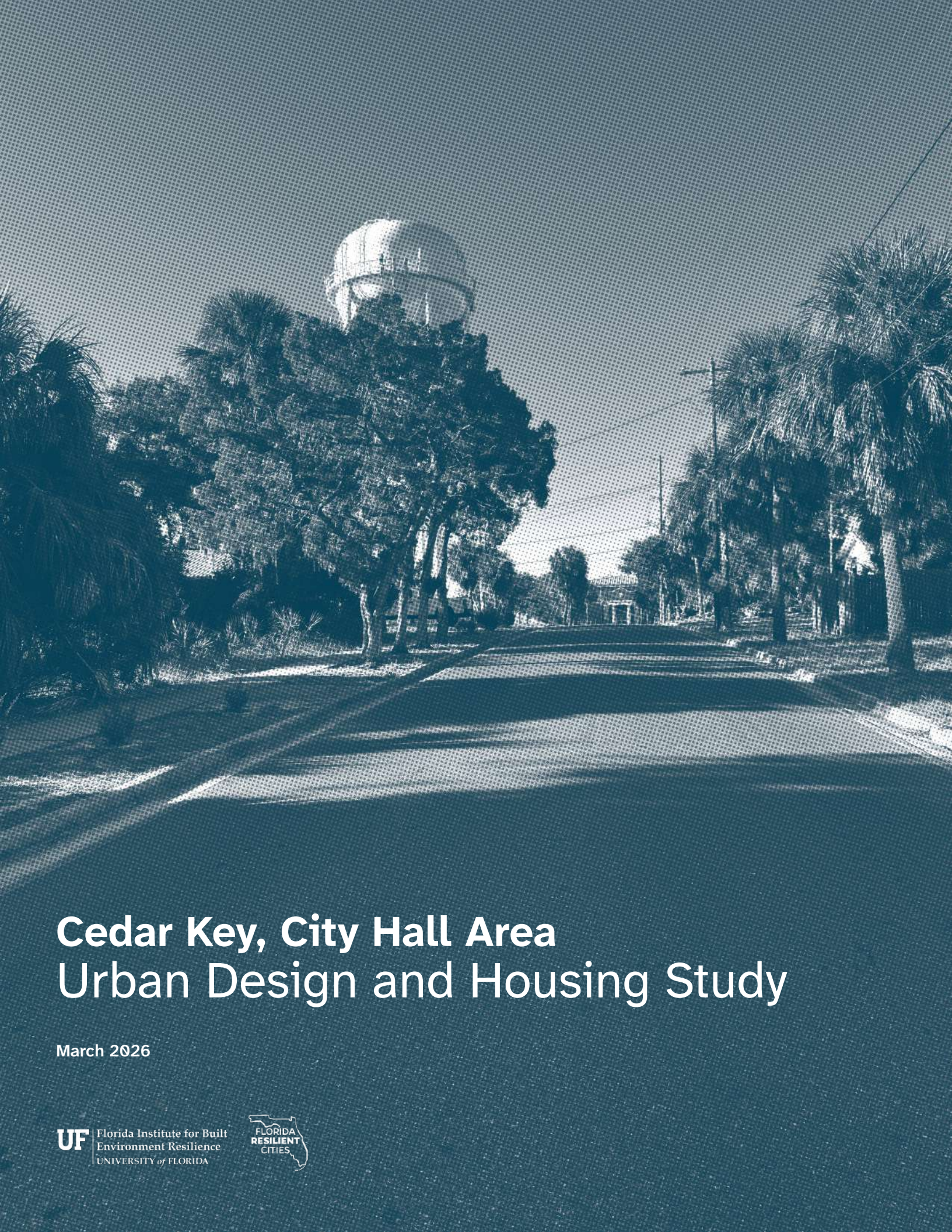




Cedar Key, City Hall Area Urban Design and Housing Study

March 2026

A Resilient Future for Cedar Key: The New Civic Center

Cedar Key unique location along the Gulf makes it highly susceptible to tidal flooding and storm surges. Recent hurricanes have repeatedly flooded the Historic Downtown, disrupting essential services and businesses that the community depends on for daily life and recovery.

A Flood Safe Civic Center

To secure the town's future, this City initiative proposes relocating critical facilities, including the Fire Station, Police Department, Post Office, and essential businesses, to higher ground around City Hall.

A Cohesive Redevelopment

Building a new resilient civic center involves reorganizing and modernizing the hilltop public housing. By optimizing this site, the plan aims to create the critical space needed for emergency services while substantially improving the quality of the social housing stock.

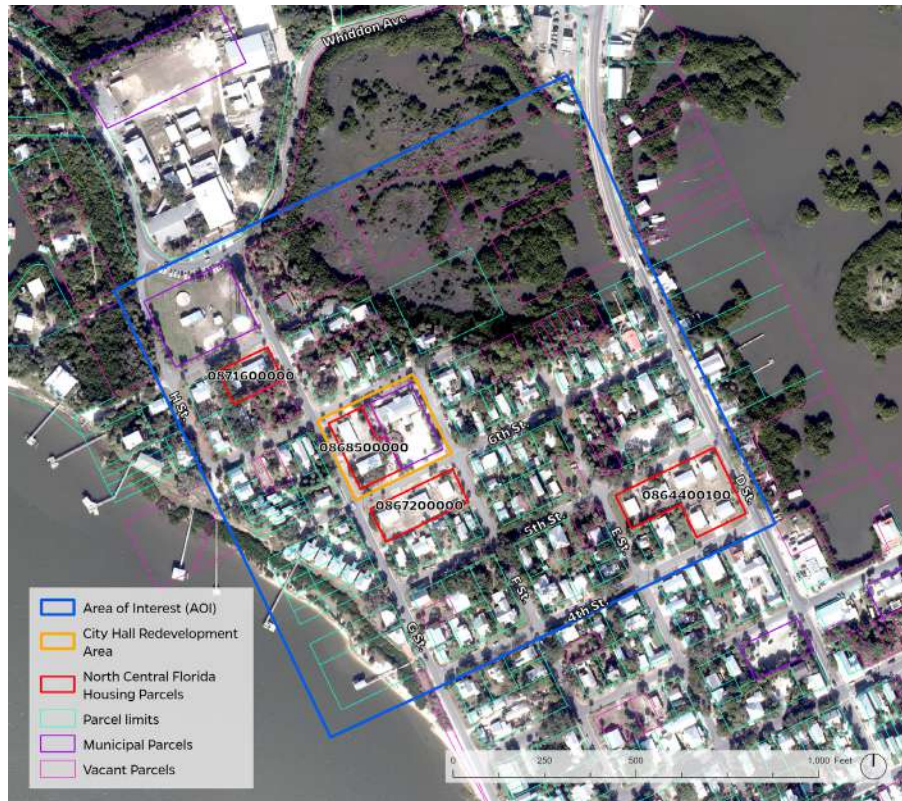
Core Values

Community Heritage: Preserving Cedar Key's cultural identity through community-led design.

Neighborhood Harmony: Blending active civic and commercial functions while maintaining the quiet, peaceful character of surrounding residential areas.

Appropriate Housing: Providing safe, modern housing that supports the social fabric and improves quality of life.

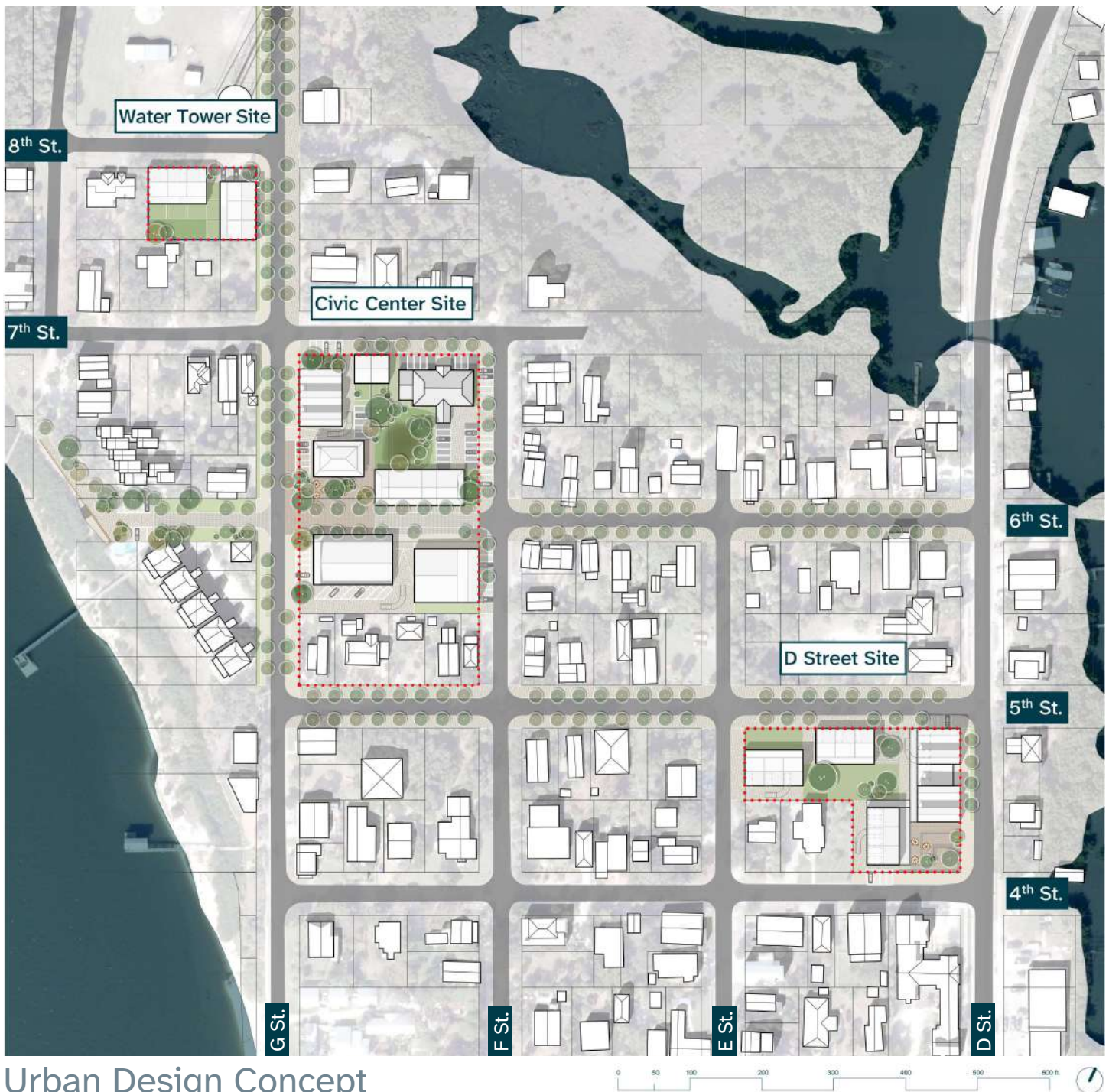
A Civic Common: Creating a shared, accessible, and flood-resilient refuge for all residents.



The Area of Study (AOI) covers 118 parcels, including 22 vacant lots and two municipal properties, but primarily focuses on the four public housing parcels owned by the North Central Florida Housing Authority (NCFHA).

Facility Type	Stories	GF	Parking Places
1 Fire Department	2	9282	10
2 Police Department	1	1138	8
3 Postal Office	1	2906	14
4 Grocery Store	1	5813	25
5 Healthcare	1	2938	14
6 Library	1	3425	16
7 Water and Sewer (or complementary City Services)	1	1751	4
TOTAL (gross area)		27252	90

Based on stakeholder input and standard benchmarks, the table above outlines the estimated relocation needs for essential services and businesses. These initial figures provide the necessary baseline to test various site organization and layout scenarios for the new Civic Center.



Urban Design Concept

Civic Nodes

- 3 development sites, each with a singular role:
Water Tower Site: family-friendly housing
City Hall Site: civic/services
D Street Site: workforce housing/commerce
- G St.-6th St. intersection becomes the new district core integrating:
public plaza/commerce/services +
pocket park +
waterfront access



Water Tower Site

- Family-friendly row houses benefit from direct proximity to Cedar Key School.
- Six two-story, ground-level homes arranged in two triplexes.
- G Street front porches blend with the neighborhood architecture.
- Private backyards and a shared green space provide a safe central playground for residents’ kids.



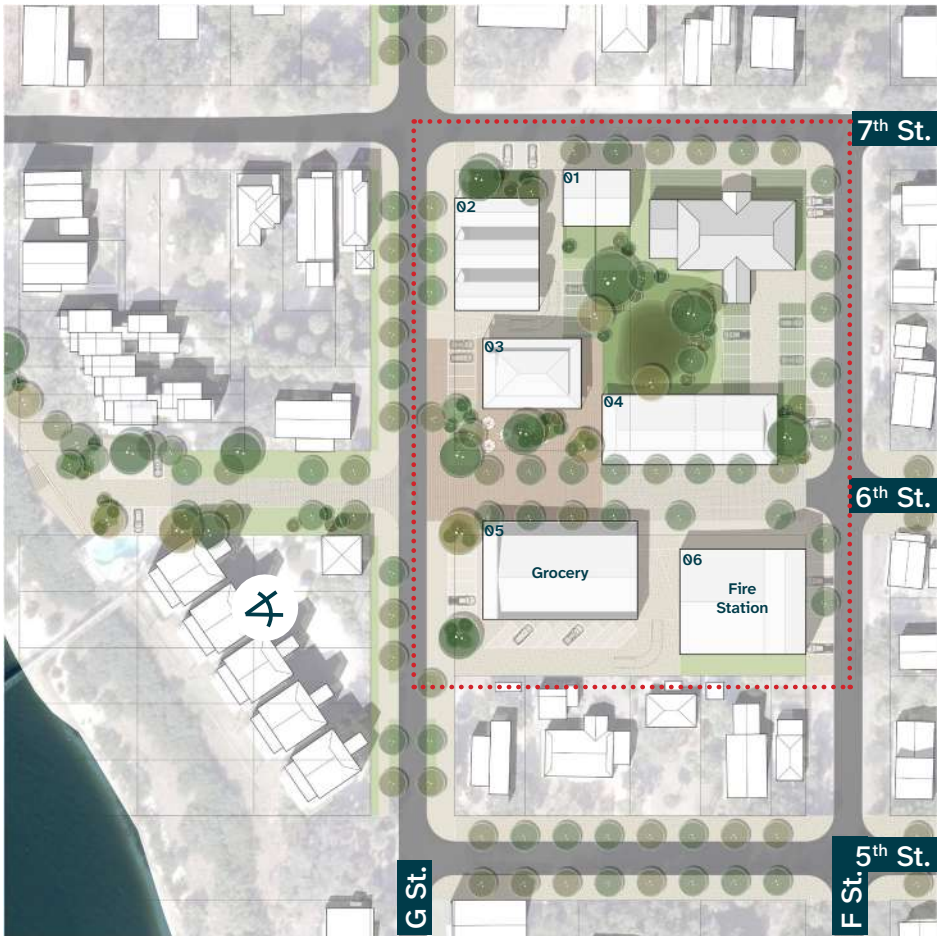
Site name	Building Number	Use	Building Area
Water Tower	01	residential	5671
	02	residential	6481
	Subtotal area residential		12151
	Total area 8th St. site		12151

	Housing Units	Parking Places
public housing	3	6
public housing	3	4
Total public housing units	6	
Total parking places		10

City Hall Site

Option 1

- Active pocket plaza at 6th and G Streets surrounded by covered arcades for cafes, seating, and civic activities.
- A quiet, canopied interior park offering a quiet green space for the second-floor residential units.
- Pedestrian-focused 6th Street exclusive accessibility for emergency vehicles and delivery.
- Dedicated ambulance parking located along F Street.
- Diverse access points for parking and delivery inside the block



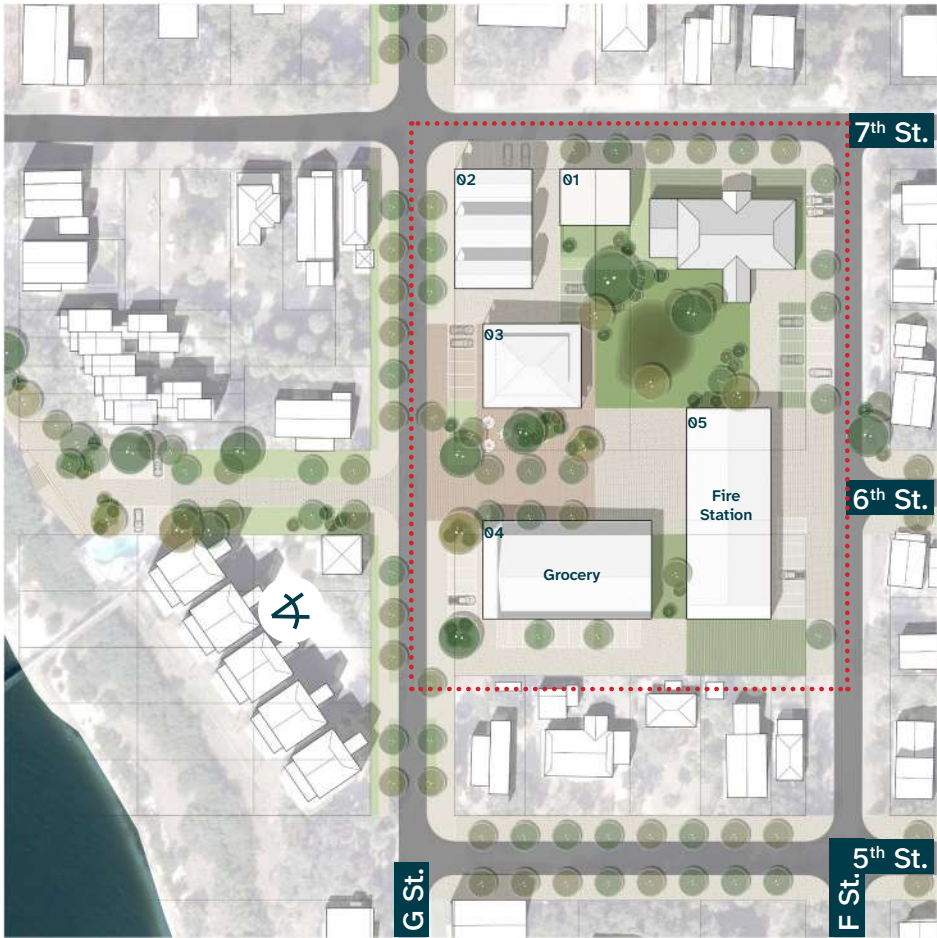
Site name	Building Number	Use	Building Area sqf.
City Hall	01	residential	3840
		non-residential	4000
	02	residential	4800
		non-residential	2400
	03	residential	3500
	04	non-residential	6431
	05	non-residential	6000
	06	fire department	8965
	Area fire department		8965
	Total area residential		12140
Total area non-residential			18832
Total area City Hall Site			39936

	Housing Units	Parking Places
market-oriented housing	2	2
		5
market-oriented housing	3	3
		5
market-oriented housing	2	2
		8
		14
		8
Total market-oriented housing units	7	
Total parking places		47

City Hall Site

Option 2

- Pocket plaza as in Option 1
- 6th St closure creates large internal open space integrates the Burial Mound Park and the Fire Station Esplanade.
- Dual-purpose esplanade serving civic events and fire department training.
- Firetruck circulation entering from the esplanade and exiting onto F and 6th Streets.
- Dedicated ambulance parking located along F Street.
- A large hardscape staging area for the fire department on the F Street side.

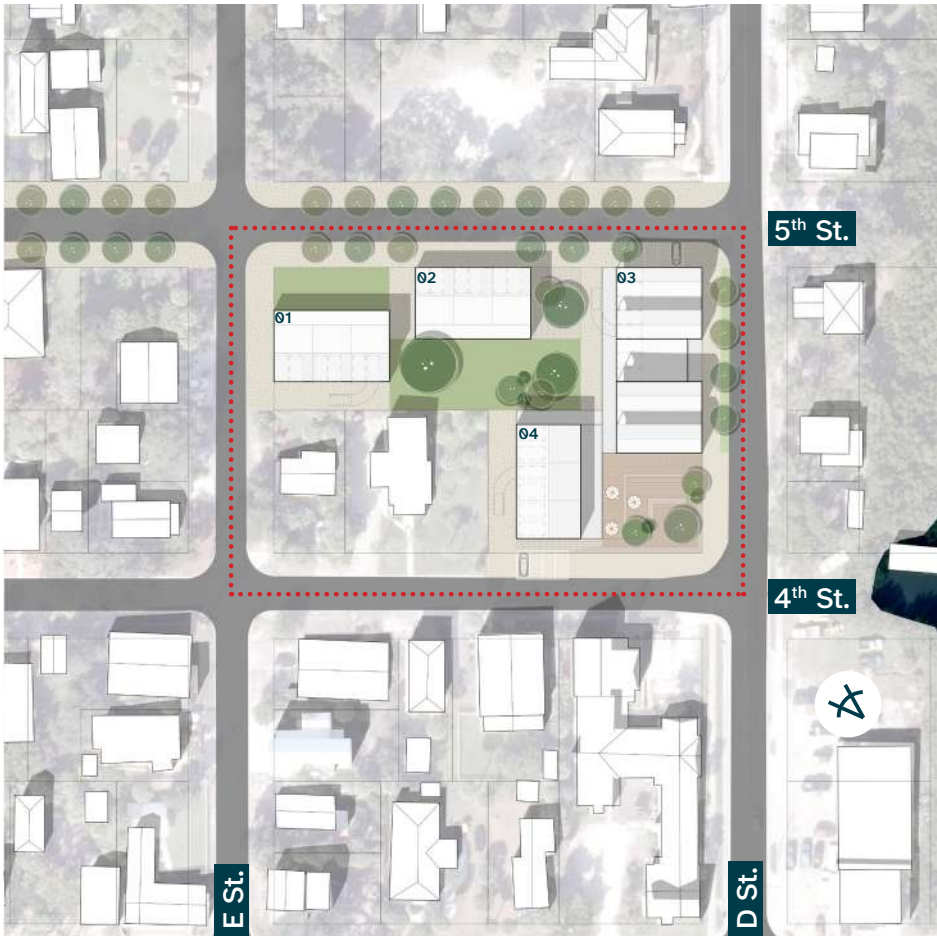


Site name	Building Number	Use	Building Area sqf.
City Hall	01	residential	4000
		non-residential	3826
	02	residential	3826
		non-residential	3101
	03	residential	3589
	04	non-residential	6600
	05	fire department	9000
	Total area fire department		9000
	Total area residential		11414
Total area non-residential		13527	
Total area City Hall Site		33941	

	Housing Units	Parking Places
market-oriented housing	2	2
		5
market-oriented housing	3	3
		5
market-oriented housing	2	2
		16
		8
Subtotal housing units	7	
Subtotal parking places		41

D Street Site

- A diverse development blending market-oriented and modern workforce public housing.
- An active D Street pocket plaza with ground-level shops. Raised workforce row houses on 5th Street with ground-floor workspaces.
- Public plaza apartments elevated above D Street’s retail spaces.
- Market-oriented shoreline facing townhomes with coastal views, built over commercial zones.



Site name	Building Number	Use	Building Area sqf.
D St.	01	residential	6481
	02	residential	6481
		non-residential	4099
	03	residential market-oriented	8001
		non-residential	2800
	04	residential	7201
	Total area residential		28163
	Total area non-residential		6899
	Total area D St. Site		35062

	Housing Units	Parking Places
public housing	3	6
public housing	3	6
		4
market-oriented housing	4	8
		4
public housing	6	6
Total public housing units	12	
Total market-oriented housing units	4	
Total parking places		34

Overview: The Development Sites in Numbers

Water Tower Site		Area sqf.	Housing Units	Parking Places
	Area Type			
	Site Area	15000		
	Demolition Existing Buildings			
	building demolition (1 story)	2624		
	New Buildings			
	Residential Social Housing	12152	6	7
	Total	12152	6	7
	Ground Cover Areas			
	Building footprint	8100		
	Driveways/pedestrian areas (permeable paver system)	1311		
	Softscape (grass, gardens)	5589		
	Total	15000		
City Hall Site (option 1)		Area sqf.	Housing Units	Parking Places
	Area Type			
	Site Area	90000		
	Demolition Existing Buildings			
	building demolition (1 story)	6903		
	Existing Buildings			
	City Hall building	5624		
	New Buildings			
	Residential market-oriented	12140	7	7
	Non-residential	18832		52
	Fire Station	8965		8
	Total	39936	7	67
	Ground Cover Areas			
	Building footprint (including City Hall)	36527		
	Driveways/pedestrian areas (permeable paver system)	37383		
	Softscape (grass, gardens, gravel)	16090		
	Total	90000		
City Hall Site (option 2)		Area sqf.	Housing Units	Parking Places
	Area Type			
	Site Area	90000		
	Demolition Existing Buildings			
	building demolition (1 story)	6903		
	Existing Buildings			
	City Hall building	5264		
	New Buildings			
	Residential market-oriented	11414	7	7
	Non-residential	13527		57
	Fire Station	9000		8
	Total	33941	7	72
	Ground Cover Areas			
	Building footprint (including City Hall)	33889		
	Driveways/pedestrian areas (permeable paver system)	35800		
	Softscape (grass, gardens, gravel)	20311		
	Total	90000		
D Street Site		Area sqf.	Housing Units	Parking Places
	Area Type			
	Site Area	45000		
	Existing Buildings			
	building demolition (1 story)	6473		
	New Buildings			
	Residential Social Housing	20162	12	12
	Residential market-oriented	8001	4	8
	Non-residential	6899		8
	Total	35062	16	28
	Ground Cover Areas			
	Building footprint	22607		
	Driveways/pedestrian areas (permeable paver system)	12821		
	Softscape (grass, gardens, gravel)	9572		
	Total	45000		

