

Lee's Summit City
Council
and
Lee's Summit Parks
and Recreation
Board

Joint Meeting
January 13th, 2026



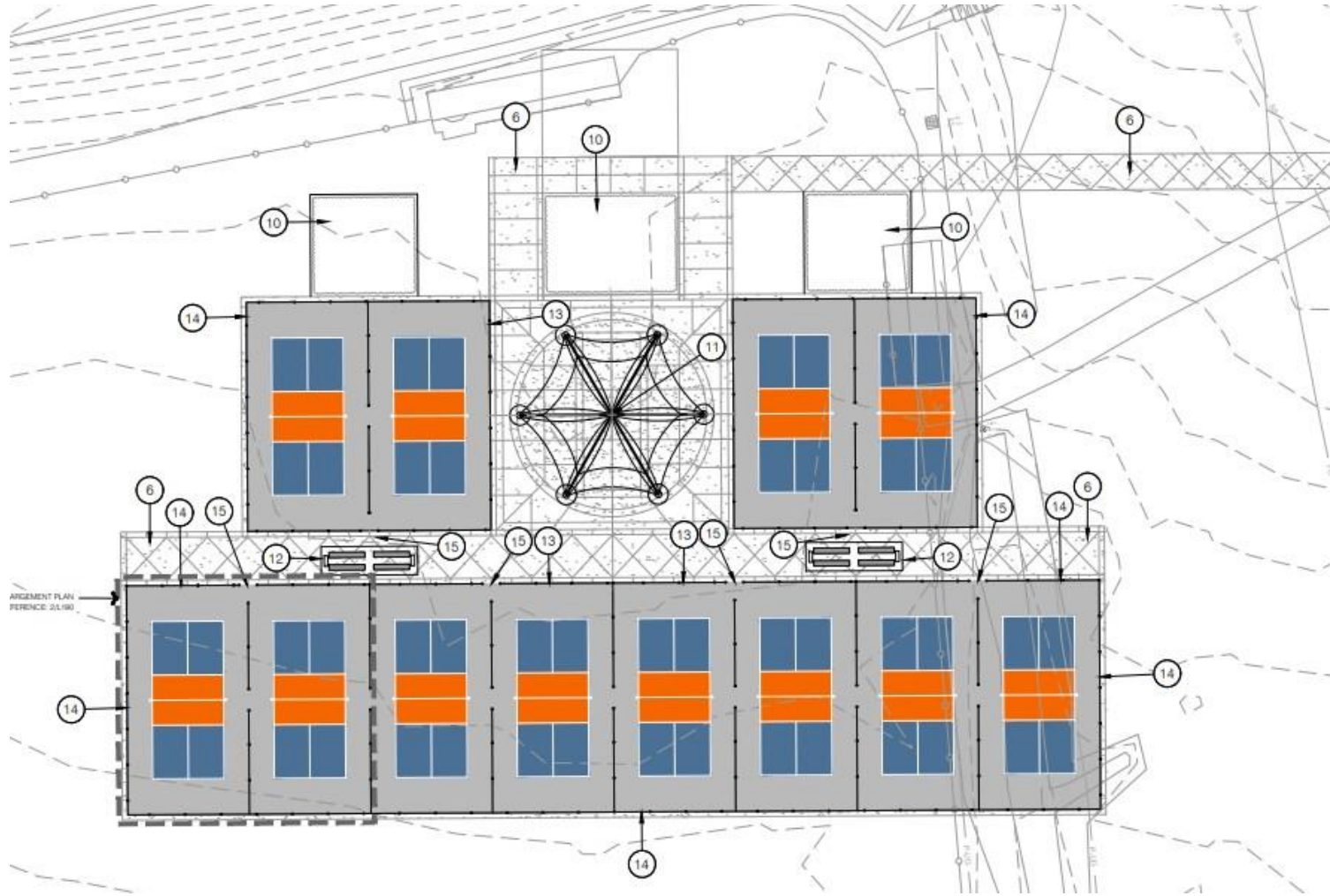
LEE'S SUMMIT
MISSOURI®





PARK IMPACT FEE

- Went into effect July 1, 2025 (Ord. No. 9895)
- Ensuring that new development contribute a proportionate share of the cost to provide park and recreation facilities and improvements
- Ensuring that funds collected from new development are used to construct park and recreation facilities that serve new development.
- Fees for residential and non-residential
 - Non-Residential \$0.20/SF
 - Residential \$250/BR
- Fees collected since July 1 \$218,891



Longview
W
Pickleball
Complex

Longview Pickleball Complex

- Located south of Longview Community Center
- 12 regulation courts with LED lighting system
- Shade structures with seating
- Open courts and reservation options
- Anticipated Fall 2026





Indoor Sports Complex

Located on east side of the Oldham Village Development

- 10 regulation courts/14 regulation volleyball courts
- Meetings rooms to seat 250
- New location for Parks & Recreation Administrative offices



Fieldhouse Fly Through

Site Context



Village Park Master Plan

- 30 acre undeveloped site (heavily wooded with steep terrain)
- Acquired in 2015 with City of Lee's Summit property annexation
- Park Master Plan driven by new development



- Stakeholder input through planning- Unity Village, LSR7, Discovery Park, City Staff
- Partnership with adjacent land owner for access, land use, utilities
- Passive recreational opportunities: walking, hiking, mountain biking trails
- Bicycle path to offer experiences for beginner, intermediate, and advanced riders
- Future connections to Unity Village Trails
- Traditional play with



Nature Play



Signature Play Piece



Stream Crossing



Stream Crossing Rocks



Hillside Play



Educational Signage



Discoverable Art





Elevated Pathways



Rope Adventure Play



Tree Village Adventure Play



Wondernet Structure



Overlook



Natural Surface Trails



MTN Bike Trail - Obstacle

