	Budget Estimate for Phase 1 of new Town P	ark	
Ammenity / Activity	Description	Phase I	
Soft Costs:			
Civil Engineering professional fees	Engineer to prepare conceptual plans and preliminary construction details	\$2,000	in additional to money previously budgetted by Rec. Commission
Permitting	VTRANS highway access permit	\$250	paid to State of Vermont
Local Site plan permit		\$0	if fee is waived by selectboard
Local Boundary line adjustment permitting		\$0	if fee is waived by selectboard
Survey (of town parcel for BLA plat)		\$1,500	
Infrastructure required to support park amenities:			
Parking Areas	Road surface and parking area as shown in site plan - to be installed by Town Highway Department, starting from US Route 2.		adjusted for parking depth and area
Stone	Pervious drive at 20" thick (\$125/SF x 33,271 sf)	\$41,580	
Road Fabric		\$4,720	
Diesel Fuel		\$550	
Electrical conduit to transformer		\$4,000	
Force main (for potential future use)		\$1,000	
Swale and culvert		\$5,000	
Paved apron off US Route 2		\$6,000	
Pull stations and transformers (Vermont Electric Coop)		\$15,000	
Landscaping			
New trees		\$10,200	
Split rail fencing		\$4,800	
Harley rake and seed park area grass		\$3,000	
Park amenities:			
Performance pavillion		\$35,000	
Additional park amenities and features in future phases		\$0	
	TOTAL:	\$134,600	Total request for ARPA funding of fundraising for Phase 1. Must be committed prior to Land Donation.

Town Park Phase one improvements: Drive entry, parking, pavillian, trees, split rail fencing.





### Town Park parking discussion points:

- Avoid putting a greater parking burden on existing parking and roads. There are existing parking challenges with Granny's Attic, the Blue Paddle, Cider van's, etc., occasionally pushing parking onto Route 2 creating unsafe conditions.
- As future plans develop with the Old White Meeting House it would be nice to have the
  option of removing a lot of the impervious areas at the sides and front of the White
  Meeting House (greening it up front the street perspective).
- The proposed parking could serve as overflow parking for the Town for non-park events.
- The Town development regulations want to see parking to the rear of structures. This would help to facilitate that.
- The first phase of the town park includes a grass gathering area and pavilion that could be used for events and outdoor music, etc. This type of community event would likely be a draw requiring sufficient parking.
- The additional elements as the park is developed will require this parking too.

#### About the parking:

- Our engineer has specified a permeable gravel material. The state has previously approved this material and the parking will NOT be considered an impervious surface.
- The parking spaces can be seeded to grow grass.
- The parking may not be sanded or paved.

We have observed Donaldson Park in Grand Isle over the last few weeks. On a day with a little league game, and pickleball, or other activities happening there can be 75-100 cars there filling the parking areas and spilling out on the grass and along the road which has no shoulder.

# Park with future <u>possible</u> amenities and features:





## Potential future park amenities (from Rec Commission survey of residents):

Playground area:



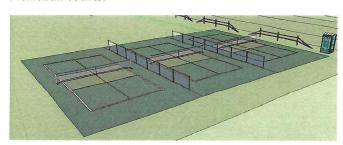
Picnic pavilion:



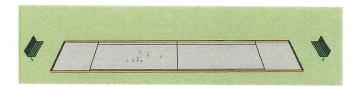
Outdoor giant chess board:



Pickleball courts:



## Bocce Ball:



## Volleyball:

