



NYC Criminal Justice

NYC DDC Department of Design and Construction



Borough-Based Jails

Community Design Workshop #2

March 5th, 2025

BX The Bronx Facility

Agenda

- 1 Review Community Engagement and Design Input Process
- 2 Project Goals and Guiding Principles
- 3 Community Design Feedback Response & Implementation
- 4 Proposed Building Exterior
- 5 Proposed Interior Spaces (Public)
- 6 Proposed Interior Spaces (Secure)
- 7 Proposed Public Realm
- 8 Workshop Sessions at Four Focus Areas
- 9 Present Brief Summary of Findings and Next Steps

The Bronx BBJ Facility

Community Engagement and Design Input Process

COMMUNITY ENGAGEMENT PLAN

1) Pre-meetings with Elected officials and Neighborhood Advisory Committee (NAC)

- **Dates:**
 - September 30, 2024 – Bronx Borough President Gibson
 - October 11, 2024 – City Councilmember Ayala
 - November 13, 2024 – Neighborhood Advisory Committee (NAC)
- **Purpose:** Introduce the selected Design-Build team, review previous community design input, and share the upcoming community design input plan.

2) Community Design Workshops and Bronx Community Board 1 Presentation

- **Scheduled Dates:**
 - Workshop 1 – December 17th, 2024 (+ online feedback period 12/17/24-01/14/25)
 - Community Board 1 Land Use Committee Presentation 1 – March 4th, 2025
 - Workshop 2 – March 5th, 2025 (+ online feedback period 03/05/25-03/20/25)
- **Purpose:** Receive and incorporate community input prior to PDC Conceptual Design Review.

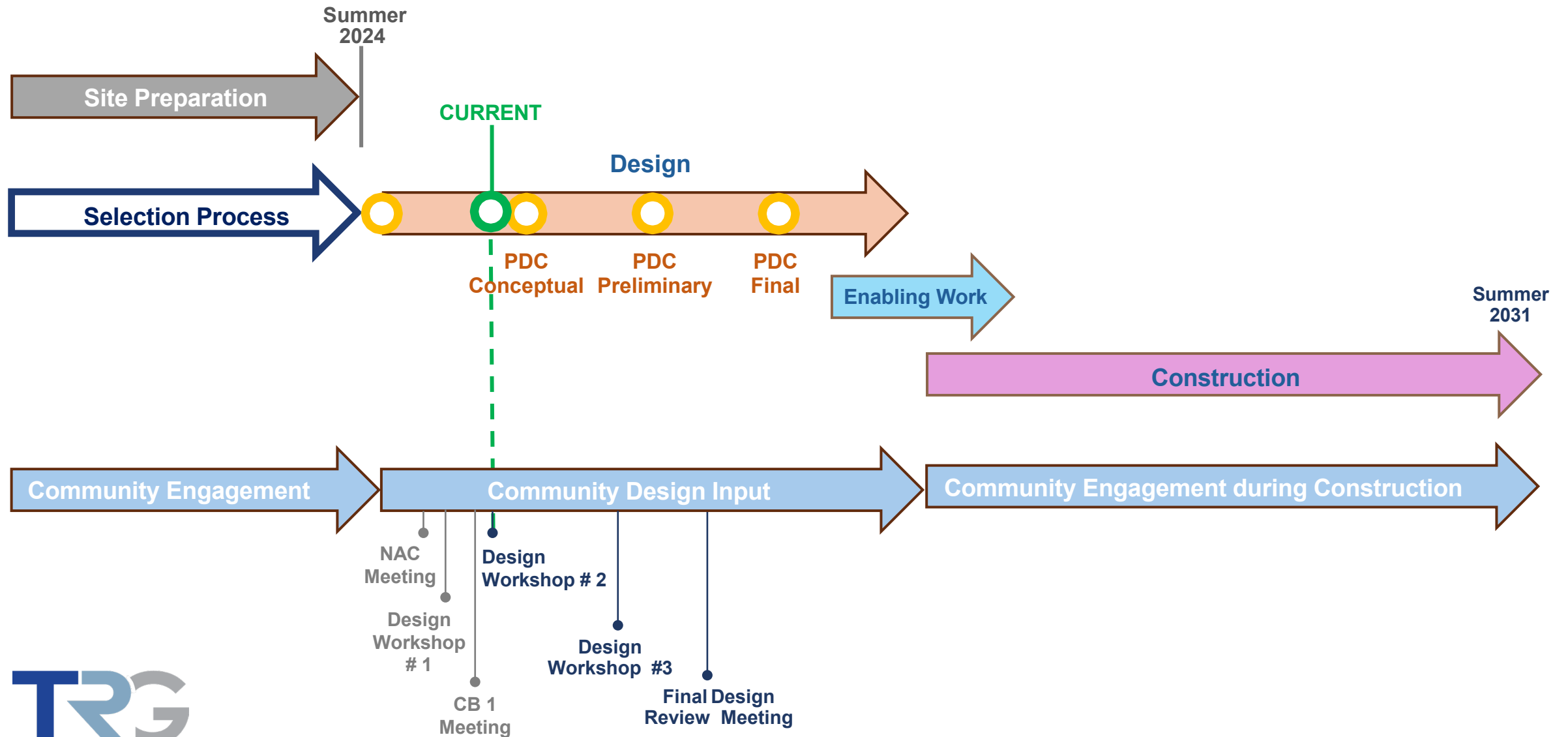
3) Community Design Workshop and Bronx Community Board 1 Presentation

- **Estimated Dates:**
 - Workshop 3 – May 2025
 - Community Board 1 Land Use Committee Presentation 2 – July 2025
- **Purpose:** Receive and incorporate community input prior to PDC Preliminary Design Review.

4) Community Design Workshop

- **Estimated Dates:**
 - Workshop 4 – Final Design Review Meeting – January 2026
 - Community Board 1 Land Use Committee Presentation 3 – March 2026
- **Purpose:** To illustrate and describe how community feedback is incorporated prior to PDC Final Design Review.

COMMUNITY ENGAGEMENT SCHEDULE



COMMUNITY ENGAGEMENT



BBJ Website

<https://rikers.cityofnewyork.us/>



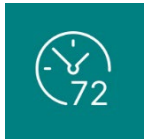
Designated Phone Number

914-819-2153



Weekly Look Ahead

Posted to website



72-Hour Advisories for Impactful
Construction Activities

Posted to website



Community Construction
Liaison & Field Office

Angel Pinto - The Bronx BBJ CCL

914-819-2153 / ThebronxCCL@bbjnyc.com

Bilingual Spanish

142nd Street @ Concord Ave

Monday – Friday 7:00am - 3:30pm



The Bronx BBJ Facility

Project Goals and Guiding Principles

PROJECT GOALS AND GUIDING PRINCIPLES

Our Purpose: To design and build safe and humane facilities that support NYC's commitment to justice reform.

Program Goals:

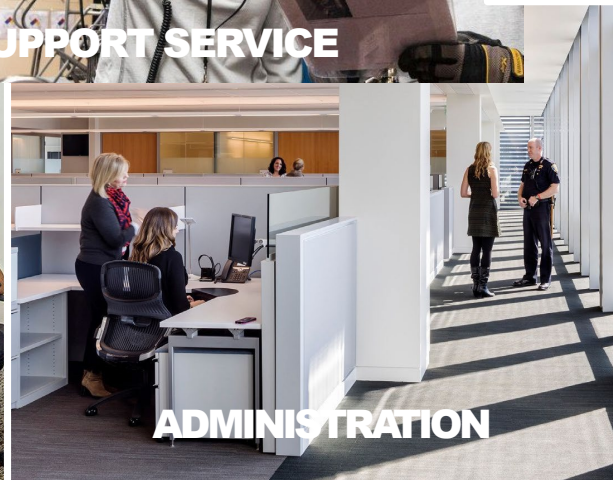
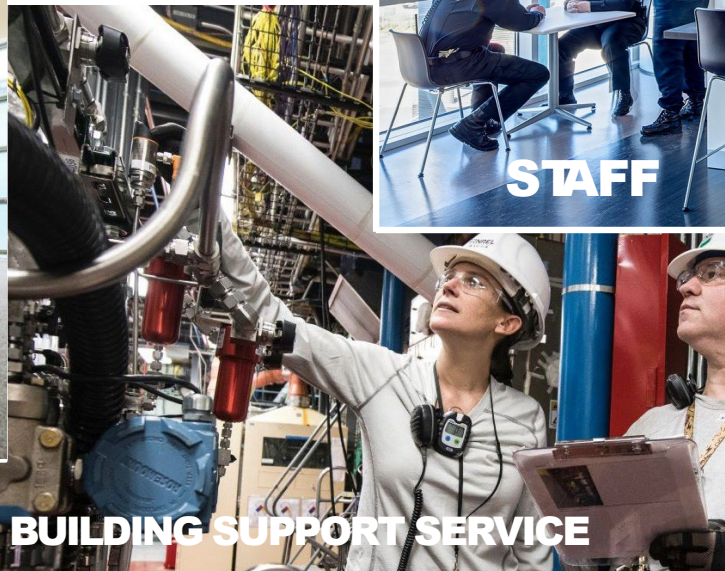
- Facility grounded in **dignity and respect**
- **Safe, humane, secure**, and efficient environment
- **Exemplary public architecture**
- Relate to the City it is in and **create a sense of place**
- **Thoughtful engagement** with city agencies and community partners
- **Minimize impacts** to neighboring properties/community
- Provide for **site safety**
- Optimize overall operations and maintenance efficiency
- Complete within budget and on schedule
- Robust **minority and women-owned** business enterprise participation
- Exemplify DDC's **principles of excellence** in design, construction, and project delivery

PROJECT GOALS AND GUIDING PRINCIPLES

KEY ELEMENTS

- **1,040 beds for men**
 - Maximizes flexibility of movement between housing areas for populations that cannot mix
 - Balanced therapeutic capacity
 - Retains programmatic elements, including the gymnasium, multi-purpose rooms, and educational and workforce development spaces
- **120 accessory parking spaces below grade**
 - Parking for authorized City vehicles only
- **40,000 SF of community/retail space**
 - Will operate separately from the jail facility

PROJECT GOALS AND GUIDING PRINCIPLES



PROJECT GOALS AND GUIDING PRINCIPLES

The design will be fashioned to provide **INDIVIDUAL DIGNITY AND RESPECT** to all who may be in custody, who work in the facility, or visit the facility and those in the community.

HUMANE, SECURE AND POSITIVE – The design combines correctional security with an open, normative and positive environment for all persons in custody and for people working in the facility.



PROJECT GOALS AND GUIDING PRINCIPLES

A CIVIC ASSET OF EXCELLENCE that becomes an enduring asset to the Bronx.

Will provide **CONNECTION TO THE COMMUNITY** that becomes a part of the daily life in East Mott Haven.

INSPIRATIONAL – The design of the facility will transform the site into a civic asset that will inspire the local community and all who visit the facility.



PROJECT GOALS AND GUIDING PRINCIPLES

SUPPORTIVE ENVIRONMENTS

The design will focus on creating dignified, safe, and healthy environments for all within. Dignity and respect will be conveyed through the creation of a feeling of lightness and openness, with finishes that evoke a home life.

CONNECTED COMMUNITIES

The design will mediate the building's scale to create an appropriate complement to the neighboring, lower-scale residential neighborhood. Retail and community spaces at the street will provide a meaningful community connection. Landscape treatments at the sidewalk will establish a welcoming environment.

CIVIC ASSETS

While the building will be designed to relate to the community, it will also project a civic presence.

ENDURING RESOURCES

The building design will incorporate robust building systems that will stand the test of time, facilitating long term maintenance, and ensuring resiliency.

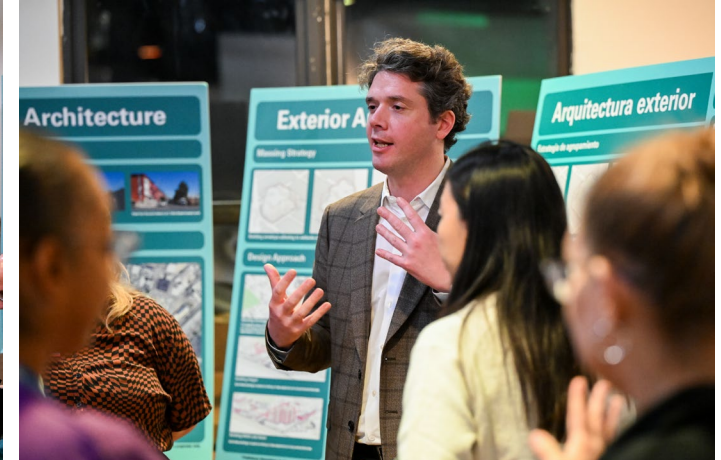
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Community Design Workshop #1

Feedback Response and Implementation

COMMUNITY DESIGN INPUT WORKSHOP #1

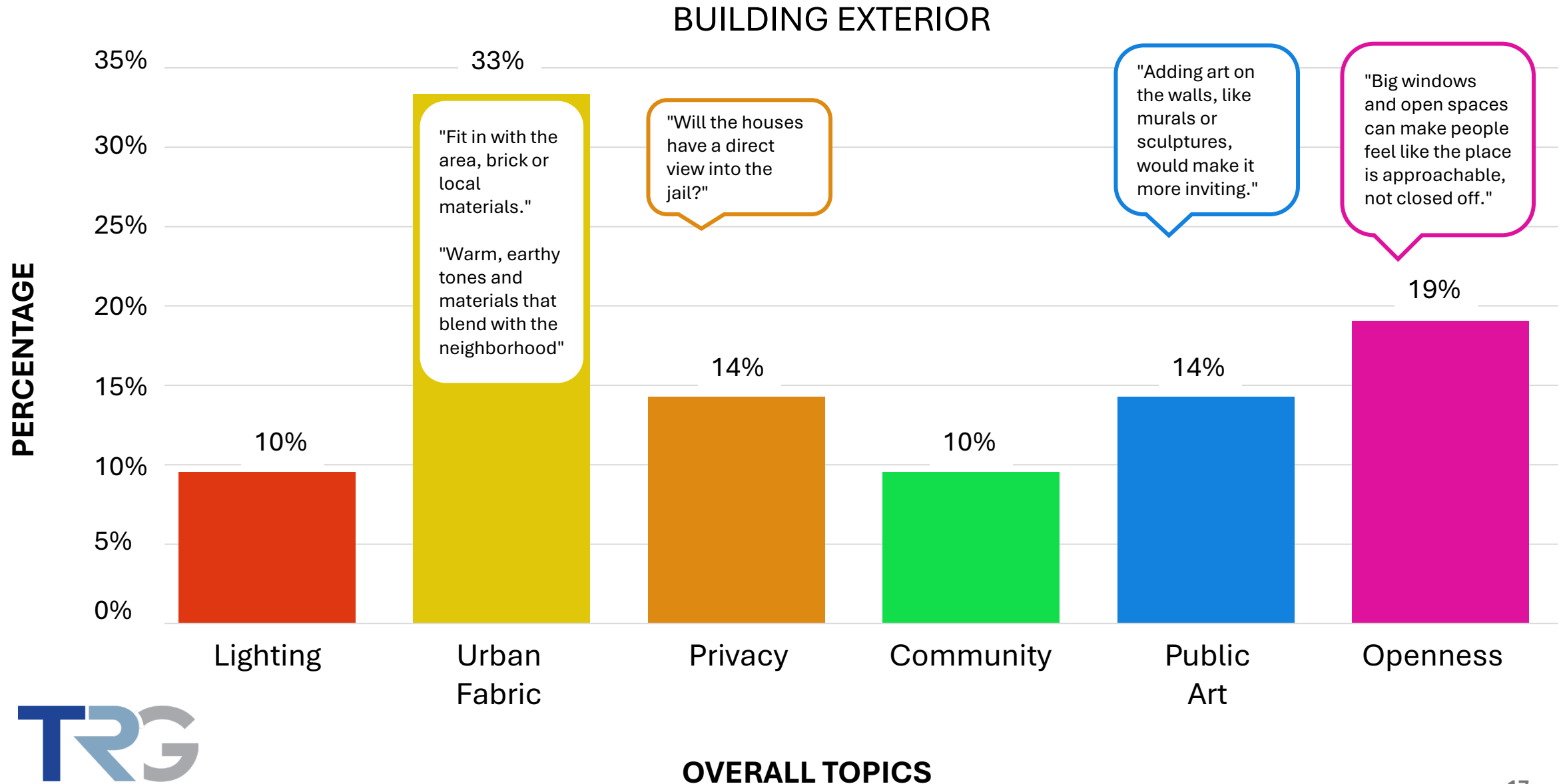
EVENT DAY PHOTOS



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Proposed Design: Building Exterior

SUMMARY OF WHAT WE HEARD



SUMMARY OF WHAT WE HEARD

DESIGN ACTION ITEMS

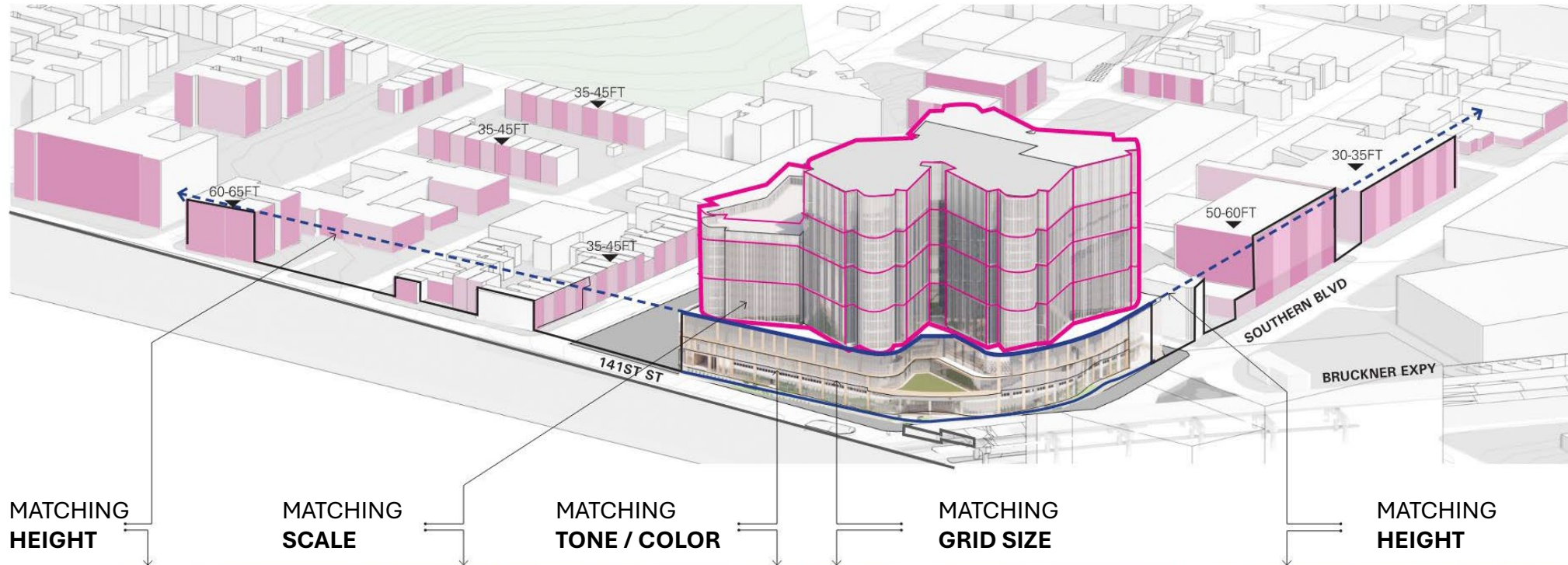
- Ensure the design respects and integrates with the neighborhood context
- Incorporate neighborhood building tones and textures
- Consider visibility from adjacent buildings
- Create an open, inviting and aesthetically pleasing appearance
- Emphasize on sufficient lighting for the exterior

DESIGN CONSIDERATIONS

- Incorporate public art, sculptures, and murals to connect to community culture

BUILDING EXTERIOR // CREATING A CONTEXTUAL BUILDING

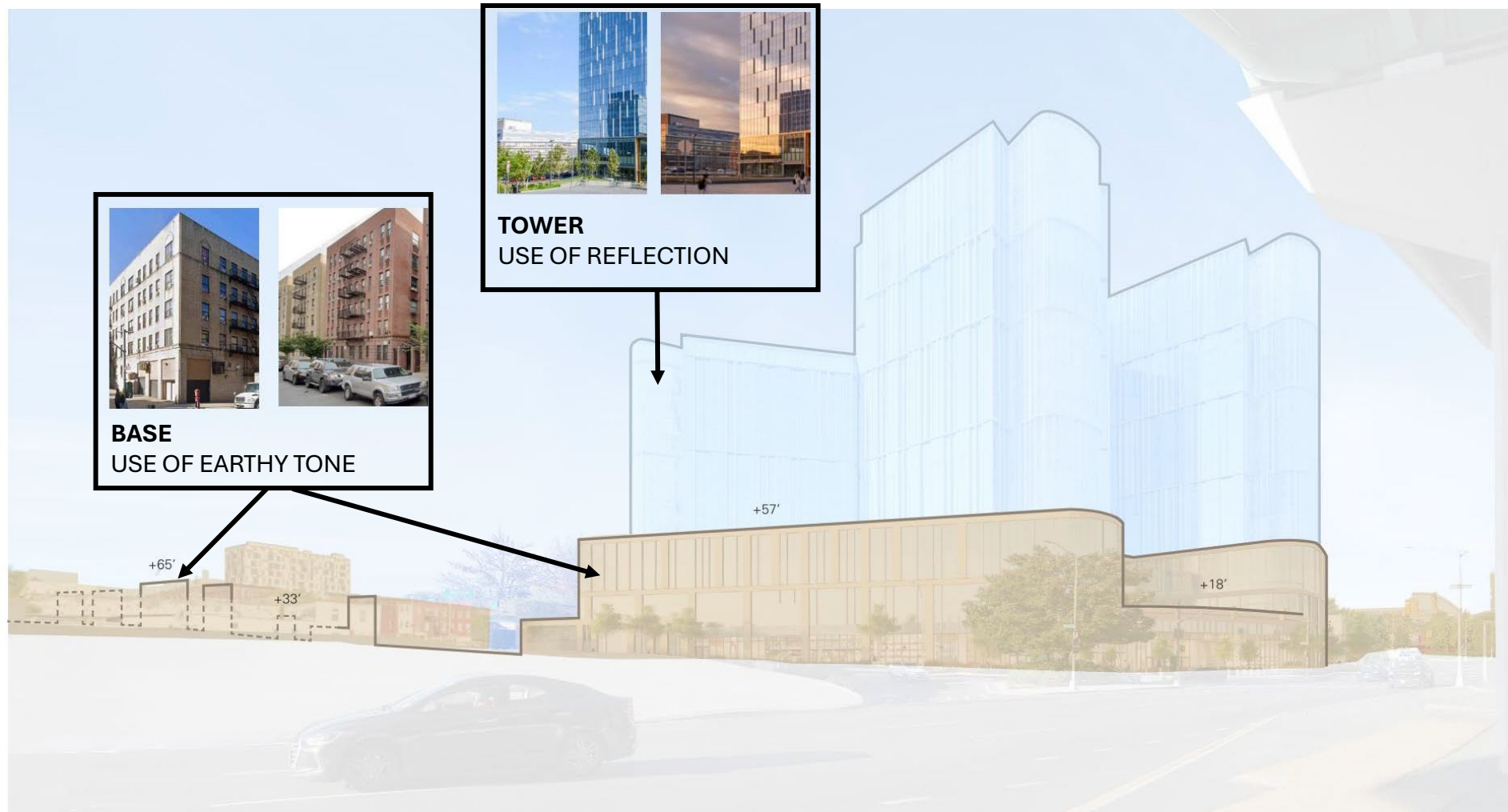
RELATIONSHIP TO EXISTING CONTEXT



EXISTING NEIGHBORHOOD

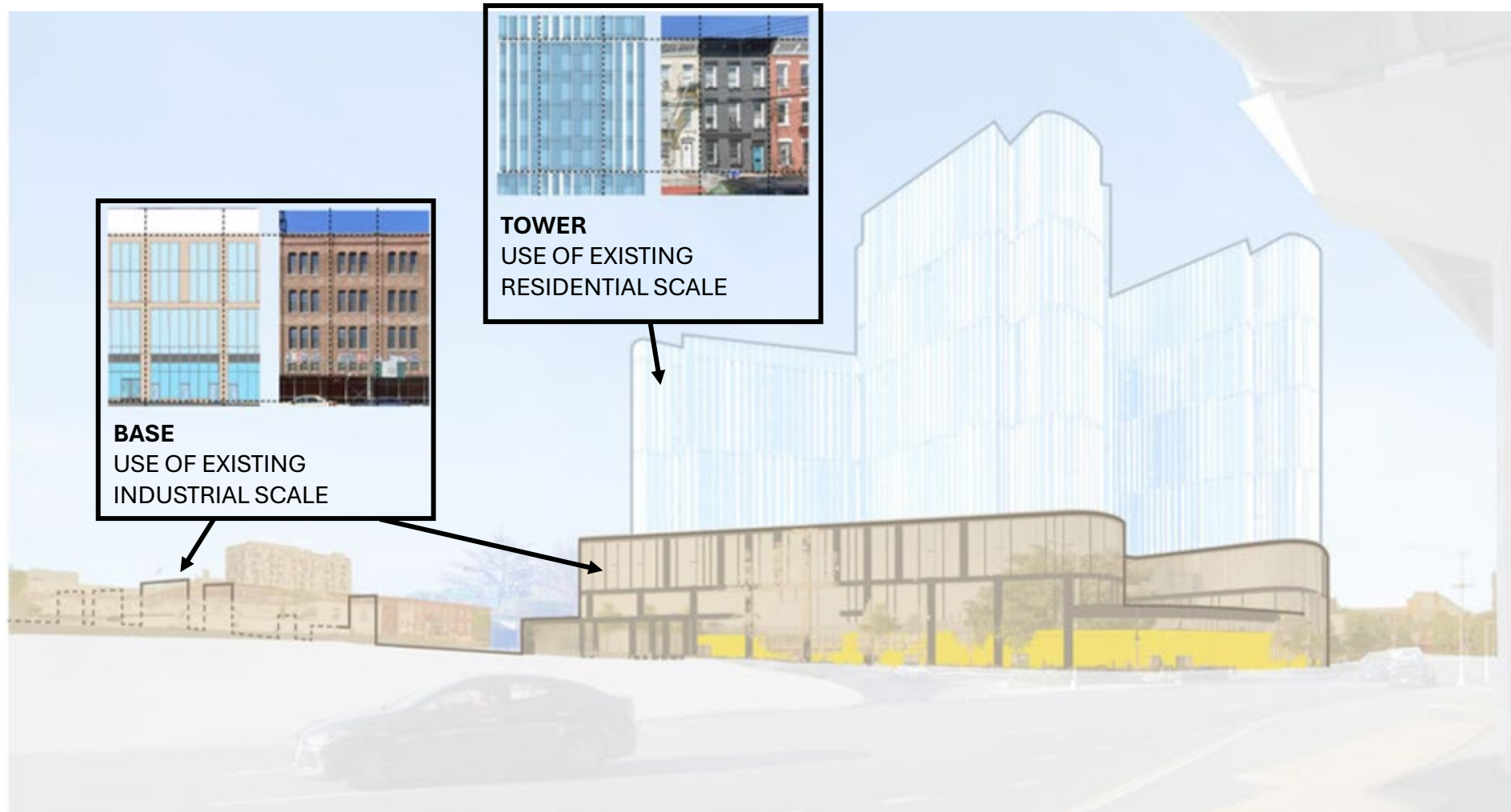
BUILDING EXTERIOR // CREATING A CONTEXTUAL BUILDING

BLENDING INTO URBAN FABRIC (TONE / COLOR / TEXTURE)



BUILDING EXTERIOR // CREATING A CONTEXTUAL BUILDING

BLENDING INTO URBAN FABRIC (SCALE)



BUILDING EXTERIOR // CREATING A CONTEXTUAL BUILDING



BUILDING EXTERIOR // CREATING A HUMAN-CENTRIC BUILDING

RENDERING – PUBLIC LOBBY ENTRANCE

Community:
Creating a civic scale

Openness:
Clear glass opens the lobby to the neighborhood

Openness:
Creating a welcoming main entrance



DESIGN SHOWN FOR ILLUSTRATIVE PURPOSES ONLY

BUILDING EXTERIOR // CREATING A HUMAN-CENTRIC BUILDING

RENDERING - COMMUNITY ENTRANCE

Urban Fabric:

Reflective glass reflects the color and texture of the neighborhood

Openness:

Clear glass opens the retail/community space to the neighborhood



DESIGN SHOWN FOR ILLUSTRATIVE PURPOSES ONLY

BUILDING EXTERIOR // CREATING A HUMAN-CENTRIC BUILDING

BUILDING VIEW FROM BRUCKNER EXPRESSWAY

Community:

Massing integrates with the neighborhood context

Openness:

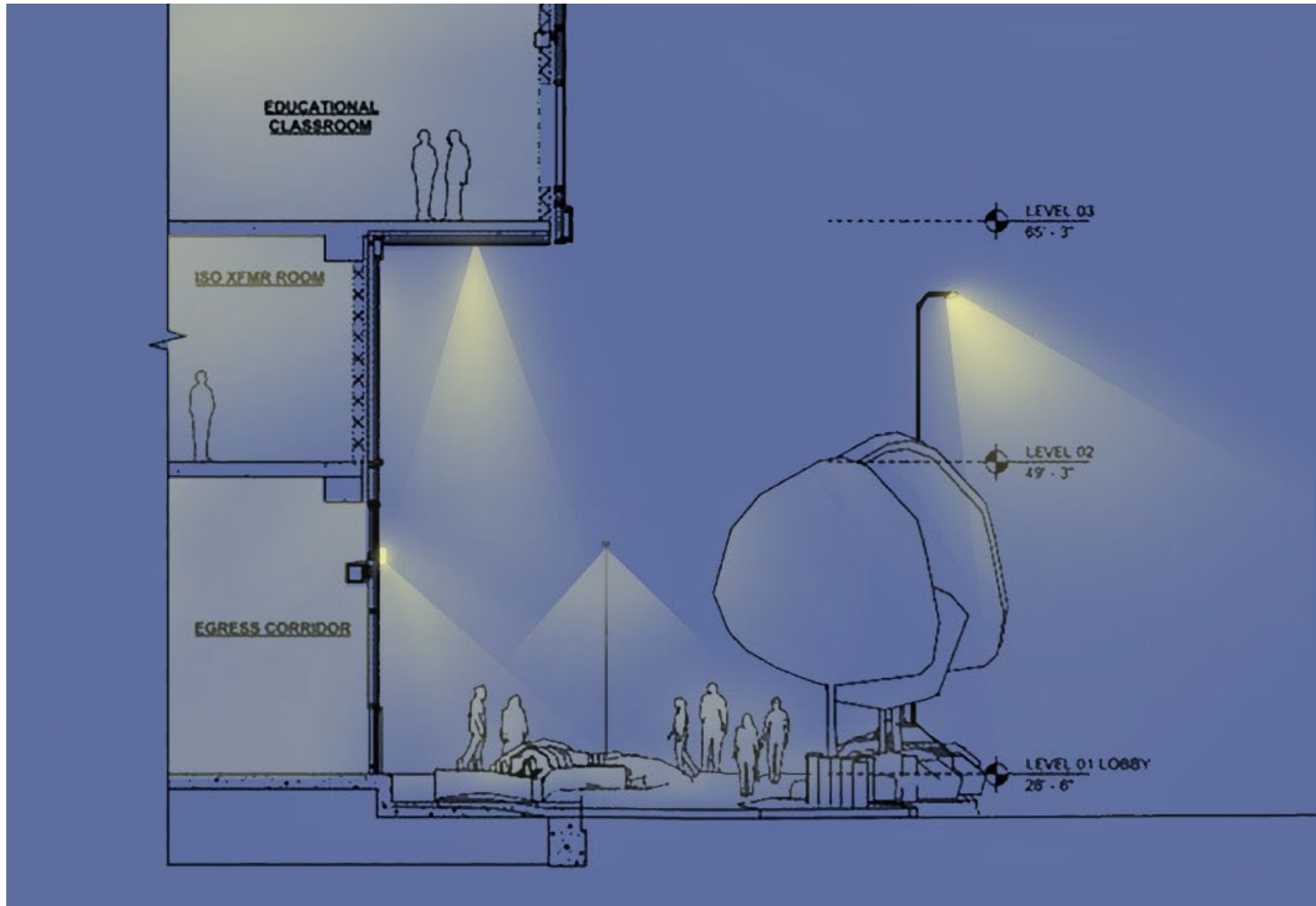
Creating an inviting and welcoming outdoor entry plaza



DESIGN SHOWN FOR ILLUSTRATIVE PURPOSES ONLY

BUILDING EXTERIOR LIGHTING

LAYERS OF LIGHT



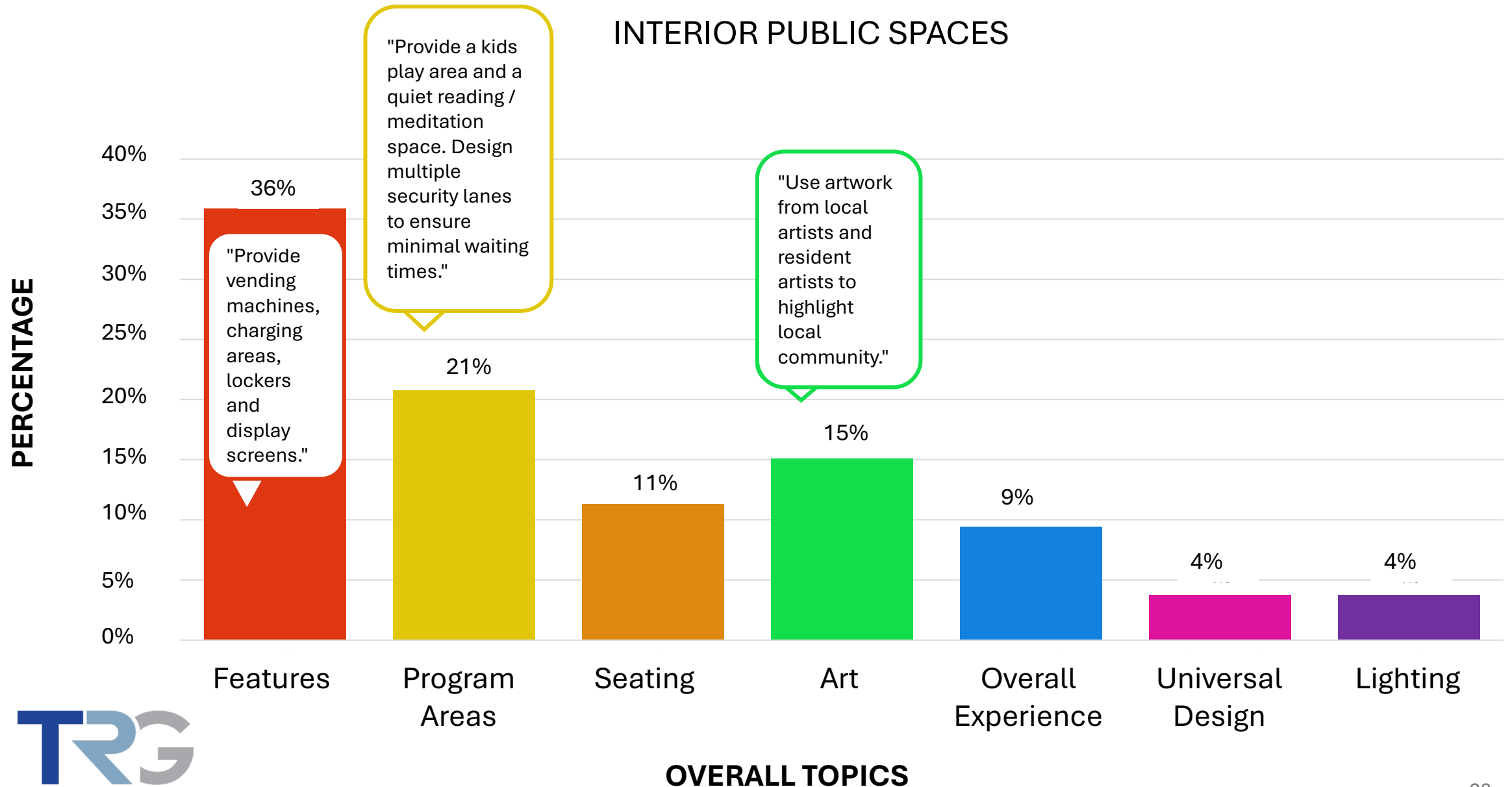
LAYERS OF LIGHT PROVIDED IN SUPPORT OF SAFETY:

- Street lights
- Integrated recessed downlight
- The sconce light and interior lights from building will provide layers of lighting to ensure visibility on the street.
- Lighting design will ensure clear visibility for camera locations as well.

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Proposed Design: Interior Public Spaces

SUMMARY OF WHAT WE HEARD



SUMMARY OF WHAT WE HEARD

DESIGN ACTION ITEMS

- Provide amenities such as vending machines, charging areas and display screens
- Integrate art and colors into the public area
- Select seating arrangements that provide various seating options
- Provide a children's play area
- Ensure design to provide ventilation and great air quality

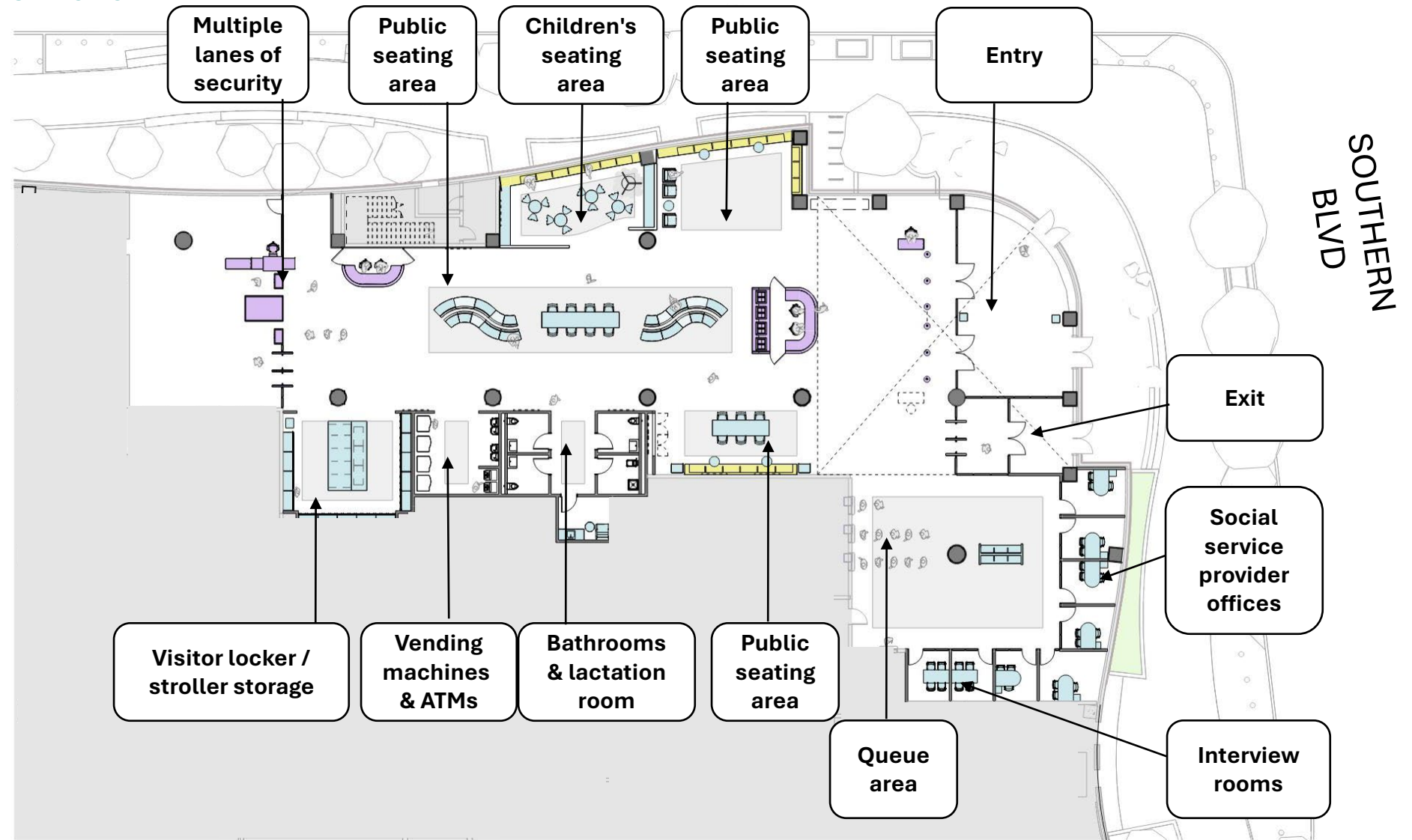
DESIGN CONSIDERATIONS

- Craft spaces that consider different uses and needs with universal design
- Connect spaces to community and nature through art and materials
- Design humane spaces with comfortable colors, lighting, materials, and ventilation
- Provide transparency and light throughout

INTERIOR PUBLIC SPACE

FLOOR PLAN OF PUBLIC LOBBY

E 142 St



DESIGN SHOWN FOR ILLUSTRATIVE PURPOSES ONLY

INTERIOR PUBLIC SPACE

RENDERING – PUBLIC LOBBY

Overall Experience:

Fresh indoor air quality,
A warm non-institutional feel

Program areas:

Children's play area

Features:

Video display for live
information

Charging areas throughout
lobby

Seating:

Seating types for both
individuals and groups



DESIGN SHOWN FOR ILLUSTRATIVE PURPOSES ONLY

INTERIOR PUBLIC SPACE

RENDERING – PUBLIC LOBBY

Overall Experience:

Fresh indoor air quality,
A warm non-institutional feel

Lighting:

Natural lighting
through large windows

Seating:

Seating types for both
individuals and groups



DESIGN SHOWN FOR ILLUSTRATIVE PURPOSES ONLY

INTERIOR PUBLIC SPACE

RENDERING – PUBLIC LOBBY

Program Areas:

Multiple security lanes

Single user restrooms and
lactation rooms

Artwork from local artists
and resident artists

Features:

Visitor lockers/
Stroller storage area

Vending machine area

Multiple security lanes



INTERIOR PUBLIC SPACE

RENDERING – VISITORS WAITING AREA

Lighting:
Natural lighting
in the visitors waiting area

Soft, inviting lighting

Seating:
Comfortable seating layout



DESIGN SHOWN FOR ILLUSTRATIVE PURPOSES ONLY

INTERIOR PUBLIC SPACE

RENDERING – VISITING AREA

Lighting:

Natural lighting
in the visiting area

Well-lit comfortable
lighting

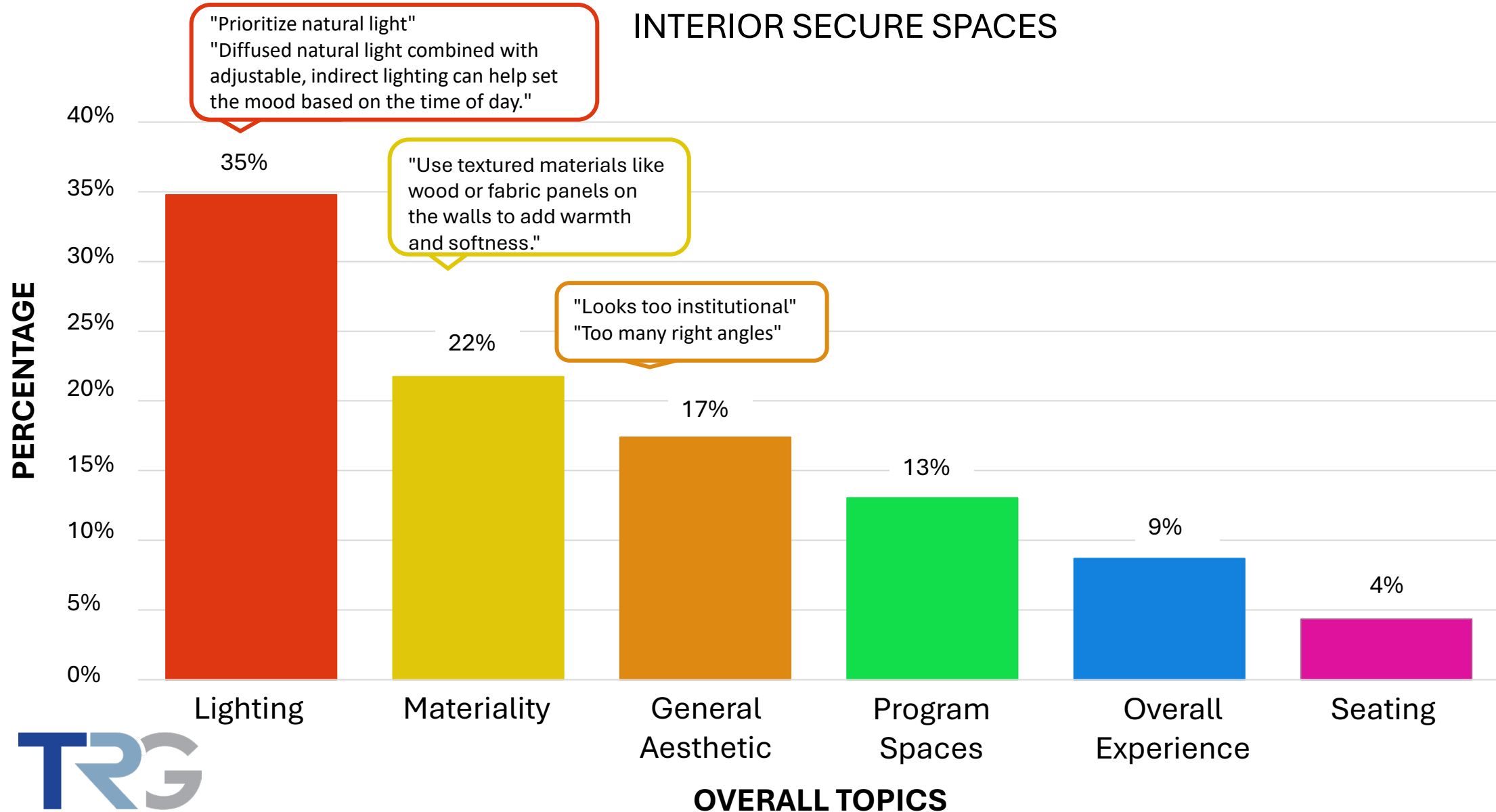


IMAGES SHOWN FOR ILLUSTRATIVE PURPOSES ONLY

The Bronx BBJ Facility

Proposed Design: Interior Secure Spaces

SUMMARY OF WHAT WE HEARD



SUMMARY OF WHAT WE HEARD

DESIGN ACTION ITEMS

- Explore natural and artificial lighting for dayrooms and cells
- Explore window views and sightlines
- Select materials to promote a calm and safe atmosphere
- Prioritize openness and light in outdoor recreation space
- Create comfortable seating in the dayroom clusters
- Provide spaces for programming for persons in custody

DESIGN CONSIDERATIONS

- Consider art in interior secure spaces

INTERIOR SECURE SPACE

RENDERING – CELL DESIGN

Materiality:

Color and materials to promote a calm and safe atmosphere

Lighting:

Natural and artificial lighting in cell provide openness and big windows allow sunlight into spaces



DESIGN SHOWN FOR ILLUSTRATIVE PURPOSES ONLY

INTERIOR SECURE SPACE

RENDERING – CELL SIGHTLINE FROM INSIDE FACILITY



CELL



DAY TIME



NIGHT TIME

Materiality:
Design of the windows prevent sightline visibility of residential areas.

INTERIOR SECURE SPACE

RENDERING – TYPICAL DAY ROOM

Lighting:

Natural and artificial lighting in secure spaces provide openness and big windows to allow sunlight into spaces

Materiality:

Materials and colors in the dayroom to promote a calm and safe atmosphere

Seating:

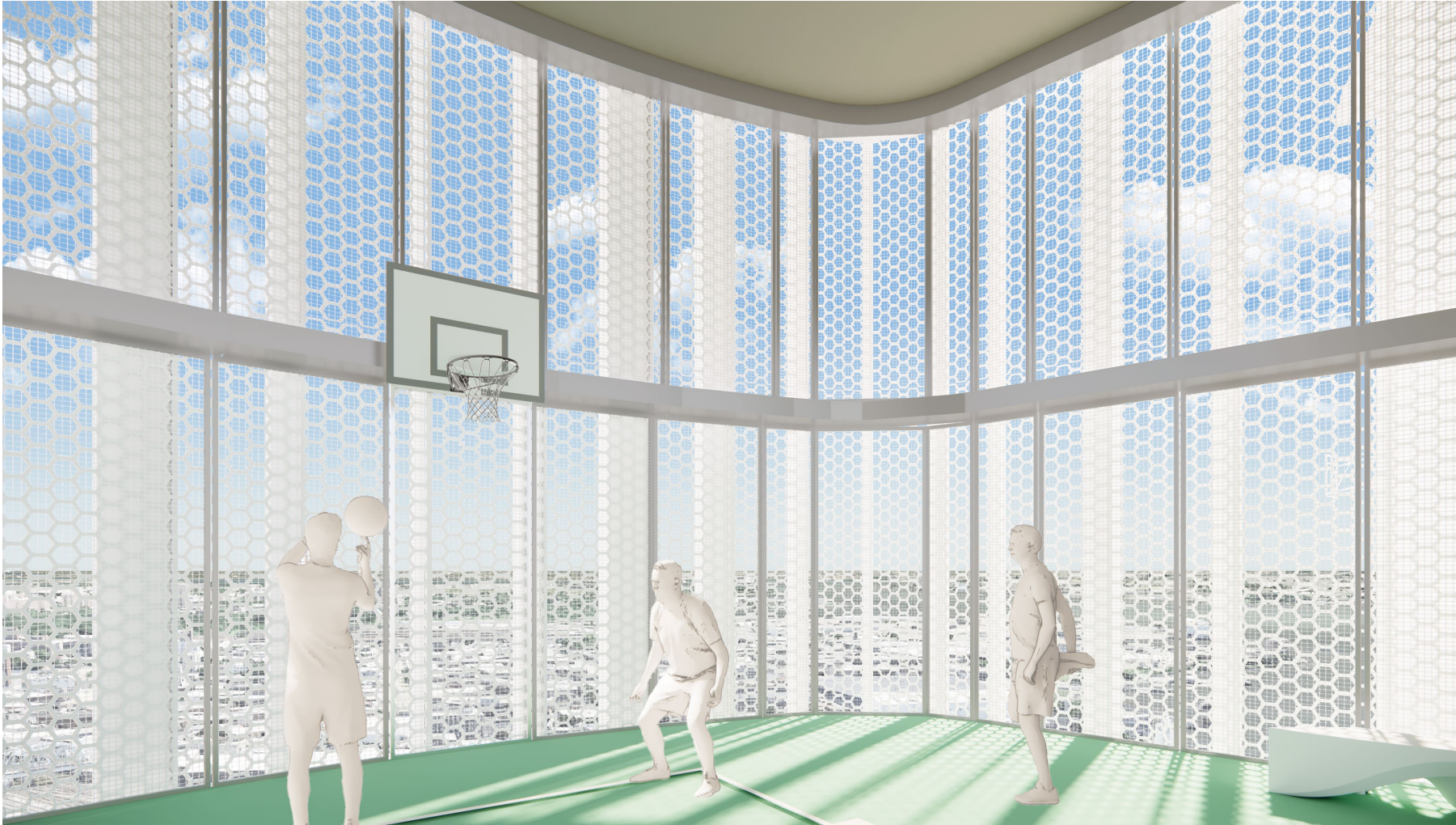
Comfortable seating placed in the dayroom cluster areas.



DESIGN SHOWN FOR ILLUSTRATIVE PURPOSES ONLY

INTERIOR SECURE SPACE

RENDERING – OUTDOOR RECREATION



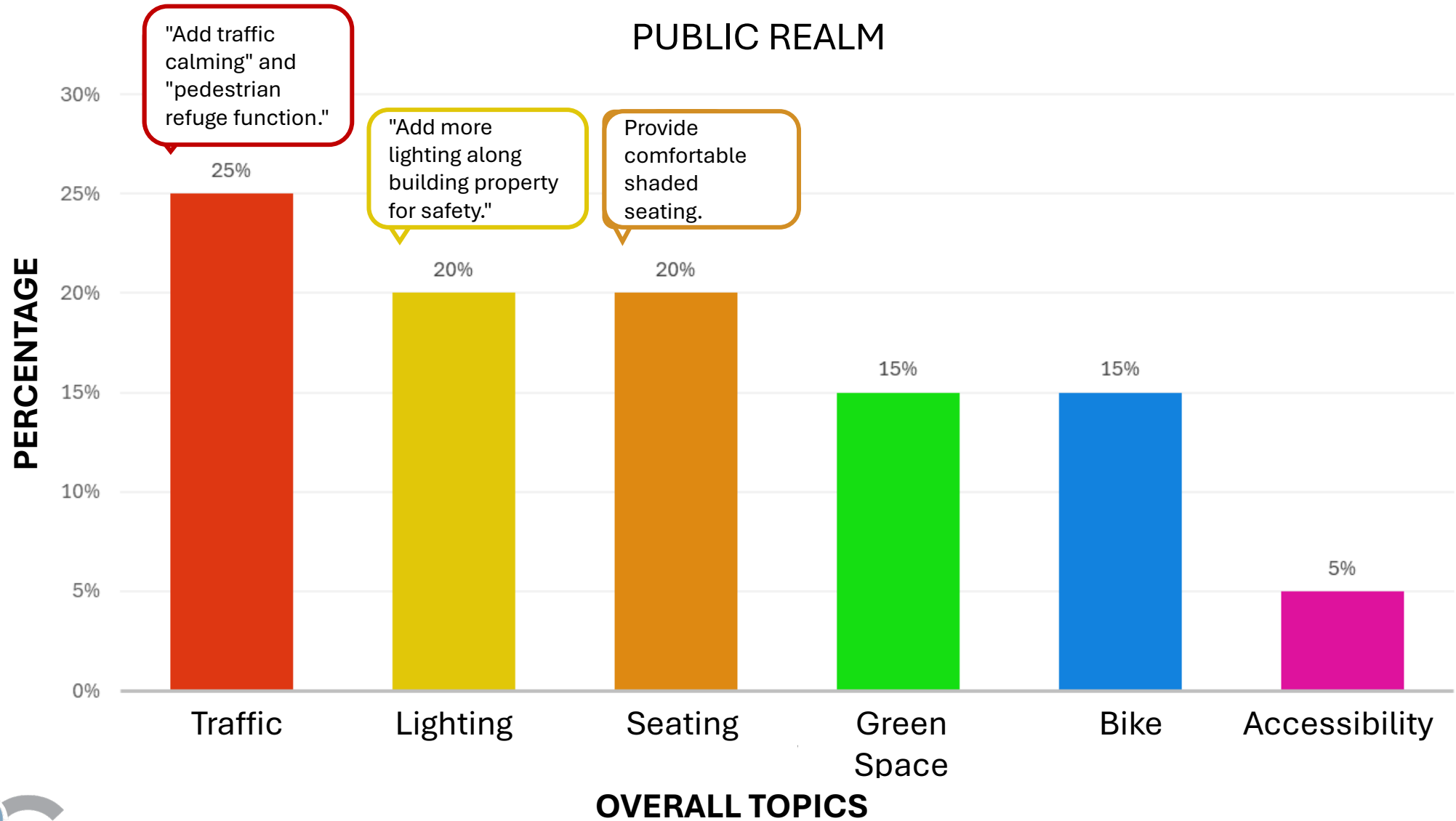
Lighting:

The open area allows more natural light to come through the outdoor recreation space.

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Proposed Design: Public Realm

SUMMARY OF WHAT WE HEARD



SUMMARY OF WHAT WE HEARD

PUBLIC REALM

What neighborhood do you live in or come from?

Top Results:

Other Area	66%
South Bronx	33%

How do you intend to travel to the site most often?

Mass Transit	86%
Car	14%

What are your reasons for visiting the site?

Visit Retail, Work	50%
Visit someone at the Facility	37.5%
Visit Social Services	12.5%

Where would you like to sit?

Top Results:

Near Community Space & Retail	50%
Near Staff Entrance and Public Lobby Entrance	50%

How you would primarily use the streetscape?

Visit Retail, Visit the Facility and Walk By	82%
Sit and Relax	18%

What are your top four site features?

Planting, Tree / Shade and Group Seating	70.5%
Solo Seating	17.5%
Bike Racks	12%

SUMMARY OF WHAT WE HEARD

PUBLIC REALM

DESIGN ACTION ITEMS

- Clarify pedestrian, bike and traffic flows around the site
- Place seating and bike racks near major building entrances
- Add shade trees and planting to make it comfortable for visitors
- Provide group seating and solo seating for every age and ability

DESIGN CONSIDERATIONS

- Investigate building lighting to add to the streetscape lighting plan
- Discuss Southern Boulevard street geometry with DOT for shorter crossings
- Consider art in the landscape to give the sight a sense of place

PROPOSED DESIGN – CIRCULATION

Traffic:

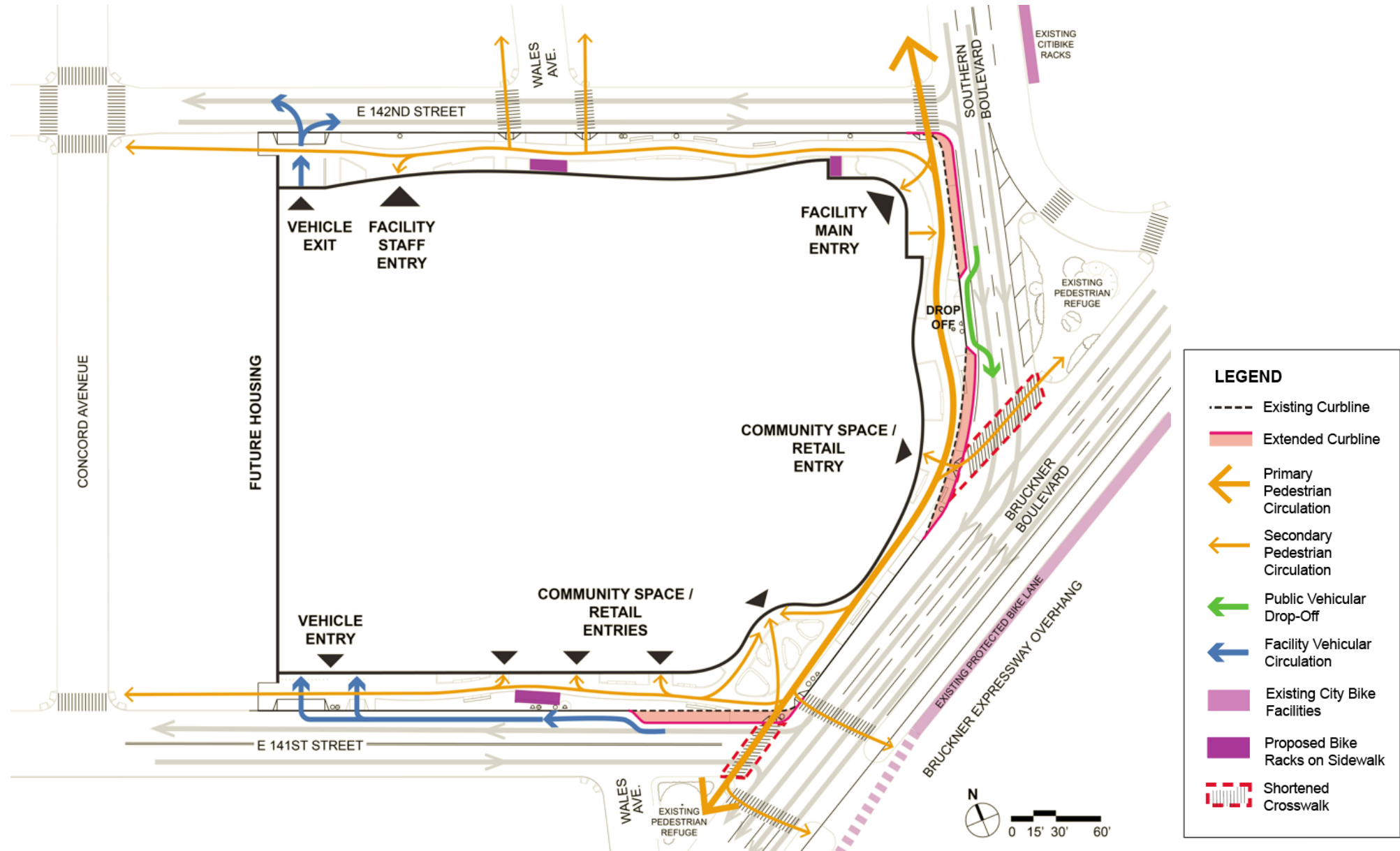
Facility drop-off/pick-up and facility vehicle waiting area are located in bypass lanes.

Extended sidewalk provides traffic separation and crosswalks are shortened for pedestrian safety.

Street flow is maintained around the site

Bike:

Bike racks are located near building entrances on sidewalks. Existing Citi bike racks and protected bike lanes are noted



PROPOSED DESIGN – SITE PLAN

Traffic:

Clear sightlines at crosswalks improve pedestrian safety

Planting / Shade:

Planted areas against the building and street edge provide a relaxing pedestrian experience

Bike:

Three bike parking area (in yellow) are located near major building entrances

Accessibility:

Entrances, seating areas and crosswalks along the streetscape are fully accessible



Seating:

Group and solo seating is located in shaded green spaces for pedestrian comfort.

Seating: Typical solo seating area

Seating: Typical group seating area

PROPOSED DESIGN

RENDERING – PUBLIC LOBBY ENTRANCE



Seating:

A variety of seating is located by facility entrance

Bike:

Bike racks are located near the facility entrance

Traffic:

Visibility at crosswalks promotes pedestrian safety

Accessibility:

Facility entrance doors are fully accessible

PROPOSED DESIGN

RENDERING – COMMUNITY/RETAIL ENTRY



Seating:

Group seating is located in shaded green spaces for pedestrian comfort

Planting / Shade:

Planted areas at large open area in the plaza provide ample shaded area for a relaxing pedestrian experience

PROPOSED DESIGN

RENDERING – SIDEWALK/STREETSCAPE



E 142nd STREET

Planting:

Planted areas against the building and street edge provide a relaxing pedestrian experience

Seating:

Group seating and solo seating is located in shaded green spaces for pedestrian comfort

Traffic:

Landscape planters, seating, and edge treatments provide visual and protective barriers between traffics and pedestrians



BRUCKNER BOULEVARD



E 141st STREET

DESIGN SHOWN FOR ILLUSTRATIVE PURPOSES ONLY

Design Breakout Groups

Breakout Groups –(4 x 15 minutes) –60 minutes

- A Building Exterior
- B Interior Public Spaces
- C Interior Secure Spaces
- D Public Realm

The Bronx BBJ Facility

Summary of Findings: Next Steps



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Borough-Based Jails

Thank You

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