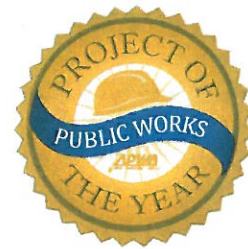


# PROJECT OF THE YEAR

HISTORICAL RESTORATION/PRESERVATION

\$25 MILLION–\$75 MILLION



## The Mob Museum

**Managing Agency:** City of Las Vegas Public Works

**Primary Contractor:** APCO Construction

**Primary Consultant:** Westlake Reed Leskosky

**Nominated By:** City of Las Vegas Public Works

The \$42 million Mob Museum for the City of Las Vegas rehabilitates the historic 1933 former U.S. Post Office and federal courthouse into a contemporary museum and cultural destination, while preserving its historic character and spaces. A major cultural destination, the museum interprets the building and its history, as well as the subject content in a comprehensive manner. The project was enormously complex requiring a balance of restoration and adaptive reuse, integrating inputs from many sources to resolve the thematic material as well as the design and construction.

Located in the heart of the city synonymous with Mob and law enforcement history, the Mob Museum focuses on an in-depth, serious look at the history of organized crime, its pervasive influence on American life, and the law enforcement that confronted it. The 41,000-square-foot museum contains approximately 17,000 square feet of exhibit galleries featuring advanced interactive technology and multi-media exhibits on three floors, administrative, specialty retail, support, event and educational spaces.

The architectural design for the Mob Museum complements its highly visible yet purposeful nature. The U.S. Post Office and federal courthouse building was the first federal building erected in Las Vegas and is one of the few remaining historically significant structures in the city. It was listed on the National Register of Historic Places at the local level significance in 1983 and upgraded to national significance in 2005 to its association with the history of organized crime. It is an important example of Depression-era neoclassical architecture built by the federal government during the 1920s and 1930s. The rehabilitation features the historic restoration of the historic lobby, historic floor and the courtroom, famous as the site of the U.S. Senate Special Committee to Investigate Crime in Interstate Commerce hearings, the series of hearings that marked the exposure of organized crime and beginnings of federal prosecution in the early 1950s.

Issues are presented through multiple perspectives and multi-media exhibits, with both high-tech audio and video installations, as well as recreated environments, allowing the visitor to explore and absorb related civic, political and social impacts or organized crime in America and its relationship with Las Vegas. Environments provide immersive experiences, such as the “speakeasy” atmosphere of the area dedicated to the discussion of Prohibition. Exhibits pertaining to well-known colorful characters and intriguing stories engage visitors into the underworld, but with significant historic content about the origins and development of organized crime and law enforcement in America.

The architect provided integrated architectural, engineering and technology design, cultural and museum operations and planning, and led a team of specialized consultants for content development and exhibit design.

