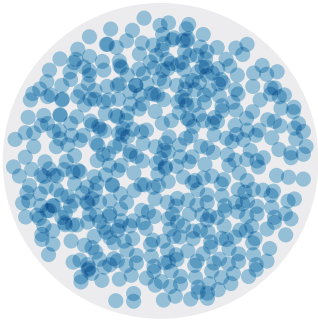




PRESENTS



Filling Station(s)

Rethinking refueling: January 19th - May 17th 2015

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ABOUT COMBO COMPETITIONS

Combo Competitions organizes international ideas competitions for architects - and designers of any other field. Participants are encouraged to focus on ideas, as projects are judged as much by their underlying concepts as by their aesthetics.

The initiative comes from Per Linde, a Swedish architect living in London. Being a frequent competition participant, he grew tired of the similarities between design competitions, and, wanting to bring something new to that world, he decided to do so by founding a brand new competition website.

Simply put, the main driver is to promote proposals where everything comes together to form a whole that is larger than the sum of its parts.

With today's possibilities to create amazing renderings and images, it is easy for participants to invest most of their effort into a final image to seduce the jury, giving less priority to the thinking behind the project.

To comfortably shift emphasis back towards well-advised concepts, without taking away from the importance of appearance and presentation, Combo Competitions introduces an additional element to the competitions: the briefs always ask for something in addition to the main requirements. Whether this is another structure, a new function tied to the main one, or something completely different, is up to the competitor to decide – as long as it adds value to the project. This presents an opportunity to push the participants' creativity even further, and at the same time urges the judges to give all aspects of a proposal equal consideration.

In addition to this, Combo Competitions offers each winner a personal page within the www.combocompetitions.com domain, displaying their submitted proposal along with the jury's comments. This allows the site to also serve as an online portfolio for the winning competitors.

INTRODUCTION

This is a competition about rethinking the ubiquitous filling station.

As the automobile became a highly celebrated and desired part of western society during the first half of the 20th century, the filling station followed closely behind as the architectural counterpart of this new phenomenon that was changing the world. An air of pride surrounded driving and refueling your car, and filling stations were designed as monument of a future that had already arrived.

However, as car ownership exploded around the world, the novelty started to wear off, and filling stations were soon regarded as a source of income rather than the celebration of a bright future. The fall from grace was further solidified when it became clear just how much of a negative impact the car has on the environment. What unifies typical filling stations of today is uninspiring appearances built at low upfront costs and surrounded by an air of neglect. Consequently most of them has a negative impact on their surroundings.

Still, as long as people travel the roads, filling stations will be needed to provide people as well as vehicles with fuel and assistance.

Is there an ideal contemporary filling station, and can it be designed to last both functionally and aesthetically?

A HISTORICAL OVERVIEW

The fundamental element of a filling station, the fuel pump, was introduced before the car itself, in the late 19th century. It then served as a dispenser of kerosene, used in lamps and stoves. As the car made its entry, the pumps were modified to dispense gasoline (petrol) instead. The increasing popularity and prevalence of the car was mirrored in the evolution of the filling station: initially offering only the basic but essential commodity of fuel, it was soon accompanied by other services such as general vehicle maintenance, toilets and retail.

Ever since the filling stations became independent structures, their layout has been roughly the same: fuel pumps on a forecourt, sheltered by a roof structure. The difference between then and now is the fundamental approach to the typology: many of the arguably most beautiful and aesthetically interesting filling stations were conceived in an era when the car was seen as a symbol for change, status and a bright future. From the 30's through to the 60's, influential architects like Arne Jacobsen, Frank Lloyd Wright and Mies van der Rohe all designed filling stations. But as motoring became the norm, quantity prevailed over quality, and when you pass a filling station today chances are the oil company logo has a bigger impact than the architecture.

While following the economy at large with its dips and peaks, there was an increase in stations through to the second half of the 20th century, when the market in the western world finally seemed saturated. Although the number of cars worldwide surpassed one billion in 2010, there has been a steady decline in filling stations since the end of the last century.

TPOLOGY

The typical filling station is, naturally, centered around its fuel pumps, located on a forecourt where vehicles pull up to refuel. This area is usually sheltered by a roof that doubles as a signpost, advertising the station brand. The setup is completed by an essential payment system. Customers pay either directly to a station attendant, or through a pay-at-the-pump system at unmanned stations. This layout remains the same independent of the type of fuel offered.

While the original and main function of a filling station is the refueling of cars, there is a wide variety of additional services surrounding it. Some of these – e.g. auto repair shops and car washes – relate to the car, but the majority – restrooms, convenient stores, restaurants and even motels – caters to the human customer.

Due to the pressure to reduce the car's negative impact on the environment, manufacturers are continuously engineering their cars to become more and more efficient. While this reduces the need for refueling – and consequently the need for constantly recurring filling stations – the person driving the car still has the same need to eat or rest. Presumably there will come a point in time when fuel itself (be it gasoline, electricity or something else) becomes just one of many services (like shops or restaurants) that a filling station might or might not offer, as opposed to today when fuel is the backbone of filling stations.

BRIEF

The goal of the competition is to generate a universal filling station design that is easily recognized regardless of its location, but still offers a more sensible approach to visibility than the general filling station of today does.

The first criterion is providing a design approach that can be applied to stations throughout the world - albeit with a tolerance that allows for modifications depending on factors like climate, economy and other local requisites. The balance between universal uniformity and local variation is left to the discretion of the participant.

The second criterion relates to the typology: concepts should address different types of fuel (gasoline, electricity, hydrogen etc.) and their status around the world, as well as potential additional services & facilities - and whether these are to be applied universally, or vary from location to location.

In order to show the versatility of the design, each proposal should be presented in two different locations - one being along the Colombian country road provided in the competition package, the other is left to the discretion of each participant. This second site can be located in any country of choice, in either a rural or an urban setting.

Further considerations

Looking beyond the design aspect, participants are welcome to incorporate views on the typology's inherent relationship with the car and its general advantages and disadvantages.

Consider the typology from the perspective of pedestrians/passers-by as well as that from drivers.

Although this competition is not about designing a filling station for a future space age, some thought should be given to how the typology can adapt to changes in the evolution of vehicular transport.

Please note that this is an ideas-based competition - there is no intention of building any of the winning projects.

COMPETITION PACKAGE

Upon registering and paying the entrance fee, each competitor/team will be able to download a package containing context photographs of Site #1.

SITES

In order to highlight the application of a design language to multiple buildings in various locations, there will be two separate sites for *Filling Station(s)*.

Site #1

The first site is the same for all participants - along a road in the Colombian countryside that offers a rural setting in favour of an urban one.



Site #2

The second site is to be decided by each participant. This means that you are to choose yourself where to locate the second example of the filling station: any setting (city vs. countryside) in any country. The one requirement is of course a vehicular access.



REQUIREMENTS

Required data:

Diagrams/images explaining the concept

1 external view *for each site*

Text - around 500 words or less

Plans and sections necessary to communicate the proposals (either summarizing drawings applicable to both sites, or individual drawings for each site)

Please note that these are minimum requirements - participants are welcome to submit additional images and drawings.

The views should convey atmosphere as well as general aesthetics.

Plans and sections can be diagrammatical as long as they clearly explain the spaces and their use.

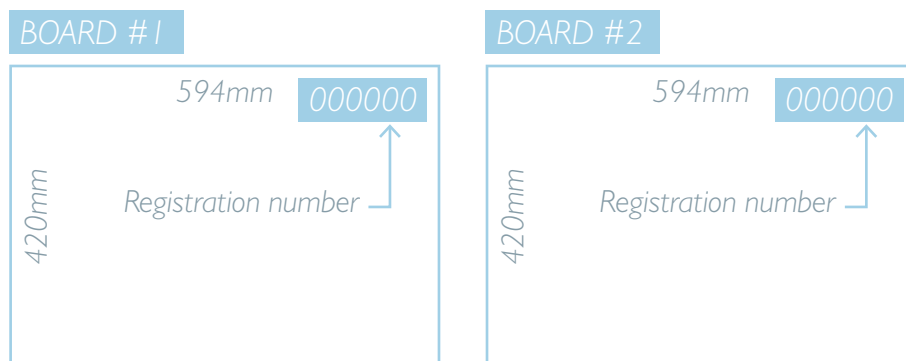
To ease later publication, awarded participants will also be asked to submit their proposals as individual images no later than a week after the winners are announced.

SUBMISSION FORMAT

All entries should be submitted on two digital A2 boards in landscape orientation.

Entries should be submitted as one single PDF file, containing the two pages. The file-name should be the unique, six-digit number given when registering. This number must also be visible in the upper-right corner of each board.

The file size of the 2-paged PDF must be less than **10MB**. Larger files won't upload.



JURY

The jury consists of one representative from Combo Competitions along with three external jurors, to be announced on the Combo Competitions website no later than February 22nd 2015.

JUDGING CRITERIA

What to emphasize in your submitted work:

CONCEPT: A well-advised interpretation of the brief that reacts to a variety of factors concerning the filling station typology.

DESIGN: An aesthetically appealing approach that relates to the main concept and is justifiable in the way it sits in the example surroundings.

COMMUNICATION: A very clear explanation (diagrams, text, images) of concept and execution.

Remember that it is not only about having an idea; it's just as much about how you package and sell it. The presentation style should support the proposal, and concepts and ideas should be well motivated.

PRIZES

1st prize: £1,200 (one thousand two hundred British pounds)

2nd prize: £600 (six hundred British pounds)

3rd prize: £200 (two hundred British pounds)

The jury will also recognize a number of honorable mentions.

In addition to the cash prizes, the winners will receive a personal page within the www.combocompetitions.com domain, showing their proposal along with the jury's motivation.

A selection of the winning proposals will be published on various websites and blogs and/or their printed counterpart. Previous publications include, among others, Bustler, ArchDaily, WA - Wettbewerbe Aktuell and Ottagono.

TIMELINE

The competition opens on January 19th, 2015. The registration fee is £50 until April 19th, when standard registration ends and late registration begins (fee £70). Last day of registration is May 10th, one week before the submission deadline, which is on May 17th. Winners will be announced no later than June 28th.

Please note that all deadlines are 23.59 GMT.



ELIGIBILITY

The competitions of Combo Competitions are open to all individuals and groups interested in any of the creative disciplines spanning from graphic design to urban design, and everything in between.

Students and professionals are equally welcome. Each submission can be created by an individual, or by a team of 2-4 participants.

INTELLECTUAL AND PROPERTY RIGHTS

Participants in the competition guarantee to Combo Competitions the originality of their proposals and the unhindered exercise of the intellectual and property rights over them. Once submitted to Combo Competitions the proposals will then become freely available for online publication on www.combocompetitions.com and all other websites that Combo Competitions may choose.

If there should be any reason a participant wishes not to have his/her work published he/she must request it in written form from Combo Competitions, within 14 days of the submission deadline for the competition.

Please refer to www.combocompetitions.com/terms for full Terms & Conditions.

IDEAS COMPETITION

Please note that this is an ideas-based competition - there is no intention of building any of the winning projects.

GOOD LUCK

Thank you for your interest in Combo Competitions - we look forward to your entry.
Good luck!