



The Project:

CIRCUS CIRCUS Resort Hotel/Casino

CLIENT: CIRCUS CIRCUS
ENTERPRISES INC.

LOCATION: "THE STRIP"
LAS VEGAS, NEVADA

ARCHITECT: GARY GUY WILSON
Gary Guy Wilson A.L.A., P.C.
Architecture/Planning/Interiors
in assoc. w/Lee Linton, Architect

SQUARE FOOTAGE:
TYPE 1 ROOM-369 s.f.
TYPE 2 ROOM-476 s.f.
SUITES- From 520-3570 s.f.

TOTALS:
314,000 approx.-Phase I
180,000 approx.-Phase II
20,000 approx.-Front Entry
10,000 approx.-Pad Casino

NUM.FLRS: 15 Stories

ZONING: H-1 Limited Resort District

The Issues:

A Las Vegas hotel/casino must be developing, changing, and growing

to remain competitive.

Gary Guy Wilson, Architect has been associated with the planning, design, and growth of the Circus Circus property in many ways for many years.

The issue was to take a theme oriented casino and expand into a resort with a hotel and casino, and plan for future growth while maintaining the great original theme.

The Answers:

After the original theme casino was in place, a 400 room, 15 story hotel was designed to accommodate family travelers at reasonable rates. Circus Circus was to become a destination vacation resort. Later, additional rooms and facilities were added to provide increased availa-



architecture/engineering/site
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