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## 1. OVERVIEW

This international one-stage architecture competition invites you to develop and submit compelling ideas for the design of a contemporary **Site Museum** located within the **Castle at Montemor-o-Novo in Portugal**.

The **Castle of Montemor-o-Novo** is a significant landmark on a prominent landscape, a place of great cultural heritage and historical significance with characteristics that must be fully preserved.

When generating a vision for an intervention located within such a remarkable place, it is essential that each proposal emphasizes, respects and celebrates the site and existing ruins within this spectacular landscape, providing visitors a unique experience.

## 2. COMPETITION

### Montemor-o-Novo, Portugal

#### | Site Description

**Climate:** Summer is hot and dry, sometimes with temperatures above 40°C, in Winter the temperature can drop below 0°C. The annual average temperature is 15,4°C, registering the highest average in July 32°C and the average minimum in January 3,1°C.

**Latitude:** +38.65 (38°39'00"N)

**Longitude:** -8.21 (8°12'36"W)

**Time zone:** Portugal, Western European Time Zone

**Altitude:** 291 m above sea level

**Climate:** Mediterranean climate, hot and dry season in the summer, low rainfall in the winter

**Rainfall:** Varies between 500 and 700 mm

**Humidity:** Varies between 65% and 75% in the winter with an accentuated drop in the summer

**Winds:** Varies between 1.4 km/h in October and 4.2 km/h in July (South direction: between September to January and March to April; North direction: February, May and July; West and Northeast direction: in June and August respectively)

#### | Site History

**Montemor-o-Novo, Portugal**, with an area of 1232 km<sup>2</sup> and approximately 18,578 inhabitants, extends through mountains and hills, rivers and dams and extensive fields of crops and livestock. The diversity of landscapes between the north and south is remarkable. In the north are predominately dams and lakes, while the south boasts an abundance of colors and vegetation thanks to the existing groundwater sources. Montemor-o-Novo is a testimony of centuries of occupation and a prehistoric past with megalithic monuments (dolmens, menhirs and stone circles) scattered all over the county.

The **Castle of Montemor-o-Novo** is located on a hill, about 291 m above sea level, between the Almansor River and the town of Montemor-o-Novo, in an area of great historical and cultural heritage. Occupied since an undetermined epoch, it assumed a prominent role in defense, as well as in the geographical and political context of this area of Portugal. The Castle of Montemor-o-Novo is the original precinct of the medieval village of Montemor-o-Novo, with almost 2 kms of fortified wall, four towers, nineteen turrets and four entries.

Traces of occupation were found from the Roman period (2nd b.c. to 5th a.c. centuries). The Romans were responsible for building infrastructure including aqueducts, roads and bridges that reflect the current development of this area. A roman funerary plate was found in the Church of 'Santa Maria do Bispo', establishing a hypothetical occupation of the site.

From the Pre-Islamic period (6th to 8th centuries) traces of Visigothic influence (ashlar) were found in the portal of the Church of 'S. João Baptista' and the Clock Tower. Archaeological material was found from the Islamic period (8th to 12th centuries) and according to some historians, is the existence of a fortified settlement that would have structured the intramural urban space. The intramural village of Montemor-o-Novo with an indeterminate origin would have historically evolved between the Islamic period and the Christian reconquest of this region.

In the 12th century, the Castle occupied by the Moors was conquered by D. Afonso Henriques and according to historians, was followed by a period of great political and military instability with the destruction caused by the Almohad invasion (1191). In the 13th century, D. Sancho I granted its 1st charter and the walls were rebuilt under the reign of D. Dinis. The intramural village became one of the main towns of the territory.

In the 14th and 15th centuries, the intramural village attained a great economic, demographic and political importance. The doors, oriented towards the cardinal points, organised the social and economic life of the village by defining the main intersecting roads and marked the village center with a public square and trading area. These areas provided a direct relationship between the Castle and the structural axes towards the wall entries. The village was organised organically, with narrow winding streets.

From the mid-14th century, the village was formerly confined to the intramural area of the Castle and then began extending to the north outside of the perimeter walls, known as the 'Arrabalde'. It was a very accessible area between Lisboa-Évora, lying in a privileged location in regards to communication and proximity to trading routes between the North-South, East-West, while also playing an important role

in the economic, social and political scene. The North entrance of the fortified wall established direct access to the 'Arrabalde' (the current town of Montemor-o-Novo).

While the people moved to the north, the regal representatives remained within the intramural village, recognizing that this division could create a weakening of their power. During the 14th and 16th centuries, there was a regal attempt to counter the intramural de-population by granting privileges only to those living within the walls and restricting privileges for residents of 'Arrabalde', such as the prohibition of trade outside the intramural space.

From the 16th century, it became increasingly evident the relocation of the population to the northern outskirts, until the complete abandonment of the intramural space in the 18th century.

The city of Montemor-o-Novo had an important role in the fight against the Castilian occupation (1580 - 1640) and during the French invasions (in the beginning of the 19th century).

## | Program

### PUBLIC SPACES

#### 1. Reception Area

Lobby	80 m2
Gift shop / Bookstore	40 m2
Rest rooms	30 m2
<b>Total</b>	<b>150 m2</b>

#### 2. Permanent and Temporary Exhibitions

Permanent exhibition gallery	150 m2
'History' room	50 m2
Temporary exhibition gallery	100 m2
Storage room	30 m2
<b>Total</b>	<b>330 m2</b>

#### 3. Cultural Activities

Auditorium	120 m2
Classroom / Workshops	40 m2
Library	40 m2
Cafe	50 m2
Storage room	20 m2
<b>Total</b>	<b>270 m2</b>

### PRIVATE SPACES

#### 4. Research and Administration

Administration office	30 m2
Meeting room	20 m2
Research office	20 m2
Archive for archeological material	40 m2
Rest rooms	20 m2
<b>Total</b>	<b>130 m2</b>

#### 5. Auxiliary Areas

General storage room	30 m2
Equipment room	100 m2
<b>Total</b>	<b>130 m2</b>

#### 6. Exterior Open-Air Exhibition

Open-air exhibition (covered)	
Reflecting pool	
<b>Total</b>	<b>100 m2</b>

<b>Partial total:</b>	<b>1110 m2</b>
<b>Circulation maximum area:</b>	<b>200 m2</b>
<b>Total area of the Site Museum:</b>	<b>1310 m2</b>

## **Detailed description of the program:**

### **PUBLIC SPACES**

#### **1. Reception Area**

##### **Lobby:**

Reception space for visitors where tickets sales and general information is located.  
Area where access is monitored and visitors are distributed towards the different areas of the Museum.

##### **Gift shop / Bookstore:**

Area where books and souvenirs will be sold.

##### **Rest rooms:**

Service area for visitors and users of the public areas of the museum.

#### **2. Permanent and Temporary Exhibitions**

##### **Permanent exhibition gallery:**

Area designated to the permanent exhibition for the archaeological collection and artifacts found within the county of Montemor-o-Novo.

##### **'History' room:**

Area providing visitors with general information about the history of the site prior to entering the permanent exhibition gallery.

##### **Temporary Exhibition gallery:**

Area designated as a multi-functional space with ongoing exhibitions and activities.

##### **Storage:**

Support area for storing artifacts and related materials of the exhibition galleries.

#### **3. Cultural Activities**

##### **Auditorium:**

Area for seminars, lectures and conferences designated for personnel, researchers and visitors.

##### **Classroom / Workshops:**

Area for diverse educational activities related to the Museum and local community.

##### **Library:**

Area for recreational, academic and research for personnel, researchers and visitor use.

**Cafe:**

Area to offer personnel, researchers and visitors a relaxing space for an assortment of meals and drinks.

**Storage:**

Support area for storing related materials of the cultural activities spaces.

## PRIVATE SPACES

### 4. Research and Administration

**Administration Office:**

Area designated for personnel in charge of the direction and administration of the Museum.

**Meeting room:**

Area for conducting internal meetings for personnel and researchers.

**Research office:**

Support area designated for a diversity of research activities related to the Museum.

**Archive for archeological material:**

Area designated for storing and archiving all archeological artifacts found during excavations.

**Rest rooms:**

Service area for personnel and researchers.

### 5. Auxiliary Area

**General storage room:**

Support area for storing maintenance equipment and miscellaneous items.

**Equipment room:**

Area dedicated for the mechanical and electrical equipment that services the Museum.

### 6. Exterior Open-Air Exhibition

**Open-air exhibition/s (covered):**

Area/s designated for exhibiting artifacts within an open-air exterior condition.

**Reflecting pool:**

A reflecting pool should be introduced into the design of the Site Museum. It does not necessarily need to be directly related with the open-air exhibition spaces.



**Notes:**

The overall design of the Site Museum must be sensitive to the surrounding context. Moving or removing any archeological vestige to build any supporting structure will be avoided in all cases. Because this is an ideas competition, urban planning and building regulations will not be applied to the design proposal. Therefore there are no height limitations. However, the possibility of good natural light and ventilation must also be studied by the participants.

**| Downloads**

All documentation such as cad drawings, site photos and videos required to develop the competition proposal are available at [www.arkxsite.com](http://www.arkxsite.com). Any additional information will not be provided during or after the registration period. All of the documentation was prepared, organised and published by the **ArkxSite** team for the sole purpose of this architecture competition.

**3. AWARDS**

The jury members will award three prizes and seven honorable mentions.

1st Prize	<b>2000 € (Two thousand euros)</b>
2nd Prize	<b>1000 € (One thousand euros)</b>
3rd Prize	<b>500 € (Five hundred euros)</b>

7 Honorable Mentions

**Publication**

All submissions will be published on the **ArkxSite** website. All reasonable efforts will be made to publish and promote the winners and honorable mentions in architectural magazines and blogs worldwide; however, such results will rely on agreements made between the publication entities and ArkxSite.

**Notes:**

- Honorable Mention citations will not include a cash prize;
- This is strictly an ideas competition, an academic exercise and will not be built. ArkxSite or any other organisations do not have authority or intention to award contracts for design services as a result of this competition. Awarded proposals should consider their award as recognition of excellent work in this competition.

#### 4. JURY MEMBERS

The jury members will be composed of the following professional architects.

##### **Jaume Mayol** (Spain)

Architect who received a Ph.D. in Architecture from the UPC (Universitat Politècnica de Catalunya). Professor at several universities and currently at the IE School of Architecture of Madrid. He develops his professional work at **TEd'A arquitectes**, a small studio located in Mallorca. Their work seeks to inherit and make contemporary, the local building tradition. The studio has received several awards, highlighting the recent first prize for the new school Orsonens in Switzerland.

##### **Jacopo Mascheroni** (Italy)

Architect and Founder of **JM Architecture**, based in Milano. He studied in Italy, France, USA, and worked in San Francisco and New York for many years before establishing his own practice. The firm works with real estate developers as well as private clients, and is involved in a series of residential and hospitality projects in Europe and Asia.

##### **Gilberto Rodriguez** (USA)

Architect / Partner at **Brito.Rodriguez**, an architecture studio based in Lisbon, Portugal. He collaborated at the office of Jim Jennings Architecture in San Francisco, United States and at RCR Arquitectes in Olot, Girona, Spain. The studio direct and organise the annual Art.Architecture Workshop and have received national and international recognition with projects awarded and exhibited in: England, Italy, Mexico, Peru, Portugal, Spain and the United States.

#### | Evaluation Process

The jury members will review and evaluate all eligible competition proposals and will select the 3 winners and 7 Honorable Mentions. The jury members will base their decision on their own expertise, the work submitted by the participants, and the information available on the competition website.

For whatever reason a jury member is unable to review and evaluate during the evaluation period, the jury member may be replaced by an alternate member selected by **ArkxSite**.

Evaluation criteria will be based on:

- Originality and quality of the proposal's design vision
- Responsiveness of the proposal to the competition's objectives
- Appropriateness to the site and its context
- Quality and clarity of the presentation

## 5. SCHEDULE

Competition opening	October 07, 2014
FAQ questions deadline	November 07, 2014
FAQ answers posted	December 01, 2014
Early Registration period	October 07 - December 15, 2014
Regular Registration period	December 16 - January 24, 2015
Registration Deadline	January 24, 2015
Submission Deadline	January 31, 2015
Jury Evaluation	February 02 - February 16, 2015
Announcement of Competition Results	February 27, 2015

### Notes:

- FAQ (frequently asked questions) available on the **ArkxSite** website;
- All deadlines are established @ 23:59 hrs (Portugal, Western European Time Zone)

## 6. REGISTRATION

### | Eligibility

The competition is open to architecture students and young architects worldwide. Each team may be composed of 1 up to 4 team members and may include multidisciplinary members (designers, engineers, artists, etc.) as long as a single architecture student or young architect is part of the team. Jury members or those involved in any capacity with the preparation and organisation of this competition may not participate.

### | Registration Process

All participants are required to register online and complete a payment prior to the deadline established by the competition schedule in order for their competition proposal to be reviewed and evaluated. The registration process can be completed in 2 simple steps:

#### 1. Registration form

Complete and submit the registration form located on the **ArkxSite** website [www.arkxsite.com/registration](http://www.arkxsite.com/registration)

#### 2. Payment

Select one of the following payment options: PayPal or by Bank transfer (see Payment Methods).

**Registration Code:** Upon submitting the online registration form and completing the payment, the participant should email a copy of the transaction receipt to **submission@arkxsite.com** as proof of payment. **The email subject must include the name of the team leader.**

The team leader will then receive a **Registration Code** by email confirming the registration in the competition. This **Registration Code** must be included in the upper right hand corner of the submitted panel.

## | Fees

<b>Early registration period</b>	October 07 - December 15, 2014	<b>60€ + VAT*</b>
<b>Regular registration period</b>	December 16 - January 24, 2015	<b>90€ + VAT*</b>

\* A tax of 23% (VAT rate in Portugal) will be applied to the fees listed above.

<b>Early registration fee</b>	<b>60€ + 23% = 73,80€,</b>
<b>Regular registration fee</b>	<b>90€ + 23% = 110,70€</b>

### Notes:

- The registration fee refers to a single competition submission.
- Competitors may submit as many entries as they desire; however, each submission must have a unique registration code obtained through the registration form and payment process.

## | Payment Methods

### PayPal \*

Is a secure, fast and easy method for making international online payments. PayPal accepts debit cards and all major credit cards. (VISA, MasterCard, American Express, etc.). Upon completing the payment, the participant should email a copy of the transaction receipt to **submission@arkxsite.com** as proof of payment. **The email subject must include the name of the team leader.**

### Bank transfer \*

An alternative payment method can be made by bank transfer to the account listed below. Upon completing the payment, the participant should email a copy of the transaction receipt to **submission@arkxsite.com** as proof of payment. **The email subject must include the name of the team leader.**

**Bank:** Banco BPI, S.A.

**NIB:** 0010 0000 51686920001 95

**IBAN:** PT50 0010 0000 5168 6920 0019 5

**SWIFT/BIC:** BBPIPTPL

### Notes:

- Any bank fees related to the bank transfer are the sole responsibility of those who are registering for the competition;
- Keep in mind the registration period deadline established by the competition schedule prior to making the payment.

## | Refunds

Under no circumstances will the early or regular registration fees be refunded. The registration fees can only be applied to this competition and can not be transferred to a future competition under any circumstances.

## 7. SUBMISSION REQUIREMENTS

The competition submission will consist of a single digital file and should comply with the following requirements:

### Format of digital panel:

(1) - A1 sized panel (59,4 cm x 84,1 cm), Landscape / Horizontal layout

**Registration Code must be located in the upper right-hand corner of the submitted panel**

### Presentation:

Graphic layout including drawings and renderings are to be determined by each team; however, the **program areas** should be clearly identified on the panel.

### File type / size:

**JPG with 5 Megabytes** (maximum). Recommended **300 dpi** resolution.

File name should include the **Competition Title** together with the **Registration Code**.  
For example: **sitemuseum0000.jpg**

### Email submission:

The competition panel must be submitted using the online file-transferring platform **WeTransfer.com** as a single jpg file and addressed to **submission@arkxsite.com**.

### Submission deadline:

The competition panel should be sent prior to the deadline established on the competition schedule. Competitors are responsible for the arrival of their proposals within the corresponding deadline; therefore, time should be allowed for uploading the files via wetransfer.com. No proposal will be accepted nor evaluated if received after the submission deadline.

## 8. FAQ

Any questions related to the information found within this brief may be addressed by sending your questions to the email address: **info@arkxsite.com** or by using the contact form found on the **ArkxSite** website.

Questions will be answered and published on the FAQ page of the website on the date stated in the competition schedule. Questions related to this competition brief that are received after the FAQ deadline will not be addressed nor answered.

## 9. RULES

### | Language

The official language of the competition is **English**.

### | Anonymity

This is an international, anonymous, single-stage design competition open to all architecture students and young architects and multidisciplinary teams composed of landscape architects, urban designers, artists, etc (refer to Eligibility). All competition submissions are to remain anonymous throughout the competition phase and will only be identified using a registration code assigned by ArkxSite during the registration process, (refer to the submission requirements). No entry will be reviewed or evaluated that contains any mark, logo or other indication of the identity of the team members located on the competition panel. The identification of the 3 winners and 7 honorable mention awarded competition panels will only be revealed after the jury evaluation phase and at the time the competition results are published on the ArkxSite website.

### | Ownership and Copyrights

Full ownership and copyrights of all submissions in connection to this competition are retained by the author of the work; however, ArkxSite retains the rights to publish (printed or online) and promote the submitted material at their own discretion regarding formats, sizes and composition layouts. All submissions will subsequently become part of the ArkxSite's digital archive.

If any participant wishes to publish, exhibit or promote their competition submission on any website, publications or social media, they are granted the rights to do so, as long as the title of this competition together with ArkxSite are properly referenced and credited as the competition organiser.

### | Award notification

All awarded teams will be notified by email and will receive a digital certificate corresponding to their placement and participation in the competition.

### | Disqualification

Competition submissions will be automatically disqualified if:

- any attempt of any form of communication is made with the jury members or any one from ArkxSite during the competition phase;
- any competition submission is received after the deadline as stated on the competition schedule;
- any competition submission panel includes any language other than English;
- any competition submission contains any mark, logo or other indication of the identity the author/s;
- any competition submission does not abide by the submission requirements and rules as stated in this competition brief.

## | Conditions

- By submitting a proposal for this competition, each team member agrees and accepts the requirements, rules and conditions as listed in this competition brief, as well as final decision of the jury;
- ArkxSite reserves the right to vary, omit or make adjustments to this competition brief at any time during the competition phase. Any such changes will be made public on the website and an updated competition brief will be uploaded onto the website;
- This is strictly an ideas competition, an academic exercise and will not be built. ArkxSite or any other organisations do not have authority or intention to award contracts for design services as a result of this competition. Awarded proposals should consider their award as recognition of excellent work in this competition.
- Urban planning and building regulations will not be applied to the design proposal. The competition is organized by ArkxSite as an academic exercise to promote debate and reflection, encouraging new perspectives and innovative strategies of intervention within the territory;
- The jury members reserve the right to award any competition submission that reinterprets the parameters of the competition's objectives, only if and when it is justified by the originality and quality of the proposal's design.
- Participants shall have no claim against ArkxSite in respect to this competition or any alteration made to this competition brief or the documentation such as cad drawings, site photos and site videos that were provided to develop the competition proposal.

## 10. CONTACT

For general questions please contact us at the email address: [info@arkxsite.com](mailto:info@arkxsite.com) or fill out the contact form on the website. Any question related to this competition brief should be emailed prior to the FAQ deadline. (see competition schedule). Any questions regarding the registration process and/or payment methods can be made until the Registration Deadline.

If interested, you may also sign up via email to our mailing list for the latest news and updates of all future competitions.

On behalf of the **ArkxSite** team, we welcome you and wish all the participating architecture students and young architects worldwide the very best of luck in the competition.

The **ArkxSite** Team

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