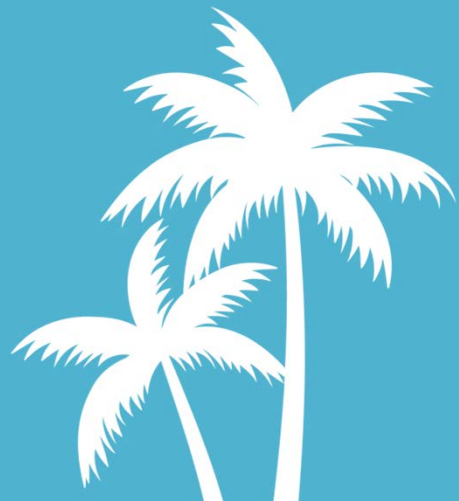




CITY OF POMPANO BEACH NEW CITY HALL + PARKING GARAGE

PZB Design Review

May 27, 2026



OVER 70 YEARS OF DESIGN + INNOVATION

- Architecture
- Interior Design
- Hospitality Design
- Workplace Design
- Design Strategy
- Change Management
- Space Management
- Facility Planning
- Brand Standards
- Experience Design
- Industry Research
- Resilient Design
- Urban Design

Founded in
1955

  1800
Employees Worldwide

#1 **US Architecture/Engineering Firm**
Engineering News-Record Top 500 Design Firms

3000
Projects per Year

2026
Fast Company
Most Innovative Companies

2022
Time Magazine
Most Influential Companies

HOK's mission is to deliver exceptional design ideas and solutions through the creative blending of human need, environmental stewardship, value creation, science and art.

This is what motivates and unites us.



NOAA



NIH



U.S. Embassy Abu Dhabi, UAE



U.S. Coast Guard

GOVERNMENT EXPERIENCE: 8 million SF in the past 10 years



State of California



State of Florida



U.S. Embassy Moscow, Russia



The Pentagon



PZB Review Criteria

- 1. Is consistent with the land use designation in the comprehensive plan;**
- 2. Complies with the applicable district, use, and intensity and dimensional standards of this Code (Articles 3, 4, and 5);**
- 3. Complies with the applicable development standards of this Code (Article 5);**
- 4. Complies with all other applicable standards in this Code;**
- 5. Complies with all requirements or conditions of any prior applicable development orders or prior applicable approved plans on record;**
- 6. The concurrency review has been completed in accordance with Chapter 154 (Planning) of the Code of Ordinances;**
- 7. Is designed to provide safe, adequate, paved vehicular access between buildings within the development and streets as identified on the Broward County Trafficways Plan;**
- 8. Complies with any applicable hazardous material licensing requirements in the Broward County Wellfield Protection Ordinance;**
- 9. Complies with crime prevention, security strengthening, and CPTED standards for natural surveillance, natural access control, territorial reinforcement, maintenance and activity support;**
- 10. Complies with adopted Fire Codes and Standards per City Code Section 95.02.**
- 11. Considers and mitigates any potential adverse impacts on environmentally sensitive lands identified by the City Comprehensive Plan or Broward County Land Use Plan;**
- 12. Complies with the approved Transportation Corridor Study, unless in direct conflict with another Zoning code provision.**

Milestone Meetings To Date

1	10-29-24	Interview HOK as finalist for AOR for City Hall & Parking Deck	Meeting with proposed HOK team and Suzette Sibble prior to selecting architect
1	01-13-25	Programming Meetings for City Hall	Meetings with City Clerk and City Attorney
1	01-14-25	Programming Meetings for City Hall	Tour existing City Hall and meet with IT, Finance and Facilities
1	01-15-25	Programming Meetings for City Hall	Visioning Session with City Manager and Assistant City Managers. Program Meetings with Economic Development, General Services/Purchasing, CR
1	01-16-25	Programming Meetings for City Hall	Meeting with Human Resources, Development Services, Code Compliance, OHUJ, Tour of Comission Chambers, Internal Audit, GO Bond/Social Servi
1	02-25-25	Programming Review	Follow up meeting with Assistant City Managers to review Draft Program
1	03-10-25	Briefing	Commissioner Perkins Briefing
1	03-10-25	Briefing	Commissioner Fesik Briefing
1	03-11-25	Briefing	Commissioner Smith Briefing
1	03-11-25	Briefing	Commissioner Sigerson-Eaton Briefing
1	03-12-25	Concept Design Review	Meeting with City Manager and Assistant City Managers to review Initial Concept Design
1	03-14-25	Briefing	Commissioner Fournier Briefing
1	03-17-25	Roundtable/Community Meeting	Downtown Roundtable - Public input with stickers
1	03-18-25	Roundtable/Community Meeting	Downtown Roundtable - Public input with stickers
1	03-19-25	Roundtable/Community Meeting	Downtown Roundtable - Public input with stickers
1	03-19-25	Roundtable/Community Meeting	Downtown Roundtable - Public input with stickers
1	03-24-25	Roundtable/Community Meeting	Downtown Roundtable - Public input with stickers
1	03-31-25	Roundtable/Community Meeting	Downtown Community Input Meeting - E Pat Carlinis
1	04-03-25	Community Engagement	Meeting with HOK and Blanche Egan
1	04-07-25	City Commission/CRA Public Meeting	Update on Downtown Development Project
1	04-15-25	Roundtable/Community Meeting	Meet the Architects - Civic Building Design
1	04-22-25	City Commission Workshop	Discussion of City Hall Design, Development Agreement, Incentives, Financing
1	04-30-25	City Commission/CRA Public Meeting	Downtown Development Update, City Hall & Parking Deck, Financing
1	05-05-25	Concept Design Review	Review Concept Design with Commissioner Fesik
1	05-05-25	Concept Design Review	Review Concept Design with Mayor Hardin
1	05-06-25	Concept Design Review	Review Concept Design with Commissioner Sigerson-Eaton
1	05-06-25	Concept Design Review	Review Concept Design with Commissioner Smith
1	05-07-25	Roundtable/Community Meeting	Meet the Architects - Civic Building Design
1	05-08-25	Concept Design Review	Review Concept Design with Vice Mayor Fournier
1	05-14-25	City Commission/CRA Public Meeting	Review Concept Design with Vice Mayor Fournier
1	05-27-25	City Commission/CRA Public Meeting	Civic building financing, CRA infrastructure bond, Development Agreement
1	06-10-25	City Commission/CRA Public Meeting	Vote on City Hall Funding
1	08-20-25	Programming & Concept Design Review	Meeting with CoPB & HOK to review updated Programming and Concept Design
1	08-28-25	Programming & Concept Design Review	Meeting with Mayor Rex Hardin & HOK to review upated programming and Concept Design
1	09-03-25	Programming & Concept Design Review	Meeting with City Manager Greg Harrison to review updated programming and Concept Design
1	10-07-25	City Hall (concept adjustments)	Meeting with Vice Mayor Fournier to review adjustmentst to the Comission Chamber façade
1	10-07-25	City Hall (concept adjustments)	Meeting with Commissioner Sigerson to review adjustmentst to the Comission Chamber façade
1	10-07-25	City Hall (concept adjustments)	Meeting with Commissioner Fesik to review adjustmentst to the Comission Chamber façade
1	10-07-25	City Hall (concept adjustments)	Meeting with Mayor Rex Hardin and City Manager Greg Harrison to review adjustmentst to the Comission Chamber façade
1	10-07-25	City Hall (concept adjustments)	Meeting with Commissioner Smith to review adjustmentst to the Comission Chamber façade
1	10-29-25	City Commission/CRA Public Meeting	Special Joint City Commission/CRA Board Meeting
1	11-12-25	City Hall Design Updates	Meeting with City Manager Greg Harrison & Assistant City Managers
1	12-10-25	City Hall Department Update	Meeting with CoPB Department Head to review updated programming and floor plans.
1	01-28-26	City Hall Security Design Review	Meeting with City Managers and Design Architect to review updated programming and floor plans.
1	02-11-26	City Hall Interior Design Presentation	Meeting with Mayor Hardin and City Manager Greg Harrison to review updated programming and floor plans.
1	02-12-26	City Hall CPTED Review	Meeting with Broward County Sheriff's Office to review CPTED (Crime Prevention Through Environmental Design)
1	04-15-26	Development Review Committee	Meeting with DRC to review City Hall and Parking Deck Site Permit
1	04-15-26	AAC Briefings	Meeting with Chairman Robert Zbikowski
1	04-22-26	City Hall Design Development Interiors Presentation	Meeting with City Managers and Major Hardin to review City Hall interiors
1	04-27-26	AAC Briefings	Meeting with Anthony Campbell
1	04-27-26	AAC Briefings	Meetings with John Pancoast
1	04-29-26	AAC Briefings	Meeting with Tobi Aycock
1	04-30-26	AAC Briefings	Meeting with Joby Ballint
1	04-30-26	AAC Briefings	Meeting with Salah Elroweny

10

20

8

Programming Meetings
With Staff

Meetings with City
Commissioners

Roundtable Community
Meetings

7

8

7

Meetings with City
Manager & Assistant
City Managers

Meetings re: CPTED

Meetings re: AAC
AAC Approval 5/5

60

Total Meetings
As of 5/5/2026



Design Decisions Based on Input

Design Decisions

- **Commission Chambers: design for flexibility and public uses**
 - Flat floor
 - Loose furniture
 - Removable partitions to section off the dais
- **Rooftop Garden: allow activations**
 - Public stair in the lobby to access
- **1-Stop Shop Lobby: easily accessible in lobby**
- **Public Plaza: scale and functionality**
 - Integration of public art
 - Integration of landscape, seating, lighting, shade structures and features to welcome the public
- **Conference Rooms: in public areas**
 - Integrated into 2nd floor of double height lobby



Conceptual Master Plan

Commuter Rail Station

W. Atlantic Blvd.

Activated Green
City Hall

N. Dixie Hwy.



East View



landscape Site Plan



N ATLANTIC BOULEVARD

EXISTING BUILDING

SERVICE YARD

LOADING SERVICE AREA

TIERED LANDSCAPE AREA

SPEED TABLE

PUBLIC ART / WATER FEATURE (FUTURE)

LOWER PLAZA

MAIN PLAZA

WILDFLOWER BEDS POLLINATOR GARDEN

PROPOSED CITY HALL BUILDING
FFE=14.6'

PROPOSED PARKING GARAGE
FFE=14.6' (EAST)
FFE=13.35' (WEST)

PUBLIC ART / SCULPTURE (FUTURE)

PUBLIC ART / SCULPTURE (FUTURE)

EXISTING CASSEMENT, REFER TO CIVIL

NORTHEAST TRANSIT CENTER

NORTH DIXIE HWY



h+k

exterior
Southeast

POMPANO BEACH

rendering
Plaza



rendering
Entry



rendering
Entry



rendering
Lobby



exterior
Amenity Terrace



rendering
Garage



rendering
Garage





POMPANO BEACH



INTERIORS: PROGRAM EFFICIENCY



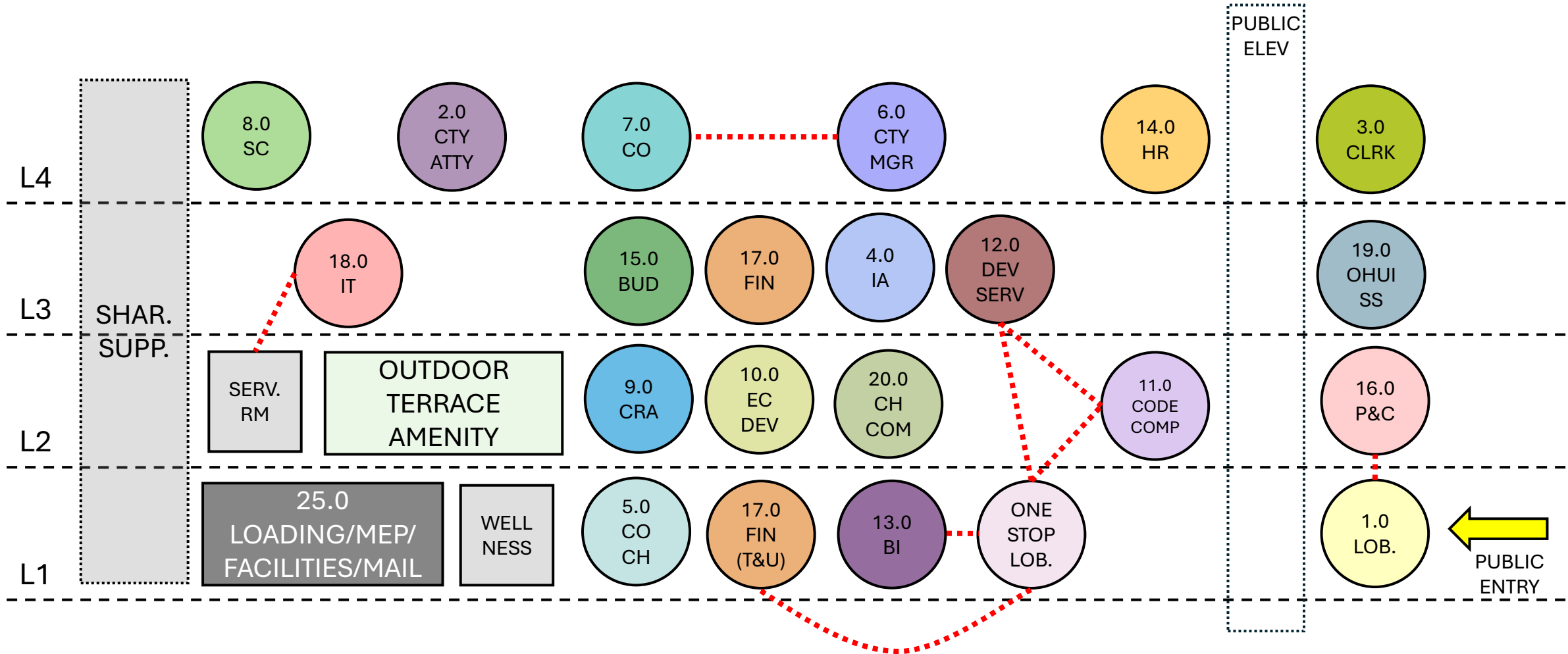
Program Summary

No.	Department Name	2045 Target	
		DGSF	Staff Count
Executive Summary			
1.000	Public Lobby	3,624	2
2.000	City Attorney	2,489	9
3.000	City Clerk	2,282	7
4.000	Internal Audit	437	4
5.000	Commission Chamber	9,501	2
6.000	City Manager	2,749	8
7.000	City Commission	1,485	7
8.000	Strategic Communications	2,066	14
9.000	Community Redevelopment Agency	1,682	7
10.000	Economic Development	983	4
11.000	Code Compliance	2,495	28
12.000	Development Services	3,591	30
13.000	Building Inspections	7,216	75
14.000	Human Resources	3,071	20
15.000	Budget	1,060	6
16.000	Procurement and Contracts Division	2,535	14
17.000	Finance	5,855	41
18.000	Information Technology	4,300	15
19.000	Housing and Urban Dev./ Social Services	2,795	15
20.000	Chamber of Commerce	1,377	9
25.000	Facilities and Building Support	10,711	3
26.000	Shared Amenity	13,328	1
<i>Sub-Total (DGSF)</i>		85,630	
<i>x Building Gross Multiplier (1.35)</i>		29,970	
Total (BGSF)		115,600	321

Highlights:

- Nineteen departments will be co-located into the new City Hall building.
- The chambers have also been integrated within the building, allowing for utilization of the building lobby as pre-function space. Currently this function is a stand-alone structure.
- Programming interviews and data were gathered by the design team to balance and right size the departments.
- By sharing previously duplicated functions, such as copy print areas, staff break rooms, and conference rooms, and a standardization of work points, the building was able to be planned right on target to the program square footages.

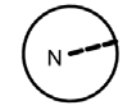
BLOCK AND STACK DIAGRAM










Highlights:

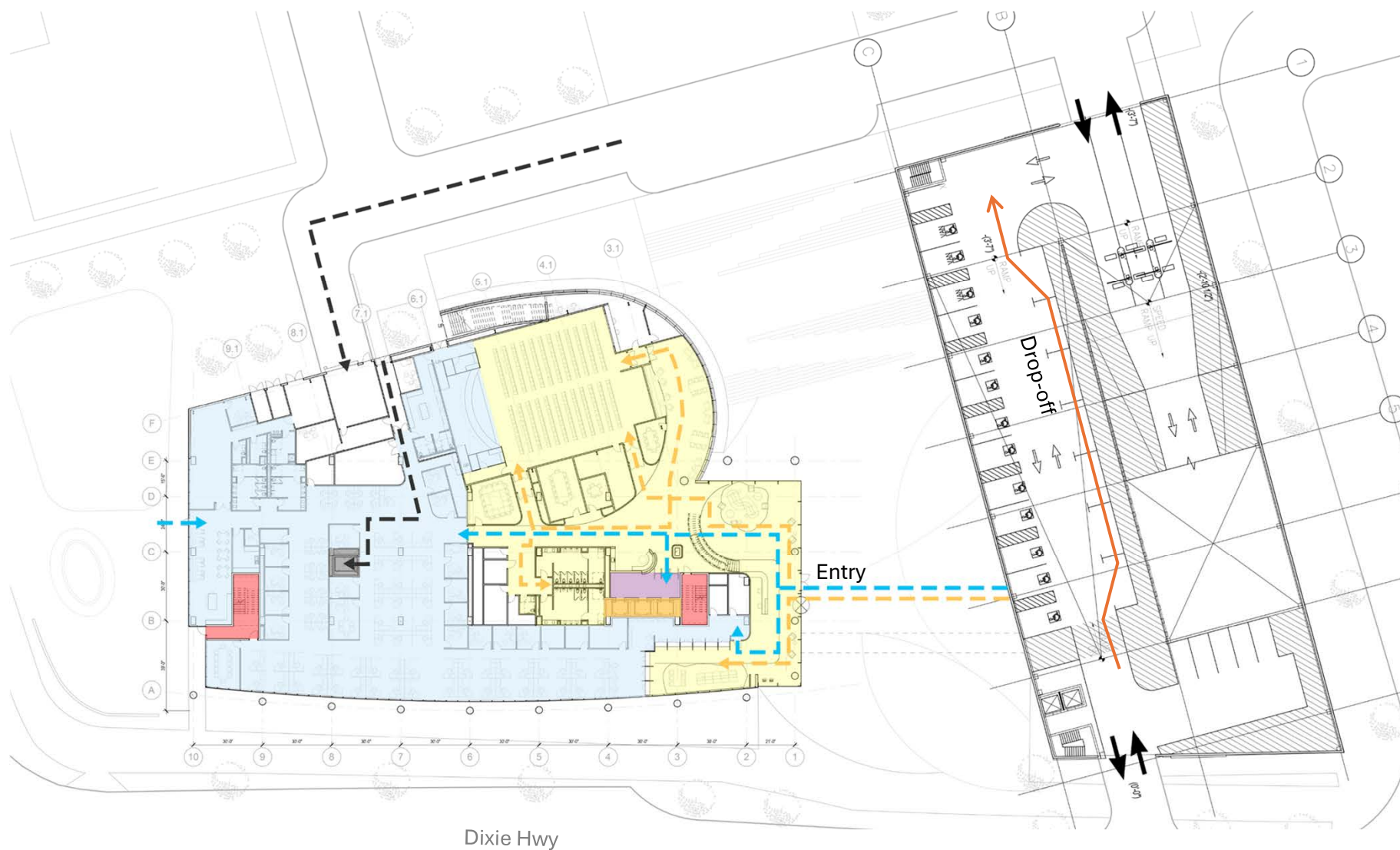
- The stacking diagram illustrated the co-location of groups based on required adjacencies to promote collaboration and streamline processes within daily tasks.

circulation diagram Level 1



LEGEND

-  Public Access
-  Private Staff Restricted Access
-  Service Access
-  Semi Restricted Public Access
-  Passenger Elevators
-  Exit Stairs
-  Service Elevators

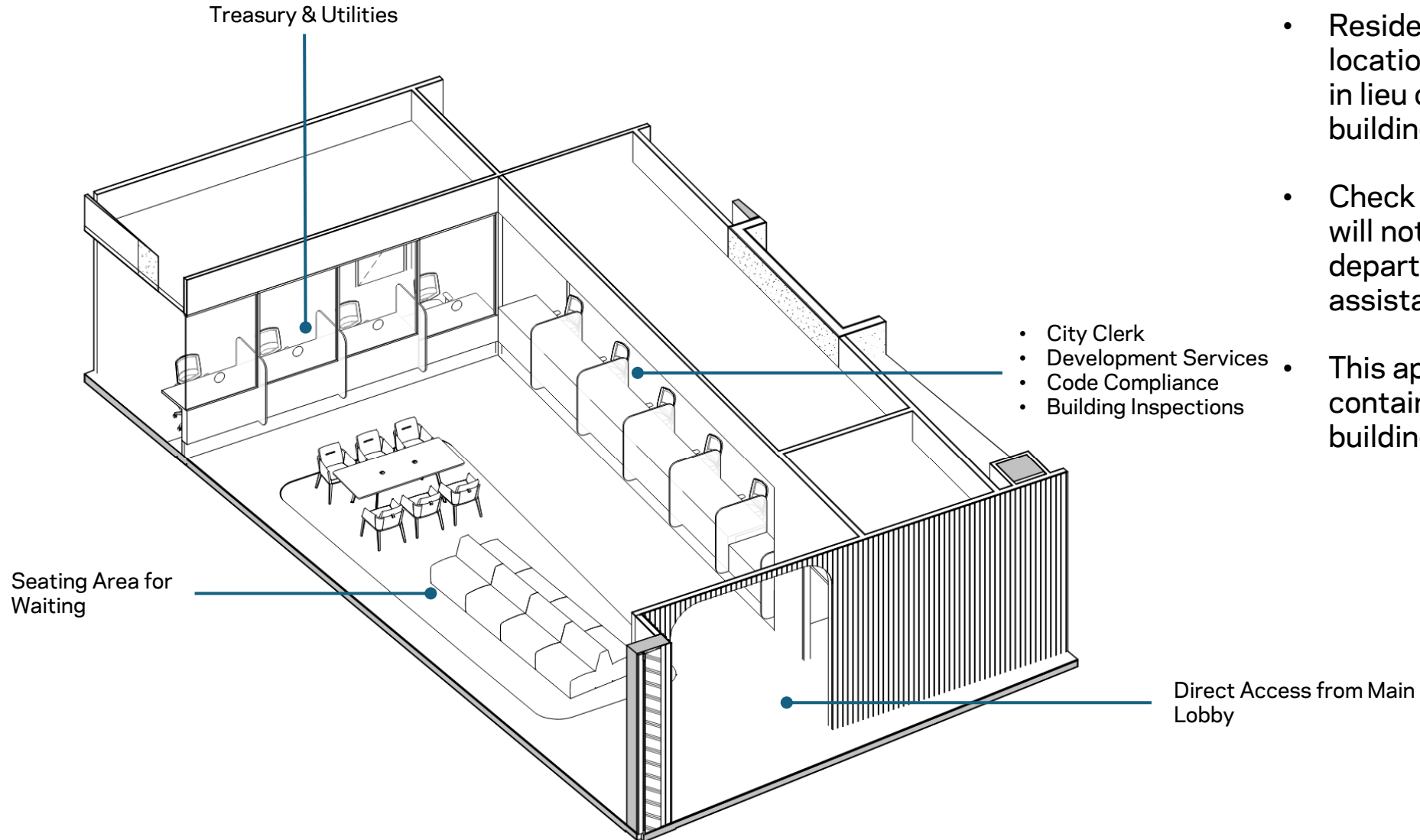


Highlights:

- Building access promotes quick access from the adjacent parking garage and plaza.
- Circulation was designed to contain public access to the lowest levels of building for security and efficiency.

Efficiency of Access for the Public

One Stop Lobby



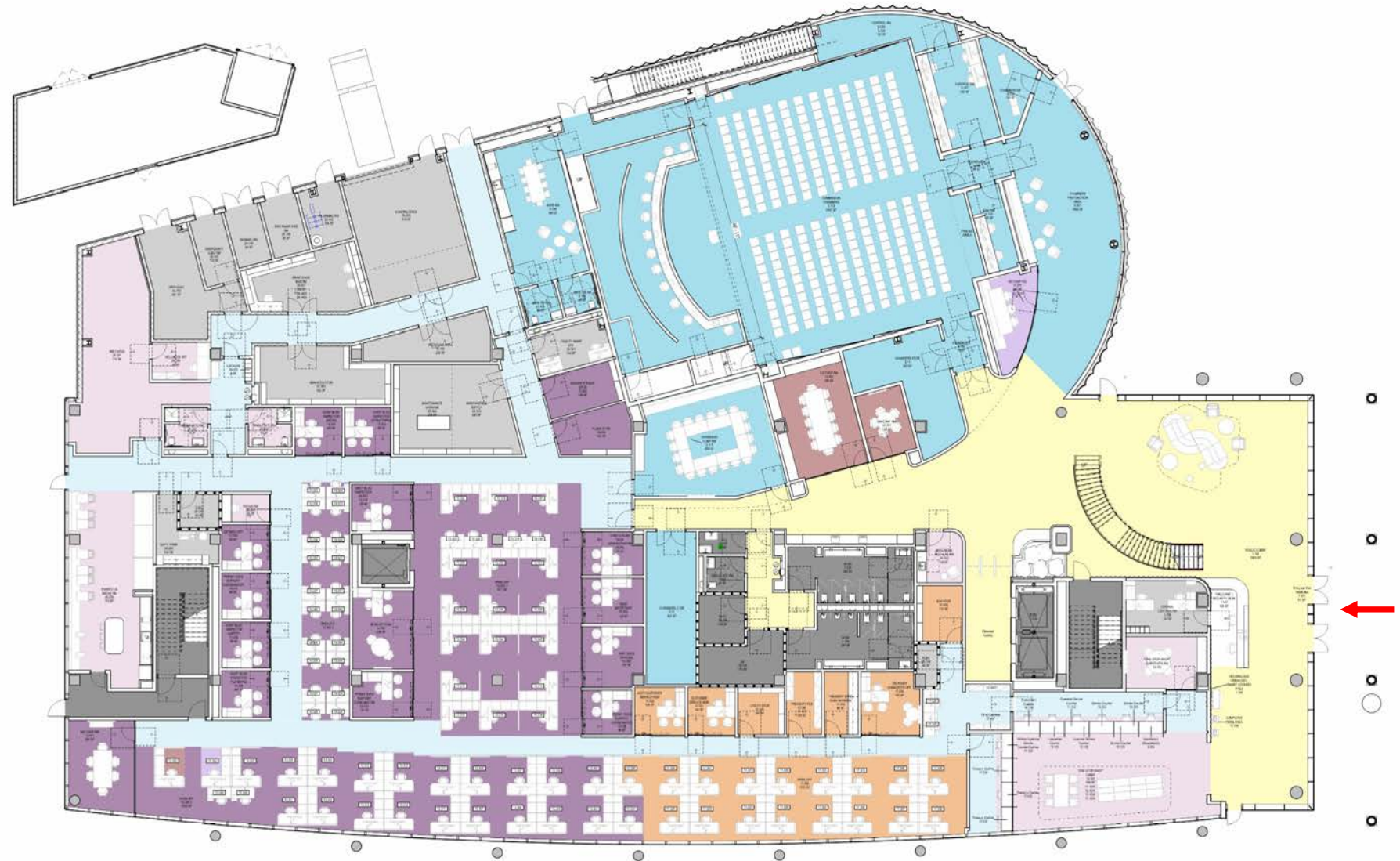
Highlights:

- Residents can now visit one location in the building for services in lieu of navigating around the building to multiple departments.
- Check in will happen at a kiosk, and will notify the appropriate department staff to provide assistance at a window.
- This approach keeps the public contained to the first level of the building.

interior
Level 1

DEPARTMENT LEGEND

-  One Stop Lobby
-  5.0 Commission Chamber
-  17.0 Finance
-  13.0 Building Inspections
-  12.0 Development Services
-  11.0 Code Compliance
-  26.0 Amenities
-  Staff-Only Circulation



Highlights:

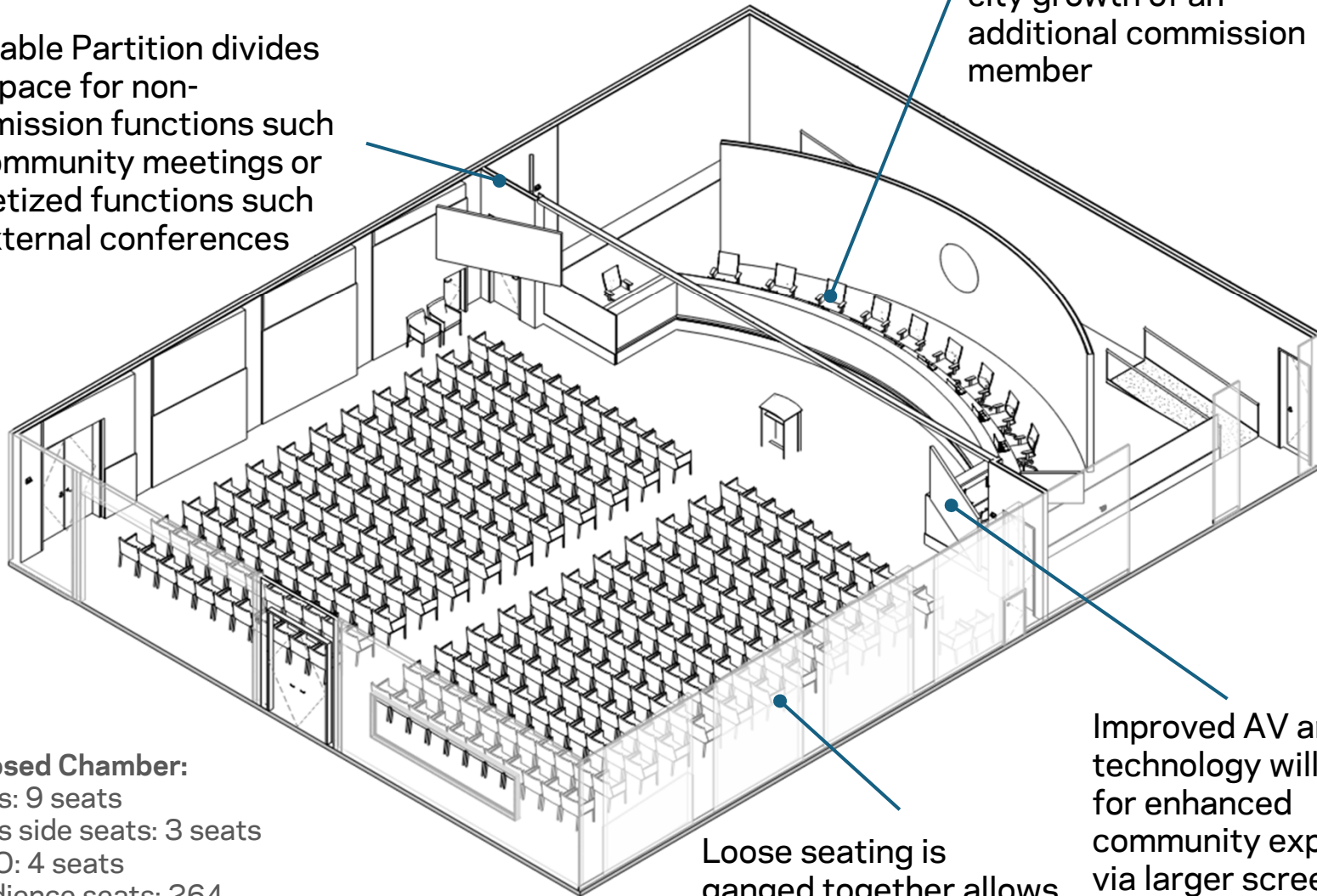
- Departments with the most public interaction are located on this level.
- The chambers and lobby work together as a pre-function space for commission meetings and community functions.

Efficiency of Space Planning

Chambers Design

Operable Partition divides the space for non-commission functions such as community meetings or monetized functions such as external conferences

The dais seat count is increased to allow for city growth of an additional commission member



Proposed Chamber:

- Dais: 9 seats
- Dais side seats: 3 seats
- BSO: 4 seats
- Audience seats: 264 seats
- Total: 280

Loose seating is ganged together allows for reconfiguration based on meeting size

Improved AV and technology will allow for enhanced community experience via larger screens, audio and acoustics performance

Highlights:

- The new chambers was designed to be a flexible, multi-use space that provides multiple levels of activation.
- A flat floor and reconfigurable seating allows for non-commission events to be held in the space, such as city trainings, community events, and potential monetization via external conferences and engagements.
- The existing chambers is a stand-alone structure adjacent to City Hall seating about 254 people in a fixed seat, tiered floor configuration. With both functions under one roof, there is efficiency in sharing of services, such as the lobby, security, storage, and MEP functions.

Efficiency of Space Planning **Chambers Design**



pompano
beach.
Pompano Beach, Florida

AGENDA

- 1. Call to Order
- 2. Pledge of Allegiance
- 3. Invocation
- 4. Mayor's Report
- 5. Councilmember Reports
- 6. Public Hearing
- 7. Presentation of the Pompano Beach Police Department Report
- 8. Presentation of the Pompano Beach Fire Department Report
- 9. Presentation of the Pompano Beach Water Department Report
- 10. Presentation of the Pompano Beach Parks and Recreation Department Report
- 11. Presentation of the Pompano Beach Public Works Department Report
- 12. Presentation of the Pompano Beach Planning and Zoning Department Report
- 13. Presentation of the Pompano Beach Economic Development Department Report
- 14. Presentation of the Pompano Beach Community Development Department Report
- 15. Presentation of the Pompano Beach Health Department Report
- 16. Presentation of the Pompano Beach Social Services Department Report
- 17. Presentation of the Pompano Beach Library Department Report
- 18. Presentation of the Pompano Beach Senior Center Report
- 19. Presentation of the Pompano Beach Youth Center Report
- 20. Presentation of the Pompano Beach Community Center Report
- 21. Presentation of the Pompano Beach Community Center Report
- 22. Presentation of the Pompano Beach Community Center Report
- 23. Presentation of the Pompano Beach Community Center Report
- 24. Presentation of the Pompano Beach Community Center Report
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- 30. Presentation of the Pompano Beach Community Center Report

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interior Level 2

DEPARTMENT LEGEND



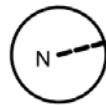
Highlights:

- This level contains additional shared spaces such as meeting and training rooms that are accessible to the public.
- The remaining departments that have public interaction are located on this level.

interior
Level 3

DEPARTMENT LEGEND

-  17.0 Finance
-  12.0 Development Services
-  19.0 Housing and Urban Dev./
Social Services
-  18.0 IT
-  4.0 Internal Audit
-  15.0 Budget
-  26.0 Amenities
-  Staff-Only Circulation



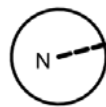
Highlights:

- Several departments are located on this level. The open floorplan allows for this configuration and allows for growth and densification.
- Departments share centralized support spaces such as copy print, breakroom, and storage spaces.

interior
Level 4

DEPARTMENT LEGEND

-  6.0 City Manager
-  14.0 Human Resources
-  3.0 City Clerk
-  2.0 City Attorney
-  8.0 Strategic Communications
-  7.0 City Commission
-  26.0 Amenities
-  Staff-Only Circulation



Highlights:

- Several departments are located on this level. The open floorplan allows for this configuration and allows for growth and densification.
- Departments share centralized support spaces such as copy print, breakroom, and storage spaces.



SITE: TOPOGRAPHY AND FLOODPLAIN





CPTED: BALANCING SECURITY WITH OPENNESS



CPTED Plan

Crime Prevention Through Environmental Design



The design uses the built environment to **reduce crime, improve safety, and support positive public behavior.**

For government buildings, CPTED helps balance openness, civic identity, and security.

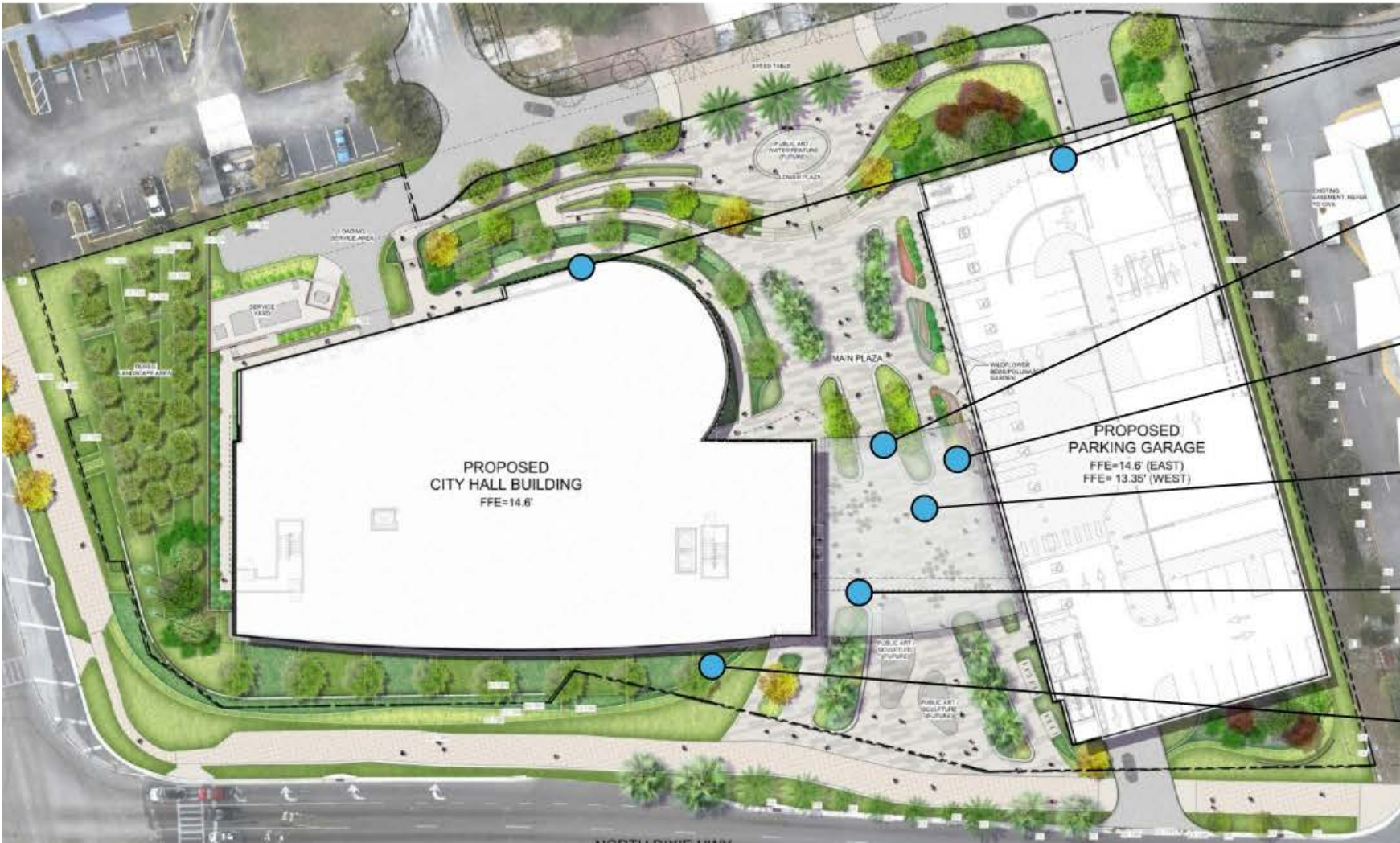
The 5 principles of CPTED:

- Natural Surveillance** (maximizing visibility)
- Natural Access Control** (guiding movement)
- Territorial Reinforcement** (defining boundaries)
- Maintenance** (showing active care)
- Activity Support** (encouraging community use)

Met with BSO multiple times to obtain CPTED approval.

CPTED Plan

Surveillance – Natural and Electronic



ELECTRONIC SURVEILLANCE:
CAMERA LOCATIONS WILL BE FINALIZED WITH THE SECURITY & ACCESS CONTROL CONSULTANT AND THE BROWARD SHERIFF'S OFFICE (BSO) CPTED REVIEWER PRIOR TO PERMITTING.

ELECTRONIC SURVEILLANCE:
CAMERAS ARE PROVIDED AT ENTRANCES, LOBBIES, PARKING AREAS, AND CIRCULATION NODES, ENSURING CLEAR SIGHTLINES AND ELIMINATING BLIND SPOTS.

NATURAL SURVEILLANCE:
DIRECT, INTUITIVE PEDESTRIAN CONNECTIONS ARE PROVIDED FROM SIDEWALKS AND TRANSIT STOPS TO THE MAIN ENTRANCE.

NATURAL SURVEILLANCE:
A CENTRAL VANTAGE POINT WITHIN THE BUILDING PROVIDES OVERSIGHT OF PRIMARY VEHICULAR AND PEDESTRIAN ROUTES.

NATURAL SURVEILLANCE:
THE SITE INCORPORATES TRANSPARENT FAÇADES AND OPEN LOBBY LAYOUTS TO ENHANCE VISIBILITY INTO PUBLIC AREAS.

NATURAL SURVEILLANCE:
SHRUBS ARE MAINTAINED AT OR BELOW 2.5 FEET, AND TREE CANOPIES ARE TRIMMED TO 8 FEET OR HIGHER TO MAINTAIN OPEN SIGHTLINES.



CPTED Plan

Territorial Reinforcement



SITE ORIENTATION:
THE PUBLIC PARKING GARAGE IS LOCATED WHERE IT CAN BE EASILY OBSERVED FROM BOTH THE FRONT OF THE BUILDING AND THE STREET.

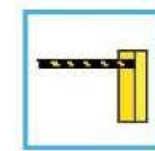
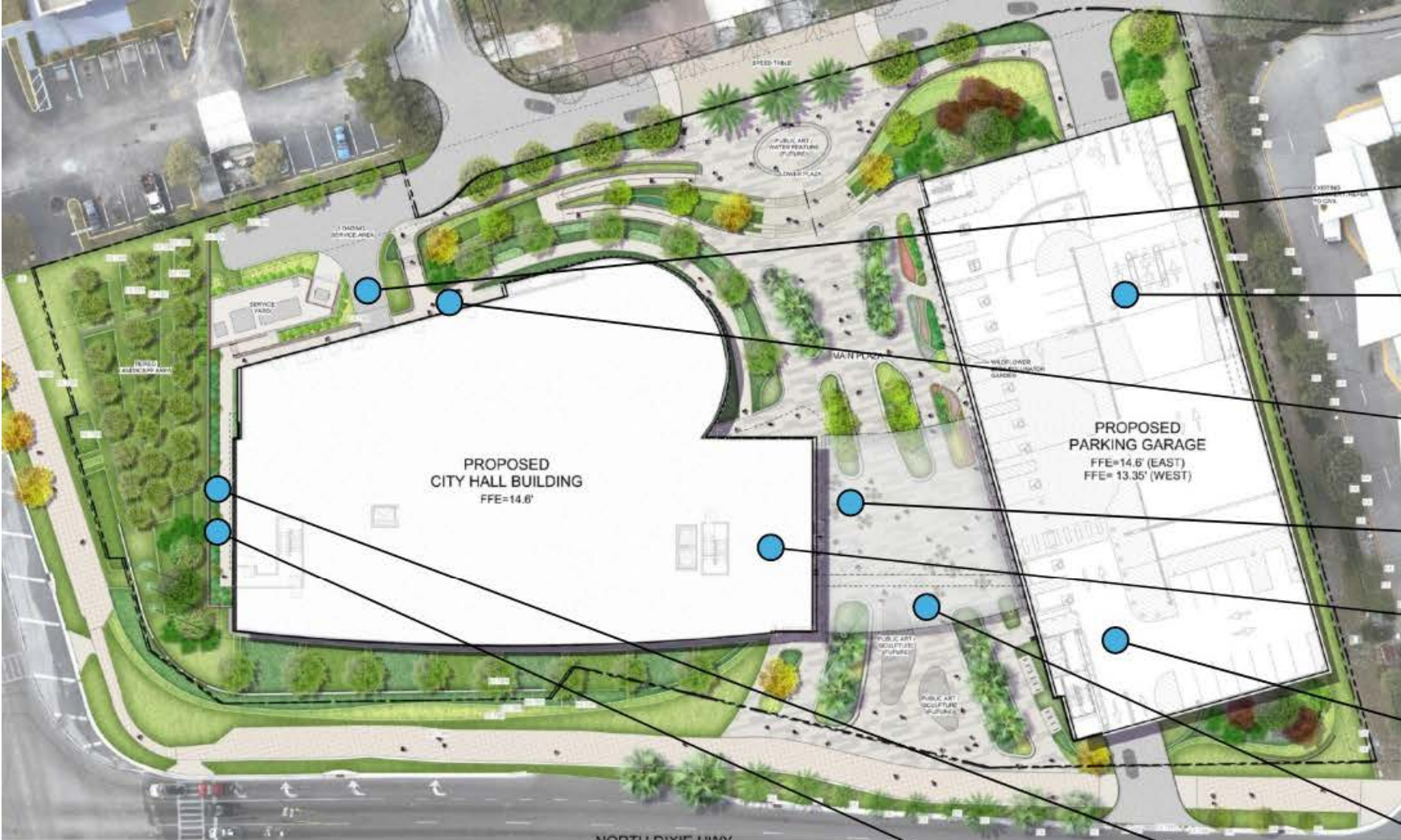
TERRITORIAL REINFORCEMENT:
PLANTERS, BENCHES, LOW WALLS, AND SIMILAR ELEMENTS ARE INCORPORATED TO GUIDE PEDESTRIAN MOVEMENT WHILE PRESERVING VISIBILITY.

TERRITORIAL REINFORCEMENT:
SCULPTURAL BOLLARDS, SEATING WALLS, AND LANDSCAPE ELEMENTS SERVE DUAL PURPOSES OF SAFETY AND PLACEMAKING.

TERRITORIAL REINFORCEMENT:
A CIVIC FORECOURT OR PLAZA IS PROVIDED TO ESTABLISH A CLEAR PUBLIC GATHERING AREA AND HIGHLIGHT THE BUILDING'S PRIMARY ENTRANCE.

TERRITORIAL REINFORCEMENT:
LOW, DENSE SHRUBS ARE PLACED NEAR WINDOWS TO DETER HIDING OR CLIMBING OPPORTUNITIES.





PHYSICAL / NATURAL ACCESS CONTROL:
DELIVERY BAYS ARE LOCATED AWAY FROM PUBLIC ENTRANCES AND INCORPORATE CONTROLLED ACCESS.

PHYSICAL / NATURAL ACCESS CONTROL:
GATED ACCESS IS PROVIDED FOR ALL RESTRICTED PARKING AREAS.

PHYSICAL / NATURAL ACCESS CONTROL:
CARD ACCESS OR INTERCOM SYSTEMS ARE INSTALLED AT STAFF ENTRANCES, SERVICE AREAS, AND RESTRICTED CORRIDORS.

PHYSICAL / NATURAL ACCESS CONTROL:
MAINTAIN CLEAR SIGHTLINES

PHYSICAL / NATURAL ACCESS CONTROL:
SECURITY DESKS ARE POSITIONED TO OBSERVE ALL INCOMING TRAFFIC

PHYSICAL / NATURAL ACCESS CONTROL:
TOWING AND ENFORCEMENT SIGNAGE IS INSTALLED TO DETER UNAUTHORIZED PARKING

PHYSICAL / NATURAL ACCESS CONTROL:
MULTIPLE PEDESTRIAN ROUTES ARE PROVIDED TO AVOID ENTRAPMENT

PHYSICAL / NATURAL ACCESS CONTROL:
EGRESS PATHS REMAIN VISIBLE FROM STAFF AREAS AND PUBLIC SPACES TO SUPPORT NATURAL SURVEILLANCE.

PHYSICAL / NATURAL ACCESS CONTROL:
PUBLIC CIRCULATION AREAS ARE CLEARLY SEPARATED FROM STAFF ONLY AND BACK OF HOUSE FUNCTIONS.

CPTED Plan

Access Control – Physical, Natural and Electronic



CPTED Plan

Activity Support



ACTIVITY SUPPORT :
OUTDOOR PUBLIC BENCHES AND LOW LANDSCAPE WALLS WILL BE INCORPORATED TO CREATE COMFORTABLE RESTING AREAS AND PROMOTE CONTINUOUS, POSITIVE ACTIVITY THROUGHOUT THE SITE.





GARAGE: FUNCTIONALITY



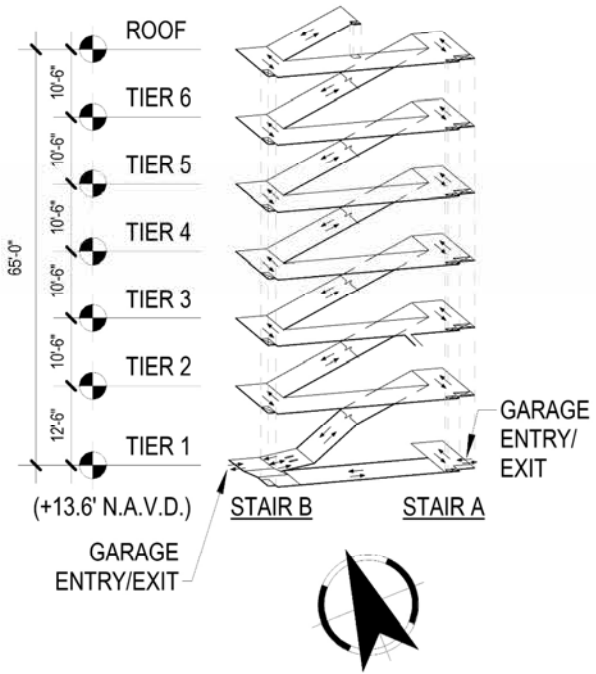
rendering
Garage



rendering
Garage



garage site plan Ground level



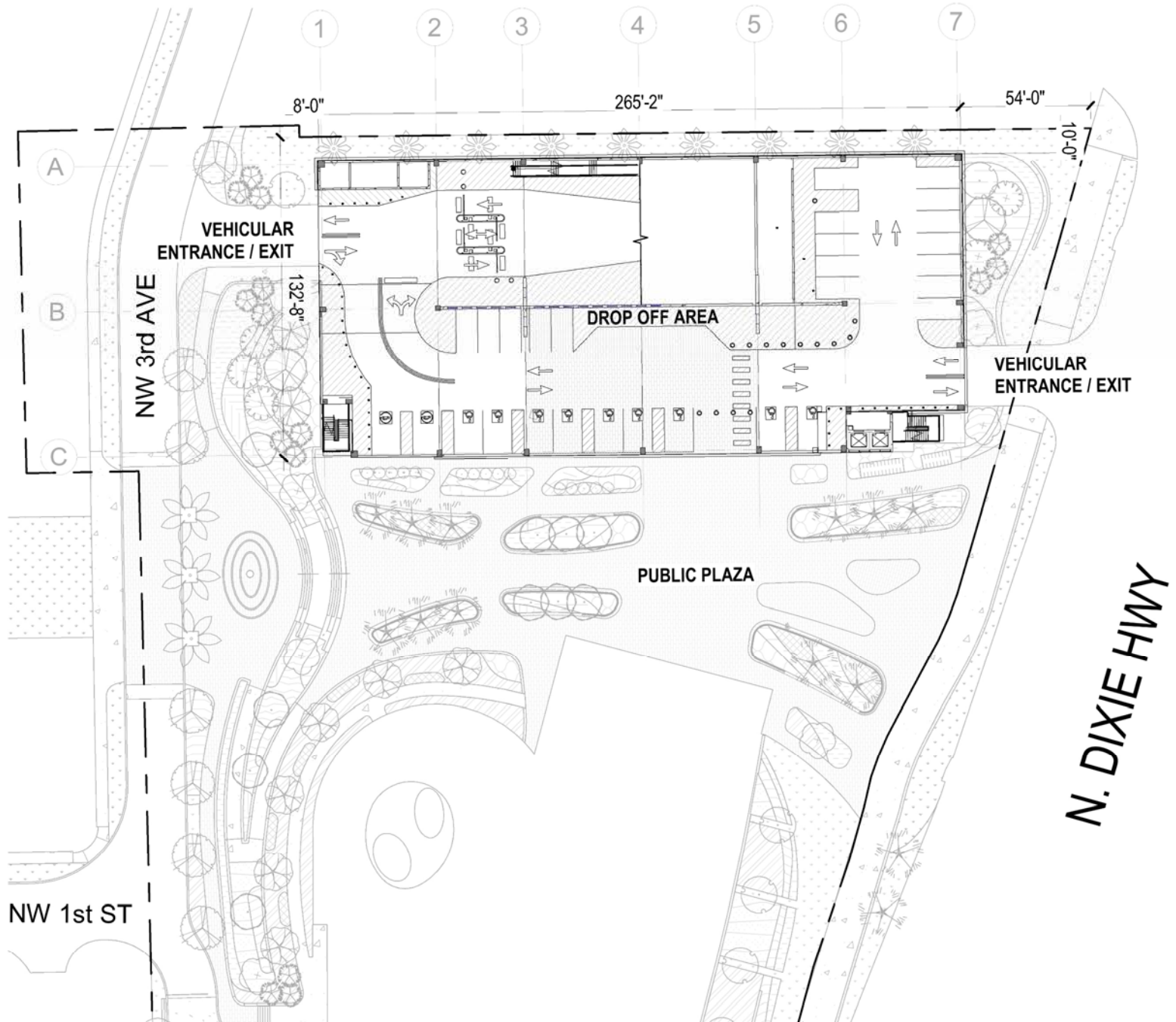
PARKING SPACE TABULATION							
GARAGE LEVEL	STANDARD	COMPACT	ELECTRIC	ADA	ADA VAN	USAB	TOTAL
TIER 7 - Empl	90	8	0	0	0	0	98
TIER 6 - Empl	66	31	0	2	0	0	99
TIER 5 - Empl	67	29	4	0	0	0	100
TIER 4 - Empl	59	31	6	2	0	0	98
TIER 3 Empl	55	6	0	1	0	0	62
TIER 3	24	5	0	0	0	0	29
TIER 2	81	13	4	0	0	0	98
TIER 1-Empl	12	0	0	0	0	0	12
TIER 1	5	0	0	6	3	2	16
TOTAL SPACES	459	123	14	11	3	2	612

NOTES:

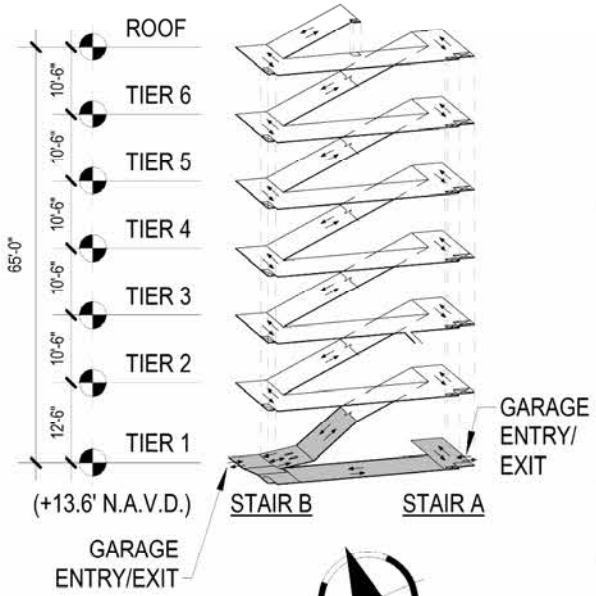
PARKING ZONES
EMPLOYEES
GENERAL PUBLIC

TOTAL
469
143

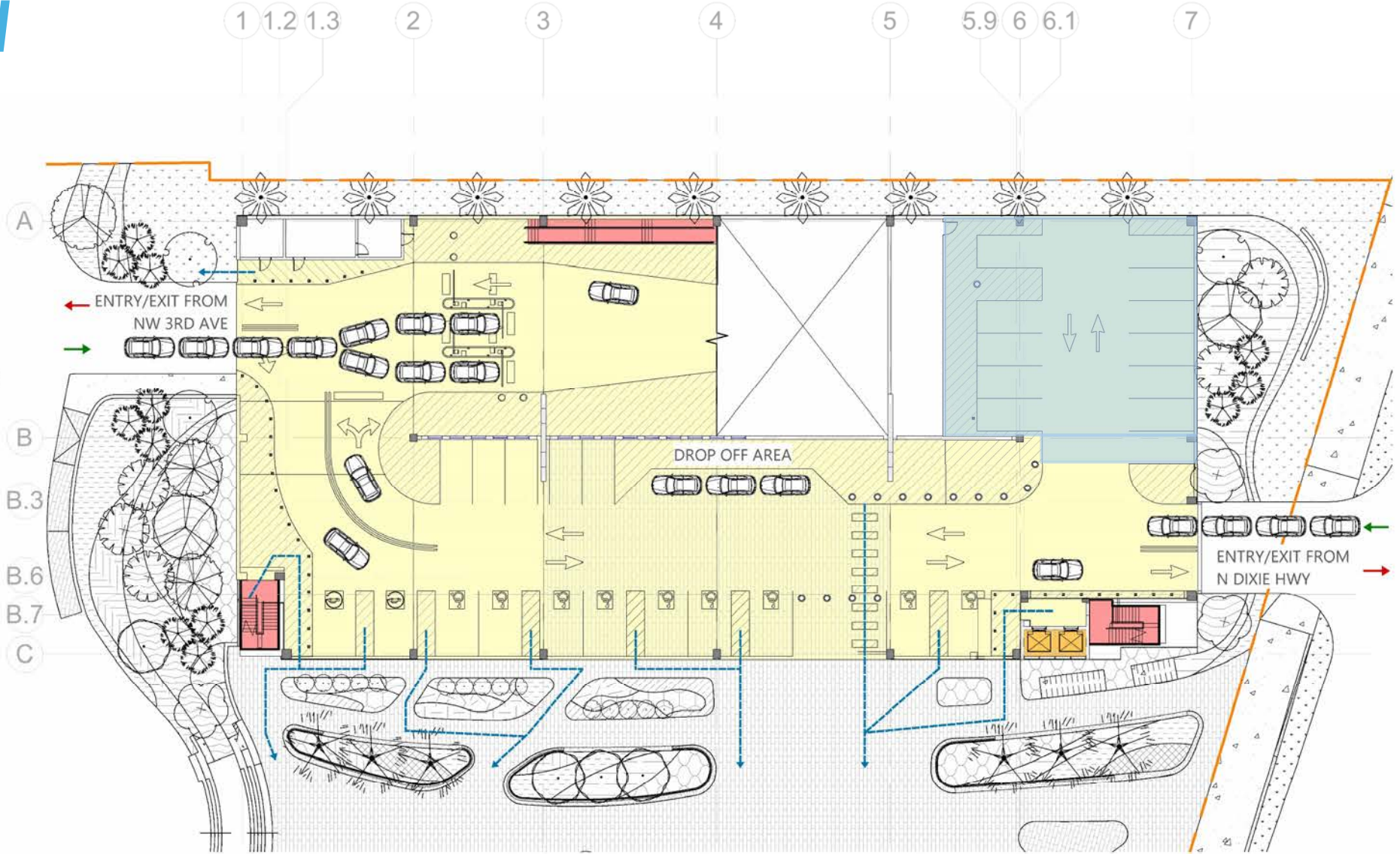
Fleet Vehicles: 62



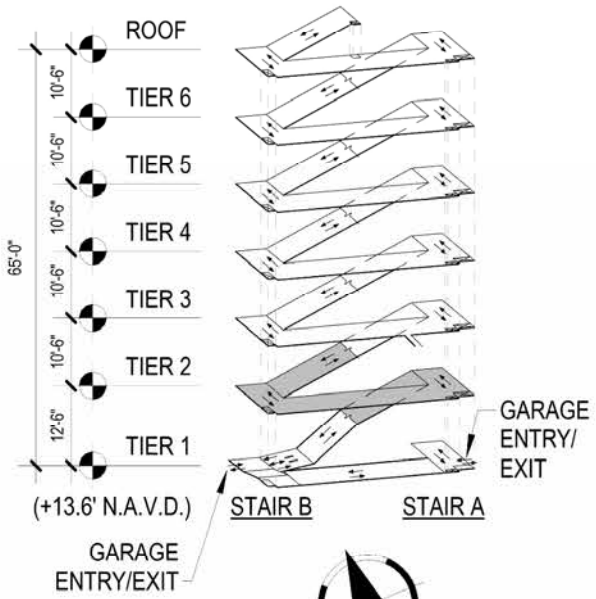
plan Ground level



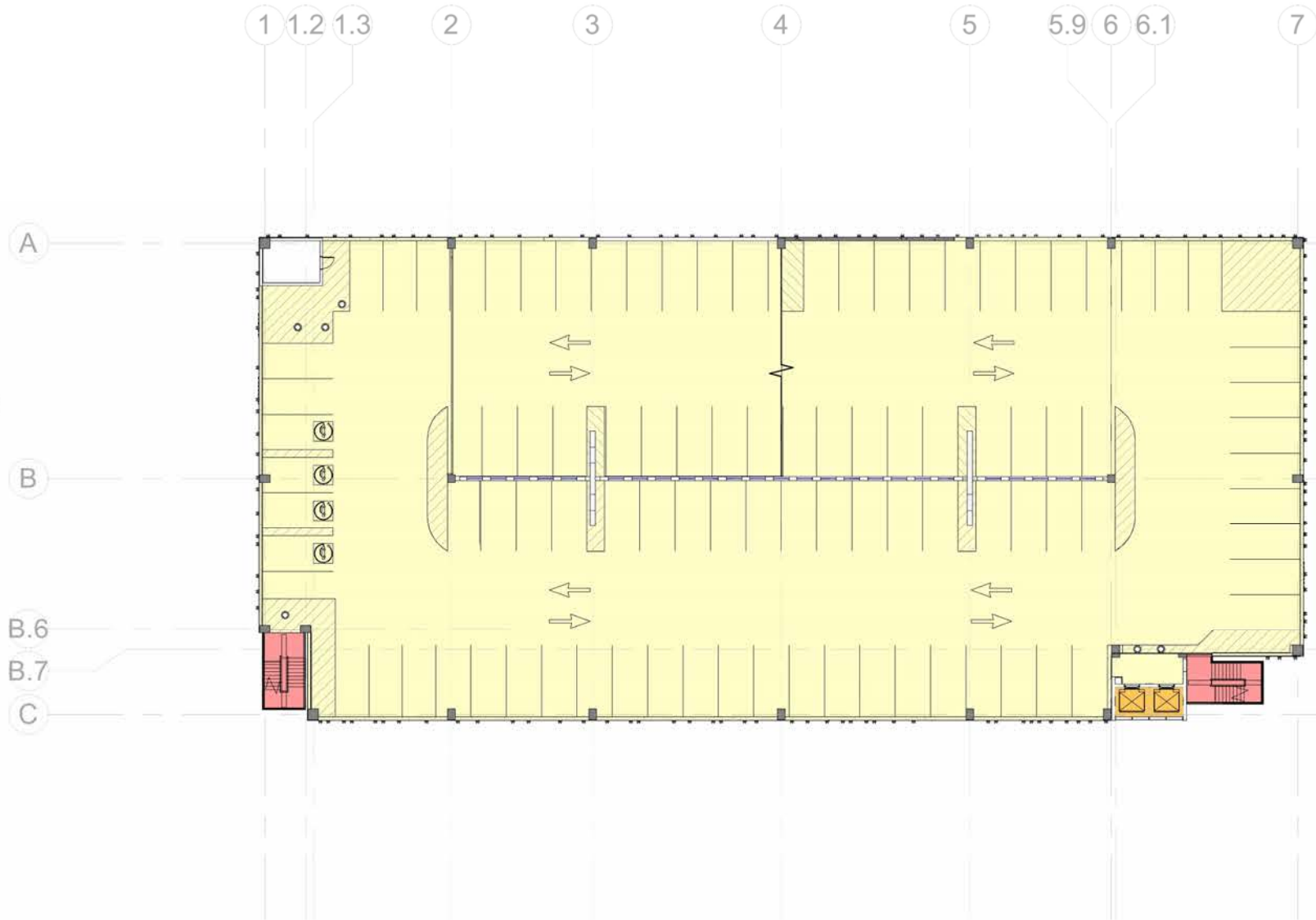
- PUBLIC ACCESS
- PRIVATE STAFF - RESTRICTED ACCESS
- SERVICE ACCESS
- PASSENGER ELEVATORS
- EXIT STAIRS
- TRAFFIC FLOW (IN/OUT)
- PEDESTRIAN ACCESS
- PROPERTY LINE



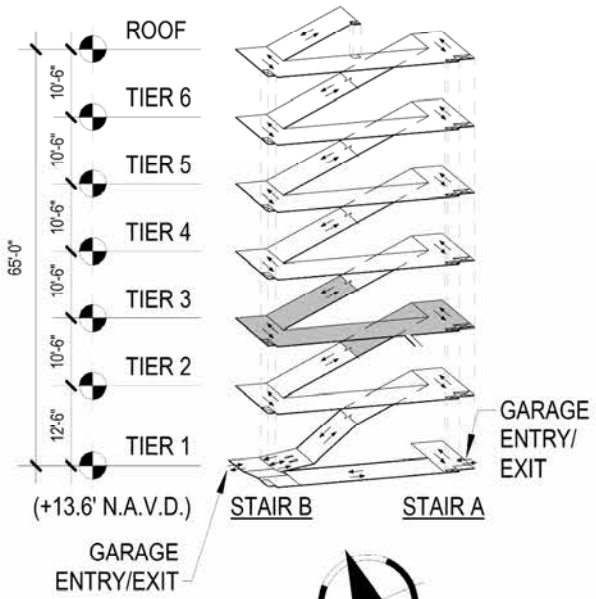
plan
Tier 2



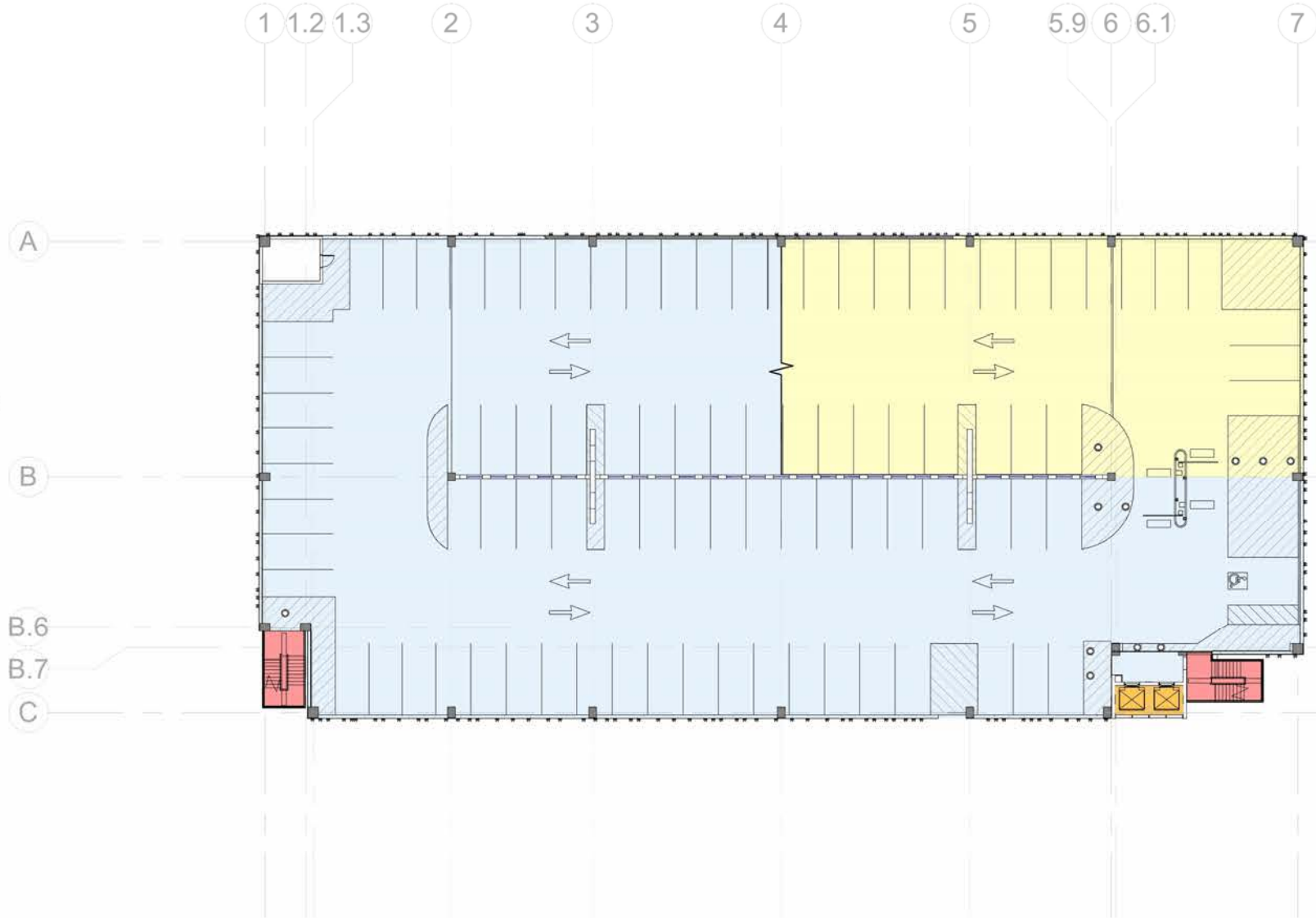
- PUBLIC ACCESS
- PRIVATE STAFF - RESTRICTED ACCESS
- SERVICE ACCESS
- PASSENGER ELEVATORS
- EXIT STAIRS
- TRAFFIC FLOW (IN/OUT)
- PEDESTRIAN ACCESS
- PROPERTY LINE



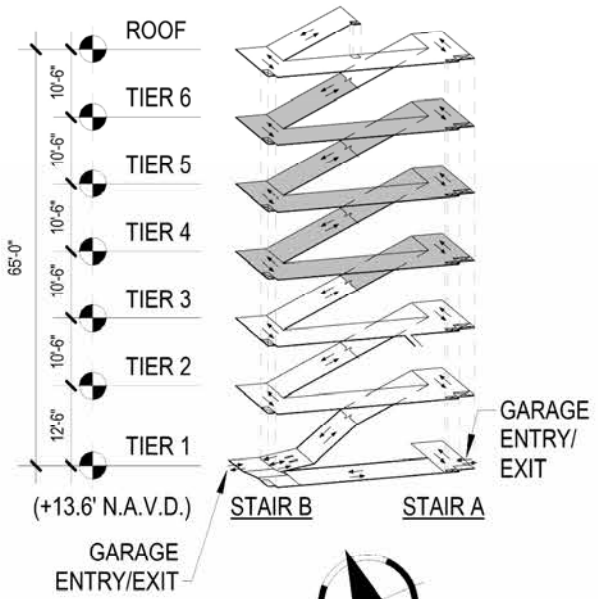
plan
Tier 3



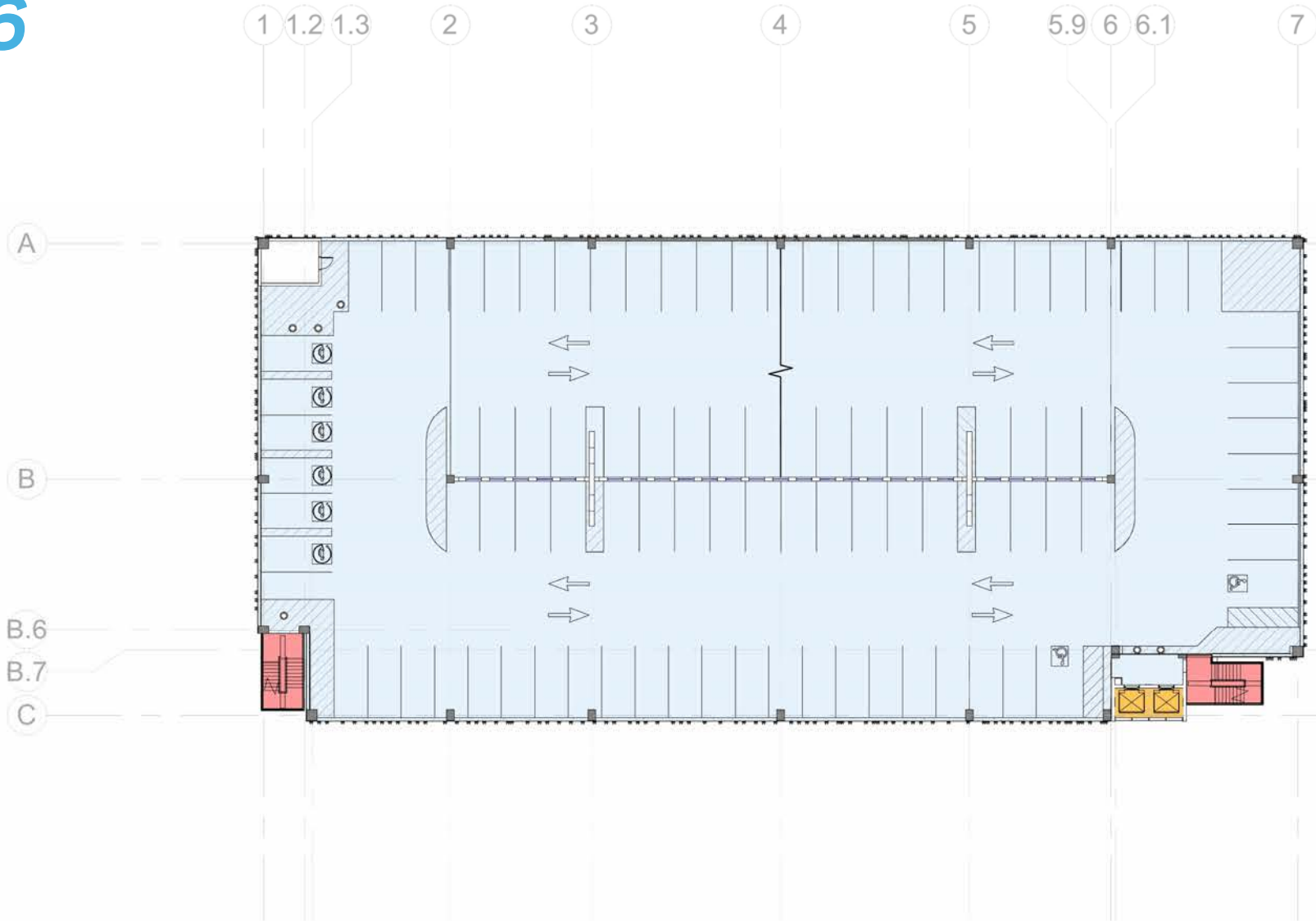
- PUBLIC ACCESS
- PRIVATE STAFF - RESTRICTED ACCESS
- SERVICE ACCESS
- PASSENGER ELEVATORS
- EXIT STAIRS
- TRAFFIC FLOW (IN/OUT)
- PEDESTRIAN ACCESS
- PROPERTY LINE



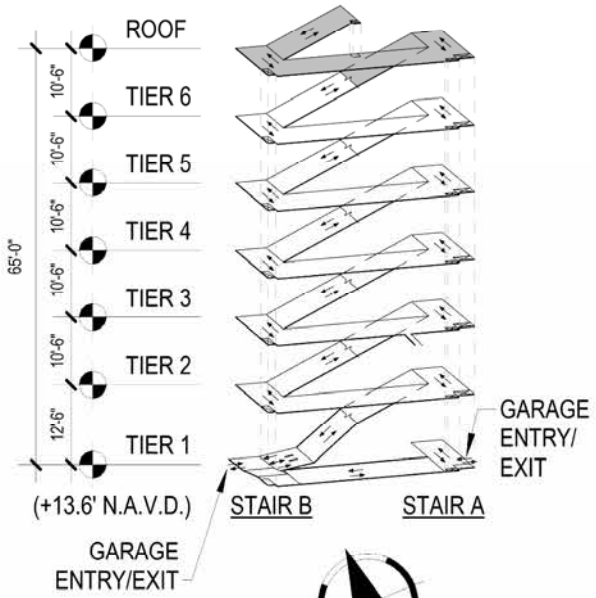
plan
Tiers 4, 5 & 6



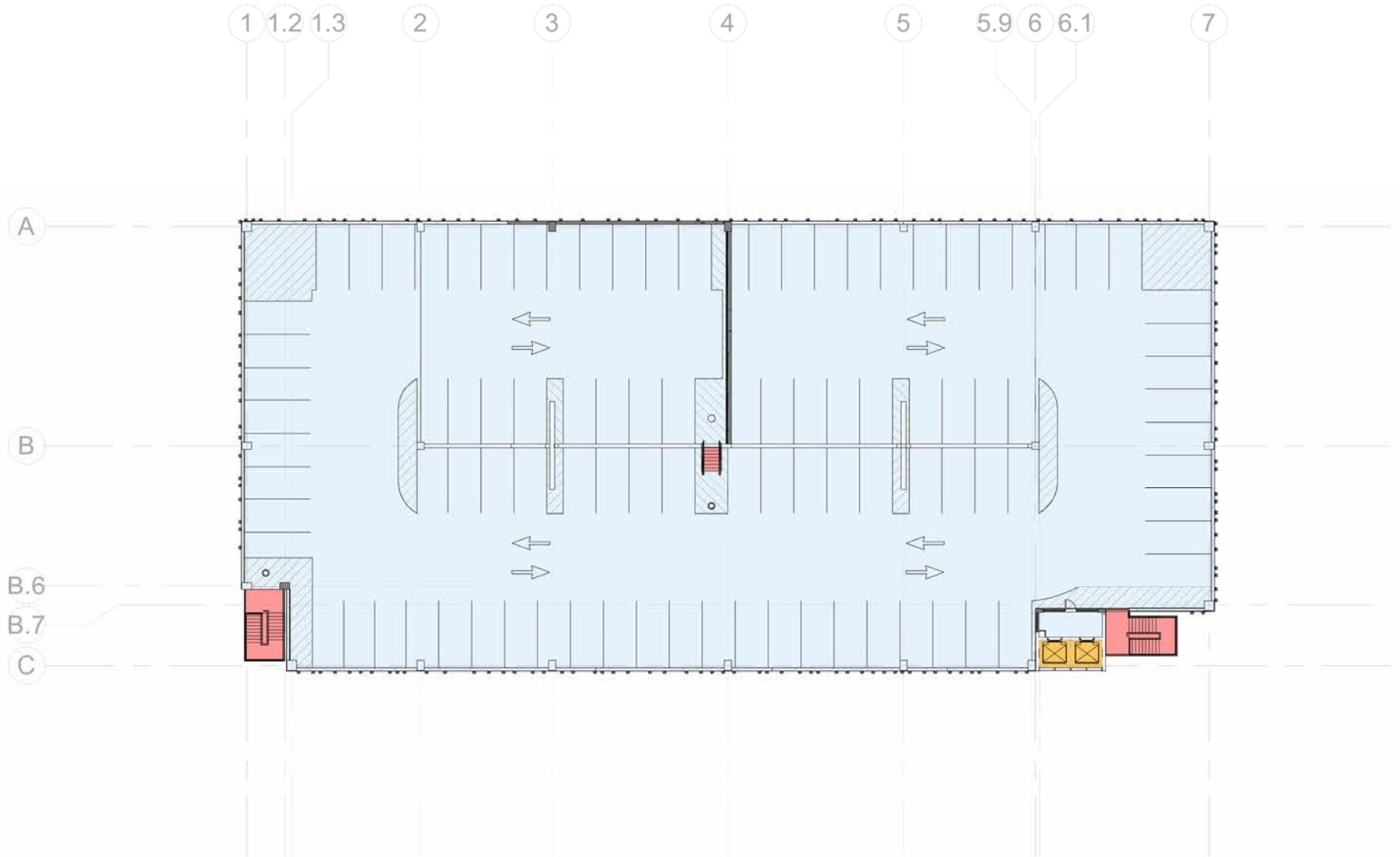
- PUBLIC ACCESS
- PRIVATE STAFF - RESTRICTED ACCESS
- SERVICE ACCESS
- PASSENGER ELEVATORS
- EXIT STAIRS
- TRAFFIC FLOW (IN/OUT)
- PEDESTRIAN ACCESS
- PROPERTY LINE



plan
Tier 7 (roof)



- PUBLIC ACCESS
- PRIVATE STAFF - RESTRICTED ACCESS
- SERVICE ACCESS
- PASSENGER ELEVATORS
- EXIT STAIRS
- TRAFFIC FLOW (IN/OUT)
- PEDESTRIAN ACCESS
- PROPERTY LINE



building section
Longitudinal

