

Set of rules

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1. OBJECTIVES

In 1997, in order to celebrate and to announce the launching of the magazine, **2G International Architecture Review** convoked a first international ideas competition aimed at students and architects under the age of forty. On that occasion the competition proposed as a design subject the developing of the future headquarters of the Mies van der Rohe Foundation, the body responsible for managing the German Pavilion in Barcelona, created by Mies van der Rohe to represent Germany in the Barcelona International Exhibition of 1929.

On the occasion of the celebration of the magazine's tenth anniversary, 2G launches a second international ideas competition: **2G Competition. Venice Lagoon Park**. This theoretical initiative grows out of taking this publication to be a forum of reflection and a vehicle for the dissemination of unpublished projects which helps to develop and to publicise the ideas of students and young architects on the international scene. This ideas competition, which does not involve subsequent phases of the project or its execution, is an inducement to free, non-restrictive reflection, the objective being to embark on a worthwhile debate within the profession.

While the first competition encouraged ideas about a paradigmatic building through an enlargement project, the 2nd 2G Competition elects to reconsider the contemporary city through a project which reclaims the landscape and confronts the tension existing between global interests and local needs, in which tourism—understood as the most important economic, social and territorial phenomenon of the second half of the 20th century—might live in harmony with the cohesive, social needs of the citizen. This approach represents a widening of horizons in terms of the 1st 2G Competition, since it goes beyond the boundaries of the strictly architectural project in order to accede to the sphere of landscape design, urbanism, sustainability and other problems present in current professional debates. Similarly, the 2nd 2G Competition invites an interdisciplinary participation that might help enrich the debate thanks to the confluence of new perspectives that complement the vision of the architect.

2. DESCRIPTION OF THE COMPETITION AREA

Venice's lagoon is a coastal lagoon with an approximate surface area of 550 km². To the north it is bounded by the River Sile, to the south by the River Brenta, to the west by a series of canals which separate it from dry land and finally, to the east, by the coastal strands of Sottomarina, Pallestrina, Lido, Cavallino, Jesolo and, beyond, the sea. Along these last 50 km of earth and sand shores only three orifices are open: the mouths of the ports of the Lido, Malamocco and Chioggia. Through them salt water enters and brackish water exits; every six hours the water is renewed through the effect of the tides and the lagoon breathes. The lagoon is neither earth nor water as such, but a complex system made up of different components: islands that are sufficiently high for the water not to cover them even at high tide; *barene* or sandbanks that surface between one high tide and another and which are complex ecosystems of animals and plants adapted to surviving in this environment, one that oscillates between air and water; *velme* or mud banks that emerge at low tide; and finally *ghebi*, green channels of mud and algae through which the waters of the lagoon pass at high tide. This, then, is a complex ecosystem of enormous importance in landscape terms.

During the entire period of growth of the city of Venice, its uniqueness—in terms of being water-bound—was possibly the main reason for its success. The form of the city (a built form) responded expressly (functionally) to its commercial, logistic, defence and representative needs. Venice formed part of an archipelago and maintained a close relationship with the different islands in the lagoon.

The lagoon system which guaranteed its success at the time of the Republic of Venice was regulated by functional zoning. Each island had a specific use in relation to its position and physical characteristics: the smaller islands supplied essential services—religious, medical, cultural and welfare—to the city, and larger islands like Murano, Burano and Sant' Erasmo were spaces reserved for agriculture or industry. This was a city with isolated points in the midst of a wide open space and a particular communications network. Venice has always had a twin dimension, being a place for living in and a place of transition between terra firma and open sea.

The city's commercial decline, due to new Atlantic routes and the industrial development of later centuries, meant that Venice would gradually lose its ability to represent itself through its territory and that it would cease to understand itself as a metropolitan system. The city attempted to become one with the only seemingly feasible model of development: the main island was linked to terra firma by a bridge and journeying through the lagoon, which was now revealed to be too slow, rendered its islands useless. The lagoon itself came to be seen as an enormous empty space available for the implantation of an industrial agglomeration. Venice concentrated uses and activities and took on the role of being a destination for millions of tourists.

3. THE VENICE LAGOON PARK PROGRAMME

This second instalment of the 2G competition proposes developing the **Venice Lagoon Park** project in order to rehabilitate the urban idea of the lagoon as a complex network of communications and settlements, through a hypothetical re-colonisation of the territory of the lagoon, the decentralisation and atomisation of a programme of uses, and the rehabilitation of the idea of the lagoon as an urban constellation necessarily integrated in its natural environment. The proposed Venice Lagoon Park programme will have to have: an Urban Park and Lagoon Prototypes.

3.1. The Urban Park

The **Urban Park** will be the entrance to the Venice Lagoon Park. A second urban void after Saint Mark's Square, it will accommodate new uses suited to its size, with the aim of becoming a new linking space for the inhabitant of the lagoon and a new entrance area for re-understanding the insertion of Venice in the Lagoon.

The urban park is situated on an 31-hectare island known as Sacca San Mattia, to the north of Murano, an island without a specific use right now which has served as a dump for the waste from glass-making and for building materials from works in the historic centre or on other islands.

The geographical location of the competition island makes the hypothesis feasible of a direct connection to Marco Polo Airport. Today, the regular public transport line connects the airport with the Murano-Colonna stop, to the south of the islands of Murano. A new access is proposed on Sacca San Mattia island which would open up new ways of connecting the islands.

The park's programme is:

1. A Landing Stage for the regular lines with a connection to Venice and the airport.
2. A Visitors' Reception and Information Centre about the Lagoon:
 - 2.1. Concept: a centre with reception, information and orientation services for visitors to the lagoon as a point of welcome, meeting and for redirecting visitors to points of interest.
 - 2.2. Potential areas:
 - Entrance lobby, information area and various services (a postal service with letterboxes, cashpoints, telephones and public toilets).
 - Left luggage: a space devoted to visitors' baggage.
 - A space for independent, individual consultation about the region. It will have a list of books, information panels, racks with brochures and maps, as well as facilities for WiFi areas and computers.
 - A multi-use hall for exhibitions, presentations, children's activities, etc.
 - A bar-cafeteria and restaurant. It will have to have suitable storage spaces.
 - A shop for the sale of publications, natural foodstuffs, gifts, etc.
 - A general storage space.
 - An office area for 15 people, including a boardroom, 2 meeting rooms, a cloakroom area with ticket offices, a relaxation area for personnel and a storeroom.
3. A Boat Rental Point for Visiting the Lagoon. This will have to have its own landing stage, storeroom and hut for renting boats. It will be the arrival and departure point for the rest of the Venice Lagoon Park.
4. A Sports and Leisure Area. A free-ranging programme. The entrant will have to think about and invent the 'client' of this area.
5. A Space Foreseen for Performances: major events, festivals, small-format shows, etc.

3.2. Lagoon Prototypes

The Lagoon Prototypes are elements of urban furniture that facilitate new uses in the Venice Lagoon Park and a new way of reconnoitring and understanding it anew. In the premises of the competition the fixed siting of these is therefore not proposed, the visitor thus becoming the thinking subject of his or her own journey. On the other hand, the idea of prototypes is presented with a deliberate lack of definition in order to encourage entrants to reflect upon the nature of these prototypes, now in order to limit themselves to the design of autonomous objects, now so as to integrate these in a wider urban system of new uses. Although an advisory list of basic prototypes is provided below, this list is open to the incorporation of new elements integrated within the system each project creates:

1. A Refuge. Individual or collective. Temporary stays, maximum 3 nights. The concept of a refuge and the basic needs it must cover are open.
2. An Observatory. Individual or collective, for the observation of fauna, flora, the heavens, etc.
3. A Landing Stage.
4. Energy Way Stations. These may be considered as backup elements for the rest of the prototypes or as autonomous energy-storage stations.
5. A Signposting System. Weather information, tide times, addresses of interest, "you are here" information, etc.

4. CONDITIONS

4.1. Requirements

The competition opens on 1 April 2007 to students and professionals under 40 in the fields of architecture, landscape design, urbanism and related disciplines as long as a student of architecture or an architect belongs to their team. The final date for the registration application is 15 October 2007. For the purposes of this competition, an architect will be considered as being any person who has completed the minimum training established in the country where they did their architecture studies in order to become a candidate for professional membership. All registrations will have to be accompanied by a copy of the ID Card or passport and of the supporting document of their qualification in the case of architects, or of the current course registration for non-graduate students. Entrants will be able to participate individually or in groups, by forming interdisciplinary teams with artists, engineers, landscape designers, town planners, etc., providing they include an architect or student of architecture. There is no limit to the number of team members. The payment of an registration fee gives entrants the right to present a single project.

4.2. Languages

The official languages of this competition are Spanish and English. The documentation presented will have to be written in English. Participants who wish to do so may accompany such texts with a version in Spanish.

4.3. Registration

The registration fee will be 30€ for students and 60€ for professionals under 40. Payment may be made by bank transfer or credit card (VISA, MasterCard or American Express) via the competition webpage (www.2Gcompetition.com). 15 October 2007 is the final registration date.

The registration application is made via the webpage and will be confirmed through the automatic assigning of an registration number. At the time of applying or later by email entrants will have to append a copy of:

1. The ID Card or passport of the team leader.
2. The accreditation of the member of the team who is a student of architecture or an architect: university registration for the current year or architect's degree.

When appending this documentation, the entrant's registration number must always be indicated. Once the registration application has been completed, the documentation sent and payment made, entrants will receive, via email, a password that will enable them to accede to the restricted area of the webpage, where they will find further information on the competition and be able to make any consultations they think necessary (as long as they've registered before the final date for asking questions).

4.4. Consultations and replies

1 June 2007 is the final date for receiving questions from entrants about the rules and the programme of the competition. Questions are to be asked via e-mail.

2 July 2007 is the final date for dispatching the sought-after replies to questions. Access may be had from the restricted area of the webpage.

4.5. Presentation of proposals

A maximum of 2 DIN A1 panels (841 mm x 594 mm) per project will be accepted, mounted on a flat, rigid, light and resilient support. Models or material on any other support will not be admitted. They are to be presented vertically and numbered 1-2 and 2-2. With the aim of guaranteeing the anonymity of the proposals, these are to be presented under a free slogan or code. This code or slogan will be situated in the upper area of each panel.

The first panel will be devoted to presenting the Urban Park project and the second panel will be devoted to explaining the Lagoon Prototypes. The scales will be specified in all drawings.

The panels are to be accompanied by an opaque, sealed envelope, format DIN A4, on which the code or slogan chosen must be readable. The envelope will contain:

1. A sheet with the full name of the team leader, complete address, telephone number and email address, as well as the full name of all members of the team.
2. A CD with the competition panels in jpg and pdf format, and the competition statement in Word (doc format).

4.6. Delivery and sending of proposals

12 November 2007 is the final date for reception of the projects. Projects will have to be delivered before 2 p.m. (Barcelona, Spain, local time) on 12 November 2007.

Delivery place:

Editorial Gustavo Gili, SL
2G Competition
Rosselló, 87-89
08029 Barcelona
España

In the case of any sending by post—be it by ordinary mail, urgent mail or by messenger service—entrants will be responsible for making sure that sendings arrive before the time and final date indicated: 2 p.m. on 12 November 2007.

Entrants who send their proposals by mail must send a fax to (+34) 93 444 47 38 with proof of the sending of the panels. In this proof of sending only the slogan must be cited, in order to preserve the anonymity of the proposals.

The competition organisers will not be responsible for customs duties on sendings from abroad, nor for any other expense that might arise from the sending of proposals. In the event of damage or loss, the organisers will not be responsible for compensation of any kind. On the sending it will have to clearly state, in Spanish, that this is EDUCATIONAL MATERIAL OF NO COMMERCIAL VALUE (in Spanish: MATERIAL EDUCATIVO SIN VALOR COMERCIAL).

No sending of any kind will be accepted via email.

5. FINAL DECISION

5.1. The jury

The competition jury will consist of:

Iñaki Ábalos
Francesco Careri
James Corner
Anne Lacaton, president
Philippe Rahm
2G Team

The jury will meet during the month of December 2007.

5.2. Results

Under no circumstances will a number of documents superior to that stipulated in these ground rules be examined. A record of the session will be drawn up in which a summary of the deliberations will be drafted and the selection criteria for the prize-winning projects described. The anonymity of the schemes will be maintained until after the jury's verdict.

Publication of the jury's verdict and the competition records will take place in the webpage at the beginning of January 2008. Publication of the prize-winning and selected proposals will take place during the first six months of 2008.

5.3. Prizes

The prizes awarded will be the following:

First prize: 10,000€ plus a year's subscription to the magazine 2G.

Second prize: 5,000€ plus a year's subscription to the magazine 2G.

Five special mentions: rewarded with a year's subscription to the magazine 2G.

The competition will not be declared null and void. The jury's verdict will be final. The organisers undertake to effect the payment of the prizes within 90 days from the announcement of the results. The organisers will publish the prize-winning projects and reserve the right to publish and exhibit a selection, as they see fit, of the projects presented.

5.4. Return of material and reproduction rights

The material presented will not be returned. This material will not be subject to the payment of reproduction rights and may be used for making any suitable publicity (publications, exhibitions, media coverage).

6. SCHEDULE

- 1 June 2007** Final date for consultations.
- 2 July 2007** Final date for publication of replies to the consultations.
- 15 October 2007** Final date for registration.
- 12 November 2007** Final date for the delivery of projects, and before 2.00 p.m. Barcelona, Spain, local time.
- December 2007** Meeting of the jury.
- January 2008** Publication in the webpage of the jury's verdict and of the competition records.
- First six months of 2008** Publication of the prize-winning and selected proposals.

Participation in the competition implies an acceptance of these conditions. Interpretation of these conditions corresponds to the organisation of the second instalment of the 2G competition.