

Section #4 - Parks & Recreation: Infrastructure & Programming

Level 1 - High Volume & Utilization

Location	Project Type	Project Type/Barrier or Deficiency	Project Description (Brief Narrative)	Cost Estimate	Estimated Completion Date	Cost Actual	Actual Completion Date	Funding Source
ADA Projects								
Lake Sacajawea Park	Priority A	Accessibility to Restroom Facilities at Hemlock Plaza	Addition of concrete pad and improved drainage for barrier removal and better access to the restrooms.	\$1,200	Jul-20	TBD	TBD	Park Maintenance & CoL ADA Capital Project Funds
Lake Sacajawea Park	Priority B	Restroom Facilities Improvements	Barrier removal and improvement to restroom fixtures in one restroom for providing for better accessibility.	\$3,300	Jul-20	TBD	TBD	Park Maintenance & CoL ADA Capital Project Funds
	Priority C							

Level 2 - Moderate Volume & Utilization

ADA Projects								
Archie Anderson Park	Priority A	ADA Accessible Playground	Install a new playground that is fully inclusive and meets ADA accessibility guidelines.	\$85,000	Jul-19	TBD	TBD	TBD
Archie Anderson Park		Pathway to Access Playground	Provide an asphalt ramp to access playground		Sep-19			TBD
MV Raquetball & Tennis Complex	Priority B	ADA Curb Ramp	Barrier elimination by installation an ADA curb ramp for accessibility between parking lot and building	\$5,000	Mar-20			TBD
	Priority C							

Level 3 - Light Volume & Utilization

ADA Projects								
	Priority A							
	Priority B							
	Priority C							

Level 4 - Minimal to No Volume & Utilization

ADA Projects

Priority A						
Priority B						
Priority C						

Project Location Utilization Level

Level 1 - High Volume & Utilization

Level 2 - Moderate Volume & Utilization

Level 3 - Light Volume & Utilization

Level 4 - Minimal to No Volume Utilization

Level 5 - Access As Needed Only (No Public Access)

ADA Project Priority

Priority A - High Priority for Barrier Elimination & Accessibility

Priority B - Moderate Priority for Barrier Elimination & Accessibility

Priority C - Low Priority for Barrier Elimination & Accessibility