



MEMORANDUM

CITY OF TUALATIN

TO: Honorable Mayor and Members of the City Council

THROUGH: Sherilyn Lombos, City Manager

FROM: Richard Mueller, Parks and Recreation Manager
Ross Hoover, Parks and Recreation Director

DATE: 10/08/2018

SUBJECT: Parks System Development Charge Update

ISSUE BEFORE THE COUNCIL:

At the September 10 work session, the City Council requested additional information from staff and project consultants regarding alternate System Development Charge (SDC) Methodology.

EXECUTIVE SUMMARY:

The Parks SDC Update was initiated in July of 2017. The attached PowerPoint presentation and document provides information regarding an alternative SDC Methodology for Council to discuss and provide direction.

For summaries and posted documents, please see the project website at <https://www.tualatinoregon.gov/recreation/webforms/parks-recreation-master-plan-update>.

NEXT STEPS:

The Parks SDC Methodology is scheduled to be considered by Council in late 2018.

Attachments: [PowerPoint Presentation](#)
[Alternative Park system Development Charge Methodology](#)

[Print Agenda](#)

MEMORANDUM

CITY OF TUALATIN

TO: Honorable Mayor and Members of the City Council

FROM: Sherilyn Lombos, City Manager

DATE: October 8, 2018

SUBJECT: Work Session for October 8, 2018

5:00 p.m. (30 min) – Update on the Tualatin Development Code Improvement Project. The development code improvement project is a three phase project that was approved by the City Council in 2017. Phase I (code clean-up) is currently wrapping up with Phases II & III tentatively scheduled to begin in 2019. Staff will present an update on the progress of Phase I along with the anticipated next steps.

5:30 p.m. (20 min) – Building Height in the Mixed Use Commercial Overlay District. Staff is seeking Council direction on whether to proceed with a change to the development code that would allow for a greater maximum building height than the 50 to 70 feet presently allowed in the Mixed Use Commercial Overlay District (MUCOD).

5:50 p.m. (20 min) – Update on the Council’s Diversity & Inclusion Goal. The Council will hear an update on the progress towards the Council goal of increasing diversity and inclusion throughout the City of Tualatin and our community.

6:10 p.m. (40 min) – Parks System Development Charges. An updated methodology for residential and non-residential development will be presented. Staff is looking for discussion and direction regarding the methodology and rate-setting.

6:50 p.m. (10 min) – Council Meeting Agenda Review, Communications & Roundtable. Council will review the agenda for the October 8th City Council meeting and brief the Council on issues of mutual interest.



SYSTEM DEVELOPMENT CHARGES

CITY COUNCIL WORK SESSION

Monday, October 8, 2018



Purpose of Meeting

- Provide more detailed Residential and Nonresidential methodology information as follow up to 9/10 SDC discussion
- Receive policy direction on preferred alternative

Alternative Methodology

- In response to Council interest, City staff directed Consultant team to prepare an Alternative Draft Methodology
- The Alternative Draft SDC Methodology provides maximum allowable park SDC rates by detailed development type
- It provides the most defensible option for park SDCs by detailed development type

SDC Process (two alternatives):

1. Continue public review with original methodology

- Public review and comments
- 11/13 Council methodology adoption
- Council rate setting

2. Restart 60-day public review with alternative methodology

- Public review and comments
- 12/10 Council methodology adoption
- Council rate setting



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METHODOLOGY ALTERNATIVES

Methodology Revisions

Maximum Allowable Park System Development Charge per Unit of Residential Development (Ex. 1, p. 2)

Type of Development	SDC per Unit of Development
Residential	
Single-Family	\$15,409 dwelling unit
Multi-Family	\$11,486 dwelling unit

Note: In the Methodology released for public review after the 9/10 meeting, the maximum allowable charge for all types of residential development was \$13,888 per dwelling unit

Methodology Revisions

Maximum Allowable Park System Development Charge per Unit of Nonresidential Development (Ex. 1, p. 2)

Type of Development	SDC per Unit of Development
Nonresidential	
Industrial/Manufacturing	\$3.88 square foot
Warehousing	\$0.98 square foot
Retail/Restaurant/Hospitality	\$3.79 square foot
Office*	\$3.13 square foot

Note: In the Methodology released for public review after then 9/10 meeting, the maximum allowable charge for all types of nonresidential development was \$2.67 per square foot.

Policy Direction Needed

Continue with the ongoing Public Review

- Provides a defensible maximum allowable rate for both residential and non-residential development
- Creates a less defensible approach for setting separate rates by detailed development types
- Allows mid-November public hearing

OR

Move forward with Alternative Methodology

- Provides a defensible methodology with maximum allowable rates by detailed development type
- Requires restarting the 60-day public review period
- Allows mid-December public hearing



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DISCUSSION & DIRECTION

Alternative Park System Development Charge Methodology

Detailed Residential and Nonresidential Maximum Rates

City of Tualatin

DISCUSSION DRAFT

September 28, 2018

Prepared by:



Prepared for:



City of Tualatin



*Community Attributes Inc. tells data-rich stories about communities
that are important to decision makers.*

President & CEO
Chris Mefford

Analysts
Michaela Jellicoe, Project Manager
Kristina Gallant
Mark Goodman

Community Attributes Inc.
500 Union Street, Suite 200
Seattle, Washington 98101

www.communityattributes.com

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1. INTRODUCTION

The purpose of this methodology is to establish the maximum allowable rates for system development charges (SDCs) in the City of Tualatin, Oregon for parks, open space and recreation facilities as authorized by ORS 223.297 to 223.314.¹ Throughout this methodology the term “parks” is used as a short name referring to parks, open space and recreation facilities, including land and developments.

The Tualatin City Council discussed options for developing rates for different types of residential and nonresidential development at the September 10, 2018 work session. While the City Council decided to move forward with public review of the original methodology with rates for residential and nonresidential development that do not distinguish between more detailed development types, City staff thought it advantageous to prepare an alternative methodology with rates that differentiate between more types of both residential and nonresidential development to help inform decision-making.

This methodology provides the maximum allowable rates for two types of residential development and four types of nonresidential development. Key differences in this methodology are contained in Formula 7 and Exhibit 11 as well as Appendix A, which describe how equivalent population coefficients are developed for each development type based on the persons per dwelling unit or square feet per unit by type of development.

Summary of System Development Charges

System development charges are one-time fees charged to new development to help pay a portion of the costs required to build capital facilities needed to serve new development.

Parks SDCs are paid by all types of new development. SDC rates for new development are based on and vary according to the type of development. The following table summarizes the maximum allowable SDC rates for each type of development.

¹ Oregon Revised Statute (ORS) is the state law of the State of Oregon.

Exhibit 1. City of Tualatin Maximum Allowable System Development Charge Rates

Type of Development	SDC per Unit of Development
Residential	
Single-Family	\$15,409 dwelling unit
Multi-Family	\$11,486 dwelling unit
Nonresidential	
Industrial/Manufacturing	\$3.88 square foot
Warehousing	\$0.98 square foot
Retail/Restaurant/Hospitality	\$3.79 square foot
Office*	\$3.13 square foot

**Office includes healthcare, education, finance and professional services development.*

System Development Charges vs. Other Developer Contributions

System Development Charges are charges paid by new development to reimburse local governments for the capital cost of public facilities that are needed to serve new development and the people who occupy or use the new development. Throughout the methodology, the term “developer” is used as a shorthand expression to describe anyone who is obligated to pay SDCs, including builders, owners or developers.

Local governments charge SDCs for several reasons: 1) to obtain revenue to pay for some of the cost of new public facilities; 2) to implement a public policy that new development should pay a portion of the cost of facilities that it requires, and that existing development should not pay the entire cost of such facilities; and 3) to ensure that adequate public facilities will be constructed to serve new development.

The SDCs that are described in this study do not include any other forms of developer contributions or exactions for parks facilities to serve growth.

Organization of the Methodology

This SDC Methodology contains four chapters:

- **Introduction:** provides a summary of the maximum allowable SDC rates for development categories and other introductory materials.
- **Statutory Basis and Methodology:** summarizes the statutory requirements for development of SDCs and describes the compliance with each requirement.
- **Growth Estimates:** presents estimates of population and employment in Tualatin because SDCs are paid by growth to offset the

2. STATUTORY BASIS AND METHODOLOGY

The source of authority for the adoption of SDCs is found both in state statute and the City's own plenary authority to adopt this type of fee. This chapter summarizes the statutory requirements for SDCs in the State of Oregon and describes how the City of Tualatin's SDCs comply with the statutory requirements.

Statutory Requirements for System Development Charges

The Oregon Systems Development Act, passed in 1989, authorizes local governments in Oregon to charge SDCs. ORS 223.297 to 223.314 contain the provisions that authorize and describe the requirements for SDCs.

The following synopsis of the most significant requirements of the law include citations to Oregon Revised Statutes as an aid to readers who wish to review the exact language of the statutes.

Types of Capital Improvements

SDCs may only be used for capital improvements. Five types of capital improvements can be the subject of SDCs: 1) water supply, treatment and distribution; 2) waste water collection, transmission, treatment and disposal; 3) drainage and flood control; 4) transportation; and 5) parks and recreation. Capital improvements do not include the costs of the operation or routine maintenance of the improvements. Any capital improvements funded with SDCs must be included in the capital improvement plan adopted by the local government. *ORS 223.297, ORS 223.299 and ORS 223.307 (4)*

Types of System Development Charges

SDCs can include reimbursement fees, improvement fees or a combination of the two. An improvement fee may only be spent on capacity-increasing capital improvements identified in the Capital Improvement Plan. A reimbursement fee may be charged for the costs of existing capacity if there is "excess capacity" identified in the methodology. *ORS 223.299*

Improvement Fee Methodology Requirements

There are several requirements for an improvement fee methodology, as established in ORS 223.304. In order to establish or modify an improvement fee, an ordinance or resolution must be passed with a methodology that is publicly available and considers both the projected cost of capital improvements included in the plan related to the fee and the need for increased capacity to serve future users.

level of service or acres per equivalent person in order to maintain the same ratio as existed before the new development, and the total of those acres per person are the requirements to serve growth. By definition, the existing ratio is “used up” by the current population, so there is no unused reserve capacity that can be used to serve future population growth through reimbursement SDCs. Additionally, the City of Tualatin has determined that there is no excess capacity within the existing parks system. Therefore, the City of Tualatin has elected to only charge improvement fees, and thus this methodology will only address improvement fees.

Improvement Fee Methodology Requirements

The fees calculated with this methodology consider both the projected cost of planned capital improvements and the need for increased capacity to serve future users. To address future users, a calculation was made to determine the facilities required per new residential unit and per new nonresidential square foot to maintain the current level of service. The City of Tualatin will pass an ordinance or resolution to adopt this parks improvement fee methodology.

Prohibited Methodologies

SDC charges cannot be based on the number of employees without regard to new development. The City of Tualatin’s nonresidential SDC calculation is based on new nonresidential square footage rather than number of employees.

Authorized Expenditures

SDC revenue can only be used for the capital cost of public facilities. SDCs cannot be used for operation or routine maintenance expenses. Improvement SDCs may only be used for capacity increasing capital improvements. They may not be used to build administrative facilities that are more than “an incidental part” of allowed capital improvements and they may not be used for any operations or maintenance costs. *ORS 223.307 (1), (2), (3) and (5)*

This methodology is based upon projects identified in the Capital Improvements Plan that increase capacity of the parks system, as identified in the fourth chapter of this methodology. The methodology does not include any administrative facilities or operations or maintenance costs.

Benefit to Development

The share of capital improvements funded by improvement fees must be related to the need for increased capacity to serve future users. *ORS 223.307 (2)*. Improvement fees must be based on the need for increased capacity to serve growth and must be calculated to collect the cost of capital improvements needed to serve growth. *ORS 223.304 (2)*

3. GROWTH ESTIMATES

System Development Charges are meant to have “growth pay for growth,” the first step in developing an SDC is to quantify future growth in the City of Tualatin. Growth estimates for the City of Tualatin’s population and employment for the planning period of 2016 to 2035 have been developed.

Exhibit 2 lists Tualatin’s residential population and growth rates from 2000 to 2016 and projections to the year 2035.

Exhibit 2. Population

Year	Population	CAGR (1)	CAGR Years
2000	22,791		
2010	26,054	1.3%	2000-2010
2016	26,840	0.5%	2010-2016
2035	29,950	0.6%	2016-2035

(1) *CAGR: Compound Annual Growth Rate*

(2) *Population Sources:*

- *2000 - 2016: City of Tualatin from Portland State University College of Urban and Public Affairs, Population Research Center, 2016.*
- *2035: 2035 Forecast of Population by City and County provided by the City of Tualatin. Population forecasts include population for the Basalt Creek and Southwest Tualatin Plan Areas provided by the City of Tualatin.*

In addition to residential population growth, Tualatin expects businesses to grow. Business development is included in this methodology because Tualatin’s parks and recreation system serves both its residential population and employees. City parks provide places for employees to take breaks from work, including restful breaks and/or active exercise to promote healthy living.

Exhibit 3 shows employment in Tualatin for 2010 and 2016, and projected growth for the year 2035.

Exhibit 3. Employment

Year	Employment
2010	22,972
2016	29,506
2035	40,668

(1) *Employment Sources:*

- *2010 and 2035 Employment data provided by City of Tualatin, 2035 TAZ Forecast Distribution by Jurisdiction MetroScope "Gamma" Employment Forecast.*
- *2016 Employment data provided by City of Tualatin staff from the State of Oregon Employment Department.*
- *2035 Employment data provided by City of Tualatin staff. Estimates include employment for the Basalt Creek and Southwest Tualatin Plan Areas.*

Exhibit 10. Net Cost per Equivalent Person

	Cost per Equivalent Population
Total Cost per Person	\$5,550
Total Adjustment	\$28
Net Cost per Person	\$5,578

Formula 7: Maximum Allowable System Development Charge per Unit of Development

The amount to be paid by each new development unit depends on the equivalent population per unit of development. The park system development charge per unit of development is calculated by multiplying the net park cost per person by the equivalent population per unit for each type of development.

$$(7) \frac{\text{Net Park Cost per Person}}{\text{per Person}} \times \frac{\text{Equivalent Population per Unit}}{\text{per Unit}} = \frac{\text{SDC per Unit}}{\text{of Development}}$$

There is one new variable that requires explanation: (G) Equivalent Population per Unit.

Variable G: Equivalent Population per Unit

The equivalent population per unit is calculated by multiplying the equivalent population coefficient by the number of persons per unit of development, as shown in Appendix A. For residential development this is the number of persons per dwelling unit estimated from the U.S. Census American Community Survey 5-Year Estimates for the City of Tualatin. For nonresidential development, a weighted average number of employees per square foot for each type of development was calculated from the Observed Building Densities from Table 4 in the Metro 1999 Employment Density Study, as shown in Appendix D.

Exhibit 11 shows the calculation of the maximum allowable parks SDC per unit of development. The net cost per equivalent person of \$5,578 from Exhibit 10 is multiplied by the equivalent population per unit (from Exhibit A6) to calculate the SDC per unit of development for parks.

developed based on the potential time parks facilities are available for use and the distribution of Tualatin’s residential and nonresidential population.

The equivalent population coefficient is used in two ways. First, the residential equivalent from Exhibit A5 is multiplied by the number of employees in Tualatin to count employees as “equivalent population” in Tualatin. This provides a total population of residents and employees that will be used to calculate the parks cost per equivalent person. Second, the population coefficient is multiplied by a measure of population per unit to arrive at an equivalent population per unit, which is multiplied by the net park cost per equivalent person to determine the maximum allowable park SDC per unit of development.

Calculation of Equivalent Population Coefficient for Park System Development Charges

Exhibit A1 shows the current population and employment within the City of Tualatin by place of work and place of residence. Each segment of Tualatin’s population and employment have differences in the availability of parks.

Exhibit A1. City of Tualatin Current Population and Employment by Place of Residence and Place of Work

	Live in Tualatin	Live Elsewhere	Total
Work in Tualatin	1,973	27,533	29,506
Work Elsewhere	11,796		
All Others	13,071		
Total	26,840		

- (1) *Estimates of Population Living and Working in Tualatin, Living Elsewhere and Working in Tualatin, and Living in Tualatin and Working Elsewhere based on percentages from 2015 data from U.S. Census OnTheMap and 2015 total resident population from the Portland State University, College of Urban and Public Affairs, Population Research Center, controlled to population and employment totals for 2016 from Exhibits 2 and 3.*
- (2) *Estimates of All Others is the difference of the working population living in the City of Tualatin and the total resident population in the City of Tualatin*

Exhibit A2 details the weighted average hours per day of park facility availability for each population segment. The number of hours per day differs depending on weekday vs weekend and depending on the season. Additionally, the hours differ depending on the segment of the population.

Weighted average hours per day are calculated with the following formula.

$$\left(\frac{\text{Summer Hrs}}{\text{per Day}} \times 25\% \right) + \left(\frac{\text{Spring \& Fall Hrs}}{\text{per Day}} \times 50\% \right) + \left(\frac{\text{Winter Hrs}}{\text{per Day}} \times 25\% \right) = \frac{\text{Wtd Avg Hrs}}{\text{per Day}}$$

Exhibit A2. Weighted Hours per Day of Park Availability by Population Segment

	All others	Live and Work in Tualatin (home hrs)	Live and Work in Tualatin (work hrs)	Live in Tualatin Work Elsewhere	Live Elsewhere Work in Tualatin
Summer (June-Sept)					
Weekday	10.55	2.00	4.00	2.00	4.00
Weekend	10.55	12.00	0.00	12.00	0.00
Hours per Day	10.55	4.86	2.86	4.86	2.86
Spring/Fall (April-May, Oct-Nov)					
Weekday	6.24	2.00	2.50	2.00	2.50
Weekend	8.79	10.00	0.00	10.00	0.00
Hours per Day	6.97	4.29	1.79	4.29	1.79
Winter (Dec-March)					
Weekday	4.48	1.00	2.00	1.00	2.00
Weekend	7.03	8.00	0.00	8.00	0.00
Hours per Day	5.21	3.00	1.43	3.00	1.43
Wtd Avg. Hours per Day	7.42	4.11	1.96	4.11	1.96

(1) Average daily hours sourced from prior park system development charge methodologies by Don Ganer & Associates for Oregon cities.

Annual weighted hours per day by segment from Exhibit A2 were multiplied by seven days per week to arrive at the hours of park availability per week by population and employment segment, as outlined in Exhibit A3. For example, individuals that live in Tualatin and work in Tualatin have 28.75 average hours of park availability during the time where they are occupying residential development and 13.75 average hours of park availability while they are occupying nonresidential development. Individuals that work in Tualatin but live elsewhere only have 13.75 hours of park availability while they are occupying nonresidential development in the City of Tualatin and residents that are not employed (all others) have 51.96 average hours of park availability per week while they are occupying residential development.

Exhibit A3. Park Availability in Hours per Week by Place of Residence and Place of Work

	Residential Hours		Work Hours	
	Live in	Live	Live in	Live
	Tualatin	Elsewhere	Tualatin	Elsewhere
Work in Tualatin	28.75	0.00	13.75	13.75
Work Elsewhere	28.75		0.00	
All Others	51.96		0.00	

The annual weighted hours of park availability per week are applied to current population and employment by segment to determine the total

include Selected Housing Characteristics and Tenure by Household Size by Units in Structure. The measure of population per unit for nonresidential development is the weighted average square feet per employee for each type of development based on the Observed Building Density table from Metro’s 1999 Employment Density Study, in Appendix D, weighted by current employment by industry provided by the City of Tualatin.

Exhibit A6. Equivalent Population per Unit

Type of Development	Equivalent Population Coefficient	Population per Unit	Unit	Equivalent Population per Unit
Residential				
Single-Family	1.00	2.76	dwelling unit	2.76
Multi-Family	1.00	2.06	dwelling unit	2.06
Nonresidential				
Industrial/Manufacturing	0.34	0.0020	square foot	0.0007
Warehousing	0.34	0.0005	square foot	0.0002
Retail/Restaurant/Hospitality	0.34	0.0020	square foot	0.0007
Office*	0.34	0.0016	square foot	0.0006

**Office includes healthcare, education, finance and professional services development.*

As noted previously, the equivalent population coefficient is multiplied by the number of employees in Tualatin and the residential population to calculate the total equivalent population in Tualatin. The equivalent population per unit is multiplied by the net park cost per equivalent population to calculate the SDC rate for residential and nonresidential development.

Exhibit C1. Capital Improvements Plan for Parks, 2018 – 2035

CIP #	Project	CIP Budget	Total Acres	SDC Eligible Acquired Acres	% Acres to be Improved	SDC Eligible Improved Acres	SDC Land Cost	Improvement Cost	% Improvement SDC Eligible	Eligible Improvement Cost	Total Eligible Cost
Parks (Existing)											
E1	Affalati Park	\$6,181,432	13.27	0.00	25%	3.32	\$0	\$6,181,432	25%	\$1,545,358	\$1,545,358
E2	Ibach Park	\$9,041,788	20.08	0.00	25%	5.02	\$0	\$9,041,788	25%	\$2,260,447	\$2,260,447
E3	Jurgens Park	\$7,328,675	15.59	0.00	40%	6.24	\$0	\$7,328,675	40%	\$2,931,470	\$2,931,470
E4	Lafky Park	\$277,818	2.00	0.00	0%	0.00	\$0	\$277,818	0%	\$0	\$0
E5	Stoneridge Park	\$113,870	0.23	0.00	0%	0.00	\$0	\$113,870	0%	\$0	\$0
E6	Tualatin Commons	\$1,088,198	4.83	0.00	0%	0.00	\$0	\$1,088,198	0%	\$0	\$0
E7	Tualatin Commons Park	\$61,187	0.64	0.00	0%	0.00	\$0	\$61,187	0%	\$0	\$0
E8	Tualatin Community Park	\$19,529,596	27.11	0.00	0%	0.00	\$0	\$19,529,596	0%	\$0	\$0
E9	Tualatin Library	\$6,107,222	0.00	0.00	0%	0.00	\$0	\$6,107,222	0%	\$0	\$0
	<i>Subtotal</i>	<i>\$49,729,787</i>	<i>83.75</i>	<i>0.00</i>	<i>17%</i>	<i>14.57</i>	<i>\$0</i>	<i>\$49,729,787</i>	<i>14%</i>	<i>\$6,737,275</i>	<i>\$6,737,275</i>
Natural Parks & Areas (Existing)											
E10	Brown's Ferry Park	\$28,539,479	43.21	0.00	25%	10.80	\$0	\$13,539,479	25%	\$3,384,870	\$3,384,870
E11	Hedges Creek Wetlands Protection District	\$1,213,220	29.06	0.00	0%	0.00	\$0	\$1,213,220	0%	\$0	\$0
E12	Hervin Grove Natural Area	\$20,000	0.29	0.00	0%	0.00	\$0	\$20,000	0%	\$0	\$0
E13	Johnnie and William Koller Wetland Park	\$2,506,200	15.32	0.00	40%	6.13	\$0	\$2,506,200	50%	\$1,253,100	\$1,253,100
E14	Little Woodrose Nature Park	\$1,375,619	6.55	0.00	0%	0.00	\$0	\$1,375,619	0%	\$0	\$0
E15	Saarinen Wayside Park	\$20,000	0.06	0.00	0%	0.00	\$0	\$20,000	0%	\$0	\$0
E16	Sequoia Ridge Natural Area	\$46,000	0.65	0.00	0%	0.00	\$0	\$46,000	0%	\$0	\$0
E17	Sweek Ponds Natural Area	\$1,261,784	4.68	0.00	0%	0.00	\$0	\$1,261,784	0%	\$0	\$0
E18	Sweek Woods Natural Area	\$20,000	5.03	0.00	0%	0.00	\$0	\$20,000	0%	\$0	\$0
E19	Victoria Woods Natural Area	\$228,550	2.22	0.00	0%	0.00	\$0	\$228,550	0%	\$0	\$0
	<i>Subtotal</i>	<i>\$35,230,852</i>	<i>107.07</i>	<i>0.00</i>	<i>16%</i>	<i>16.93</i>	<i>\$0</i>	<i>\$20,230,852</i>	<i>23%</i>	<i>\$4,637,970</i>	<i>\$4,637,970</i>

Exhibit C1 cont. Capital Improvements Plan for Parks, 2018 – 2035

CIP #	Project	CIP Budget	Total Acres	SDC Eligible Acquired Acres	% Acres to be Improved	SDC Eligible Improved Acres	SDC Land Cost	Improvement Cost	% Improvement SDC Eligible	Eligible Improvement Cost	Total Eligible Cost
Greenways (Existing)											
E20	Chieftain/Dakota Greenway	\$1,520,978	6.14	0.00	50%	3.07	\$0	\$1,520,978	50%	\$760,489	\$760,489
E21	Hedges Creek Greenway	\$1,798,218	11.66	0.00	50%	5.83	\$0	\$1,798,218	75%	\$1,348,664	\$1,348,664
E22	Helenius Greenway	\$149,000	0.43	0.00	100%	0.43	\$0	\$149,000	100%	\$149,000	\$149,000
E23	Hi-West Estates Greenway	\$190,338	1.59	0.00	0%	0.00	\$0	\$190,338	0%	\$0	\$0
E24	Indian Meadows Greenway	\$545,049	3.82	0.00	10%	0.38	\$0	\$545,049	10%	\$54,505	\$54,505
E25	Nyberg Creek Greenway	\$1,381,656	5.78	0.00	75%	4.34	\$0	\$1,381,656	75%	\$1,036,242	\$1,036,242
E26	Nyberg Creek (South) Greenway	\$710,000	2.30	0.00	100%	2.30	\$0	\$710,000	100%	\$710,000	\$710,000
E27	Saum Creek Greenway	\$4,376,436	54.22	0.00	25%	13.56	\$0	\$4,376,436	50%	\$2,188,218	\$2,188,218
E28	Shaniko Greenway	\$48,732	3.30	0.00	0%	0.00	\$0	\$48,732	0%	\$0	\$0
E29	Tualatin River Greenway	\$5,483,771	30.39	0.00	50%	15.20	\$0	\$5,483,771	50%	\$2,741,885	\$2,741,885
	<i>Subtotal</i>	<i>\$16,204,180</i>	<i>119.63</i>	<i>0.00</i>	<i>38%</i>	<i>45.10</i>	<i>\$0</i>	<i>\$16,204,180</i>	<i>55%</i>	<i>\$8,989,004</i>	<i>\$8,989,004</i>
School Joint-Use Facilities (Existing)											
E30	TuHS Leonard Pohl Field 2	\$563,024	0.00	0.00	0%	0.00	\$0	\$563,024	0%	\$0	\$0
E31	TuHS-Byrom Elementary Cross Country Running Trail	\$42,865	0.00	0.00	0%	0.00	\$0	\$42,865	0%	\$0	\$0
	<i>Subtotal</i>	<i>\$605,889</i>	<i>0.00</i>	<i>0.00</i>	<i>0%</i>	<i>0.00</i>	<i>\$0</i>	<i>\$605,889</i>	<i>0%</i>	<i>\$0</i>	<i>\$0</i>
Shared Use Paths (Existing)											
E32	65th Avenue Shared Use Path	\$0	0.47	0.00	0%	0.00	\$0	\$0	0%	\$0	\$0
E33	Boones Ferry Road Shared Use Path	\$0	0.41	0.00	0%	0.00	\$0	\$0	0%	\$0	\$0
E34	Byrom Elementary Shared Use Path (Martinazzi Ave. to Boones Ferry Rd.)	\$0	0.80	0.00	0%	0.00	\$0	\$0	0%	\$0	\$0
E35	Cherokee Street Shared Use Path (108th Ave to Rail Road ROW)	\$0	0.09	0.00	0%	0.00	\$0	\$0	0%	\$0	\$0
E36	I-5 Shared Use Path (Warm Springs St. to Sagert St.)	\$462,000	1.54	0.00	100%	1.54	\$0	\$462,000	100%	\$462,000	\$462,000
E37	Ice Age Tonquin Trail	\$723,500	3.06	0.68	75%	2.30	\$0	\$723,500	100%	\$723,500	\$723,500
	<i>Subtotal</i>	<i>\$1,185,500</i>	<i>6.37</i>	<i>0.68</i>	<i>60%</i>	<i>3.84</i>	<i>\$0</i>	<i>\$1,185,500</i>	<i>100%</i>	<i>\$1,185,500</i>	<i>\$1,185,500</i>

Exhibit C1 cont. Capital Improvements Plan for Parks, 2018 – 2035

CIP #	Project	CIP Budget	Total Acres	SDC Eligible Acquired Acres	% Acres to be Improved	SDC Eligible Improved Acres	SDC Land Cost	Improvement Cost	% Improvement SDC Eligible	Eligible Improvement Cost	Total Eligible Cost
Parks (Proposed)											
P1	Jurgens Park addition	\$3,947,500	5.15	5.15	100%	5.15	\$1,287,500	\$2,660,000	100%	\$2,660,000	\$3,947,500
P2	Tualatin Community Park addition	\$2,335,000	3.00	3.00	100%	3.00	\$750,000	\$1,585,000	100%	\$1,585,000	\$2,335,000
P3	Basalt Creek park	\$17,110,000	20.00	20.00	100%	20.00	\$5,000,000	\$12,110,000	100%	\$12,110,000	\$17,110,000
P4	East Tualatin / Bridgeport Elementary partnership	\$200,000	0.00	0.00	0%	0.00	\$0	\$200,000	0%	\$0	\$0
P5	Pony Ridge/ Heritage Pines partnership	\$210,000	0.00	0.00	0%	0.00	\$0	\$210,000	0%	\$0	\$0
P6	Central Tualatin sports park	\$6,835,000	9.00	9.00	100%	9.00	\$2,250,000	\$4,585,000	100%	\$4,585,000	\$6,835,000
P7	Community recreation center	\$33,835,000	5.00	0.00	0%	0.00	\$0	\$32,585,000	0%	\$0	\$0
P8	Additional park opportunities	\$8,925,000	11.80	11.80	100%	11.80	\$2,950,000	\$5,975,000	100%	\$5,975,000	\$8,925,000
P9	Tournament sports complex	\$12,585,000	10.00	0.00	0%	0.00	\$0	\$10,085,000	0%	\$0	\$0
	<i>Subtotal</i>	\$85,982,500	63.95	48.95	77%	48.95	\$12,237,500	\$69,995,000	38%	\$26,915,000	\$39,152,500
Natural Parks & Areas (Proposed)											
P10	New natural park and areas	\$7,655,000	12.70	0.00	0%	0.00	\$0	\$5,115,000	0%	\$0	\$0
	<i>Subtotal</i>	\$7,655,000	12.70	0.00	0%	0.00	\$0	\$5,115,000	0%	\$0	\$0
Greenways & Shared Use Paths (Proposed)											
P11	New greenways and shared use paths	\$13,340,000	15.10	15.10	100%	15.10	\$3,775,000	\$9,565,000	100%	\$9,565,000	\$13,340,000
P12	Westside Trail bridge	\$5,575,000	1.00	0.00	0%	0.00	\$0	\$5,325,000	0%	\$0	\$0
	<i>Subtotal</i>	\$18,915,000	16.10	15.10	94%	15.10	\$3,775,000	\$14,890,000	64%	\$9,565,000	\$13,340,000
Additionally Planning (Proposed)											
P13	Community (Urban) Forestry Plan	\$100,000	0.00	0.00	0%	0.00	\$0	\$100,000	0%	\$0	\$0
P14	Comprehensive Fee Analysis and Plan	\$100,000	0.00	0.00	0%	0.00	\$0	\$100,000	0%	\$0	\$0
P15	Resource Management Plan	\$100,000	0.00	0.00	0%	0.00	\$0	\$100,000	0%	\$0	\$0
P16	Marketing and Outreach Plan	\$100,000	0.00	0.00	0%	0.00	\$0	\$100,000	0%	\$0	\$0
	<i>Subtotal</i>	\$400,000	0.00	0.00	0%	0.00	\$0	\$400,000	0%	\$0	\$0
Total		\$215,908,708	409.57	64.73	35%	144.49	\$16,012,500	\$178,356,208	33%	\$58,029,748	\$74,042,248

APPENDIX D. OBSERVED BUILDING DENSITIES

ORS 223.301 prohibits local governments from determining the SDC for a specific development based on the number of employees hired, and fee amounts cannot be determined based on the number of employees without regard to new construction or new development. In order to ensure that the park SDCs are not charged based on the number of employees it is necessary to develop a ratio between the number of employees and the square feet of new development required to accommodate employees. Metro's 1999 Employment Density Study has a detailed list of square feet per employee by industry, which was used to calculate a weighted average number of square feet per employee by type of development.

Exhibit D1. Observed Building Densities

Industry Grouping (SIC)	Description	Weighted Square Feet per Employee
1-19	Ag., Fish & Forest Services; Constr; Mining	590
20	Food & Kindred Products	630
21	Tobacco (industry does not exist in Oregon)	0
22, 23	Textile & Apparel	930
24	Lumber & Wood	640
25, 32, 39	Furniture; Clay, Stone & Glass; Misc.	760
26	Paper & Allied	1,600
27	Printing, Publishing & Allied	450
28-31	Chemicals, Petroleum, Rubber, Leather	720
33, 34	Primary & Fabricated Metals	420
35	Machinery Equipment	300
36, 38	Electrical Machinery, Equipment	400
37	Transportation Equipment	700
40-42, 44, 45, 47	TCPU - Transportation and Warehousing	3,290
43, 46, 48, 49	TCPU - Communications and Public Utilities	460
50, 51	Wholesale Trade	1,390
52-59	Retail Trade	470
60-68	Finance, Insurance & Real Estate	370
70-79	Non-Health Services	770
80	Health Services	350
81-89	Educational, Social, Membership Services	740
90-99	Government	530