



# PLAR: NL - Play Equipment

(P998709)

Category	M-NCPPC	Date Last Modified	11/20/24
SubCategory	Development	Administering Agency	M-NCPPC
Planning Area	Countywide	Status	Ongoing

## EXPENDITURE SCHEDULE (\$000s)

Cost Elements	Total	Thru FY24	Rem FY24	Total 6 Years	FY 25	FY 26	FY 27	FY 28	FY 29	FY 30	Beyond 6 Years
Planning, Design and Supervision	625	306	319	-	-	-	-	-	-	-	-
Site Improvements and Utilities	3,551	1,744	1,807	-	-	-	-	-	-	-	-
<b>TOTAL EXPENDITURES</b>	<b>4,176</b>	<b>2,050</b>	<b>2,126</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>

## FUNDING SCHEDULE (\$000s)

Funding Source	Total	Thru FY24	Rem FY24	Total 6 Years	FY 25	FY 26	FY 27	FY 28	FY 29	FY 30	Beyond 6 Years
G.O. Bonds	3,785	1,659	2,126	-	-	-	-	-	-	-	-
PAYGO	391	391	-	-	-	-	-	-	-	-	-
<b>TOTAL FUNDING SOURCES</b>	<b>4,176</b>	<b>2,050</b>	<b>2,126</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>

## APPROPRIATION AND EXPENDITURE DATA (\$000s)

Appropriation FY 26 Request	-	Year First Appropriation	FY99
Cumulative Appropriation	4,176	Last FY's Cost Estimate	4,176
Expenditure / Encumbrances	2,793		
Unencumbered Balance	1,383		

## PROJECT DESCRIPTION

This project provides design and construction for renovation, conversion, and modernization of playgrounds in non-local parks. Improvements may include, but are not limited to, playground and recreational equipment, safety surfacing, site amenities, accessibility and drainage improvements, edging, grading, site work, signage, etc. and are often combined with other projects.

## COST CHANGE

The sub-projects will be phased out to allow the previous balances to be spent down but will not receive any new appropriations.

## FISCAL NOTE

July 2020, reduced GO Bonds \$55k for affordability, FY21 Reduced Spending Plan. Prior year partial capitalization of expenditures

---

through FY16 totaled \$3,988,000.

## DISCLOSURES

Expenditures will continue indefinitely.

## COORDINATION

Planned Lifecycle Asset Replacement: NL Parks PDF 968755