

Judicial Complex

Project Status – February 9, 2023



Agenda

- Judicial Complex Master Plan
- Entitlement Process
- Building One
- Historic Courthouse Wings Demolition
- Historic Courthouse Building and Site Renewal



Master Plan Overview



Existing Judicial Complex

- 48-acre site
- 1.3 m sf of existing county programming
- Previous Master Planning effort in 2002
- Massey Building Demo complete in 2020



Final Judicial Complex Master Plan

- Master Planning effort initiated in 2018
- Master Planning effort completed in Jan. 2021
- Stakeholder and public engagement throughout
- Potential for 2 million sf of county programming over the next 20 years

Master Plan Community Engagement

- Executive Leadership Team
- District Supervisor's Office
- Land Use Development Team
 - 13-member group made up of Judicial Complex Stakeholder Leadership and City of Fairfax Director of Planning and Community Development
- Stakeholder Group
 - Group of 80-100 people who work in the Judicial complex
- Community – County and City Residents
- Architectural Review Board
- History Commission



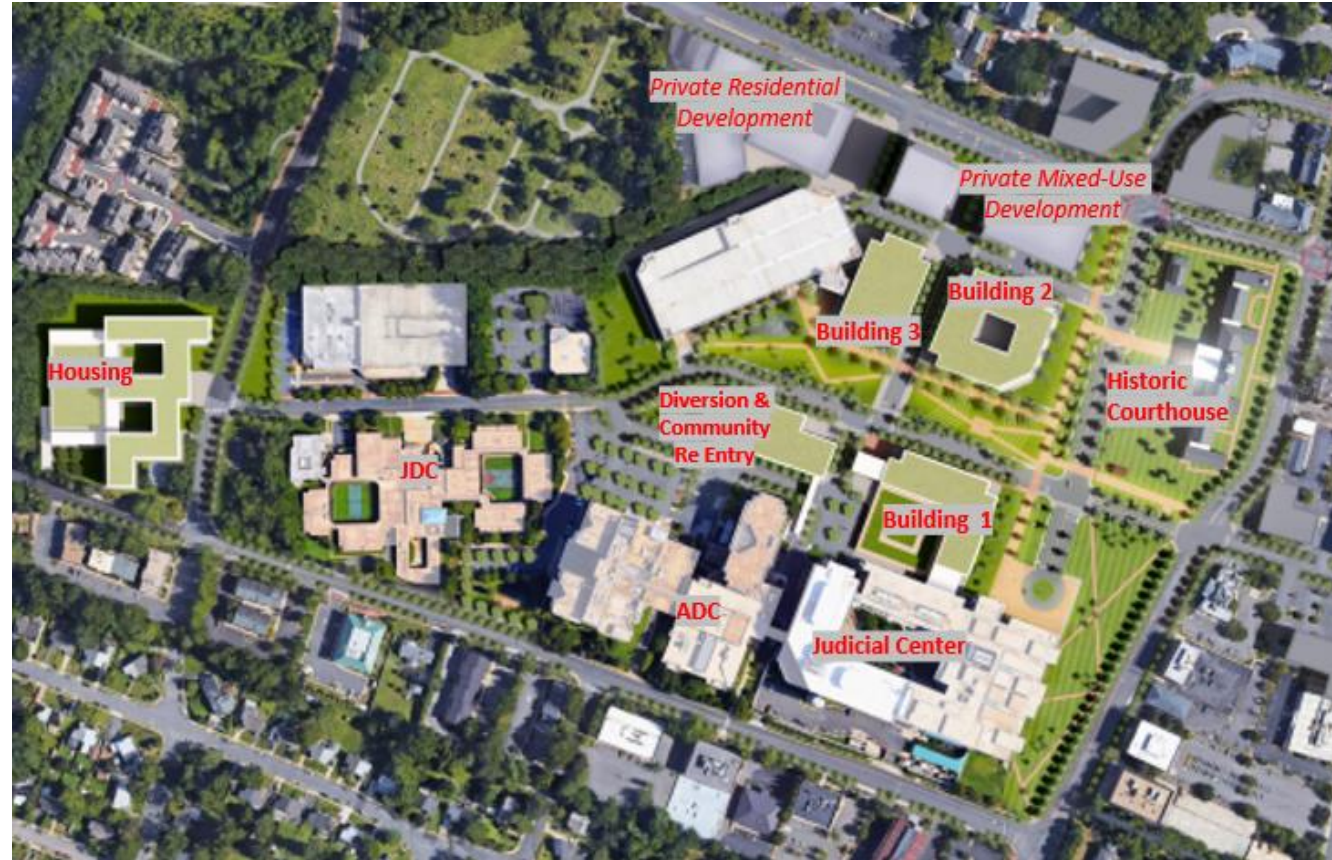
Master Plan Community Engagement

Meeting	Date
History Commission	02/06/2019
Community Meeting	02/28/2019
City/County/GMU Joint Meeting	05/21/2019
Community Meeting	06/06/2019
Stakeholder Meeting	05/07/2020
Community Meeting	05/28/2020
History Commission	12/02/2020
Architectural Review Board	12/10/2020
City/County Joint Meeting	12/17/2020
Stakeholder Meeting	2/16/2020
Community Meeting – Final Master Plan Presentation	02/17/2021
Land Use Development Team – 11 Meetings	06/2019 – 10/2020
* City of Fairfax Director of Community Development and Planning was a member of the Land Use Team	



Master Plan Priorities

- Sustain a safe and secure judicial complex.
- Create a welcoming and accessible complex that is compatible with the surrounding community.
- Enhance and respect the integrity of on-site historic resources
- Identify opportunities for public private partnerships
- Use available development capacity for consolidation of leased space and additional county programs



Master Plan Final Concept



- Board of Supervisor's authorized the start of the Plan Amendment process on October 11, 2022

- PCA/CDPA for the entire 48-acre site
- CDP provides general guidance for future development and allowable uses



Entitlement

Final Development Plan Amendment

- FDPA for the Building One site only
- More detailed design information for both the building and site.

Schedule

- All zoning applications will run concurrent with the PA process
- Final approval is scheduled for Spring 2024



Building One



Summary Scope

- Approximately 160,000 sf four-story mixed-use building with one level of underground parking
- Police and Fire Evidence Storage Facility, Commonwealth's Attorney's Office, Circuit Court file storage, and courts related programs and services
- Relocation of programs from Burkholder
- Relocation of uses from Historic Courthouse to allow for capital renewal.

Status

- Schematic Design is in progress.
- Construction scheduled to start Spring 2025 and completed in late 2027

Historic Courthouse Wings Demolition – Phase One



Summary Scope

- Removal of the two Non-Historic Wings
- Removal of the Sallyport
- Building and Site Restorations

Status

- Permitting - Currently Under Review
- Bid - April/May 2023
- Contract Award - June/July 2023
- Demolition/Building & Site Restorations - Fall 2023 - Summer 2025

Historic Courthouse Building and Site Renewal – Phase Two



Summary Scope

- Relocation of programs from Judicial Center
- Replacement of outdated building systems
- New Entry from West Street
- Restoration of the historic interiors
- Site restoration to include creation of the Historic Green as per the Master Plan recommendations.
- Streetscape improvements in coordination with the City.

Status

- Funding for Feasibility Study will be included with FY2025 Budget request

For more information, please refer to the project website.

<https://www.fairfaxcounty.gov/publicworks/capital-projects/massey-complex-master-plan-project>

