# V. INVENTORY, GRASP® LEVEL OF SERVICE ANALYSIS, AND FINDINGS

## A. Inventory

The ample recreational opportunities provided by the surrounding public lands and the Arkansas River in town attract active people to Salida. Citizens are active and involved not only in the vitality of the economy but also because of the parks and recreation opportunities in the town.

**Figure 1: Map A – Regional Map of Salida**



This map shows the regional context of Salida and its relationship to the surrounding areas.

*Existing Infrastructure*
The parks and recreation system in Salida can be thought of as an infrastructure that serves the health and well-being of people. This infrastructure is made up of parts and pieces that are combined in various ways to provide service. This system serves the residents by providing active and passive recreation and incorporating connecting trails wherever possible. Given the setting of Salida, the parks provide recreational opportunities not offered in the surrounding public lands. For example, Salida parks provide spaces for community gatherings and celebrations, host team sports, and provide play space for children and other residents not found at less developed public lands. In addition, Salida parks provide important public open space within the City boundaries and provide facilities for tourists to enjoy the town. Although the parks in Salida are small in number, they

contain a number of unique features and provide many vital functions within the fabric of the community.

Overall, the parks in Salida are well maintained and well used. However, the duty for park maintenance falls to the already under-funded Public Works department.  The crews from Public Works are able to keep up with litter removal, mowing, and basic safety concerns, but do not have the time or financial resources to conduct major replacements or repairs. Because the City has been operating in this way for so long, many of the playgrounds and other structures are old and need to be removed or replaced.  For example, Salida's aging playgrounds *appear* to pre-date the 1991 Consumer Product Safety Commission (CPSC) guidelines for playground safety.  While the age of a play structure does not necessarily mandate its replacement, the City should evaluate all of its playgrounds for safety and adherence to ADA guidelines.  In addition, as with many small towns, the addition of park features is often conducted by volunteer or untrained labor and there are no park master plans that guide placement or design.  In some cases, this has led to parks that feel unorganized or are not constructed in a way that is easy to maintain.  Fortunately, Salida has an inventory of beautiful properties that are well located and packed with potential.

*Major Parks*
Salida has several parks that serve the community at-large in a variety of ways.

**Alpine Park –** Located in the historic downtown area of Salida, this park is one of Salida's largest parks and provides a playground, basketball and picnic areas to the community. Alpine Park has abundant shade provided by mature trees which also add to the park's comfortable and beautiful feel.  Although some elements of the park have been recently replaced (such as the playground), the park as a whole is not reaching its potential, as elements seem haphazardly placed within the park.  As a featured park in the community, a carefully designed park master plan would help this park function more fully.

**Riverside Park –** Along with Alpine, this park is one of the most prized parks in the community.  This park is also in the downtown area, located on the banks of the Arkansas River and the White Water Park.  Historically, Riverside Park has functioned as a gathering place in the community.  It continues this function due to the location of the White Water Park, amphitheater and the Scout Hut, all of which serve the community as a whole, and major events such as FIBArk.  Riverside Park contains a playground, amphitheater, the Scout Hut and a portion of the Salida trail.

**Centennial Park –** This park forms the grounds for the Hot Springs pool.  An aging park, Centennial Park is the location of the City's only tennis courts and picnic shelter.  Although this park is in an ideal location to serve the tourists and residents alike, it suffers from age and neglect.  With proper attention, this park could once again be a featured park of the community.

**Marvin Park –** Located on the western edge of town, Marvin Park is the only "sports" park in Salida.  The aging ballfields provide game and practice space for youth and adult softball, baseball and soccer.  There are two softball fields (one adult and one youth), one baseball field, and a T-ball field. Over the years, soccer and other field sports have been played in the outfields of the ballfields, particularly the baseball outfield.  Like Riverside Park, Marvin

Park is located on the banks of the Arkansas River; however, the steep banks at this location make access to the river limited. The primary field type in this park is softball and baseball fields.

*Smaller Parks*
Besides the large featured parks mentioned above, Salida has several smaller parks that primarily serve the neighborhoods in which they are located.  Among these smaller parks are:

**Monarch Spur** – This small park is located on the Monarch Spur Trail and has been transformed into a nice Xeriscape garden.  The interesting plantings in the park help provide distraction from the park's strange location as basically a front yard of a local resident.

**Trailside Park** – This small park is part of a new development and provides picnic areas and a small playground.  It is a nicely designed park that is an asset to the surrounding community.

**Chisholm Park –** This park was donated to the City by the Chisholm family.  It contains a small playground, open turf, and a house.  In past years, the house was used as a headquarters for recreation programs but in recent years the condition of the house is such that it needs major repairs and is no longer used.  As the only park in the southeast part of the City, the property is in a valuable location.

*Other More Undeveloped Parks*
Salida has several relatively undeveloped parks that currently serve purely as green space in the community.  These parks include Koenig Greenbelt, Mack Witty Park, Nuno Park, Pickets Park, and Thonhoff Park.  While the larger of these parks could have more development and provide greater amenities, the smaller parks are appropriately undeveloped.

**Trails**
Salida's trail system includes several kinds of trails including paved and un-paved multi-use.  The majority of Salida is easily accessible by bike and the trails system is a highly valued part of the community.  Currently the major developed trail is the Monarch Spur trail which provides the bulk of 8.2 miles of City maintained recreational paths.  Other trails are planned by the community and, once installed, will provide a nice network through the community.  With the expansion of the trail system in Salida, residents eagerly await the improved access to surrounding public lands via the City trail system.

**Natural / Open Space Areas**
Currently the City does not have any designated natural areas in the community.  However plans in development for the Vandaveer property south of town may provide the opportunity to establish Salida's first open space area**.**

**Indoor Facilities**

Currently the City has two indoor facilities. The Scout Hut is an open hall that is programmed and rented for meetings, camps, and other functions. The Hot Springs Aquatic Center is an historic hot springs pool that provides a large pool and a smaller leisure pool. Currently the City is conducting a study to improve the offerings at this facility.

*Inventory of Existing Components*
In planning for the delivery of parks and recreation services, it is useful to think of parks, trails, indoor facilities, and other public spaces as combining to create an *infrastructure*. This infrastructure allows people to exercise, socialize, and otherwise maintain a healthy physical, mental, and social well-being. The infrastructure is made up of *components* that support this goal. Components include such things as playgrounds, picnic shelters, courts, fields, indoor facilities, and other elements that allow the system to meet its intended purpose.

A detailed inventory of these components was conducted in Salida. For the purposes of this Master Plan, the inventory focused only on components at sites that are maintained for public use by the City of Salida. It is recognized that other providers exist, and that the facilities they provide are part of the overall level of service enjoyed by people in Salida. However, the purpose of this study is to analyze the effectiveness of the City-provided services and to create a complete inventory of those things that the City takes the responsibility for providing. The inventory located and catalogued all of the components and evaluated each one as to how well it was serving its intended function within the system. This information was used to analyze the *Levels of Service* provided by the system, which will be explained in more detail later in this section.


**Other Facilities**
Two other facilities provide recreation opportunities to the community. The Salida Golf Club is a nine hole golf course located within the City limits. The club offers year round play, golf instruction, tournaments and events.

The Salida Senior Center is operated by the Upper Arkansas Area Agency on Aging and provides senior services to the community. Services provided include meals on wheels, transportation services, health insurance counseling, nutrition education and volunteer opportunities.

Both the Salida Golf Club and the Salida Senior Center buildings and land are owned by the City but are independently operated under a long term lease.

**Figure 2: Map B – Existing Inventory**
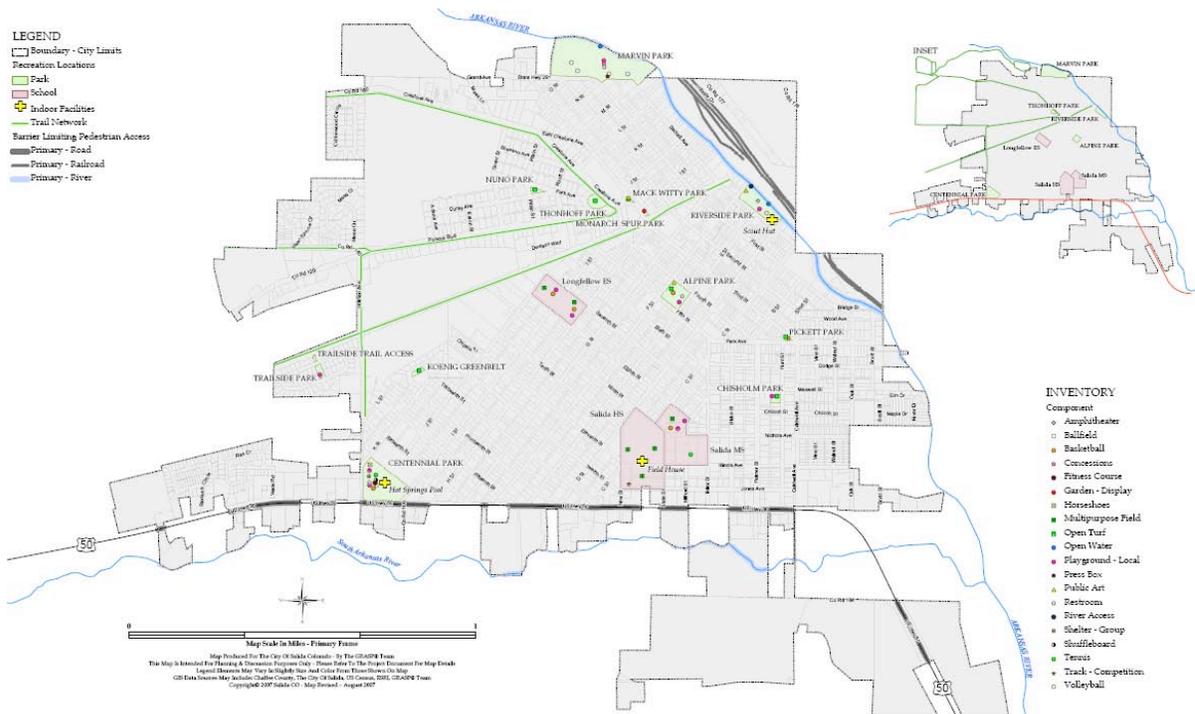


This map shows where the existing components of the parks, recreation, trails, and open space system are located. In addition, schools, landmarks, and barriers to pedestrian access are shown for reference.

The inventory was completed in a series of steps. The planning team first prepared a preliminary list of existing components using aerial photography and the City's Geographic Information System (GIS). Components identified in the aerial photo were given GIS points and names.

Next, field visits were conducted by the consulting team and by City staff to confirm the preliminary data and collect additional information.

During the field visits and evaluations, missing components were added to the data set, and each component was evaluated as to how well it met expectations for its intended function. During the site visits the following information was collected:

- Component type
- Component location
- Evaluation of component condition - record of comfort and convenience features
- Evaluation of comfort and convenience features
- Evaluation of park design and ambience
- Site photos
- General comments

The inventory team used the following three-tier rating system to evaluate each component:

*B = Below Expectations (1)*
*M = Meets Expectations (2)*
*E = Exceeds Expectations (3)*

The scores were based on such things as the condition of the component, its size, or capacity relative to the need at that location, and its overall quality.

Components were evaluated from two perspectives: first, the value of the component in serving the immediate neighborhood, and second, its value to the entire community.

The setting for a component and the conditions around it affect how well it functions, so in addition to scoring the components, each *park site* or *indoor facility* was given a set of scores to rate its comfort, convenience, and ambient qualities.  This includes such things as the availability of restrooms, drinking water, shade, scenery, etc.

Information collected during the site visit was then compiled and corrections and comparisons made to GIS.  Following the comparisons and compilation, the inventory was sent to the City staff for corrections and comments.

The compiled inventory data can be found in *Appendix C* for the **Inventory Spreadsheet** and in *Appendix E* for the **GRASP® Inventory Maps and Perspectives.**

**B. Level of Service Analysis**

During the planning process, several methods were employed to analyze the current system in relation to the needs of the community. This relationship is often referred to as Level of Service (LOS) and each method used in this analysis provides a different look at the community and addresses different aspects of the system. These tools allow for analysis of the inventory, location, distribution, and access to the parks and recreation. When the results of each analysis are considered together as a group, a full view of the system and the LOS that is provided to each resident is created upon which recommendations can be formed.

This plan incorporates an enhanced approach using the **Geo-Referenced Amenities Standards Program** (**GRASP®**). This methodology builds on traditional community standards based on capacity, but can track not only the *quantity*, but also *quality* and *distribution* of amenities or components.

**The GRASP® Methodology** applies to individual components, such as basketball courts, as well as overall facilities such as neighborhood and community parks. It replaces the traditional classification of park sites with a classification of the individual components within parks and open space according to their *functions,* to create a component-based system. By thinking of the *components* within the parks, trails, and recreational facility system as an integrated whole that provides a service to residents, it is possible to measure and quantify the net level of service provided.

*Process*
In the inventory stage of the plan, each of the various components found within the park and recreation system were evaluated for quality and condition, and assigned a ***component score***. The geographic location of each component was also recorded. The quantity of each component is recorded as well as providing a look at capacity.

*Traditional Level of Service (LOS) Standards*

LOS is typically defined in parks and recreation master plans as the capacity of system components and facilities to meet the needs of the public. The traditional means of measuring Levels of Service (LOS), often called the **NRPA** (National Recreation and Parks Association) **Standards** method, was typically based on providing X number of facilities or acres per 1,000 population (or "capacity"). This methodology was developed in the 1970s and 80s and it is now recognized as not accurate for the majority of public agencies because each community has different demographics, physical conditions and market conditions that make national standards inappropriate. Even NRPA officials are now calling this standards methodology "obsolete."

*Classification Schemes*

Another traditional approach to planning that has been avoided in this inventory is the classification of parks into categories such as "Neighborhood Parks" and "Community Parks". In Salida, as in many municipalities, parks often serve on both levels, and do not always fall neatly into one category or another. For this reason, the GRASP® process assigns both a neighborhood and a community value to each individual component within a park, without regard to the "classification" of that park. See **Appendix D** for a detailed history of Level of Service (LOS).

Comfort, convenience, and ambience characteristics that are part of the context and setting of a component were also evaluated and recorded in the inventory as a *modifier value*. These comfort and convenience features are items such as drinking fountains, seating, and shade. They are not characteristics of the component itself, but when they exist in proximity to a component they enhance the value of the component. In GRASP® terminology these are referred to as *modifiers*. In addition, the overall park setting was considered. The quality of the users' experience is also enhanced by a pleasant setting and good design. Components within a park that is well-designed and maintained in good condition offer a higher level of service than ones in a park that nobody wants to visit. Good design not only makes a place look nice, it makes it feel safe and pleasant, and encourages people to visit more often and stay longer. This evaluation was recorded as the *design and ambiance score*.

Using GRASP® methodology, a **Base Score** is calculated for each component using the following formula:

*Component Score x Modifier Value x Design and Ambience Score* = **Base Score**

By combining the base scores of each component, it is possible to measure the service provided by the entire park system from a variety of perspectives and for any given location. This was done, and the results are presented in a series of analysis maps (*Perspectives* in GRASP® terminology) and tables that make up the GRASP® analysis of the study area.

GRASP® Level of Service Perspectives show how well the community is served by any given set of components by using maps to graphically display the GRASP® values, and with quantified measurement spreadsheets (as presented in the Summary Tables, Community Components GRASP® Scores & Population Ratios, and the Capacities LOS Chart). This quantification system provides a benchmark against which a community can determine how well it is doing providing services in relation to the community's goals, presently and over time.

The GRASP® enabled dataset is "living" digital data. Salida is encouraged to maintain and update this valuable resource, so that further analyses may be performed in the future to measure progress in maintaining and enhancing levels of service for the community.

### GRASP® Perspectives
Analysis Maps that show GRASP® results are called Perspectives. (Maps that do not show GRASP® data are referred to simply as "maps" or "resource maps"). To generate a Perspective, each inventoried component is assigned a service value, or GRASP® score, and a service area, (or *buffer*), based on a radius from the component. Components were scored two ways, first for their value to the surrounding neighborhood, and second for their value to the entire town (community-wide score). For example, a small tot-lot in a pocket park might have a high value to the immediate neighborhood and a low value to someone who lives across town. For the GRASP® mapping, only the neighborhood scores are used. The community scores are used to determine community levels of service for key components, which will be discussed in a later section.

The buffer is the distance from which getting to the component can be accomplished within a reasonable time frame. One mile buffers have been placed around each component and shaded according to the component's GRASP® score. This represents a distance from which convenient access to the component can be achieved by normal means such as driving or bicycling. In addition, a one-third mile buffer has been plotted for each component. The one-third mile buffer shows the distance that a resident can reasonably walk in 10 minutes. Scores are doubled within the 1/3 mile buffer to reflect the added accessibility of walking, since almost anyone can reach the location on their own by walking, even if they don't drive or ride a bicycle.

When service areas with their scores for multiple components, are plotted on a Perspective, a picture emerges that represents the cumulative service provided by that set of components upon the geographic area. Where service areas for multiple components overlap, a darker shade results from the overlap. Darker shades indicate locations that are "served" by a combination of more components and/or higher quality ones. The shades all have numeric values associated with them, which means that for any given location on a GRASP® Perspective, there is a numeric GRASP® Level of Service score for that location and that particular set of components.

The Perspectives can be used to determine levels of service throughout the community from a variety of viewpoints. Perspectives can show a specific set of components, depict estimated travel time to services, highlight a particular geographic area, or display facilities that accommodate specific programming.

In the completed Perspectives, it is not necessary for all parts of the community to score equally in the analyses. The desired level of service for any particular location will depend on the type of service being analyzed, and the characteristics of the particular location. Commercial, institutional, and industrial areas might reasonably be expected to have lower levels of service for parks and recreation opportunities than residential areas. Levels of service for retail services in high-density residential areas might be different than those for lower-density areas.

The Perspectives can be used to determine if current levels of service are appropriate in a given location. If so, then plans can be developed that provide similar levels of service to new neighborhoods. Conversely, if it is determined that different levels of service are desired, then new planning can differ from the existing community patterns to provide the desired LOS.

*Reading the GRASP® Perspectives*
Each Perspective shows the cumulative levels of service across the study area when the buffers for a particular set of components are plotted together. As stated before, **where there are darker shades, the level of service is higher** for that particular Perspective. It is important to note that the shade overlaying any given point on the map represents the cumulative value offered by the surrounding park system to an individual situated in that specific location, rather than the service being provided by components at that location to the areas around it.

The **larger scale map** in each of the Perspectives shows the GRASP® buffers with an infinite tone range that portrays the nuances of service that is being provided to the community. At this scale it is easier to see the differences in services provided by parks and individual components. The complete Perspective series is set to the same tone scale so the different Perspectives can be compared side-by-side. For ease of reading, only the inset maps are included in the body of the following text. The full set of Perspectives, including the large scale maps can be found in *Appendix E.*

The **inset map** for each perspective shows which parts of the study area fall above or below a certain GRASP® score in that perspective. For each perspective, a GRASP® score has been determined that represents the *minimum* level of service that should be provided to a typical residence. A description of this scoring method can be found in *Appendix D*. In the inset, you can see clearly what areas fall above or below the target score. Different score breaks were used on the inset maps so that each set of components is being evaluated based on what the residential targets are for each Perspective. For this reason, these maps cannot be compared but are specific to each perspective. The inset maps have been included with the perspective descriptions below and can also be found in *Appendix E.*

By reviewing the Perspectives, it is possible to see

The **GRASP® Methodology** uses targets to establish a baseline for comparison and to determine what a reasonable amount of service is for a particular area. Targets can apply to different land use types such as suburban (residential and commercial), and urban (residential and commercial). The GRASP methodology can cater to a particular community by using the prevalent land use patterns in a community. For example, in Salida, Colorado the GRASP® Perspectives and summary tables which analyze level of service are grouped according to whether an area is below residential targets, meeting residential targets, or exceeding residential targets. This terminology is best for Salida because of the City's desire to focus on the service it is providing to residential areas. This terminology (*residential targets*) is used to emphasize that the GRASP® level of service applied to a particular area in Salida is only significant if the area in question is residential in nature. For example, a rural or industrial area that achieves a low GRASP® level of service may still be meeting expectations for that land use because the population is dispersed or nonexistent and therefore does not warrant a high GRASP® score. In Salida, GRASP® score breaks have been adjusted based on what types of components are represented in each Perspective to show how residential areas meet expectations for that group of components.

where higher and lower levels of service are being provided from a given set of components.  Decisions can then be made regarding the appropriateness of the levels of service and whether or not to change the system in some way to alter levels of service in various locations.

*GRASP® Perspectives Descriptions and Analysis*
The complete series of maps and GRASP® Perspectives can be found in *Appendix E.*

**Figure 3: Perspective A: Neighborhood Access to all Components**
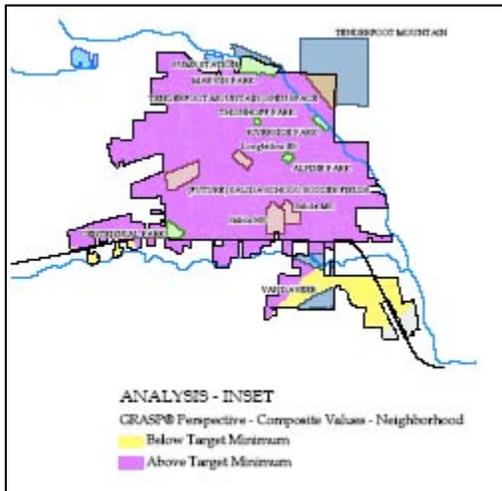


This Perspective utilizes all components within the dataset to give a picture of how the system is serving the overall parks and recreation needs of Salida.  Each component is given both a 1/3 mile radius and a one mile radius.  The Neighborhood Score from the inventory has been used, along with the modifiers identified for each site, to derive GRASP® scores for each of the components as described before.  This score is then applied to the buffers.

Across the community, a high level of service is provided to the residents of Salida.  Large parks like Riverside and Alpine Park add high levels of service to the central part of the community giving the downtown area levels of service that are well above expectations.

**Neighborhood Access to All Components**
Using bracketed scores to identify areas that are below, meeting, or above residential targets as described in *Appendix D* results in a perspective that looks like the one shown above.  A summary table has been prepared that shows the GRASP® scores as they are below expectations, are meeting or exceeding targets that represent typical residential service and provides further analysis of the LOS.

**Table 9: Perspective A - Neighborhood Access to All Components – Overall Statistics**

| | |
|---|---|
| Total Acres in Salida | 1604 |
| Acres With Neighborhood Service | 1584 |
| Percent Of Salida With Neighborhood Service | 98.7% |
| Average  GRASP® LOS Score Per Acre Served | 180.1 |
| Acres with no Neighborhood Service | 20.3 |

**Table 10: Acres and Percentages of Neighborhood Service in the City of Salida**

| | |
|---|---|
| Acres of City with Neighborhood Service Below Residential Targets | 151.8 |
| Percent of City with Neighborhood Service Below Residential Targets | 9.5% |
| Acres of City with Neighborhood Service Meeting Residential Targets | 1432.3 |
| Percent of City with Neighborhood Service Meeting Residential Targets | 89.3% |

The tables above relate to *Perspective A: Neighborhood Access to All Components* and shows that 98.7% of Salida is covered by at least some level of service from City-provided components (GRASP® score greater than zero). This is a very good level of coverage of access to service. This high percentage demonstrates the foresight of the early Salida residents and the commitment that the City has to providing parks to the community. The average score for the served area is 180.1 points, well above the computed minimum target base score explained in *Appendix D*, and in the score range that indicates a level of service that is at the high end of meeting the service targets for typical residential areas. Although the inventory shows some areas where facilities are in need of updating and replacement, This Perspective shows that the City has the quantity and distribution to provide excellent service to Salida.

**Figure 4: Perspective B: Walkable Access to all Components**
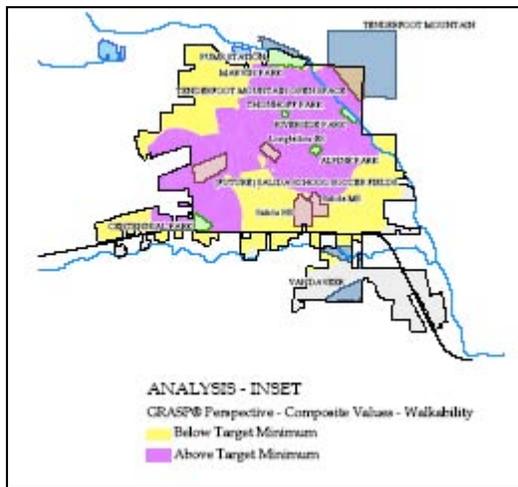


*Perspective B: Walkable Access to all Components*

This Perspective shows the level of service provided to the community at a walkable level. All components are shown and each has only a 1/3 mile buffer which equates to about a 10 minute walk. These buffers have been truncated at the primary barriers. Scores within the buffers are equal to the base score for the components, calculated as described in *Appendix D*, and doubled to reflect the walkable access, as was done on *Perspective A*. In a sense, this is *Perspective A* with the one-mile buffers removed. The LOS shown in this Perspective is lower than in **Perspective A**, but still shows coverage for almost the entire community.

**Table 11: Perspective B - Walkable Access to All Components – Overall Statistics**

| | |
|---|---:|
| Total Acres in Salida | 1604 |
| Acres With Walkable Service | 1391.8 |
| Percent of Salida With Walkable Service | 86.8% |
| Average  GRASP® LOS Score Per Acre Served | 84.3 |
| Acres with no Walkable Service | 212.5 |

**Table 12: Acres and Percentages of Walkable Service in the City of Salida**

| | |
|---|---:|
| Acres of City with Walkable Service Below Residential Targets | 644.7 |
| Percent of City with Walkable Service Below Residential Targets | 40.2 |
| Acres of City with Walkable Service Meeting Residential Targets | 747 |
| Percent of City with Walkable Service Meeting Residential Targets | 46.6 |

In this perspective, it is shown that 86.6% of the City has walkable access to some recreational facilities. The area without walkable service is primarily in the developing area south of Highway 50.  As this area is still in the planning stages, Salida should encourage developers to include parks within 1/3 mile of homes to keep the high level of service and complete coverage that the current residents of Salida enjoy.  Public input shows that community wide walkability is very important to the residents of Salida and should be continued in any new areas of the City.

**Figure 5: Perspective C: Neighborhood Access to Trails**



ANALYSIS - INSET
GRASP® Perspective - Trails
  Below Target Minimum
  Above Target Minimum
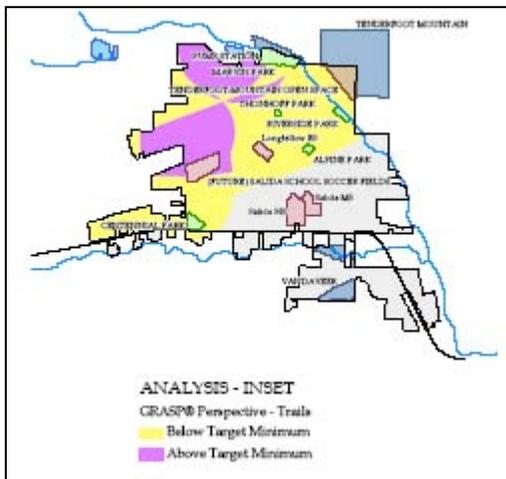
*Perspective C: Neighborhood Access to Trails*
For this perspective, trails that are located on a significant ROW and offer significant recreational value, and such things as benches, interpretive signs, etc. are scored at a value equal to that of three components with typical modifiers and ambience.  This is because these types of trails function much like a park with a combination of active and passive components, and because of the high value that is typically placed on trails in the needs assessment process.  Other trails were scored according to the service they provide and how well they met the expectations for their intended purpose.  A detailed explanation of scoring can be found in *Appendix D*.  The score for a given length of trail was assigned to a 1/3 mile buffer paralleling the trail along both sides. Sidewalks that exist purely to provide access to park components or are a circuit (counted elsewhere as loop walks) are not included in this map.

Salida's trail system is built primarily on transportation and utility corridors and is located mostly in the northwest part of the community.  Service levels in this area are meeting the

targets for a typical residential area.  In other parts of the community, service is either below target levels or there is no neighborhood service to trails.  Like the Perspective showing walkability, areas without service are primarily located in the southeastern part of the community. Again this is because this area is still in the planning stages.  As the development moves forward Salida should be careful to acquire trail easements to provide adequate service to this neighborhood and connections to the rest of the City.

**Table 13: Perspective C - Neighborhood Access to Trails – Overall Statistics**

| | |
|---|---|
| Total Acres in Salida | 1,604 |
| Acres With Neighborhood Service | 1,408.2 |
| Percent of Salida with Neighborhood Access to Trails | 87.8% |
| Average  GRASP® LOS Score Per Acre Served | 45.1 |
| Acres with no Neighborhood Access to Trails | 196.2 |

**Table 14: Acres and Percentages of Walkable Service in the City of Salida**

| | |
|---|---|
| Acres of City with Neighborhood Service to Trails Below Target Minimum | 247.9 |
| Percent of City with Neighborhood Service to Trails Below Target Minimum | 15.5% |
| Acres of City with Neighborhood Service to Trails Meeting Target Minimum | 1,160.3 |
| Percent of City with Neighborhood Service to Trails Meeting Target Minimum | 72.3% |

Currently 58.8% of Salida has some access to trails within their neighborhood; however 41% of the service is below target levels for residential areas.  Trails are highly valued in the community the City should look for opportunities to add trails to the southern part of City and look to provide connectivity through trail to all parts of the community.

**C. Other Level of Service Measuring Tools**

*Communitywide LOS*
The GRASP® Perspectives show how service is distributed within the community.  For some components, location is less important than having an adequate quantity or capacity at an expected level of quality.  Because GRASP® scores are a blend of quantity and quality, they can be used to create numerical indices for LOS that account for both characteristics.  The *Community Components GRASP® Scores and Population Ratios Table* shows these indices for key components in Salida.  The table shows the GRASP® Index for each component, as well as the number of GRASP® points needed to maintain the current indices as the population grows.  Definitions for these key facilities are found in the *Component and Definition Table*.

**Table 15: Community Components GRASP® Scores and Population Ratios**

| Salida, CO | Current Population | 5,333 | Projected Population | 5,820 |
|---|---|---|---|---|
| | Total GRASP® score per component type | GRASP® score per 1000 population (GRASP® Index) | Total GRASP® score needed at projected population | Additional GRASP® score needed |
| **Ballfield** | 12.0 | 2.25 | 13 | 1.1 |
| **Basketball** | 16.2 | 3.04 | 18 | 1.5 |
| **BMX** | 0.0 | 0.00 | 0 | 0.0 |
| **Disc Golf** | 2.4 | 0.45 | 3 | 0.2 |
| **Dog Park** | 2.4 | 0.45 | 3 | 0.2 |
| **Multi-use Field** | 6.6 | 1.24 | 7 | 0.6 |
| **Picnic shelters** | 4.8 | 0.90 | 5 | 0.4 |
| **Playground** | 18.2 | 3.41 | 20 | 1.7 |
| **Skate Park** | 7.8 | 1.46 | 9 | 0.7 |
| **Sledding Hill** | 0.0 | 0.00 | 0 | 0.0 |
| **Tennis Courts** | 18.8 | 3.53 | 21 | 1.7 |
| **Water Play** | 0.0 | 0.00 | 0 | 0.0 |
| **Total** | **89.20** | **16.73** | **97** | **8** |

Using city-owned and school components.

The first part of the *Community Components GRASP® Scores and Population Ratios Table* shows the total GRASP® scores for that component when all of the components in the dataset are included. During the inventory process, two sets of scores were assigned to each component, a Neighborhood score and a Communitywide score. The Communitywide scores are used to create this table.

The second column in the table shows the index that results when the GRASP® score is divided by the current population of Salida, in thousands. This is the GRASP® Index for that component. The third column in the table shows the total GRASP® score that must exist to achieve the same GRASP® Index at the projected population, and the fourth column shows the additional number of GRASP® points needed to achieve that score.

This information can be used to plan for future improvements to the parks and recreation infrastructure to accommodate growth. Because GRASP® scores are a blend of quantity and quality, it is possible to increase them by either adding components or improving the

quality of existing ones.  In most cases, a combination of the two will be recommended.  Used in conjunction with the *Capacities Table*, the best combination of quantity and quality can be determined for planning purposes.  The GRASP® Indices also allow the community to benchmark its combined LOS for quality and quantity of service over time and measure its progress.

When adjusted for Salida's Community GRASP® scores, the indices indicate that  Salida will need to provide park components to the community at roughly the same pace as it has to this point.  Playgrounds and basketball amenities will need to be added to satisfy the new population.

### Capacities LOS Findings

For some components, the quantity needed is proportional to the population that will be served by that component.  This is a fairly easy calculation when components are programmed for use.  The programming determines how many people will be using the facilities over a period of time.  Sports fields and courts fall into this category.  For other components, the ratio of components to the population may vary, depending upon the size or capacity of the component and the participation levels within the community for the activity served by the component.  Skate parks and group picnic facilities fall into this category.

The *Capacities LOS Table* represents the Capacity LOS for Salida.  This table closely resembles a traditional LOS analysis and shows how the quantities of certain park and recreation components compare to population.  For each component, the table shows the current quantity of that component on a "per-1000 persons" basis (referred to as the Capacity LOS) and the pro-rata number of persons in the community represented by each component.  This kind of analysis can be used to show the capacity of the current inventory – in other words, how many people are potentially being served by park components.

It is important to note that this table is simply one tool that is used to make final recommendations and establish budgets.  The numbers of facilities shown on this table may differ from the final recommendations.  One reason for this is that some components may be added to existing parks on land that is currently owned by the City, or may be an expansion or upgrade of existing facilities, while others may require the purchase of additional land.  In some cases, the prescribed additional components may be provided by partner agencies or other entities to the satisfaction of the Town, and therefore there may be little or no cost to the City.

Using both the Capacities LOS and the GRASP® Indices, recommendations can be made that assure that the appropriate blend of quantity and quality will be maintained within the parks and recreation system over time.

*Note: The numbers given in this table are only part of the analysis which will contribute to final recommendations for Salida.  Final Recommendations will also evaluate other important factors such as City  goals, the desires of residents, and future trends.*

**Table 16: Capacity Levels of Service for Community Outdoor Components**

| Salida, Colorado | 8/6/2007 | Ballfield | Basketball | BMX course | Disc Golf (per 18 holes) | Dog Park | Multi-use Field - large | Picnic shelter - large (group) | Playground | Skate Park | Tennis Courts | Water Play |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **INVENTORY** | | | | | | | | | | | | |
| | | | | | | | | | | | | |
| City Components | | 3.5 | 2.5 | 0 | 0 | 0 | 0 | 1 | 7 | 1 | 2 | 0 |
| Schools | | 0 | 5 | 0 | 0 | 0 | 7 | 0 | 7 | 0 | 4 | 0 |
| Other | | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| **TOTAL** | | **3.5** | **7.5** | **0** | **0** | **0** | **7** | **1** | **14** | **1** | **6** | **0** |
| | | | | | | | | | | | | |
| **CURRENT RATIO PER POPULATION** | | | | | | | | | | | | |
| *CURRENT POPULATION 2005* | **5,333** | | | | | | | | | | | |
| | | | | | | | | | | | | |
| Current Ratio per 1000 Population | | 0.66 | 1.41 | 0.00 | 0.00 | 0.00 | 1.31 | 0.19 | 2.63 | 0.19 | 1.13 | 0.00 |
| Population per component | | 1,524 | 0 | 0 | 0 | 0 | 762 | 5,333 | 381 | 5,333 | 889 | 0 |
| | | | | | | | | | | | | |
| *PROJECTED POPULATION – YEAR 2012* | **5,820** | | | | | | | | | | | |
| | | | | | | | | | | | | |
| **Total # needed to maintain current ratio of all existing facilities at projected population** | | **4** | **8** | **0** | **0** | **0** | **8** | **1** | **15** | **1** | **7** | **0** |
| *Number that should be added to achieve current ratio at projected population\*\** | | *0* | *1* | *0* | *0* | *0* | *1* | *0* | *1* | *0* | *1* | *0* |

*\*\*The numbers given in this table are only part of the analysis which will contribute to final recommendations for Salida.*

*Final Recommendations will also evaluate other important factors such as City goals, the desires of residents, and future trends.*