

# Community Engagement

2021 Mount Vernon Campus  
Planning Working Groups  
July 28, 2021- 4pm



# Agenda

1. GW Updates
2. Seasonal Current Trends
3. Types and Lengths of GW Events
4. Athletic Events Matrix
5. GW Athletics and Conference Affiliation
6. Lights
7. Noise
8. Safety/Security

# Seasonal Current Trends

## Fall:

*August through early November*

Sunday- Saturday: Varsity

- Practice 8-10; 10-12; 1-3
- Games 3-7pm

Saturday and Sunday: Club/Intramural

- Practice or Games 3-7pm

## Winter:

*Mid/Late November through Mid January*

Little to no Varsity activity

Minimal utilization by local teams

## Spring:

*Late January through Late April*

Sunday- Saturday: Varsity

- Practice 8-10; 10-12; 1-3
- Games 3-7pm

Saturday and Sunday: Club/Intramural

- Practice or Games 3-7pm

## Summer:

*May through July*

Summer Camps

Local youth club team rental

OLV, St. Patrick's, Field School use for summer programs

# Types and Lengths of GW Events

- GW Varsity events
  - Men's & Women's Soccer- One 60 minute warm-up; Two 45 minute halves; 20 minute half-time.
  - Women's Lacrosse- One 60 minute warm-up; Two 35 minute halves; 20 minute half-time.
- GW Varsity practices (typically 2-3 per day in fall/spring)
  - Approximately 2 hours
- GW Varsity NCAA or A-10 games: Conference and National Tournaments (GW could host 0-11 per year)
- GW Club/Intramural games (GW undergraduate/graduate student organizations)
  - Approximately 2 hours
- GW Club/Intramural practices
  - 90-120 minutes
- Scholastic games and practices (Local elementary, middle and high school teams)
  - 1-2 hours
- Local Youth games and practices (Local youth sport clubs)
  - 1-2 hours
- Campus Events for MVC Residential Students (e.g. Field Day, Movie Night)
  - 2-3 hours, typically 4-5 events throughout the year

## *Definitions:*

**\*Double Header: Any day of the week where there is more than 1 game**

# Events Matrix

	Approximate time on the field	# per calendar Year	Amplified Noise	Lights	Double-headers	August- Early November	Mid/Late Nov. - Mid January	Late January - Late April	May-July
<b>GW Varsity Events</b>	3 hours	48	Yes	18	12	28	0	20	0
<b>GW Varsity Practices</b>	2 hours	396	No	40	N/A	150	96	150	0
<b>GW Varsity A-10/NCAA Games</b>	3 hours	Max of 11	Yes	5	3		Max of 8	Max of 3	
<b>GW Club/Intramural Games</b>	3 hours	24	No	6	12	8	4	4	8
<b>GW Club/Intramural Practices</b>	2 hours	60	No	20	N/A	25	5	5	25
<b>DC Scholastic Games</b>	1 hour warm-up; 2- 40 minute halves	16	Yes	Maybe	6	6	4	0	6
<b>DC Scholastic Practices</b>	2 hours	30	No	Maybe	N/A	8	8	4	10
<b>Local Youth Games</b>	1 hour warm-up; 2- 40 minute halves	18	No	Maybe	6	0	4	4	10
<b>Local Youth Practices</b>	2 hours	50	No	Maybe	N/A	10	10	10	20
<b>GW Special Events</b>		12	Yes	Maybe	N/A	4	2	4	2
<b>Community Special Events</b>		As requested	Maybe	Maybe	N/A				

\*Does not account for potential overtime games which could add 30 minutes maximum to game time.

\*Amplified sound on the MVC field will be for intercollegiate athletic events, sports events sponsored by the University, limited scholastic events and for limited special events.

\*Athletic team practices, intramural sporting events and club sports will NOT use amplified sound.

# GW Athletics and Conference Affiliation

In July, 2020 GW announced a downsizing of the varsity athletic offerings to align with the University's efforts to become more focused on competitive excellence in the NCAA and primary conference.

GW sponsors 12 women's and 8 men's varsity teams in the NCAA Division I Intercollegiate competition.

Since 1976, GW's primary conference affiliation is the Atlantic 10 Conference which is composed of 14 member institutions including: Davidson, Dayton, Duquesne, Fordham, George Mason, GW, LaSalle, University of Massachusetts, St. Bonaventure, St. Joe's, St. Louis University, University of Rhode Island, University of Richmond, Virginia Commonwealth University.

The league membership is aligned with supporting and recognizing the academic accomplishments of its student-athletes.

In the spring 2021 semester, the varsity teams earned an average GPA of 3.50 with 378 student-athletes earning above a 3.0.

# Why Lights?

## Safety and Security

Lighting fixtures installed in common areas or in other locations where constant lighting is needed for security or other reasons.

## Campus Life

Increases access for diverse populations

Increases attractiveness for GW students to live on the Mount Vernon Campus

Increase capacity for GW Recreational (Club/Intramural use)

## Community Engagement

Increase capacity for community events

Increase capacity for engagement with local youth and scholastic teams

- Partnering with local schools
- Summer camp offerings

## Sustainability

Energy-efficient lighting shall be used to illuminate roadways, pedestrian walkways, and building exits, in order to achieve legitimate safety and security requirements.

Decreasing carbon footprint current GW club teams use for transport

- Women's club soccer- rent cars from the airport
- Men's lacrosse- bus to a DC high school
- Multiple away games due to challenges with current field capacity

## Academic schedules

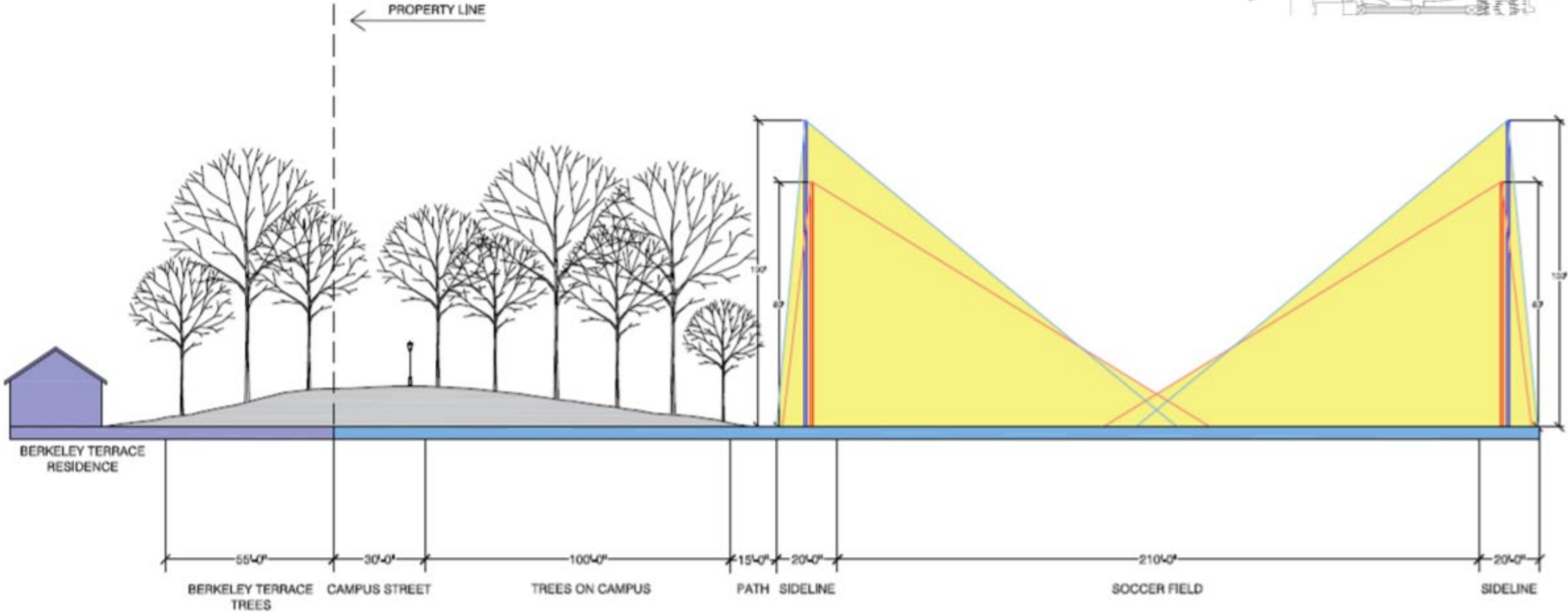
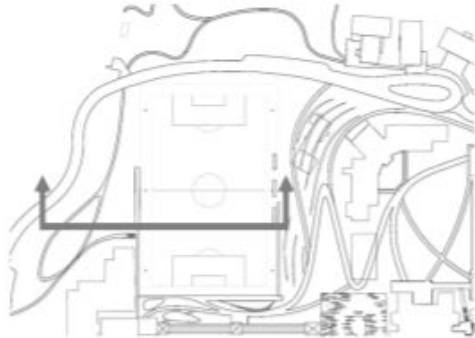
Decrease missed class time for GW students

Assists with travel for our conference peers to decrease missed class time

## Competitive Excellence

Competitive recruiting within the Atlantic 10 conference

# Soccer Field Lighting Concepts





# Similar Schools



Stone Hill



Tufts

# Noise Mitigation

The University will abide by all DC noise regulations in its operations and during construction activities.

Construction will occur only during the hours set forth in the DC regulations (currently 7am-9pm, Monday-Saturday), with an exception for emergency circumstances as permitted by District Department of Consumer and Regulatory Affairs (“DCRA”).

## **Noise generated from amplified sound will be limited as follows:**

- No amplified sound on the tennis courts after 9pm
- No amplified sound on the soccer field after 9pm except for a declared overtime or in the case of a “Special Event” as described below
- The University will be permitted to utilize amplified sound on the soccer field for non-athletic Special Events, which may occur a maximum of 12 times per year.

## **Amplified Sound System Mitigation Efforts**

- Testing and calibration of amplified sound systems at prior to the start of each season (fall/spring).
- Collaborative approach to seasonal testing that will include obtaining decibel readings from neighborhoods adjoining campus, proactively identifying and setting typical game day levels to not exceed safe listening levels.
- Directing amplified sound speakers inward towards campus (e.g. Soccer field 180 degrees from Berkeley Terrace)

### *Definitions:*

\***Safe Listening Level:** the maximum volume that the sound could be played in which it wouldn’t disrupt the ability of players or audience to perform or observe the game without discomfort.

\***Typical game day level:** lower than Safe Listening Level and reflects the output volume set for the game.

# Safety, Security: Mitigation, Management, Enforcement

## Holistic approach

- University will strive to limit the quality of life violations that generally occur with large groups of people.
- Industry and federal standards on large-scale events dictate that one port-a-john per 200 people will be present to lessen the public urination by guests.
  - This standard would indicate that 8 port-a-johns should be sufficient based on the expected crowds per event.
  - We will be going above the standard of restroom facilities to 16 per event regardless of the expected crowd size.
- University will mitigate crowd size with appropriate management.
- This includes event marshals (highly visible) to direct and manage crowds for egress into the event at the beginning and exiting at the conclusion.
- Consideration for temporary fencing to discourage the public where not to go along with proper signage.
- Utilize assistance from the Metropolitan Police District Two personnel to assist outside of the event, as well as GWPD and event personnel with barricades limiting vehicular access into MVC.