

# PROPOSALS



## STADIUM DESIGN

The internal layout of the Stadium provides the Red Café on the ground floor, opening off the Club Shop, with the Heritage Museum located on Level 1 above. These areas are located on the South East corner, accessed from the Fanzone. This area becomes the focal point for supporters upon entry into the site, with the glazed façade wrapped around the corner, creating an active frontage engaging with the Fanzone. Aberdeen FC Community Trust facilities such as a learning centre and multi-functional indoor concourse area are also proposed within the Stadium.

Hospitality suites are provided on Level 1 with further Hospitality suites and Private boxes located on Level 2, overlooking the pitch. AFC are also considering a Supporters' Bar area on match-days. Separate entrances have been provided for Hospitality at either end of the main stand.

Following the feedback we received during the Public Consultations regarding the scale of development, the heights of the stands were reduced with the internal seating layout refined to provide the same number of seats. A safe standing zone is being considered by the club for inclusion into the proposals.

The Stadium has now been designed to provide a level access concourse around the entire perimeter of the Stadium. The access points into the concourse areas have been grouped together so that turnstiles and accessible gates are entered from the same point, ensuring that supporters with accessibility requirements are catered for.

Within the concourse areas, accessible toilet facilities are provided to meet the technical standards and the concessions are designed to ensure that the facilities are accessible to all.

Internal colours will be bright with plenty of opportunities for the club to provide marketing imagery throughout to enhance the supporters' match-day experience.



LEVEL 0 FLOOR PLAN



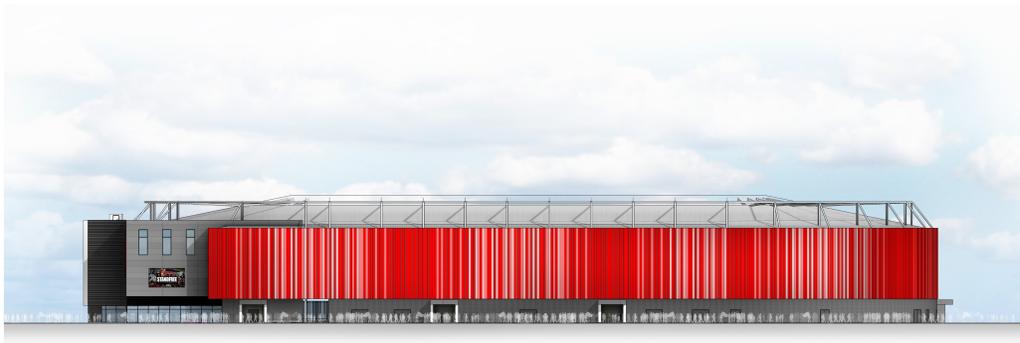
LEVEL 1 FLOOR PLAN



LEVEL 2 FLOOR PLAN



STADIUM ELEVATION FROM SOUTH



STADIUM ELEVATION FROM EAST

bottom 30cm (beneath 214.5cm) will be in roller