



# STICKLEY DESIGN INVITATIONAL

SAT., APRIL 16, 2011 from 9:00 a.m. – 4:00 p.m. at the

**STICKLEY MUSEUM AT CRAFTSMAN FARMS**

2352 Route 10 W, Morris Plains, NJ 07950 973.540.0311 [stickleymuseum.org](http://stickleymuseum.org)

## Craftsman Farms Museum Café Program Statement

**Challenge:** Develop a solution for a Museum Café on the grounds of the Stickley Museum at Craftsman Farms

**Client:** The Stickley Museum at Craftsman Farms.

**Site:** The designated site is an abandoned garage building at Craftsman Farms. Participants may utilize either or both floors of the remaining structure, or incorporate components of the program into an addition to the existing structure. The site offers good views of a woodland area that Gustav Stickley called Wood Thrush Glen. The site is pictured below.

**Inspiration:** Participants are encouraged to address the historic (Arts & Crafts) context in their design solution. Craftsman Farms is a National Historic Landmark, requiring that the Museum maintain specific portions of the property (and buildings) in a manner that is true to the original historic context. Buildings outside of this interpretive zone (where our building/site rests), should be respectful of Stickley's original vision Craftsman Farms, but are not specifically required to mimic the original architecture.



**Use:** Visitors and Staff will use the café for enjoying refreshments or simply relaxing. The Café should accommodate both, as the Stickley Museum would like for visitors to extend their visits and return again.

**Menu:** The Café will serve beverages and light food (produced off-site).

# Craftsman Farms Museum Café Program

For the purposes of our project, the following dimensions are to be assumed for the existing structure:

Upper Level: Twenty feet long by twenty feet wide (20'-0" x 20'-0");

Lower Level: Twenty feet long by twenty feet wide, with four (4) stone columns as shown measuring 2'-0" x 2'-0" x 9'-0" high, and an enclosed area having stone walls of similar thickness, as shown in the attached drawings. The difference in elevation from the Upper Level (platform) to the concrete slab of the Lower Level is 9'-0".

The following spaces are needed in the café:

- Entrance\* 20 SF  
*\*the seasonal nature of the Café suggests that an entrance vestibule is not required; maintain a clear area at the door extending 18" from the latch side of the door, and 48" back from the door (see attached diagram)*
- Indoor Seating/Dining Area 120 SF  
*The Café space should accommodate not less than 12 persons utilizing:*
  - a. Built-in Seating or Tables & Chairs
  - b. Small Stools for Seating or Resting Cups of Coffee
- Outdoor Seating/Dining Area (optional) 120 SF (min)
- Food & Drink Prep Area 80 SF  
*Provide a work space for one (1) Café employee to include:*
  - a. Work counter approximately 25" deep for food & drink preparation
  - b. Under-counter storage for coffee and beverage prep items (sugar, stirring sticks, filters, napkins, etc.)
  - c. Above counter shelving or cabinets for storage of clean dishes
  - d. Double sink for dishes
  - e. Under-counter dishwasher
  - f. Under-counter refrigerator
- Serving Station and Cashier 70 SF  
*Provide a work space for one (1) Café employee/cashier to include:*
  - a. Serving Counter
  - b. Cashier's Station w/cash register
  - c. Refrigerated Case for viewing catered salads, sandwiches and pastries
- Uni-sex Public Toilet Room 50 SF  
*Provide an accessible public toilet room with a water closet and handwashing sink (see attached diagram). The Public Toilet should be at the same level as your primary Café space.*

# Craftsman Farms Museum Café Presentation Guidelines

Your presentation will include:

1. A Scale Model of the Café Scale is 1/2" = 1'-0"  
*A "scale" model means building a model to represent the Café in a smaller size. For the purposes of our Project, 1/2" on your architectural scale will equal 1'-0".*
2. Drawings and Sketches (optional) Recommended scale to match your model  
*Feel free to include your development sketches and scale drawings (plans or elevations) that you might create to develop your three dimensional model. Sketches are a great way to quickly generate ideas and demonstrate concepts; submit sketches that help to explain your idea(s). Scale drawings can be applied to the surfaces of your models to convey building components and/or materials.*

Models of Gustav and Eda Stickley are here to help you with scale. Use them to figure the height and width of architectural components within your model; use them to imagine what they would experience if they looked out of a window, sat on a chair, or bought something from the counter. A great way to work out design solutions to problems is to think of your own experiences in similar situations:

- what is a good counter height for preparing a sandwich;
- what is a good height for a window if you are seated or standing;
- how high is the typical seat of a chair;
- imagine yourself approaching your building and walking through the door.

In this project the finished result is a proposal to the Stickley Museum. You will want to "sell" your idea to them. Think about why you make design decisions. Your idea can be based on a simple diagram that references an Arts & Crafts idea or design motif, a specific view or a connection to another building on the property, or even a Gustav Stickley piece of furniture! ***Be creative!***

Remember if you need to see a window, door, roof, chair, wall, whatever:  
Look around or go outside. ***Let Craftsman Farms be your inspiration!***