MEETING AGENDA

1. RBD BACKGROUND
   - COMPETITION
   - PRELIMINARY DESIGN
   - FEASIBILITY STUDY

2. DESIGN
   - PROJECT DRIVERS
     • Technical Updates
     • Public Input
   - DESIGN DEVELOPMENT
     • Design Zones 1 & 3
     • Design Zone 2 (Cove Park)

3. DESIGN PROCESS PREVIEW
   - PROCESS MATERIALS ON DISPLAY
THE TEAM
WHO YOU WILL SEE TONIGHT FROM THE AECOM PROJECT TEAM

<table>
<thead>
<tr>
<th>Presenter</th>
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<tbody>
<tr>
<td>CHRISTOPHER BENOSKY, PE, CFM</td>
<td>CHRISTY CHENG, OMA Community Engagement</td>
<td>ERIC OLSEN Landscape Architecture / Urban Design and Community Engagement</td>
<td>KAREN APPELL PE, CPESC Project Manager</td>
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<td>Project Executive</td>
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<tr>
<td>TOM VARGO PE, CCM</td>
<td>GONZALO CRUZ Landscape Architecture &amp; Urban Design Principal</td>
<td>COLBY SEIBERT Project Engineer</td>
<td>KEN CHONGSUWAT Landscape Designer</td>
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<td>Senior Design / Construction Engineer</td>
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<tr>
<td>RAN WEI Landscape Designer</td>
<td>LAUREN SHOATS Landscape Designer</td>
<td>TIMOTHY HO, OMA Community Engagement</td>
<td>OLINA TERZI, OMA Community Engagement</td>
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Built to deliver responsive design solutions:
AECOM has the depth of resources and expertise required to manage the entire range of possible work orders that may be issued under this contract. We have enlisted the services of a few specialty subconsultants who bring special insights valuable to our team. We believe you'll find our team provides outstanding experience and an exceptional level of capability in professional consulting services to support this contract.
RBD BACKGROUND
COMPETITION PHASE
4-PART STRATEGY

RESIST

DELAY

STORE

DISCHARGE
RECOMMENDATION
PREFERRED ALTERNATIVE - ALTERNATIVE 3
RESIST NORTH
DESIGN ZONES
DESIGN
PROJECT DRIVERS
TECHNICAL UPDATES & PUBLIC INPUT INFORMING DESIGN DEVELOPMENT

FEASIBILITY STUDY

TECHNICAL UPDATES

PUBLIC INPUT

DESIGN DEVELOPMENT

PUBLIC INPUT
TECHNICAL UPDATES
TECHNICAL UPDATES
RESIST STRUCTURE
Resist Structure design will include:

- I-Resist Structure Sections
- T-Resist Structure Sections
- Gates
TECHNICAL UPDATES
CONVENTIONAL I-RESIST STRUCTURE SECTION (ALLEYWAY + WASHINGTON ST)

+ **COST-EFFICIENT CONSTRUCTION**

+ **REDUCED STRUCTURAL FOOTPRINT**

UTILIZED IN AREAS WHERE SPACE IS LIMITED AND WHERE STRUCTURE HEIGHTS DO NOT EXCEED SIX FEET.

I-RESIST STRUCTURE LOCATION SHOWN ON SLIDE 17
TECHNICAL UPDATES
T-RESIST STRUCTURE SECTION (WEEHAWKEN + COVE PARK)

MEETS DESIGN REQUIREMENTS WHERE HEIGHT OF INTERVENTION IS GREATER THAN 6 FEET.

THE PRIMARY TYPE OF RESIST STRUCTURE THAT WILL BE USED FOR THIS PROJECT.

T-RESIST STRUCTURE LOCATION SHOWN ON SLIDE 17
TECHNICAL UPDATES
DEPLOYABLE GATES UNDER INVESTIGATION

Gates are supported similar to T-Resist structure on a structural foundation and piles.

Swing Gate
Roller Gate
Flip-up Gate

**STILL UNDER EVALUATION FOR POSSIBLE USE IN STRATEGIC LOCATIONS.**
TECHNICAL UPDATES
OVERALL ALIGNMENT

- I-Resist Structure
- T-Resist Structure
- Gates
INVESTIGATING POSSIBILITY OF ADDING ADDITIONAL GATES AT STRATEGIC LOCATIONS IN THE PARK TO ENABLE CRITICAL ACCESS & VIEWS
PUBLIC INPUT
COMMUNITY ENGAGEMENT RECAP
PREVIOUS ACTIVITY MATERIALS

Public Meeting #1
Stickers
848 Sticker Responses

Design Zone Workshop #1
Playing Cards
158 Character Responses
299 Amenity Responses

Digital Survey
Online Survey
1,453 Survey Responses
COMMUNITY ENGAGEMENT RECAP

DATA COLLECTED

Public Meeting #1
Design Zone Workshops Round 1
Digital Survey
COMMUNITY ENGAGEMENT RECAP
UNIQUE EXPERIENCES

Neighborhood Experience
Recreational Experience
Visual Experience
DESIGN DEVELOPMENT
DESIGN ZONE 1
WEEHAWKEN
ZONE 1 DESIGN OBJECTIVES
PUBLIC INPUT AND TECHNICAL UPDATE INFORMING DESIGN DEVELOPMENT

- STRUCTURE INTEGRITY & EASY INSPECTION
- PROGRAM FLEXIBILITY
- INTEGRATION TO THE CONTEXT
PUBLIC INPUT TAKEAWAYS
ZONE 1 - GREEN CORRIDOR

- ART / SCULPTURE
- NATURAL PLANTING AND SHADE
- LIGHTING
- BICYCLE PATH
ZONE 1 DESIGN OBJECTIVES
PUBLIC INPUT AND TECHNICAL UPDATE INFORMING DESIGN DEVELOPMENT

STRUCTURE INTEGRITY & EASY INSPECTION

PROGRAM FLEXIBILITY

INTEGRATION TO THE CONTEXT

T-Resist Structure

Art
Texture
Lighting
Seating

Bike Rack
Signage
Planting
Table
ALIGNMENT DESIGN METHODS
ZONE 1 T-RESIST STRUCTURE - ATTACH

METHOD: ATTACH
IMPLEMENTING TOOLKIT
ALIKNMENT DESIGN METHODS
ZONE 1 T-RESIST STRUCTURE - SLIDE

METHOD: SLIDE

IMPLEMENTING TOOLKIT

1'-6" WIDE

WIDTH VARIES

10'
ALIGNMENT DESIGN METHODS
ZONE 1 T-RESIST STRUCTURE - SUPER GRAPHICS

METHOD: SUPER GRAPHICS

WIDTH VARIES

1'-6” WIDE

IMPLEMENTING TOOLKIT

PUBLIC MEETING 02

REBUILD BY DESIGN - HUDSON RIVER
ALIGNMENT DESIGN METHODS
ZONE 1 T-RESIST STRUCTURE - FORMLINER

METHOD: FORM LINER
WIDTH VARIES

IMPLEMENTING TOOLKIT
ZONE 1
DESIGN VISIONS

PLEASE STOP AT THE BACK OF THE ROOM AFTER THE MEETING TO SEE THE IN PROCESS DESIGN IDEAS THE TEAM IS WORKING ON!
DESIGN DEVELOPMENT
DESIGN ZONE 2
COVE PARK
COVE PARK
PROJECT AREA

Zone 2: Cove Park
FEASIBILITY STUDY
COVE PARK

Lack of vegetation and shade
Curved alignment is not feasible in resist structure construction
Dead end at raised walkway at 15 street
Scale studies and public input suggest that there could be additional programmatic opportunities

The park design does not match the feasibility alignment
FEASIBILITY STUDY
COVE PARK

Revised Alignment

Ease of construction

Lower Height of Intervention through the middle of the park

Revised alignment better matches Feasibility Park Concept
ZONE 2 COVE PARK
DESIGN OBJECTIVES

CONSTRUCTIBILITY & FEASIBILITY
RESILIENCE & SUSTAINABILITY
ACCESSIBILITY
VISUAL IMPACT
PROGRAM OPPORTUNITIES
ZONE 2 COVE PARK
DESIGN OBJECTIVES - CONSTRUCTABILITY & FEASIBILITY

EXISTING GRADE

EXISTING HIGH POINT

WEEHAWKEN COVE

15TH ST

PARK AVE

ZONE 2 COVE PARK
DESIGN OBJECTIVES - CONSTRUCTABILITY & FEASIBILITY

HOI ~9-10'

EXISTING GRADE

CONSTRUCTIBILITY
& FEASIBILITY

PUBLIC MEETING 02

REBUILD BY DESIGN - HUDSON RIVER
ZONE 2 COVE PARK
DESIGN OBJECTIVES - RESILIENCE & SUSTAINABILITY

- LOWER LONG TERM O+M COSTS
- FASTER BOUNCE BACK AFTER EVENT
ZONE 2 COVE PARK
DESIGN OBJECTIVES - ACCESS + ENTRY POINTS

ACCESSIBILITY

COMMUNITY INPUT IDENTIFIED CRITICAL ENTRY POINTS FOR THE PARK

16TH STREET & PARK AVE
15TH STREET & PARK AVE
15TH STREET & GARDEN STREET
ZONE 2 COVE PARK
DESIGN OBJECTIVES - ACCESS

ACCESSIBLE SLOPES!

ACCESSIBILITY
ZONE 2 COVE PARK
DESIGN OBJECTIVES - ACCESS

The design team is investigating the possibility of adding additional gates at strategic locations within the park.

+ Ease of access at critical points identified by community input

+ Added porosity and connection to the waterfront
ZONE 2 COVE PARK
DESIGN OBJECTIVES - VISUAL IMPACT

SHORTER STRUCTURE CAN BE INTEGRATED
ZONE 2 COVE PARK

DESIGN OBJECTIVES - VISUAL IMPACT

THE DESIGN TEAM IS **INVESTIGATING THE POSSIBILITY OF ADDING ADDITIONAL GATES AT STRATEGIC LOCATIONS WITHIN THE PARK.**

MAINTAIN VISUAL AND PHYSICAL CONNECTION
ZONE 2 COVE PARK

DESIGN OBJECTIVES - PROGRAMMATIC OPPORTUNITIES: SCALE STUDY

- CHURCH SQUARE
- SINATRA PARK
- PIER 13
- NEWPORT GREEN PARK
- BROOKLYN BRIDGE PARK

PROGRAM OPPORTUNITIES

- Amphitheater
- Dog Park
- Multipurpose Court
- Playground
- Lawn
- Picnic
- Boat House
- Pier A
- Pier C
ZONE 2 COVE PARK

DESIGN OBJECTIVES - PROGRAMMATIC OPPORTUNITIES: SCALE STUDY
ZONE 2 COVE PARK

DESIGN OBJECTIVES - PROGRAMMATIC OPPORTUNITIES

LAWN

PATHS

PICNIC/ BBQ AREA

AMPHITHEATER
ZONE 2 COVE PARK
DESIGN OBJECTIVES - PROGRAMMATIC OPPORTUNITIES

NATIVE PLANTING / GARDENS

SHADE

DOG PARK

PLAZA
ZONE 2 COVE PARK
DESIGN OBJECTIVES - PROGRAMMATIC OPPORTUNITIES

ELEVATED PATHS / OUTLOOK

SEATING AREA

PLAYGROUND

SPORTS COURT
PLEASE STOP AT THE BACK OF THE ROOM AFTER THE MEETING TO SEE
THE IN PROCESS DESIGN IDEAS THE TEAM IS WORKING ON!
DESIGN DEVELOPMENT
DESIGN ZONE 3
WASHINGTON ST, ALLEYWAY & GARDEN ST
Sidewalk width must ensure pedestrian movement, safety and accessibility is preserved.

As a response to feedback received, the design team is exploring more diverse programming opportunities for creative use by local schools and parents.

Structure needs to be accessible for FEMA's visual inspection.

Structure must maintain setback from building foundation to avoid disturbance.

Structure dimensions require more clearance than anticipated in Feasibility Study.
ZONE 1 & 3 DESIGN OBJECTIVES
PUBLIC INPUT AND TECHNICAL UPDATE INFORMING DESIGN DEVELOPMENT

- STRUCTURE INTEGRITY & EASY INSPECTION
- PROGRAM FLEXIBILITY
- INTEGRATION TO THE CONTEXT
PUBLIC INPUT TAKEAWAYS
ZONE 3 - GARDEN STREET
PUBLIC INPUT TAKEAWAYS
ZONE 3 - WASHINGTON STREET

- Relaxing Space for Farmer's Markets, etc.
- Natural Green Wall with a Variety of Planting
- Stepped Seating, Interactive Art/Sculpture
- Lighting Features, Wayfinding, Interactive Art/Sculpture
- Social Stepped Seating for Informal Gathering
- Lighting Features for Safety/Decoration
- Relaxing Space for Farmer's Markets, etc.
- Interactive Art/Sculpture, Wayfinding

PLANTER WITH SEATING
SOCIAL SEATING
ZONE 3 DESIGN OBJECTIVES
PUBLIC INPUT AND TECHNICAL UPDATE INFORMING DESIGN DEVELOPMENT

STRUCTURE INTEGRITY & EASY INSPECTION

PROGRAM FLEXIBILITY

INTEGRATION TO THE CONTEXT

I-Resist Structure

Art
Texture
Lighting
Seating

Bike Rack
Signage
Planting
Table
ALIGNMENT DESIGN METHODS
ZONE 3 I-RESIST STRUCTURE - WRAP

METHOD: WRAP
IMPLEMENTING TOOLKIT
ALIGNMENT DESIGN METHODS
ZONE 3 I-RESIST STRUCTURE - ATTACH

METHOD: ATTACH
IMPLEMENTING TOOLKIT
ALIGNMENT DESIGN METHODS
ZONE 3 I-RESIST STRUCTURE - SLIDE

METHOD: SLIDE
IMPLEMENTING TOOLKIT
ALIGNMENT DESIGN METHODS
ZONE 3 I-RESIST STRUCTURE - SUPER GRAPHICS

METHOD: SUPER GRAPHICS
IMPLEMENTING TOOLKIT
ALIGNMENT DESIGN METHODS
ZONE 3 I-RESIST STRUCTURE - FORMLINER

METHOD: FORM LINER
IMPLEMENTING TOOLKIT

WIDTH VARIES
2'-0" WIDE
ZONE 3
DESIGN VISIONS

PLEASE STOP AT THE BACK OF THE ROOM AFTER THE MEETING TO SEE THE IN PROCESS DESIGN IDEAS THE TEAM IS WORKING ON!
DESIGN MATERIALS PREVIEW
IN PROCESS MATERIALS AT BACK OF ROOM
DESIGN MATERIALS
MATERIALS FOR DESIGN ZONES 1, 2 & 3
Design investigations find inspiration in the Project Area’s cultural, industrial and natural history...
Take direction from valuable community input...

“An elevated walkway would be really cool”

“A larger variety of uses please”

“Separate active and relaxing spaces”
Respond to a rich existing context.
We look forward to sharing and discussing these ideas with you!
NEXT STEPS + KEY DATES
UPCOMING ENGAGEMENT OPPORTUNITIES

- DESIGN ZONE WORKSHOPS,
  SOUTHERN ALIGNMENT ROUND 1
  - NOVEMBER / DECEMBER 2018

- DESIGN ZONE WORKSHOPS,
  NORTHERN ALIGNMENT ROUND 2
  - JANUARY 2019

- PUBLIC MEETING #3
  - FEBRUARY / MARCH 2019

- PUBLIC MEETING #4
  - JULY 2019

• Questions & Comments:
  rbd-hudsonriver@dep.nj.gov

• Mail
  Dennis Reinknecht, Chief
  Bureau of Flood Resilience
  501 East State Street,
  Mail Code 501-01A, PO Box 420
  Trenton, NJ 08625-0420

• Website:
  www.rbd-hudsonriver.nj.gov