APPENDIX II

Board of Parks and Recreation Summary of 2000 Operating Budget

	Total Costs	Amount Approved for 2000	Annualized Amount in 2001	Projected Start Date
COMMUNITY CENTRES AND FACILITIES			2001	Start Date
Coal Harbour Community Centre	510,166	425,138	85,028	Mar 2000
Killarney Community Centre	205,630	205,630	0	
Roundhouse Community Centre	10,000	10,000	0	
Kerrisdale Community Centre	69,140	69,140	0	
Thunderbird Community Centre	60,400	15,100	45,300	Oct 2000
RayCam Community Centre	32,300	13,500	18,800	Oct 2000
Kensington Community Centre	34,060	8,515	25,545	Oct 2000
Pool Lighting and Fall Protection	3,100	3,100	0	
	924,796	750,123	174,673	
PARKS				
Coal Harbour Park	50,640	42,200	8,440	Mar 2000
Marina Square Park	81,686	81,686	0	
Granville Loop	86,010	86,010	0	
Hillcrest Park	59,229	59,229	0	
Arbutus Greenway	21,040	21,040	0	
David Lam Park	48,300	28,175	20,125	June 2000
Oak Park	18,185	18,185	0	
Bloedel Conservatory	6,000	6,000	0	
Grimmett Park	10,211	10,211	0	
Heather Park	4,500	4,500	0	
7th Avenue Fraser Park Site	3,832	3,832	0	
George Park	1,100	1,100	0	
Marinaside Crescent and Drake Street End	22,500	22,500		
Everett Crowley Park	9,047	9,047	0	
Fraserview Boulevard Perimeter Pathway	13,190	13,190	0	
New Brighton Park	7,030	7,030	0	
Trillium Park	2,432	2,432	0	
Maclean Park	4,000	4,000	0	
	448,932	420,367	28,565	
OTHERS				
Stanley Park				
Service Yard	53,800	53,800	0	
Totem Concession	37,500	6,250	31,250	Nov 2000
Information Booth	29,500	4,917	24,583	Nov 2000
Central Parking Lot	7,100	7,100	0	

TOTAL	1,612,439	1,353,368	259,071
	238,711	182,878	55,833
Others	2,400	2,400	0
Picnic Tables and Shelters	2,200	2,200	0
Vehicle Barriers	1,500	1,500	0
Drain Systems	2,200	2,200	0
Pathways	2,200	2,200	0
Fencing	3,300	3,300	0
Baseball/Softball Backstops	4,600	4,600	0
New Signage	2,900	2,900	0
Benches	10,800	10,800	0
Playgrounds	11,000	11,000	0
City-wide			
Information Systems	7,000	7,000	0
Road and Seawall Line Painting	800	800	
Arboriculture/Street Trees	56,811	56,811	0
Causeway Drainage	3,100	3,100	0