

Event Date: December 17th, 2024

BBJ BX Project - Community Input Design Meeting #1 Feedback

<u>Session Topic</u>	<u>Comment</u>	<u>Response</u>
A - Building Exterior	Will there be bike lanes around the jail?	Newly expanded bike lanes are open under the Bruckner Expressway across from the site. They will be connected to the project site by crosswalks at Brucker Boulevard and 141st Street.
A - Building Exterior	The area can be very dark, at times, therefore the emphasis on proving light should be a priority for the exterior	Lighting design is currently under development and the design team intends to enhance the lighting at the building facade as well as sidewalks surrounding the building to ensure safety and well-lit passageways.
A - Building Exterior	Green space	Green space will be provided around the Facility. Shaded seating areas will encourage visitors to stay and relax. Plantings will be strategically selected to comply with safety protocols allowing for clear sight lines surrounding the Facility while also creating a warm and welcoming environment.
A - Building Exterior	How people see this building will be how they see the Bronx	We agree that the Facility should be a positive reflection of both the Mott Haven neighborhood and the Bronx. The Facility's design aims to respond both to the building's function and its neighborhood context, and be a welcoming, dignified part of the community.
A - Building Exterior	Discussion of the neighboring residential units - will the houses have a direct look into the jail?	Between the Facility and the neighboring residential units along Concord Avenue will be a future housing development from the NYC Department of Housing, Preservation, and Development (HPD). We have been in contact with HPD and will continue to coordinate on design and privacy considerations. The design team has developed different facade strategies to achieve privacy for sightline views from the cells out to the surrounding context and into the facility. At housing units a frosted film has been incorporated in all cells up to 6' to mitigate sightlines to neighboring buildings.
A - Building Exterior	Will the persons in custody be able to see into my home?	Between the Facility and the neighboring residential units along Concord Avenue will be a future housing development from the NYC Department of Housing, Preservation, and Development (HPD). We have been in contact with HPD and will continue to coordinate on design and privacy considerations. The design team has developed different facade strategies to achieve privacy for sightline views from the cells out to the surrounding context and into the facility. At housing units a frosted film has been incorporated in all cells up to 6' to mitigate sightlines to neighboring buildings.
A - Building Exterior	Possible to have slanted/angled windows to address this?	The design of the building ensures that every person in custody has a cell with a window, while also balancing privacy concerns. The design team has developed different facade strategies to achieve privacy for sightline views from the cells out to the surrounding context and into the facility. At housing units a frosted film has been incorporated in all cells up to 6' to mitigate sightlines to neighboring buildings.
A - Building Exterior	Reflect positivity	The Facility's design aims to reflect its surrounding community, utilizing a contemporary interpretation of building materials and forms found in the surrounding neighborhood. Public green space is also designed to make the Facility more inviting and pleasant.
A - Building Exterior	Want neighborhood to be proud of this building	We agree. The Facility's design aims to reflect its surrounding community, utilizing a contemporary interpretation of building materials and forms found in the surrounding neighborhood. Public green space is also designed to make the Facility more inviting and pleasant.
A - Building Exterior	Trying to avoid appearing as a giant, scary jail, but rather inviting representation of the Bronx	We agree that the Facility should be a positive and inviting reflection of both the Mott Haven neighborhood and the Bronx. The Facility's design aims to respond both to the building's function and its neighborhood context, and be a welcoming, dignified part of the community.
A - Building Exterior	The fact that it does not look like a stereotypical daunting jail, may be a positive for the neighbors and community	Thank you! The design team is working to ensure the Facility is seen as a positive reflection of the neighborhood.

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A - Building Exterior	Buildings like the old courthouse or the murals around the Bronx show our history and pride. Features like stoops and open spaces where people can gather are key—they bring the community together. For the jail project, it's got to fit in with the area, like using brick or local materials, and maybe have a community space or art that reflects us. We don't need something that feels out of place.	We agree. The design team will include a more detailed discussion of building materials that complement the feel of the surrounding neighborhood to better represent the community in the next community input design meeting. The Facility's programming includes a Percent for Art component which is currently still being developed. Artwork will be integrated into the interior and/or exterior of the building. The project will provide 40,000 square feet of interior retail/community space currently undefined. The use of this space will be determined at a later time with input from the community. Public areas surrounding the Facility will be accommodated by a generously planted streetscape with seating grouped for community interaction.
A - Building Exterior	From a design standpoint, the building should avoid looking like a fortress. Rounded edges, thoughtful signage, and accessible entry points make it more approachable. Rooftop gardens or terraces could offer a space for residents and visitors to interact. Any fencing or barriers should be visually appealing and functional—not harsh or industrial-looking. Overall, the design should reflect the community's energy and feel like it's giving something back to the area.	The design of the Facility includes softened, rounded edges, intended to make the Facility inviting. The program has a horticulture space for people in custody, and visiting includes an outdoor area for people in custody and visitors to interact. There will also be extensive green space around the Facility, including shaded green space and plantings. The Facility has been designed to mitigate perception of a large mass and integrate more easily in to the neighborhood architecture.
A - Building Exterior	The architecture can make the space feel welcoming by using warm, earthy tones and materials that blend with the neighborhood, like brick or stone. Adding large windows, open spaces, and greenery like trees or planters can make the building feel more inviting. Public art, like murals or sculptures, can connect the building to the community's culture and history. Lighting is important too—well-lit walkways and entryways make it feel safe and open, especially at night.	The design team will include a more detailed discussion of building materials that complement the feel of the surrounding neighborhood to better represent the community in the next community input design meeting. The Facility is surrounded by green spaces with seating, intended to promote an inviting space. The Facility's programming includes a Percent for Art component which is currently still being developed. Artwork will be integrated into the interior and/or exterior of the building. Lighting design is currently under development and the design team intends to enhance the lighting at the building facade as well as sidewalks surrounding the building to ensure safety and well-lit passageways.
A - Building Exterior	I think places like the local community centers, the murals on the corner walls, and the older buildings with their brick facades show off the Bronx's personality. They tell the story of who we are—tough but creative, with deep roots in culture.	The design team will include a more detailed discussion of building materials that complement the feel of the surrounding neighborhood to better represent the community in the next community input design meeting. The Facility's programming includes a Percent for Art component which is currently still being developed. Artwork will be integrated into the interior and/or exterior of the building.
A - Building Exterior	Use warm colors and materials like brick or stone to keep it real and connected to the neighborhood. Adding art on the walls, like murals or sculptures, would make it more inviting. Big windows and open spaces can make people feel like the place is approachable, not closed off.	We agree that it's important that the Facility feel welcoming and approachable. The design team has incorporated components like a grand entrance into the design to reflect that goal. The design team will also include a more detailed discussion of building materials that compliment the feel of the surrounding neighborhood to better represent the community in the next community input design meeting. The Facility's programming includes a Percent for Art component which is currently still being developed. Artwork will be integrated into the interior and/or exterior of the building.
A - Building Exterior	This is the Bronx, so it's got to feel like us—strong but welcoming. Don't make it look too corporate or out of place. Think about how it blends in with what's already here while giving something back to the people.	We agree. The Facility's design aims to uplift its surrounding community, utilizing a contemporary interpretation of building materials and forms found in the surrounding neighborhood. The design team will include a more detailed discussion of building materials that compliment the feel of the surrounding neighborhood to better represent the community in the next community input design meeting.
A - Building Exterior	I'd say the Bronx is about authenticity, so buildings like the local bodegas, historic churches, and even the murals that reflect our culture and struggles really stand out. Features like brick facades, detailed cornices, and stoops are part of what makes the neighborhood feel like home. These elements tell a story, and that's what we need to preserve	The design of the Facility incorporates neighborhood textures, tone, and materiality, and will be further discussed in presentations to the community as design develops.

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A - Building Exterior	Use materials that feel familiar—brick, wood, and maybe some steel accents. Incorporate open designs like courtyards or plazas where people can gather. Including public art, like murals or sculptures, could showcase the Bronx’s creative side. And whatever you do, avoid making it look like a fortress—keep it open, well-lit, and accessible.	The design team will include a more detailed discussion of building materials that compliment the feel of the surrounding neighborhood to better represent the community in the next community input design meeting. The Facility is surrounded by green spaces with seating, intended to promote an inviting space, with a grand and welcoming public entrance. The Facility's programming includes a Percent for Art component which is currently still being developed. Artwork will be integrated into the interior and/or exterior of the building. Lighting design is currently under development and the design team intends to enhance the lighting at the building facade as well as sidewalks surrounding the building to ensure safety and well-lit passageways.
B - Public Realm	a. More Green Spaces: Add small parks, trees, and seating areas around public places to create a relaxing environment and improve air quality. b. Improved Lighting: Install brighter, energy-efficient lighting to make areas feel safer and more welcoming, especially at night. c. Interactive Features: Incorporate elements like playgrounds, murals, or sculptures that residents can engage with, making the space feel alive and connected to the community. d. Accessible Design: Ensure places are wheelchair-friendly and include clear signage in multiple languages to make spaces inclusive for everyone. e. Open Market Areas: Create flexible spaces for pop-up markets, performances, or local vendors, giving the community a platform to showcase its culture and talent. f. Seating and Shade: Add more benches, tables, and shaded areas to encourage people to gather and use the space comfortably.	Plantings will be 3 feet tall or less, and tree branching will start no lower than 6 feet. This will provide a clear zone for unobstructed visibility during the day and night. Lighting will include standard street lights, lighting on the building exterior, and pedestrian street lights along the sidewalks to ensure visibility, enhance street safety and ensure visibility for camera locations. All areas of the streetscape will be fully accessible for all ages and abilities. All seating areas will have integrated ADA companion seating . Signage meeting applicable accessibility requirements will be provided.
B - Public Realm	Outside art (people in custody art)	The Facility's programming includes a Percent for Art component which is currently still being developed. Artwork will be integrated into the interior and/or exterior of the building. Additionally, space will be provided in the building for people in custody's artwork to be displayed.
B - Public Realm	I’d say the public space could really benefit from having designated activity zones. Maybe a spot for outdoor fitness equipment, like pull-up bars or a walking track, to encourage people to stay active. A covered seating area with Wi-Fi access would also be a game-changer—something where people can work or socialize comfortably. More public art installations that reflect local artists would bring personality to the space. And don’t forget water features, like fountains—they’re not just pretty; they add a calming vibe that makes people want to spend time there.	The streetscape around the Facility, while unable to accommodate activity zones or water features due to size and maintenance concerns, will have generous sidewalk widths for pedestrian circulation, a fully protected perimeter of continuous barriers, and green space with curving, generously planted and shaded pathways and seating areas for gathering. There will be WiFi available to visitors in the public lobby. The Facility's programming includes a Percent for Art component which is currently still being developed. Artwork will be integrated into the interior and/or exterior of the building.
B - Public Realm	Bike rack locations - will be in street	Bike racks will be located near the Staff Entrance, Facility Entrance and share for the Community / Retail Entrances. To make them as convenient as possible for cyclists, they will be located on the sidewalk. Nearby City Bike racks are located at Southern Boulevard just north of 142nd Street.

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B - Public Realm	Bike Lane Expansion	Newly expanded bike lanes are open under the Bruckner Expressway across from the site. They will be connected to the project site by crosswalks at Brucker Boulevard and 141st St.
B - Public Realm	Community Space?	The project will provide 40,000 square feet of interior retail/community space currently undefined. The use of this space will be determined at a later time with input from the community. Public areas surrounding the Facility will be accommodated by a generously planted streetscape with seating grouped for community interaction.
B - Public Realm	Lighting from site (community residences)	When completed, the Facility will be designed to mitigate light pollution. Exterior light fixtures will be placed strategically to avoid direct glare into neighboring buildings.
B - Public Realm	Slip/trip fall (vendor question)	Preventing slip/trip and fall issues along the streetscape is a priority for the design team. The design details will employ non-slip treatments for all paved surfaces, detectable warning pavers at every crosswalk, and meet the ADA code for maximum allowable pavement deviation between paved edges.
B - Public Realm	Staff only - what about public?	The Facility includes 120 parking spaces for authorized City vehicles beneath the building, alleviating additional parking stress on the neighborhood. The site is also accessible by public transit with nearby subway stations for the 2, 5 and 6 trains, as well as bus routes Bx33 and Bx17.
B - Public Realm	Site development - surrounding areas.	Within the project limits of 142nd Street, Southern Blvd, Brucker Blvd and 141st Street, the site will be activated by new retail/community spaces and welcoming streetscape experiences setting the tone for future surrounding development.
B - Public Realm	How far is court house?	The Bronx Hall of Justice is 1.9 miles from the Bronx BBJ site.
B - Public Realm	Homeless setup (control) over taking the area.	The design of the streetscape can discourage homeless occupation of the site through the use of armrests to break up continuous bench expanses, notching or other skate prevention methods, clear sightlines to the building to maximize light distribution and discourage hidden locations and most importantly the activation of the area by the community visiting the site facility and retail/community spaces.
B - Public Realm	Is there public parking?	The Facility includes 120 parking spaces for authorized City vehicles beneath the building, alleviating additional parking stress on the neighborhood. The site is also accessible by public transit with nearby subway stations for the 2, 5 and 6 trains, as well as bus routes Bx33 and Bx17.
B - Public Realm	Will there be parking (public)?	The Facility includes 120 parking spaces for authorized City vehicles beneath the building, alleviating additional parking stress on the neighborhood. The site is also accessible by public transit with nearby subway stations for the 2, 5 and 6 trains, as well as bus routes Bx33 and Bx17.
B - Public Realm	How much parking?	The Facility includes 120 parking spaces for authorized City vehicles beneath the building, alleviating additional parking stress on the neighborhood. The site is also accessible by public transit with nearby subway stations for the 2, 5 and 6 trains, as well as bus routes Bx33 and Bx17.
B - Public Realm	Public parking	The Facility includes 120 parking spaces for authorized City vehicles beneath the building, alleviating additional parking stress on the neighborhood. The site is also accessible by public transit with nearby subway stations for the 2, 5 and 6 trains, as well as bus routes Bx33 and Bx17.
B - Public Realm	Cross walk locations	All the existing crosswalks will be maintained. Crosswalks at 142nd Street, Southern Blvd, Bruckner Blvd and 141st Street will be improved with curb bump-outs into the street which shorten the crossing distance for pedestrians, improving safety and providing traffic-calming measures.

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B - Public Realm	Traffic Flow	Street traffic flow will be maintained. A vehicular drop-off area on Southern Blvd as well as the facility waiting vehicle area on the right side of 141st Street are additions to the existing travel lanes. Curb bump-outs do not impact existing travel lanes.
B - Public Realm	Flow of traffic	Street traffic flow will be maintained. A vehicular drop-off area on Southern Blvd as well as the facility waiting vehicle area on the right side of 141st Street are additions to the existing travel lanes. Curb bump-outs do not impact existing travel lanes.
B - Public Realm	Uber/Lift location pick up area	The design provides a vehicular drop-off/pick up just south of the public entrance on Southern Blvd.
B - Public Realm	I'd recommend adding more seating areas where people can actually gather and relax—benches with some shade, maybe near trees or planters. We could use more lighting too, especially in spots where people walk at night, to make it feel safer. If there's space, a little market area or spots for vendors could bring more life to the area and give people a reason to hang around. Oh, and trash cans—got to keep it clean!	The streetscape around the Facility will have generous sidewalk widths for pedestrian circulation, a fully protected perimeter of continuous barriers, and green space with curving, generously planted and shaded pathways and seating areas for gathering. Trash cans will be provided around the site. Additionally the Facility will be part of the City's Percent for Art Program, which will consider options both inside the Facility and in the public realm for artwork. The project will provide 40,000 square feet of interior retail/community space currently undefined. The use of this space will be determined at a later time with input from the community. Lighting design is currently under development and the design team intends to enhance the lighting at the building facade as well as sidewalks surrounding the building to ensure safety and well-lit passageways.
B - Public Realm	Street vendors area	The streetscape around the Facility will have generous sidewalk widths for pedestrian circulation, a fully protected perimeter of continuous barriers, and green space with curving, generously planted and shaded pathways and seating areas for gathering. The project will be unable to provide an outdoor vendors space due to security concerns, but it will provide 40,000 square feet of interior retail/community space currently undefined. The use of this space will be determined at a later time with input from the community.
B - Public Realm	Street vendors - over crowding	The streetscape around the Facility will have generous sidewalk widths for pedestrian circulation, a fully protected perimeter of continuous barriers, and green space with curving, generously planted and shaded pathways and seating areas for gathering. The project will be unable to provide an outdoor vendors space due to security concerns, but it will provide 40,000 square feet of interior retail/community space currently undefined. The use of this space will be determined at a later time with input from the community.
C - Interior Public	In the lobby, having vending machines and charging stations is key—those are basics people always need. A play area for kids would be a huge help for parents, and display screens could be used for things like local news, events, or even showcasing Bronx history or art. I'd also suggest adding cozy seating with USB ports or outlets, so people can relax and stay productive if needed. A water station or even a coffee corner could make the space feel more accommodating and less sterile	The public lobby includes many of the amenities requested, including lockers, vending machines, drinking fountains and a children's play area. Seating and tables will be provided with a variety of options, including cozy seating and places for people to plug in devices. The overriding intent of the public lobby design is to provide a welcoming, humane, and inspiring place.

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C - Interior Public	Local artist is imperative (resident artist)	The Facility's programming includes a Percent for Art component which is currently still being developed. Artwork will be integrated into the interior and/or exterior of the building.
C - Interior Public	People in Custody's artwork	The Facility's programming includes a Percent for Art component which is currently still being developed. Artwork will be integrated into the interior and/or exterior of the building. Additionally, space will be provided in the building for people in custody's artwork to be displayed.
C - Interior Public	The key is to make the space feel like more than just a waiting area. Add plants or greenery to break up the monotony and improve air quality. Lighting matters too—go for warm, dimmable options to avoid that harsh, clinical vibe. Lastly, think about acoustics—add sound-dampening panels to cut down on echo and noise. A calm, welcoming environment starts with thoughtful design.	The design creates a welcoming and humane environment for all persons using the public lobby. Lighting and acoustics will be important in the design of these spaces. The City is also working to develop strategies to minimize wait times for visitors.
C - Interior Public	Agency access (i.e. CASA, CCRP)	There is space provided in the lobby for outside service providers; those providers will be determined at a later time. For the community/ retail space, there will be a separate community engagement process for identifying future tenants and users.
C - Interior Public	In the lobby, things like charging stations and vending machines are a must—people are always looking to grab a snack or juice up their phones. A play area for kids would be clutch, especially for parents trying to keep them entertained while waiting. Display screens showing community news or events would help people stay in the loop too. Other features to think about? Maybe a small seating area with Wi-Fi so people can work or chill, and even a water refill station. Little touches like this make the space feel useful and inviting for everyone.	The public lobby includes many of the features requested, including vending machines, drinking fountains and a children's play area. Seating and tables are provided. There will be a variety of seating options in the public lobby. The intent of the public lobby design is to provide a welcoming, humane and inspiring place that will include natural light.
C - Interior Public	Charging stations and vending machines are obvious essentials, but let's think bigger. A digital display with real-time updates—like local transit info or community resources—would make the space more useful. A kid's play area is a smart move; it keeps families comfortable. I'd also suggest integrating some interactive public art, like a touch screen showcasing local history or events. Other ideas? Maybe lockers or secure charging stations for people who need to store their stuff briefly.	The public lobby includes many of the features requested, including vending machines, drinking fountains and a children's play area. Seating and tables are provided. There will be a variety of seating options in the public lobby. The intent of the public lobby design is to provide a welcoming, humane and inspiring place that will include natural light.
C - Interior Public	A combo of both would be best. Some people prefer their own space, so individual seats are good for that. But bench seating works great for families or groups who want to sit together. Having both options makes the space feel more flexible and welcoming to everyone.	The public lobby includes a variety of seating options as well as a children play area. The intent of the public lobby design is to provide a welcoming, humane and inspiring place that will include natural light.
C - Interior Public	A combination works best. Some people like their own space, so individual chairs are a good option, but benches are great for families or groups. Having both gives people more choices and makes the space feel more inclusive.	The public lobby includes a variety of seating options as well as a children play area. The intent of the public lobby design is to provide a welcoming, humane and inspiring place that will include natural light.
C - Interior Public	A mix of both makes the most sense. Individual seats give people personal space, which is important, but benches are better for families or groups. You could even make the benches multipurpose, like adding USB ports or storage underneath. It's about flexibility—different people have different needs.	The public lobby includes a variety of seating options as well as a children play area. The intent of the public lobby design is to provide a welcoming, humane and inspiring place that will include natural light.
C - Interior Public	Furniture with dual functions (USB charging)	USB and electrical outlets will be integrated with furniture in the public lobby.

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C - Interior Public	Must have a fresh smell/aroma (good air quality)	The building's design includes state of the art heating, ventilation and air conditioning (HVAC) design which ensures air quality throughout all spaces. The Facility is designed to achieve LEED Certification, which promotes higher indoor air quality standards than typical buildings.
C - Interior Public	Must have multiple lanes for entry and search	The public entry screening and visitor entry screening include multiple lanes for entry and search.
C - Interior Public	Phones for free calls	A variety of seating choices is offered in the public lobby for those individuals who may wish to make calls on their personal devices.
C - Interior Public	Highlight local community members who have contributed to society	The Facility's programming includes a Percent for Art component which is currently still being developed. Artwork will be integrated into the interior and/or exterior of the building.
C - Interior Public	Variation of seating (moveable furniture)	There will be a variety of seating options in the public lobby. Furniture layout is being developed and will take into consideration moveable furniture.
C - Interior Public	Vending machines	Vending machines will be provided in the public lobby.
C - Interior Public	Plants in visiting areas	The visiting area has been designed to be a welcoming and inclusive space and must include biophilic elements.
C - Interior Public	Soft, warm colors	The intent of the public lobby design is to provide a welcoming and dignified space. Colors are continuing to be developed and will be presented at a future community workshop.
C - Interior Public	Anti slip surfaces	All floor finishes will meet requirements for slip resistance. Finishes are continuing to be developed and will be presented at a future community workshop.
C - Interior Public	Meditation spaces / soft therapeutic music	The public lobby is designed to be a welcoming, calming space, full of natural light, with a variety of seating options. DOC is open to exploring opportunities for additional calming measures, such as music.
C - Interior Public	Adult gaming / interactive gaming	A variety of seating choices is offered in the public lobby for those individuals who may wish to do gaming activities on their personal devices.
C - Interior Public	Additional comments or feedback: 1. Soft, quiet music. 2. Meditation space, quiet space. 3. Bright fresh indoor air quality. 4. Security - multiple lanes (minimum waiting). 5. Bronx walk of fame. Artist exhibit. Success stories. 6. Persons in custody artwork. 7. Agency access for the community, local organizations (CASA). 8. Homey, not institutional.	The public lobby includes many of the features requested, including vending machines, drinking fountains and a children's play area. Seating and tables are provided. There will be a variety of seating options in the public lobby. The intent of the public lobby design is to provide a welcoming, humane and inspiring place in which to enter this public building. Air quality, lighting and acoustic comfort will all be incorporated into the design to create a humane, inviting and warm space. The Facility's programming includes a Percent for Art component which is currently still being developed. Artwork will be integrated into the interior and/or exterior of the building.
D - Interior Secure	Secure spaces can feel more calming and safe by focusing on small but meaningful changes. Natural light, like skylights or big windows, helps people feel less boxed in. For colors, warm neutrals like beige or soft earth tones can create a soothing vibe without feeling too clinical. Adding greenery—like potted plants or a small indoor garden—makes the space feel more alive and human. The furniture should be comfortable and welcoming, and there should be clear, open layouts to avoid any sense of overcrowding. Lighting should be soft and diffused—none of that harsh, fluorescent glare. The goal is to make the space feel balanced and thoughtful, not like it's all about control.	The building's design employs natural light throughout the building to create an uplifting environment. Air quality, lighting and acoustic comfort are all incorporated into design to create a humane, inviting and warm space. The design team is further studying the window design and treatments with consideration for visual privacy and mitigation of light pollution on the surrounding neighborhood.

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D - Interior Secure	One thing that might not be getting enough attention is the importance of sound in these spaces. Quiet can be calming, but complete silence can feel unsettling. Adding soft background music or white noise could create a more relaxed atmosphere. Also, ventilation is huge—stuffy spaces add to stress, so good airflow and a comfortable temperature are a must. Lastly, it’s worth thinking about how people move through the space—clear pathways and thoughtful signage can make a big difference in reducing confusion and anxiety.	The building's design employs natural light throughout the building to create an uplifting environment. Air quality, lighting and acoustic comfort are all incorporated into design to create a humane, inviting and warm space. Clear wayfinding and signage will be incorporated in the design to guide visitors throughout the facility.
D - Interior Secure	Question was asked what percent are doubled tiered? Single Tiered (housing units)	There are 1040 cells in 44 housing units – 900 of the cells are in 36 double-tier housing units, therefore 87% of cells are in double-tier units. 82% of the housing units are double-tier units. In all cases, housing units are being designed to be normative and safe.
D - Interior Secure	Cells seem inspired by Scandinavian prison (which is good)	The City has looked at best practices in detention facilities around the world, including the Scandinavian model.
D - Interior Secure	Looks too institutional	The design team will be developing the finishes, colors and furniture selections in all secure spaces to achieve as humane, inviting and warm spaces as can be accomplished. Updated renderings will be presented at subsequent community workshops.
D - Interior Secure	Too many right angles	The design team will be developing the finishes, colors and furniture selections in all secure spaces to achieve as humane, inviting and warm spaces as can be accomplished. Updated renderings will be presented at subsequent community workshops.
D - Interior Secure	Every thing is square	The design team will be developing the finishes, colors and furniture selections in all secure spaces to achieve as humane, inviting and warm spaces as can be accomplished. Updated renderings will be presented at subsequent community workshops.
D - Interior Secure	Looks inviting	The design team will be developing the finishes, colors and furniture selections in all secure spaces to achieve as humane, inviting and warm spaces as can be accomplished. Updated renderings will be presented at subsequent community workshops.
D - Interior Secure	Prioritize natural light	The design employs natural light and connection to outdoor recreation at all housing units.
D - Interior Secure	Priority on openness and light in recreational areas	The design employs natural light and connection to outdoor recreation at all housing units.
D - Interior Secure	Stressed the importance of sun and natural light	The design employs natural light and connection to outdoor recreation at all housing units.
D - Interior Secure	To make secure spaces feel calm and safe, we need natural light—big windows make a big difference. The colors shouldn’t be harsh either; soft blues or greens would feel relaxing. Add some plants too; even a little greenery can make a place feel alive. Comfortable seating and quiet spaces are a must—nobody wants to feel trapped or overwhelmed. And lighting? It should be warm, not that bright, cold stuff that makes you feel like you’re in a hospital. All of this makes the space less stressful and more welcoming, like it’s built for people, not just security.	The design employs natural light and connection to outdoor recreation at all housing units. The design team will be studying the lighting and acoustical treatments, dedicated to designing the Facility in a mindful manner, prioritizing a humane and inviting environment.

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D - Interior Secure	To create a calming and safe atmosphere, focus on making the space feel human and intuitive. Use textured materials like wood or fabric panels on the walls to add warmth and softness. Diffused natural light combined with adjustable, indirect lighting can help set the mood based on the time of day. Incorporate subtle, calming sounds—like soft instrumental music or a water feature—to create a sense of tranquility. Comfortable seating arranged in small clusters, rather than rows, encourages a more relaxed vibe. Finally, color schemes with gradients or patterns inspired by nature—like sandy tones or leafy greens—can subtly connect people to the outdoors and reduce stress.	The design employs natural light and connection to outdoor recreation at all housing units. The design team will be studying the wall treatment, lighting and acoustical treatments, dedicated to designing the Facility in a mindful manner, prioritizing a humane and inviting environment.
D - Interior Secure	Mesh & double sided wall seems unnecessary	We will present further development of the outdoor recreation space enclosures at subsequent community input workshops, balancing openness with security requirements.
D - Interior Secure	What spaces are being considered that are not in BBJ BK?	The main difference in Brooklyn and the Bronx is the size of the community-retail space. 30,000 SF in Brooklyn and 40,000 SF in the Bronx. Another difference is that the Bronx does not have a direct connection to an adjacent courthouse.
D - Interior Secure	Supportive and vocational spaces access to secure interior spaces	The Facility will include a wide variety of programming, including horticulture program, culinary arts program, vocational training, library, gymnasium, chapel, and medical facilities.
D - Interior Secure	What types of program spaces does the facility have?	The Facility will include a wide variety of programming, including horticulture program, culinary arts program, vocational training, library, gymnasium, chapel, and medical facilities.
D - Interior Secure	Do the outside providers have separate spaces to work in the facility?	Dedicated spaces are provided for outside providers to work within the facility.
D - Interior Secure	Suggested that we pull from a broad base of people who have interacted with the penal system in myriad capacities to learn from their experiences (persons in custody, family of persons in custody, correction officers and support staff, etc.)	The City's team consists of a Human Experience Consultant that will advise on experiences of all group types that will be utilizing the Facility to ensure an efficient and thoughtfully designed space.
D - Interior Secure	Will the recreation are have outdoor spaces?	Yes, every housing unit has an attached outdoor recreation area.
D - Interior Secure	Does each housing unit have its own recreational space?	Yes, every housing unit has an attached outdoor recreation area.
D - Interior Secure	What size are the basketball courts? Half court, full court?	The facility includes an indoor gymnasium that includes a high school regulation size basketball court.
D - Interior Secure	Stress the importance of spaces for exercise	Every housing unit has an attached outdoor recreation area that includes a basketball hoop and stationary exercise equipment. Additionally, the facility includes an indoor gymnasium that includes a high school regulation size basketball court and an activities room with stationary exercise equipment.
D - Interior Secure	22% of facility is therapeutic	All housing units include access to medical and mental health care providers and are designed to be safe and normative. Every housing floor will include space for treatment in addition to the main clinic and all housing units will include a medication distribution booth. The City remains committed to the therapeutic housing model and Correctional Health Services will meet individuals' needs no matter the setting in which their services are provided.
D - Interior Secure	Should be therapeutic services on each floor	All housing units include access to mental and medical health care providers. Every housing floor will include space for treatment in addition to the main clinic and all housing units will include a medication distribution booth. The City remains committed to the therapeutic housing model and Correctional Health Services will meet individuals' needs no matter the setting in which their services are provided.

Event Date: December 17th, 2024
 BBJ BX Project - Community Input Design Meeting #1 Feedback

Session Topic	Comment	Response
D - Interior Secure	Process of visiting persons in custody should be efficient & pleasant	The design endeavors to create a humane visiting experience both for the persons in custody and for their visitors. A variety of visiting spaces is provided for both contact and non-contact visiting for family and friends as well as attorneys. DOC is exploring a system of scheduled visiting to mitigate wait times. The Department is committed to leveraging the latest technology to make the screening process minimally invasive, efficient, and dignified.
D - Interior Secure	Will there dedicated spaces for attorney visits?	There is dedicated space in visiting for contact visits and non-contact visits with attorneys.
D - Interior Secure	Will there be spaces for virtual court appearances?	Spaces are provided for virtual court appearances for persons in custody.
D - Interior Secure	Suggested reducing check points, assuming security can be maintained	The Department of Correction is committed to leveraging the latest technology to make the screening process minimally invasive, efficient, and dignified.
Other	I live right next too the site, only the last year did they stop the dynamite of the area with no regard to shaking the very old NEGLECTED buildings around it including mine. Trying to call the building anything else but what it is a jail changes nothing no matter the oasis like plans they have for it.	The community will be provided with information and advanced notices regarding construction activities that impact the neighborhood. Noise, dust, and vibration monitoring will be maintained throughout the course of construction and construction work will proceed in accordance with all City, State, and Federal regulations. If community members see, hear, or feel anything of concern during construction they can reach out to: Angel Pinto, Community Construction Liaison for the Bronx Facility at 914-819-2153 and TheBronxCCL@bbjnyc.com, or call 311.
Other	Where will the entrances be located, what happens to the area when they are released, what about the ones who are not mentally sound. The fact that it's a men's jail with over 1000 beds is concerning. How bad is this area going to get. It's already awful so how much worse will it be	DOC and CHS conduct discharge planning with individuals before persons in custody are released through the public lobby, from which they can collect their possessions and any medications provided. Social service providers will be located in the lobby to assist people who are getting released offering voluntary services & referrals (such as employment, mental health, and other social services).
Other	I have lived in this building in this area for 10 years. They laugh about the dynamite twice a day but it was everyday for years and there not done. the Construction was torture.	The community will be provided with information and advanced notices regarding construction activities that impact the neighborhood. Noise, dust, and vibration monitoring will be maintained throughout the course of construction and construction work will proceed in accordance with all City, State, and Federal regulations. If community members see, hear, or feel anything of concern during construction they can reach out to: Angel Pinto, Community Construction Liaison for the Bronx Facility at 914-819-2153 and TheBronxCCL@bbjnyc.com, or call 311.