



## Project Profile

### Client:

University of Delaware

### Design Professional:

Tetra Tech Architects

### Location:

Newark, DE

### Delivery Method:

Construction Management

### Key Challenges:

- To sequence the project to ensure that the Stadium's seating capacity and safety for events was adequate based on the removal of bleacher sections and steps.
- To ensure that on-going practices and training sessions by the University's football and lacrosse teams were uninterrupted by the construction and materials.

## Delaware Stadium Renovation

First, on the east side of the Stadium, all seating and steps were removed leaving only the cement foundation. The complete cement surface was then caulked, patched, pressure washed and then sealed with a state-of-the art waterproofing system/polymer produced by Sika Sarnafil. Next, Bancroft removed six (6) inches at both ends of each bleacher. This allowed for the widening of each aisle on the east stands. Bancroft then re-installed the bleachers, installed new hand rails, and new aluminum steps on all aisles increasing the Stadium's safety features as well as upgrading fan convenience and accessibility. Finally on the east stands, Bancroft removed all panels that formed a wall located behind the final row of the stands and installed a new wall for increased safety and Stadium aesthetics.

On the west stands, Bancroft performed the same renovations without the removal of the bleachers. Thus, the west portion of the project included:

- Removal of six (6) inches at both ends of each bleacher section in order to increase the width of each aisle
- Removal of all cement steps
- Installation of new hand rails and aluminum steps on all aisles increasing the Stadium's safety features as well as upgrading fan convenience and accessibility.

The final phase of the project included the complete re-asphalting of the Stadium's concourse level and the removal and installation of a new roof for the Stadium's Maintenance Building located behind the Stadium's north stands.