

NEWS RELEASE

Wendy Parker
Superintendent
C 505.709.5955
wendy.parker@lacnm.us



Parks and Open Space Division
101 Camino Entrada, Building 5
Los Alamos, NM 87544
P 505.662.8159
losalamosnm.us

Date: November 8, 2024

FOR IMMEDIATE RELEASE

Brewer Arena Improvement Project: Phase One Begins

Contractor Staging Begins November 11th; Demolition Starts November 13th

Los Alamos, New Mexico—Phase one is the demolition of the current grandstand and shade structure. This phase of the improvement project will begin with the staging of equipment on-site starting November 11th, as contractors prepare for demolition. Demolition of existing structures will officially commence on November 13th.

This project marks Phase One of a larger design plan for the grandstand, including the necessary ADA improvements. Once demolition begins, the site will become an active work zone. Community members are advised to stay at a safe distance and be mindful of the demolition activities in the area.

As a reminder, the Wilson & Company report from July 2024 noted that the current grandstand is unsafe and does not meet ADA accessibility standards. The report was used to close the bleachers for the Rodeo in August. The report emphasizes the urgent need for the removal of the grandstand.

Los Alamos County has selected Wilson and Company, Inc., Engineers and Architects, to plan and design essential ADA (Americans with Disabilities Act) improvements to Brewer Arena. These professional services will focus on evaluating the existing grandstand expansion and upgrading the announcer's box, restrooms, and parking areas to ensure accessibility for all community members.

The County expects to have additional community meetings in the final design for the improvements after the first of the year.

For more information or updates on the project, please visit the Los Alamos County website <https://www.losalamosnm.us/Government/Departments-and-Divisions/Community-Services/CSD-Projects> to keep apprised of this project and others Community Services in working on.

