

Morningside Neighborhood Park
 (2008 Construction Costs)

NOTES	ELEMENT	UNIT	UNIT COST	QUANTITY	COST
	GENERAL AND SITE PREPARATION				\$23,600.00
1	Mobilization/construction staking/general grading	lump sum	\$15,455.00	1	\$15,000.00
	Demolish and remove building	lump sum	\$5,000.00	1	\$5,000.00
	Demolish and remove picnic shelter	lump sum	\$2,000.00	1	\$2,000.00
	Demolish and remove basketball court	lump sum	\$1,000.00	1	\$1,000.00
	Erosion control	lin ft	\$3.00	200	\$600.00
	UTILITIES				\$4,800.00
	City water connection	lin ft	\$65.00	40	\$2,600.00
	Sanitary sewer connection	lin ft	\$55.00	40	\$2,200.00
	PAVING, TRAILS, AND PARKING				\$12,400.00
	Bituminous basketball court	sq yd	\$35.00	200	\$7,000.00
	10' bituminous trail	sq yd	\$30.00	180	\$5,400.00
	SITE FURNISHINGS				\$26,700.00
	Benches	each	\$1,500.00	2	\$3,000.00
	Trash receptacles	each	\$500.00	2	\$1,000.00
	Drinking fountains	each	\$5,500.00	1	\$5,500.00
	Bicycle racks	each	\$1,200.00	2	\$2,400.00
	Picnic tables	each	\$1,500.00	8	\$12,000.00
	Grills	each	\$750.00	1	\$800.00
	Basketball hoops	each	\$1,000.00	2	\$2,000.00
	LANDSCAPING				\$6,100.00
2	Turf seeding	acre	\$2,000.00	0.5	\$1,000.00
3	Irrigation	sq ft	\$0.50	10100	\$5,100.00
	LIGHTING				\$10,500.00
4	Trail lights	each	\$3,500.00	3	\$10,500.00
	ARCHITECTURE				\$240,000.00
5	Recreation building (1,500 sft)	lump sum	\$240,000.00	1	\$240,000.00
	SUBTOTAL				\$324,100.00
	10% general contingency				\$32,410.00
	10% architecture and engineering contingency				\$32,410.00
	GRAND TOTAL				\$388,920.00

NOTES:

- Mobilization/staking/general grading is calculated at approximately 5% of total project cost.
- Seed area is assumed to be the active recreation part of the park including the multi-use field.
- Irrigation locations include high visibility areas around the park elements and the multi-use field.
- One light every 50 feet on park trails.
- Park building costs range from \$125-150/sft for a pre-fabricated, basic structure to \$185-200/sft for a typical architect-designed structure.