



City of Olathe

COUNCIL AGENDA ITEM

MEETING DATE: 1/22/2019

DEPARTMENT: Parks and Recreation

STAFF CONTACT: Michael Meadors/Michael Latka

SUBJECT: Report on the agreement between the City of Olathe and Johnson County Park and Recreation District for the development of trails

ITEM DESCRIPTION:

Report to discuss the agreement between the City of Olathe and Johnson County Park and Recreation District for the development of trails.

SUMMARY:

This agreement is between the City of Olathe and the Board of Commissioners of the Johnson County Park and Recreation District (JCPRD) for the development of trails in and around Cedar Lake and Lake Olathe. The city and county had agreed that the Cedar Creek Trail, between Cedar Lake and Lake Olathe would be beneficial to not only the City but the County as well. The county has agreed to reimburse the City \$200,000 of project costs once the trail is completed and the City has connected the trail from Lake Olathe to Cedar Niles Park (AKA Cedar Creek corridor from 135th Street to 119th Street)

The City has also agreed to provide a 75.01 acre permanent recreation easement to JCPRD for a future bike/hike trail just east of the Cedar Creek waste water treatment plant off of 119th Street. Prior to the county constructing their trail, they will pay the City \$662,208 for the easement.

The city's Cedar Creek trail, along with the trail through Lake Olathe and then the JCPRD Cedar Niles Trail system, this will add a little over 10 miles of trail to the City of Olathe's west side. This will add to our current 24 miles of off road trail system.

FINANCIAL IMPACT:

The City will gain a total of \$862,208, roughly ½ of the estimated cost less MARC's \$500,000 grant, once the trail construction is completed,

ACTION NEEDED:

No action is required at this time. Staff will bring the agreement for signature to the Feb. 5, 2019 City Council Meeting for signature.

ATTACHMENT(S):

Attachment A: Park JCPR trail grant agreement

Attachment B: Cedar Niles Trail Easement revision
