











The intent was to produce a clear simple design that is structurally legible, honest, responds to the brief and compliments the historic fabric of the Kelvin Grove Campus, offering a fresh new layer to this architectural fabric. It is envisaged that the building will be a backdrop to its functions, and that its users and multifunctional usage will add colour, variety and life in many different ways. The design explores the "pavilion" building type.

The cantilevered first floor hovers overhead offering a convivial, shaded and protected canopy below for outdoor dining, rest and respite. At ground level, the line of enclosure echoes the previous timber structure, and includes toilets, locker-room, maintenance workshop and green-keeper's office.

A gentle generous stair leads up to the floating first floor platform. An expansive opening glazed space forms the inside/outside clubroom, allowing an intimate relationship with surrounding games lawns. The raised clerestory volume forms the spatial crescendo, with windows all around. One feels very much part of the tree canopy, with visual axes through to surrounding sports facilities and Table Mountain beyond. All surrounding trees were saved, and used to offer considerable shade/protection to the building on the north-west side.

The open clubroom is flanked by solid-walled "bookend" facades at both ends, relating to the solid walled architecture of the surrounding fabric. Finishes are kept simple and monochromatic. Shiplap boarding references the previous timber structure; off-shutter concrete provides an honest/economical structural finish; smooth white walls offer a consistent backdrop to the lawns; timber flooring and handrails to add warmth/tactility.

## KELVIN GROVE GAMES PAVILION

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