

ARCHITECTURE COMPETITION

WALK&TALK PAVILION 2020

REGULATION

INTRODUCTION

Anda & Fala - Cultural Association, responsible for Walk&Talk - Arts Festival, promotes this Architecture Competition with the purpose of selecting a partner responsible for designing the project for the new W&T Pavilion, a temporary structure that will be built at Largo de São João in Ponta Delgada (São Miguel) and presented in the context of the 10th edition of the event, which takes place from July 9 to 19, 2020.

ABOUT WALK&TALK AND ANDA&FALA

Walk&Talk is an annual arts festival that encourages creation in the specific cultural and geographic context of the Azores archipelago, organized around five artistic circuits - Island Circuit, Exhibition Circuit, Residency Circuit, Performative Circuit and Knowledge Circuit. Distinct circuits that are contaminated in a program dedicated to contemporary artistic creation and the presentation of installation and exhibition projects, performance, video, music, architecture and design.

Experimental and participative, in addition to an event, Walk&Talk is a platform that acts continuously to promote new centralities for contemporary artistic production and to create new projects, pulverizing spaces and communities through the arts. It operates in a network and co-produces with similar structures, promotes an environment conducive to interchange, co-creation and, from the Azores, shares new artistic proposals with the world.

The first edition of Walk&Talk took place in 2011 in São Miguel, in 2016 it was extended to Terceira Island and during eight editions, it has hosted more than three hundred artists from multiple origins, Portuguese and foreign. The festival is a member of EFFE - Europe for Festivals for Europe and its accomplishment marks the culmination of the work of Anda&Fala - Cultural Association, a non-profit, declared of public utility by the Government of the Azores. In the biennium 2018/19, the activity and projects of Anda&Fala are supported by the Ministry of Culture / DGARTES, Government of the Azores and Ponta Delgada City Council.

walktalkazores.org
[Relatório de Avaliação 2019](#)

THE FIRST PAVILION

Between 2012 and 2016, the "Gallery" was Walk&Talk's home. Located in the old and unoccupied Fiat facilities in Ponta Delgada, the "Gallery" hosted the headquarters and concentrated the program of the festival, functioning as a meeting space between audiences, agents and artists. In 2017, as result of the current urban renewal of the city, the building was sold and the Festival had to imagine a new house and meeting point.

Walk&Talk's first Pavilion was created in 2018 and was conceived as a temporary structure destined to inhabit São João Square, next to Teatro Micaelense, in the center of the city of Ponta Delgada.

The pavilion has revived the activation of public space as the focal point of Walk&Talk's program, proposing an alternative space in its form and location and a stage for the main dynamics of the festival, such as talks, performances, parties and concerts.

The Pavilion opens a new artistic and programmatic line in the Festival, at the same time it stabilizes the need to create a house and meeting point for the event. It reinforces the relationship of proximity with Teatro Micaelense, and also underlines the opening to the public and the activation of public space as fundamental aspects in the presentation of program activities. It also guarantees support for artistic residences and functional space with mixed bar, canteen and reception of the team, participating artists, other guests and participants.

The design of Walk&Talk's first Pavilion was signed by Mezzo Atelier architecture collective. In 2019 the winning project was selected in the context of the first edition of an architecture competition, which involved twenty invited studios, and was won by Artworks and GA Estudio, as well as finalists BUREAU and PMPG - Pedro Mosca & Pedro Gonçalves, Architects. The construction was coordinated by João Rebelo Costa, architect co-responsible for the production in Walk&Talk, and carpentry work by João "Marreco" Costa.

MEETING POINT

The Pavilion marked a new milestone in the history of Walk&Talk, creating an open and public house for the festival's program, **a symbol of the project's autonomy, maturity and capacity for innovation as a space of creation and experimentation in the various artistic fields.**

The receptivity to the first Pavilion was proven by the way it involved and crossed different audiences, attracted by an inviting, open and activated space with an intense two week program that included concerts, talks, parties and performances. The Pavilion was the "meeting point" and "starting point" of the activities of Walk&Talk 2018, revived the São João Square and defined a new centrality in the city of Ponta Delgada. Alongside an open invitation to the public, the Pavilion created a confluence space between artists, organizers and visitors, since it brought together various areas essential to the dynamics and management of the festival: canteen, bar, auditorium, stage.

More info on the 2019 Pavilion by [Artworks e GA estudio](#)
[Dropbox Folder](#) / [Archdaily](#)

More info on the 2018 Pavilion by [Mezzo Atelier](#)
[Dropbox Folder](#) / [Mezzo Interview by Gabriela Lourenço](#) / [Archdaily](#) / [Designboom](#)

W&T PAVILION 2020 PROGRAM

1. OBJECT AND MODALITY OF THE COMPETITION

The competition aims to select a partner to design Walk&Talk's 2020 Pavilion. Proposals should be developed at the level of a simplified prior study. The contest has a single phase and the selected candidate will be invited to develop the project and build the W&T 2020 Pavilion.

2. CANDIDATES

Applications are accepted:

- From national or foreign applicants
- Individual and collective, upon the mandatory appointment of a representative of the collective. The teams can be made up of professionals from different areas, but must be coordinated by an architect with at least five years of experience.
- Only one (1) application will be accepted per candidate or collective.

3. APPLICATION

- Applications will be submitted in digital format and must include an **Application Dossier** and an optional **Other Attachments** (see section 3.1).
- All application files must be sent as attachments or via Wetransfer link (or similar) in a single email with the subject "W&T 2020 Pavilion Application / Candidate Name" to pavilion2020@walktalkazores.org
- For the purposes of application and evaluation, elements or information sent in the body of the email will not be considered;

3.1. ELEMENTS OF THE APPLICATION

A. **Application Dossier - File in PDF format, with a maximum of 15 pages. A4 and 15MB**

Candidates are free to organize their Application Dossier and include other content that they consider relevant to their submission, provided that the Dossier contains the mandatory elements described below.

1. Proposal Framework

Synopsis of the proposal, maximum 200 words

Descriptive text, maximum 2000 words

Designed pieces

2. Portfolio

Selection of works or projects already developed in text, image or active PDF links to platforms that allow online viewing, such as the candidate's website, Youtube, Vimeo and others.

3. Identification

Candidate's Name OR Collective Name and clear identification of representative, biography (individual or collective) up to 750 characters with spaces, in Portuguese and English.

Departure airport / address / Mobile phone / Email

B. **Other Attachments** – optional

4. PROGRAM

The temporary pavilion will be built to host the spaces and activities of Walk&Talk 10th edition, which will take place between **July 9 - 20 2020**. The Pavilion, located in Largo de São João ([Imagens](#) + [Localização](#)), will be used for approximately 2 weeks.

4.1. SPACES / AREAS

A) COMMON AREAS - PUBLIC / AUDITORIUM / STAGE

1. Meeting space, with roof, access to the Bar and visibility to the Stage . The use of this space changes according to the program of activities of the festival, hosting conversations, brunch's, performances, concerts, parties;
2. The Stage (17.00m²) will be used for concerts, performances, DJset. Foresee electric support and space for equipment, contemplate supports for stage lighting;

B) BAR (10.00m²)

1. Bar counter (w / minimum of 4m in length);
3. Workstation for drinks preparation (easy hygienization surface);
4. Provide space for two beer handles and carbonated drinks and their respective barrels, and two
5. cooling chests;
6. Area for payments;
7. Area of recyclable cups and recyclable waste device;
8. Provide constructive solutions that ensure a good thermal behavior;
9. Provide locks

C) PANTRY BAR (10.00m²)

1. Catering food sideboard;
2. Workstation for Food preparation - salads, tapas, etc. (easy surface cleaning);
3. Cupboard for tableware, cutlery, glasses;
4. Foresee washing circuit of crockery and cups
5. Recyclable waste device;

D) PANTRY CANTEEN (10.00m²)

1. Foresee washing circuit of crockery and cups
2. Foresee area for mobile workbenches with tub and water tank

E) CANTEEN AREA (26.00m²)

1. Equivalent area to six long tables (2.6x1.0m) with bench seats;
2. Semi-private or mixed space (used by the team, artists, curators, journalists and other guests);
3. Provide constructive solutions that ensure a good thermal behavior;

F) TECHNICAL AREAS (20.00m²)

1. Foresee space for beer barrels, juices and other drinks from the bar (04.00m²);
2. Foresee storage space for outdoor furniture;
3. Electrical Board and Intrusion System;
4. Foresee storage space for audiovisual material (01.50m²)
5. Foresee space for cabin / regie for sound and image + projection point + Projection area;

G) FURNITURE

1. Provide outdoor furniture such as benches, tables and other elements that can help to organize the space and the different moments of the program;

H) TECHNICAL DATA SHEET + SIGNAL

1. Foresee signage space for the Pavilion: structures/spaces to communicate the festival's program and sponsors.

4.2. ASPECTS TO CONSIDER

- A. **Endogenous Materials:** the project should contemplate and prioritize the use of endogenous materials (originating in the Region). **Criptoméria dos Açores** - *Cryptomeria japonica D. Don* aka. Japanese cedar ([consult characteristics](#)) must be the main material used in the construction of the Pavilion;
- B. **Assembly :** the Pavilion must be designed to allow pre-assembly or preparation in a atelier/workshop;
- C. **Infrastructures:** the construction can not foresee any solution that fixes the structure to the ground (slab of the square) - this condition is a requirement of TECNOVIA, the managing entity of the car park beneath São João Square.
- D. **Covered spaces:** the Pavilion is the meeting point for artists, organizations and the public so, given the unstable nature of the Azores climate, it will be essential to think of roof/covering solutions for the different areas;
- E. **Signage / Communication:** provide forms or supports for the valorisation or communication of the festival program, project partners and sponsors.
- F. **Local suppliers:** the project should prioritize, whenever possible, local suppliers (São Miguel Island).
- G. **Sustainability:** consider the waste of materials and caution the use of polluting products;
- H. **Reuse:** the construction and assembly of the Pavilion should be designed so that after disassembly, most of the materials can be returned or reused in other projects / activities.

4.3. BUDGET / PRODUCTION

- A. The total budget available for the construction of the Pavilion is € 10,000.00 + PT VAT (ranging from 18% Azores to 23% in mainland Portugal). This amount should include all costs with materials, skilled labor and transportation of materials;
- B. The project fee of the winning team is added to this value.
- C. All project production will be coordinated by Walk&Talk Production Team.
- D. All project financial management will be coordinated by Walk & Talk's Finance Directorate.

5. PLAN AND CALENDAR

5.1. PHASE 1 | COMPETITION

8 JAN.: announcement of the competition

21 FEV. - 17h00 (Azores): clarifications

(Requests for clarification sent after this deadline will not be considered)

27 FEV. - 23h59 (Azores): application deadline

(applications received after this deadline will not be accepted)

16 MAR.: Announcement of the winning project selected by the Jury

5.2. PHASE 2 | IMPLEMENTATION AND PROJECT PREPARATION

16 MAR. - 15 APR.: Preparation of the execution project - work execution dossier - drawings and quantity map:

15 APR. - 29 MAI.: Project Coordination with Walk&Talk Project Manager

5.3. PHASE 3 | ASSEMBLY AND DISASSEMBLY

- 1 JUN. - 3 JUL.: Project Implementation
- 3 JUL.: Deadline for job completion
- 5 JUL. - 19 JUL.: Use of the Pavilion during the Festival
- 20 JUL. - 24 JUL.: Disassembly

6. JURY

Walk&Talk Artistic Direction (President of the Jury) - **Jesse James e Sofia Botelho**

Walk&Talk Production Direction - **Luís Brum**

Regional Directorate of Forest Resources (DRRF) - Government of the Azores

Lisbon Architecture Triennale

- A. The Jury works in all its competences, even if one of the institutions doesn't appoint a representative.
- B. The jury reserves the right to request additional information from all candidates about the projects submitted to the competition.
- C. The evaluation process of the jury will be through videoconference and online viewing of the materials submitted to the competition.
- D. The decision on admission and selection of projects belongs to the organization and the Jury, from which there will be no appeal.
- E. Decisions of the jury are valid by majority, with the president of the jury having a casting vote in the event of a tie.
- F. The members of the jury, as well as persons with professional or family connections to them, cannot apply to this competition.

6.1. EVALUATION

- A. Architectural culture and demonstrated technical capacity: 20%;
- B. Creative response to the program: 20%;
- C. Response to the project briefing: 15%;
- D. Technical and financial feasibility of the proposed solution: 30%;
- E. Work plan: 15%;

6.2. ANNOUNCEMENT OF THE DECISION

The jury's decision will be announced publicly on March 16, 2020, on Walk&Talk's website. Candidates of the winning proposal will be contacted in advance.

7. AWARDS

PROJETO VENCEDOR

1. **Award Fee** - 2750,00 €
2. **Project construction** - as defined in point 4. *Program*
3. **Participation in the Festival** - trip to the Azores in July 2020 (up to 2 round trip) + accommodation + food
4. **Walk&Talk 2020 Artist List:** The authors of the winning project will be included in Walk&Talk's 2020 Artist List.

HONORABLE MENTION

1. **Honorable Mention Fee** - 250,00 €
2. **Recognition Diploma**

9. GENERAL CONDITIONS

- A. By the act of submission of proposals, all authors fully accept the content of this Regulation, as well as granting the right of reproduction of elements of the proposal (text and image), partially or in full, duly credited, for publication and dissemination in the materials and other promotional media, including online, produced and disseminated by the organization and/or its partners.
- B. Applicants are responsible for the originality of the ideas presented, guarantee their authorship and assume any liability arising from any third party claims regarding intellectual property.
- C. Failure to submit and comply with all requirements required by these Regulation implies the automatic exclusion from the competition
- D. Anda&Fala - Associação Cultural reserves the right to amend this Regulation, and to announce the alterations in advance
- E. All situations not covered by this regulation will be decided on a case by case basis by Anda&Fala - Associação Cultural.

10. CONTACTS

PROJECT SUBMISSION

pavilion2020@walktalkazores.org

COORDENATION AND

pavilion2020@walktalkazores.org

PARTNERS

