

COMPETITION GUIDELINES FOR PARTICIPATING CITIES

WELCOME TO THE LIVEABLE CITIES CHALLENGE

Great cities are not built overnight. But we can get started.

The Liveable Cities Challenge is a competition among Philippine cities to design, finance, and implement solutions for specific problems or "pain points" which cities themselves identify. Through the Liveable Cities Challenge, we help mayors and key local officials develop comprehensive, replicable, and implementable solutions to improve the liveability of their cities, while strengthening local communities in the process. The Challenge's vision is to accelerate a trend towards designing, building, and developing **competitive**, **sustainable**, **resilient Philippine cities**. At the same time, we want to encourage cities to be **data-driven** and to use analytics to design solutions.

The Challenge is open to the 146 Philippine cities, to enhance their capabilities to design, and implement projects in the four key areas: **Resilience, Mobility, GovTech, and Basic Services.**

The objective is to mainstream a planning-designing-implementation cycle complemented with workshops and mentoring. The best project entries will be acknowledged at the end of each cycle. The cycle ends with a recognition and/or awarding event that signals the completion of the first batch of cities.

THE CONTEXT: WHY WE NEED TO IMPROVE CITY PLANNING

The world has been on an urbanization trend. Over 80 percent of global GDP is generated in cities; 70 percent of greenhouse gas emissions come from cities as well. Over one-half of the people in the world live in cities and 75 percent of the global urban population live in a developing country. But not all are well off: over 30 percent of global city residents live in slums.

The Philippines is quite urbanized as well. Over half of our population live in cities and municipalities. Our 146 cities account for over 40 percent of the total population.

Building local competitiveness is essential for boosting long-term national competitiveness. Cities are the primary movers of economic growth and innovation. They are hubs of consumption, resource use, and waste. They are also generators of wealth, production, and development. However, in this increasingly urban world, today's cities are facing new challenges. They have become the center of society's most pressing economic, social, and environmental issues. They face issues on disaster preparedness, traffic congestion, lack of mobility and logistics options, delivery of public goods and services, and low global competitiveness.



For the Philippines, one of the keys to building our national competitiveness is to build city competitiveness. With a population of 105 million people scattered across an archipelago, we need to build Liveable Cities beyond our three traditional major metropolitan areas of Manila, Cebu, and Davao. We need to build 40 to 50 Liveable Cities.

WHAT IS "LIVEABILITY"?

There are many elements of "liveability" but in meetings and surveys with Mayors, we've narrowed it down initially to four basic characteristics: (a) **Govtech (E-Government)**, or technology-enabled government systems; (b) **Resilience** from natural and man-made disasters; (c) **Mobility** and accessible transportation for goods and people; and (d) **Basic Services.**



Resilience

Located in the Pacific Ring of Fire and the typhoon belt, the Philippines is one of the most vulnerable and disaster-prone countries in the world. Disaster-resilient infrastructure, facilities, and services are crucial to prevent severe damage during disasters and to sufficiently manage the aftermath. While natural calamities such as typhoons or earthquakes cannot be avoided, the degree of damage and human suffering can be reduced through advanced planning and robust recovery and backup systems.

Mobility

Rapid urban growth in the Philippines has brought a number of challenges for cities, many of them related to traffic congestion and difficulty in the movement of people, goods, and services.

Long-term strategic planning efforts should focus on the day-to-day mobility needs of citizens, the logistics of businesses, and traffic flows in a way that promotes accessibility. Cities should match their mobility concept with their long-term development plan to enable and support strategic social, economic, and physical targets. Cities should have the ability to connect and to move people, goods, and services within a city and across cities and the country. Without this, commerce and trade would not be able to grow.



A city's mobility plan should consider mass transit and other forms of mobility such as walkability, bike-ability, and PWD-access. The system must be convenient, affordable, and efficient.

GovTech

GovTech is a powerful and important tool for cities to improve delivery of services. Technology can enable city governments to automate business licenses and permits, receive payments, share information, and improve the ease of doing business.

Because most municipal permits (e.g., Mayor's permit, Construction Permits, Occupancy Permits, etc.) are still manually-applied for and issued, an obvious area of improvement for cities would be to digitize and make these licenses and permits available online, preferably over a smartphone. This may start a movement towards "intelligent cities" which should lead to improvement in the delivery of services and management of a city.

Over time, technology can help cities on improving other services such as health, education, traffic management, emergency response, law enforcement, utility management, and others.

In the future, we envision the creation of data-driven cities which are better equipped to manage their cities with he help of the appropriate technology.

Basic Services

Basic services are the building blocks for human development and an integral component of poverty reduction since it addresses the primary requirements that make a city liveable. These involve services such as electricity and energy, water and sanitation, refuse and waste removal. These services need to be accessible, equitable, sustainable, and affordable.

PURPOSE OF THIS GUIDE

This document is intended to provide initial guidance to the participating cities in the competition as they develop and deliver their final entries for the competition. More details will follow in the form of additional supplementary guidelines as the Liveable Cities Challenge progresses. The present document will cover preliminary considerations on the following topics:

- 1. Entry categories
- 2. Competition Team
- 3. Submission requirements
- 4. Initial considerations/factors for judging
- 5. Timetable for the submission of entries
- 6. Project work plan and timeline.



Entry Categories

There are four entry categories: Resilience, Mobility, GovTech, and Basic Services. Cities may pick one or more categories to submit entries to and compete in.

Cities will be divided into two groups: **Component Cities** and **Highly Urbanized Cities**. Entries will compete within these two groups.

Competition Team

Cities are required to form a competition team with the Mayor as the head. The Mayor is encouraged to include representatives from relevant city departments, academe, and private sector, and engage citizen participation as this would be beneficial in developing solutions and strategies for the competition.

Submission Requirements

A. Mobility, Resilience, and Basic Services

For Cities participating in **Mobility, Resilience, and Basic Services**, the following will be required to be submitted in hard copy and in electronic files the following documents as part of their competition entries:

1. <u>Presentation Panels</u>: Four (4) Exhibition Boards of size 30" x 40", in landscape format, containing the proposed project (whether a solution/design for Resilience, Mobility, GovTech or Basic Services) vicinity map, site plan, building footprint and/or layout, diagrams, schematics, perspective drawings, and other relevant images or illustrations of proposed structures necessary for visualizing and understanding the project.

The panels must be clearly labelled with the name of the city and its competition focus area (for instance, (1) Resilience Design, (2) Mobility Design, (3) GovTech Design, or (4) Basic Services Design).

All images featured on the panels must be in RGB mode with a resolution of 72 PPI. Maximum file size of each image is 2500 KB.

Note: Participating cities are required to keep and submit the high resolution file of 300 PPI. The Liveable Cities Challenge Secretariat will advise entrants if and when these are needed for publication.

2. <u>Narrative Report</u>: The Narrative Report shall consist of no more than ten A4 pages, inclusive of diagrams and double spaced text (Times New Roman, font size 11). The report will describe the project's underlying process, targets and overall outcome. It must clearly contain the project concept, rationale, features, an indicative cost estimate, a proposed financing scheme, and a sustainability plan. Credit will be given to projects that are able to discuss performance in use, as distinct from predictions/prescriptions at the drawing board.

The Narrative Report must clearly state the name of the city and its competition focus area (for instance, (1) Resilience Design, (2) Mobility Design, (3) GovTech Design, or (4) Basic Services Design).



The Narrative Report must be submitted as a PDF electronic file.

Note: Participating cities are required to prepare and submit soft copy files at a higher resolution of 300 PPI. These may be needed for the post-competition publication of winning entries. The Liveable Cities Design Challenge Secretariat will advise the cities if and when high-resolution soft copies and/or print hardcopies of the report and panels are needed. Where print hard copies are needed, the shipping cost of materials to Manila shall be for the account of the cities.

3. <u>Audio-Visual Presentation</u>: Participating cities should prepare an audio-visual presentation no longer than five (5) minutes, in the form of a slideshow presentation with still photos and images, and/or a walk-through animation.

Note: The Audio-Visual Presentation should be submitted in its final format in electronic form.

4. Budget, financial resources needed for project, and source of funding

Kindly indicate the possible sources of funding for the said solution/project. Funding can come from the city government's budget, or it can be funded by grants or through the private sector in a Public-Private Partnership project.

5. <u>Implementation timetable</u>

A project schedule, which indicates and describes what activities and tasks, should be delivered which will lead to its final implementation.

B. GovTech

- 1. For Cities participating in GovTech, instead of providing a Presentation Panels, the cities are required to present a prototype or model of concept for an app or a system (if applicable). The prototype should also include a walkthrough on how the app or system works.
- 2. Those who are competing in the GovTech category are also required to submit the following documents as mentioned above: Narrative Report, Audio-Visual Presentation, Budget, financial resources needed for project, source of funding, and Implementation timetable.

As a general rule, participating cities should make their presentations as clear and easy to understand as possible, given the large number of submissions and the limited time that judges will have to review them. The city competition teams should strive to package their solutions in a compelling and succinct fashion.



Initial Considerations/Factors for Judging

All entries for each competition entries will be judged based on their consideration and realization of the three (3) broad categories and sub-categories enumerated below:

- 1. <u>Aesthetic And Form</u>: Adherence to design principles of structural integrity, harmony, beauty, and overall attractiveness in relation with the dominant or prevailing landscape of the proposed project area.
- Substantive Elements: Adherence and appropriate integration of relevant concepts and principles on: (a) economic and social linkaging and integration, (b) ecological balance, (c) physical/land resource use efficiency, (d) infrastructure and utility optimization, and (e) disaster resiliency.
- 3. **Feasibility:** Adherence, where applicable, to the principles of sound and acceptable financial viability (e.g., payback, FIRR, BCR and NPV) and risk management at various stages of project implementation.

Addressing the challenge

Keep the following questions in mind as you design your solution for the challenge"

Is it a solution to a felt problem? What percentage of your city population is affected by this problem? Will the solution address that specific problem? Has it been articulated by the constituents? Is your idea innovative and will it work? Have you backed up your idea with relevant scientific knowledge and/or technical information to support it? Is the solution comprehensive and well within the capacity of the city to launch?

The SOLUTIONS must be:

SCALABLE, harnessing good practices toward using information and communication technology at the city level;

SUPPORTED by local communities and the local government;

SENSITIVE to local cultural, economic, and ecological considerations;

SUSTAINABLE, providing long-term economic and social benefits to the Community.

Note: Additional considerations/factors for judging, and more importantly, the detailed formal criteria for judging shall be forwarded to participating cities through succeeding supplementary competition guidelines.



Timetable for Submission of Entries

Entries must be submitted in both hard and soft copies to the Liveable Cities Challenge Secretariat, with address at 2F AIM Conference Center, Benavidez Cor Trasierra Sts, Legaspi Village, Makati City, **Metro Manila**, **Philippines**, and email addresses <u>admin@liveablecities.ph</u> and <u>michan@liveablecities.ph</u>, **not later than March 31, 2020**. Entries submitted after this date will automatically be disqualified from the competition.

The following are the significant dates for the Liveable Cities Challenge (Design Phase):

December 14, 2019: Deadline of Entries

Second Week of January 2020: Distribution of the Guidelines

March 31, 2020: Submission of Entries

First to Second Week of April 2020: Screening and Judging of Entries

May 2020: Announcement of Winners

Note: Any unavoidable change in the schedule provided above shall be formally communicated to participating cities through supplementary competition guidelines

Activity	2019			2020				
	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May
Competition Announcement	17 October 2019 SCS Summit							
Distribution of Competition kits		October to November 2019						
Deadline of Entries			Dec 14, 2019					
Distribution of Competition Guidelines and Criteria				Second Week of January				
Competition Proper								
Deadline of Entries						March 31, 2020		
Screening and Judging of Entries							First to Second Week of Apr	
Announcement of Winners								Intelligent Cities Summit

Project work plan and timeline



Social Media

Cities and teams are encouraged to document their experience throughout the duration of the competition. Photos and quotes from the workshops, charettes or anything pertaining to the Liveable Cities Challenge may be posted on the relevant social media outlets.

When engaging in social media (Twitter, Instagram, Facebook, etc.), please use the hashtags, #LiveableCitiesPH #LiveableCitiesChallenge

Kindly follow us also in our social media accounts: Facebook: Facebook.com/liveablecitiesph/ Instagram/Twitter: @liveable_ph Youtube: Liveable Cities Philippines

Declarations

Each submission must be accompanied by signed consent from the City Mayor. Participating cities will be furnished the relevant templates of the forms through subsequent supplementary guidelines.

- 1. Letter of commitment signed by the City Mayor
- 2. Competition Team (See Annex A)

Note: Final submissions, shall be accompanied by the forms in hard and soft copies

Contact

For questions and clarifications, you may contact **Ms. Michan Alpuerto**, through +63.917.624.7585/+63.915.315.3425 or email **michan@liveablecities.ph**