



Give a Get a
PARK.

DESIGN COMPETITION

APPLICATIONS DUE JULY 31, 2017

WWW.GAPGAPDETROIT.ORG



Ride It Sculpture Park, video still courtesy of Tony Hawk Foundation



Photo of Morningside © Jim West Photography

VISION

The 'Give a Park, Get a Park' project has 3 goals in mind:

- 1) City agency coordination
- 2) Active community engagement
- 3) Design excellence achieved through an open competition

PROCESS

This project takes place in a strong neighborhood where opportunities exist to exchange a surplus, de-commissioned park with a vacant corner lot in a better location.

The competition to design this new park space stimulates the emerging professional design community within Detroit as well as regionally and nationwide.

RESULTS

We seek to cultivate public spaces where residents can meet, eat, play, plan, and share the unique identity of their neighborhood. In addition to sharing the top park design submissions from the result of this competition, the City of Detroit will publish a how-to guide to support future efforts within Detroit as well as provide a model for other cities.

Photos courtesy of General Services Department



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Photos © Jim West Photography



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FROM THE CITY OF DETROIT & THE KNIGHT FOUNDATION

Detroit is working to reorganize two of its greatest assets – public land and green space. Our city has 131,000 vacant lots, over 100 abandoned public school sites, and 95 small parks under an acre, all of which require continued stewardship. Recognizing new patterns of growth in the city, we aim to act more efficiently with the public land that we have. Unlike buildings, public parks and green spaces are flexible and can be quickly repositioned without incurring large costs. Detroit has an opportunity that most cities do not have – to reposition public parks where neighborhoods need them most.

Like many American cities, Detroit has a legacy of neighborhood mini parks under an acre that have fallen out of use

due to poor location or lack of resources. In addition, maintenance is the largest expense in the public park budget. With ‘Give a Park, Get a Park’ Detroit seeks to offer more populated neighborhoods a better urban park experience that minimizes maintenance expenses while maximizing accessibility and enhancing public life.

In this project the City of Detroit will ‘give a park’ – offer to sell a mid-block, decommissioned mini-park to adjacent community residents, allowing residents to increase financial equity and physical stake in their neighborhoods. The same neighborhood will then ‘get a park’ – a larger park comprised of vacant, city-owned corner lots less than a mile from the former park. This new park

will be planned and designed through a combined community engagement process and innovative design competition.

The ‘Give a Park, Get a Park’ project will pilot a strategy for better-positioned, high-quality, and unique public spaces without significantly raising maintenance costs. It will also serve as a broad-based community engagement effort that asks Detroit residents what they want to see in their neighborhood park – and delivers through thoughtful engagement and dialogue. Lastly, it will stimulate the local, regional, and national design communities by inviting the brightest designers to join Detroit residents in realizing better neighborhood parks.

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GIVE A PARK, GET A PARK SUMMARY

GIVE

- City GIVES decommissioned park to resident as a “side lot” sale
- Small park (< 0.5 acres)
- Former park parcel will be rezoned and resident-owned
- Park still needed in neighborhood
- Poor location (mid-block)

GET

- Neighborhood GETS a new park in exchange
- Larger park (> 1 acre)
- Parcels are City-owned or a soon-to-be vacant lot
- Neighborhood has high density, seniors & youth
- Located on corner(s), near neighborhood center

ENGAGE & DESIGN

- Open competition connects community with local, regional, and national designers
- Ideas refined through community workshop and design review
- Winning park design slated for implementation by the City of Detroit



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PROJECT SITE: CONTEXT

The City took a data driven approach to identifying viable neighborhoods eligible for this park relocation project. The 2016 Parks Master Plan includes extensive research on each of the 300-plus public park properties which were surveyed, categorized, and ranked while considering park service gaps, priority neighborhood study areas and targeted commercial corridors.

Morningside was selected due to a:

- Stable or growing population in need of quality open space
- Small, decommissioned park in a poorly accessible location; and
- Cluster of opportune, publicly-owned corner lots that are larger and more accessible to a greater number of neighborhood residents.





Mural at Mothers Park and community gathering, photos © Jim West Photography



NEIGHBORHOOD CHARACTER

Morningside is a far east-side neighborhood with a combination of historic homes and newer built Habitat for Humanity houses. Residents range from school children to seniors, all of whom are seeking more park amenities. The only city park in this neighborhood is Fiori Park, an inactive park less than half an acre, on the very north border along the I-94 highway. The proposed park site at the corner of Three Mile Drive and Munich would relocate this single amenity to a more much accessible location. The challenge is to address the four soon-to-be vacant street corners and give this neighborhood the real park that they have long been waiting for.

SITE CONDITIONS

How can four corners combine to make one cohesive park? This site features a number of particular, dynamic conditions that must be harnessed:

- 1) the northeast corner features an existing community-built memorial called Mothers Park;
- 2) the northwest corner is currently vacant but will expand with a planned house demolition;
- 3) the southeast and southwest corners have blighted houses that will be demolished; and
- 4) the southwest corner has a mid-block playscape that was recently built without community input and must be merged with the larger design.

PROJECT SITE: MORNINGSIDE NEIGHBORHOOD

DESIGN OPPORTUNITIES

- Currently a four-way intersection allows one-way, non-stop traffic from north to south and bidirectional yield traffic east-west. What kinds of traffic calming methods or traffic pattern adjustments could provide safety for residents, especially with the prospect of four corner park pieces?
- Incorporate the existing mid-block park with its playground equipment into the larger design vision. Should the playground be repositioned?
- Incorporate the existing Mothers Park memorial into the larger design vision. It is a space for community art, murals, and gathering for meetings. How might this program and unique character be celebrated, maintained and also enhanced?
- Design residential screening from park activities and improve lighting, security and surveillance methods. How can a residential park be a safe, space and but also remain buffered from adjacent homes?
- Increase fitness opportunities for all age groups. What kinds of activities will safely and proportionally fit in this space?

PROJECT SITE AT THREE MILE DR & MUNICH





◀ A

PROJECT SITE AT THREE MILE DR & MUNICH



B ▶



◀ C



PROJECT SITE: DESIGN AND ENGAGEMENT PRINCIPLES

DESIGN CONSIDERATIONS

Pre-competition engagement meetings with residents revealed themes common to the site that dovetail with goals of the City of Detroit. Design teams should consider:

- Initial construction cost
- Annual maintenance cost
- Use of low-cost materials
- Green stormwater management potential
- Neighborhood branding and identification
- Lighting and public safety
- Inclusive design for individuals of all ages and abilities

ENGAGEMENT CONSIDERATIONS

Each of the selected design teams must make an effort to work closely with residents throughout the competition process. Half of the design competition is predicated on a sensitivity to listening to community concerns and ideas, and helping residents to realize their own park. Responsiveness and quality communication skills are critical. Residents will be evaluating design teams on some of the following criteria:

- Listening skills and curiosity to address community concerns
- Ability to adapt designs and translate ideas into images at the community design review
- Inclusivity with all residents regardless of age, race, gender, sexual orientation or ability

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STAGE

JUN 19 – JUL 31

1

COMPETITION CALL

AUG 14

PARTICIPANT ANNOUNCEMENT

5 TEAMS

\$1,000
TRAVEL
STIPENDS

STAGE

AUG 26

2

SITE VISIT /
COMMUNITY DESIGN REVIEW

IN
DETROIT

SEP 1

SHORTLIST ANNOUNCEMENT

3 TEAMS

\$1,000
TRAVEL
STIPENDS

STAGE

SEP 4 – OCT 1

3

DESIGN PROCESS CHECK-IN
& FINAL DESIGN SUBMISSION

OCT 14

PUBLIC EXHIBITION & PRESENTATION
ANNOUNCEMENT OF WINNING DESIGNS

IN
DETROIT

1st PLACE PRIZE \$10,000
2nd PLACE PRIZE \$5,000
3rd PLACE PRIZE \$2,500

COMPETITION TIMELINE & PROCESS

The Give a Park, Get a Park competition occurs in three stages: 1) an initial call for participants; 2) a site visit and community design review, after which a shortlist of teams are selected, and; 3) a final presentation and public exhibition where the winning design will be selected.

1st, 2nd, and 3rd place designs will be chosen with input from the community and a diverse design jury.

STAGE 1

COMPETITION CALL, APPLICATION SUBMISSION & PARTICIPANT ANNOUNCEMENT

Application opening: June 19, 2017
Application deadline: July 31, 2017

Applicant teams submit written letters of intent, resumes, portfolios of relevant work, and additional information.

After a panel of cross-departmental commission review of submissions, 5 participant teams will be selected. Upon selection, finalists will be awarded a \$1,000 travel stipend for housing and transportation to Detroit.

Participant teams will receive an onboarding package of additional information and begin preparing initial ideas, sketches, questions, and investigations. Teams then schedule their plan their travel to Detroit to participate in the Site Visit/Community Design Review.

STAGE 2

SITE VISIT / COMMUNITY DESIGN REVIEW & SHORTLIST ANNOUNCEMENT

Site visit/community design review date:
Saturday August 26, 2017

Participant teams will attend a morning site visit neighborhood orientation, led by PDD & GSD staff. In the early afternoon teams will participate in a community meeting and design review in a neighborhood venue. Teams will meet community members and present their initial ideas for review, feedback, and charrettes. In this critical stage teams will listen carefully to residents in order to answer questions and document their ideas, concerns, and preferences. Residents will rank teams in order of preference with regard to quality of community engagement and design ideas. Teams will receive this information as well as suggestions for improving their designs.

3 shortlisted teams will be selected to continue to the next phase following a post-meeting review by the competition commission. These 3 teams will receive a second \$1,000 travel stipend to return to Detroit in October to present their projects at a combined public exhibition.

STAGE 3

FINAL DESIGN SUBMISSION, PUBLIC EXHIBITION & PRESENTATION, WINNERS ANNOUNCEMENT

Final Submission: October 1, 2017
Public exhibition & presentation date:
Saturday October 14, 2017

Shortlisted teams will take what they have learned and recorded from the site visit and community design review, including the site details and public feedback, and apply it in the design studio. Shortlisted teams will have check-in opportunities with PDD & GSD in order to ensure that projects are developing in accordance with the preferences of the community and the City.

At the beginning of October shortlisted teams will submit their final designs according to the requirements listed in the Instructions Section of this brief. The final boards will be plotted and prepared by the competition commission in preparation for the public exhibition.

Shortlisted teams will then return to Detroit to present their final presentations at a public event. Each team will make a 10 minute presentation followed by a 20 minute Q&A period from the audience and design jury.

Following the presentations and based on community feedback, the design jury will announce 1st, 2nd, and 3rd place awards for each team.



Community meeting, photo courtesy of Planning & Development Department

PUBLIC EXHIBITION

Winning teams will present their design proposals at a high-visibility, public event in October, 2017 to City leaders, representatives from City agencies, developers and landowners, local stakeholders, and the public. The event will be held in a public venue in or near the Morningside neighborhood. The competition sponsors will facilitate the public event.

The competition results will be announced at the public exhibition and on the competition website shortly thereafter.

AWARDS & TRAVEL STIPEND

At the conclusion of STAGE 1 the 5 selected participant teams will receive \$1,000 per team to cover travel expenses and room and board for the site visit and community design review in August, 2017.

At the conclusion of STAGE 2 the 3 shortlisted teams will receive another \$1,000 per team to cover travel expenses and room and board for the public exhibition and final presentations in October, 2017.

At conclusion of STAGE 3, the winning team will receive a \$10,000 cash prize, the second and third place teams will receive \$5,000 and \$2,500, respectively.

The 1st place team will have their designs sent to the Landscape Design Unit of the General Services Department for further review and refinement with the goal of implementation and construction by the City of Detroit. An online gallery on the competition website will display all of the submissions for public view at the end of the competition.

We remind applicants and participants that this is an ideas competition; there is no guarantee that any of the park designs will be implemented or constructed as submitted.



Julie Bargmann
Founder & Principal, D.I.R.T. Studio;
Associate Professor & Graduate Director of
Landscape Architecture, University of Virginia
School of Architecture

Julie Bargmann is internationally recognized as an innovative designer in building regenerative landscapes and with interdisciplinary design education. In both academic explorations as well as her design practice, Bargmann's on-going research continues to excavate the creative potential of degraded landscapes. Her graduate design studios and courses focus on the design potential for productive futures of fallow cities.

Applying this research at her small design practice, projects at the D.I.R.T. studio explore past and present industrial operations and urban processes in relationship to ecological systems, cultural constructs and emerging technologies. From closed quarries to abandoned coal mines, fallow factories and urban railyards, Bargmann joins teams of architects, artists, engineers, historians and scientists to imagine the next evolution of these working landscapes.

Along with a degree in sculpture from Carnegie-Mellon University, Bargmann earned a masters in landscape architecture at Harvard GSD followed by a Fellowship at the American Academy in Rome. Bargmann's work was awarded the National Design Award by Smithsonian's Cooper-Hewitt Museum. TIME, CNN and Newsweek, along with national and international design publications have recognized Bargmann as leading the next generation in making a difference for design and the environment.



Charles Cross
Senior Landscape Designer,
Detroit Collaborative Design Center;
Adjunct Professor, University of Detroit Mercy
School of Architecture

Charles Cross, ASLA, is the Senior Landscape Designer at the Detroit Collaborative Design Center; as well as an Adjunct Professor at the University of Detroit Mercy School of Architecture. He holds a BS in Agriculture from Western Michigan University, and a BS in Urban Landscape Architecture and Masters of Urban Design from The City College of New York. He maintains a firm belief that underserved communities deserve good design, and therefore should be the patrons of the process -not just the consumers of the end product.

Charles was awarded the Certificate of Merit by the ASLA New York City Chapter in 2002. He has been an invited guest critic at Columbia University, The City College of New York, The Cooper Hewitt National Design Museum, and University of Detroit Mercy.

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DESIGN JURY

Eligible submissions will be judged by representatives across three City agencies: the Planning and Development Department, General Services Department, and Parks and Recreation Department. The design jury for final design submissions will include the above-mentioned directors of the three departments as well as noted local and national landscape architects.



Maurice Cox
Director, Planning & Development Department
City of Detroit

Maurice Cox has received national acclaim for his ability to incorporate active citizen participation into the design process while achieving the highest quality of design excellence; Fast Company magazine named him one of America's "20 Masters of Design" for his practice of "democratic design." Prior to moving to Michigan, he was director of Tulane City Center and Associate Dean for Community Engagement at the Tulane University School of Architecture in New Orleans.

A co-founder of the national SEED (Social, Economic, Environmental, Design) Network, Cox served as design director of the National Endowment for the Arts in Washington, DC from 2007-2010. In that capacity, he led the Mayor's Institute on City Design, the Governor's Institute on Community Design, and oversaw the award of over \$2M a year in NEA design grants across the US.

Cox served on the faculty of the School of Architecture at the University of Virginia, as city councilmember, and then mayor of the City of Charlottesville from 1996-2004. During his mayoral term the city was ranked as the "#1 Best Place to Live in the USA & Canada" by Frommer's Cities Ranked and Rated and was also the smallest city in America to maintain a AAA-bond rating for excellence in fiscal management. Under Cox's leadership, Charlottesville completed several large projects, including the passage of an award-winning mixed-use zoning ordinance, pedestrian-oriented development; new residential infill, mixed-income higher-density housing, and the design of a federally funded parkway entrance into the city.



Brad Dick
Director, General Services Department
City of Detroit

Brad Dick served as the Deputy Director of the General Services Department (GSD) from its creation in July 2006. He was tasked with centralizing the governmental support functions that make city services possible. In May 2011 Brad was promoted to Director of GSD. In 2016 Brad led the team to update the City of Detroit's Parks & Recreation Master Plan initiatives that have saved the city nearly \$30 million since his department's inception. He is serving as the team lead to implement the \$12 million Phase 1 renovation of 40 neighborhood parks in the City of Detroit.

Brad's career spans private and public service, and crosses cultures. For MSX International and Geometric Results Incorporated, a wholly owned subsidiary of Ford Motor Company, Brad managed innovative human capital programs for Delphi Corporation and Blue Cross Blue Shield of South Carolina, and was an Implementation Manager at Ford Motor Company in Colchester, England for two years. Additionally Brad served as a project manager for MSX International in Mexico City, Mexico and Paris, France for long term projects in those locations. He proudly served the United States Department of State as a Foreign Service Recruiter after spending two years as a Peace Corps Volunteer in Tanzania East Africa, where he taught agriculture business programs at the Songea Institute of Technology.



Keith Flournoy
Interim Director, Parks & Recreation Department
City of Detroit

Keith Flournoy is Interim Director and General Manager for the Detroit Parks and Recreation Department. Born and raised in Detroit, Keith started his career with the Detroit Parks and Recreation Department in 2003 as a District Supervisor after working for various recreation agencies throughout Metro Detroit. From 2006 to 2013 Keith served as Park Manager for Belle Isle. Keith describes himself as a boomeranger as he once again returned to the Detroit Parks and Recreation in December 2015 following a position as Parks Division Manager for the City of Rowlett, Texas.

Keith is a graduate of Wayne State University with a Bachelor of Science Degree in Parks and Recreation Administration. He has served on various Michigan Recreation and Parks Association committees throughout his career. Keith is credentialed through the National Parks and Recreation Association (NRPA) as a Certified Parks and Recreation Professional (CPRP).

Keith's philosophy is that the Parks and Recreation departments across the country are an integral part of the sustainability of America's communities. In Detroit, parks and recreation programming contributes to the missions of many other city agencies through crime prevention, public health improvements, economic development, and increased neighborhood home value.



Community meeting, photo courtesy of Planning & Development Department

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INSTRUCTIONS

COMPETITION REGISTRATION

All entrants or teams must register to participate in the competition before submitting their application. To register, visit www.gapgap.org. We encourage registration as soon as possible so that teams receive updates and reminders of the application submission deadline.

During the registration process, each entrant or team will be asked to fill-out an online registration form which requests from the entrant(s): a primary contact's full name and contact information, team member names and contact information, and relevant details regarding current profession, area of expertise, etc.

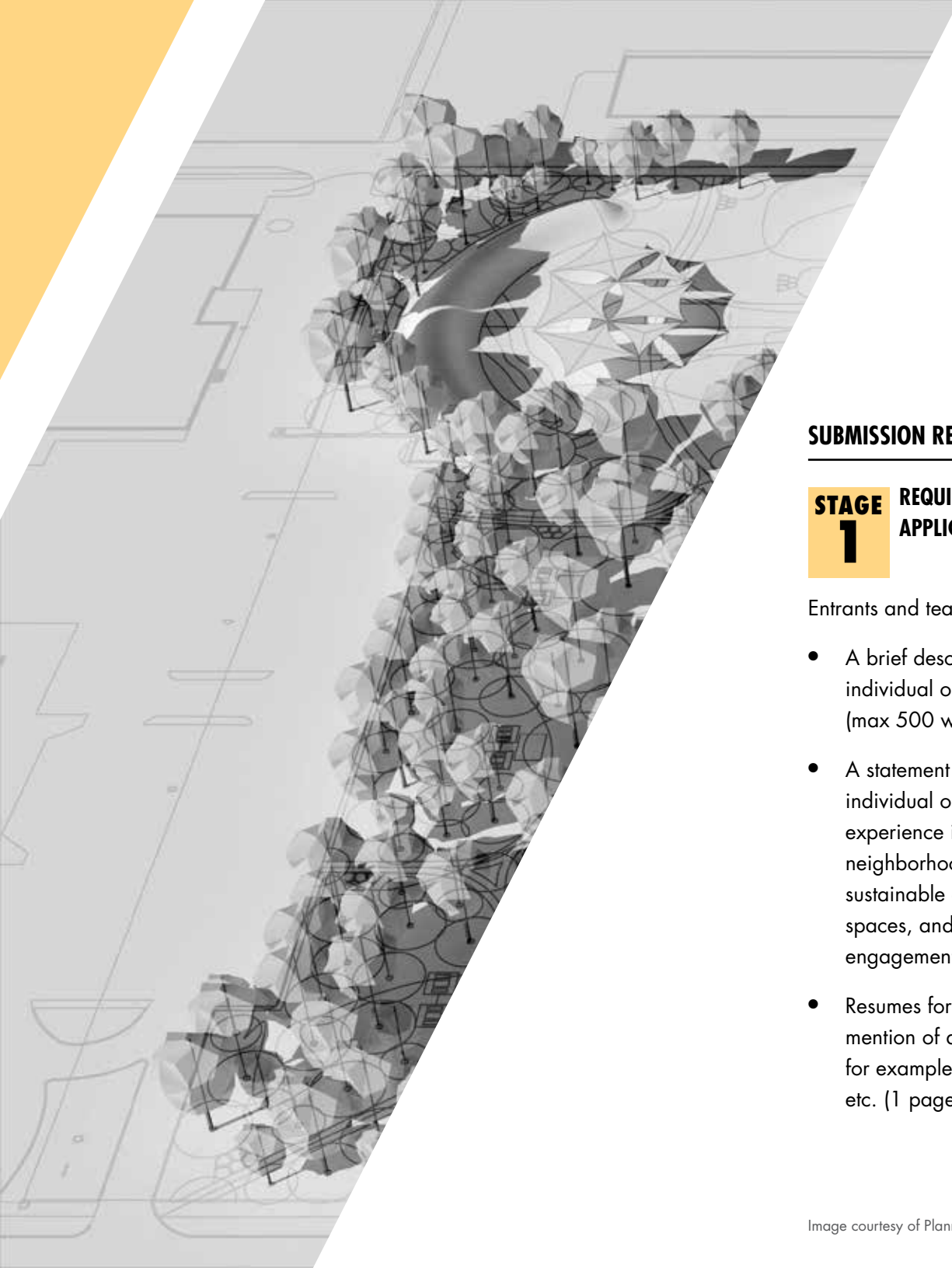
Registration is 'received' when the City of Detroit server records the entry. Subsequently, a confirmation email will be sent to the primary contact.

ELIGIBILITY AND TEAMS

This design competition is open to all persons above the age of 18. However, special consideration will be given to local and regional talent (Detroit and Michigan respectively). Students and emerging professionals in the fields of landscape architecture, architecture, urban planning, and urban design are especially encouraged to apply. An individual or team of up to 3 individuals may register and compete. No individual, however, may be part of multiple teams.

PARTICIPATION AND TRAVEL REQUIREMENTS

At least one team member must be able to travel to Detroit twice: in August, 2017 for the site visit and community design review and in October, 2017 for the public exhibition and final presentation.



SUBMISSION REQUIREMENTS

STAGE 1 REQUIREMENTS: APPLICATION SUBMISSION

Entrants and teams are asked to submit:

- A brief description or bio of the individual or team submitting materials (max 500 words)
- A statement of purpose, stating the individual or team's interest and experience in enhancing Detroit neighborhoods, innovative and sustainable design of urban public spaces, and inclusive community engagement (max 1,000 words)
- Resumes for each team member with mention of any professional affiliations, for example: AIA, ASLA, APA, ASCE, etc. (1 page per team member)
- Brief descriptions and visual documentation of relevant past projects by team members, if applicable. Work samples or a curated portfolio are preferred. Please note which team members have participated in the included relevant past projects (up to 10 pages per entire team as one PDF; 10 MB max)

Applications will be accepted until 12:00 PM EST on July 31, 2017 via email according to the instructions received upon your registration. The City of Detroit will not consider application submissions that are received after the deadline.

STAGE 2 REQUIREMENTS: INITIAL CONCEPT DESIGN FOR SITE VISIT / COMMUNITY DESIGN REVIEW

Participant teams are asked to submit 2 design boards with layout of visual and written materials for the initial design ideas, dimensions of 48x36 inches in PDF format, 25 MB max. Design boards should include the following visual materials:

- Board 1: An overall visual concept framework for the park as it fits in the context of its immediate surroundings
- Board 2: Illustrative design ideas with human-scale experiential renderings of 3-5 concept scenarios

Visual materials and illustrative drawings may include: sketches, site plans, renderings, diagrams, maps, photographs, and axonometric drawings among others.

Design boards should include a brief text describing the team's understanding and analysis of the site (500 words max) and a brief narrative explaining the teams design approach (500 words max).

Design materials must be received by 12:00 PM EST on August 25, 2017.

Teams must be available and prepared to participate in the site visit and community design review in June, exact day to be announced. The community design review will test the flexibility and communication skills of team members with the goal of listening, acknowledging, and visually interpreting the ideas and concerns of the community. Teams will be assigned to smaller groups of community members to work closely and gain further insight that will be documented and presented back to the entire audience. At the end of the meeting community members will anonymously rank teams in order of preference. Their evaluation may include qualities like listening skills, responsive design based on feedback, and ability to reach greater community consensus.

Following the community design review teams will be notified of their status moving forward: 3 of the 5 teams will be invited to advance their ideas in the final stage.

STAGE 3 REQUIREMENTS: FINAL DESIGN SUBMISSION FOR PUBLIC EXHIBITION & PRESENTATION

Individuals or design teams are asked to submit 2 design boards with layout of visual and written materials for the design proposal, dimensions of 48x36 inches in PDF format, 25 MB max. Design boards should include the following visual materials:

- Board 1: An overall conceptual design for the park as it fits in the context of its immediate surroundings
- Board 2: Illustrative design with human-scale experiential renderings of one well-considered scenario

Visual materials and illustrative drawings may include: sketches, site plans, renderings, diagrams, maps, photographs, and axonometric drawings among others.

Design boards should include a brief text describing the team's understanding and analysis of the site (500 words max) and a brief narrative explaining the teams design approach (500 words max).

Design materials must be received on October 1, 2017 before midnight, 12:00 AM EST.



Photo courtesy of General Services Department

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RESOURCES

COMPETITION INQUIRES (Q&A)

Entrants will have the opportunity to ask questions by email to the competition commission, the City of Detroit Planning and Development Department and General Services Department. Questions should be e-mailed to gapgap@detroitmi.gov.

This is the main method of communication for entrants. Please note that telephone inquiries will not be accepted, and the latest date for submitting inquiries is July 28, 2017. Teams selected to participate will have further opportunities to discuss and clarify competition objectives.

NEIGHBORHOOD ADVISORY COMMITTEE

A group of representatives from involved City agencies, key community stakeholders and local design industry representatives from the region have been invited to contribute to the competition as part of the Neighborhood Advisory Committee (NAC).

The Neighborhood Advisory Committee has provided input into the creation of the design competition brief and the structure of the competition process. The NAC is also involved in the promotion of the competition, will support the jury process, and participate in the public event for the winning teams.



Photos © Jim West Photography

PARTNERING CITY AGENCIES

The Give a Park, Get a Park competition is a collaborative effort managed by the following City agencies:

Planning and Development Department (PDD)

The City of Detroit Planning and Development Department provides professional and technical expertise in planning, design, and development that helps to inform and seed sustainable environments, and neighborhoods for citizens and businesses. PDD works to create an infrastructure that supports citizens, investors, and other partners in their expressed efforts to advance initiatives that create walkable urban places that serve the largest and broadest needs of the Detroit Community.

General Services Department (GSD)

The mission of the General Services Department is to improve City services and achieve operational efficiencies by consolidating support functions from various agencies. They provide repair, maintenance, lawn-mowing, and trash collection services to all city-owned properties, facilities and vehicular fleets. They also design, construct, and maintain the City's public parks.

Parks and Recreation Department (DPRD)

The Parks and Recreation Department manages and programs the urban parks and leisure facilities for the benefit of the city's children, families, and seniors. The department is responsible for 308 parks and 12 recreation facilities across every neighborhood in the City. Detroit's parks range from mini parks under 2 acres of land, to large parks like Rouge Park, which covers more than 1,000 acres. Active amenities include basketball and volleyball courts, soccer and football fields, ice skating rinks, sledding hills, and more.



Photo courtesy of General Services Department

INTELLECTUAL PROPERTY RIGHTS

Each entrant, by participating in the competition, grants the City of Detroit and the Knight Foundation a royalty-free, non-exclusive license to use depictions and descriptions of all works submitted to the competition in any promotion or for any non-commercial purpose.

Each entrant, by participating in the competition, except where legally prohibited, grants permission for the contest entities and their designees to use his/her name, likeness, and prize information for public relations and promotional purposes without further compensation, in all media now or hereafter discovered, for an unlimited period, without notice or review or approval.

Entrants agree that City of Detroit and sponsors shall have the sole discretion in determining the extent and manner of non-commercial use of submissions and are

not obligated to use any submission. Each entrant acknowledges that other entrants may have created plans and concepts contained in their submission that may have familiarities or similarities to his/her own submission, and that he/she will not be entitled to any compensation or right to negotiate with the contest entities because of these familiarities or similarities.

By submitting an entry to the competition, each entrant or team hereby represents and warrants that (1) the submission is his/her/their original work and he/she/they is/are the sole and executive owner and rights holder of the submission and have the right to submit the design in the contest and grant all required licenses; and (2) the submission shall not infringe any third-party proprietary, intellectual property or other rights, including, without limitation, copyright, trademark, design, patent, or confidentiality obligation.

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APPLICATIONS DUE JULY 31, 2017

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