

Melrose | Bronx Commons

consumer demand & retail market

Trade Area

The primary trade area is a **0.5-mile radius** from the development site.

Consumer Audience Segments

- Existing residential population (60,671)
 within a 0.5 mi radius of development
- Future area residents, in one of the fastest growing areas in the Bronx. including 305 units at Bronx Commons.
- The local workforce population (9,456), especially office employees within 0.5 mi
- Bronx Music Hall visitors, who could contribute \$625,000/year to local economy



Key Demographics

source: ESRI, US Census Bureau

Dem	graphics (2	018)

Population
Population Growth (2018-2023)
Projected Population (2023)
Households
Average Household Income
Median Household Income
Median Age
Average Household Size
Households with children

.5 mile r	adius
60,671	

4.8% 63,596 20,972 \$39,613 \$25,217 32 years 2.85 44.4%

.75 mile radius

140,566 4.1% 146,315 47,707 \$39,374 \$25,878 32.3 years 2.88 43.9%

1.0 mile radius

241,280 4.11% 251,185 79,766 \$39,299 \$25,288 31.8 years 2.97

45.3%







- The population will grow 4.8% over the next 5 years. By 2023, the population within the 1 mile radius of Bronx Commons is projected to grow to 258,785.
- The workforce population has grown by over 41% since 2013, which presents retail opportunity in general stores and restaurants. 47.8% of the local workforce population earn over \$40,000 annually.
- Based on attendance at the Bronx Music Heritage Center Laboratory, more than 25,000 people could be expected to visit the 14,000 sq. ft. Bronx Music Hall each year.

Consumer Demand, Retail Supply & Retail Leakage

source: ESRI 2017

The consumer demand in the trade area (.5-mile radius) is \$348.7 million a year, compared to \$256.8 million in annual retail sales.

Total annual Retail Leakage (unmet demand) within the trade area: \$91.9million

Annual retail Leakage within the trade area includes:

•	General Merchandise	\$29.8 million
•	Electronics & Appliance	\$8.9 million
•	Full-Service Restaurants	\$7.3 million
•	Home Furnishings	\$4.9 milion
•	Sporting Goods, Hobby, Books & Music	\$4.7 million
•	Office Supplies, Stationery & Gifts	\$3.8 million
•	Clothing, Shoes & Accessories	\$3.6 million

Target Retail Categories

- The new Bronx Music Hall will contribute significantly to increased demand for goods and services in the neighborhood.
- Primary targets include: department stores, home furnishings, sporting goods, full-service restaurants, and banks and financial services.
- Financial services have not kept up with population growth; NYS-designated banking development district serves as additional incentive for banks to open in the trade area.



Opportunity to Create Food Destination

source: ESRI, US Census Bureau, BMH Cultural Plan

- Create a food destination that meets the needs of local workers, students, residents and visitors.
- Bronx Music Hall visitors (est. 25,000/year) could contribute another \$625,000/year to local economy.
- Research indicates that 42% of Bronx Music Hall visitors' spending will be for meals.
- There is greater potential for comparison shopping with a cluster of target retailers in general merchandise, shoes and sporting goods stores.

