

## Projected Revenue

Projected Investment per 15 acre park \$ 2,120,000.00

Projected need (to maintain current service level)<sup>1</sup> 1 park every year/9 total parks

### Demand Based Approach/\$350 per Bedroom

### Projected Revenue

		# of Units <sup>2</sup>	% of Units		\$ .30 sq. ft.	\$ .20 sq. ft.
1BR	350	94	14%	\$ 32,900.00		
2BR	700	159	24%	\$ 111,300.00		
3BR	1050	131	19%	\$ 137,550.00		
4BR	1400	214	32%	\$ 299,600.00		
5BR	1750	64	9%	\$ -		
6BR	2100	12	2%	\$ -		
7BR	2450	1	0%	\$ -	\$ 581,350.00	
Sq. Ft. Non-Res <sup>3</sup>	\$ 0.30		483824		\$ 145,147.20	
Sq. Ft. Non-Res <sup>3</sup>	\$ 0.20		483824			\$ 96,764.80

**\$ 726,497.20    \$678,114.80**

**IMPACT - 1 park every 3 years**

### Demand Based Approach/\$300 per Bedroom

### Projected Revenue

		# of Units <sup>2</sup>	% of Units		\$ .30 sq. ft.	\$ .20 sq. ft.
1BR	300	94	14%	\$ 28,200.00		
2BR	600	159	24%	\$ 95,400.00		
3BR	900	131	19%	\$ 117,900.00		
4BR	1200	214	32%	\$ 256,800.00		
5BR	1500	64	9%	\$ -		
6BR	1800	12	2%	\$ -		
7BR	2100	1	0%	\$ -	\$ 498,300.00	
Sq. Ft. Non-Res <sup>3</sup>	\$ 0.30		483824		\$ 145,147.20	
Sq. Ft. Non-Res <sup>3</sup>	\$ 0.20		483824			\$ 96,764.80

**\$ 643,447.20    \$595,064.80**

**IMPACT - 1 park every 3.5 years**

### Demand Based Approach/\$250 per Bedroom

### Projected Revenue

		# of Units <sup>2</sup>	% of Units		\$ .30 sq. ft.	\$ .20 sq. ft.
1BR	250	94	14%	\$ 23,500.00		
2BR	500	159	24%	\$ 79,500.00		
3BR	750	131	19%	\$ 98,250.00		
4BR	1000	214	32%	\$ 214,000.00		
5BR	1250	64	9%	\$ -		
6BR	1500	12	2%	\$ -		
7BR	1750	1	0%	\$ -	\$ 415,250.00	
Sq. Ft. Non-Res <sup>3</sup>	\$ 0.30		483824		\$ 145,147.20	
Sq. Ft. Non-Res <sup>3</sup>	\$ 0.20		483824			\$ 96,764.80

**\$ 560,397.20    \$512,014.80**

**IMPACT - 1 park every 4 years**

## Projected Revenue

<sup>1</sup> Based on population growth through 2033 and expiration of current sales tax

<sup>2</sup> Based on 3 year average. Data provided by Development Services.

<sup>3</sup> Based on 7 year average. Data provided by Development Services.