

# Sylvania Northview & Southview Athletic Facility -Master Plans



**CONSTRUCTION  
PACKAGES / PHASES**

- A - VISITOR CONCESSION, PRACTICE FIELDS, & PARKING
- B - TEAM FACILITY
- C - SOFTBALL STADIUM & PARKING
- D - WILDCAT STADIUM

**WILDCAT STADIUM**

- NEW 8-LANE ALL WEATHERED TRACK
- REFURBISHED VISITOR BLEACHERS INCLUDING ADDITIONAL SEATING FOR VISITOR BAND. SEAT 1,200
- NEW HOME TEAM ELEVATED STAND - 2500 SEATS MINIMUM, INCLUDING SEPARATED BAND AREA WITH 200 SEATS
- NEW TRACK & FIELD AMENITIES
- NEW SCORE BOARD

**TEAM FACILITY**

- LOCKER ROOMS
- STORAGE

WIDEN SIDEWALK

**KEY**

- RENOVATE
- NEW
- EXISTING



**VISITOR CONCESSIONS  
& STORAGE**

**FOOTBALL  
PRACTICE FIELD**

**35 ADDITIONAL  
PARKING SPACES**

**MAIN ENTRY**

- TICKET BOOTH
- SOCIAL GATHERING PLACE
- DEDICATION WALL
- CONCRETE & BRICK PAVER WALKWAY
- CONCESSION STAND & STORAGE
- RESTROOMS

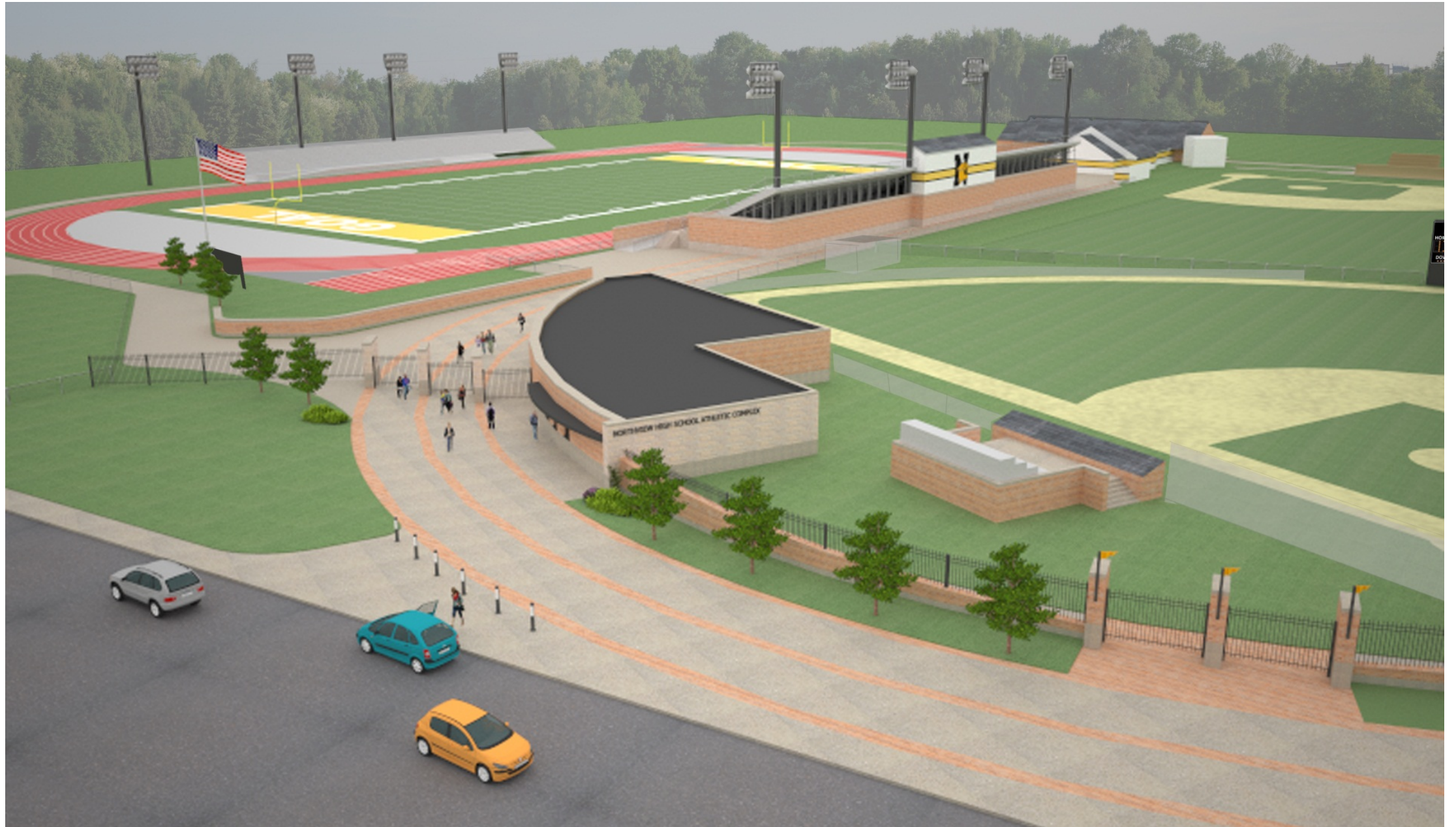
**WILDCAT SOFTBALL STADIUM**

- NEW SCORE BOARDS FOR SOFTBALL & BASEBALL
- ADDITIONAL BATTING CAGE
- BLEACHERS & PRESS BOX

**WEIGHT ROOM ADDITION**

- 5,000 s.f. WEIGHT ROOM
- NEW LOCKER ROOMS
- ELEVATOR ACCESS TO UPPER BLEACHERS
- RENOVATION OF EXISTING LOCKER ROOMS













**ATHLETIC COMPLEX - MASTER PLAN**

**NEW STANDS FOR SOFTBALL**

**ADDITIONAL RESTROOMS & CONCESSIONS**

- STORAGE

**COUGAR STADIUM**

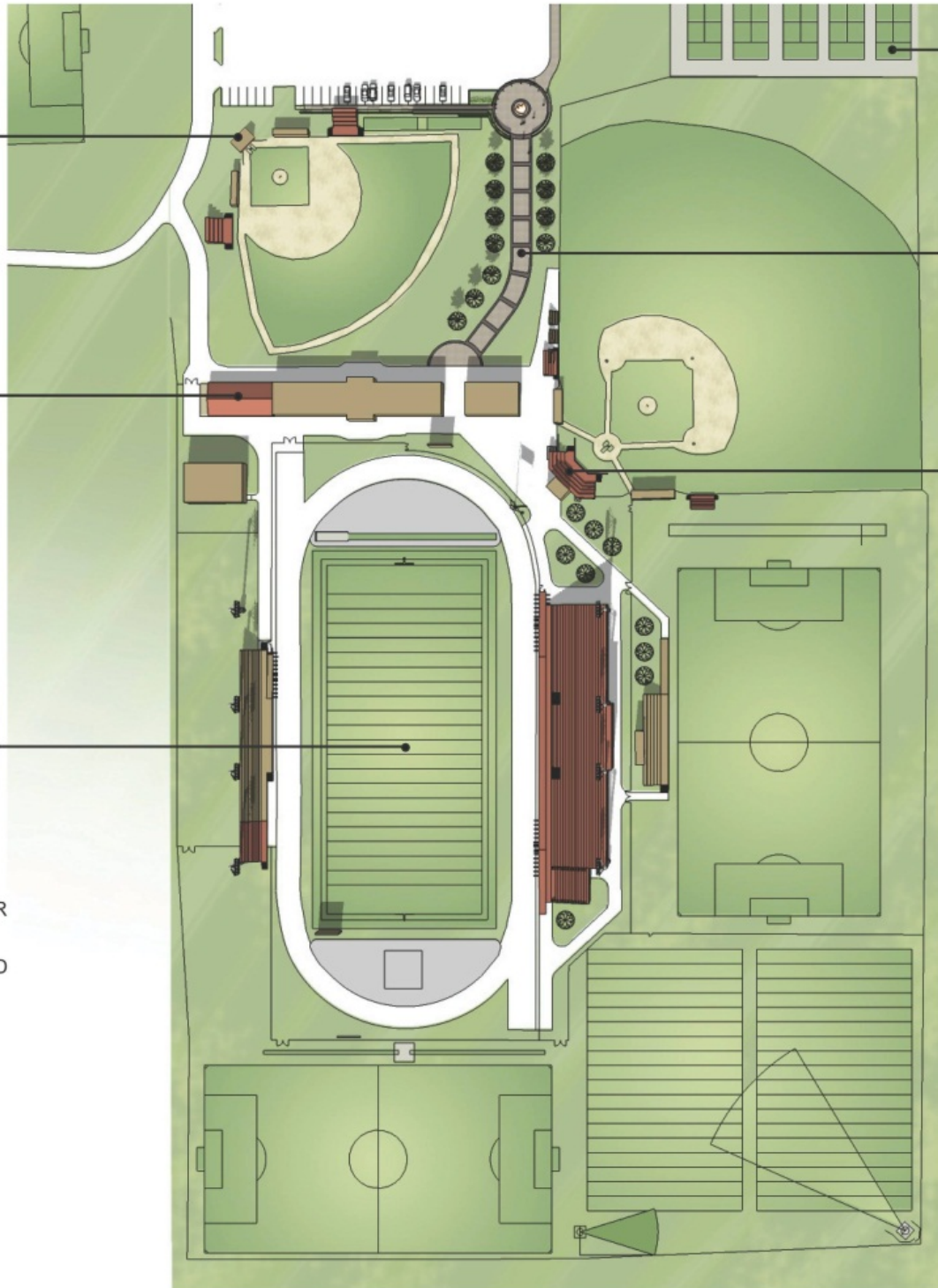
- NEW HOME TEAM ELEVATED STAND - 2500 SEATS
- NEW PRESS BOX
- NEW TRACK & FIELD POLE VAULT & SHOT PUT
- RENOVATE EXISTING VISITOR STANDS
- NEW STANDS FOR HOME AND VISITOR TEAM BANDS

**RESURFACE TENNIS COURTS**

**NEW ENTRY**

- CONCRETE AND PAVER WALKWAY
- NEW PARTIAL WALLS AND LANDSCAPE FEATURES

**NEW STANDS & CLOSER BACKSTOP FOR BASEBALL**



**KEY**

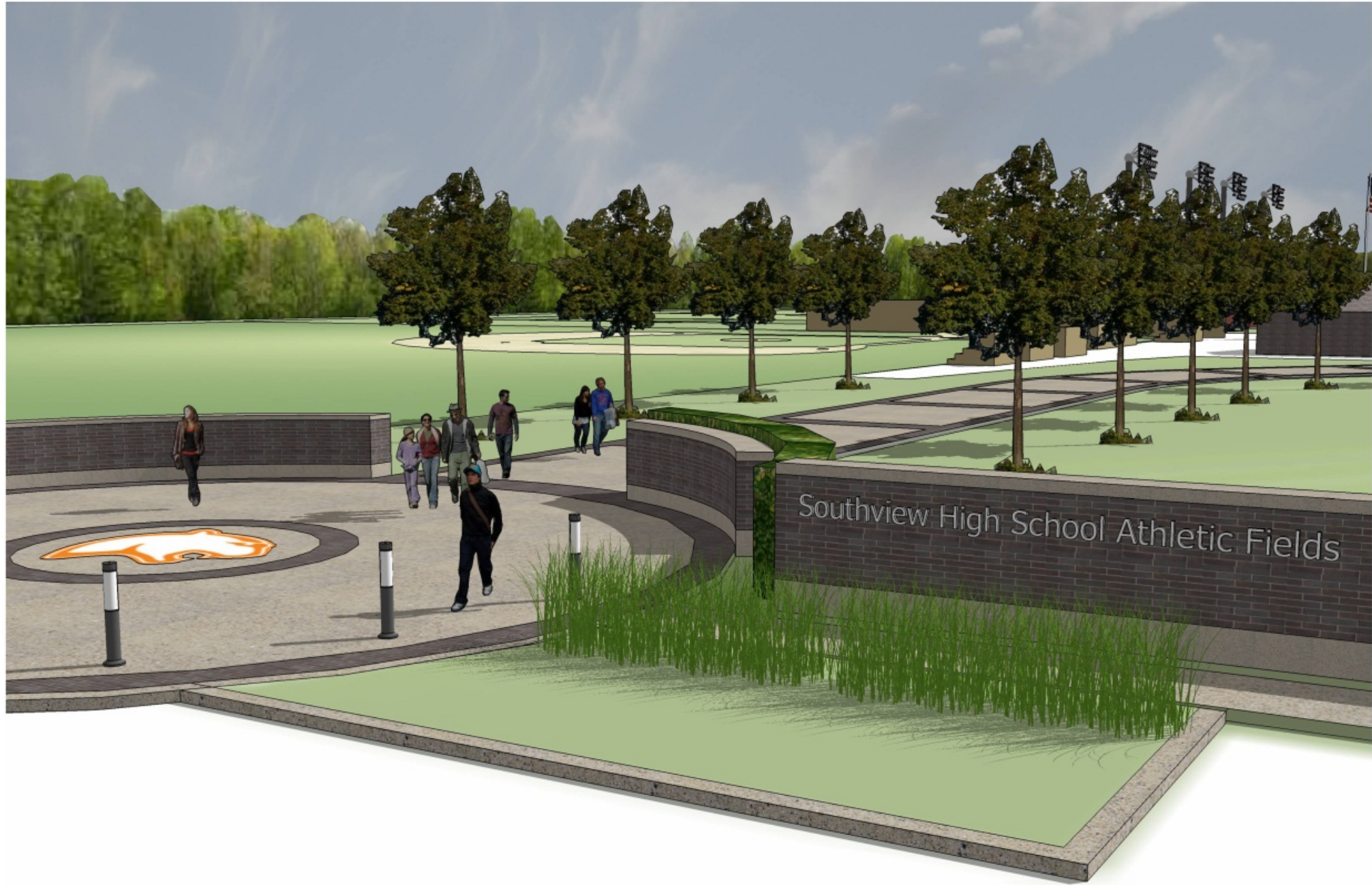
- NEW
- EXISTING

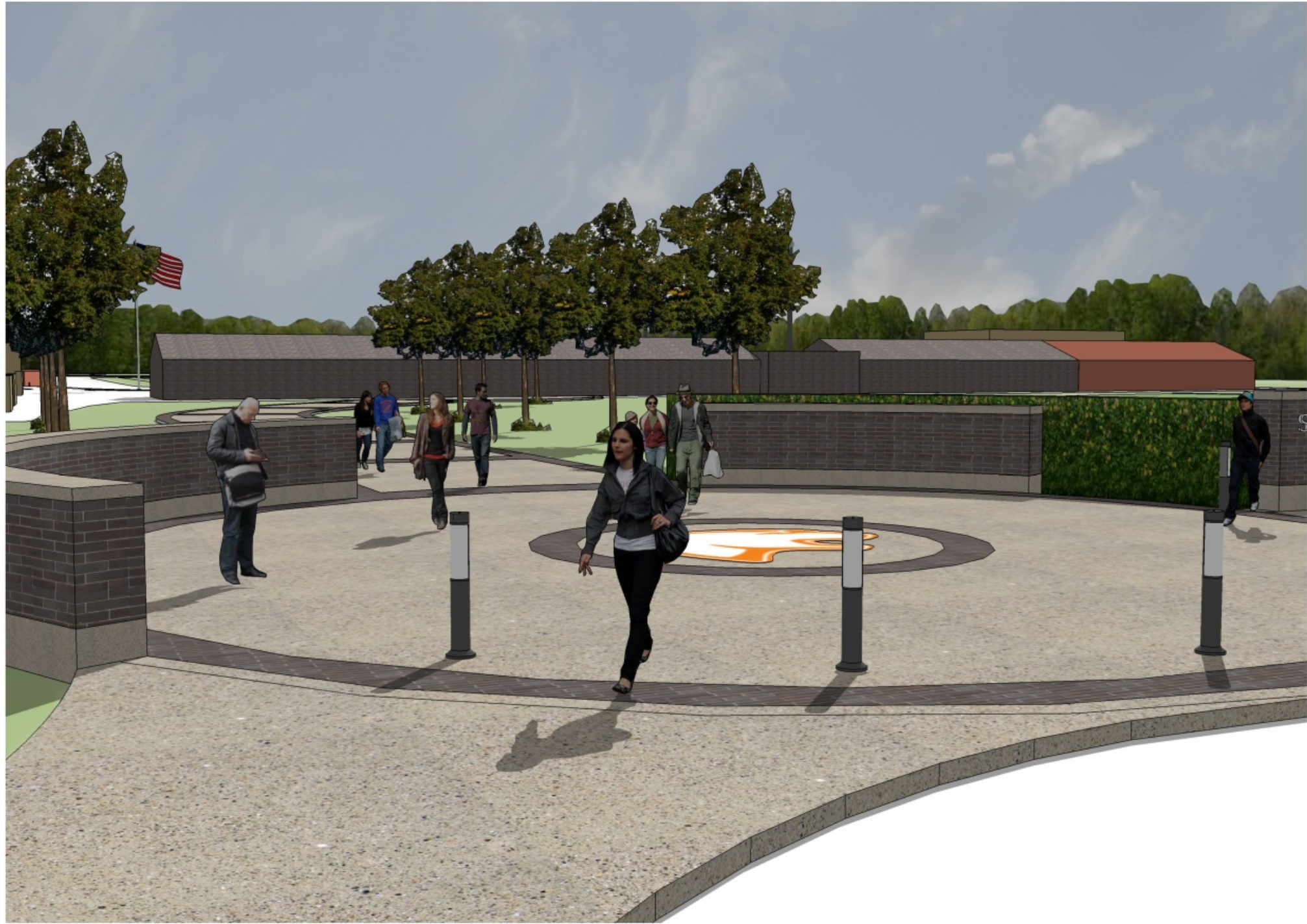


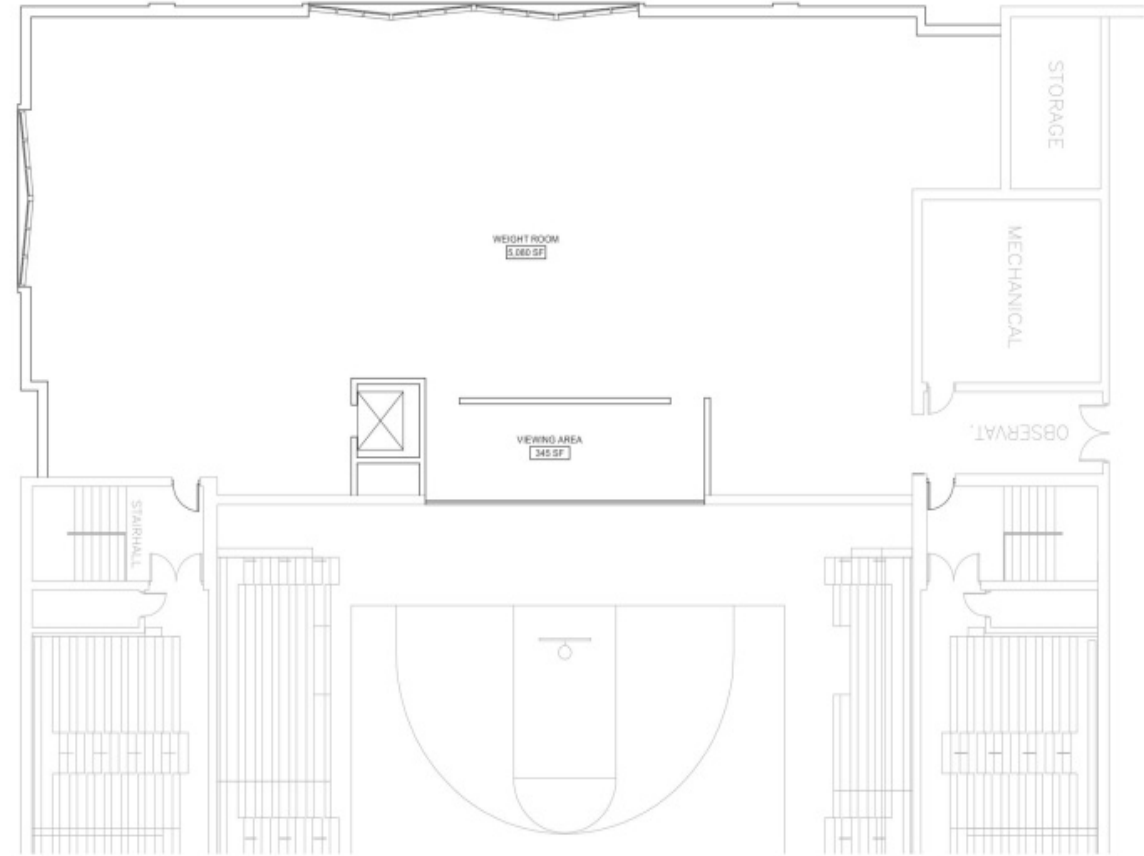
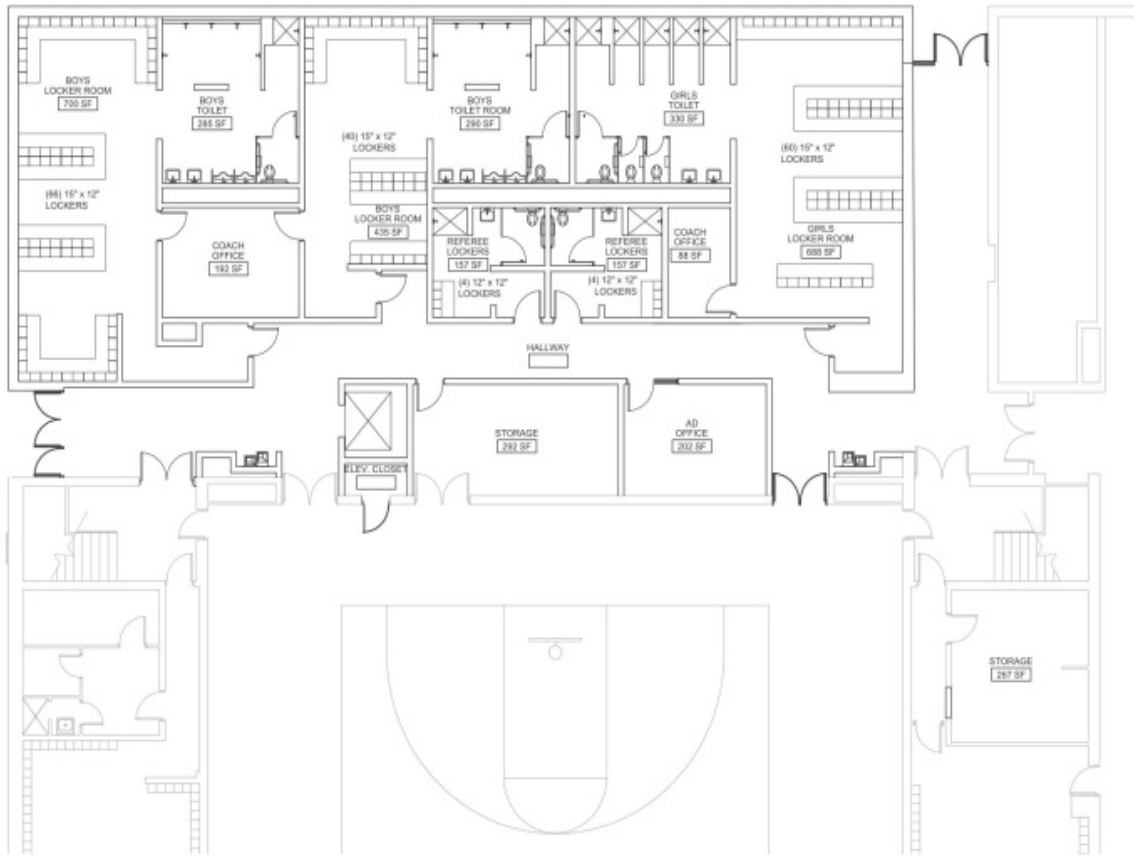












A6 FIRST FLOOR PLAN - OPTION A  
1/8" = 1'-0"

A7 SECOND FLOOR PLAN - OPTION A  
1/8" = 1'-0"

# AUXILIARY GYM

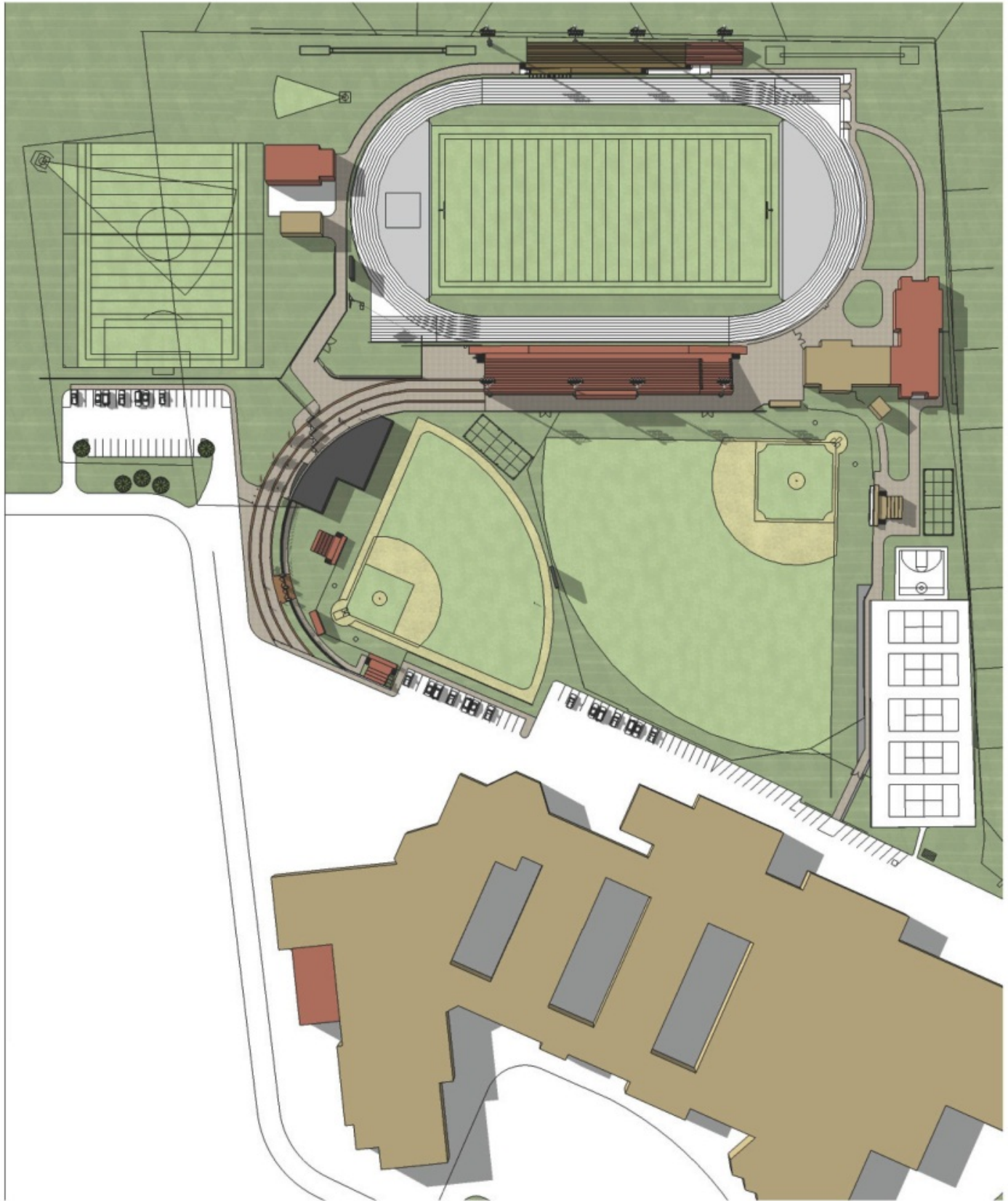









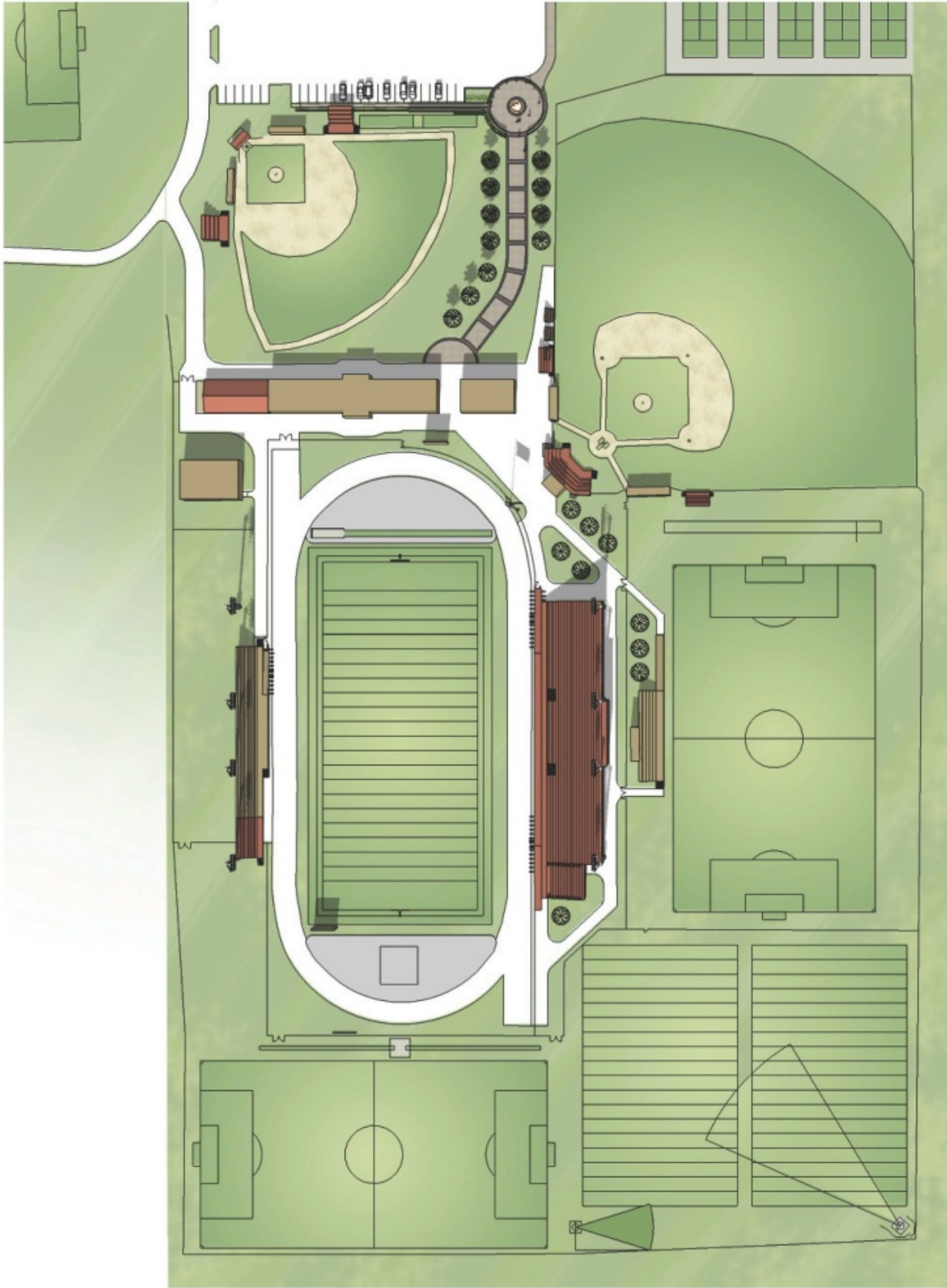




**KEY**

-  RENOVATE
-  NEW
-  EXISTING





**KEY**



NEW



EXISTING

