

Background

Goole Leisure Centre was built in 1988 and is now tired and requiring major refurbishment. The current offer, although historically successful, is not attractive to today's demanding fitness consumer and 'traditional' sports spaces are attracting fewer people.

The project is to create a Goole Community Hub that combines the existing services, currently delivered from a variety of buildings in the town, into one shared space.

The multi-centre facility will enable customers to access the enhanced Leisure Centre, Library, Museum and Customer Service Centre, all under one roof. The Goole Hub will be enhanced to feature more leisure based activities as well as fitness and sport. For example, ten pin bowling and TAG Active / Adventure Play and new food and beverage hall.

The Community Hub model has been successfully rolled out on other East Riding sites including Haltemprice and Hornsea.

- The proposal seeks to achieve the following:

 Redevelop the existing site as a 'town centre destination';

 Re-purpose to be less municipal, diversifying into new activities which appeals to a broader audience;

 Provide a high-quality facility for Leisure and Sport and Fitness,

 Plus Culture, Fun and Social with enhanced Food & Beverage offer;

 Generate renewed interest as reason to visit town centre; and

 Improve financial performance.



East Riding Leisure Goole Redevelopment





Existing Site and Building Appraisal / Proposal Steps

Site Approacl

There is no dedicated pedestrian access from the associated car park area to the building entrance a: it is car dominated.

The is a poor sense of arrival upon entry of the building.

Exterior environment

There is lack of landscaped areas for members of the public to engage and enjoy.

Building Fabri

The building does not meet current building

The construction and structure of the existing building is difficult to adapt, making reuse difficult.

Building makeu

The current building is in need of major refurbishmen

Navigating though the current building is difficult to

The building is on split levels which introduces low ceiling heights and ramps through the building.

Existing building layout and fixtures and fittings do not meet current accessibility standards.

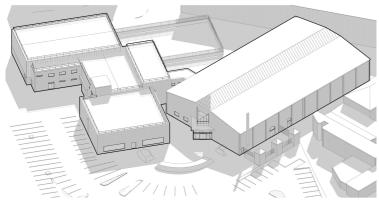
Opportunity to create a social recreational and leisure



Front entrance



Front entrance planters



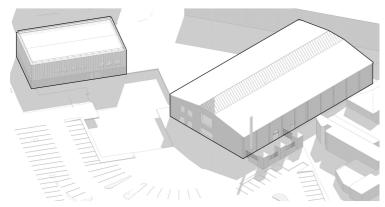
Massing of existing building



First floor corridor



Cafe



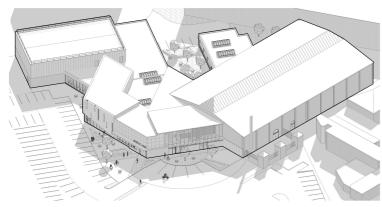
Massing of existing building that is to be retained after demolition



Rear external space



Cafe



Massing of existing and new build elements



Rear external space

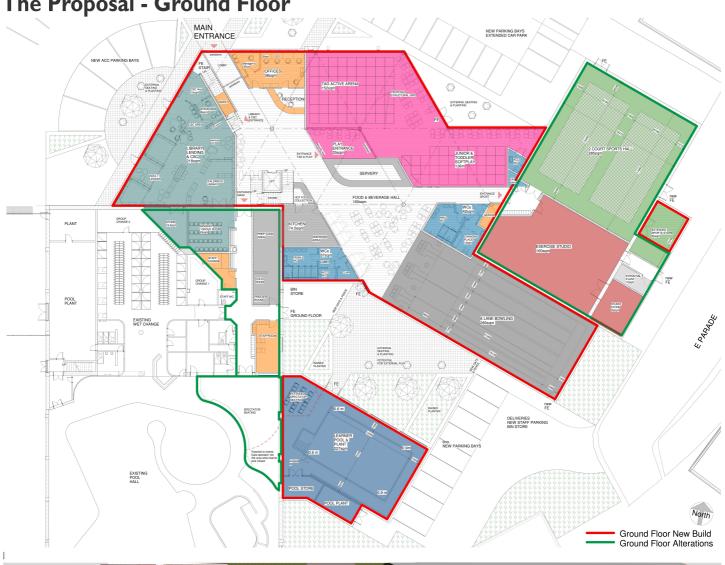


Car park





The Proposal - Ground Floor

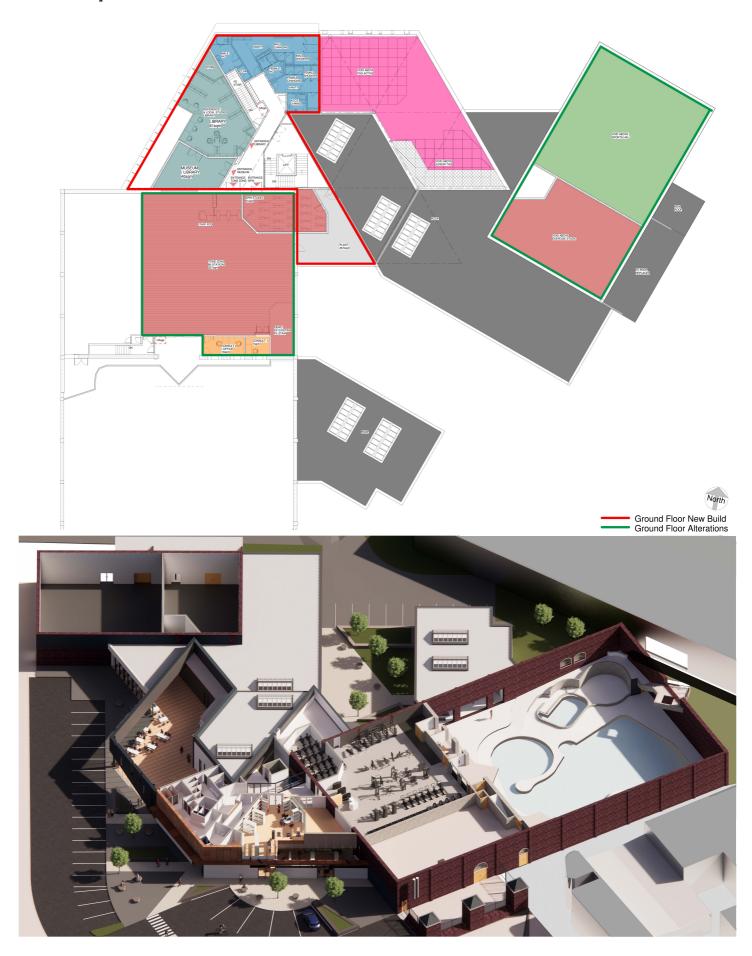








The Proposal - First Floor





New Learner Swimming Pool, Gym, Spin Studio & Exercise Studio

Learner Poo

The new learner pool is 12 x 7m, located in the extension to the east side of the existing pool and is directly accessible from the main pool with new openings created.

The new pool space will be naturally lit and glazing in the pool will be carefully designed to avoid risk of reflection on the surface of the water.

The new pool will be 0.6m—0.9m depth with steps and a poolpod lift.

Tone Zone

Located in former multi-use studio and incorporating adjacent areas, the fitness suite shall be equipped with a mixture of cardio and free weights to provide approximately 80 stations.

There is design opportunity to overlook the existing pool hall and potential to open up skylight (as seen in the artist impression image).

2no. Consult rooms are provided access from the gym, one to double as a gym office.

Spin Studio

Designated spin studio for 20-30 bikes and MyRide virtual indoor training

Exercise Studio

The existing sports hall is reconfigured to provide 2 badminton courts and a large exercise studio with storage space located in the extension.











TAGactive, Soft Play, Ten Pin Bowling & Food and Beverage

The building will provide fun activities for families, group: and parties for all ages.

TAGactive

This is located at the front of the building and is a double height space to accommodate specialised equipment.

Lighting and glazing will be carefully calculated to achieve appropriate atmosphere.

Softplay

Within the TAGactive hall will be space for young children and babies and seating with space for parties, with accessible toilet and babychanging.

A secure lobby at entrance is included to prevent young children leaving the area. This space also has direct access to the Food and Beverage servery.

Bowling

The six lane ten pin bowling alley is directly off the café space which will create a vibrant environment.

Food and Beverage

The new food and beverage hall is located in the centre of new build ground floor plan with the activities stemming from it, allowing people to enjoy views of the activities going on within the centre

The servery has two serving sides one within the F&B Hall and the other to the Softplay lobby.

Outdoor seating area and views out are provided, natural light provided with rooflights overhead.









'AGactive in Brentwood



Soft Play at Homeleigh Garden Centr



Bowling Alley at Tameside Wellness Centre





New Library, Customer Service Centre & Heritage Museum

The project will include the co-location of the existing Library and Customer Services, together with

Library

The library is located at the front of the building the ground floor and includes children's library and adult lending along with a self-service provision. Further, a sensory / group goom is provided.

There is direct access to an outside landscaped area

The first floor library is to house the reference collection as well as the people's network and a quiet study area.

Large north west facing glazing for daylight with double height void provide visual connection and light to the ground floor.

Customer Service Centre

Situated on the ground floor within the Library. The proposal provides 2no. Interview desks, Ino. Interview room and I Customer Service room for Contact Centre enquiries / additional interview room space.

Museum

The Museum is located on the first floor adjacent to the reference library can be connected with adjoining door to the Library.













