Design Principles

- Scale
- Recruitment/ Exposure
- Fluidity
- Celebration
- Take me out to the Ball Game...
- Existing
- Districts
- Vehicular
- Parking Procession
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- Wayfinding
- Forecourt
- Collector
- Pedestrian Flow
- Identity/Branding
- Entrance Plaza Sketch
- Entrance Plaza - Aerial from NE
- Entrance Plaza from SE
- Hall of Fame
- Locker Room
- Locker Room
- Pitching Lab