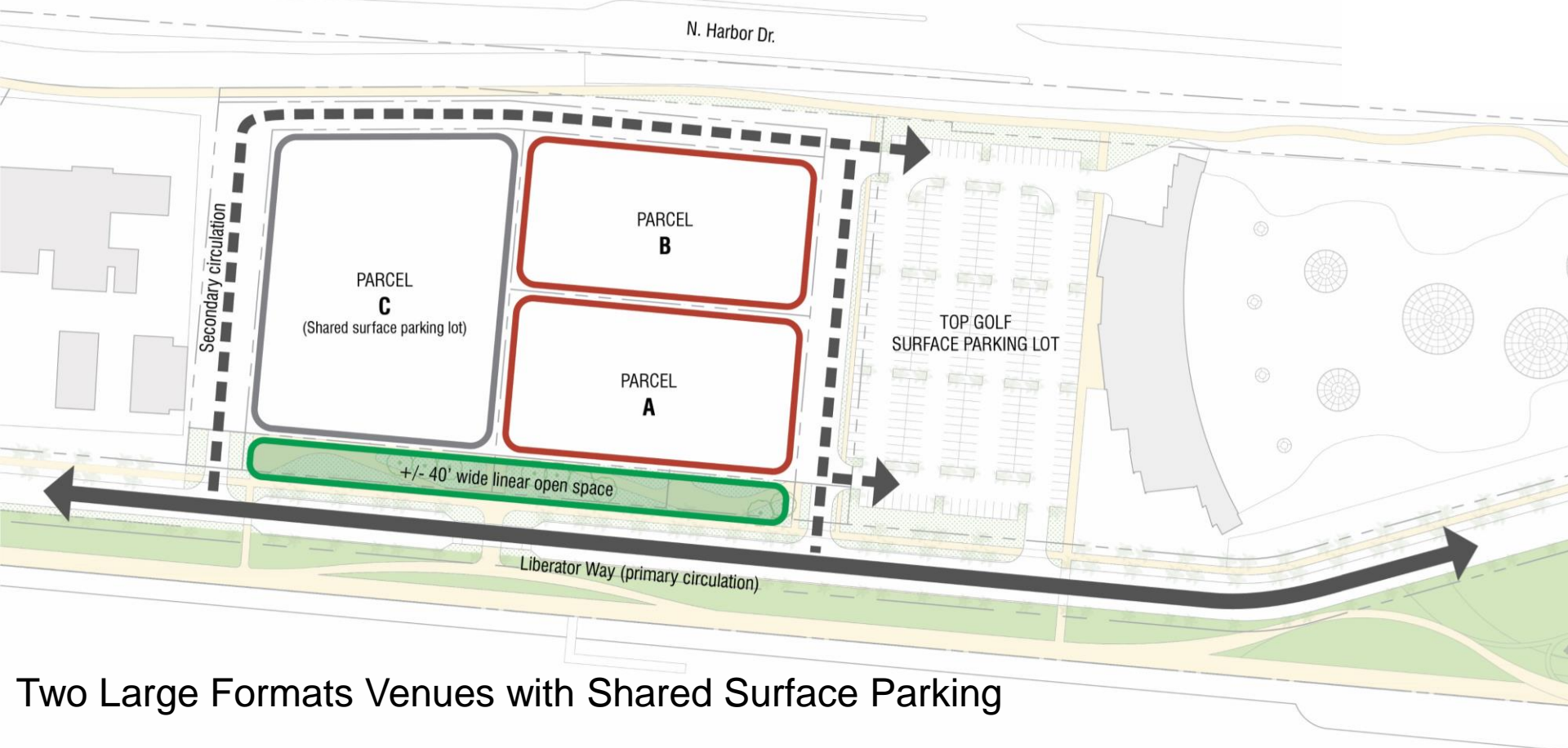
Figure PD2.10 Conceptual Diagram of East Harbor Island Structure Height and Setbacks
 For illustrative purposes only.

Development Strategy Alternatives



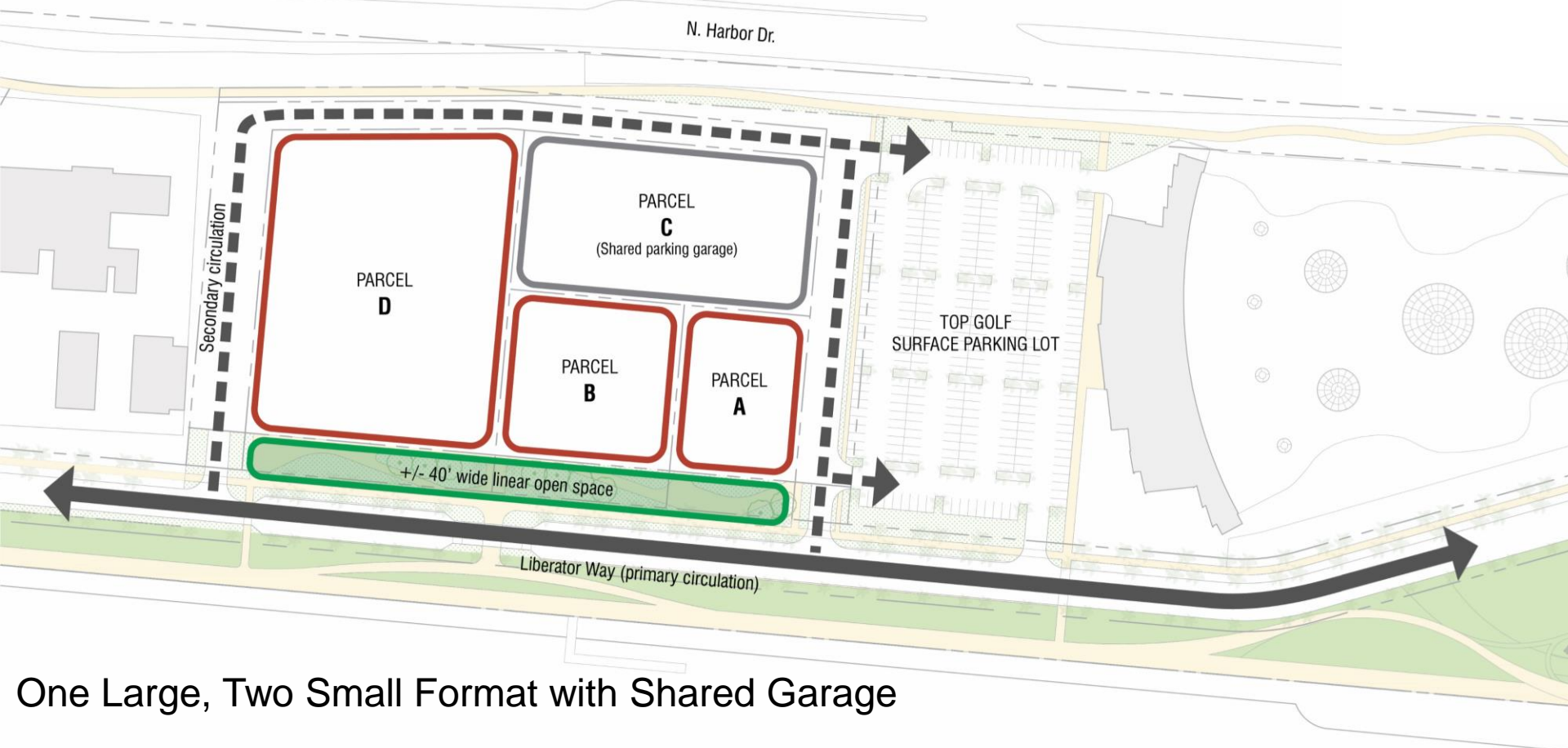
Two Large Formats Venues with Surface Parking

Development Strategy Alternatives



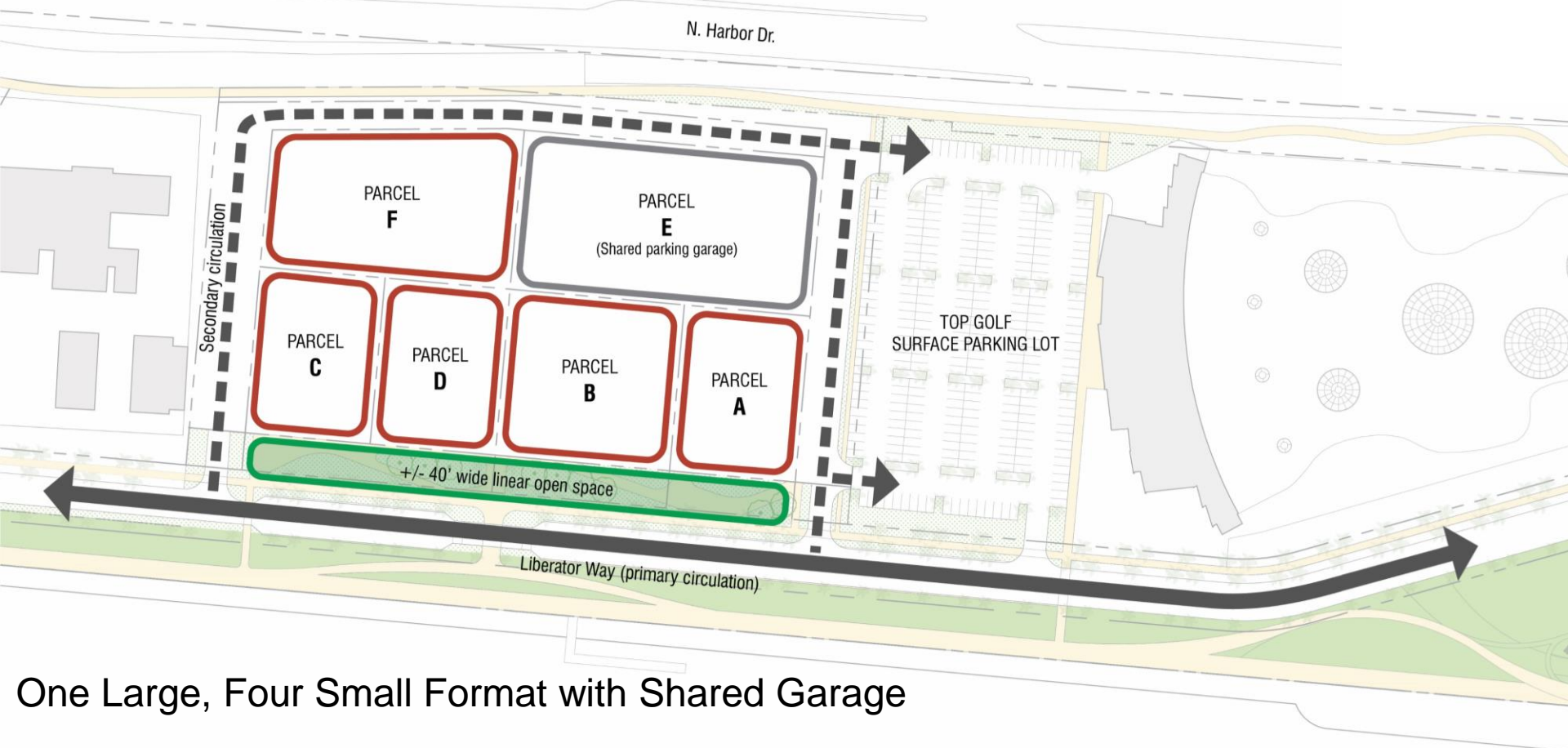
Two Large Formats Venues with Shared Surface Parking

Development Strategy Alternatives



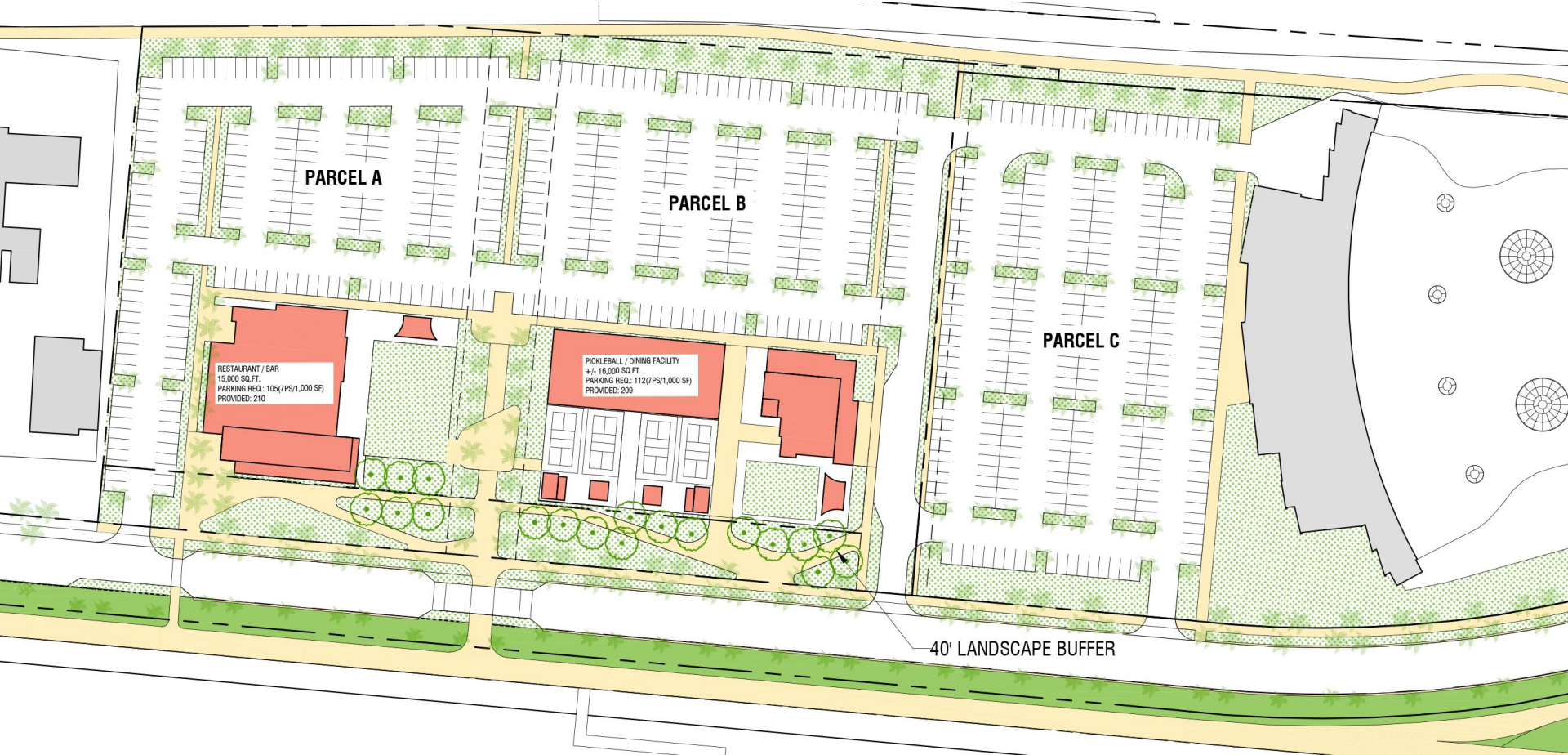
One Large, Two Small Format with Shared Garage

Development Strategy Alternatives

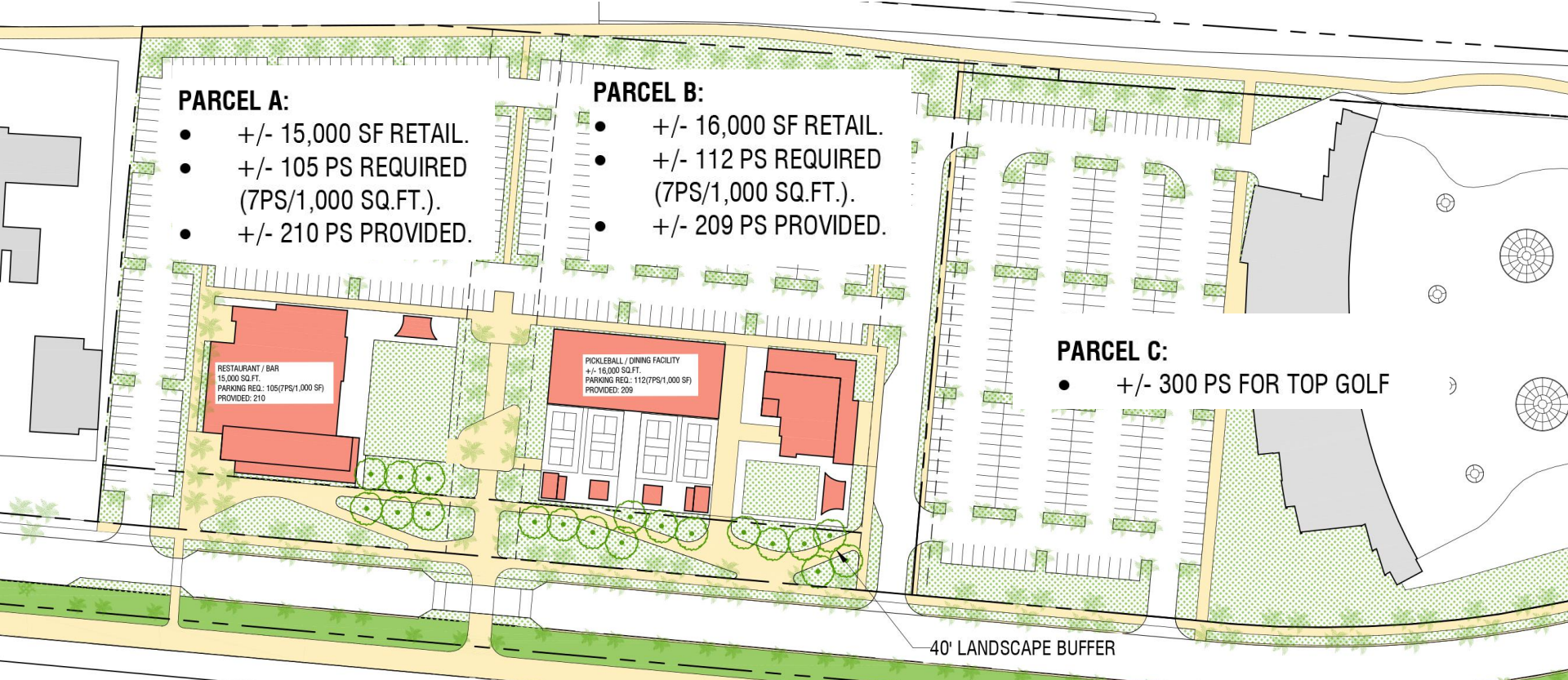


One Large, Four Small Format with Shared Garage

Development Test Fit



Development Test Fit - Yields



200 Extra Parking Spaces (Overflow Parking for Top Golf + Mobility Hub)