Parks & Recreation Fee Facilities Plan

Mt. Pleasant, UT | July 2026

SUNRISE ENGINEERING

Creating solutions that work and relationships that last.

Parks & Recreation Fee Facilities Plan

July 2026

Michael Olsen	Mayor
Russ Keisel	Council Member
Jakob Howcroft	Council Member
Rondy Black	Council Member
Lynn Beesley	Council Member
Cade Beck	Council Member

Nathan Wallentine
Project Engineer
License # 12338863

PROFESSIONAL ENGINEER
No. 12338863
NATHAN WALLENTINE
July 23, 2026
STATE OF UTAH

SUNRISE ENGINEERING

635 N Main St Suite 691,
Richfield, UT 84701
TEL: 800-560-6151

Payton Larsen, EIT
Project Manager

REMEMBERING THE PAST
MT. PLEASANT CITY
EST. 1859
PREPARING FOR THE FUTURE

Mt. Pleasant City
106 West Main Street
Mt. Pleasant, Utah 84647

TABLE OF CONTENTS

1 EXECUTIVE SUMMARY 3
1.1 USER ANALYSIS 3
1.2 INVENTORY AND VALUATION 3
1.3 DEMAND ANALYSIS 3
1.4 FACILITIES PLAN 3
2 INTRODUCTION 4
2.1 PURPOSE AND SCOPE 4
2.2 BACKGROUND INFORMATION 4
2.3 ANALYSIS AREA 4
3 USER ANALYSIS 5
3.1 GROWTH RATE 5
3.2 LENGTH OF PLANNING HORIZON 5
3.3 DATA ANALYSIS 5
3.4 POPULATION ANALYSIS AND PROJECTION METHODOLOGY 6
PROJECTED POPULATION AND GROWTH 7
4 INVENTORY 8
4.1 EXISTING FACILITIES 8
4.2 NRPA GUIDELINES (Update to Reference Appendix) 9
4.3 PARK CLASSIFICATION 9
4.3.1 Neighborhood Park 9
4.3.2 Recreation Facility 9
4.3.3 Regional Park 9
4.3.4 Mini-Park 10
4.3.5 Special Use 10
4.4 EXISTING LEVEL OF SERVICE 10
4.4.1 PARKS 11
4.5 EXISTING SYSTEM VALUATION 11
5 DEMAND ANALYSIS 12
5.1 TARGET LEVEL OF SERVICE 12
5.2 GROWTH DEMAND 12
5.2.1 PROJECTED POPULATION GROWTH 13
5.2.2 PARK AND RECREATION DEMAND 13
6 FUTURE IMPROVEMENTS 13
6.1 PARK AND RECREATION IMPROVEMENTS PLAN 13
6.2 RECOMMENDED IMPROVEMENTS 14
6.2.1 Cost Analysis 14
6.2.2 Impact Fee Eligible Costs 15
6.2.3 Impact Fee per Connection 15
6.3 CONCLUSION 16
APPENDIX A: MAPS 17

APPENDIX B: POPULATION AND GROWTH PROJECTIONS..... 18
APPENDIX C: NRPA STANDARDS AND GUIDE..... 19
APPENDIX D: UNIT COST CALCULATIONS..... 20
APPENDIX E: LAY PERSON SUMMARY OF IMPACT ANALYSIS..... 21
APPENDIX F: CERTIFICATION OF IMPACT FEE ANALYSIS BY CONSULTANT..... 23

1 EXECUTIVE SUMMARY

1.1 USER ANALYSIS

Population and growth projections provide the city with an understanding of future demands and necessary planning through the planning period. Based on a comprehensive analysis of U.S. Census Bureau records, state projections, and local municipal water data (detailed in Section 3.3), the following demographic baseline was established:

- **Growth Rate**: 1.2% per year.
- **Planning Horizon**: 10-year period (2026-2036).
- **Existing Population (2026)**: 3,805 residents.
- **Projected Population (2036)**: 4,287 residents.
- **Projected Growth**: 482 new residents.
    - **New Homes**: 482 ÷ 3 ≈ 161

1.2 INVENTORY AND VALUATION

An inventory of the city's 12 municipal park and recreation facilities was conducted to determine current Level of Service (LOS). The city currently provides an Existing LOS of 26.12 acres per 1,000 residents.

To establish a financial baseline, the city utilized a density-based replacement cost model. By dividing the inventory into High-Density (4.25%) and Low-Density (95.75%) areas and applied recent construction bids to determine price per square foot in Mt. Pleasant. The estimated cost of replacement of low-density space was determined to be $5.65 per square foot, and high-density space is $123.45 per square foot. The existing value per acre is $464,386.62, resulting in a total existing system valuation of $12,129,484.06.

1.3 DEMAND ANALYSIS

Demand analysis identifies the target Level of Service (LOS) to maintain existing service levels for new residents. The current LOS of 26.12 acres per 1,000 people will serve as the target LOS for this planning period. Based on the projected population increase of 482 new residents between 2026 and 2036, Mount Pleasant City will require additional development of 12.59 acres.

1.4 FACILITIES PLAN

To meet future demands the city will prioritize the acquisition and development of general park space. By applying the weighted average replacement cost to the 12.59 acres of growth-driven demand, the Total Impact Fee Eligible Cost is calculated at $5,846,411.32. This impact fee is comprehensive and explicitly covers the required land acquisition costs associated with developing new park space.

Utilizing a household factor of 3 persons per household across the 161 projected new households, the resulting Park and Recreation Impact fee is $36,313.11 per new household. This ensures that new development funds its proportionate share of system improvements.

2 INTRODUCTION

2.1 PURPOSE AND SCOPE

In 2026, Mt. Pleasant City commissioned Sunrise Engineering, Inc. to conduct a Parks and Recreation Master Plan. The city understands that early planning ensures that the community-wide park and recreation system fulfills the current and future needs of residents.

Park and recreation facilities are integral to a community because their location and benefits significantly impact the course of growth. These facilities enhance the quality of life and contribute to the aesthetics of a neighborhood.

The specific objectives of this Impact Fee Facilities Plan (IFFP) are to analyze population growth, identify existing facilities to determine a baseline level of service (LOS), and establish a facility plan to guide future growth. Ultimately, this plan serves as a guide for making decisions pertaining to future development while avoiding mistakes caused by a lack of proper planning.

For improved public transparency, a non-technical summary of the proposed fees and findings has been prepared in accordance with the Utah Impact Fees Act. Please refer to Appendix E (Lay Person Summary Of Impact Analysis) for a review of the system demands, eligible costs, and the resulting impact fee calculations.

2.2 BACKGROUND INFORMATION

Mt. Pleasant is located in Sanpete County, Utah and was established in 1859. The community is characterized by a mix of rural and suburban land uses. These land uses range from agricultural areas to moderate-density residential housing and commercial districts.

2.3 ANALYSIS AREA

The plan area is within existing Mt. Pleasant city limits. The community maintains a rural and suburban identity with land uses ranging from pasture and farmland to moderate-density residential housing. While this Master Plan focuses strictly on the park and recreational facilities within city limits, many trails and recreational activities are accessible on state and federally owned lands nearby. Consequently, the apparent level of service feels marginally greater than the baseline service levels determined in this plan.

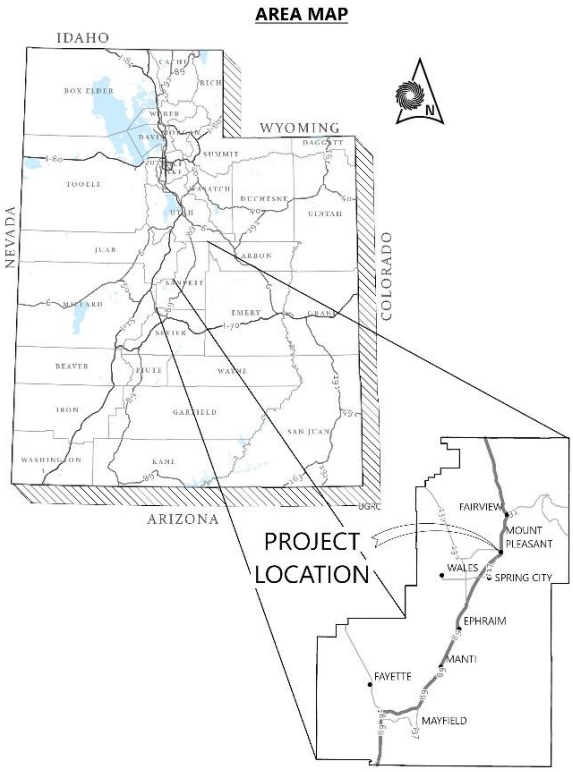


***Figure 1**. Area Map of Mt. Pleasant*

3 USER ANALYSIS

3.1 GROWTH RATE

Projections for the population and growth rate are calculated to determine which future projects the city will require as it grows. Projecting a future population is a subjective process; however, for this plan, the project team utilizes an estimated growth rate of 1.2% for the proposed planning period. This rate was selected after comparing the recent historical growth patterns experienced by Mt. Pleasant with broader regional development trends.

3.2 LENGTH OF PLANNING HORIZON

Master plans typically utilize a 10-year to 20-year planning horizon or period. This plan assumes a 10-year planning horizon while noting the following points:

- Assumptions, objectives, and goals can change within a 10-year period.
- Dramatic population changes within the planning horizon may require a change in conditions.
- The city should review master plans every 5 years.

3.3 DATA ANALYSIS

To ensure the Master Plan is grounded in verifiable data, the project team analyzed three primary sources: U.S. Census Bureau records, state-level projections from the Governor's Office of Planning and Budget (GOPB), and local municipal water system records maintained by the Utah Division of Water Rights (DWRi).

Table 1. *Census Records; Mt. Pleasant*

Year	Population	Growth Rate (Annual)
1970[1]	1,516	-
1980[2]	2,049	3.059%
1990[3]	2,072	0.112%
2000[4]	2,707	2.709%
2010[5]	3,260	1.876%
2020[6]	3,655	1.150%
2026[7] **(Estimation)**	3,805	0.673%
Average Growth Rate (Annual)		1.596%

Table 2. *GOPB Projections*[8] *(Mt. Pleasant)*

Year	Population	Growth Rate (Annual)
2010	3,260	-
2020	3,707	1.29%
2030	4,134	1.10%
2040	4,438	0.71%
2050	4,768	0.72%
2060	5,331	1.12%
Average Growth Rate (Annual)		0.99%

Table 3. *Culinary Water Connections; Utah Water Rights Records*[9]

Year	Population	Growth Rate (Annual)
2011	3,260	-
2012	3,300	1.227%
2013	3,276	-0.727%
2014	3,276	0.000%
2015	3,550	8.364%
2016	3,600	1.408%
2017	3,610	0.278%
2018	3,620	0.277%
2019	3,645	0.691%
2020	3,680	0.960%
2021	3,830	4.076%
2022	3,920	2.350%
2023	3,980	1.531%
2024	4,040	1.508%
Average Growth Rate (Annual)		1.688%

3.4 POPULATION ANALYSIS AND PROJECTION METHODOLOGY

The selection of 1.2% as an average annual growth rate serves as a balanced middle ground between historical trends and future state projections. While historical U.S. Census Bureau data shows a long-term average of 1.78% and active municipal water connections have recently grown

at a rate of 1.688%, state-level GOPB forecasts anticipate a more conservative long-term average of 0.99% for the Sanpete County area.

To determine the approximate projected population of Mount Pleasant, the project team utilizes the compound interest formula. This approach ensures that growth is compounded annually. The formula is as follows:

$$F = P(1 + i)^n$$

Where:

- $\mathrm{F} = \text{Future Projected Population}$
- $\mathrm{P} = \text{Base Population } (3{,}805 \text{ Residents in } 2026)$
- $\mathrm{i} = \text{Annual Population Growth Rate } (1.20\%)$
- $\mathrm{n} = \text{Period in Years } (10)$

Therefore, Projected Population in 2036:

- $F = 3{,}805(1 + 0.012)^{10}$
- $F = 4{,}287$

PROJECTED POPULATION AND GROWTH

By applying the compound interest formula described in Section 3.4 to the 2026 baseline population, Mount Pleasant is projected to reach a population of 4,287 by the end of the 2036 planning horizon. This projection represents a total growth of 482 new residents during the planning period.

[1] **U.S. Census Bureau** (1970): 1970 Census of Population: Number of Inhabitants, Utah.
[2] **U.S. Census Bureau** (1980): 1980 Census of Population: Number of Inhabitants, Utah.
[3] **U.S. Census Bureau** (1990): 1990 Census of Population: General Population Characteristics, Utah.
[4] **U.S. Census Bureau**: "City and Town Intercensal Tables: 2000-2010." Intercensal Estimates of the Resident Population for Incorporated Places and Minor Civil Divisions: April 1, 2000 to July 1, 2010.
[5] **U.S. Census Bureau** (2020): Annual Estimates of the Resident Population for Incorporated Places in Utah: April 1, 2010, to July 1, 2019 (Table SUB-EST2020-49).
[6] **U.S. Census Bureau** (2024): Annual Estimates of the Resident Population for Incorporated Places in Utah: April 1, 2020, to July 1, 2024 (Table SUB-IP-EST2024-POP-49).
[7] **U.S. Census Bureau** (2024): American Community Survey 5-year estimates. Census Reporter Profile: Mount Pleasant, Utah
[8] **Governor's Office of Planning and Budget (GOPB)**: 2012 Baseline City Population Projections: 2010-2060. Salt Lake City, Utah: Produced in collaboration with the Utah Association of Governments and U.S. Census Bureau. Retrieved from official Sanpete County demographic records.
[9] **Utah Division of Water Rights** (DWRi): Public Water System View: Mount Pleasant (System ID: 1070). Salt Lake City, Utah: Utah Department of Natural Resources.

Table 4. *Projected Growth Rates*

Year	Projected Growth Rate
2026-2031	1.2%
2032-2036	1.2%

Table 5. *Projected Population*

Year	Projected Population
2026	3,805
2031	4,039
2036	4,287

4 INVENTORY

4.1 EXISTING FACILITIES

Mount Pleasant City currently operates and maintains several municipal facilities that serve the recreational needs of the community. These facilities include traditional city parks, specialized athletic venues, and indoor recreation centers. Following state and city leadership's directive, the inventory excludes facilities not owned by the city, such as the sports complex at North Sanpete High School.

To better manage and plan for these assets, the city evaluates park land in terms of high-density areas (developed space with amenities like structures, pavilions, and courts) and low-density areas (green spaces, fields, and natural areas). The city's park and recreation assets are shown in Table 6 and Appendix A - Maps.

Table 6. *Existing Facilities*

Facility Name	Total Area (Acre)	Classification
City Park	7.26	Neighborhood Park
City Park - Outdoor Arena	2.72	Special Use
City Park - Soccer Field	2.23	Special Use
Contoy Arena	81.4	Regional Park
Gazebo (Main St.)	0.006	Mini-Park
Pleasant Creek (Main/State)	0.56	Mini-Park
Power Plant Park	3.34	Neighborhood Park
Rec Center (Outdoor Area)	0.37	Recreation Facility
Splash Pad	0.407	Recreation Facility
Veterans Memorial	0.36	Special Use
Rec Center	0.327	Recreation Facility
Pool	0.404	Recreation Facility
Total	**99.384**	

4.2 NRPA GUIDELINES (Update to Reference Appendix)

The National Recreation and Park Association (NRPA) established guidelines for the development of park facilities to help communities create a framework for the types and number of recreational facilities provided. These recommendations serve as guidelines only; each community should adjust them to meet individual requirements. These guidelines are attached in Appendix C.

4.3 PARK CLASSIFICATION

Mount Pleasant City identifies various recreational demands as the community grows. Using National Recreation and Park Association (NRPA) guidelines as a foundation, several park classifications have been identified to help meet community needs.

Per the specific depth of application required for Mount Pleasant, this analysis focuses on the description and application of each classification to the overall level of service (LOS). To ensure the city maintains flexibility in future land acquisition and development, this plan omits specific metrics for "Area Served" or "Desirable Size".

4.3.1 Neighborhood Park

- **Description**: The neighborhood park is the basic unit of a park system and serves as the recreational and social focus of the neighborhood. This type of park provides activities for all age groups and addresses the specific recreational needs of the nearby neighborhood. Facilities may include play structures, picnic areas, shaded seating, soft and hard surface courts, restrooms, trails, and open areas for informal play activities. Typically, parks in this classification have no lighted athletic fields for team competition, and no schedule for organized programs.
- **Location**: Neighborhood parks are often centrally located within a service area and uninterrupted by non-residential roads and other physical barriers.
- **Typical Amenities**: Facilities often include multipurpose fields, outdoor court facilities, and playgrounds.

4.3.2 Recreation Facility

- **Description**: The recreation facility represents the contribution of a public community center to the park and recreation system. The offerings of a recreation center can be as follows: aquatic facilities including swimming pools, lap pools, water features, splash pads, slides, etc., health and fitness areas including weight rooms, aerobics rooms, tracks, etc., and court facilities including tennis, racquetball, basketball, gymnastics, pickleball, rock climbing, etc.
- **Location**: Recreation centers should be centrally located within the community and should be identified prior to development to avoid conflicts.
- **Typical Amenities**: Aquatic facilities (including swimming pools, lap pools, splash pads, and slides), health and fitness areas (including weight rooms, aerobics rooms, and tracks), and court facilities (including tennis, racquetball, basketball, pickleball, and rock climbing).

4.3.3 Regional Park

- **Description:** The regional park classification is a large-scale recreation and event area that serves an entire municipality and the surrounding region. These parks are designed to accommodate large numbers of people for specialized regional gatherings and often include substantial indoor and outdoor facilities.
- **Location:** Often developed on sites with acreage to handle demands of large events such as adequate parking and regional traffic.
- **Typical Amenities:** Large indoor and outdoor arenas, extensive parking, specialized event infrastructure, outdoor restrooms.

4.3.4 Mini-Park

- **Description:** Mini-parks are small, localized parks used to address isolated community gathering needs. They often preserve small pockets of green space or provide central focal points within downtown or commercial areas.
- **Location:** Located within residential settings, often occupying small lots, street corners, or areas near natural waterways to serve pedestrian traffic.
- **Typical Amenities:** These spaces could include shade structures, gazebos, seating areas, minor landscaping, and small natural features for passive recreation.

4.3.5 Special Use

- **Description:** The Special Use classification covers a broad range of parks and municipal spaces oriented toward single-purpose use. They are specifically designed to meet the needs of targeted activities, community sports, or civic functions.
- **Location:** Variable, as the location is entirely dependent on the specific use, facility requirements, or civic significance of the site.
- **Typical Amenities:** Highly specialized and variable amenities, such as dedicated athletic fields, outdoor community arenas, or civic monuments and memorials.

Table 7. *Park Classification Summary*

Classification	General Description	Location Considerations
Neighborhood Park	The basic unit of a park system; serves as the recreational and social focus of the neighborhood.	Centrally located in service area for convenience and access.
Recreation Center	A public community center offering specialized indoor or aquatic recreational opportunities.	Centrally located in service area for convenience and access.
Regional Park	A large recreation and event area serving an entire town or region, accommodating large numbers of people for specialized gatherings.	Developed on sites with sufficient acreage for large events; typically serviced by arterial roads.
Mini-Park	Small parks used to address isolated, unique passive recreational needs or provide downtown gathering spaces.	Small lots or intersections within residential settings or central commercial corridors.
Special Use	Single-purpose facilities designed to meet the needs of a specific activity, user group, or civic function.	Variable; dependent entirely on specific use, facility requirements, or site significance.

4.4 EXISTING LEVEL OF SERVICE

Establishing an existing Level of Service (LOS) is a fundamental part of the Master Plan. The existing LOS for the city is evaluated for parks and recreation facilities based on acreage or mileage per 1,000 residents.

4.4.1 PARKS

The city establishes its baseline LOS by including only city-owned facilities. Per city leadership direction, school-owned properties, including the sports complex at North Sanpete High School are excluded from this calculation. To calculate the LOS for parks, the total area of city-owned parks is divided by the current estimated population and multiplied by 1,000:

$$\frac{Area\ of\ City\ Parks}{Estimated\ Population} \cdot 1{,}000 = LOS$$

$$\frac{99.384\ acres}{3{,}805\ residents} \cdot 1{,}000 = \ 26.12\ \frac{acres}{1{,}000\ residents}$$

4.5 EXISTING SYSTEM VALUATION

To establish a baseline for the city's recreational assets, this plan utilizes a density-based replacement cost model. Under this methodology, the city's park inventory is divided into two distinct categories:

- **High-Density Areas:** Developed spaces featuring concentrated amenities, built structures, pavilions, and hard-surface courts.
- **Low-Density Areas:** Open green spaces, grass fields, and natural areas.

By categorizing land, the city can assign replacement costs based on development footprint. The estimated value of each existing facility is calculated by applying unit costs (price per square foot) to these distinct high-density and low-density areas. This establishes a financial baseline that reflects cost to replicate the current Level of Service (LOS) today.

Detailed cost methods, including the specific unit prices derived from recent construction bids, are provided in Appendix E: Unit Cost Calculations. The following table outlines the current acreage breakdown and the resulting estimated replacement value for each facility within the Mount Pleasant system.

Table 8. *Summary of Estimated Value of Park Inventory*

Facility Name	Total Area (Acre)	High Density (Acre)	Low Density (Acre)	Estimated Value	Classification
City Park	7.26	0.855	6.405	$ 5,252,129	Neighborhood Park
City Park - Outdoor Arena	2.72	0.202	2.518	$ 1,366,096	Special Use
City Park - Soccer Field	2.23		2.230	$ 549,081	Special Use
Contoy Arena	81.4	1.987	79.413	$ 30,861,806	Regional Park
Gazebo (Main St.)	0.006	0.006		$ 23,041	Mini-Park
Pleasant Creek (Main/State)	0.56		0.560	$ 137,886	Mini-Park
Power Plant Park	3.34	0.029	3.311	$ 1,064,444	Neighborhood Park
Rec Center (Outdoor Area)	0.37		0.370	$ 91,103	Recreation Facility
Splash Pad	0.407	0.407		$ 1,783,160	Recreation Facility
Veterans Memorial	0.36	0.008	0.352	$ 171,941	Special Use
Rec Center	0.327	0.327		$ 2,232,000	Recreation Facility
Pool	0.404	0.404		$ 2,620,000	Recreation Facility
Total	**99.384**	**4.226**	**95.159**	**$ 46,152,687**	

5 DEMAND ANALYSIS

5.1 TARGET LEVEL OF SERVICE

The Target Level of Service (LOS) defines the standard of park and recreation facilities that Mount Pleasant City intends to provide for its residents throughout the planning period. Establishing a Target LOS is required to ensure that new development is only charged for the proportionate share of the infrastructure required to maintain the city's established standard.

For this planning period, the city adopts a Target LOS based on its existing inventory of city-owned facilities, excluding non-municipal properties such as those owned by the school district. By matching the Target LOS to the existing LOS, the city ensures that new residents are provided with the same level of service enjoyed by current residents without requiring new development to cure existing deficiencies. For Mt. Pleasant the Target Park LOS was identified to maintain the existing level of 26.12 acres per 1,000 residents.

5.2 GROWTH DEMAND

Growth demand quantifies additional park acreage required to accommodate the projected population increase over the 10-year planning period (2026–2036). Because the city has established a Target LOS that mirrors its existing service levels, the current park system operates at functional capacity; therefore, no excess capacity exists to absorb the recreational demands of

new development. This demand is calculated by applying target LOS to the projected number of residents.

5.2.1 PROJECTED POPULATION GROWTH

Based on historical U.S. Census Bureau data, state GOPB projections, and local municipal water system development trends, the city utilizes a 1.2% annual growth rate for its population projections.

- 2026 Population (Current): 3,805 residents.
- 2036 Population (Projected): 4,287 residents.
- Total New Residents (Growth): 482 new residents.

5.2.2 PARK AND RECREATION DEMAND

The following formula is used to determine facility demand generated by new development activity during planning period:

$$New\ Residents\ \cdot \left(\frac{Target\ LOS}{1{,}000\ people}\right) = Growth\ Demand$$

$$482 \cdot \left(\frac{26.12\ acre}{1{,}000\ people}\right) = 12.59\ acre$$

Table 9. Park & Recreation Demand

Year	Projected Population	Cumulative Growth	Park & Recreation Demand (Acre)
2026	3,805	-	0
2031	4,039	234	6.11
2036	4,287	482	12.59
Total	-	482	12.59

6 FUTURE IMPROVEMENTS

6.1 PARK AND RECREATION IMPROVEMENTS PLAN

The Park and Recreation Improvements Plan provides Mount Pleasant City with direction regarding parks and recreation development to meet future demands and satisfy the recreational needs of the community.

To maintain the existing Level of Service (LOS) for future demand, Mount Pleasant City will need to build new facilities or expand existing ones. By the end of the planning period (2036), Mount Pleasant City should increase its existing parks and recreation facilities by 12.59 acres to accommodate the projected 482 new residents.

Following direction of city leadership, this plan prioritizes acquisition and development of general park space. This approach ensures that the city maintains flexibility in expenditure of impact fees, allowing funds to be applied to a variety of recreational needs as they arise.

6.2 RECOMMENDED IMPROVEMENTS

To maintain the existing level of service, Mount Pleasant City must develop 12.59 acres of new park facilities. Following the direction of city leadership, the city will prioritize the acquisition and development of general park space. This strategy ensures the city maintains maximum flexibility in how it spends impact fee revenues, allowing funds to be directed toward specific recreational needs as they arise within the community. While the city has considered alternative revenue sources to finance these system improvements, including grants, bonds, and general taxes, impact fees remain the necessary mechanism to ensure new development funds its proportionate share.

6.2.1 Cost Analysis

To plan future improvements accurately, this plan uses a replacement cost model. This approach ensures the city estimates the true cost of building and acquiring new parks in today's market. Furthermore, a land acquisition factor has been integrated into these costs, ensuring that the impact fee fully covers the acquisition of new land required for park expansion.

To maintain the current Level of Service for 482 projected new residents, the city must add a total of 12.59 acres of park space. To ensure new growth contributes toward both low-density open space and high-density amenities, and to establish impact fee eligibility for existing park upgrades, this demand is split into low-density and high-density allocations that mirror the city's existing park system ratio:

- **Low-Density Development (95.75% of total area):** Comprises open green spaces, natural areas, and grass fields. To accommodate growth, the city would add 12.05 acres of low-density parkland. The average replacement cost is $5.65 per square foot.
- **High-Density Development (4.25% of total area):** Comprises developed structures, pavilions, hard-surface courts, and aquatic features. To accommodate growth, the city would add 0.54 acres (23,522 ft^2) of high-density park infrastructure. The average replacement cost is $123.45 per square foot.

Unit costs were derived from recent regional construction bids. The overall average development cost is $10.66 per square foot. This translates to a weighted average replacement cost of $464,386.62 per acre. The resulting demand and estimated replacement costs are detailed below in Table 10. More detailed breakdowns of specific unit costs are available in *Appendix E: Unit Cost Calculations*.

Table 10. *Cost Analysis of Demand by Density of Park Space*

Density	**Existing Park Space** (Acre)	**Demand** (Acre)	**Replacement Cost Estimate**
Low	95.16	12.05	$ 2,968,057
High	4.23	0.54	$ 2,878,354

6.2.2 Impact Fee Eligible Costs

The required 12.59 acres of future development will be designed to match the current system's established density and quality standards. By multiplying the 12.59 acres of growth-driven demand by the weighted average replacement cost of $464,386.62 per acre, the city calculates the total impact fee eligible cost at $5,846,411.32.

Table 11. *Impact Fee Eligible Costs*

Description	Value
Required Facility Area (Growth Demand, acre)	12.59
Weighted Average Replacement Cost (per acre)	$ 464,387
Total Impact Fee Eligible Cost	$ 5,846,411

6.2.3 Impact Fee per Connection

To ensure new development funds its proportionate share of system improvements, the Total Impact Fee Eligible Cost is distributed across the projected number of new households during the planning period. Based on demographic analysis, the projected population growth of 482 new residents equates to approximately 161 new households, utilizing an average factor of 3 persons per household.

The Park and Recreation Impact Fee per new connection is calculated by dividing the Total Impact Fee Eligible Cost by the projected number of new households:

$$\frac{Growth\ (Residents)}{Housing\ Factor\ \left(\frac{Residents}{Household}\right)} = New\ Households$$

$$\frac{482\ New\ Residents}{3\ \left(\frac{Residents}{Household}\right)} = 160.67 \cong 161\ New\ Households$$

$$\frac{Total\ Impact\ Fee\ Eligible\ Cost}{New\ Households} = Impact\ Fee\ per\ Connection$$

$$\frac{\$5{,}846{,}411.32}{161} = \$36{,}313.11$$

6.3 CONCLUSION

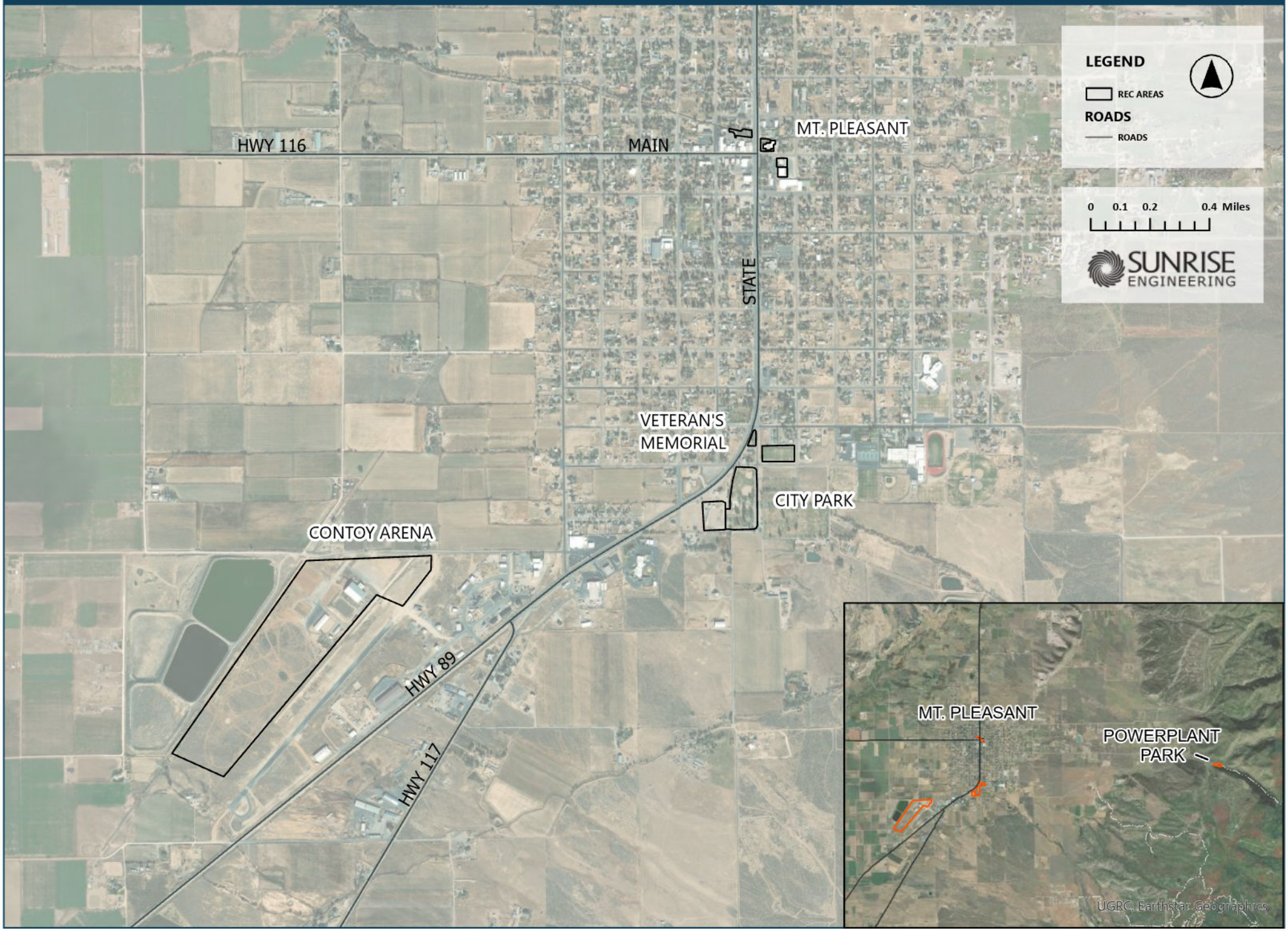
Mount Pleasant City currently establishes its baseline Level of Service (LOS) at 26.12 acres per 1,000 residents based on city-owned facilities. While the 2025 NRPA Agency Performance Review identifies varied benchmarks for park acreage, the city's primary focus is to maintain its established standard for all current and future residents throughout the 10-year planning period (2026–2036).

To accommodate the projected growth of 482 new residents driven by a 1.2% annual growth rate, the city must acquire and develop an additional 12.59 acres of park space. Mount Pleasant also benefits from the abundance of recreational opportunities located outside the municipal boundaries, including the Manti-La Sal National Forest. These state and federally owned lands enhance the quality of life for residents and promote regional tourism.

Through the implementation of this plan, the city will prioritize the development of general park space and increase its existing facilities by 12.59 acres to meet the growth demands generated during the planning horizon. This strategy generates a total impact fee eligible cost of $5,846,411.32, which inherently includes the necessary land acquisition factor. This total eligible cost translates to a maximum impact fee of $36,313.11 per new residential connection. This provides the same level of service for new residents while ensuring the city maintains the legal and financial flexibility required to manage its park system effectively under the Utah Impact Fees Act.

APPENDIX A: MAPS

MT. PLEASANT | PARK AND RECREATION OVERVIEW



6/29/2026

MT. PLEASANT | CITY PARK AND VETERAN'S MEMORIAL

6/22/2026

MT. PLEASANT | CONTOY ARENA

6/19/2026

MT. PLEASANT | POWERPLANT PARK

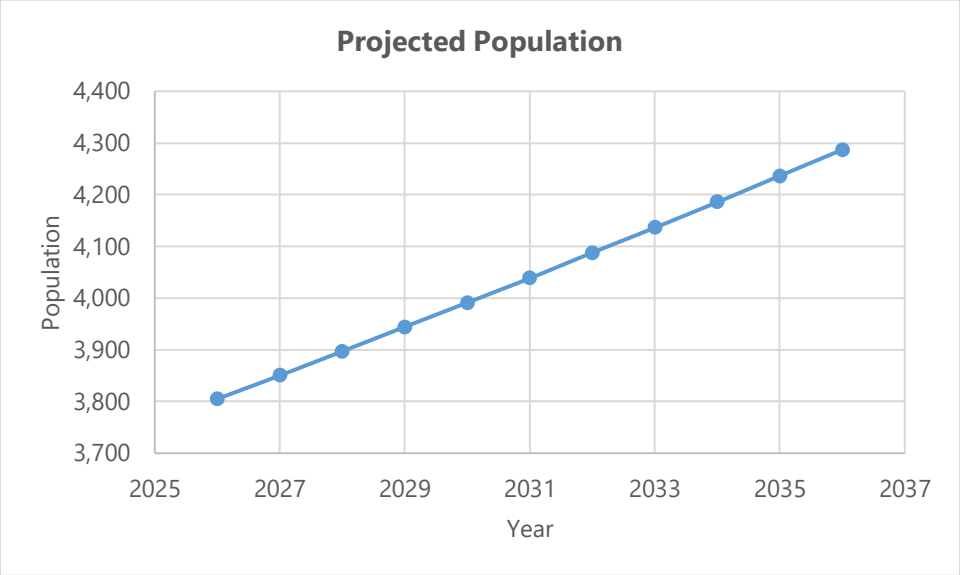
6/22/2026

MT. PLEASANT | CITY CENTER

6/29/2026

APPENDIX B: POPULATION AND GROWTH PROJECTIONS

Year	Projected Population	Growth Rate
2026	3,805	1.2%
2027	3,851	1.2%
2028	3,897	1.2%
2029	3,944	1.2%
2030	3,991	1.2%
2031	4,039	1.2%
2032	4,087	1.2%
2033	4,136	1.2%
2034	4,186	1.2%
2035	4,236	1.2%
2036	4,287	1.2%



APPENDIX C: NRPA STANDARDS AND GUIDE

NRPA Parks and Open Space Classifcations (1995)

PARKS AND OPEN SPACE CLASSIFICATIONS				
Classification	**General Description**	**Location**	**Size Criteria**	**Application of LOS**
Mini-Park	Used to address limited, isolated or unique recreational needs	Less 1/4 mile distance in residential setting	Between 2500 sq. ft. and one acre in size	No
Neighborhood Park	Neighborhood park remains the basic unit of the park system and serves as the recreational and social focus of the neighborhood. Focus is on informal activity and passive recreation.	1/4 mile to 1/2 mile distance and uninterrupted by non-residential roads and other physical barriers	5 acres is considered minimum size. 5 to 10 acres is optimal	Yes
School-Park	Depending on circumstances, combining parks with school sites can fulfill the space requirements for other classes of parks, such as neighborhood, community, sports complex, and special use.	Determined by location of school district property	Variable depends on function	No
Community Park	Serves broader purpose than neighborhood park. Focus is on meeting community-based recreation needs, as well as preserving unique landscapes and open spaces.	Determined by the quality and suitability of the site. Usually serves two or more neighborhoods within a 1/2 to 3 mile distance	As needed to accommodate desired uses. Usually between 30 and 50 acres	Yes
Large Urban Park	Large Urban parks serve a broader purpose than community parks and are used when community and neighborhood parks are not adequate to serve the needs of the community. Focus is on meeting community-based recreational needs as well as preserving unique landscapes and open spaces.	Determined by the quality and suitability of the site. Usually serves the entire community.	As needed to accommodate desired uses. Usually a minimum of 50 acres with 75 or more acres being optimal	No
Natural Resource Areas	Lands set aside for preservation of significant natural resources, remnant landscapes, open space and visual aesthetics or buffering.	Resource availability and Opportunity	Variable	No
Greenways	Effectively tie the park system components together to form a continuous park environment.	Resource availability and Opportunity	Variable	No
Sports Complex	Consolidates heavily programmed athletic fields and associated facilities to larger and fewer sites strategically located throughout the community.	Strategically located Community-wide facilities	Determined by projected demand usually a minimum of 25 acres with 40 to 80 acres being optimal	No
Special Use	Covers a broad range of parks and recreation facilities oriented toward single-purpose use.	Variable – dependent on specific use	Variable	Depends on type of use
Private Park/Recreation Facility	Parks and recreational facilities that are privately owned yet contribute to the public park and recreation system.	Variable – dependent on specific use	Variable	Yes

PATHWAY CLASSIFICATIONS		
Classification	**General Description**	**Description of Each Type**
Park Trail - Type I	Multi-purpose trails located within greenways, parks and natural resource areas. Focus is on recreational value and harmony with the natural environment.	Separate/single-purpose hard-surfaced trails for pedestrians or bicyclists/in-line skates.
Park Trail - Type II		Multipurpose hard-surfaced trails for pedestrians and bicyclists/in-line skaters.
Park Trail - Type III		Nature trails for pedestrians, which may use either hard or soft surfaces.
Connector Trails - Type I	Multipurpose trails that emphasize safe travel for pedestrians to and from parks and around the community. Focus is as much on transportation as it is on recreation.	Separate/single-purpose hard-surfaced trails for pedestrians or bicyclists/in-line skates located in independent Rights-of-ways (ROWs) e.g., old railroad ROW.
Connector Trails - Type II		Separate/single-purpose hard-surfaced trails for pedestrians or bicyclists/in-line skates. Typically, located within road ROW.
On-Street Bikeways - Bike Route	Paved segments of roadways that serve as a means to safely separate bicyclists from vehicular traffic.	Designated portions of the roadway for the preferential or exclusive use of bicyclists.
On-Street Bikeways - Bike Lane		Shared portions of the roadway that provide separation between motor vehicles and bicyclists, such as paved shoulders.
All-Terrain Bike Trail	Off-road trail for all terrain (mountain) bikes.	Single-purpose loop trails usually located in larger parks and natural resource areas.
Cross-Country Ski Trail	.Trails developed for traditional and skate-style cross-country skiing	Loop trails usually located in larger parks and natural resource areas.
Equestrian Trails	Trails developed for horseback riding.	Loop trails usually located in larger parks and natural resource areas. Sometimes developed as multipurpose with hiking and all-terrain biking where conflicts can be controlled.

Suggested Outdoor Facility Development Standards

Activity Format	Recommended Size and Dimensions	Recommended Space Requirements	Recommended Orientation	Service Radius and Location Notes
Badminton	Singles—17' x 44' Doubles—20' x44' with 5' unobstructed area on both sides.	1622 sq. ft.	Long axis north - south	1/4 - 1/2 mile. Usually in school recreation center or church facility. Safe walking or biking or biking access.
Basketball **1. Youth** **2. High school** **3. Collegiate**	 46' - 50' x 84' 50' x 84' 50' x 94' with 5' unobstructed space all sides.	 2400-3036 sq. ft. 5040-7280 sq. ft. 5600-7980 sq. ft.	 Long axis north - south	 1/4 - 1/2 mile. Same as badminton. Outdoor courts in neighborhood/community parks, plus active recreation areas in other park settings.
Handball (3-4 wall)	20' x 40' with a minimum of 10' to rear of 3-wall court. Minimum 20' overhead clearance.	800 sq. ft. for 4-wall, 1000 sq. ft. for 3-wall.	Long axis is north - south. Front wall at north end.	15 - 30 min. travel time, 4-wall usually indoor as part of multi-purpose building. 3-2 all usually in park or school setting.
Ice hockey	Rink 85' x 200' (Min. 85' x 185') Additional 5000 22,000 sq. ft. including support area.	22,000 sq. ft. including support area.	Long axis is north - south if outdoors.	1/2 - 1 hour travel time. Climate important consideration affecting no. of units. Best as part of multi-purpose facility.
Tennis	36' x 78'. 12 ft. clearance on both ends.	Min. of 7,200 sq. ft. single court area (2 acres per complex).	Long axis north - south.	1/4 - 1/2 mile. best in batteries of 2 - 4. Located in neighborhood/ community park or near school site.
Volleyball	30' x 60'. Minimum of 6' clearance on all sides.	Minimum 4,000 sq. ft.	Long axis north - south.	1/2 - 1 mile.
Baseball **1. Official** **2. Little League**	 Baselines - 90' Pitching dist.- 60.5' Foul lines - min. 320' Center field - 400'+ Baselines - 60' Pitching distance-46' Foul lines - 200' Center field - 200'-250'	 3.0 -3.85 A min. 1.2 A min.	 Locate home plate so pitcher is not throwing across sun, and batter not facing it. Line from home plate through pitchers mound to run east-northeast.	 1/4-1/2 mile. Part of neighborhood complex. Lighted fields part of community complex.
Field Hockey	180' x 300' with a minimum of 10' clearance on all sides	Minimun 1.5 A	Fall season - Long axis northwest or southeast. For longer periods, north/south	15-30 minute travel time. Usually part of baseball, football, soccer complex in community park or adjacent to high school.
Football	160' x 360' with a minimum of 6' clearance on all sides.	Minimum 1.5 A	Same as field hockey.	15 - 30 min. travel time. Same is field hockey.
Soccer	195' to 225' x 330' to 360' with 10' minimum clearance on all sides.	1.7 - 2.1 A.	Same as field hockey.	1 - 2 miles. Number of units depends on popularity. Youth popularity. Youth soccer on smaller fields adjacent to fields or neighborhood parks.

Golf - driving range	900' x 690' wide. Add 12' width each additional tee.	13.5 A for min. of 25 tees.	Long axis is southwest -northeast with golfer driving northeast.	30 minute travel time. Park of golf course complex. As separate unit may be privately operated.
1/4 mile running track	Over-all width - 276' length -600'. Track width for 8 - 4 lanes is 32'.	4.3 A	Long axis in sector from north to south to northwest - southeast, with finish line at north end.	15-30 minute travel time. Usually part of a high school or community park complex in combination with football, soccer, etc.
Softball	Baselines - 60' pitching dist. - 45' men. 40' women Fast pitch field radius from plate - 225' Slow pitch - 275' (men) 250' (women).	1.5 - 2.0 A	Same as baseball. indimensions for 16".	1/4 - 1/2 mile. Slight difference May also be used for youth baseball.
Multiple use court (basketball, tennis, etc.)	120' x 80'	9,840 sq. ft.	Long axis of court with primary use north and south.	1 - 2 miles, in neighborhood or community parks.
Archery range	300' length x minimum 10' between targets. Roped, clear area on side of range minimum 30', clear space behind targets minimum of 90' x 45' with bunker.	Minimum 0.65 A	Archer facing north + or - 45 degrees.	30 minutes travel time. Part of a regional/metro complex.
Golf				
1. Par 3 (18 hole)	Average length varies -600 - 2700 yards.	50 - 60 A	Majority of holes on north/south axis	1/2 - 1 hour travel time
2. 9-hole standard	Average length 2250 yards.	Minimum of 50 A		9-hole course can accomodate 350 people/day.
3. 18-hole standard	Average length 6500 yards.	Minimum 110 yds		500 - 550 people/day. Course may be located in community, district or regional/metro park.
Swimming pools	Teaching - min. 25 yds x 45' even depth of 3-4 ft. Competitive - min. 25 m x 16 m. Min. of 25 sq. ft. water surface per swimmer. Ration of 2 to 1 deck to water.	Varies on size of pool and amenities. Usually 1 - 2 A sites.	None, but care must be taken in siting life stations in relation to afternoon sun	15 to 30 minute travel time. Pools for general community use should planned for teaching competitive and recreational purposes with enough to accomodate 1m and 3m diving boards. Located in community park or school site.
Beach areas	Beach area should have 50 sq. ft. of land and 50 sa. ft. of water per user. Turnover rate is 3. There should be a 3 -4 A supporting area per A of beach.	N/A	N/A	1/2 to 1 hour travel time. Should have a sand bottom with a maximum slope of 5%. Boating areas completely segregated from swimming areas. In regional/metro parks.

APPENDIX D: UNIT COST CALCULATIONS

Building Type	$/sq. ft.
Bleachers	$ 80.65
Contoy Arena Buildings	$ 130.65
Dugout Structures	$ 85.65
Splash Pad	$ 100.65
Storage Building	$ 100.65
Veterans Memorial	$ 250.65
Field (Low Density)	$ 5.65
Pickleball Court	$ 47.65
Playground	$ 40.65
Gazebo (Main St.)	$ 85.65
Pavillion	$ 85.65
Restroom Building	$ 502.65
Rec Center	$ 157.40
Pool	$ 149.36

Note: The pricing per square foot in this estimate was derived using a combination of Mt. Pleasant city records for current insurance policies, historical construction estimates (adjusted for inflation to reflect current dollar values), and recent regional construction bids. Additionally, a land acquisition factor was included to ensure the estimated costs account for the acquisition of new park space; this factor was determined using public listings for land in the Mt. Pleasant area along with coordination with Mt. Pleasant officials.

APPENDIX E: LAY PERSON SUMMARY OF IMPACT ANALYSIS

LAY PERSON SUMMARY: PARKS & RECREATION IMPACT FEE ANALYSIS

City of Mt. Pleasant, Utah – July 2026

An Impact Fee analysis for Mt. Pleasant City's parks and recreation system has been completed; this summary, designed to be understood by a lay person, has been prepared pursuant to §11-36a-303 of the Utah Impact Fees Act.

A Parks & Recreation Impact Fee Analysis, as per the Utah Impact Fees Act, is a study conducted by local authorities to determine the impact of new developments on park and recreation systems. Parks and recreation include facilities that enhance the quality of life such as parks, recreation facilities, and special use areas.

The purpose of this analysis is to evaluate how much new developments, like housing or commercial projects, might contribute to park and recreation demand. The analysis considers factors such as population growth, existing level of service (LOS), and the potential impact on the local park system.

By reviewing these factors, the analysis helps decide if an Impact Fee, a one-time charge to new development for the purpose of paying for new or expanded public facilities, should be assessed as a condition of development. An Impact Fee is essentially a fair share contribution towards the cost of acquiring and developing park infrastructure to handle the increased demand from new development. The Impact Fee Analysis establishes the percentage of each proposed project that serves growth or future development. This percentage is the Impact Fee eligible percentage of each project. The Impact Fee helps ensure that new development projects don't burden the existing park and recreation systems

The Mt. Pleasant City Impact Fee Analysis proposes the acquisition and development of general park space as Impact Fee eligible. The total of all 10-year planning window improvements projects are expected to cost $5,846,411.32. These projects maintain the existing level of service and are planned to serve future growth. The Impact Fee Analysis calculated that the required 12.59 acres of future development will be designed to match the current system's established standards; thus 100% of the $5,846,411.32 infrastructure projects cost is Impact Fee eligible.

To determine the Maximum Allowable Impact Fee, this cost was divided among the anticipated future development within Mt. Pleasant City limits. Based on projected growth over the next 10 years, approximately 161 new households are expected to be developed. A new household is defined using an average factor of 3 persons per household.

Dividing the total Impact Fee-eligible improvement cost of $5,846,411.32 by 161 new households results in a Maximum Allowable Impact Fee of $36,313.11 for a new residential connection. This approach ensures that the cost of future park and recreation improvements is shared fairly among new developments based on their proportional impact on the park system. The corresponding Maximum Allowable Impact Fee per connection is shown in the following table.

Table 12. Maximum Allowable Impact Fee per Connection

Description	**Housing Factor** (Persons/Household)	**Maximum Allowable Impact Fee per Connection**
Residential Connection	3	$ 36,313.11

APPENDIX F: CERTIFICATION OF IMPACT FEE ANALYSIS BY CONSULTANT

CERTIFICATION OF IMPACT FEE ANALYSIS BY CONSULTANT

In accordance with Utah Code Annotated, § 11-36a-306, Nathan Wallentine, P.E., on behalf of Sunrise Engineering, makes the following certification:

I certify that the attached impact fee analysis:

1. Includes only the costs of public facilities that are:
    a. Allowed under the Impact Fees Act; and
    b. Actually incurred; or
    c. Projected to be incurred or encumbered within six years after the day on which each impact fee is paid;
2. Does not include:
    a. costs of operation and maintenance of public facilities;
    b. costs for qualifying public facilities that will raise the level of service for the facilities, through impact fees, above the level of service that is supported by existing residents; or
    c. an expense for overhead, unless the expense is calculated pursuant to a methodology that is consistent with generally accepted cost accounting practices and that methodological standards set forth by the Federal Office of Management and Budget for federal grant reimbursement;
3. Offsets costs with grants or other alternate sources of payment; and
4. Complies in each and every relevant respect with the Impact Fees Act.

Nathan Wallentine, P.E., makes this certification with the following qualifications:

1. All of the recommendations for implementation of the Impact Fee Facilities Plan ("IFFP") made in the IFFP documents or in the Impact Fee Analysis documents are followed in their entirety by the city of Mt. Pleasant, Utah, staff, and elected officials.
2. If all or a portion of the IFFP or Impact Fee Analyses are modified or amended, this certification is no longer valid.
3. All information provided to Sunrise Engineering, Inc., its contractors or suppliers, is assumed to be correct, complete and accurate. This includes information provided by the city of Mt. Pleasant, Utah and outside sources.
4. The undersigned is trained and licensed as a professional engineer and has not been trained or licensed as a lawyer. Nothing in the foregoing certification shall be deemed an opinion of law or an opinion of compliance with law which under applicable professional licensing laws or regulations or other laws or regulations must be rendered by a lawyer licensed in the State of Utah.
5. The foregoing Certification is an expression of professional opinion based on the undersigned's best knowledge, information and belief and shall not be construed as a warranty or guaranty of any fact or circumstance.

6. The foregoing certification is made only to the city of Mt. Pleasant, Utah, and may not be used or relied upon by any other person or entity without the expressed written authorization of the undersigned.

Sunrise Engineering, LLC.

By: Nathan Wallentine, P.E.

Dated: July 23, 2026