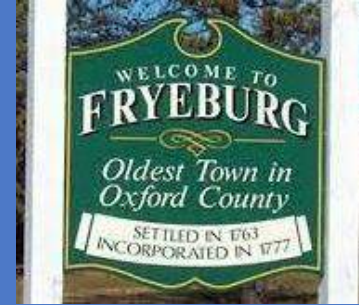


# Town of Fryeburg – Town Hall, Police Department, and Fire Department Design



# Introductions: Port City Architecture and McFarland Johnson Team



Port City Architecture  
Andrew Hyland, AIA, LEED-AP  
Licensed Architect  
Principal in Charge



Port City Architecture  
Curtis Robinson  
Associate  
Project Manager/Design  
Lead

McFarland Johnson



Matt O'Brien, PE  
Project Manager &  
Site/Civil Design

McFarland Johnson



Natalie Olivieri, PE  
Site/Civil Engineering Support

McFarland Johnson



Mike Martin, QCxP  
MEP/FP Engineering Lead

McFarland Johnson



Chad Phillips, PE  
Structural Engineering Lead

# Introductions to Port City Architecture: What we do

**Our study objective is to design the best possible facility upgrade for the Town of Fryeburg**

**Our design will:**

- Support state-of-the-art police, fire fighting, rescue, and municipal procedures
- Meet the budget objectives for the Town
- Be economical to construct and operate
- Obtain voter approval

We are New England's Municipal Experts and innovators in Fire Station and Police Station design.

We understand the program needs of modern Fire and Rescue Stations and the functional and security needs of today's Police Stations and Town Halls.

# Introductions to Port City Architecture: Study Success

## Our Studies Get Built:

- Public Safety and municipal Projects Built 24
- Projects Under Construction 6
- Projects in the Design Phase 7



**Over 95% of our studies are approved by the voters of their communities**

We are bringing the same Architecture and Engineering Principals and staff responsible for these success.

Our projects are economical to construct and operate. They are durable, long lasting, allows for growth, and reflects the character of their communities.



# Town Provided Information for the Design: Goals

## Goals of the Town

- Consolidation of Town owned properties of Fire and Town Hall into a single building.
- Move Police out of rented building space.
- Bring all departments into modern practices and code standards.
- An energy efficient and low-maintenance building.
- Future growth for all departments for 40+ years.
- Provide a source of pride to all Townspeople.



Yarmouth Public Safety Building

# Town Provided Information for the Design: Site Selection

Town owned land is an ideal location for a single building



**Bridgton Road (4.6 acres) between Public Works and the recreational fields.**

- The land was pre-selected to be evaluated.
- No extra costs to buying new land.
- Large site with good site lines.
- Many good points of access onto the site.
- Pretty flat, provides a good base for a single-story building.
- Overall, site is a good location with many benefits.

# Current Facilities: Fire Department

## Deficiencies – A quick overview

- Does not meet IBC and ADA code compliance
- Too small for fire/first response operations
- Unsafe working conditions
- Missing many standard practice requirements
  - Turn-out gear not properly stored
  - No bunkrooms
  - No decontamination room
- No vehicle exhaust system
- No sprinkler system
- In need of offices and storage



Turnout Gear in Apparatus Bay



## Current Facilities: Police Department

### Deficiencies – A quick overview

- Do not own space they are currently in
- Does not have proper evidence storage
- Does not have proper locker room
- In dire need of more office space
- In dire need of more storage
- No sprinkler system
- No sallyport or vehicle cover for winter storms.



Current Police Lockers



## Current Facilities: Town Hall

### Deficiencies – A quick overview

- In dire need of more office space
- In dire need of more storage
- No proper vault for storage of sensitive goods.
- Inefficient service counters for both town clerk and code/planner. Queuing happens in hallway with limited space.



File Storage in Conference Room

## **First Steps:** Space Program Needs for each Department

**How much space does each department need to be efficient and comfortable?**

**Program space for the future – 10 years out? 20 years? 50 years?**

**Needs to meet today's standards for municipal buildings and practices.**

# First Steps: Space Program Sheets Town Hall

Fryeburg Space Programming					
Department: TOWN OFFICES					
SPACE PROGRAM					
January 4, 2024					
Room Desc	Room Area (SF)	Number of Rooms	Total # of Rooms	Total Area (SF)	
<b>Town Manager Administration</b>					
Lobby/Airlock	200	0	0	0	Included with common area program
Town Manager Office	180	1	1	180	Office for Town Manager with room for (2) files, (1) desk w/ meeting space for 4
Finance Director / HR	120	1	1	120	An office for the Finance Director. FUTURE
Future Office	140	1	1	140	A future office to be determined could be IT, GIS, Assistant Town Manager. FUTURE
Storage - TM	60	1	1	60	Most storage needed in the department is stored within offices.
Vault - Town Manager	-	0	0	-	Secure storage within a fire rated vault - None is needed for TM.
Old records Storage	180	0	0	180	Included with common area program
Small conference room	120	1	1	120	Meeting space for 4-6 people
Work Room	140	1	1	140	A copy room with copier, counter for assembling packets, storage, etc.
<b>Land Use</b>					
Code Enforcement Office	120	1	1	120	Office for Code Enforcement Officer
Planner Office Future	150	1	1	150	An office for the Planning Director. Needs table for plans and a desk.
Assessor Office	120	1	1	120	An office for the Assessor. Needs to have a table for plans and a desk.
Counter	120	1	1	120	A counter for staff to serve the public. Should have storage underneath including room for code books.
Waiting	120	1	1	120	Waiting area with a computer for public use in front of the counter.
Storage - Code & Planning	200	1	1	200	(17) Five drawer filing cabinets, rolled plan storage, and (4) flat files - would like to look at medical storage because more compact & a shelf for rolled up plan storage.
Old Records Storage - Code & Planning	120	0	0	-	Space for rolled plans, banker boxes, (2) flat files that can be stacked on each other. (see Common area Program)
Old records Storage - Assessor	120	0	0	-	Currently have records that are required to be stored for numerous years before they can be destroyed. These are not accessed often but need to be kept. (See common area Program)
Copy / Plotter Room	120	1	1	120	A room to house the plotter, large format scanner, and supplies. Should be near Code Enforcement.
<b>Town Clerk</b>					
Town Clerk Office	120	1	1	120	An office for the Town Clerk with good view & easy access to the counter.
Deputy Town Clerk Office	80	1	1	80	A desk for the Deputy Town Clerk behind the counter area.
Clerk Counter	70	3	3	210	Need (4) counter with windows (2 for staff, (1) Deputy Clerk, and (1) Clerk - (1) is future). There also needs to be counter space behind the desks for various things everybody uses when helping the public at the counter. SF includes space for waiting & space for forms.
Waiting	120	1	1	120	Waiting area with a computer for public use in front of the counter.
Admin Hoteling desk	80	1	1	80	A remote small desk for the Clerk Admin to be able to conduct work that is not at the counter.
Public Bathrooms	60	0	0	-	Need 2 (see common space program)

Fryeburg Space Programming					
Department: TOWN OFFICES					
SPACE PROGRAM					
January 4, 2024					
Room Desc	Room Area (SF)	Number of Rooms	Total # of Rooms	Total Area (SF)	
Storage	140	1	1	140	Storage within the department or close by
Old record Storage	-	0	0	-	None needed.
Election Equipment Storage	140	1	1	140	Storage space for election equipment when not in use. Needs to be kept separately secure.
Fire Proof Vault	300	1	1	300	Records need to be close so staff can access them when a member of the public requests them. There should also be space for storing money, state stickers, and similar at night. This assumes movable shelving units in the space.
<b>Economic Development</b>					
Economic Development Director Office - Future	120	1	1	120	An office for the Economic Developer with a room to meet with people on the other side of the desk and some storage.
Storage	40	1	1	40	Storage within the department or close by
<b>Town Offices Support Spaces</b>					
Break Room	170	0	0	0	Currently in common spaces program.
Town Meeting Room	1,100	0	0	0	Meeting room for 60 with chairs for public meetings (see common area)
Meeting Room Stor	150	0	0	0	Chair table storage (see common area)
Fitness Area	275	0	0	0	Weight room and cardio equipment (see common area program)
Custodian Room	36	0	0	0	A janitor space with a slop sink. (see common area program)
Server room, IT	150	0	0	0	All servers and IT work space included in common area rooms
Public Bathrooms	60	0	0	0	Need 2 (see common space program)
Staff Bathrooms	75	0	0	0	With showers (see common space program)
Mechanical/Elec	200	0	0	0	Currently in common spaces.
<b>Totals</b>		<b>25</b>	<b>25</b>	<b>3,240</b>	
<b>Outdoor Spaces</b>					
Staff Parking			0	0	Parking for 12 Town Staff, can blend with public parking
Public Parking			0	0	Need Parking for 45-50 public (see common area)
<b>Adjacencies: (Departments that should be next to each other)</b>					

## Space Programming

- Based on Space program analysis, a total square footage of 3,250 for town hall is needed.



# First Steps: Space Program Sheets Police

Fryeburg Space Programming			
Department: Police			
SPACE PROGRAM			
January 4, 2024			
Room Desc	Room Area (SF)	Number of Rooms	Total Area (SF)
<b>Police Administration</b>			
Lobby/Airlock	200	0	0
Chief's Office	180	1	180
Sergeant	200	1	200
Detective / SRO	250	1	250
Detective Storage	100	1	100
Lieutenants Office	120	1	120
Admin Office	120	1	120
Future Office	120	1	120
Small Conference	120	1	120
Work Room	140	1	140
Supply Closet	40	1	40
Records Storage	140	1	140
Admin Bathroom	50	1	50
<b>Secure Area</b>			
Patrolroom / Meeting	340	1	340
Interview Rooms	70	2	140
Staff Bathroom	50	1	50
Evidence Storage	500	1	500
Evidence Bagging	20	1	20
Evidence Processing	120	1	120
Locker Room	720	1	720
Changing Rooms	80	2	160
Police Bunkrooms	100	0	0
Armory	150	1	150
Non-lethal Room	120	1	120
General Storage	120	1	120
Interior Firearm Range	700	2	1400
<b>Sallyport Area</b>			
Sallyport	415	1	415
Boat Storage	850	0	0
Sallyport Storage	130	1	130
Restroom - Booking	50	1	50
Booking & Processing	300	1	300
<b>Police Support Spaces</b>			
Break Room	170	0	0
Training Room/EOC	450	0	0
Training Room Stor.	120	0	0
Fitness Area	275	0	0

Fryeburg Space Programming			
Department: Police			
SPACE PROGRAM			
January 4, 2024			
Room Desc	Room Area (SF)	Number of Rooms	Total Area (SF)
Custodian Room	36	1	36
Server room, IT	150	0	0
Mechanical/Elec	200	0	0
Totals		32	6,351
<b>Outdoor Spaces</b>			
Officer Parking			0
Pole Barn			0
Public Parking			
<b>Notes:</b>			
Items with yellow highlighting are moved to common areas or other program sheets			
<b>Adjacencies:</b> (Departments that should be next to each other)			

## Space Programming

- Based on Space program analysis, a total square footage of 6,370 for police is needed.

# First Steps: Space Program Sheets Fire

Fryeburg Space Programming			
Department: Fire			
SPACE PROGRAM			
January 4, 2024			
Room Desc	Room Area (SF)	Number of Rooms	Total Area (SF)
<b>Fire Administration</b>			
Lobby/Amock	200	0	0
Chief's Office	180	1	180
Dep Chief Office	200	1	200
Shift Commander	100	0	0
Training Officer	150	1	150
Future office	120	1	120
Report Room	100	1	100
Small Conference Rm	120	1	120
Work Room	140	1	140
Admin area Storage	60	1	60
Records Storage	140	1	140
Radio Room	200	1	200
Radio Room Pantry	40	1	40
Admin Bathroom	50	1	50
<b>Living Quarter Area</b>			
Bunkrooms	110	6	660
Bunkroom Baths	70	3	210
Bunkroom Laundry	80	1	80
Kitchen / Dining	300	1	300
Pantry	40	1	40
Dayroom	225	1	225
<b>Apparatus Bay</b>			
App Bays	1,430	5	7150
Decon Room	240	1	240
Gear / Locker Rooms	225	1	225
Call company lockers	300	1	300
Gear Storage room	150	1	150
SCBA filing Storage	120	1	120
Locked Med supply stor	70	1	70
Project Rm/Mach shop	100	1	100
Training Tower	275	1	275
Dirty Gear Bathroom	60	1	60
Mezz storage	1,000	0	0
<b>Fire Support Spaces</b>			
Custodian Room	36	1	36
Training Room/EOC	750	0	0
Training Room Stor	150	0	0
Fitness Area	300	0	0
Server room - IT	150	0	0
Mechanical/Elec/Util	200	0	0

Fryeburg Space Programming			
Department: Fire			
SPACE PROGRAM			
January 4, 2024			
Room Desc	Room Area (SF)	Number of Rooms	Total Area (SF)
<b>Totals</b>			
<b>Outdoor Spaces</b>			
Firefighter Parking		0	0
Pole Barn		0	0
Public Parking			
<b>Notes:</b>			
<b>Adjacencies:</b> (Departments that should be next to each other)			

## Space Programming

- Based on Space program analysis, a total square footage of 11,820 for fire is needed.

# First Steps: Space Program Sheets Common Spaces

## Fryeburg Space Programming

Department: Common Spaces

SPACE PROGRAM

January 4, 2024



Room Desc	Room Area (SF)	PVT. # of Rooms	PVT. Area (SF)	Pub # of Rooms	Pub Area (SF)	Total # of Rooms	Total Area (SF)
<b>Council Chamber / Training Room</b>							
Council Chamber / Training Room/Emergency Op Center	1,100	0		1	1,100	1	1100
Chamber Council room with a dais for (8) people and 50 viewing. The dais should be movable so that it could be stored and the room used for elections or similar.							
Chamber / Training V&T Closet	36	0		1	36	1	36
A dedicated V&T closet that would have limited access for the IT infrastructure and storage of any electrical equipment used in the Chamber.							
Chamber / Training Storage	170	0		1	170	1	170
Room for storage for chairs, tables, and dais to make the Chamber more flexible.							
<b>Office Support Spaces</b>							
Large Conference Room (20 People)	375	0	1	375	1	375	
The conference rooms should be available for all and located through out the building and accessible to all. Add small kitchenette							
Medium Conference Room (8 People)	200	0	1	200	1	200	
Small Conference Room (6 People)	120	0	1	120	1	120	
Break Room	170	1	170	0	0	1	170
A dedicated space for staff to store their lunches and to eat. The current breakroom is also a conference room so typically, people are unable to access their lunches. Include: dishwasher, sink, microwave, coffee maker, fridge. This should be separate from the Kitchen/Dry Room in Fire.							
Paper Good Storage	60	1	60	0	0	1	60
A closet for paper supplies for entire building.							
Old Records Storage	260	1	260	0	0	1	260
Custodian Room	60	1	60	0	0	1	60
A janitor space located conveniently throughout the building.							
Supply Closet	40	1	40	0	0	1	40
A closet for office supplies which is within Copy / Supply.							
Lobby/AtRisk	200	0	1	200	1	200	
A lobby should be strategically placed to accommodate all department and the common areas. It should be large enough to house antique fire apparatus and display cabinets.							
Staff Bathrooms	75	2	150	0	0	2	150
Staff bathrooms with shower so staff can bike or walk to work.							
<b>General Support</b>							
Public Bathrooms	50	0	4	200	4	200	
A quick code review indicates a total of 6 toilets, 1 urinal, & (4) sinks.							
Fitness Area	600	1	600	0	1	600	
For use by Police, Fire, and Town Staff.							
Server Room/ IT office	200	1	200	0	1	200	
A room to house the server and phone system. Look at for entire building.							
Mechanical / Electrical / Sprinkler Room(s)	500	1	500	0	1	500	
There will need to be mechanical, electrical, and sprinkler space within the building. This could be located within one room or in several. Look at for entire building.							
Elevator	90	0	0	0	0	0	
If this is a two story building, it will need an elevator & stairs.							
Elevator Machine Room	40	0	0	0	0	0	
If this is a two story building, it will need an elevator & stairs.							
Stairs per floor	120	0	0	0	0	0	
If this is a two story building, it will need an elevator & stairs.							
<b>Totals</b>		<b>10</b>	<b>2,040</b>	<b>11</b>	<b>2,401</b>	<b>21</b>	<b>4,441</b>
<b>Outdoor Spaces</b>							
Staff Parking			0	0	0	0	
Parking for 12 Town Staff, can blend with public parking							
Public Parking			0	0	0	0	
Need Parking for 40-50 public (see common area)							

Adjacencies: (Departments that should be next to each other)

## Space Programming

- Based on Space program analysis, a total square footage of 4,450 for common space is needed.
- Sub-total of all program required = **25,890 square feet**
- Circulation Factor of 25% = **6,470 square feet**
- Total program required = **32,360 square feet**



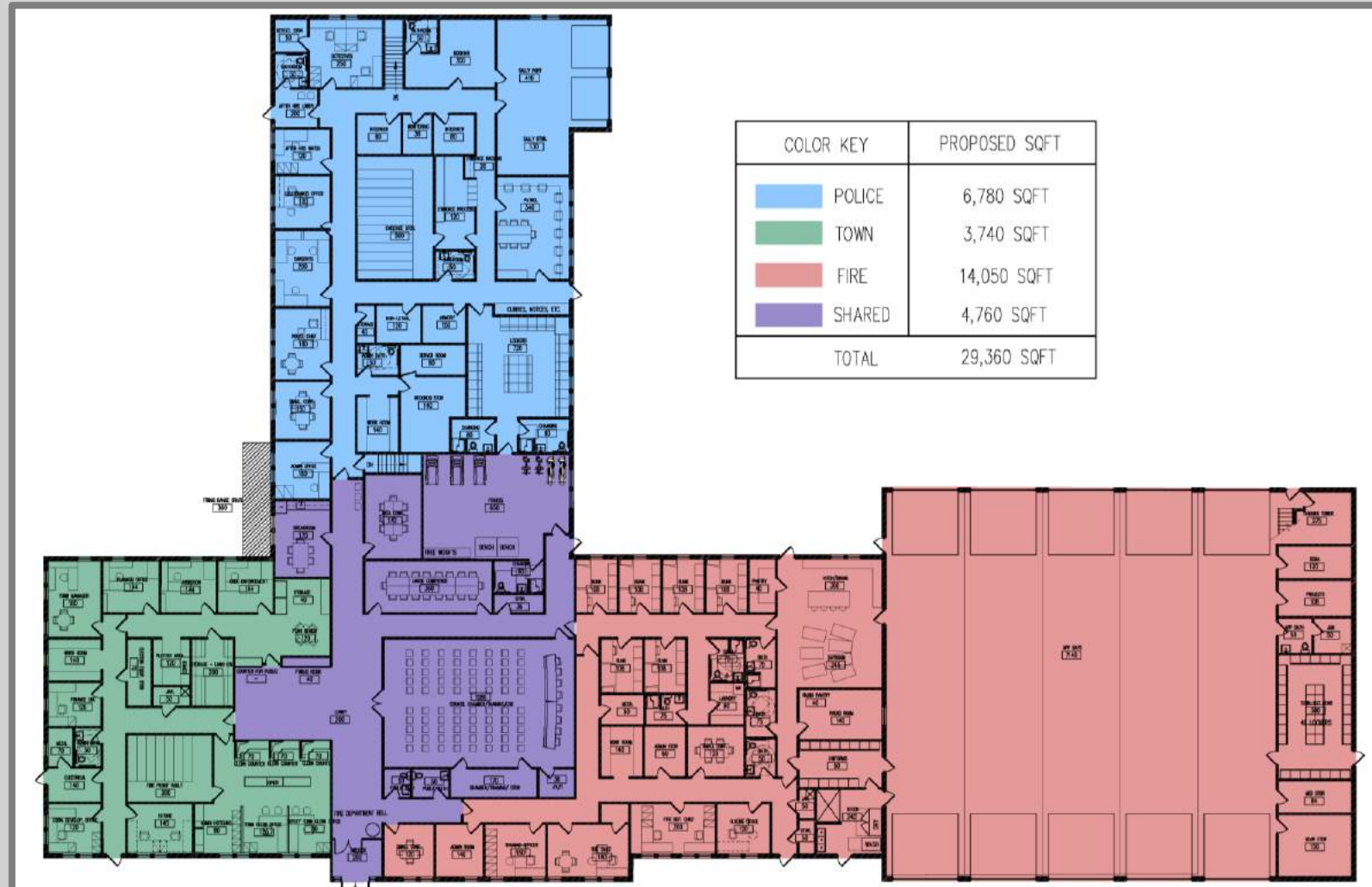
# Design: Site Plan



LOT INFORMATION: Proposed Site  
Tax Map Information: Map 43 and 44  
Zone: General Commercial

MIN. REQUIREMENTS	General commerical
Min. Lot Area (sqft)	none
Min. Lot Width (ft)	125
Setbacks (ft)	
Front Yard	60
Rear Yard	35
Side Yard	35
Max. bldg Coverage (percent)	30

## Design: Floor Plan



## Design: Budget

**Rough Costs** – Costs have seemed to level out, but market may continue to Fluctuate

- Current New Turn-Key building prices (includes hard-costs, soft costs, Fixtures, Furnishings, Architectural and Engineering Fees, and permitting fees) is at \$525 per square foot of building
- Through our design process, we have brought down the total square footage from our initial estimated square footage of 32,360 to 29,360 square feet.
- The current 29,360 square foot building at \$525 = **\$15,415,000**



## Design: Renderings



Front Entrance - Rendering

## Design: Renderings



Front Entrance Approach - Rendering



## Design: Renderings



Police After Hours - Rendering



Police and Fire Apparatus rear - Rendering



## Next Steps:

- **Community Feedback–**
  - Solicit comments on the proposal
- **Design Refinement–**
  - Adjust plan as necessary to address communities' desires
- **Develop Financing Plan–**
  - Municipal Bond borrowing
  - Federal Grants
- **Voter approval of Borrowing Plan–**
  - Town vote in June or November of 2024
- **Construction Documents, Permitting, and Construction–**
  - 18-month process

# Presentation: Thank you and Questions



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