



Legislation Details

**File #:** 16-4638      **Version:** 1      **Name:**  
**Type:** Agenda Item      **Status:** Passed  
**File created:** 12/1/2016      **In control:** City Council  
**On agenda:** 12/8/2016      **Final action:** 12/8/2016  
**Title:** NEIGHBORHOOD PARK GRANT RECOMMENDATION

COUNCIL STRATEGIC INITIATIVE ADDRESSED:  
Council Initiative: Address Quality of Place

CITY ATTORNEY REVIEW: N/A

SUMMARY STATEMENT:

The Neighborhood Park Grant Program is a capital program (budgeted in the capital projects fund) initiated by the City Council as a means of giving community groups the opportunity to improve and invest in their parks, and the city the ability to stretch its capital funds. Annually since 1997 the parks and recreation board has evaluated applications from neighborhood and community groups, sports organizations, service clubs, and individuals wishing to invest in a project within the park system. The board's recommendations are then presented to the council for final approval.

In July, the department solicited for applications for the remaining \$10,500 that was remaining in the program. The only application received was from the Friends of Longview as a resubmission of their earlier grant for the Shay Locomotive Lighting Project. Previously, the Parks and Recreation Advisory Board could only recommend \$7,000 for funding as the application only provided for such match. With new information presented, the Parks and Recreation Advisory Board would like to recommend increasing the total amount \$3,620 for a total grant of \$10,620. There is still \$6,880 remaining in the program for 2016.

RECOMMENDED ACTION:

Motion to approve the Parks and Recreation Advisory Board recommendation to increase the funding for the Shay Locomotive Lighting Project through the Neighborhood Park Grant Program.

STAFF CONTACT:

Jennifer Wills, Director Parks and Recreation

Sponsors:

Indexes:

Code sections:

Attachments: 1. 2016 NPG Shay

Date	Ver.	Action By	Action	Result
12/8/2016	1	City Council	approved	Pass