

Starting point

The planning area located in the Lahti Sports Centre area create a wonderful framework for the development of the area. The historic, topographically undulating ridge landscape with its extensive functions is a spectacular and at the same time somewhat fragmented place on the edge of the Lahti city centre. The identity of the area is clearly public and inviting, but extensive in scale and spread out in its functions. The area does not have a clear attractive central point around which various events and everyday activities could flourish. The existing blue-green structure is scarce in the planning area, but abundant in the immediate impact area. The sports centre area offers long views to both the green environment and the built environment. The potential for developing the area into a pleasant, high-quality and modern event venue and recreation area is significant.

Design theme and overall solution

The proposal is not a traditional plan, it's more of a vision of the feeling. The competition program describes the achievement of the goals by developing the existing natural environment and built environment of the area into an urban landscape space and an aesthetic high-quality place by integrating the current lifestyle into the solutions: sports, recreation and events. The proposal presents hospitality as a main theme that complements lifestyles and activities, which supports all parallel activities and strengthens the attractiveness of the area both locally and internationally. The overall solution of the plan is based on two main axes: the Salpausselänkatu sports street and the stormwater park that continues from Veikko Kankkonen raitti to Teivaankatu. The plan presents the amount of construction as minimal as possible, while still meeting the goals of the competition program. The construction is arranged especially in natural relation to the existing urban structure, the built environment and the urban greenery.

Functions

The new multi-purpose arena is located on the site of the existing Isku Areena, preserving the newest extension. The multi-purpose arena is spatially and functionally connected to the existing part, and creates a high-quality, inviting and barrier-free urban environment in front of it. The water sports center is located on the site of the existing gravel-paved parking area as an independent building, which functions both in terms of urban space and functionality together with the multi-purpose arena. Space has been reserved to the west of the water sports center for the new location of the outdoor swimming pool that will be shut down at the ski jump pit. The outdoor swimming pool is connected to the sports center as a whole both functionally and visually.

A village-like building complex "Sporttihuone" has been placed in the area at the end of Salpausselänkatu, which currently serves mainly as a parking lot, and it forms the new heart for the area. The modularly sized buildings, composed of gable-roofed masses, brings together the hospitality functions and creates an alpine-like street space on the "sports street". In addition to hotel rooms, the premises can be used for a variety of service, business and meeting spaces. The premises could, for example, house gyms, arcades and co-working spaces. The building creates an active street space in front of it, leading towards the Ski museum and the entrance of the Suurhalli. Massing solution enables phased implementation and a separate main building can potentially be built on a rapid schedule by the 2029 Games.

Proposed circular economy pavilions that encourage experimental construction have been placed at the intersection and next to the stands in the ski pit, which can serve for example as a ticket sales point and souvenir shop during the event and as an exhibition gallery for the ski museum at other times. The pavilions mark the intersection points and help pedestrians find their way.

The possible demolition of the power plant will free up optimal space for residential construction. The previously completed residential construction block continues into the intersection of the lake, city and nature. Housing can be implemented using the same principles as previous residential construction in the area.

Architecture and landscape

The architectural identity presented in the plan is contemporary, but reflects the history and purpose of the area as well as its modular construction method. All new buildings will be constructed of wood and in a way that their service life is as long as possible. The volume of construction is anchored in the scale of the area, and their interiors in particular offer long views of the area's stunning landscapes.

The area's landscaping will favor the use of existing vegetation species that are suitable for the area's climate and are easy to maintain. The construction of the new stormwater park will utilize the latest research on stormwater and stormwater parks - the aim is to increase adaptation to climate change and improve the comfort of the area. Principles of circular economy are applied to the overall construction: for example the bricks of the to-be-demolished power plant buildings can be used as a pavement for common public areas and the concrete beams as outdoor benches.

Arts and recreation

Especially the location of the new multi-purpose hall, water sports center, and outdoor swimming pool will significantly improve the existing situation by enlivening the intersection area and sports center. The development and year-round use of the area will also be supported by a sports hotel equipped with versatile functions and an associated central square. The art dedicated to the site strengthens the area's identity, cityscape and improves orientation. Local artists are used in the creation of the art and natural elements and recycled materials are preferred. The plan has designated new pedestrian routes and small paths that connect new urban spaces and buildings to existing routes. The route system supports movement and encourages to recreation and use of the services offered by the Lahti Sports Center.