



#### Client:

Toronto2015, the operating company for the presentation of the Pan Am and Para Pan Am games (The Games)

#### Location:

40+ venues across the Greater Toronto Area

#### Dates:

May 2014 to August 2015 virtually on a 24/7 basis

#### Construction Value:

2.4 Billion

#### Client contact:

Available upon request

#### Key personnel:

**Bill Weekes** CET RCDD CFOT

**Harry Bi** M.Sc RCDD CTS

**Monica Alcolea**

**Peter Leupen**

**Kenji Tan**

**Carolina Sepulveda**

Other RCDD contractors affiliated with Fancom

**Project Type:** IT Infrastructure design for a variety of administrative and sporting venues

**Project Role:** IT/Communications Design Consultant

**Project Description:** The Fancom design team was primarily responsible for the IT infrastructure design of all administrative and sporting venues encompassing The Games. Working closely with several Pan Am assigned Venue Technical Managers, Fancom designed the cabling infrastructure to enable the communications requirements of all functional groups including the teams for opening and closing ceremonies, local and work-wide media organizations, retail operations, staff and athlete accreditations, travel accommodations, athlete housing, on-field and in-venue scoring, time-keeping, recording and announcement of results. Design requirements included both new sporting facilities such as the Milton Velodrome, UTS Aquatic Centre and at existing facilities with over lay design for The Rogers Centre, Hershey Centre, University of Toronto, Tim Horton's field in Hamilton, The Abilities Centre in Whitby and temporary outdoor venues to accommodate equine and watersport events north and east of Toronto participating in The Games.

Fancom acted as trouble shooter and subject matter expert on a 24/7 basis from the beginning to the end of The Games. Several on-site visits were conducted to advise contractors on appropriate installation techniques and to suggest repairs or work-around solutions as necessary to ensure The Games started on time and ran smoothly over the course of The Games.

Fancom's role was expanded to include all materials sourcing and procurement and in many cases delivery of equipment to enable all communications operations. Working closely with our main manufacturing partner Hubbell and our main distribution partner Nedco, Fancom provided stock and custom fibre and copper cabling assemblies and related hardware such as patch panels, cabinets. Materials were sourced from more than a dozen local distributor locations and custom manufacturers within the GTA. In total Fancom placed well over 300 purchase orders involving hundreds of individual parts and well over 400,000 pieces in total. The value of orders placed was close to half a million dollars over the course of the project.

At the end of the games, Fancom took an active role to ensure that whatever materials could be re-used did not make their way to waste or landfill facilities.

#### Services Provided:

- Conceptual Design
- Detailed Design
- Construction Administration