

# Capital Improvement Plan

'20/'21 thru '24/'25

Department Parks

## City of Anna, Texas

Contact Parks Director

<b>Project #</b>	TBD23
<b>Project Name</b>	Slayter Creek Park Improvements

**Type** Improvement  
**Useful Life** 25 years  
**Category** Park Improvements  
**Priority** 2 Very Important

<b>Description</b>	<b>Total Project Cost: \$567,567</b>
<p>Several broken sidewalks need replacement at Slayter Creek Park. Four concrete panels and the foundation at the concession stand needs repair, as well as improvements to the drainage surrounding the concession stand. The drainage along the trails at Slayter Creek Park from Rosamond to Hackberry needs improvement. The parking lot at Slayter Creek Park needs sealing and repainting. A metal ceiling is needed at the Slayter Creek Park pavilion. The splash pad needs a refresh, a new slide and more vibrant water features that allows more sensory experiences and play for a wider range of ages. Other additions could include pickleball court, a tennis backboard at the tennis courts for single player practice and an outdoor basketball court.</p>	

<b>Justification</b>
<p>FY2021: Drainage = \$50,000; Disc Golf = \$15,000; Splash Pad Refresh = \$40,000; Tennis Backboard = \$5,000</p> <p>FY2023: Pickleball = \$200,000</p> <p>FY2024: Basketball Court x2 = \$200,000</p>

Prior	Expenditures	'20/'21	'21/'22	'22/'23	'23/'24	'24/'25	Total
32,567	Design / Engineering	20,000	10,000	10,000	0	0	40,000
<b>Total</b>	Construction	55,000	180,000	180,000	0	0	415,000
	Equipment	60,000	10,000	10,000	0	0	80,000
	<b>Total</b>	<b>135,000</b>	<b>200,000</b>	<b>200,000</b>	<b>0</b>	<b>0</b>	<b>535,000</b>

Prior	Funding Sources	'20/'21	'21/'22	'22/'23	'23/'24	'24/'25	Total
32,567	Park Development Fund	135,000	200,000	200,000	0	0	535,000
<b>Total</b>	<b>Total</b>	<b>135,000</b>	<b>200,000</b>	<b>200,000</b>	<b>0</b>	<b>0</b>	<b>535,000</b>

<b>Budget Impact/Other</b>
<p>3rd Quarter update: Redesigned and painted concession stand; remove pavilion metal ceiling from project list</p>