



# CONSTRUCTION PROJECT INFORMATION FLYER CITY OF JACKSONVILLE BEACH



## **Project: Phase II—Development Area 1 Improvement Project**

This project will include reshaping of the avenues and streets in the Central Business District.  
(See map on the back of this flyer)

### **Project Overview**

This project includes the following major scope of work items (see map on reverse side):

- **Part A: Beach Boulevard** (3rd St. to Streetend)
  - \* Reduction of lane widths
  - \* Increased median widths
  - \* Installation of landscaping, hardscape & irrigation
  - \* Construction of roundabouts at 2nd & 1st St.
  - \* Modifications to existing stormwater vault
  - \* Construction of seawall at streetend
  - \* Installation of street lights
  - \* Replacement of sewer main from 2nd St. to 1st St.
- **Part B: 1st Street N.** (Beach Blvd to 4th Ave N.)
  - \* Replacement of asphalt pavement from Beach Blvd. to Latham Plaza
  - \* Installation of roadway & sidewalk pavers
  - \* Construction of stormwater inlets
  - \* Construction of new bathroom facility at 2nd Ave. N. streetend
  - \* Installation of landscape, hardscape & irrigation
  - \* Installation of street lights
- **Part C: 4th Avenue N.** (3rd St. to Streetend)
  - \* Removal of medians
  - \* Construction of asphalt roadway
  - \* Installation of roadway and sidewalk pavers
  - \* Installation of street lights
  - \* Construction of parking lot at streetend
  - \* Construction of relocated dumpster enclosure area
- **Alternate 1: 1st Avenue N.** (3rd St. to 1st St.)
  - \* Removal of existing medians
  - \* Milling and overlay roadway
- **Alternate 2: 2nd Avenue N.** (3rd St. to 1st St.)
  - \* Removal of existing medians
  - \* Milling and overlay roadway
- **Alternate 3: 3rd Avenue N.** (3rd St. to 1st St.)
  - \* Removal of existing medians
  - \* Milling and overlay roadway

### **Project Schedule**

Project Start Date: November 2011+/-

**Part B** Completion Date: April 2012 +/-

**Project** Completion Date: November 2012+/-

*Project information, including schedule updates, can be viewed on the City's Website, [www.jacksonvillebeach.org](http://www.jacksonvillebeach.org).*

### **Points of Contact**

If you have any questions at any time, please call one of the points of contact listed below:

- **Project Administrator:** Tom Moore, *GAI Consultants* (design engineering firm), cell (407) 509-5707
- **City:** Junior Lilly, Construction Project Manager, Public Works Department, office (904) 247-6286.
- **Contractor:** *Petticoat-Schmitt Civil Contractors, Inc.*  
During and After Hours Numbers:
  - ◇ 1st: Randy Millner, Project Superintendent  
cell (904) 753-2657; home (904) 246-2060
  - ◇ 2nd: Ryan Schmitt, President, cell (904) 487-4536
  - ◇ 3rd: Clyde Cross, Vice President,  
cell (904) 859-4515

### **Background**

In 2007, the Community Redevelopment Agency and the City embarked on reshaping the Central Business District (area bounded by A1A, 2<sup>nd</sup> Avenue South, 6<sup>th</sup> Avenue North, and the Atlantic Ocean). After an extensive public involvement process, a *Vision Plan for Downtown Jacksonville Beach* was completed that reflected the core values of safety, family friendliness, walk-ability, small community feel; emphasis on open spaces, ocean views and beach access; entertainment, creation of gathering places, and a mix of uses. This project's design reflects this vision.

We ask for your patience and understanding during the construction phase.

### **STORMWATER UTILITY FRIENDLY REMINDER**

Everyone can help reduce environmental contamination by calling the Public Works Streets Division at 247-6211 and reporting the following:

- Cave-ins, unusual amounts of standing water, clogged drainage inlets, etc.
- Anyone disposing of lawn clipping, paint oil, gasoline, or other fluids or other items into the drainage system.
- Anyone disposing of lawn clipping by throwing clippings over their back yard fence or along the pond banks. This basically kills the grass which acts as an erosion control device.

**THANK YOU FOR YOUR PATIENCE**