

740 28 AMUSEMENT CENTER (sq.m./SF)

Project Review: Base MWR representatives, EFD, NAVFAC HQ, BUPERS (Pers-656D)
 Design Criteria: *(Military Handbook is not currently available)*

1. **GENERAL.** See General Notes to 740 series category codes for General Instructions regarding facility allowance planning procedures.
2. **DEFINITION.** Amusement Centers are recreational facilities which cater largely to the leisure needs of younger active-duty personnel and youth from military families. The types of games to be accommodated in an Amusement Center should be revenue-generating, and typically include pool/billiard tables, video games and pinball machines.
3. **RELATED FACILITIES.** In general, development of stand-alone Amusement Centers is not recommended. Consideration should be given to collocating Amusement Centers with related recreational or residential facilities in order to: (i) take advantage of potential savings in space requirements and operating costs; and (ii) benefit from the greater patron traffic generated by clustered facilities. These related recreational facilities include the following:
 - 740 40 Bowling Center.
 - MWR recreational and food service facilities such as Clubs and Recreation Centers.
 - Community support facilities, particularly those in high visibility, high traffic locations such as Base Exchanges.
 - Dormitory clusters or waterside piers accommodating vessels with significant numbers of younger, ship-based personnel.
4. **SPACE ALLOWANCE.** The maximum space allowances for Amusement Centers are determined according to the sizing criteria presented in Table 740 28A below. Planning considerations include the following:
 - The overall sizing of an Amusement Center should be determined on the basis of a return-on-investment analysis. An analysis of the capital investment, and projected costs and revenues must be undertaken to demonstrate the financial viability of the proposed project.
 - Installations far removed from off-base recreation alternatives, and with a larger proportion of young, single active-duty personnel and teens from military families, particularly if this population has limited access to personal transportation, may experience a greater demand for Amusement Centers.
 - This type of facility may also be in greater demand at overseas installations where there are limited off-base recreation alternatives, or access is impeded by language or cultural differences.

<u>Installation Population</u>	<u>Active-Duty</u> <u>Max. Gross Area</u>		<u>Notes</u>
	sq.m	SF	
less than 5,000	0	0	(1), (2)
5,000 to 10,000	344	3,700	(2), (3)
more than 10,000	567	6,100	(2), (3)

Notes for Space Allowance Table:

- (1) On installations with a population of less than 5,000 active-duty personnel, Bowling Centers, Recreation Centers and Clubs may include the types of uses accommodated in Amusement Centers.
- (2) Population numbers should be consistent with projected base loading data. For facility planning purposes at installations with deployable forces, the active-duty demand population is comprised of all of the non-deployable population, plus two-thirds of the deployable population, to reflect time away on deployment. However, calculation of the deployable population may be adjusted based on the actual deployment experience at individual installations.
- (3) 242 sq.m. (2,600 GSF) is the recommended minimum size for an economically viable facility.

sq.m.= square meter

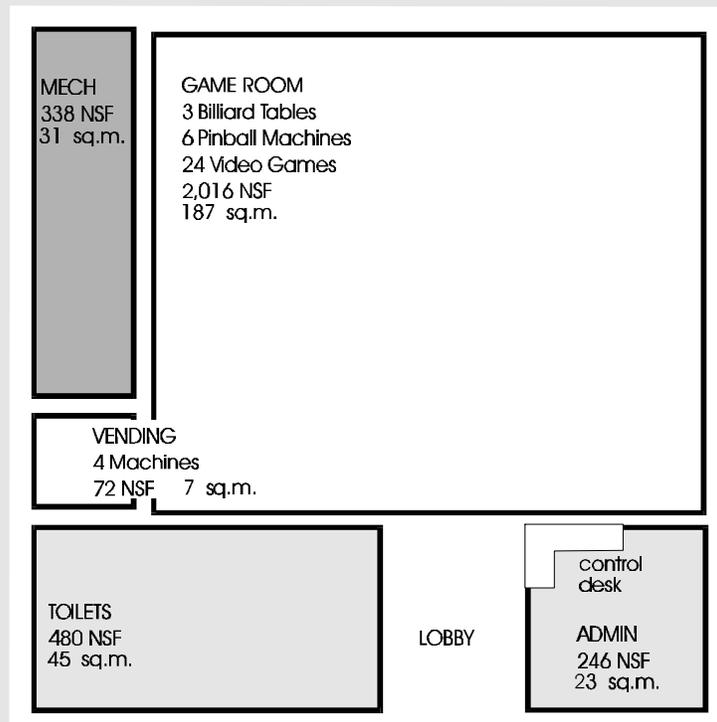
GSF = Gross Square Feet

5. **ILLUSTRATIVE SPACE PROGRAMS.** Three space programs for minimum, medium and large Amusement Centers are presented to illustrate possible breakdowns of the overall space allowances into their primary functional components, with their respective sizes and capacities. These space programs are for illustrative purposes only.
6. **SAMPLE LAYOUT DIAGRAM.** A layout diagram is presented for a medium-size Amusement Center. This diagram is an example of the composition of such a facility in terms of its functional components, their respective sizes and adjacencies. The layout diagram is for illustrative purposes only.

AMUSEMENT CENTER (Category Code 740 28)

Sample Space Programs

Functional Component/ Sub-Component	Space Allocation Standard		MINIMUM SIZE FACILITY		MEDIUM SIZE FACILITY		LARGE SIZE FACILITY	
			Capacity	Net sq.m.	Capacity	Net sq.m.	Capacity	Net sq.m.
ACTIVITY AREA			Sub-Total		Sub-Total		Sub-Total	
Game Room				116		180		328
Billiard Tables	40	Net sq.m. per table	2	80	3	120	6	240
Video Games	2	Net sq.m. per video game	18	36	24	48	36	72
Pinball Machines	2	Net sq.m. per machine	0	0	6	12	8	16
Vending Machines	2	Net sq.m. per machine	3	6	4	8	5	10
SUB-TOTAL ACTIVITY AREA				122		188		338
ACTIVITY SUPPORT								
Toilets (male and female)				36		48		60
Water Closets/Urinals	3	Net sq.m. per fixture	4	12	6	18	8	24
Lavatories	3	Net sq.m. per fixture	4	12	6	18	8	24
Handicap Toilets	6	Net sq.m. per toilet	2	12	2	12	2	12
Administration				18		22		37
Control Desk/Sales	4	Net sq.m. per station	1	4	2	8	2	8
Administrative Office	11	Net sq.m. per office	1	11	1	11	2	22
Office Storage Area	30%	total Net sq.m. office		3		3		7
SUB-TOTAL ACTIVITY SUPPORT				54		70		97
BUILDING SUPPORT				56		77		122
Entrance/Lobby/Circulation/ Housekeeping Supplies/Janitor's Closet Structure/Partitions	15-19%	total Net sq.m. for Activity Area and Activity Support		33		46		74
Mechanical/Electrical/Communication/ Equipment Space	9-13%	total Net sq.m. for Activity Area and Activity Support		23		31		48
TOTAL FACILITY ALLOWANCE (Gross sq.m.)				233		336		556



LAYOUT DIAGRAM -- AMUSEMENT CENTER
Medium Size Facility

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