



PARKS & RECREATION ADVISORY BOARD AGENDA

Date: Monday, July 14, 2025 ~ 5:00 p.m.

PARKS & RECREATION ADVISORY BOARD

Mark Dulin, Chair
Term Ends: 5/2027

Cary Erickson
Term Ends: 7/12/2026

Mary Dawn Kurtzbein, Vice Chair.
Term Ends: 1/2026

Lorna Shelton
Term Ends: 5/2027

Ray Sills
Term Ends: 3/29

Hallie Ralls
Term Ends: 3/29

Owen Sharp
Student Representative
Term Ends: 3/29 or upon graduation

City Staff

ABuckler@cityofcentralia.com
360.330.7674

- 1. CALL MEETING TO ORDER – Parks Board Chair**
 - A. Roll Call
(must have 4 of 7 members present for a quorum)
 - B. Approval of Minutes from April 14, 2025
 - C. Approval of Minutes from May 12, 2025

- 2. COMMENTS BY THE GENERAL PUBLIC**
(on non-agenda items)

- 3. REPORTS & DISCUSSIONS & ACTION ITEMS**

- A. Review and Provide Feedback on Veterans Community Park Master Plan Options Report (attached.)**
- B. Selection of Two Boardmembers to Serve on the Tree Subcommittee**

The Tree Subcommittee is a subset of the Parks Board and includes 5 individuals, including other community members. The Board will meet 1-2 times approximately between August-September to review suggested updates to the City's tree policy. Both Hallie Ralls and Lorna Shelton have expressed interest in serving.

- 4. OTHER BUSINESS**

- August meeting may be substituted for a tree board (subcommittee) meeting.

- 5. ADJOURNMENT**

- Next meeting August 11

Please contact Community Development at 360-330-7662 or by email at ABuckler@cityofcentralia.com if you are unable to attend the meeting. Thank you.

1 **Centralia Park Board Minutes**

2 **Monday, April 14, 2025**

3 Time: 5:00 PM – 6:37 PM (approximately)

4

5 **1. CALL MEETING TO ORDER – CHAIR MARK DULIN**

6 Chairman Mark Dulin opened the meeting officially at 5:00 pm.

7

8 **A. Roll Call**

9

10 **Members Present:** Mark Dulin (Chair), Mary Dawn Kurtzbein (Vice-Chair), Lorna Shelton, Cary Erickson, Ray
11 Sills, Hallie Ralls, Owen Sharp

12

13 **Member Absent:** N/A

14

15 **Also Present:** Amy Buckler, Deputy City Manager (Parks Director), Kyle Markstrom (Parks and Buildings
16 Operations Manager)

17

18 **B. Approval of Minutes:**

19

20 Lorna Shelton moved, seconded by Hallie Ralls, to approve minutes from February 10, 2025. All in favor.

21

22 **2. Public Comments on non-agenda items**

23

24 None

25

26 **3. Other Business**

27

28 **A. Introduction of New Board Members**

29

30 New and existing board members introduced themselves.

31

32 **B. 2025 Parks Work Plan**

33

34 Staff reviewed current (2025) parks priorities and what's in store for 2026. The information was received.

35

36 **C. Hub City Greenways Update**

37

38 Staff shared that it's looking like the City will receive a grant for the Hayes Lake Trail. The board provided the
39 following feedback:

- 40
- 41 • Future expansion of the trail could go around the lake
- 42 • Be mindful of access for emergency services
- 43 • Lighting will be key for safety
- 44 • Police call boxes should be considered
- 45 • Inquire with WDFW about stocking the lake

46 **ADJOURNMENT:**

47

48 The meeting adjourned at 6:37 PM.

49

50

1 **Centralia Park Board Minutes**

2 **Monday, May 12, 2025**

3 Time: 5:00 PM – 6:08 PM (approximately)

4 **1. CALL MEETING TO ORDER – CHAIR MARK DULIN**

5 Chairman Mark Dulin opened the meeting officially at 5:06 pm.

6 **A. Roll Call**

7 **Members Present:** Mark Dulin (Chair), Cary Erickson, Ray Sills, Hallie Ralls, Owen Sharp

8 **Member Absent:** Mary Dawn Kurtzbein (Vice-Chair), Lorna Shelton

9 **Also Present:** Amy Buckler, Deputy City Manager (Parks Director), Kyle Markstrom (Parks and Buildings
10 Operations Manager)

11 **B. Approval of Minutes:**

12 Minutes for April 14, 2025 moved to the July meeting.

13 **2. Public Comments on non-agenda items**

14 None

15 **3. Other Business**

16 **A. Thriving Communities Grant/Hub City Greenways Update**

17 Staff shared an update about several implementation items. Boardmembers shared their hopes, fears
18 and ideas for the Main Street and Hayes Lake Trail projects, as follows:

19 **Main Street Trail**

- Want to see a highly protected pedestrian pathway (physical barrier: garden areas, boulders, bollards, etc.)
- This stretch is not inviting or safe currently
- Parking is not well utilized
- Lanes could be more narrow
- Fully tree lined would look much better
- Better wayfinding signs needed
- Lots of lighting for safety at night
- Visual clues to slow down
- Safer crossings (now one at Yes and Washington is not enough)
- S curve road shape idea
- Don't lose the bike lane
- Look at angled parking
- We have to prepare for the future
- Centralia deserves to have nice things
- So many legacy businesses on Main Street – walking will bring new energy
- Nice to have a gateway into the college
- Buy property on stretch between new housing and Main Street
- What will buildings look like? What is motivation for owner?
- CDA currently accepts façade grants all the way up Main Street

20 **Hayes Lake Trail**

- How high does Hayes Lake get?
- Will boardwalk raise and lower?
- Safety – landscaping and lighting!
- Connect to Borst trail, repave and cut thru sloop grass area

- 59 • Pedestrian only bridge across Harrison
60 • Light design needs to be enough but not blinding
61 • Clear brush along Hayes Lake
62 • Restore native plants (get rid of blackberries)
63 • Make sure it gets maintained
64 • No camping
65 • Police call boxes
66 • Community service projects to take out blackberries by proposed "Y"
67 • Advertise 'feed your goats'

68
69 B. Hub City Greenways Trail Signage Update
70

71 Staff shared that Blue Zones/Choice has designed funding for Hub City Greenway signage at Borst Park.
72 Boardmembers provided the following feedback:

- 73
74 • Add lighting and cameras to increase safety
75 • Some signs could be double-sided
76 • Concerns about tagging

77 C. Tree Committee
78

79
80 Staff shared that the Tree Committee, a subset of the Parks Board, will need to convene this summer/fall
81 to review updates to the City's tree policy. Staff asked for two volunteers from the Board. Hallie Ralls
82 expressed interest. (Later, via email, Lorna Shelton expressed interest.) The Board will vote to select two
83 members in July.

84
85 **ADJOURNMENT:**

86
87 The meeting adjourned at 6:08 PM.
88
89



VETERANS COMMUNITY PARK MASTER PLAN OPTIONS ANALYSIS

CENTRALIA PARKS & RECREATION
JUNE 2025

VETERANS COMMUNITY PARK MASTER PLAN OPTIONS ANALYSIS

CENTRALIA PARKS AND RECREATION
JUNE 2025



CITY OF CENTRALIA PARKS & RECREATION

Amy Buckler, Deputy City Manager

Kyle Markstrom, Parks & Building Operations Manager

CONSULTANT TEAM



Ida Ottesen, Principal in Charge

Renee Wilkinson, Project Manager

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1 OVERVIEW

OVERVIEW

This planning project creates a planning and design foundation for future improvements to Veterans' Community Park. These proposed improvements will expand and further enhance the existing park features enjoyed by the Centralia community. The addition of new park amenities and programming will create a cohesive park that is both inviting to a wider range of users and universally accessible. The plan includes options for inclusive play and other park upgrades, which will greatly benefit the neighborhood and people of all ages and abilities.

Context

The City of Centralia is nestled just south of the confluence of the Chehalis and Newaukum rivers in Lewis County, surrounded by northwest forest and mountains. According to the US Census, the population includes over 18,000 people with a significant Hispanic population of nearly 20%. The future character of the Veterans Community Park will reflect the local character of the region and multi-cultural community.



Flags at the Veterans Memorial

2

OPPORTUNITIES & CONSTRAINTS

EXISTING CONDITIONS

The project site is bordered to the east by Pearl Street/WA-507, which is a one-way southbound road that serves as a primary couplet into the historic town center. This busy road includes a slight curve midway adjacent to the Veterans Community Park site. Pearl Street has parking along both sides of the street. There is a bus stop adjacent to the Veterans' Memorial at the northeast corner of the site. A fire station is located along the east side of Pearl Street across from the south portion of the park. To the north is Hanson Street, with parking currently permitted only on the north side of the street, adjacent to private residences and across the street from the park. An alleyway is located along the western side of the project site, which is used for garbage collection and utility access.

Residential properties border the site to the north and west. Immediately to the south is a commercial property, currently occupied by Weyerhaeuser NR Company.

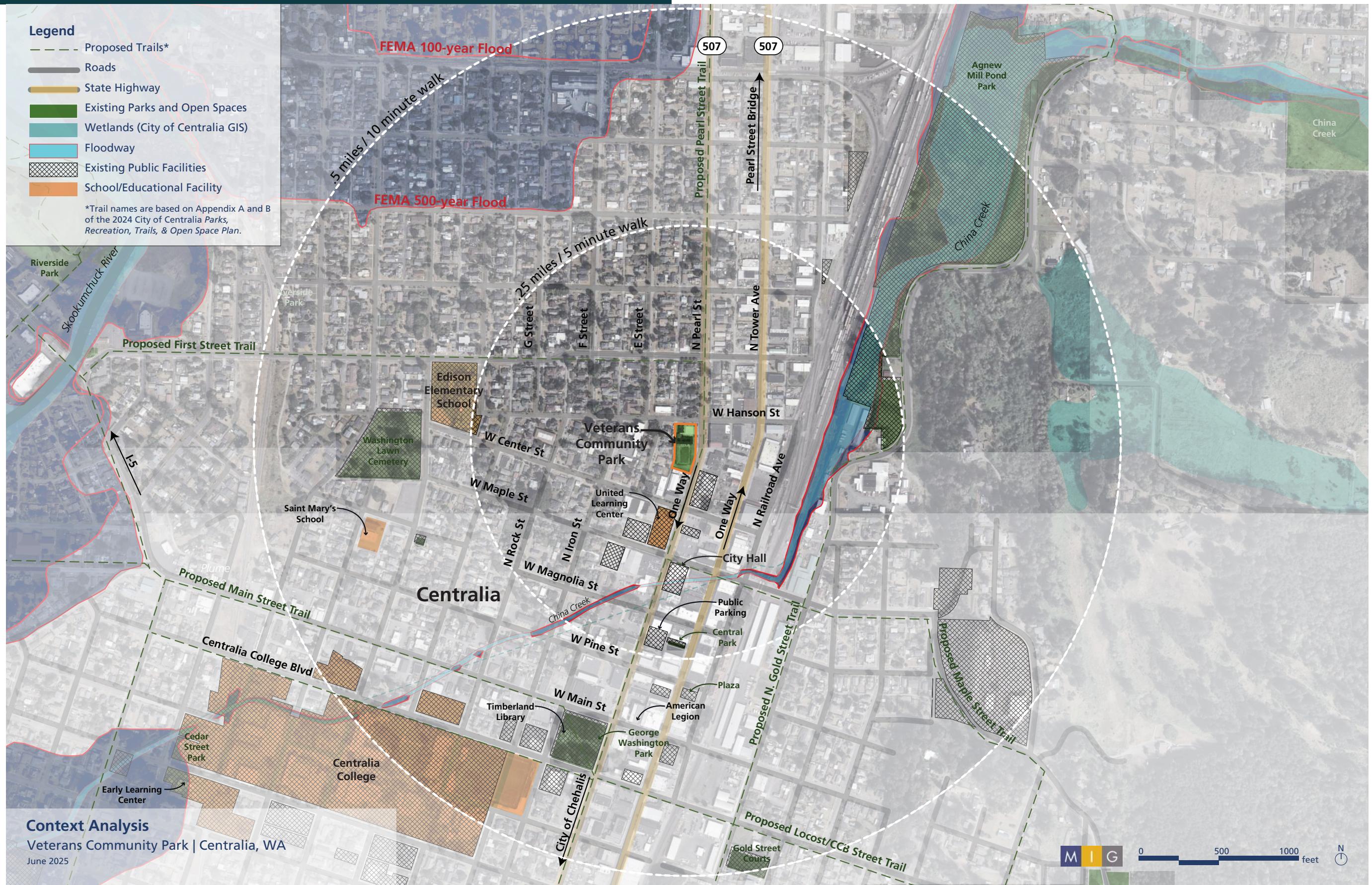
The broader region of Centralia-Chehalis experiences significant seasonal flooding. Although the project site is out of the floodplain, separate planning studies are being explored with strategies to alleviate flooding from nearby China Creek. Those recommendations include a range of options, from daylighting the creek to providing flood storage infrastructure below grade.

Several public facilities are within a short distance from the project site, including City Hall, Timberland Library and George Washington Park, Edison Elementary School, and Centralia College. A significant new development is currently under construction along Pearl Street, one block to the south of the park project site. This will be the location of the United Learning Center (ULC), which is being developed by United Way of Lewis County in partnership with Lewis County Boys and Girls Club, the Bezos Academy, City of Centralia & Lewis County Hands on Children's Museum. The United Learning Center



will include a children's museum, house the Boys & Girls Club, and include a rental room for birthday parties and other celebrations. The development of the ULC may reduce the City's need for rentable community space in the Veterans Community Park.

Context Analysis Map





Existing splash pad



Existing plaza space



The curb at the accessible surfacing creates a barrier and trip hazard



Pearl Street entrance



Landscape planting area

Pearl Street Memorial Plaza

The existing entrance to the park is along Pearl Street at the north end, where improvements were made in 2017. Those improvements include a veterans' memorial flag area, splash pad, plaza, playground equipment, and restrooms. The splash pad is a popular community amenity when the water is in use from Memorial Day through Labor Day. Movable picnic tables and benches are located along the edges of the plaza area.

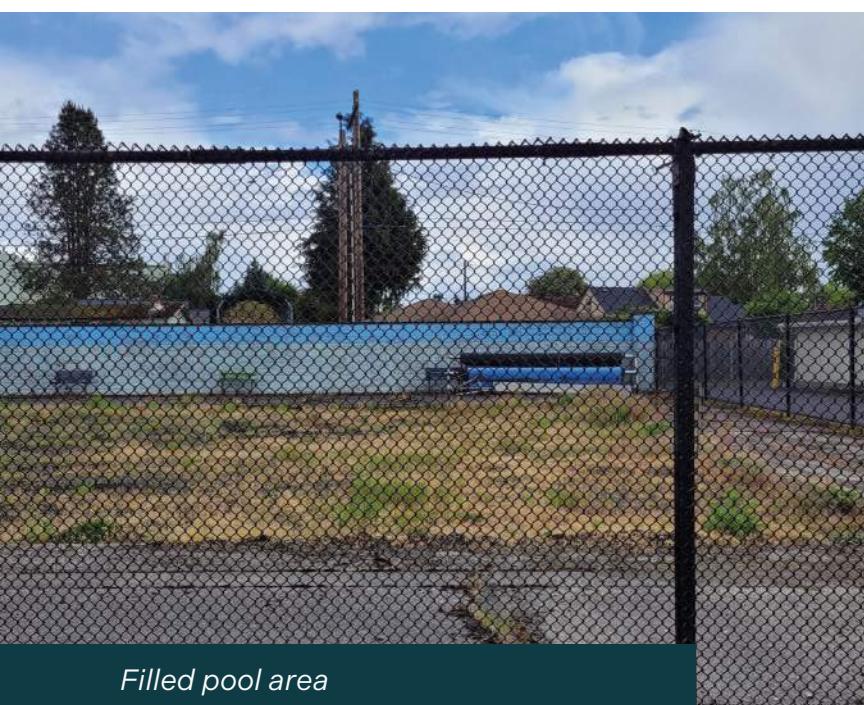
The playground is in the northwest corner and includes GameTime play structures in good condition, these could remain in place or be relocated. The primary play structure provides climbing and sliding, with no on-grade play features. There is also a nest swing, which is currently raised too high from the ground to serve a range of ages and abilities. However, it provides an opportunity for group cooperative play. Additionally, there are two solo spinners. Impact attenuating play surfacing consists of rubberized tiles, which are showing signs of wear and tear and are separated from the plaza with a 4" curb. The curb presents barriers to accessibility and creates a trip hazard between spaces.

Landscape plantings areas are strategically located at the entrance and along the perimeter only to reduce maintenance. The City has limited resources available for park maintenance. Planting includes climate resilient groundcovers, ornamental grasses, small trees, and ornamental boulders. The palette provides seasonal interest and low maintenance. However, the absence of large trees provides no shade during the summer months.

Features from the 2017 improvements should be maintained to the extent possible, to be financially mindful. Some features, like the play equipment and site furnishings, could be relocated within the site or moved to other locations within the park system.



Pool Building



Filled pool area



CMU Block Wall



Existing Tables



Park Benches



Play Area

Aging Infrastructure

The former pool building is in poor condition and planned for demolition. The former outdoor pool was decommissioned and filled. There is an existing six-foot CMU block wall along the western side of the pool area, which shows signs of wear with large areas chipped and crumbling. Although it may be possible to retrofit and retain a portion of this wall, the structural integrity is unknown and may prove too costly to modify.

Site Inventory

The project team conducted a site visit in May 2025, which included an inventory of site furnishings and features. Those items could remain in the park in their existing location, shift to a different location within the park, or be moved to a new site within the park system. The following is a summary of those items:

Picnic tables:

- (1) long rectangle
- (4) round
- (1) oval with an ADA space

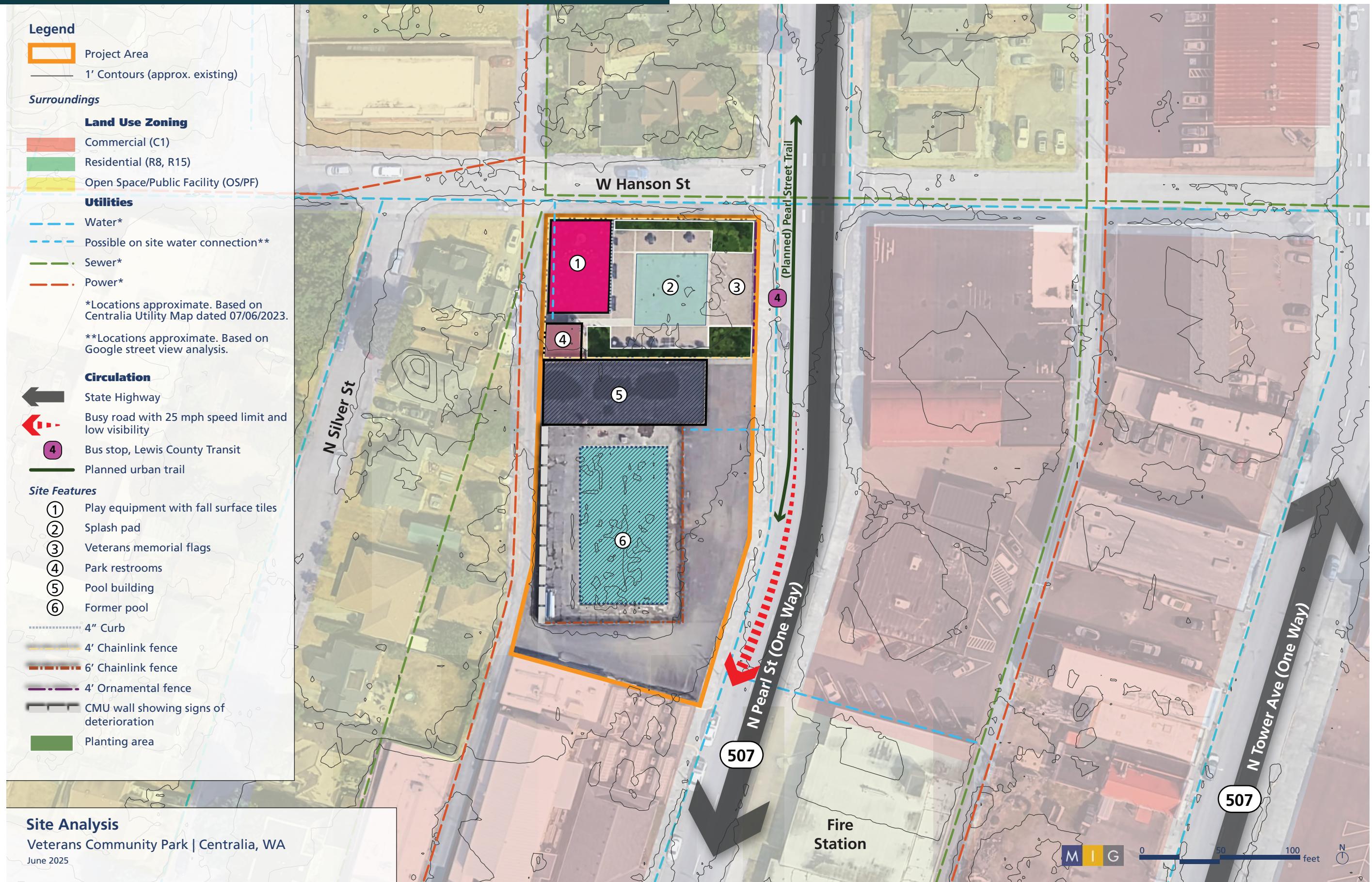
Benches:

- (6) standard
- (1) swinging

Play equipment:

- (1) multi-play structure from GameTime
- (2) solo spinners
- (1) nest group swing

Site Analysis

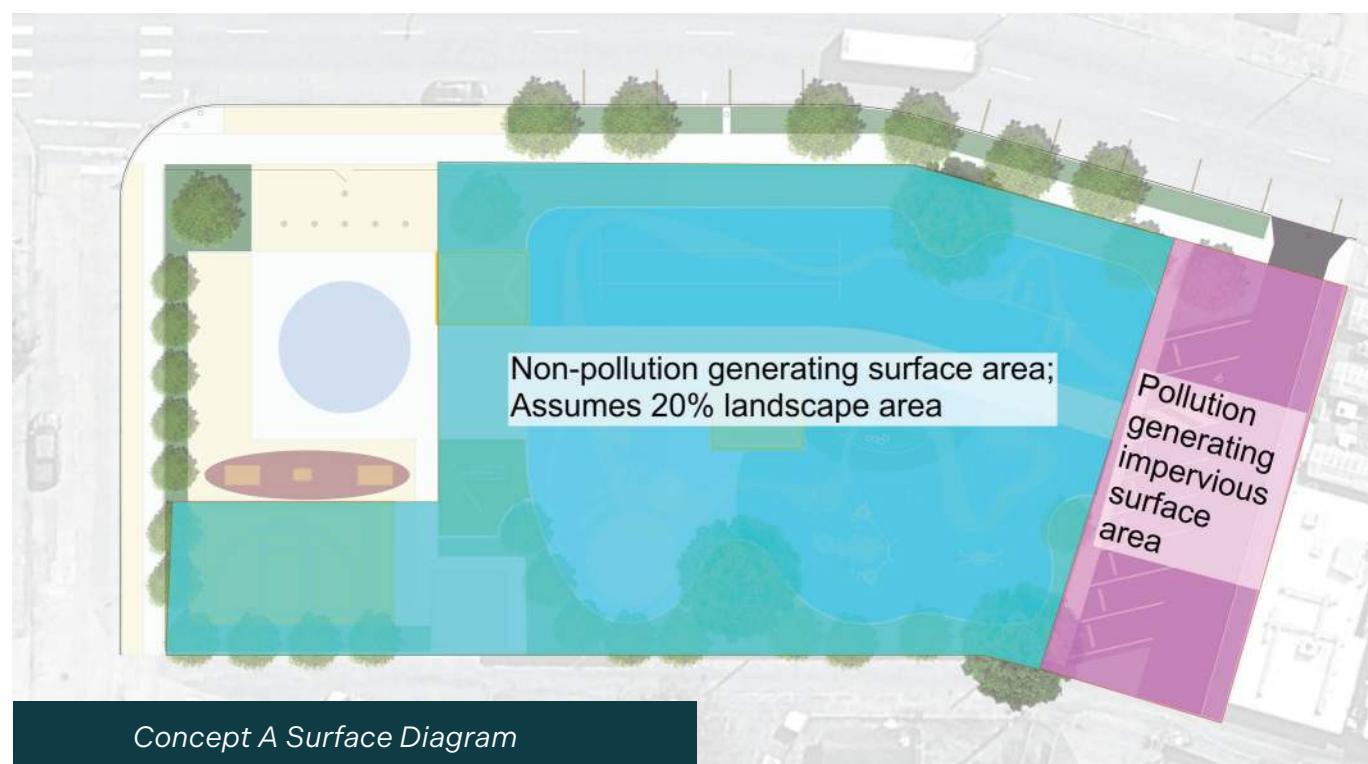


Stormwater & Utilities

A preliminary review of publicly available GIS data from Lewis County shows all major utilities are connected to the park area, including water, sewer, and electricity. Future design phases will need to explore how the final park design will impact and/or modify the location of these connections.

Stormwater requirements were evaluated, based on Chapter 9 of City Development Guidelines. If project area exceeds over 5,000 square feet of new and/or replaced impervious surfaces, stormwater infrastructure will be required. The following is a summary of those areas based on conceptual development plans of the 0.91-acre site:

- Existing spray park (no change to surface proposed): approximately 7,000 square feet
- Proposed pollution generating impervious surface (e.g. parking area): approximately 7000 square feet (in Concept A)
- Proposed non-pollution generating surfaces: approximately 25,600 square feet
 - » The project team assumes 20% landscaping area, including lot line landscape buffers, or approximately 5,100 square feet
 - » Remaining impervious surface approximately 20,500.



The nine minimum storm drainage requirements for new development and redevelopment are (chapter 9.02):

1. Preparation of Stormwater Site Plans
2. Construction Stormwater Pollution Prevention
3. Source Control of Pollution
4. Preservation of Natural Drainage Systems and Outfalls
5. **On-site Stormwater Management** will be required (either LID Performance Standard or List #2)
6. Runoff Treatment – **5,000** square foot threshold of pollution generating hard surface
7. Flow Control – **10,000 square feet threshold** of effective impervious surfaces.
8. Wetlands Protection
9. Operation and Maintenance

USDA Soils Survey indicates Spanaway gravelly sandy loam, which is noted as Hydrologic Soil Group A with a high ability to drain stormwater.

Online research found one project drainage report that included two soil samples of Spanaway soils in which the Cation Exchange Capacity averaged at approximately 5 milliequivalents.

In addition, SWMMWW Table I-3.2 List #2 notes BMP T5.15 Permeable Pavements as first applicable BMP: this approach could possibly be used in the parking area to provide MR5 Compliance as well as MR6 Runoff Treatment compliance provide the Cation Exchange Capacity (CAC) is equal to or greater than 5 milliequivalents. Subsequent geotechnical investigations should include soil analysis to substantiate.

Future design phases can build upon this basis of design to determine the appropriate size and scale of stormwater treatment required. The project team envisions bioretention basins and permeable paving as strategies to meet stormwater requirements for this project.

3 PARKS PROGRAM & DESIGN ELEMENTS

The City of Centralia envisions Veterans Community Park within their Parks, Recreation, Trails, & Open Space (PROS) Plan as a family-friendly park with amenities for all ages and abilities. The most important aspect of future improvements is that they are inclusive - going beyond minimum ADA requirements.

Future improvements should preserve the existing splash pad and Veterans Memorial. The ideal park design will also retain previous improvements, including the playground equipment and site furnishings. These features could stay within the park, in existing or new locations, or be moved to another site within the park system. The pool house will be demolished, and the south portion of the park will be fully redesigned.

Additional park features noted from the PROS plan include:

- Modern active playground for all ages, abilities, and sizes of kids
- Incorporation of STEAM elements
- Outdoor sports courts and handball wall
- Potential location for a small community building
- Variety of seating options
- Strategies to reduce crime and vandalism, using Crime Prevention Through Environmental Design principles (CPTED)
- Opportunities for bilingual signage (English and Spanish)
- Additional interpretative elements

Through a planning workshop with the Parks Department, themes were explored related to interpretation of the site's history, natural systems (such as seasonal flooding and water), and multi-cultural representation. The workshop explored precedent imagery from a range of play types, styles, and scales. The team collaboratively shared ideas – big and small – of how the park can accommodate a wide range of visitor experiences.

OVERVIEW OF INCLUSIVE DESIGN & PLAY SPACES

Inclusive design provides opportunities for all ages and abilities to share similar experiences. While minimum standards for accessibility are determined by the Americans with Disabilities Act, inclusive parks should go beyond these requirements.

The following seven principles are used as a guide for inclusive park design:

- » Principle 1: Equitable Use – everyone can access all major site features and amenities.
- » Principle 2: Flexibility in Use – park elements are adaptable to meet the diverse needs of the community.
- » Principle 3: Simple and Intuitive Use – easy to understand and navigate the park.
- » Principle 4: Perceptible Information – communicate needs in multiple forms, legibility, and compatibility with various sensory abilities.
- » Principle 5: Tolerance for Error – minimizing hazards and adverse effects of unintended or accidental actions
- » Principle 6: Low Physical Effort – minimize fatigue for park visitors

- » Principle 7: Size and Space for Approach and Use – provide adequate space for approach, reach, manipulation and use, regardless of the user's body size, posture or mobility.

There is a wide body of research demonstrating that play is a critical part of human development. It supports our health, well-being, creativity, and intelligence. And it's not just children who benefit from play – studies have shown people of all ages have healthier outcomes when they participate in playful activities. Park designs can encourage play among age groups and intergenerational play.

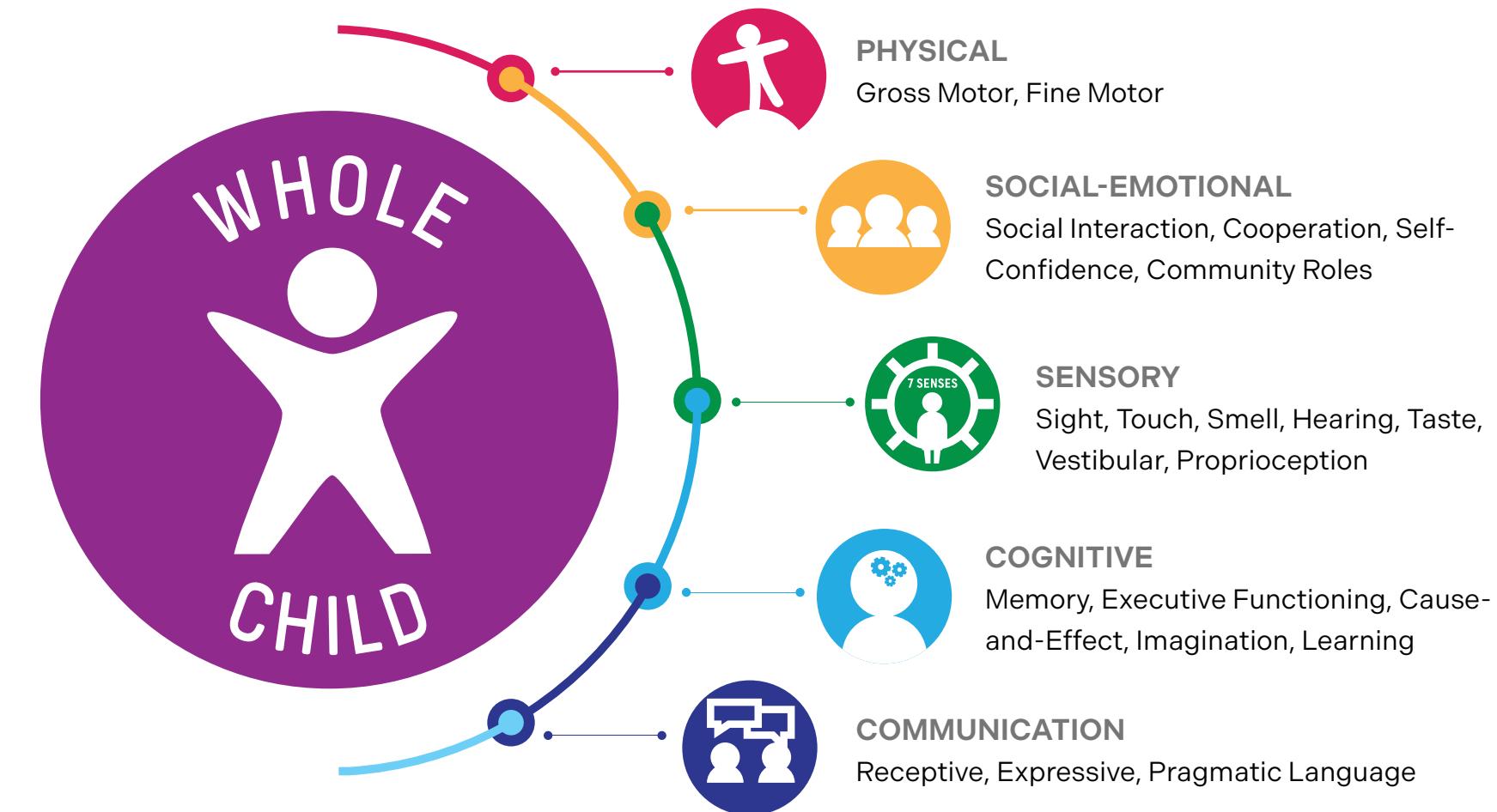
Inclusive play is more than providing minimal access to play features. When done well, inclusive play spaces provide a diverse range of activities in an environment that feels safe, secure, fosters connection with others, and provides a sense of belonging. Inclusive play features will vary from high-energy play that engages the whole body to quiet spaces for retreat. Successful inclusive playgrounds provide options for cooperative group play and individual play, so visitors have choices on how they experience and interact with the play space. These play spaces promote open-ended, imaginative experiences that build confidence and creativity.

Supporting Child Development Through Inclusive Play

The Whole Child Approach is based on a wide body of evidence-based research that prioritizes the full scope of a child's developmental needs for healthy outcomes. This approach has been applied in many ways, from educational curriculum to the design of children's environments. Using this approach in park design can create high-quality spaces where both physical and social inclusion can occur.

Whole Child Approach to Development and Inclusive Play

The following "Whole Child approach to inclusive play" graphic and development area summaries are taken from the 7 Principles of Inclusive Playground Design by Playcore





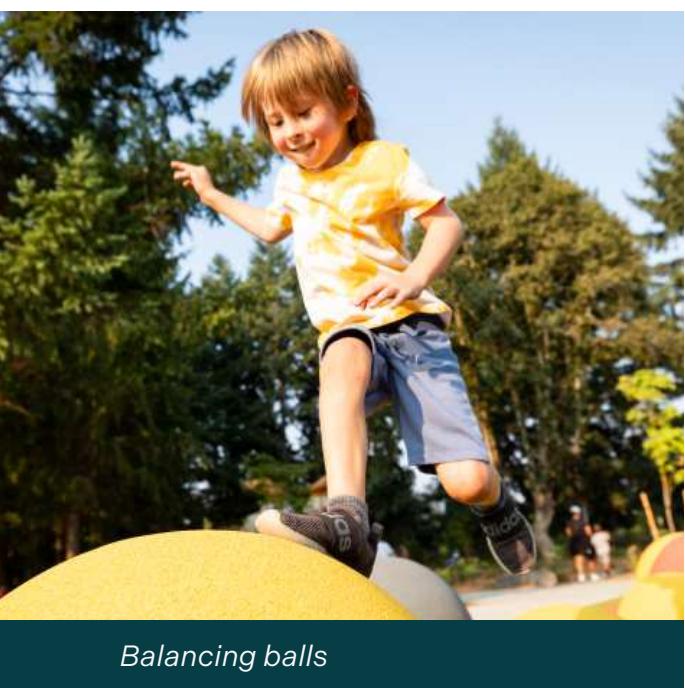
Group spinner



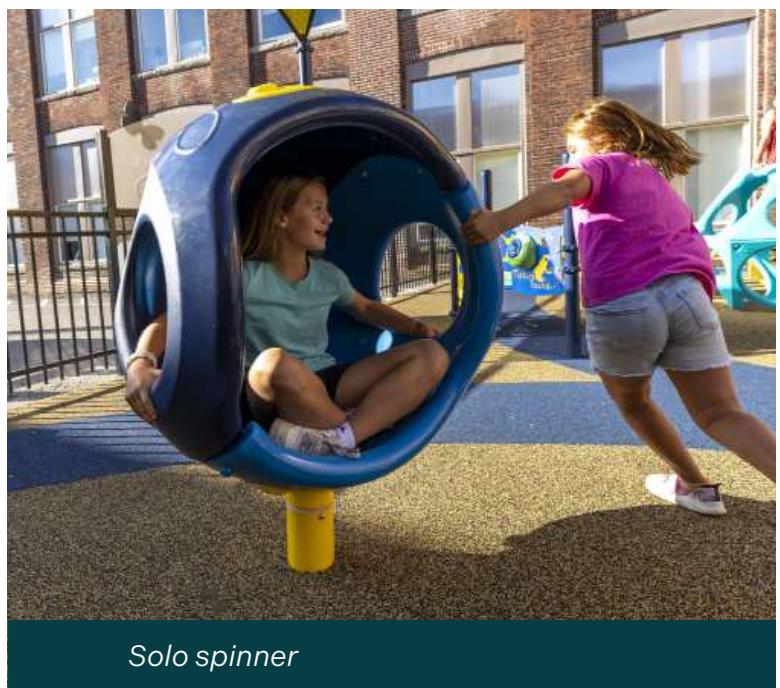
Inclusive group swing



Trampoline



Balancing balls



Solo spinner



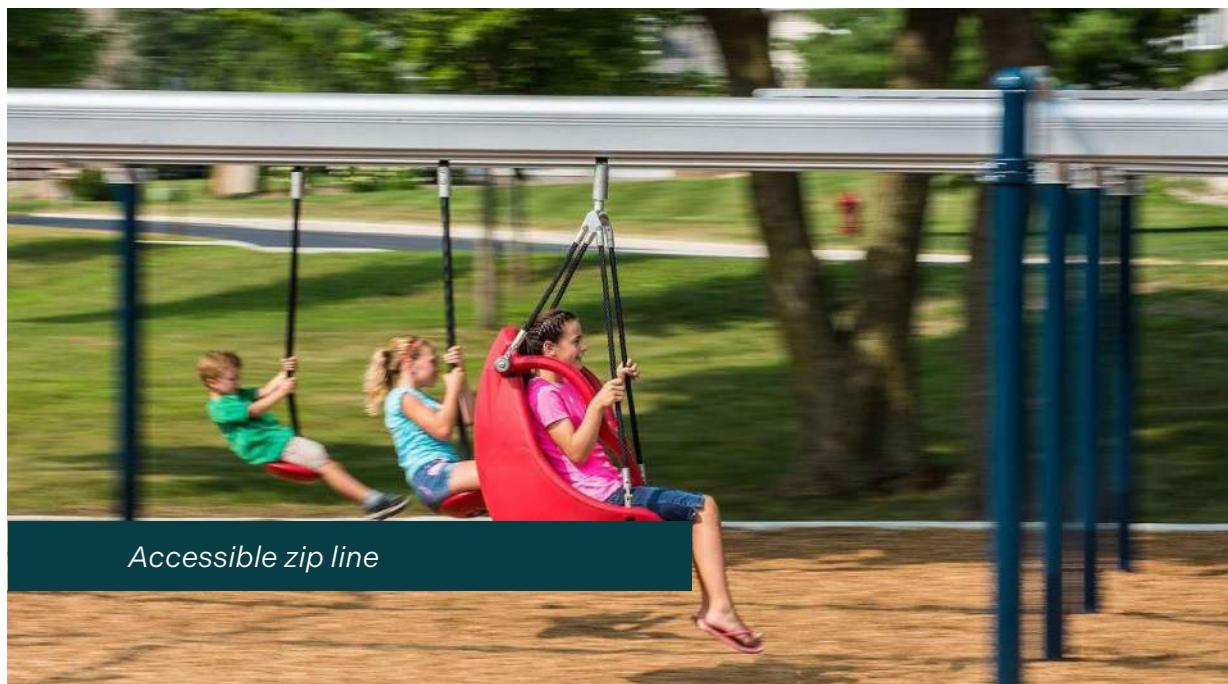
Group balancing ring



Climbing and balance



Fitness climbers for teens and adults



Accessible zip line

WHOLE CHILD: PHYSICAL

Skills / Development Focus: Gross motor and fine motor skills

Activities to support physical development:

- » Movement (Climbing, jumping, sliding)
- » Motion (swinging, rocking)
- » Loose parts/manipulation (independence, social, creative, imaginative)



Companion swings create unique side-by-side play opportunities



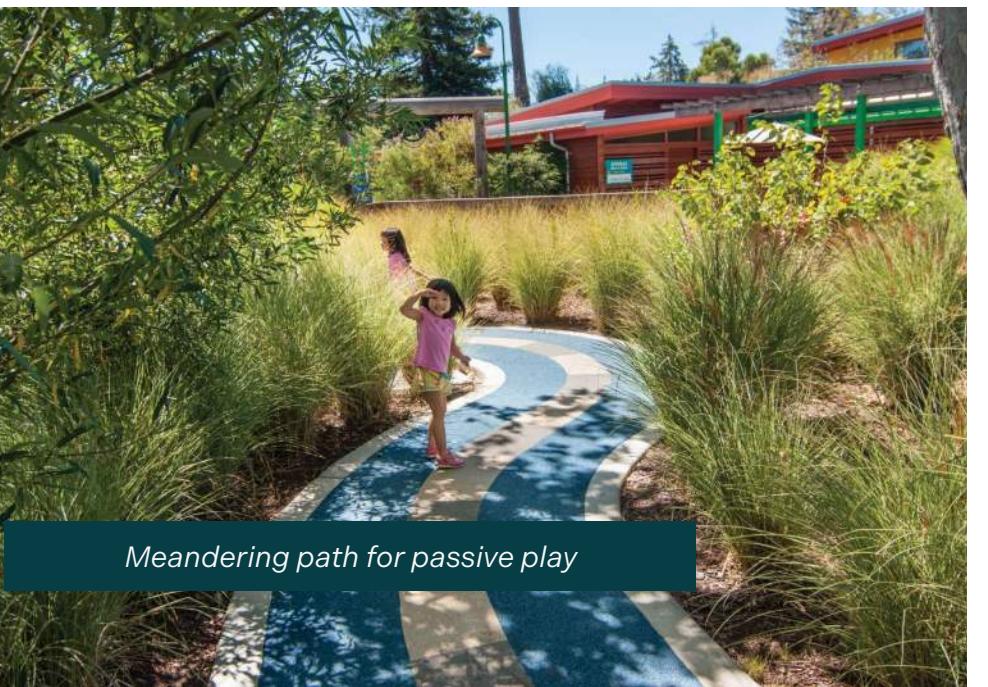
Tunnels create a playful and cozy space



Musical play elements



Flexible social space



Meandering path for passive play



Games tables for social spaces

WHOLE CHILD: SOCIAL-EMOTIONAL

Skills / Development Focus: Social interaction, cooperation, self-confidence

Activities to support physical development:

- » Social areas
- » Play Cues
- » Music
- » Side-by-side play
- » Elevated platforms
- » Passive, cozy spaces
- » Play circuits



Pebbles are popular for sensory play



Loose parts for fort building



Splash pad



High contrast surfacing and play elements



STEAM themed sensory elements

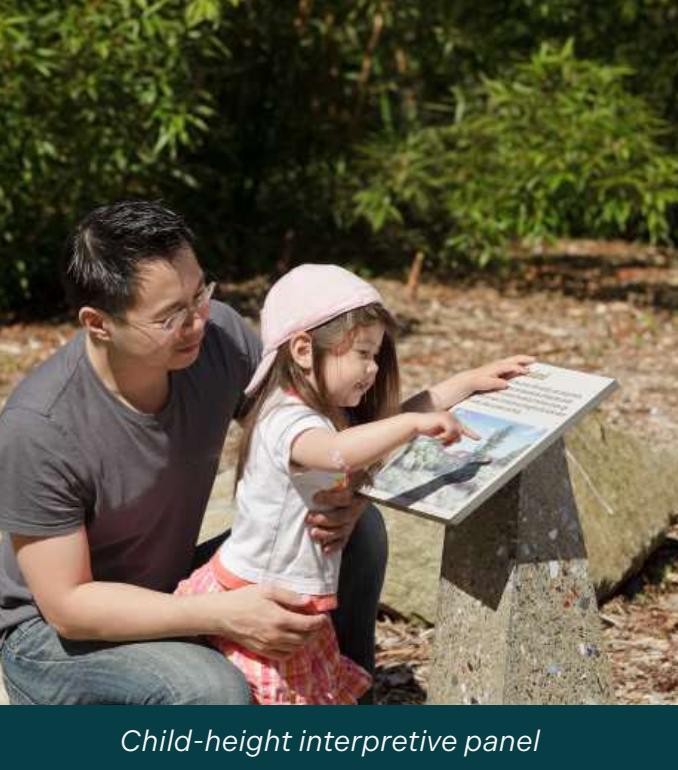


WHOLE CHILD: SENSORY

Skills / Development Focus: Seven senses (sight, touch, smell, hearing, taste, vestibular, and proprioception).

Activities to Support the Sensory Needs of Children

- » Structured, predictable environments
- » Visual Boundaries
- » Sensory Stimuli - also space to regulate stimulation, child-scaled and partially enclosed
- » Sand Play
- » Feedback (Cause-and-effect)
- » Color (high contrast)



Child-height interpretive panel



Durable precast materials mimic nature



Themed play structure



Low cost murals add play value



Themed play structure



Loose parts play elements

WHOLE CHILD: COGNITIVE

Skills / Development Focus: Memory, executive functioning, cause-and-effect, imagination, and learning

Activities to support the cognitive needs of children:

- » Social and dramatic play
- » Physical Activity and Gross Motor Play
- » Learning and Cause-and-Effect



Themed play elements for open-ended pretending



Cooperative play elements spark imaginations



Themed play elements for open-ended pretending



Communications boards support non-verbal and multi-lingual users

WHOLE CHILD: COMMUNICATION

Skills / Development Focus: Receptive, expressive, and pragmatic language.

Activities to support the communication needs of children:

- » Parallel and Cooperative Play
- » Low Degree of Concentration
- » Imitation
- » Turn-taking
- » Pretend Play (open-ended)
- » Jump-in Points (observation areas)



Chalk art wall



Passive, open ended play



Accessible group swing allows wheelchair users to participate without having to transfer



High backed inclusive swings



Slide transfer for mobility device users



Play elements built with wheelchair clearance and child sized reach ranges

INCLUSIVE DESIGN ELEMENTS

Adaptive Play Features:

- Safety Surfacing
- Transfer Platforms and Handholds
- Slide Transfers
- High Backs
- Shade
- Passive Spaces



4 PARK DESIGN CONCEPTS

PRELIMINARY CONCEPT A

Concept A retains the splash pad, plaza, west and north planting areas from the 2017 site improvements. A small parking lot is created off Pearl Street, along the south portion of the site, with one standard ADA parking stall, one van ADA parking stall, and six general parking spaces. There is a new primary entrance to the park facing the parking spaces and nearest to the playground area, accessed through a gated entry. The existing entrance remains along Pearl Street at the north end of the park at the Veterans Memorial. Benches have been added at the Veterans Memorial, inviting visitors to rest and reflect.

The existing play structure is relocated to the south portion of the site, to concentrate the play into one collective area. This provides greater ability for caregivers to supervise multiple children and monitor the closest entrance to the play space. There are benches and picnic tables located near the entrance, where visitors can drop their bags, get oriented to the site, observe the play, rest and socialize. There is a covered picnic pavilion along the main pathway through the play area, providing shade and seating within sight of the play areas.

Play types are arranged within the south portion of the site and spread out to diffuse energy and group play experiences by type. High energy, active play that engages the full body is located to the south end of the park area, away from the main circulation path. This includes the relocated GameTime play structure and nest group swing. Both existing play pieces invite active, energetic, and collaborative play.

A collection of sensory play elements, such as soft-sounding musical instruments (i.e. chimes) or sensory wall panels, are located centrally along the primary pathway through the play area. This provides highly visible on grade play options within the park. Additional on grade play panels could be explored that offer interpretative opportunities that reinforce STEAM themes, such as weather, physics, etc.

Across the main circulation path to the east are swings with accessible seats options. Locating the swings in this corner reduces safety conflicts and provides adequate space. There is a double zip line, one of which has an accessible seat, along the east side of the site. This will be the most visible play feature to passersby along Pearl Street. This location also reduces safety conflicts with visitors moving between play areas.

At the location of the former pool house is an imaginative play space. This could include features like a small stage, playhouse, play kitchen, and other pieces that provide open-ended experiences. This area could also include on-grade play panels that are STEAM themed, such as sand-filled hour glasses that shift based on position due to physics. Planting beds curve around the sides to partially separate the area from the higher energy play areas to the south, but visibility is maintained throughout the play area for safety.

There should be 1-2 play elements that are pulled slightly further away from other active play areas. This quieter area provides space for decompression, and provides a refuge if children get overwhelmed. These solo spaces can also become play opportunities for children who prefer to play within sight, but not in the middle of, other group play.



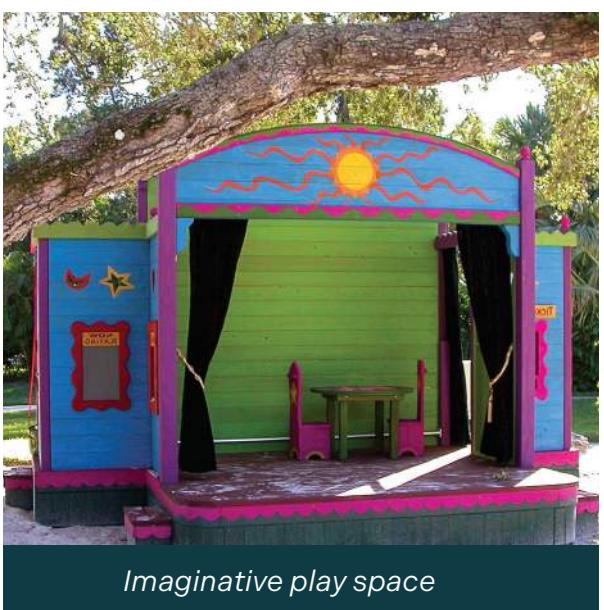
Social space for outdoor table games



High contrast, accessible surfacing



Space for quiet retreat



Imaginative play space



Sports court artist collaboration



Sensory play elements



High energy, active play

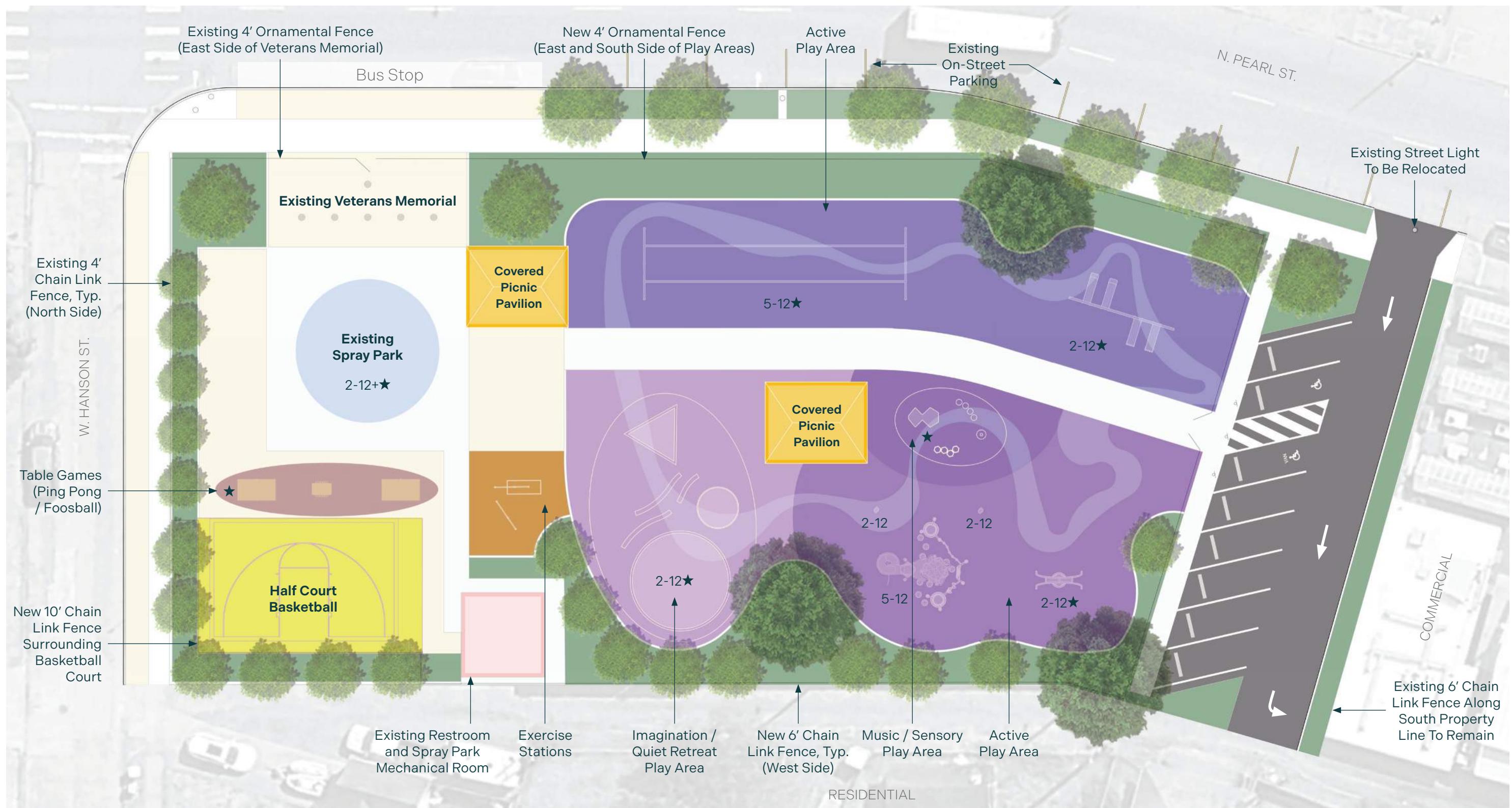
A second picnic pavilion is located adjacent to the splash pad along the east side of the park. This location provides high visibility from Pearl Street for safety and discouraging vandalism. This picnic pavilion provides needed shade to the exposed splash pad and can accommodate several picnic tables and seating options.

At the northwest corner of the site, where the former play structure was located, is a half-court basketball area. A high 8-10' fence should border the court, to reduce balls leaving the area. Outdoor table games, such as ping pong and foosball, are between the basketball court and splash pad. This provides opportunities for multi-generational play among a wider range of ages. A fitness station is located just outside the restroom, for teens and adults.

The theme of water is depicted in this design as a river with oxbows meandering through the site. The water can be represented with a paving pattern, blue poured-in-place surfacing through play areas, and in planting beds with swaths of ornamental grasses or dry creek beds. Capacity for stormwater bioretention should be explored further, along with subsurface floodwater storage. The STEAM could be tied into this water theme with interpretive signage explaining how water moves through the site and refills the water table below ground.

Planting buffers are shown per current zoning requirements (Commercial 1). It is anticipated that the park site will be zoned as Open Space/ Public Facility (OS/PF), with landscape buffers included per City direction. In Concept A, new street trees and plantings along Pearl Street provide a safer pedestrian environment around the park.

CONCEPT A PLAN



LEGEND

Planting Area

Unit Pavers

Concrete Pavement

Asphalt Pavement

Play Area

#-## Play Feature Intended Age Range

★ Inclusive Play Feature



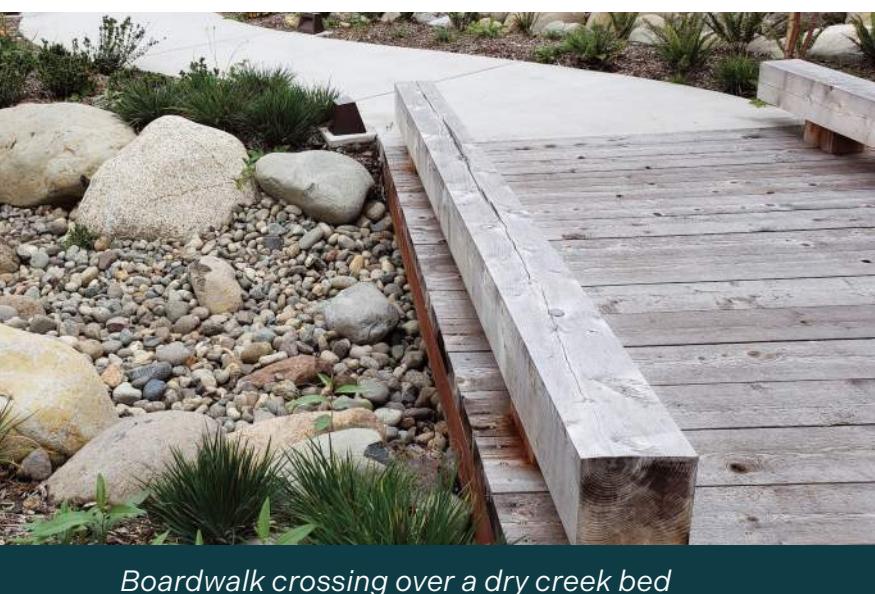
Social space with flexible seating



Cooperative play with an accessible group spinner



This inclusive swing provides high backed support



Boardwalk crossing over a dry creek bed



High contrast, accessible surfacing

PRELIMINARY CONCEPT B

Concept B retains the splash pad, plaza, west and north planting areas from the 2017 site improvements. ADA-only parking is provided at the northwest corner of the site, with two parking stalls and a new gated side entrance directly into the park. General parking remains along Pearl Street in parallel spaces. A new primary entrance is located along Pearl Street towards the south end of the park, where the playground features are located. The existing entrance remains along Pearl Street to the north end of the park at the veterans' plaza, with bench seating for visitors to rest and reflect near the flagpoles.

Shaded seating is provided just north of the restroom. This includes a variety of seating types that can accommodate a range of group sizes. The covered trellis overhead will provide much needed shade to the otherwise exposed area of the park, where visitors to the splash pad can take a rest. It also allows visitors to have a comfortable place to relax on the site away from play areas. This would be an ideal location for interpretative, artistic site elements that can reinforce themes of STEAM, natural systems (such as flooding, rivers, weather), history, and/or highlighting multi-cultural influences in Centralia.

To the east of the restroom building is a table games area intended to engage multi-generational play. This includes both ping pong and foosball tables. Ample seating is provided surrounding the splash pad. Picnic tables could include shade umbrellas to provide seasonal shade. Other vertical elements could be located in this area to demonstrate winds or function as an elevated sundial to cast a shade line onto the paving.

A large picnic pavilion is located centrally in the site adjacent to a 1600 sq ft community building where the former pool house was located. The covered outdoor area provides much needed shade, ample seating, a location for caregivers to supervise children at play, and outdoor space for potential programming from the community building.

A meandering stream is depicted adjacent to the splash pad, which weaves through and around play features to the south and includes an on grade "bridge" along the primary path. This creates some separation between the quieter play areas to the west from the more active and energetic spaces to the east.

The more active and energetic play areas are located east of the meandering stream along Pearl Street. This includes the relocated GameTime play structure and nest swing, traditional swings with accessible seat options, and a group spinner that encourages cooperative play. The new primary playground entrance



STEAM themed sensory play



Imaginative play



Quiet retreat for decompressing and imaginative play



A shaded stage provides the backdrop for park programming and open ended play



Themed play elements

along Pearl Street faces the relocated GameTime play structure, to capitalize off the excitement of park visitors who can't wait to expend energy.

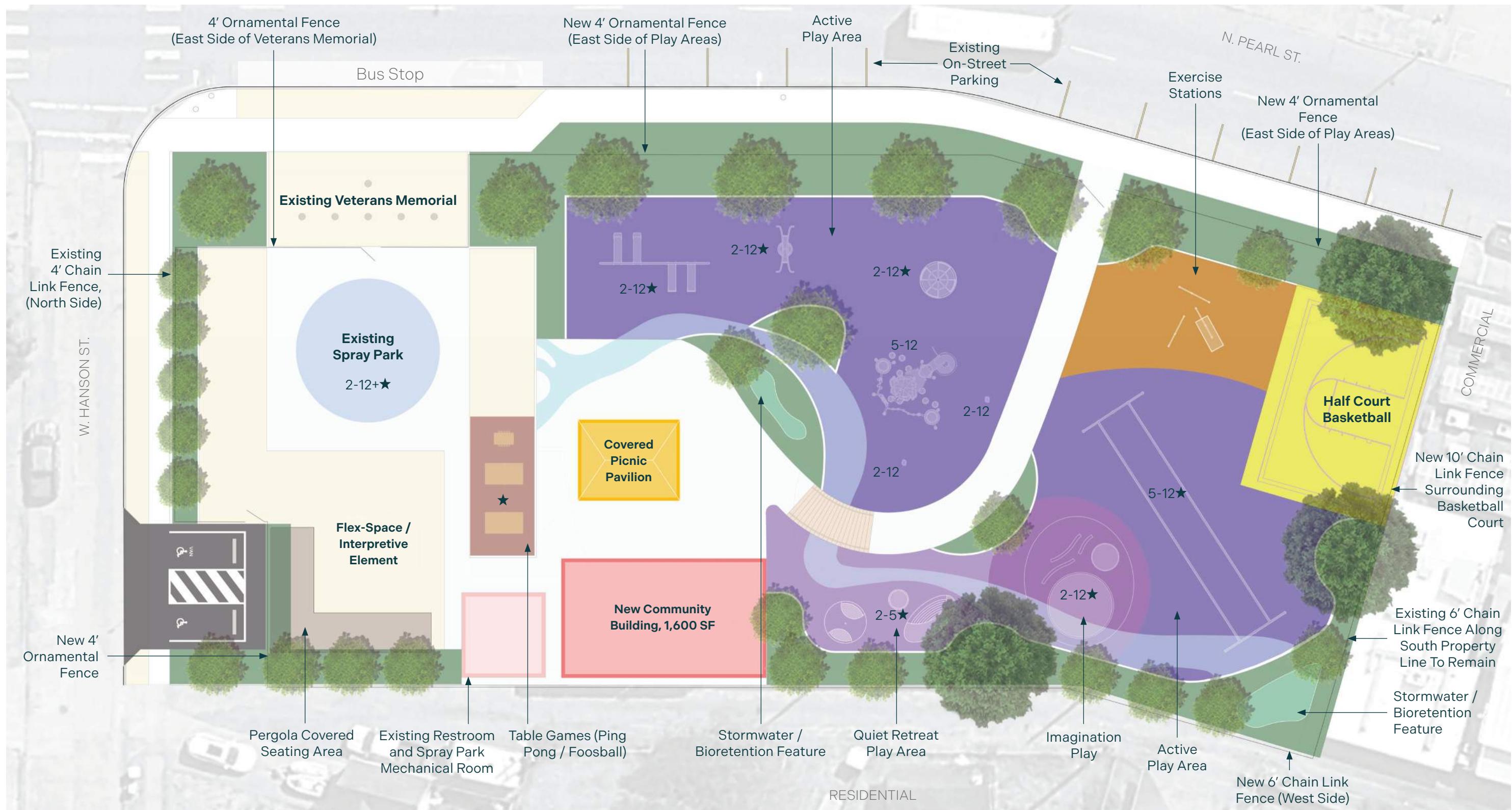
To the west of the meandering stream is the quiet play area with cozy refuge spaces that provide space to decompress. Some spaces may only accommodate solo children, while others might be large enough for 2-3 children to cluster. The play pieces here are sensory and soothing in nature, which further create opportunities for STEAM themes with artistic elements. They might feature large nests, playhouses, cozy domes, and more.

Further south from the quiet play area is the imaginative play space. This area includes a small stage and elements that provide a starting point for open-ended play. This could include features like a play boat or canoes, audience seating that could double as balance beams, and more.

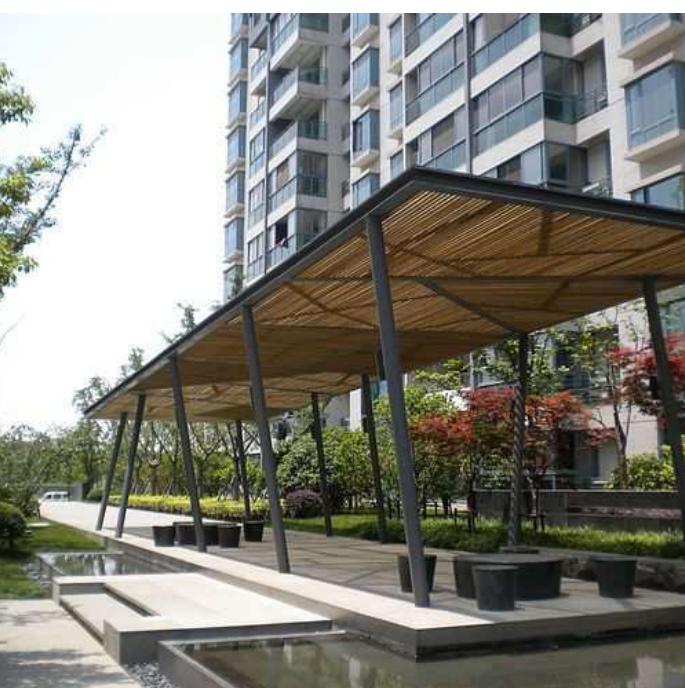
The double zip line, with an accessible option, is located at the south end of the site. The play piece is located between the imaginative play and basketball court, oriented towards the central path to minimize safety conflicts.

A half basketball court is located at the southeast corner of the site. This is highly visible to Pearl Street and the nearby Fire Station. There is an exercise node adjacent to the basketball court that encourages teens and adults to play in this area too. Picnic tables in this area provide space for socializing in various group sizes.

Planting buffers are shown based upon current zoning requirements (Commercial). It is anticipated that the park site will be zoned as Open Space/ Public Facility (OS/PF), with landscape buffers included per City direction. In concept B the sidewalk remains as-is along Pearl Street to provide direct access to parallel parking stalls.

**LEGEND**

	Planting Area
	Concrete Pavement
	Unit Pavers
	Asphalt Pavement
	Play Area
	#-## Play Feature Intended Age Range
	Inclusive Play Feature



PICNIC SHELTERS

A covered open air structure designed to provide shelter for group gatherings, programmed activities, or events.

Possible Uses

Covered shelter provides space for many different types of scheduled or unprogrammed events from;

- » Family Gatherings & Reunions
- » Outdoor Parties, Barbecues, and Picnics
- » Community Events & Festivals
- » School Field Trips or Classes
- » Fitness or Exercise Classes/Groups
- » Nature Talks or Workshops
- » Public / Community Information Booths
- » Art & Craft Workshops
- » Performances

Adjoining Community Room

The picnic shelter can also be combined with an enclosed community room. This arrangement would create a space that accommodates and connects both indoor and outdoor activities. There are various benefits of combining an enclosed community room with a covered outdoor shelter that:

- Features a smaller building footprint, allowing for more green space within the park.
- Costs less to build, maintain, and manage.
- Offers greater flexibility in event programming.
- Establishes an intuitive and easily accessible community hub.



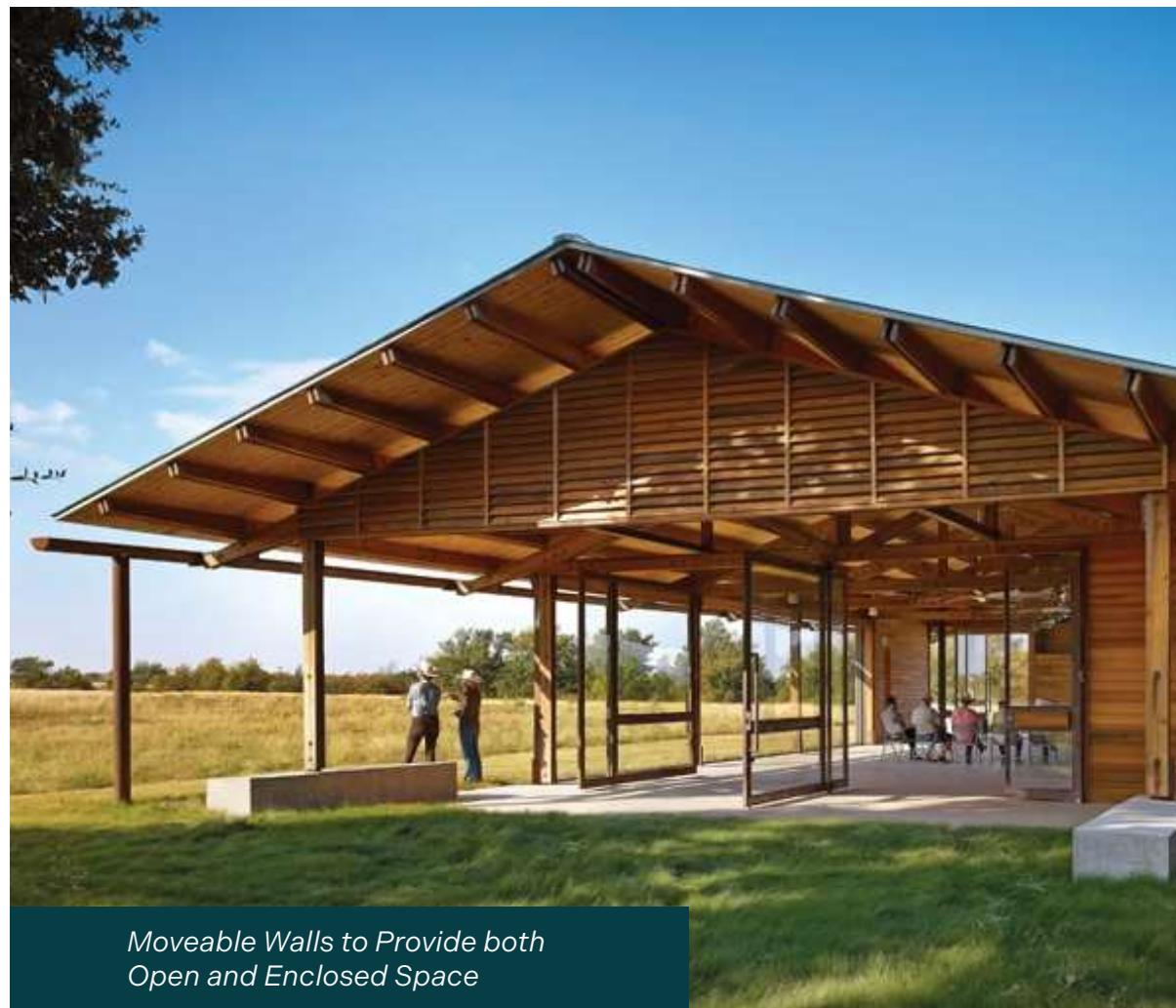
Partial Walls or Screening



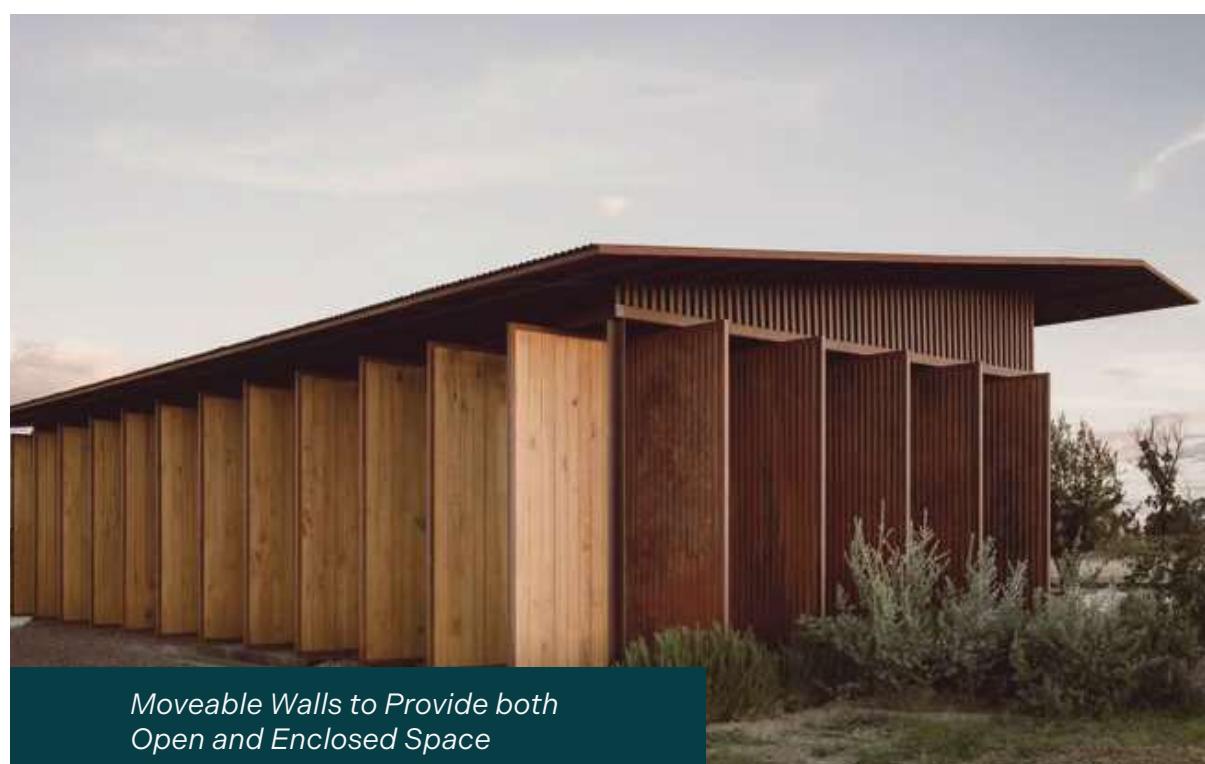
Enclosed Space



Enclosed Space



Moveable Walls to Provide both Open and Enclosed Space



Moveable Walls to Provide both Open and Enclosed Space

COMMUNITY ROOM

A multi-purpose space designed to provide a variety of public and private gatherings. Room can provide options for flexible seating, tables, access to restrooms, and audio-visual equipment.

Possible Uses

Like picnic shelters, a community room can provide for a wide range of activities and events. Different from a covered shelter, this space is more likely to be used throughout the year and can be closed off from the rest of the park to provide opportunity for community functions as well as rentable private events. This could provide a possible revenue stream for the park. These types of activities could include:

- » Meetings
- » Classes or Workshops
- » Social Events
- » Youth & Senior Programs
- » Pop-Up Community Services
- » Public Community Events/Meetings

Building Type

Given the community room's unique ability to provide both indoor and outdoor programming -- particularly in options where it is combined with the covered picnic shelter space -- special attention should be paid to the building's possible levels of privacy and visibility.

- » Enclosed Space with Minimal Visibility to Community Park
- » Fully Enclosed Space with Glass Walls
- » Moveable Walls to Provide both Open and Enclosed Space
- » Partial Walls or Screening to Provide Open Air Space

The degree of indoor/outdoor connections should be closely aligned to and informed by the building's desired program functions.



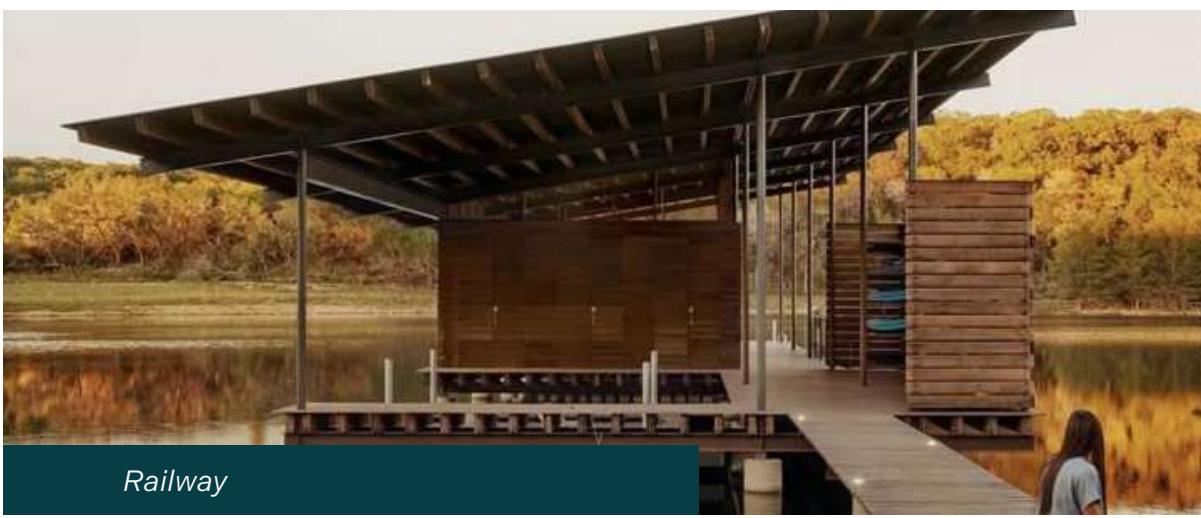
Americana



Pool Remembrance



Pool Remembrance



Railway



Railway



Americana

COMMUNITY ROOM & PICNIC SHELTER

Possible Styles

Based on the surrounding context of the Centralia community, we've developed three distinct stylistic options for consideration: Americana, Railway, and Pool Remembrance. The images on the left showcase community spaces and picnic shelters which embody these possible styles.

AMERICANA

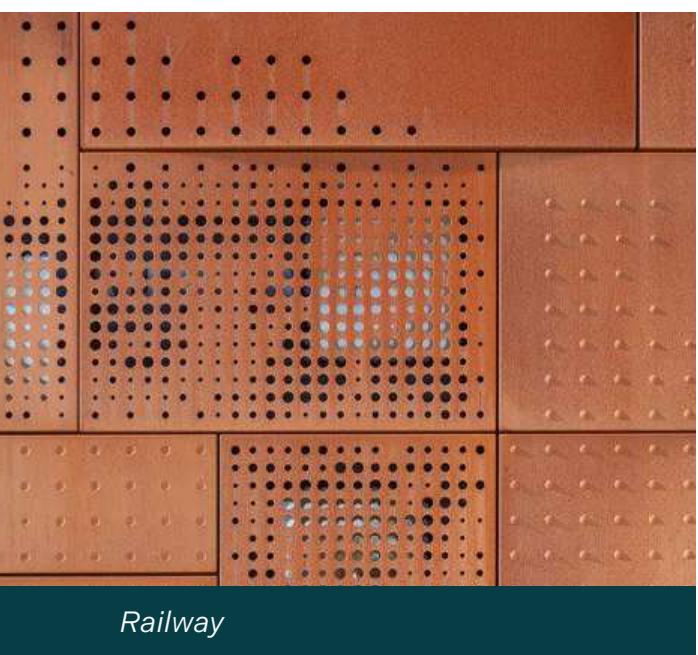
Americana references the original architecture and character of downtown Centralia. Informed by warm brick tones, flat roofs, permanent materials, and evoking 'main street, USA', this style would harmonize with the buildings found in Centralia's downtown core.

RAILWAY

Just off Centralia's downtown strip is the railyard and train station. This proposed style would evoke an industrial aesthetic characterized by concrete, steel, and heavy timbers. This possible design direction would emphasize the history and economic importance of the railway's connection to Hub City.

POOL REMEMBRANCE

While in bad disrepair, the existing Pearl Street Pool building does reflect a clear mid-century modern architectural aesthetic. This style is characterized by minimalistic design features such as thin columns, a limited number of materials, horizontally emphasized flat roofs with deep overhangs, and understated structural elements all working together to give the appearance of light building forms strongly connected to the landscape. This stylistic choice would be a nod to the pool and the history of the site specifically.



COMMUNITY ROOM & PICNIC SHELTER

Materials

Each of the preceding styles have different types of materials which complement their aesthetic. For all cases, we propose cost effective, low-maintenance, and long lasting materials that are appropriate for a civic building. See examples to the left of these materials.

AMERICANA

With the 'main street' feeling evoked by this style, we propose that the materials used here are similar in character to downtown Centralia.

- » Brick (Red & Brown)
- » Wood (Reclaimed, Pine, and Oak)
- » River Rock or Limestone

RAILWAY

This style's inherent industrial nature would rely on materials with darker tones and that have a rustic aesthetic in keeping with the railyards.

- » Metal (Corten, Galvanized Metal, Black or Brushed Steel)
- » Grate Textures (Steel or Screens)
- » Corrugated Metal (Look of train cars/rails)
- » Concrete
- » Brick (Red or Brown)

POOL REMEMBRANCE

Drawing from the pool bathhouse's original mid-century modern character, this option would provide a remembrance of the site's specific history.

- » Concrete
- » Wood (Walnut, Teak, Oak, and Plywood)
- » Glass (Large Panels or Sliding Glass Doors)
- » Slender steel columns with steel or wood beams

5 COST ESTIMATES

Each alternative concept shows different approaches to creating the new Veterans Community Park and enhancing the existing park features. The new Veterans Community Park will enhance the pedestrian environment and support the economic and cultural vitality of downtown Centralia. This section outlines the estimated design and construction cost, and potential funding mechanisms.

These planning level costs were developed for each alternative concept in the summer 2025 based on current market conditions in the area. These opinions of costs serve as a starting point for City planning and budgeting purposes and looked at square footage allowances, functionality, program elements and systems, with the alternative concepts and their elements as a basis of design.

The tables presented here provide a summary of the planning level cost estimates. Please see Appendix A for a more detailed breakdown of the estimated costs.

Costs will need to be refined at each stage of planning and design development to align with current conditions and bidding climate. The costs presented here reflect only the construction of the proposed improvements, soft costs including design, engineering and permitting usually range from 20-35 % of overall construction cost.. The City will also need to plan for the added operations and maintenance costs that the redevelopment of this public park site will require. The park will most likely require daily visits from City staff during peak seasonal use, for such activities as litter removal and potentially opening, cleaning, and closing the restroom. There will be other routine operations and maintenance needs, such as maintenance of the landscape plantings, as well as both typical and unexpected repairs.



City of Centralia - Veterans Community Park			Date: June 30, 2025	MIG
Opinion of Probable Construction Cost				
Concept A Summary				
TOTAL PROJECT AREA	37,451	SF		
EXISTING AREA TO RETAIN (NO WORK)	8,223	SF		
IMPROVEMENT AREA	29,228	SF		
COST PER SQ FT	\$	107.92		
EROSION CONTROL				
Stabilized construction access, construction fencing, landscape protection fencing, erosion control (catch basin inserts, wattles, street sweeping)			\$29,070	
DEMO				
Removal of existing concrete, asphalt, pool structure, playtiles, chain link fence, pool building, CMU wall; salvage and storage of existing play structures; salvage and relocation of existing light pole			\$458,500	
DRAINAGE & STORMWATER UTILITIES				
Allowance for connection to existing stormwater, catch basins, piping, bioretention			\$100,000	
HARDSCAPE				
Parking pavement, signage, accessible stalls and access aisles, markings, curbs and ramps, wheel stops, detectable warning surface; Right of way and alley improvements; Paths, curbs, decorative boulders, basketball court surfacing and striping, and unit			\$195,507	
LANDSCAPING				
Planting and irrigation			\$185,792	
Site furnishings			\$77,700	
PLAY AREAS				
Play area surfacing			\$434,906	
Play equipment			\$206,000	
INTERPRETIVE ART FEATURES				
Small art features & signage			\$10,000	
STRUCTURES				
Picnic shelters			\$120,000	
Fencing			\$39,700.00	
SUBTOTAL-ALL IMPROVEMENTS			\$1,857,174.67	
5% mobilization			\$92,858.73	
Subtotal			\$1,950,033.40	
15% Overhead and profit			\$292,505.01	
Subtotal			\$2,242,538.41	
Sales tax (8.2%)			\$183,888.15	
Subtotal			\$2,426,426.56	
30% Contingency			\$727,927.97	
CONSTRUCTION COST			\$3,154,354.53	

City of Centralia			Date: June 30, 2025	MIG
Veterans Community Park				
Opinion of Probable Construction Cost				
Exclusions				
1. Land and easement acquisition 2. Permit fees 3. Art work, unless listed 4. Loose furniture and equipment except as specifically identified 5. Specialty concrete paving 6. Compression of schedule, premium or shift work, and restrictions on the contractor's working hours 7. Design, testing, inspection or construction management fees 8. Architectural and engineering design fees 9. Scope change and post contract contingencies 10. Irrigation (tree bubblers for 10 trees only) 11. Assessments, taxes, finance, legal and development charges 12. Environmental impact mitigation 13. Cost escalation anticipated at +5%/yr 14. Soft costs range from 20-30%				
Assumptions				
Parking 1. Existing street parking to remain 2. Alley southbouth can be used for egress from site 3. Future design phase will include traffic study to determine parking demand requirements Stormwater 1. Existing street parking to remain 2. Existing stormwater connection to site can accommodate new connection				
Vehicle Route of Travel 1. Alley can be used as egress from site 2. Alley improvements may be required beyond contingency budget Landscape Buffer Requirements 1. Future design phase will confirm exemptions and requirements				

City of Centralia -Veterans Community Park	Date: June 30, 2025
Opinion of Probable Construction Cost	
Concept B Summary	MIG

TOTAL PROJECT AREA	37,451	SF
EXISTING AREA TO RETAIN (NO WORK)	8678	SF
IMPROVEMENT AREA	28,773	SF
COST PER SQ FT	\$	202.24

EROSION CONTROL	
Stabilized construction access, construction fencing, landscape protection fencing, erosion control (catch basin inserts, wattles, street sweeping)	\$29,070
DEMO	
Removal of existing concrete, asphalt, pool structure, playtiles, chain link fence, pool building, CMU wall; salvage and storage of existing play structures; salvage and relocation of existing light pole	\$469,582
DRAINAGE & STORMWATER UTILITIES	
Allowance for connection to existing stormwater, catch basins, piping, bioretention	\$100,000
HARDSCAPE	
Parking pavement, signage, accessible stalls and access aisles, markings, curbs and ramps, wheel stops, detectable warning surface; Right of way improvements; Paths, curbs, decorative boulders, basketball court surfacing and striping, and unit pavers	\$245,623
LANDSCAPING	
Planting and irrigation	\$185,017
Site furnishings	\$67,700
PLAY AREAS	
Play area surfacing	\$422,236
Play equipment	\$215,000
INTERPRETIVE ART FEATURES	
Interactive interpretive art area & signage	\$50,000
STRUCTURES	
Picnic shelter, small bridge, Community building, and pergola structure	\$1,585,115
Fencing	\$56,755.00

SUBTOTAL-ALL IMPROVEMENTS	\$3,426,097.28
5% mobilization	\$171,304.86
Subtotal	\$3,597,402.14
15% Overhead and profit	\$539,610.32
Subtotal	\$4,137,012.46
Sales tax (8.2%)	\$339,235.02
Subtotal	\$4,476,247.48
30% Contingency	\$1,342,874.25

CONSTRUCTION COST	\$5,819,121.73
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City of Centralia	Date: June 30, 2025
Veteran's Community Park	
Rough Order of Magnitude Estimate of Probable Construction Costs	MIG

Exclusions

1. Land and easement acquisition
2. Permit fees
3. Art work, unless listed
4. Loose furniture and equipment except as specifically identified
5. Specialty concrete paving
6. Compression of schedule, premium or shift work, and restrictions on the contractor's working hours
7. Design, testing, inspection or construction management fees
8. Architectural and design fees
9. Scope change Irrigation (tree bubblers for 10 trees only)
10. Assessments, taxes, finance, legal and development charges
11. Environmental impact mitigation
13. Cost escalation anticipated at +5%/yr
14. Soft costs range from 20-30%

Assumptions

Parking

1. Existing street parking to remain
2. Alley southbouth can be used for egress from site
3. Future design phase will include traffic study to determine parking demand requirements

Stormwater

1. Existing street parking to remain
2. Existing stormwater connection to site can accommodate new connection

Vehicle Route of Travel

1. Alley can be used as egress from site
2. Alley improvements may be required beyond contingency budget

Landscape Buffer Requirements

1. Future design phase will confirm exemptions and requirements



6 NEXT STEPS

On January 23, 2024, considering a recommendation from the Parks Advisory Board and public input, the City Council voted to direct staff to develop a master plan for the park based on the approved Veterans' Community Park Vision. This report is the first step in the process of developing a complete master plan for Veterans Community Park, building upon the vision for the park as described in the 2025 Parks, Recreation, Trails, & Open Space Plan. The next step is to complete a full master plan for the park.

Upon completion of a master plan, the next step toward implementation of the Plan will involve development of initial design documents (this may be termed Schematic Design, 30% design, or other by the City as part of their Preliminary Engineering process) and applicable permitting applications. This master plan should serve as a basis for the theme, key program elements, and general park layout as design moves forward.

Further design efforts should involve additional community engagement to confirm community priorities and needs to be addressed in the park improvements. As the design is developed, further site investigations will be needed to support the layout and details, such as geotechnical information to inform pavement and structures designs, and hydrology and utility information to support engineering, and planning for site utility needs.

Initial permitting efforts will likely include a Land Use Review by City staff to ensure that the park development will meet the minimum standards outlined in the Centralia Municipal Code to support the responsible and coordinated growth and development within the community. These standards address site development issues, including but not limited to vehicle and pedestrian access, parking, minimum lot size, building dimensions, and

setbacks. Other next steps include environmental and cultural resources permitting, including a SEPA checklist, in response to more detailed site plans that are developed. Coordination will be needed among Building, Planning and Engineering within the City for permitting needs, as well as addressing State and Federal permits as required.

Currently there is no specific funding identified to move forward with the implementation of improvements at this park site. The City will need to identify and secure funding sources for the design, permitting, and construction of the park improvements. Potential funding sources for this park include:

- Development impact Fees collected by the City
- Potential voter-approved bond measure / levy for park development in the city
- Washington State Recreation and Conservation Office (RCO) grants
- National Park Service Outdoor Recreation Legacy Partnership (ORLP) Land and Water Conservation Fund
- National Recreation and Park Association (NRPA) Youth Sports Equity Grant Program, Supporting Healthy Again through Parks and Recreation 4.0, NRPA Sustainability in Practice
- EPA Recreation Economy for Rural Communities
- Private and corporate grant programs, such as T-Mobile Hometown Grants

At this time, the City's staff has not expressed the intent or likely need to develop this park site in a phased approach. However, this need could be re-evaluated as development funding is acquired. If funding does not allow development of the complete site, a phased implementation plan could be developed. At that point, the design team and City staff should work together to identify community priorities and align those with development of a phased implementation plan.



A APPENDIX

VETERANS COMMUNITY PARK - MASTER PLAN OPTIONS ANALYSIS

City of Centralia - Veterans Community Park

Date: June 30, 2025

Opinion of Probable Construction Cost

MIG

Concept A

Item	Quantity	Unit	Unit Cost	Sub Total
TEMPORARY EROSION AND SEDIMENT CONTROL (TESC)				1.6%
Stabilized construction access	1	EA	\$5,000	\$5,000
Construction fencing	850	LF	\$15	\$12,750
Landscape protection fencing	330	LF	\$4	\$1,320
Erosion control	1	LS	\$10,000	\$10,000
CSWGP compliance (permit application by owner; transfer to contractor)	1	LS	\$5,000	\$5,000
			Erosion Control Subtotal	\$29,070
DEMO				24.7%
Strip/dispose existing concrete and asphalt, assume 6" ave depth demo including ex pool structure	1,410	CY	\$27	\$38,070
Strip and export existing concrete, asphalt and subgrade 18" average for lar	530	CY	\$27	\$14,310
Salvage and store existing GameTime play structures	1	LS	\$10,000	\$10,000
Salvage and relocate existing light pole	1	LS	\$50,000	\$50,000
Demo and removal of existing playtiles	1,920	SF	\$2	\$3,840
Demolition and removal of existing 6' chain link fence	220	LF	\$2	\$440
Demolition and removal of old pool building	1	LS	\$335,000	\$335,000
Demolition and removal of CMU wall	114	LF	\$60	\$6,840
Hazardous materials remediation				NIC
			Demo Subtotal	\$458,500
DRAINAGE & STORMWATER UTILITIES				5.4%
Drainage and stormwater	1	LS	\$100,000	\$100,000
			Drainage Utilities Subtotal	\$100,000
HARDSCAPE				10.5%
Parking on the parcel (onsite)				
Parking pavement section: 6" depth crushed surfacing base course	120	TON	\$100.00	\$12,000
Parking pavement section: 3" depth, HMA CL 1/2" PG 58H-22	73	TON	\$430.00	\$31,533
Permanent signs, accessible parking stalls and access aisles	3	ea	\$400.00	\$1,200
Pavement markings (accessible stalls; access aisle)	1	LS	\$2,000.00	\$2,000
Cement conc. standard straight curb (vertical curb) in parking lot	120	LF	\$35.00	\$4,200
Pre-cast concrete wheel stop	8	EA	\$150.00	\$1,200
Detectable warning surface	95	SF	\$50.00	\$4,750
Right of way improvements (everything in ROW)				
Driveway curb cut at street, 6" depth cement concrete on subgrade	23	SY	\$170	\$3,929
Sidewalk per City standard, assume replace south portion	144	SY	\$100.00	\$14,444
Curb and gutter per City standard				
Alley improvements (contingency)				
Alley repair and directional signage	1	LS	\$50,000	\$50,000

VETERANS COMMUNITY PARK - MASTER PLAN OPTIONS ANALYSIS

Site work

Sidewalk, 4" depth	240	SY	\$200	\$48,000
Flush curb	890	LF	\$25	\$22,250
Hardscape Subtotal				\$195,507

LANDSCAPING

Planting & Irrigation

10.0%

Finish grading	784	SY	\$0.50	\$392
Irrigation	7,100	SF	\$4.00	\$28,400
Trees	27	EA	\$750	\$20,250
Shrub/ ground covers	7,750	SF	\$15	\$116,250
Mulch, 3" depth, for planting beds and around trees	70	CY	\$50	\$3,500
Landscape area topsoil- 18" depth	425	CY	\$40	\$17,000
Planting Subtotal				\$185,792

Site Furnishings

4.2%

Benches	10	EA	\$1,000	\$10,000
4-person tables and chairs	3	EA	\$1,600	\$4,800
Picnic tables	5	EA	\$1,600	\$8,000
ADA picnic tables	3	EA	\$2,500	\$7,500
Trash and recycling receptables	4	EA	\$1,100	\$4,400
Relocation of existing site furnishings	1	LS	\$3,000	\$3,000
Outdoor table games	3	EA	\$10,500	\$31,500
Signage	1	LS	\$4,000	\$4,000
Basketball hoop	1	EA	\$2,500	\$2,500
Bike rack	2	EA	\$1,000	\$2,000
Site Furniture Subtotal				\$77,700

PLAY AREAS

Play area surfacing

23.4%

Playground grass (100% color)	6,653	SF	\$30	\$199,590
Poured in place rubber surfacing	5,260	SF	\$35	\$184,100
3" Compacted aggregate base for playground grass	62	CY	\$48	\$2,976
Basketball sports court surfacing	1,350	SF	\$18	\$24,300
24"x 24" x 2" Play tile safety surfacing incl subgrade	1,330	SF	\$18	\$23,940
Play area surfacing Subtotal				\$434,906

Play equipment

11.1%

Relocated GameTime structures	1	LS	\$15,000	\$15,000
Exercise stations	2	EA	\$5,000	\$10,000
Active play features (i.e. swings, group spinner, zipline)	1	EA	\$116,000	\$116,000
Imaginative play features	1	LS	\$50,000	\$50,000
Musical instruments and/or sensory panels	1	LS	\$15,000	\$15,000
Play equipment Subtotal				\$206,000

VETERANS COMMUNITY PARK - MASTER PLAN OPTIONS ANALYSIS

INTERPRETIVE ART FEATURES					0.54%
Interpretive art & signage	1	LS	\$10,000	\$10,000	
<i>Interpretive Art Features Subtotal</i>					\$10,000
STRUCTURES					6.5%
Picnic shelter 25'x 20'	2	EA	\$60,000	\$120,000	
<i>Structures Subtotal</i>					\$120,000
Fencing					2.1%
4' chain link fence	7	LF	\$25	\$175.00	
10' chain link fence	180	LF	\$60	\$10,800.00	
10' chain link gate	1	EA	\$800	\$800.00	
4' decorative fence	285	LF	\$85	\$24,225.00	
Pedestrian gate	2	EA	\$1,850	\$3,700.00	
<i>Fence Subtotal</i>					\$39,700.00
SUBTOTAL-ALL IMPROVEMENTS					\$1,857,175
5% mobilization					\$92,859
Subtotal					\$1,950,033
15% Overhead and profit					\$292,505
Subtotal					\$2,242,538
Sales tax (8.2%)					\$183,888
Subtotal					\$2,426,427
30% Contingency					\$727,928
CONSTRUCTION COST					\$3,154,355

Exclusions

1. Land and easement acquisition
2. Permit fees
3. Art work, unless listed
4. Loose furniture and equipment except as specifically identified
5. Specialty concrete paving
6. Compression of schedule, premium or shift work, and restrictions on the contractor's working hours
7. Design, testing, inspection or construction management fees
8. Architectural and engineering design fees
9. Scope change and post contract contingencies
10. Irrigation (tree bubblers for 10 trees only)
11. Assessments, taxes, finance, legal and development charges
12. Environmental impact mitigation
13. Cost escalation anticipated at +5%/yr
14. Soft costs range from 20-30%

Assumptions

Parking

1. Existing street parking to remain
2. Alley southbouth can be used for egress from site
3. Future design phase will include traffic study to determine parking demand requirements

Stormwater

1. Existing street parking to remain
2. Existing stormwater connection to site can accommodate new connection

Vehicle Route of Travel

1. Alley can be used as egress from site
2. Alley improvements may be required beyond contingency budget

Landscape Buffer Requirements

1. Future design phase will confirm exemptions and requirements

VETERANS COMMUNITY PARK - MASTER PLAN OPTIONS ANALYSIS

City of Centralia -Veterans Community Park
Opinion of Probable Construction Cost
Concept B

Date: June 30, 2025

MIG

Item	Quantity	Unit	Unit Cost	Sub Total
EROSION CONTROL				0.8%
Stabilized construction access	1	EA	\$5,000	\$5,000
Construction fencing	850	LF	\$15	\$12,750
Landscape protection fencing	330	LF	\$4	\$1,320
Erosion control (catch basin inserts, wattles, street sweeping)	1	LS	\$10,000	\$10,000
			Erosion Control Subtotal	\$29,070
DEMO				13.7%
Strip/dispose existing concrete and asphalt, assume 6" ave depth demo including ex pool structure	1,516	CY	\$27	\$40,932
Strip and export existing concrete, asphalt and subgrade 18" average for lar	830	CY	\$27	\$22,410
Salvage and store existing GameTime play structures	1	LS	\$10,000	\$10,000
Salvage and relocate existing light pole	1	LS	\$50,000	\$50,000
Demo and removal of existing playtiles	1,920	SF	\$2	\$3,840
Demolition and removal of existing 6' chain link fence	280	LF	\$2	\$560
Demolition and removal of old pool building	1	LS	\$335,000	\$335,000
Demolition and removal of CMU wall	114	LF	\$60	\$6,840
Hazardous materials remediation				NIC
			Demo Subtotal	\$469,582
DRAINAGE & STORMWATER UTILITIES				2.9%
Drainage and stormwater	1	LS	\$100,000	\$100,000
			Drainage Utilities Subtotal	\$100,000
HARDSCAPE				7.2%
Parking on the parcel (onsite)				
Parking pavement section: 6" depth crushed surfacing base course	120	TON	\$100.00	\$12,000
Parking pavement section: 3" depth, HMA CL 1/2" PG 58H-22	73	TON	\$430.00	\$31,533
Permanent signs, accessible parking stalls and access aisles	3	ea	\$400.00	\$1,200
Pavement markings (accessible stalls; access aisle)	1	LS	\$2,000.00	\$2,000
Cement conc. standard straight curb (vertical curb) in parking lot	63	LF	\$35.00	\$2,205
Curb ramp at accessible parking stalls	1	EA	\$6,000.00	\$6,000
Pre-cast concrete wheel stop	2	EA	\$150.00	\$300
Detectable warning surface	10	SF	\$50.00	\$500
Right of way improvements				
Driveway curb cut at street, 6" depth cement concrete on subgrade	26	SY	\$170	\$4,496
Sidewalk per City standard	236	SY	\$100.00	\$23,589
Curb and gutter per City standard				

VETERANS COMMUNITY PARK - MASTER PLAN OPTIONS ANALYSIS

Site work

Sidewalk, 4" depth	656	SY	\$200	\$131,200
Flush curb	1,050	LF	\$25	\$26,250
Decorative boulder - 2 man rock incl. placement	20	EA	\$90	\$1,800
Decorative boulder - 3 man rock incl. placement	15	EA	\$170	\$2,550
Basketball court surfacing / striping	1,350	SF	\$18	\$24,300
Unit pavers	1,200	SF	\$25	\$30,000
			Hardscape Subtotal	\$245,623

LANDSCAPING

Planting & Irrigation

5.4%

Finish grading	857	SY	\$0.50	\$429
Irrigation	7,452	SF	\$4.00	\$29,808
Trees	24	EA	\$750	\$18,000
Shrub/ ground covers	7,452	SF	\$15	\$111,780
Biorention planting areas	270	SF	\$15	\$4,050
Mulch, 3" depth, for planting beds and around trees	69	CY	\$50	\$3,450
Bioretention soil- 18" depth	15	CY	\$60	\$900
Landscape area topsoil- 18" depth	415	CY	\$40	\$16,600
			Planting Subtotal	\$185,017

Site Furnishings

2.0%

Benches	5	EA	\$1,000	\$5,000
4-person tables and chairs	5	EA	\$1,600	\$8,000
Picnic tables	3	EA	\$1,600	\$4,800
ADA picnic tables	1	EA	\$2,500	\$2,500
Trash and recycling receptables	4	EA	\$1,100	\$4,400
Relocation of existing site furnishings	1	LS	\$3,000	\$3,000
Outdoor table games	3	EA	\$10,500	\$31,500
Signage	1	LS	\$4,000	\$4,000
Basketball hoop	1	EA	\$2,500	\$2,500
Bike rack	2	EA	\$1,000	\$2,000
			Site Furniture Subtotal	\$67,700

PLAY AREAS

Play area surfacing

12.3%

Playground grass (100% color)	5,700	SF	\$30	\$171,000
Poured in place rubber surfacing	5,600	SF	\$35	\$196,000
3" Compacted aggregate base for playground grass	52	CY	\$48	\$2,496
Basketball sports court surfacing	1,600	SF	\$18	\$28,800
24"x 24" x 2" Play tile safety surfacing incl subgrade	1,330	SF	\$18	\$23,940
			Play area surfacing Subtotal	\$422,236

VETERANS COMMUNITY PARK - MASTER PLAN OPTIONS ANALYSIS

Play equipment					6.3%
Relocated GameTime structures	1	LS	\$15,000	\$15,000	
Active play features (i.e. swings, group spinner, zipline)	1	EA	\$115,000	\$115,000	
Exercise stations	3	EA	\$5,000	\$15,000	
Imaginative play features	1	LS	\$35,000	\$35,000	
Quiet retreat play features	1	LS	\$35,000	\$35,000	
			Play equipment Subtotal	\$215,000	
INTERPRETIVE ART FEATURES					1.46%
Interactive interpretive art area & signage	1	LS	\$50,000	\$50,000	
			Interpretive Art Features Subtotal	\$50,000	
STRUCTURES					46.3%
Picnic shelter 25'x 20'	1	EA	\$60,000	\$60,000	
Small bridge structure	1	SF	\$115	\$115	
Community building	1	EA	\$1,500,000	\$1,500,000	
Pergola structure	1	EA	\$25,000	\$25,000	
			Structures Subtotal	\$1,585,115	
Fencing					1.7%
4' chain link fence	250	LF	\$25	\$6,250.00	
10' chain link fence	165	LF	\$60	\$9,900.00	
10' chain link gate	1	EA	\$800	\$800.00	
4' decorative fence	403	LF	\$85	\$34,255.00	
Pedestrian gate	3	EA	\$1,850	\$5,550.00	
			Fence Subtotal	\$56,755.00	
			SUBTOTAL-ALL IMPROVEMENTS	\$3,426,097	
			5% mobilization	\$171,305	
			Subtotal	\$3,597,402	
			15% Overhead and profit	\$539,610	
			Subtotal	\$4,137,012	
			Sales tax (8.2%)	\$339,235	
			Subtotal	\$4,476,247	
			30% Contingency	\$1,342,874	
			CONSTRUCTION COST	\$5,819,122	

City of Centralia

Date: June 30, 2025

Veteran's Community Park

MIG

Rough Order of Magnitude Estimate of Probable Construction Costs

Exclusions

1. Land and easement acquisition
2. Permit fees
3. Art work, unless listed
4. Loose furniture and equipment except as specifically identified
5. Specialty concrete paving
6. Compression of schedule, premium or shift work, and restrictions on the contractor's working hours
7. Design, testing, inspection or construction management fees
8. Architectural and design fees
9. Scope change Irrigation (tree bubblers for 10 trees only)
10. Assessments, taxes, finance, legal and development charges
11. Environmental impact mitigation
13. Cost escalation anticipated at +5%/yr
14. Soft costs range from 20-30%

Assumptions

Parking

1. Existing street parking to remain
2. Alley southbouth can be used for egress from site
3. Future design phase will include traffic study to determine parking demand requirements

Stormwater

1. Existing street parking to remain
2. Existing stormwater connection to site can accommodate new connection

Vehicle Route of Travel

1. Alley can be used as egress from site
2. Alley improvements may be required beyond contingency budget

Landscape Buffer Requirements

1. Future design phase will confirm exemptions and requirements



A APPENDIX

VETERANS COMMUNITY PARK - MASTER PLAN OPTIONS ANALYSIS

City of Centralia - Veterans Community Park

Date: June 30, 2025

Opinion of Probable Construction Cost

MIG

Concept A

Item	Quantity	Unit	Unit Cost	Sub Total
TEMPORARY EROSION AND SEDIMENT CONTROL (TESC)				1.6%
Stabilized construction access	1	EA	\$5,000	\$5,000
Construction fencing	850	LF	\$15	\$12,750
Landscape protection fencing	330	LF	\$4	\$1,320
Erosion control	1	LS	\$10,000	\$10,000
CSWGP compliance (permit application by owner; transfer to contractor)	1	LS	\$5,000	\$5,000
			Erosion Control Subtotal	\$29,070
DEMO				24.7%
Strip/dispose existing concrete and asphalt, assume 6" ave depth demo including ex pool structure	1,410	CY	\$27	\$38,070
Strip and export existing concrete, asphalt and subgrade 18" average for lar	530	CY	\$27	\$14,310
Salvage and store existing GameTime play structures	1	LS	\$10,000	\$10,000
Salvage and relocate existing light pole	1	LS	\$50,000	\$50,000
Demo and removal of existing playtiles	1,920	SF	\$2	\$3,840
Demolition and removal of existing 6' chain link fence	220	LF	\$2	\$440
Demolition and removal of old pool building	1	LS	\$335,000	\$335,000
Demolition and removal of CMU wall	114	LF	\$60	\$6,840
Hazardous materials remediation				NIC
			Demo Subtotal	\$458,500
DRAINAGE & STORMWATER UTILITIES				5.4%
Drainage and stormwater	1	LS	\$100,000	\$100,000
			Drainage Utilities Subtotal	\$100,000
HARDSCAPE				10.5%
Parking on the parcel (onsite)				
Parking pavement section: 6" depth crushed surfacing base course	120	TON	\$100.00	\$12,000
Parking pavement section: 3" depth, HMA CL 1/2" PG 58H-22	73	TON	\$430.00	\$31,533
Permanent signs, accessible parking stalls and access aisles	3	ea	\$400.00	\$1,200
Pavement markings (accessible stalls; access aisle)	1	LS	\$2,000.00	\$2,000
Cement conc. standard straight curb (vertical curb) in parking lot	120	LF	\$35.00	\$4,200
Pre-cast concrete wheel stop	8	EA	\$150.00	\$1,200
Detectable warning surface	95	SF	\$50.00	\$4,750
Right of way improvements (everything in ROW)				
Driveway curb cut at street, 6" depth cement concrete on subgrade	23	SY	\$170	\$3,929
Sidewalk per City standard, assume replace south portion	144	SY	\$100.00	\$14,444
Curb and gutter per City standard				
Alley improvements (contingency)				
Alley repair and directional signage	1	LS	\$50,000	\$50,000

VETERANS COMMUNITY PARK - MASTER PLAN OPTIONS ANALYSIS

Site work

Sidewalk, 4" depth	240	SY	\$200	\$48,000
Flush curb	890	LF	\$25	\$22,250
Hardscape Subtotal				\$195,507

LANDSCAPING

Planting & Irrigation

10.0%

Finish grading	784	SY	\$0.50	\$392
Irrigation	7,100	SF	\$4.00	\$28,400
Trees	27	EA	\$750	\$20,250
Shrub/ ground covers	7,750	SF	\$15	\$116,250
Mulch, 3" depth, for planting beds and around trees	70	CY	\$50	\$3,500
Landscape area topsoil- 18" depth	425	CY	\$40	\$17,000
Planting Subtotal				\$185,792

Site Furnishings

4.2%

Benches	10	EA	\$1,000	\$10,000
4-person tables and chairs	3	EA	\$1,600	\$4,800
Picnic tables	5	EA	\$1,600	\$8,000
ADA picnic tables	3	EA	\$2,500	\$7,500
Trash and recycling receptables	4	EA	\$1,100	\$4,400
Relocation of existing site furnishings	1	LS	\$3,000	\$3,000
Outdoor table games	3	EA	\$10,500	\$31,500
Signage	1	LS	\$4,000	\$4,000
Basketball hoop	1	EA	\$2,500	\$2,500
Bike rack	2	EA	\$1,000	\$2,000
Site Furniture Subtotal				\$77,700

PLAY AREAS

Play area surfacing

23.4%

Playground grass (100% color)	6,653	SF	\$30	\$199,590
Poured in place rubber surfacing	5,260	SF	\$35	\$184,100
3" Compacted aggregate base for playground grass	62	CY	\$48	\$2,976
Basketball sports court surfacing	1,350	SF	\$18	\$24,300
24"x 24" x 2" Play tile safety surfacing incl subgrade	1,330	SF	\$18	\$23,940
Play area surfacing Subtotal				\$434,906

Play equipment

11.1%

Relocated GameTime structures	1	LS	\$15,000	\$15,000
Exercise stations	2	EA	\$5,000	\$10,000
Active play features (i.e. swings, group spinner, zipline)	1	EA	\$116,000	\$116,000
Imaginative play features	1	LS	\$50,000	\$50,000
Musical instruments and/or sensory panels	1	LS	\$15,000	\$15,000
Play equipment Subtotal				\$206,000

VETERANS COMMUNITY PARK - MASTER PLAN OPTIONS ANALYSIS

INTERPRETIVE ART FEATURES					0.54%
Interpretive art & signage	1	LS	\$10,000	\$10,000	
<i>Interpretive Art Features Subtotal</i>					\$10,000
STRUCTURES					6.5%
Picnic shelter 25'x 20'	2	EA	\$60,000	\$120,000	
<i>Structures Subtotal</i>					\$120,000
Fencing					2.1%
4' chain link fence	7	LF	\$25	\$175.00	
10' chain link fence	180	LF	\$60	\$10,800.00	
10' chain link gate	1	EA	\$800	\$800.00	
4' decorative fence	285	LF	\$85	\$24,225.00	
Pedestrian gate	2	EA	\$1,850	\$3,700.00	
<i>Fence Subtotal</i>					\$39,700.00
SUBTOTAL-ALL IMPROVEMENTS					\$1,857,175
5% mobilization					\$92,859
Subtotal					\$1,950,033
15% Overhead and profit					\$292,505
Subtotal					\$2,242,538
Sales tax (8.2%)					\$183,888
Subtotal					\$2,426,427
30% Contingency					\$727,928
CONSTRUCTION COST					\$3,154,355

Exclusions

1. Land and easement acquisition
2. Permit fees
3. Art work, unless listed
4. Loose furniture and equipment except as specifically identified
5. Specialty concrete paving
6. Compression of schedule, premium or shift work, and restrictions on the contractor's working hours
7. Design, testing, inspection or construction management fees
8. Architectural and engineering design fees
9. Scope change and post contract contingencies
10. Irrigation (tree bubblers for 10 trees only)
11. Assessments, taxes, finance, legal and development charges
12. Environmental impact mitigation
13. Cost escalation anticipated at +5%/yr
14. Soft costs range from 20-30%

Assumptions

Parking

1. Existing street parking to remain
2. Alley southbouth can be used for egress from site
3. Future design phase will include traffic study to determine parking demand requirements

Stormwater

1. Existing street parking to remain
2. Existing stormwater connection to site can accommodate new connection

Vehicle Route of Travel

1. Alley can be used as egress from site
2. Alley improvements may be required beyond contingency budget

Landscape Buffer Requirements

1. Future design phase will confirm exemptions and requirements

VETERANS COMMUNITY PARK - MASTER PLAN OPTIONS ANALYSIS

City of Centralia -Veterans Community Park
Opinion of Probable Construction Cost
Concept B

Date: June 30, 2025

MIG

Item	Quantity	Unit	Unit Cost	Sub Total
EROSION CONTROL				0.8%
Stabilized construction access	1	EA	\$5,000	\$5,000
Construction fencing	850	LF	\$15	\$12,750
Landscape protection fencing	330	LF	\$4	\$1,320
Erosion control (catch basin inserts, wattles, street sweeping)	1	LS	\$10,000	\$10,000
Erosion Control Subtotal				\$29,070
DEMO				13.7%
Strip/dispose existing concrete and asphalt, assume 6" ave depth demo including ex pool structure	1,516	CY	\$27	\$40,932
Strip and export existing concrete, asphalt and subgrade 18" average for lar	830	CY	\$27	\$22,410
Salvage and store existing GameTime play structures	1	LS	\$10,000	\$10,000
Salvage and relocate existing light pole	1	LS	\$50,000	\$50,000
Demo and removal of existing playtiles	1,920	SF	\$2	\$3,840
Demolition and removal of existing 6' chain link fence	280	LF	\$2	\$560
Demolition and removal of old pool building	1	LS	\$335,000	\$335,000
Demolition and removal of CMU wall	114	LF	\$60	\$6,840
Hazardous materials remediation				NIC
Demo Subtotal				\$469,582
DRAINAGE & STORMWATER UTILITIES				2.9%
Drainage and stormwater	1	LS	\$100,000	\$100,000
Drainage Utilities Subtotal				\$100,000
HARDSCAPE				7.2%
Parking on the parcel (onsite)				
Parking pavement section: 6" depth crushed surfacing base course	120	TON	\$100.00	\$12,000
Parking pavement section: 3" depth, HMA CL 1/2" PG 58H-22	73	TON	\$430.00	\$31,533
Permanent signs, accessible parking stalls and access aisles	3	ea	\$400.00	\$1,200
Pavement markings (accessible stalls; access aisle)	1	LS	\$2,000.00	\$2,000
Cement conc. standard straight curb (vertical curb) in parking lot	63	LF	\$35.00	\$2,205
Curb ramp at accessible parking stalls	1	EA	\$6,000.00	\$6,000
Pre-cast concrete wheel stop	2	EA	\$150.00	\$300
Detectable warning surface	10	SF	\$50.00	\$500
Right of way improvements				
Driveway curb cut at street, 6" depth cement concrete on subgrade	26	SY	\$170	\$4,496
Sidewalk per City standard	236	SY	\$100.00	\$23,589
Curb and gutter per City standard				

VETERANS COMMUNITY PARK - MASTER PLAN OPTIONS ANALYSIS

Site work

Sidewalk, 4" depth	656	SY	\$200	\$131,200
Flush curb	1,050	LF	\$25	\$26,250
Decorative boulder - 2 man rock incl. placement	20	EA	\$90	\$1,800
Decorative boulder - 3 man rock incl. placement	15	EA	\$170	\$2,550
Basketball court surfacing / striping	1,350	SF	\$18	\$24,300
Unit pavers	1,200	SF	\$25	\$30,000
			Hardscape Subtotal	\$245,623

LANDSCAPING

Planting & Irrigation

5.4%

Finish grading	857	SY	\$0.50	\$429
Irrigation	7,452	SF	\$4.00	\$29,808
Trees	24	EA	\$750	\$18,000
Shrub/ ground covers	7,452	SF	\$15	\$111,780
Biorention planting areas	270	SF	\$15	\$4,050
Mulch, 3" depth, for planting beds and around trees	69	CY	\$50	\$3,450
Bioretention soil- 18" depth	15	CY	\$60	\$900
Landscape area topsoil- 18" depth	415	CY	\$40	\$16,600
			Planting Subtotal	\$185,017

Site Furnishings

2.0%

Benches	5	EA	\$1,000	\$5,000
4-person tables and chairs	5	EA	\$1,600	\$8,000
Picnic tables	3	EA	\$1,600	\$4,800
ADA picnic tables	1	EA	\$2,500	\$2,500
Trash and recycling receptables	4	EA	\$1,100	\$4,400
Relocation of existing site furnishings	1	LS	\$3,000	\$3,000
Outdoor table games	3	EA	\$10,500	\$31,500
Signage	1	LS	\$4,000	\$4,000
Basketball hoop	1	EA	\$2,500	\$2,500
Bike rack	2	EA	\$1,000	\$2,000
			Site Furniture Subtotal	\$67,700

PLAY AREAS

Play area surfacing

12.3%

Playground grass (100% color)	5,700	SF	\$30	\$171,000
Poured in place rubber surfacing	5,600	SF	\$35	\$196,000
3" Compacted aggregate base for playground grass	52	CY	\$48	\$2,496
Basketball sports court surfacing	1,600	SF	\$18	\$28,800
24"x 24" x 2" Play tile safety surfacing incl subgrade	1,330	SF	\$18	\$23,940
			Play area surfacing Subtotal	\$422,236

VETERANS COMMUNITY PARK - MASTER PLAN OPTIONS ANALYSIS

Play equipment					6.3%
Relocated GameTime structures	1	LS	\$15,000	\$15,000	
Active play features (i.e. swings, group spinner, zipline)	1	EA	\$115,000	\$115,000	
Exercise stations	3	EA	\$5,000	\$15,000	
Imaginative play features	1	LS	\$35,000	\$35,000	
Quiet retreat play features	1	LS	\$35,000	\$35,000	
			Play equipment Subtotal	\$215,000	
INTERPRETIVE ART FEATURES					1.46%
Interactive interpretive art area & signage	1	LS	\$50,000	\$50,000	
			Interpretive Art Features Subtotal	\$50,000	
STRUCTURES					46.3%
Picnic shelter 25'x 20'	1	EA	\$60,000	\$60,000	
Small bridge structure	1	SF	\$115	\$115	
Community building	1	EA	\$1,500,000	\$1,500,000	
Pergola structure	1	EA	\$25,000	\$25,000	
			Structures Subtotal	\$1,585,115	
Fencing					1.7%
4' chain link fence	250	LF	\$25	\$6,250.00	
10' chain link fence	165	LF	\$60	\$9,900.00	
10' chain link gate	1	EA	\$800	\$800.00	
4' decorative fence	403	LF	\$85	\$34,255.00	
Pedestrian gate	3	EA	\$1,850	\$5,550.00	
			Fence Subtotal	\$56,755.00	
			SUBTOTAL-ALL IMPROVEMENTS	\$3,426,097	
			5% mobilization	\$171,305	
			Subtotal	\$3,597,402	
			15% Overhead and profit	\$539,610	
			Subtotal	\$4,137,012	
			Sales tax (8.2%)	\$339,235	
			Subtotal	\$4,476,247	
			30% Contingency	\$1,342,874	
			CONSTRUCTION COST	\$5,819,122	

City of Centralia

Date: June 30, 2025

Veteran's Community Park

MIG

Rough Order of Magnitude Estimate of Probable Construction Costs

Exclusions

1. Land and easement acquisition
2. Permit fees
3. Art work, unless listed
4. Loose furniture and equipment except as specifically identified
5. Specialty concrete paving
6. Compression of schedule, premium or shift work, and restrictions on the contractor's working hours
7. Design, testing, inspection or construction management fees
8. Architectural and design fees
9. Scope change Irrigation (tree bubblers for 10 trees only)
10. Assessments, taxes, finance, legal and development charges
11. Environmental impact mitigation
13. Cost escalation anticipated at +5%/yr
14. Soft costs range from 20-30%

Assumptions

Parking

1. Existing street parking to remain
2. Alley southbouth can be used for egress from site
3. Future design phase will include traffic study to determine parking demand requirements

Stormwater

1. Existing street parking to remain
2. Existing stormwater connection to site can accommodate new connection

Vehicle Route of Travel

1. Alley can be used as egress from site
2. Alley improvements may be required beyond contingency budget

Landscape Buffer Requirements

1. Future design phase will confirm exemptions and requirements