

Apply to Join the OALA Roster of Potential Jurors for Externally Hosted Competitions!

The OALA's <u>Competitions Guideline document</u> helps outline steps and considerations when hosting a design competition. The Guideline offers a resource of a 'potential jurors' list for those who request it when they are preparing a competition. The OALA is currently compiling that list and inviting interested members to step forward if interested.

If you're interested in acting as a juror on a standing list for competitions, please submit your expression of interest by completing this form and outline why you'd be a good juror. This invite is open to all OALA Full Members.

Note that this information you provide may be shared with individuals/organizations organizing competitions. Jurors on the OALA would be contacted by the organizing individuals and invited to join their competition's jury.

Considerations:

- Members on this juror list are representing the profession and participating as landscape architects or landscape designers, not as official representatives of the OALA.
- If you/your firm are potentially interested to submit for the competition you must decline the jury invite.
- Members will remain on the list for three years, at which time you will be contacted to reconfirm interest and contact information.
- Being on the list doesn't preclude you to agree to be on the jury called for; you have the right decline.

Member name	
Company	
Phone number	
Date of submission	
Years of experience	Year granted use of landscape architect title
Where is your primary geographic area of practice?	
Is your professional experience in public sector, private sector or both?	
Please answer the following questions: Why are you interested to participate? What would make you a good juror (including any previous jury experience)?	
Indicate your top 3 areas of specialization from the list on the following page.	



Areas of Specialization

- Accessibility Planning and Design
- Athletic Facilities & Sports Field Design
- Bioengineering
- Biophillic Planning and Design
- Botanic Gardens/Arboreta
- Brownfield Redevelopment and Reclamation
- Climate Change mitigation, including Nature-Based Solutions
- Concept Renderings and 3D Modelling
- Contract Documents and Administration
- Cost Estimation
- Cultural Landscapes (incl. relic, evolving and designed), and Cemeteries & Memorials
- Design Schematic Design, Design Development, Tender Ready Construction Packages
- Design/Build
- Environmental Assessments (EA) / Environmental Impact Assessments (EIS)
- Golf Course Design
- Green Infrastructure, Sustainable Landscapes, LEED Design, Low Impact Design (LID)
- Green Roof Design
- Indigenous Communities Engagement
- Interior Plantscape Design
- Land Conservation & Reclamation Planning and Design
- Land Mapping and Data Analysis
- Land Use Planning & Public Consultation
- Master Planning & Design Communities
- Master Planning & Design Hotels & Resorts
- Master Planning & Design Institutional Campuses
- Master Planning & Design Parks and Recreation

- Master Planning & Design Theme Parks & Entertainment Design
- Master Planning & Design Trails, Greenways & Bikeway Corridors
- Master Planning & Design Transportation
- Mining and Aggregate Extraction Restoration
- Office & Retail Developments
- Parks & Playground Designs
- Public Consultation and Facilitation, Stakeholder Engagement
- Public-Private Partnership (P3) Project Delivery
- Regional Planning and Policy Development
- Residential Single Family and Estate Garden Design
- Residential Development Multi-family
- Resource Management
- Shoreline, Waterfront & Aquatic Habitat Restoration
- Social Justice and Inclusive Design
- Splash Pad Design
- Stormwater Management Planning and Design
- Streetscape & Downtown Revitalization
- Therapeutic and Healing Gardens
- Tree Inventories, Assessments & Tree Protection and Conservation Plans
- Urban Design
- Visual Impact Assessments
- Water Feature & Fountain Design
- Waterfront Development and Design
- Wetland/Riparian Habitat Restoration & Stream Corridor Restoration