



# CITY OF CONCORD

*New Hampshire's Main Street™*

## REPORT TO MAYOR AND CITY COUNCIL

**DATE:** 17 December 2021

**To:** Mayor and City Council

**From:** Everett Arena and Parks & Recreation Advisory Committees

**Subject:** Recommendation of the Everett Arena and Parks & Recreation Advisory Committees Regarding the Kiwanis Park Master Plan

### **Recommendation**

Accept this report and fund the Kiwanis Park Master Plan in FY 2023.

### **Background**

City Council appropriated \$20,000 in the FY 19 CIP 64 to develop conceptual plans for an addition at the Everett Arena. This work was undertaken in the interest of creating a comprehensive Master Plan for the redevelopment of the Kiwanis Riverfront Park. A conceptual design for the Arena addition was brought forward and a detailed pricing analysis completed indicating a potential cost of the addition to be \$7,925,000 as of April 2021.

Interest in the development of the skateboard feature of Kiwanis Park has also grown with a dedicated group of users regularly meeting, raising funds, and conceptualizing designs for a new feature. Concord Crew has also indicated a desire to expand their presence at the Park.

### **Discussion**

\$110,000 is currently budgeted in the FY 24 CIP 60 for a master plan for the development of the Kiwanis Riverfront Park. Both the Arena and Parks & Recreation Advisory Committees feel it is in the best interests of the City to advance this project for funding in FY 2023. A comprehensive master plan would not only consider; the needs of the Arena patrons, the potential to grow revenue, and the aging condition of the property, but also address the growing interests of riverfront, Merrimack River Greenway Trail, skateboard park, and Concord Crew users. Both committees along with City staff met with Concord Crew and the newly formed Skate Board group and both groups are also very supportive of creating a Master Plan for the area.

Cc Earle M. Chesley, P.E., General Services Director  
David Gill, Parks and Recreation Director