



**PARKS AND RECREATION COMMISSION
MEETING AGENDA**

**February 25, 2025
6:00 PM**

Location: City Council Chambers, 408 N. Spokane Street, Post Falls, ID 83854

REGULAR MEETING – 6:00 pm City Council Chambers

The regular agenda is scheduled to start at 6:00 PM, but may start earlier depending on the completion of any preceding workshop.

CALL TO ORDER

PLEDGE OF ALLEGIANCE

WELCOME – PLEASE TURN OFF CELL PHONES – Thank you

ROLL CALL OF PARKS & RECREATION COMMISSION MEMBERS

James Hail, Jayson Cornwell, Geena Duczek, Krista Noyes, Christie Vranich, Angela Snyder, Dani Zibell-Wolfe

AMENDMENTS TO THE AGENDA

Final action cannot be taken on an item added to the agenda after the start of the meeting unless an emergency is declared that requires action at the meeting. The declaration and justification must be approved by motion of the Commission.

**CEREMONIES, ANNOUNCEMENTS, APPOINTMENTS, PRESENTATION:
ACTION ITEM**

- a. Staff Introductions - Traci Stevenson
- b. Staff Introductions - Preston Hill

DECLARATION OF CONFLICT

Commission members are requested to declare if there is a conflict of interest, real or potential, pertaining to items on the agenda.

1. CONSENT CALENDAR

The consent calendar includes items which require formal Commission action, but which are typically routine or not of great controversy. Individual Commission members may ask that any specific item be removed from the consent calendar in order that it be discussed in greater detail. Explanatory information is included in the Commission agenda packet regarding these items and any contingencies are part of the approval.

ACTION ITEMS:

- a. Approval of minutes from January 28th.

2. CITIZEN ISSUES

This section of the agenda is reserved for citizens wishing to address the Commission on an issue that is not on the agenda. Comments on issues that are planned for future meeting agendas should be held for that meeting.

3. UNFINISHED / OLD BUSINESS

4. NEW BUSINESS

- a. Presentation on Impact Fees - Melissa Cleveland

5. ADMINISTRATIVE / STAFF REPORTS

- a. Monthly Forester's Report - Preston Hill
- b. Director's Report - Dave Fair

6. COMMISSION COMMENT

7. ADJOURNMENT

Questions concerning items appearing on this Agenda or requests for accommodation of special needs to participate in the meeting should be addressed to the Office of the City Clerk, 408 Spokane Street or call 208-773-3511. City Council and City commission meetings are broadcast live on Post Falls City Cable on cable channel 1300 (formerly 97.103) as well as the City's YouTube Channel (<https://www.youtube.com/c/CityofPostFallsIdaho>).

Commission Chair: Geena Duczek Vice-Chair: Christie Vranich
Members: Jayson Cornwell, Dani Zibell-Wolfe, James A. Hail III, Krista Noyes, Angela Snyder

Mission
Building Community



**PARKS AND RECREATION COMMISSION
MEETING MINUTES**

**January 28, 2025
6:00 PM**

Location: Council Chambers, 408 N Spokane Str., Post Falls, ID 83854

REGULAR MEETING – 6:00 pm City Hall

CALL TO ORDER

PLEDGE OF ALLEGIANCE

WELCOME – PLEASE TURN OFF CELL PHONES – Thank you

ROLL CALL OF PARKS & RECREATION COMMISSION MEMBERS

James Hail-present, Dani Zibell-Wolfe-not present, Krista Noyes-present, Geena Duzcek-not present, Jayson Cornwell-present, Christie Vranich-present, Angela Snyder-not present.

Staff: Dave Fair, Robert Quinn, Bryan Myers, Traci Stevenson, Preston Hill, Kirsten Lindahl

AMENDMENTS TO THE AGENDA

Final action cannot be taken on an item added to the agenda after the start of the meeting unless an emergency is declared that requires action at the meeting. The declaration and justification must be approved by motion of the Commission.

NONE

CEREMONIES, ANNOUNCEMENTS, APPOINTMENTS, PRESENTATION:

ACTION ITEM

None

DECLARATION OF CONFLICT

Commission members are requested to declare if there is a conflict of interest, real or potential, pertaining to items on the agenda.

None

1. CONSENT CALENDAR

The consent calendar includes items which require formal Commission action, but which are typically routine or not of great controversy. Individual Commission members may ask that any specific item be removed from the consent calendar in order that it be discussed in greater detail. Explanatory information is included in the Commission agenda packet regarding these items and any contingencies are part of the approval.

ACTION ITEMS:

- a. Minutes from September 24, 2024

Motion by Hail to accept the Consent Calendar as presented. Second, by Cornwell.

Vote: Noyes-abstain, Vranich-abstain, Cornwell-aye, Hail-Aye Motion Carried

2. NEW BUSINESS

- a. Adoption of Minimum Standards – Cornwell motioned to adopt the Minimum Standards. Hail seconded. Vranich-aye, Cornwell-aye, Noyes-aye, Hail-aye. Motion approved.
- b. The Urban Forestry Sub Committee is looking to combine with the Parks and Recreation Commission. Legal would like to combine the two. Code revisions will be made to Urban Forestry for tree standards.
- c. Robbie Quinn, Parks Planner, gave a presentation of the progress of projects. The presentation included a power point of the new Woodbridge Pavilion, playground and storage. A pickleball court will be started when the weather warms. The Community Gardens received a new parking lot, a trail connection, gravel trails, and the back plaza has been expanded. Black Bay Park entry has been updated. There is a new pavilion with tables and lighting. There will be a new grassy area with a playground. The Montrose site has been cleared for 2 softball fields and a parking lot. The Quarry, phase 1 will be 2 soccer fields, a parking lot, bathrooms and a playground. Warren Field is a grant project with road frontage, a new shade pavilion, landscaping and parking.
- d. Traci Stevenson, Recreation Manager, spoke of the change in the Parks and Recreation Activities Guide. Cost for the guide is a main factor for the change. The guide will now come out 3 times a year rather than 4 times a year. Traci encouraged the Commission for any photos to use for the guide. The new brochure is color coded to make finding activities easier.
- e. Dave Fair, Parks Director, gave a recap of 2024. He stated the Avista dam construction is the biggest impact. The special events in the community are growing. The Triathlon will be held this year after being canceled 2 yrs ago due to the fire above in the Community Forest. Road construction last year is the reason for canceling for a 2nd time. Unfortunately, there is no Fishing Derby this year.

3. COMMISSION COMMENT

4. ADJOURNMENT 6:57 PM

Date: _____

Chair: _____

Attest: _____

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Commission Chair: Geena Duczek Vice-Chair: Christie Vranich
Members: Jayson Cornwell, Dani Zibell-Wolfe, James A. Hail III, Krista Noyes, Angela Snyder

Mission

The City of Post Falls mission is to provide leadership, support common community values, promote citizen involvement and provide services which ensure a superior quality of life.

Vision

Post Falls, Idaho is a vibrant city with a balance of community and economic vitality that is distinguished by its engaged citizens, diverse businesses, progressive leaders, responsible management of fiscal and environmental resources, superior service, and a full range of opportunities for education and healthy lifestyles.

"Where opportunities flow and community is a way of life"

Memorandum

TO: PARKS AND RECREATION COMMISSION
FROM: MELISSA CLEVELAND P.E., PROJECT MANAGER
PRJ. #: 41354.18
SUBJECT: DEVELOPMENT IMPACT FEE STUDY UPDATE
DATE: FEBRUARY 20, 2025
CC: BOB SEALE, COMMUNITY DEVELOPMENT DIRECTOR & DAVE FAIR, PARKS & RECREATION DIRECTOR

Introduction: The City currently has development impact fees for parks, public safety, streets, and multimodal and has hired consultants to update the study. Phase 1 includes clarifying methodology options and administrative procedures through topical issue papers. Phase 2, which is not under contract at this time, will include selection of locally-preferred methodology, refinement of impact fee capital improvement plans (CIPs), updated fee calculations, and preparation of the impact fee study.

The consultant team consists of Welch Comer Engineers (overall project management), FCS Group (financial consultant and impact fee preparer), and Iteris (transportation modeler). The consultant team has been working with City staff primarily on growth, parks, police, and transportation since mid-May. The City's Planning and Zoning Commission is acting as the "development impact fee committee. Additionally, City staff wants to keep the Parks and Recreation Commission in the loop throughout the update.

The purpose of this presentation is to provide a brief update on the schedule, process, and next steps associated with the parks component of the overall fee update.

Schedule: Phase 1 of the project is planned to be complete spring 2025. A presentation to Council is planned for April.

Work to Date: The City Parks staff has provided the Consultant team with planning documents, updated Level of Service Standards, and a parks Capital Improvement Plan. Some items with the existing acreage and the CIP are in process and may continue into Phase 2.

Growth: Growth in system demand is the denominator in the impact fee calculation. In the past, this calculation has used change in population as "growth". The updated methodology is also considering the impact on the parks system from non-resident employees and overnight visitors.

Alternatives: The City would like to explore methodology alternatives such:

- Having two fee zones – City Center and the rest of the City. (Probably most relevant for transportation, but may also consider for parks)
- Scaling single family residential fees by home square footage.
- Charging non-residential uses a park impact fee to capture non-resident employees and overnight visitors.
- Wrapping the existing multi-modal fee into either transportation or parks, rather than a stand-alone fee.
- Automatic escalation built into the fee schedule.

Exploring these alternatives does not mean that the Council will ultimately have to structure the fees with the alternatives, rather it will allow Council to consider the alternatives and make informed decisions regarding the fees in Phase 2.

Next Steps: The consultant team will continue to work with City Staff on development of the impact fee methodology and plans to present to Council in April. Then, if Council desires, the consultant team will move on to Phase 2.

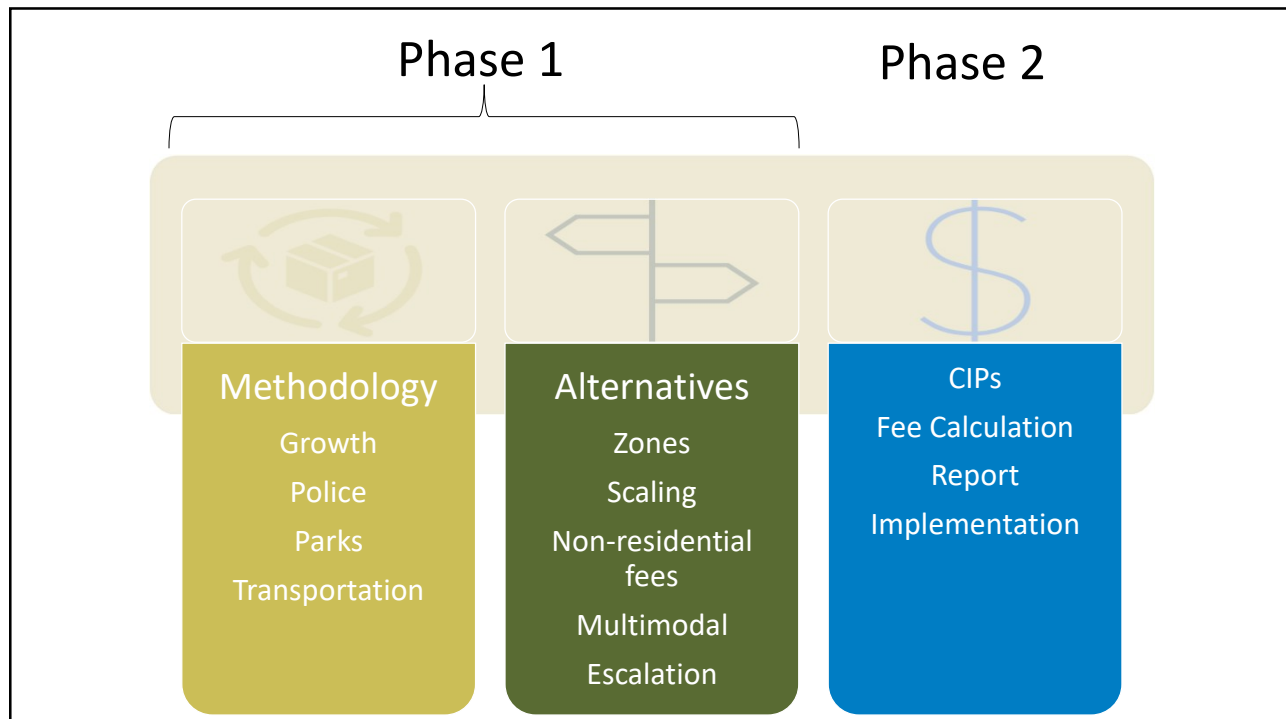
Development Impact Fee Study Update



Parks and Recreation Commission

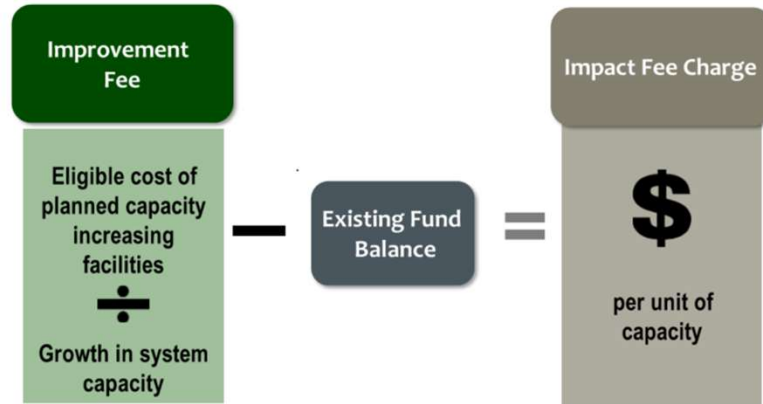
2/25/2025

1



2

General Impact Fee Equation



3

Considerations

Consider Parks Fee
for Non-Res Uses

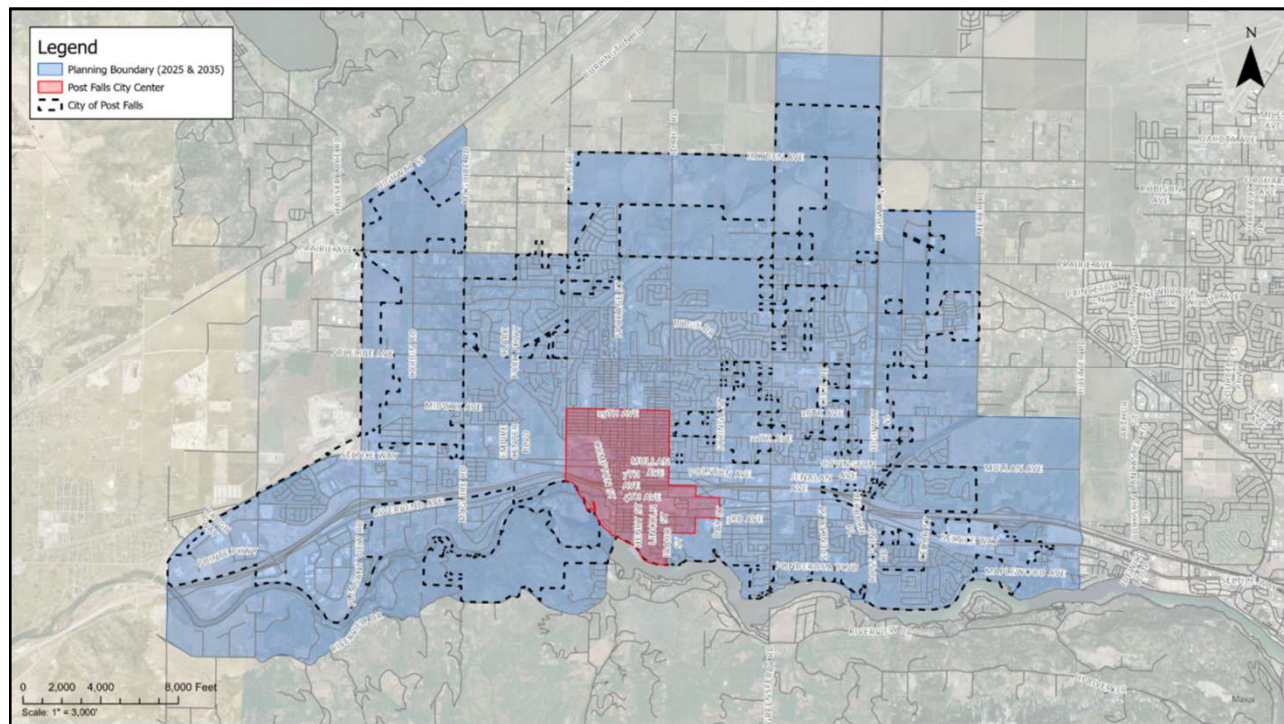
	Parks	Public Safety	Streets	Multimodal
Residential (per housing unit)				
Single-Family	\$ 6,444.00	\$ 1,260.00	\$ 3,174.00	\$ 1,387.00
Multi-Family	\$ 4,797.00	\$ 937.00	\$ 1,795.00	\$ 1,032.00
Non-Residential (per sq. foot)				
Commercial/Shopping Center	N/A	\$ 1.24	\$ 6.34	\$ 1.36
Office	N/A	\$ 0.49	\$ 2.48	\$ 0.53
Light Industrial	N/A	\$ 0.25	\$ 1.26	\$ 0.28
Manufacturing	N/A	\$ 0.20	\$ 1.00	\$ 0.22
Warehousing	N/A	\$ 0.09	\$ 0.45	\$ 0.10
Mini-Warehouse	N/A	\$ 0.08	\$ 0.39	\$ 0.09
Elementary School	N/A	\$ 0.64	\$ 3.28	\$ 0.70
Middle School/Junior High	N/A	\$ 0.66	\$ 3.39	\$ 0.74
High School	N/A	\$ 0.47	\$ 2.36	\$ 0.52
Day Care	N/A	\$ 1.57	\$ 8.00	\$ 1.71
Church	N/A	\$ 0.35	\$ 1.77	\$ 0.39
Assisted Living	N/A	\$ 0.21	\$ 1.06	\$ 0.23
Nursing Home	N/A	\$ 0.33	\$ 1.69	\$ 0.36
Recreational Community Center	N/A	\$ 1.44	\$ 7.34	\$ 1.58
Hotel (per room)	N/A	\$ 416.12	\$ 2,128.11	\$ 455.63
Hotel (per sq. foot)	N/A	N/A	N/A	N/A

Wrap multimodal
fee into
transportation (or
parks)

Scale by size

Are these the right
land uses

4



5

Population & Job Growth Forecast: 2020-2035

Post Falls Growth Forecasts: 2020-2035

Post Falls Total	2020	2020	2025	2025	2035	AAGR:	Change:	Growth
	Post Falls	Post Falls	Post Falls	Post Falls	Post Falls	2025-	2025-	Share
	City	Planning	City	Planning	Planning	2025-	2025-	
		Area		Area	Area	2035	2035	
Population	38,485	42,245	48,961	52,518	72,850	4.35%	23,889	32.8%
Dwelling Units	14,650	16,063	18,616	19,969	27,700	4.34%	9,083	32.8%
Employees	9,793	11,326	11,347	12,171	13,844	2.33%	2,497	18.0%

Growth Share for parks assumes City were to annex planning area

Core Area Only	2020	2020	2025	2025	2035	AAGR:	Change:	Growth
	Post Falls	Post Falls	Post Falls	Post Falls	Post Falls	2025-	2025-	Share
	City	City	City	City	City	2025-	2025-	
						2035	2035	
Population	4,208	4,208	6,475	6,475	7,281	3.72%	807	11.1%
Dwelling Units	1,602	1,602	2,462	2,462	2,769	3.71%	307	11.1%
Employees	1,721	1,721	2,065	2,065	2,078	1.27%	13	0.6%

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Existing Methodology

	Parks	Public Safety	Streets	Multimodal Paths
Current Calculation Method	Incremental expansion approach based on park land, amenities, and indoor recreation space	Incremental expansion approach based on police facilities and communication infrastructure	Plan-based system capacity improvements	Incremental expansion approach based on linear feet of trails
Unit of Growth (10 year forecast)	Projected population	Projected population and vehicle trips	Projected vehicle trips	Projected population and vehicle trips

Source: 2021 Capital Improvement Plan and Development Impact Fee Report, Tischler Base.

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Employment Inflow/Outflow

Worker Inflow/Outflow Analysis	People Living Inside City	People Living Outside City	Total
People Working Inside City	3,531	10,026	13,557
Residents Working Outside City	13,458		
Not Working	23,013		
Total	40,002	10,026	

Source: US Census Bureau: OnTheMap Application, Census Table P1, 2021.

This table hasn't changed since the last meeting.

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Park Availability Per Person

Hours per Week of Park Availability Per Person, Res. & Non-Res. Demand*	Hours per week Residential Demand	Hours Per Week Non-Residential demand*
Working Inside City (4 hrs per weekday & 12 hrs per weekend day)	44	28
Working Outside City (2 hrs per weekday & 12 hrs per weekend day)	34	-
Not Working (12 hrs per day x 7 days per week)	84	-

* Non-res parks availability assumes 4 hours per weekday x 7 days per week).

Adjusted for hours of sunlight discussion by P&Z.

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Park Demand per DU & Job

Total Hours per Week of Park Availability	Residential hours	Non-residential hours	Total Hours
Working Inside City	155,364	280,728	436,092
Working Outside City	457,572		457,572
Not Working	1,933,092		1,933,092
Total	2,546,028	280,728	2,826,756
a) Park Hours per resident	64		
b) Park Hours per Non res, employee		28	
c) Equivalent Non Res. Unit of Demand per resident (b / a)			0.440
d) Non-Res Employees Per Pop.			0.251
e) Average persons per Dwelling Unit			2.749
f) Non-Res parks demand (jobs per DU) (=g x e)	11.0 jobs = 1 Dwelling (parks demand)		
g) Non-Res parks demand per capita (=1/d)	4.0 jobs = 1 local resident		

Source: US Census Bureau 2021 : OnTheMap Application, Census Table P1; and stated assumptions.

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Park Demand from Visitation

Post Falls Overnight Visitation Estimates	2025	2035	AAGR	Change
Total RV and Lodging Units ¹	929	1,379		
Average Annual Occupancy ²	63.0%	63.0%		
Average People Per Unit ³	3.40	3.40		
Avg. Daily Park Users per Unit (Occupancy × People Per Unit)	2.14	2.14		
Average Number of Overnight Visitors Per Day	1,990	2,954	4.22%	964
Growth Share				33%

¹ City of Post Falls RV and lodging overnight facility estimates, see Appendix.

² **Source:** STR.com, January 2024, National Average.

³ **Source:** Longwoods International, Idaho 2021 Visitor Report.

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Parks Level of Service

Two types of eligible parks:

1. New park facilities & improvements
 - Serve new growth
2. Expansion of Existing Parks
 - Serve a mix of new growth and existing users

Current LOS is under on Level One and over on Level Two parks. (This may get adjusted slightly with new acreage from City Staff).



Park Facility Classification	Total Acres	Policy LOS	2025 Existing LOS
Level 1 Parks	242.8	6	5.0
Level 2 Parks	673.1	10	13.7
All Parks	915.9	16	18.7
LOS = park acres per 1,000 residents.			

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Future Parks Needs based on LOS: Preliminary

Need for Future Acres takes into account existing LOS and Policy LOS. (This may get adjusted slightly with new acreage from City Staff).



Future Park Land Needs based on LOS	New Population	New Parks acres: Policy LOS	New Parks Acres: 2025 Existing LOS	Additional Parks Need (justified)
Proj. Change in Pop: 2025 to 2035	23,888			
Additional Level 1 Parks (acres)		143	118	118
Additional Level 2 Parks (acres)		239	328	239
All Parks (acres)		382	447	357

Source: City and KMPO (population estimates & forecasts) and City of Post Falls (acres)

LOS = park acres per 1,000 residents.

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Parks Issues and Alternatives

Issue for Discussion	Current Policy	Status Quo Alt. 1	Other Alts.	Considerations	DRAFT Consultant Recommendation
Future Development Costs based on Incremental Expansion vs. adopted 10-year Capital Improvement Program	Incremental expansion approach based on park land, amenities, and indoor recreation space	Maintain Current Policy with updated unit cost estimates	Plan-based system CIP cost of capacity improvements	A CIP approach (Alt. 2) would likely yield most accurate cost basis	<i>Alt. 2 if based on Post Falls 2020 Parks & Rec. Master Plan</i>
Parks Project Classifications	City has two parks classifications: Level 1 Parks and Level 2 Parks (see Appendix A)	Maintain Current Policy with two parks classifications	Amend current policy with one overall parks classification	Current approach (Alt. 1) would likely provide better way to monitor and deliver parks facilities in equitable manner	<i>Alt. 1</i>
Level of Service Assumptions	City's current LOS policy is 6 acres per 1,000 residents) for Level 1 parks and 10 acres per 1,000 for Level 2 parks	Maintain Current LOS Policy with two parks classifications	Amend current LOS policy with one overall parks classification	Current approach (Alt. 1) may produce less impact fee revenue than Alt. 2 since existing LOS for Level 1 parks is less than policy LOS	<i>Impact Fee methods should evaluate both Alts.</i>
Single vs. Two-Zone Service Area	City currently has one overall impact fee service area for Parks	Maintain current policy with one service area	Provide two service areas	Alt. 2 has strongest nexus between new development and parks facility needs, but creates extra admin costs	<i>Impact Fee methods should evaluate both Alts. If CIP approach is used</i>

May be a hybrid – CIP where known, LOS where unknown

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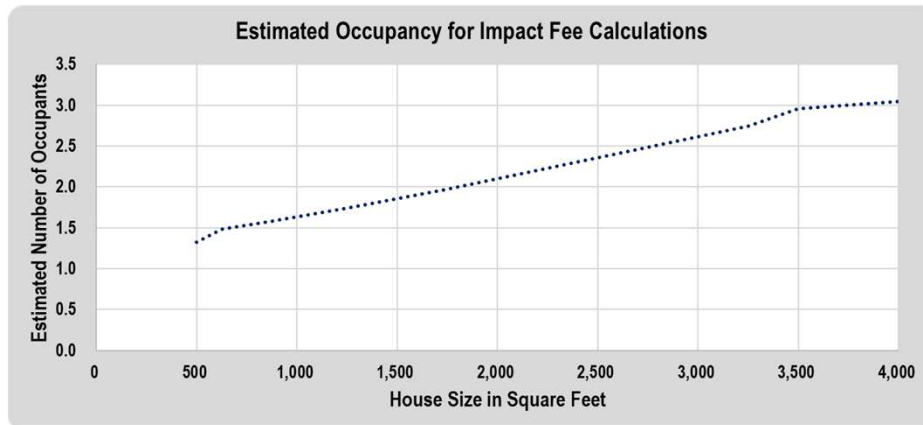
Parks Issues and Alternatives

Issue for Discussion	Current Policy	Status Quo Alt. 1	Other Alts.	Considerations	DRAFT Consultant Recommendation
Impact Fee Cost Allocation	Fees are based on Population per Dwelling Unit: SF (2.62) and Multifamily/Other (1.95)	Update Current Methodology: SF (2.50) and Multifamily (3.32). See Appendix A	Utilize avg persons per DU by Housing Type and apply it to Avg. Sq.Ft. of units: SF (2,615) and MF (1,175). See Appx. C	Alt. 2 has strongest nexus between new development and parks facility needs	<i>Alt. 2</i>
Residential and Non-Residential Customer Charges	City currently only assesses parks impact fees on new residential development	Maintain current policy	Amend methodology to include non-res uses (e.g., lodging/RV sites and commercial)	Alt. 2 would lower res impact fees compared with Alt. 1 but increase non-res impact fees	<i>Alt 2 with charges to Residential and Lodging/RV developments (not commercial or industrial)</i>
Impact Fee Credit Procedures	Standard Credit Policies apply	Maintain current policy	City could remove neighborhood parks from CIP list and make them conditional (not creditable)	Alt. 2 would lower res impact fees compared with Alt. 1 but no assurance certain parks would be built	<i>Alt. 1</i>
Exemptions	Non-Residential Exemptions	Maintain current policy	Exempt: commercial/industrial; ADUs & minor additions (e.g., under 500 Sq.Ft.); non-HVAC floor area; common areas.	Alt. 2 would lower res impact fees compared with Alt. 1	<i>Alt. 2</i>

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Fee Scaling by Home Size

Census data depicts a statistical relationship between homes size and number of occupants. Max occupancy occurs at approx. 3,500 sq.ft.



Source: U.S. Census Bureau, American Housing Survey.

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Current Impact Fees with Scaling, Example

(total fee, not just parks)

Scaled Impact Fee per Dwelling Assumptions: Current Fees in Post Falls

Current Impact Fee	Single Family	Multifamily	All Housing
Impact Fees per Dwelling (Avg.)	\$ 12,265	\$ 8,561	
Average residents per Dwelling*	2.92	2.29	2.75
Avg. Dwelling Size**	2,615	1,175	1,877
Impact Fee per New Resident (Avg.)	\$ 4,206	\$ 3,746	

* Based on U.S. Census estimates for City of Post Falls, 2022, 5-year avg.

** Based on approved new dwellings: 2017-2024, City of Post Falls Planning Dept.

Scaled Impact Fees by Home Size	Single Family Housing Type Examples					
Development Characteristics	ADU	Cottage	Townhome	Alley Loaded Detached	Standard Detached	Estate
Avg. House size in square feet	650	1,250	1,350	1,725	2,615	3,500
Implied average occupancy	0.72	1.39	1.51	1.92	2.92	3.05
Calculated SDC	\$3,049	\$5,863	\$6,332	\$8,091	\$12,265	\$12,834
average cost per SF	\$4.69	\$4.69	\$4.69	\$4.69	\$4.69	\$3.67
Change from Current Fee	\$3,049	(\$6,402)	(\$5,933)	(\$4,174)	\$0	\$569
No current fee						
Current Impact Fees for Multifamily Dwelling Units				\$8,561		
Current Impact Fees for Single Family Dwellings					\$12,265	

Fees scaled by Home size would vary by housing type

Multi-family fees charged by Unit not SF

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Current Parks Fees if Scaled by Home Size

		\$ 6,444.00 fee per SF unit			
Post Falls Parks Impact Fees Scaled		\$ 4,797.00 fee per MF unit			
Development Category	Customer Units (avg.)	Scaled Parks Impact Fee	Current Fee	Change	Unit
Dwelling Unit*	2.75				
Small ADU (850 SF)	0.72	\$1,602	none	\$1,602	dwelling
Cottage (1,250 SF)	1.39	\$3,080	\$6,444	(\$3,364)	dwelling
Standard Home (2,615 SF)	2.92	\$6,444	\$6,444	\$0	dwelling
Estate (3,500+ SF)	3.1	\$6,743	\$6,444	\$299	dwelling
Multifamily Unit		\$4,797	\$4,797	\$0	dwelling

* Source: US Census Bureau ACS 5-Year Estimates 2022

SF includes heated floor area of living units only, excludes common areas.

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Current Parks Fees if Non-Res and Lodging Included

Development Category	Customer Units (avg.)	Scaled Parks Impact Fee	Current Fee	Change	Unit
Dwelling Unit*	2.75				
Small ADU (850 SF)	0.72	\$1,514	none	\$1,514	dwelling
Cottage (1,250 SF)	1.39	\$2,911	\$6,444	(\$3,533)	dwelling
Standard Home (2,615 SF)	2.92	\$6,089	\$6,444	(\$355)	dwelling
Estate (3,500+ SF)	3.1	\$6,372	\$6,444	(\$72)	dwelling
Multifamily Unit		\$4,533	\$4,797	(\$264)	dwelling
Overnight Accommodations (Room or RV space)	2.1	\$4,993	none	\$4,993	room/RV
Non-Residential (per employee)	0.251	\$584.29	none		employee
Non-Residential (SF)**	752	\$0.78	none	\$0.78	per SF

* Source: US Census Bureau ACS 5-Year Estimates 2022

** Square Feet (SF) per job based on estimated non res SF and 2025 jobs in City of Post Falls.

SF includes heated floor area of living units only, excludes common areas.

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Next Steps

- Edits to issues papers based on this meeting (staff review)
- Council meeting in April
- Phase 2 – finalize CIPs, calculate fees, prep report

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Discussion

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Development Impact Fee Study Update

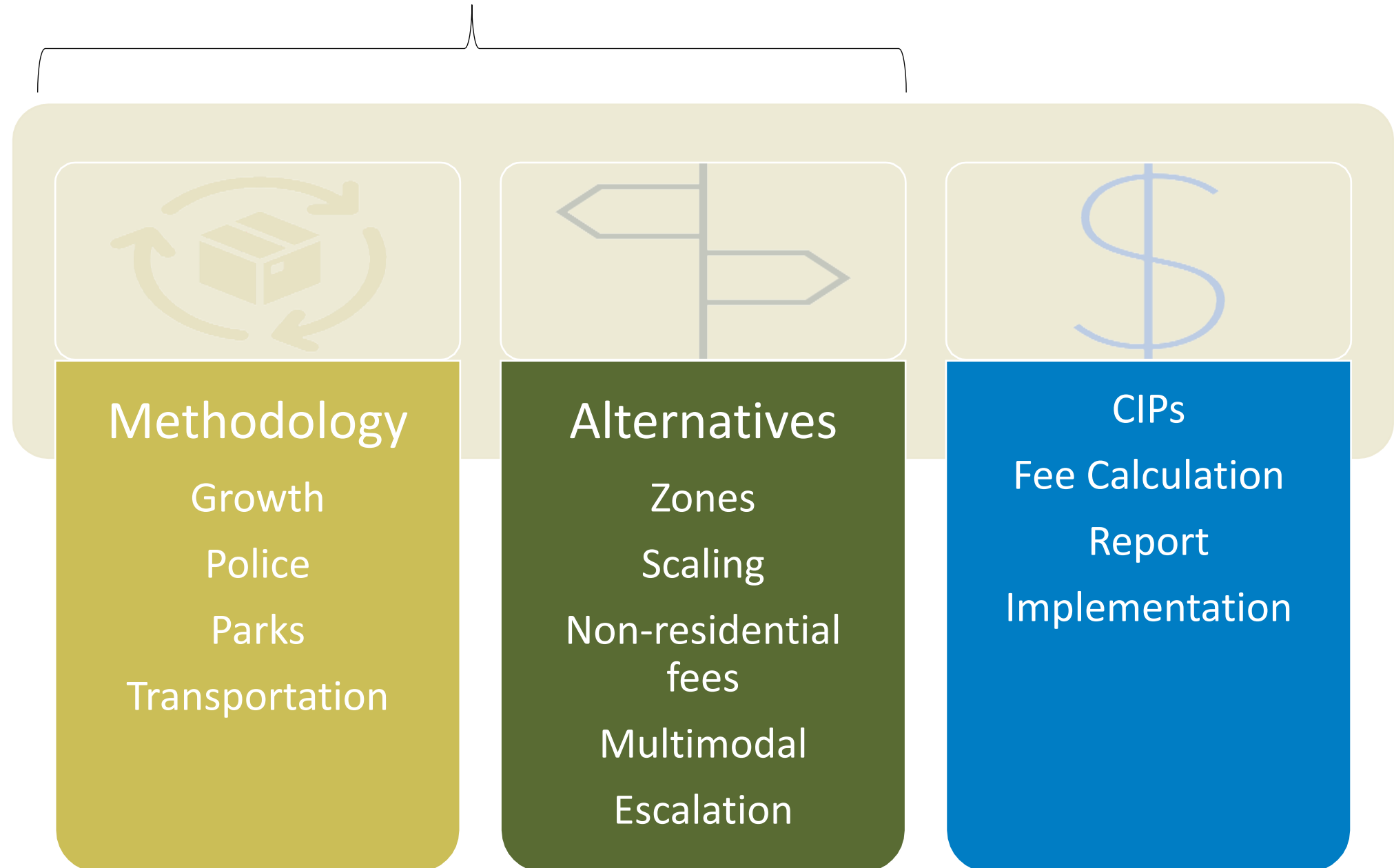


Parks and Recreation Commission

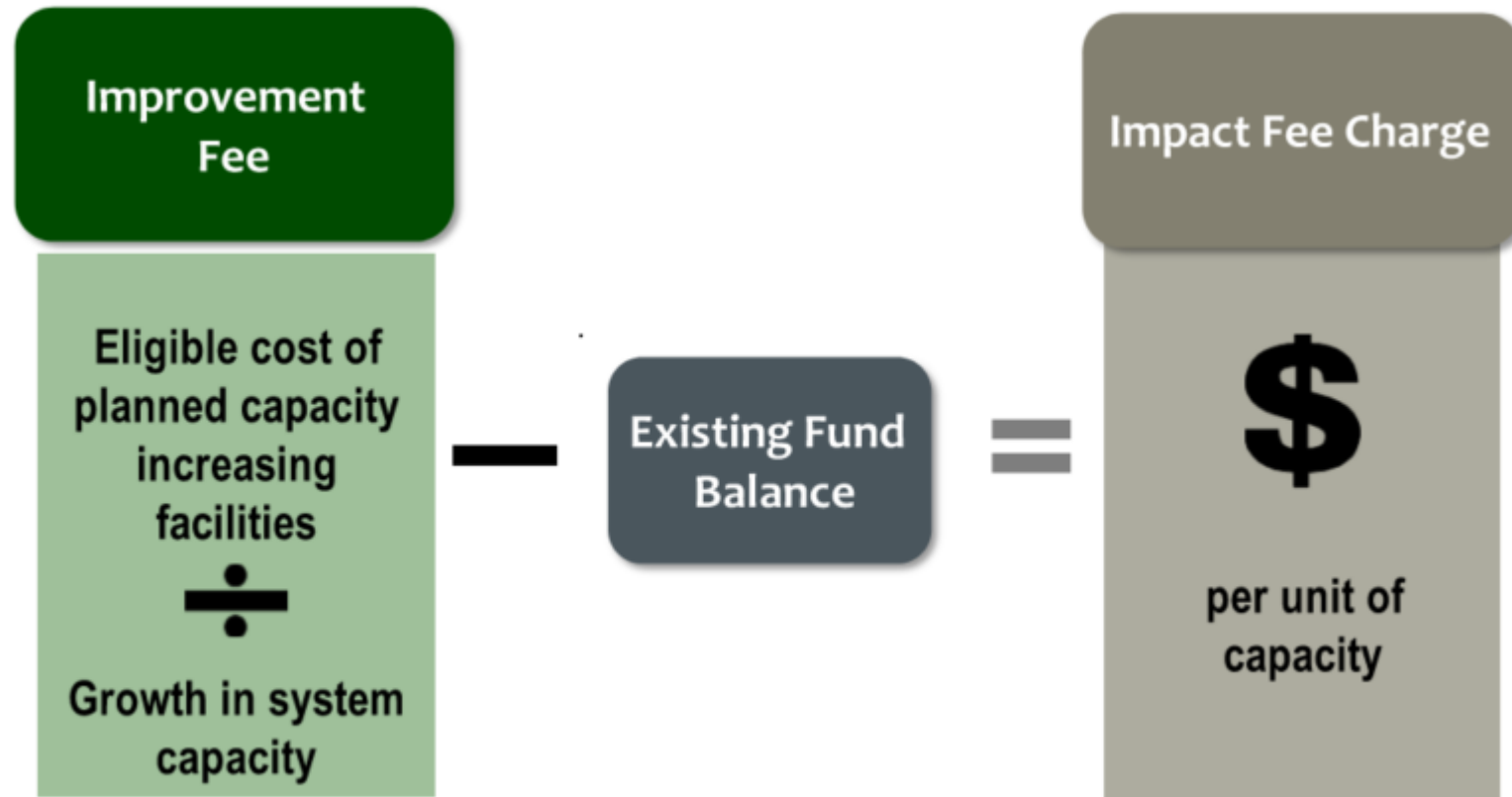
2/25/2025

Phase 1

Phase 2



General Impact Fee Equation



Considerations

Consider Parks Fee
for Non-Res Uses

Wrap multimodal
fee into
transportation (or
parks)

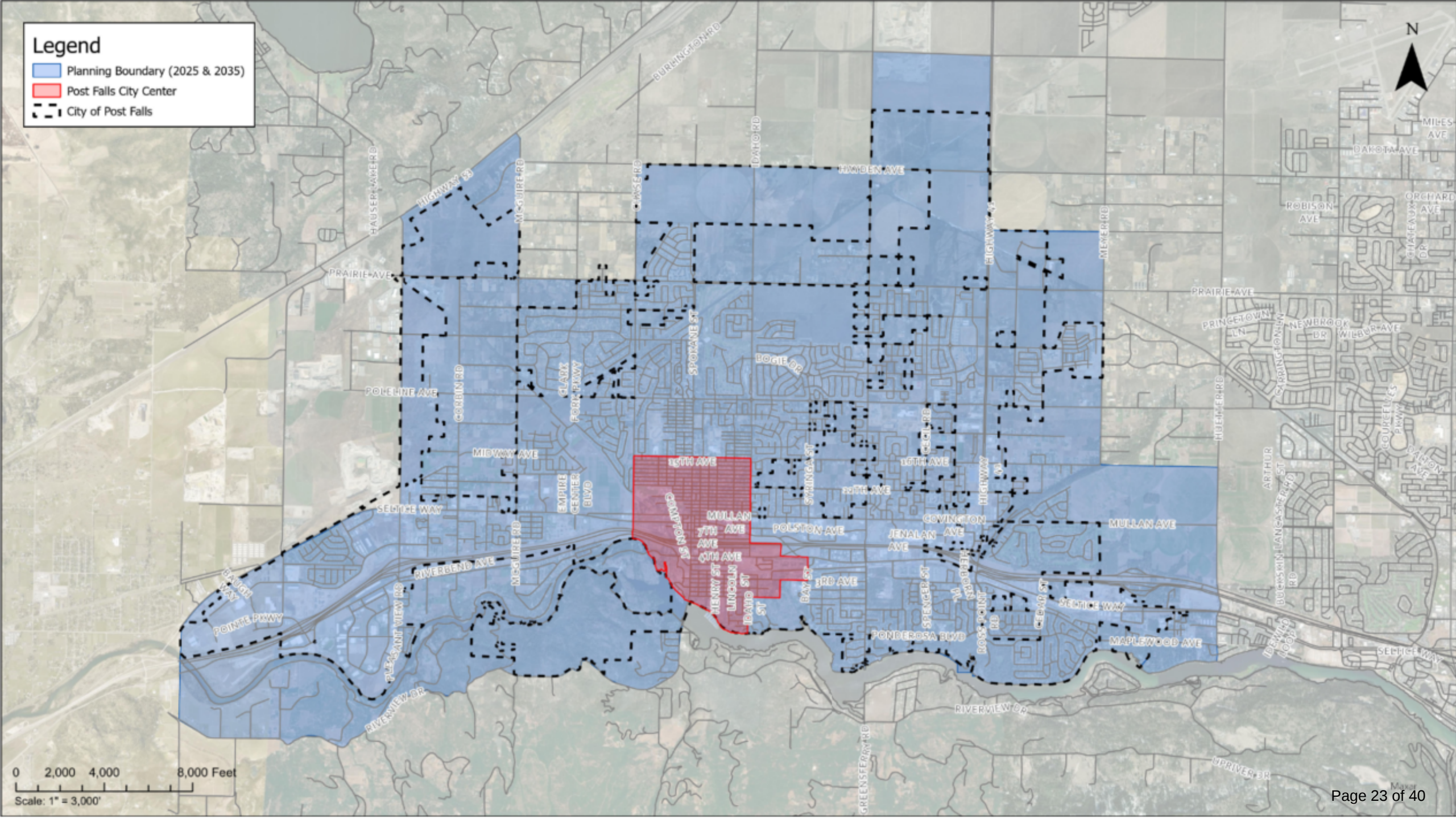
	Parks		Public Safety		Streets		Multimodal	
Residential (per housing unit)								
Single-Family	\$	6,444.00	\$	1,260.00	\$	3,174.00	\$	1,387.00
Multi-Family	\$	4,797.00	\$	937.00	\$	1,795.00	\$	1,032.00
Non-Residential (per sq. foot)								
Commercial/Shopping Center		N/A	\$	1.24	\$	6.34	\$	1.36
Office		N/A	\$	0.49	\$	2.48	\$	0.53
Light Industrial		N/A	\$	0.25	\$	1.26	\$	0.28
Manufacturing		N/A	\$	0.20	\$	1.00	\$	0.22
Warehousing		N/A	\$	0.09	\$	0.45	\$	0.10
Mini-Warehouse		N/A	\$	0.08	\$	0.39	\$	0.09
Elementary School		N/A	\$	0.64	\$	3.28	\$	0.70
Middle School/Junior High		N/A	\$	0.66	\$	3.39	\$	0.74
High School		N/A	\$	0.47	\$	2.36	\$	0.52
Day Care		N/A	\$	1.57	\$	8.00	\$	1.71
Church		N/A	\$	0.35	\$	1.77	\$	0.39
Assited Living		N/A	\$	0.21	\$	1.06	\$	0.23
Nursing Home		N/A	\$	0.33	\$	1.69	\$	0.36
Recreational Community Center		N/A	\$	1.44	\$	7.34	\$	1.58
Hotel (per room)		N/A	\$	416.12	\$	2,128.11	\$	455.63
Hotel (per sq. foot)		N/A		N/A		N/A		N/A

Scale by size

Are these the right
land uses

Legend

- Planning Boundary (2025 & 2035)
- Post Falls City Center
- City of Post Falls



Population & Job Growth Forecast: 2020-2035

Post Falls Growth Forecasts: 2020-2035

Post Falls Total	2020	2020	2025	2025	2035	AAGR:	Change:	Growth
	Post Falls	Post Falls	Post Falls	Post Falls	Post Falls	2025-	2025-	Share
	City	Planning	City	Planning	Planning	2035	2035	
Population	38,485	42,245	48,961	52,518	72,850	4.35%	23,889	32.8%
Dwelling Units	14,650	16,063	18,616	19,969	27,700	4.34%	9,083	32.8%
Employees	9,793	11,326	11,347	12,171	13,844	2.33%	2,497	18.0%

**Growth Share
for parks
assumes City
were to annex
planning area**

Core Area Only	2020	2020	2025	2025	2035	AAGR:	Change:	Growth
	Post Falls	Post Falls	Post Falls	Post Falls	Post Falls	2025-	2025-	Share
	City	City	City	City	City	2035	2035	
Population	4,208	4,208	6,475	6,475	7,281	3.72%	807	11.1%
Dwelling Units	1,602	1,602	2,462	2,462	2,769	3.71%	307	11.1%
Employees	1,721	1,721	2,065	2,065	2,078	1.27%	13	0.6%

Existing Methodology

	Parks	Public Safety	Streets	Multimodal Paths
Current Calculation Method	Incremental expansion approach based on park land, amenities, and indoor recreation space	Incremental expansion approach based on police facilities and communication infrastructure	Plan-based system capacity improvements	Incremental expansion approach based on linear feet of trails
Unit of Growth (10 year forecast)	Projected population	Projected population and vehicle trips	Projected vehicle trips	Projected population and vehicle trips

Source: 2021 Capital Improvement Plan and Development Impact Fee Report, Tischler Base.



Parks

Employment Inflow/Outflow

Worker Inflow/Outflow Analysis	People Living Inside City	People Living Outside City	Total
People Working Inside City	3,531	10,026	13,557
Residents Working Outside City	13,458		
Not Working	23,013		
Total	40,002	10,026	

Source: US Census Bureau: OnTheMap Application, Census Table P1, 2021.

This table hasn't changed since the last meeting.

Park Availability Per Person

Hours per Week of Park Availability Per Person, Res. & Non-Res. Demand*	Hours per week	Hours Per Week
	Residential Demand	Non-Residential demand*
Working Inside City (4 hrs per weekday & 12 hrs per weekend day)	44	28
Working Outside City (2 hrs per weekday & 12 hrs per weekend day)	34	-
Not Working (12 hrs per day x 7 days per week)	84	-

** Non-res parks availability assumes 4 hours per weekday x 7 days per week).*

Adjusted for hours of sunlight discussion by P&Z.

Park Demand per DU & Job

Total Hours per Week of Park Availability	Residential hours	Non-residential hours	Total Hours
Working Inside City	155,364	280,728	436,092
Working Outside City	457,572		457,572
Not Working	1,933,092		1,933,092
Total	2,546,028	280,728	2,826,756
a) Park Hours per resident	64		
b) Park Hours per Non res, employee		28	
c) Equivalent Non Res. Unit of Demand per resident (b / a)			0.440
d) Non-Res Employees Per Pop.			0.251
e) Average persons per Dwelling Unit			2.749
f) Non-Res parks demand (jobs per DU) (=g x e)	11.0 jobs = 1 Dwelling (parks demand)		
g) Non-Res parks demand per capita (=1/d)	4.0 jobs = 1 local resident		

Source: US Census Bureau 2021 : OnTheMap Application, Census Table P1; and stated assumptions.

Park Demand from Visitation

Post Falls Overnight Visitation Estimates	2025	2035	AAGR	Change
Total RV and Lodging Units ¹	929	1,379		
Average Annual Occupancy ²	63.0%	63.0%		
Average People Per Unit ³	3.40	3.40		
Avg. Daily Park Users per Unit (Occupancy × People Per Unit)	2.14	2.14		
Average Number of Overnight Visitors Per Day	1,990	2,954	4.22%	964
Growth Share				33%

¹ City of Post Falls RV and lodging overnight facility estimates, see Appendix.

² Source : STR.com, January 2024, National Average.

³ Source: Longwoods International, Idaho 2021 Visitor Report.

Parks Level of Service

Two types of eligible parks:

1. New park facilities & improvements
 - Serve new growth
2. Expansion of Existing Parks
 - Serve a mix of new growth and existing users

Current LOS is under on Level One and over on Level Two parks. (This may get adjusted slightly with new acreage from City Staff).



Park Facility Classification	Total Acres	Policy LOS	2025 Existing
			LOS
Level 1 Parks	242.8	6	5.0
Level 2 Parks	673.1	10	13.7
All Parks	915.9	16	18.7
LOS = park acres per 1,000 residents.			

Future Parks Needs based on LOS:

Preliminary

Need for Future Acres takes into account existing LOS and Policy LOS.
(This may get adjusted slightly with new acreage from City Staff).



Future Park Land Needs based on LOS	New Population	New Parks acres: Policy LOS	New Parks Acres: 2025 Existing LOS	Additional Parks Need (justified)
Proj. Change in Pop: 2025 to 2035	23,888			
Additional Level 1 Parks (acres)		143	118	118
Additional Level 2 Parks (acres)		239	328	239
All Parks (acres)		382	447	357

Source: City and KMPO (population estimates & forecasts) and City of Post Falls (acres)

LOS = park acres per 1,000 residents.

Parks Issues and Alternatives

Issue for Discussion	Current Policy	Status Quo Alt. 1	Other Alts.	Considerations	DRAFT Consultant Recommendation
Future Development Costs based on Incremental Expansion vs. adopted 10-year Capital Improvement Program	Incremental expansion approach based on park land, amenities, and indoor recreation space	Maintain Current Policy with updated unit cost estimates	Plan-based system CIP cost of capacity improvements	A CIP approach (Alt. 2) would likely yield most accurate cost basis	<i>Alt. 2 if based on Post Falls 2020 Parks & Rec. Master Plan</i>
Parks Project Classifications	City has two parks classifications: Level 1 Parks and Level 2 Parks (see Appendix A)	Maintain Current Policy with two parks classifications	Amend current policy with one overall parks classification	Current approach (Alt. 1) would likely provide better way to monitor and deliver parks facilities in equitable manner	<i>Alt. 1</i>
Level of Service Assumptions	City's current LOS policy is 6 acres per 1,000 residents) for Level 1 parks and 10 acres per 1,000 for Level 2 parks	Maintain Current LOS Policy with two parks classifications	Amend current LOS policy with one overall parks classification	Current approach (Alt. 1) may produce less impact fee revenue than Alt. 2 since existing LOS for Level 1 parks is less than policy LOS	<i>Impact Fee methods should evaluate both Alts.</i>
Single vs. Two-Zone Service Area	City currently has one overall impact fee service area for Parks	Maintain current policy with one service area	Provide two service areas	Alt. 2 has strongest nexus between new development and parks facility needs, but creates extra admin costs	<i>Impact Fee methods should evaluate both Alts. If CIP approach is used</i>

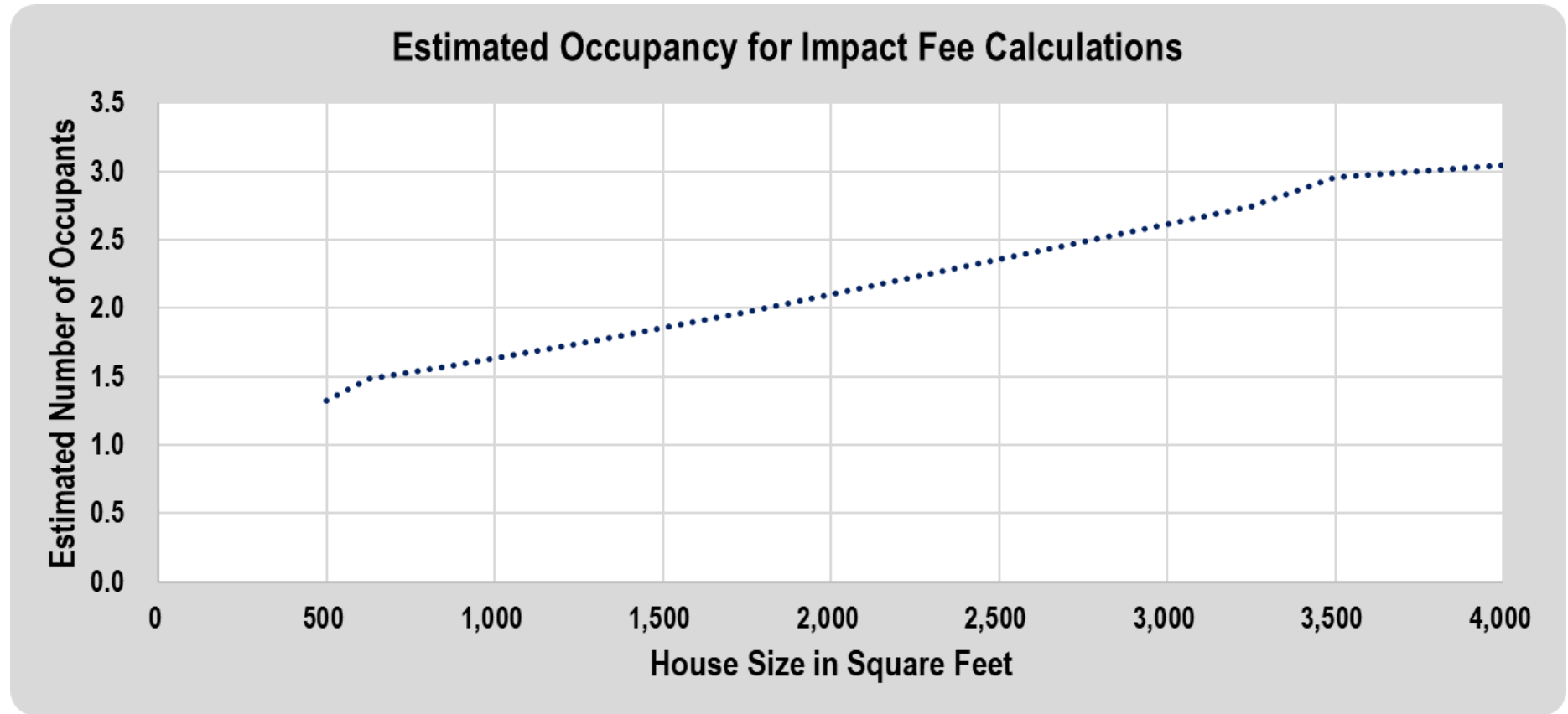
May be a hybrid – CIP where known, LOS where unknown

Parks Issues and Alternatives

Impact Fee Cost Allocation	Fees are based on Population per Dwelling Unit: SF (2.62) and Multifamily/Other (1.95)	Update Current Methodology: SF (2.50) and Multifamily (3.32). See Appendix A	Utilize avg persons per DU by Housing Type and apply it to Avg. Sq.Ft. of units: SF (2,615) and MF (1,175). See Appx. C	Alt. 2 has strongest nexus between new development and parks facility needs	Alt. 2
Residential and Non-Residential Customer Charges	City currently only assesses parks impact fees on new residential development	Maintain current policy	Amend methodology to include non-res uses (e.g., lodging/RV sites and commercial)	Alt. 2 would lower res impact fees compared with Alt. 1 but increase non-res impact fees	Alt 2 with charges to Residential and Lodging/RV developments (not commercial or industrial)
Impact Fee Credit Procedures	Standard Credit Policies apply	Maintain current policy	City could remove neighborhood parks from CIP list and make them conditional (not creditable)	Alt. 2 would lower res impact fees compared with Alt. 1 but no assurance certain parks would be built	Alt. 1
Exemptions	Non-Residential Exemptions	Maintain current policy	Exempt: commercial/industrial; ADUs & minor additions (e.g., under 500 Sq.Ft.); non-HVAC floor area; common areas.	Alt. 2 would lower res impact fees compared with Alt. 1	Alt. 2

Fee Scaling by Home Size

Census data depicts a statistical relationship between homes size and number of occupants. Max occupancy occurs at approx. 3,500 sq.ft.



Source: U.S. Census Bureau, American Housing Survey.

Current Impact Fees with Scaling, Example

(total fee, not just parks)

Scaled Impact Fee per Dwelling Assumptions: Current Fees in Post Falls

Current Impact Fee	Single Family	Multifamily	All Housing
Impact Fees per Dwelling (Avg.)	\$ 12,265	\$ 8,561	
Average residents per Dwelling*	2.92	2.29	2.75
Avg. Dwelling Size**	2,615	1,175	1,877
Impact Fee per New Resident (Avg.)	\$ 4,206	\$ 3,746	

* Based on U.S. Census estimates for City of Post Falls, 2022, 5-year avg.

** Based on approved new dwellings: 2017-2024, City of Post Falls Planning Dept.

Scaled Impact Fees by Home Size	Single Family Housing Type Examples					
Development Characteristics	ADU	Cottage	Townhome	Alley Loaded Detached	Standard Detached	Estate
Avg. House size in square feet	650	1,250	1,350	1,725	2,615	3,500
Implied average occupancy	0.72	1.39	1.51	1.92	2.92	3.05
Calculated SDC	\$3,049	\$5,863	\$6,332	\$8,091	\$12,265	\$12,834
average cost per SF	\$4.69	\$4.69	\$4.69	\$4.69	\$4.69	\$3.67
Change from Current Fee	\$3,049	(\$6,402)	(\$5,933)	(\$4,174)	\$0	\$569
No current fee						
Current Impact Fees for Multifamily Dwelling Units				\$8,561		
Current Impact Fees for Single Family Dwellings					\$12,265	

Fees scaled by Home size would vary by housing type

Multi-family fees charged by Unit not SF

Current Parks Fees if Scaled by Home Size

		\$ 6,444.00 fee per SF unit			
Post Falls Parks Impact Fees Scaled		\$ 4,797.00 fee per MF unit			
Development Category	Customer Units (avg.)	Scaled Parks Impact Fee	Current Fee	Change	Unit
Dwelling Unit*	2.75				
Small ADU (850 SF)	0.72	\$1,602	none	\$1,602	dwelling
Cottage (1,250 SF)	1.39	\$3,080	\$6,444	(\$3,364)	dwelling
Standard Home (2,615 SF)	2.92	\$6,444	\$6,444	\$0	dwelling
Estate (3,500+ SF)	3.1	\$6,743	\$6,444	\$299	dwelling
Multifamily Unit		\$4,797	\$4,797	\$0	dwelling

* Source: US Census Bureau ACS 5-Year Estimates 2022

SF includes heated floor area of living units only, excludes common areas.

Current Parks Fees if Non-Res and Lodging Included

Development Category	Customer Units (avg.)	Scaled Parks Impact Fee	Current Fee	Change	Unit
Dwelling Unit*	2.75				
Small ADU (850 SF)	0.72	\$1,514	none	\$1,514	dwelling
Cottage (1,250 SF)	1.39	\$2,911	\$6,444	(\$3,533)	dwelling
Standard Home (2,615 SF)	2.92	\$6,089	\$6,444	(\$355)	dwelling
Estate (3,500+ SF)	3.1	\$6,372	\$6,444	(\$72)	dwelling
Multifamily Unit		\$4,533	\$4,797	(\$264)	dwelling
Overnight Accommodations (Room or RV space)	2.1	\$4,993	none	\$4,993	room/RV
Non-Residential (per employee)	0.251	\$584.29	none		employee
Non-Residential (SF)**	752	\$0.78	none	\$0.78	per SF

* Source: US Census Bureau ACS 5-Year Estimates 2022

** Square Feet (SF) per job based on estimated non res SF and 2025 jobs in City of Post Falls.

SF includes heated floor area of living units only, excludes common areas.

Next Steps

- Edits to issues papers based on this meeting (staff review)
- Council meeting in April
- Phase 2 – finalize CIPs, calculate fees, prep report



Discussion

