
A Zone Improvement Plan for Parks & Recreation Facilities
Town of McCordsville – Parks & Recreation Department

The proposed:

Town of McCordsville Recreation Zone Improvement Plan 2023-2032

For:

Town Parks & Recreation Facilities

Prepared for:

Town of McCordsville Park Board
Town of McCordsville Plan Commission
Town of McCordsville Town Council

McCordsville, Indiana

Prepared by:

Lehman & Lehman, Inc.

Landscape Architects | Planners | Placemakers
Mishawaka, Indiana

With Review by:

Mark Witsman, P.E.

Reviewing Professional Engineer
Town of McCordsville

May 2023



The proposed:

Town of McCordsville Recreation Zone Improvement Plan 2023-2032

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***With Review by:
Mark Witsman, P.E., Town Engineer
Professional Engineer, Town of McCordsville***



Completed May 2023

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McCordsville Recreation Zone Improvement Plan Study

May 2023

In 1991, the Indiana General Assembly passed an impact fee bill that created an alternative funding mechanism for infrastructure improvements in fast growing areas. The essence of the legislation was to allow local governments the option of passing onto new residents the cost of building the new infrastructure demanded by those same new residents.



This will be an updated Infrastructure Improvement Plan for Parks and Recreation Facilities (Park Impact Fee Study) for the Town of McCordsville. This study started several months ago, following the process as outlined by the 1991 Indiana Code. A Park Impact Fee Advisory Committee was established and worked with the Consultant in updating the current recreation component inventory along with the related standards and established a recreation impact zone. Population projections were arrived at by analyzing existing developments as well as new development parcels of the planning area, related residential building permits were forecasted, both current and future recreation component deficiencies were calculated, and costs for these infrastructure deficiency improvements were established for both current (2023) and future (2032) needs. The impact fee for the impact fee zones were determined by dividing the estimated costs of the 10-year deficiencies by the number of projected residential building permits of each impact zone during that same period.

According to State Statute, Park Impact Fees are collected prior to the issuance of each residential building permit, and the first collection will occur six (6) months after the final approval by the Town Council of the Impact Fee ordinance. The fees are then placed in an interest bearing account, and related expenses for improvements are then paid from that account. Since impact fees cannot be used to fund current deficiencies, those improvements will need to come from other resources of the Town. Park Impact Fees can only be used for the costs of the projected 10-year future needs determined by future populations.

An impact fee, by ordinance, may not be collected for more than five years without a review and update of the Infrastructure Plan and adoption of the fee by the Town Council. Attached is the new Infrastructure Improvement Plan. The Town of McCordsville staff prepared the plan with assistance from *Lehman & Lehman, Inc.* After preparation, the plan was submitted to **Mark Witsman, P.E.** (McCordsville's Town Engineer), for final review and comment. The plan establishes new park and recreation standards for McCordsville and recommends a one-zone structure and Park Impact Fees that will be necessary in order to achieve the Town of McCordsville's Park and Recreation standards.

After careful analysis, the McCordsville Park Infrastructure Advisory Committee and the Town of McCordsville staff feels that the recommended Park Impact Fee of **\$1,534** is a responsible fee for the recommended standards. The McCordsville Park Infrastructure Advisory Committee recommends acceptance of the fee by the McCordsville Park Board before being placed before the McCordsville Planning Commission and Town Council for final adoption.

Adoption of these parks and recreation standards will ensure the continued delivery of quality parks and Recreation services for all of the Citizens of McCordsville.

Sincerely,

Tim Gropp, Town Manager
Town of McCordsville

Acknowledgements

Town of McCordsville Park Infrastructure Advisory Committee

Committee Members:

- Patrick Bragg, *FC Tucker Co. (Realtor)*
- Richard Henderson, *Premier Land Co., (Developer)*
- Rex Ramage, *Pulte Group (Builder)*
- Kim Pearson, *Park Board*
- Scott Shipley, *Plan Commission*
- Briane Schneckenberger, *Browning & PC (Developer)*
- Branden Williams, *Town Council / Park Board*

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Town Manager

- Tim Gropp

Clerk Treasurer

- Stephanie Crider

Town Council

- Branden Williams, District 1
- Greg Brewer, District 2
- Larry Longman, District 3
- Scott Jones, At-Large
- Dr. Bryan Burney, At-Large

Park Board

- Kim Pearson, President
- Justin Bastin
- Susie Highley
- Branden Williams, Town Council Liaison
- Catherine Witsman, Fortville/Vernon Twp. Library Board Liason

Advisory Plan Commission

- Devin Stettler, President
- Brianne Schneckenberger, Vice Pres.
- Steve Duhamell
- Chad Gooding
- Scott Shipley
- Dr. Bryan Burney
- Greg Brewer

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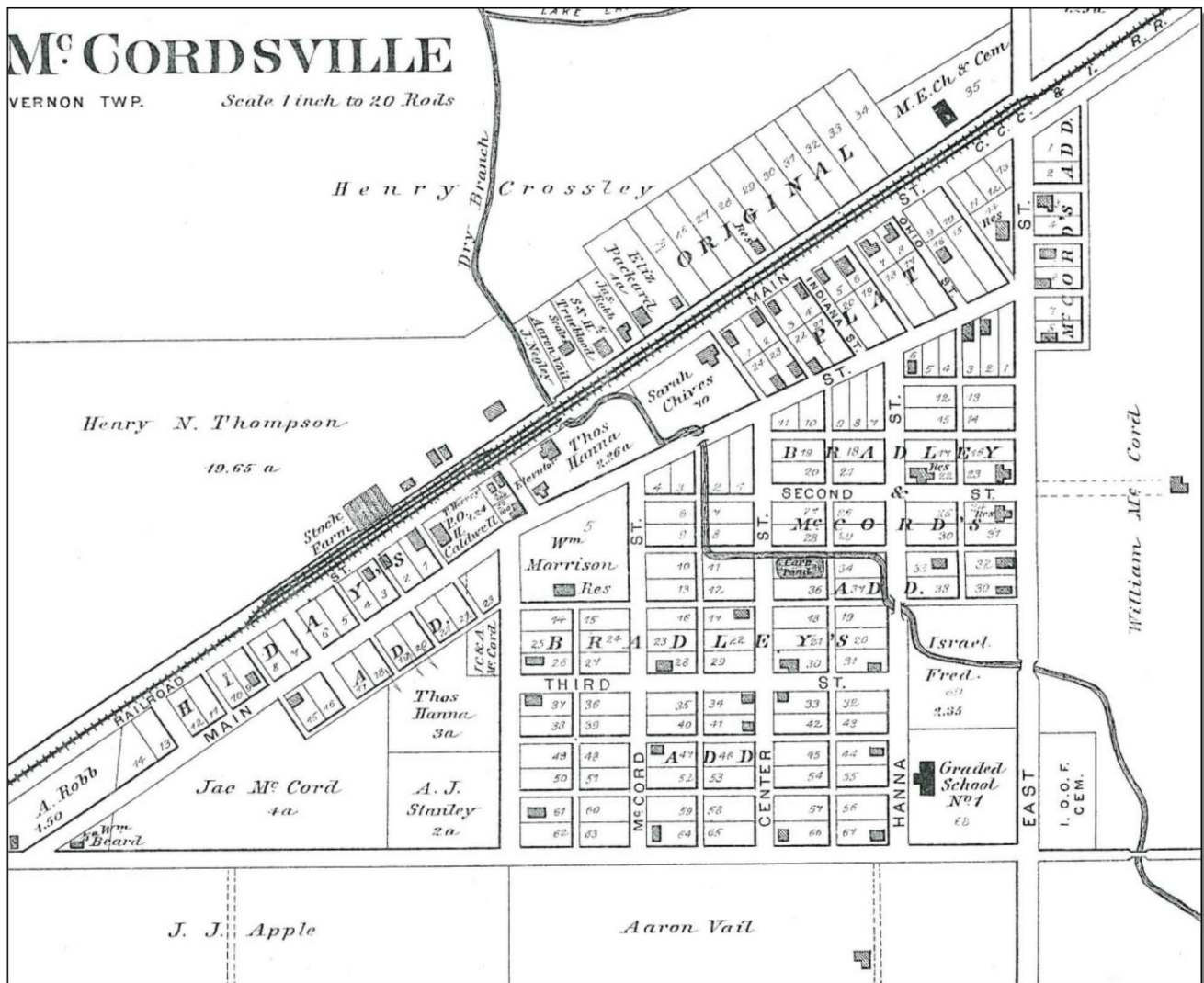
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Original Plat for the Town of McCordsville, Indiana

Executive Summary

Background

The Town of McCordsville and its surrounding area has, over the past decades, experienced significant growth in residential development. As a result, the public infrastructure systems (roads, drainage, water/sanitary utilities and parks) are, or will become, strained to keep pace with the demands placed on them.

In anticipation of these demands, the Town of McCordsville is in the process of implementing and updating one of these public infrastructure systems by way of a Park Impact Fee Ordinance. The *Parks and Recreation Master Plan Update and the Town's Comprehensive Plan* show that the demand for recreational facilities will intensify because of the demographics of the growing population base. It is also recognized that a quality system of parks, green spaces and pathways/trails adds to the economic value and quality of life of the entire community.

The demands placed on the Park System by rapid growth have, and will, outpace the Town's financial ability to provide the new and expanded facilities identified in the Parks and Recreation Master Plan. The current revenues are devoted almost entirely to maintaining and operating existing park facilities and programs. New sources of capital improvement revenue are needed. The Park Impact Fee Ordinance will benefit the Town and community in the future by keeping pace with the population growth while maintaining the level of adopted recreation standards.

The Plan acknowledges that the 2020 Census data will provide the basis for the data on population and demographics for the Town. The Town has provided the Consultant with updated population estimates that were used as part of this study analysis as well.

History of Park Impact Fees

In 1991, the State of Indiana enacted an impact fee statute that allows local communities to collect impact fees (monetary charges) to pay for, defray or mitigate the capital costs and improvements to infrastructure necessitated to serve the proposed new development.

The essence of the legislation was to allow local governments the option of passing onto new residents the costs of building the new infrastructure expected by those same residents.

Impact Fees Facts

Need for and Application of Impact Fees

- Best applied to Fast Growing Communities (or projected)
- Considered as an "Entrance Fee" for residents to build and live in the Community
- Funds are applied directly to the infrastructure needs caused by the growth

Different Types of Development Impact Fees

- Park/Recreation, Roads, Water/Sanitary Utilities, and Drainage

Impact Fee Studies

- Cover 10-year projection period (Ordinances carry a 5-year maximum period)
- Study and Ordinance must be updated, at a minimum, every five years
- Also used to define development standards

Benefits of Park Impact Fees

- Future residents pay for the increased demand on infrastructure services (defined as Community Level of Service)
- Current residents do not bear the burden of infrastructure
- Maintains quality of life as community grows

Development Impact Fees

Development Impact Fees, as described by this Zone Improvement Plan (herein Plan), will shift part of the cost of new and expanded park facilities from the community at large to the new developments that are generating the need for those new and expanded facilities. ***Impact fees, however, cannot be used to finance the current needs of improvements required to raise the Current Level of Service to the Community Level of Service, hereafter referred to as “deficiencies.”***



Impact fee logic has long been debated, discussed and endorsed by those who are involved in public finance. In 1991, the Indiana General Assembly enacted legislation [Indiana Code (IC) 36-7-4-1300] (see [Appendix A](#)) that enables localities to impose Development Impact Fees for certain types of infrastructure improvements, including park and recreational facilities. Among other things required of the locality, the legislation stipulates that:

- An Impact Fee Advisory Committee be appointed
- An Impact Fee Zone be established
- A Zone Improvement Plan be prepared
- An Impact Fee be determined
- An Ordinance be prepared and adopted by the governing body and
- An Impact Fee Review Board be appointed

Park Infrastructure (Impact Fee) Advisory Committee

The Town Council of McCordsville appointed a Park Impact Fee Advisory Committee in 2022. The Committee consisted of members of the Park Board, Town Council, Home Builders, Financial Institutions, Real Estate Brokers and Developers. Town staff members of the Planning and Engineering Departments were included in addition to others appointed to fulfill statutory requirements. The Committee, listed on the acknowledgment page, met on several occasions to research and review data, to establish standards for park facilities, and to formulate the plan and strategies as described herein.

Although the Town Council has jurisdiction only within the McCordsville Town limits, the Committee concluded early in its deliberations that the Study Area of this Plan should include all of the McCordsville Planning Area Boundary (the same area as encompassed with its Comprehensive Plan) for the following reasons:

- It is reasonable to expect that some properties adjacent to the current corporate boundaries will become part of the Town of McCordsville some in the time frame of this study
- The Town is continuing to grow into the planning area through voluntary annexation, and
- The Town's entire land use planning area is within the future service area of the Town

Impact Zone

Within the Study Area, the Advisory Committee recommended the establishment of a single (one) Impact Zone to coincide with the corporate and Comprehensive Planning boundary of the Town as it continues to expand in the future through annexations. Thus, the Impact Zone is expected to expand through annexation until it encompasses the entire Planning Jurisdiction and future areas of annexation in the Township(s) within the County. More particular, the Impact Zone boundaries for the Town of McCordsville are co-terminus with the existing corporate boundaries of the Town, as such boundaries may be extended from time to time through annexation, and over which boundaries the Town exercises planning and zoning jurisdiction.

Figure 1 is a map (from the Town's Comprehensive Plan) that shows the Study Area which consists of the Town's Corporate Boundaries along with the Sewer District Boundaries. This area constitutes the boundary of the Impact Fee Zone. The Town's Comprehensive Plan stated... *"The study area selected for this plan encompasses more than just the Town's corporate boundary. As the population of the Town continues to grow, so too will the Town's incorporated area. By planning for growth and development in the areas adjacent to the Town, the Town's elected and appointed leaders and staff can better inform the County's planning and zoning processes for areas that will likely be annexed into the Town of McCordsville in the short-, mid- and long-term future. To the extent possible, the planning area considered by this plan is roughly bounded by CR 1000 N to the north, CR 600 N to the south, CR 400 W to the east and County Line Road to the west; coinciding with the boundaries of McCordsville's Sewer District boundary."*

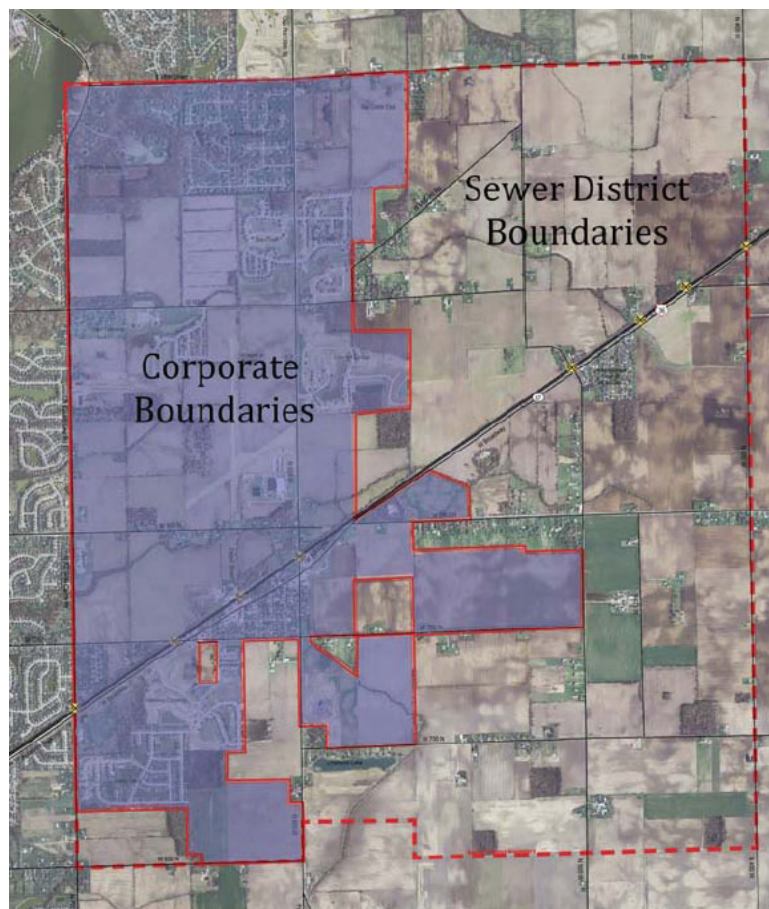


Figure 1 – Study Area (source: Town of McCordsville's Comprehensive Plan)

Note: The Corporate Boundaries shown in this figure have expanded since the completion of the Comprehensive Plan.

McCordsville Recreation Zone Improvement Plan Study

Figure 2 is a map that shows the Study Area, which consists of McCordsville Planning Jurisdiction area (red dotted line) and the current corporate limits (black line) that constitutes the boundary of the Impact Fee Zone. This map also illustrates the projected Future Land Uses as per the Town's Comprehensive Plan and current updates.

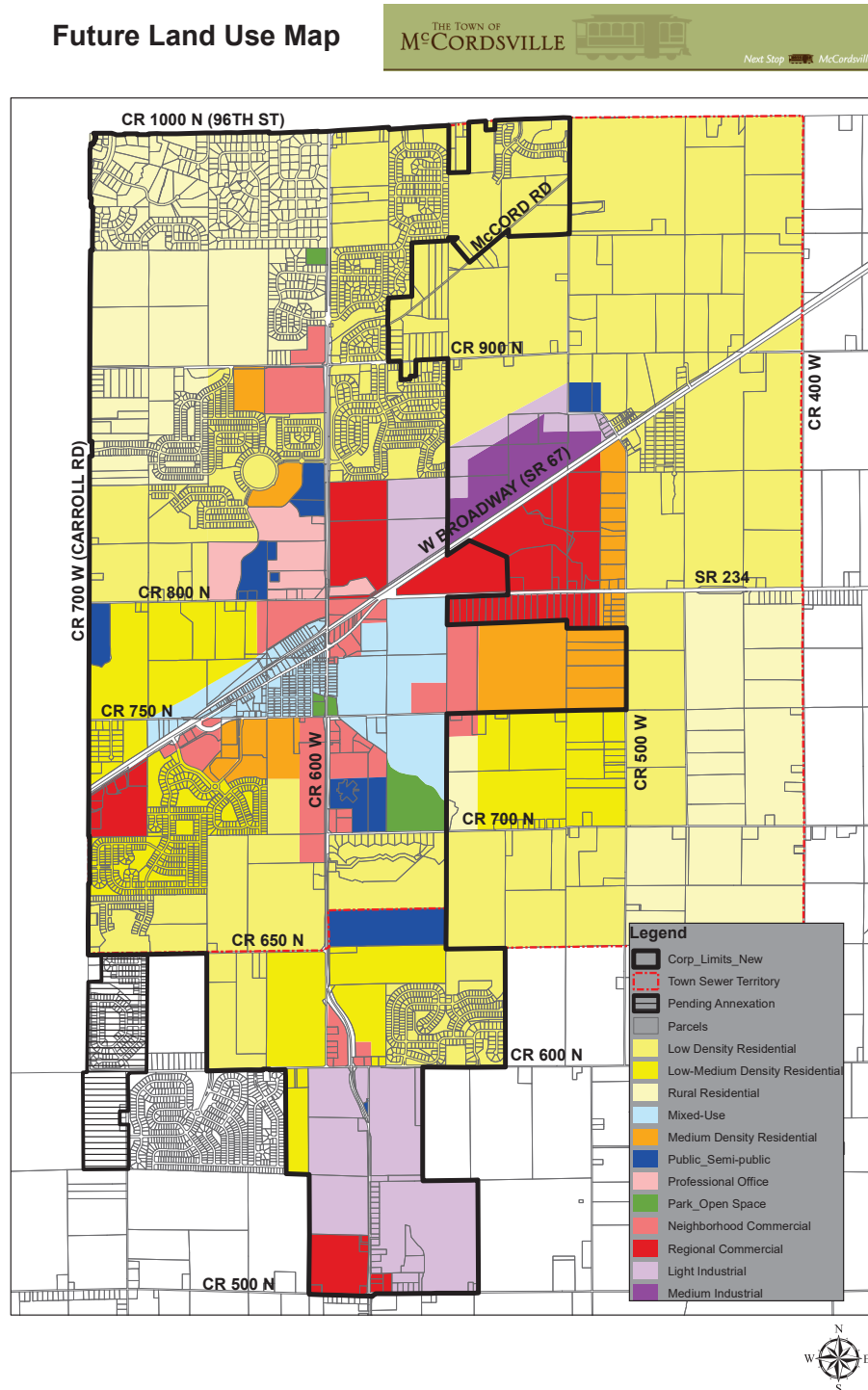


Figure 2 – Future Land Use Map (source: Town of McCordsville Comprehensive Plan)

Zone Improvement Plan

The Zone Improvement Plan is described by this document and examines the existing park facilities, and determines the costs to (A) overcome existing deficiencies and (B) to meet future needs according to Community Level of Service standards established herein.

Impact Fee Review Board

As required by Indiana Code 36-7-4-1338, and before the Impact Fee is implemented, the Town will establish an Impact Fee Review Board, consisting of McCordsville citizens. The law requires that the *Impact Fee Review Board* include one real estate broker and one professional engineer, both licensed in Indiana, and one certified public accountant.

Recreation Impact Fee Recommendation

The Impact Fee of **\$1,534** per new dwelling unit is based on the cost to provide the new and expanded park facilities required by new development according to the established community standards. The Impact Fee will be collected at the time that the building permit is issued for the dwelling unit. Impact fees cannot be used to finance improvements needed to overcome existing deficiencies in the park facilities.

Other Planning Efforts Acknowledged in this Plan

This Recreational Impact Fee study acknowledges the existing and the progress of the implementation of both the Town's Comprehensive Plan and Parks and Recreation Master Plan, as constituting the vision for the Town and its park system. The Impact Fee recommended in this Plan is a financial strategy that will help achieve that vision.

Conclusions

1. The Park Impact Fee Advisory Committee recommends to the Town of McCordsville that a new Park Impact Fee (RIF) Ordinance be adopted instituting a Park Impact Fee of **\$1,534**.
2. The Advisory Committee felt there should NOT be any annual adjustment (i.e. *Gross Domestic Product* annual figure) or set percentage be factored into the impact fee amount. The Advisory Committee did recommend NOT to apply any Housing Equivalent adjustment. The Advisory Committee noted both of these RIF adjustments as part of the study but deferred a decision in applying these adjustments to the Park Board, the Plan Commission and/or the Town Council.
3. Following the State Code [IC 36-7-4-1340(a)], RIF collection will start six months after approval of the ordinance. The funds collected will be kept in a "Park Impact Fee" line item of the Town's Accounting Budget.
4. The Town of McCordsville should establish criteria, as policy, for the acceptance of land donations for park use and/or open space. Also, the Town of McCordsville, through its Parks Board, will address, annually, the distribution priorities of the RIF revenues.
5. The Town's Park and Recreation Master Plan Update, will reflect the standards and goals established as part of this study.
6. Collection of the RIF will occur when new residential building permits are pulled. As an option, Park Impact Fee payments can be established using an installment plan as per IC 36-7-4-1324.

McCordsville Recreation Zone Improvement Plan Study

7. Reporting of RIF's transactions will be done annually. Annual adjustments to the RIF can be considered with annual inflationary factors.
8. A new RIF update study will be considered annually but the update study should begin at the end the fourth year of the new RIF ordinance allowing time for there to be a smooth transition between the retiring ordinance and the newly adopted ordinance.

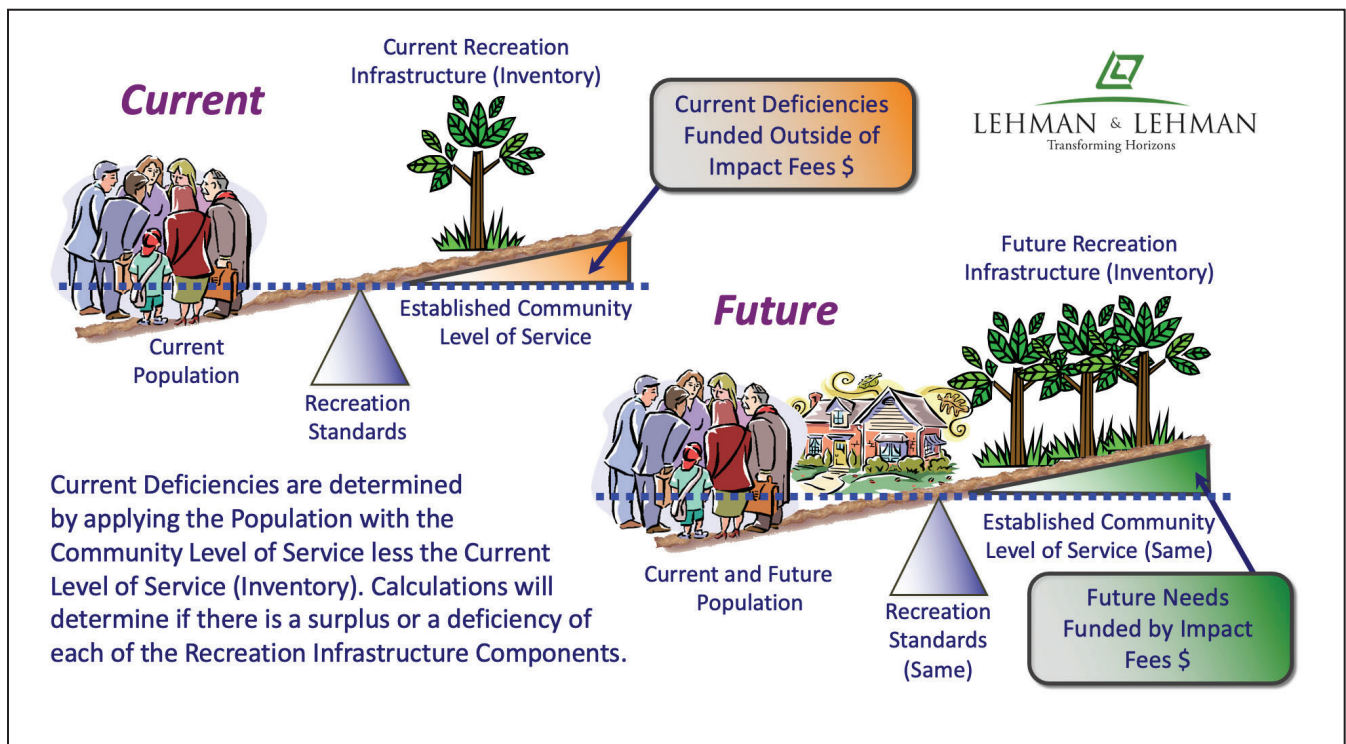


Park Impact Fee Study Process

The process of defining a Park Impact Fee for a community involves a series of steps. Those steps include the following:

1. Establish the Park Impact Fee Advisory Committee
2. Define the Impact Zone
3. Collect current census populations and trends
4. Inventory the current recreation infrastructure for land and facilities (Current Level of Service)
5. Establish Community Level of Service for recreation land and facilities
6. Analyze housing building permits and trends (both inside Town limits and within the planning area)
7. Analyze current deficiencies and 10-year infrastructure needs based on Community Level of Service and projected population forecasts
8. Determine costs for meeting current deficiencies and future needs based on Community Level of Service
9. **Park Impact Fees (PIF) = Future Recreation Infrastructure Need Costs / Projected 10-year Residential Building Permits**
(As per IC 36-7-4-1321 which states that the Impact Fee = Impact Costs – Non-Local Revenues – Impact Deductions / 10-Year Forecast Building Permits)
10. Prepare a Zone Improvement Plan
11. Recommendations to the Park Board and the Plan Commission
12. Ordinance for Town Council's Review and Adoption

Figure 3 – Community Level of Service Illustration



Population and Residential Development Trends

The Town of McCordsville and the surrounding planning jurisdiction area have experienced significant population growth in recent years. Since the housing down turn in the last decade the current growth rate of residential development within the Town of McCordsville (as well as most of Indiana) has been steadily coming back and is having positive impact by the current economic conditions. It is anticipated that residential development will continue to pick up over the next ten years. How much of an increase will continue to be monitored. This study will look at various sources to determine the new residential growth rate over the next ten years. Keep in mind that these projections will be reviewed and updated when this Zone Improvement Plan is updated within the next five years per IC 36-7-4-1340(b) along with the trending from the 2020 Census.

During the course of this study the Consultant worked closely with the Town Administration and Planning Department to review upcoming residential developments in both McCordsville Planning Jurisdiction as well as existing developments where growth remains.

Trends in Residential Building Growth

Various population projection resources were reviewed including that of the Building Department and U.S. Census, past annual trends in new residential building permits, as well as another population growth model discussed below. Future Growth of the Town will follow the land use patterns and zoning densities as per the Town's Comprehensive Plan. The Town of McCordsville's Zoning Plan was used as a resource to evaluate growth in, and adjacent to, the Town limits.

Parcel Growth by Development Population Projections

The Growth Model adopted by the Advisory Committee was termed Parcel Growth by Development Model. This model is based on the following:

- Acknowledgment of existing developments and growth projections within the current corporate limits
- Identification of land parcels within the current corporate limits of the Town whose projected land use is residential development
- The Town's own growth strategies are factored into the growth model
- Growth will occur with stimulation of other developments and infrastructure

The analysis examined residential development capacities based on the actual densities of the planned development or the densities permitted in the Town's Zoning Ordinance. It is noted that the growth analysis scenarios used do not reflect the intentions of the existing landowners or the intention of the Town regarding annexation.

The Consultant worked with the Town and created an inventory of development parcels within the Comprehensive Plan's Planning Boundaries; more particularly within the current Corporate Limits. Following the defined Future Land Use Plan of the Comprehensive Plan, each residential development parcel had a development density (housing units per acre) applied to the parcel to determine what "build out" potential each parcel could carry. Besides the un-development parcels, existing developments that have not been completely built out were also inventoried for this growth analysis.

The Analysis process of this growth model involved the Consultant and Town's staff going through each of the un-developed parcels plus the existing developments and subdivisions to determine how much could be built out (by percentage) over the next ten years. By applying a different percentage to each parcel different scenarios of growth were generated.

McCordsville Recreation Zone Improvement Plan Study

For planning purposes the Consultant, Planning Staff and Advisory Committee analyzed the potential future populations of the Town based on the Future Land Use Map and the known housing developments in and around the Town. Land tract parcels were drawn on an aerial map (**Figure 4**) of the Town and study area.

Figure 4 (below) illustrates the planning area and the residential growth potential for the Town. This area covers the Impact Fee Zone of the planning and study limits of the Town.

TOWN OF MCCORDSVILLE 2023 RECREATION IMPACT FEE STUDY

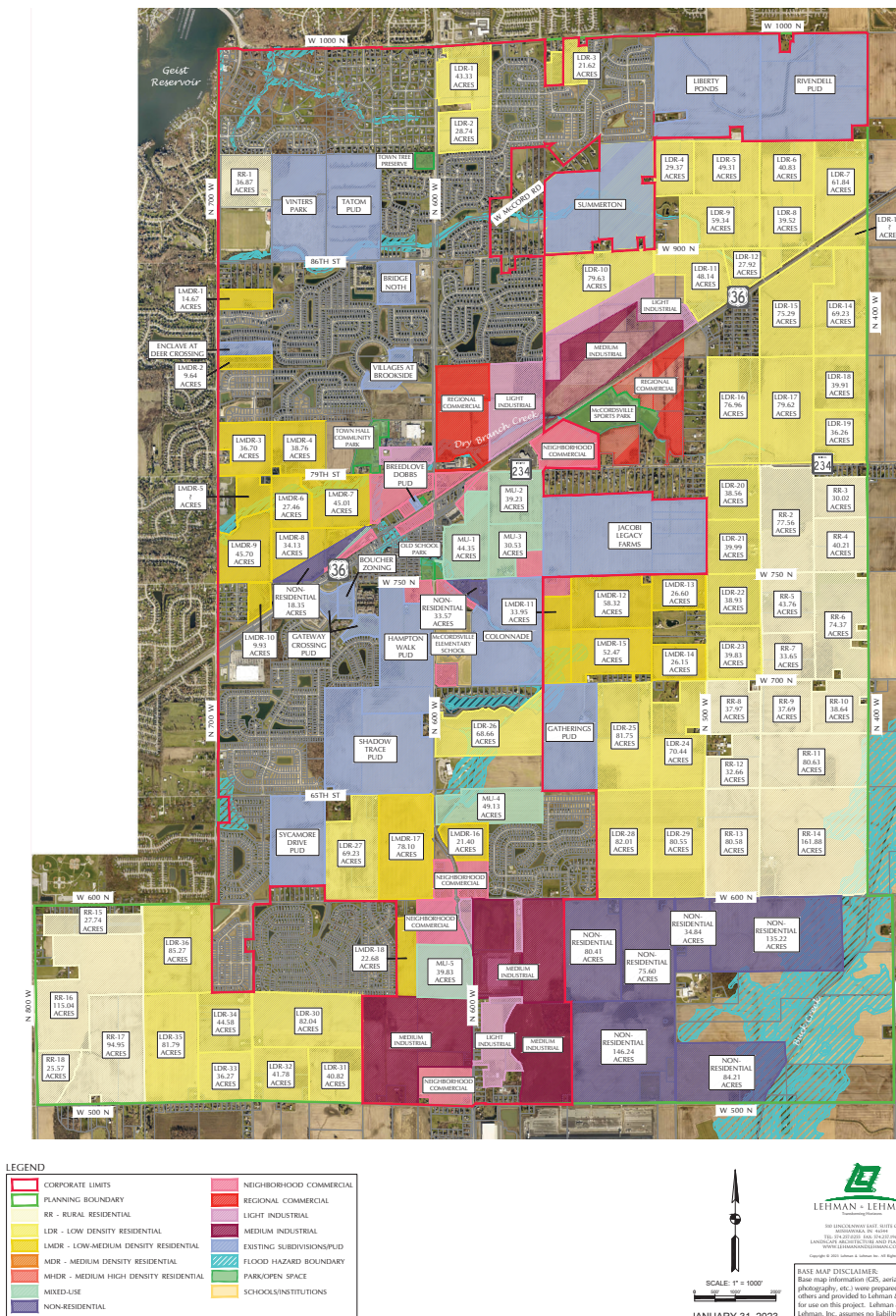


Figure 4 – McCordsville Residential Growth Potential (within the Study Limits)

Source: Town of McCordsville
(Larger version of the above map available at the Town's Planning Department.)

McCordsville Recreation Zone Improvement Plan Study

Historic Residential Building Permits

The following **Table 1** represents the Residential Building Permit history from 2005 to 2022. The last several years included significant residential development growth.

McCordsville Residential Building Permit History

	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022
Total	168	118	98	32	49	49	71	76	108	132	147	117	88	106	105	240	437	312

TABLE 1 – 2005 to 2022 Residential Building Permit History

In looking at the annual residential permit history and applying a trend line to the annual summary the following figure illustrates this growth trend.

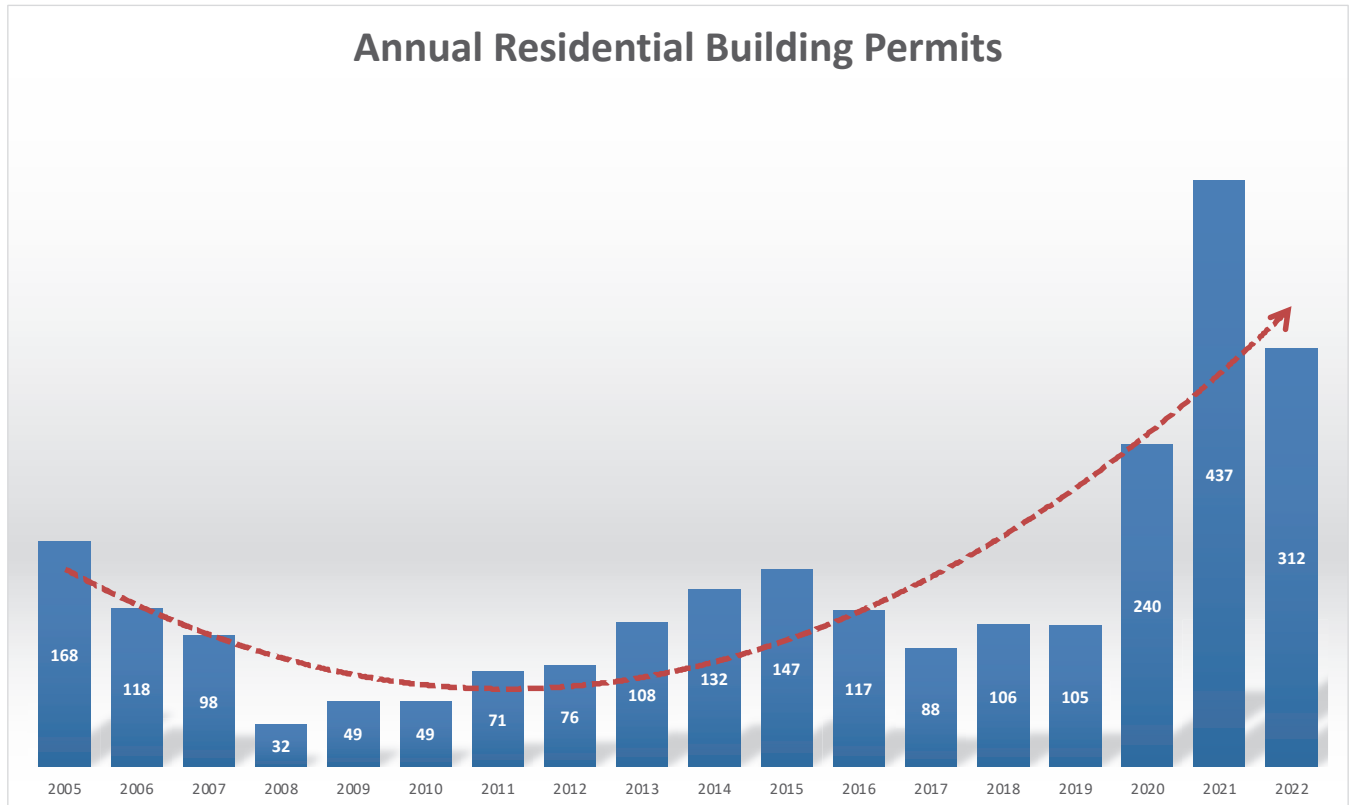


FIGURE 5 – Annual Residential Building Permit History and Trend Line – Source: Town of McCordsville

Population Growth Potential of Planning Area

The following work sheets illustrate the residential growth potential. **Table 2** identifies undeveloped land parcels, its acreage, land use zone, the parcels' potential for residential units, and related populations. The Town Planning Department provided a residential density based on the GIS information of existing residential developments in McCordsville. Developable areas of each parcel were calculated with regard to flood plain and typical site infrastructure areas (i.e., retention areas, street right of ways, etc.). The remaining columns identify the 10-year growth potential (as a percentage) and the relative number of residential units and populations. The 2017-2021 Census information of 2.61 persons per household was applied to project populations.

McCordsville Recreation Zone Improvement Plan Study

Town of McCordsville – Potential Residential Growth Work Sheet

Planning Area Zones:

	Rural Residential	Low Density Residential	Low-Medium Density Residential	Medium Density Residential	Medium-High Density Residential	Mixed-Use	PUD
Average Lot Size	87,120 SF	48,400	21,890 SF	17,495 sf	14,570 sf	12,445 sf	Density will vary based on PUD
Units / Acre	0.50	0.90	1.99	2.49	2.99	3.50	N/A

Compiled by: Lehman & Lehman, Inc. including information provided by the Town of McCordsville

Note that Adjustments were made by the Town on the various densities of each of the Parcels

**Note: Net Developable Area is based on 20% of land being used for infrastructure

2017-2021 Census Pop. / Household = 2.61

31-Jan-23

Map Parcel ID	Acres (Approx.)	Water Quality Buffer or Easement	Net Developable Acres **	Residential Zone	Units per Acre	Potential or Planned Residential Units	Potential Residential Population	Percentage of Development over next 10 Yrs.	Potential 10 Yr. Forecast of Residential Units	Potential 10 Yr. Forecast of Population	Development Location	NOTES
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RR - RURAL RESIDENTIAL

RR-1	36.87	0.00	29.50	RR	0.50	15	38	0%	0	0	Inside Corp. Limits	
RR-2	77.56	0.00	62.04	RR	1.50	93	243	0%	0	0	Outside Corp. Limits	
RR-3	30.02	0.00	24.02	RR	1.50	36	94	0%	0	0	Outside Corp. Limits	
RR-4	40.21	0.00	32.17	RR	1.50	48	126	0%	0	0	Outside Corp. Limits	
RR-5	43.76	0.00	35.00	RR	1.80	63	164	0%	0	0	Outside Corp. Limits	
RR-6	74.37	0.00	59.49	RR	1.80	107	279	0%	0	0	Outside Corp. Limits	
RR-7	33.65	0.00	26.92	RR	1.80	48	126	0%	0	0	Outside Corp. Limits	
RR-8	37.97	0.00	30.38	RR	1.50	46	119	0%	0	0	Outside Corp. Limits	
RR-9	37.69	0.00	30.15	RR	1.50	45	118	0%	0	0	Outside Corp. Limits	
RR-10	38.64	0.00	30.91	RR	1.50	46	121	0%	0	0	Outside Corp. Limits	
RR-11	80.63	4.77	60.69	RR	1.50	91	238	0%	0	0	Outside Corp. Limits	
RR-12	32.66	0.00	26.13	RR	1.50	39	102	0%	0	0	Outside Corp. Limits	
RR-13	80.58	0.00	64.46	RR	2.50	161	421	0%	0	0	Outside Corp. Limits	
RR-14	161.88	31.17	104.57	RR	2.50	261	653	0%	0	0	Outside Corp. Limits	
RR-15	27.74	0.00	22.20	RR	2.00	44	116	50%	22	58	Outside Corp. Limits	
RR-16	115.04	0.00	92.03	RR	2.00	184	480	50%	92	240	Outside Corp. Limits	
RR-17	94.95	0.00	75.96	RR	2.00	152	397	0%	0	0	Outside Corp. Limits	
RR-18	25.57	0.00	20.45	RR	2.00	41	107	0%	0	0	Outside Corp. Limits	

LDR - LOW DENSITY RESIDENTIAL

LDR-1	43.33	0.00	34.66	LDR	2.25	78	204	0%	0	0	Inside Corp. Limits	
LDR-2	28.74	0.00	22.99	LDR	2.00	46	120	100%	46	120	Inside Corp. Limits	
LDR-3	21.62	0.00	17.29	LDR	3.00	52	135	75%	39	102	In & Outside Corp. Limits	
LDR-4	29.37	0.00	23.50	LDR	1.50	35	92	100%	35	92	Outside Corp. Limits	
LDR-5	49.31	0.00	39.45	LDR	1.50	59	154	100%	59	154	Outside Corp. Limits	
LDR-6	40.83	0.00	32.67	LDR	1.50	49	128	0%	0	0	Outside Corp. Limits	
LDR-7	61.84	0.00	49.47	LDR	2.25	111	291	0%	0	0	Outside Corp. Limits	
LDR-8	39.52	0.00	31.61	LDR	3.00	95	248	0%	0	0	Outside Corp. Limits	
LDR-9	59.34	0.76	46.86	LDR	1.75	82	214	25%	21	54	Outside Corp. Limits	
LDR-10	79.63	0.00	63.70	LDR	2.50	159	416	100%	159	416	Outside Corp. Limits	
LDR-11	48.14	0.34	38.24	LDR	3.00	115	299	0%	0	0	Outside Corp. Limits	
LDR-12	27.92	0.00	22.34	LDR	3.00	67	175	0%	0	0	Outside Corp. Limits	
LDR-13	10.44	0.00	8.35	LDR	3.00	25	65	0%	0	0	Outside Corp. Limits	
LDR-14	69.23	0.00	55.38	LDR	1.75	97	253	0%	0	0	Outside Corp. Limits	
LDR-15	75.29	0.00	60.23	LDR	2.00	120	314	0%	0	0	Outside Corp. Limits	
LDR-16	76.96	0.58	61.10	LDR	2.25	137	359	0%	0	0	Outside Corp. Limits	
LDR-17	79.62	0.05	63.65	LDR	2.00	127	332	0%	0	0	Outside Corp. Limits	
LDR-18	39.91	0.00	31.93	LDR	1.75	56	146	0%	0	0	Outside Corp. Limits	
LDR-19	36.26	0.00	29.00	LDR	1.75	51	132	0%	0	0	Outside Corp. Limits	
LDR-20	38.56	0.00	30.85	LDR	1.50	46	121	0%	0	0	Outside Corp. Limits	
LDR-21	39.99	0.00	31.99	LDR	1.80	58	150	0%	0	0	Outside Corp. Limits	
LDR-22	38.93	0.00	31.14	LDR	1.80	56	146	0%	0	0	Outside Corp. Limits	
LDR-23	39.83	0.00	31.86	LDR	1.50	48	125	0%	0	0	Outside Corp. Limits	
LDR-24	70.44	0.00	56.35	LDR	1.50	85	221	0%	0	0	Outside Corp. Limits	
LDR-25	81.75	0.00	65.40	LDR	1.80	118	307	50%	59	154	Outside Corp. Limits	
LDR-26	68.66	14.90	43.01	LDR	1.20	52	135	0%	0	0	Inside Corp. Limits	
LDR-27	69.23	0.00	55.39	LDR	2.50	138	361	50%	69	181	Outside Corp. Limits	
LDR-28	82.01	0.00	65.61	LDR	2.75	180	471	100%	180	471	Outside Corp. Limits	
LDR-29	80.55	0.00	64.44	LDR	2.50	161	420	25%	40	105	Outside Corp. Limits	
LDR-30	82.04	0.00	65.63	LDR	2.75	180	471	50%	90	236	Outside Corp. Limits	
LDR-31	40.82	0.00	32.65	LDR	2.75	90	234	50%	45	117	Outside Corp. Limits	
LDR-32	41.78	0.00	33.42	LDR	2.75	92	240	0%	0	0	Outside Corp. Limits	
LDR-33	36.27	0.00	29.02	LDR	2.50	73	189	50%	36	95	Outside Corp. Limits	
LDR-34	44.58	0.00	35.66	LDR	2.50	89	233	100%	89	233	Outside Corp. Limits	
LDR-35	81.79	0.00	65.43	LDR	2.50	164	427	0%	0	0	Outside Corp. Limits	
LDR-36	85.27	0.00	68.22	LDR	2.20	150	392	100%	150	392	Outside Corp. Limits	

Table 2– McCordsville Potential Residential Growth Work Sheet of Undeveloped Land Parcels
– Source: Town of McCordsville

McCordsville Recreation Zone Improvement Plan Study

Town of McCordsville – Potential Residential Growth Work Sheet

Planning Area Zones:

	Rural Residential	Low Density Residential	Low-Medium Density Residential	Medium Density Residential	Medium-High Density Residential	Mixed-Use	PUD
Average Lot Size	87,120 SF	48,400	21,890 SF	17,495 sf	14,570 sf	12,445 sf	Density will vary based on PUD
Units / Acre	0.50	0.90	1.99	2.49	2.99	3.50	N/A

Compiled by: Lehman & Lehman, Inc. including information provided by the Town of McCordsville

Note that Adjustments were made by the Town on the various densities of each of the Parcels

**Note: Net Developable Area is based on 20% of land being used for infrastructure

2017-2021 Census Pop. / Household =

31-Jan-23

Map Parcel ID	Acres (Approx.)	Water Quality Buffer or Easement	Net Developable Acres **	Residential Zone	Units per Acre	Potential or Planned Residential Units	Potential Residential Population	Percentage of Development over next 10 Yrs.	Potential 10 Yr. Forecast of Residential Units	Potential 10 Yr. Forecast of Population	Development Location	NOTES
LMDR - LOW DENSITY RESIDENTIAL												
LMDR-1	14.67	0.00	11.73	LMDR	2.25	26	69	100%	26	69	Inside Corp. Limits	
LMDR-2	9.64	0.00	7.71	LMDR	2.00	15	40	0%	0	0	Inside Corp. Limits	
LMDR-3	36.70	0.00	29.36	LMDR	2.00	59	153	100%	59	153	Inside Corp. Limits	
LMDR-4	38.76	0.00	31.01	LMDR	2.00	62	162	25%	16	40	Inside Corp. Limits	
LMDR-5	17.01	5.12	9.51	LMDR	2.00	19	50	100%	19	50	Inside Corp. Limits	
LMDR-6	27.46	5.73	17.38	LMDR	2.00	35	91	0%	0	0	Inside Corp. Limits	
LMDR-7	45.01	8.43	29.26	LMDR	2.50	73	191	0%	0	0	Inside Corp. Limits	
LMDR-8	34.13	0.00	27.30	LMDR	3.00	82	214	50%	41	107	Inside Corp. Limits	
LMDR-9	45.70	2.31	34.71	LMDR	2.00	69	181	100%	69	181	Inside Corp. Limits	
LMDR-10	9.93	0.00	7.94	LMDR	2.50	20	52	0%	0	0	Inside Corp. Limits	
LMDR-11	33.95	11.55	17.92	LMDR	3.00	54	140	100%	54	140	Outside Corp. Limits	
LMDR-12	58.32	0.00	46.65	LMDR	2.50	117	304	50%	58	152	Outside Corp. Limits	
LMDR-13	26.60	0.00	21.28	LMDR	2.00	43	111	0%	0	0	Outside Corp. Limits	
LMDR-14	26.15	0.00	20.92	LMDR	1.50	31	82	0%	0	0	Outside Corp. Limits	
LMDR-15	52.47	3.25	39.37	LMDR	1.50	59	154	25%	15	39	Outside Corp. Limits	
LMDR-16	21.40	0.00	17.12	LMDR	2.50	43	112	25%	11	28	Inside Corp. Limits	
LMDR-17	78.10	0.00	62.48	LMDR	2.25	141	367	25%	35	92	Inside Corp. Limits	
LMDR-18	22.68	0.00	18.14	LMDR	3.00	54	142	100%	54	142	Inside Corp. Limits	
MU - MIXED USE												
MU-1	44.35	2.25	33.68	MU	15.00	505	1,319	75%	379	989	Inside Corp. Limits	
MU-2	39.23	0.00	31.39	MU	2.50	78	205	75%	59	154	Inside Corp. Limits	
MU-3	30.53	0.00	24.42	MU	24.00	586	1,530	0%	0	0	Inside Corp. Limits	
MU-4	49.13	5.19	35.15	MU	2.00	70	183	100%	70	183	Inside Corp. Limits	
MU-5	39.83	0.00	31.87	MU	6.00	191	499	50%	96	250	Inside Corp. Limits	
Totals	3,771		2,940			7,105	18,545	30.93%	2,198	5,737		

Table 2 (Continued) – McCordsville Potential Residential Growth Work Sheet of Undeveloped Land Parcels
– Source: Town of McCordsville



McCordsville Recreation Zone Improvement Plan Study

Similarly **Table 3** identifies the existing, or planned residential developments within the Town. These existing subdivisions currently contain vacant lots for development. The Town provided this inventory information to the Consultant for inclusion with this analysis. In the same fashion as the analysis in **Table 2** assumptions were made on these developments' 10-year build out.

Existing Residential Developments Inventory

31-Jan-23

Compiled by: Lehman & Lehman, Inc. including information provided by the Town of McCordsville

Existing Residential Developments (PUDs)	Total Lots or Units (if known)	Unbuilt Lots or Units	Potential Residential Population	Percentage of Development over next 10 Yrs.	Potential 10 Yr. Forecast of Residential Units	Potential 10 Yr. Forecast of Population
<i>Austin Trace</i>	315	<i>Built Out</i>	0	0%		
<i>Bay Creek East</i>	214	<i>Built Out</i>	0	0%		
<i>Bay Creek</i>	308	<i>Built Out</i>	0	0%		
Boucher Zoning	90	90	235	0%	0	0
<i>Champion Lake</i>	17	<i>Built Out</i>	0	0%		
Colonnade	276	276	720	75%	207	540
<i>Deer Crossing</i>	270	<i>Built Out</i>	0	0%		
<i>Emerald Springs</i>	322	<i>Built Out</i>	0	0%		
Enclave at Deer Crossing	22	22	57	100%	22	57
<i>Gardens on Gateway Senior Apts</i>	119	<i>Built Out</i>	0	0%		
<i>Gateway Crossing</i>	158	<i>Built Out</i>	0	0%		
Gateway Crossing Apartments	160	128	334	100%	128	334
Gatherings (Age-restricted)	170	170	444	100%	170	444
<i>Geist Woods Estates</i>	82	<i>Built Out</i>	0	0%		
Hampton Walk	345	345	900	75%	259	675
Haven Ponds	249	249	650	75%	187	487
Jacobi Farms	540	540	1,409	25%	135	352
McCorde Pointe	312	21	55	100%	21	55
Meadows at Sagebrook	138	1	3	100%	1	3
<i>Oakcrest</i>	55	<i>Built Out</i>	0	0%		
Pine Vail Estates	78	4	10	100%	4	10
Preserve at Brookside	98	98	256	100%	98	256
<i>Sagebrook</i>	169	<i>Built Out</i>	0	0%		
Shadow Trace	237	237	619	50%	119	309
<i>Stone Grove</i>	34	<i>Built Out</i>	0	0%		
Sycamore Drive	152	152	397	100%	152	397
Summerton	287	287	749	100%	287	749
Rivendell	272	272	710	25%	68	177
Tatom PUD	129	129	337	75%	97	253
<i>Traditions at Brookside Asst. Living</i>	115	<i>Built Out</i>	0	0%		
<i>Traditions at Brookside Senior Apts</i>	42	<i>Built Out</i>	0	0%		
Villages at Brookside Single-family	356	20	52	100%	20	52
Villages at Brookside Duplexes	62	62	162	0%	0	0
Villages at Brookside Townhomes	159	159	415	25%	40	104
Vintner's Park	127	127	331	75%	95	249
Weavers Landing	202	5	13	100%	5	13
<i>WoodHaven</i>	358	<i>Built Out</i>	0	0%		
TOTALS:	7,039	3,394	8,858	62.28%	2,114	5,517

Table 3 – McCordsville Potential Residential Growth Work Sheet of Existing Developments
– Source: Town of McCordsville

McCordsville Recreation Zone Improvement Plan Study

Summary of Residential Development Potential

When combining the information from the previous two tables the summary provides a forecast of both a 10-year population growth and a build out population projection within the current corporate limits of the Town. The summary of the Town's Residential growth potential is illustrated in **Table 4** below. This summary projects a 10-year population growth of new residential development of 4,312 units or an additional 11,254 persons. The findings indicate that the Town will grow, in population, from 10,955 in 2022 to a total population of 22,209 by the year 2032.

Town of McCordsville – Potential Residential Growth

28-Feb-23

Compiled by: Lehman & Lehman, Inc. including information provided by the Town of McCordsville

Potential Residential Growth Summary	Potential Residential Units	Potential Residential Population	Percentage of Development over next 10 Yrs.	Potential 10 Yr. Forecast of Residential Units	Potential 10 Yr. Forecast of Population
Potential Residential Build Out (Parcels)	7,105	18,545	30.93%	2,198	5,737
Existing Residential Developments	3,394	8,858	62.28%	2,114	5,517
Total Estimated Residential Growth:	10,499	27,403	41.07%	4,312	11,254
Estimated 2022 Population of McCordsville:	10,955		10,955		
Current Population + Buildout TOTALS:	38,358		Projected 2032 TOTALS: 22,209		

Table 4 – Potential Residential Growth Summary



McCordsville's Town Center (image courtesy of Context Design)

Expectations of Population Growth / Residential Building Permit Projections

From the previous analysis the population growth forecast over the next 10 years is tabulated in the following tables and includes projected new residential building permits applying the 2.61 persons per household established in 2017-2021 Census. The following **Table 5** illustrates the historical population growth over the previous decades and forecasts of population growth over the next 10-year period.

Town of McCordsville Population

28-Feb-23

Current and Projected – All Development Potential (within the Town Limits)

2017-2021 Census of Persons per Household = **2.61**

	2000	2010	2020	2022	2023	2024	2025
Total Town of McCordsville	1,134	4,797	8,503	10,955	11,475	12,078	12,772
Annual Growth Rate (Est.)					4.75%	5.25%	5.75%
Households (at 2.61 / house)	434	1,838	3,258	4,197	4,397	4,628	4,894
Total New Households					199	231	266
Growth / Year (Persons)					520	602	694

10,955	2026	2027	2028	2029	2030	2031	2032
Total Town of McCordsville	13,571	14,487	15,551	16,811	18,299	20,074	22,209
Annual Growth Rate (Est.)	6.25%	6.75%	7.35%	8.10%	8.85%	9.70%	10.64%
Households (at 2.61 / house)	5,199	5,550	5,958	6,441	7,011	7,691	8,509
Total New Households	306	351	408	483	570	680	818
Growth Per Year (Persons)	798	916	1,065	1,260	1,488	1,775	2,135

Population Scenario		
Year	New Building Permits	New Pop.
2023	199	520
2024	231	602
2025	266	694
2026	306	798
2027	351	916
2028	408	1,065
2029	483	1,260
2030	570	1,488
2031	680	1,775
2032	818	2,135
Total:	4,312	11,254
Average:	431	1,125

7.34% = assumed average annual growth rate

Table 5 – Current and Projected Population and Building Permit Growth

Included in the above table is a projected annual growth rate for the Impact Zone. This growth rate percentage factors in the relative flat growth the state, and country, is experiencing in the housing market. It does project an annual growth rate that best matches the growth strategies in the previous section of this study. The overall growth projection is 4,312 residential units (11,254 persons) with an annual ten-year growth rate of 7.34%. This growth assumes that other development infrastructure components (public utilities, roads, drainage, etc.) will be implemented in advance, or in conjunction with, the residential developments.

Note that since Park Impact Fees cannot be collected until six months after the ordinance is approved the revenue calculations for building permits will not include those projected in the six months after the ordinance approval.



McCordsville Recreation Zone Improvement Plan Study

Following is **Figure 6** that illustrates the historical growth of the Town and the projected growth over the coming ten years.

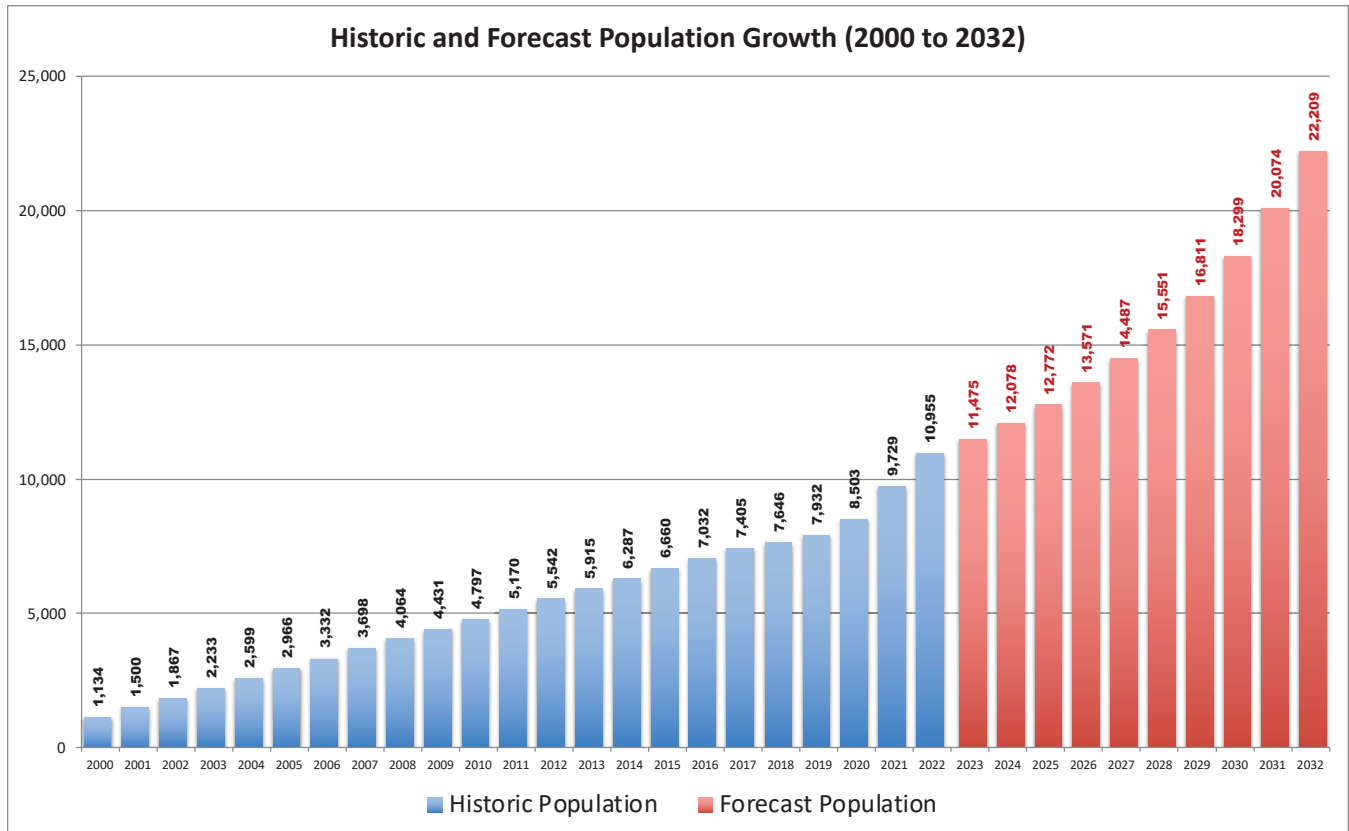


Figure 6 – Historic and Projected Population of the Town of McCordsville



Existing Infrastructure of Park Land

Park Land – Current Level of Service [IC 36-7-4-1318 (b)(2)]

Park Sites and Acreage Needed

Typically Park Master Plans categorize parks as block, neighborhood, community or special parks, depending on the size of the park and the population that the park is intended to serve. The park types can also be defined by not only the acres but also by the components found in the parks themselves. The following definitions are consistent with those found in the current Park and Recreation industry.

Definitions:

- **Block Park** – A small park located within residential areas that serves concentrated or limited population. Typical size is less than 5 acres of land.
- **Neighborhood Park** – An area that provides recreation opportunities within walking distance of residents. Typical size is between 5 and 50 acres of land.
- **Community Park** – An area that provides recreation opportunities for two or more neighborhoods. Typical size is between 51 and 400 acres of land.
- **Special Park** – An area that provides recreation resources and opportunities to all local communities as well as those within the local region. This park type could be a preservation area as well as linear trail and greenway system. Typical size is 100+ acres of land.

Table 6, Park Site Inventory, provides an inventory of the parks, their acres, type and location within the existing impact zone.

McCordsville – Park Inventory

Park Department Facilities	Acres	Park Type
Town Hall Community Park	5.00	Community
Town Nature Preserve	4.00	Special
Old School Park	3.00	Community
McCord Pointe Park	2.00	Community
SUBTOTAL	14.00	

Park Type	Acres	Percentage
Community Park Acres	10.00	71.43%
Neighborhood Park Acres	0.00	0.00%
Block Park Acres	0.00	0.00%
Special / Linear Park Acres	4.00	28.57%
TOTALS	14.00	100.00%

Developed Parks	Acres	Percentage
Developed Park Acres	12.00	85.71%
Undeveloped Park Acres	2.00	14.29%
TOTALS	14.00	100.00%

Totals Do **Not** Include "Other"/"School" Facilities Acres

Table 6 – Park Site Inventory

McCordsville Recreation Zone Improvement Plan Study

There are standards that exist for the amount of acres of various park/open space lands for each of the above park types. The total existing Town park acreage (*not including parks in existing subdivisions, open space on school properties*) equals 14.00 acres. There are two reasons that existing recreation components and parks found in existing subdivisions are not included in this tally: 1) these recreation and open spaces are not part of the Town's Park System and 2) these facilities were sized and developed for use by the residents of that particular development and were not intended for usage by the overall community. When applying the current population against the acreage inventory it calculates out to a current level of service of 1.22 acres per 1,000 persons (refer to **Table 7**).

The Advisory Committee recommended, for the purpose of this study, that the McCordsville Community Level of Service for Park and Open Space land be established at 5.00 acres per 1,000 persons. While this may not be the desired Community Level of Service in the future the Committee felt it allowed the Town to increase its standards during the course of this study. The Committee also felt that this less aggressive level of service step of increase would allow the Town to have financial resources available for the development of various park amenities without a burden of a higher standard.

The following **Table 7** illustrates the surpluses and deficiencies of land for park and open space purposes for one Impact Zone. The upper portion of the table illustrates how each park type acres would be analyzed individually. Note that the standards used, in Column D, are typical for communities in Indiana. This standard combinations equals 8.00 acres / 1,000 persons. The bottom portion of the table indicates the McCordsville Community Level of Service of 5.00 acres / 1,000. Based on the current 2022 inventory and applying the 5.00 acres / 1,000 persons (the 2023 population) there will be a deficiency of 43.38 acres in 2023. And, in order to meet the standard for the projected population there will be a need for an additional 53.67 acres of park and open space in 2032.

The Town should consider actively pursuing the acquisition of park land in the coming years so that the then Current Level of Service determined at the next RIF Update Study will edge a higher acres per 1,000 persons.

The Advisory Committee recommended retaining the Current Level of Service as the McCordsville Standard (Community Level of Service) for Park and Open Space land as 5.00 acres per 1,000 persons.



McCordsville Recreation Zone Improvement Plan Study

McCordsville – Park Impact Fee – Park System Analysis

LAND INVENTORY – CURRENT LEVEL OF SERVICE

28-Feb-23

Town Wide Analysis						Estimated 2023 and Projected Populations =	11,475	22,209
A	B	C	D	E	F	G	H	
Park Type	Typical Park Size (Acres)	Total Existing Acreage	Acres Standards / 1,000	Current Acreage Stds./1,000	Current Acreage Needs	2023 Surplus or Deficiency	2032 Needed if current deficiency IS met	
Block Park	1 to 5	0.00	0.50	0.00	5.74	(5.74)	(5.37)	
Neighborhood Park	4 to 15	0.00	1.50	0.00	17.21	(17.21)	(16.10)	
Community Park	10 to 70	10.00	5.00	0.87	57.38	(47.38)	(53.67)	
Special / Linear Parks	2.00	4.00	1.00	0.35	11.48	(7.48)	(10.73)	
Total Surplus or Deficiency		14.00	8.00	1.22	91.80	(77.80)	(85.87)	

Data updated from the Park and Recreation Master Plan.

Using the Current Land Inventory as the Standard for Park Land and Open Space the Acres Standard per 1,000 persons would be (includes current population) =	1.22
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LAND INVENTORY – COMMUNITY LEVEL OF SERVICE

LAND INVENTORY - COMMUNITY LEVEL OF SERVICE						2032 Pop.	
McCordsville Acres Standard						Populations = 11,475	22,209
I	J	K	L	M	N	O	
Park Type	Total Existing Acreage	Community Level of Service - Acres Standards / 1,000	2023 Acreage Needs	2023 Surplus or Deficiency	2032 Acreage Needs	2032 Needed if current deficiency IS met	
Total Surplus or Deficiency	14.00	5.00	57.38	(43.38)	111.04	(53.67)	

Suggestion standard acres / 1,000 persons -----^

Table 7 – Land Inventory – Current Level of Service and Community Level of Service

In many communities the utilization of school sites and facilities is factored in to help meet future park needs reducing both the total cost of the park system and the amount of the impact fee needed to help pay for the system. Such strategies, involving the municipality and School Districts, have worked cooperatively with each other, developing land jointly and sharing facilities whenever possible for the mutual benefit of the municipality and the School District. Such intergovernmental cooperation has led to the development of schools and parks adjacent to one another. In this way, for example, the same ball field might be used during school hours for physical education classes and during non-school hours for Town-sponsored league play.

This collaborative strategy model should be explored by the Town and the School District to determine how best to move forward. The Town and the School Board should give consideration in the future the establishment of formal Memoranda of Understanding for shared uses of sites and facilities for each entity's programming and public use. This will have a significant impact on the community levels of service for the McCordsville's community. It is also important to note that in order to satisfy requirements in the State impact fee legislation, the Town would not be able to use money collected from the proposed impact fee to help pay for acreage needed to overcome a current deficiency. With respect to land acquisition, money generated by the impact fee can be used only toward acquiring the various acreage needed to meet the future needs resulting from projected population growth.

Existing Infrastructure of Recreation Facilities

Park Facilities and Current Level of Service [IC 36-7-4-1318 (b)(2)]

In order to know whether existing park and recreation facilities are adequate to meet the needs of the current population, the Town established standards for the amount of various types of facilities needed to serve a given amount of population. The desirable local standards for the various types of facilities are stated in the column titled "McCordsville Community Level of Service" in the following table.

For example, the Town has established a standard for multi purpose fields that calls for one (1) multi purpose fields for every 8,000 persons. Refinements were given on the standards for each recreation facility component from that of the Park Master Plan Update. The inventory of recreation components found within the Park System and those found in the community as a whole can be found in **Appendix E: Park and Recreation Infrastructure Inventory**. [IC 36-7-4-1318 (b)(1)]

In tallying the recreation facilities the Advisory Committee included both the facilities of the McCordsville Parks and Recreation as well as those other recreation facilities serving the public found within the community. These two inventories are tallied and included in **Table 8 [IC 36-7-4-1318 (b)(2)]**. The recreation facility standards were updated from the previous five-year master plan. New standards were established for the additional recreation facilities added to this list. State and/or National standards were used as a reference but much analysis was done as to the current inventory and the community needs for each of the facilities.

The application of the local standard to the current population enables the current need to be established and surpluses or deficiencies calculated. The various columns in the top of **Table 8** show:

1. *The recreation facility component being considered (Column A)*
2. *The standard for the number of persons that each facility should serve (Column B)*
3. *Total existing number of each type of recreational facility (i.e. baseball fields, softball fields, basketball courts, tennis courts, etc.) in both the Park System as well as public facilities in the community (Columns E and F)*
4. *The needed number of each facility type based on application of the standard to the present population (Column H)*
5. *The surplus or deficiency of each facility relative to current population, based on the applicable standard (Column J)*

For example, referring to multi purpose fields in **Table 8**, there are one (1) multi purpose field as part of the Park System (Column E) and an additional one (1) multi purpose fields in the community (Column F). In meeting the current Community Level of Service the Town should have 1.43 multi purpose fields (Column H). This analysis will be important in applying priorities to each of the recreation components.

The Consultant worked with the Town Staff in establishing priorities of recreation components. These priorities were established based on the Park Department's perception, user feedback from the community, etc. along with which components might best benefit in the inclusion of the Park Impact Fees. The priority ranking was "A"-Top Priority, "B"-High Priority, and "C"-Low Priority. The Advisory Committee and Park Department selected seven (7) infrastructure components as the "A" priorities that were Multi Purpose Fields, Tennis / Pickleball Courts, Basketball Goals, Park Shelters, Community Playgrounds, Trails, and Park Acres. Those priorities are illustrated in the shaded lines in the following table.

McCordsville Recreation Zone Improvement Plan Study

The following **Table 8** represents the Facility Inventory and Needs projections for the current and future populations. This table is the inventory and needs for the Impact Zone and it indicates the McCordsville Recreation Standards, the current number of facility components, the needed component number based on both current and future populations and the surplus or deficiency of the recreation component. This table also includes the parkland (acres) component.

McCordsville – Park Impact Fee – Park System Analysis

FACILITY INVENTORY AND NEEDS – One Impact Zone Area

3/1/23

One Impact Zone Area														11,475 = Estimated 2023 Pop.	22,209 = Projected 2032 Pop.
A	B	C	D	E	F	G	H	I	J	K	L	M	N		
Facility	McCordsville Community Level of Service	Community Level of Service / 1,000 Pop.	Current Level of Service / 1,000 Pop.	Current Facilities in the Park Dept.*	Current Facilities within the Comm.	Total Inventory of Facilities	Community Level of Service (2023 pop.)	2023 Surplus or Deficiency	Current Deficiencies (Community Level of Service)	2023 Surplus or Deficiency (CLS) Factor All Facilities	Community Level of Service 2032 Needs	2032 Needed if current deficiency is met	2032 Needs (Community Level of Service)	Priority (Per Park Dept.) 2018	
Baseball Diamonds	1/10,000	0.10	0.09	1.00	2.00	3.00	1.15	(0.15)	0.15	1.85	2.22	(1.07)	1.07		
Softball Diamonds	1/10,000	0.10	0.00	0.00	0.00	0.00	1.15	(1.15)	1.15	(1.15)	2.22	(1.07)	1.07		
Multi Purpose Fields	1/8,000	0.13	0.09	1.00	1.00	2.00	1.43	(0.43)	0.43	0.57	2.78	(1.34)	1.34	A	
Soccer Fields	1/4,000	0.25	0.00	0.00	0.00	0.00	2.87	(2.87)	2.87	(2.87)	5.55	(2.68)	2.68		
Tennis Courts / Pickleball Courts	1/10,000	0.10	0.09	1.00	1.00	2.00	1.15	(0.15)	0.15	0.85	2.22	(1.07)	1.07	A	
Running / Walking Track (Comm)	1/80,000	0.01	0.00	0.00	1.00	1.00	0.14	(0.14)	0.14	0.86	0.28	(0.13)	0.13		
Basketball Goals (outdoors)	1/5,000	0.20	0.17	2.00	10.00	12.00	2.30	(0.30)	0.30	9.70	4.44	(2.15)	2.15	A	
Volleyball Courts (outdoors)	1/15,000	0.07	0.00	0.00	0.00	0.00	0.77	(0.77)	0.77	(0.77)	1.48	(0.72)	0.72		
Skate/Bike Park (Neighborhood)	1/40,000	0.03	0.00	0.00	0.00	0.00	0.29	(0.29)	0.29	(0.29)	0.56	(0.27)	0.27		
Climbing / Challenge Elements	1/20,000	0.05	0.00	0.00	0.00	0.00	0.57	(0.57)	0.57	(0.57)	1.11	(0.54)	0.54		
Park Shelters	1/3,000	0.33	0.17	2.00	1.00	3.00	3.83	(1.83)	1.83	(0.83)	7.40	(3.58)	3.58	A	
Park Restrooms	1/4,000	0.25	0.00	0.00	0.00	0.00	2.87	(2.87)	2.87	(2.87)	5.55	(2.68)	2.68		
Interpretive Center	1/30,000	0.03	0.00	0.00	0.00	0.00	0.38	(0.38)	0.38	(0.38)	0.74	(0.36)	0.36		
Environmental Center	1/50,000	0.02	0.00	0.00	0.00	0.00	0.23	(0.23)	0.23	(0.23)	0.44	(0.21)	0.21		
Outdoor Entertainment Venue	1/60,000	0.02	0.00	0.00	0.00	0.00	0.19	(0.19)	0.19	(0.19)	0.37	(0.18)	0.18		
Recreation Centers (Neighborhood)	1/80,000	0.01	0.00	0.00	1.00	1.00	0.14	(0.14)	0.14	0.86	0.28	(0.13)	0.13		
Playgrounds (Comm./Destination)	1/12,000	0.08	0.09	1.00	0.00	1.00	0.96	0.04	0.00	0.04	1.85	(0.85)	0.85	A	
Playgrounds (Neighborhood)	1/7,500	0.13	0.00	0.00	9.00	9.00	1.53	(1.53)	1.53	7.47	2.96	(1.43)	1.43		
Skating Rinks (hockey)	1/100,000	0.01	0.00	0.00	0.00	0.00	0.11	(0.11)	0.11	(0.11)	0.22	(0.11)	0.11		
Skating Area (non-hockey)	1/80,000	0.01	0.00	0.00	0.00	0.00	0.14	(0.14)	0.14	(0.14)	0.28	(0.13)	0.13		
Swim. Pool / Aquatics Facilities	1/30,000	0.03	0.00	0.00	6.00	6.00	0.38	(0.38)	0.38	5.62	0.74	(0.36)	0.36		
Sprayground / SplashPad	1/25,000	0.04	0.00	0.00	0.00	0.00	0.46	(0.46)	0.46	(0.46)	0.89	(0.43)	0.43		
Golf Course 18-hole	1/50,000	0.02	0.00	0.00	0.00	0.00	0.23	(0.23)	0.23	(0.23)	0.44	(0.21)	0.21		
Driving Range	1/70,000	0.01	0.00	0.00	0.00	0.00	0.16	(0.16)	0.16	(0.16)	0.32	(0.15)	0.15		
Disc Golf (18-holes)	1/30,000	0.03	0.00	0.00	0.00	0.00	0.38	(0.38)	0.38	(0.38)	0.74	(0.36)	0.36		
Dog Park Area	1/50,000	0.02	0.00	0.00	0.00	0.00	0.23	(0.23)	0.23	(0.23)	0.44	(0.21)	0.21		
Maintenance Facilities (Hub)	1/30,000	0.03	0.00	0.00	0.00	0.00	0.38	(0.38)	0.38	(0.38)	0.74	(0.36)	0.36		
Maintenance Facilities (Satellite)	1/30,000	0.03	0.00	0.00	0.00	0.00	0.38	(0.38)	0.38	(0.38)	0.74	(0.36)	0.36		
Multi-Use / Nature Pathways (miles)	1.5 mile / 1,000	1.50	0.72	8.22	3.30	11.52	17.21	(8.99)	8.99	(5.69)	33.31	(16.10)	16.10	A	
Park / Open Space Acres	5.00 ac. / 1,000	5.00	1.22	14.00	3.00	17.00	57.38	(43.38)	43.38	(40.38)	111.04	(53.67)	53.67	A	
														DEVELOPMENT PRIORITY:	
														Top Priority	
														High Priority	

* Current Facilities Data updated from information provided by the Park Department.

Table 8 – Facilities Inventory and Needs

Table 8 contains current level of recreation service offered by McCordsville. The Advisory Committee reviewed and established Community Level of Service, to reflect the desired needs of the various recreational infrastructure components. These standards are based on current assumptions of the needs of the community so they need to be reviewed annually by the Park Board. Current facilities not part of the Park System but found within the zone were also noted. Many of these non-park system components serve a need in the level of service. Therefore, the standards used reflect the impact of all recreation infrastructure components to the level of service found within the community. Again, only the inventory of the Park System was used in determining the current deficiencies and future needs reflected in the Park Impact Fee analysis.

As was suggested with the park land inventory, it is again recommended that the Town, the School Board and other recreation providers give consideration in the establishment of formal Memoranda of Understanding for shared uses of sites and facilities for each entity's programming and public use. This will have a significant impact on the community levels of service for the McCordsville's community. It was noted, in this study, that many of the school facilities used by McCordsville students are located outside of the Town's boundaries. Such collaboration between the School District and the Town may best be achieved with school facilities within the McCordsville Planning District.

For the purposes of this study analysis the current and future needs and their related costs were leveraged using the prioritized recreation components.

McCordsville Recreation Zone Improvement Plan Study

Park Facilities – Community Level of Service [IC 36-7-4-1318 (b)(3)]

Summary of Park Facilities Analysis

The number and types of recreational facilities needed currently and in the future were determined using the standards established earlier in the plan and applied to only those components found within the Park System. To overcome current deficiencies the Town needs to add the recreation components listed under current deficiencies over the next ten-year period through funding outside of Park Impact Fees. (Note the recreation components have been arranged by priority.)

To meet the 2032 projected growth and factoring in that the current deficiencies will be met, the Town will need to add to its Park System the recreation components listed under future needs over the next ten-year period, using PIF proceeds. (Note the components have been listed in priority groupings in **Table 9**.)

Current Deficiencies and Future Needs

Current Deficiencies and Future Needs			
Current Deficiencies (2023)		Future Needs (2032)	
"A" Priorities	Number	"A" Priorities	Number
Multi Purpose Fields	0.43	Multi Purpose Fields	1.34
Tennis Courts / Pickleball Courts	0.15	Tennis Courts / Pickleball Courts	1.07
Basketball Goals (outdoors)	0.30	Basketball Goals (outdoors)	2.15
Park Shelters	1.83	Park Shelters	3.58
Playgrounds (Comm./Destination)	0.00	Playgrounds (Comm./Destination)	0.85
Multi-Use / Nature Pathways (miles)	8.99	Multi-Use / Nature Pathways (miles)	16.10
Park / Open Space Acres	43.38	Park / Open Space Acres	53.67
Remaining Priorities	Number	Remaining Priorities	Number
Baseball Diamonds	0.15	Baseball Diamonds	1.07
Softball Diamonds	1.15	Softball Diamonds	1.07
Soccer Fields	2.87	Soccer Fields	2.68
Running / Walking Track (Comm)	0.14	Running / Walking Track (Comm)	0.13
Volleyball Courts (outdoors)	0.77	Volleyball Courts (outdoors)	0.72
Skate/Bike Park (Neighborhood)	0.29	Skate/Bike Park (Neighborhood)	0.27
Climbing / Challenge Elements	0.57	Climbing / Challenge Elements	0.54
Park Restrooms	2.87	Park Restrooms	2.68
Interpretive Center	0.38	Interpretive Center	0.36
Environmental Center	0.23	Environmental Center	0.21
Outdoor Entertainment Venue	0.19	Outdoor Entertainment Venue	0.18
Recreation Centers (Neighborhood)	0.14	Recreation Centers (Neighborhood)	0.13
Playgrounds (Neighborhood)	1.53	Playgrounds (Neighborhood)	1.43
Skating Rinks (hockey)	0.11	Skating Rinks (hockey)	0.11
Skating Area (non-hockey)	0.14	Skating Area (non-hockey)	0.13
Swim. Pool / Aquatics Facilities	0.38	Swim. Pool / Aquatics Facilities	0.36
Sprayground / SplashPad	0.46	Sprayground / SplashPad	0.43
Golf Course 18-hole	0.23	Golf Course 18-hole	0.21
Driving Range	0.16	Driving Range	0.15
Disc Golf (18-holes)	0.38	Disc Golf (18-holes)	0.36
Dog Park Area	0.23	Dog Park Area	0.21
Maintenance Facilities (Hub)	0.38	Maintenance Facilities (Hub)	0.36
Maintenance Facilities (Satellite)	0.38	Maintenance Facilities (Satellite)	0.36

Table 9 – Current Deficiencies and Future Needs

McCordsville Recreation Zone Improvement Plan Study

Acreage Needed for New Facilities – Community Level of Service

The new recreation components that will fill both the current deficiencies and future needs will require land area for their development. Keep in mind that the new components can be sited within existing parkland as well as in new parkland. The following table (**Table 10**) indicates the approximate acreage required for each of the deficient recreation components in one Impact Zone. In addition, the prioritized groupings of the recreation components have been summarized at the bottom of the table.

When applying the size needs for all of the recreation components the current deficiencies will require approximately 147.57 acres (43.08 acres of “A” Priorities not including the new land component). The future needs for all of the recreation components will require approximately 195.07 acres (not including the future need of 53.67 acres) with 80.77 acres of “A” Priorities. (Note: the purpose of this table is to illustrate the amount of land space required to accommodate the recreation facility. Thus, the reason for not including the land component in the totals).

McCordsville – Park Impact Fee – Park System Analysis

ACREAGE NEEDS FOR RECREATION COMPONENTS

Recreation Components	Approximate Acres Required for Facility	Acres with a 15% Contingency Added	2023 Facility Needs	2023 Acres Needed	2032 Facility Needs	2032 Acres Needed of Future Populations	Priorities (Per Dept.)
A	B	C	D	E	F	G	H
Baseball Diamonds	3.23	3.71	0.15	0.55	1.07	3.99	
Softball Diamonds	2.25	2.59	1.15	2.97	1.07	2.78	
Multi Purpose Fields	2.07	2.38	0.43	1.03	1.34	3.19	A
Soccer Fields	0.17	0.20	2.87	0.56	2.68	0.52	
Tennis Courts / Pickleball Courts	2.07	2.38	0.15	0.35	1.07	2.56	A
Running / Walking Track (Comm)	0.20	0.23	0.14	0.03	0.13	0.03	
Basketball Goals (outdoors)	0.10	0.12	0.30	0.03	2.15	0.25	A
Volleyball Courts (outdoors)	0.35	0.40	0.77	0.31	0.72	0.29	
Skate/Bike Park (Neighborhood)	0.10	0.12	0.29	0.03	0.27	0.03	
Climbing / Challenge Elements	0.10	0.12	0.57	0.07	0.54	0.06	
Park Shelters	0.10	0.12	1.83	0.21	3.58	0.41	A
Park Restrooms	1.50	1.73	2.87	4.95	2.68	4.63	
Interpretive Center	3.00	3.45	0.38	1.32	0.36	1.23	
Environmental Center	1.50	1.73	0.23	0.40	0.21	0.37	
Outdoor Entertainment Venue	0.50	0.58	0.19	0.11	0.18	0.10	
Recreation Centers (Neighborhood)	0.30	0.35	0.14	0.05	0.13	0.05	
Playgrounds (Comm./Destination)	0.15	0.17	0.00	0.00	0.85	0.15	A
Playgrounds (Neighborhood)	2.00	2.30	1.53	3.52	1.43	3.29	
Skating Rinks (hockey)	0.26	0.30	0.11	0.03	0.11	0.03	
Skating Area (non-hockey)	15.00	17.25	0.14	2.47	0.13	2.31	
Swim. Pool / Aquatics Facilities	0.50	0.58	0.38	0.22	0.36	0.21	
Sprayground / SplashPad	0.15	0.17	0.46	0.08	0.43	0.07	
Golf Course 18-hole	135.00	155.25	0.23	35.63	0.21	33.33	
Driving Range	30.00	34.50	0.16	5.66	0.15	5.29	
Disc Golf (18-holes)	0.10	0.12	0.38	0.04	0.36	0.04	
Dog Park Area	3.00	3.45	0.23	0.79	0.21	0.74	
Maintenance Facilities (Hub)	2.00	2.30	0.38	0.88	0.36	0.82	
Maintenance Facilities (Satellite)	1.00	1.15	0.38	0.44	0.36	0.41	
Multi-Use / Nature Pathways (miles)	4.01	4.61	8.99	41.45	16.10	74.21	A
Park / Open Space Acres	N/A	N/A	43.38	43.38	53.67	53.67	A
Total Park Acres Needed to Accommodate ALL of the Recreation Components				147.57		195.07	
Total Acres Needed to Accommodate "A" Priority Components (not including new park acres)				43.08		80.77	
Total Acres Needed to Accommodate the Remaining Components (not including new park acres)				61.11		60.63	

Table 10 – Acreage Needs for Recreation Components

Community Level of Service Needs and Cost Estimates

The cost estimates of the recreational amenities required to overcome both the current deficiencies and future needs were estimated by establishing facility costs for each of the recreation components. The information in **Table 11** illustrates the estimated costs required for both the current deficiencies and future needs. Note, the shaded lines are the recommended "A" priorities to be applied to the Park Impact Fee calculations. Again, current deficiencies cannot use Park Impact Fee resources, whereas *future needs* can use Impact Fees resources.

Facility Needs – Costs for One Impact Zone

McCordsville – Park Impact Fee – Park System Analysis

FACILITY NEEDS – COSTS

Mar-23

One Zone – Town Wide Analysis (All Facilities)			11,475	= Estimated 2023 Pop.	22,209	= Projected 2032 Pop.	
Facility	Facilities Current	Facility Costs (assuming no land costs)	Needed Components to Remove Current Deficiency	Costs Needed to Remove Current Deficiency	Needed Components to Remove 2032 Deficiency	Costs Needed to Remove 2032 Deficiency	Priorities (Per Dept.)
Baseball Diamonds	1.00	\$ 95,000	0.15	\$ 14,016	1.07	\$ 101,966	
Softball Diamonds	0.00	\$ 75,000	1.15	\$ 86,065	1.07	\$ 80,499	
Multi Purpose Fields	1.00	\$ 175,000	0.43	\$ 76,024	1.34	\$ 234,789	A
Soccer Fields	0.00	\$ 90,000	2.87	\$ 258,196	2.68	\$ 241,498	
Tennis Courts / Pickleball Courts	1.00	\$ 48,000	0.15	\$ 7,082	1.07	\$ 51,520	A
Running / Walking Track (Comm)	0.00	\$ 300,000	0.14	\$ 43,033	0.13	\$ 40,250	
Basketball Goals (outdoors)	2.00	\$ 25,000	0.30	\$ 7,377	2.15	\$ 53,666	A
Volleyball Courts (outdoors)	0.00	\$ 7,500	0.77	\$ 5,738	0.72	\$ 5,367	
Skate/Bike Park (Neighborhood)	0.00	\$ 150,000	0.29	\$ 43,033	0.27	\$ 40,250	
Climbing / Challenge Elements	0.00	\$ 65,000	0.57	\$ 37,295	0.54	\$ 34,883	
Park Shelters	2.00	\$ 125,000	1.83	\$ 228,140	3.58	\$ 447,218	A
Park Restrooms	0.00	\$ 275,000	2.87	\$ 788,931	2.68	\$ 737,910	
Interpretive Center	0.00	\$ 500,000	0.38	\$ 191,256	0.36	\$ 178,887	
Environmental Center	0.00	\$ 840,000	0.23	\$ 192,786	0.21	\$ 180,318	
Outdoor Entertainment Venue	0.00	\$ 950,000	0.19	\$ 181,693	0.18	\$ 169,943	
Recreation Centers (Neighborhood)	0.00	\$ 3,000,000	0.14	\$ 430,326	0.13	\$ 402,496	
Playgrounds (Comm./Destination)	1.00	\$ 600,000	0.00	\$ -	0.85	\$ 510,430	A
Playgrounds (Neighborhood)	0.00	\$ 175,000	1.53	\$ 267,758	1.43	\$ 250,442	
Skating Rinks (hockey)	0.00	\$ 2,800,000	0.11	\$ 321,310	0.11	\$ 300,530	
Skating Area (non-hockey)	0.00	\$ 335,000	0.14	\$ 48,053	0.13	\$ 44,945	
Swim. Pool / Aquatics Facilities	0.00	\$ 5,000,000	0.38	\$ 1,912,560	0.36	\$ 1,788,872	
Sprayground / SplashPad	0.00	\$ 475,000	0.46	\$ 218,032	0.43	\$ 203,931	
Golf Course 18-hole	0.00	\$ 6,000,000	0.23	\$ 1,377,044	0.21	\$ 1,287,988	
Driving Range	0.00	\$ 840,000	0.16	\$ 137,704	0.15	\$ 128,799	
Disc Golf (18-holes)	0.00	\$ 15,000	0.38	\$ 5,738	0.36	\$ 5,367	
Dog Park Area	0.00	\$ 400,000	0.23	\$ 91,803	0.21	\$ 85,866	
Maintenance Facilities (Hub)	0.00	\$ 850,000	0.38	\$ 325,135	0.36	\$ 304,108	
Maintenance Facilities (Satellite)	0.00	\$ 500,000	0.38	\$ 191,256	0.36	\$ 178,887	
Multi-Use / Nature Pathways (miles)	8.22	\$ 225,000	8.99	\$ 2,023,435	16.10	\$ 3,622,466	A
Park / Open Space Acres	14.00	\$ 32,000	43.38	\$ 1,388,058	53.67	\$ 1,717,317	A
TOTALS				\$ 10,898,876		\$ 13,431,407	
			Cost of Facilities Needed to Remove Current Deficiency (2023):				\$ 10,898,876
			Cost of Facilities Needed to Accommodate Future Development (2032):				\$ 13,431,407
			Total Facility Costs:				\$ 24,330,283

Applied Summary:	Current	2032 Pop.
	Costs Needed to Remove Current Deficiency	Costs Needed for the 2032 Future Needs
"A" Priorities Components	\$ 3,730,115	\$ 6,637,405
Remaining Priorities Components	\$ 7,168,761	\$ 6,794,001
TOTALS:	\$ 10,898,876	\$ 13,431,407

Table 11 – Cost of Recreation Components to Overcome Current Deficiencies and Future Needs

McCordsville Recreation Zone Improvement Plan Study

The component cost estimates were based on current construction estimates and those of actual projects. They are broad estimates at this point in time since there are many variables to consider. The current (2023) deficiencies (raising Current Level of Service to Community Level Service) for ALL recreation facilities total \$10,898,876 and if included in the RIF calculations would need to be completed within the next ten years (2032).

The component cost estimates for future (2032) needs, including ALL of the recreation components, total \$13,431,407. Costs for ALL current deficiencies AND future recreation facility needs total \$24,330,283. In the same manner the Prioritized Groupings were summarized at the bottom of the previous table. The current deficiencies (2023) for the "A" Priorities would be \$3,730,115. The "A" Priority components cost estimates for the future (2032) needs would be \$6,637,405.

Park Impact Fee Scenario

The Advisory Committee and the Consultant looked at various scenarios created by selection and combinations of components. **Table 12** lists each scenario and its current deficiency dollar amount and its future need dollar amount. The table then lists what the impact fee amount would be for each identified scenario. This calculation applies the total 10-year projected residential building permits (4,312 residential building permits) into the costs of the recreation components to determine a "gross" Park Impact Fee amount (without any applied deductions). The last two columns of **Table 12** show the ratio of the current deficiencies (what the Town will be responsible for outside of RIF dollars) and the future needs (or available RIF dollars).

Park Impact Fee Scenario Analysis

Feb-23

Note: RIF Amounts do not reflect any Adjustments and are Gross Dollar Amounts (prior to any applied deductions)

Forecast 10-Year Residential Building Permits Total: 4,312

Recreation Components Included in Scenario	Priority Rank	Current Deficiencies	Future Needs	PIF Amount	Ratio (Town Share)	Ratio (RIF Share)
Priority "A" Components Only	A	\$ 3,730,115	\$ 6,637,405	\$ 1,539	36.0%	64.0%
Remaining Priorities Components	B	\$ 7,168,761	\$ 6,794,001	\$ 1,576	51.3%	48.7%
		\$ 10,898,876	\$ 13,431,407			
Baseball Diamonds		\$ 14,016	\$ 101,966	\$ 24	12.1%	87.9%
Softball Diamonds		\$ 86,065	\$ 80,499	\$ 19	51.7%	48.3%
Multi Purpose Fields	A	\$ 76,024	\$ 234,789	\$ 54	24.5%	75.5%
Soccer Fields		\$ 258,196	\$ 241,498	\$ 56	51.7%	48.3%
Tennis Courts / Pickleball Courts	A	\$ 7,082	\$ 51,520	\$ 12	12.1%	87.9%
Running / Walking Track (Comm)		\$ 43,033	\$ 40,250	\$ 9	51.7%	48.3%
Basketball Goals (outdoors)	A	\$ 7,377	\$ 53,666	\$ 12	12.1%	87.9%
Volleyball Courts (outdoors)		\$ 5,738	\$ 5,367	\$ 1	51.7%	48.3%
Skate/Bike Park (Neighborhood)		\$ 43,033	\$ 40,250	\$ 9	51.7%	48.3%
Climbing / Challenge Elements		\$ 37,295	\$ 34,883	\$ 8	51.7%	48.3%
Park Shelters	A	\$ 228,140	\$ 447,218	\$ 104	33.8%	66.2%
Park Restrooms		\$ 788,931	\$ 737,910	\$ 171	51.7%	48.3%
Interpretive Center		\$ 191,256	\$ 178,887	\$ 41	51.7%	48.3%
Environmental Center		\$ 192,786	\$ 180,318	\$ 42	51.7%	48.3%
Outdoor Entertainment Venue		\$ 181,693	\$ 169,943	\$ 39	51.7%	48.3%
Recreation Centers (Neighborhood)		\$ 430,326	\$ 402,496	\$ 93	51.7%	48.3%
Playgrounds (Comm./Destination)	A	\$ -	\$ 510,430	\$ 118	0.0%	100.0%
Playgrounds (Neighborhood)		\$ 267,758	\$ 250,442	\$ 58	51.7%	48.3%
Skating Rinks (hockey)		\$ 321,310	\$ 300,530	\$ 70	51.7%	48.3%
Skating Area (non-hockey)		\$ 48,053	\$ 44,945	\$ 10	51.7%	48.3%
Swim. Pool / Aquatics Facilities		\$ 1,912,560	\$ 1,788,872	\$ 415	51.7%	48.3%
Sprayground / SplashPad		\$ 218,032	\$ 203,931	\$ 47	51.7%	48.3%
Golf Course 18-hole		\$ 1,377,044	\$ 1,287,988	\$ 299	51.7%	48.3%
Driving Range		\$ 137,704	\$ 128,799	\$ 30	51.7%	48.3%
Disc Golf (18-holes)		\$ 5,738	\$ 5,367	\$ 1	51.7%	48.3%
Dog Park Area		\$ 91,803	\$ 85,866	\$ 20	51.7%	48.3%
Maintenance Facilities (Hub)		\$ 325,135	\$ 304,108	\$ 71	51.7%	48.3%
Maintenance Facilities (Satellite)		\$ 191,256	\$ 178,887	\$ 41	51.7%	48.3%
Multi-Use / Nature Pathways (miles)	A	\$ 2,023,435	\$ 3,622,466	\$ 840	35.8%	64.2%
Park / Open Space Acres	A	\$ 1,388,058	\$ 1,717,317	\$ 398	44.7%	55.3%
All Components		\$ 10,898,876	\$ 13,431,407	\$ 3,115	44.8%	55.2%
"A" Priority Items:		\$ 3,730,115	\$ 6,637,405	\$ 1,539	36.0%	64.0%

Table 12 –
Park Impact
Fee Scenarios

McCordsville Recreation Zone Improvement Plan Study

Table 13 provides a summary of the Applied Recreation Components ("A" Priorities) that will be applied in the Park Impact Fee calculations.

Park Impact Fee Scenario Summary of "A" Priorities Only

Note: RIF Amounts do not reflect any Adjustments and are Gross Dollar Amounts (prior to any applied deductions)

Recreation Components Included in Scenario	Priority Rank	Current Deficiencies	Future Needs	RIF Amount (Gross)	Ratio (City Share)	Ratio (RIF Share)
Multi Purpose Fields	A	\$ 76,024	\$ 234,789	\$ 54	24.5%	75.5%
Tennis Courts / Pickleball Courts	A	\$ 7,082	\$ 51,520	\$ 12	12.1%	87.9%
Basketball Goals (outdoors)	A	\$ 7,377	\$ 53,666	\$ 12	12.1%	87.9%
Park Shelters	A	\$ 228,140	\$ 447,218	\$ 104	33.8%	66.2%
Playgrounds (Comm./Destination)	A	\$ -	\$ 510,430	\$ 118	0.0%	100.0%
Multi-Use / Nature Pathways (miles)	A	\$ 2,023,435	\$ 3,622,466	\$ 840	35.8%	64.2%
Park / Open Space Acres	A	\$ 1,388,058	\$ 1,717,317	\$ 398	44.7%	55.3%
Priority "A" Components		\$ 3,730,115	\$ 6,637,405	\$ 1,539	36.0%	64.0%

Table 13 – Park Impact Fee Scenario Summary of "A" Priorities



Recommended Park Impact Fee

Funding for Current Deficiencies Based on Community Level of Service

[IC 36-7-4-1318(c)(3)]

Again, Park Impact Fees cannot be used to cover the costs of identified current deficiencies. The noted current deficient recreation components have been listed in **Table 14** along with each project's funding sources and projected cost budget.

The current deficiencies of the selected "A" Priority components total \$3,730,115. The Consultant worked with the Town Staff and Advisory Committee regarding the various funding sources that could be used to fund the current deficiencies. It was determined that the Town acknowledges current deficiencies and their related costs and shall strategically focus on the funding of the deficiencies over the next 10 years. **Table 13** outlines the funding sources and their applied distribution.

For the Multi-use Trails the current deficiency will be funded by applying the Town's Trail Development Code mandated from both residential and commercial developments adjacent to designated Town streets. Applying the standard of 1.50 miles / 1,000 to the current population there is a current deficiency of 8.99 miles of trails which will be paid via the Town's Trail Development Code.

The current land deficiencies of 43.38 acres will be funded as follows:

- 10.5 acres of the Town Center plus 6.0 acres of the Haven Ponds land and an additional 6.88 park acres will be funded using TIF Funds
- 10.0 acres of the Haven Ponds land will be funded using CEDIT Funds
- 10.0 acres of the Haven Ponds land will be funded using existing PIF Funds

The Park Capital Improvement Budget will fund the deficiencies of the Multi Purpose Fields, Tennis Courts / Pickleball Courts, and Basketball Goals. Park Shelters deficiencies will be funded 75% from Park Capital Improvement Budget and 25% from Grant sources.

Town of McCordsville – Park and Recreation Department
Forecast Funding for Current Recreation Component Deficiencies

3-May-23
Prepared by: Town of McCordsville and Lehman & Lehman, Inc.

Project Description		Quantities	Project Amount	Funding Source(s)								Anticipated Year(s) of Implement
Current Deficiency Needs	Current (2023) Needs	Costs	Grants	Park Capital Improvement Budget	Town Econ. Development Fund Town Center Land (TIF)	Town Trail Funding (Development Code)	Haven Ponds Land Acreage (±26.0 acres) (CEDIT)	Existing PIF Funds	Bonds	Other	TOTALS	
Multi Purpose Fields	0.43	\$ 76,024		\$ 76,024							\$ 76,024	2024
Tennis Courts / Pickleball Courts	0.15	\$ 7,082		\$ 7,082							\$ 7,082	2024
Basketball Goals (outdoors)	0.30	\$ 7,377		\$ 7,377							\$ 7,377	2024
Park Shelters	1.83	\$ 228,140	\$ 57,035	\$ 171,105							\$ 228,140	2024
Playgrounds (Comm./Destination)	0.00	\$ -									\$ -	-
Multi-Use / Nature Pathways (miles)	8.99	\$ 2,023,435				\$ 2,023,435					\$ 2,023,435	2023-2032
Park / Open Space Acres	43.38	\$ 1,388,058			\$ 748,058		\$ 320,000	\$ 320,000			\$ 1,388,058	2023-2024
					10.5 ac. of Town Center + 6.0 ac. of Haven Ponds + additional 6.88 ac. of land deficiency (total 23.38 acres)		10.0 ac. of Haven Ponds funded through CEDIT	10.0 acres of Haven Ponds funded through Existing PIF Funds			Total Land Acres would equal the noted deficiency of 43.88 acres.	
		\$ 3,730,115	\$ 57,035	\$ 261,587	\$ 748,058	\$ 2,023,435	\$ 320,000	\$ 320,000	\$ -	\$ -	\$ 3,730,115	
	10 Year Total =		\$ 57,035	\$ 261,587	\$ 748,058	\$ 2,023,435	\$ 320,000	\$ 320,000	\$ -	\$ -	\$ 3,730,115	
	10 Year Annual Average =		\$ 5,704	\$ 26,159	\$ 74,806	\$ 202,343	\$ 32,000	\$ 32,000	\$ -	\$ -	\$ 373,012	
	Funding Sources Percentages =		1.53%	7.01%	20.05%	54.25%	8.58%	8.58%	0.00%	0.00%	100.00%	

Table 14 – Funding Sources for Current Deficiencies

McCordsville Recreation Zone Improvement Plan Study

Analysis of Non-Local Revenue and Impact Deductions

Following IC 36-7-4-1321 the Park Impact Fee Formula is as follows:

Park Impact Fee =

Impact Costs – Non-Local Revenues – Impact Deductions / 10-Yr. Residential Building Permits

- **Impact Costs** = Cost estimate [made at time of study] needed to fund projected future infrastructure needs of the next 10-year period
- **Non-Local Revenue** = Reasonable estimate [made at time of study] of revenues that will be received from any source other than a governmental source that will be used in the Impact Zone
- **Impact Deduction** = Reasonable estimate [made at time of study] of revenues from taxes levied and charges & fees that will be paid during the 10-year period after assessment of the impact fee to defray the capital costs of providing infrastructure in the Impact Zone
- **10-Year Building Permits** = Forecast of residential building permits projected in the next ten year period

Non-Local Revenue Deductions

There were no Non-Local Revenue sources identified during the course of this study. Therefore there were no applied Non-Local Deductions.

Impact Deductions

Park Impact Fees cannot be used to fund current deficiencies. From **Table 15**, five funding sources are noted for the current deficiencies. Those funding sources include Grants, Park Capital Improvement Budget, TIF, Trail Development Code, CEDIT and Existing PIF Funds. Of those funding sources Park Capital Improvement Budget Funds is a funding source that comes from property taxes and other residential sources. This funding source will be a component that will apply to the Impact Deduction calculations. **Table 15** outlines the disbursements of the funds on an annual basis (years 2023 to 2032) as indicated by the implementation year noted in **Table 14**.

Town of McCordsville – Park and Recreation Department									3-May-23	
Forecast Annual Funding for Current Recreation Component Deficiencies									Prepared by: Town of McCordsville and Lehman & Lehman, Inc.	
	A	B	C	D	E	F	G	H		
	RIF YEARS	Grants	Park Capital Improvement Budget	Town Econ. Development Fund for Park Land (TIF)	Town Trail Funding (Development Code)	Land Costs for Haven Ponds Land (CEDIT)	Existing PIF Funds	Other	TOTALS	FUND TOTALS (B)
RIF Years	2023		\$ -	\$ 374,029	\$ 202,343	\$ 160,000	\$ 160,000		\$ 896,372	\$ -
	2024	\$ 57,035	\$ 261,587	\$ 374,029	\$ 202,343	\$ 160,000	\$ 160,000		\$ 1,214,995	\$ 261,587
	2025	\$ -			\$ 202,343				\$ 202,343	\$ -
	2026				\$ 202,343				\$ 202,343	\$ -
	2027				\$ 202,343				\$ 202,343	\$ -
	2028				\$ 202,343				\$ 202,343	\$ -
	2029				\$ 202,343				\$ 202,343	\$ -
	2030				\$ 202,343				\$ 202,343	\$ -
	2031				\$ 202,343				\$ 202,343	\$ -
	2032				\$ 202,343				\$ 202,343	\$ -
2023-2032 TOTALS		\$ 57,035	\$ 261,587	\$ 748,058	\$ 2,023,435	\$ 320,000	\$ 320,000	\$ -	\$ 3,730,115	\$ 261,587

Table 15 – Forecast Annual Funding for Current Deficiencies

The impact of these funding sources will be based on the number of households within the Town. The following **Table 16** establishes the cumulative households (column A) of the Town over the next 10 years with the projected growth of households each year as noted in column B. The cumulative of the new household growth is noted in column C. The costs that affect residential property tax of the current deficiency for the next 10 years

McCordsville Recreation Zone Improvement Plan Study

are noted in column D. The table indicates the calculated amounts of the funding of current deficiency per household (columns E, G, and H). The totals of those three columns are multiplied by the cumulative New Households (column C) to determine the impact deductions for each year of the 10-year RIF period as noted in column I. The total Impact Deduction amount is determined to be \$24,319.

Town of McCordsville – Park and Recreation Department

Impact Deduction Calculations

Prepared by: Town of McCordsville and Lehman & Lehman, Inc.

	A	B	C	D	E	F	G	H	I	
	RIF Years	Cumulative Households	New Households (Annual)	New Households (Cumulative)	Costs to Remove Current Deficiency	Cost / Household for Park Cap. Imp. Budget	Cost / Household for Town TIF	Cost / Household Town Cumulative Capital Funds	Impact Deductions (Cum. From Bond Issue New Households)	Totals of Impact Deductions for the New Households
	2022	4,197								
RIF Years	2023	4,397	199	199	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -
	2024	4,628	231	430	\$ 261,587	\$ 56.53	\$ -	\$ -	\$ -	\$ 24,319
	2025	4,894	266	696	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -
	2026	5,199	306	1,002	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -
	2027	5,550	351	1,353	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -
	2028	5,958	408	1,761	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -
	2029	6,441	483	2,244	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -
	2030	7,011	570	2,814	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -
	2031	7,691	680	3,494	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -
	2032	8,509	818	4,312	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -
	TOTALS	4,312		\$ 261,587						\$ 24,319

NOTES:	Cumulative households over 10 year period	Projected new households over 10 year period	Cumulative Totals of New Household Growth over 10-Yr. Period	Budgeted portion from the implementation schedule	Cost Per household to remove existing defic. Using Park Cap. Imp. Budget	There is not Residential Impact in the generation of Town TIF	Cost Per household to remove existing defic. Using Town Cum. Capital Funds	Cost Per household to remove existing defic. Bond Issue Funding	Costs applied to new households for current deficiencies [E + G + H times C]
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Total Impact Deduction for Columns E, G, H times cumulative number of New Households: \$ 24,319

Table 16 – Impact Deduction Calculations

Park Impact Fee

As shown in **Table 16** the total estimated cost of improvements ("A" Priorities) needed to accommodate projected future growth is \$6,613,087 (Adjusted Impact Costs which include the deductions of the Impact Deductions of \$24,319). Therefore, the Park Impact Fee is calculated as indicated in **Table 17**. Using this formula the result is a recommended Impact Fee of **\$1,534**.

This recommended Park Impact Fee assumes that there will be a growth in housing permits at an average of 431 units per year over the next ten years (2023-2031). There will be the need to perform an update to this Park Impact Fee study and ordinance by or before 2025.

McCordsville Recreation Zone Improvement Plan Study

McCordsville – Park Impact Fee – Park System Analysis

IMPACT FEE CALCULATIONS

28-Mar-23

Recommended Park Impact Fee – Town of McCordsville

Selected "A" Priorities: MultiPurpose Fields, Tennis/Pickleball, Basketball, Shelters, Playground, Trails, and Park Acres

Costs Needed to Remove Current Deficiency =	\$ 3,730,115
Projected Costs / Year (2023 to 2032) =	\$ 373,012

As per IC 36-7-4-1321: The Impact Fee Formula is as follows:

Impact Costs – Non-Local Revenues – Impact Deductions / 10-Yr Building Permits = Impact Fee

	2032 Population
Projected 2032 Populations =	22,209
Number of Expected Residential Building Permits in the next 10 years =	4,312
Impact Costs Needed to Meet Future (2032) Needs =	\$ 6,637,405
Less Anticipated Non-Local Revenues Available towards Future (2032) Needs =	\$ -
Less Anticipated Impact Deductions against Future (2032) Needs =	\$ (24,319)
Adjusted Future Needs Costs =	\$ 6,613,087
Projected Park Impact Fee = \$ 1,534	

Housing Equivalents (Option)

Type of Unit	Full Equivalent	Fee
Single - Family Dwelling Unit	100%	\$ 1,534
Two - Family Dwelling Unit (per dwelling unit)	85%	\$ 1,304
Multi - Family Dwelling Unit (per dwelling unit)		
One Bedroom	65%	\$ 997
Two Bedrooms	85%	\$ 1,304
Three Bedrooms or Larger	100%	\$ 1,534
Mobile Home	85%	\$ 1,304

Table 17 – Recommended Park Impact Fee Calculation

RIF Housing Equivalent – Some communities have included as a part of their RIF Ordinance a Housing Equivalent to the established park impact fee. The Advisory Committee did recommend NOT to include this as a part of their recommendation. A sample of how the Optional Housing Equivalent could be applied can be found at the bottom of **Table 17**.

McCordsville Recreation Zone Improvement Plan Study

Annual Revenue Forecasts

The collection of Park Impact Fee revenues cannot begin until six (6) months after the approval of the ordinance by the Town. Assuming that the Town Council will approval the RIF ordinance in June 2023 the six-month period will end in approximately December 2023. Based on this there will be limited RIF collections in 2023 under the new PIF Ordinance. It is assumed the collections could continue from the current ordinance. **Table 18** and **Figure 7** illustrate the projected revenue for Park Impact Fees. The Advisory Committee did make a recommendation on the matter of applying an annual adjustment of 5.0% to the Park Impact Fee. Both the straight line Impact Fee and the adjusted Impact Fee are shown in Figure 7 below.

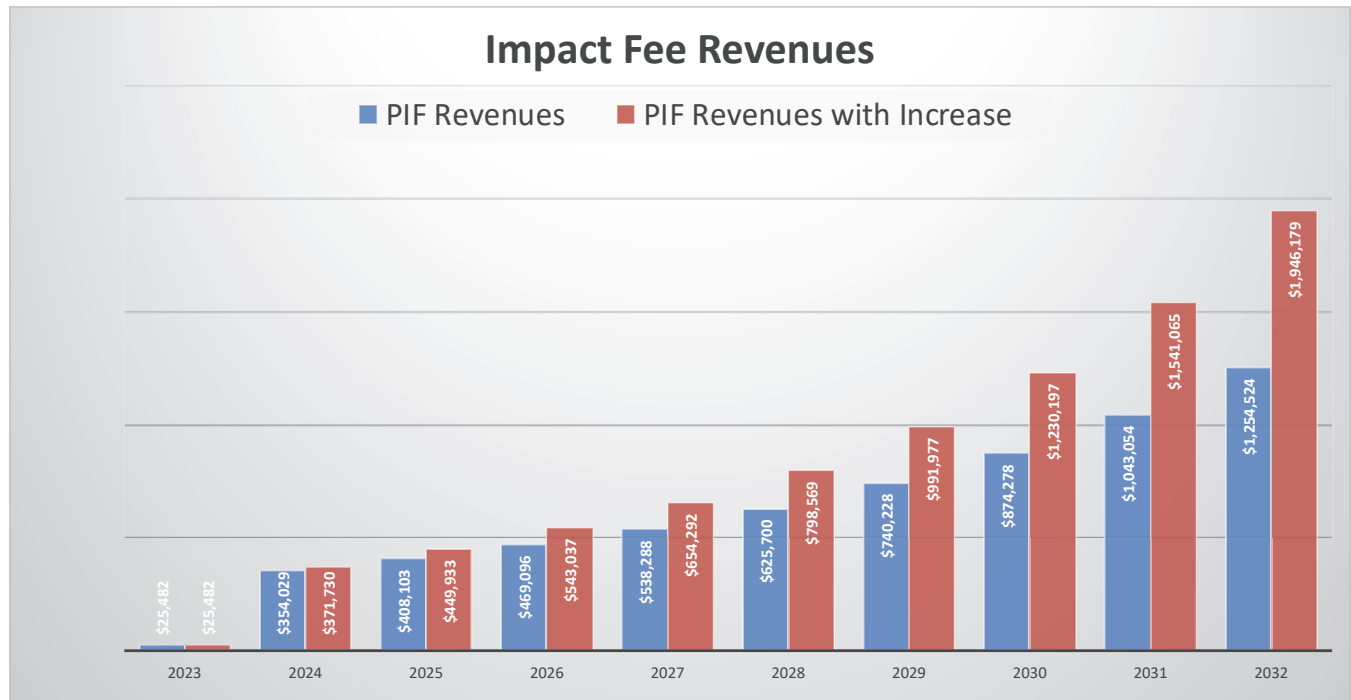


Figure 7 – Park Impact Fee Revenues Graph

Projected Future Annual Collections of Park Impact Fees

	2023**	2024	2025	2026	2027	2028	2029	2030	2031	2032
*Projected New Residential Building Permits:	199	231	266	306	351	408	483	570	680	818
Applied RIF: \$	1,534	\$ 1,534	\$ 1,534	\$ 1,534	\$ 1,534	\$ 1,534	\$ 1,534	\$ 1,534	\$ 1,534	\$ 1,534
Projected Park Impact Fee Collections: \$	25,482	\$ 354,029	\$ 408,103	\$ 469,096	\$ 538,288	\$ 625,700	\$ 740,228	\$ 874,278	\$ 1,043,054	\$ 1,254,524
Cumulative RIF Gained: \$	25,482	\$ 379,511	\$ 787,614	\$ 1,256,710	\$ 1,794,998	\$ 2,420,698	\$ 3,160,926	\$ 4,035,204	\$ 5,078,258	\$ 6,332,782
Applied RIF: \$	1,534	\$ 1,534	\$ 1,610	\$ 1,691	\$ 1,776	\$ 1,864	\$ 1,957	\$ 2,055	\$ 2,158	\$ 2,266
Projected PIF with 5.0% Inflation Factor: \$	25,482	\$ 371,730	\$ 449,933	\$ 543,037	\$ 654,292	\$ 798,569	\$ 991,977	\$ 1,230,197	\$ 1,541,065	\$ 1,946,179
Cumulative PIF Gained with Inflation: \$	25,482	\$ 397,213	\$ 847,146	\$ 1,390,183	\$ 2,044,475	\$ 2,843,045	\$ 3,835,022	\$ 5,065,219	\$ 6,606,284	\$ 8,552,463

**** NOTE:** The six month waiting period from ordinance approval before collecting RIF has been reflected in the above table.
With a new ordinance it is assumed that one month of park impact fees will be collected in 2022 (assuming New Ordinance approval in June 2023. Until then collections will continue under the current ordinance.)

Table 18 – Park Impact Fee Revenue 10-Year Projection

McCordsville Recreation Zone Improvement Plan Study

Donations or In Lieu of Impact Fee Components

As is being experienced in other communities that have Park Impact Fee ordinances, residential developers sometimes prefer to have the option to develop noted recreation components themselves and receive credit against impact fee charges. It was felt that both the multi-use trails and the land/open space are components where credit against Park Impact Fees could be considered. The Town will need to develop the policy for such credit considerations.

National Averages of Recreation Impact Fees

The firm of *Clancy Mullen, Duncan Associates* annually tracks Impact Fees throughout the country. Their 2015 *National Impact Fee Survey* results serve only as a reference to this study. The averages of the 2015 survey found the following:

- Average Recreation Impact Fees of 195 municipalities -----\$2,812

Recreation Impact Fee Statistics – State of Indiana

Current Recreation Impact Fees of the noted municipalities (with ordinance dates noted).

Municipality	Year	Recreation Impact Fee
Avon	2022	\$1,227
Bargersville	2021	\$1,580
Brownsburg	2023	\$1,770
Carmel	2022	\$4,882
Cicero	2022	\$1,205
Chesterton	2019	\$994
Crown Point	2022	\$1,171
Danville	2021	\$1,117
Fishers	2020	\$1,667
Franklin	2020	\$1,142
Greenfield	2019	\$1,313
Greenwood	2020	\$1,590
Ingalls	2022	\$1,436
McCordsville	2018	\$832
Noblesville	2019	\$2,118
Plainfield	2022	\$2,533
Shelbyville	2022	\$1,346
Schererville	2018	\$2,172
St. John	2018	\$1,886
Valparaiso	2020	\$1,448
Westfield	2018	\$1,440
Whitestown	2019	\$1,511
Winfield	2021	\$947
Zionsville	2021	\$2,045
Average of the Recreation Impact Fees Above =		\$1,641

Town of McCordsville 2023 RIF = \$ 1,534

Table 19 – Indiana Recreation Impact Fee Statistics

McCordsville Recreation Zone Improvement Plan Study

Implementation Schedule – For Raising Current Deficiencies to Community Level of Service [IC 36-7-4-1318(c)(1)(2)]

The following Table (**Table 20**) represents a tentative implementation schedule to meet the baseline of service for the identified current deficiencies. Only the recreation components related and factored into the Park Impact Fee are summarized on an annual basis.

Current Deficiencies Implementation – Non-Park Impact Fees													Note: The various components not a part of the Impact Fee Calculations have not been included in the list below
Recreation Component	Component Unit Cost	Current Deficiency	Component Costs	2023	2024	2025	2026	2027	2028	2029	2030	2031	2032
A	B	C	D	E	F	G	H	I	J	K	L	M	N
Multi Purpose Fields	\$ 175,000	0.43	\$ 76,024		\$ 76,024								
Tennis Courts / Pickleball Courts	\$ 48,000	0.15	\$ 7,082		\$ 7,082								
Basketball Goals (outdoors)	\$ 25,000	0.30	\$ 7,377		\$ 7,377								
Park Shelters	\$ 125,000	1.83	\$ 228,140		\$ 228,140								
Playgrounds (Comm./Destination)	\$ 600,000	0.00	\$ -										
Multi-Use / Nature Pathways (miles)	\$ 225,000	8.99	\$ 2,023,435	\$ 202,343	\$ 202,343	\$ 202,343	\$ 202,343	\$ 202,343	\$ 202,343	\$ 202,343	\$ 202,343	\$ 202,343	\$ 202,343
Park / Open Space Acres	\$ 32,000	43.38	\$ 1,388,058	\$ 138,806	\$ 138,806	\$ 138,806	\$ 138,806	\$ 138,806	\$ 138,806	\$ 138,806	\$ 138,806	\$ 138,806	\$ 138,806
Current Deficiency Total: \$ 3,730,115				\$ 341,149	\$ 659,771	\$ 341,149	\$ 341,149	\$ 341,149	\$ 341,149	\$ 341,149	\$ 341,149	\$ 341,149	\$ 341,149
IMPLEMENTATION PER YEAR:													
Multi Purpose Fields					0.43								
Tennis Courts / Pickleball Courts					0.15								
Basketball Goals (outdoors)					0.30								
Park Shelters					1.83								
Playgrounds (Comm./Destination)													
Multi-Use / Nature Pathways (miles)				0.90	0.90	0.90	0.90	0.90	0.90	0.90	0.90	0.90	0.90
Park / Open Space Acres				4.34	4.34	4.34	4.34	4.34	4.34	4.34	4.34	4.34	4.34
The following park sites / facilities are suggested to facilitate the deficient recreational components:													
LOCATIONS OF COMPONENTS:													
Multi Purpose Fields					TBD								
Tennis Courts / Pickleball Courts					TBD								
Basketball Goals (outdoors)					TBD								
Park Shelters					TBD								
Playgrounds (Comm./Destination)													
Multi-Use / Nature Pathways (miles)				TBD	TBD	TBD	TBD	TBD	TBD	TBD	TBD	TBD	TBD
Park / Open Space Acres				TBD	TBD	TBD	TBD	TBD	TBD	TBD	TBD	TBD	TBD

Table 20 – Implementation Schedule for Current Deficiencies

The Advisory Committee recommends that the 10-year implementation schedule begins in 2024 with the trails and park acres and running from 2023 to 2032. The locations of these components will be determined by the Park Board and the Town Administration based on land availability, need, and priorities of the Park Master Plan.

Implementation Schedule – Future Anticipated Needs Based on Community Level of Service [IC 36-7-4-1318(b)(4)(5)]

The following Table (**Table 21**) represents a tentative implementation schedule to meet the baseline of service for the identified future needs. These needs are fundable via Park Impact Fees.

Future Needs Implementation – Park Impact Fees													Note: The various components not a part of the Impact Fee Calculations have not been included in the list below
Recreation Component	Component Unit Cost	Future Need	Component Costs	2023	2024	2025	2026	2027	2028	2029	2030	2031	2032
A	B	C	D	E	F	G	H	I	J	K	L	M	N
Multi Purpose Fields	\$ 175,000	1.34	\$ 234,789		\$ 234,789								
Tennis Courts / Pickleball Courts	\$ 48,000	1.07	\$ 51,520		\$ 51,520								
Basketball Goals (outdoors)	\$ 25,000	2.15	\$ 53,666		\$ 53,666								
Park Shelters	\$ 125,000	3.58	\$ 447,218			\$ 447,218							
Playgrounds (Comm./Destination)	\$ 600,000	0.85	\$ 510,430				\$ 510,430						
Multi-Use / Nature Pathways (miles)	\$ 225,000	16.10	\$ 3,622,466					\$ 450,000	\$ 650,000			\$ 850,000	\$ 1,500,000
Park / Open Space Acres	\$ 32,000	53.67	\$ 1,717,317							\$ 750,000	\$ 950,000		
Future Needs Total: \$ 6,637,405				\$ -	\$ 339,975	\$ 447,218	\$ 510,430	\$ 450,000	\$ 650,000	\$ 750,000	\$ 950,000	\$ 850,000	\$ 1,500,000
IMPLEMENTATION PER YEAR:													
Multi Purpose Fields					1.34								
Tennis Courts / Pickleball Courts					1.07								
Basketball Goals (outdoors)					2.15								
Park Shelters						3.58							
Playgrounds (Comm./Destination)							0.85						
Multi-Use / Nature Pathways (miles)								2.00	2.89			3.78	6.67
Park / Open Space Acres										23.44	29.69		
The following park sites / facilities are suggested to facilitate the future needed recreational components:													
LOCATIONS OF COMPONENTS:													
Multi Purpose Fields					TBD								
Tennis Courts / Pickleball Courts					TBD								
Basketball Goals (outdoors)					TBD								
Park Shelters						TBD							
Playgrounds (Comm./Destination)							TBD						
Multi-Use / Nature Pathways (miles)								TBD	TBD			TBD	TBD
Park / Open Space Acres										TBD	TBD		

Table 21 – Implementation Schedule for Future Needs

McCordsville Recreation Zone Improvement Plan Study

The Advisory Committee recommends that the implementation for future needs be done starting in 2024 and continuing implementation with available RIF funding through 2032. The implementation of the various recreation components is suggested over the 10-year period. The funding resource for these future need items will come from the collected Park Impact Fees. The implementation of the various infrastructure components will be based on the available funds from the collected park impact fees. The location of the various components will be determined by the Park Board and the Town Administration based on land availability, growth in specific areas, need, and priorities of the Park Master Plan.



Summary of Impact Fee Study

The following previously illustrated tables summarize the inventory, need analysis, and cost projections for this study.

Town of McCordsville Population

28-Feb-23

Current and Projected – All Development Potential (within the Town Limits)

2017-2021 Census of Persons per Household = **2.61**

	2000	2010	2020	2022	2023	2024	2025
Total Town of McCordsville	1,134	4,797	8,503	10,955	11,475	12,078	12,772
Annual Growth Rate (Est.)					4.75%	5.25%	5.75%
Households (at 2.61 / house)	434	1,838	3,258	4,197	4,397	4,628	4,894
Total New Households					199	231	266
Growth / Year (Persons)					520	602	694

10,955	2026	2027	2028	2029	2030	2031	2032
Total Town of McCordsville	13,571	14,487	15,551	16,811	18,299	20,074	22,209
Annual Growth Rate (Est.)	6.25%	6.75%	7.35%	8.10%	8.85%	9.70%	10.64%
Households (at 2.61 / house)	5,199	5,550	5,958	6,441	7,011	7,691	8,509
Total New Households	306	351	408	483	570	680	818
Growth Per Year (Persons)	798	916	1,065	1,260	1,488	1,775	2,135

Population Scenario

Year	New Building Permits	New Pop.
2023	199	520
2024	231	602
2025	266	694
2026	306	798
2027	351	916
2028	408	1,065
2029	483	1,260
2030	570	1,488
2031	680	1,775
2032	818	2,135
Total:	4,312	11,254
Average:	431	1,125

7.34% = assumed average annual growth rate

McCordsville Recreation Zone Improvement Plan Study

McCordsville – Park Impact Fee – Park System Analysis LAND INVENTORY – CURRENT LEVEL OF SERVICE

28-Feb-23

Town Wide Analysis							Estimated 2023 and Projected Populations =	11,475	22,209
A	B	C	D	E	F	G	H		
Park Type	Typical Park Size (Acres)	Total Existing Acreage	Acres Standards / 1,000	Current Acreage Stds./1,000	Current Acreage Needs	2023 Surplus or Deficiency	2032 Needed if current deficiency IS met		
Block Park	1 to 5	0.00	0.50	0.00	5.74	(5.74)	(5.37)		
Neighborhood Park	4 to 15	0.00	1.50	0.00	17.21	(17.21)	(16.10)		
Community Park	10 to 70	10.00	5.00	0.87	57.38	(47.38)	(53.67)		
Special / Linear Parks	2.00	4.00	1.00	0.35	11.48	(7.48)	(10.73)		
Total Surplus or Deficiency		14.00	8.00	1.22	91.80	(77.80)	(85.87)		

Data updated from the Park and Recreation Master Plan.

Using the Current Land Inventory as the Standard for Park Land and Open Space the Acres Standard per 1,000 persons would be (includes current population) =	1.22
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LAND INVENTORY – COMMUNITY LEVEL OF SERVICE

McCordsville Acres Standard						2032 Pop.
Populations =						22,209
I	J	K	L	M	N	O
Park Type	Total Existing Acreage	Community Level of Service - Acres Standards / 1,000	2023 Acreage Needs	2023 Surplus or Deficiency	2032 Acreage Needs	2032 Needed if current deficiency IS met
Total Surplus or Deficiency	14.00	5.00	57.38	(43.38)	111.04	(53.67)

Suggestion standard acres / 1,000 persons -----^

McCordsville – Park Impact Fee – Park System Analysis

FACILITY INVENTORY AND NEEDS – One Impact Zone Area

3/1/23

One Impact Zone Area													11,475 = Estimated 2023 Pop.	22,209 = Projected 2032 Pop.
A	B	C	D	E	F	G	H	I	J	K	L	M	N	
Facility	McCordsville Community Level of Service	Community Level of Service / 1,000 Pop.	Current Level of Service / 1,000 Pop.	Current Facilities in the Park Dept.*	Current Facilities within the Comm.	Total Inventory of Facilities	Community Level of Service (2023 pop.)	2023 Surplus or Deficiency	Current Deficiencies (Community Level of Service)	2023 Surplus or Deficiency (CLS) Factor All Facilities	Community Level of Service 2032 Needs	2032 Needed if current deficiency IS met	2032 Needs (Community Level of Service)	Priority (Per Park Dept.) 2018
Baseball Diamonds	1/10,000	0.10	0.09	1.00	2.00	3.00	1.15	(0.15)	0.15	1.85	2.22	(1.07)	1.07	
Softball Diamonds	1/10,000	0.10	0.00	0.00	0.00	0.00	1.15	(1.15)	1.15	(1.15)	2.22	(1.07)	1.07	
Multi Purpose Fields	1/8,000	0.13	0.09	1.00	1.00	2.00	1.43	(0.43)	0.43	0.57	2.78	(1.34)	1.34	A
Soccer Fields	1/4,000	0.25	0.00	0.00	0.00	0.00	2.87	(2.87)	2.87	(2.87)	5.55	(2.68)	2.68	
Tennis Courts / Pickleball Courts	1/10,000	0.10	0.09	1.00	1.00	2.00	1.15	(0.15)	0.15	0.85	2.22	(1.07)	1.07	A
Running / Walking Track (Comm)	1/80,000	0.01	0.00	0.00	1.00	1.00	0.14	(0.14)	0.14	0.86	0.28	(0.13)	0.13	
Basketball Goals (outdoors)	1/5,000	0.20	0.17	2.00	10.00	12.00	2.30	(0.30)	0.30	9.70	4.44	(2.15)	2.15	A
Volleyball Courts (outdoors)	1/15,000	0.07	0.00	0.00	0.00	0.00	0.77	(0.77)	0.77	(0.77)	1.48	(0.72)	0.72	
Skate/Bike Park (Neighborhood)	1/40,000	0.03	0.00	0.00	0.00	0.00	0.29	(0.29)	0.29	(0.29)	0.56	(0.27)	0.27	
Climbing / Challenge Elements	1/20,000	0.05	0.00	0.00	0.00	0.00	0.57	(0.57)	0.57	(0.57)	1.11	(0.54)	0.54	
Park Shelters	1/3,000	0.33	0.17	2.00	1.00	3.00	3.83	(1.83)	1.83	(0.83)	7.40	(3.58)	3.58	A
Park Restrooms	1/4,000	0.25	0.00	0.00	0.00	0.00	2.87	(2.87)	2.87	(2.87)	5.55	(2.68)	2.68	
Interpretive Center	1/30,000	0.03	0.00	0.00	0.00	0.00	0.38	(0.38)	0.38	(0.38)	0.74	(0.36)	0.36	
Environmental Center	1/50,000	0.02	0.00	0.00	0.00	0.00	0.23	(0.23)	0.23	(0.23)	0.44	(0.21)	0.21	
Outdoor Entertainment Venue	1/60,000	0.02	0.00	0.00	0.00	0.00	0.19	(0.19)	0.19	(0.19)	0.37	(0.18)	0.18	
Recreation Centers (Neighborhood)	1/80,000	0.01	0.00	0.00	1.00	1.00	0.14	(0.14)	0.14	0.86	0.28	(0.13)	0.13	
Playgrounds (Comm./Destination)	1/12,000	0.08	0.09	1.00	0.00	1.00	0.96	0.04	0.00	0.04	1.85	(0.85)	0.85	A
Playgrounds (Neighborhood)	1/7,500	0.13	0.00	0.00	9.00	9.00	1.53	(1.53)	1.53	7.47	2.96	(1.43)	1.43	
Skating Rinks (hockey)	1/100,000	0.01	0.00	0.00	0.00	0.00	0.11	(0.11)	0.11	(0.11)	0.22	(0.11)	0.11	
Skating Area (non-hockey)	1/80,000	0.01	0.00	0.00	0.00	0.00	0.14	(0.14)	0.14	(0.14)	0.28	(0.13)	0.13	
Swim. Pool / Aquatics Facilities	1/30,000	0.03	0.00	0.00	6.00	6.00	0.38	(0.38)	0.38	5.62	0.74	(0.36)	0.36	
Sprayground / SplashPad	1/25,000	0.04	0.00	0.00	0.00	0.00	0.46	(0.46)	0.46	(0.46)	0.89	(0.43)	0.43	
Golf Course 18-hole	1/50,000	0.02	0.00	0.00	0.00	0.00	0.23	(0.23)	0.23	(0.23)	0.44	(0.21)	0.21	
Driving Range	1/70,000	0.01	0.00	0.00	0.00	0.00	0.16	(0.16)	0.16	(0.16)	0.32	(0.15)	0.15	
Disc Golf (18-holes)	1/30,000	0.03	0.00	0.00	0.00	0.00	0.38	(0.38)	0.38	(0.38)	0.74	(0.36)	0.36	
Dog Park Area	1/50,000	0.02	0.00	0.00	0.00	0.00	0.23	(0.23)	0.23	(0.23)	0.44	(0.21)	0.21	
Maintenance Facilities (Hub)	1/30,000	0.03	0.00	0.00	0.00	0.00	0.38	(0.38)	0.38	(0.38)	0.74	(0.36)	0.36	
Maintenance Facilities (Satellite)	1/30,000	0.03	0.00	0.00	0.00	0.00	0.38	(0.38)	0.38	(0.38)	0.74	(0.36)	0.36	
Multi-Use / Nature Pathways (miles)	1.5 mile /1,000	1.50	0.72	8.22	3.30	11.52	17.21	(8.99)	8.99	(5.69)	33.31	(16.10)	16.10	A
Park / Open Space Acres	5.00 ac. / 1,000	5.00	1.22	14.00	3.00	17.00	57.38	(43.38)	43.38	(40.38)	111.04	(53.67)	53.67	A

* Current Facilities Data updated from information provided by the Park Department.

DEVELOPMENT PRIORITY:

Top Priority A
High Priority B

McCordsville Recreation Zone Improvement Plan Study

Mar-23

FACILITY NEEDS – COSTS

One Zone – Town Wide Analysis (All Facilities)							
		11,475	= Estimated 2023 Pop.	22,209	= Projected 2032 Pop.		
Facility	Facilities Current	Facility Costs (assuming no land costs)	Needed Components to Remove Current Deficiency	Costs Needed to Remove Current Deficiency	Needed Components to Remove 2032 Deficiency	Costs Needed to Remove 2032 Deficiency	Priorities (Per Dept.)
Baseball Diamonds	1.00	\$ 95,000	0.15	\$ 14,016	1.07	\$ 101,966	
Softball Diamonds	0.00	\$ 75,000	1.15	\$ 86,065	1.07	\$ 80,499	
Multi Purpose Fields	1.00	\$ 175,000	0.43	\$ 76,024	1.34	\$ 234,789	A
Soccer Fields	0.00	\$ 90,000	2.87	\$ 258,196	2.68	\$ 241,498	
Tennis Courts / Pickleball Courts	1.00	\$ 48,000	0.15	\$ 7,082	1.07	\$ 51,520	A
Running / Walking Track (Comm)	0.00	\$ 300,000	0.14	\$ 43,033	0.13	\$ 40,250	
Basketball Goals (outdoors)	2.00	\$ 25,000	0.30	\$ 7,377	2.15	\$ 53,666	A
Volleyball Courts (outdoors)	0.00	\$ 7,500	0.77	\$ 5,738	0.72	\$ 5,367	
Skate/Bike Park (Neighborhood)	0.00	\$ 150,000	0.29	\$ 43,033	0.27	\$ 40,250	
Climbing / Challenge Elements	0.00	\$ 65,000	0.57	\$ 37,295	0.54	\$ 34,883	
Park Shelters	2.00	\$ 125,000	1.83	\$ 228,140	3.58	\$ 447,218	A
Park Restrooms	0.00	\$ 275,000	2.87	\$ 788,931	2.68	\$ 737,910	
Interpretive Center	0.00	\$ 500,000	0.38	\$ 191,256	0.36	\$ 178,887	
Environmental Center	0.00	\$ 840,000	0.23	\$ 192,786	0.21	\$ 180,318	
Outdoor Entertainment Venue	0.00	\$ 950,000	0.19	\$ 181,693	0.18	\$ 169,943	
Recreation Centers (Neighborhood)	0.00	\$ 3,000,000	0.14	\$ 430,326	0.13	\$ 402,496	
Playgrounds (Comm./Destination)	1.00	\$ 600,000	0.00	\$ -	0.85	\$ 510,430	A
Playgrounds (Neighborhood)	0.00	\$ 175,000	1.53	\$ 267,758	1.43	\$ 250,442	
Skating Rinks (hockey)	0.00	\$ 2,800,000	0.11	\$ 321,310	0.11	\$ 300,530	
Skating Area (non-hockey)	0.00	\$ 335,000	0.14	\$ 48,053	0.13	\$ 44,945	
Swim. Pool / Aquatics Facilities	0.00	\$ 5,000,000	0.38	\$ 1,912,560	0.36	\$ 1,788,872	
Sprayground / SplashPad	0.00	\$ 475,000	0.46	\$ 218,032	0.43	\$ 203,931	
Golf Course 18-hole	0.00	\$ 6,000,000	0.23	\$ 1,377,044	0.21	\$ 1,287,988	
Driving Range	0.00	\$ 840,000	0.16	\$ 137,704	0.15	\$ 128,799	
Disc Golf (18-holes)	0.00	\$ 15,000	0.38	\$ 5,738	0.36	\$ 5,367	
Dog Park Area	0.00	\$ 400,000	0.23	\$ 91,803	0.21	\$ 85,866	
Maintenance Facilities (Hub)	0.00	\$ 850,000	0.38	\$ 325,135	0.36	\$ 304,108	
Maintenance Facilities (Satellite)	0.00	\$ 500,000	0.38	\$ 191,256	0.36	\$ 178,887	
Multi-Use / Nature Pathways (miles)	8.22	\$ 225,000	8.99	\$ 2,023,435	16.10	\$ 3,622,466	A
Park / Open Space Acres	14.00	\$ 32,000	43.38	\$ 1,388,058	53.67	\$ 1,717,317	A
		TOTALS		\$ 10,898,876		\$ 13,431,407	
		Cost of Facilities Needed to Remove Current Deficiency (2023):					\$ 10,898,876
		Cost of Facilities Needed to Accommodate Future Development (2032):					\$ 13,431,407
		Total Facility Costs:					\$ 24,330,283

Park Impact Fee Scenario Summary of “A” Priorities Only

Note: RIF Amounts do not reflect any Adjustments and are Gross Dollar Amounts (prior to any applied deductions)

Recreation Components Included in Scenario	Priority Rank	Current Deficiencies	Future Needs	RIF Amount (Gross)	Ratio (City Share)	Ratio (RIF Share)
Multi Purpose Fields	A	\$ 76,024	\$ 234,789	\$ 54	24.5%	75.5%
Tennis Courts / Pickleball Courts	A	\$ 7,082	\$ 51,520	\$ 12	12.1%	87.9%
Basketball Goals (outdoors)	A	\$ 7,377	\$ 53,666	\$ 12	12.1%	87.9%
Park Shelters	A	\$ 228,140	\$ 447,218	\$ 104	33.8%	66.2%
Playgrounds (Comm./Destination)	A	\$ -	\$ 510,430	\$ 118	0.0%	100.0%
Multi-Use / Nature Pathways (miles)	A	\$ 2,023,435	\$ 3,622,466	\$ 840	35.8%	64.2%
Park / Open Space Acres	A	\$ 1,388,058	\$ 1,717,317	\$ 398	44.7%	55.3%
Priority “A” Components		\$ 3,730,115	\$ 6,637,405	\$ 1,539	36.0%	64.0%

McCordsville Recreation Zone Improvement Plan Study

McCordsville – Park Impact Fee – Park System Analysis

IMPACT FEE CALCULATIONS

28-Mar-23

Recommended Park Impact Fee – Town of McCordsville

Selected "A" Priorities: MultiPurpose Fields, Tennis/Pickleball, Basketball, Shelters, Playground, Trails, and Park Acres

Costs Needed to Remove Current Deficiency = \$ 3,730,115

Projected Costs / Year (2023 to 2032) = \$ 373,012

As per IC 36-7-4-1321: The Impact Fee Formula is as follows:

Impact Costs – Non-Local Revenues – Impact Deductions / 10-Yr Building Permits = Impact Fee

	2032 Population
Projected 2032 Populations =	22,209
Number of Expected Residential Building Permits in the next 10 years =	4,312
Impact Costs Needed to Meet Future (2032) Needs =	\$ 6,637,405
Less Anticipated Non-Local Revenues Available towards Future (2032) Needs =	\$ -
Less Anticipated Impact Deductions against Future (2032) Needs =	\$ (24,319)
Adjusted Future Needs Costs =	\$ 6,613,087
Projected Park Impact Fee = \$ 1,534	

Projected Future Annual Collections of Park Impact Fees

	2023**	2024	2025	2026	2027	2028	2029	2030	2031	2032
*Projected New Residential Building Permits:	199	231	266	306	351	408	483	570	680	818
Applied RIF: \$	1,534	1,534	1,534	1,534	1,534	1,534	1,534	1,534	1,534	1,534
Projected Park Impact Fee Collections: \$	25,482	354,029	408,103	469,096	538,288	625,700	740,228	874,278	1,043,054	1,254,524
Cumulative RIF Gained: \$	25,482	379,511	787,614	1,256,710	1,794,998	2,420,698	3,160,926	4,035,204	5,078,258	6,332,782
Applied RIF: \$	1,534	1,534	1,610	1,691	1,776	1,864	1,957	2,055	2,158	2,266
Projected PIF with 5.0% Inflation Factor: \$	25,482	371,730	449,933	543,037	654,292	798,569	991,977	1,230,197	1,541,065	1,946,179
Cumulative PIF Gained with Inflation: \$	25,482	397,213	847,146	1,390,183	2,044,475	2,843,045	3,835,022	5,065,219	6,606,284	8,552,463

** NOTE: The six month waiting period from ordinance approval before collecting RIF has been reflected in the above table.
With a new ordinance it is assumed that one month of park impact fees will be collected in 2022 (assuming New Ordinance approval in June 2023. Until then collections will continue under the current ordinance.)

Current Deficiencies Implementation – Non-Park Impact Fees

Note: The various components not a part of the Impact Fee Calculations have not been included in the list below.

Recreation Component	Component Unit Cost	Current Deficiency	Component Costs	2023	2024	2025	2026	2027	2028	2029	2030	2031	2032
A	B	C	D	E	F	G	H	I	J	K	L	M	N
Multi Purpose Fields	\$ 175,000	0.43	\$ 76,024		\$ 76,024								
Tennis Courts / Pickleball Courts	\$ 48,000	0.15	\$ 7,082		\$ 7,082								
Basketball Goals (outdoors)	\$ 25,000	0.30	\$ 7,377		\$ 7,377								
Park Shelters	\$ 125,000	1.83	\$ 228,140		\$ 228,140								
Playgrounds (Comm./Destination)	\$ 600,000	0.00	\$ -										
Multi-Use / Nature Pathways (miles)	\$ 225,000	8.99	\$ 2,023,343	\$ 202,343	\$ 202,343	\$ 202,343	\$ 202,343	\$ 202,343	\$ 202,343	\$ 202,343	\$ 202,343	\$ 202,343	\$ 202,343
Park / Open Space Acres	\$ 32,000	43.38	\$ 1,388,058	\$ 138,806	\$ 138,806	\$ 138,806	\$ 138,806	\$ 138,806	\$ 138,806	\$ 138,806	\$ 138,806	\$ 138,806	\$ 138,806
Current Deficiency Total: \$				\$ 341,149	\$ 659,771	\$ 341,149	\$ 341,149	\$ 341,149	\$ 341,149	\$ 341,149	\$ 341,149	\$ 341,149	\$ 341,149

Future Needs Implementation – Park Impact Fees

Note: The various components not a part of the Impact Fee Calculations have not been included in the list below.

Recreation Component	Component Unit Cost	Future Need	Component Costs	2023	2024	2025	2026	2027	2028	2029	2030	2031	2032
A	B	C	D	E	F	G	H	I	J	K	L	M	N
Multi Purpose Fields	\$ 175,000	1.34	\$ 234,789		\$ 234,789								
Tennis Courts / Pickleball Courts	\$ 48,000	1.07	\$ 51,520		\$ 51,520								
Basketball Goals (outdoors)	\$ 25,000	2.15	\$ 53,666		\$ 53,666								
Park Shelters	\$ 125,000	3.58	\$ 447,218			\$ 447,218							
Playgrounds (Comm./Destination)	\$ 600,000	0.85	\$ 510,430				\$ 510,430						
Multi-Use / Nature Pathways (miles)	\$ 225,000	16.10	\$ 3,622,466					\$ 450,000	\$ 650,000			\$ 850,000	\$ 1,500,000
Park / Open Space Acres	\$ 32,000	53.67	\$ 1,717,317							\$ 750,000	\$ 950,000		
Future Needs Total: \$				\$ -	\$ 339,975	\$ 447,218	\$ 510,430	\$ 450,000	\$ 650,000	\$ 750,000	\$ 950,000	\$ 850,000	\$ 1,500,000