

## Parks and Recreation Consolidation

City of Cumberland  
January 2003

<http://www.AdventureGovernment.com>

## Rationale for Consolidation

- System-wide overinvestment – need for consolidation of P&R areas.
- Serious maintenance issues are beginning to become evident with fields maintained by volunteer organizations.
- Greater possible coordination and linkage with Visitor's Bureau (Dept. could be combined)



## Rationale for Consolidation

- Greater possible coordination and linkage with Board of Education.
- Greater tax efficiency (player use and payment).
- Streamline County-wide services (e.g., duplication in Frostburg and Cumberland).
- County is entering P&R area and tax differential issue is salient.



## Rationale for Consolidation

- Improved grantswriting capability



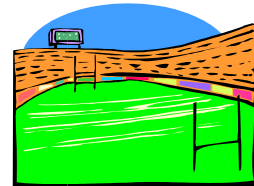
## Pathways to Consolidation

- Option 1: Step in with Cumberland providing County-wide coverage and phased in county revenue (e.g., 4 year plan)
- Option 2: Parks first and Recreation Programs later.
- Option 3: Combine P&R Consolidation with Community Development Consolidation and City space provision (possibly donate HRDC building for consolidated services)



## P&R Consolidation History

- 1996 Commission Recommended
- Copy of proposed ordinance.



## Form New Committee

- Issues to examine:
  - Examine budgetary tax impact of County P&R Commission.
  - Examine County-wide open-space investments, maintenance, and consolidation needs.
  - Examine how Department would be linked with other agencies (e.g., BOE, Visitor's Bureau)
  - Any other issues
- Report back in May 2003 with recommendations



## 11 Member Committee Makeup

- Cumberland P&R Leader (Diane Johnson)
- Frostburg P&R Leader (Brian Voight)
- YMCA representative
- Frostburg State University faculty member (Bob Kauffman)
- Board of Education representative
- Cumberland Rec. Board Chair
- Frostburg Rec. Board Chair
- POS Representative (Dee Dee Ritchie)
- County Planning (Dave Dorsey)
- Baseball League representative
- Football League representative

