

Florida West, the county's economic development agency, advertises almost 3,000 acres of land available for industrial and commerce use. Those sites are still empty, why do we need more?

The Bluffs

"Of the 6,349 total acres of the site, more than 2,500 are available for use comprising more than 60 sites. Lots average in the 10 – 50 acre range but can be configured for much larger project needs." ([per FLWest website](#))

Other parks they advertise:

Airport - 100+ acres

Central (on Hwy 29) - 240+ acres

Century - 130+ acres

Tech Park - 10 acres - *worth noting that this is 1 block from IHMC!!*

(In the works is the [Midtown Commerce Park](#) off of I-110 - approx 80 acres)

A traditional commerce park, even if successful, will generate significant traffic impacts because of the lack of other on-site uses. This will create more congestion and drive up costs to maintain infrastructure.

Having options for employees to live, work, shop and dine on the site will create "internal capture" so that new car trips onto 9 Mile Road or Beulah Road will be minimized.

People can live on site and walk or ride bikes to work. Workers not living on-site can still spend outside work time shopping, dining, running errands on the site, taking those "non-commute" trips off the adjacent roads and smoothing traffic flow.

(One other point worth noting..)

More residential development is coming to Beulah, that much is certain. Where that development occurs, and how that development occurs, can be influenced by what happens on OLF-8.

Market trends project that another 2,000 units will be built in Beulah in the next decade. If those are developed in the current pattern of single-family subdivisions, there will be minimal land left for Beulah's "rural character." In addition, the subdivision-style development creates additional traffic because, just like a commerce park, there is only one use, "live," in those subdivisions, so people have to travel for the "work and play."

Resources: [MyOLF8.com](#), and the OLF-8 [Facebook page](#)