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City of Longmont

Parks, Recreation & Trails Master Plan

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ACKNOWLEDGEMENTS

City Council 2014

Dennis Coombs, Mayor
Brian Bagley, Ward I, Mayor Pro Tem
Jeff Moore, Ward II
Bonnie Finley, Ward III
Polly Christensen, Council Member At Large
Sarah Levison, Council Member At Large
Gabe Santos, Council Member At Large

City Council 2012 / 2013

Dennis Coombs, Mayor
Gabe Santos, Mayor Pro Tem, Council Member At Large
Brian Bagley, Ward I
Katie Witt, Ward II
Bonnie Finley, Ward III
Sarah Levison, Council Member At Large
Alex Sammoury, Council Member At Large

Park and Recreation Advisory Board (PRAB) 2014

Rick Accountius
J.D. Birchmeier
Doug Golliher
Cherese Montgomery
Sharon O'Leary
Amy Saunders
James Wardell
Brian Bagley, City Council Liaison

Park and Recreation Advisory Board (PRAB) 2013

Sharon O'Leary, Chairperson
Rick Accountius, Vice Chairperson
J.D. Birchmeier
Alicia Howell
Matthew Linden
Cherese Montgomery
James Wardell
Bonnie Finley, City Council Liaison

Park and Recreation Advisory Board (PRAB) 2012

Sharon O'Leary, Chairperson
Rick Accountius, Vice Chairperson
Greg Braun
Doug Golliher
Alicia Howell
Matthew Linden
James Wardell
Bonnie Finley, City Council Liaison

City Manager

Harold Dominguez

Staff Team

Dale Rademacher, Public Works and Natural Resources Director
Karen Roney, Community Services Director
Brad Schol, Planning Manager/Special Projects Manager
Bob Allen, Public Works and Natural Resources Operations Manager
Kim Shugar, Natural Resources Manager
Jeff Friesner, Recreation Manager
Charles Kamenides, Parks Maintenance Manager
Kathy Kron, Public Works and Natural Resources Project Manager
Paula Fitzgerald, Parks and Open Space Project Manager
Dan Wolford, Land Program Administrator
Erin Fosdick, Senior Planner
Timber Toste, Parks Supervisor
Ben Wagner, Recreation Center Supervisor & Recreation Program Supervisor
Karen Charles, Aquatics Supervisor

Consulting Team

MIG, Inc.
Ballard*King
RPI

The Community of Longmont

The key to the development of this document was the involvement of Longmont's active, passionate and well-informed citizenry. The planning team would like to thank the many individuals and groups that provided input throughout this process.

EXECUTIVE SUMMARY

Longmont is known regionally for its parks, trails, and open space lands and systems, and the Longmont community has consistently identified these as highly valued. City Council, the Parks and Recreation Advisory Board (PRAB) and City of Longmont staff have made the stewardship of parks, trails, and open space lands a high priority. In March 2012, City staff critically evaluated the system and presented a status report to the PRAB and Council, identifying several key needs:

- a guiding vision that will stand the test of time;
- comprehensive guidance about development and redevelopment of the system and its assets;
- prioritization or implementation strategies, which are necessary for continued success and progress in development and maintenance of the City's prized parks, recreation and trails system, and
- Park Improvement Fee re-evaluation and update.

City Council prioritized a systemwide planning effort, giving staff direction to bring a comprehensive system plan in spring 2013. Longmont staff began working internally on an asset management plan, and developed a Request for Proposals seeking consultant assistance to provide a fresh perspective in creating a comprehensive vision. In addition to addressing the issues raised in the "State of the System" white paper, staff posed a series of key questions and challenges the planning effort should answer and a call for a community engagement process that was representative of the Longmont community.

Community Prioritization Workshop

This Parks, Recreation, and Trails Master Plan (Plan) is the result of Longmont's focus on the system in 2012 and 2013. The formal planning process was structured into four phases beginning in August 2012, with community engagement integrated throughout the phases.

After The Flood

In September 2013, Colorado experienced a catastrophic flood event with Longmont among the hardest hit communities. Damages to City infrastructure, in excess of $148 million, included significant damages to parks and trails. On the St. Vrain Greenway alone, 5 pedestrian bridges 6 underpasses, and 6.5 miles of trail was damaged representing 80% of the overall St. Vrain Greenway Trail. The Left Hand Creek Greenway experienced damages to 1 pedestrian bridge, 4 underpasses and 2 miles of trail leaving 60% of the Left Hand Creek Greenway Trail impacted. Another significant impact was at Kanemoto Park with complete loss of one of the outdoor activity pools.

Parks and Greenways Damaged in the 2013 Flood

- St. Vrain Greenway
- Left Hand Creek Greenway
- Lykins Gulch Greenway
- Dry Creek Park
- Golden Ponds Park
- Rogers Grove Park
- Izaak Walton Park
- Dickens Farm Park (a future planned park)
- Sandstone Ranch District Park
- Kanemoto Park
- Left Hand Creek Park
- Valley Park
- Willow Farm Park

The effort to rebuild the system is an immense endeavor for the City of Longmont staff, the community and all of the partners that come into play. While recognizing the enormity of this task, this plan is based on the assumption that the system *will* be re-built. The inventory and condition assessment that is the basis of the Parks, Recreation, and Trails Master Plan was gathered in August through October of 2012 and is still relevant for planning the future system. Assuming that the system will be re-built, this inventory remains a good base to build upon for the future vision of the parks, recreation, and trails system. Although repairs present a set-back and alter the implementation timeframes and funding resources, this disaster also represents an opportunity for improvement within the existing system.

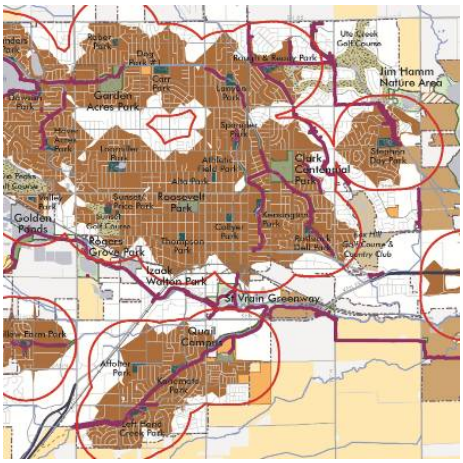
Not only will this plan guide the City of Longmont's future parks, recreation, and trail facility projects, it will also be enhanced by flood renewed projects to build upon. The timeframe and resource impacts that flood repair and recovery efforts will have on implementation of this plan are unknown; however, the goals and vision are still that of the Longmont community and remain relevant. During rebuilding, and when repair and recovery is complete, Longmont will have this plan to guide all efforts toward the community-envisioned future of the system.

Developing the Plan

Over 1,300 community members were involved in the planning process, participating in focus groups, public intercept events, community workshops, community questionnaires, and more. This wide-ranging outreach strategy allowed for a diverse cross-section of the public to be involved, through different settings, locations, and mediums. The system-wide vision was derived from and refined with the multiple layers of community input.

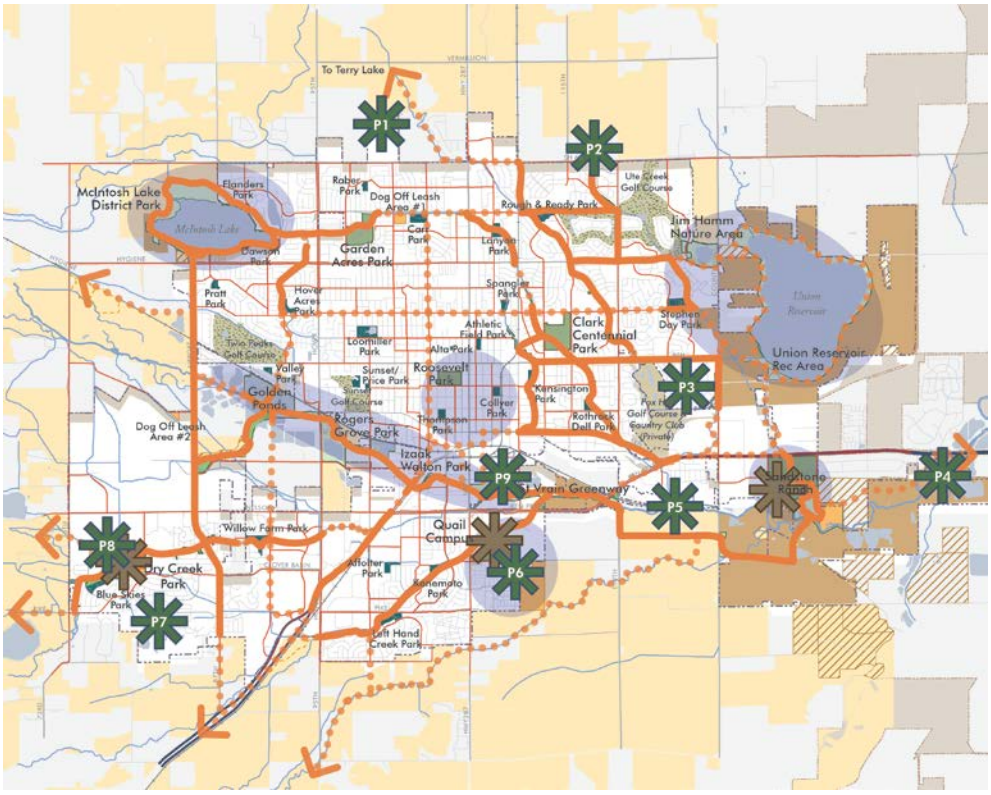
Along with the ongoing public involvement opportunities, the planning team conducted a thorough technical analysis that evaluated the places and experiences that make Longmont's parks, recreation, and trails system so special. This process included:

- Evaluating community context and building on past planning efforts;
- Analyzing the City's existing inventory of parks, recreation facilities, and trails as well as their condition;
- Retooling the level of service measures to better reflect community values and priorities;
- Documenting the current system of park maintenance and renewal needs and the funding gaps;
- Setting forth a planning framework to achieve the vision, with recommendations to achieve the desired system; and
- Establishing strategies and tools to advance the Plan recommendations.



Parks, Recreation, and Trails Vision

Longmont's well-designed and maintained system of parks, recreation facilities, and trails are an integral part of the community: they are relevant to the times, are tailored to meet neighborhood, family and individual needs, are accessible, and support a healthy, engaged and economically vibrant Longmont.



System Concept Map

System Concept

The concept refocuses the City from individual sites, park standards, and projects to the broader picture of a complete park, recreation, and trails system. The physical improvements to the system include:

- Renewing Existing Assets
- Investing in New Parks and Facilities
- Creating Connections
- Building Identity

These are illustrated in Map 6: System Concept.

Goals

The envisioned system of the future is based on a set of five system-wide goals. The goals describe what will be needed over time to fulfill the vision and complete the future parks, recreation, and trails system.

Goal 1. Renew: Reinvest in the existing park, recreation, and trails system and the assets within it to retain their value, quality, and appeal.

Renewal is making the most of past public investments in the parks, recreation, and trails system; bringing parks and facilities back to the desired quality and function.

Goal 2. Complete: Provide additional parks and recreation facilities as an integral part of a complete community, making play and recreation part of daily life.

Completing the parks, recreation, and trails system will include filling service gaps in a variety of ways and creating new opportunities for play and recreation through new park facilities. Several of these projects will serve ultimate build-out of the community.

Goal 3. Connect: Integrate active living throughout Longmont, linking people to recreation opportunities with enjoyable and appealing routes and effective information about the system.

To build a system that recognizes trails as an essential recreational service across the community, supported by local and national recreation trends, Longmont will need to expand the current understanding of what a trail can be. Connecting the system, especially north-south connections, will require the City find new ways to provide trail experiences outside of the identified greenways. Connections are also needed beyond these physical links. Informing the community about the range of opportunities available, across seasons, cultures and recreational interests, is critical to promoting activity.

Goal 4. Distinguish: Strengthen Longmont's natural, historical, cultural, and recreational identity by providing memorable places for community gathering and activities.

Identifying, highlighting, incorporating and building on the unique natural, historical, cultural and recreational characteristics of the community and parks. Celebrating this uniqueness within Longmont's system of parks, recreation and trails will guide locals and visitors alike to the great places within the city.

Goal 5. Sustain: Protect the long-term health of the park, recreation, and trails system through financial policies, maintenance, and operations practices, and planning and design guidelines.

Sustaining the system includes the ongoing tasks, resources and attention to ensure that the community's investment in park lands and recreation facilities is protected for the long-term. This goal addresses the needs of the system that begin at design, continue through construction and then on throughout the life of a park or facility. The interplay between the Sustain, Complete and Renew goals support a long-term view of an efficient and manageable parks, recreation and trails system.

From Plan to Action

The Parks, Recreation, and Trails Master Plan presents the variety of considerations and tools needed to assist the community, elected officials and staff in implementing recommendations.

Prioritization of Projects

The Parks, Recreation, and Trails Master Plan presents a large number of projects anticipated to be accomplished over time. The Plan aims to rebalance the investment in the system using the five goals and

considerations for timing, costs and benefits to prioritize projects in the City's capital improvement plan funding process.

Costs and Funding Strategies

A major part of Plan implementation is understanding the total cost of ownership, which includes capital, operations, maintenance and renewal. This builds a greater understanding of the impacts of new capital projects, and of delayed renewal projects on operations and maintenance funding needs.

View at Jim Hamm Nature Area

The community has expressed a willingness to provide additional resources which will be necessary for the construction of new sites and facilities, as well as renewal and maintenance of the system. To protect the City's existing assets and continue to build a healthy and livable community, a wider variety of funding options will be needed to renew and sustain parks and recreation.

Plan Stewardship

Much like the system itself, good stewardship is needed to activate the Parks, Recreation, and Trails Master Plan and keep it working for Longmont. Existing plans and policies that impact City parks, recreation facilities, and trails should work in conjunction with the Parks, Recreation, and Trails Master Plan vision to be most effective. The Parks, Recreation, and Trails Master Plan should be considered in decision making processes, serve as a guide for community advocacy and inspire future investment. The Plan will also help leverage the types of partnerships and support necessary to reach the envisioned future.

The Parks, Recreation, and Trails Plan strikes a balance between detail and flexibility that will serve the community well over the long-term implementation of the plan. The path to realizing the vision of this plan will not be a straight line. Instead the plan will guide an evolving system and will be updated periodically to take advantage of opportunities as they arise. This ongoing process will be shepherded by City staff, the Parks and Recreation Advisory Board and City Council with input from the community guiding specific project implementation. The community's ideas are always welcome.

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1. INTRODUCTION

Plan Purpose

The Parks, Recreation, and Trails Master Plan (Plan) is a comprehensive guide for Longmont's parks, recreation, and trails system, reflecting the community's high priority for recreation, fitness, and the outdoors as a key component of a livable city.

Kanemoto Park

Longmont's parks, recreation, and trails system today is a result of over 140 years of commitment to serving the needs of the City's residents. After two decades of keeping pace with residential growth by developing new parks, high quality recreation facilities and trails, the City recognized that it is time to clarify the long-term direction for the system. A comprehensive vision for the entire system strengthens the role of the parks, recreation, and trails system in defining and enhancing Longmont's identity, culture and quality of life. The effort is bolstered by two parallel and integrated planning processes focusing on recreation services and accessibility. The Recreation Master Plan will provide strategic direction for recreational programming and strive to maximize Longmont's major recreation facilities. The ADA (Americans with Disabilities Act) Self Assessment and Transition Plan will lay out a path to meet the new ADA requirements for accessibility in the parks, recreation, and trails system.

Built on a foundation of community engagement, the Parks, Recreation, and Trails Master Plan presents a renewed commitment to care for Longmont's well-loved parks, recreation and trails system, a strategy for preserving existing assets, and a clear direction for adding new resources.

A Community-Based Plan

The Parks, Recreation, and Trails Master Plan is based on a comprehensive community involvement process that was designed and defined at the outset of the project to make sure that the participation was demographically representative of the community as a whole. The public involvement plan for the project included a variety of methods to involve the entire community, including special efforts to reach segments of the community that are often not well-represented, including those who rent their homes, the Hispanic/Latino community, and younger adults and youth.

Opportunities for input and participation were included at every step of the plan development, with frequent check-ins with the Parks & Recreation Advisory Board (PRAB) to make sure the outreach strategy was on track. Throughout the process, participants were asked to provide demographic information, which the planning team tracked and used to make adjustments

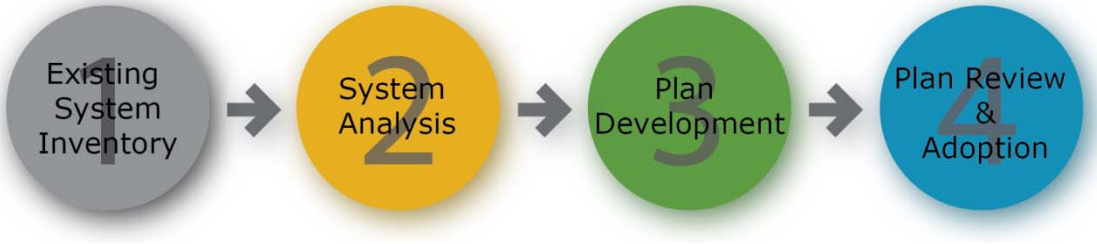
to the public involvement plan to ensure representative feedback was obtained from across the community. By the end of the process, the team made over 1,300 points of contact with community members. More detail on the process, participation, and results is provided in Appendix A: Public Involvement Summary.

Plan Process

In late 2011/early 2012, the City began an inventory and valuation data gathering exercise for asset management in parks. The collected data inventoried and quantified significant needs resulting from old and failing infrastructure. A state of the system presentation, including identified concerns, was presented to the Parks and Recreation Advisory Board at the March 2012 Board Retreat. A similar presentation was provided to City Council and the Parks and Recreation Advisory Board at the April 2012 City Council Retreat. At the retreat, City Council directed staff to develop a comprehensive master plan for the City's parks, recreation, and trails system to address several key challenges, including overall vision, trail connectivity, appropriate balance of recreation facilities, and funding strategies for new facilities, renewal, and on-going operations and maintenance.

The planning process for the Parks, Recreation, and Trails Master Plan included four phases, beginning in August 2012 and concluding with acceptance of the plan in the early part of 2014. Figure 1-1 diagrams the phases, which are described in more detail below.

Figure 1-1: Parks, Recreation, and Trails Master Plan Process



Phase 1: **Existing System Inventory** - The first phase included an examination of existing parks and recreation facilities, a review of relevant plans and studies and discussions with City staff to provide a firm understanding of the planning context and to create a strong base for the plan process. During this phase, the project team inventoried, mapped and evaluated City parks and recreation facilities building from the City's work on the asset management system. Key public involvement tasks during this phase included initiation of the project web page, nine focus group meetings, several intercept events and a community visioning workshop.

Phase 2: **System Analysis -** The focus of the second phase was the system analysis, a needs assessment that looked critically at the parks, recreation, and trails system from a variety of perspectives. The technical analysis also drew criteria and priorities from the public involvement results, and incorporated realities including how people get around Longmont, the existing financial capacity (maintenance and capital budgets), and the actual condition of the system. The public involvement continued, utilizing paper and online questionnaires to expand on and validate earlier findings. Information about the project was updated on the website, and the project comment log continued to grow. Near the end of Phase 2, both the PRAB and City Council reviewed the results gathered from the system analysis and the public involvement efforts, and provided feedback on potential directions for the Parks, Recreation, and Trails Plan.

Community Prioritization Workshop

Phase 3: **Plan Development -** The third phase included the refinement of a vision for Longmont's parks, recreation, and trails system and the identification of the types of projects and funding sources needed to achieve the vision and address needs identified during Phase 2. During this phase, a community prioritization workshop was held where elements of the plan were vetted by the public and refined. Additionally, the PRAB reviewed and provided feedback on the plan direction and recommendations at their annual retreat.

Phase 4: **Plan Review & Adoption -** During the final phase, the full Parks, Recreation, and Trails Plan document was presented to the public and taken through the City's public review, refinement and acceptance process.

Plan Integration

Several adopted plans including the *Longmont Area Comprehensive Plan,* the *Open Space and Trails Master Plan,* the *Wildlife Management Plan, the Multi-Modal Transportation Plan* and others were considered in the development of the existing system and integrated into this planning effort where appropriate. There are also a number of site-specific park master plans that provide direction for individual parks and trail systems including the *St. Vrain Greenway Master Plan* and master plans for larger park sites such as the Quail Campus, Sandstone Ranch and Dry Creek Park, as well as many newer neighborhood parks.

Early in the planning process, the planning team conducted a thorough review of documents, policies and planned projects that impact the parks, recreation, and trails system. Periodic meetings and discussions with staff

and City leaders throughout the planning process also insured that the Plan presents an accurate representation of the local context. As a result, the Parks, Recreation, and Trails Master Plan is integrated with these existing planning efforts. This integration is necessary to prevent conflicting goals, and to form a comprehensive vision that builds on existing City-wide goals.

Plan Overview

Clark Centennial Park

Following this introduction (Chapter 1), the Plan is organized as follows.

- **Chapter 2: the State of the Parks, Recreation, and Trails System** summarizes the existing park, recreation and trails system, describes how the system evolved and presents results of the system analysis.
- **Chapter 3: the Future Park, Recreation, and Trails System** presents the Plan vision and goals, and a set of recommendations for building the desired park, recreation, and trail system of the future.
- **Chapter 4: from Plan to Action** establishes an implementation strategy including a set of prioritization criteria, a capital projects list, a funding strategy, and direction for plan stewardship.
- **Chapter 5: Conclusion** provides a call to action and immediate next steps for implementing the Plan vision.

Supplemental materials accompanying this plan include the following appendices. Many of these represent snapshots of regularly changing information or tools intended for ongoing adaptation and use. See the appendices for additional information about possible updates.

- **Appendix A: Public Involvement Summary** provides an overview of the public input that informed the Parks, Recreation, and Trails Master Plan and includes a description of the public involvement plan, the process and the resulting summaries.
- **Appendix B: Park Planning and Development Guidelines** for new parks, additional recreation facilities, and park renewal to ensure that sites function in the roles defined by the Plan.
- **Appendix C: 5-Year Capital Improvement Plan 2014-2018**, which identifies the current plan for capital improvements and reflects the initial steps toward implementing the Plan.
- **Appendix D: Existing Master Plans and Reports** is a reference list of site level master plans and comprehensive city-wide plans, reports and studies which are relevant to parks, recreation and trails in Longmont. The date listed refers to the most recent update.

- **Appendix E: Longmont Area Comprehensive Plan Implications** includes a preliminary evaluation of the changes to the Longmont Area Comprehensive plan prompted by this plan.
- **Appendix F: Cost Model** describes the assumptions and the spreadsheet model that formed the basis for developing project costs.
- **Appendix G: Renewal Analysis Data Analysis** provides the data and analysis of a variety of factors contributing to renewal needs identified in Chapter 2.
- **Appendix H: Park Improvement Fee Update** describes the 2013 update of the park improvement fee.
- **Appendix I: Park, Recreation and Trail Funding History** provides a timeline of funding sources for parks, recreation and trails in Longmont since 1963.

Terminology

This plan introduces a number of terms used to describe the parks, recreation and trails system and the components of that system. A few key terms are defined below with additional definitions provided in the glossary appended to this plan.

- **Parks, recreation, and trails system:** the combined total of City-owned park lands, the features and facilities that support recreation opportunities, protects natural and historic resources and beautify Longmont. Recognizing that other public and private entities provide additional land and recreation facilities in Longmont, this plan refers to the system as including the City-owned public parks, recreation facilities, and trails. Sometimes referred to as the 'system'.
- **Parks:** the land portion of the system, including all categories of park land (Community, Neighborhood and District park types as defined in the Longmont Area Comprehensive Plan). Other park like lands, such as school yards and private parks will be differentiated. The term Parks will refer to public park lands owned by the City of Longmont.
- **Recreation facilities:** the built features within parks that create opportunities to engage in specific games and activities. These can range from single courts or small play areas up to the Longmont Recreation Center, which supports a wide variety of self-directed and programmed recreation.
- **Recreation programming:** the classes, activities, sports and special events that are provided by Longmont's Recreation Services and other providers within and around Longmont. There is a close connection between these services and the parks, recreation facilities, and trails in the system and detailed

in this plan. A parallel planning effort will result in a Recreation Master Plan to guide the City's role in this range of services.

- **Trails:** this system includes pathways within parks, off-street greenways, and on-street connections (parallel sidewalks along roadways, etc.) that provide both a transportation route and opportunities for walking, running, bicycling and other highly desired recreation activities.

2. THE STATE OF THE PARKS, RECREATION, AND TRAILS SYSTEM

Existing System

Izaak Walton Park

The Longmont community has developed an extensive system of park land, recreation facilities and trails over the course of 140 years. The first parks in the system (Collyer, Thompson, and Roosevelt) were part of the original Chicago-Colorado Colony vision and plat of 1871. Twenty-three additional parks were acquired or developed during the next 120 years (1871 to 1991) and within the last twenty-two years (1991-2013) another sixteen parks have been added to the system bringing the total to forty-two. During that time, Longmont has also developed a significant trail and greenway system, much of which is built along natural waterways and along the sides of the irrigation ditches built by the early settlers to provide water for agriculture. Development of the City's Open Space Program in 2000 has also made a significant contribution to the growth of greenways, trails and District Parks in the system. As noted in the Executive Summary, this Plan was nearly complete in September of 2013, when Longmont experienced a devastating flood. This chapter reflects the system prior to the flood under the assumption that it will be rebuilt.

This chapter provides a foundation for the direction in Chapters 3, 4, and 5, painting a picture of Longmont's parks, recreation and trails system in 2013. This chapter:

- Describes the elements that currently compose the system;
- Summarizes what has guided growth and development of the system;
- Presents an updated methodology for assessing park service levels; and
- Highlights results of the evaluation of how well the system is meeting the community's needs.

Park Land

Blue Skies Park

Today, Longmont has more than 2,350 acres of park land.[1] Map 1: Existing Parks, Recreation, and Trails System depicts the park system graphically, and Table 2-1 provides a complete inventory of the system. Longmont's parks provide a variety of recreation amenities, experiences and uses and are strategically distributed to reach different audiences and geographic areas. The classification system for Longmont's parks, established in the Longmont Area Comprehensive Plan (LACP), includes three types of parks, as described below, with each type serving a specific purpose.

[1] As of March 2013. Includes developed and undeveloped park land and does not include the City's open spaces and greenways with the following exception: the St. Vrain Greenway is currently designated as a District Park and is included in the park acreage.

Neighborhood Parks
- Affolter
- Alta
- Athletic Field
- Blue Skies
- Carr
- Collyer
- Dawson
- Flanders
- Hover Acres
- Kanemoto
- Kensington
- Lanyon
- Left Hand Creek
- Loomiller
- Pratt
- Price
- Raber
- Rothrock Dell
- Rough & Ready
- Spangler
- Stephen Day
- Sunset
- Thompson
- Valley
- Willow Farm

Neighborhood Parks

Neighborhood parks are the basic building block of the system and provide space for close-to-home recreation activities. Existing sites range in size from under 2 acres to 16 acres. The ideal neighborhood park is central to and easily accessible from the neighborhood. Sites are often located adjacent to elementary school sites, which can enhance the site's acreage, and offer convenience to one of the critical user groups, children and their families.

- **Existing inventory:** 192 acres
- **Types of features:** single ball fields and/or multi-use fields (typically unlighted), open turf areas, shelters, playgrounds, sport courts, dog off-leash areas, small wheels parks, restrooms, off-street parking.

Community Parks

Community parks are larger sites developed for active recreational use. Existing sites range in size from 20 to 100 acres and provide space for concentrations of sport facilities, such as athletic complexes, and major indoor and outdoor recreation facilities such as pools and recreation centers. These sites are spread across the city and augment the neighborhood park access with larger recreation facilities and gathering places.

- **Existing inventory:** 253 acres
- **Types of features:** multiple lighted ball and/or multi-use fields, aquatic facilities, playgrounds, multiple sport courts, multiple restrooms and recreation or community centers.

Community Parks
- Clark Centennial
- Dry Creek
- Garden Acres
- Quail Campus
- Roosevelt
- Sandstone Ranch Community Park

District Parks
- Golden Ponds
- Jim Hamm Nature Area
- Izaak Walton
- McCall Lake
- McIntosh Lake
- Rogers Grove
- Sandstone Ranch District Park
- St. Vrain Greenway
- Union Reservoir

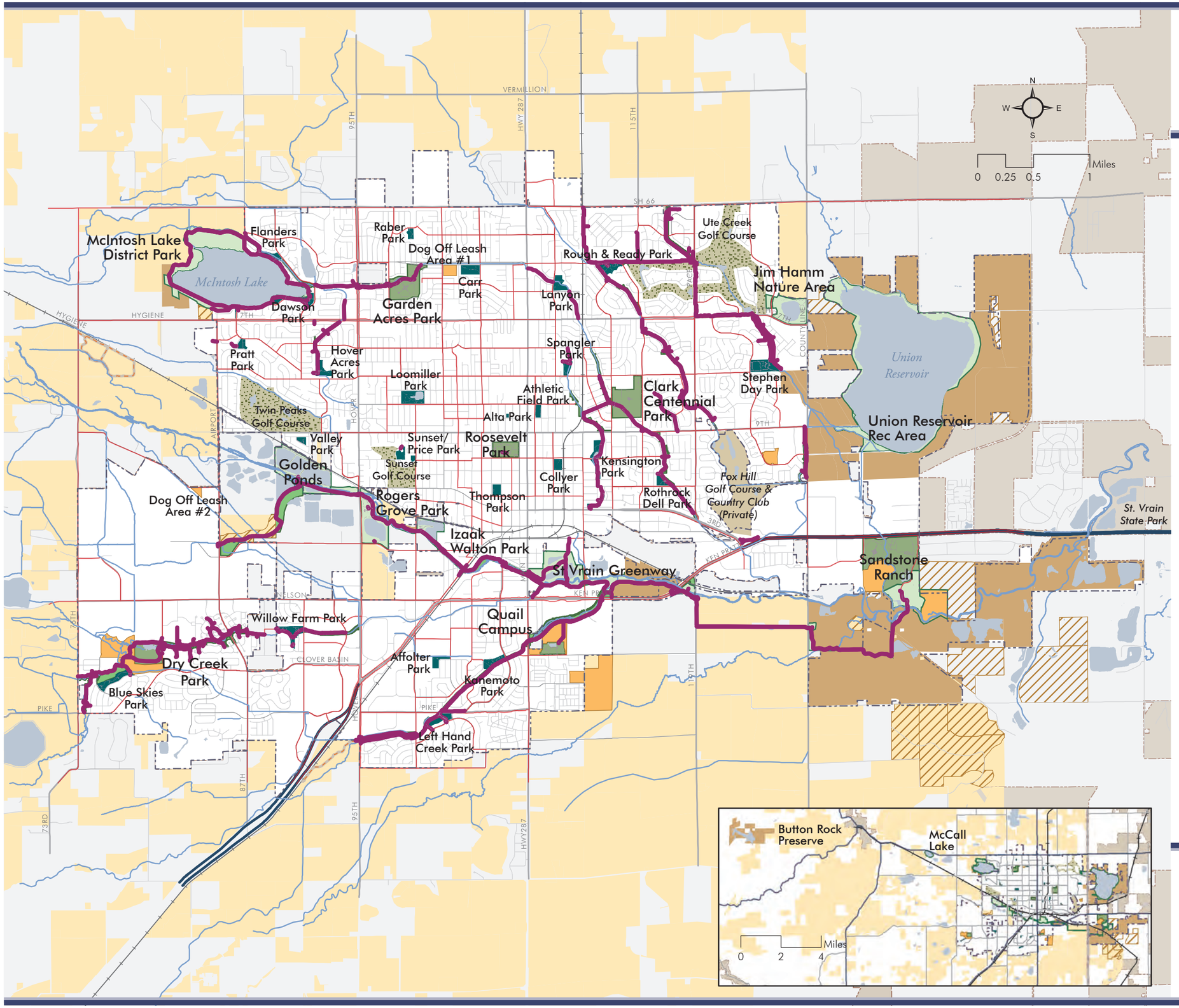
District Parks

District parks protect and provide access to and enjoyment of important natural, historic and cultural resources, such as viewing wildlife at Union Reservoir, and honoring local veterans at Jim Hamm Nature Area. These parks allow for limited recreational uses that fit their unique natural characteristics and promote low impact, passive outdoor recreation opportunities.

- **Existing inventory:** 1654 acres
- **Types of features:** shelters, trails, water access, wildlife viewing.

Parks, Recreation & Trails Master Plan

CITY OF LONGMONT COLORADO



- City Limit
- Stream
- Lake
- Existing Trails
- On-Street Bicycle Transportation Routes (bike lanes, bikeways, bike routes, etc.)
- Multi-use Trail (Non-City)
- Railroad
- Expressway
- Arterial Road
- Collector Road
- Local Street
- District Park
- Community Park
- Neighborhood Park
- Other City Public Lands (Intended for recreational uses)
- City Open Space - Easement/Option
- City Open Space and Public Lands
- County Open Space (fee and easement)
- Public Golf Course
- Private Golf Course
- Greenway Lands
- Other City/County/State Lands

Map 1: Existing Parks, Recreation and Trails System

MIG

Data Source: City of Longmont
NAD 83 State Plane North

1.3.14

Table 2-1: Parks, Recreation and Trails System Inventory

	Park Type	Acres (2012 GIS)	Ball Fields (Total)	*60' Base paths*	*90' Base Paths*	*Grass Infield*	*Lights*	Multi-Use Field	*Lights*	Scoreboards	Open Turf Areas	Aquatics Facility (Pool, Splash Pads, Swim Beach)	Shelters	Playground	Basketball Court	Tennis Court	Volleyball Court	*Lights*	Roller Hockey Rink	Wheels Park	Dog Off-Leash Area	Horseshoes	Disc Golf	Boat Launch/Dock	Fishing Pier	Fishing	Restrooms	Bike Parking	Off Street Parking	Other
Affolter	Neighborhood	5.5	1	1				1			X		1	1	2	4		X									1			Hand Ball Wall
Alta	Neighborhood	0.5									X		1	1																Community Gardens
Athletic Field	Neighborhood	3.5						1			X			1	1															
Blue Skies	Neighborhood	11.3						3			X		2	1	1		1		1	1	X						1	X	X	
Carr	Neighborhood	8.7	1	1				1			X		1	1	2	4			1								1	X	X	
Collyer	Neighborhood	4.2											2	1		2	1	X									1	X		Pickleball
Dawson	Neighborhood	15.0						1			X		2	1		2	1	X						1			1			
Flanders	Neighborhood	7.0						1			X		1	1	1		1							1			1	X	X	
Hover Acres	Neighborhood	10.4						1			X		1	1	1	2	2	X				4					1		X	
Kanemoto[1]	Neighborhood	7.2	1	1				1			X	1	2	1	1		2										1	X	X	Pagoda/ Outdoor Fitness Equip.
Kensington	Neighborhood	16.4									X		1	2	1												1	X		Labarynth
Lanyon	Neighborhood	8.4	3	1				1			X		2	1	1												1			
Left Hand Creek[2]	Neighborhood	11.5						1			X		2	1	1		1		1								1	X	X	
Loomiller	Neighborhood	15.2											2	1									1				1			
Pratt	Neighborhood	3.5	1	1				1			X		1	1	1	4		X	1								1			
Price	Neighborhood	1.3									X																			
Raber	Neighborhood	3.1											1	1																
Rothrock Dell	Neighborhood	5.8	1	1							X		1	1	1			X	1								1			
Rough & Ready	Neighborhood	9.0						1			X		2	1	1		1			1	X	2					1	X	X	Bocce Ball Court
Spangler	Neighborhood	5.2						1			X		1	1													1			
Stephen Day	Neighborhood	14.8						1			X	1	2	1	1		1			1	X						1	X	X	BMX Dirt Bike Hill
Sunset	Neighborhood	4.5										1	1	1			1										1	X	X	
Thompson	Neighborhood	4.3						1			X		2	1													1			Tree Tour
Valley	Neighborhood	2.6						1			X		1	1	1		1					1								
Willow Farm	Neighborhood	13.4	1			1		2			X		2	1	1				1								1		X	
Subtotal: Existing Neighborhood Parks		192.3	9	6	-	1	-	20	-	-	21	3	34	25	18	18	13	6	6	3	3	7	1	2	-		20	10	10	
Clark Centennial	Community	47.7	4	3	1		4	1		4	X	1	1	1	1	2	2	X	1				1				1	X	X	Disc Golf = 9 holes, concessions, track
Dry Creek[3]	Community	31.3						3			X			1									1				1	X	X	Disc Golf = 18 holes, cricket pitch
Garden Acres	Community	41.6	4	4			4	2		4	X		1	2													1	X	X	batting cage, cricket pitch
Quail Campus	Community	14.1										1		1						1					1		1	X	X	Museum, Rec Center
Roosevelt	Community	19.4						1			X	1	2	2								2					3	X	X	Pavilion, Memorial Bldg., Senior Center, Rose Garden
Sandstone Ranch	Community	99.4	4	3	1	3	4	5	2	4	X	1	8	4			1			1							5	X	X	Adventure Playground, Concessions
Subtotal: Existing Community Parks		253.5	12	10	2	3	12	12	2	12	5	4	12	11	1	2	3	1	1	2	-	2	2	-	1		12	6	6	

2-5

Table 2-1: Parks, Recreation and Trails System Inventory

	Park Type	Acres (2012 GIS)	Ball Fields (Total)	*60' Base paths*	*90' Base Paths*	*Grass Infield*	*Lights*	Multi-Use Field	*Lights*	Scoreboards	Open Turf Areas	Aquatics Facility (Pool, Splash Pads, Swim Beach)	Shelters	Playground	Basketball Court	Tennis Court	Volleyball Court	*Lights*	Roller Hockey Rink	Wheels Park	Dog Off-Leash Area	Horseshoes	Disc Golf	Boat Launch/Dock	Fishing Pier	Fishing	Restrooms	Bike Parking	Off Street Parking	Other
Golden Ponds[4]	District	87.8											9												1	X	2		X	
Jim Hamm Nature Area	District	45.0											2														1	X	X	
Izaak Walton[4]	District	21.5											1												1	X	1	X	X	Clubhouse
McCall Lake	District	53.7																						1		X	1		X	
McIntosh Lake	District	362.0																						1		X	1	X	X	
Rogers Grove	District	54.9											1														1	X	X	amphitheater, apple orchard, demo garden
Sandstone Ranch[4]	District	43.9																									2	X	X	Visitor Center
St. Vrain Greenway[4]	District	154.9																												
Trailhead at N. 119 St.[4]													1														1	X	X	
Trailhead at CR 1[4]													1															X	X	
Union Reservoir	District	830.6										1	1	1			1				X	1		2	1	X	3	X	X	Beach, Campground, concessions
Subtotal: District Parks		1654.3	-	-	-	-	-	-	-	-	-	1	16	1	-	-	1	-	-	-	1	1	-	4	3		13	8	10	
Dog Off Leash Area I (21st & Francis)	Other City Public Lands	7.0											1								X									
Dog Off Leash Area II (Airport Rd.)	Other City Public Lands	2.7											1								X								X	
Dry Creek Park Undeveloped	Other City Public Lands	21.2																												
Fox Meadows	Other City Public Lands	8.8																												
Quail Campus Undeveloped	Other City Public Lands	25.7																												
Sandstone Ranch (Phase 4)	Other City Public Lands	35.1																												
Sandstone Southeast Parcel	Other City Public Lands	41.4																												
Sisters	Other City Public Lands	69.3																												
Wertman	Other City Public Lands	8.5																												
West Grange	Other City Public Lands	33.5																												
Subtotal Other City Public Lands		253.2	-	-	-	-	-	-	-			-	2	-	-	-	-	-	-	-	2	-	-	-	-		-	-	1	0
System Total		2,353.3	21	16	2	4	12	32	2	12	26	8	64	37	19	20	17	7	7	5	6	10	3	6	4	45	24	27	0	

[1]Kanemoto Park was impacted by the September 2013 flood. The activity pool was destroyed. Refer to current flood recovery plans for status of repairs.

[2]Left Hand Creek Park was impacted by the September 2013 flood. The multi-use field is not available for use in 2014. Refer to current flood recovery plans for status of repairs.

[3]As of March, 2014, Dry Creek Community Park is not yet open to the public.

[4]Impacted by the September 2013 flood. Refer to current flood recovery plans for status of repairs.

Other City Public Lands (intended for recreational uses)

Other public land includes single purpose, undeveloped or limited use properties owned by the City. Though not defined as a land category in the Longmont Area Comprehensive Plan, the City reserves these sites for specific uses or for future park development. For example, the two dog off-leash areas in the system are important specific use areas but do not fulfill the purpose of a neighborhood park. In some cases, the City has purchased property or developed early phases of planned parks. For example, the first phases of the Quail Campus, Sandstone Ranch, and Dry Creek Park have been developed but surrounding undeveloped land is intended to be part of future park improvements. Undeveloped "Other City Public Lands (intended for recreational uses)" at planned park sites is intended for future development of neighborhood, community or district parks.

Open Space and Public Lands

As defined by the Longmont Municipal Code, Open Space is land that remains in a relatively natural state or use (including agricultural use) and serves one or more of the following functions:

1. Preservation of natural areas, wildlife habitat, wetlands, and agriculture and visual corridors;
2. Linkages and trails, access to public lakes, streams and other usable open space lands, stream corridors, and scenic corridors along existing highways;
3. Conservation of natural resources including, but not limited to, forest lands, range lands, agricultural land, aquifer recharge areas, and surface water;
4. District parks devoted to low-impact recreational uses;
5. Implementation of greenways and open space policies or strategies of the Longmont Area Comprehensive Plan;
6. Urban shaping buffers between or around municipalities or community service areas and buffer zones between residential and non-residential development.

Sandstone Ranch

The Existing Parks, Recreation, and Trails System Map (Map 1) includes Open Space Program lands and public lands owned by the City of Longmont as well as open space owned by Boulder County. Other public land owned by Longmont includes land preserved for water resource projects and watershed protection (such as Button Rock Preserve), and other uses. As a secondary function, these lands provide some limited public recreation. Public access for recreational uses on Open Space and other public land properties is limited and depends on the primary purpose of the land. Specific strategies for acquiring and managing Open Space are set out in the *2002 Open Space and Trails Master Plan*. District Parks and Greenway Trails are compatible uses in appropriate locations on Open Space lands in

Longmont. Without the vision of Open Space, many of Longmont's gems such as the St. Vrain Greenway or McIntosh Lake District Park may not exist.

Greenway Lands

The City manages a system of Greenways for multiple functions including trail connections, stormwater management and habitat corridors. Greenways typically follow existing rivers and ditch corridors and may connect parks and schools which are located along them. The City designates two types of Greenways in the Longmont Area Comprehensive Plan: primary and secondary Greenways. Primary Greenways encompass water resources and corridors that carry urban storm drainage. They may contain utilities and often contain trails. These primary Greenways can provide continuous and direct connections across the city. There are currently 12 primary Greenways which vary in size and scale including:

- Dry Creek #1
- Jim Hamm Nature Area
- Lake McIntosh
- Left Hand Creek
- Longmont Supply Ditch
- Lykin's Gulch
- Oligarchy Ditch
- Rough & Ready Ditch
- Spring Gulch #1
- Spring Gulch #2
- St Vrain River
- Tri-State[2]

Secondary Greenways provide short links between residential areas, bikeways, parks, schools, and primary Greenways. These Greenways alleviate the need to use streets and enhance alternative modes of transportation. Though plans such as the Longmont Area Comprehensive Plan refer to "greenway" as the entire river or water conveyance corridor whether it's City-owned land or not, the term "greenway" in this plan refers to the trails as well as portions of the City-owned land that borders these trails.

Private Parks and School Sites

While not part of the system as defined for this plan, there are a number of sites that serve park-like purposes. A preliminary inventory of HOA and private parks identified approximately 58 acres of privately owned property reserved for pocket parks and open space owned by homeowners'

[2] The Tri-State greenway is the Platt River Power Authority (PRPA) easement and connection between Rough & Ready Greenway and Spring Gulch #2 northeast of Rough & Ready Park

associations and other private entities. School sites are also recognized as providing some level of service, and are shown on plan maps within this document, recognizing the role that these sites play in providing recreation opportunities (mainly available after school hours).

Park Facilities

As detailed in the Parks, Recreation, and Trails System Inventory (Table 2-1), Longmont has developed and maintains a wide variety of outdoor park facilities which are briefly described below.

Softball at Garden Acres Park

Outdoor Park Facilities

- **Ball Fields.** There are 21 ball fields in the City's system. Ball fields are diamond-shaped fields that support a variety of field sports from T-ball to adult softball and high school baseball. At the youngest levels of recreational play and for informal use, functional ball fields can be as simple as a backstop added to a level turf area. Base paths of 60' to 90', foul line fencing, player benches and lights and scoreboards are all improvements present at many Longmont ball fields, supporting higher skill levels and league play. The highest quality fields are built in community parks with supporting amenities such as concession stands and restrooms to support intensive use and tournament play. Longmont currently has 12 fields developed to this level, all of which are under lights and have scoreboards.
- **Multi-Use Field.** Longmont's parks feature 32 multi-use fields[3]. Similar to ball fields, multi-use fields can be built to a variety of standards. At their most basic, multi-use fields are level, open turf areas 50' by 70' or larger. Uses on multi-use fields include soccer, football, and other sports such as lacrosse and ultimate Frisbee. At the highest level, multi-use fields are also developed in community parks with supporting amenities for intensive use and tournaments. Longmont currently has 8 fields developed to this higher standard with 2 under lights. At this time, Longmont does not have any existing synthetic turf fields in the system.

Left Hand Creek

- **Open Turf Areas.** Nearly all of the City's parks have open turf areas. Open turf areas are irregularly shaped and often rolling grassy areas. These areas support a wide range of activities from enjoying the sun, to picnicking to playing catch. These areas also provide important buffer areas between recreation facilities and use areas.

[3] One multi-use field at Left Hand Creek Park was impacted in the September 2013 flood. Refer to current flood recovery plans for status of repairs.

Alta Park

- **Shelters:** Shelters in Longmont parks range in size from small structures covering two to four picnic tables to large group shelters like the ones found at Sandstone Ranch with over 10 tables. These provide spaces for community and family gatherings at a park and can be reserved for this purpose. Shelters are also used in a less formal way to provide shade or protection from inclement weather when people are using the park.
- **Playgrounds:** Longmont has 37 playgrounds, almost all located in neighborhood and community parks. The predominant type of playground is the modular play structure such as the one found at Rothrock Dell Park. There are also more elaborate, thematic playgrounds such as the aeronautically themed one at Blue Skies Park. The City's most elaborate and customized play area is the Adventure Playground found at Sandstone Ranch, and includes a modular playground structure, customized details and a built-in climbing wall.
- **Basketball Courts:** There are 19 basketball courts in Longmont's parks, mostly located in neighborhood parks. The quantity of courts in the inventory represents a variety of full court, half court and ¾ court sizes. Some sites (such as the basketball courts at Carr Park) are built adjacent to other hard surface recreation facilities such as roller hockey rinks and tennis courts to focus these more intense recreational uses in one area of the park. Some are also intended to double as multi-use courts, such as the court at Pratt Park, which has dual use for basketball and in-line hockey.
- **Tennis Courts:** There are 20 tennis courts, also primarily located in neighborhood parks. All sites with tennis courts are fenced and feature multiple courts located side-by-side.
- **Volleyball Courts:** There are 17 sand volleyball courts, with most located in neighborhood parks. In sets of one and two these courts primarily support casual, rather than league or programmed play.
- **Other Features:** The following are additional recreation facilities that are present in Longmont's parks, recreation and trails system. These recreation facilities add variety, provide uniqueness in individual parks and create special recreational opportunities.

Table 2-2: Other Park Features

Facility	Total	Facility	Total
In-line hockey rinks	7	Large Outdoor Pavilion (seasonal ice rink)	1
Wheel parks	5	Swim Beach	1
Dog off-leash areas (within parks)	6	Campground	1
Horseshoes	10	Bocce ball court	1
Disc golf	3	Cricket pitches	3[4]
Boat launches/docks	6	Outdoor fitness equipment	1
Fishing piers	4	Hand ball wall	1
Community garden	1	BMX area	1

- **Ice Pavilion:** The Longmont Ice Pavilion at Roosevelt Park is an outdoor, seasonal, full service ice facility, offering public ice skating, hockey, skating lessons and party facilities throughout the winter. The ice pavilion has been in operation since 2003 and attendance in recent years is approximately 22,000 visitors per season. The facility's cost recovery is currently upwards of 110%.
- **User Amenities:** User amenities in the inventory include restrooms, off-street parking and bike parking. In addition, the City keeps a detailed inventory of all assets in the parks—including benches, trash receptacles, drinking fountains, lighting and signage—developed in 2013 as part of the asset management system.
- **Golf Courses:** Golf courses are both a category of land and a set of recreation facilities in Longmont. The golf courses are self-supported and are not managed within the parks, recreation and trails system. Each course also offers golf-specific programs such as lessons and tournaments. The three public courses are:
  - *Sunset, located at 1900 Longs Peak Ave.*
  - *Twin Peaks, located at 1200 Cornell Drive*
  - *Ute Creek, located at Ute Creek Drive*

[4] Includes facilities at Dry Creek Community Park which are not yet open to the public as of April 2014.

Partner-Provided Recreation Facilities

In addition to the outdoor park facilities included in park site inventory, there is a small set of features that are provided for by partners through leases and agreements on land owned by the City. Each group operates their facility and manages programs independently of the City. Usage is restricted to members or visitors that pay entrance fees.

Partner Recreation Facilities Located at Union Reservoir

- HobbyTown USA off-road remote control car course
- Union Sailing Club/Longmont Sculling Club
- Longmont Electric Aircraft Flyers

Partner Facilities Located at Garden Acres Community Park:

- Garden Acres Batting Cages

Partner Facilities Located on other Longmont Property:

- St. Vrain Archery Range

Trails and Greenways:

The City of Longmont has a variety of Greenway trails, park trails, multi-use trails, bike lanes, and bike routes. Greenway trails are particularly important because they provide stormwater management and serve both transportation and recreation functions. Table 2-3 summarizes the constructed primary greenways, secondary greenway connections, and in-park trail lengths. While greenway trails are multi-use, there are additional multi-use trails outside of the primary and secondary greenway system. These include eight feet wide, detached trails in the right-of-way corridor that offer recreation as well as transportation connections. These, as well as bike lanes and bike routes are not specifically listed in Table 2-3, contribute to the overall system.

Table 2-3: Longmont Greenway Trails

Trails Within Greenways	Miles*
Dry Creek #1	3.0
Jim Hamm Nature Area	0.3
Lake McIntosh	3.7
Left Hand Creek[5]	3.2
Longmont Supply Ditch	0.8
Lykin's Gulch[6]	1.1
Oligarchy Ditch	5.4
Rough & Ready Ditch	2.4
Spring Gulch #1	1.1
Spring Gulch #2	3.1
St. Vrain River[5]	7.7
Tri-State	0.9
Subtotal Greenways	**32.6**
Park Trails	**61.0**
Total Built Trail System	**93.6**

**Total constructed length as of April 2013*

Outdoor Aquatics Facilities

Longmont's outdoor aquatics facilities currently include three pools, two splash pads and a swim beach[7]. Each of the pools and the swim beach has lifeguard staff and entrance fee charges for use.

Sunset Pool

Located at Sunset Park, this unique, crescent-shaped heated pool features a 6-lane x 25-meter lap area, deep water zone with a 1-meter diving board, a 3-meter board, and a deck level board. There are also two large slides and a shallow zone. A new bathhouse includes locker rooms, a concessions area, a meeting/classroom, and an office area. The site also includes sand and grass areas, as well as a covered shelter area.

Sunset Pool

[5] Impacted by September 2013 flood. Refer to current flood recovery plans for status of repairs.
[6] Impacted by September 2013 flood. Re-opened in February, 2014.
[7] The activity pool at Kanemoto Park was destroyed in the September, 2013 flood. Refer to current flood recovery plans for status of repairs.

Roosevelt Activity Pool

Located at Roosevelt Park, this activity pool is a small aquatic facility that has heated water and a maximum depth of 2' 8". There is a zero-depth entry area, various water play features and a spray garden. There is also a small bathhouse with changing/restrooms.

Kanemoto Activity Pool

Located at Kanemoto Park, this activity pool was destroyed in the September 2013 flood. It was a small aquatic facility that has heated water and a maximum depth of 3'6". There was a zero depth entry area, small deck slide, waterfall, and geyser. The facility also included restrooms, space for changing and an office area. A replacement aquatics facility will be designed and built in 2014 as part of the flood recovery effort.

Splash Pads

Located at Stephen Day Park and Sandstone Ranch, these small water features include spray fixtures and water jets but have no standing water. This type of feature allows for free water play without requiring staff for safety.

Union Reservoir Swim Beach

Located at Union Reservoir, the swim beach is a buoyed swim area within the 736 acre reservoir. The beach is open seasonally from late May through Labor Day. Open water swimming is also available at Union Reservoir from early June to mid-September at specified times and days of the week.

Major Recreation Facilities

The three recreation facilities operated by the City of Longmont are the base of recreation programming and year-round activity for the community.

Longmont Recreation Center

Leisure Pool at Longmont Recreation Center

This 63,500 square foot, full-service recreation center opened in 2002. Located in south Longmont, this center features an indoor lap pool and leisure pool along with a large gymnasium. Additionally, the center includes an indoor running track, weight room, cardio equipment and group exercise room, climbing wall, and supporting amenities. The lap pool has six 25-yard lanes, and the leisure pool includes waterslides, a lazy river, spa and interactive play features. The large gymnasium can be separated into multiple spaces for concurrent activities. The center is heavily used, with an average of 450,000 to 470,000 users per year stretching the capacity of the building and supporting amenities such as parking.

St. Vrain Memorial Building

Located in Longmont's historic Roosevelt Park immediately adjacent to downtown Longmont, the 29,441 square foot, St. Vrain Memorial Building has an indoor gymnasium with a sport court floor and raised seating. The facility also has a small weight/cardio area, large group exercise room, small classroom area, and a licensed preschool space. This building also serves as the primary administrative offices for the Recreation Services Division. While the building has proven to be adaptable over the years, it is one of the oldest structures in the system, built in 1951.

St. Vrain Memorial Building

Centennial Pool

This facility houses a competitive indoor lap pool (six 25-yard lap lanes with starting blocks, wading area, deep end and two 1-meter diving boards). Centennial Pool is heavily programmed for learn to swim and fitness programs and competitive programming. The 14,336 square foot building includes locker rooms, a small spectator seating area and a small cardio equipment area plus a space for exercise or movement classes. The building is nearly 40 years old receiving a variety of renovations and improvements over the years. The most recent renovation was done in 1996; however, some of the systems and infrastructure have been replaced more recently.

Centennial Pool

Development and Planning of the System

Prior to this planning process, the Parks, Greenways, and Open Space chapter of the Longmont Area Comprehensive Plan guided the growth of the system. This chapter includes policies aimed at a growing community, targeting the amount and distribution of park land to be added as the City builds out. The policies include specific standards for the amount of park land (relative to population), as well as for distribution and size of future developed neighborhood and community parks. Table 2-4: Park Land Standards by Park Type summarizes the Longmont Area Comprehensive Plan's standards and shows the current inventory in comparison to the adopted standards.

Table 2-4: Park Land Standards by Park Type

Park Type	Existing Standards			Existing Developed		
	Park Land Standard (Acres/1,000 residents)	Size	Service Area	Total Acres	Size	Acres/1,000 residents (2013*)
Neighborhood Park	2.5 Acres	10-20 acres	½ mile	192.3	0.5-16.4 Acres	2.2 Acres
Community Parks	4.5 Acres	50-100 acres	1-1½ miles	253.5	19.4-99.4 Acres	2.9 Acres
District Parks	No Standard Established	Varies	City-wide	1695.7	21.5-830.06 Acres	18.9 Acres
Other City Park Property	No Standard Established	None	None	211.8	2.7-69.3 Acres	6.0 Acres

**Based on a population of 87,461*

The City designed the existing standards to act together to guide the acquisition and development of new parks. The Longmont Area Comprehensive Plan Map accompanies these standards and indicates the approximate locations of neighborhood, community and district parks. Based on the 2013 inventory, Longmont is just under the neighborhood park standard and substantially under the community park standard (currently under that standard by 1.6 acres per thousand residents or 140 total acres of developed community park land). There is no existing standard for District Parks or Greenways.

Prioritization

New parks have historically been added to the system based on the best judgment of staff with guidance from the Longmont Area Comprehensive Plan and with PRAB, Council and community input. Staff has taken into consideration factors such as how complete a specific neighborhood was, how long an area has been waiting for park development, and equity between the areas of the city. The most recent neighborhood park development projects included Stephen Day Park to serve areas in the east, Rough and Ready Park to serve areas in the north, and Blue Skies Park to serve neighborhoods in the west. The next planned neighborhood park project (Wertman site) is in the southeast. Taking a similar approach to geographic equity for community parks, the City focused on building three phases of Sandstone Ranch in the east, and then began working on Dry Creek to provide a community park on the west side of town. Recommendations from staff require approval by City Council, which generally occurs through the budget process. Refer to Appendix C for the City's current 5-Year Capital Improvement Program.

Funding

The current system is the result of over 100 years of investment from a variety of funding sources. The system has grown in acres of land through donations, purchases, and development agreements. It has been developed largely through public funds (including developer impact fees), tax revenues collected by the City or grant funds from State and Federal sources. The community has also periodically chosen to contribute additional funding for the construction of major recreation facilities, an example being the voter approved bond measure to fund the construction of the Longmont Recreation Center and the Roosevelt Park renovation.

Parks, Recreation, and Trails System Analysis

Throughout the planning process, City staff and members of the public provided their input on the state of the existing system in an effort to accurately identify challenges and opportunities. From this feedback, the planning team developed criteria to evaluate how well the system is responding to the challenges it faces. The analysis focused on the following major topics:

- Renewal;
- Park Access;
- Trail Access;
- Unique Sites; and
- Recreation Facilities.

Dog Park

Renewal

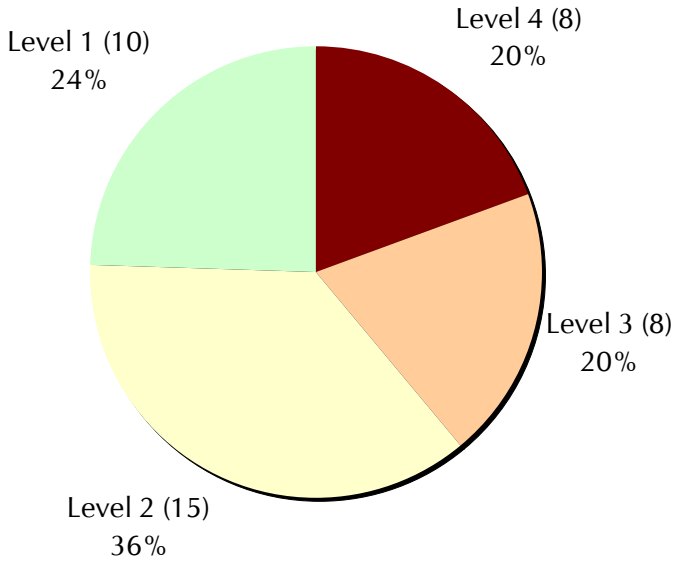
Renewal is the process of investing in the existing park sites, recreation facilities, and trails to bring them up to current standards, return them to their intended use or address changes in recreation needs, and ensure maintenance efficiency. At a small scale renewal may be the simple replacement of a feature, such as a bench, or facility such as a playground with a modern version. At the larger scale, indoor recreation facility renewal may involve interior renovation and changes in the uses supported. Each renewal project strikes a balance between replacing (to continue to support the same mix of activities) or reconsidering the mix of activities and changing recreation facilities to support a different set of needs or opportunities.

Park Renewal

Longmont's parks and the amenities within them vary in age and condition. Parks require different levels of attention, based on the severity and degree of existing issues and use levels. The park renewal assessment relied on existing data available for Longmont's park sites, including the asset

inventory/lifecycle analysis (which includes assessment of above ground assets as well as un-seen infrastructure such as irrigation), park usage, observed condition ratings, playground safety, and the amount of time passed since the most recent major investment. Forty-one sites with multiple data points were analyzed by dividing each data point into quartiles and identifying the sites that ranked highly relative to the rest of the system. The analysis relied upon the City's asset inventory/lifecycle analysis which is a work in progress and did not have data available for all sites, including McCall Lake, and many of the District Parks and Greenways. Consideration of the asset conditions at these sites may affect the ranking produced in this document and alter the outcome when factored in. This analysis includes the recreation facilities (such as fields, fencing, and structures) that support competitive play but not any buildings or pools present at the site (these are addressed in the next section). Based on the available data[8], the level of renewal need for parks range from low (Level 1) to high (Level 4). Figure 2-1 shows the distribution of renewal need for existing parks.

Figure 2-1: Parks and Level of Renewal Need



- Level 1: These are sites that have no critical needs, such as those that have recently been built or renovated. 24% of City parks have no current critical need for renewal.
- Level 2: These are sites that showed at least one data point indicating a need for replacement of features at the park that have reached the end of their useful life. 36% of parks can be categorized as Level 2.

[8] Does not include the parallel ADA assessment and prioritization under development at the time of this plan's completion.

- Level 3: These are sites with multiple renewal issues (more than 2 data points) that should be addressed to avoid future problems. There are 20% of sites in this analysis category.
- Level 4: These are sites with nearly all indicators showing needs that should be addressed as soon as possible to avoid and correct failures of equipment and high priority safety and usability issues. 20% of Longmont's parks in this highest category.

Table 2-5: Longmont Parks and Renewal Severity

Level 4			
Affolter	Hover Acres	Raber	Spangler
Garden Acres	Price	Rothrock Dell	Thompson
Level 3			
Clark Centennial	Kanemoto	Left Hand Creek	Valley
Flanders	Kensington	Loomiller	Willow Farm
Level 2			
Alta	Dawson	Lanyon	Rough & Ready
Athletic Field	Dog Park I (21st and Francis)	Pratt	Sandstone Ranch Community Park
Blue Skies	Dog Park II (Airport Rd.)	Quail Campus	Union Reservoir
Carr	Golden Ponds	Roosevelt	
Level 1			
Collyer	Izaak Walton	McIntosh Lake	Stephen Day
Jim Hamm	Rogers Grove	Sunset	Dry Creek
McCall Lake	Sandstone Ranch District Park		

While this analysis provides a way to differentiate the intensity of renewal needs at each site, it does not provide a priority order in which the City should address the needs. Other factors for consideration include the level of use of the site, how essential the site is to providing park enjoyment and use, and how much of the park is in need of renewal. In some cases a single amenity, such as a playground, may be at a Level 4 severity, but the park as a whole is at a lower level of severity. In addition, demographic factors should also play a role. For example, many of the sites with a higher need for renewal are located in areas with diverse socioeconomic characteristics or clustered so that one area of the city is impacted more than others. Other sites have few features which makes the data hinge on limited factors. The analysis of renewal data is provided in Appendix G. Opportunities for partnerships with neighborhood groups, and the existence of an updated park master plan, may also impact the order in which needs are addressed.

Major Recreation Facility Renewal

Similar to park sites, the varied age and status of the major recreation facilities in Longmont impacts the need for renewal. Unlike park sites, there is a standard practice of budgeting for the renewal of major systems (such as

roofs, heating/ventilation/air conditioning, etc.) for buildings in nearly all cities, including Longmont. The analysis of the renewal need for the major recreation facilities is limited to the observed condition, facility age and the input from staff and users about functionality. The planning team's observations are summarized below.

Table 2-6: Longmont Major Recreation Facility Renewal Needs

Facility	Observed Renewal Need	Notes[1]
Centennial Pool	High	Nearing end of life, fixes likely to only slow the decline in use and increase in costs
Longmont Recreation Center	Low	Newer construction, will need renewal of building systems over time
St. Vrain Memorial Building	Medium	Older building, functionally challenging and limits further adaptability
Sunset Pool	Medium	Recent investment in the bathhouse structure, pool tank and systems require ongoing investment

[1]*This analysis did not include an audit of the capital budgeting or detailed evaluation of building systems*

Park Access

In the past, service areas were applied using a straight line distance to either create a radius from the center of the park or a buffer outward from the boundary of the park (Service Area Radius Method). Even though barriers such as major streets were considered in the analysis, this approach still assumes that all those within that distance have equal access to the park in question. The drawback to this approach is that it does not reflect the reality of how people get around the community, how features such as railroads and creeks may create barriers, or how attractive the park is to the people who use it. Therefore, it may overstate or understate the ability of a park to serve the community.

To be more reflective of Longmont's on-the-ground reality, this planning effort updated the approach to analyzing access to parks using a geographic model of the city. This approach provides a more accurate portrayal of park access by reflecting the street and trail network that residents can actually travel (Network Method). When the service distance is evaluated using this network methodology, the actual area served is quite different – sometimes much less. It also points out cases where pedestrian access improvements may enhance the usability and service area for an existing park.

The new network methodology utilizes the same distance standards found in the Longmont Area Comprehensive Plan for neighborhood parks (½-mile) and community parks (1 to 1½ miles), which are typical and appropriate for the size of Longmont. The closer, ½-mile service area for neighborhood parks is based on the typical walking distance most pedestrians are willing to travel to reach nearby destinations such as a neighborhood park. The longer, 1 to 1½-mile service area is based on the distance most people are willing to bike, drive or take transit to destinations with a city-wide draw such as a community park. This distance is a balance between spacing these recreation facilities out and keeping them close enough to not force travel by personal auto.

City Park Access

Dawson Park

Map 2 illustrates park service areas using both the service area radius method and network methods. This map includes all neighborhood and community park sites, representing the types of parks that have the features park users are most often looking for close to home, such as places to play (both unstructured play and competitive activities), opportunities for exercise, places to gather with friends and family or to enjoy the outdoors. District park sites are not intended to be spread across the community, instead focusing on significant natural or historic sites, but can provide a level of service to park users and increase park access. These are examined on a case-by-case basis after identifying gaps in service. At the ½-mile distance, there are several gaps between park sites. Though neighborhood and community parks are generally well distributed across the city, not all neighborhoods have nearby (1/2 mile) access to city parks because of existing barriers.

Community Park Distribution

Map 3 illustrates the community park service areas using both the service area radius and network methods. The analysis shows that the community park service area standard has achieved the purpose of distributing these sites across the community, particularly with the development of Dry Creek Community Park in the southwest portion of Longmont. Gaps shown on this map are primarily non-residential or, in the case of the northeastern edge of the city, designated for a future community park site on the Longmont Area Comprehensive Plan map.

Park Access Gap Areas

Map 4 highlights many of the areas in the city that lack nearby access to a city community or neighborhood park. These are existing and planned residential areas that are outside a ½-mile distance to the nearest park using the network method of analysis. Though some gap areas may seem close to a park, the analysis included significant travel barriers such as busy streets, railways and water bodies. Based on the access analysis, fourteen gap areas

are identified: five in south (S-1 to S-5), five in central (C-1 to C-5) and four in north (N-1 to N-4). The fourteen gap areas on the map are the most significant and sizable in terms of underserved areas; however, there are smaller gap areas identified in the analysis (and illustrated on Map 2) as well. While these are not as significant in size as those mapped, they may be equally significant to residents who live, work or play in those regions of the City. Of all the highlighted gap areas, four (two in the central, and two in the northern portions of the city) have or are planned for high population density, which suggests a greater need for access to places for play and recreation in these areas.[9] Age, ethnicity and other demographic factors are also relevant to these gaps; however, in long-term planning, these other factors are susceptible to more variability than population density.

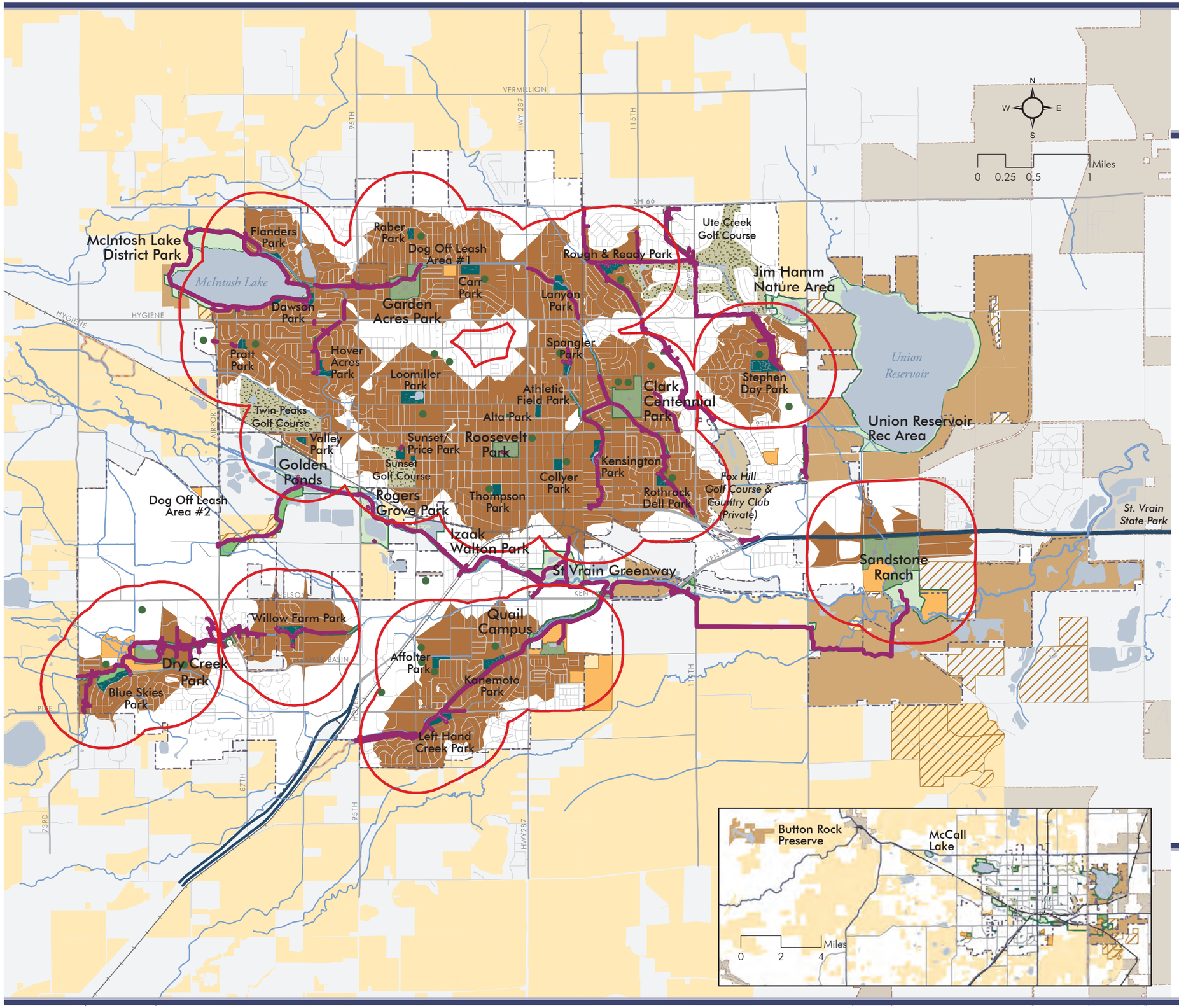
Table 2-7: Neighborhood and Community Park Service Gap Analysis

Gap Area	Planned Population density		
	High	Med	Low
S-1	-	-	●
S-2	-	●	●
S-3	-	●	-
S-4	-	-	●
S-5	-	-	●
C-1	-	●	●
C-2	●	●	-
C-3	●	●	-
C-4	-	●	-
C-5	-	●	●
N-1	●	●	-
N-2[10]	●	●	-
N-3	-	●	-
N-4	-	●	-

[9] For this analysis, population density is based on census tract data and includes low (less than 700 persons/square mile), medium (700-4,999 persons/square mile) and high (5,000 persons/square mile and greater).

[10] A significant portion of Gap N-2 is planned for future high-density residential development.

Parks, Recreation & Trails Master Plan



- Neighborhood and Community Parks 1/2 Mile Buffer - Service Area Radius Method
- Neighborhood and Community Parks 1/2 Mile Service Area - Network Method
- School
- City Limit
- Stream
- Lake
- Existing Trails
- Multi-use Trail (Non-City)
- Railroad
- Expressway
- Arterial Road
- Local Street
- District Park
- Community Park
- Neighborhood Park
- Other City Public Lands (Intended for recreational uses)
- City Open Space - Easement/Option
- City Open Space and Public Lands
- County Open Space (fee and easement)
- Public Golf Course
- Private Golf Course
- Greenway Lands
- Other City/County/State Lands

Map 2: Park Access

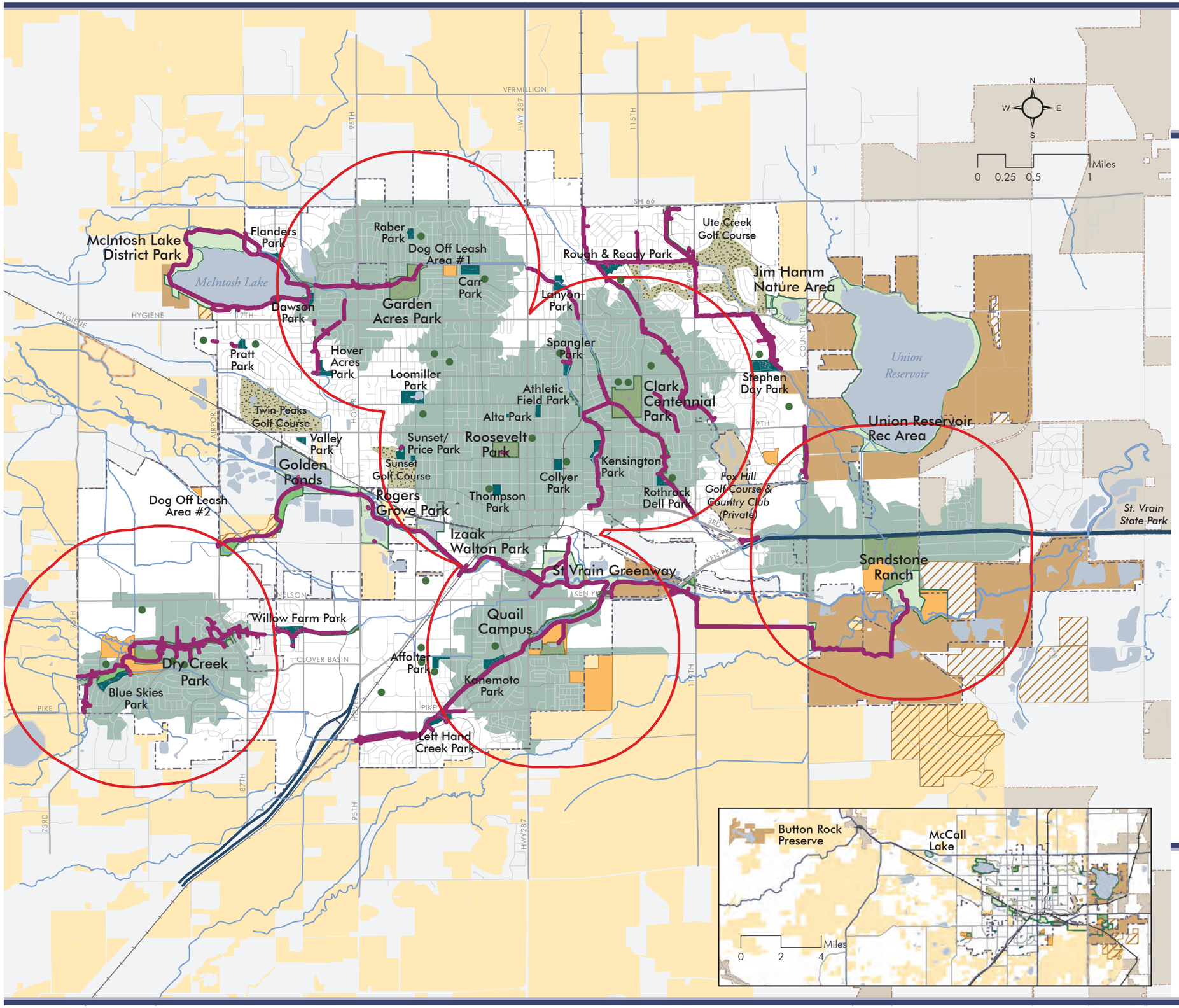
MIG

Data Source: City of Longmont
NAD 83 State Plane North

1.3.14

Parks, Recreation & Trails Master Plan

CITY OF LONGMONT COLORADO



- Community Parks 1 Mile Buffer Service Area Radius Method
- Community Parks 1 Mile Service Area Network Method
- School
- City Limit
- Stream
- Lake
- Existing Trails
- Multi-use Trail (Non-City)
- Railroad
- Expressway
- Arterial Road
- Local Street
- District Park
- Community Park
- Neighborhood Park
- Other City Public Lands (Intended for recreational uses)
- City Open Space - Easement/Option
- City Open Space and Public Lands
- County Open Space (fee and easement)
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- Private Golf Course
- Greenway Lands
- Other City/County/State Lands

Map 3: Community Park Distribution

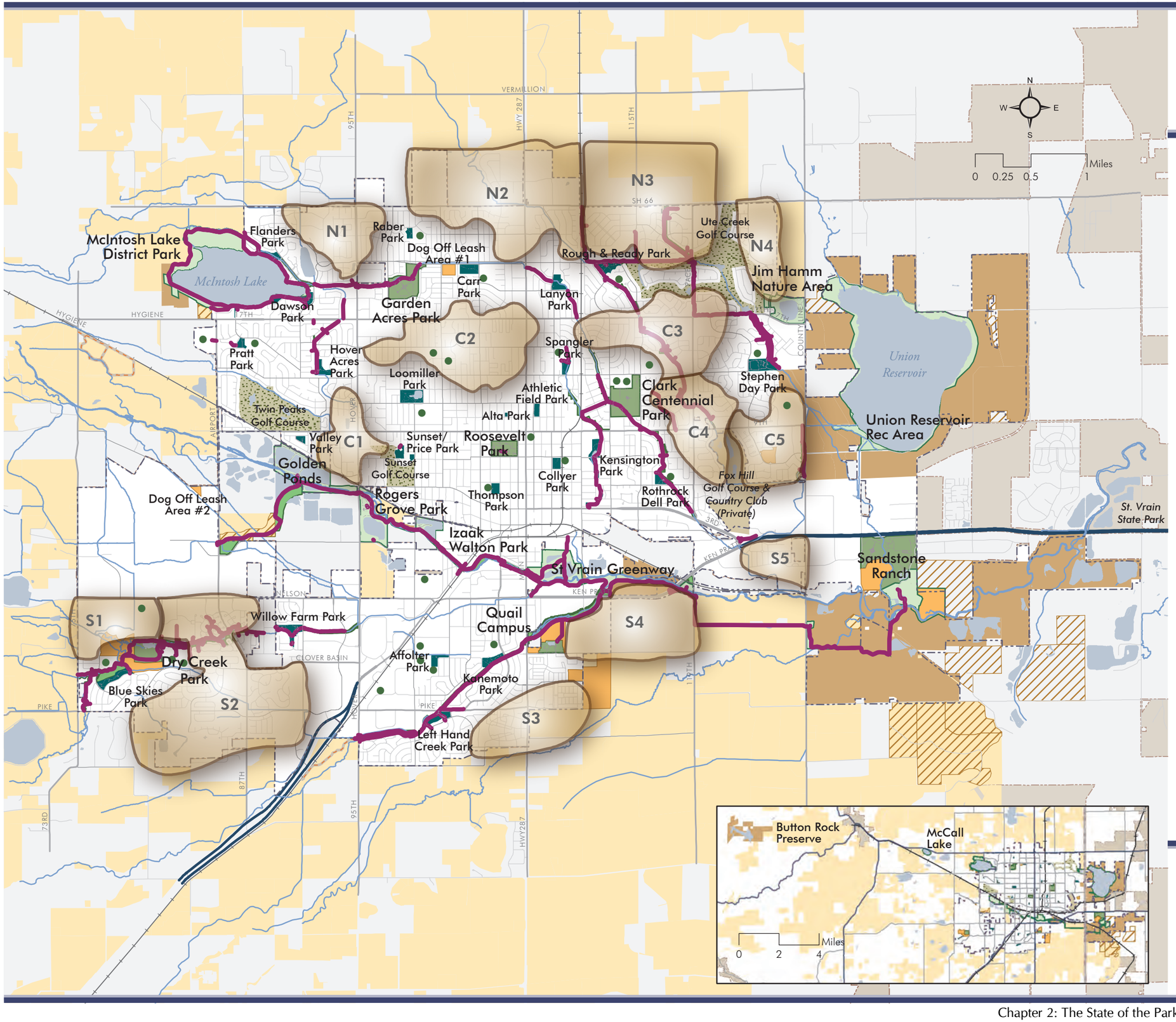
MIG

Data Source: City of Longmont
NAD 83 State Plane North

1.3.14

Parks, Recreation & Trails Master Plan

CITY OF LONGMONT COLORADO



- Gap Area
- School
- City Limit
- Stream
- Lake
- Existing Trails
- Multi-use Trail (Non-City)
- Railroad
- Expressway
- Arterial Road
- Collector Road
- Local Street
- District Park
- Community Park
- Neighborhood Park
- Other City Public Lands (Intended for recreational uses)
- City Open Space - Easement/Option
- City Open Space and Public Lands
- County Open Space (fee and easement)
- Public Golf Course
- Private Golf Course
- Greenway Lands
- Other City/County/State Lands

Map 4: Gap Areas

MIG

Data Source: City of Longmont
NAD 83 State Plane North

1.3.14

Off-Street Trails Access

Trails, and the activities residents enjoy while using them, are an important focus in the community. Access to trails was the top priority for respondents as the feature they would like to see close to home. Therefore, access to off-street trails was analyzed using the same network methodology described for the park access analysis.

The City currently does not have a trail service area standard, so an analysis of ¼ and ½-mile was completed using the network model of the City. These distances are generally accepted as how far most pedestrians are willing to travel to access transportation/transit. Map 5 depicts the results of the analysis.

As the analysis shows, a significant portion of Longmont has access to the trail network within either ¼-mile or ½-mile. In addition to the trail network, many existing parks have internal loop pathways and/or tracks that provide trail-related benefits. One example is the loop at Roosevelt Park. Another compliment to the trail network is the City's system of alternative transportation routes and bikeways within the right-of-way. These also provide added connectivity and access to the off-street trail system which is the focus of Map 5. According to Map 5, there are several areas without the desired level of nearby trail access. These include areas along the City's perimeter and a large gap area in the center of the city, primarily west of Main Street. Table 2-8 identifies the level of trail access for each of the park gap areas that were summarized in Table 2-7.

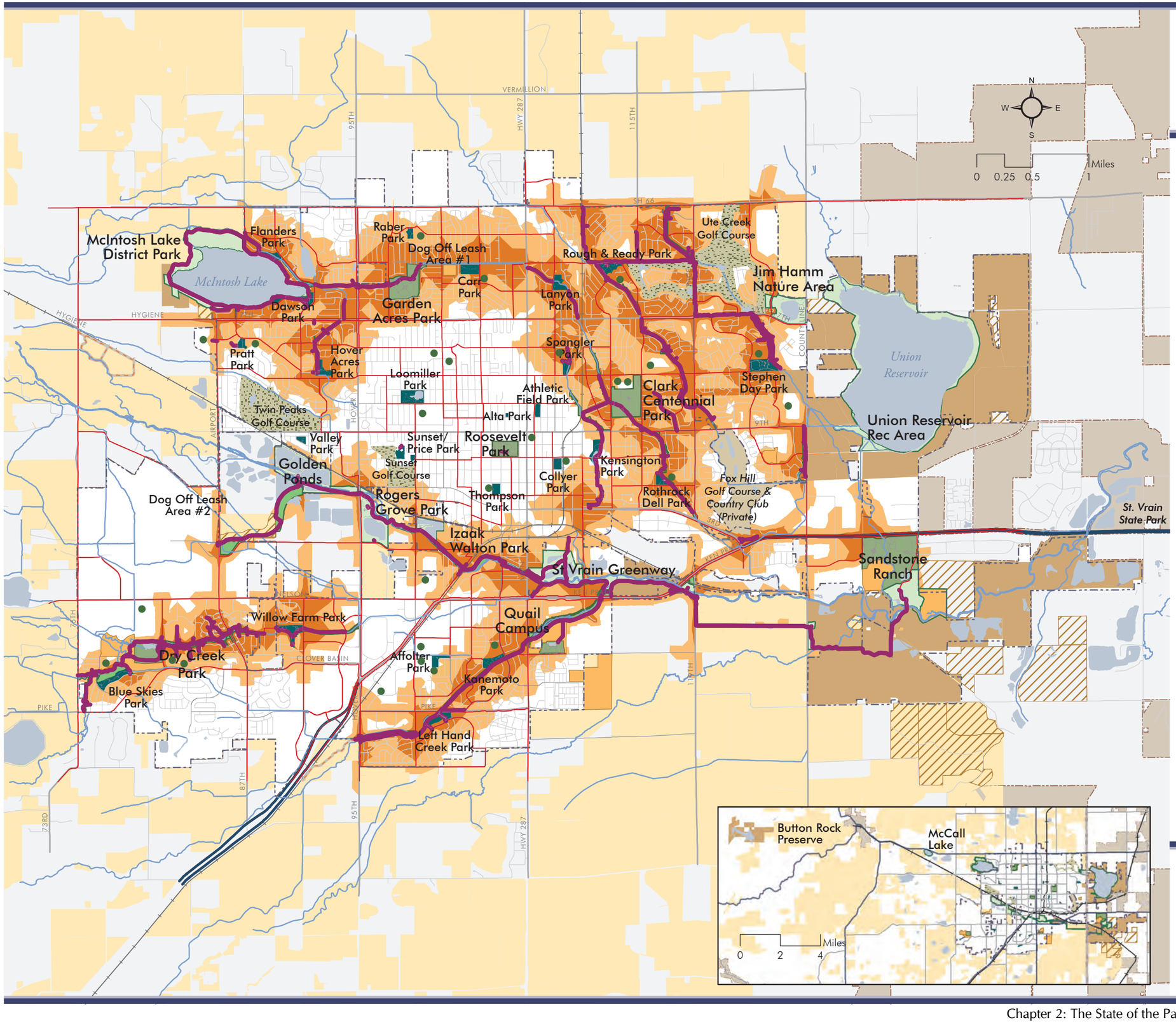
Table 2-8: Trail Access in Identified Gap Areas

Gap Area	Within ¼ - ½ mile to an existing trail[1]	Planned Population Density		
		High	Med	Low
S-1	◒	-	-	●
S-2	◒	-	●	●
S-3	◒	-	●	-
S-4	◒	-	-	●
S-5	◒	-	-	●
C-1	◒	-	●	●
C-2	-	●	●	-
C-3	●	●	●	-
C-4	●	-	●	-
C-5	◒	-	●	●
N-1	-	●	●	-
N-2	-	●	●	-
N-3	◒	-	●	-
N-4	◒	-	●	-

[1]Notes: -- = outside of service area, ◒ = partially within service area, ● = mostly within service area

Parks, Recreation & Trails Master Plan

CITY OF LONGMONT COLORADO



- 1/4 Mile Trails Service Area
- 1/2 Mile Trails Service Area
- School
- Existing Trails
- City Limit
- Stream
- Lake
- On-Street Bicycle Transportation Routes (bike lanes, bikeways, bike routes, etc.)
- Multi-use Trail (Non-City)
- Railroad
- Expressway
- Arterial Road
- Collector Road
- Local Street
- District Park
- Community Park
- Neighborhood Park
- Other City Public Lands (Intended for recreational uses)
- City Open Space - Easement/Option
- City Open Space and Public Lands
- County Open Space (fee and easement)
- Public Golf Course
- Private Golf Course
- Greenway Lands
- Other City/County/State Lands

Map 5: Existing Trails Access

1.3.14

MIG

Data Source: City of Longmont
NAD 83 State Plane North

As Table 2-8 indicates, most of the park gap areas have nearby access to trails. Three gap areas (C-2, N-1 and N-2) do not have nearby trail access. In additional to non-motorized transportation options, trails provide desired recreation opportunities such as walking, running, rolling, and cycling. As both a more pleasant transportation route for pedestrians and cyclists and a recreation destination themselves, trails have the potential to reduce the need for proximity to additional parks in several of the gap areas identified on Map 4.

Roosevelt Park

The trail gap areas located near the edges of the city generally have a medium to low population density currently but the northern edge (N-1 and N-2) are planned for additional development. The trail service gap in gap area C-2 has the largest underserved area and has a high population density. Given the development patterns in this area of Longmont, the City's longstanding approach to trails (following natural and man-made drainages) will not create opportunities here.

Unique Sites

The analysis of unique or destination sites originated from community input about the desire to support a variety of uniqueness in Longmont's parks. There was a strong interest in sites that serve a broad audience, include a wide variety of activities, and contribute to the community's identity in some way. This type of site (Sandstone Ranch, Union Reservoir, and Roosevelt Park were often named) has a unique draw, which may be unrelated to park classification.

Qualitative analysis based on community input and observations of the sites named by the community resulted in a set of factors that, when added together, raise the identity of park sites to a higher level. These factors include:

- Supporting a range of activity formats and types, from casual walking and enjoying scenery, to organized sports and fitness activities;
- Providing hubs or gateways in the trail system;
- Designing to highlight a unique location in the community;
- Containing unique, identifying feature(s);
- Hosting community and family gatherings or events; and
- Driving visitation to Longmont and increases park/facility use;

Most of Longmont's parks contribute in some way to the identity of the system and the city. Beyond this basic level of identity, the analysis revealed clusters of sites with a shared identity or association with a natural, cultural or historical feature that have a key role in shaping Longmont's identity.

Historic Cluster

Dawson Park

Roosevelt, Collyer and Thompson Parks can be considered together as a cluster both for their historic story and as central downtown parks with mature landscaping. Roosevelt is already a key to the community's identity and is heavily used supporting downtown events and parades. The downtown/Main Street corridor and budding Arts and Entertainment District also serves as a temporary event "park" setting for many of the community's signature events (such as Festival on Main, Artwalk Longmont and the Halloween Parade) contributing to this cluster.

Lake McIntosh Cluster

McIntosh Lake District Park, Dawson Park and Flanders Park all feature water-edge activities and scenery. Taken together, these sites create a complete loop around McIntosh Lake. These sites create a unique opportunity to integrate nature into the city park experience.

Quail Cluster

Quail Campus

The recreation facilities at the Quail Campus are already a focus of local and visitor attention, combining the recreational and historic/cultural interests. When built out, this campus, along with the nearby future parks (Wertman and Sisters) will be unique in its combination of outdoor spaces and major indoor facilities. As planned, this will be one of the signature sites in the parks, recreation and trails system.

Sandstone Ranch Cluster

The pairing of a community park and a district park at Sandstone Ranch creates a combination of natural and developed features at a level not found at any other site. This cluster offers opportunities to introduce park users to nearly all of the opportunities Longmont's parks, recreation, and trails system offers and is also at the confluence of the St. Vrain Greenway and Spring Gulch #2 Greenway. This cluster, along with the Union Reservoir-Jim Hamm Nature Area-Stephen Day Park Cluster are important access points and destinations in what could potentially be the longest off-street trail network in the city.

St. Vrain Greenway

The combination of the district parks along the St. Vrain River, when considered as a cluster, meets each of the identified factors. Additional investment and access could enhance the appeal and could also help serve identified park and trail gap areas.

Union Reservoir-Jim Hamm Nature Area-Stephen Day Park Cluster

Union Reservoir is already considered a destination; however, the enhancements identified in the Union Reservoir Recreation Master Plan (including a future trail) could expand its destination potential along with key trail connections. Additional improvements in this cluster at Jim Hamm and along the Spring Gulch #2 Greenway create a loop of connected parks that not only offer nearly every outdoor activity available in Longmont's parks, recreation, and trails system, but also connect to the Sandstone Ranch cluster and beyond.

Role of Unique Sites

Identifying these unique park sites creates the potential to plan to improve them in a more unified way and make the most of their ability to distinguish Longmont. Thematic development at the time of master planning also helps unify a park and create a unique identity. Recognizing these sites does not mean that they are the only sites with their own distinct identity. Other sites, including Garden Acres and Clark Centennial community parks, as well as numerous neighborhood parks, each have varying degrees of identity expressed through their offered recreation facilities, art and site design. While these sites are important to the function and identity of the overall system, these sites do not currently have the variety of experiences observed in the community identity clusters.

Recreation Facilities Analysis

Providing recreation facilities and programs to support a range of programmed and self-directed activity is an important and valued service in Longmont. The analysis of recreation facilities is focused on the types of major facilities (athletic fields, pools) that are critical to providing this range of recreation options. These recreation facilities also all require a large amount of land, have a relatively high development cost, and require a higher commitment of maintenance and operations resources. Recreation Services facilitates programming, including league sports, tournaments, classes and camps, which maximize the use of both indoor and outdoor athletic facilities, classrooms and public spaces.

Community Workshop

The Parks, Recreation, and Trails Master Plan process offered opportunities for residents to identify the types of desired recreation facilities. A focus group with recreation program providers and discussions with facility users and sports groups provided valuable feedback to inform the plan. The analysis of recreation facilities also included a capacity review of existing athletic fields and a review of the distribution of aquatics opportunities. Findings and recommendations related to recreation programming are addressed in the Recreation Master Plan, a separate, parallel effort.

Athletic Fields

The results of the analysis of field capacity indicated that play is limited by external constraints. The field use season (March 1 to the first week in November) is determined by a combination of the start of competition for state-wide sport organizations and the availability of water to bring the fields to playable condition. It should be noted that state-wide sport organizations would be on the fields at the beginning of February until the end of November if permitted by municipalities. The March 1 start date is a particular pressure point as it is not always possible to prepare the fields adequately before the start of play and spring frost can damage turf areas. Irrigation is often not available until mid-April. The first and second week of May is the peak of the season for outdoor field use with soccer season overlapping with baseball and softball seasons.

It is also clear that existing City fields are heavily programmed, with 2012 numbers exceeding 5,500 participants utilizing ball fields over the season. These seasons run for an average of 12-13 weeks with each participant having an average of 3-4 hours per week on the fields. Additionally, there are nearly 3,000 participants on multi-use fields (soccer, football, lacrosse, etc.) with the same season parameters of 12-13 weeks and 3-4 hours per week on a field for each participant. This use adds up to over 200,000 hours of use per participant on ball fields and over 100,000 hours of use per participant on multiuse fields. The majority (80%+) of these participants are Longmont residents. This includes City league softball with over 3,000 participants playing adult softball Monday-Friday from mid March through late October. Almost every time one of these participants utilizes a field, they bring one to three spectators on average. While these spectators do not wear the field, they are an impact on facilities from parking to benches to restrooms. Most of this use is occurring in the prime playing times between the end of the school day and dark during the seasons described above. Play is extended on some fields using lighting.

Tournaments (specifically baseball and softball) are in high demand, with 32 of 40 possible weekends booked for 2013 as of the end of March 2013. Most of these tournaments are a regional draw and bring in hundreds of participants and spectators into the city every weekend creating a positive economic impact. Of special note is an annual Independence week softball tournament that brings in almost 50 teams (over 2000 participants and spectators) from all over the country that stay in Longmont for six to seven nights.

The use of multi-use fields (for soccer, football, etc.) has been extremely flexible and is not dependent on the design of the turf area. Full-size fields at Sandstone Ranch are used for games only and are often divided into multiple smaller fields to maximize playing time. This places higher demand on

supporting amenities, such as parking and restrooms. Parking at Sandstone Ranch Community Park is designed to allow for overflow into the ball field parking on the other side of the park, but the more convenient parking fills quickly.

Sports groups reserve blocks of time and then maximize the use of the fields within their allotted time, configuring and scheduling as appropriate for different age groups and for practice or game play. In all parks with enough rectangular space for some level of play, Recreation Services and the sports groups are utilizing the space as a sport field. St. Vrain Valley School District fields add capacity in the city, but mainly at the youngest levels of play. High quality high school fields are exclusively scheduled for school sports. Middle school and elementary fields are not developed or maintained to the standards Longmont residents desire, but they are used due to the lack of field space.

The current level of play on City fields is a balance between the capacity of the fields, the level of maintenance required to keep them safe, high quality field turf, and allowing minimal time for field resting and rescheduling options for rain cancelations. Additional playing time could be squeezed out of the fields but would come at a cost to quality of the playing conditions, especially later in the seasons. In this situation, artificial turf is often considered for the highest intensity fields, allowing a more intensive schedule on those fields (requiring no rest and a longer playing season). Due to the higher cost of installation, artificial turf fields would probably not cost less on a per-field basis, but would provide considerably more playing time for that investment. Improvements or additions to the City's athletic fields will modify the current balance of play (particularly for community sports groups) between School District and City fields. Typically sports groups will maximize their time on the best fields available, constrained only by the cost of field time and their participant's willingness to pay. This effect can also come into play at the regional level where tournament play and the highest levels of competition will choose to locate to the best fields available to them. The quality of the recreation facilities available in Longmont will impact both local and regional demand for their use and impact the direct and indirect economic return on this community investment.

Aquatics

Centennial Pool and the Longmont Recreation Center are the two public recreation facilities in Longmont with indoor aquatics opportunities. Private providers also exist with significant use at the YMCA, Fox Hill Country Club and the Longmont Athletic Club.

Centennial Pool Use

Centennial Pool is the only indoor pool in Longmont large enough to host swimming and diving meets. Of the aquatics user groups that participate in meets, Centennial Pool is the home to all four High School swim teams and the two USA competitive swim teams. Additional groups that utilize Centennial Pool include divers, two Masters Swim groups, recreational swim teams, Special Olympics, the Tri Peaks Youth Triathlon Team, swim lessons, fitness classes, Skyline High School P.E., American Red Cross classes, open swim/lap swimmers, scout groups, kayak groups, and the community for birthday parties and community events like the Longmont Triathlon. Annual attendance at Centennial Pool in 2012 was 128,718. Details of use by each major group are provided below.

High School Swim Teams. The high school teams that utilize Centennial Pool include four High School girls swim teams and two High School boys teams totaling approximately 250 participants. Due to the limited practice times and space available at Centennial Pool, the teams rotate swimming at Centennial Pool and the local YMCA. Although swimming at the YMCA allows the teams to have more swim time, it doesn't provide the same practice experience as Centennial Pool due to the lack of starting blocks, diving boards and spectator seating. Additionally, while most High School swimmers are participating in two-hour practices each day, Longmont teams are limited to 1.25 hours per day. Due to the demand on the facility, home swim meets for the High School teams are limited to less than three hours, including warm-up time. This is not adequate time for the teams to hold two heats of each event; therefore many swimmers are not able to participate in their home swim meet.

Diving. The High Schools also have diving teams, with approximately 20 participants, which utilize the diving area while the High School swim teams are practicing. The High School Diving competitions are held at the same time as the swim meets. In addition to the High School diving teams, Centennial Pool offers diving lessons and a recreational (CARA) diving program. These programs are instrumental in providing a feeder program for the High School diving teams. The diving program averages 45 students, although it is constrained by the limited pool time available.

USA Teams & Youth Triathlon Team. Three USA teams rent Centennial Pool for practices. The Redtails Swim Club practices and uses four to six lanes depending on the time of year. The Club averages 12 hours of use per week. The Fox Hill team (which also utilizes the private outdoor pool at Fox Hill Club) currently rents Centennial one hour per week for nine months of the year. The other USA swim team, the Gurgles, rents two lanes of Centennial

Pool for five hours per week. The Tri Peaks Youth Triathlon Team continuously seeks pool time for their swim practices. All of these teams combined represent approximately 160 participants. The Redtails host two half day swim meets and one weekend swim meet annually. The Gurgles and Fox Hill teams do not host meets at Centennial Pool.

Masters Swim. Centennial Pool hosts two sessions of Masters Swim, a morning and an evening session. The Masters Swim Programs are swim teams for adults ages 19 and older. Presently, the morning group meets three days per week and the evening group meets two nights per week. Both groups average 18-24 swimmers. The morning group utilizes four of the six lanes, which affords two lanes to drop-in lap swimmers. The evening group also utilizes four lanes while also sharing pool space with an older age group swim team (CARA).

Recreational Swim Teams. In addition to the recreational diving program, Centennial also has a City-sponsored (CARA) recreational swim team, which meets two nights per week, year-round. To accommodate the number of swimmers (approximately 75 swimmers during the school year and up to 90 during the summer) within the 1.5 hours the team has the pool, they split into three different work-out groups. The CARA program also shares pool space the pool with the evening Masters group as mentioned previously.

Special Olympics. To accommodate Special Olympics, the Special Olympics team has had to split between Centennial Pool and the Longmont Recreation Center to accommodate both the expanding Special Olympics and CARA swim teams. Independent swimmers utilize the Recreation Center Pool while assisted swimmers are at Centennial Pool. The team practices once a week on Friday evenings for one hour. The split between recreation facilities has lessened the team camaraderie and has created a need for additional volunteers to assist with the program.

All in all, of the 88 hours per week Centennial Pool is open, 58 hours are utilized by competitive and recreational swim teams/groups which currently represent approximately 500 local participants.

Other Users: The remaining 30 hours per week at Centennial Pool are programmed for a combination of lap swim, open swim, swim lessons, fitness classes and Skyline High School P.E. classes. Presently, all of the programs mentioned above have requests in for additional pool space/time. The High School teams would prefer practicing full time at their home pool and have the ability to dive off starting blocks at every practice. The Masters group would like more time for evening practices. CARA swim and dive teams need more time in order to increase participation and reduce the number of people on wait lists. Additionally, the Special Olympics team would prefer to practice on a night other than Friday. The Gurgles USA

Swim team is interested in establishing a development team to feed into their regular team, and the Youth Triathlon teams needs dedicated time and space. There are also additional time and space needs for lap swimmers, scout groups, residents, etc. who would like access to the pool.

Additional use and time constraints at Centennial Pool include:

- American Red Cross classes (lifeguard and swim lesson instructor classes) held several times throughout the year.
- Friday nights and weekends are as tightly scheduled as weekdays.
- In addition to one of the Masters groups, which has been utilizing Centennial Pool on Saturday mornings since the 80's, both USA teams also currently practice on weekend mornings (one on Saturday and one on Sunday).
- Citizens rent Centennial Pool for birthday parties and gatherings.
- Swim lessons and fitness classes are held.
- Open kayak and kayak rentals also use the pool during the Fall/Winter and early Spring. Friday nights are extended to accommodate the Youth Kayak Club which has 15-20 kayakers every Friday night until 9 p.m.
- On Saturday and Sundays, Centennial Pool is thoroughly programmed from 6:45 a.m. until 4 p.m. on Saturdays and 10 a.m.to 6 p.m. on Sundays. With the rentals and kayak participants, the hours stretch to 6 p.m. on Saturday's and 9 p.m. on Sunday's.

An additional constraint to Centennial Pool being utilized as a competitive facility is the undersized spectator area. Although Centennial Pool is the only pool in town capable of hosting swim meets, the observation area available for spectators is severely undersized. Bleacher seating is available on two of the three sections of the upper area; the 3rd area is designated as a small fitness room. Even with movable chairs on the deck and re-locating all of the exercise equipment in the fitness area, the space is inadequate. In 2013, the Centennial Pool facility hosted a recreational (CARA) swim meet. Spectators arrived at the meet at 12:30 p.m. in order to save their spot to watch the 4 p.m. swim meet. The USA teams have the same spectator problems when hosting meets and have trended towards hosting small meets due to the inadequate recreation facilities. The USA teams generally host one big meet a year and two smaller meets to avoid the overcrowding in the spectator area.

Also recently in 2013, the School District began hosting the "All City" swim meet on a Saturday after swim lessons as opposed to hosting dual swim meets during the late afternoon. This allows the teams to have two heats per event and allows all teams the opportunity to participate in the meet. This

arrangement also affords working parents the opportunity to watch their child swim locally.

Longmont Recreation Center Pool Use

In 2002, the Longmont Recreation Center pool was opened with the philosophy of offering aquatics patrons the opportunity for drop-in and open swim at any time of the day or evening. This philosophy eliminates all practice opportunities until late evenings. Most teams are unable to start practices after 8 p.m. due to the practice times not being conducive to students. The Recreation Center pool design was geared to meet the swimming needs of the leisure swimmer. At the time the center was built, National trends indicated that 85% of swimmers went swimming for the purpose of splashing around, getting wet and having fun. This is in contrast to 15% of people swimming for fitness or competitive purposes. It is estimated that 55% of those using the Recreation Center go to the pool. This is approximately 258,500 people annually.

During the design process, the lap lanes at the Recreation Center were narrowed by 36" (6" per lane) to help bring the facility within budget. The narrow lanes make it difficult for multiple swimmers to practice in one lane. The leisure pool was also reduced in size due to budget constraints. With the construction of the aquatics facility at the Longmont Recreation Center, Centennial Pool became the City's primary "programmed" pool and open swim opportunities at Centennial Pool were minimized. Monday through Friday during the school year, Centennial Pool is not available for lap or open swimming after 2:30 p.m. In the summer, Centennial Pool is not available after 3:30 p.m. From opening until mid-afternoon, lap swim is offered in conjunction with open swim, swim lessons and fitness classes. The later part of the afternoon, Centennial Pool either has High School swim teams or the USA swim teams utilizing the pool. During these practices, Centennial offers swimming lessons to the general public. Swim lessons can only be offered two days a week, as swim meets are held on the other days. In the earlier years of Centennial Pool, this sharing of the pool space was adequate, but this is no longer the case. Swim lesson participants are not getting a quality swim lesson as they have to crowd into a single lane of the pool to be taught how to swim. Meanwhile, the High School teams get pushed into fewer lanes and do not have the space they need to run efficient practices.

Distribution of Aquatics Facilities

Clarifying and classifying different types of aquatics facilities allows the distribution of these sites to be examined against the population distribution. There are several types of aquatics opportunities in Longmont offering a range of activities from water play to competitive swimming. The existing options include:

- Lap pool;
- Recreational pool;
- Competition pool;
- Indoor and outdoor pools;
- Activity pools;
- Splash pads; and
- Swim beaches.

In general, aquatics are a high demand facility that many residents are likely to travel a greater distance to visit. As with the park and trail access analysis, three demographic screens were considered against the distribution of aquatics opportunities (Table 2-9). Based on the analysis, the northwest and far southwest areas of Longmont are the residential areas furthest from existing aquatic options.

Table 2-9: Aquatic Facility Distribution

Aquatic Facility	Type	Location	Population Density		
			High	Med	Low
Centennial Pool	Indoor Pool – Competition	Northeast	-	●	-
Longmont Recreation Center	Indoor Pool – Lap and Recreational	South	●	●	-
Sunset Pool	Outdoor Pool – Lap and Recreational	Central	-	●	●
Kanemoto Park[11]	Activity Pool	South	-	●	●
Roosevelt Park	Activity Pool	Central	-	●	-
Stephen Day Park	Splash Pad	East	-	●	-
Sandstone Ranch	Splash Pad	Southeast	-	-	●
Union Reservoir	Swim Beach	Northeast	-	-	●

Additional aquatics options in the community will impact both the community's total investment in ongoing operations and maintenance (pools are resource intensive) and the use of existing recreation facilities. Depending on the exact recreation facilities included, older sites may be rendered duplicative or outmoded.

[11] Destroyed in 2013 flood

3. FUTURE PARKS, RECREATION, AND TRAILS SYSTEM

The Parks, Recreation, and Trails Master Plan establishes a vision for the future that is particular and unique to Longmont. This vision is built on the existing, high-quality investments that the community has made throughout its history, an extensive public process and technical analysis. Through this process, a broad collection of ideas was refined into a set of goals that reflect the expressed priorities of the community. The plan goals and recommendations provide guidance for the community, the Park and Recreation Advisory Board, City staff, and the City Council toward achieving this shared vision.

Lanyon Park

Plan Vision

Longmont's well-designed and maintained system of parks, recreation facilities, and trails are an integral part of the community: they are relevant to the times, tailored to meet neighborhood, family and individual needs, accessible, and support a healthy, engaged, and economically vibrant Longmont.

System Concept

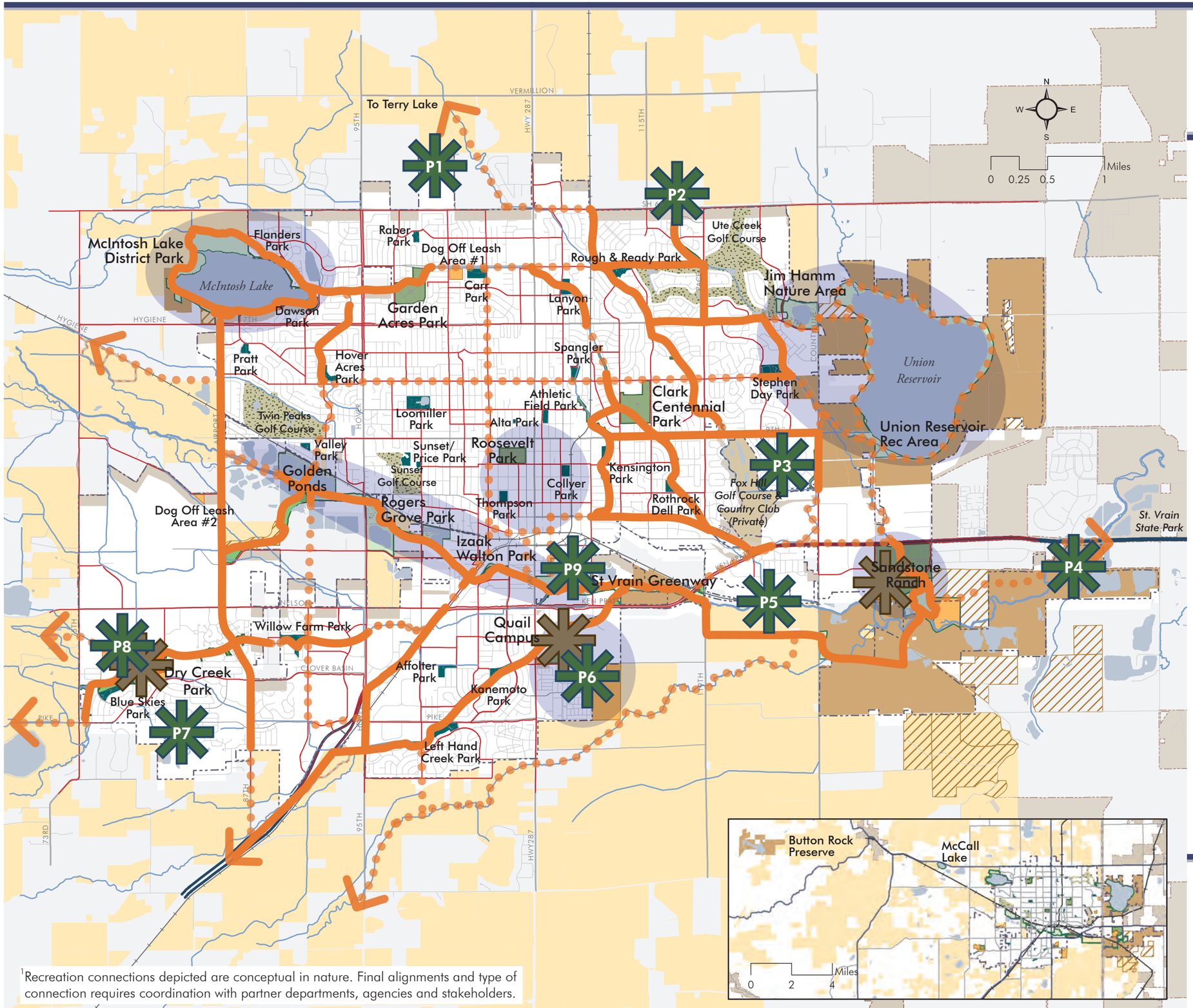
Map 6: System Concept provides a visual guide to the future system, illustrating the plan goals and key recommendations for the physical improvements to the system. This concept brings the City's focus to a system-wide level. The planning process has provided the community, City staff and decision makers an opportunity to look at the big picture, backing away from one site, one recreation facility or other project. Understanding the interrelationships between these varied interests is particularly important to ensuring the long-term financial sustainability and equity of City investments.

Blue Skies Park

The concept for Longmont's future park, recreation and trails system builds on the existing assets and ties the role of trails and other recreation connections into the system plan. In this concept, **existing parks and recreation facilities** are renewed and sustained over time to acknowledge and protect the value of these community assets. **Future park and recreation facility development** complete the system, making parks and recreation facilities available equitably throughout the community. The lands and facilities are connected and augmented by trails and other forms of **recreation connectivity**. In order to spread the benefit of active transportation and trail-related activities, the recreation benefits of the trails system are pushed beyond the city's rivers, creeks and park lands. The concept includes new types of connections that bring the trail experience to the streets of Longmont.

Longmont's park, recreation and trails system is made up of unique places, each of which contributes to an overall identity, livability, economic value, and environmental health of the community. Defining **community identity clusters** from these unique sites will focus City efforts to shape how Longmont is perceived within and outside of the local community.

Parks, Recreation & Trails Master Plan



- Existing Enhanced Recreation Connection
- Proposed Enhanced Recreation Connection [1]
- Future Park Development
- Future Recreation Facility Development
- Community Identity Cluster
- City Limit
- On-Street Bicycle Transportation Routes (bike lanes, bikeways, bike routes, etc.)
- Multi-use Trail (Non-City)
- Railroad
- Expressway
- Arterial Road
- Local Street
- District Park
- Community Park
- Neighborhood Park
- Other City Public Lands (Intended for recreational uses)
- City Open Space - Easement/Option
- City Open Space and Public Lands
- County Open Space (fee and easement)
- Public Golf Course
- Private Golf Course
- Greenway Lands
- Other City/County/State Lands

[1] Recreation connections depicted are conceptual in nature. Final alignments and type of connection requires coordination with partner departments, agencies and stakeholders.

Map 6: System Concept

MIG

Data Source: City of Longmont
NAD 83 State Plane North

1.3.14

Goals and Recommendations

The envisioned system of the future is based on a set of five system-wide goals. The goals describe what will be needed over time to fulfill the vision and complete the future system. Each of these goals represents one aspect of the overall direction of this plan. For each goal, a series of recommendations provides the actions that will move Longmont toward its envisioned parks, recreation and trails system.

Willow Farm Park

Goal 1. Renew

Reinvest in the existing park, recreation, and trails system and the assets within it to retain their value, quality, and appeal.

Renewal is making the most of past public investments in the parks, recreation, and trails system; bringing parks and facilities back to the desired quality and function. It is important to recognize that not all old features need to be replaced but instead could be redeveloped to meet new recreational trends and community desires. Historic features that contribute to the identity of the site and mature trees are highly valued by the community and should be preserved as part of renewal plans.

1.1 Invest Aggressively In Aging Park Sites and Systems

In order to address the accumulated renewal needs of Longmont's parks, recreation, and trails system, the City needs to commit to a high level of funding to catch-up. Catching up will require an aggressive initial investment; however, Longmont must also commit a steady stream of resources to future renewal for all park sites and recreation facilities to fund a measured and regular program of reinvestment.

1.2 Establish Trigger Points and Prioritization for Major Park and Recreation Renewal Efforts

While renewal as a whole is an ongoing process, there is a tipping point at which a site (or major portion of a site) or facility should be targeted for a major reinvestment. Unlike building systems, or some features of a park (such as a playground), there is no generally recognized standard for the lifecycle of a park. In fact, some features of a park get better with age, such as the highly valued mature tree canopy at Longmont's older parks. The City should establish a threshold or trigger for focusing attention on a particular park or recreation facility. Chapter 2 includes the results of an initial analysis of renewal need. Starting from these results, the City can identify sites that will have the most impact by factoring in park use and the role of the site or recreation facilities that need reinvestment. Potential criteria include:

- Over 30% of systems/features failed or reached the end of their expected life;

- Most recent major re-investment (more than the replacement of one feature or facility) over 20 years past;
- Upgrades needed to meet new standards or regulations (such as safety or accessibility) impacting a critical feature or more than 30% of park facilities;
- Geographic distribution of investment;
- Preserving revenue generation/cost recovery potential;
- Level of use; and
- Interest or resources available from surrounding businesses or neighborhoods.

1.3 Renew Parks and Recreation Facilities Strategically

When renewing parks and recreation facilities, focus on the function and desired mix of activities to ensure that it retains or increases its appeal. This could occur by replacing an existing feature with a better-suited type of recreation facility if warranted by trends and participation. For example, in-line hockey has faded in popularity. Therefore, when a park with an in-line hockey court is renewed, replacing the court with another desired recreation feature should be strongly considered prior to reinvesting. Renewal should also include an evaluation of infrastructure to see if a more environmentally friendly modification is appropriate, such as replacing irrigated turf with native grasses; as well as evaluating if the existing site furnishings – number & placement of waste receptacles, location of benches, etc. – are still appropriate to the community's needs and current maintenance standards and practices.

1.4 Integrate Accessibility into Renewal Projects

Golden Ponds

Utilize the prioritization of Longmont's Americans with Disabilities Act (ADA) Transition Plan (in progress in 2013) to identify park sites for renewal projects. The ADA Transition Plan will lay out a path to removing barriers that will create opportunities to combine efforts. To the extent possible, Longmont should integrate universal design principles[1] to optimize Longmont's parks and recreation facilities for usability and enjoyment by all visitors; accommodating multiple ages and levels of ability. Advancing the ADA Transition Plan should be a part of all Longmont projects. Accessibility will be required of new recreation facilities and some existing facilities once upgraded or renewed. Renewal projects represent a particularly good opportunity to integrate improved access into the existing system and double up the benefit of the capital resources expended.

[1] Universal design seeks to maximize the access and usability of a site for all ages and abilities rather than simply removing barriers to defined disabilities.

1.5 Recognize the Revenue Impact of Renewal Needs

Strategically renew revenue generating recreation facilities to maintain or enhance their attractiveness and consider the impact of aging recreation facilities on financial targets. Facilities with direct revenue, from use or entrance fees, are more sensitive to renewal needs as the paying users will have an expectation for quality. Because of this, the timely renewal of recreation facilities and supporting amenities connected to revenue generating programs (ranging from athletic fields to fitness areas, pools and beaches) is important. Major recreation facilities, such as pools can be doubly hit by the aging process. Older facilities do not attract the same range or number of users, and the facilities are often experiencing increased maintenance costs due to aging systems. These factors will strain the facility contribution to financial targets. The renewal of revenue generating recreation facilities has the potential to free up resources for the ongoing maintenance of the system.

1.6 Plan for Long-Term Renewal of All Park Systems and Recreation Facilities

Renewal is an ongoing process. When new capital investments are made or the City improves existing park lands and recreation facilities, renewal planning should be integrated into the asset management system to create a timeline for future renewal. Even the newest parks in Longmont need planning for future renewal.

Goal 2. Complete

Provide additional park land, recreation facilities and trails as an integral part of a complete community, making play and recreation part of daily life.

Quail Campus

Completing the parks, recreation and trails system will include filling service gaps in a variety of ways and creating new opportunities for play and recreation through new park facilities. Together with Goal 3, which focuses on developing the role of trails and connecting recreation facilities as a key aspect of the City's system, Goal 2 expands the system and makes strategic additions that bring Longmont closer to its vision. This goal acknowledges that no system will ever be complete - while lands and recreation facilities are relatively fixed, the people they serve will constantly be changing.

The analysis of park and trail access identified a series of gap areas where residential neighborhoods are beyond ½ mile from any community or neighborhood park, using the street and trail network. The facility capacity analysis identified the need for new recreation facilities. The recommendations below focus on filling the gaps, using a variety of strategies. Each gap area is addressed in the recommendations in this chapter, with a summary of the strategies presented in Table 3-1.

2.1 Complete the System with Future Parks

Develop additional parks to serve an expanding population and recent or planned residential development areas. The Future Park Development Areas on the Park Concept Map (Map 6) reflect gap locations in the system. These sites are numbered P1-P8 for reference, not indicating a priority order. The discussion below provides direction for each of the future park development areas. Development timelines are proposed in Chapter 4 of the Plan. Further guidance on the size and compatible amenities for each park type is provided in Appendix B: Design and Development Guidelines.

The only planned neighborhood or community park site currently included in the Longmont Area Comprehensive Plan that is not a part of this concept is the neighborhood park planned for the area south of Golden Ponds (known as West St. Vrain). This area, which has not been annexed into the City, could be more efficiently served by providing a recreation connection to the St. Vrain Greenway and the Dry Creek Greenway as illustrated in the system concept instead of another park site. Direct connections between Willow Farm Park and the St. Vrain Greenway will provide opportunities for a wide variety of park and trail related recreation activities. Additional play opportunities for children at Golden Ponds (addressed below) could also serve this area.

P1 – Future Neighborhood Park (Terry Lake site): Plans for future residential development will expand the northern edge of Longmont, and it is recommended that Longmont develop a neighborhood park to serve this area (gap area N2). A large (greater than 10 acres) neighborhood park site should be acquired and built as part of this development to balance the small parks that are the only alternative in this area.

P2 – Land Preservation for Future Recreation (Longmont Tech Center area): Future development to the north of Longmont is intentionally constrained by the Boulder County open space buffer north of Highway 66 and east of Main Street. It is recommended that a 40 acre or larger site be acquired by the City or another governmental entity and classified as Public or Quasi-Public and held for future potential recreation needs as the City heads towards build out. The site could be used for recreation facilities, such as a recreation center, a community park or a specialized outdoor adventure facility such as a bike park, a zip line course or an outdoor climbing feature. A park or recreation facility in this area would provide a balance of access to community parks as well as serve gap area N3.

P3 – Future Neighborhood Park (Fox Meadows site): A 9 acre parcel of land is in City ownership and is intended to be a neighborhood park to serve gap area C5. This park should be developed to the neighborhood park standard.

P4 – Future District Park (Boulder Creek Estates site): Develop a district park at the City Open Space property known as Boulder Creek Estates that serves as an eastern gateway and destination for Longmont and along the St. Vrain Greenway Trail/Colorado Front Range Trail. It is recommended that the site focus on providing a sense of arrival to the park, recreation and trail system, as well as interpretation of the environmentally sensitive lands at the confluence of the St. Vrain River and Boulder Creek. The site would focus on passive recreation opportunities consistent with Open Space and District Park uses. Proximity to St. Vrain State Park could be capitalized upon through development of distinctly different features or character.

P5 – Future District or Neighborhood Park (Mill Village - specific site not identified): This park would provide local park access to gap area S5, particularly if the site can be located close to Mill Village. Sensitive wildlife habitat, inadequate access and other issues have deterred development of potential district park sites in this area in the past. The City should not pursue development that would negatively impact environmental resources and pursue a location that will best serve the community. This site is conceptually shown on the map; however a specific location has not been determined. If access between this park and the St Vrain Greenway can also be provided, the park could be utilized as a trailhead or destination node along the trail.

P6 –Future Neighborhood and Community Park (Wertman and Sisters sites): Providing a neighborhood park in this area is important, as the Quail campus is focused on larger community-serving facilities. The Wertman site, a neighborhood park indicated on the Longmont Area Comprehensive Plan map, is best suited to serve the existing residences in this area. The medium and high density residential areas planned east of the Quail Campus (identified as gap area S4) will need a combination of improvements to the Wertman site and to the adjacent planned community park site (known as Sisters) to provide local park service. The balance of the community park at the Sisters site at P6 (already in City ownership) is being reserved for future land-intensive recreation facilities. Similarly to P2, outdoor adventure recreation facilities such as a bike park, zip line course or outdoor climbing feature would be well suited to this edge of the city location. Since this area is designated as one of the Community Identity Clusters, consideration of the criteria for this designation should be considered during development of this site. The combination of the sites may not require as much developed space as the two parks would if developed separately.

P7 – Future Neighborhood Park (South Clover Basin site): A neighborhood park is planned to serve residential expansion in the area south of Clover Basin Drive and is recommended to be developed. Together with Dry Creek Greenway, this site is important to serving gap area S2.

P8 –Future Neighborhood and Existing Community Park (West Grange site and Dry Creek Park): The neighborhood park (known as West Grange) planned adjacent to the northwest edge of the existing Dry Creek Community Park is recommended for development as an expansion of Dry Creek Park. This combination of sites should not require as much developed space as the two parks would if developed separately. With Dry Creek Park so close and directly connected, the neighborhood park at the West Grange site could have a smaller developed area (oriented to provide access from the north and east to serve future residential growth in the S1 gap area) and natural spaces could be included in the balance of the site for efficiency and to enhance the natural functions of the greenway as it leaves Longmont.

P9 – Future District Park (Dickens Farm Park site): A master plan for the district park to be developed along the St. Vrain Greenway at the Dickens Farm Park site was approved by City Council in July, 2013. Plans include a river park, ponds, trails, a nature play discovery trail, shelters, an informal program space, historic and environmental interpretation, as well as parking and a restroom. This site is a central access to the St. Vrain Greenway and a unique opportunity for nature-based, passive recreation near downtown and commercial areas in south central Longmont. Funding for construction of the park was re-directed after the 2013 flood, however development of this park remains a high priority for the Greenway and the park system as a whole.

2.2 Optimize Existing Parks

Roosevelt Park

Filling gaps in service is not enough to ensure that the community gets the best possible service out of the parks, recreation, and trails system. Many existing parks will need to add or enhance features to support the recreation access residents desire. Many of the park sites that are focused on sports or natural features are also important to serving elemental recreation needs and access, but they don't support the full range of desired recreation experiences at this time. At a minimum, the addition of play features should be considered for these sites. When adding to these parks, it is important to be aware of the context of the site (for example, not adding bright red and yellow playgrounds to natural areas) and to make the features both visible and accessible to the neighborhoods.

Community Parks Serving Neighborhoods

To fill identified gaps, key community parks (identified below), in addition to serving their primary role of providing space for large athletic facilities, also need to serve as the local park in lieu of a nearby neighborhood park. Playgrounds, places to gather and un-programmed play spaces are important at all of these sites to serve the local neighborhoods.

1. Sandstone Ranch
2. Clark Centennial
3. Garden Acres

When development, renewal or modifications occur in the future, Longmont should consider the best way to serve the immediate neighbors with neighborhood-serving features accessible on foot or bicycle, in addition to the features designed for users driving to the facility from across town or across the region.

District Parks in the St. Vrain Greenway

The St. Vrain Greenway is a signature feature of Longmont's parks, recreation, and trails system and is also considered a district park. It is made up of a variety of open space properties that contain the greenway trail but are not part of individual park sites (such as Golden Ponds, Rogers Grove or Izaak Walton). Future park development in this corridor (within the property already designated as the St. Vrain Greenway District Park) will include trailheads and access points as well as the development of park sites such as the Dickens Farm Park P9 and the proposed future parks P4 and possibly P5. The intent is that all sites within and adjacent to the St. Vrain Greenway will be unified in design and purpose under the Community Identity Cluster discussed in recommendation 4.1: Identify Community Identity Clusters.

Nature-Themed Play

Three of the City's existing district parks are located in areas that would otherwise not be served by a park (listed below). While each of these sites provides unique assets to the surrounding neighborhoods and the entire city, one of the activities that they do not explicitly support is unstructured play for children. Rather than adding a park or developing a portion of these sites in a neighborhood park mode, it is recommended that the City pursue adding nature-themed play elements to the sites. These features could include play areas within the natural environment or natural-looking materials and equipment (e.g., artificial climbing boulders and logs, equipment in muted or natural colors, and integrated plantings), and should be placed outside of any environmentally sensitive areas. The following sites are those where nature-themed play would be most beneficial to fill identified gaps. Play features, in addition to improved connectivity and access would allow these district parks to reduce the need for a neighborhood park.

Example: Natural Play Features

- Izaak Walton Park,
- Jim Hamm Nature Area (serving gap area N4),
- Golden Ponds (serving gap area C1), and
- Future Park P5 (serving gap area S5).

Price Park and Sunset Park

The current playground at Sunset Park is not very visible and the land at Price Park is nearly unused. There are also parking constraints resulting from the intensive use at Sunset during peak times for the pool and golf course. It is recommended that these two sites be considered together to take advantage of the high visibility of Price Park and the important assets of Sunset Pool and Golf Course. The existing Master Plan for Sunset Park should be updated to include Price Park, viewing the area as a campus to improve visibility, use and access to each asset and maximize the potential of the site as a whole.

2.3 Identify Public and Private Partner Opportunities

New park sites will not fill all of the gaps in park access. The street pattern and existing development make the addition of entire new park sites in some areas of Longmont inefficient or costly at best, and in some cases, infeasible. Furthermore, the taxpayers of Longmont have expressed strong interest in partnerships that maximize the use of their investment in sport facilities and indoor recreation facilities. It is recommended that the City continue actively pursuing partnerships with both public and private entities in Longmont to enhance the system, focusing on gap areas.

Public School Sites

Soccer at Sandstone Ranch

Two distinct opportunities exist in relation to the public schools of the St. Vrain Valley School District (School District). The first is to reinitiate efforts to renegotiate the shared-use agreement that governs City use of School District recreation facilities (everything from athletic fields to classrooms and gyms) and vice-versa. The City should continue the multi-party discussion between the appropriate parties at the City and the School District to identify the best model of cooperative use and maintenance of the City's public sport facilities (and School District facilities). The City should also engage in a discussion with the School District about the use by the community of school grounds (including playgrounds) to supplement park access. While school sites have limitations during their operating hours, these sites have important recreational value to the community. Gaining official approval and establishing a clear understanding of when and where public access is encouraged will get more benefit from the community's public school assets with little or no change to existing investments.

In cases where a school site is within identified gaps in park service, the City should consider requesting permission to develop a portion of a School District property as a small park. Such a school park could be separated from the main campus if necessary and would allow for small-scale park facilities such as play features and seating that can be accessed throughout the day even while school is in session. This type of approach would be specifically advantageous in the vicinity of gap area C2.

Private Sites and Facilities

The next level of partnership requires the City to move beyond publicly owned land and assets. In these cases, the City would explore private entities such as Homeowners' Associations, private recreation facilities and churches to establish an agreement that clarifies the level of public access that can be achieved. In these cases, the City should focus on the local access of the immediate neighbors and work with the private entities to alleviate concerns about public access. In order to secure some level of local public access, the City should be prepared to make an investment in recreation facilities to make the site appealing and safe. However, the City should only consider taking ownership or maintenance of partner sites if they are within a gap area and can meet the size, orientation, and access criteria in the Design and Development Guidelines for a neighborhood park. It will also be important to evaluate the quality and condition of any existing recreation facilities to be clear on the level of investment that may be needed to upgrade the site to public standards.

2.4 Complete Partially Developed Sites and Upgrade Existing Facilities

Completing the system will include the development of remaining phases of existing park sites, such as the Quail Campus, Sandstone Ranch and Dry Creek Park, as well as enhanced or upgraded recreation facilities that increase usability and capacity. Making further investment within existing recreation facilities and building footprints is the most cost-effective and environmentally sustainable investment the City can make in the system, especially where enhancements would provide more revenue-generating use. In most cases, the facility needs and desires are identified in the master plans for each site. Examples of capacity-increasing upgrades to existing recreation facilities beyond what is currently envisioned in the individual site master plans include:

- Upgrading competitive level athletic fields to artificial turf with lights to expand the playing capacity of existing fields;
- Enlarging the fitness area at the Longmont Recreation Center; and
- Consider combining the functions of the St. Vrain Memorial Building into the future recreation center (in 2.5 below).

2.5 Add Major Recreation Facilities to Increase Capacity

Longmont Recreation Center

As the city grows, its major recreation facilities (pools, indoor recreation spaces, and athletic fields) will ultimately not be able to accommodate the full demand. Upgrades will increase capacity to a point, but ultimately additional recreation facilities will be needed to serve the population. Furthermore, the community's willingness and ability to financially support additional recreation facilities will reach an upward limit. Additional full size competitive fields (field type dependent on projected participation) should be considered while maintaining a balance between competitive fields and other elements of the system. With this in mind, the recommended capacity-increasing major recreation facilities include:

- Building ball fields or multi-use fields in locations with existing concentrations of recreation facilities (particularly Sandstone and Dry Creek) before developing new community parks;
- Building an additional indoor recreation center with a competitive pool (size, level of City investment, and location should be based on a detailed feasibility study), this pool should replace the existing Centennial Pool, reallocating City resources to support the new facility;
- Building an outdoor leisure pool with a lap pool (as planned in the Dry Creek Community Park master plan); and
- Additional major indoor facility (currently planned as an Ice Arena as part of the Quail Campus Master Plan) in partnership as described in 2.6, below. The need for an ice facility arose during development of the Roosevelt Park Master Plan in 1998 which resulted in the opening of the Longmont Ice Pavilion, which is an outdoor facility. An indoor ice facility remains on the community's radar and gained momentum in 2007 during development of the Quail Campus Master Plan. The current Quail Campus Master Plan indicates the need for two full sheets of ice and suggests additional program elements such as a cardio fitness area, café, pro shop, and game room. Similar to the potential indoor recreation center/competitive pool facility, a facility of this size and magnitude should be based on a detailed feasibility study to identify and determine the level of investment supported and appropriate for the community.

The identified locations of planned future recreation facility sites are indicated on Map 6: System Concept. Locations are based on existing master plans and should be considered flexible based on capacity in the system and when the community is ready to fund major projects.

2.6 Critically Evaluate New Major Recreation Facilities Prior to Development

Major special use facilities should only be considered after detailed operations and market studies have been completed. The decision to move forward should be tied to identified, ongoing operational support to avoid drawing resources away from other park, recreation and trail operations (which would reduce stewardship). Operational support can come in different forms: a commitment to a level of ongoing operational funding by the City Council, a revenue target from user fees, a concessionaire agreement, or a mix of multiple sources. A public-private partnership is an option for the City to explore to provide new recreation facilities or services but the partnership should be with a stable, strongly-supported outside organization. Examples of such recreation facilities include an ice arena or competitive aquatics facility.

Goal 3. Connect

Integrate active living throughout Longmont, linking people to recreation opportunities with enjoyable and appealing routes and effective information about the system.

Example: Cycle-track in a residential neighborhood

To build a system that integrates trails as an essential service across the community, Longmont will have to expand the current understanding of what a trail can be. The trail access analysis shows that the primary and secondary greenways will not be able to serve the entire city. Connecting the system, especially north-south connections, will require the City find new ways to provide trail experiences outside of the identified greenways. These new types of connections will also help to fill gaps in the system by creating access to the most desired set of recreation activities: walking, jogging, running, rolling, and biking. Connections are also needed beyond these physical links. Informing the community about the range of opportunities available is critical to promoting activity.

3.1 Create a Network of Recreation Connections

Example: Multi-use trail in the street right-of way

Build a network of "enhanced recreation connections" that are emphasized as the major recreational routes for residents and visitors. This network starts with the primary greenways and then connects them in new ways to form loops and a fully interconnected recreational network. In order to make the connections between greenways, to cross the central portion of Longmont and to make key connections north-south and east-west, the City will need to use the existing street network. Many of these connections are currently possible using sidewalks and bike routes, but the system concept envisions something much more like a greenway trail experience added to key streets rather than the on-street experience offered by a painted bike lane. While the multi-modal transportation network with options for bicyclists and

pedestrians is vital to the transportation network, this Plan is focused on maximizing the potential in the system for the purpose of recreation and recreation connections. The two networks (transportation and recreation) will work together to create an amazingly connected city.

Example: Seating area within a planted median

A range of solutions for expanding the on-street recreational experience are possible, and have been tested in other communities. Example images of on-street connection options are provided on this page. The appropriate treatment will vary depending on the type of neighborhood or street the connection is passing through. The conceptualized network of recreation connections is illustrated on Map 6: System Concept with the built portions of the greenway and on-street system.
An upcoming Multi-Modal/Transportation Plan update should include further details (including where and how) on enhanced on-street connections appropriate to Longmont.

3.2 Utilize Recreation Connections to Address Access Gaps

The system of recreation connections is envisioned to expand recreation access in a number of areas that are currently gaps in park access. These areas should receive additional attention when prioritizing and designing recreation connection solutions. These connections will not only make traveling to parks more enjoyable, which is shown to extend the distance people are willing to travel, they will bring desired activities closer to home by providing a pleasant destination in and of themselves.

Filling Gaps: Summary
Goal 2: Complete and Goal 3: Connect include a variety of strategies for filling the gaps in the system illustrated on Map 4: Gap Areas. Creating recreation connections, or recreation connections in tandem with another solution such as nature play at a district park, is the recommended approach to expanding recreation access in service gap areas, as shown in Table 2-1. This table also shows how Goal 2 solutions will be employed in each gap area.

Table 3-1: Filling Gaps in Access

Gap Area	Goal 3.1 Recreation Connection	Goal 2.1 New Park Development	Goal 2.2 Optimize Existing Park Land	Goal 2.3 Partnership
N1	X			X
N2	X	X		
N3	X	X		
N4			X	X
C1	X		X	
C2	X			X
C3	X			X
C4	X			
C5	X	X		X
S1	X	X		X
S2	X	X		X
S3	X			
S4	X	X	X	
S5	X	X		X

3.3 Complete the St. Vrain Greenway

The spine of the network, the St. Vrain Greenway, is recommended to be completed. The completed greenway will reach across the Longmont planning area and connect to other greenway trails in the system and extend the Colorado Front Range Trail plan of which it is a part. Trail tourism can be promoted once this trail extends to the City's planning edges. This will be the signature trail in the system and should continue to be developed to the highest standards and as soon as possible. This trail is a legacy project that is an exceptional example of the City's ability to build partnerships, leverage grant funds and maximize City funds to the greatest extent possible for the greatest benefit to residents and the region. Completion of this trail, and the connections that it provides, is and will continue to be the highest priority of residents until it is complete.

3.4 Connect the Public to Information about the System

Build on existing public information efforts to inform the community about Longmont's park, recreation, and trail system. This includes using a range of tools (social media, print advertising, etc.) and resources (local businesses, schools, the chamber of commerce and community groups) to reach as wide an audience as possible. Develop a comprehensive signage and wayfinding system, including map kiosks, mileage indicators, and color coded route markers as well as interpretive signage where needed. Organize information (City website, printed materials) to be relevant to the needs of different users, and integrate the wayfinding system and identity into public information.

3.5 Provide Supporting Infrastructure and Amenities for Connections

Greenways and trails require a high level of user safety and comfort. Trail crossings and intersections with busy streets should be designed to safely and conveniently prioritize trail users in accordance with the City's Pedestrian Treatment Guidelines. Viewpoints, public art, rest areas, and points of interest should be integrated into the trail with directional and interpretive signage and turnouts. Access to the greenway system should be provided through formal trailheads that signify the entrance to a trail through signage and clearly marked wayfinding and route markers. These facilities should accommodate users by providing places for vehicle and bicycle parking, seating, water, bicycle repair stations, and recycling/trash collection. Places for equestrian staging, and public restrooms can also be added where appropriate and practical. It is also important to design trailheads that will allow for emergency and maintenance vehicle access.

3.6 Operational Support for Expanded Connections

Along with the built systems to enhance safety and comfort, the expanded system will require operational support. Patrolling efforts will need to be expanded proportionately to serve the expanding system of trails. The key feature of trails, extending long distances, requires a different type of monitoring than is required for a park site. A combination of patrolling rangers, law enforcement, and operations and maintenance staff are able to accomplish the formal and informal observation of this part of the parks, recreation, and trails system to ensure that safety issues are addressed.

Goal 4. Distinguish

Strengthen Longmont's natural, historical, cultural, and recreational identity by providing memorable places for community gathering and activities.

Distinguishing Longmont from other Colorado communities happens at multiple levels, from the smallest park to clusters of sites.

Sandstone Ranch Adventure Playground

4.1 Unify Community Identity Clusters through Planning and Design

The identity site analysis identified six clusters of sites in the Longmont system that contribute to community identity in a specific way. Longmont should address the future sites within each cluster and unify them under one master plan or guiding document per cluster. Existing sites should have a unifying plan developed that creates context for their identity. The sites should be included in the City's information (both printed maps and signage) and through pedestrian and bike routes to maximize park use, visitor generation and resulting economic impact.

The Community Identity Clusters are:

- Union Reservoir Cluster
- Sandstone Ranch Cluster
- St. Vrain Greenway Cluster
- Historic Downtown Cluster
- McIntosh Lake Cluster
- Quail Cluster

Future community identity clusters could be identified around natural features or clusters of park sites, such as Dry Creek/Blue Skies, and proposed park sites, but should be added only after the unification of the initial six clusters.

4.2 Define Distinguishing Features for All Park Types

All parks should have unique features that create an identity for the site (for example: The Barn Park is a common nickname for Willow Farm Park, due to the distinguishing repurposed barn). However, it is important to balance the unique with the standardized (for efficient maintenance) and to apply unique features selectively and appropriately to the scale of the park. For example, a special (but still off-the-shelf) playground, such as the train-themed structure at Collyer Park, would be appropriate for a neighborhood park, but a custom bench or trash receptacle would not. Larger, highly visited sites such as community parks and district parks could warrant more custom elements. It is recommended that parks within targeted Community Identity Clusters include a consistent theme across the sites, which could include internal signage, colors and finishes as well as potentially site-specific art or equipment.

Willow Farm Park

4.3 Plan for Unique Identity

Each park site should be master planned to include distinguishing features as appropriate. It is recommended that the Art in Public Places Commission be engaged with the site design process to ensure that the opportunity for identity is maximized in the commission or location of art installations at park sites.

4.4 Support Distinguishing Events

Park sites should be centers of community gathering at many different scales, from the family picnic to city-wide celebrations. Parks and recreation connections should be built and managed to support the formal and informal gatherings that create and define a community. All parks should be capable of supporting a neighborhood event (that is, an event that is intended to draw from within walking distance such as a neighborhood barbeque). Community Identity Clusters should not only support large scale events, but

Music in the park

it is recommended that clusters be the host of community signature events. Examples of such signature events include Rhythm on the River at Rogers Grove, the Kinetics Race at Union Reservoir, or the Longmont Lights event at Roosevelt Park and the historic downtown. These events could be run by the City or simply hosted at parks and run by partner organizations. The City should support community-initiated events by providing clear and consistent messages to organizers about the requirements for a successful event. The City should also clarify the expected level of support for these events throughout the City's organization, as well as other community organizations and groups, such as the Longmont Downtown Development Authority, Visit Longmont, and community groups and members. Programming goals and objectives for events are further explored in the Recreation Master Plan.

Goal 5. Sustain

Protect the long-term health of the park, recreation, and trails system through financial policies, maintenance and operations practices, and planning and design guidelines.

Sustaining the system includes the ongoing tasks, resources and attention to ensure that the community's investment in park lands and recreation facilities is protected for the long-term. This goal addressed the needs of the system that begin at construction and continue until a park or facility reaches the end of its useful life, at which point renewal projects apply.

5.1 Tie Capital and Operating Funding to New Projects

Izaak Walton Clubhouse

It is critical that the City link the cost of building new recreation facilities with the operating expenditures required to adequately maintain and operate them, even though large, one-time capital expenditures are often easier to support than the ongoing cost of staff and maintenance tasks. At the same time, the City should continue actively pursuing efficiencies in maintaining the existing park, recreation and trails system which will help meet the system's needs. As new recreation facilities are added, a fixed or even inflation-adjusted budget will not be able to keep up with the needs of the facilities. Additional operational funding (as well as investment in future renewal) must be committed when new parks and facilities are added. In the case of revenue generating recreation facilities, the assumptions about the level of City investment and the direct financial return on that investment from fees and charges should be clearly stated.

5.2 Invest in Maturing Time for Systems and Plant Material

When new parks are developed, provide additional resources (beyond routine maintenance) for an establishment period that hardens the infrastructure and makes it more durable for its useful life. This includes adjustments to systems (irrigation, electrical) for proper operation, and grow-in of the landscape. With some materials, such as native grasses, this may

take several years after initial development to make weed-free. This is an effort well spent to ensure long-term durability of the system and public acceptance of that type of improvement.

5.3 Invest in Quality and Appropriate Scale

This plan has emphasized the importance of creating identity and filling the gaps in the system. The City of Longmont has a long history of park and recreation facility investments, but the existing system and the envisioned improvements will be more than has ever been managed and maintained in the past. Ensuring the long-term sustainability of the system will require an ongoing commitment to choosing quality over quantity and balancing the investment across the system. The City should continue to utilize the City of Longmont Design Standards & Construction Specifications that spell out expectations for quality and maintainability improvements to City parks and facilities. The Longmont Design Standards and Construction Specifications, as well as the in-house Park Design and Development Guidelines, will also need to be reviewed and updated periodically to keep them current with the industry and environmentally sound and responsible.

In addition, the City should utilize the Park and Trail Planning and Development Guidelines, included as Appendix B to this plan, to identify the types of recreation facilities that should be considered as part of developing or renewing each park type. These guidelines are intended to create a framework for individual site master plans to ensure that community desires do not result in overdevelopment of a particular site. The intent is not to keep the community from meeting these desires, but rather to spread them across the system, avoiding setting a constantly expanding expectation of what will be included in each site. These guidelines are intended to optimize the functionality of each site, crafting the right balance between maximizing recreation function and optimizing lifetime operating costs.

5.4 Fine Tune a Maintenance Management Framework

Similar to balancing the investment in new and renewed facilities across the system, the City will need to balance the allocation of its maintenance resources. The needs of competitive and specialized facilities, including indoor and aquatic facilities, and higher intensity programming will naturally draw a higher proportion of the maintenance resources. The concentration of these facilities in the community parks means that the overall portion of maintenance resources committed to community parks will need to be higher than other sites on a proportional basis. However, neighborhood parks should receive adequate maintenance, and a consistent level of neighborhood park maintenance should be implemented across the City.

Lanyon Park

A fully developed maintenance management framework will provide the justification for the difference in the amounts spent at specific types of parks and regularize the amount spent at all sites within a park type. Examples of the cost factors that will differ between parks and should be detailed in the maintenance management framework include:

- **Competitive use:** The level of use and programming for training and events in completive sports facilities (especially athletic fields and competitive pools) requires additional resources to keep fields in playable condition and to maintain the type of pool needed for swimming and diving teams,
- **Revenue generating use:** Facilities that are rented out or have associated fees will command higher expectations for maintenance. Meeting these expectations is important to achieving the ongoing financial goals of the system.
- **Presence, number, and usage of restrooms:** The high level of maintenance needed for restrooms means additional funding is needed where restrooms are present and these costs will increase for each additional unit as well as the portion of the year the facility is open and intensity of park use.
- **Intensity of use:** A neighborhood park designed to the guidelines will primarily serve the immediate neighbors and will not see the same level of use as a community park. Major recreation facilities should also be allocated resources based on the intensity of use to maintain the quality environment.
- **Natural or historic features:** Unique features often require additional maintenance specific to the site. While some maintenance resources for unique features, such as art, should be included for all sites, more costly features should only be considered within community identity clusters and should be budgeted accordingly. The Art in Public Places (AIPP) pieces should continue to budget maintenance dollars for art designated in the AIPP program.

5.5 Support Resource Efficiency

Example: Community Gardening

Continuing to use limited resources in the most efficient manner possible is a key to being good stewards of the system. Three resources are particularly important to the ongoing efficiency of Longmont's parks, recreation, and trails system: water, energy, and staff time.

Water efficiency

Reduce water use through capital improvements and maintenance practices, including conversion of appropriate areas to low water landscapes, using raw water for irrigation where feasible, water harvesting, and adoption of technologies or materials that reduce water use. Inclusion of water quality treatment will protect water resources.

Energy efficiency

Implement energy efficiency improvements: incorporate solar and wind energy generation within parks, LED lighting, and improved insulation of buildings where practical.

Staffing Efficiency

Prioritize those improvements that reduce maintenance workload and cost, especially those that provide other benefits (more recreation value or playing time, less water use, etc.). For example, the use of artificial turf for competitive soccer fields would reduce turf maintenance needs while providing more playing time; benefits that may be worthwhile though the capital replacement cost is high. From a financial standpoint, staffing efficiency generally overwhelms the cost savings of energy or water conservation; however, the City should consider the long-term and environmental value of strategically investing staffing time into priority conservation efforts.

5.6 Diversify Funding Support

It is recommended that Longmont's financial policies reflect the mature status of its system and provide more focus on its long-term management.

- Update the park improvement fee to reflect the fact that much of Longmont's future population growth will be accommodated by building more capacity into the existing system.
- Seek other sources of capital development funding for further development of the system, which includes exploring options such as a sales tax or a bond.
- Seek stable operations and maintenance funding to ensure adequate resources are available for long-term sustainability, considering options such as increasing the park maintenance fee or establishing a sales tax. Building and maintaining community support for an ongoing funding source will require the City to clearly communicate the impact of these funds and how they are targeted to the park, recreation, and trails system.
- Develop a budgetary method to collect funds for future renewal of park sites, such as a sinking fund or operating reserve.
- Account for the revenue generated by recreation facilities to balance the investment in building and maintaining high quality or specialized facilities.

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4. FROM PLAN TO ACTION

This chapter includes implementation strategies and tools that Longmont will use to advance the recommendations of the Parks, Recreation, and Trails Master Plan.

Prioritization of Projects

Blue Skies Park

The Parks, Recreation, and Trails Master Plan generates a large number of projects which will need to be accomplished over time. In the coming years, new projects will also emerge. The process of prioritization can be used during the life of this plan to evaluate whether new ideas should be incorporated into the parks, recreation, and trails system.

By filtering these projects through the Parks, Recreation, and Trails Master Plan goals, the implementation will be based on a clear, well-documented and community supported path toward a shared vision for the park system.

Decision Criteria

Decision criteria will help staff, the PRAB, City Council, and the general public sort and make decisions about projects and initiatives in advance of the City's capital improvement planning process and as new projects emerge.

Must-Dos – Safety and Regulatory Projects: Some projects are required by a legal or safety reason, and must move forward quickly. The City's ADA Transition Plan lays out priorities, cost estimates, and a timeline for meeting the Americans with Disabilities Act requirements for parks and recreation facilities. In addition, the City has been evaluating the safety of all playgrounds using the Consumer Products Safety Commission and American Society for Testing and Materials (ASTM) standards. Prudent risk management requires resolving the highest priority safety hazards. There are other safety and legal obligations that may affect the parks and trails system (e.g., building and fire code, health codes, noxious weed regulations, and protected flora or fauna), and these requirements will change over the life of this plan. Projects determined to be "must-dos" based on legal or safety requirements should be the highest priority. The City's ADA Transition Plan recommends funding strategies for priority ADA projects.

Low Cost, High Impact Projects: Most of Longmont's parks projects over the past 10 to 20 years have been large projects, even when those projects have been a development phase of an even larger project (e.g., Sandstone Ranch, Dry Creek Park, and Quail Campus). In the future, small projects defined as having low cost to the City and a small footprint warrant special consideration. These interventions in existing parks can provide attention

and create noticeable change that neighbors appreciate. These small projects also offer opportunities to build community ownership through hands-on involvement in the design and even the installation. Highly visible and popular features for renewal or replacement, such as playgrounds in older neighborhood parks, are good examples of smaller projects that the City could target for quick and early action.

Alta Park

Medium and Large Projects: Longmont's park system has primarily been developed through large-scale projects and the majority of future expansion will be based from projects of this scale. Whether a full park or targeted phase of the park, renewal upgrades are significant for revitalization of the existing parks within the overall park system. The process for deciding what moves forward first needs to be transparent and justifiable to the community. The most direct way to approach these is to systematically address the sites in most need of reinvestment while also including expansion projects to serve a growing population. Ongoing collaboration with the public will be necessary to ensure that the design is responsive to local and overall community needs. Work at this scale will include many site renewal projects as well as new park developments, major recreation facilities, and expansions to the trail system. These projects should continue to be guided by a site master plan, addressing the specific needs of the site within the context of the larger system. They should also continue to look at a balanced, system-wide approach to providing for the entire community and serving all populations. Most of these projects will require design and construction assistance and will be on longer timelines.

Balancing Investment: The implementation of projects within this Parks, Recreation, and Trails Master Plan needs to rebalance the investment that the community makes in the system. This plan does not recommend shifting entirely away from building new parks in favor of repair or renewal projects. Instead the recommended improvements should be focused on meeting multiple goals, spreading the benefits of the system and moving forward with projects that advance the community furthest toward the envisioned future park system. Developing new projects while concurrently repairing and renewing parks should be done as budget is available.

The five goals of the Parks, Recreation, and Trails Master Plan along with these decision criteria provide both guidance and flexibility for the City to respond to emerging opportunities. These are intended to provide a community supported platform for staff and community members to advocate for the future investment in the park system. However, the criteria and goals are not intended to create a fixed or ranked list of all projects in this plan. Such a list could prevent projects with more potential for political support from being completed. Instead of codifying a ranked list, this plan recommends a process that begins with annual work planning which feeds directly into the City's capital improvement planning process.

Annual Work Plan

During the budget process, City staff and the PRAB should continue their annual strategic planning meeting to discuss the projects that will be advanced over the coming years. This Plan recommends formalizing this practice into development of a recommended work plan using the goals of the Plan to focus efforts for the year, recognizing the capacity limits of the City including the number of ongoing projects that can be successfully managed, staffing levels, and anticipated financial resources.

The annual work plan recommended to Council by staff and the PRAB will be the basis for the capital improvement plan (CIP) projects and resource requests submitted as part of the budgeting process. This work plan should include:

- A summary of the accomplishments of the past year;
- The previous years projects that carry over into the current year; and
- New projects.

The annual work plan will need to align with the 5-year CIP planning process and will form both the basis for new recommendations to the CIP as well as the continuation of efforts aligned with the adopted CIP. Some projects could be planned for entirely within the annual operating budget process if they fall below the current threshold ($5,000) of the CIP planning process, and if staff, capital, and maintenance resources allow.

Some project ideas could also surface which have not yet been included in the annual work plan or the Parks, Recreation, and Trails Master Plan. These should be documented for future consideration during the annual work plan or the Parks, Recreation, and Trails Master Plan update process (described at the end of this chapter). More immediate opportunities may also present themselves and should be considered in accordance with this plan and as directed by the PRAB and City Council as appropriate.

Capital Improvement Planning

The final prioritization of projects for funding will take place during the capital improvement plan (CIP) budget process and will not only rank parks, recreation, and trails projects against each other but will consider the other needs and priorities of the City. The CIP process includes a wide range of criteria to facilitate this complicated prioritization process. The level of investment at a particular site may be increased or limited based on factors such as the current or anticipated use; the portion of the population impacted; the potential impact to the level of service; safety, legal, and health requirements; reduction in ongoing maintenance costs or efficiency improvements; opportunities due to partnerships or outside funding resources; impacts to programs and services offered in multiple departments and divisions; as well as other site impacts and City objectives. A complete

listing of the criteria for ranking projects in the CIP process along with the resulting funded projects for 2014-2018, is included in Appendix C.

Project Timing and Costs

Stewardship Marker at Blue Skies Park

The recommended timing for Plan projects is determined by a mix of prioritization based on the Plan goals and a strategy for implementing projects after the necessary support has been built for new capital and operating funding. Each stage of the implementation timeline is described below:

Short term (1-5 years): projects that have been in development and reflect the priorities of the community. These projects focus on completion of existing sites, trail extensions, and immediate needs for renovation and renewal to build support for additional funding to take the next steps.

Medium term (5-10 years): projects take the first big step in increasing capacity of the system, with a new recreation center and demonstration projects showcasing on-street recreation connections, while continuing with major renewal investment in the existing system.

Long term (10-20 years) Longmont will develop many of the remaining new parks and build out much of the off-street trail system over the long term, while also continuing to maintain a balance with renewal and revitalization.

Very long term (20+ years) Longmont will be wrapping up the reinvestment in the existing system, building out the on-street recreation connections and adding, as opportunity allows, some large-scale recreation facilities that are desired by the community but require further resources. New renewal projects will be added as the system ages.

Total Cost of Ownership

The total cost of owning and operating the system is critical to plan implementation and the build-out of the system. The City of Longmont has the sophistication to critically analyze the full costs of the system and build the decision-making on this understanding.

This plan supports Longmont's effort to define the total cost of ownership by defining the three categories of costs facing the management of Longmont's parks, recreation, and trails system:

- **Capital**: the construction of new park sites and recreation facilities;
- **Operations and Maintenance**: the day-to-day costs to keep the system open, clean, and safe; and
- **Renewal**: the reinvestment in existing sites as major systems and recreation facilities reach the end of their useful life or are no longer serving public needs.

The list of key plan projects, resulting from the recommendations in Chapter 3, is broken down by timing and by these three cost types in tables 4-1, 4-2 and 4-3.

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Table 4-1: Project List with Capital Costs and Funding Sources

Preliminary Prioritization	Capital (2013 Dollars)	Park Improvement Fee	Funding Measure (Sales Tax)	Park Maintenance Fee	General Fund/Public Improvement Fund	Street Fund	Public Buildings Fund	Open Space Fund	Conservation Trust Fund	Grants	User Fees	Partners
		Potential Funding Sources										
		● = identified funding source in current budget (including partial funding) ○ = potential funding source.										
Short Term (1-5 Years)	***$33,750,000***											
Immediate Renewal/Revitalization Investment	$9,000,000		○	●	●			●	○	○		○
Implementation of Dickens Farm District Park	$3,000,000	○	○		○			○	●			○
Completion of Jim Hamm Pond District Park	$1,000,000	○	○		○			●	○			
Completion of Sandstone Ranch Community Park	$4,500,000	○	○		○				○	○		
Completion of St. Vrain Greenway (Trail)	$2,500,000	○	○		○			○	●	○		○
Completion of Spring Gulch #2 Greenway (Trail)	$5,000,000	○	○		○	●		●	○	○		
Completion of Quail Tennis Complex	$1,500,000	●	○		○				○	○	○	○
Completion of Longmont Recreation Center Master-Planned Improvements (Fitness Area)	$2,500,000	○	○		○		○		○	○	○	
Phase 1 Development of P6 (Wertman Site)	$1,100,000	●	○		○				○	○		
Phase 1 Union Reservoir Master-Planned Improvements (Interim Trail)	$650,000	○	○		○			○	●			
Short-Term Off-Street Trail Connections	$3,000,000	○	○		○	●			○	○		○
Medium Term (5-10 Years)	***$46,750,000***											
Medium Term Renewal/Revitalization Investment	$7,000,000		○		○				○	○		○
Development of P3 (Fox Meadows Site)	$1,250,000	○	○		○				○	○		
New Recreation Center*	$28,000,000	○	○		○		○		○	○	○	○
Medium Term Off-Street Greenway Connections	$5,500,000	○	○		○	○		○	○	○		○
Medium Term On-Street Recreation Connections	$5,000,000	○	○		○	○			○	○		
Long Term (10-20 Years)	***$58,450,000***											
Long Term Renewal/Revitalization Investment	$20,000,000		○		○				○	○		○
Completion of Quail Campus (not including Ice Arena)	$2,000,000	○	○		○				○	○		○
Completion of Union Reservoir Master-Planned Improvements	$9,500,000	○	○		○			○	○	○	○	○
Completion of Dry Creek Park (at P8) (not including aquatics/rec center)	$6,000,000	○	○		○				○	○		○
Development of West Grange Site (at P8)	$1,500,000	○	○		○				○	○		○
Completion of McIntosh Lake District Park	$700,000	○	○		○			○	○	○		○
Development of P5	$1,250,000	○	○		○			○	○	○		○
Development of P7 (South Clover Basin Site)	$2,000,000	○	○		○				○	○		○
Long Term Off-Street Greenway Connections	$5,500,000	○	○		○	○		○	○	○		○
Long Term On-Street Recreation Connections	$10,000,000	○	○		○	○			○	○		○
Very Long Term (20+ Years)	***$96,700,000***											
Very Long Term Renewal/Revitalization Investment	$20,000,000		○		○				○	○		○
Very Long Term On-Street Recreation Connections	$20,000,000	○	○		○	○			○	○		○
Development of P4 (Boulder Creek Estates Site)	$2,000,000	○	○		○			○	○	○		○
Completion of P6 (Sisters Site)	$14,000,000	○	○		○				○	○		○
Development of P1 (Terry Lake Site)	$2,200,000	○	○		○				○	○		○
Development of P2 (Longmont Tech Center)	$15,000,000	○	○		○				○	○		○
Ice Arena (Quail Campus)	$15,500,000	○	○		○		○		○	○	○	○
Outdoor Aquatics Center (Dry Creek Park)	$8,000,000	○	○		○		○		○	○	○	○
Total System Build Out	***$235,650,000***											

*Costs for the new recreation center are based on the assumption that the facility would be a replacement for Centennial Pool, at Clark Centennial Park or another site. Centennial Pool would be closed as soon as the new pool was available.

Table 4-2: Project List with Operations and Maintenance Costs and Funding Sources

Preliminary Prioritization	Operations and Maintenance Impact (2013 Dollars)	*Potential Funding Sources*										
		Park Development Fee	Funding Measure (Sales Tax)	Park Maintenance Fee	General Fund/Public Inprovement Fund	Street Fund	Public Buildings Fund	Open Space Fund	Conservation Trust Fund	Grants	User Fees	Partners
		● = identified funding source in current budget (including partial funding) ○ = potential funding source.										
Short Term (1-5 Years)	***$240,000***											
Immediate Renewal/Revitalization Investment	$0											
Implementation of Dickens Farm District Park	$30,000		○	○	○			○	○			
Completion of Jim Hamm Pond District Park	$5,000		○	○	○			○	○			
Completion of Sandstone Ranch Community Park	$220,000		○	○	○				○		○	
Completion of St. Vrain Greenway (Trail)	$8,000		○	○	○			○	○			
Completion of Spring Gulch #2 Greenway (Trail)	$4,000		○	○	○			○	○			
Completion of Quail Tennis Complex	$10,000		○	○	○				○		○	
Completion of Longmont Recreation Center Master-Planned Improvements (Fitness Area)	($100,000)		○	○	○				○		○	
Phase 1 Development of P6 (Wertman Site)	$50,000		○	○	○				○			
Phase 1 Union Reservoir Master-Planned Improvements (Interim Trail)	$6,000		○	○	○			○	○		○	○
Short-Term Off-Street Trail Connections	$7,000		○	○	○			○	○			
Medium Term (5-10 Years)	***($22,000)***											
Medium Term Renewal/Revitalization Investment	$0											
Development of P3 (Fox Meadows Site)	$51,000		○	○	○				○			
New Recreation Center*	($100,000)		○	○	○				○		○	○
Medium Term Off-Street Greenway Connections	$18,000		○	○	○			○	○			
Medium Term On-Street Recreation Connections	$9,000		○	○	○				○			
Long Term (10-20 Years)	***$498,000***											
Long Term Renewal/Revitalization Investment	$0											
Completion of Quail Campus (not including Ice Arena)	$60,000		○	○	○				○			
Completion of Union Reservoir Master-Planned Improvements	$75,000		○	○	○			○	○		○	○
Completion of Dry Creek Park (at P8) (not including aquatics/rec center)	$170,000		○	○	○				○		○	
Development of West Grange Site (at P8)	$60,000		○	○	○				○			
Completion of McIntosh Lake District Park	$5,000		○	○	○			○	○			
Development of P5	$15,000		○	○	○			○	○			
Development of P7 (South Clover Basin Site)	$80,000		○	○	○				○			
Long Term Off-Street Greenway Connections	$18,000		○	○	○			○	○			
Long Term On-Street Recreation Connections	$15,000		○	○	○				○			
Very Long Term (20+ Years)	***$1,170,000***											
Very Long Term Renewal/Revitalization Investment	$0											
Very Long Term On-Street Recreation Connections	$45,000		○	○	○				○			
Development of P4 (Boulder Creek Estates Site)	$15,000		○	○	○			○	○			
Completion of P6 (Sisters Site)	$280,000		○	○	○				○		○	
Development of P1 (Terry Lake Site)	$90,000		○	○	○				○			
Development of P2 (Longmont Tech Center)	$340,000		○	○	○				○		○	
Ice Arena (Quail Campus)	$300,000		○	○	○				○		○	○
Outdoor Aquatics Center (Dry Creek Park)	$100,000		○	○	○				○		○	○
Total System Build Out	***$1,886,000***											

*Costs for the new recreation center are based on the assumption that the facility would be a replacement for Centennial Pool, at Clark Centennial Park or another site. Centennial Pool would be closed as soon as the new pool was available.

Table 4-3: Project List with Renewal Investment Costs and Funding Sources

Preliminary Prioritization	Capital (2013 Dollars)	Annual Contribution to Sinking Fund (2013 Dollars)	Period of Renewal	*Potential Funding Sources*										
				Park Development Fee	Funding Measure (Sales Tax)	Park Maintenance Fee	General Fund/Public Improvement Fund	Street Fund	Public Buildings Fund	Open Space Fund	Conservation Trust Fund	Grants	User Fees	Partners
				● = identified funding source in current budget (including partial funding) ○ = potential funding source.										
Short Term (1-5 Years)	***$33,750,000***	***$1,125,000***												
Immediate Renewal/Revitalization Investment	$9,000,000	$300,000	30		○	○	○			○	○		○	
Implementation of Dickens Farm District Park	$3,000,000	$100,000	30		○	○	○			○	○			
Completion of Jim Hamm Pond District Park	$1,000,000	$33,333	30		○	○	○			○	○			
Completion of Sandstone Ranch Community Park	$4,500,000	$150,000	30		○	○	○				○		○	
Completion of St. Vrain Greenway (Trail)	$2,500,000	$83,333	30		○	○	○			○	○			
Completion of Spring Gulch #2 Greenway (Trail)	$5,000,000	$166,667	30		○	○	○			○	○			
Completion of Quail Tennis Complex	$1,500,000	$50,000	30		○	○	○				○		○	
Completion of Longmont Recreation Center Master-Planned Improvements (Fitness Area)	$2,500,000	$83,333	30		○	○	○		○		○		○	
Phase 1 Development of P6 (Wertman Site)	$1,100,000	$36,667	30		○	○	○				○			
Phase 1 Union Reservoir Master-Planned Improvements (Interim Trail)	$650,000	$21,667	30		○	○	○			○	○		○	○
Short-Term Off-Street Trail Connections	$3,000,000	$100,000	30		○	○	○	○			○			
Medium Term (5-10 Years)	***$47,250,000***	***$1,575,000***												
Medium Term Renewal/Revitalization Investment	$7,000,000	$233,333	30		○	○	○			○	○		○	
Development of P3 (Fox Meadows Site)	$1,250,000	$41,667	30		○	○	○				○			
New Recreation Center*	$28,000,000	$933,333	30		○	○	○		○		○		○	○
Medium Term Off-Street Greenway Connections	$6,000,000	$200,000	30		○	○	○	○		○	○			○
Medium Term On-Street Recreation Connections	$5,000,000	$166,667	30		○	○	○	○			○			
Long Term (10-20 Years)	***$58,450,000***	***$1,948,333***												
Long Term Renewal/Revitalization Investment	$20,000,000	$666,667	30		○	○	○			○	○		○	
Completion of Quail Campus (not including Ice Arena)	$2,000,000	$66,667	30		○	○	○				○			
Completion of Union Reservoir Master-Planned Improvements	$9,500,000	$316,667	30		○	○	○			○	○		○	○
Completion of Dry Creek Park (at P8) (not including aquatics/rec center)	$6,000,000	$200,000	30		○	○	○				○		○	
Development of West Grange Site (at P8)	$1,500,000	$50,000	30		○	○	○				○			
Completion of McIntosh Lake District Park	$700,000	$23,333	30		○	○	○			○	○			
Development of P5	$1,250,000	$41,667	30		○	○	○			○	○			
Development of P7 (South Clover Basin Site)	$2,000,000	$66,667	30		○	○	○				○			
Long Term Off-Street Greenway Connections	$5,500,000	$183,333	30		○	○	○	○		○	○			
Long Term On-Street Recreation Connections	$10,000,000	$333,333	30		○	○	○	○			○			
Very Long Term (20+ Years)	***$96,700,000***	***$3,223,333***												
Very Long Term Renewal/Revitalization Investment	$20,000,000	$666,667	30		○	○	○			○	○		○	
Very Long Term On-Street Recreation Connections	$20,000,000	$666,667	30		○	○	○	○			○			
Development of P4 (Boulder Creek Estates Site)	$2,000,000	$66,667	30		○	○	○			○	○			
Completion of P6 (Sisters Site)	$14,000,000	$466,667	30		○	○	○				○		○	
Development of P1 (Terry Lake Site)	$2,200,000	$73,333	30		○	○	○				○			
Development of P2 (Longmont Tech Center)	$15,000,000	$500,000	30		○	○	○				○		○	
Ice Arena (Quail Campus)	$15,500,000	$516,667	30		○	○	○		○		○		○	○
Outdoor Aquatics Center (Dry Creek Park)	$8,000,000	$266,667	30		○	○	○		○		○		○	○
Total System Build Out	***$236,150,000***	***$7,871,667***												

*Costs for the new recreation center are based on the assumption that the facility would be a replacement for Centennial Pool, at Clark Centennial Park or another site. Centennial Pool would be closed as soon as the new pool was available.

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Cost Model

With the understanding of the three cost elements described in tables 4-1, 4-2 and 4-3, the planning team developed a model for calculating the capital and operating and renewal costs by site and across the system. This cost model utilizes a series of assumptions about the cost of building, maintaining, and renewing Longmont's parks, recreation facilities and trails. These costs are based on the actual experience of the community as well as additional examples provided from the planning team's combined experience.

The cost model is used to identify the planning level cost for projects. It is important to note that the basis of these costs is an assumption, applied per site, to a percentage of the site, or per unit. This model is useful for generating an initial estimate of the project cost which can then be refined with specifics about the site to reach a project cost presented in this plan. These costs will be further refined as projects move forward toward implementation. A snapshot of the cost model is provided in Appendix F.

Capital

The first version of the project list, presented in Table 4-1, includes the capital costs of each project. These projects are in some cases individual sites or recreation facilities and in other cases are groupings of similar projects (such as packages of site renewals or recreation connections). Capital costs are the category that is most commonly considered, since this represents the cost to acquire, develop, or build the desired park or facility. There is a wide range of funding options for capital costs, with some only applying to certain types of projects.

Operations and Maintenance

The City needs to pay close attention to the impacts of recent and new capital projects have on operations and maintenance funding. This emphasis on operations and maintenance was expressed by the community as applying to not only the existing situation, but also the future as the system grows and matures. Table 4-2 provides an estimate of the ongoing operations and maintenance needs for the projects proposed. These are presented as the additional cost above and beyond the current budget for operations and maintenance. Funding options for operations and maintenance are considerably more limited; however, it is recommended that the City create a policy that capital projects should not be implemented without securing the necessary operations and maintenance funding. The City Council approval for an ongoing Park and Greenway Maintenance Fee is a strong move in this direction, funding for operations and maintenance of capital projects for the next 10 years.

Renewal

The final category of cost can be more challenging to clarify and quantify. Often times, improvements to aging sites and recreation facilities in Longmont have been absorbed in part by capital projects and also by operating budgets, which have contributed to rising operations and maintenance costs (in a time of stable or declining resources this translates to a lower level of maintenance across the system). The final iteration of the project list tables, Table 4-3, provides an estimate of the renewal cost based on the idea of a sinking fund. By adding a portion of the cost (based on an assumed life-span) of replacing the facility or renewing a site to the fund, the City will have the resources available to renew these recreation facilities at the end of their life. Each of these tables also includes the funding sources that are relevant to each project and cost type.

The renewal costs summarized in Table 4-3 are meant to illustrate a concept, rather than provide the actual amount of funding that should be set aside. The renewal funding set aside for future use, along with the park renewal projects laid out in the project list will eventually allow the City to move beyond the cyclical renewal cycle that was started with the waves of major investment 30 or more years ago. If the sinking fund approach is followed, the City will, over time, gain considerable certainty and predictability about the availability of funding to keep the system current. Funding for renewal is similar to capital funding although some sources will not allow the replacement of existing features.

During the planning process, the City created a breakdown of the costs of owning the system that recognizes the impact of renewal. Assembling the total cost of the system requires pulling information from the budgets of a number of divisions and considering the portion of the budget that is associated with deferred maintenance (repairing, adapting to and patching features and recreation facilities that have exceeded their useful life). This information informs the cost model developed for the Parks, Recreation, and Trails Master Plan, as well as the budget process.

Non-Capital Projects

In addition to the built features of the park system, several recommendations in this Parks, Recreation, and Trails Master Plan address future efforts by the City. These non-capital projects will be conducted largely by staff but may require some professional assistance as well.

- **Wayfinding System**: develop standards and designs for signage to help identify Longmont's parks, recreation facilities, and trails and direct people to the nearby streets and recreation activities they are most interested in.

- **Community Identity Cluster Plans**: develop a plan for each of the five community identity clusters to reinforce the unified look, feel, and purpose of these sites.
- **Maintenance Management Framework**: Establish a structure to balance maintenance and operations funding according to specialized needs of a site or facility (such as type of landscape, play features or the presence of restrooms), the intensity of use, revenue generation potential, and competitive use.

Potential Funding Sources

The realization of new funding could come in a number of different forms, and will likely be a mix of many sources. The following categories of funding are utilized by Longmont in existing and past projects. The description of each category of potential funding is intended to introduce the possibilities. Tables 4-1, 4-2, and 4-3 identify in the applicability of each funding source to projects and categories of funding. Additional information about the funding sources applied to parks, recreation and trails projects is provided in Appendix I: Park, Recreation and Trail Funding History at the end of this document.

Roosevelt Park

Park Improvement Fee

The park improvement fee is charged to residential development per dwelling unit, varying by single family or multi-family unit type, at the time of building permit issuance. Similar to other impact fees, the fee is specifically targeted, by legislation, to adding capacity to the park system to offset the impact of new residential development. As such, these funds can only be used for new or expanding capacity in the system. This funding source cannot be applied to maintenance and operations or to the simple replacement of existing features; however, renewal projects that are expansions and add capacity are allowed. Another important consideration is that as new housing construction slows, either with economic cycles or as the city builds out, the amount of resources available from the park improvement fee will decline.

Funding Measure

The community has chosen in the past to increase tax rates, either sales or property tax, to fund projects of particular importance to the community. This increase can take the form of either a sales tax or an ad valorem (property value) tax. Taxes may be proposed for a limited period of time or as ongoing sources of funding. One example of a limited sales tax is the temporary increase to finance the bond sale for the Longmont Recreation Center. In that case the tax was dedicated to paying back the bond, allowing the money to be available up-front and then paid back over time, with interest.

Park and Greenway Maintenance Fee

Longmont has, since 2010, charged a parks and greenways maintenance fee (park maintenance fee) to each household's water bill. This type of fee (also referred to as a utility fee) is often used to recognize the wide-spread benefits of a parks, recreation, and trails system to each household and provide funding targeted specifically to this system. The original fee was targeted at maintenance of the park and greenway system but there is no limitation on this funding method that limits either renewal or capital projects. From 2010 through 2013, the amount of this fee was $1 per month per household. In 2013 the City Council voted to increase the fee to $4 per month per household. Two dollars of the $4 fee is intended to address ongoing maintenance and renewal needs. The additional $2 is for repair and recovery efforts related to the 2013 flood and will terminate at the end of 2016.

General Fund

The general fund is the resource the City uses to provide local government services, such as police, fire, parks, recreation, street maintenance, youth and senior services, community resources, planning, code enforcement, building inspections, library, museum, and economic development. In addition, the general fund includes support services that are provided to all of the other City funds and departments. The source of the resources in the general fund includes all of the property taxes and a portion of the sales and use tax. Allocation of resources amongst the many services provided is a reflection of the City's needs and priorities and is set in the annual budget process. While the general fund resources have the most flexibility (general funds can be used for any mix of capital, operations and maintenance, renewal projects, or programs), they are also the most competitive, with nearly all City services drawing upon this resource.

Public Improvement Fund

A portion of the sales and use tax revenues are allocated to the Public Improvement Fund to pay for capital construction projects that build, expand or improve buildings or other public facilities. These facilities include, but are not limited to, the Civic Center, the Longmont Recreation Center, Memorial Building, Senior Center, parks, and pools. This fund is utilized to fund new capital and renewal projects at these facilities. Similar to the General Fund, the Public Improvement Fund can be used for any mix of capital and renewal projects and is drawn on by all City services.

Street Fund

The Street Improvement Fund pays for all maintenance and improvements to the City's street system. The fund's major revenue source is a portion of the City's sales and use tax receipts. Other revenue sources include a portion of the state's highway use tax and a percentage of the county road and bridge property tax. This fund is used for capital projects as well as renewal and operations and maintenance programs but is limited to streets, crossings and related facilities. The City recognizes the importance of on and off-street bicycle and pedestrian facilities to the City's transportation network and utilizes a portion of the Street Fund for transportation-related bicycle and pedestrian facilities.

Public Buildings Fund

The Public Buildings Fund was created in 1993 to provide a portion of the funding for acquiring, constructing, and making capital improvements to public buildings and public building sites. The funding comes from the Public Buildings Community Investment Fee (CIF) which is levied on all new construction (residential, commercial, and industrial) within the City to provide a portion of the capital to meet the demand that new development creates for public facilities.

Open Space Fund

In November 2000, Longmont voters approved increasing the sales and use tax rate by 0.2 cents for twenty years for the acquisition and maintenance of open space. These funds are restricted for use on designated open space lands, acquisition of new open space properties, and the development and maintenance of trails and district parks.

Conservation Trust Fund

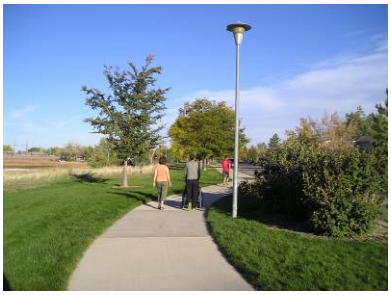
The Conservation Trust Fund's revenues are the City's share of state lottery proceeds. By state law, these funds can only be expended for the acquisition, development, and maintenance of new conservation sites or for capital improvements or maintenance for recreational purposes on any public site. Conservation sites means interests in land and water acquired after establishment of a conservation trust fund, for park or recreation purposes, for all types of open space (including floodplains, greenbelts, agricultural lands, or scenic areas) or for any scientific, historic, scenic, recreational, aesthetic, or similar purpose. Public sites are defined as sites that are publicly-owned and may include parks, opens space, athletic fields and courts, community and recreation centers, swimming pools, libraries, museums, fairgrounds, campgrounds, golf courses, zoos, skate parks, skating rinks, shooting ranges, and easements. In the City of Longmont, Conservation Trust Funds have been historically dedicated to St. Vrain Greenway projects. As this project comes closer to completion, a new focus for these funds will need to be identified. The City has had great success in

using this source of funding in a concentrated way on the St. Vrain Greenway and would benefit from identifying a similar new focus that is clearly connected to this funding stream. A public process was conducted in 2013 (separate from this Plan) that identified several areas of recommended use.

Grants

Grant funds are available from a wide variety of sources, including public and private foundations as well as State and Federal agencies. Funding is often limited to the topic of interest to the granting foundation or agency. Grant funding is most often applicable only to capital projects, although in some cases grants will fund new programs on a pilot project basis. Great Outdoors Colorado is one grant type that has provided significant funding to Longmont over the past 20 years. Continued leveraging of project funding through grants is an ideal way to stretch limited development dollars.

User Fees



Dawson Park

The funds taken in for admittance, programs registration, facility reservations, and memberships flow into the general fund for distribution in the budget process. These are revenues associated with park and recreation facilities; however, the funding is not guaranteed to return to specific programs or recreation facilities in the budget process. As described above, these user fees benefit the City as a whole by supplementing the general fund which is used for any mix of capital, maintenance and operations, or renewal projects.

Revenue Bond

It is also possible to fund a capital project in part or in whole through a commitment of the revenues from user fees. This could be a budget policy that justifies a project based on the increase in fee revenue, or it could be a revenue bond. A revenue bond is capital dollars secured by the future revenues of a facility, rather than a tax. This approach is most applicable to recreation facilities with strong consistent demand and a willingness to accept a higher user fee. Revenue bonds become more difficult to use when the facility is within a highly competitive market.

Partners

The City has a number of long-term and periodic partners in the development, maintenance, and renewal of the park system. In many cases the contribution made by these partners is financially small (in relation to total project or program budgets) but the impact is large. Aligning community partners to help develop park, recreation, and trails projects builds community ownership and materializes the often unseen support for projects.

In some cases, however, community partners are critical to the development, renewal, or ongoing maintenance of a facility. These examples would include formal partnerships with organizations that may assist in gathering capital or operating resources or investing directly in a new or renewal project. Examples may include Boulder County or the St. Vrain Valley School District. In some special cases, the City may choose to enter into an operating partnership that could range from assisting with the maintenance and operations of a facility to full-time operations responsibility (known as a concession) with the City sharing in the revenues.

Funding Capacity

Current financial pressures, driven by the larger economic cycles locally, regionally, and nationally, have forced questions about the level of investment the community can afford to make in the parks, recreation, and trails system. The value of this system is well recognized by the taxpayers of Longmont, and in multiple outreach efforts associated with this Plan, the community expressed a willingness to provide additional resources for the construction of new sites, renewal, and maintenance of the park system.

Funding Strategies

As this Parks, Recreation, and Trails Master Plan has emphasized, the City needs to address the overall financial approach to funding the park system. For many years, the City has relied largely on the park improvement fee to fund new development in neighborhood and community park sites. This has meant that capital funds have been provided for new parks but funding for renewal or maintenance, budgeted from general funds, has not always been available to support the added infrastructure. The past approach no longer fits. As the City's system approaches build-out, there will be a decline in new parks and recreation facilities that will need to be added; instead, capacity enhancements will need to occur at existing parks, and more resources will need to be devoted to renewing existing parks. New parks that are developed will also need a secure funding source for operations and maintenance and future renewal.

Clark Centennial Park

Updated Park Improvement Fee

As noted above, Longmont has relied on the park improvement fee for much of the new development in the system for the past 21 years. In 2013, driven by the work surrounding the development of the Parks, Recreation, and Trails Master Plan, the City modified the Parks Improvement Fee to base it on a new perspective of the system.

Three changes to Longmont's situation drove the City's decision to establish a new basis for the park improvement fee. First, the City has defined (and will soon reach) the extent of its planned development, through defining the

Longmont Planning Area (LPA), open space buffering, and intergovernmental agreements. Second, the steadily increasing amount per unit that the current fee structure results in has brought external pressure questioning the fee. Finally, the Parks, Recreation, and Trails Master Plan effort allowed the City to take a more complete look at the park needs of a fully developed park system.

The updated fee is based on a ten-year set of projects that are needed as a result of residential growth projected during this period. The fee calculation apportions the cost across two categories of residential development, single-family and multi-family, using the average square footage of each type of unit to deterimine the fee to charge. Full documentation of the 2013 Park Improvement Fee update is available in Appendix H.

One of the important changes in the fee calculation is the recognition of greenway (off-street) trails in the calculation, along with parks. In the past, the fee was not used for developing greenway trails, which have been funded by the Conservation Trust Fund, Open Space Fund, Public Improvement Fund, and Street Fund. This change recognizes the critical role that greenways play in recreation in Longmont and increases the flexibility in funding that the City can apply to these important projects.

Meeting Multiple Objectives

This plan lays out five goals and meeting only one or two of these five goals will not be adequate to accomplish the vision for the parks, recreation, and trails system. At the same time, addressing each goal independently will likely result in duplication of effort and unnecessary cost. The key to maximizing the resulting system is identifying projects that meet multiple goals and build public support from multiple angles.

Park Plan Community Workshop

With projects stemming from different plan goals and related planning efforts, it will be important to establish logical packages of projects to save on the overall cost of implementing this plan. Where a number of small projects can be combined into one renewal package (similar to a complete phase of a new park project), the City will be able to realize efficiencies in management as well as mobilization expenses for construction.

Another type of project combination will also be important. While some projects will have the attention of voters and decision-makers -- usually very tangible projects such as a new ball field, updated playground, or new trail -- - less visible but necessary enhancements such as utility work or irrigation system upgrades will still need to be done. An analogy is a home improvement project – a new furnace will lower operating costs, but most homeowners and home buyers are more excited by a new exterior paint job. Tangible projects both small and large should be bundled with necessary but

less exciting infrastructure projects into a single project. In addition, any major new recreation facilities requiring special funding should be bundled with efficiency-enhancing renewal projects that spread benefits around the system.

Grant Programs

Grant programs can be an important tool in achieving the goals of this Parks, Recreation, and Trails Master Plan. This works in two ways: applying for grants and offering grants to community groups for small local priority projects. Colorado grant programs will continue to be an important source of funding for Longmont's park system. In order to benefit from this resource, the City will need to identify matching funds and continue to devote staff time to tracking, applying, and managing grant programs. The grant program information matrix that is part of the Colorado Statewide Comprehensive Outdoor Recreation Plan provides the most current information on state grants, and is a tool that should continue to be used by the City.

It is recommended that the City continue to utilize the neighborhood improvement grant program to help fund improvements for partner sites. These small projects would allow community organizations to access a small pool of resources to fund important local projects (e.g., a new component to a playground on a school site, HOA site, or City park). Priority should be given to applying this resource to filling park gap areas. It will be critical for the City to also obtain agreement from the property owner for the anticipated level of public access and clarify the responsibility for ongoing maintenance and future renewal.

Developing Operations and Maintenance Funding

The growing park system will require additional operation and maintenance funding. The City has been investigating options to generate additional resources that can be dedicated to quality maintenance of parks and recreation facilities. Operations and maintenance funding supports both self-directed and programmed activities across the system. The City included questions about two specific ideas to raise additional funds on its 2012 Customer Satisfaction Survey.

The first question was regarding an increase to the existing Parks Maintenance Fee, charged on residents' monthly utility bills, to raise it $1 to $3 per month. This increase was proposed (for polling purposes) for a period of five years. However, a five year increase would not serve the long-term, ongoing needs of maintenance and operations.

The second question concerned a sales tax (proposed for polling purposes at 0.1% or 10 cents on every $100 dollars spent) dedicated to maintenance and repair of the system. This tax measure has the potential to be an ongoing

source of revenue that ties the funding to the economic well-being of the community. It also has the benefit of collecting revenue from those who don't live in Longmont but who work in the city or visit for sports tournaments, or use the parks, recreation facilities and trails.

Both of these measures were well-supported as options in the Customer Satisfaction Survey conducted in 2012. An alternative scenario was to reduce or eliminate less used recreation facilities to reduce costs. This alternative had much less support (with more than 50% opposing) than both funding increases. These funding increase options were also included on the adult questionnaire developed for the Parks, Recreation, and Trails Master Plan process, with similar patterns in the results.

As noted above, the City Council voted in 2013 to extend and increase the Parks and Greenways Maintenance Fee (to $4 per month per household). $2 of the fee is intended to be ongoing for maintenance and renewal, while the other $2 is a 3-year investment for repair and recovery of parks and greenways after the 2013 flood. This decision will provide a more consistent source of funding for maintenance and renewal projects needed now as well as in the future.

Further exploration of ongoing operations and maintenance funding remains important, as the ongoing cost of the system will increase over time as new park sites and recreation facilities are added.

Investing for Future Renewal

Diá de los Muertos in Longmont

The renewal of the park system is an important part of this plan and a priority of the community. The polling conducted for an operations and maintenance funding measure showed strong support for maintenance and repair, which is relevant to renewal efforts as well. Similar strong support for reinvesting in existing parks and recreation facilities was heard as a theme across many Parks, Recreation, and Trails Master Plan public outreach activities. Renewal presents a special funding challenge because it is a new way of thinking about the necessary reinvestment in the system. Rather than waiting for the end of life or crisis situation at a park or recreation facility and replacing it completely, investing in renewal requires up-front planning and fiscal discipline.

The Parks and Greenway Maintenance Fee includes funding for renewal projects. It is unlikely that this will be adequate to get ahead of the current renewal needs but will add important resources to a specified list of sites and set the City in a positive direction for the future. Over the long-term extensive resources will be needed to sustain the renewal and catch up on

the accumulated needs of the system. Additional funding, such as the sales tax option explored by the City could be applied to help create a renewal sinking fund.

Building Support for a Funding Measure

Ultimately, the necessary support will need to come, directly or indirectly, from the voters of Longmont. The City and supporters of the parks, recreation, and trails system should continue to build on the public interest of this planning process with the goal of passing a voter supported funding measure. A funding measure could be structured to include any or all of the funding categories. For example a capital measure could be proposed for renewal of important sites and recreation facilities. Such a measure could also be aimed at building major new recreation facilities. However, the public sentiment expressed during this planning process would suggest that for the best chance of success, the City should combine any new capital or renewal measure with a source for new operations and maintenance to care for the new or refurbished assets.

The 2012 Customer Satisfaction Survey (as well as the Parks, Recreation, and Trails Master Plan questionnaire) showed considerable support for a capital funding measure that included a new sales tax dedicated to building out the new parks in the system (supplementing the Park Improvement Fee). This proposal was supported at almost the exact same levels as the two operations and renewal options (60% supporting the new funding).

Building on this support involves good communication of the direction set forth by the community in this plan as well as the successes that show progress toward the vision. The renewal of highly visible aging recreation facilities and the ongoing recognition of the community's investment in parks, recreation programs, recreation facilities, and trails will also enhance the perception of the park system. These efforts, along with a good public information campaign when a funding measure comes to a vote, will pay off at the ballot box.

Plan Stewardship

Ongoing Tools

The Parks, Recreation, and Trails Master Plan process advanced staff, elected officials, and the community understanding of the system. It supports multiple tools and procedures that will be useful beyond the adoption of this document:

- City GIS and Asset Management Systems;
- Cost Model;
- Planning and Development Guidelines; and
- Annual Work Plan/CIP.

These tools and procedures are important for ongoing use, and will help ensure Longmont keeps moving incrementally toward the Plan vision.

Update Cycle

The vision and goals of the Parks, Recreation, and Trails Master Plan are designed to serve the community over the long-term. However, the community should be consulted and the implementation of the Plan should be flexible enough to adjust the course as needs change. The annual work plan and CIP process will be an opportunity to formally include any new projects or concepts that have emerged since the adoption of this plan.

Every five to seven years, the City should engage in a check-in with the community to update the Plan. This Parks, Recreation, and Trails Master Plan update should include outreach across the community including a community survey/questionnaire. Community involvement results should be evaluated against past results and the Plan vision and goals to validate that the framework is still on target.

In ten to fifteen years, the Parks, Recreation, and Trails Master Plan will need a more extensive revision to adjust to the actual built projects, changes to the Longmont Area Comprehensive Plan, and the demographics of the community. This effort is likely to require outside assistance, as it is a more time-consuming and larger effort.

5. NEXT STEPS

Clark Centennial Park

The Parks, Recreation, and Trails Master Plan provides the vision, planning foundation, and strategies necessary to make the best possible choices for the future of Longmont's parks, recreation, and trails system. There are several immediate steps that the City should follow to create the type of comprehensive support needed to fulfill the Parks, Recreation, and Trails Master Plan vision. These steps respond to the recommendations outlined in the previous chapters and developed to achieve plan goals. Together, all of these steps will be necessary to maximize the City's ability to implement the Plan. The six steps include:

1. Activate the Plan
2. Make the Plan Compatible
3. Maintain Community Passion
4. Leverage Partnerships
5. Celebrate Successes
6. Keep the Plan Relevant

1. Activate the Plan

After plan adoption, it will be up to the City staff and decision makers to implement the Plan recommendations, keeping the document and its directives at the forefront of decision making related to growth and development. Through changes in leadership, changing growth patterns, and outside economic conditions, the City needs to remain firm in its course of action. The Plan should serve as a reference when discussing new development projects and function as an inspirational resource when advocating for funding and new park, recreation, and trail projects.

The Parks, Recreation, and Trails Master Plan should be leveraged immediately to open doorways for funding. Plan goals and recommendations have been designed to make the case for system investment and renewal for decision making bodies and land managers. Using the decision criteria and annual work plan process, City staff has the opportunity to pinpoint which projects are urgent and why that makes a compelling call for financial support. This Plan should also be used as a marketing tool to prove to potential sponsors, developers, philanthropists, partners, and volunteers that the City has clear direction to sustain to a high-quality parks, recreation, and trails system. Action steps for the City include:

- Distribute the link and an introduction to this plan to park, recreation, and trails allies in the community for use in advocacy and fundraising
- Use this Plan to develop an annual work plan and status report

- Introduce City staff in other departments to this document as a key reference when other planning efforts impact or align with parks, recreation and trail interests

2. Make the Policies and Plans Compatible

Input used to direct development of this Plan is based on a thorough understanding of existing plan documents and policies. While much of the existing policy framework functions well with direction of the Parks, Recreation, and Trails Master Plan, there are several topic areas that will need attention, including amendments to the Longmont Area Comprehensive Plan (including the integrated Multi-Modal Transportation Plan), the Recreation Plan, ADA Transition Plan, and 5-year CIP and Budget.

Longmont Area Comprehensive Plan

Kensington Park

The Parks, Greenways, and Open Space chapter should be amended to reflect the updated understanding of the system and direction reflected in the Parks, Recreation, and Trails Master Plan with a change from a standards based parks system. The policies related to park land level of service, site size, and other criteria are amongst the changes most relevant to the Longmont Area Comprehensive Plan. The recommended approach will require an amendment to redistribute the specifics from the Longmont Area Comprehensive Plan to the Parks, Recreation, and Trails Master Plan and adapting policy language in the chapter to reflect the vision of the system.

Other chapters of the Longmont Area Comprehensive Plan, and related Land Development Code requirements, could be strengthened to encourage parks and recreation uses. For example, the Economic Development chapter has little discussion about the positive relationship among parks, open space, and the local economy. In particular, there is a need to clarify how parks can play a role strengthening the City's identity and related benefits to tourism and the local economy. The Human Services, Culture, and Learning Chapter also contains little mention of the role of parks in education and learning; nor is there mention of the important relationship between parks, recreation and trails with active living.

Changes to the Longmont Area Comprehensive Plan should be made promptly following the adoption of this plan to support the direction set by the community and build on the momentum and understanding developed during this planning process.

Multi-Modal Transportation Plan

The City has integrated the Multi-modal Transportation Plan with the Longmont Area Comprehensive Plan. Policies outlined in the Multi-modal Transportation Plan identify the types of design treatments necessary to carry out development of the greenway and trail system called for in the Parks, Recreation, and Trails Master Plan. At minimum, multimodal transportation policies should make reference to recreation connection recommendations provided in the Parks, Recreation, and Trails Master Plan. The final forms of on-street recreation connections will need to be determined as well as specific corridors. Together, policies in both documents can guide a well thought-out and coordinated land development, recreation and transportation system. This coordination can foster project integration, allowing for transportation system improvements to include related park, recreation and trail improvements, and vice versa.

Park Design and Development Policies

The Park Planning and Development guidelines contained in this Plan should be used as the foundation for all future park master plans and park improvements. Currently, the City relies on the Park Design Guidelines that provide instructions on building materials and construction practices. By combining the Design Guidelines with the Planning and Development guidelines, the City will have a complete package that covers all aspects of park development. These guidelines should be updated annually to remain relevant.

Community Participation at the Festival on Main

Recreation and ADA Transition Plan

Longmont's Recreation Master Plan and ADA Transition Plan, both under development at the time of Parks, Recreation and Trails Master Plan adoption, are being written to maximize consistency with the vision and goals. Upon their adoption, the Recreation Master Plan and ADA Transition Plan will present recommendations that will have an impact on City funding and capital project priorities related to park and recreation facility improvements.

Park and Greenway Improvement Fee and Ordinance Update

The Plan recommends modifications to the system that will likely necessitate updates to the current Park and Greenway Improvement Fee ordinance and adjustments to the fee, which were approved for 2014. Any future changes identified from the analysis of the fee as it relates to changes in the Plan should be addressed quickly to provide clarity around this source of funding.

3. Maintain Community Passion

Community Garden at Alta Park

Throughout the planning process, the residents have voiced their support of parks, recreation, and trails. However, the realization of this vision for the system will require substantial effort and resources. The City is already exploring options to expand the funding options available for this effort and has the opportunity to harness the momentum and awareness generated by this planning process.

The City will need to build a public information and education campaign to share important information about the decisions the community faces and the vision of this Plan. Timing is of the essence, and it will be most effective to begin this effort soon after plan adoption as the Plan and its goals are still on the minds of city residents.

At minimum, key messages of the campaign should speak to:

- The role of parks, recreation and trails in the City, what they mean to individual residents, natural processes and the greater good of the community;
- The system-wide vision, what it means and where it came from;
- What's at stake for the City without adequate funding, what is needed to sustain it and how the public can help; and
- What different funding options are, what could the tradeoffs be and what is the best possible course of action.

Quail Campus

The City has extensive connections with community supporters and volunteers who help through a variety of programs. Existing networks will be important to spreading the messages across the community and are also vital to expanding collaboration among schools, youth groups, businesses, and service organizations. Above all else, it is the citizens of Longmont that can sustain the future health of the system. Thinking beyond the immediate future, the City should also continue to build involvement in and education about the parks, recreation and trails system with area youth, growing the next generation of park users and supporters.

4. Leverage Partnerships

Longmont is fortunate to have a network of City staff, non-profit organizations, and park supporters willing to help move the Plan forward. Establishing new partnerships and building stronger relationships among park supporters will help bridge the gap between need and implementation. Partnering with area schools should continue to expand recreation opportunities especially in gap areas. Continued collaboration with the St. Vrain Valley School District will be needed to improve agreements for use of school facilities.

Longmont should continue to pursue partnering with non-profit and for-profit entities as a means to off-set City costs, minimize duplications of effort and promote a sense of broad community ownership in the parks, recreation and trails system.

- Explore the development of a new inter-governmental agreement that sets the framework for a true partnership with the School District aligned with the vision
- Explore partnerships with private entities (churches, homeowners associations, private schools, etc.) in identified gap areas and test their interest in helping to provide recreational access

5. Celebrate Successes

Documenting and communicating milestones in park development will lead to increased appreciation and enthusiasm for the system, leading to further support. Publicly acknowledging successes should also extend to thanking project supporters, while seeking continued commitment towards the next park project. Celebrating successes should be integrated within part of the larger public information campaign and used, in part, to foster new and growing partnerships and funding opportunities.

- Build a contact list, beginning with the list generated from the public input process for this plan, to share successes related directly to plan implementation.
- Utilize on-line tools and social media to celebrate implementation of this plan and future milestones

6. Keep the Plan Relevant

Longmont has a long history of being a parks community. The City has done a commendable job providing a well-planned and maintained parks, recreation, and trails system over the long-term, especially in light recent growth and economic challenges.

Collyer Park Train-Themed Playground

At the center of this effort, it will be critical for staff, the Parks and Recreation Advisory Board and elected officials to become the Plan stewards and champions, keeping a close eye on the Plan's progress and outside opportunities as they become available. The PRAB members serve as a key connection between the broader community and the City Council.

The Parks, Recreation, and Trails Master Plan should stay relevant to the times and changing needs of the community. Keeping the plan in front of the public and decision makers and soliciting for new ideas can keep the Plan relevant. It is recommended that the Parks and Recreation Advisory Board convene on a yearly basis with the sole purpose of discussing the status and progress of the Plan and providing recommendations.

PRAB can also champion in other ways:

- Engage with the community regularly at events and celebrations
- Evaluate ideas for new projects
- Assist in developing an annual work plan and project report

With the ongoing support of the community, the diligent advocacy of the Parks and Recreation Advisory Board, the technical knowledge of City staff and the leadership of the City Council, the ambitious vision for Longmont's future parks, recreation, and trails system can be realized. The ongoing efforts will maintain the role of this system as one of the defining characteristics of the community and continue a tradition of park excellence that goes back to the founding of Longmont.

GLOSSARY OF TERMS

Activity Pool

A small, shallow pool with slides and spray features for water play and learning to swim.

Athletic Fields

The combination of ball fields and multi-use fields.

Ball Fields

Baseball or softball fields of all size. Ball fields include a backstop and can include foul line fencing, spectator/player seating, skinned or grass infields, lights, scoreboards and supporting amenities.

Capital (costs)

The construction of new park sites and recreation facilities;

Competitive

Recreation facilities supporting league, sanctioned or otherwise organized sports and activities. Usually includes formal requirements for the size, condition or type of playing environment.

Maintenance

The regular tasks that keep parks and recreation facilities clean and safe to use. For example, trash collection, safety inspections, replacement of broken parts on equipment.

Multi-Use Fields

All 50'x70' or larger flat rectangular fields for soccer, football and other sports and activities. These fields can include goals, spectator/player seating, scoreboards, lights and supporting amenities.

On Street Bicycle Transportation Routes

This includes the following classifications from the City's bike map: Bike Lanes, Bike Route, Road with Wide Shoulders, and Wide Sidewalk Connections. The bike map can be referenced for the specific type of route.

Operations and Maintenance (costs)

The day-to-day costs to keep the system open, clean, and safe; and

Operations

The staffing and services provided to provide recreation opportunities at a recreation facility. This includes management, planning, front desk support, supervision and basic programming.

Parks

The land portion of the system, including all categories of park land. Other park like lands, such as school yards and private parks will be differentiated and parks will refer to public park lands owned by the City of Longmont.

Parks, recreation, and trails system

The combined total of City-owned park lands, the features and facilities that support recreation opportunities, protects natural and historic resources and beautify Longmont. Recognizing that other public and private entities provide additional land and recreation facilities in Longmont, this plan refers to the system as including the City-owned, public parks, recreation facilities and trails.

Recreation Connection

Part of a system of high quality on-street and greenway (off-street) trails creating links and loops focused on enhanced recreation value rather than just transportation. This system does not include all of either the on-street routes (such as bike routes and basic sidewalks) or the greenway trail network.

Renewal

The reinvestment in existing sites as major systems and recreation facilities reach the end of their useful life or are no longer serving public needs.

Recreation facilities

The built features within parks that create opportunities to engage in specific games and activities. These can range from single courts or small play areas up to the Longmont Recreation Center which supports a wide variety of self-directed and programmed recreation.

Recreation programming

The classes, activities, sports and special events that are provided by Longmont's Recreation Services and other providers within and around Longmont. There is a close connection between these services and the parks, recreation facilities and trails in the system and detailed in this plan. A parallel planning effort will result in a Recreation Master Plan to guide the City's role in this range of services.

Splash Pad

An aquatic feature that provides water play (splashing, spraying, dumping) with no standing water, eliminating the need for supervisory and lifeguard staffing. Splash pads are typically un-programmed and free to access. Also known as a water playground or interactive water feature.

Trails

This system includes pathways within parks, off-street greenways, and on-street connections (sidewalks, bike lanes, etc.) that provide both a transportation route and opportunities for walking, running, bicycling and other highly desired activities.

Wheel Park

A skate plaza or skate park, Longmont facilities allow scooters, bikes and roller blades in addition to skate boards.

APPENDIX A: PUBLIC INVOLVEMENT SUMMARY

The planning process for the Longmont Parks, Recreation and Trails Master Plan included multiple forums for community members to provide input about their recreation preferences, needs and priorities. Findings from the public involvement activities were directly incorporated into the master planning effort in multiple ways, including in developing analysis criteria, crafting prioritization criteria, and preparing recommendations.

This appendix summarizes the outreach process and findings[1], and is organized as follows:

- Key Themes, a summary of themes that have emerged from the multiple input opportunities;
- Outreach Strategy, a description of the outreach strategy, which was designed to ensure that the process and the data collected are demographically representative of the community;
- Methodology, a description of the specific activities; and
- Demographic and Participation Results, providing data on participants.

Key Themes

Reviewing all of the public involvement activity results, the planning team synthesized a set of themes that describes the attitudes and beliefs of the participants. These themes, along with supporting statements from input activities, are presented below.

Frequent visitors with high expectations

Park users visit their local parks frequently, make extensive use of the facilities, and rate the quality of facilities with a sharp eye.

- Questionnaire and intercept respondents overwhelmingly rate parks as extremely important to Longmont's quality of life.
- Most questionnaire respondents indicate there is room for improvement in the quality of maintenance and the quality of facilities in parks.
- Comments from multiple focus groups support the impression that Longmont's parks and facilities are great, but they could be better.
- 72% of respondents to the questionnaire visit the park nearest their home at least a couple of times per month.

Walking, running, and biking as key recreation activities

Participants clearly see the recreation value of trails and want them to serve not just as a way to get to destinations, but also as a recreation experience in and of themselves.

[1] This summary report is supported by individual public involvement activity summaries that present specific findings from the major outreach opportunities.

- Trails are the most important facility to have close to home, according to input shared across all outreach activities.
- The need to connect the community north to south and to the regional trail system was a main point shared at the community visioning workshop.
- Expanding and connecting the greenway trail system was the overwhelming top choice for the most important thing the City can do to improve parks, recreation and trails in Longmont.
- St. Vrain Greenway is seen as the "backbone" of the future park system.
- Nearly as many participants are walking and biking to parks as are driving.

Strong interest in "destination" parks and facilities

Community members have a high level of interest in parks that provide opportunity for varied, high quality experiences and that present a unique identity.

- A high percentage of questionnaire respondents shared that they "never" visit large parks with a sports focus (such as Garden Acres and Clark Centennial).
- Parks with greater variety of experience, such as Sandstone Ranch and Roosevelt, were visited by almost all respondents and were frequently praised in other activities.
- Outreach participants ranked large parks that serve the entire community ranked above smaller, close-to-home parks as preferred additions to the system.

Active community supporting a wide range of recreation activities

There are many things that people want to do in Longmont's parks, encompassing expansions of some elements already present as well as new additions.

- Intercept participants would like to see more walking/biking, lake and river activities and swimming.
- Questionnaire respondents expressed a desire for more team and individual sports, walking/biking, and playing.
- Overall, participants enjoy special events and would like to see more unique community gatherings.
- Many new program and activity ideas were offered, and specific suggestions are available in individual public involvement summaries.

Need to renew and maintain the system

The public expressed a strong desire to maintain and reinvest in the parks and recreation assets already available, and to carefully balance new additions with maintenance and renewal of the entire system.

- Respondents to the questionnaire were asked pointed questions about new financial resources; more were willing to pay more than to sacrifice the number of parks or facilities.
- Many participants expressed concern about building new parks and facilities until renewal and maintenance needs are addressed.

Outreach Strategy

Planning for parks and recreation is a community-wide effort. Broad input was critical to ensure that the Parks, Recreation, and ADA Plans reflect community diversity—including different ethnic/cultural backgrounds, ages, and interests. Early in the planning process, the Project Team worked with the Community Involvement Steering Team to create a public involvement plan for the project. The plan identified community characteristics that were important to represent in the planning effort, identified target audiences, and identified potential methods.

Targeted Audiences

Utilizing current U.S. Census data, the Project Team identified key community characteristics that would impact the public involvement effort. For example, the high proportion of Hispanic residents (with 20% of the City's population speaking Spanish at home), the significant percentage of renters (i.e., renter-occupied housing), and the large percentage of people under age 19 created the need for specific outreach methods and process flexibility in order to reach these groups.

Overall, the following groups were targeted for inclusion in the master planning process.

- General public
- Demographic subgroups
    - Hispanic/Latino, including those who are primarily Spanish-speaking
    - Teens and young adults
    - Renters
    - Seniors
- Community organizations
    - Neighborhood leaders
    - Service groups
    - Sport leagues and clubs (including private clubs)
    - Chamber of Commerce
    - Longmont Visitors Association
    - Longmont Downtown Development Authority
    - Special event organizers
- Community of people with disabilities
- Partner agencies and other community recreation providers
    - Boulder and Weld County
    - St. Vrain Valley School District
    - YMCA
- Environmental groups
- City Council/Boards
- City staff

Levels of Involvement

The community involvement process applied a variety of different outreach activities organized by levels of involvement.[2] These levels include:

- Inform: Providing balanced and objective information to assist in understanding the problem, alternatives, and/or solutions.
- Consult: Obtaining feedback on analysis, alternatives and/or decisions.
- Involve: Collaborating directly with the community throughout the process to ensure that issues and concerns are consistently understood and considered.
- Partner: Partnering with the public in each aspect of the decision including the development of alternatives and the identification of the preferred solution. All participant input is equally valued.

The public involvement plan utilized this framework to balance the level of involvement across the range of outreach activities.

Methodology

The Project Team designed, facilitated and recorded a wide variety of outreach activities specifically designed to maximize representation of the community and provide useful direction in guiding the future of the park, recreation and trails system.

Web Page

The City hosted a project web page throughout the process at http://www.ci.longmont.co.us/parkmasterplan/ where any interested party could check in on the project. The web page content was regularly updated and included a description of the project, frequently asked questions, the latest meeting and analysis summaries, contact information and the link to the online questionnaires (during the collection period).

Focus Groups

Eight focus group meetings were held between September 10 and 19, 2012 with one additional meeting with the Youth Council held on October 24, 2012. Participants represented the following groups:

- Environmental leaders;
- Longmont Resident Feedback Panel;
- Neighborhood group leaders;
- Park and Recreation Advisory Board;
- Center for People with Disabilities;
- Recreation programs, facility users & sports groups;

[2] This public involvement framework has been adapted from the International Association of Public Participation (IAP2). The definitions are from the Longmont's Engaging Citizens: Public Involvement Resource & Training Manual.

- Seniors;
- Special event organizers; and
- Youth Council.

Each focus group was provided an agenda and a set of discussion questions meant to stimulate conversation. However, the conversations were, by design, free-flowing and open-ended to maximize the opportunity to identify issues important to the group. Forty-nine (49) people participated. The Project Team documented these discussions.

Intercept Events

Intercept events capture information and ideas from the public by going to where people are, such as to community events, and asking for quick participation. Major intercepts events were held in conjunction with the Festival on Main (8/24/12) and Art Walk Longmont (9/21/12). More than 350 people participated in an interactive voting exercise, answering six questions by placing sticky dots on display boards. This input was summarized by the Project Team. Additional intercept opportunities were utilized: handing out information about the project at Rhythm on the River and the Halloween Parade and attending the Multi-Cultural Business Expo.

Questionnaires

The questionnaires served as a tool for broadening and validating the input received in other public involvement activities. Two questionnaires were developed: one for adults and one designed specifically for youth. English and Spanish versions were available for each. The questionnaire provided the most flexibility both for the respondent (by allowing them to provide input on their own schedule and giving open-ended opportunities to make comments) and for the planning team (available in multiple forms, easily distributed, self-entry allows for large numbers of respondents at a low cost) of any of the planned activities. Seven hundred (700) questionnaires were collected online and on paper (including both youth and adult versions), with results analyzed as a single data set.

Hispanic/Latino Outreach

As the process progressed, the Project Team identified the need for supplemental outreach to target the Hispanic/Latino community for additional input. Using staff translation resources and connections to existing groups, the Project Team reached out to engage the following organizations:

- El Comité
- Casa Esperanza
- Intercambio
- Multi-Cultural Steering Committee
- Latino Chamber of Commerce Boulder County
- Youth Center Neutral Zone

- Low Rider Bike Club
- Peruvian Soccer Club
- Latino Leaders Group
- Parenting Place

Community Visioning Workshop

The Community Visioning Workshop (held September 19, 2012) was an interactive community meeting designed to identify the key directions for the park system in Longmont, including key features. The specific interactive exercises were developed based on preliminary input from the community, staff and observations on the ground. The two-hour workshop was attended by approximately forty (40) participants and included three major parts. A preliminary presentation set the context for the planning effort, small group exercises allowed for discussion within groups of Longmont residents, and finally, the results of the exercises were shared with the full group to identify common themes in a facilitated discussion about the future direction of the system.

Staff Workshop

The staff visioning workshop (held on September 19, 2012) provided an opportunity for City of Longmont staff to share their knowledge and insights into the needs, opportunities and challenges faced by the parks, recreation and trails system. This workshop included a presentation and an interactive exercise that provided the participants an opportunity to draw their ideas onto a map of the system as part of a small group. Following the small group exercise, the Project Team facilitated a brief discussion that included collecting the key elements from each small group and reflecting on the commonalities. Fourteen (14) staff members from a wide range of City departments and divisions participated in this workshop.

Community Prioritization Workshop

The Community Prioritization Workshop (held on January 24, 2013) was designed to require participants to prioritize projects within a limited budget, reflecting the real world trade-offs that will be necessary and also educating participants about the resource constraints. Participants were organized into small groups and received a list of projects to choose from, with a budget that did not allow all of the projects to be funded. Each individual was asked to prioritize projects, based on their personal preferences. Following the initial individual prioritization, the groups were presented with the option of voting for additional capital and operating funding and asked to negotiate amongst themselves to identify a package of projects for the table. The results of this group negotiation process were reported to the full group in a final discussion which was recorded at the front of the room.

Comment Log

Throughout the planning effort, community members were given Longmont Project Manager Kathy Kron's email and contact information and encouraged to send specific comments. All outreach materials and the project website encouraged comments. Over the course of the project, specific comments were received, logged, and tracked.

Community Characteristics

According to recent Census and American Community Survey data (2010), Longmont's demographic make-up is as follows:

Race/Ethnicity:

White	83%
Hispanic	25%
Black or African American	1%
American Indian and Alaska Native	1%
Asian	3%
Native Hawaiian and Other Pacific Islander	0%
Some Other Race	9%
Two or More Races	3%

Age:

Less than 19	29%
20 to 34	19%
35 to 44	15%
45 to 54	15%
55 to 64	11%
65 to 74	6%
75+	5%

Housing Occupancy

Owner Occupied	66%
Renter Occupied	33%

In terms of language spoken at home, 20% of the population speaks Spanish at home and 10% speaks English less than very well.

Demographic and Participation Results

Table 1 lists all of the outreach activities, organized by level of participation. Throughout the process, the Project Team tracked demographics using a set of questions provided on a small card or as part of the questionnaires. As noted in the table, over 1,300 people participated in the planning process, resulting in 790 documented demographic responses.

The Project Team can use this demographic data to evaluate the public input process. Key findings include the following:

- 16% participants identified themselves as Hispanic/Latino.
- 98 youth (18 and under) responded to the questionnaire.
- The majority of participating adults were in the 25-44 age range.
- 63% identified themselves as homeowners, 10% as renters, and 27% as "not known/visitor".

These results cannot be directly compared to the community's demographic breakdown, but they do indicate success in reaching the full range of Longmont residents, particularly target audiences including youth, Hispanic/Latino residents and renters, who are typically the most difficult to reach.

Table 1: Public Involvement Methods

Level 1: Inform	Date Completed	Estimated # of Participants	Demographic Tracking Responses
Project website			
Posted information	Ongoing	N/A	0
Project Updates			
Contact list	Ongoing, Periodic Updates	78	0
Level 2: Consult			
Intercept Events			
Rhythm on the River	7/13/12	N/A	0
Festival on Main	8/24/12	300	44
ArtWalk Longmont	9/21/12	100	4
Multi-Cultural Business Expo	10/23/12	N/A	1
Halloween Parade	10/27/12	N/A	0
Focus Groups			
Park and Recreation Advisory Board	9/17/12	10	0
CPWD Peer Group	9/17/12	3	0
Recreation, Programs & Facilities	9/17/12	9	0
Neighborhood Group Leaders	9/17/12	2	0
Seniors	9/18/12	3	3
Special Event Organizers	9/19/12	5	5
Environmental Leaders	9/19/12	3	3
Resident Feedback Panel	9/19/12	4	4
Youth Council	10/24/12	10	7
Developers	12/11/12	8	0
Questionnaires (Online and Paper)	**Available**		
Adult English	9/17/12 – 10/31/12	561	493
Youth English	9/17/12 – 10/31/12	64	53
Adult Spanish	10/3/12 – 10/31/12	41	33
Youth Spanish	10/3/12 – 10/31/12	34	33

Table 1: Public Involvement Methods

Level 2: Consult	Date Completed	Estimated # of Participants	Demographic Tracking Responses
Hispanic Community Outreach			
Intercambio Level 7 English Class	10/9/12	3	3
Casa Esperanza Youth	10/10/12	29	Incl. in questionnaire count
Parenting Place Latino Parenting Class	10/16/12	15	
Casa Esperanza Adults	10/17/12	18	
El Comite Survey Distribution	10/31/12	12	
Public Comments (Email/Phone)			
Comment Log	Ongoing	26	N/A
Level 3: Involve			
Workshops			
Staff Workshop	9/18/12	14	7
Community Visioning Workshop	9/18/12	40	29
Prioritization Workshop	1/24/12	41	35
Core Staff Team	Ongoing	10	N/A
Park and Recreation Advisory Board	Ongoing	7	N/A

APPENDIX B: PARK AND TRAIL PLANNING AND DEVELOPMENT GUIDELINES

The Park and Trail Planning and Development Guidelines provide direction to City staff, developers and citizens for planning, designing and renewing public parks in Longmont. These are intended to address site selection, design program, and other aspects of park planning, and are complementary to the City of Longmont Park Design Guidelines, as well as the Design Standards and Construction Specifications, which provide standards for materials, products and construction.

The Park Planning and Development Guidelines apply to all proposed public parks within the City, as well as renovations to existing parks and updates to existing master plans. The guidelines consist of four parts:

1. **Park Purpose:** Provides a summary of park characteristics for selecting new sites or improving existing parks.

2. **Park Design Principles:** Outlines how sites should be planned and developed to achieve the utmost efficiency, sustainability and performance.

3. **Park Facility Compatibility Matrix:** Indicates which park facilities are compatible for each park type.

4. **Park Facility Guidelines:** Outlines where and how a variety of specific park facilities should be located, designed and developed when adding to park and recreation sites.

1. PARK PURPOSE

	Neighborhood Parks	*Community Parks*	*District Parks*
Purpose	Provides space for close-to-home recreation activities.	Provides space for concentrations of sport facilities, such as athletic field complexes, and major indoor and outdoor recreation facilities, such as pools and recreation centers.	Protects and provides access to and enjoyment of important natural and cultural resources.
Intended Function	• Provides a place to play and access to the outdoors. • Contributes to neighborhood identity. • Provides green space within neighborhoods. • Provides space for family and small group gatherings.	• Supports competitive sports. • Provides space for recreation programming. • Provides a variety of recreation experiences for all age groups. • Provides for fitness opportunities, including walking and running. • Provides opportunities for small and large scale social and cultural activities. • Contributes to community identity. • Functions as a neighborhood park where local access is limited	• Provides opportunities for experiencing nature and low-impact, nature-based outdoor recreation (including nature play areas). • Provides walking, biking and hiking opportunities. • Protects valuable natural and cultural resources and wildlife habitat. • Contributes to community identity.
Size	5-20 acres	40-100 acres	20 acres and greater depending on unique characteristics of site.
Desired Travel Distance	½-mile, using the street and trail network (a distance based on a 5-10 minute walk)	1 to 1 ½ mile, using the street and trail network area to balance access and distribution across the community	Located based on opportunity

	Neighborhood Parks	*Community Parks*	*District Parks*
Orientation	Centralized in the neighborhood the park is intended to serve. Should be fronted on all sides by streets and/or public areas with no rear residential lots adjacent to the park, and in close proximity to school facilities to share functions where possible. Vehicle access shall be from a collector or arterial street.	Sited in non-residential areas where possible. Sited to minimize light, glare and noise impacts on adjacent residential development. Vehicle access is from a collector or arterial street.	Encompasses or abuts the specific feature the park is intended to preserve or highlight.

2. PARK DESIGN PRINCIPLES

1. **Design for people.**
    a. **Public Process:** Continue to engage community members of all ages and areas of the City in meaningful participation in the park planning and design process.
    b. Incorporate universal design principles to improve accessibility where possible. Universal design seeks to maximize the access and usability of a site for all ages and abilities rather than simply removing barriers to defined disabilities.

2. **Design for flexibility and adaptability.** Create simple and/or flexible use areas and reserve open areas to accommodate change, so that parks and public spaces retain their relevancy and appeal over time.

3. **Preserve and enhance the park's characteristic landscape.** Use design to capitalize on existing environmental conditions, re-create past environmental features, and teach visitors about the local or regional environment.

4. **Design for maintenance and programming.** Great parks can't last without maintenance. Public spaces aren't well used or memorable without well thought out programming. Involve maintenance and programming staff at each stage of park design to ensure that creative design is also efficient and meets maintenance needs. Utilize standardized materials where possible for efficiency of maintenance.

5. **Use site design and art to enhance identity.** Promote local identity through the selection and design of a park theme with related park features unique to the site. Include works of art that emphasize cultural, visual and conceptual

diversity. Use public art to create visible landmarks and artistic reference points. Develop identifiable design elements for each site or park cluster.

6. **Design for sustainability and low impact development.** Consider integrating renewable or efficient energy infrastructure in the design of parks and facilities. Make use of sustainable materials and green building/landscape techniques, such as using recycled or sustainably harvested lumber when constructing park facilities, waste management during construction , use of raw water systems when feastible, and utilize storm water pre-treatment prior to leaving the site. Adequately insulate buildings to minimize operations costs.
7. **Use lighting thoughtfully and sensitively.** Design sites and facilities to maximize use of natural light. Consider lighting to extend use in the evening hours and to increase safety, but only in contextually appropriate locations. Design lighting systems and select fixtures to minimize light pollution and energy use. An additional consideration for fixtures is the long-term durability and ease of replacement. Utilize natural light within restrooms and structures. Buffer lighting from off-site spill.

8. **Preserve and enhance the urban tree canopy in parks.** Include trees within parks to provide to help build a continuous canopy between street trees, greenways and trails and open spaces. Protect mature trees for their importance to the natural environment, user comfort and the aesthetic value of park sites. Design should include a diverse planting plan with hardy materials selected to meet long term urban forestry goals.

9. **Choose plants & materials wisely.** Provide irrigated turf only where it contributes to recreation opportunities. Consider lawn substitutes which require less fertilizers, water consumption and mowing than traditional lawns. Incorporate drought-tolerant and native species in landscape plans, particularly on or adjacent to Open Space lands, greenways and riparian corridors. Xeriscaping should be the basis of all park landscape design. Utilize the pricipals of CPTED (Community Policing Through Environmental Design) to minimize future safety issues. Select building materials for long-term durability and ease of maintenance.

10. **Design for compatibility within neighborhoods.** Provide green space and vegetation along park edges. Site parks along Collector streets to minimize traffic disruption to residents. Avoid fronting lots onto parks to allow streets to provide additional buffering, enjoyment of the park view by all, and eliminate the need for on-site parking lots.

3. PARK FACILITY COMPATIBILITY MATRIX

In chapter 3 of the Parks, Recreation and Trails Master Plan the recommendations under the Goal 2: Complete - identify the recommended park type (or combination) for each future park development area on the Park System Concept Map. The following table should be referenced when designing improvements or site renewals and compatibility should be evaluated based on this table and the purpose of the site. In the case of community or district parks expected to serve local park needs, there is no need for a fixed line in the site but the mix and orientation of facilities should be carefully considered against both park type guidelines.

Facility Type	**Neighborhood Parks**	**Community Parks**	**District Parks**
Fields and Courts			
Multi-purpose field	●	●	○
Ball field	●	●	○
Field with lighting	○	●	○
Sport court (tennis, basketball, volleyball)	●	●	○
Sport court with lighting	○	●	○
Sports complexes	○	●	○
Open turf area	●	●	●
Playgrounds and Gathering Areas			
Small-scale playground	●	●	○
Nature Themed/Natural Play Features	●	●	●
Large-scale playground or thematic play area	●	●	○
Small shelter (1-20 users)	●	●	●
Large shelter (20+ users)	○	●	●
Outdoor performance space or amphitheater	○	●	●
Aquatics and Water Access			
Activity pool	●	●	○
Swimming pool	○	●	○
Splash pad	●	●	○
Swim beach	○	●	●
Boat launch/dock	○	●	●
Fishing pier/fishing	●	●	●
Aquatics center	○	●	○
Gardens			
Arboreta/decorative/demonstration garden	●	●	●
Community garden	●	●	●

Facility Type	Neighborhood Parks	Community Parks	District Parks
Outdoor Specialized Facilities			
Roller hockey rink	●	●	○
Wheel park (skate, bike, etc)	●	●	○
Dog off-leash area	●	●	○
Outdoor fitness equipment	●	●	○
Climbing structure	●	●	○
Bike park or skills area	●	●	○
Disc golf course	●	●	○
Horseshoe pit	●	●	○
Indoor Facilities			
Recreation center	○	●	○
Environmental education center	○	●	●
Restroom	●	●	●
Trails and Trailheads			
Internal pathway	●	●	●
Greenway connection or trailhead	●	●	●
Parking			
On-street parking	●	●	○
Off-street parking	○	●	●
For all other facilities see Compatibility of Unlisted Facilities below			

● = Compatible: facilities are appropriate for the classification. ○ = Not Suitable: facilities that are not compatible and should not be considered.

Facilities that are considered suitable for a specific park classification may or may not be included in the park design depending on the site conditions, space, funding, community interest and need for that facility type in the area.

Compatibility of Unlisted Facilities

In addition to the facilities listed in the matrix above, community members may also identify the need for a recreation facility or project idea that has yet-to-be identified. In general, unlisted facilities should first be reviewed for compatibility with the purpose and intended function of the park type. Unlisted facilities should be sited in parks based on the anticipated user base, scale of needed resources (development maintenance and operations costs) and impacts on adjoining users and neighbors.

Facilities that are intended to serve individual neighborhoods, that have minimal to moderate resource needs and minimal impacts on adjacent uses should generally be considered for neighborhood parks. Features that are one-of-a-kind, resource

intensive and intended to draw users throughout the community should generally be considered for community parks. Features that align with a cultural or natural resource focus and are generally more passive in nature should generally be considered for district parks. Facilities that are likely to create a higher degree of impacts such as a high degree of traffic, noise and disruption to other park users should be considered on a case-by-case basis.

4. Park Facility Guidelines

General Guidelines

- **Create compatible and context sensitive environments.** Locate park features which will generate more noise or light, in context-appropriate locations. For example, provide an adequate buffer between athletic fields and neighboring homes.
- **Provide centers of activity.** Create a sense of enclosure when designing centers of activity. For example, provide a centralized and formal access point, with a perimeter pathway and landscaping to contain formal play areas, athletic fields and courts.
- **Design for open space and informal play.** Encourage site programming and placement of recreation facilities that conserves space, creating concentrations of activity while also allowing open space for future expansion, informal play or for future alternative uses.
- **Maximize safety and visibility**. Locate amenities such as playground equipment, wheel parks, and basketball courts proximate to adjacent streets and highly visible areas with high visitation. Crime Prevention Through Environmental Design (CPTED) principles guide facility location and lines of sight to improve visibility, promote use, and enhance user safety.

Provide adequate buffering. Allow for adequate buffers between use areas and within activity areas to allow for future modification. For example, tournaments will occasionally draw many spectators. Avoid impacts to other nearby facilities through a large enough congregation area.

Fields and Courts

Siting

Athletic fields and sport courts should be located on the most level portions of the site and be crowned where possible to minimize gradient across the length of the field. Ideally, fields and courts should be oriented in a north-south direction to reduce sun glare. Fields should be grouped to accommodate tournaments and maximize maintenance and programming efficiency. Open turf areas can be located adjacent to other recreation facilities to encourage informal play or other low impact uses such as observation.

- Court complexes and competitive level athletic fields should be included in community parks. Typically cities are more constrained by the availability of land than the demand for athletic fields. With this in mind, the limit on new athletic fields in the Longmont system should be the cost of ongoing operation and maintenance of fields.

- The most efficient and distributed addition of capacity would include:
    1. completion of phased park sites,
    2. Upgrades, including artificial turf and lights to increase capacity,
    3. New fields at future park development areas.

Access

Fields and courts should be easily and directly accessible from park entrances and parking areas to reduce traffic and disruption with other park uses.

General Design

- Individual courts (pairs of courts for tennis) should be included in neighborhood parks for casual play.
- Ball fields and tennis courts should have perimeter fencing and should be grouped to accommodate multiple games, league play and tournaments.
- Multi-purpose fields should be designed to accommodate multiple sports and should be contained outside the infield area of ball fields.
- In neighborhood parks, multi-use fields should be limited to practice level, not competitive level, in keeping with the local nature of the park setting.
- Lighted facilities should only be provided in community parks as necessary to extend playing time.
- Because concentrations of fields and courts can attract large groups, these facilities will require a greater need for parking. Parking should be scaled to fit the intended character and purpose of the park it is located within, while accommodating the field use. For example, a lower intensity multi-use field at a neighborhood park should be served by the basic parking suggestions outlined below. Multiple athletic fields at a community park will require larger parking areas, overflow parking areas or shared parking lots to accommodate large groups as well as other park users. On average, 20 additional spaces (above other park needs) per field should be required at competitive facilities.
- Parking needs are a function of the number of users per field (full size soccer fields can support as many as four youth games or 40 users) estimated number of spectators and the timing and turnover of games/practices. However, parking to accommodate field turn-over (when as many as twice the normal number of users are on site while one game or practice ends and another begins) should not be included at the expense of park space.
- Fields and courts should include shaded areas, trash and recycling, seating and drinking fountains. Athletic fields should have close access to restrooms.
- Sports groups should be provided areas to stage storage facilities for equipment. Agreements should be formalized that identify design standards for such facilities that make them compatible with the park, their responsibility to maintain these lockers and limit City liability for loss.

Playgrounds and Gathering Areas

Siting

Playgrounds and gathering areas are key features in all parks that are serving local access needs, including all neighborhood parks and community parks as well as district parks located in park access gap areas including:

- Izaak Walton Park,
- Jim Hamm Nature Area (serving gap area N4),
- Golden Ponds (serving gap area C1), and
- Future District Park P5 (serving gap area S5).

Playgrounds and gathering areas should occupy prominent locations near the main pedestrian entrance to a park and restroom facilities. At least one gathering area should be adjacent to the playground with additional perimeter seating and shade. Shelters to accommodate reserved picnic use should be located close to vehicular access to facilitate bringing food and supplies for larger gatherings.

Access

Playgrounds and play environments should be conveniently located in parks and have direct access to park entrances and parking areas. In playgrounds intended for younger children, place them so they are easily monitored by parents or guardians and limit the number of exits. A buffer should be provided between play areas and streets or parking lots.
Gathering areas should be located close to access points

General Design

- Play areas should fit the scale of the parks in which they are located, and should take inspiration from the site or neighborhood character.
- Ensure that the character of play equipment reflects the character of the park. For example, consider brightly colored, prominent and attention-getting equipment in highly developed parks, but not in a more naturalized district park.
- Provide a range of exercise, coordination and confidence building opportunities including opportunities for free play, creating environments that invite children to explore their environment and construct their own play scenarios. This can include play shelters and niches, sand areas, natural play elements, etc.
- Playgrounds can be constructed using a variety of materials, but must include resilient surfacing and a sufficient separation between preschool and school age features and keep children safe from traffic and conflicting uses.
- Playgrounds can include a wide variety of play experiences that do not involve traditional structures. Facilities can incorporate thematic areas with interpretive, imaginative and educational elements as well as natural play areas that provide creative play and exploration.
- Seating and environments that welcome guardians into play areas should be provided to encourage supervision.
- Shade structures and/or shade trees should be incorporated into the design.

- Nearby shelter structures should be provided in appropriate community and neighborhood parks, to accommodate birthday parties and family picnics centered on the play area.
- Drinking water and restrooms should be located within easy walking distance.
    - Allow adequate expansion area in playgrounds so that curbing and surfacing doesn't need to change with future equipment upgrades.
    - Provide adequate buffering or screening from adjacent play areas. For instance, care should be taken to protect playground participants from fly balls of nearby ballfields.

Aquatics & Water Access

Siting

Aquatics opportunities can be located in a variety of park types depending on the size of the feature. Splash pads have the potential to be small enough for neighborhood parks, scaled up to community park scale or included as part of a larger play area. Water play, such as a splash pad should be central to the play area. Activity pools, outdoor and indoor pools should be limited to community parks where supporting facilities such as parking and restrooms can be shared with other uses. Opportunities for water access (such as river, lake or reservoir)are limited and should be maximized where it exists.

Access

Aquatics and water access, even at a small scale are typically opportunities that users will travel to from beyond walking distance. Swim beaches, boat launches, swimming pools and aquatics centers should have access from arterial streets and provide parking adequate to average in-season use. The high cost to provide aquatics opportunities limits the number of facilities the system can support and sites should be distributed around the city with special attention paid to neighborhoods with less mobility.

General Design

- Design will vary greatly based on the type of facility.
- Due to the limited number of sites the system will support, accessibility (in terms of ability) is important to incorporate at the highest practical level at all sites.
- A variety of opportunities across the system and within larger aquatics facilities will maximize the interest value of the system as a whole. Providing variety to support competition as well as many types of water play will also increase the financial return on the community's investment in high cost facilities.

Gardens (arboreta, demonstration, decorative, community, etc.)

Siting

Gardens should be located on land that is level in a location that receives a minimum of six hours of sunlight during growing season and has access to adequate water supply. These sites should be separated from more active park uses such as athletic fields and wheel parks.

- Community gardens should be sited based on specific neighborhood requests, no minimum or maximum number of sites is recommended. Gardens should be expanded on a pilot project basis but only to locations where it is possible for them to be a permanent feature.
- Decorative gardens or arboreta should only be placed in community parks and only where the more intensive maintenance can be provided. These gardens would be ideal partnership areas with trained volunteers to assist with maintenance.
- Interpretive or educational gardens are appropriate for District Parks or community parks.

Access

Gardens should be directly accessible to site or park entrances and the street, and allow for machinery or equipment access when necessary. Arboreta should have access for machinery or equipment.

General Design

- Involve the community in the planning, construction and operation of community gardens to minimize the need for City resources. Seek partnerships for management of community gardens where they prove successful.
- Analyze the suitability of existing conditions when siting gardens and arboreta such as soil quality, available sunlight, water and utility availability, and presence of other supporting infrastructure.
- Garden sites should have secure storage areas for tools and equipment for use by garden plot holders and/or maintenance staff and volunteers.
- Different scales of gardens are possible from small urban gardens (such as Alta Park) to larger plot models that might fit well in an agricultural setting. Typically each site should include at least 20 garden plots, which do not need to be a fixed size.
- Refuse, recycling and composting areas should be provided. These should be located away from entrances and public streets and screened from view.
- Fencing the perimeter of community gardens will reduce vandalism and theft.
- Provide separate water taps for community garden use to maximize opportunities for management agreements.

Landscaping

Siting

Landscaping should be appropriate for the microclimate of each specific area. Consider specific use areas and the impact to the landscaping in selection of plant materials.

- Xeriscaping should be required for all public areas. Modeling water conservation is a compatible goal for public parks and greenways.
- CPTED (Community Policing Through Environmental Design) should be a focus of landscape design. Visibility should be maintained along pathways and to key sites within the park or trail.
- Use native plants exclusively along trails and habitat areas unless specifically allowed otherwise. Include hardy adapted species in parks to enhance the plant palate. Use specific turf types tolerant of intensive use such as in sports fields.

Access

Limit access to specific landscape areas where needed.

- Protect wetlands and sensitive habitats through incorporating taller grasses or woody species that discourage public use.
- Edible landscape should be used where appropriate either as wildlife species or for public consumption. Provide adequate access for those areas suitable for public harvesting.

General Design

- Analyze the suitability of existing conditions when designing landscapes such as soil texture and type, available sunlight, water and adjacency of nearby facilities.
- Use native grasses in buffer areas and to buffer sensitive habitats. These provide not only wildlife benefit but also reduce water consumption.
- Consider maintenance needs for specific landscape materials and limit those that are maintenance intensive such as floral displays or non-hardy plants for the Colorado climate.
- Include native edible landscape materials in habitat areas to support wildlife. Include non-native fruit bearing trees only in areas away from walkways and facilities (to eliminate fruit drop maintenance) but to encourage public stewardship of these areas.
- Elevate the canopy of trees and place tall shrubs away from trails and use areas to enhance visibility.

Outdoor Specialized Facilities

Siting

Due to the specialized nature of these facilities, siting will vary based on anticipated impacts and facility size. Smaller facilities, including outdoor fitness equipment and horseshoe pits, have minimal impacts to other park users and can be located in many locations and most parks. Other facilities, including roller hockey rinks and wheel parks can attract larger crowds and require buffering from other uses. These types of facilities should be provided in highly visible, active locations of parks where there is high user traffic. Dog off-leash areas require areas of sufficient size to support their intended use and can often (but not always) be sited in undeveloped areas.

Additional facility ideas generated during the planning analysis and public input include:

- Bike park: could include skills area or pump track
- Outdoor adventure facilities: zip line, climbing features or ropes course
- Senior playgrounds or outdoor fitness equipment

Access

Specialized facilities can be located away from off-street parking areas but should be connected to park entrances and parking areas with a direct and accessible route.

General Design

- Locate specialized facilities that generate noise and traffic near other active uses such as athletic fields to avoid impacts to quieter park users.
- For specialized facilities that attract viewers and non-participants, designs should include areas for seating and viewing, while also considering safety.
- For active use facilities such as wheel parks and bike parks, the design should provide a range of features to allow for different ability levels, providing places for beginners to feel comfortable, while offering challenges for more advanced users. Smaller parks might be limited to a specific skill level.
- An off-leash area should be at least one acre in size, be fenced with a double-gated entry, have adequate parking (not necessarily close to or specifically for the off-leash area), and include amenities such as dog waste stations, water, benches, and trash cans. The site should also be safe, not isolated, and noise impacts on neighbors should be considered. In some cases, adequate physical separation from other activity areas can substitute for fencing (such as the dog beach at Union Reservoir), signage should clearly indicate the boundaries of such an area. Surfacing choices should vary based on the size of the park, small sites (less than 2 acres) could use crushed rock or wood mulch while larger sites can use turf. In either case the perimeter of the park should be mulch or crushed rock to create a walking/running path and accommodate heavier wear, and ideally include at least some turf. Utilize surfacing materials that are sensitive to dog foot pads and also low maintenance.

- Enlist local users and user groups to help design specialized facilities such as wheel parks, disc golf courses and bike courses to ensure they meet user needs.
- Many specialized facilities can be located in areas where other, more traditional park facilities cannot be located. For example bike courses can be configured in a range of settings, from small areas with steep or varied topography, to narrow corridors with limited potential for other recreational opportunities. Disc golf courses can be located in areas with varied topography and under trees. Care should be taken to limit conflicts between uses such as pedestrians and cyclists, or trail users with disc golf. Signage to identify potential discs in the air, or for cyclists entering the trail helps mitigate points of conflict.

Indoor Facilities

Siting

Recreation centers and large, indoor specialize recreation buildings should only be placed in community parks. These facilities should be located for visibility and connected to the on-street and greenway trail network. Environmental education centers should be placed for visibility and visual or physical access to featured natural resources. While restrooms are appropriate for all park categories, the appropriate scale of restrooms changes with the park size, features and service area.

- Neighborhood Parks: screened portable restroom or single unisex restroom
- Community Parks: multiple restroom facility types scaled to serve the focus points of activity in the park such as sport complexes or key facilities
- District Parks: One or more restrooms as appropriate for the anticipated regular visitation.

Access

Access to recreation centers and environmental education centers will be a mix of multi-modal use. Vehicular access should be from an arterial street. Non-motorized access should include sidewalk or trail connections. Restrooms should be sited to maximize the ease of access from locations where people gather and spend longer amounts of time within the park, such as near playgrounds, picnic areas and athletic fields. Restrooms should have easy access for maintenance staff including vehicles.

General Design

- Where portable restrooms are used as an alternative to permanent restrooms, provide durable and attractive screening as an anchor point and to improve park aesthetics and reduce vandalism.
- Restrooms in neighborhood and district parks should be limited to single-occupant units.
- Restrooms should be integrated into park facilities where available (restroom/concession buildings, recreation centers or other buildings)

- All season restrooms should be included, as maintenance budget and allows, one to each community or district park for those parks with four-season use. All season restrooms should also be considered for trail and trailhead serving facilities, recognizing their all-season use.
- In major recreation facilities and at outdoor aquatics facilities, where changing may be required, include family restrooms.
- Restroom facilities should continue to be paired with drinking fountains to take advantage of the water supply.
- Buildings should incorporate natural lighting to minimize on-going energy use.
- Energy efficiency should be provided through use of low energy consuming fixtures, good insulation and alternative energy source (where reasonable).
- Durability should be included in design to minimize on going maintenance needs. Use of masonry and steel should be promoted.
- Anticipate future regulatory changes to ADA and other public access requirements through design that provides ample space for future modification.

Trails and Trailheads

Siting

Trails and internal pathways can be provided in all park types and should avoid steep topography and unnecessary grade changes and meandering. Primary trailheads should be provided at formal entrances to trails and greenways, such as primary greenways. Secondary trailheads (without parking but providing some information) should be provided for trail connections such as street intersections.

- Greenway trail development will be guided by the Open Space and Trails Master Plan, Multi-modal Transportation Plan, and with the Parks, Recreation and Trails Master Plan emphasizing the major network of recreation connections including on-street connections that bridge the gap between greenway trails and bike routes.
- Due to development along the waterways of the community, greenway trails are often in close proximity to sensitive natural environments. Reasonable effort should be made to buffer riverbanks and other sensitive areas from the trail while maintaining a pleasant and inviting trail experience.
- Connectivity to parks, schools, residential areas and other high use areas (such as recreation centers) should be made where possible.

Access

Trails and internal pathways should connect to park entrances and parking areas. Trailheads should be provided at greenway entrances and street intersections.

General Design

- Major trailheads (those intended for vehicular access) should include off-street parking, restrooms, a drinking fountain, trash/recycling collection, picnic areas and appropriate signage/directories.
- Secondary trailheads (intended for pedestrian access) should provide appropriate signage/maps/directories.
- Park sites with trail connections should be designed to also serve as trailheads.
- Measured loop walking paths should be provided in most parks, designed so that walkers and joggers can have a mostly uninterrupted route for exercise with physical route markers, informational signage or online tools to allow users to track their distances.
- Provide supporting amenities that enhance user experiences, such as directional, informational and interpretive signage, mileage markers, benches (at approximately ¼ mile increments), trash/recycling receptacles (where users will congregate), bicycle repair stations, dog waste stations (at entry areas), water fountains, kiosks, viewing blinds, boardwalks and outdoor exercise equipment.
- Trail development in natural areas should balance public access needs with the protection of natural resources. In some cases, design treatments such as raised boardwalks, fencing and signage can reduce unwanted encroachment into sensitive landscapes.
- Trails should be designed for full accessibility and with materials that match park character to the extent practicable. For example, district park and natural areas may be better suited to crusher fines pathways than to a concrete trail.
- Specialized recreation trails that offer fun and variety should be considered for inclusion in parks where practicable. Narrow and undulating natural surface trails are preferred by mountain bikers, trail runners and hikers. Wide, mostly level trails are preferred by runners and walkers alike. Design should discourage social trail development.
- Consider lighting in dark corridors or areas where there is limited visibility from surrounding uses to increase use and safety. Pathway lighting may not be appropriate in corridors outside of the urban areas of the community or district park/open space areas that close 1 hour after dusk; but should be included in underpasses and at trailhead parking lots.
- Comprehensive wayfinding signage should be provided on all trails and routes, with route maps and mileage information to inform users and improve connectivity to other greenways, bikeways and trails. You are Here notations should be included to orient trail users.
- Apply best practices and principles to design for safety such as Crime Prevention Through Environmental Design (CPTED) and defensible space theory to improve actual and perceived safety.
    - Offsetting trails from dense vegetation;
    - Landscape management to reduce hiding areas and increase visibility;
    - Create long sight-lines and avoid blind corners.

Parking

Siting

Parking is appropriate for all park types. On-street parking is preferred for neighborhood parks. Off-street parking should be provided at community parks, district parks and trailheads to accommodate people traveling from a distance and minimize impacts on surrounding neighborhoods.

Access

- On-street parking should be available on two street faces where possible, with the park pathway system connecting to the street sidewalks.
- Off-street parking should be located convenient to activity areas without impeding pedestrian and bicycle circulation and access.
- Off-street parking should be placed in close proximity to the access street to minimize on-going maintenance costs for long driveways.

General Design

- Parking should be sized appropriately for the park size and uses provided. It should take up the least amount of space possible within park sites of all types, maximizing space for the park functions visitors arrive to use, however impacts outside of the site should be avoided. A parking study should be done with the design to ensure parking needs are accommodated.
- Parking lots should only be added to neighborhood parks that do not have room for at least 20 spaces of on-street parking..
- At larger sites, consider the entire site and the typical seasons of use for facilities such as athletic fields to maximize all parking on the site before adding to serve a specific area. Parking studies should identify seasons of use, maximum number of participants and spectators for each sports use area, and additional parking for other park users not engaged in active sports activities. Provide a reasonable number of spaces for closely scheduled games, but do not over accommodate this type of scheduling.
- Plan to manage infrequent peak demand such as tournaments and community events, through agreements with off-site parking alternatives, carpooling and shuttle programs.

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APPENDIX C: 5-YEAR CAPITAL IMPROVEMENT PROGRAM

This appendix includes the ranking criteria and the funded projects table from the 2014-2018 5-Year Capital Improvement Program. This information is provided to illustrate the process of prioritizing projects across all City functions.

CIP Project Ranking Criteria

1. Project Use
    - Year round OR provides peak coverage
    - 5-11 months per year
    - Less than 5 months per year
2. Direct Benefit and Use to Citizens (73,000 people = 100%)
    - Benefits 50-100% of community directly
    - Benefits 25-49% of community directly
    - Benefits 10-24% of community directly
    - Benefits 1-9% of community directly
    - Benefits <1% directly OR indirect benefits only
3. Impact of the Project on Current Level of Service Provided to Citizens/Customers
    - Necessary to maintain current service level OR reach adopted min standards OR extend services
    - Improves level of service citizens will receive
    - No impact on service level
    - Provides new service/program not previously provided
4. Extends current level of service to
    - Recently annexed land OR service territory
    - Parcels within the Longmont Planning Area (LPA)
    - Parcels within the St. Vrain Valley Planning Area (SVVPA)
    - Not applicable
5. Relationship to Life Safety, Health Requirements, Mandated Min Health & Safety Standards, American Disabilities Act (ADA)
    - Immediate, urgent need
    - Necessary, but could be deferred for at least one year with interim repairs
    - No immediate need
6. Impact of Addressing Mission Statement/Quality of Life for Citizens, Businesses and Visitors
    - Substantial impact
    - Positive contribution to community's quality of life
    - Little or no impact
7. Urgent Repair to Infrastructure
    - Prevents damage to irreplaceable property OR major disruption of svc to the community

- Prevents irreparable damage to property
- Immediate repair can reduce the magnitude of a future problem
- Repair can be deferred up to two years
- Not a repair project

8. Operating Impacts
    - Net positive impact, revenue generating project OR will result in cost savings
    - Little or no impact
    - Minor increased operating expenses (primarily for maintenance)
    - Major increase in operating expenses
9. Fiscal connection or other City/Outside Agency Projects or Multidivisional Project
    - Represents significant cost savings (present or future)
    - Represents moderate cost savings
    - Convenience/efficiency only
    - No connection or no savings
10. Outside Funding Sources
    - Substantial outside funding sources
    - Leverages local funds to gain outside funding
    - No outside sources available
11. Efficiency Improvement Potential for City Programs or Operations
    - Significant improvement
    - Minor improvement
    - No impact
12. Executive Director's Rating
    - Urgent project
    - Maintenance project
    - Improvement project

2014-2018 Capital Improvement Program: Funded Projects

		2013 Budget	2014	2015	2016	2017	2018	2014-2018 Total
Downtown Redevelopment								
DR-8	Downtown Alley Improvements	2,208,383	503,000					503,000
DR-23	Downtown Parking Lot Improvements	161,540	10,000	30,000	30,000	30,000	30,000	130,000
DR-24	Longmont Theater Project	243,549						
DR-25	Downtown Breezeway Improvements	475,944						
	Total	**3,089,416**	**513,000**	**30,000**	**30,000**	**30,000**	**30,000**	**633,000**
Drainage								
D-21	Storm Drainage Rehabilitation and Improvements		50,000	60,000	70,000	80,000	90,000	350,000
D-28	Spring Gulch #2 Drainage & Greenway Improvements	4,500,230	2,538,341					2,538,341
D-37	Oligarchy Ditch Improvements	244,300	142,650	37,100	397,210	42,000	70,700	689,660
	Total	**4,744,530**	**2,730,991**	**97,100**	**467,210**	**122,000**	**160,700**	**3,578,001**
Electric								
MUE-9	Electric Feeder Underground Conversion	60,647						
MUE-14	Electric System Capacity Increases	990,000	435,000	215,000	260,000	410,000	370,000	1,690,000
MUE-17	Electric Substation Upgrades	120,768	50,000	50,000	50,000	50,000	50,000	250,000
MUE-44	Electric System Reliability Improvements	150,000	200,000	100,000	100,000	100,000	100,000	600,000
MUE-91	Street Lighting Program	50,000	50,000	50,000	50,000	50,000	50,000	250,000
MUE-97	Electric Aid To Construction	525,000	700,000	725,000	750,000	775,000	800,000	3,750,000
MUE-99	Smart Grid - Advanced Metering Infrastructure	100,000						-
MUE-100	Electric Vehicle Charging Stations		50,000					50,000
	Total	**1,996,415**	**1,485,000**	**1,140,000**	**1,210,000**	**1,385,000**	**1,370,000**	**6,590,000**
Parks and Recreation								
PR-5B	St. Vrain Greenway	3,869,363	1,300,000	1,310,000				2,610,000
PR-10	Union Reservoir Master Planned Improvements			52,000	579,740			631,740
PR-49	Dry Creek Community Park	1,063,772						-
PR-56	Park Buildings Rehabilitation and Replacement	34,551	349,820			10,000	10,000	369,820
PR-77	McIntosh Lake - District Park	226,324						-
PR-83	Primary and Secondary Greenway Connection	780,828	141,000	607,000	344,700			1,092,700
PR-90	Sunset Irrigation System			198,800				198,800
PR-100	Entryway Signage		71,656					71,656
PR-101	Jim Hamm's Pond District Park	419,423						-
PR-102	Swimming and Wading Pools Maintenance	246,751	129,211	255,617	308,427	252,700	236,150	1,182,105
PR-113	Park Irrigation Pump Systems Rehabilitation	127,464	150,000			10,000	10,000	170,000
PR-121	Park Ponds Dredging and Stabilization	415,000						-
PR-122	Open Space Acquisition Program	1,012,044						-
PR-136	Park Bridge Replacement Program	43,356	103,000					103,000
PR-139	Wertman Neighborhood Park	92,900	3,000	1,042,400				1,045,400
PR-150	Quail Campus Master Planned Improvements	396,118	1,067,600					1,067,600
PR-155	Golden Ponds Improvements	39,340						-
PR-161	Union Reservoir Office & Shop Replacement	274,267						-
PR-164	District Park Acquisition and Development	297,463						-
PR-165	Parks and Trails Master Planning	92,724						-
PR-169	Golf Course Cart Path Improvements		50,500	50,500	50,500	50,500	50,500	252,500

2014-2018 Capital Improvement Program: Funded Projects

		2013 Budget	2014	2015	2016	2017	2018	2014-2018 Total
PR-171	Izaak Walton Handicap Fishing Pier	10,526						-
PR-181	Union Reservoir West Side Enhancements	34,770						-
PR-183	St Vrain Integrated Reclamation Project	261,817						-
PR-185	Roosevelt Park Lot Expansion	9,813						-
PR-186	Park Infrastructure Rehabilitation and Replacement	448,462	265,420	200,000	10,000	96,900	96,900	669,220
	Total	**10,197,076**	**3,631,207**	**3,716,317**	**1,293,367**	**420,100**	**403,550**	**9,464,541**
Public Buildings and Facilities								
PB-1	Municipal Buildings Roof Improvements	962,332	88,800	586,238	841,214	271,420	91,331	1,879,003
PB-2	Municipal Buildings ADA Improvements	329,126	80,000	200,000		200,000	200,000	680,000
PB-7	Fleet Building Expansion	282,859	1,533,200					1,533,200
PB-37	Fire Stations Improvements	88,199	60,600	20,000	20,000	20,000	40,000	160,600
PB-80	Municipal Buildings Boiler Replacement	97,879	47,380	237,673	209,171	97,283	76,078	667,585
PB-82	Municipal Buildings HVAC Replacement	381,670	334,646	770,469	379,902	719,627	1,513,525	3,718,169
PB-87	Municipal Training Center		80,800					80,800
PB-93	Civic Center Remodel - Elevator	23,838	100,000					100,000
PB-109	Municipal Facilities Parking Lot Rehabilitation	116,150	40,000	10,000	10,000	50,000	50,000	160,000
PB-119	Municipal Buildings Flooring Replacement	35,000	143,420	109,841	58,480	135,350	50,000	497,091
PB-145	Community Services Specialized Equipment	107,600	118,927	231,148	137,586	204,630	219,850	912,141
PB-153	Museum Auditorium Addition	125,000						-
PB-160	Municipal Buildings Auto Door & Gate Replacement	10,000	10,000	10,000	10,000	16,000		46,000
PB-163	Municipal Buildings Keyless Entry			10,000	10,000	10,000	10,000	40,000
PB-165	Municipal Buildings Emergency Generators	68,800				80,800		80,800
PB-167	Dickens Storage Facility	372,775						-
PB-181	Municipal Buildings UPS Repair and Replacement	60,725	73,398	17,575		24,450	25,105	140,528
PB-189	Municipal Buildings Exterior Maintenance	40,000	32,600	10,000	10,000	10,000	10,000	72,600
PB-190	Municipal Buildings Interior Maintenance	26,000	31,500	10,000	10,000	10,000	10,000	71,500
PB-192	Operations & Maintenance Building/Site Improvement	1,068,396	2,068,760					2,068,760
	Total	**4,196,349**	**4,844,031**	**2,222,944**	**1,696,353**	**1,849,560**	**2,295,889**	**12,908,777**
Telecommunications								
TEL-1	Telecommunications System Network	405,215	50,000	50,000	50,000	50,000	50,000	250,000
TEL-2	Aid to Construction	562,500	200,000	200,000	200,000	200,000	200,000	1,000,000
	Total	**967,715**	**250,000**	**250,000**	**250,000**	**250,000**	**250,000**	**1,250,000**
Transportation								
T-1	Street Rehabilitation Program	5,154,603	4,000,000	4,500,000	4,500,000			13,000,000
T-11	Transportation System Management Program	2,403,167	1,705,000	450,000	1,000,000			3,155,000
T-12	Vance Brand Airport Improvements	547,624						
T-76	South Pratt Parkway Bridge over St Vrain River	300,000	325,000		2,100,000			2,425,000
T-78	Hover Street Bridge Over Dry Creek	176,000	1,616,000					1,616,000
T-91	State Highway 119 Pedestrian Underpass		1,383,000					1,383,000
T-92	Boston Avenue Connection - Price To Martin	175,000		488,500	1,951,500			2,440,000
T-105	Missing Sidewalks	310,139	155,000	205,000	250,000			610,000
T-109	Main St. & Ken Pratt Blvd Intersection Improvements	3,819,846						

2014-2018 Capital Improvement Program: Funded Projects

		2013 Budget	2014	2015	2016	2017	2018	2014-2018 Total
T-111	Main Street Pavement Reconstruction	817,266	3,750,000	250,000				4,000,000
T-113	Main Street Bridge Over St. Vrain River	350,000	1,652,500					1,652,500
	Total	**14,053,645**	**14,586,500**	**5,893,500**	**9,801,500**			**30,281,500**
Wastewater								
MUS-53	Sanitary Sewer Rehabilitation and Improvements	656,976	1,171,375	258,680	582,700	612,280	303,000	2,928,035
MUS-147	Infiltration/Inflow Analysis and Monitoring Study	148,686						
MUS-148	Trunkline Evaluation	46,780						
MUS-149	Wastewater Treatment Master Plan Improvements	19,866,920	1,750,600	1,750,600	1,750,600	1,750,600	1,750,600	8,753,000
	Total	**20,719,362**	**2,921,975**	**2,009,280**	**2,333,300**	**2,362,880**	**2,053,600**	**11,681,035**
Water								
MUW-66	Water Distribution Rehabilitation and Improvements	1,040,028	1,247,200	880,100	1,010,900	782,100	1,037,900	4,958,200
MUW-109	Clover Basin Water Transmission Line		150,000		80,000	3,815,000		4,045,000
MUW-112	North St Vrain Pipeline Replacement		150,000	670,000				820,000
MUW-137	Union Reservoir Land Acquisition Program	50,000	50,000	50,000	50,000	50,000	50,000	250,000
MUW-151	St Vrain Creek Protection Program	213,647	96,800	137,200	165,200	165,200	165,200	729,600
MUW-153	South St Vrain Pipeline Improvements	25,420						
MUW-155	Water Treatment Plant Improvements	2,375,000					2,672,000	2,672,000
MUW-172	Windy Gap Firming Project	972,000	-	400,000	15,650,000			16,050,000
MUW-173	Raw Water Irrigation Planning and Construction	689,014	132,800	92,800	108,000	108,000	108,000	549,600
MUW-177	Union Reservoir Pumpback Pipeline	153,129						
MUW-179	Water System Oversizing	75,750	75,750	75,750	75,750	75,750	75,750	378,750
MUW-180	Longmont Reservoir Outlet Gates Repair	122,000						
MUW-181	Water Resources Infrastructure Improvements/Rehab	175,159		22,220				22,220
MUW-182	Flow Monitoring Program	245,006	110,000	110,000				220,000
MUW-183	Price Park Tank Replacement				1,095,000			1,095,000
MUW-184	Additional 8 Million Gallon North Tank		200,000					200,000
	Total	**6,136,153**	**2,212,550**	**2,438,070**	**18,234,850**	**4,996,050**	**4,108,850**	**31,990,370**
	2014-2018 Funded Projects	**66,100,661**	**33,175,254**	**17,797,211**	**35,316,580**	**11,415,590**	**10,672,589**	**108,377,224**

Note:
2013 Budget includes all appropriations and CIP Amendments completed in 2013 as of O-2013-30 snd CIP amendments completed as of O-2013-31

APPENDIX D: EXISTING MASTER PLANS AND REPORTS

The following is a reference list of site level master plans and comprehensive city-wide plans, reports and studies which are relevant to parks, recreation and trails in Longmont. The date listed refers to the most recent update.

Neighborhood Parks

1. Alta Park Master Plan (2010)
2. Athletic Field Park – Community Planning Process, Midtown Revitalization Program – Kiteley Neighborhood (2011)
3. Blue Skies Park Master Plan (2005)
4. Collyer Park Master Plan (2003)
5. Flanders Park Master Plan (1994)
6. Kensington Park Master Plan (2005)
7. Left Hand Creek Park Master Plan (1996)
8. Rough & Ready Neighborhood Park (2004)
9. Stephen Day Park (2004)
10. Willow Farm Park Master Plan (1998)

Community Parks

1. Dry Creek Community Park Master Plan (2008)
2. Garden Acres Park Master Plan (1986)
3. Quail Campus Master Plan (2013)
4. Roosevelt Community Park (1998)
5. Sandstone Ranch Community & District Park (2006)

District Parks

1. Dickens Farm Park (2013)
2. Izaak Walton Master Plan (1998)
3. Jim Hamm Nature Area Master Plan (1998 & 2001)
4. McIntosh Lake Master/Management Plan (2005)
5. Rogers Grove Master Plan
6. Union Reservoir Recreational Master Plan (2012)

Greenways

1. St. Vrain Greenway Master Plan (1993 & 2001)
2. St. Vrain Creek Riparian Corridor Protection Plan (2010)

Recreation

1. Aquatics Master Plan (2003)

Open Space & Forestry

1. Open Space and Trails Master Plan (2002)
2. Urban Tree Canopy & CITYgreen Analysis (2008)
3. Wildlife Management Plan (2005)

Other Relevant City of Longmont Plans & Reports

1. 1st & Main Station Transit & Revitalization Plan (2012)
2. 17th Avenue Pedestrian Crossing Study (2011)
3. Downtown Longmont Master Plan of Development (1995)
4. Economic Development Action Plan (2008)
5. Focus on Longmont Plan (2006)
6. Highway 66 Mixed Use Corridor Framework Master Plan and Design Guidelines (2007)
7. Historic Eastside Neighborhood Revitalization Plan (2006)
8. Kensington Neighborhood Revitalization Plan (2004)
9. Kiteley Neighborhood Revitalization Plan (2010)
10. Longmont Area Comprehensive Plan (2010)
11. Midtown Redevelopment Plan (2005)
12. Multi-Modal Transportation Plan (2005)
13. Old North Neighborhood Revitalization Plan (2010)
14. Park & Greenway Pedestrian Bridge Inspection Report (2013)
15. Pedestrian Crossing Treatment Guidelines (2009)
16. Southeast Longmont Urban Renewal Plan (2006)
17. Twin Peaks Mall Area Urban Renewal Plan (2009)

APPENDIX E: LONGMONT AREA COMPREHENSIVE PLAN IMPLICATIONS

Chapter 5: Summary and Next Steps, provides some general guidance on making the Parks, Recreation & Trails Master Plan (Plan) compatible with other City plan documents and policies, including the Comprehensive Plan. As mentioned in this section of the Plan, there are changes that will need to be made for consistency. The Plan also recognizes that there may be opportunities to add goals, policies and strategies to the Longmont Area Comprehensive Plan (LACP). There will also likely be opportunities to reference the Plan throughout appropriate sections of the LACP. Any changes to the LACP will need to go through the amendment process and will ultimately be approved by City Council.

The following goals, policies, and strategies from the LACP appear to relate to the Parks, Recreation & Trails Master Plan (Plan). Many of the goals in the LACP are generally supportive of the vision and goals described in the Plan; these have been included in this list. There are also goals, policies and strategies, as well as general language in the LACP that may need to be modified once the Plan is adopted – including general references to the Plan, as appropriate. General information on some of those areas is provided below. As stated above, there may be additional opportunities to add new goals, policies and/or strategies to the LACP. As this information would be new, it has not been included in the list of existing goals, policies and strategies below. At a minimum, the five goals of the Plan need to be generally consistent and reinforced in the LACP. There is some overlap with existing LACP goals, so modifying existing language is likely in addition to adding new language. This information is provided to accompany the LACP amendment application that goes forward after the Plan is adopted.

Growth of the City

Strategy G-1.2(a): Prioritize, through the Capital Improvement Program, the City's expenditures into those areas where the City's residents receive the greatest benefits.

Strategy LUD-3.1(a): Plan residential neighborhood planning areas that are self-contained, have a sense of place, and are centered around schools, parks, and other services, all within walking distance of the home.

Land Use and Urban Design

Comprehensive Land Use Category Definitions – Summary of Land Use Categories

Updates are needed to reflect size, use and locational criteria changes recommended by the Plan

Parks, Greenways and Open Space	Size depends on type of facility. Neighborhood Park: 10-20 acres. Community Park: 50-100 acres.	Lands for active and passive recreation uses, natural areas, agriculture, preservation of scenic quality, trails and corridors to connect activity centers.	▪ Intended to provide for the active and passive recreational needs of the community. ▪ Conserve cultural and natural areas. ▪ Generally provided by public agencies (city, county, state or federal).

Transportation

GOAL T-2: Provide an adequate, safe, and efficient multi-modal transportation system that is compatible with the natural, community, and economic environment.

POLICY T-2.4: Provide bikeways and walkways to encourage nonpolluting alternative means of transportation.

Strategy T-2.4(a): Design and promote the bikeway system as an important facility that serves different users, including bicyclists, pedestrians, and joggers, with different functions such as transportation and recreation.

Consider adding a strategy under LACP Goal T-2 to integrate Plan Goal 3 (Connect).

Strategy T-2.4(b): Provide convenient connections using bikeways and walkways between residential and employment centers with grade separations at major barriers such as arterials, rivers, and railroads.

Strategy T-2.4(c): Identify funding sources, including developer participation, that the City can use to complete the bikeway and walkway systems.

Strategy T-2.4(e): Continue to stripe bicycle lanes on collector and arterial streets, and place signage for designated bike routes, bike lanes, and trail heads or install "Share the Road" signage on bicycle routes where on-street striping is not possible.

Environmental Quality and Resources Conservation

GOAL E-1: Maintain and improve Longmont's environmental quality.

GOAL E-2: Preserve environmental resources and unique natural areas.

POLICY E-2.1: Encourage a growth pattern for the City that preserves unique and sensitive natural resources and areas.

POLICY E-2.3: Encourage the use of floodplains and major drainage facilities for recreational use, open space, and other appropriate uses that preserve the natural environment and minimize the potential for property damage.

Strategy E-2.3(a): Review floodplain regulations and revise, as appropriate, to encourage recreational and open space uses within floodplains.

Parks, Greenways and Open Space

This chapter of the LACP includes a description of parks and each park type. Staff may want to consider updating this introduction for consistency and to better reflect the information in the Plan. We will likely want to add "recreation corridors" to this chapter and potentially the transportation chapter as well.

GOAL P-1: Provide adequate parks to serve the recreational needs of Longmont residents and visitors.
Evaluate the opportunity to add new policies under this LACP goal, consistent with Goal 1 (Renew) and Goal 2 (Complete) of the Plan.

POLICY P-1.1: Develop three types of parks: (1) neighborhood parks, (2) community parks, and (3) district parks, to serve the needs of residents and visitors.

Strategy P-1.1(a): Using the following criteria, develop at least one neighborhood park within each neighborhood planning area to serve its residents and visitors with facilities such as playgrounds, non-lighted playfields, and picnic areas:

A. *Provide 2.5 acres of neighborhood park for each 1,000 residents.* Consider removing this criterion as it is no longer applicable.
B. *Size each neighborhood park in the range of 10 to 20 acres, depending on the physical attributes of the site, the facilities the City will provide, and the configuration of an adjacent school site's play area.* Update size guidelines in LACP to reflect updated size information from Plan.

C. *Locate each neighborhood park to have a service radius of ½ mile, generally within the boundaries of arterial streets or railroad lines.* Update locational criteria to better reflect desired travel distance.

D. *Generally, locate neighborhood parks adjacent to elementary schools and on collector streets.* Consider updating this criterion, as needed, to better reflect language in Plan.

- *Consider the acreage of an adjacent elementary school's developed play area in calculating the size needed for that neighborhood park to determine whether its size can be within the lower end of the acreage range.*
- *Do not require or build neighborhood parks in residential areas when the planned residential population is too low to support a neighborhood park.*

Strategy P-1.1(b): Using the following criteria, develop community parks to serve residents and visitors of several neighborhood planning areas with improvements such as indoor recreation facilities, lighted athletic complexes, or other facilities that the City cannot functionally provide within neighborhood parks.

A. *Provide 4.5 acres of community park for each 1,000 residents.* Consider removing this criterion as it is no longer applicable.

B. *Size each community park in the range of 50 to 100 acres depending on the physical attributes of the site and the facilities the City will provide.* Update size guidelines in LACP to reflect updated size information from plan

C. *Locate each community park to have a service radius of 1 to 1½ miles.* Update locational criteria to better reflect desired travel distance.

D. *Locate community parks on or near arterials either in nonresidential neighborhoods or on the edge of residential neighborhoods with the intent of minimizing the impact of organized recreational activities on residences.* Consider updating this criterion, as needed, to better reflect language in Plan.

Strategy P-1.1(c): Using the following criteria, develop district parks to serve the residents and visitors of the City and surrounding area with facilities that primarily promote low-impact, passive outdoor recreation and that also take advantage of the natural and cultural features of the site:

A. *Size each district park so that it includes sufficient area in which to locate recreational facilities so they are compatible with and protect the natural and cultural environment.* Evaluate whether or not to add additional information on sizing based on language in the Plan.

B. *Locate each district park to encompass the specific natural feature that is its focus.*

C. *Configure district parks to provide access from arterial or collector streets when feasible.*

Policy P-1.2: Provide recreational facilities and programs to meet the needs of different segments of the population and to foster tourism.

Strategy P-1.2(a): Develop recreational facilities as appropriate to meet the needs of different segments of the population, such as youth, seniors, and people with disabilities.

Strategy P-1.2(b): Develop recreational facilities that will be attractive to both Longmont residents and visitors.

Consider adding a new policy or strategy or modifying P-1.2 and associated strategies to better reflect Goal 4 (Distinguish) of the Plan.

GOAL P-2: Develop a greenway system of linear public open space that encompasses utility corridors, rivers, lakes, ditches and creeks used for storm water drainage, provides for the multiple uses of storm drainage corridors, assists in their efficient maintenance, accommodates trail-oriented recreation, and connects residential areas to the bikeway network and with community activity areas.

POLICY P-2.1: Designate primary greenways that encompass utility corridors, rivers, lakes, ditches, and creeks that carry urban storm drainage when they can integrate with the bikeway system and can connect residential areas with community activity areas.

POLICY P-2.2: Develop secondary greenways, corridors that accommodate a bikeway, in residential neighborhoods to provide short links to primary greenways, bikeways, parks, and schools.

Strategy P-2.2(a): Locate secondary greenways during the subdivision review process in residential development when necessary to connect to primary greenways, bikeways, parks, and schools.

Consider modifying Goal P-2 and associated policies and/or strategies or adding new policies and/or strategies to better reflect Goal 3 (Connect) of the Plan.

POLICY P-3.4: Designate trails and other links to connect useable open space lands, stream corridors and scenic entryway corridors with other public areas to provide access to these areas.

Strategy P-3.4(a): Establish designated trails and other links through a variety of appropriate methods.

Consider adding a new goal to this chapter to better reflect Goal 5 (Sustain).

Role of Government

GOAL RG-1: Enhance the quality of life for those who live in, work in, or visit Longmont.

Updates

This appendix reflects the implications to the LACP as of the completion of the Parks, Recreation and Trails Master Plan. The intention is that the changes will be completed as soon as feasible. Therefore this appendix represents a snapshot of the implications and the current language of the LACP should be referenced from official City sources.

APPENDIX F: COST MODEL

Cost Model

During the development of the Parks, Recreation and Trails Master Plan, the planning team developed a model for calculating the capital and operating and renewal costs by site and across the system. This cost model utilizes a series of assumptions about the cost of building, maintaining, and renewing Longmont's parks, recreation facilities and trails. These costs are based on the actual experience of the community as well as additional examples provided from the planning team's combined experience.

The cost model is used to identify the planning level cost for projects. It is important to note that the basis of these costs is an assumption, applied per site, to a percentage of the site, or per unit. This model is useful for generating an initial estimate of the project cost which can then be refined with specifics about the site to reach a project cost presented in this plan. These costs will be further refined as projects move forward toward implementation.

Elements of the Model

Project Selections: this section of the model is where the number or amount is set for each site. These selections are then multiplied against a set of project assumptions to result in the total capital, operations and maintenance, and renewal costs.

Capital Costs: the total of all calculations for capital projects based on the selections in the first section.

Maintenance and Operations: the total of all calculations for ongoing maintenance and operations based on the selections in the first section.

Renewal: the total of all calculations for investments in renewal based on the selections in the first section. For the project tables in chapter 4, a simpler method was applied to illustrate the concept of renewal. This model allows for a more precise calculation with updated life-cycle values in the assumptions.

Inflation: this section presents inflated capital cost values for +5, +10, +15 and +20 years (based on an inflation factor in the assumptions) to illustrate the increased cost of waiting to complete projects.

Updates

This appendix is a snapshot of the cost model used in the development of initial costs for the project tables in Chapter 4 of the Parks, Recreation and Trails Master Plan. From these initial costs, the planning team further refined the costs based on additional project data. The Cost Model is a tool designed for ongoing use by City staff and the current assumptions and the spreadsheet version of the model are kept by Parks and Natural Resources.

Project Selections

	Future Park Type	Acres (2012 GIS)	Land Acquisition X	Site Master Planning X	% of Site To Develop %	% of Site Maintained %	Playground Add #	Playground Upgrade #	On-Street Recreation Connection Miles	Off-Street Multi-Use Trail Miles	Underpass #	Enhanced Crossing #	Park Facility (Small) #	Park Facility (Large) #	Standard Ball Field #	Enhanced Ball Field #	Standard Multi-Purpose Field #	Enhanced Multi-Purpose Field #	Small Restroom #	Large Restroom #	Other X	Other (Description)		
Affolter	Neighborhood	5.5				100%																		
Alta	Neighborhood	0.5				100%																		
Athletic Field	Neighborhood	3.5				100%																		
Blue Skies	Neighborhood	11.3				100%																		
Carr	Neighborhood	8.7				100%																		
Collyer	Neighborhood	4.2				100%																		
Dawson	Neighborhood	15.0				100%																		
Flanders	Neighborhood	7.0				100%																		
Hover	Neighborhood	10.4				100%																		
Kanemoto	Neighborhood	7.2				100%																		
Kensington	Neighborhood	16.4				100%																		
Lanyon	Neighborhood	8.4				100%																		
Left Hand	Neighborhood	11.5				100%																		
Loomiller	Neighborhood	15.2				100%																		
Pratt	Neighborhood	3.5				100%																		
Price	Neighborhood	1.3				100%																		
Raber	Neighborhood	3.1				100%																		
Rothrock Dell	Neighborhood	5.8				100%																		
Rough & Ready	Neighborhood	9.0				100%																		
Spangler	Neighborhood	5.2				100%																		
Stephen Day	Neighborhood	14.8				100%																		
Sunset	Neighborhood	4.5				100%																		
Thompson	Neighborhood	4.3				100%																		
Valley	Neighborhood	2.6				100%																		
Willow Farm	Neighborhood	13.4				100%																		
Future Park Site P1	Neighborhood	10.0	X	X	100%		1						2				1		1					
Fox Meadows (P3)	Neighborhood	8.8		X	100%		1						2						1					
West Grange (P8)	Neighborhood	33.5		X	30%		1						2						1					
Future Park Site P7 (South Clover Basin)	Neighborhood	16.7	X	X	50%		1						2				1		1					
Wertman (P6)	Neighborhood	8.5		X	100%		1						2						1					
Subtotal: Existing Neighborhood Parks		269.8	2	5	5		5	0	0	0	0	0	10	0	0	0	2	0	5	0	0			

Project Selections

	Future Park Type	Acres (2012 GIS)	Land Acquisition	Site Master Planning	% of Site To Develop	% of Site Maintained	Playground Add	Playground Upgrade	On-Street Recreation Connection	Off-Street Multi-Use Trail	Underpass	Enhanced Crossing	Park Facility (Small)	Park Facility (Large)	Standard Ball Field	Enhanced Ball Field	Standard Multi-Purpose Field	Enhanced Multi-Purpose Field	Small Restroom	Large Restroom	Other	Other (Description)	
Clark	Community	47.7		X		100%		1					2										
Dry Creek	Community	31.3				100%																	
Dry Creek Park Undeveloped (at P8)	Community	21.2			100%		1							1	2		1			1	X	Water featur	$ 2,500,000
Garden Acres	Community	41.6				100%		1															
Quail Campus	Community	14.1				100%															X	Fitness Area I	$ 6,000,000
Quail Campus Undeveloped	Community	25.7			100%		1	1						2									
Roosevelt	Community	19.4				100%																	
Sandstone Ranch	Community	99.4				100%																	
Sandstone Ranch (Phase 4)	Community	35.1			100%		1								4								
Longmont Tech Center (P2)	Community	75.0	X	X	100%		2	1					2	4		4	2			2			
Sisters (P6)	Community	69.3		X	100%		1	1					2	4				6		2			
Subtotal: Existing Community Parks		479.9																					
Golden Ponds (including Lychins Gulch)	District	87.8				50%	1																
Jim Hamm	District	45.0				50%	1																
Izaak Walton	District	21.5				25%	1																
McCall Lake	District	53.7				0%																	
McIntosh Lake	District	362.0				25%																	
Pavlakis/Dickens Farm	District	52.1			60%																x	Floodplain work	
Rogers Grove	District	54.9				100%																	
Sandstone Ranch	District	85.2				100%																	
St. Vrain Greenway	District	102.8				100%																	
Future District Park (P4)	District	221.0			5%													1					
Future District Park (P5)	District	40.0			25%		1						1					1					
Union Reservoir	District	830.6			15%	5%																	
Subtotal: District Parks		1956.7																					
Dog Park I (21st & Francis)	Other City Property	7.0				100%																	
Dog Park II (Airport Rd.)	Other City Property	2.7				100%																	
Subtotal Other Property		9.6																					

Project Selections

	Future Park Type	Acres (2012 GIS)	Land Acquisition	Site Master Planning	% of Site To Develop	% of Site Maintained	Playground Add	Playground Upgrade	On-Street Recreation Connection	Off-Street Multi-Use Trail	Underpass	Enhanced Crossing	Park Facility (Small)	Park Facility (Large)	Standard Ball Field	Enhanced Ball Field	Standard Multi-Purpose Field	Enhanced Multi-Purpose Field	Small Restroom	Large Restroom	Other	Other (Description)	
Dry Creek	Greenway	3.0									1												
Jim Hamm Pond	Greenway	0.3																					
Lake McIntosh	Greenway	3.7																					
Lefthand Creek	Greenway	3.2																					
Longmont Supply	Greenway	0.8																					
Lykin's Gulch	Greenway	1.1																					
Oligarchy Ditch	Greenway	5.4																					
Rough & Ready	Greenway	2.4									2												
Spring Gulch #1	Greenway	1.1																					
Spring Gulch #2	Greenway	3.1																					
St. Vrain	Greenway	7.7									1												
Tri-State	Greenway	0.9																					
Total Proposed Off-Street Connections	Recreation Connection	22.0								22.0													
Total On Street Connections	Recreation Connection	27.0							20.0														
Subtotal Recreation Connections		81.6																					
Prototype Partner Site	Partner Site	1.5			100%		1						1										
Subtotal Partner Sites																							
System Total		2,716.0																					

Results											
	Future Park Type	Acres (2012 GIS)	Subtotal: Capital Projects	Subtotal: Maintenance and Operations	Subtotal: Renewal Investment	Inflation Now	2018 +5 Years	2023 +10 Years	2028 +15 Years	2033 +20 Years
Affolter	Neighborhood	5.5	$ -	$ 30,000	$ -	$ -	$ -	$ -	$ -	$ -
Alta	Neighborhood	0.5	$ -	$ 3,000	$ -	$ -	$ -	$ -	$ -	$ -
Athletic Field	Neighborhood	3.5	$ -	$ 19,000	$ -	$ -	$ -	$ -	$ -	$ -
Blue Skies	Neighborhood	11.3	$ -	$ 62,000	$ -	$ -	$ -	$ -	$ -	$ -
Carr	Neighborhood	8.7	$ -	$ 48,000	$ -	$ -	$ -	$ -	$ -	$ -
Collyer	Neighborhood	4.2	$ -	$ 23,000	$ -	$ -	$ -	$ -	$ -	$ -
Dawson	Neighborhood	15.0	$ -	$ 82,000	$ -	$ -	$ -	$ -	$ -	$ -
Flanders	Neighborhood	7.0	$ -	$ 38,000	$ -	$ -	$ -	$ -	$ -	$ -
Hover	Neighborhood	10.4	$ -	$ 57,000	$ -	$ -	$ -	$ -	$ -	$ -
Kanemoto	Neighborhood	7.2	$ -	$ 40,000	$ -	$ -	$ -	$ -	$ -	$ -
Kensington	Neighborhood	16.4	$ -	$ 90,000	$ -	$ -	$ -	$ -	$ -	$ -
Lanyon	Neighborhood	8.4	$ -	$ 46,000	$ -	$ -	$ -	$ -	$ -	$ -
Left Hand	Neighborhood	11.5	$ -	$ 63,000	$ -	$ -	$ -	$ -	$ -	$ -
Loomiller	Neighborhood	15.2	$ -	$ 84,000	$ -	$ -	$ -	$ -	$ -	$ -
Pratt	Neighborhood	3.5	$ -	$ 19,000	$ -	$ -	$ -	$ -	$ -	$ -
Price	Neighborhood	1.3	$ -	$ 7,000	$ -	$ -	$ -	$ -	$ -	$ -
Raber	Neighborhood	3.1	$ -	$ 17,000	$ -	$ -	$ -	$ -	$ -	$ -
Rothrock Dell	Neighborhood	5.8	$ -	$ 32,000	$ -	$ -	$ -	$ -	$ -	$ -
Rough & Ready	Neighborhood	9.0	$ -	$ 50,000	$ -	$ -	$ -	$ -	$ -	$ -
Spangler	Neighborhood	5.2	$ -	$ 28,000	$ -	$ -	$ -	$ -	$ -	$ -
Stephen Day	Neighborhood	14.8	$ -	$ 81,000	$ -	$ -	$ -	$ -	$ -	$ -
Sunset	Neighborhood	4.5	$ -	$ 25,000	$ -	$ -	$ -	$ -	$ -	$ -
Thompson	Neighborhood	4.3	$ -	$ 24,000	$ -	$ -	$ -	$ -	$ -	$ -
Valley	Neighborhood	2.6	$ -	$ 15,000	$ -	$ -	$ -	$ -	$ -	$ -
Willow Farm	Neighborhood	13.4	$ -	$ 74,000	$ -	$ -	$ -	$ -	$ -	$ -
Future Park Site P1	Neighborhood	10.0	$ 1,965,000	$ 82,000	$ 43,000	$ 1,965,000	$ 2,507,000	$ 3,199,000	$ 4,082,000	$ 5,209,000
Fox Meadows (P3)	Neighborhood	8.8	$ 1,379,000	$ 51,000	$ 21,000	$ 1,379,000	$ 1,760,000	$ 2,246,000	$ 2,867,000	$ 3,659,000
West Grange (P8)	Neighborhood	33.5	$ 1,488,000	$ 57,000	$ 23,000	$ 1,488,000	$ 1,898,000	$ 2,423,000	$ 3,092,000	$ 3,946,000
Future Park Site P7 (South Clover Basin)	Neighborhood	16.7	$ 2,004,000	$ 73,000	$ 41,000	$ 2,004,000	$ 2,557,000	$ 3,263,000	$ 4,164,000	$ 5,315,000
Wertman (P6)	Neighborhood	8.5	$ 1,351,000	$ 49,000	$ 21,000	$ 1,351,000	$ 1,725,000	$ 2,202,000	$ 2,810,000	$ 3,588,000
Subtotal: Existing Neighborhood Parks		269.8	$ 8,187,000	$ 1,369,000	$ 149,000	$ 8,187,000	$ 10,447,000	$ 13,333,000	$ 17,015,000	$ 21,717,000

Results										
	Future Park Type	Acres (2012 GIS)	Subtotal: Capital Projects	Subtotal: Maintenance and Operations	Subtotal: Renewal Investment	Inflation	2018	2023	2028	2033
Clark	Community	47.7	$ 550,000	$ 167,000	$ 5,000	$ 550,000	$ 702,000	$ 897,000	$ 1,145,000	$ 1,461,000
Dry Creek	Community	31.3	$ -	$ 109,000	$ -	$ -	$ -	$ -	$ -	$ -
Dry Creek Park Undeveloped (at P8)	Community	21.2	$ 5,761,000	$ 154,000	$ 126,000	$ 5,761,000	$ 7,352,000	$ 9,384,000	$ 11,976,000	$ 15,285,000
Garden Acres	Community	41.6	$ 100,000	$ 146,000	$ 5,000	$ 100,000	$ 128,000	$ 163,000	$ 208,000	$ 265,000
Quail Campus	Community	14.1	$ 6,000,000	$ 49,000	$ -	$ 6,000,000	$ 7,658,000	$ 9,773,000	$ 12,474,000	$ 15,921,000
Quail Campus Undeveloped	Community	25.7	$ 2,915,000	$ 90,000	$ 74,000	$ 2,915,000	$ 3,721,000	$ 4,748,000	$ 6,060,000	$ 7,734,000
Roosevelt	Community	19.4	$ -	$ 68,000	$ -	$ -	$ -	$ -	$ -	$ -
Sandstone Ranch	Community	99.4	$ -	$ 348,000	$ -	$ -	$ -	$ -	$ -	$ -
Sandstone Ranch (Phase 4)	Community	35.1	$ 4,463,000	$ 223,000	$ 173,000	$ 4,463,000	$ 5,695,000	$ 7,269,000	$ 9,278,000	$ 11,841,000
Longmont Tech Center (P2)	Community	75.0	$ 15,300,000	$ 343,000	$ 579,000	$ 15,300,000	$ 19,527,000	$ 24,921,000	$ 31,806,000	$ 40,593,000
Sisters (P6)	Community	69.3	$ 14,189,000	$ 283,000	$ 679,000	$ 14,189,000	$ 18,108,000	$ 23,111,000	$ 29,497,000	$ 37,647,000
Subtotal: Existing Community Parks		479.9	$ 49,278,000	$ 1,980,000	$ 1,641,000	$ 49,278,000	$ 62,891,000	$ 80,266,000	$ 102,444,000	$ 130,747,000
Golden Ponds (including Lychins Gulch)	District	87.8	$ 100,000	$ 44,000	$ 5,000	$ 100,000	$ 128,000	$ 163,000	$ 208,000	$ 265,000
Jim Hamm	District	45.0	$ 100,000	$ 23,000	$ 5,000	$ 100,000	$ 128,000	$ 163,000	$ 208,000	$ 265,000
Izaak Walton	District	21.5	$ 100,000	$ 5,000	$ 5,000	$ 100,000	$ 128,000	$ 163,000	$ 208,000	$ 265,000
McCall Lake	District	53.7	$ -	$ -	$ -	$ -	$ -	$ -	$ -	$ -
McIntosh Lake	District	362.0	$ -	$ 91,000	$ -	$ -	$ -	$ -	$ -	$ -
Pavlakis/Dickens Farm	District	52.1	$ 2,811,000	$ 31,000	$ 47,000	$ 2,811,000	$ 3,589,000	$ 4,580,000	$ 5,844,000	$ 7,458,000
Rogers Grove	District	54.9	$ -	$ 55,000	$ -	$ -	$ -	$ -	$ -	$ -
Sandstone Ranch	District	85.2	$ -	$ 85,000	$ -	$ -	$ -	$ -	$ -	$ -
St. Vrain Greenway	District	102.8	$ -	$ 103,000	$ -	$ -	$ -	$ -	$ -	$ -
Future District Park (P4)	District	221.0	$ 1,145,000	$ 13,000	$ 20,000	$ 1,145,000	$ 1,461,000	$ 1,866,000	$ 2,381,000	$ 3,039,000
Future District Park (P5)	District	40.0	$ 1,250,000	$ 12,000	$ 23,000	$ 1,250,000	$ 1,596,000	$ 2,037,000	$ 2,600,000	$ 3,319,000
Union Reservoir	District	830.6	$ 11,213,000	$ 166,000	$ 187,000	$ 11,213,000	$ 14,312,000	$ 18,266,000	$ 23,312,000	$ 29,753,000
Subtotal: District Parks		1956.7	$ 16,719,000	$ 628,000	$ 292,000	$ 16,719,000	$ 21,342,000	$ 27,238,000	$ 34,761,000	$ 44,364,000
Dog Park I (21st & Francis)	Other City Property	7.0	$ -	$ 7,000	$ -	$ -	$ -	$ -	$ -	$ -
Dog Park II (Airport Rd.)	Other City Property	2.7	$ -	$ 3,000	$ -	$ -	$ -	$ -	$ -	$ -
Subtotal Other Property		9.6	$ -	$ 10,000	$ -	$ -	$ -	$ -	$ -	$ -

Results										
	Future Park Type	Acres (2012 GIS)	Subtotal: Capital Projects	Subtotal: Maintenance and Operations	Subtotal: Renewal Investment	Inflation	2018	2023	2028	2033
Dry Creek	Greenway	3.0	$ 400,000	$ -	$ -	$ 400,000	$ 510,000	$ 652,000	$ 833,000	$ 1,064,000
Jim Hamm Pond	Greenway	0.3	$ -	$ -	$ -	$ -	$ -	$ -	$ -	$ -
Lake McIntosh	Greenway	3.7	$ -	$ -	$ -	$ -	$ -	$ -	$ -	$ -
Lefthand Creek	Greenway	3.2	$ -	$ -	$ -	$ -	$ -	$ -	$ -	$ -
Longmont Supply	Greenway	0.8	$ -	$ -	$ -	$ -	$ -	$ -	$ -	$ -
Lykin's Gulch	Greenway	1.1	$ -	$ -	$ -	$ -	$ -	$ -	$ -	$ -
Oligarchy Ditch	Greenway	5.4	$ -	$ -	$ -	$ -	$ -	$ -	$ -	$ -
Rough & Ready	Greenway	2.4	$ 800,000	$ -	$ -	$ 800,000	$ 1,021,000	$ 1,303,000	$ 1,662,000	$ 2,121,000
Spring Gulch #1	Greenway	1.1	$ -	$ -	$ -	$ -	$ -	$ -	$ -	$ -
Spring Gulch #2	Greenway	3.1	$ -	$ -	$ -	$ -	$ -	$ -	$ -	$ -
St. Vrain	Greenway	7.7	$ 400,000	$ -	$ -	$ 400,000	$ 510,000	$ 652,000	$ 833,000	$ 1,064,000
Tri-State	Greenway	0.9	$ -	$ -	$ -	$ -	$ -	$ -	$ -	$ -
Total Proposed Off-Street Connections	Recreation Connection	22.0	$ 13,200,000	$ 44,000	$ 660,000	$ 13,200,000	$ 16,847,000	$ 21,501,000	$ 27,442,000	$ 35,024,000
Total On Street Connections	Recreation Connection	27.0	$ 40,000,000	$ 60,000	$ 600,000	$ 40,000,000	$ 51,051,000	$ 65,156,000	$ 83,158,000	$ 106,133,000
Subtotal Recreation Connections		81.6	$ 54,800,000	$ 104,000	$ 1,260,000	$ 54,800,000	$ 69,939,000	$ 89,264,000	$ 113,928,000	$ 145,406,000
Prototype Partner Site	Partner Site	1.5	$ 335,000	$ -	$ 5,000	$ 335,000	$ 428,000	$ 546,000	$ 697,000	$ 889,000
Subtotal Partner Sites			$ 335,000	$ -	$ 5,000	$ 335,000	$ 428,000	$ 546,000	$ 697,000	$ 889,000
System Total		2,716.0	$ 129,319,000	$ 4,091,000	$ 3,347,000	$ 129,319,000	$ 165,047,000	$ 210,647,000	$ 268,845,000	$ 343,123,000

Assumptions for Cost Calculation

	Captial				Additional Operation & Maintenance				Future Renewal Investment				
	Cost	Unit	Description	Notes	Cost	Unit	Description	Notes	Cost	Unit	Life Cycle	Description	Notes
Land Acquisition													
Park Acquisition (average cost of land/acre)	$28,000	Per Acre											
Site Master Planning													
Neighborhood Park	$135,000	Per site											
Community Park	$250,000	Per site											
District Park	$150,000	Per Site											
Park Development				Modified by % of site developed									
Neighborhood Park	$90,000	Per Acre	Basic site development, does not include major features such as playground, multi-purpose field, restroom	Starts from $122k per acre and backs out multi-purpose field, restroom, playground (which are included separately in this model	$5,500	Per Acre		CIP O&M Estimate $3,900/acre with no overhead	$1,500	Per Acre	30	Assumes most systems to be replaced within 30 years, including turf, irrigation etc.	
Community Park	$90,000	Per Acre	Site development, does not include major features (added in separately)	Starts from $195k per acre	$3,500	Per Acre		CIP O&M Estimate $2,300/acre with no overhead	$2,500	Per Acre	30		
District Park	$90,000	Per Acre	Lower percentage of site anticipated for development		$1,000	Per Acre			$1,500	Per Acre	30		
Play Areas													
Playground Replacement/Addition	$100,000	Each	Standard play equipment (including swings) with standard surfacing (engineered wood fiber)				Included in general maintenance		$5,000	Each	20		
Playground Upgrade	$100,000	Each	Additional resources for a larger play area in a community park or special setting, upgraded surfacing (poured-in-place)		$5,000	Per site	allocation for extra equipment, specialized needs		$5,000	Each	20		
Trails													
On-Street Recreation Connection	$2,000,000	Per Mile	Wide range of design solutions, no land acquisition cost	High standard of development could be as much as $6 million/mile Lower end could be very minimal (can of paint per block?)	$3,000	Per Mile	Assumes more plantings, paint, etc		$30,000	Per Mile			
Off-Street Multi-Use Trail	$600,000	Per Mile	8' wide asphalt trail, assumes a mix of owned and purchased land. Does not include crossings, bridges etc.	Based on $38/ linear ft in CIP with average additional expenses estimated in including land acquisition etc.	$2,000	Per Mile			$30,000	Per Mile			
Underpass	$400,000	Each	Road or railroad underpass	Estimate from CIP									
Enhanced crossing	$150,000	Each	At-grade railroad or major street crossing with enhanced safety features										
Facility Development													
Park Facility (Small)	$100,000	Each	Could be a small wheel park, set of tennis courts, good basketball court										

Assumptions for Cost Calculation

	Captial				Additional Operation & Maintenance				Future Renewal Investment				
	Cost	Unit	Description	Notes	Cost	Unit	Description	Notes	Cost	Unit	Life Cycle	Description	Notes
Park Facility (Large)	$200,000	Each											
Park Renewal													
Park Renewal (NP)		Per Acre	Based on 50% of the Neighborhood Park development cost	Modified by % of site to be renewed									
Park Renewal (CP)		Per Acre	Based on 50% of the Community Park development cost	Modified by % of site to be renewed									
Park Renewal (District Park)		Per Acre	Based on CP renewal but assuming that a smaller portion of the site would be developed	Modified by % of site to be renewed									
Athletic Fields													
Standard Ball Field	$300,000	Per Field			$25,000	Per Field	Extra resources for athletic field maintenance due to programmed/heavy use	Reduced by $5,000 per field to reflect share of tournament, rental, player fee revenue	$20,000	Per Field	10	$200,000 renewal, Irrigation, drainage, sod replacement	
Enhanced Ball Field	$1,000,000	Per Field	Artifical Turf and Lights		$5,000	Per Field		Reduced by $5,000 per field to reflect share of tournament, rental, player fee revenue	$80,000	Per Field	10	$800,000 renewal, Reduced cost of replacement due to improvements in place	
Standard Multi-Purpose Field	$200,000	Per Field			$25,000	Per Field	Extra resources for athletic field maintenance due to programmed/heavy use	Reduced by $5,000 per field to reflect share of tournament, rental, player fee revenue	$20,000	Per Field	10	$200,000 renewal, Irrigation, drainage, sod replacement	
Enhanced Multi-Purpose Field	$1,000,000	Per Field	Artifical Turf and Lights		$5,000	Per Field		Reduced by $5,000 per field to reflect share of tournament, rental, player fee revenue	$80,000	Per Field	10	$800,000 renewal, Reduced cost of replacement due to improvements in place	
Site Features													
Small Restroom	$150,000	Each	Unisex building to Longmont Standards		$2,000	Each			$3,000	Each	30		
Large Restroom	$250,000	Each	Larger scale Men's/Women's restrooms with multiple fixtures		$5,000	Each			$8,000	Each	30		
Other			For specific projects that are one-off, refer to additional information below										

APPENDIX G: RENEWAL ANALYSIS DATA

Park Renewal

Longmont's parks and the amenities within them vary in age and condition. Parks require different levels of attention, based on the severity and degree of existing issues and use levels. The park renewal assessment relied on existing data available for Longmont's park sites, including the asset inventory/lifecycle analysis (which includes assessment of above ground assets as well as un-seen infrastructure such as irrigation), park usage, observed condition ratings, playground safety, and the amount of time passed since the most recent major investment. Forty-one sites with multiple data points were analyzed by dividing each data point into quartiles and identifying the sites that ranked highly relative to the rest of the system. The analysis relied upon the City's asset inventory/lifecycle analysis which is a work in progress and did not have data available for all sites, including McCall Lake, and many of the District Parks and Greenways. Consideration of the asset conditions at these sites may affect the ranking produced in this document and alter the outcome when factored in. This analysis includes the recreation facilities (such as fields, fencing, and structures) that support competitive play but not any buildings or pools present at the site (these are addressed in the next section). Based on the available data[1], the level of renewal need for parks range from low (Level 1) to high (Level 4).

- Level 1: These are sites that have no critical needs, such as those that have recently been built or renovated. 34% of City parks have no current critical need for renewal.
- Level 2: These are sites that showed at least one data point indicating a need for replacement of features at the park that have reached the end of their useful life. 36% of parks can be categorized as Level 2.
- Level 3: These are sites with multiple renewal issues (more than 2 data points) that should be addressed to avoid future problems. There are 20% of sites in this analysis category.
- Level 4: These are sites with nearly all indicators showing needs that should be addressed as soon as possible to avoid and correct failures of equipment and high priority safety and usability issues. 20% of Longmont's parks in this highest category.

[1] Does not include the parallel ADA assessment and prioritization under development at the time of this plan's completion.

While this analysis provides a way to differentiate the intensity of renewal needs at each site, it does not provide a priority order in which the City should address the needs. Other factors for consideration include the level of use of the site, how essential the site is to providing park enjoyment and use, and how much of the park is in need of renewal. In some cases a single amenity, such as a playground, may be at a Level 4 severity, but the park as a whole is at a lower level of severity. In addition, demographic factors should also play a role. For example, many of the sites with a higher need for renewal are located in areas with diverse socioeconomic characteristics or clustered so that one area of the city is impacted more than others. Other sites have few features which makes the data hinge on limited factors.

Updates

The tables in this appendix include the complete set of data analyzed for this analysis, the results of which appear in Chapter 2 of the Parks, Recreation and Trails Master Plan. Individual data points will continue to change as the City's assets age and investments are made to renew them. This appendix is a snapshot of the data and analysis as of the completion of the Plan. For updated information, please contact Parks and Natural Resources.

Appendix G: Renewal Data

	% of Inventoried Assets that have failed or reached the end of their life cycle	% of Inventoried Assets that have less than 10 years of useful life	Average Observed Condition Rating (MIG)	Playground Safety Index	Recent Renewal Ranking	Identified Irrigation System Issue*	Renewal Need
Neighborhood Parks							
Affolter	24%	48%	1.7	89	3	X	Level 4
Alta	33%	33%	1.5	37	1		Level 2
Athletic Field	20%	60%	1.0	N/A	1		Level 2
Blue Skies	3%	42%	1.0	19	1	X	Level 2
Carr	22%	30%	1.4	75	3	X	Level 2
Collyer	21%	46%	1.0	N/A	1	X	Level 1
Dawson	42%	27%	1.4	53	3	X	Level 2
Flanders	25%	50%	1.2	N/A	2	X	Level 3
Hover	65%	30%	1.6	27	3	X	Level 4
Kanemoto	32%	35%	1.4	N/A	1	X	Level 3
Kensington	91%	5%	1.5	40	1	X	Level 3
Lanyon	19%	24%	1.3	74	3	X	Level 2
Left Hand	25%	58%	1.0	48	2		Level 3
Loomiller	35%	41%	1.3	77	1	X	Level 3
Pratt	17%	52%	1.1	N/A	3		Level 2
Price			1.0	N/A	3		Level 4
Raber	30%	70%	2.0	121	3	X	Level 4
Rothrock Dell	32%	41%	1.5	91	1	X	Level 4
Rough & Ready	0%	50%	1.0	N/A	1	X	Level 2
Spangler	33%	33%	2.0	30	3		Level 4
Stephen Day	17%	23%	1.0	N/A	1	X	Level 1
Sunset	14%	14%	1.2	73	1		Level 1
Thompson	42%	33%	1.8	80	1	X	Level 4
Valley	25%	42%	1.3	94	3		Level 3
Willow Farm	0%	75%	1.4	N/A	2		Level 3
Community Parks							
Clark	75%	13%	1.4	27	3	X	Level 3
Dry Creek				N/A	1		Level 1
Garden Acres	43%	21%	1.9	130	2	X	Level 4
Quail Campus	25%	25%	1.4	6	1		Level 2
Roosevelt	22%	33%	1.1	73	2	X	Level 2
Sandstone Ranch	9%	82%	1.1	23	1	X	Level 2

Appendix G: Renewal Data

	% of Inventoried Assets that have failed or reached the end of their life cycle	% of Inventoried Assets that have less than 10 years of useful life	Average Observed Condition Rating (MIG)	Playground Safety Index	Recent Renewal Ranking	Identified Irrigation System Issue*	Renewal Need
District Parks							
Golden Ponds (including Lychins Gulch)	10%	90%	1.3		2	X	Level 2
Jim Hamm	0%	63%	1.0		1	X	Level 1
Izaak Walton	19%	24%	1.0		1		Level 1
McCall Lake			1.0		3		Level 1
McIntosh Lake			1.3		1		Level 1
Rogers Grove	0%	22%	1.3		2	X	Level 1
Sandstone Ranch			1.0		1		Level 1
St. Vrain Greenway							Insufficient Data
Union Reservoir			1.9	N/A	2		Level 2
Other City Park Property							
Button Rock Reserve							Insufficient Data
Dog Park I (21st & Francis)			2.0		1		Level 2
Dog Park II (Airport Rd.)			2.0		1		Level 2
Dry Creek Park Undeveloped							Insufficient Data
Fox Meadows							Insufficient Data
Quail Campus Undeveloped							Insufficient Data
Sandstone Ranch (Phase 4)							Insufficient Data
Sandstone Ranch Undeveloped							Insufficient Data
Sisters							Insufficient Data
Wertman							Insufficient Data
West Grange							Insufficient Data

*All irrigated sites will need upgraded water management system installed (existing system installed in 1997).
All raw water systems will need new State required flow monitoring to track usage.

Summary by Renewal Need	Trigger Points	# of Parks
Level 4	Two or more elements in the highest quartile and a recent renewal rank of 2 or 3	8
Level 3	Up to two highest quartile elements with 3rd quartile elements	8
Level 2	One element in the highest quartile or multiple 3rd quartile elements with a recent renewal rank of 2 or 3.	15
Level 1	No element in the highest quartile, less than two in the 3rd quartile.	10

Appendix G: Renewal Data

	Life Cycle FAILED	Life Cycle LIFE CYCLE	Less than 5 yrs useful life	Less than 10 yrs useful life	Total Elements Assessed	% less than 5 yrs useful life	% less than 10 yrs useful life	% Failed	% Life Cycle	Playground Safety Issues (Priority 1)	Playground Safety Issues (Priority 2)	Playground Safety Issues (Priority 3)	Playground Safety Issues (Priority 4)	Playground Safety Index	Year Acquired	Year Developed or Major Investment	Recent Renewal Ranking
Neighborhood Parks																	
Affolter	1	5	7	12	25	28%	48%	4%	20%	8	7	10	16	89	1973	1978	3
Alta	0	2	0	2	6	0%	33%	0%	33%	1	1	7	16	37	1915	1919, 1977, 2011	1
Athletic Field	2	0	3	6	10	30%	60%	20%	0%	-	-	-	-		1999	1999, 2012	1
Blue Skies	0	1	0	13	31	0%	42%	0%	3%	0	0	4	11	19	2004	2006	1
Carr	1	5	8	8	27	30%	30%	4%	19%	4	10	10	9	75	1973	1978	3
Collyer	1	4	11	11	24	46%	46%	4%	17%	-	-	-	-		1871	2003	1
Dawson	1	10	6	7	26	23%	27%	4%	38%	5	3	6	12	53	1981	1981	3
Flanders	1	3	4	8	16	25%	50%	6%	19%	-	-	-	-		1994	1995	2
Hover	0	13	6	6	20	30%	30%	0%	65%	2	0	5	9	27	1983	1983	3
Kanemoto	6	4	4	11	31	13%	35%	19%	13%	-	-	-	-		1966	1970, 1973, 2004	1
Kensington	0	20	0	1	22	0%	5%	0%	91%	1	3	9	9	40	1963	1974, 2008, 2009	1
Lanyon	1	3	0	5	21	0%	24%	5%	14%	4	4	16	14	74	1964	1966, 1977, 1980	3
Left Hand	1	5	7	14	24	29%	58%	4%	21%	0	2	11	20	48	1997	1998	2
Loomiller	3	3	2	7	17	12%	41%	18%	18%	10	3	6	16	77	1963	1963, 1997, 2007 (?)	1
Pratt	2	2	7	12	23	30%	52%	9%	9%	-	-	-	-		1972	1977	3
Price										-	-	-	-		1990		3
Raber	0	3	4	7	10	40%	70%	0%	30%	19	7	7	10	121	1987	1987	3
Rothrock Dell	1	6	8	9	22	36%	41%	5%	27%	10	6	11	11	91	1973	1978, 2002, 2008	1
Rough & Ready	0	0	0	12	24	0%	50%	0%	0%	-	-	-	-		2003	2006	1
Spangler	5	1	5	6	18	28%	33%	28%	6%	0	4	6	6	30	1990		3
Stephen Day	2	3	0	7	30	0%	23%	7%	10%	-	-	-	-		2003	2005	1
Sunset	1	0	1	1	7	14%	14%	14%	0%	9	3	12	4	73	1915	1923, 1955, 1964, 2011	1
Thompson	0	5	3	4	12	25%	33%	0%	42%	9	4	12	8	80	1871	1890's, 1960's, 2006(?)	1
Valley	1	2	2	5	12	17%	42%	8%	17%	3	18	8	12	94	1985	1987	3
Willow Farm	0	0	5	9	12	42%	75%	0%	0%	-	-	-	-		1996	1999	2

Appendix G: Renewal Data

	Life Cycle FAILED	Life Cycle LIFE CYCLE	Less than 5 yrs useful life	Less than 10 yrs useful life	Total Elements Assessed	% less than 5 yrs useful life	% less than 10 yrs useful life	% Failed	% Life Cycle	Playground Safety Issues (Priority 1)	Playground Safety Issues (Priority 2)	Playground Safety Issues (Priority 3)	Playground Safety Issues (Priority 4)	Playground Safety Index	Year Acquired	Year Developed or Major Investment	Recent Renewal Ranking
Community Parks																	
Clark	0	6	1	1	8	13%	13%	0%	75%	3	3	1	4	27	1971	1975	3
Dry Creek										-	-	-	-		2003, 2006	2011/12	1
Garden Acres	3	3	3	3	14	21%	21%	21%	21%	5	16	22	18	130	1989	1990, 1993 (?)	2
Quail Campus	0	4	2	4	16	13%	25%	0%	25%	0	0	3	0	6	2000	2002	1
Roosevelt	1	3	4	6	18	22%	33%	6%	17%	4	7	9	18	73	1892	1919, 1930's, 1951, 1976, 1997,	2
Sandstone Ranch	1	0	9	9	11	82%	82%	9%	0%	1	4	2	3	23	1998	2001, 2004, 2006	1
District Parks																	
Golden Ponds (including Lychins Gulch)	1	0	8	9	10	80%	90%	10%	0%	-	-	-	-		1990	1990, 1996, 1998	2
Jim Hamm	0	0	5	10	16	31%	63%	0%	0%	-	-	-	-		1974, 2001, 2003	1976, 2001, 2006, 2012?	1
Izaak Walton	1	3	0	5	21	0%	24%	5%	14%	-	-	-	-		1989	1999, 2012	1
McCall Lake										-	-	-	-		1991		3
McIntosh Lake										-	-	-	-		2003	2004, 2005, 2009	1
Rogers Grove	0	0	2	2	9	22%	22%	0%	0%	-	-	-	-		1990	1995, 1996, 1997	2
Sandstone Ranch										-	-	-	-		1998	2000, 2002	1
St. Vrain Greenway																	
Union Reservoir										-	-	-	-		1990	1992, 1993,	2
Other City Park Property																	
Button Rock Reserve										-	-	-	-				
Dog Park I (21st & Francis)										-	-	-	-			2002	1
Dog Park II (Airport Rd.)										-	-	-	-			2004	1
Dry Creek Park Undeveloped										-	-	-	-				
Fox Meadows										-	-	-	-		2002		
Quail Campus Undeveloped										-	-	-	-				
Sandstone Ranch (Phase 4)										-	-	-	-				
Sandstone Ranch Undeveloped										-	-	-	-				
Sisters										-	-	-	-		2006		
Wertman										-	-	-	-		1996		
West Grange										-	-	-	-				

APPENDIX H: PARKS IMPROVEMENT FEE UPDATE 2013

City of Longmont Parks Improvement Fee Update

November 2013

Prepared by RPI Consulting, Durango, Colorado

Table of Contents

Summary

This report describes the analysis and conclusions supporting the 2013 City of Longmont Parks Improvement Fee (Fee) update. The purpose of the Parks Improvement Fee is to assign future development its fair share of the cost of the planned parks and off-street trails improvements over the next 10 years. Similar to other impact fees, the fee is specifically targeted, by legislation, to adding capacity to the park and trail system to offset the impact of new residential development. The fee is based on the target level of service (LOS) which is expressed as the dollar value of parks and off-street trails facilities anticipated to be in place by 2023 per square foot of residential floor area projected for 2023. The target LOS is $2.73 per square foot of residential floor area, accounting for both the value of the existing park system in 2013 and priority short to medium term capital improvement projects identified in the Parks, Recreation and Trails Master Plan (Figure 5) that are anticipated to be completed and/or funded by the end of 2023, which are the projects identified in the 10 year planning horizon used to develop this Fee. Without expanding the parks and trail system with these new capital projects, new development will burden the system and create an overall decrease in the level of service for users of the parks and trails system.

The 2023 target LOS ($2.73) is just slightly higher than the 2013 level of service ($2.62). The 2013 LOS is calculated by dividing the 2013 value of parks and system trails by the 2013 existing total residential square footage. This means that the target level of service does not represent a substantial increase in level of service over what the City currently provides.

Based on the average square footage for single family vs. multifamily units in Longmont and the target LOS, the recommended parks improvement fee is $5,333 per single-family dwelling and $2,616 per multifamily unit (Figure 1).

Figure 1- Parks Improvement Fee

Variable	Value	Row	Source/Equation
2023 Estimated Residential Square Footage*	62,558,470	a	Demand Unit Analysis
2023 Total Park Value	$170,827,400	b	Staff Estimates/Cost Model
Target LOS Per Square Foot	$2.73	c	b/a
Single Family Average Square Feet/Unit	1,953	d	City of Longmont
Multi Family Average Square Feet/Unit	958	e	City of Longmont
Single Family Fee	**$5,333**	f	c*d
Multi Family Fee	**$2,616**	g	c*e

*Figure 4 includes variables for calculation

Parks Development Fee History

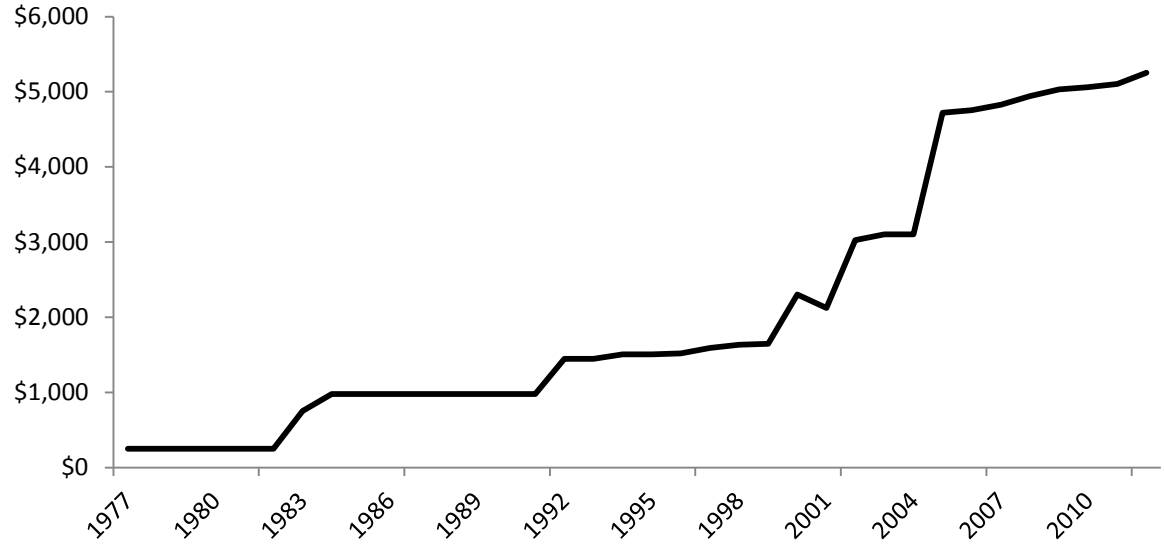
Longmont has collected a fee for parks land acquisition and development since the 1970's. The original fee was not updated until 1983 when it increased from $250 to $978 per dwelling unit.

The fee remained at $978 per dwelling unit until 1992 when the fee was updated according to the park standards in the comprehensive plan. The standards based fee methodology established in 1992 combined land acquisition cost and development costs for neighborhood and community parks, using a standard of 2.5 acres of neighborhood parks per 1,000 residents and 2.5 to 5 acres of community parks per 1,000 residents. The fee also included a construction cost index (Engineering News Record) to keep pace with inflation. The standards based fee methodology remains in place today.

The 1997 update changed the community parks standard to 4 acres per 1,000 residents, changed to household size to reflect up-to-date demographic information, and incorporated the cost of large-scale recreation facilities.

In 2002, another update to the fee increased the community park standard to 4.5 acres per 1,000 residents, updated the recreational facilities (pool) costs, and included design costs in the fee structure. Since 2002, the underlying fee structure remained relatively unchanged, with actual fee amounts continuing to be adjusted by the Engineering News Record Construction Index. Subsequent updates included adjustments to account for increased land and development costs, changing recreation system improvement plans and updated housing unit projections and buildout estimates, as well as changes to the Engineering News Record Construction Index.

Figure 2 – Fee History 1983-2012

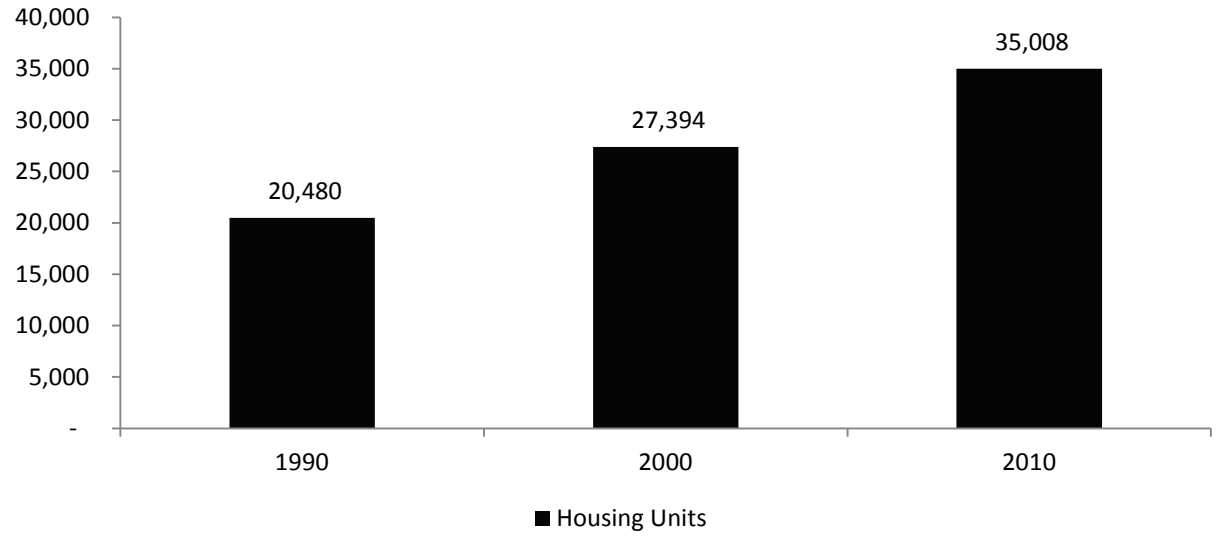


Source: City of Longmont Fee Update Ordinances 1983-2012

Nexus

A valid impact fee must be based on a connection between the needed capital investments and the development activity on which the fee is charged. As recognized during all iterations of the Parks Improvement Fee over the past three decades, the demand for additional parks capacity is driven by residential development. As the quantity of residential development increases, so do users of parks and trails and the need for expanding the capacity of the parks and trails system to accommodate these users. Over the past three decades, Longmont experienced an increase of 14,000 housing units, accommodating 30,000 residents. As housing units increase to accommodate new people, the total square footage of residential development within the City of Longmont increases. Today there are over 59 million square feet of residential square floor area and over 35,000 housing units in the City. In order to maintain the targeted level of service, the parks and off-street trails systems will need to be expanded proportionately to the increase in the quantity of housing (represented as square footage).

Figure 3- Longmont Housing Unit Trends 1990 through 2010



While Longmont is a relatively mature city, it still has room to grow. The buildout analysis in the City's comprehensive plan shows the potential for 10,000, additional homes, and the Raw Water Master Plan projects population to increase to 108,000 in 2048.

Demand Units

Tracking and projecting residential development is of critical importance for developing and maintaining an accurate parks impact fee. A change included in this parks improvement fee update is that the level of service is now expressed as a cost per square foot instead of a cost per housing unit as it has been expressed in the past (see following section on level of service). The City can effectively track and project residential square footage without relying on outside data sources that are only periodically available, such as the Census or the Colorado Demography Section. This is an advantage because the residential square footage inventory and growth projections can be updated using local data from the City or Boulder County at any time in the future without waiting for up-to-date information from state or federal agencies. Locally collected and maintained data can also be more easily validated than data from state and federal sources. Establishing residential square footage as the demand unit metric also accounts for the difference in the size and capacity of single family vs. multi-family homes.

Longmont currently has 58.8 million residential square feet. 10-year projections of residential square footage prepared by the City of Longmont staff call for an additional 3.7 million square feet, bringing total residential square footage to 62.5 million in 2023. According to an analysis conducted by the City of Longmont staff for residential construction in the last 5 years, the average single family home in Longmont is 1,953 square feet and the average multifamily home is 958 square feet. 1,486 single-family homes and 873 multifamily homes are projected to be built by year-end 2023.

The following figure summarizes the housing inventory and projections used to determine LOS:

Figure 4 – Parks Improvement Demand Units

Demand Unit	Value
Existing Single Family Units	25,493
Existing Multifamily Units	3,429
Projected New Single Family Units	1,486
Projected New Single Multi-family Units	873
Average Square Footage Single Family Units	1953
Average Square Footage Multifamily Units	958
Existing Residential Square Footage 2013	58,820,811
Projected Residential Square Footage 2023	62,558,470

Source: City of Longmont Staff

Existing Parks And Trails Value and Planned Capital Improvement Costs

The Park Improvement Fee is based on future development's fair share of the cost of expanding the capacity of the parks and trails system. Cataloging the value of the existing system and the cost of planned improvements is a necessary step in the analysis.

The City has a highly developed parks and trails system. According to City Staff, the existing parks and trails system is valued at $240 million (described in the Draft Parks, Recreation and Trails Master Plan). 64% of the total value is attributed to parks while the trail system is worth $86 million, comprising the remaining 36%. In calculating the updated Park Improvement Fee, the City was conservative and only utilized the existing value of the parks system (approximately $154 million) without the existing value of the trails system.

The City plans to complete or fund/initiate approximately $16 million of new capital park and off-street trail expansion projects between 2014 - 2023. City staff selected short and medium term projects from the capital improvement plan based on the Draft Parks, Recreation and Trails Master Plan to create the capital improvements on which the target LOS is based. The projects include four park expansion and development projects and a variety of off-street trail projects. Each project will expand the capacity of the parks and trails system and are appropriate for impact fees. However, approximately $10.2 million of the capital projects are related to the expanded capacity of the parks and trails system to accommodate new development for new people (expressed as square footage), so the level of service for the parks and trails system is maintained.

Figure 5 –Parks and Off-Street 10 Year Capital Improvement Plan

Term	Project	Project Type	Park Type	Cost
Short	Completion of Sandstone Ranch	Expansion	Community	$4,500,000
Short	Completion of Quail Tennis Complex	Expansion	Community	$929,000
Short	Phase 1 Development of P6 (Wertman Site)	Expansion	Neighborhood	$1,100,000
Short	Short-Term Off Street Recreation Connections	Off Street Trail		$2,320,000
Medium	Development of P3 (Fox Meadows Site)	Expansion	Neighborhood	$1,250,000
Medium	Medium Term Off Street Recreation Connections	Off Street Trail		$6,000,000
Total Value of Planned Capital Investments				**$16,099,000**

Source: Draft Parks, Recreation & Trails Master Plan 2013

Level of Service

In the context of impact fees, level of service (LOS) is a measure of the quantity and quality of capital facilities provided. LOS calculations vary but they are typically expressed as a cost per demand unit (square footage, vehicle trips, housing units, development acres, etc.).

The parks and off-street trails level of service is calculated by dividing the future value of the parks and trails system in 2023, including both existing assets and planned improvements, by the projected 2023 residential square footage. Because the planned improvements will serve both existing and future residents of Longmont equally, future development should not be required to pay for the entire cost of these improvements. The method used to calculate level of service in this analysis results in a fair and equitable parks improvement fee. Future development is assigned only the cost that is proportionate to the benefit it receives from the system, not the entire cost of future improvements. Without expanding the parks and trail system with these new capital projects, new development will burden the system and create an overall decrease in the level of service for users of the parks and trails system.

Combining the existing value of the parks system in 2013 with the planned park expansions and trail projects shows that in 2023, the parks and trails system will be worth just under $171 million. According to the demand unit analysis in Figure 4, there will be a total of 62.5 million square feet of residential development in 2023. Dividing total value by total square footage yields a target LOS of $2.73 per square foot.

Figure 6- Target LOS Calculation Matrix

Variable	Value		Source/Equation
Value of Existing Parks Only	$154,078,400	a	City Parks Department
Value of Planned Parks	$7,779,000	b	Parks Master Plan
Value of Planned Off Street Trails	$8,320,000	c	Parks Master Plan
10-Year Park System Value	$170,177,400	d	a+b+c
Total Ten Year Square Footage	62,558,470	e	Demand Unit Analysis
Target LOS	**$2.73**	f	d/e

The 2023 target LOS ($2.73) is slightly higher than the 2013 level of service ($2.62). The 2013 LOS is calculated by dividing the 2023 value of parks and system trails by the 2023 residential square footage in the city. This means that the target level of service does not represent a substantial increase in level of service over what the City currently provides.

Parks Improvement Fee Schedule

The final fee is calculated by multiplying the target LOS by the average square footage for single family and multifamily homes. This results in a fee of $5,333 per single-family unit and $2,616 per multifamily unit.

Figure 7 - Final Parks Improvement Fee Schedule

Variable	Value		Source/Equation
Target LOS Per Square Foot	$2.73	a	LOS Calculations
Single Family Average Square Feet/Unit	1,953	b	Boulder County Assessor
Multi Family Average Square Feet/Unit	958	c	Boulder County Assessor
Single Family Fee	**$5,333**	d	a*b
Multi Family Fee	**$2,616**	e	a*c

Cash Flow

According to cash flow analysis and development projections completed by City Staff, the City can expect to collect $10.2 million through 2023 from the Fee. By collecting impact fees, the City becomes obligated to make improvements that attain the target LOS on which the fee is based. Revenue collections from the parks improvement fee will not pay for all of the planned improvements listed in the CIP. Fee revenues will pay for 61% of planned capital improvements, meaning that the City will need to pay for the remaining $5.9 million with other revenue sources.

Figure 8 - Cash Flow

Variable	Value		Source/Equation
Single Family Fee	$5,333	a	Fee Calculations
Multi Family Fee	$2,616	b	Fee Calculations
Projected Single Family Square Footage 2023	2,901,712	c	City Staff
Projected Multi Family Square Footage 2023	835,947	d	City Staff
Average Square Footage Single Family Units	1,953	e	Boulder County Assessor
Average Square Footage Other Residential Units	958	f	Boulder County Assessor
Total Single Family Fees Collected	$7,893,509	g	(c/e)*a
Total Multi Family Fees Collected	$2,274021	h	(d/f)*b
Total Value CIP	$16,099,000	i	Parks Master Plan
Additional Funding Needed	$5,931,470	j	i-(g+h)

Legal Authority

The following legal analysis was provided by Lindsey Nicholson of Goldman, Robbins, Nicholson P.C. as a subcontractor to RPI Consulting LLC. The analysis is intended to provide third party legal analysis of impact fee legislation and application in Colorado, RPI Analysts are not attorneys nor does RPI retain attorney's on staff. The appropriateness and legality of imposing this or any other impact fee schedule is entirely at the City's Council, Staff and Attorney discretion and judgment. RPI does not make any claims as to the legality or appropriateness of impact fees or the accuracy of the following legal analysis.

Impact Fees Generally

The authority for municipalities to levy direct fees on new development to help offset the impacts of such development derives from C.R.S. § 29-20-104.5, adopted in 2001. This statute grants local governments the authority to impose growth-related impact fees as a condition of approval of an application for new development. However, the statute requires that such impact fees be:

(1) Legislatively adopted;

(2) Generally applicable to a broad class of property owners; and

(3) Intended to defray the projected impacts on capital facilities directly caused by proposed development[1].

In addition, the statute requires that the collected impact fees be used to "fund expenditures by such local government on capital facilities needed to serve new development".2 "Capital facilities" are defined as "improvements or facilities" that:

(1) Are directly related to any service that the local government is authorized to provide;

(2) Have an estimated useful life of five years or longer; and

(3) Are required by the charter or general policy of the local government pursuant to resolution or ordinance[3].

The statute is clear that the collected fees must be used to offset new impacts and that they cannot be used to remedy any current deficiency in capital facilities – i.e., one that

[1] C.R.S. § 29-20-104.5(1).

[2] *Id.*

[3] C.R.S. § 29-20-104.5(4).

exists without regard to the impacts of new development.[4] Accordingly, the statute requires a local government, before adopting any impact fee, to:

(1) Quantify the reasonable impacts of the proposed development on existing capital facilities;

(2) Establish the fee at a level no greater than necessary to defray the impacts *directly related* to the proposed development[5]; and

(3) Include provisions in the legislatively-adopted fee structure to "avoid double-charging developers an impact fee for the same facility that the jurisdiction has imposed an exaction."[6]

The required quantification of the impacts and calculation of the fee so as not to be greater than necessary to defray directly-related impacts of development is typically met by the preparation of an impact fee study, such as this one. There are no reported cases construing these quantification requirements; however, based upon the holdings of the Colorado Supreme Court in a case[7] that shortly predates the adoption of the impact fee statute, legal commentators[8] believe that the requirements are meant to be less restrictive than the case-specific "essential nexus" and "rough proportionality" tests that are applied to government exactions (i.e., requirements that an owner give up a portion of his property for public use as a condition of approval of development). In the referenced case, the Colorado Supreme Court held that because the setting of impact fees is a "legislative function that involves many questions of judgment and discretion, [the courts] will not set aside the methodology chosen by an entity with ratemaking authority unless it is inherently unsound".[9] Further, the impacts of each specific development proposal need not be quantified, but may be looked at cumulatively, and an impact fee schedule may differentiate among different types of development and their likely impacts, so long as there is a rational basis for the differentiation.

Permissible Uses of Impact Fees Imposed by City of Longmont

Based on the foregoing statutory requirements, Longmont may adopt a schedule of impact fees applicable to new development; provided, however, that such fees will be used to fund capital facilities that are directly related to a service that the City is

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[4] C.R.S. § 29-20-104.5(2).

[5] *Id.*

[6] C.R.S. § 29-20-104.5(3).

[7] Krupp v. Breckenridge San. Dist., 19 P.3d 687 (Colo. 2001).

[8] Carolynne C. White, "Municipal Perspective on Senate Bill 15: Impact Fees", 31 Colo. Law. 93 (May 2002).

[9] Krupp, 19 P.3d at 694.

authorized by other law to provide. Longmont is a Homerule City and as such has the power to make, amend, add to or replace the charter of said city or town, which shall be its organic law and extend to all its local and municipal matters. Such a charter and ordinances shall supersede within the territorial limits and other jurisdiction of said city or town any law of the state in conflict therewith. The City also has limited express powers provided by statute and such implied powers as may be reasonably necessary to carry out any express powers.

It is our understanding that the City intends to update its impact fees for the purpose of funding expenditures by or for the Public Works and Natural Resources Department Assuming that the City is authorized by other law to provide the services provided by this department[10], and further assuming that the fees generated will be used to purchase or construct "capital facilities" serving the department (not to simply go into the general fund for such departments), the City has the authority to adopt impact fees for this department. Again, the use of the funds must be prospective and cannot be used to remedy any existing deficiencies in the facilities of these departments.

Timing of Imposition of Impact Fee

With regard to the timing of the imposition of an updated impact fee ordinance or resolution, the statute prohibits the imposition of any impact fee on any "development permit for which the applicant submitted a complete application" prior to the adoption of the impact fee schedule[11]. Accordingly, whether an impact fee can be imposed on an application that was put "into the pipeline" prior to the formal adoption of the impact fee resolution would need to be determined by reference to what constitutes a "complete application" under the local land use regulations.

With respect to whether impact fees can be imposed on building permit applications for lots in projects that were approved well before the impact fees were adopted, the statute is not clear. The statute provides that the payment of impact fees can be imposed as a condition of approval of a "development permit", which is defined as "any preliminary or final approval of an application for rezoning, planned unit development, conditional or special use permit, subdivision, development or site plan, or similar application for new construction".12 With the exception of the last phrase "or similar application for new construction," all of the types of development permits listed are permits issued by a local government's planning department, rather than its building

[10] Cities have the express powers to lay out, alter and maintain roads (C.R.S. § 30-11-107(1)(h)) and to provide for the general administration of city affairs (C.R.S. § 30-11-107). The powers to provide and maintain fairgrounds and to provide law enforcement and health and human services may be reasonably implied powers; however, we defer to the legal opinion of Longmont's Attorney on this issue.

[11] C.R.S. § 29-20-104.5(6).

[12] C.R.S. § 29-20-103(1).

department. A conservative reading of the statute would be that the impact fees cannot be imposed as a condition of approval of a building permit in an approved development; however, reasonable minds can differ in this interpretation, and we understand that some local governments nonetheless impose fees at the building permit stage. We also understand that some local governments have remedied the situation by requiring the submittal of a site plan to the planning department as a prerequisite to the issuance of a building permit and including such site plan within the definition of "development permit" under their land use regulations.

Accounting for Received Impact Fees

Finally, all impact fees received by the City must be collected and accounted for in accordance with C.R.S. § 29-1-803.13 This statute requires that all collected impact fees be deposited in an interest-bearing account that clearly identifies the category, account, or fund of capital expenditure for which the fee was imposed. Each such category, account, or fund must be accounted for separately, and interest earned on the fees must be credited to the account.

Limitation and Disclaimer (Lindsey Nicholson): This opinion letter is delivered solely for the benefit of the City of Longmont as general background information regarding its proposed adoption of impact fees. It is not to be relied on by any other party or for any other purpose. We are not familiar with and have not, in connection with this opinion letter or otherwise, undertaken any independent investigation of factual matters affecting this opinion, and we disclaim any obligation to do so. The final interpretation of state statutes and case law regarding impact fees and the legality and appropriateness of Longmont's adoption of any impact fee program should be determined by the City Attorney and/or its City Council.

[13] C.R.S. § 29-10-104.5(5).

Longmont Park Improvement Fee History

Updated 4/21/14

The following is a summary of the history of the City of Longmont Park Improvement Fee. This document should accompany the November, 2013 City of Longmont Parks Improvement Fee Update as a companion document. The Fee History on page 4 of the study is inaccurate and should be replaced with the history below.

1. July 17, 1979 – Memo to City Council recommended the concept of A Percentage Valuation Fee for park land acquisition and development. Should be based on the valuation of new housing so that new development pays for the demand it creates.
   Also includes a Planning Dept. memorandum recommending a flat 1.4% fee to cover acquisition and development. Park acquisition and development standards are established by the St. Vrain Valley Plan. Recommends 10 acres of developed park land per 1000 population. Money set aside in a fund has to be used for park acquisition and development, cannot be used for maintenance or operation.

# of Units X Household Size 1000 (population standard)	X	10 (park land standard per 1000 population)	=	# of acres to be dedicated

   If land dedication is not possible then fee in lieu of dedication is allowed. It can also be a combination of land and fee. Average cost for an Acre of park land to be evaluated and adjusted annually.

# of acres of required dedication	X	Average cost of park land per acre	=	Cash in lieu of dedication

   Park development fee to be calculated as follows. Average park development cost for an Acre of park land to be evaluated and adjusted annually.

# of acres of required dedication	X	Average park development cost per acre	=	Cash in lieu of dedication

   - 1977 park land purchase fee $7500 per acre $225/Unit
   - 1977 park land development fee $15,000 per acre $450/Unit
   - 1979 park land development fee $25,000 per acre $750/Unit

   Park area standards
   - Neighborhood park 2.5 acre / 1000 population (5-20 acres total)
   - Community park 2.5 acre / 1000 population (20-100 acres total)
   - District park 5.0 acre / 1000 population (100-200 acres total)

Alternatives to development payment for park land and development

- Mill levy
- Special neighborhood bonding
- Bonding (only for community wide parks)
- Real estate transfer tax
- Sales tax referendum

2. December 22, 1983 – Letter challenging the park improvement fee based on the population factor (number of people per unit) assumption. The proposed was 2.75 persons per residential unit, but this person develops multi-unit complexes and challenges the population factor as being excessively high for multi-unit complexes (his estimate is 1.42) and as such they would be subsidizing single family homes. Also notes that many mulit-unit complexes have their own amenities that are equivalent to park facilities. Notes that if the developer is required to pay the increased fee, they will either charge higher rents or delete amenities to offset the cost. Another letter from the Parks and Forestry superintendent discusses setting the land requirement at 6.75 acres /1000 population (national standard is 10 acres / 1000). Also discusses reducing park standards to reduce the fee and unequal distribution of payment between new development and existing Community Service Area (CSA). Also calculations do not include school sites or golf courses in calculations. Also notes that it will be unfair to apportion fees differently for different unit types and that private amenities are not required and not open to the public so they do not apply. The letter also discussed a survey where 75% were supportive of the neighborhood park concept. Other concept discussed was having a portion of the fee assigned to commercial and industrial development and it was recommended that they should have fees applied that assist with park facilities that more directly apply to their operation like a greenway / bikeway system. Also discusses using appraised property value to determine the fee and this was deemed difficult and likely unfair. Finally talks about the potential for increased operational and maintenance costs related to additional park land development, but this fee does not address this.

3. December 27, 1983 – Summary of City Council meeting about the Park Improvement Fee (PIF). The Council recommends the increase from $250/dwelling unit to $978/dwelling unit so that new development pays their fair share for the parks in the 1982 St. Vrain Valley Plan. Also Council recommends that the fee be reviewed each year in June to adjust it for increases in land and development costs.

4. 1984 -$978 PIF adopted.

5. 1992 Fee Update – Parks and Rec Advisory Board evaluating $978 PIF for the first time since it was adopted in 1984. Advises adjusting the PIF to $1,444 based on increased land costs, development costs and increased standards for park land to meet the needs of the current population. Calculated the PI using the Standards Method based on the Adopted park land standards from the Comp Plan (this was used in the initial PIF process) and a Community Investment Fee Method based on the Achieved standard for park land that exists today. This is basically should the PIF be based on the planned park land or what exists today.

- 1992 park land purchase fee, $18,500 per acre
- 1992 neighborhood park land development fee, $51,500 increase to $60,930 per acre
- 1992 community park land development fee,$64,500 increase to $75,000 per acre
- 1990 Census showed Longmont at 2.63 persons per household or 380 households per 1000 people.
- Standards Method has PIF of $1,444/dwelling unit to address neighborhood and community park acquisition and development based on adopted park land standards from the Comp Plan.
- Community Investment Fee Method has PIF of $1193/dwelling unit to address neighborhood and community park acquisition and development based on what is would cost to replace current park land acreage and the residential unit count from the County Assessor's Office.

6. 1994 Fee Update – Parks and Rec Advisory Board updated the PIF to $1,507. Cost of park land per acre remains the same at $18,500. Park development costs increased by 5.4%.
   - 1994 neighborhood park land development fee, $60,930 increase to $64,220 per acre
   - 1994 community park land development fee, $75,000 increase to $79,050 per acre

7. 1996 Fee Update – Parks and Rec Advisory Board updated the PIF to $1,518. Cost of park land per acre remains the same at $18,500. Park development costs decreased by 0.87%.
   - 1996 neighborhood park land development fee, $65,652 decrease to $64,779 per acre
   - 1996 community park land development fee, $80,813 decrease to $79,738 per acre

8. 1997 Fee Update – Parks and Rec Advisory Board updated the PIF to $1,575. Cost of park land per acre remains the same at $18,500. Park development costs decreased by 4.74%.
   - 1997 neighborhood park land development fee, $64,779 increase to $67,850 per acre
   - 1997 community park land development fee, $79,738 increase to $83,518 per acre

9. August 1997 – recommendations to update components of PIF equation including number of resident units per 1000 people, the land acquisition costs and method of calculation to Community Investment Fee method to match other impact fees assessed by the City.
   - Decrease household size from 2.63 to 2.53, increase household number from 380 Units/1000 population to 395 households / 1000 population
   - Increase land acquisition cost from $18,500 per acre to $22,000 per acre based on current comparison.
   - Increase neighborhood park land development fee from $67,850 per acre to $71,000 per acre
   - Increase community park land development fee from $83,518 per acre to $93,000 per acre
   - Add to cost of community park development for rec center w/ indoor pool, an outdoor leisure pool, and two special rec facilities.
   - Calculate new PIF w/ new data and Community Investment Fee method results in an increase PIF to $1591

10. 1998 Fee Update – Parks and Rec Advisory Board updated the PIF to $1,634. Cost of park land per acre increases to $22,000. Park development costs decreased by 3.35%.
    - Increase land acquisition cost from $18,500 to $22,000 per acre, account for remaining parks to be developed from Comp Plan and assume they are only 80% of average park site
    - 1998 neighborhood park land development fee, $71,000 increase to $73,379 per acre
    - 1998 community park land development fee, $93,000 increase to $96,116 per acre and add cost of rec center improvements

11. 1999 Fee Update – Parks and Rec Advisory Board updated the PIF to $1,644. Cost of park land per acre increases to $22,000. Park development costs decreased by 0.69%.
    - 1999 neighborhood park land development fee - $73,379 increase to $73,885 per acre
    - 1999 community park land development fee - $96,116 increase to $96,779 per acre and add cost of rec center improvements

12. 2000 Fee Update – Parks and Rec Advisory Board updated the PIF to $2,300 Cost of park land per acre increases to $22,000. Park development costs decreased by 0.69%. Reduced the number of new residential units from 25,724 to 18,078 based on estimated buildout of dwelling units in the Longmont Planning Area.
    - 2000 neighborhood park land development fee, $73,379 increase to $74,831 per acre
    - 2000 community park land development fee, $96,116 increase to $98,018 per acre and add cost of rec center improvements

13. 2001 Fee Update – Parks and Rec Advisory Board updated the PIF to $2,123 Cost of park land per acre increases to $22,000. Park development costs decreased by 2.79%. Increased the number of new residential units from 18,078to 20,058 based on estimated buildout of dwelling units in the Longmont Planning Area.
    - 2001 neighborhood park land development fee, $74,831 increase to $76,919 per acre
    - 2001 community park land development fee, $98,018 increase to $100,753 per acre and add cost of rec center improvements

14. 2002 Major Fee Update – Update land acquisition costs from $22,000 to $28,000 per acre , update construction cost for neighborhood and community park development, update system recreation improvements needed in the remaining park system and their construction cost, update numbers used on the fee calculation.
    - Update the number of parks required based on the estimated population
    - Land acquisition costs increased to $28,000 per acre based on comparative analysis.
    - 2002 neighborhood park land development fee, $76,919 increase to $92,000 per acre
    - 2002 community park land development fee, $100,753 increase to $140,000 per acre
    - Add costs for additional system recreation improvements
    - Add pro-rated design (7.5%) and AIPP (1%) to the construction costs
    - Increase PIF to $3,024

- Also need to come up with $9,720,200 to cover a 0.5 acre per 1000 population for community parks that cannon be added to the PIF calculations.

Letter from the Home Builders Association protesting the high park improvement fee. Indicated that it is one of the highest in Colorado.

15. 2003 Fee Update – Parks and Rec Advisory Board updated the PIF to $3,103 Cost of park land per acre increases to $28,000. Park development costs decreased by 2.9%. Increased the number of new residential units based on estimated buildout of dwelling units in the Longmont Planning Area.
    - 2003 neighborhood park land development fee, $92,000 increase to $94,668 per acre
    - 2003 community park land development fee, $140,000 increase to $144,060 per acre
    - Add costs for additional system recreation improvements
    - Add pro-rated design (7.5%) and AIPP (1%) to the construction costs
    - Increase PIF to $3,103

16. 2004 Fee Update – Parks and Rec Advisory Board updated the PIF to $3,103 Cost of park land per acre at $28,000. Park development costs decreased by 2.9%. Increased the number of new residential units based on estimated buildout of dwelling units in the Longmont Planning Area.
    - 2004 neighborhood park land development fee, $94,668 increase to 96,668 per acre
    - 2004 community park land development fee, $144,060 increase to $146,797 per acre
    - Add costs for additional system recreation improvements
    - Add pro-rated design (7.5%) and AIPP (1%) to the construction costs
    - Increase PIF to $3,103

17. 2005 Fee Update – Parks and Rec Advisory Board updated the PIF to $4,720. Cost of park land per acre at $28,000 and new land requirements based on Land Use Amendment and pro-rated 0.5 acre community park acquisition requirement. Park development costs decreased by 3.78%. Decreased the number of new residential units based on estimated buildout of dwelling units in the Longmont Planning Area.
    - Land acquisition fee remains the same, but additional land acquisition included with Land Use Amendment, also land related to the 0.5 acre community park acquisition requirement is added.
    - 2005 neighborhood park land development fee, $105,000 increase to $108,969 per acre
    - 2005 community park land development fee, $164,000 increase to $170,199 per acre
    - Additional park development costs related to additional land from the Land Use Amendment and from the 0.5 acre community park acquisition requirement added.
    - Reduce costs for additional system recreation improvements since some already built.
    - Add pro-rated design (9%) and AIPP (1%) to the construction costs
    - Reduced the number of residential units estimated at buildout to 12,592.
    - Increased number of people per dwelling unit from 2.2 to 2.64 people per household.
    - Update design fee percentage from 7.5% to 9%.
    - Increase PIF to $4,720

18. 2006 Fee Update – Parks and Rec Advisory Board updated the PIF to $4,755.

19. 2007 Fee Update – Parks and Rec Advisory Board updated the PIF to $4,825. Cost of park land per acre at $28,000 and new land requirements based on Land Use Amendment and pro-rated 0.5 acre community park acquisition requirement. Park development costs decreased by 2.35%.
    - Land acquisition fee remains the same, but additional land acquisition included with Land Use Amendment, also land related to the 0.5 acre community park acquisition requirement is added.
    - 2007 neighborhood park land development fee, $108,969 increase to $111,530 per acre
    - 2007 community park land development fee, $170,199 increase $174,199 per acre
    - Additional park development costs related to additional land from the Land Use Amendment and from the 0.5 acre community park acquisition requirement added.
    - Reduce costs for additional system recreation improvements since some already built.
    - Add pro-rated design (9%) and AIPP (1%) to the construction costs
    - Reduced the number of residential units estimated at buildout to 12,592.
    - Update design fee percentage from 7.5% to 9%.
    - Increase PIF to $4,825

20. 2008 Fee Update – Parks and Rec Advisory Board updated the PIF to $4,943. Cost of park land per acre at $28,000 and new land requirements based on Land Use Amendment and pro-rated 0.5 acre community park acquisition requirement. Park development costs decreased by 2.57%.
    - Land acquisition fee remains the same, but additional land acquisition included with Land Use Amendment, also land related to the 0.5 acre community park acquisition requirement is added.
    - 2008 neighborhood park land development fee, $111,530 increase to $114,396 per acre
    - 2008 community park land development fee, $174,199 increase to $178,676 per acre
    - Additional park development costs related to additional land from the Land Use Amendment and from the 0.5 acre community park acquisition requirement added.
    - Reduce costs for additional system recreation improvements since some already built.
    - Add pro-rated design (9%) and AIPP (1%) to the construction costs
    - Increase PIF to $4,943.

21. 2009 Fee Update – Parks and Rec Advisory Board updated the PIF to $5,030. Cost of park land per acre at $28,000 and new land requirements based on Land Use Amendment and pro-rated 0.5 acre community park acquisition requirement. Park development costs decreased by 1.85%.
    - Land acquisition fee remains the same, but additional land acquisition included with Land Use Amendment, also land related to the 0.5 acre community park acquisition requirement is added.
    - 2009 neighborhood park land development fee, $114,396 increase to $116,512 per acre
    - 2009 community park land development fee, $178,676 increase to $181,982 per acre

- Additional park development costs related to additional land from the Land Use Amendment and from the 0.5 acre community park acquisition requirement added.
- Reduce costs for additional system recreation improvements since some already built.
- Add pro-rated design (9%) and AIPP (1%) to the construction costs
- Increase PIF to $5,030.

22. 2010 Fee Update – Parks and Rec Advisory Board updated the PIF to $5,062. Cost of park land per acre at $28,000 and new land requirements based on Land Use Amendment and pro-rated 0.5 acre community park acquisition requirement. Park development costs decreased by 0.84%.
    - Land acquisition fee remains the same, but additional land acquisition included with Land Use Amendment, also land related to the 0.5 acre community park acquisition requirement is added.
    - 2010 neighborhood park land development fee, $116,512 increase to $117,491 per acre
    - 2010 community park land development fee, $181,982 increase to $183,511 per acre
    - Additional park development costs related to additional land from the Land Use Amendment and from the 0.5 acre community park acquisition requirement added.
    - Reduce costs for additional system recreation improvements since some already built.
    - Add pro-rated design (9%) and AIPP (1%) to the construction costs
    - Increase PIF to $5,062.

23. 2011 Fee Update – Parks and Rec Advisory Board updated the PIF to $5,105. Cost of park land per acre at $28,000 and new land requirements based on Land Use Amendment and pro-rated 0.5 acre community park acquisition requirement. Park development costs decreased by 0.09%.
    - Land acquisition fee remains the same, but additional land acquisition included with Land Use Amendment, also land related to the 0.5 acre community park acquisition requirement is added.
    - 2011 neighborhood park land development fee, $117,491 increase to $118,548 per acre
    - 2011 community park land development fee, $183,511 increase to $185,163 per acre
    - Additional park development costs related to additional land from the Land Use Amendment and from the 0.5 acre community park acquisition requirement added.
    - Reduce costs for additional system recreation improvements since some already built.
    - Add pro-rated design (9%) and AIPP (1%) to the construction costs
    - Increase PIF to $5,105

24. 2012 Fee Update – Parks and Rec Advisory Board updated the PIF to $5,253. Cost of park land per acre at $28,000 and new land requirements based on Land Use Amendment and pro-rated 0.5 acre community park acquisition requirement. Park development costs decreased by 3.04%.
    - Land acquisition fee remains the same, but additional land acquisition included with Land Use Amendment, also land related to the 0.5 acre community park acquisition requirement is added.
    - 2011 neighborhood park land development fee, $117,491 increase to $118,548 per acre

- 2011 community park land development fee, $183,511 increase to $185,163 per acre
- Additional park development costs related to additional land from the Land Use Amendment and from the 0.5 acre community park acquisition requirement added.
- Reduce costs for additional system recreation improvements since some already built.
- Add pro-rated design (9%) and AIPP (1%) to the construction costs
- Increase PIF to $5,253.

25. 2012 Interim Fee – City Council adopted an interim PIF of $4,470 for single family detached residences and $2,193 for multi-family residences until further study is completed as part of the Parks, Recreation and Trails Master Plan.
    - Maintains 2.5 acre/1,000 population standard for neighborhood park development.
    - Adjusts community park standard to 3 acres/1,000 residents.
    - Population used (Dec. 2011) 87,953. Build-out population 112,953
    - Updated projected units from planning; un-built single family residential 4,581 units, un-built multi-family residential 5,225 units.
    - Park Development cost per acre remained the same; $118,548/acre for neighborhood parks, $185,163/acre for community parks.

26. 2013 Fee Update – In November, 2013 City Council adopted the following PIF for 2014 – 2016:
    - 2014 fee for single-family residential: $4,758
      2014 fee for other (multi-family) residential: $2,333
    - 2015 fee for single-family residential: $5,045
      2015 fee for other (multi-family) residential: $2,475
    - 2016 fee for single-family residential: $5,333
      2016 fee for other (multi-family) residential: $2,616
    - Starting in 2017, the fee will be adjusted annually based on the ENR Construction Cost Index.
    - Fee is based on new, target level of service (LOS), methodology. LOS is expressed as the dollar value of parks and off-street trails facilities to be in place by 2023 according to the Draft Parks, Recreation and Trails Master Plan. It is then broken down per square foot of residential floor area projected in 2023. The fee methodology is further explained in the Parks Improvement Fee Study Update, November 2013.

APPENDIX I: PARK, RECREATION AND TRAIL FUNDING HISTORY

The City's budget records go back to 1963. The following is a rough timeline of when new funding sources for parks, recreation and trails come on-line as well as changes to funding sources. Generally, funding sources in previous years remain available in addition to the new funding source listed. Additional history on the Park Development Fee is included in Appendix H.

* Funds with an asterisk may not directly fund parks, recreation and trails, but alleviate funding pressures that existed prior to the existence of the new funding source.

Years	Funding Sources
1963 – 1965	General Fund
1966	Public Improvement Fund (Bond Fund for Swim Pool)
1969	Park Improvement Fund
1975	Conservation Trust Fund
1979	Park Improvement Fee
1984	Park Improvement Fee Major Update
1985	Golf Fund
1989	Community Development Block Grant Funds Youth Services Fund* Longmont Downtown Development Authority*
1990	Water Fund (Button Rock Preserve Site Improvements)* Art in Public Places Fund*
1992	Great Outdoors Colorado Lottery Fund Park Improvement Fee Major Update (Standards Based Methodology adopted)
1993	Boulder County Open Space Tax
1994	Street Fund (begin using for pedestrian improvements in the right-of-way)*
1996	Transportation Community Investment Fee (arterial landscaping)*

1997	Park Improvement Fee Major Update (changed to Community Investment Fee method, included recreation facilities; rec center w/ indoor pool, outdoor leisure pool, and two special rec facilities) Callahan House Fund*
1998	Storm Drainage Fund (detention facilities in parks)*
2001	Open Space Fund Water Fund (irrigation improvements) Bond for Sales & Use Tax Revenue Street Fund (increased usage of this fund for pedestrian greenway trail improvements)
2002	Raw Water Storage Fund* Water Acquisition Fund* Lease Proceeds (for land acquisition) Park Improvement Fee Major Update (updated costs, population & system-wide recreation facilities)
2003	Museum & Library Funds*
2004	Senior Services Fund*
2006	Park Improvement Fee Major Update (updated costs, population & community park standard increase to 4.5 acres/1000 residents)
2009	Park & Greenway Maintenance Fee Public Buildings Community Investment Fee
2011	Sanitation Fund
2012	Interim Park Improvement Fee
2013	Sewer & Storm Drainage Funds Park & Greenway Maintenance Fee Increase Park Improvement Fee Update (methodology changed)