



**VINEYARD**  
STAY CONNECTED

**NOTICE OF A REGULAR  
ARCH COMMISSION MEETING  
February 27, 2025, at 6:00 PM**

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PUBLIC NOTICE is hereby given that the Vineyard ARCH Commission will hold a regularly scheduled ARCH Commission meeting on Thursday, February 27, 2025, at 6:00 PM, in the City Council Chambers at City Hall, 125 South Main Street, Vineyard, UT.

- 1. CALL TO ORDER/INVOCATION/INSPIRATIONAL THOUGHT/PLEDGE OF ALLEGIANCE**
- 2. CONSENT ITEMS**
  - 2.1. Approval of November 21st ARCH Commission Meeting Minutes**
- 3. WORK SESSION**
  - 3.1. Vineyard Days Update**
  - 3.2. Parks and Recreation Master Plan**
  - 3.3. ARCH Grant Civic Review training and scoring.**
- 4. BUSINESS ITEMS**
- 5. STAFF AND COMMISSION REPORTS**
  - 5.1. Event Manager Anna Nelson Staff Report**
  - 5.2. Parks and Recreation Director Brian Vawdrey Staff Report**
- 6. REVIEW OF UPCOMING EVENTS AND ASSIGNMENTS**
  - 6.1. Event Manager Anna Nelson Report on Upcoming Events**
- 7. ADJOURNMENT**

The next meeting is on \_\_\_\_\_.

This meeting may be held in a way that will allow a board member to participate electronically.

The public is invited to participate in all ARCH Commission meetings. In compliance with the

Americans with Disabilities Act, individuals needing special accommodations during this meeting should notify Anna Nelson at least 24 hours prior to the meeting by calling (801) 226-1929 or emailing her at [annan@vineyardutah.org](mailto:annan@vineyardutah.org).

The foregoing notice and agenda were posted on the Utah Public Notice Website and Vineyard Website, posted at the Vineyard City Hall, delivered electronically to city staff and each member of the ARCH Commission.

**AGENDA NOTICING COMPLETED  
ON:**

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**CERTIFIED (NOTICED) BY:**

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Anna Nelson  
Special Events Coordinator

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4  
5 **MINUTES OF A REGULAR VINEYARD**  
6 **ARCH COMMISSION MEETING**

7 City Council Chambers  
8 125 S Main Street, Vineyard, Utah  
9 November 21, 2024, at 6:00 PM  
10  
11

12 **Present**

13 Commission Member Aljay Fuimaono  
14 Commission Member Bronson Tatton  
15 Commission Member Jarom Sidwell  
16

**Absent**

Chair Elisabeth Shelley  
Vice-Chair Sherrie-Kaye Miller

17 **Staff Present:**

18 Event Manager Anna Nelson, Parks and Recreation Director Brian Vawdrey  
19

20 **REGULAR SESSION**  
21

22  
23 **1. CALL TO ORDER**

24  Anna Nelson  
25 Opened the ARCH Commission meeting at 6:10 PM  
26

27 **2. CONSENT ITEMS**  
28

29 **3. BUSINESS ITEMS**

30 **3.1.  Ninja Warrior Park**

31 Brian Vawdrey presented the Ninja Warrior Park that Commissioner Jarom requested to review.  
32 Brian mentioned that we have a master plan for parks we are working on. With that project the  
33 city is doing forum inputs will be held. The next one is Tuesday December 3<sup>rd</sup>. It will be an  
34 opportunity for the community to give input on what they would like to see in Vineyard parks.  
35 We are also hosting a senior forum on the same day for their feedback.  
36 Brian reviewed plans for a skate park in the future. A discussion ensued. No action was taken  
37


38 **3.2.  Shade Sails**

39 Brain Vawdrey updated the commission on where the shade sails are at. They hit groundwater at  
40 18ft deep for one of the shade sails. The contractor is looking at changing the design of the shade  
41 sails. A discussion ensued. No action was taken.  
42

43 **3.3.  Update to Grant Policy and Procedure Manual**


44 Anna Nelson updated the commission on changes made to the manual after receiving feedback  
45 from the Mayor and Councilmember Rassmussen. Anna spoke about the need to meet the RAP  
46 tax requirements. Updates to the manual include limitations to the grant based on RAP tax  
47 requirements. Updates were made to the scoring to make clearer scoring for the City Council to  
48 review. Updates were also made when the grant applications are open. A discussion ensued.

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 **MOTION:** COMMISSION MEMBER BRONSON TATTON MOTIONS TO APPROVE THE UPDATE TO GRANT POLICY AND PROCEDURE MANUAL AS PRESENTED. COMMISSION MEMBER JAROM SIDWELL SECONDED THE MOTION. COMMISSION MEMBER BRONSON TATTON, COMMISSION MEMBER JAROM SIDWELL, AND COMMISSION MEMBER ALJAY FUIMAONO VOTED YES. CHAIR ELISABETH SHELLY AND VICE-CHAIR SHERRIE-KAYE MILLER WERE ABSENT THE MOTION CARRIES.

**3.4.  Update to ARCH Grant Application**

Anna Nelson updated the commission on changes to the ARCH grant application. The goal with the updates to the application is to get more details from the applicant. The application can now be on Civic Review. With these changes the application would be required to provide support documents. Anna Nelson reviewed the specific changes. A discussion ensued.

 **MOTION:** COMMISSION MEMBER BRONSON TATTON MOTIONS TO APPROVE THE UPDATED ARCH GRANT APPLICATION WITH THE CHANGES TALKED ABOUT AS PRESENTED. COMMISSION MEMBER JAROM SIDWELL SECONDED THE MOTION. COMMISSION MEMBER BRONSON TATTON, COMMISSION MEMBER JAROM SIDWELL, AND COMMISSION MEMBER ALJAY FUIMAONO VOTED YES. CHAIR ELISABETH SHELLY AND VICE-CHAIR SHERRIE-KAYE MILLER WERE ABSENT THE MOTION CARRIES.

**4. STAFF, COMMISSION, AND COMMITTEE REPORTS**

 **4.1. Event Manager Anna Nelson Staff Report**

Event manager Anna Nelson spoke about the Patriot Day event on September 11<sup>th</sup>. The event went well and we had impactful speakers. There was a low turnout because of the day of the week and the smoke. We used a new drone company and they did a great job. She is hoping to make some changes to the event next year to make it more impactful. The Commission had no feedback for this event. Anna updated the BOO-A-PALOOZA event. Which was a huge success. Some changes discussed were changes to the speakers and lighting. There were 51 vendors in attendance. Estimated attendance was 3,000 people.

 **4.2. Parks and Recreation Director Brian Vawdrey Staff Report**

Parks and Recreation Director Brian Vawdrey updated the commission the Blizzard 5k. It went really well and had a great turn out. Commission member Aljay suggested a float contest for races. A discussion ensued about different ways to improve races. Brian updated the commission on upcoming registration. Registration is filling up fast. The City has hired 2 new employees. We have hired a company to put up our holiday lighting and they will also store.

**5. REVIEW OF UPCOMING EVENTS AND ASSIGNMENTS**

 **5.1. Event Manager Anna Nelson will update the Commission on the Holiday events coming up and Vineyard Days**

Event Manager Anna Nelson updated the Commission on the holiday events coming up. There will be a tree lighting with Santa at Penny Springs Park. The City sponsors a 8 children through a

97 giving tree. Residents can come pick up a item off the tree and donate to the children. We will  
98 also have a letter for Santa mailbox.

99  
100  
101 **6. ADJOURNMENT**

102 Commission member Bronson Tatton motioned to adjourn the meeting at 7:05 PM.  
103



104 **MOTION:**

105 COMMISSION MEMBER BRONSON TATTON MOVED TO ADJOURN THE MEETING.  
106 COMMISSION MEMBER JAROM SIDWELL SECONDED THE MOTION. COMMISSION  
107 MEMBER BRONSON TATTON, COMMISSION MEMBER JAROM SIDWELL, AND  
108 COMMISSION MEMBER ALJAY FUIMAONO VOTED YES. CHAIR ELISABETH SHELLY AND  
109 VICE-CHAIR SHERRIE-KAYE MILLER WERE ABSENT THE MOTION CARRIES.  
110

111  
112 **MINUTES APPROVED ON:** \_\_\_\_\_  
113

114  
115 **CERTIFIED (NOTICED) BY: ANNA NELSON**  
116 **Event Manager**



**VINEYARD CITY COUNCIL STAFF REPORT**

**Meeting Date:** February 27, 2025  
**Agenda Item:** Vineyard Days Update  
**Department:** Parks and Recreation  
**Presenter:** Anna Nelson

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**Background/Discussion:**

Vineyard's annual Vineyard Days Celebration is coming up June 3rd - 7th. Staff and Chair Jarom Sidwell have met several times to discuss the Vineyard Days schedule. We have set 3 goals for the Vineyard Days Celebration:

- Vineyard Pride
- City Budget Boost
- Community Engagement

Event Manager Anna Nelson will present the tentative schedule to the ARCH Commission, along with specific requests for assistance from the Commission.

**Fiscal Impact:**

The current approved total budget for Vineyard Days is \$58,000

**Recommendation:**

N/A

**Sample Motion:**

**Attachments:**

None



STAFF REPORT

Meeting      February 27, 2025  
Date:  
**Agenda**      Parks and Recreation Master Plan  
**Item:**  
**Department:** Parks & Recreation  
**Presenter:** Brian Vawdrey

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**Background/Discussion:**

Vineyard City started working with CRSA in the Spring of 2024 to create a Parks & Recreation Master Plan for the City. The purpose of the plan is to create a vision for the Parks & Recreation Department that provides future facility/amenity recommendations based on community feedback and national standards. Vineyard's Parks & Recreation mission is to foster a sense of community, promote health and wellness, and conserve the natural beauty of Vineyard by creating inclusive, safe, and enjoyable spaces that inspire active lifestyles and lifelong memories.

**Fiscal Impact:**

0. No new funding is necessary for the delivery of this Parks & Rec Master Plan.

**Recommendation:**

**Sample Motion:**

"I move to adopt..."

**Attachments:**

1. Vineyard Parks and Recreation Master Plan\_02262025

# VINEYARD CITY PARKS & RECREATION MASTER PLAN

2025 FEBRUARY



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# INTRODUCTION

## COMMUNITY

Identify opportunities for connectivity between current and proposed developments.

## HEALTH & WELLNESS

Provide park access and opportunities in equal capacities across Vineyard.

## CONSERVATION

Maintain, enhance, and preserve existing view corridors, wetlands, and amenity access.

DRAFT

# VINEYARD CITY PARKS & RECREATION MASTER PLAN EXECUTIVE SUMMARY

Vineyard City Parks & Recreation Department with CRSA & MGB+A as consultants have developed this master plan over the course of 2024 & 2025. This parks & recreation master plan is intended to guide development of capital improvement projects and maintenance for recreation amenities & facilities.

## PURPOSE:

1. To establish a steering vision for the Parks and Recreation Department, which provides future facilities recommendations rooted in community feedback and backed by national standards.
2. Identify strategic improvements to connect existing and planned trail networks to parks and amenities to support an active community.
3. Determine a timeline for improvements based on community needs, budgets, and master planning efforts in Vineyard City.
3. To establish a base-line impact fee for all future parks and recreation improvements.

## PROCESS:

The consultant team crafted a process specific to Vineyard City's growing recreational needs that engage stakeholders in preparing a Parks and Recreation Master Plan that would best serve the residents of Vineyard City in the immediate short term, and long-term future. The planning process chronologically followed this process:

- **TASK 1: Establish Goals**
- **TASK 2: Inventory & Evaluation**
- **TASK 3: Needs Assessment & Analysis**
- **TASK 4: Recommendations**
- **TASK 5: Cost**

## TASK 1: ESTABLISH GOALS

A major focus identified through interaction with Vineyard revealed health & active lifestyle as being top priorities

for Vineyard City. During the first meeting with the Advisory Committee (AC) the entire group discussed important parks, recreation, and trails facilities and programs that exist, are needed in the community, or exist in other communities that would benefit the residents of Vineyard City.

The Team prioritized this list of parks and recreation elements according to the greatest need and develop a community needs and preference survey questionnaire relating to the prioritized list to receive input from the community.

After receiving input from the Advisory Committee, the questionnaire was updated and provided to Vineyard City to post on the website, and sent out to community members.

**Public Meeting:** Two public meetings were held at Vineyard City Hall to receive input and one open house to present results.

**Meeting #1:** Gathered input from the neighbors, interest groups and other community members desiring to be part of the process to develop the Parks & Recreation Master Plan.

**Meeting #2:** Presented and received feedback on proposed park locations, recreation programs, community arts and the trails master plan.

The Team produced a list of the highest priority elements needed for the community, reviewed this list with the Advisory Committee and refined based on feedback. A study was conducted of the accumulated information, social media feedback, and workshop results, as well as existing documents, plans, programs, policies, and related information from the Advisory Committee.

A preliminary master plan draft and associated sketches, graphics, and cost estimates were presented and reviewed at a second town hall meeting hosted by the Advisory Committee. Comments from public input at meeting #2 were used to refine the master plan and cost estimate as directed by the Advisory Committee.

**Deliverables for Task 1** were a site analysis plan showing existing and potential recreation sites, base maps with aerial photos and other layers of pertinent information, public input workshop and input summary, and social media input summary.

## TASK 2: INVENTORY AND EVALUATION

The Team collected information from Vineyard City, related agencies, individuals, and others to assemble base data which included existing parks, proposed parks, undeveloped park land, recreation facilities, trails (by type and surface material) and related structures and facilities including bridges, underpasses, parking lots, trailheads, shared/joint use of facilities with other communities, evaluation of level of usage, open space, public school grounds, private facilities, public facilities, and recreation programs within the planning area.

After collecting the data from the City, the Team conducted an on-site inventory and analysis of existing recreational site and facilities to determine their condition and significance, particularly regarding phasing and life-cycle cost estimating which included existing school facilities that are used for community recreation activities; existing City park and recreational facilities; road rights-of-way widths on major and collector roads (for trail use); vacant parcels accessible to the public; vacant parcels adjacent to recreational activities; Vineyard City, Utah County, and surrounding cities regional trail system master plans; and proposed sites as recommended by the City and Advisory Committee.

The Team then analyzed information to determine constraints, opportunities, and needs; gathered population, characteristics, density, and demographic trends from the City; brainstormed with the Advisory Committee about existing and potential parcels and their possible uses; examined the existing uses and conditions of proposed and undeveloped parks, recreation, and trails facilities in the designated parks and trails area; defined the desired level of service, assuming build-out conditions for each regional, community, neighborhood, and mini park; define developed park land vs. unimproved park land (open space) and determine methods of achieving desired level of service.

# VINEYARD CITY PARKS & RECREATION MASTER PLAN EXECUTIVE SUMMARY

## TASK 3: NEEDS ASSESSMENT AND ANALYSIS

The Team analyzed Vineyard City's existing parks and recreation conditions, aligning them with community goals and feedback while emphasizing health, active lifestyles, and improved trail connectivity with enhanced safety, the assessment identified key priorities and time-sensitive issues.

Insights were gathered through a community workshop and a comprehensive needs and preference survey, revealing resident attitudes toward parks, trails, recreation facilities, and programs. Survey results were tabulated, and maps, charts, and matrices were prepared to illustrate preferences. Based on this data, the team projected space and facility requirements, identified deficiencies or surpluses, and mapped potential parks near neighborhood planning areas. School open spaces were listed separately and excluded from the overall needs assessment.

The analysis also compared Vineyard City's recreational offerings to National Recreation and Park Association (NRPA) standards, adjusting ratios based on local demographics. This ensured existing facilities were evaluated for adequacy in meeting current and future needs.

Standardized definitions for all recreational facilities, including public school grounds and private amenities, were established. Facilities were classified into distinct categories, providing a clear understanding of existing assets and future requirements.

The final deliverable was a comprehensive synthesis of community needs, supported by visual materials and NRPA benchmarking, offering actionable insights for strategic planning and future development.

## TASK 4: RECOMMENDATIONS

The Team analyzed existing and proposed trails within Vineyard City, evaluating how these trails could connect

to other trail networks, neighboring jurisdictions, and various public recreational areas. This analysis aimed to enhance regional connectivity and accessibility to recreational amenities.

They determined the most appropriate types of use for both existing and proposed trails by categorizing them based on key factors such as safety, access to open spaces and parks, logistics (including right-of-way considerations, established facilities, construction concerns, and future development), circulation patterns, opportunities for loop trails, and the overall likelihood of use.

Additionally, the Team assessed natural pathways located throughout the city to understand their potential roles in the development of the trails master plan. These natural corridors were considered for their ability to support sustainable, scenic, and functional trail connections.

To support strategic decision-making, the Team prioritized amenities within defined horizon time frames (such as 0 to 5 years). This prioritization process enabled decision-makers to determine which improvements should be developed as funding becomes available, ensuring that the most impactful projects are addressed first.

In collaboration with Vineyard City, which assisted in identifying existing and potential trail routes, the team at CRSA/MGB+A led the mapping and categorization of trails. The final product included comprehensive mapping of existing and proposed trails, categorized by safety, access, logistics, and other relevant criteria, along with an analysis of natural corridors and their integration into the overall trails master plan.

## TASK 5: COST

The Team conducted a detailed cost analysis to guide the acquisition, construction, maintenance, and renovation of Vineyard City's parks, trails, and recreational facilities. This included preparing cost estimates for land acquisition, new park and trail construction, facility updates, and

long-term maintenance to ensure alignment with local economic conditions and community priorities.

To assist decision-makers, amenity costs were estimated to determine which capital improvements could be implemented as funding becomes available. The Team prioritized projects within defined time frames (such as 0 to 5 years) to support phased development, focusing on areas experiencing growth and addressing existing deficiencies. Vineyard City provided typical land acquisition cost data and identified park facilities needing updates, while CRSA/MGB+A led the preparation of detailed cost estimates.

Additionally, cost guidelines for park and trail construction were established to provide a financial framework for future development. The Team also identified potential funding sources for construction, operation, and maintenance, ensuring a strategic approach to investment. Large-scale facilities, such as a future recreation center, would require further feasibility studies to assess long-term viability and funding strategies.

As part of the broader master planning effort, the Team integrated cost data into schematic drawings, maps, and phasing plans, refining estimates based on input from the Advisory Committee, City Council, and Planning Commission. The final Master Plan includes comprehensive cost projections, prioritization strategies, and funding recommendations to support Vineyard City's long-term vision for parks, trails, and recreation

## CONCLUSION:

This parks & recreation master plan is intended to guide development of capital improvement projects and on-going maintenance for recreation amenities & facilities. The following mission and values have been established to guide decisions moving forward:

VINEYARD CITY  
PARKS & RECREATION  
MASTER PLAN  
MISSION STATEMENT

*“Vineyard’s Parks & Recreation mission is to foster a sense of **community**, promote **health and wellness**, and **conserve** the natural beauty of Vineyard by creating inclusive, safe, and enjoyable spaces that inspire active lifestyles and lifelong memories.”*





# INVENTORY

# INVENTORY

## EXISTING MASTER PLANS

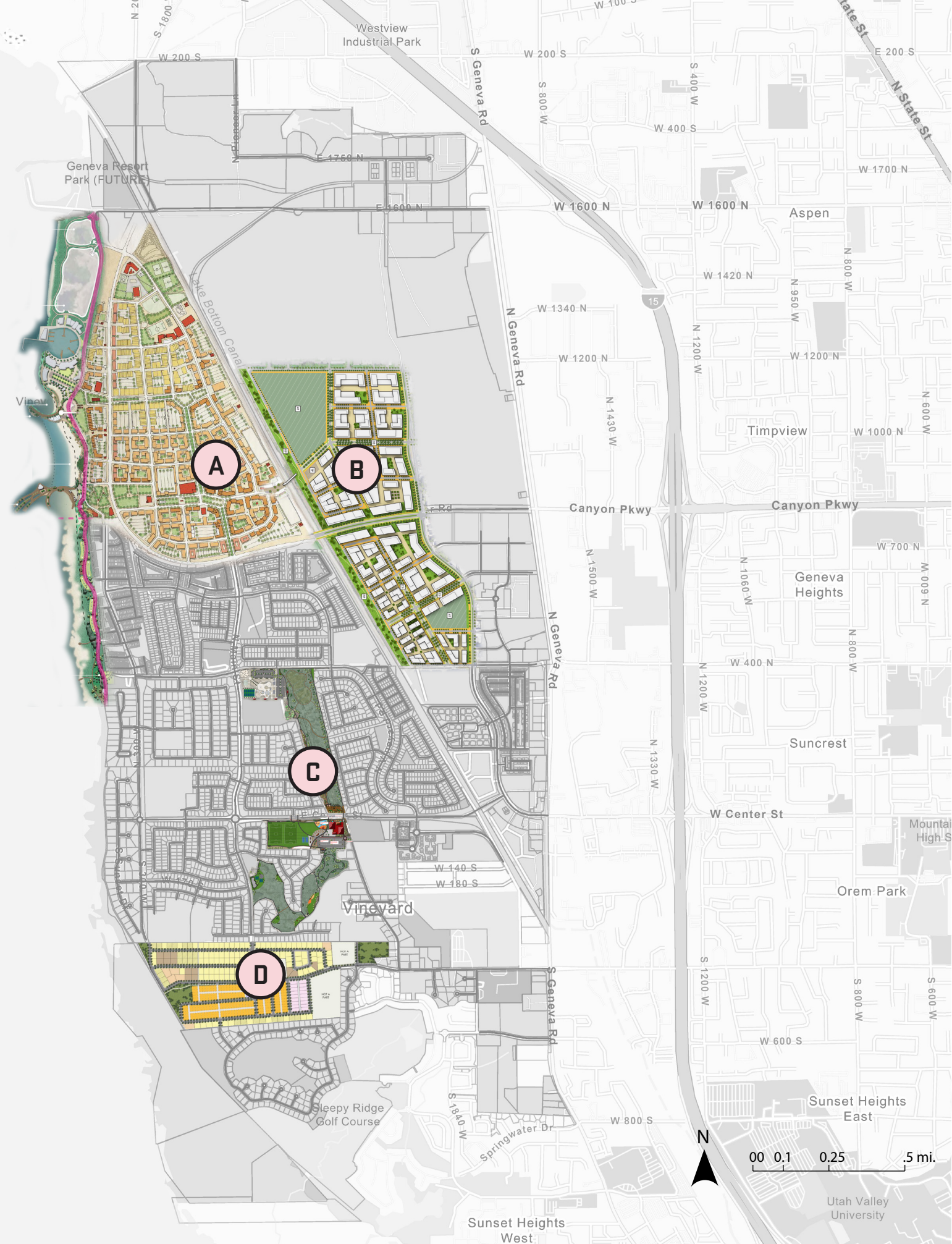
Vineyard City, UVU, and private investors have proposed a number of master planned communities and developments throughout Vineyard. This map depicts the considerable future growth and development of these areas.

Impact fees collected through construction of these developments over the years will help bolster funding for future parks, trails, and amenities.

In addition to impact fee allocation, many of these developments will incorporate parks and recreation spaces and should be heavily considered in any future recommendations. The impact of these master planned areas have helped inform future parks and recreation recommendations.

It is fair to note that all of these master plans shown may not come to fruition in the manner which they are depicted here. Plans will change, and this Vineyard Parks & Recreation master plan should also change as future developments occur.

- A** Utah City Master Plan
- B** UVU Master Plan
- C** Central Corridor Master Plan
- D** Holdaway Fields



Map Sources: of Utah, Utah Geospatial Resource Center, Esri, TomTom, Garmin, SafeGraph, GeoTechnologies, METI/NASA, USGS, Bureau of Land Management, EPA, NPS, US Census Bureau, USDA, USFWS

# INVENTORY

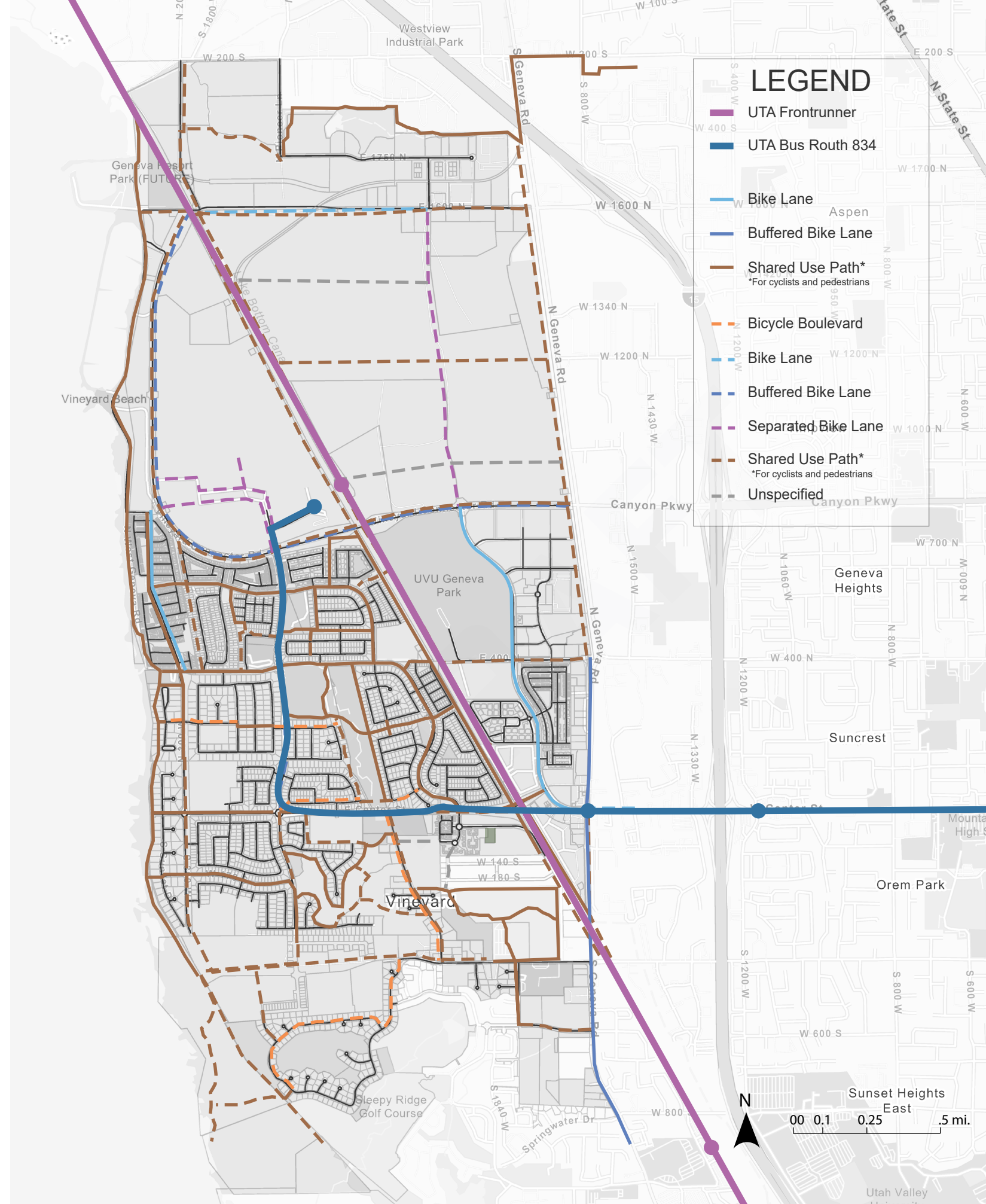
## EXISTING TRAILS & TRANSIT

Vineyard's existing network of trails and transit options shows that the city is currently very traversable through various modes of transport. Multiple cross-city bike loops connect throughout the city and create ample opportunities for citizens to enjoy the many trail offerings.

Creating a seamless multi-modal path is a primary goal for Vineyard City so that community members have the option of enjoying their daily activities and recreation without having to depend on a car or a long commute. Studies have shown that the less time spent behind the wheel throughout the day, the happier and healthier people tend to be.

The map on the next page of existing transit, bike, and walking paths serves as a foundation for future connections and improvements outlined in this document.

DRAFT



# INVENTORY EXISTING AMENITIES

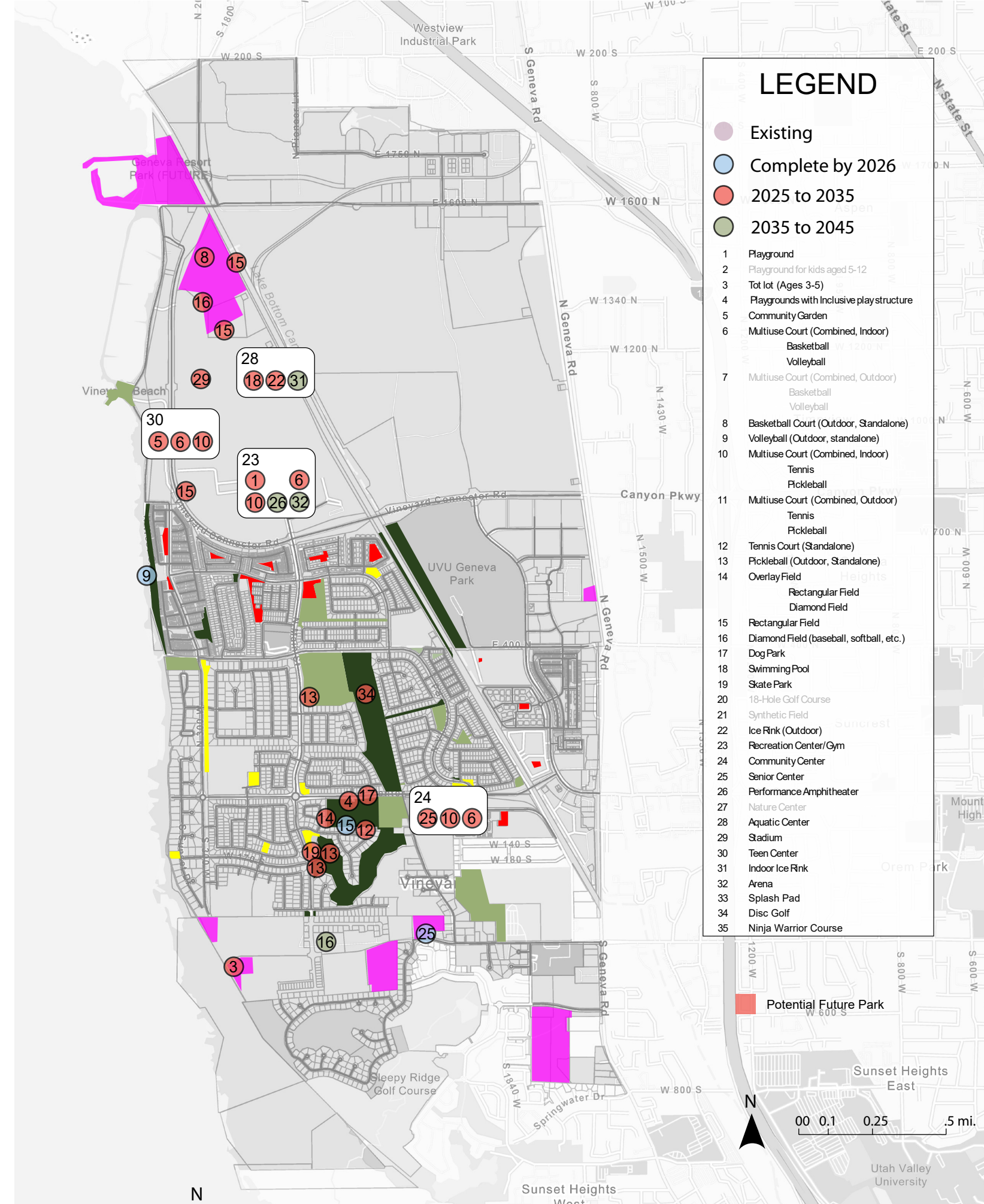
Vineyard has a considerable number of existing amenities to serve the current population.

An inventory of these amenities provides the City with a better understanding of where the public will be interested in having their trails connect and aids in understanding which amenities may be needed in the future.

Much of the amenities for Vineyard currently lie in the central corridor of the city but are sparse as one moves further out from the central core.

As the population grows out to the north and south of the central corridor it will be imperative to expand amenity offerings to accommodate future population.

The following amenity map exhibits Vineyard amenities listed on the NRPA Level of Service list. See the analysis section for more information. Listed amenities not existing in Vineyard's public access are grayed back. Amenities provided by HOAs may not be public access but are identified in an effort to meet the community's needs. A large portion of Vineyard is managed by various HOA's.



# INVENTORY

## PARKS & SHARED SPACE

As shown in the map, a number of existing parks, HOA owned park spaces, and open space opportunities are well-placed throughout Vineyard City. There is still a considerable amount of growth to occur on the north side of Vineyard slated for the next 20 years. It is critical that Vineyard City take this opportunity to acquire land where possible within these future developments for public use.

In addition to the trails, transit, overpasses, and master plans, there are (4) areas of focus and potential future growth to denote for park spaces:

### 1. Lindon Marina, Vineyard Beach

This is currently privately-owned, but could be considered by the city as a future source of revenue considering their bandwidth to take on additional maintenance.

### 2. Orem City Owned Land

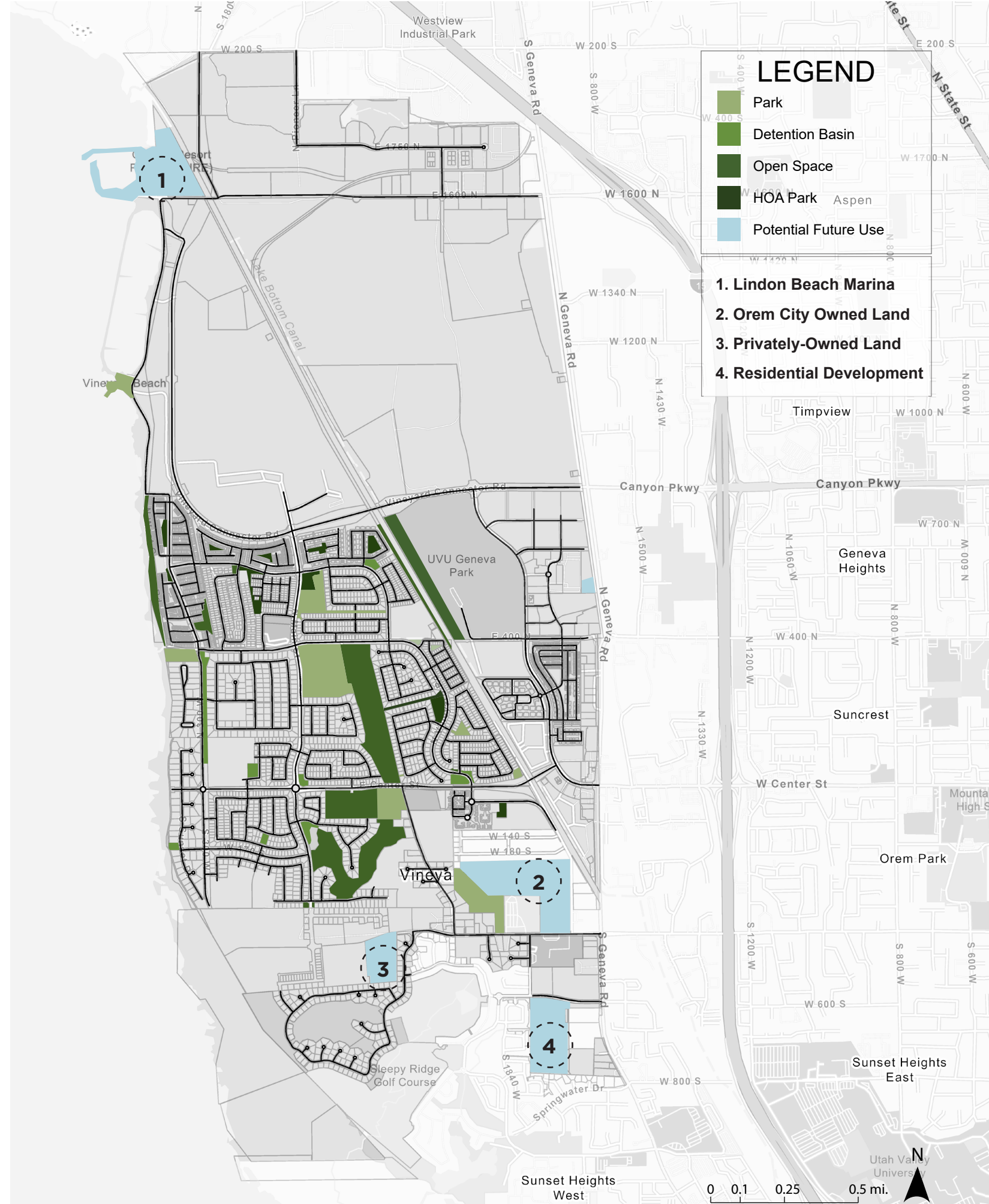
This is currently owned by Orem City, but is something that could be up for consideration if future space is needed.

### 3. Privately-Owned Land

This is currently owned by a private entity. However, there is potential with the owner to sell a portion of this land to Vineyard in the future.

### 4. Private Residential Development

Additional private development will potentially occur in this area. This could include additional parks, baseball fields, or other needed amenities based on negotiations with the owner.



# INVENTORY

## PARKS & SHARED SPACE

Space	Acreage	Public	*IFE
Lakefront Playground	1.46	HOA	
Penny Springs Park	7.69	Public	Yes
Vineyard Grove Park	18.14	Public	Yes
Sunset Beach Park	3.06	Public	Yes
Gammon Vineyard Heritage Park	6.06	Public	Yes
Bridgeport Park	0.98	Public	
Rendezvous Park	0.50	Public	
Preserve East	0.60	HOA	
Preserve West	0.49	HOA	
Tucker Row East	1.02	HOA	
Tucker Row West	0.58	HOA	
The Springs Community Park	1.33	HOA	
Kelly Boren Memorial Park	1.01	HOA	
Willows Park	2.89	HOA	
Lakefront Park and Pavilion	0.26	HOA	
Sunset Water Basin	0.47	Public	
The Maples Green Space	0.97	HOA	
Vineyard Beach	1.90	County	
Other Basins	5.33	Public	
City Hall Basin	0.77	Public	
Lakeside Sports Complex	11.53	Public	Yes
<b>Totals</b>	<b>67.06</b>		
<b>Public Parks</b>	<b>46.49</b>		
<b>HOA Owned</b>	<b>10.61</b>		
<b>Detention Basins</b>	<b>6.57</b>		

Note: HOA Parks are calculated at 50% in the NRPA analysis.

\*Impact Fee Eligible, see addendum for Impact Fee Facilities Plan

# INVENTORY

## PARKS & SHARED SPACE



### BRIDGEPORT PARK .98 acres

#### AMENITIES

- Lawn
- Playground
- Walking path



### GAMMON/VINEYARD HERITAGE PARK 6.06 acres

#### AMENITIES

- Playground
- Community Garden
- Tennis
- Baseball
- Soccer
- Restrooms
- Pavilion
- Picnic Tables
- Basketball (1/2 court)
- Parking
- Backstop

Adjacent to land for development to the west

Eligible as a system park in \*IFE

# INVENTORY

## PARKS & SHARED SPACE

ELIGIBLE FOR IMPACT FEES



### LAKESIDE SPORTS COMPLEX 11.53 acres

#### AMENITIES

- Lawn
- Soccer
- Walking path

*Adjacent to parking, baseball diamonds, restrooms and playground that are owned by Orem City. West side owned by Vineyard City*

*Eligible for a system park in \*IFE*



### SUNSET BEACH PARK 3.06 acres

#### AMENITIES

- Playground
- Lawn
- Pavilion & Restrooms
- Community Garden
- Parking

*Lake shore access*

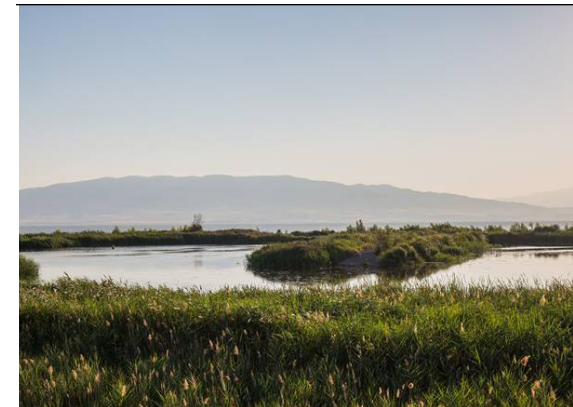


### PENNY SPRINGS PARK 7.69 acres

#### AMENITIES

- Playground
- Pond
- Shaded seating
- Walking path
- Restrooms

*Adjacent to HOA-owned swimming pool and residential neighborhood*



### VINEYARD BEACH 1.9 acres

#### AMENITIES

- Shaded seating
- Parking

*Lake access / Access to lake shore trail*

*County owned*

ELIGIBLE FOR IMPACT FEES



### RENDEZVOUS PARK 0.5 acres

#### AMENITIES

- Playground
- Lawn



### VINEYARD GROVE PARK 18.14 acres

#### AMENITIES

- Playgrounds
- Zipline
- Splash Pad
- 2 tennis/4 pickleball courts
- Basketball
- Baseball
- Soccer
- Pavilions
- Lawn
- Parking
- Mountain Bike Track (south end of wetland)

*Eligible for a system park in \*IFE*

# INVENTORY PUBLIC INPUT

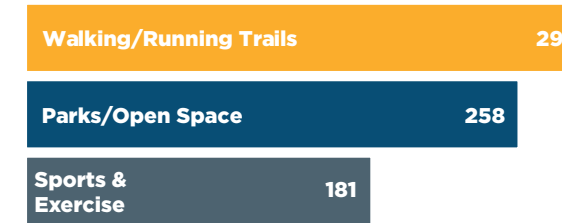
In May & June of 2024 we began our outreach process to the community in an effort to garner input. The Team participated in Vineyard Days and provided a survey to gauge future desires and current impressions. This summarized report shows the public's top three responses to questions regarding most valued current and future amenities.

During this process, it was evident that many of the families in Vineyard preferred amenities such as recreation centers, swimming facilities, and parks with activities for children such as playgrounds. However, since construction projects and funding approvals take years to pursue, we should consider where these families will be in 10 years, which would shift immediate recommendations and needs.

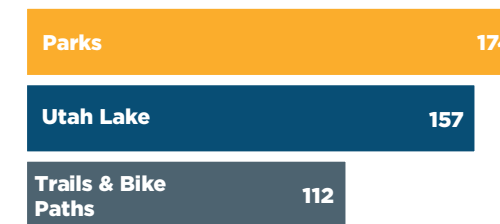
Currently, a recreation center is available in Orem, and Vineyard citizens are provided an \$80 reimbursement from Vineyard per household per year for its use through an agreement with the adjacent city. The NRPA population threshold for this type of facility is around 24,486, so it could be considered in future build-outs, but at the time of this study Vineyard does not reach that threshold with a population of approximately 18,176. *See addendum for impact fee analysis*

A public swimming facility is included in the proposal for Utah City development, but would be privately managed and owned. However, there may be a possibility for Vineyard to negotiate with private entities for facility-use discounted fees for Vineyard citizens.

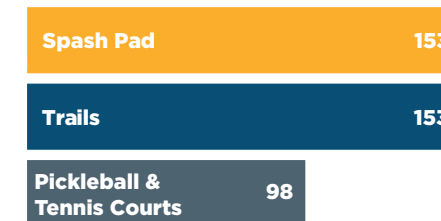
## What gets you outside?



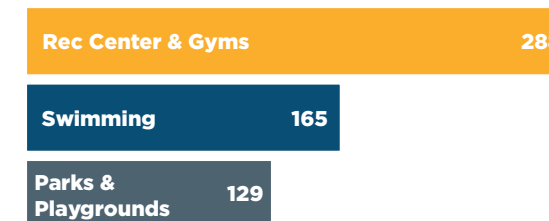
## Favorite Natural Feature?



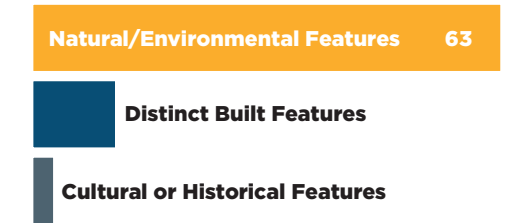
## Favorite Vineyard Amenity?



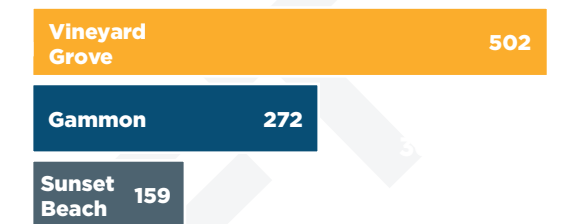
## What amenities do you use outside of Vineyard?



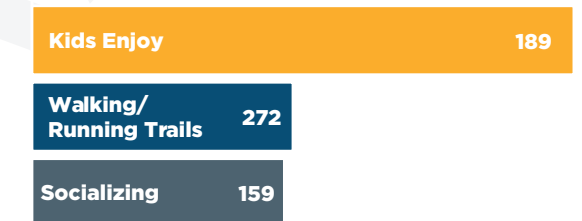
## Most valuable to you?



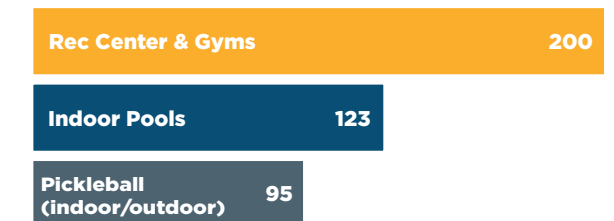
## Favorite Vineyard City Park?



## Why is this your favorite?



## What's missing in Vineyard?





# ANALYSIS

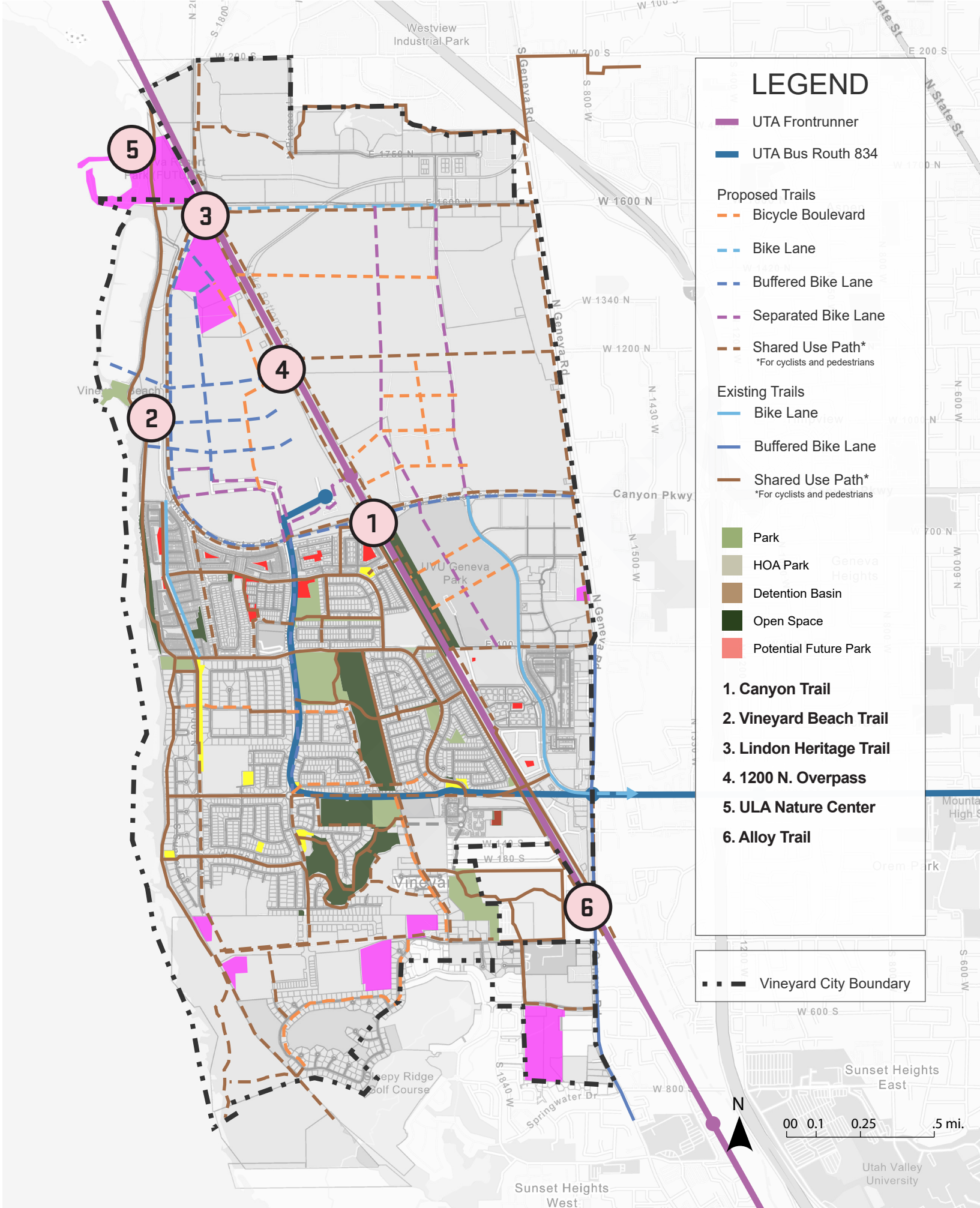
# ANALYSIS

## PLANNED TRAILS & TRANSIT

A top master planning priority is to complete connectivity with the existing trail system. There are a number of planned future improvements noted by Vineyard City that will further enhance the depicted trail system and walkability of Vineyard. They are listed below and shown on the map on the adjacent page.

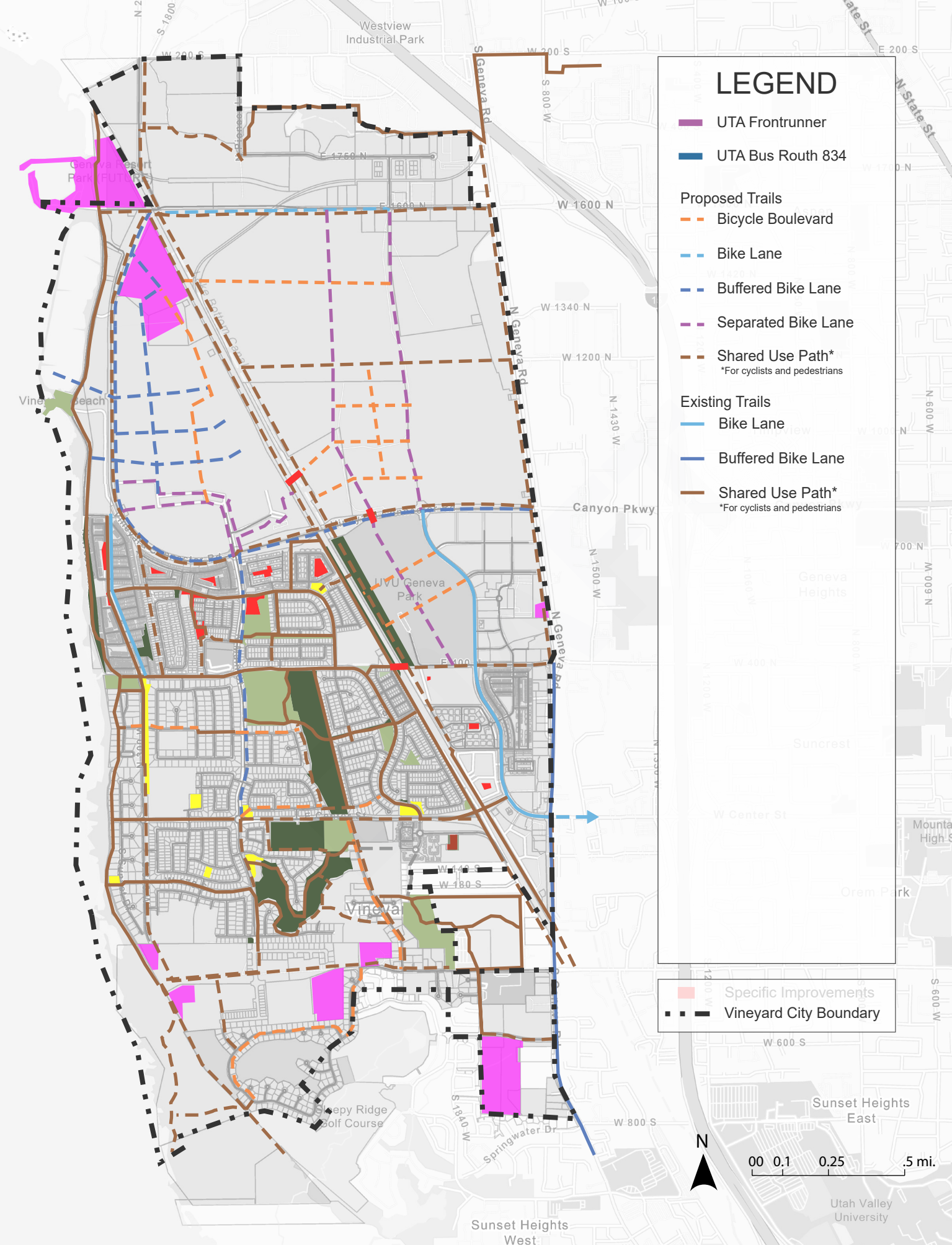
1. Canyon Trail (**Funded**)
2. Vineyard Beach Trail Enhancements (**\$3M allocated**)
3. Lindon Heritage Trail (**Funded by Lindon**)
4. 1200 N. Overpass (**Partially Funded by Vineyard**)
5. Utah Lake Authority Nature Center (**Federal / UVU**)
6. Alloy Trail Extension (**Orem / Vineyard - Planning**)

Please note that not all of these plans are finalized or funded directly by the City, but instead may be under negotiation and/or partially funded by the City. Additionally, this list is not entirely exhaustive and additional plans for expansion are still on-going. Additional connectivity may be identified in future master planning efforts.



# ANALYSIS

## PLANNED TRAILS & TRANSIT



Map Sources: of Utah, Utah Geospatial Resource Center, Esri, TomTom, Garmin, SafeGraph, GeoTechnologies, METI/NASA, USGS, Bureau of Land Management, EPA, NPS, US Census Bureau, USDA, USFWS



## ANALYSIS

### NRPA STANDARDS

National Recreation and Parks Association (NRPA) is a not-for-profit group which establishes standards and methods for determining city need of park and recreation spaces. NRPA refers to these standards as “Park Metrics”. They are the most comprehensive source of benchmarks and insights for park and recreation agencies. Their comprehensive data-base allows us to measure density against city population and understand where the deficiencies of the city are and weigh them against what is currently present in your community.

#### *What do we know today?*

Vineyard density factor:	<b>5*</b>
Vineyard current approx. population:	<b>18,176</b>
Vineyard 2045 projected population:	<b>50,000</b>

The goal of this exercise is to understand how Vineyard compares to national standards. When we compare parks and recreation department amenities to other cities nationally with a similar density factor and population, the data suggests that there are deficiencies in a few categories of city-owned amenities.

However, this analysis does not tell the whole story. When polling the public, it became apparent that much of Vineyard City is made of up families with young children. Considering the time it takes to allocate, fund, and build these amenities, it is important to consider what the need will be this population a few years down the road when the children are in their teenage years.

*\* A Density factor of 5 means that there are on average 5 dwellings per acre in Vineyard.*

# ANALYSIS

## NRPA

### COMPARISON

The adjacent table show the difference between the number of the listed amenities in Vineyard and the national average amenity count for similar sized cities.

Amenities	2025*	2030*	2035*	2045*
<b>Playgrounds**</b>	-11	-8	-5	-2
<b>Playgrounds primarily dedicated for kids aged 5-12</b>	7	10	13	11
<b>Tot lots - Playgrounds for ages 2-5</b>	-6	-5	-5	-3
<b>Playgrounds with Inclusive Play Structures</b>	1	1	2	2
<b>Community Gardens</b>	-1	-1	-1	-1
<b>Multi-use Courts (Combined, Indoor)</b>	1	2	3	3
Basketball	1	2	3	3
Volleyball	1	2	3	3
<b>Multi-use Courts (Combined, Outdoor)</b>	1	2	3	2
Basketball	1	2	3	2
Volleyball	1	2	3	2
<b>Basketball Courts (Outdoor, Standalone)**</b>	-0.5	1	2	4
<b>Volleyball (Outdoor, Standalone)</b>	1	2	3	2
<b>Multi-use Courts (Combined, Indoor)</b>	1	2	3	4
Tennis	1	2	3	4
Pickleball**	1	2	3	4
<b>Multi-use Courts (Combined, Outdoor)</b>	0	1	1	3
Tennis	0	1	1	3
Pickleball	0	1	2	6
<b>Tennis Court (Standalone)</b>	3	4	6	9
<b>Pickleball (Outdoor, Standalone)</b>	3	4	5	6
<b>Overlay Fields</b>	-2	-1	0	2
Rectangular Field	1	2	3	5

Amenities	2025*	2030*	2035*	2045*
<b>Rectangular Fields</b>	2	5	8	11
<b>Diamond Fields (baseball, softball, etc.)</b>	7	10	13	16
<b>Dog Parks**</b>	-1	0	-1	-1
<b>Swimming Pools</b>	0	1	1	1
<b>Skate Parks</b>	0	1	1	<1
<b>18-Hole Golf Course</b>	0	1	1	<1
<b>Synthetic Fields</b>	0	1	2	2
<b>Ice Rinks (Outdoor)</b>	1	1	2	2
<b>Recreation Center/Gyms</b>	0	1	2	2
<b>Community Centers</b>	0	1	1	1
<b>Senior Centers</b>	0	1	1	<1
<b>Performance Amphitheaters</b>	0	1	1	1
<b>Nature centers</b>	0	1	1	<1
<b>Aquatic Centers</b>	0	1	1	<1
<b>Stadiums</b>	0	0	1	<1
<b>Teen Centers</b>	0	0	1	1
<b>Indoor Ice Rinks</b>	0	0	2	1
<b>Arenas</b>	0	1	2	<1

\* needed by year per NRPA standards

\*\*HOA Amenities (calculated at 50%)

More information about the NRPA calculations can be found in the Appendix.

# ANALYSIS NRPA CALCULATIONS

Amenities	Number of Existing Amenities	Amenities Needed Short Term (per NRPA)	Total Amenities Needed 2025-2035 (per NRPA)	Total Amenities Needed 2035-2045 (per NRPA)	Thresholds (Approx. people needed to build)
<b>Playgrounds**</b>	18	-11.2	-5.1	-1.8	3,105
<b>Playgrounds primarily dedicated for kids aged 5-12</b>	0.0	6.8	13.0	10.9*	3,089
<b>Tot lots - Playgrounds for ages 2-5</b>	8.0	-6.4	-4.9	-3.2	12,744
<b>Playgrounds with Inclusive play structures</b>	0.0	1.1	2.0	2.0*	19,729
<b>Community Gardens</b>	2.0	-1.2	-0.5	-0.9*	27,262
<b>Multi-use Courts (Combined, Indoor)</b>	0.0	1.4	2.7	2.5*	14,577
Basketball	0.0	1.0	3.0	3.0	-
Volleyball	0.0	1.0	3.0	3.0	-
<b>Multi-use Courts (Combined, Outdoor)</b>	0.0	1.4	2.6	2.4*	15,531
Basketball	0.0	1.0	3.0	2.0*	-
Volleyball	0.0	1.0	3.0	2.0*	-
<b>Basketball Courts (Outdoor, Standalone)**</b>	3.5	-0.7	1.8	3.7	7,501
<b>Volleyball (Outdoor, Standalone)</b>	0.0	1.5	2.8	2.3*	14,280
<b>Multi-use Courts (Combined, Indoor)</b>	0.0	1.4	2.7	4.0	14,950
Tennis	0.0	1.0	3.0	4.0	-
Pickleball**	4.5	1.0	3.0	4.0	-
<b>Multi-use Courts (Combined, Outdoor)</b>	2.0	-0.4	1.1	2.6	13,000
Tennis	2.0	0.0	1.0	3.0	-
Pickleball	4.0	0.0	2.0	6.0	-
<b>Tennis Court (Standalone)</b>	1.0	2.8	6.3	9.2	5,461

Amenities	Number of Existing Amenities	Amenities Needed Short Term (per NRPA)	Total Amenities Needed 2025-2035 (per NRPA)	Total Amenities Needed 2035-2045 (per NRPA)	Thresholds (Approx. people needed to build)
<b>Pickleball (Outdoor, Standalone)</b>	0.0	2.7	5.2	5.7	7,737
<b>Overlay Fields</b>	4.0	-1.9	0.0	2.4	10,000
Rectangular Field	4.0	1.0	3.0	5.0	-
Diamond Field	7.0	1.0	3.0	5.0	-
<b>Rectangular Fields</b>	4.0	2.3	8.0	10.7	3,333
<b>Diamond Fields (baseball, softball, etc.)</b>	0.0	7.0	13.3	16.3	3,007
<b>Dog Parks**</b>	2.0	-1.2	-0.5	-0.9*	27,508
<b>Swimming Pools</b>	0.0	0.0	1.5	1.3*	27,081
<b>Skate Parks</b>	0.0	0.0	1.2	<1	33,167
<b>18-Hole Golf Courses</b>	0.0	0.0	1.2	<1	32,812
<b>Synthetic Fields</b>	0.0	0.0	1.7	1.7*	23,189
<b>Ice Rinks (Outdoor)</b>	0.0	1.1	2.0	2.0	19,770
<b>Recreation Centers/Gyms</b>	0.0	0.0	1.6	1.5*	24,486
<b>Community Centers</b>	0.0	0.0	1.4	1.2*	27,858
<b>Senior Centers</b>	0.0	0.0	1.3	<1	31,985
<b>Performance Amphitheaters</b>	0.0	0.0	1.2	1.0*	32,255
<b>Nature Centers</b>	0.0	0.0	1.2	<1	33,669
<b>Aquatic Centers</b>	0.0	0.0	1.3	<1	31,000
<b>Teen Centers</b>	0.0	0.0	1.3	1.0*	31,785
<b>Indoor Ice Rinks</b>	0.0	0.0	1.7	1.1*	23,512



# RECOMMENDATIONS

# RECOMMENDATIONS IMPROVEMENTS

Proposed amenities are designated per time-frame horizon. Refer to Proposed Amenities below for priorities within each horizon.

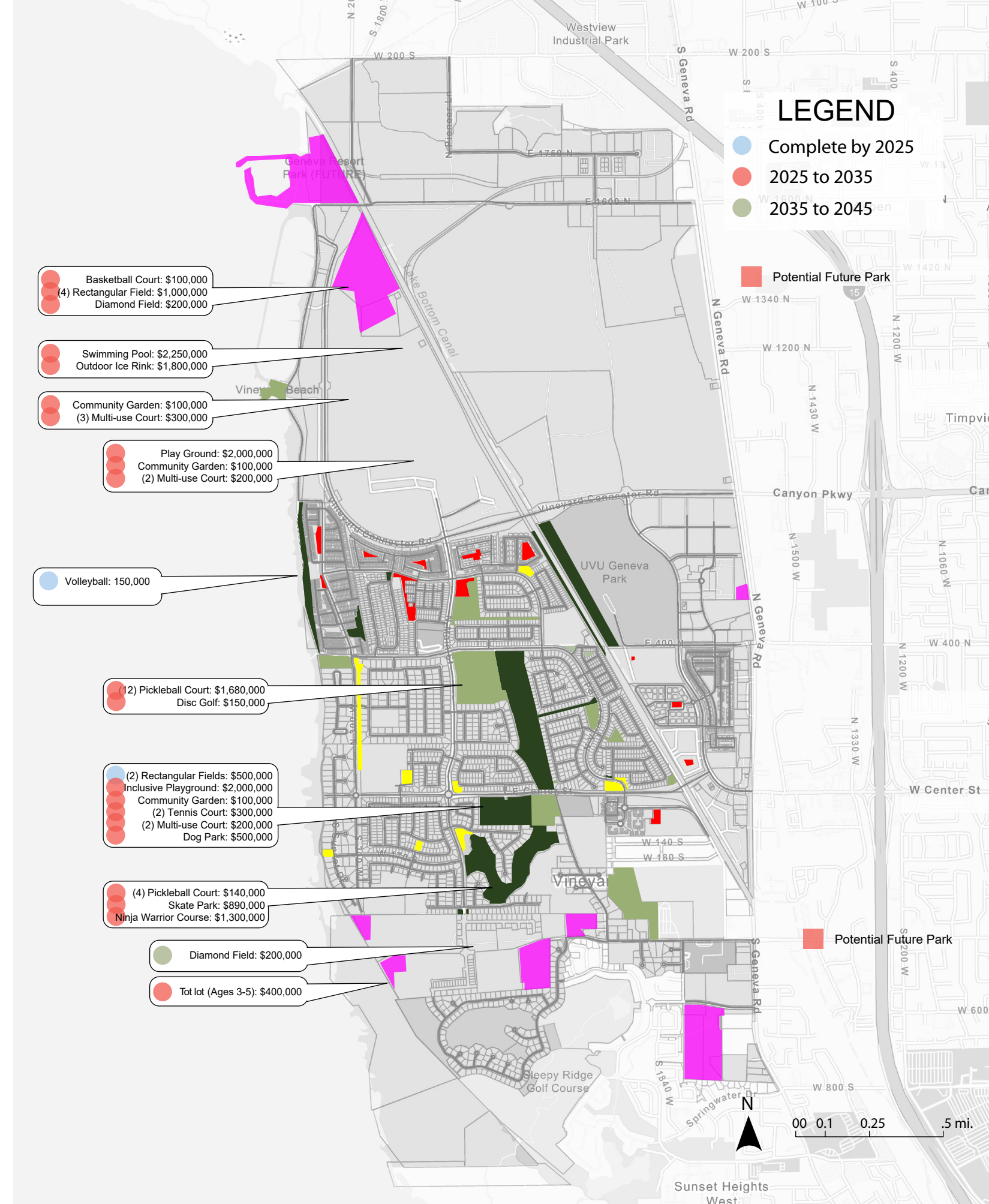
The map depicted indicates where future and immediate improvements to the city would be successful based on all of the data collected thus-far. These recommendations are backed by NRPA thresholds, public input, land availability, and existing amenities.

There are two primary areas of focus in Vineyard which have ample access from all parts of the city and will help foster healthy growth in the future.

Utah City to the north will take a number of years to be established. Therefore population for this area is not anticipated to fill in until closer to 10 years.

There will be a more immediate need around Gammon Park and the Central Corridor since there is a current and quickly growing population there. Satisfying the need for a skate park or pump track, disc golf, and rectangle fields sooner rather than later will greatly benefit the community and likely see ample use.

DRAFT



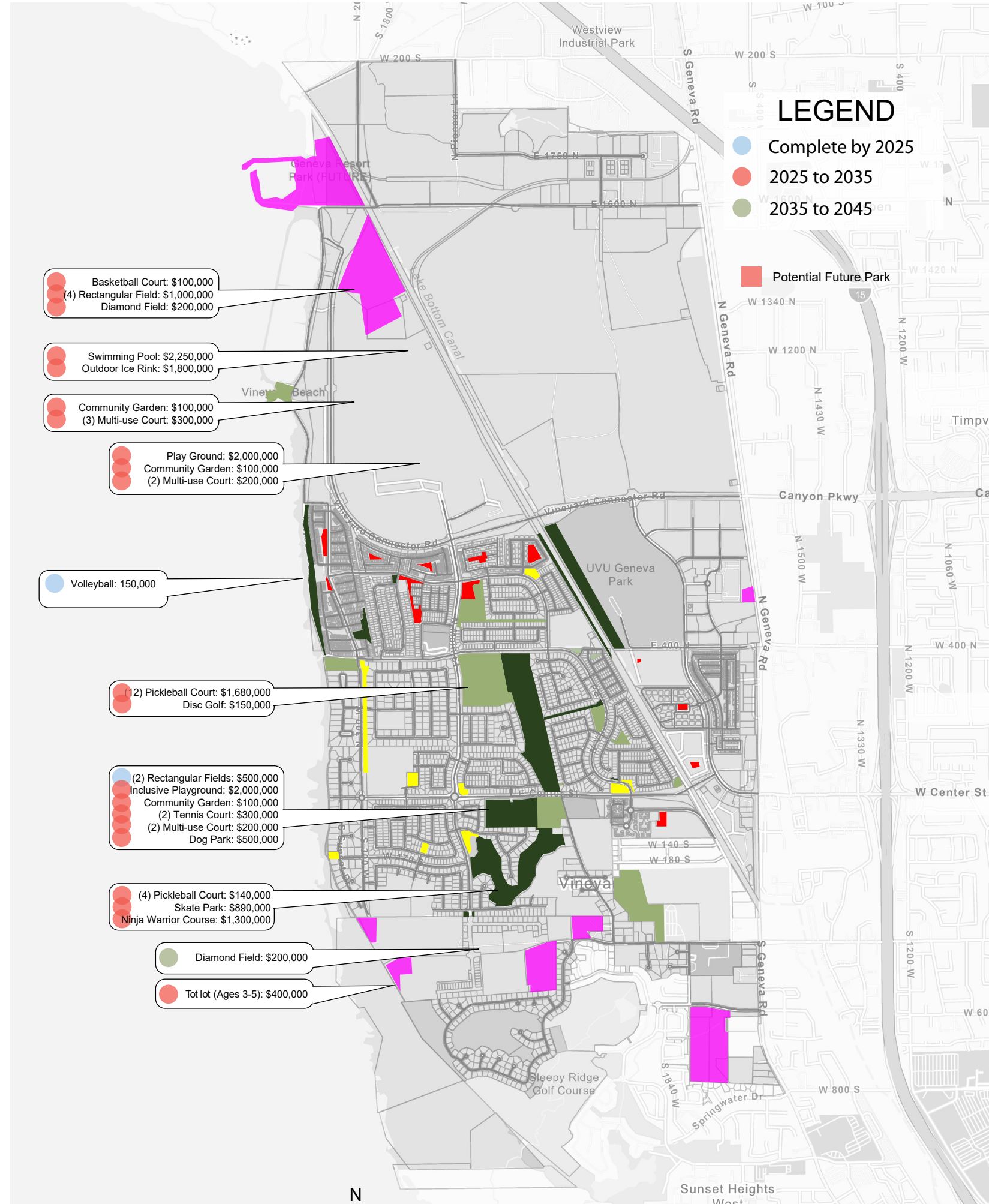
# RECOMMENDATIONS PROPOSED AMENITIES

Amenities are listed by order of approximate priority

Amenities	2025*	2025-2030*	2030-2035*	2035-2045*
Teen Centers				1
Playgrounds with inclusive play structures		1		
Rectangular Fields	2			
Multi-use Courts (Combined, Outdoor)		2		2
Tennis		1		2
Pickleball**		2		4
Playgrounds**				
Playgrounds primarily dedicated for kids aged 5-12			1	
Tot lots - Playgrounds for ages 2-5			1	
Community Gardens			1	
Multi-use Courts (Combined, Indoor)			1	1
Basketball			1	1
Volleyball			1	1
Basketball Courts (Outdoor, Standalone)**			1	
Multi-use Courts (Combined, Indoor)				2
Tennis				2
Pickleball**				4
Tennis Court (Standalone)			1	
Pickleball (Outdoor, Standalone)		12	4	
Overlay Fields			3	
Rectangular Field			3	
Diamond Field			3	
Diamond Fields (baseball, softball, etc.)			1	2
Dog Park		1		
Swimming Pools				1
Skate Parks		1		
Ice Rinks (Outdoor)				1
Community Centers			1	
Senior Centers			1	
Performance Amphitheaters				1
Aquatic Centers				1
Stadiums			1	

\*years proposed

\*\*HOA Amenities counted at 50%



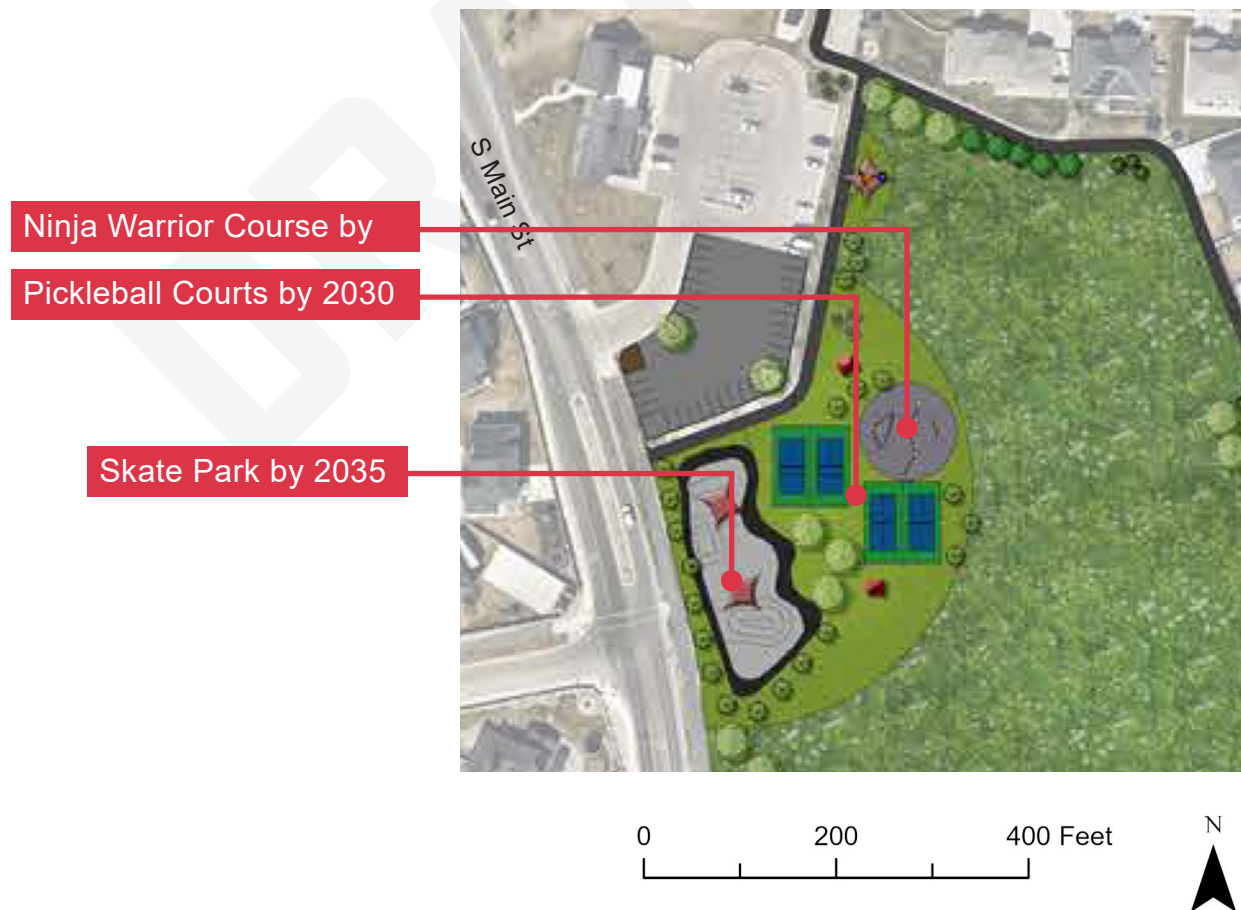
# RECOMMENDATIONS VINEYARD GROVE PARK



# RECOMMENDATIONS UTAH CITY MASTER PLAN



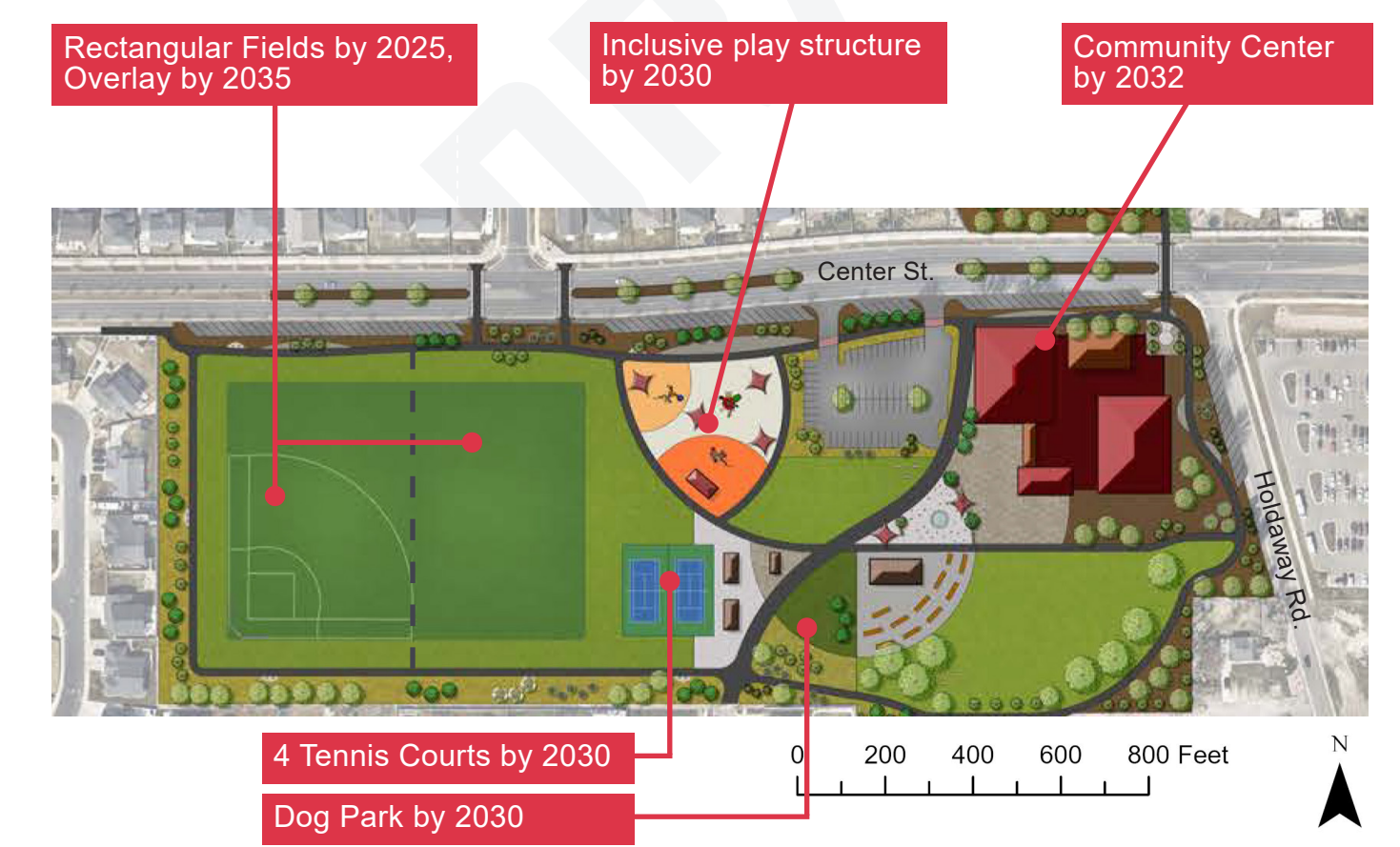
# RECOMMENDATIONS CURRENT CITY HALL



# RECOMMENDATIONS HOLDAWAY FIELDS



# GAMMON/VINEYARD HERITAGE PARK



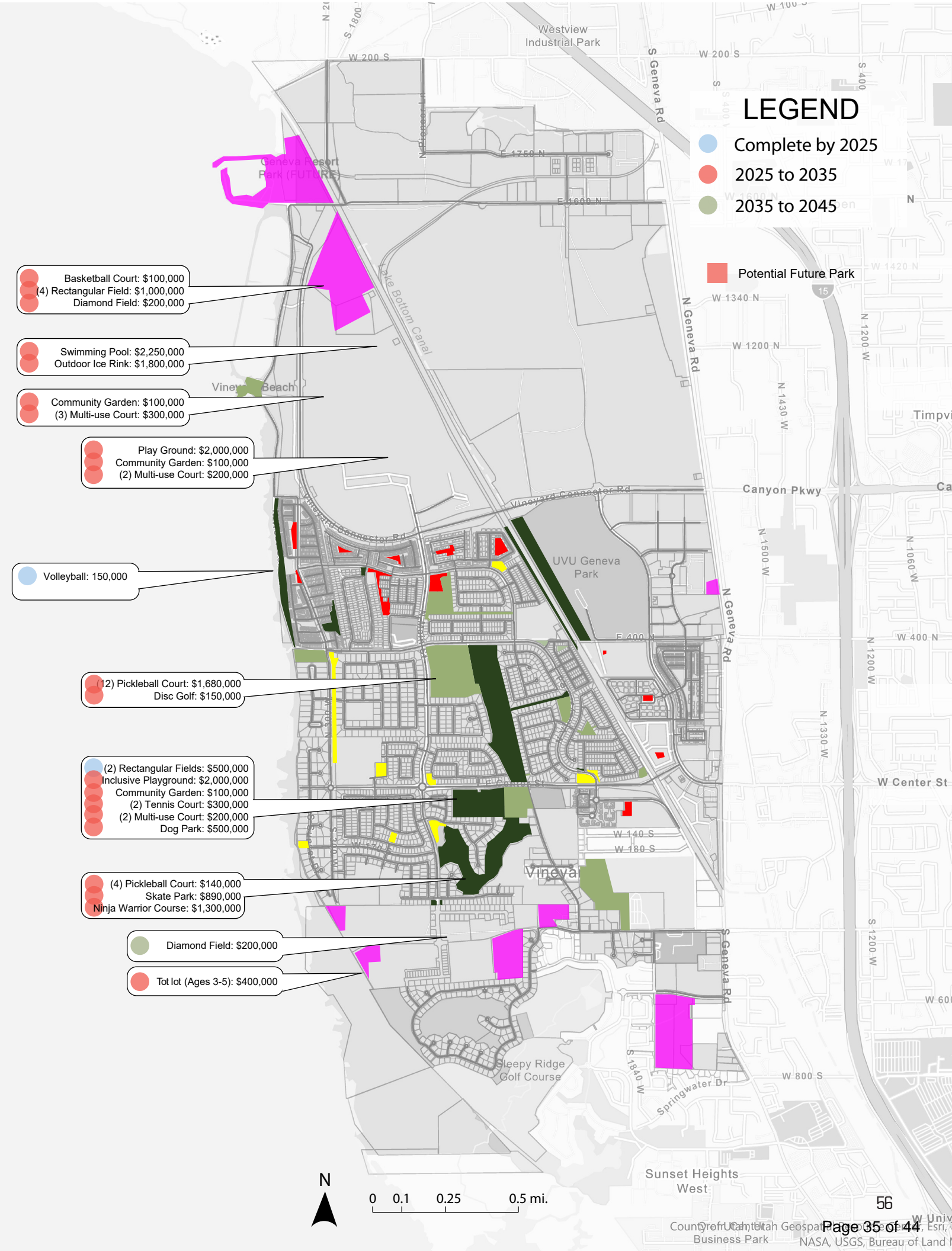


# COST ANALYSIS

# OBEN DIALYSIS ANALYSIS MASTER PLAN

\*The population threshold changes for NRPA trends at 50,000, with more people per amenity.  
The subsequent NRPA difference columns per horizon are adjusted for proposed amenities

Number	Amenities	Unit Cost	2026	2030	2035	2045	Quantity	Multiplied Cost
1	Playgrounds**	\$ 2,000,000.00			1		1	\$ 2,000,000.00
2	Playgrounds primarily dedicated for kids aged 5-12						0	\$ -
3	Tot lots - Playgrounds for ages 2-5	\$ 400,000.00			1		1	\$ 400,000.00
4	Playgrounds with Inclusive play structures	\$ 2,000,000.00		1			1	\$ 2,000,000.00
5	Community Gardens	\$ 100,000.00			1		1	\$ 100,000.00
6	Multiuse Courts (Combined, Indoor)				1	1	2	\$ -
	Basketball						0	\$ -
	Volleyball						0	\$ -
7	Multiuse Courts (Combined, Outdoor)	\$ 300,000.00		2		2	4	\$ 1,200,000.00
	Basketball						0	\$ -
	Volleyball						0	\$ -
8	Basketball Courts (Outdoor, Standalone)**	\$ 100,000.00			1		1	\$ 100,000.00
9	Volleyball (Outdoor, standalone)	\$ 150,000.00	1				1	\$ 150,000.00
10	Multiuse Courts (Combined, Indoor)					2	2	\$ -
	Tennis						0	\$ -
	Pickleball**						0	\$ -
11	Multiuse Courts (Combined, Outdoor)						0	\$ -
	Tennis						0	\$ -
	Pickleball						0	\$ -
12	Tennis Court (Standalone)						0	\$ -
13	Pickleball (Outdoor, Standalone)	\$ 100,000.00		12	4		16	\$ 1,600,000.00
14	Overlay Fields	\$ 240,000.00			2		2	\$ 480,000.00
	Rectangular Field						0	\$ -
	Diamond Field						0	\$ -
15	Rectangular Fields	\$ 250,000.00	2				2	\$ 500,000.00
16	Diamond Fields (baseball, softball, etc.)	\$ 200,000.00				2	2	\$ 400,000.00
17	Dog Parks**	\$ 500,000.00		1			1	\$ 500,000.00
18	Swimming Pools	\$ 2,250,000.00				1	1	\$ 2,250,000.00
19	Skate Parks	\$ 890,000.00		1			1	\$ 890,000.00
20	18-Hole Golf Courses						0	\$ -
21	Synthetic Fields						0	\$ -
22	Ice Rinks (Outdoor)	\$ 1,800,000.00				1	1	\$ 1,800,000.00
23	Recreation Centers/Gyms						0	\$ -
24	Community Centers				1		1	\$ -
25	Senior Centers				1	1	2	\$ -
26	Performance Amphitheaters					1	1	\$ -
27	Nature Centers						0	\$ -
28	Aquatic Centers					1	1	\$ -
29	Stadiums				1		1	\$ -
30	Teen Centers					1	1	\$ -
31	Indoor Ice Rinks						0	\$ -
32	Arenas						0	\$ -



# COST ANALYSIS

## OUTDOOR AMENITIES PHASING

Only outdoor amenities were calculated in this costing. Facilities, supporting infrastructure, land, & maintenance expenses will need to be analyzed respectively via facilities feasibility studies, construction estimates, land acquisition analysis, & maintenance cost projections.

### CURRENT PROJECTS

#### Focus: LAND ACQUISITION

Immediate priorities should be considered for land acquisition for future facilities & major amenities. Additionally, near-future improvements and are proposed to be included in the upcoming budget cycle. These amenities will help bridge the gap between the national standard, public request, and current offerings.

**\$500,000\***

\*This cost assumes a 1% year over year inflation rate and assumes the build would occur in 2026.

### 0-5 YEAR PLAN (by 2030)

#### Focus: LAND ACQUISITION

The top immediate priority for the next 5 years is to initiate efforts in land acquisition in downtown vineyard. These will be a multiple municipal division effort for Vineyard City and must be coordinated as such. Second, a sustained framework for improving trail/pathway connectivity must be a top priority. Third, as funding becomes available, multi-use courts, Keeping this horizon short and simple allows the focus to be on land acquisition while the opportunity is available.

**\$3,223,500\***

\*This cost assumes a 5% year over year inflation rate and assumes the land acquisition occur by 2030.

### 5-10 YEAR PLAN (by 2035)

#### Focus: AMENITIES

Over the next 10 years we recommend focusing on nesting the right amenities in a recreation center.

Additionally, pickle-ball, a dog park, a skate park, & synthetic fields (applied at 50% for new sports fields). Consider multi-use spaces including a community center (with seniors programming), & teen center. Since big infrastructure such as community centers and teen centers take a lot of capital we would recommend pushing out funding requests until their costs can be fully assessed.

**\$2,348,500\***

\*This cost assumes a 5% year over year inflation rate and assumes the build would occur by 2035.

### 10-20 YEAR PLAN (by 2045)

#### Focus: FACILITIES

Any projects which are still not complete from the Phase 2 work would be more urgent as you continue through the 20 year mark since population would meet the NRPA thresholds for cities of a similar size.

Additional overlay fields and multi-use parks are proposed as the city is built out. By 2045, the city's population will be peaking, so we see a slight decrease in need.

**\$8,880,000\***

\*This cost assumes a 10% year over year inflation rate and assumes the build would occur by 2045.

*Pricing of future projects is subject to change, each of these costs assume a 25% contingency built into the baseline cost to offset soft costs, cover minor fluctuation in construction pricing and difference in design. A full evaluation of these costs may be found on the following pages of this document.*



# APPENDIX





**VINEYARD CITY COUNCIL STAFF REPORT**

**Meeting Date:** February 27, 2025

**Agenda Item:** ARCH Grant Civic Review training and scoring.

**Department:** Parks and Recreation

**Presenter:** Anna Nelson

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**Background/Discussion:**

The ARCH Grant application opened in February and will remain open until March 15th. So far, only one application has been received, but we hope to see more submissions before the deadline. Applications are processed through an online portal called Civic Review.

Event Manager Anna Nelson will review the portal, including how to access it, internal comments, and any additional details.

She will also review the scoring card approved by City Council in January, which will be used to evaluate each ARCH Grant application. This standardized scoring card ensures a fair and consistent review process, helping the Commission assess applications based on key criteria and make well-informed recommendations.

**Fiscal Impact:**

N/A

**Recommendation:**

**Sample Motion:**

**Attachments:**

1. Score Card

## ARCH Grant Scoring Card Outline

---

### Applicant Information

- **Organization Name:**
  - **Project Title:**
  - **Applicant's Contact Information:**
  - **Grant Amount Requested:**
- 

### Disqualification (check if applicable)

- Not a non-profit organization
  - The project doesn't meet the requirements for funding through RAP tax funds
- 

### 1. Project Alignment with ARCH, the Community needs, and Council goals

**Objective:** Assess how well the proposal aligns with the grant's goals.

- **Alignment with Funding Priorities:**
  - Does the project meet the ARCH mission and priorities?
  - Does it align with the policy and procedures of the grant process?  
Score (1-5) \_\_\_\_\_
- **Significance of the program:**
  - How urgent or needed is the project needed for the community?  
Score (1-5) \_\_\_\_\_
- **Target Audience/Beneficiaries:**
  - Who benefits from the project? Is the target audience well-defined and appropriate?
  - Does the project demonstrate a significant positive impact on the community?
  - Will it engage a diverse audience or underserved communities?  
Score (1-5) \_\_\_\_\_

Commissioners notes on project alignment and reason for the score: \_\_\_\_\_

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## 2. Project Design and Implementation Plan

**Objective:** Evaluate the clarity, feasibility, and effectiveness of the project plan.

- **Clear Objectives and Outcomes:**
  - Are the project's goals clearly defined and measurable?  
Score (1-5) \_\_\_\_\_
- **Work Plan and Timeline:**
  - Is the timeline realistic, with clear milestones and deadlines?  
Score (1-5) \_\_\_\_\_
- **Feasibility:**
  - Does the applicant demonstrate the ability to carry out the project (e.g., technical capacity, team experience)?  
Score (1-5) \_\_\_\_\_
- **Innovation:**
  - Is the project innovative or introducing new approaches to solving the problem?
  - Does the project show high artistic or cultural quality? Or bring something new to our community?  
Score (1-5) \_\_\_\_\_

---

## 3. Budget and Financial Management

**Objective:** Ensure that the budget is realistic, appropriate, and transparent.

- **Justification of Budget:**
  - Is the budget breakdown clear and well-justified for each line item?
  - Is there a plan for the implication of funds?  
Score (1-5) \_\_\_\_\_
- **Cost-Effectiveness:**
  - Is the project cost-effective in terms of expected outcomes versus the funding requested?
  - Is there a demonstration of financial need for this project?  
Score (1-5) \_\_\_\_\_

- **Sustainability:**

- Does the applicant demonstrate how the project will sustain itself beyond the grant period (e.g., future funding plans)?

Score (1-5)\_\_\_\_\_

---

#### **4.. Evaluation and Monitoring**

**Objective:** Assess the applicant's plan for evaluating and tracking the success of the project.

- **Monitoring Plan:**

- Does the applicant have a plan to monitor the progress and outcomes of the project?

Score (1-5)\_\_\_\_\_

- **Evaluation Metrics:**

- Are the metrics for measuring success well-defined and realistic?

Score (1-5)\_\_\_\_\_

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#### **5. Applicant's Capacity and Experience**

**Objective:** Evaluate the applicant's qualifications and ability to execute the project.

- **Organizational Capacity:**

- Does the organization have the necessary infrastructure, resources, and expertise to implement the project successfully?

Score (1-5)\_\_\_\_\_

- **Staff Qualifications:**

- Are the key personnel and project team members qualified and experienced?

Score (1-5)\_\_\_\_\_

- **Past Experience and Track Record:**

- Does the applicant have a proven history of successfully completing similar projects?

Score (1-5)\_\_\_\_\_

- **Risk Identification:**

- Has the applicant identified potential risks to the project's success?

Score (1-5)\_\_\_\_\_

Commissioners notes on the organization's plan for the project and reason for the score:

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## 6. Community or Stakeholder Involvement

**Objective:** Assess the level of engagement and support for the project from relevant stakeholders.

- **Community Support and Engagement:**
  - Does the project involve the community or relevant stakeholders in its design or implementation?
  - Score (1-5)\_\_\_\_\_
- **Collaboration and Partnerships:**
  - Does the applicant have partnerships with other organizations or entities to strengthen the project?
  - Score (1-5)\_\_\_\_\_

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## 7. Sustainability and Long-Term Impact

**Objective:** Assess the potential long-term benefits of the project.

- **Sustainability Beyond the Grant:**
  - How does the applicant plan to sustain the project or its benefits after the funding ends?
  - Score (1-5)\_\_\_\_\_
- **Long-Term Impact:**
  - What are the expected long-term benefits of the project for the target community or sector?
  - Score (1-5)\_\_\_\_\_

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## 8. Overall Impact and Value

**Objective:** Summarize the overall impact of the project based on all criteria.

- **Overall Contribution to Mission:**
  - How well does the project contribute to the overarching mission of the ARCH grant program?

- Score (1-5)\_\_\_
- **Potential for Broader Impact:**
  - Does the project have the potential for broader or systemic impact beyond its immediate outcomes?
  - Score (1-5)\_\_\_

Commissioners notes on Overall Impact and reason for score:

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**Overall Score**

- **Total Score:**\_\_\_\_\_(total points possible 110)
- **Comments:** Please provide final thoughts, strengths, weaknesses, and general feedback

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**Scoring Key**

- **5:** Excellent – Exceeds expectations in all aspects
- **4:** Good – Meets most expectations with few minor weaknesses
- **3:** Satisfactory – Meets basic expectations but has notable weaknesses
- **2:** Needs Improvement – Significant weaknesses that may impact the project's success
- **1:** Poor – Does not meet expectations or is unfeasible