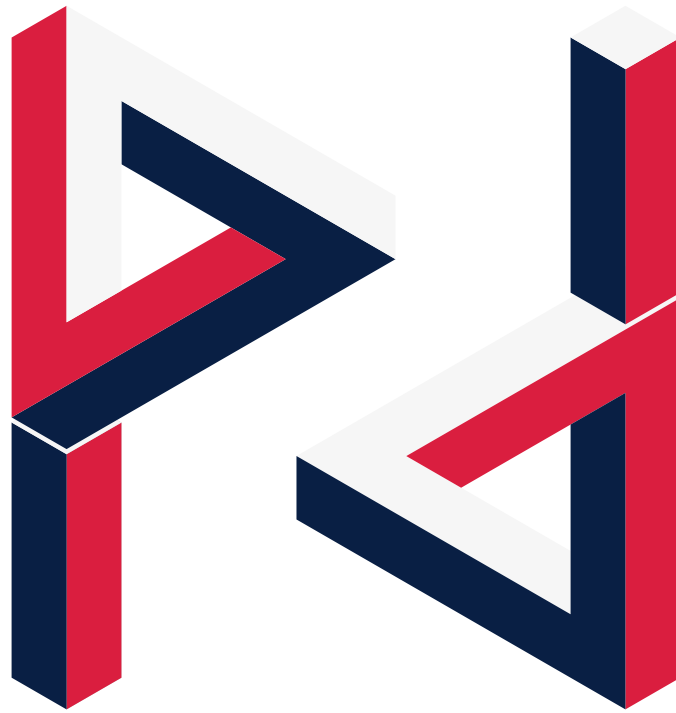


COMBO COMPETITIONS



OCTOBER 30TH 2015 - FEBRUARY 7TH 2016

PRISON PUZZLE

CAN A PRISON MAKE THE
WORLD A BETTER PLACE?



CONTENTS

<i>ABOUT COMBO COMPETITIONS</i>	Page 2
<i>INTRODUCTION / INCARCERATION IN THE UNITED STATES</i>	Page 3
<i>BRIEF / TWIST</i>	Page 4
<i>FURTHER CONSIDERATIONS / SITE</i>	Page 5
<i>SITE / COMPETITION PACKAGE</i>	Page 6
<i>PRESENTATION OPPORTUNITIES / REQUIREMENTS / SUBMISSION FORMAT</i>	Page 7
<i>JURY / JUDGING CRITERIA / PRIZES</i>	Page 8
<i>TIMELINE</i>	Page 9
<i>ELIGIBILITY / INTELLECTUAL RIGHTS / IDEAS COMPETITION</i>	Page 10

ABOUT COMBO COMPETITIONS

Combo Competitions organizes international ideas competitions for architects - and designers of any other field. Participants are encouraged to focus on ideas, as projects are judged as much by their underlying concepts and the communication as by their aesthetics.

The website was founded by Per Linde, a Swedish architect living in London, aiming to offer a platform that encourages different ways of thinking. Simply put, the main driver is to promote proposals where everything comes together to form a whole that is larger than the sum of its parts.

With today's possibilities to create amazing renderings and images, it is easy for participants to invest most of their effort into a final image to seduce the jury, giving less priority to the thinking behind the project or the way it is communicated. To comfortably shift emphasis towards well-advised concepts – without taking away from the importance of appearance and presentation – Combo Competitions encourages participants to explore unique ways of solving problems by highlighting certain aspects of a subject, rather than requesting a specific solution.





INTRODUCTION

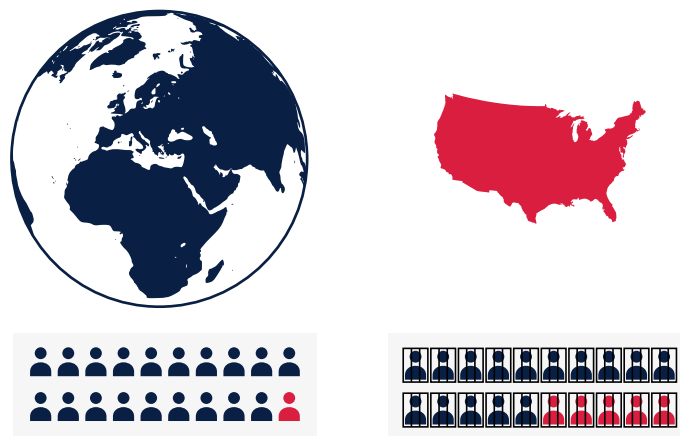
Is there such a thing as a perfect prison? Is it possible, even in theory, to satisfy needs as potentially contrasting as those of inmates, victims and society? Rather than avoiding prison design on moral grounds, Combo Competitions wants to encourage architects and designers to confront the issue, looking for solutions to a problem that is yet to find a correct answer.

A central flaw with incarceration is the high rates of recidivism - that a large number of released prisoners relapse into crime and soon end up behind bars again. The numbers vary from country to country, but the Bureau of Justice Statistics in United States reports that one third of all inmates released from US prisons in 2005 were arrested again within a year. In total, more than 75% of those released were arrested again within five years ⁽¹⁾.

Why aren't prisons working, and what could be done to lower recidivism numbers? The built environment can have significant impact on its inhabitants, so how can architecture be used to solve the problem?

INCARCERATION IN THE UNITED STATES

United States is an interesting example as it is home to less than 5% of the world's population, but houses around 25% of its prisoners. Tougher laws adopted in the 1980's has resulted in a proportionally large prison population, creating a downward spiral of overcrowded prisons with poor living conditions and little opportunity for rehabilitation. This in turn leads to high rates of recidivism, further burdening an already strained system.



While many US states have started taking measures to reduce incarceration numbers, prisons themselves could play an important role in helping inmates abide the law once released.



⁽¹⁾ <http://www.bjs.gov/index.cfm?ty=pbdetail&iid=4986>



BRIEF

The goal of Prison Puzzle is to design a medium-security prison complex with a capacity of 500 inmates, located in the desert of Arizona, United States.

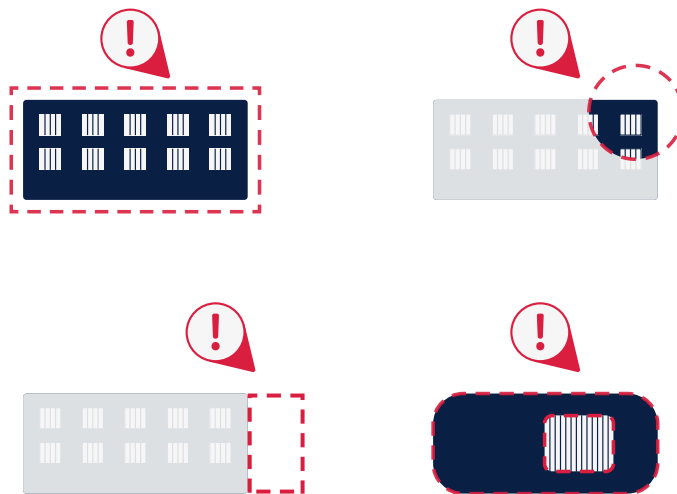
The concept should address recidivism and how it can be reduced, at the same time considering the different interests and requirements found in inmates, victims as well as society as a whole. Designs are to include elemental components such as cells, exercise yards and visiting rooms – a full list is provided in the competition package.

Participants are also encouraged to explore how architecture can help in shaping environments that influence behaviors.

TWIST

While all proposals are to include a basic prison layout, it is left to the discretion of each participant to decide what to focus on – it can be either on a macro scale or a micro scale, tangible or intangible.

For example, an overall approach that considers the relationship between all prison components, or emphasizing a specific element like cell layouts, or the introduction of a brand new prison part. Or a proposal that focuses on the design and materiality of the building(s), using architecture as a way of strengthening the concept. In short, anything that improves the prison.





FURTHER CONSIDERATIONS

Alongside recidivism, there are three main elements to acknowledge concerning imprisonment:

Inmates, victims and society.

Additionally, there are countless additional aspects influencing a prison, some philosophical and some practical. While it is up to each participant to decide what to address – and how to address it – a selection of subjects (in no particular order) is:

Justice, rehabilitation, human rights, deterrence, solitary confinement, furlough, religion, education, exercise, legal help, pardon, racism, inmate age, justice, communication with the outside, morality, public vs. private prisons, community, outdoor space, punishment, economy, visits, life sentence, recidivism, preparation for outside working life, feeling of remorse, conjugal visits, support after release, prison gangs, solitary confinement, responsibility, incapacitation, working conditions, reparation, substance abuse and addiction, mental health, therapy, economy, operating costs, social impact, art, sexual and physical violence, emotional growth, threat, entertainment, labor, recreation, violent vs. non-violent offenders, freedom.

SITE

The Prison Puzzle site is located in Arizona, United States - a state where the number of inmates per resident is far above the US average.



Over recent years, changes in laws and policies have played a part in the reduction of incarcerated people in some states, like New York and California. Elsewhere, the numbers have been growing almost uninterruptedly for decades. Persistently high numbers of inmates and a limited notion of change make Arizona an ideal location for a progressive prison.





SITE

The site is a large area of land along US Route 160, located in the desert near the Utah border in northern Arizona. Further information is provided in the competition package.



COMPETITION PACKAGE

Upon registering and paying the entrance fee, each competitor/team will be able to download a package containing context photographs along with a checklist listing required prison components.





PRESENTATION OPPORTUNITIES

Prison Puzzle will also explore how architectural concepts and their underlying ideas are communicated. Rather than asking for a given number of drawings and renderings, Combo Competitions invites participants to decide how to best present their ideas.

While plans, sections and renderings are likely to remain the main avenue for illustrating architecture, this is an opportunity for those interested to shift focus towards other mediums like diagrams, photographs, collages or written text.

SUBMISSION REQUIREMENTS

Plan or diagram of prison layout: the only strict requirement - can be either detailed or schematic, but should illustrate how the components of the prison are distributed and related.

Visual material: any drawings, renderings, photographs, diagrams, illustrations or collages required to explain the proposal.

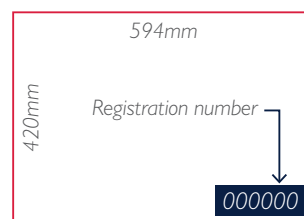
Written material: any text required to explain the proposal. 1,000 words is an absolute upper limit for proposals that relies heavily on text.

To ease later publication, awarded participants will also be asked to submit their proposals as individual images no later than a week after the winners are announced.

SUBMISSION FORMAT

All entries should be submitted on a single digital A2 (594mm x 429mm) board in landscape orientation.

Entries must be submitted in PDF format – other formats won't upload. The file name should be the unique, six-digit number given when registering. This number must also be visible in the lower-right corner of the board. The file size must be less than 6MB - larger files won't upload.





JURY

The jury consists of one representative from Combo Competitions along with three external jurors, to be announced on the Combo Competitions website no later than December 1st 2015.

JUDGING CRITERIA

What to emphasize in your submitted work:

CONCEPT: A well-advised approach to incarceration - it should be clear what the prison stands for and what it wants to achieve.

DESIGN: An architectural design that works together with the underlying concept, reinforcing the idea behind the prison.

COMMUNICATION: A clear, but also visually compelling explanation of concept and design.

Remember that it is not only about having an idea; it's just as much about how you package and sell it. The presentation style should support the proposal, and ideas should be well motivated.

PRIZES

1st prize: £2,000 (two thousand British pounds)

2nd prize: £1,000 (one thousand British pounds)

3rd prize: £500 (five hundred British pounds)

The jury will also recognize a number of honorable mentions.

In addition to the cash prizes, winners will receive a personal page within the www.combocompetitions.com domain, showing their proposal along with the jury's motivation.

A selection of the winning proposals will be published on various websites and blogs and/or their printed counterpart. Previous publications include, among others, Bustler, ArchDaily, Wettbewerbe Aktuell and FastCo Design.



TIMELINE

The competition opens on October 30th 2015. The registration fee is £45 until November 22nd, when early registration ends and standard registration begins (fee £55). Standard registration ends on January 17th 2016 and is followed by late registration (fee £65). Last day of registration is February 5th, two days before the submission deadline, which is on February 7th. Winners will be announced no later than March 20th.

Please note that all deadlines are 23.59 GMT.

OCTOBER *OCTOBER 30TH: COMPETITION OPENS*

NOVEMBER *NOVEMBER 22ND: EARLY REGISTRATION ENDS, STANDARD REGISTRATION BEGINS*

DECEMBER

JANUARY *JANUARY 17TH: STANDARD REGISTRATION ENDS, LATE REGISTRATION BEGINS*

FEBRUARY *FEBRUARY 7TH: SUBMISSION DEADLINE*

MARCH *MARCH 20TH: WINNERS ANNOUNCED*





ELIGIBILITY

The competitions of Combo Competitions are open to all individuals and groups interested in any of the creative disciplines spanning from graphic design to urban design, and everything in between.

Students and professionals are equally welcome. Each submission can be created by an individual, or by a team of 2-4 participants.

INTELLECTUAL AND PROPERTY RIGHTS

Participants in the competition guarantee to Combo Competitions the originality of their proposals and the unhindered exercise of the intellectual and property rights over them. Once submitted to Combo Competitions the proposals will then become freely available for online publication on www.combocompetitions.com and all other websites that Combo Competitions may choose.

If there should be any reason a participant wishes not to have his/her work published he/she must request it in written form from Combo Competitions, within 14 days of the submission deadline for the competition.

Please refer to www.combocompetitions.com/terms for full Terms & Conditions.

IDEAS COMPETITION

Please note that this is an ideas-based competition - there is no intention of building any of the winning projects.

GOOD LUCK

Thank you for your interest in Combo Competitions - we look forward to your entry.
Good luck!

