



ORDINUL
ARHITECTILOR
DIN ROMÂNIA



Object of the project: **DESIGN COMPETITION
REVITALIZATION AND ACTIVATION OF
„FEROVIARILOR" PARK
(*The park of railwaymen*)**

Beneficiary: **MUNICIPALITY OF CLUJ-NAPOCA**

Promoter of the contest: **MUNICIPALITY OF CLUJ-NAPOCA**

Location: **Cluj-Napoca, urban**

Organizer: **THE ROMANIAN ORDER OF ARCHITECTS (OAR)**

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1. GENERAL DATA

1.1. Promoter and premises of the contest

The **promoter** of the contest is the City Hall of Cluj-Napoca, who is the manager of this objective and the owner of the areas that will be the object of the investment, and it will be the beneficiary of the project contracted following this contest.

The **organizer** of the contest is the Romanian Order of Architects.

„Feroviarilor” Park is a planted space with an area of 5.4 hectares, with the function of public recreational park for a period of about 40 years – between 1950 – 1990. The recreational function was accomplished by means of a railway-themed arrangement – a railway circuit run by a small train and the „Children’s town”, a series of playgrounds with the same theme.

In the period 1990-2007 the park was administered by the Regional Branch of CFR (*Romanian Railways*) and ceased to be used according to the initial use, entering into a process of physical and moral degradation, a process that continued with little gaps of interest and action until 2017, when it was leased to a local investor. From 2007 until 2017, the degradation process continued, with the park managing to „gain” a football field in exchange for a lot of indifference and tree material. During this period, due to the pressure from the population, the community in this area and the NGOs, the land disputed with the private environment entered the administration of Cluj-Napoca City Hall in the middle of 2017.

The reintroduction of „Feroviarilor” Park into the patrimony of public green spaces of Cluj Napoca city is regarded as a significant victory for the entire community and at the same time a huge opportunity to rehabilitate this important green space of the city functionally, ecologically and in terms of landscape.

The opportunity also derives from the amplitude of the area of influence of „Feroviarilor” Park and the generated urban connections – „Piata Garii” (*Railway Station Square*), Someș Riverbed with its banks, „Armatura” Park, „Abator” (*Slaughter House*) Square, individual and collective residential area with low height on the „Parcul Feroviarilor” Street, as well as the high-rise collective residential buildings on Anton Pann and Marasesti streets.

The context of entering into the administration of Cluj-Napoca City Hall and the „coagulation” of an opinion-making and proactive community around this space have determined the **Promoter** to take part in numerous consultations on the future of this space and to launch a design competition to revitalize and activate the „**Feroviarilor” Park**.

1.2. Purpose and objectives of the contest

The aim of this contest is to make it possible to identify and implement an integrated urban remodelling concept that meets the complex needs of an area of significant size for the efficient functioning of the city of Cluj-Napoca.

The **purpose** of the contest is to provide the public administration with the most efficient solution of sustainable urban development of the „Feroviarilor” Park area.

The area of influence of the park is characterized by both great spatial and functional complexity and an *accentuated urban dynamics*. The „transforming” and polarizing „Force” is the *presence itself of a green space* of significant size, bordering the Somes River, at the confluence of commercial, residential and leisure interests.

It is anticipated that significant changes will occur in the next decade at the level of both functional and anthropogenic landscape, a characteristic that cannot be attributed to so many areas in the city of Cluj-Napoca.

Consequently, *the design solution should offer more than just an „arrangement” applicable to the present situation*, but to provide a **„prototype”** of public green space, ***adapted to the present time and at the same time adaptable to future circumstances that are sustainable in economical, landscape, ecological and social-cultural terms***, which has to take into account in its elaboration:

- change of paradigms at European level regarding the use of public green space;
- the direct proximity to the Somes River and inevitably the future effects of arranging its course;
- significant increase of the structure and density of the residential function in the case of the other direct vicinity;

The **objectives** of the contest can be summarized as follows:

- “Activation” of the “Feroviarilor” Park space and increased use for all categories of users, with special attention for people with disabilities;
- Creating a design solution that can generate an active dialogue (physical and functional) with the Somes river route (and its banks) and the “Armatura” park;
- Creating a *space for mediation* between the needs of the existing community, of the future one and of Cluj-Napoca Municipality as a whole;
- Creating a flexible poly-functional green space: meeting the needs currently identified, without compromising the adaptability to future (not yet expressed) requirements;
- Increase by 100-200% of the leafy surface and augmentation of the (positive) ecological impact on the area of influence;
- Identification of innovative functions and roles – creation of a „changeover” space;

1.3. The architectural, urban and landscape context

In this contest, „Feroviarilor” Park is regarded as the central element of an important part of the urban structure and it is characterized by the following:

- It is in a physically and visually contiguous proximity to the „Armatura” Park and the Somes River;
- Together with these spaces, it forms the only „nucleus” of green infrastructure in the Eastern part of the city;
- The Cluj-Napoca railway station, as a major urban function and a „symbolic” element for the history of the park, is located at a distance of 800m, and the pedestrian route linking the two entities is made up to a point along the railway traffic area through the city;
- It is currently bordered by unbuilt land, individual and semi-collective low-rise residential buildings and the „Abator” Square – currently without any urban function other than the one of „enclosure”;
- A large-scale real estate development is foreseen in the following years on the currently free plots;

The final solution must therefore respond to the constraints generated by the proximity of some future „tower”-type of collective 75-78 meters tall residential buildings, of the relationship with Somes River, which will undergo its own process of rehabilitation and functional and symbolic reintegration in the life of the city, with the proximity of Cluj-Napoca railway station, a very important connection for the reactivation of both spaces.

2. STUDY AREA

2.1 Cluj Napoca Municipality – Strategic Development Plan

The integrated development of a green space of such dimensions – 5.4 hectares, must be correlated with the regional priorities, as they appear in the “PDRNV”, Criterion 4 „Protection of the natural and anthropic environment, efficient use of resources and reduction of polluting emissions” and in the subchapters – „Protection against the effects of climate change”, „Protecting the biodiversity and natural resources (water, air, soil)”, „Sustainable urban development”, chapters which later fall within the spirit of documents belonging to the Strategic Development Plan of Cluj-Napoca Municipality 2014-2020, respectively „Urban development/spatial planning” and „Green Cluj”.

In line with the medium-term development strategy of Cluj-Napoca region and city, the „ecological” function is considered essential when it comes to the performance criteria of a contemporary green space.

2.2 Area of influence

The positioning in the urban context of Cluj Railway Station and the Someș river line raises complex problems depending on the relations established with each typology of vicinity.

2.2.1 „Piata Garii” (Railway Station Square) area (NW)

The Railway Station Square is 800m away from the nearest access to „Feroviarilor” Park, located on the north side, about 10 minutes walking. The route passes through a degraded area of promenade along the railway tracks and then crosses the Someș River through a pedestrian walkway. The relatively short distance and the function of this vicinity require an analysis of the opportunity of creating a functional and symbolic connection.

2.2.2 “Piata Abator” (Slaughter House Square) area (SW)

The former agro-food market is in a „dissolution” process: it is no longer functioning (only sporadically and accidentally) and will undergo definitive changes as a result of a future property development. The main compositional element to be analysed is the relationship with Anton Pann Street, which leads to the current main entrance to „Feroviarilor” Park, describing a small deviation from a straight track. The relationship Square – street – main access needs to be analysed.

2.2.3 Contact area with Someș river (NW)

On this portion of the site, the area of analysis intersects with the area studied in the “*Rethinking Someș*” contest, and therefore a direct reference will be made to the description given in that document:

*“The **3rd Section** starts from the sub-crossing of the railway bridge downstream to „Feroviarilor” Park and extends to the bridge near the “Carbochim” factory, the one that connects Porțelanului street with Alexandru Sahia street. On this part of the river the width increases, on the left bank the river is accompanied by Traian street upstream, and after coming out from under the railway bridge it enters the land of Armătura Park.*

The right bank adjoins the land of the former Slaughter House („Abator”) and then „Feroviarilor” Park to the pedestrian walkway, and after exiting from under the railway bridge it borders the enclosure of Carbochim factory up to the bridge. On this part, the left bank is occupied by a small park that is the subject of detailed arrangement in this contest. Downstream, the Nadăș Creek flows into Someș River, creating a picturesque area. Further on, the bank extends to Nădășelului Street, forming a large and unstructured urban area. The right bank is occupied by the

premises of Carbochim factory and it is intended for a traffic road in the current PUG (General Urban Plan).”

The solution proposed by competitors **must be correlated** with the winning project of the “Rethinking Somes” contest, either to give a unitary character to the created ensemble or to identify the solution with the highest degree of complementarity in relation to the riverside space.

2.2.4 Residential development area (SW)

On the southern side of the park, at the moment of launching the competition, a residential building with a height of Ground floor + 6 Floors is approaching its completion, and on the area of land delimited by Anton Pann street, „Abator” Square and the Somes river bank a residential complex with a height of GF + 22 Floors is going to be built in the next 3 years with approximately 1500 future users. The residential function will be supplemented by a commercial function of „Shopping Mall” type, and the implications for the flows generated in the area are easy to imagine.

The scale and volumetric analysis of these current and future buildings are important challenges for any design solution that aims to optimally mediate the scale discrepancy between the natural(ized) and the anthropic environment.

2.2.5 “Railwaymen housing” area (NE)

The „Railwaymen Houses” in the northern access of the Park have a double value: on the one hand, they are a historical monument, and on the other hand, they are the only link that still unites the name of the park with a now diluted historical reality, namely the administration of the park by CFR and positioning of the railway staff houses in the vicinity of the park.

2.2.6 Individual housing area (E)

The active community in the park area and the current (majority) users are counting now about 300 people. They use the park for improvised recreation, fishing, transit or walking, with or without pets.

2.3 “Feroviarilor” Park enclosure

The „Feroviarilor” Park can now be perceived as an ongoing relationship of its component parts, to the same extent that it can be perceived as a unitary body.

For a better understanding of its current functions and utilizations, the main components are described below.

2.3.1 Accesses

In the south: At present, main access is from Anton Pann Street, which connects „Feroviarilor” Park to „Abator” Square street and „Bucuresti” street. The distance from the main arterial road in the area is 200m, but as Anton Pann Street draws a broken line, there is no direct perspective to this access. Currently, the park can only be observed with difficulty from the street, which lowers the chance of „accidental” discoveries of the park – *a contemporary public green space should be able to generate enough „visibility”, attractiveness and interest to cause an „ad-hoc” visit.*

In the northeast: Secondary pedestrian access – connection to „Piata Garii” via the pedestrian walkway, access to the „Feroviarilor” Park street. From the direction of the railway station the access is currently „indirect”, as the bridge generates a relatively small and tangent flow to the park. For all other possible pedestrian traffic directions, this access is chosen for convenience as it generates the shortest route to Somes – one of the areas of interest in the current form of use of the park.

2.3.2 Routes

Inside the park there is currently a web of alleys dating from the 1970s, developed longitudinally, geometrically, with axial character and with a certain degree of symmetry, crossing the park in a proportion of 85% on the north-south axis. Besides the central layout – the web of alleys, with a circular fountain in the centre of the „composition” – the secondary alleys are mostly spontaneous, „drawn” according to the necessities and flows formed over time through the park and on the route of the former railway tracks used by the recreational train that operated in the park until the '90s. The tracks were removed, just as the train was. An accidental visitor, without previous knowledge of the park, could not guess the former use and configuration.

The quality and typology of existing routes is relevant only to the extent that some have a given character of use (being habitual to the inhabitants). But, because they correspond to the current spatial configuration of the park – this character might lose its relevance when the space is revitalized.

Consequently, it is not particularly recommended to assign a historical or cultural connotation to the present-day arrangement, nor to use it as a source of inspiration for a future arrangement.

2.3.3 Existing functions

One can distinguish at present only 4 distinct areas: the access/reception area, the sports area, the Somes access area, and the central „lawn” area. These

sections of the park are currently used, but, as has been said, for the most part for improvised recreation.

We do not insist on this aspect, since, as it is not an „organized” use of space, the term „function” itself is somewhat improper. High vegetation areas are restrictive in terms of their potential uses – because of their density and appearance – the access areas to Somes River are totally improvised and difficult to access, and the central area of the park – which does not have high vegetation – is too „permissive”, in the same way that any flattened lawn surface is permissive. However, the fact that it can accommodate almost „any” type of activity makes it impossible to crystallize a „character” of the park and thus to outline some vague identity, and in the absence of this feature, the space cannot create sustainable neighbouring and cooperation relationships with its users.

2.3.4 *Plant element*

From the point of view of the existing vegetation, „Feroviarilor” Park is perceived as a *relatively chaotic* space, although compact and somewhat regular, having an arrangement lacking complexity and visually controllable dimensions. This impression is compounded by a number of factors:

- Partially landscaped ground, partially (re)naturalized, with large „open” spaces but also with high vegetation concentrations;
- At the level of perception it is made up of 2 large areas – *the eastern part*, in the vicinity of the Somes River, with a high density of tall vegetation, with groups of trees of size 1 and 2, and *the western part* characterized by little high vegetation concentrated in an alignment – starting from the main entrance and pursuing the south-eastern limit of the park almost up to the north-eastern access – and a series of open spaces, quite large, chained, partially separated by low and transparent plant screens;
- The high-vegetation areas were „complemented” by spontaneous vegetation from ground level to a height of 2-3m. They have thus become more „dense”, a situation that makes it difficult today to use the space under the leaf canopy, which in turn has led to the formation of spontaneous trails surrounding these parts of the park – the south-east side;

In essence, the “chaotic” character is given by the fact that the perceived spatial image is the result of a long process of transformation of the original dendrological fund (1970s) without any special value – in terms of composition or valuable species and specimens, a spatial-vegetal reality altered by clearing and by uncontrolled and unscheduled development.

The main valuable contribution of the plant component is the **ecological** one – the vast green surface and the consistent foliar volume, both of which are of great

importance for an area of Cluj Napoca municipality that is deprived of green spaces and, implicitly, of all their benefits for the physical and emotional health.

In order to enable a thorough understanding of the present situation and, at practical level, to develop a strategy for rejuvenation, completion and delineation of a vegetal concept in the design solution, please consult the Landscape Study (Appendix 4.2).

3. CONTEST BRIEF

3.1. Constraints

The competitors are invited to devise a design solution, a complex spatial planning tool that will wisely adapt to the Somes River course, interact with adjacent streets, with the existing and future local community, with the Railway Station Square and, at the same time, provide the entire visual and intrinsic landscape complexity of a contemporary park.

3.1.1. Surface

„Feroviarilor" Park has a „compact" dimension compared to other urban green spaces in the patrimony of Cluj-Napoca Municipality: „Iuliu Hateganu" Sports Park has a surface of 25ha, the „Simion Barnutiu" Central Park has a surface of 15ha, and „Alexandru Borza" Botanical Garden has an area of 9ha.

It results from this hierarchy that there are objective limitations regarding the spatial potential of a green area with a surface of 5.4 hectares, but the dimensional limitations should be regarded as a **challenge** for designers, since, although it cannot be physically expanded (beyond its current limits), „Feroviarilor" Park can have a larger „perceived" surface – providing complex visual and emotional experiences, being part of the life of its users for as often and as long as possible.

In conclusion, this green space is intended to represent, through the ingenuity of its configuration, a „demonstrator/prototype" of the capabilities of a *compact urban park* to influence positively, decisively and in the long run its area of influence – from the community to the city.

3.1.2. Land configuration

The land has a „plateau" configuration with over 90% insignificant unevenness, with a relatively regular planar shape and a bank slope area partially landscaped on the NW boundary that comes in contact with the Somes River.

Both the flatness of the land, as well as the bank slope area towards Somes are characteristic elements of the micro-landscape, whose potential and limitations have to be analysed, understood and directed to an optimal solution.

3.1.3. Participative urban planning – Community involvement in decision-making

The strengthening of a local community, closely linked to this park’s pre-revolutionary period of December 1989, to the memory of this place and to its significance –the railway theme-, has generated interest from the part of some non-governmental institutions which led through their actions to the organization of a series of events and work-shops inside the park, which were gathered in a „Park Book”, which illustrates a vision of the currents users for this space.

To understand the context created by these „in situ” actions, we first need to understand the entities involved in the co-optation of the community in the process of understanding and (re)using the park. Please find below an extract from the „Park Book” (Appendix 4.3) that is conclusive in this respect:

„The Park Book is a compendium of the citizens’ ideas of transforming Feroviarilor Park, collected through a process of collective planning and imagination facilitate by the Brush Factory, the Group for Local Development and the AltArt Foundation through the “Fab Hub” and “Ars Publica. Res Publica” projects.

”Ars Publica. Res Publica” is a project of the AltArt Foundation dedicated to the activation of “Feroviarilor” Park through culture and participative processes: open workshops, public consultations, concerts, residencies and artistic interventions. Res Publica is also an interdisciplinary team of design and social action consisting of artists, sociologists, architects and citizens.

”Ars Publica. Res Publica/Creation Matters. Art for the activation of Someș and Feroviarilor Park” is a project realized with the support of Cluj-Napoca City Hall and Local Council and of the European Union, the Culture Program. A cultural project co-financed by the National Cultural Fund Administration”

The document, as a whole, is a complex and elaborate sociological tool that describes, on the one hand, the needs, desires and aspirations of the community (in the neighbourhood of the park) and, on the other hand, it presents the results of experimental activities meant to “activate” this space. These activities can be assessed from the point of view of their creativity and their “success” – how much interest they have been able to generate from the part of the current community.

Competitors are invited to go through this material and extract relevant conclusions, correlated with the purpose and objectives of the contest, as well as with the constraints described and developed in Chapter 2.

3.2. Functions of the “Feroviarilor” Park green area

“Feroviarilor” Park should be conceived as one “organism” within this level of analysis, an “organism” with a large biotope component. The green infrastructure, an element that characterizes the park function, has to fulfil, above all, an important role for the city and users – ecological and social.

It will be assumed, as a premise, that there are 2 large families of **functions** fulfilled by **green spaces**:

active – functions manifested for and through use by their users;

passive – functions manifested independently of the human physical presence;

3.2.1. Ecological: Environmental improvement and protection

From the point of view of the inhabitants of Cluj Napoca, the functions of green areas that bring an essential contribution to the quality of living environment in the urban territory are: urban microclimate improvement, atmospheric purification and noise abatement.

In the context of increased anthropization in Cluj Napoca in general, and around the study area in particular *the ecological role of green areas is at the forefront*, resulting from their multiple actions, which are very important for the human habitat, especially in areas that do not benefit from the proximity of extensive forests on large areas, such as the Feroviarilor Park area.

Urban microclimate improvement

Woody vegetation moderates excessive temperatures and attenuates diurnal and seasonal temperature variations through the shading effect and the evaporation-sweating processes of foliage masses.

Physical purification

Masses of greenery purify the atmosphere, especially by retaining dust and powders. When encountering vegetation filters, impurities in suspension mainly deposit on the leaves.

The physical purification capacity depends on the species and it is higher for broad-leaved trees and shrubs having hairy leaves and prominent nervures.

Chemical purification

Vegetal masses perform the most effective form of chemical purification, primarily by consuming CO₂ and maintaining the oxygen balance in the atmosphere.

Research shows that a grass lawn retains 3 – 6 times more dust than a nude surface, and a mature tree retains 10 times more impurities than a lawn the size of its crown projection on the ground.

Ionization of the atmosphere

The vegetation, with a negative electric charge, same like the earth, retains the positive ions and rejects the negative ones, thus achieving a higher concentration in the atmosphere; Trees offer points of soil electricity discharge (negative) and territories adjacent to planted areas also benefit from this effect, the negative ions being transported by air currents.

In order to augment the ecological impact of the Feroviarilor Park (passive function) the following are necessary, concurrently:

- the substantial expansion of the green mass/volume;
- the predominant use of trees;
- the use of species with known and valuable ecological effects (physical and chemical purification, ionization of the atmosphere);

3.2.2. Social: Social coagulant, development pole

From the point of view of direct users, the main function of a green space is to create and provide the framework for collective and solitary recreational activities. On the one hand, a green space must offer the possibility of social interaction itself, generate interest and bring more people into the same context, and, on the other hand, offer more types of recreational activities to satisfy several levels of desires and needs in relation to the green public space - **solitary or collective, passive or active**.

Spaces dedicated to recreation should be placed in a landscape framework that is rich in vegetation and harmoniously organized, so that recreational forms do not generate functional conflicts (recreational activities and active relaxation vs. the desire for calm and passive relaxation). The fundamental role of green spaces, from a social point of view, is to contribute to the restoration of the energy and psychological tone necessary for everyday activities.

The structure and desires of the existing community, from a social point of view, can be understood by reading the “Park Book” (Annex 4.3) document that contains the results of a series of socialising activities aimed at strengthening the community and its relationship with the park. It is highly recommended to study the relationship between the type of activity, its amplitude, its addressability and the typology of the micro landscape involved, and to implement/adopt the ones that are estimated to create a positive impact on the social cohesion.

Knowing the structure and desires of the future community is a far greater challenge as the dynamic of the urban developments next to the park are difficult to foresee. In order to be able to provide this space with a relevant social function (active function), it is necessary to design a "prospective" design solution that imagines realistic usage scenarios and that offers a coherent and diversified landscape, from a landscape, spatial and functional point of view that can transform the Feroviarilor Park into an active "member" of the future community.

3.2.3. Proposed function: a new dimension of the green area

Competitors are invited to identify a **new function** of the green urban space, in addition to the ecological and social / recreational one – “consecrated” functions of green spaces-, respectively the assignment of a new functional, passive or active dimension for “Feroviarilor” Park.

The anticipated urban context is one of (percentage) reduction of the area of green public space per capita and of increasing real estate pressure and maintenance costs.

Green space is “invaluable” by definition, but this trait can no longer be taken as a given fact, but must be justified by the actual benefits resulting from applying and “exploiting” the new function proposed by competitors.

“Fourth model The Open Space System, because of this ideology – that all open space has potential recreational value, depending on the twist that you give it. A more artistic, participatory sensibility was born in this period so you get hip programming in parks, like controversial rock concerts.”

*“The fifth model, the **model of the future**, centres around the potential to use parks to contribute to the effort of learning to live on the earth in a more sustainable way. Overall parks can begin to overcome an historic split between production of resources and consumption of resources and address the possibility of being productive in their own right.”*

3.3. Functional requirements

The activities envisaged within the park are strictly related to the functions imagined for the different areas encountered in this enclosure.

3.3.1. Functions - activities

The desired general concept is one of flexibility and poly-functionality: it is desired **to combine the mandatory functions with ones proposed by competitors** and imagined spaces are recommended to be able to meet multiple needs of users at the same time, and/or to have the ability to suffer rapid transformation to adapt to future circumstances – a “transformable” landscape.

The inner organization of the park requires functional segmentation/zoning, so that the various recreational activities do not obstruct each other.

Mandatory functions:

Passive:

- outdoor cinema/theatre, space arranged for workshops/space presentations for activities without the potential to generate noise that are carried out in the open air;
- Exhibitions of art, sculpture/installations, permanent and temporary – a specific character of the installations must be identified (static/kinetic, space occupation manner) and an arrangement adapted to these actual conditions must be proposed; It is necessary to identify some types of events (more extensive) to which the events hosted by “Feroviarilor” Park and/or collaborating institutions could belong;
- Gathering/sheltering areas correlated with related functions and adapted for different types of users – children, adolescents, adults, elderly, disabled persons: small, covered pavilion constructions;
- Ornithological area – birdwatching in their natural habitat;

- „Didactic” area – botanical garden, another type of school, outdoor lessons/courses etc., a learning landscape;
- Leisure and relaxation area on the bank of Somes River, multiple accesses to the water mirror, walking along the shoreline;

Active:

- Walking/promenade area, circulation: solitary – satisfying the need of contemplation, isolation, meditation, and reading; in a couple – the need for mystery, intimacy, discovery; in a group – the need of exploration, meeting, group activities, games;
- Open-air concerts: area for the stage, fixed or mobile - „Jazz in the Park”, etc. Fragmentation on multiple concert areas with different themes and spatial configurations is possible;
- Recreational areas- various non-destructive sports like fitness, jogging, games, cycling;
- Playground for children – creative, inclusive, ecological playground equipment is desired;
- Community area, picnic area;
- Fishing area – water activities/water contact, light sailing etc.;
- Animal area;

In addition, at the same functional level, the meeting of the following requirements is also desired:

- Adaptation of the proposed function at the level of use, so that a high level of **social inclusion** can be offered: either by proposing areas specifically intended for disabled persons or by adapting some areas intended for the general use to the particular needs of this category of users;
- Correlation with the functions proposed for the Somes River section in the immediate vicinity and with the “Armatura” Park (Detailed in Chapter 3.3);
- Removing the current football field and any sport functions of similar type and size;
- The opportunity to introduce some small commercial and public food functions like „Street delivery/ Park delivery” etc. will be argued, pavilion type, grouped, or correlated with the functional core (more details in Chapter 3.5);
- The presence of “LEA” (aerial high voltage electrical lines) on site will be taken into account and regulations in force have to be complied with;
- A scenario for parking places will be proposed in the immediate vicinity of the enclosure, correlated with the maximum number of users/visitors expected;
- - Circulation inside the park will be done through paths with a minimal impact on micro landscape, providing a semi-permeable water passage, durable and texturally compatible with park function. Specify the type and layout of the materials chosen;

- - Pedestrian routes, accesses and sets of facilities will be illuminated in accordance with specific location –inside the park- requirements (interest, mystery, accent, atmosphere, etc.) but in a manner that creates the premises of an atmosphere governed by a sense of security and visual control of surroundings;
- - The park furniture (all types) presented in the drawings will be consistent at the level of plastic expression, materials and textures with the general design concept and will be found in the cost estimate estimate;

3.3.2. Accesses

Accesses to the park that are currently used are inadequate even in the case of its current use, a scenario with a small number of users for this space. It is necessary to increase the capacity of access points to “Feroviarilor” Park and to locate them in accordance with the anticipated flows and broader spatial context of the envisioned solution.

It is required:

- to analyse the opportunity to maintain the existing position of accesses;
- to identify possible new accesses, in correlation with the proposed design solution;
- to identify an attitude, at spatial and access level, toward the real estate development on the Southern side;
- to identify a new pedestrian access on the North-West side by means of a new pedestrian bridge that should also allow cyclist passage. Its size and position are dependent on the design solution as a whole;
- to rethink the relationship between the Park and the existing pedestrian bridge North access;
- correlate the North access point with a proposed pedestrian route that links Feroviarilor Park with Armatura Park- conceptual level;

3.3.3 Intervention Perimeter Limits

The intervention area has a total area of 7.15 ha and includes all the current neighbouring areas of the Railway Park. Competitors are required to correlate the general solution with identified neighbouring typologies and with the proposed accesses and limits in relation to them.

The Railroad Park has 3 types of limits: *natural* the Somes River on the North-West side, the *artificial opaque* - concrete panels fence- on the Southern side and the *transparent artificial*-metallic fence on the South-East and North-East sides.

- **North-West side:** proposal for a design solution of the left bank of the Somes river to allow simultaneous expansion of the park image into the

territory, in order to overcome the water barrier and establish a functional connection with an important pedestrian flow. In order to achieve this goal, it is imperative to consider the entire Someș river section in the neighbouring part of the park and to correlate of the proposed design on both sides of the river with a) the overall concept of the solution b) the concepts proposed and / or implemented by the winners of the "Rethinking Someș" – contestants will consult the competition documentation in this respect. This point correlates with the proposal for a new pedestrian walkway (point 4, chapter 3.3.2)

- **Southern Side:** The overall attitude towards the real estate development expected will generate the solution both at the level of access and at the type of the proposed limit. This aspect will be clearly visible on the drawings;

- **The South-Eastern and the North-Eastern sides:** it is desired to replace the current limit – clear, limiting, restrictive with a "soft borders" approach - more diffuse, permissive. In this respect, competitors will propose a replacement of the metal fence with a more "friendly" solution that is adapted to human scale and interests, integrating the perimeter pedestrian route into the development solution and expanding the proposal to the current front of the buildings - at the level of circulation and street vegetation. Optionally, in conjunction with the general requirements of chapter 3.3, competitors are requested to illustrate a vision for the development of the built landscape surrounding the park. In other words, a vision is required that places the Railway Park as transforming force and assesses the expected impact (of the park revitalization and activation) in the functional and architectural development of the area.

3.3.4. Usage scenarios

To demonstrate the flexibility and adaptability of the space, as well as the compatibility of the functional layout, competitors will imagine at least 6 possible scenarios of use, as follows:

- Summer use:
 - with one or more flow-generating events taking place simultaneously, generating noise pollution;
 - with one or more flow-generating events taking place simultaneously, non-generators of noise pollution;
 - everyday use – what a normal summer day would look like in the park;
- Winter use:
 - Seasonal flow-generating events – winter fair, festive events;
 - Organized recreational forms (in contrast to some improvised forms) for several age categories, everyday use;

- Use in spring and autumn
 - Seasonal flow-generating events;
 - Everyday use;
- Nocturnal use:
 - Everyday use during night time –atmosphere, level of lighting, the readability of the pedestrian route, discouragement of vandalism;

3.4. Landscape requirements

Given that the revitalization and activation of a “Park” with existing mature vegetation is desired first of all, the “landscaping” interventions will have the most powerful impact related to its ecological function (already argued as a priority for objective reasons) and to its social and aesthetic functions – the urban “image” of this space.

At the same time, it is important to understand that objective and quantifiable criteria will be proposed for the selection and use of the plant material, so that it is possible to meet the purpose and objectives of implementing this project.

3.4.4. Relationship with the existing plant material

The landscape analysis describes in extenso the status, positioning and possible attitudes to the existing vegetation. Competitors must basically interpret the results of the analysis and make a proposal demonstrating an understanding of the vegetal context and a clever adaptation thereto by the proposed project.

The specimens reported as dangerous or lacking any landscape value may be proposed for elimination, but, for creating a relationship to the specimens kept in the final solution, the following aspects should be considered:

- The size at the time of planting (height/diameter/crown diameter) of the proposed specimens must be correlated with the growth rate, the dimension at maturity and the possible compositional relationship with the mature specimens with which they make new compositions;
- The light character of the proposed species in the context where the height of the mature trees often exceeds 20m and, inevitably, any proposed insertion/addition will be shaded until it reaches maturity – therefore, it is necessary to consider not only the actual temperament of the species, but also the long-lasting tolerance to shade and semi-shade that characterizes most locations on the site with existing vegetation;

3.4.5. Selection of the proposed plant material

The proposed plant material must also respond to intrinsic constraints:

- climatic resilience, both to the local microclimate and to the specific microclimate in the area of Cluj-Napoca city – zone 6b, resistance to frost and wind;
- fulfilling the ecological function (detailed in chapter 3.2.1);
- fulfilling the ornithological function: tree material that can attract as many species of birds as possible;
- dendrological diversity: the use of native and exotic species (in the sense of their origin- outside the country and perhaps European borders, adapted to the specific climate of the site, without special and extensive maintenance requirements), with an accentuated and visible decorative character, in order to increase the visual complexity and biodiversity of the area;
- use of species with a reduced need for maintenance;
- affiliation in the current and planned micro-landscape – the right choice of height;
- choosing a planting size to meet the aesthetic requirements of a composition in all 3 development phases: at implementation –depending on the species, minimum height 3-4m, trunk diameter \geq 7-10cm, in the growth period, at maturity, without generating unjustified costs (some species require prohibitive financial investments for large planting sizes);
- the lawns will propose herbaceous species designed for intensive use, environmental and pest resistance and low maintenance;

3.4.6. Planting, use and exploitation concepts

In parallel with the objective constraints, the proposed plant material should be included in a broader spatial development concept of “Feroviarilor” Park and provide a décor both on a whole level – the creation of a new “landscape”, correlated with the general concept of the arrangement, as well as at a detail level – a décor at the level of composition and individual specimens.

The proposed species should be chosen in such a manner that, either *individually* or as part of a *composition* (with other species proposed or existing on the site) to provide a **visually complex landscape environment** in all seasons with regard to the chromatic, textural and figural aspect, depending on the following parameters:

A. Height

It is recommended to interpret the constraints imposed by the site (described in chapter 2) and to outline dynamic vegetation profiles, suitable in terms of scale with both the vicinities (accesses, Somes River area, the expected real estate developments, the existing building fund), and with the preserved trees of height 1 and 2.

It is equally important to reach all three levels of height (tallness) that are relevant for users in all possible contexts, with the stipulation that, for the

fulfilment of the ecological function, the 3rd category will constitute at least 80% of the proposed vegetal material:

1. Low vegetation (less than 1.5m): textural, olfactory, kinaesthetic value;
2. Medium vegetation (1.5 - 4m): chromatic, textural, compositional value;
3. Medium and high vegetation (4-40m): symbolic, compositional, chromatic, protective, visual arrangement, ornithological and utilitarian value;

B. Decor

- Inflorescence:
 - Sequenced flowering March-June: species to decorate through staggered flowering with regard to their blooming period to provide decoration throughout the spring season;
 - Chromatic and textural diversity: different types of inflorescence – dimensions, density, chromatic scale;
- Autumn colours:
 - Sequential loss of the crown (September-November);
 - Going through the entire colour palette (yellow, brown, red, burgundy, green);
- Figure:
 - Visual complementarity in composition with the existing species;
 - Semi-transparent crowns: to provide direct insights into remote areas of the park and to provide depth and visual control;
 - Contrast elements to mark important points of composition;
 - Various types/examples of vegetal compositions in all areas of the park.

One should also keep in mind to achieve by the proposed arrangement an increase by 50-100% in the foliar surface of the park and reaching a proportion of 60-75% of the planted areas of the total site.

The arrangement itself (zoning, positioning of groups and individual species, etc.) will be subordinated to a broader concept of design, namely it will correlate with the spatial and philosophical “message” that the competitors will attribute to this space (in context with chapter 3.6.4).

Illustration of the “functionality” of the proposed solution and of the landscape design concept will be done by simulating aesthetic value for all 4 seasons and, equally important, by simulating the different stages of vegetation development – from planting until maturity. It is imperative to correlate the decorative potential of the species with: the size at planting, the expected evolution (during the individual life), the vegetation period and the visualization of arrangements in a manner that is as realistic as possible (not all trees will be in the same stage of development and décor period in a certain time, and this must be easily legible from the drawing sheets presented).

Equally, it is important that at the level of the *actual landscape* there is a clear and assumed attitude, either to preserve the “plateau” character of this park or to alter it, by earthwork or other actions of changing the micro-landscape (and its

topography). Any attitude is considered correct, as long as it is subordinated to the general concept imagined for this space and it fulfils the functional, ecological and aesthetic requirements of this theme.

3.5. Architectural requirements

The proposed architectural elements have the role of facilitating the good recreational functioning of the park and of bringing symbolic and visual completions to the broader concept of spatial planning proposed by competitors. As a planted space, the architectural/anthropic and the landscape/naturalized components will interconnect, functionally and perceptually, to present a unitary visual message.

3.5.1. Relationship with the landscape

In order to achieve these goals successfully, it is essential to relate to the wider framework of “Feroviarilor” Park, in particular to the changes expected at the landscape level in the next few years, both to the park’s vicinities and to the natural evolution of the plant material.

The architectural image is recommended to be one of dissolution and discreet blending in the created landscape, and if the competitors’ option is to provide powerful architectural elements as a visual message (“statement”), it is recommended to be deliver it in terms of details, materials, architectural language or symbolic connotation and not through contrasting positioning or dimensions.

Both the main functional core and pavilioned & auxiliary constructions will be conceived from the perspective of reducing the possibility of vandalism and inappropriate use (by homeless people,etc.) thorough design solutions.

3.5.4. Functions

The suitable location of a functional core necessary for carrying out the activities imagined for this space will be identified for the Feroviarilor Park, and it will have a general character developed around cultural activities, in correlation with the RLU provisions for the studied area (Annex 5).

Mandatory core functions:

- reception and information area;
- thematic commercial space- stimulation of small creative industries;
- polyvalent space: for cultural activities and manifestations indoor meetings, /debates/ conferences” with a capacity of 100-125 people;
- toilets for both sexes;
- storage of maintenance equipment for the park;
- dressing room;
- proposed functions in the limit of 50sqm;

The choice of individual surfaces, by function type, is at the choice of the competitors, but the total area of the functional core must not exceed 500 square meters.

Secondary mandatory functions:

-covered areas of -pavilion type 10-20 sqm, to the extent of the opportunity widespread at key points of the park;

3.6. Subjective requirements

3.6.4. Character

It is desirable that the arrangement conceived by the competitors will pursue, through all the attitudes and solutions proposed, to outline a “playful” space, focused on the idea of spontaneity and play. An active park, an “instigator” of creative and dynamic activities through the typology of spaces and frames offered to users, but also a park that, in its turn, “plays” with volumes, textures, paths and, as it is natural, the playful side of nature.

Besides this level of perception, considered rather subconscious, it is regarded that “Feroviarilor” Park needs to augment its urban image by generating and developing new features, specific to this space only – a symbolic character, the distinct personality of this space.

3.6.5. “Attractor”

Competitors are invited to conceive a so-called “**attractor**” – a function, facility, image or function that is unique for this urban space. It is recommended to correlate the **general design concept** with this component of the park, as it is considered that the first and most important feature of this space is to “activate” by obtaining, in the first place, a unique and well-defined image – antithetical to its current state, when we are dealing with an amorphous and generic space that feeds from an ever-distant history. It is therefore necessary to identify a *recognizable singular element* that brings both personality and “notoriety” to this park because, in relation to those elements that bring (aesthetic, functional, ecological) attractiveness to this space, it is possible to generate a “public” image of a live, interest-generating public space.

For a clearer understanding of the concept of notoriety and attractiveness, competitors are invited to compare Google Maps’ “rating” for “Feroviarilor” Park and any other European functional and user-friendly urban park.

3.6.6. Re-Branding and “popularization” – Name change and/or creating a new identity

One of 2 possible approaches is recommended:

- Deepening the “*railway*” *theme*, the metaphoric significance behind it, connecting it with the subconscious fascination between the human being and the idea of conquering time and space – which was possible for the first time for the masses with the implementation of the railway system. If this approach is chosen, it is necessary to orient the solution in the spirit of this name, the “Railwaymen Park”, and then it is necessary to identify the subtle elements that give value to this type of approach, and the solution must bring arguments in favour of this concept and of the future character of this space;
- Identifying another theme-concept that will determine the functioning, perception and subsequent designation of this public space as part of an approach that wants to distance the solution from the past of the park and imagines a new context, in which the character and value for users are created in present and future, regardless of the actual theme, as long as it is valuable and visible at the level of solution and perception.

The development of the “*railway*” theme brings along either the keeping of its current name or its adaptation in relation to the basic theme, and the identification of a new thinking and design concept also brings along the finding of a new name for this space in accordance with the concept desired to be implemented.

3.7. Conclusions: Multi-criteria “performance” – Innovation in conceiving and using urban green spaces

It is desirable to design and implement an innovative park to represent a spatial, conceptual and usage model for future developments of public green space in Romania, while simultaneously responding to the following performance criteria:

- doubling the foliar surface and using species with defined roles in improving the urban climate and the health condition of the population and the city (ecological and social function);
- identifying a new urban function that adds value to space and exceeds the limitations of current uses of a “park”-type of space;
- attracting users from existing, future and urban community, of tourists and mediating the relationships between all these social categories. Exceeding the position of “green space in the neighbourhood”;

- generating a spatial image with pronounced aesthetic valences for the park function: quality landscape architecture to bring a park in Romanian among the “well-known” parks in Europe – social and cultural impact;

-implementing an economically and ecologically self-sufficient solution – sustainability of the vegetal element, reduced maintenance, the possibility of generating incomes to cover the expenses through the activities encouraged;

4. REQUIRED PARTS

4.1 Drawings

The projects will be presented on 3 sheets, 841x1189 mm (A0) format, on white paper, paginated horizontally (*landscape*), uncovered on a rigid support.

They will include the following pieces:

Sheet 1: Highlighting the overall vision

A general plan explaining the conceptual elements underlying the future development plan of “Feroviarilor” Park in relation to the Somes river banks, the planned real estate developments, the area of the Railway Station, “Armatura” park and all the connections to be established between the studied area, the nearby neighbourhoods and the city.

Sheet 1: Overall vision

Sheet 1 will contain:

- an overall site plan of the “Feroviarilor” Park that includes a clear representation of proposed planting. All planting (trees in particular) will be represented as an overlap of diameter at the planting stage and the crown diameter at maturity scale 1: 500;
- treating the park boundaries, the relationship with the vicinities that delimit the intervention perimeter (both banks, the proposed pedestrian walkway, the relationship with the two streets;
- at least 2 representative sections to capture the relationship with the real estate development and Somes river bank, suggestive of the proposed solution 1:500;
- detailing the access areas of the park scale 1:100;

Sheet 2: Concept and urban connections, attractor, functional core

Sheet 3: Present and future development, “Feroviarilor” Park 2028

Sheets 2 and 3 will contain:

- highlighting the concept of spatial planning (structural, volumetric, aesthetic – sketches / functional schemes, perspective etc.) correlated with the chosen attitudes for the functional and architectural landscaping;

- plans and sections of the the proposed construction-functional core scale 1:100; detailing and perspectives - at the choice of competitors;
- illustrating the “Attractor” element, the created and generated relationships, the expected effects;
- justification of keeping or change the name of „Parcul Feroviarilor” (*Railwaymen Park*), correlation with the general concept and with the „attractor”;
- plans and sections of choice – suggestive to support the proposed solution;
- illustrating the 6 possible scenarios of use (concept developed in chapter 3.3.2) + a compulsory nocturnal perspective with highlighting the lighting scenarios;
- illustrating the aesthetic valences of the vegetal material in the 4 seasons;
- representative perspective at the implementation phase – in this drawing the size of the trees (height, diameter of crown) will be identical the ones provided in the cost estimate;
- representative 2028 perspective (expected and desired evolution for the next 10 years);
- detailed perspectives – at choice of competitors;

NOTE.

- *all drawn pieces can be represented by any 2d and 3d graphical methods.*
- *the explanatory text (as clear and concise as possible) to support the concept must be integrated into the 3 sheets.*

4.2 Written parts – estimate

Each project will include an **estimate of the design services** (according to the model in Appendix 2)

The estimate will have the values expressed in Lei (using the exchange rate of the National Bank of Romania on the launch date on SEAP platform). The **estimate of design services** will be part of the negotiation basis for concluding the design service contract with the contest winner.

The estimate should not exceed the estimated maximum ceiling, according to the “Estimation of investment and design costs” – Appendix 2.

The competition brief is the materialization of a series of needs and aspirations of the Promoter that belong to a wider framework of the vision for the Railway Park area and the Somes River. In this sense, the aim of the brief is to communicate to the competitors the particularities of these needs and desires without restricting their freedom to propose a personal vision for the future development of this space. Consequently, the competition brief is a tool for the compatibility of the promoter and competitor's visions with the aim of identifying the design brief itself.

The winner of the contest will provide the design brief for approval by CTATU and the Regional Historical Monuments Commission as the stage of the negotiation process with the Promoter of the contest.

5. AWARD CRITERIA

A. MEETING THE FUNCTIONAL –LANDSCAPING AND ARCHITECTURAL-REQUIREMENTS - 60% of the final evaluation (maximum 60 points)

Evaluation on a scale of 1 to 60, if the **minimum requirements** imposed by the contest brief have been met.

It is calculated as the sum of the points awarded by the jury for the following aspects:

A1. Functional Criterion – max 10 points

The following will be scored:

- The usage scenarios proposed and consequent resolution of accesses and routes;

A2. Landscaping Criterion – max 25 points

The following will be scored:

- Relationship with the existing plant material;
- Selection of the proposed plant material;
- Planting, use and exploitation concepts;

A3. Architectural Criterion – max 15 points

The following will be scored:

- Relationship of the proposed project with the surrounding landscape.
- Solving the proposed functions.
- Architectural appearance.

A4. Financial Criterion – max 10 points

The following will be scored:

- Falling below the investment limit indicated in the contest documentation;
- Rationality and sustainability of the spatial functional solution in relation to the estimated price;

B. ADDED ARCHITECTURAL-ARTISTIC VALUE OF THE PROPOSED INTERVENTION – 40% of the final evaluation (maximum 40 points)

Evaluation on a scale from 1 to 40 of the architectural-artistic value of the proposed solution.

It is calculated as the sum of the points awarded by the jury for the following aspects:

B1. Character of the park following the proposed intervention and the general atmosphere of the intervention – maximum 20 points

B2. The force of urban “attractor” that the park will have following the intervention and the ability to adapt over time – maximum 10 points

B3. The quality and clarity of the representation of ideas, so as to illustrate the competitor’s ability to execute the proposed project – maximum 10 points

Calculation algorithm for point A – Minimum requirements

$A = A_1 + A_2 + A_3 + A_4 = 60$ points

Calculation algorithm for point B – Added value

$B = B_1 + B_2 + B_3 = 40$ points

Calculation algorithm for the final evaluation (maximum 100 points are possible)

$A+B = 60 + 40 = 100$ maximum

Contest brief approved on the date of

Promoter:

Municipality of Cluj-Napoca

Mayor,

Emil BOC

(signature and stamp)

Drawn up from the part of the organizer:

The Romanian Order of Architects, Transylvania Branch

In partnership with the Romanian Order of Architects

Arch. Razvan VasIU

Arch. Sorin Dan Clinci