TABLE 4-10.1. TEEN ROOM/LOUNGE

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| **Description/ Usage** | This space allows teens to socialize during group games as well as have access to more independent activities like computers or watching television in a home-like environment. Consider an irregular shaped room that can be zoned for different activities. However, do not create blind spots. This room must feel private but still connected to the rest of the center. Consider visual access from the Check-in.   Navy requires visual access from Check-in. |
| **Min. Ceiling Ht.** | 2.4 m (8 ft.) minimum with 3.66 m (12 ft.) recommended. Consider varying the ceiling heights and finishes to provide interest and a variety of scale. If a pool table is included, provide at least 3.35 m (11 ft.) over the table. |
| **Finishes** | **Walls.**  Gypsum wallboard—first 1.22 m (4 ft.) with a protective wall covering wainscot and paint above 1.22 m (4 ft.). |
|  | **Floor.** VCT, seamless vinyl, or carpet with vinyl or rubber base. Also see Special Requirements below. |
|  | **Ceiling.** Primarily ACP with painted gypsum board used to help define other areas. |
| **Plumbing** | None required. |
| **HVAC** | 20 C (68 F) minimum, 26 C (78 F) maximum. |
| **Fire Protection** | Provide system per paragraph 3-5.3. |
| **Power** | As a minimum, provide duplex outlets at 2.44 m (8 ft.) on-center. An area within the Teen Room/Lounge should provide duplex outlets at 1.22 m (4 ft.) on-center for video games and provide one duplex outlet at each TV cable outlet. Also provide outlets at counter height for portable electronic devices such as CD players and laptops. Provide power at data outlet locations. |
| **Lighting** | 215 to 430 lux (20 to 40 fc) general ambient lighting. Provide a variety of accent lighting fixtures to create interest. Consider providing dimming in some areas. |
| **Communication** | **CCTV.**  Provide at least one outlet.  **CATV/Internal Video.** Provide at least one outlet.  **PA/Audio.**  Provide a speaker.  **Telephone.** Provide one line with internal two-way communication.  **Data.**  Provide at least two outlets.  **Security.** Provide vision panels on all doors. Do not create corners or “nooks” that are not visible from other areas of the room. |
| **Casework** | Consider counter and base cabinets. |
| **Furnishings Fixtures & Equip. (FF&E)** | Tables, chairs, stools, soft and padded furniture, lamps, bookshelves, coffee table, television, stereo, CD player, computers, video games, table games (foosball, pool), and tack board. |
| **Special Requirements** | Provide tackable surfaces on the walls. Consider large windows in the interior walls, but avoid putting the Teens “on display” to other patrons. Interior windows work best in walls common with staff areas for supervision.  Provide lockable exterior doors to patio.  Navy requires that exterior doors are visible from Check-in.  Provide a dedicated storage closet (included in the space program) with hanging rods and/or shelves.  For Navy facilities, provide an eating area with hard-surfaced floor (consider stained concrete) and two- and four-top tables and chairs. Consider providing a separate pass-through from the Snack Bar into the Teen Room/Lounge. |
| For use during project execution by the appropriate Service agency | |
| **Occupancy** | Staff. |
|  | Patrons/Youth. |
| **Min. net m2 (ft2)** |  |