

AGENDA

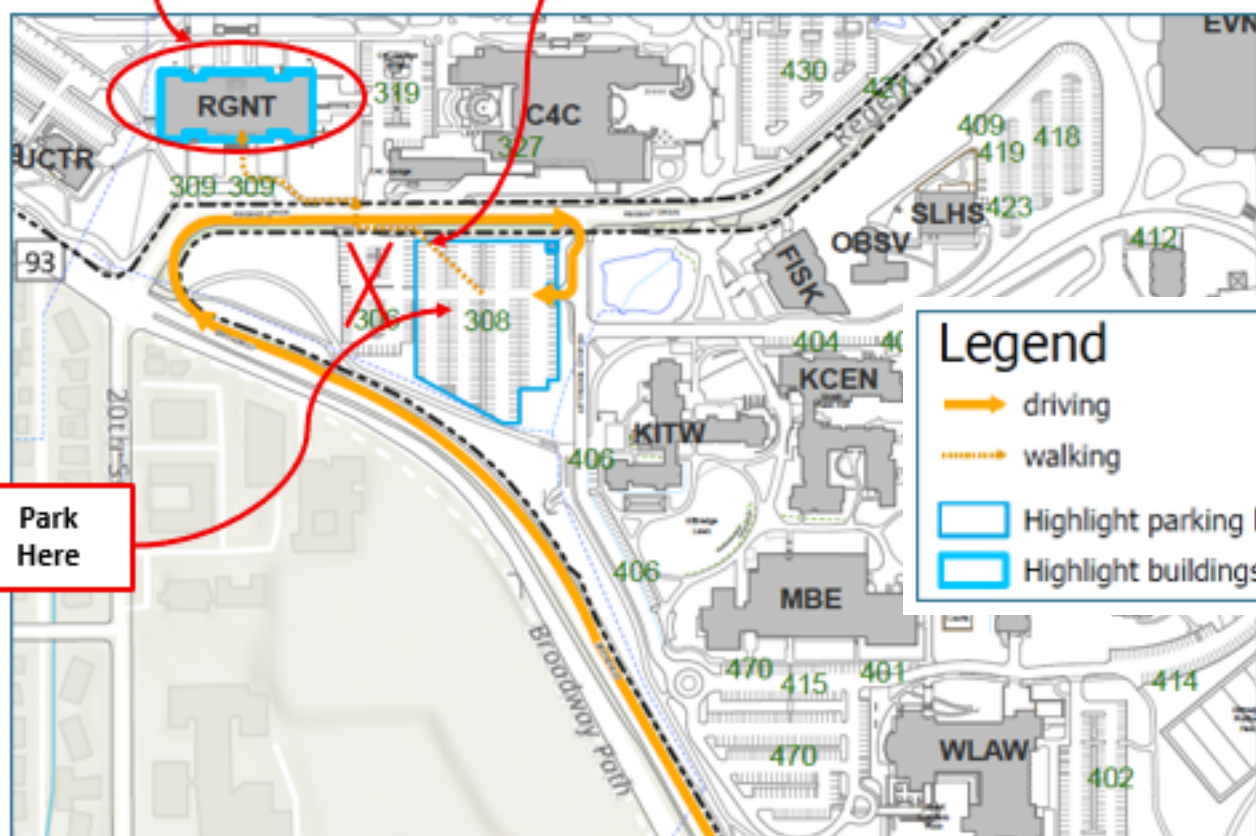
University Design Review Board Wednesday, July 9, 2025

Room 302, Third Floor, Regent Administrative Center,
2055 Regent Drive, University of Colorado Boulder

- 8:15 – 9:15 a.m.** **Tour – *Board only***
- Residence One
- 9:15 – 9:45 a.m.** **Study Session – *Board only***
- 9:45 – 10:45 a.m.** **National Quantum Nanofabrication (NQN) Facility – *CU Boulder***
Concept/Schematic Design (Action Requested)
Architects/Consultants:
Presenters: Page Architects; BSA Landscape Architects
 Scott Stoll, Alex Goldberg, Michael Reilly, Page
 Jason Messaros, BSA
 d'Andre Willis, Wayne Northcutt, Richelle Goedert,
 Josh Porosky, CU Boulder
Description: Combined Concept and Schematic Design Submittal
 for a 3,800 GSF addition to the SEEL building on East
 Campus funded with an NSF grant to further national
 security interests in quantum sensing
- 10:25 – 10:35 a.m.** **Board only discussion**
10:35 – 10:45 a.m. **NQN Facility Recommendations/Action**
- 10:45 a.m. – 12:00 p.m.** **Farrand Hall Renovation – *CU Boulder***
Schematic Design (Action Requested)
Architects/Consultants:
Presenters: Anderson Mason Dale (AMD); Swinerton;
 Wenk Associates; Group 14 Engineering
 Andy Nielsen, AMD
 Greg Dorolek, Wenk Associates
 Lauren McNeill, Group 14
 d'Andre Willis, Richelle Goedert, Lindsay
 Schumacher, CU Boulder
Description: Schematic Design submittal for a comprehensive
 interior renovation; systems replacement and upgrade,
 addition of cooling; window/door replacement, exterior
 repairs, create new accessible entries, upgrade building
 envelope; site improvements and landscaping
 renovation of Farrand Hall
- 11:40 – 11:50 a.m.** **Board only discussion**
11:50 a.m. – 12:00 p.m. **Farrand Hall Recommendations/Action**
- 12:00 – 1:30 p.m.** **Lunch Break – *Board only***
- 1:30 – 4:30 p.m.** **Boulder Campus Tours**
- Conference Center Hotel/Garage
 - Contemplative Garden
 - Old Main
 - Hellems

Regent Admin.
Center

Meet Golf
Carts Here



Park
Here

Legend

→ driving

--- walking

Highlight parking lot

Highlight buildings