

## 2013-2017 CAPITAL IMPROVEMENT PLAN FOR PARK FUNDS

Revised November 28, 2012

YEAR	2013	2014	2015	2016	2017
<b>BEGINNING BALANCE</b>	\$ 268,041	\$ 932,441	\$ 645,041	\$ 420,941	\$ 249,341
<b>REVENUES</b>					
Park Dedication Fees	\$ 350,000	\$ 300,000	\$ 300,000	\$ 300,000	\$ 400,000
Interest Earnings	\$ 5,400	\$ 18,600	\$ 12,900	\$ 8,400	\$ 5,000
*Capital Improvement Fund (CIF)	\$ 1,100,000		\$ -	\$ -	\$ -
**Utility Funds Borrowing	\$ 1,400,000				
<b>Total Revenues</b>	<b>\$ 2,855,400</b>	<b>\$ 318,600</b>	<b>\$ 312,900</b>	<b>\$ 308,400</b>	<b>\$ 405,000</b>
<b>EXPENDITURES</b>					
Utility Funds Repayment			\$ 256,000	\$ 224,000	\$ 220,000
<b>Park Improvements:</b>					
Aquatore Park Field Replacement	\$ 350,000				
Lakeside Commons Park Parking Lot Imp.	\$ 165,000				
Happy Acres Park Playground		\$ -			
London Park Playground		\$ -			
Jim Peterson Athletic Cplx Hockey Rink			\$ 25,000		
Jim Peterson Athletic Cplx Rink Lights			\$ 75,000		
Jim Peterson Athletic Cplx Park Building				\$ 250,000	
Security Lighting	\$ 6,000	\$ 6,000	\$ 6,000	\$ 6,000	\$ 6,000
Aurelia Park Tennis and Basketball Courts	\$ 45,000				
<b>New Parks:</b>					
Glenn Meadows (\$175,000 to 2018)					
Lexington Athletic Complex	\$ 1,500,000	\$ 600,000	\$ -	\$ -	\$ -
Legacy Creek Park	\$ 125,000				
West of Harpers Street			\$ 175,000		
<b>Total Expenditures</b>	<b>\$ 2,191,000</b>	<b>\$ 606,000</b>	<b>\$ 537,000</b>	<b>\$ 480,000</b>	<b>\$ 226,000</b>
<b>Fund Reserve Balance Increase (Decrease)</b>	<b>\$ 664,400</b>	<b>\$ (287,400)</b>	<b>\$ (224,100)</b>	<b>\$ (171,600)</b>	<b>\$ 179,000</b>
<b>FUND BALANCE</b>	<b>\$ 932,441</b>	<b>\$ 645,041</b>	<b>\$ 420,941</b>	<b>\$ 249,341</b>	<b>\$ 428,341</b>

Carry Over Projects
Removed Projects
Shifted Project
New Project

\* CIF is a special fund that allows City Council to use in special projects deemed beneficial to the community.  
This will not be repaid through the Park Fund.

\*\*Utility Funds Borrowing is from Water Utility Revenues and will be repaid through the Park Fund.