

# PARKS AND RECREATION MISSION

*Enhancing our community through people, parks and programs*

## HOW WE GOT HERE...

### History and Facts

- Last developments were Foxglenn Park (2004) and Aquaplex (2008) for the community which has grown over 25% since 2010
- Field development has not kept pace with community growth, thus youth and adult sport leagues struggle to find ample practice and game field space
- Through extensive communication at both the staff and Commission level with girls' softball, pickleball, tennis, soccer, flag football, rugby and ultimate frisbee, to name a few, staff gathered the data on the large vacancies in the current system

### Known Gaps and Benefits

- Through the data gathered, staff conducted numerous meetings with the user groups to best identify the known gaps in the current system
- Incorporating existing plans into the process were key indicators of how to move forward: Parks and Recreation Master Plan, Flagstaff Urban Trail System Master Plan, Regional Plan and the Climate Action and Adaptation Plan

### Strategic Planning and Priorities

- The Parks and Recreation Commission performed strategic planning sessions during 2018 and 2019 to formulate a path forward on projects, utilizing the gap information along with considerations of impact to the community and resources required, culminating in an Impact/Resource matrix to identify priorities
- The path forward led to determining priorities to share with the Parks, Recreation and Open Space Priorities Committee

## PRIORITIES

Priority	Description	Estimated Cost
<b>Girls' Softball Complex</b>	15+/- Acres to consist of girls' softball fields, access, ramadas, bleachers	\$15,500,000
<b>Outdoor Racquet Facility</b>	Pickleball courts, tennis courts, parking lot, access from public right-of-way, walkways on 10-acres of City-owned land	\$8,500,000
<b>Multi-Purpose Fields</b>	Multi-purpose fields (artificial turf), parking lot, lawn games, ramada/shade structures, realignment of FUTS on 8-acres of City-owned land	\$4,000,000