## **CAPITAL IMPROVEMENT PLAN FY2025 - FY2029**

PROGRAM: PARKS Program Priority: 4

**PROJECT NAME: Newport Park Redevelopment** 

CIP NUMBER: PK2401
CONTACT PERSON: Chien Wei

PROJECT COST BY FISCAL YEAR										
Project Cost	Previously Appropriated	FY 2025	FY 2026	FY 2027	FY 2028	FY 2029	Future Years	Total		
Planning/Design	113,300							\$113,300		
Land								\$0		
Construction		695,000						\$695,000		
Equip/Furnishings								\$0		
Total Cost	\$113,300	\$695,000	\$0	\$0	\$0	\$0	\$0	\$808,300		
FUNDING SOURCE BY FISCAL YEAR										
Funding Source	Previously Appropriated	FY 2025	FY 2026	FY 2027	FY 2028	FY 2029	Future Years	Total		
Prior Bonds								\$0		
GO Bonds								\$0		
Future Bonds								\$0		
Potential Grant(s)								\$0		
Park Dedication Fees	113,300	695,000						\$808,300		
4B Funding		_	_	_	_			\$0		
CRF Funds		·						\$0		
Other: Cash								\$0		
Total Funding	\$113,300	\$695,000	\$0	\$0	\$0	\$0	\$0	\$808,300		

## PROJECT DESCRIPTION

The 9 acre site serves as a neighborhood park with existing playground, trails, basketball court, baseball backstop and parking lot. The HOA park was conveyed to the city in 2005. One of the city's strategic goals is to provide quality amenities. The addition of a trail system within the park, improvement to the existing parking lot lighting, regrading of the open practice field, and adding a volleyball court will address the needs of the residents for this park.

## PROJECT JUSTIFICATION

Re-design Newport, an older city park, to meet current trends in outdoor recreation, ADA accessibily, and the needs of the neighborhood.

ADDITIONAL CONSIDERATIONS									
	YES	NO	Recurring M&O Costs	Amount					
Is the project necessary under State/Federal Mandate,		NO	Personnel/Benefits (50xx)	\$0					
contractual obligation, or City Code?			Supplies (51xx)	\$0					
Will this project create future Capital Projects?		NO	Repairs/Maintenance (52xx)	\$0					
Is your request in the current C I P?		NO	Services (53xx)	\$0					
If yes, has the cost of the project changed?			TOTAL	\$0					