



## RIVIERA BEACH COMMUNITY REDEVELOPMENT AGENCY

BANK OF AMERICA FINANCIAL CENTRE  
2001 BROADWAY SUITE 300  
RIVIERA BEACH FLORIDA 33404  
PHONE: 561-844-3408  
FAX: 561-881-8042  
WEBSITE: [www.rbcra.org](http://www.rbcra.org)


Dear Riviera Beach Residents and Friends:

The Riviera Beach Community Redevelopment Agency thanks you for your participation in the development of this workbook which has been prepared to summarize the findings of our Community Workshop held April 5, 2005.

The vision for the Ocean Mall Development must be a collective effort in order to be truly successful. This vision will incorporate your thoughts and the creative energy you demonstrated at the workshop. We encourage you to share this workbook with your friends so that we may benefit from the broadest range of community participation regarding the planning and design of the NEW Ocean Mall site.

Thank you in advance for your interest and participation.

Cordially,



Floyd T. Johnson  
Executive Director

The workshop began with Floyd T. Johnson, Executive Director for the Riviera Beach Community Redevelopment Agency stating the overview and purpose of the workshop, followed by the Working Session with the workshop participants.

Five (5) teams of approximately 15 persons were organized and spent forty-five (45) minutes discussing proposed development of the site. Discussions centered around the main areas of interest:

- Open vista
- Parking
- Beach access
- Building height
- Hotel/timeshares
- Desired retail/restaurant facilities

Each team appointed a "spokesperson" and "recorder" to record recommendations of the team, and then report them to the entire group.

Gregory Buckle, Planner for the Riviera Beach Community Redevelopment Agency elaborated on the overall workshop objectives and how the conceptual design of the Ocean Mall would be molded through public input and involvement.

Each group was instructed to focus on general areas of concern for the commercial development and the public use areas.

## WHAT WAS DISCUSSED

The tables shown here summarize issues and concerns as well as facilities and ideas. They are organized so that areas of group consensus can be easily identified.

ISSUES AND CONCERNS	TEAM 1	TEAM 2	TEAM 3	TEAM 4	TEAM 5
Open access (road design)	*		*		
Preserve dry sand for public use w/ improvements	*				*
Hotel/timeshare	*	*	*	*	
Conference/banquet facilities	*	*			
Ground level parking w/overflow in garage	*	*	*		*
Retail/Restaurant	*	*	*	*	*
Recreation pavilion/playground/picnic area/tennis, etc.	*			*	*
Police/Fire accessible	*	*		*	
Low profile buildings			*		*
Amphitheater/Public events			*	*	
Village concept			*	*	
Parking East side			*		
No height limits			*		
Pleasing architecture			*		
Hotel, no timeshare			*		*
Build-up to Dune/Public use only			*		
Beach Road to remain as is			*		
Fractional ownership/timeshare		*	*		
Fishing village architecture				*	
Multiple public access to beach				*	*
Five (5) story height limit		*		*	
No parking garage				*	
Pedestrian friendly environment				*	*
No condos		*			
Post office		*			
Timeless architecture		*			
Round about		*			
Hotel - 20-40 stories					*
Information Center					*
Garden landscaping					*
Tall and skinny buildings			*		

RIVIERA BEACH CRA WORKSHOP

April 5, 2005

BROCK/MARRIOTT ISSUES TO BE ADDRESSED

1. USES
  - A. HOTEL
  - B. RETAIL/RESTAURANT
  - C. TIME SHARE
  
2. DENSITY
  - A. 250 HOTEL ROOMS W/MEETING ROOMS
  - B. 82,000 SQ. FT. RETAIL/RESTAURANT
  - C. 250 TIME SHARE UNITS
  
3. DRY SAND
  - A. "AS IS"
  - B. IMPROVED AS A PARK
  - C. POLICE SUBSTATION
  - D. PUBLIC RESTROOMS
  - E. LIFE GUARD OFFICE
  - F. JAZZ FESTIVAL
  - G. BOARDWALK & GAZEBO
  
4. MASSING
  - A. MID RISE AND WIDE ABOVE PARKING
  - B. TALL AND SKINNY ABOVE PARKING
  
5. ARCHITECTURAL STYLE
  - A. MEDITERRANEAN REVIVAL
  - B. CONTEMPORARY
  - C. OTHER/EXAMPLES
  
6. BEACH ACCESS
  - A. DROP OFF CIRCLE WITH HANDICAP PARKING
  - B. PEDESTRIAN PATHWAYS FROM PUBLIC PARKING TO BEACH
  - C. DRIVE BY VEHICULAR EXPERIENCE ALONG DRY SAND
  
7. PUBLIC PARKING
  - A. NUMBER OF SPACES
  - B. SURFACE vs. STRUCTURE
  - C. VEHICULAR ACCESS
  - D. PEDESTRIAN ACCESS