

AMPHITHEATER CONCEPTUAL SITE PLAN AND SKETCH



PRECEDENT AMPHITHEATERS

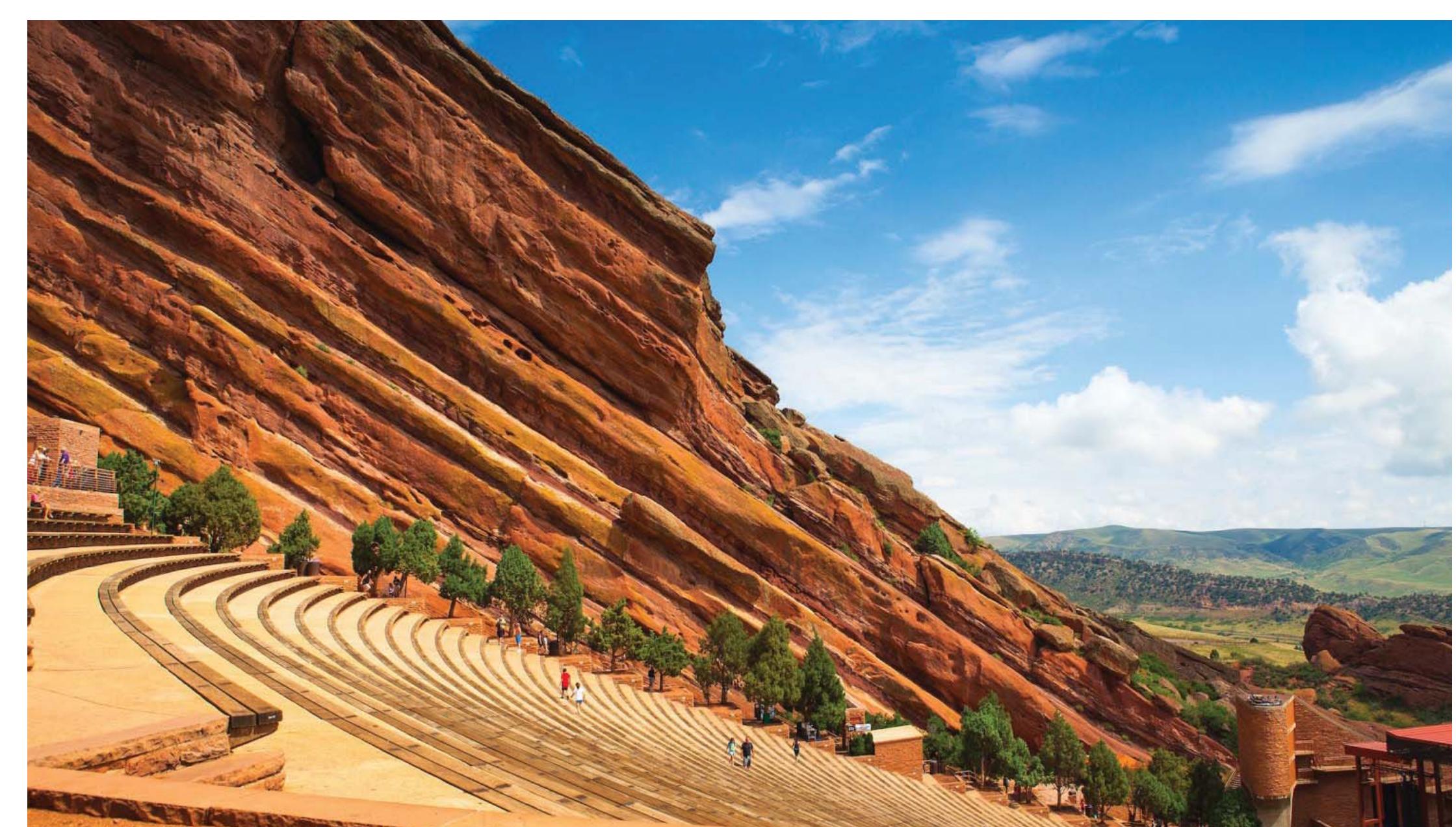


O.C. TANNER AMPHITHEATER
Zion National Park, UT

Capacity: 1,600

Events: mostly informative and community oriented

Comparison: Delicately placed in difficult terrain taking advantage on natural setting and land features

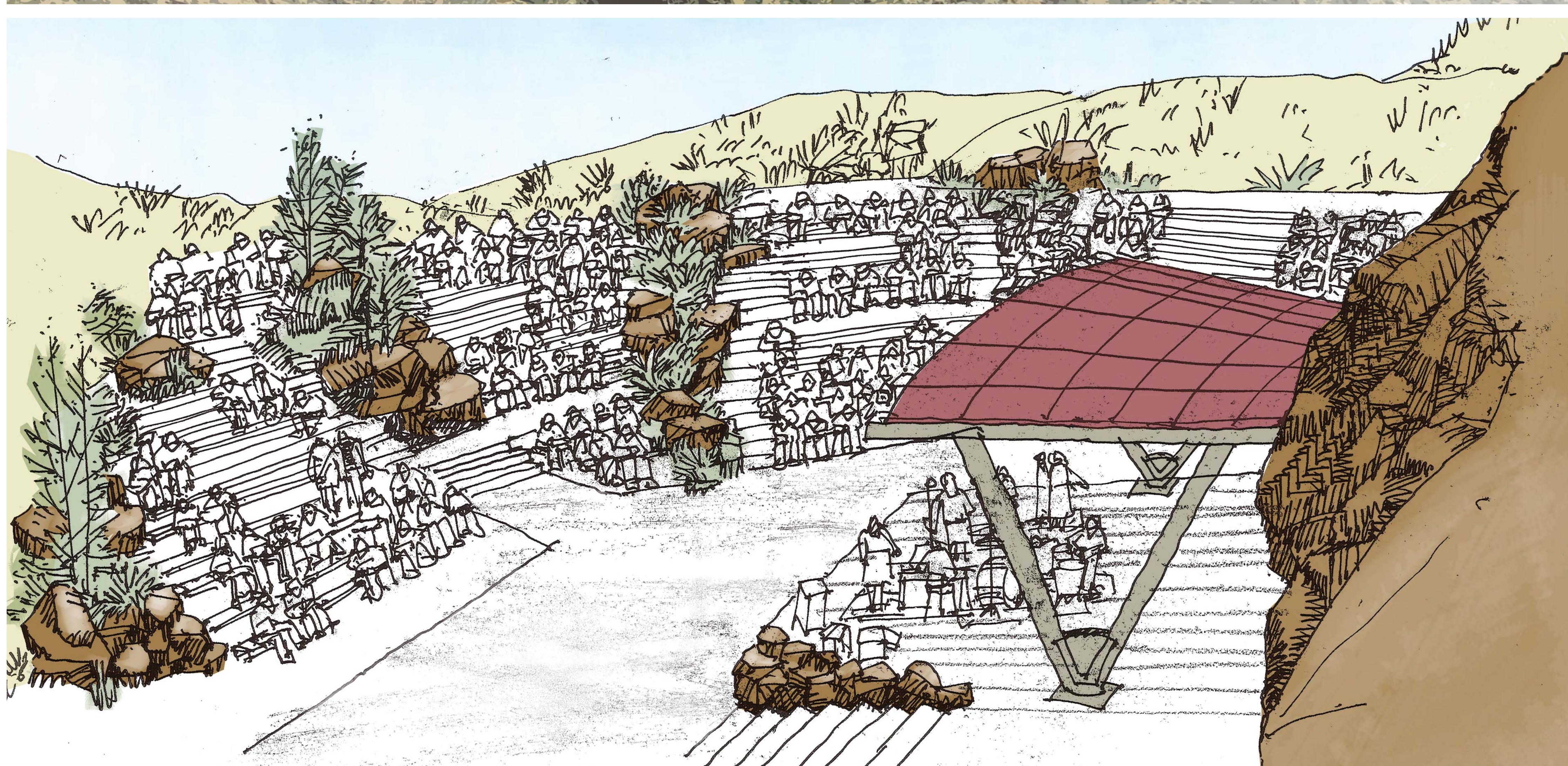


RED ROCKS AMPHITHEATER
Denver, CO

Capacity: 9,450

Events: Large nationally touring acts and events

Comparison: Takes advantage of excellent natural setting integrates well into terrain



G.R. FORD AMPHITHEATER
Vail, CO

Capacity: 2,560 (1,260 seated)

Events: Medium sized cultural events and concerts

Comparison: Expandable from assigned formal seats to general lawn area



CHATEAU STE. MICHELLE
Woodinville, WA

Capacity: 4,200

Events: Medium sized touring acts and events

Comparison: A light structure that plays lightly on the terrain; part of, but distinct from, a larger tourist attraction

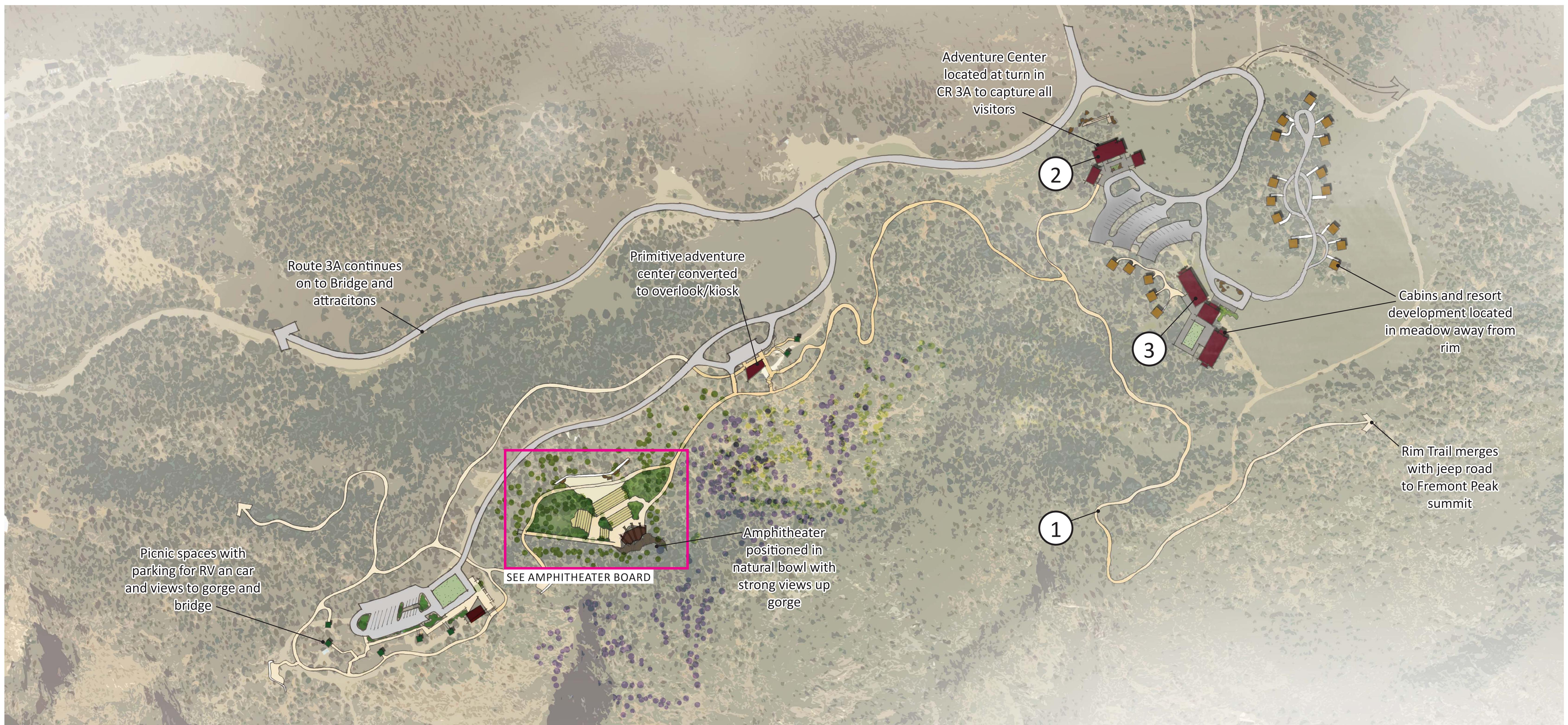
SITE SELECTION



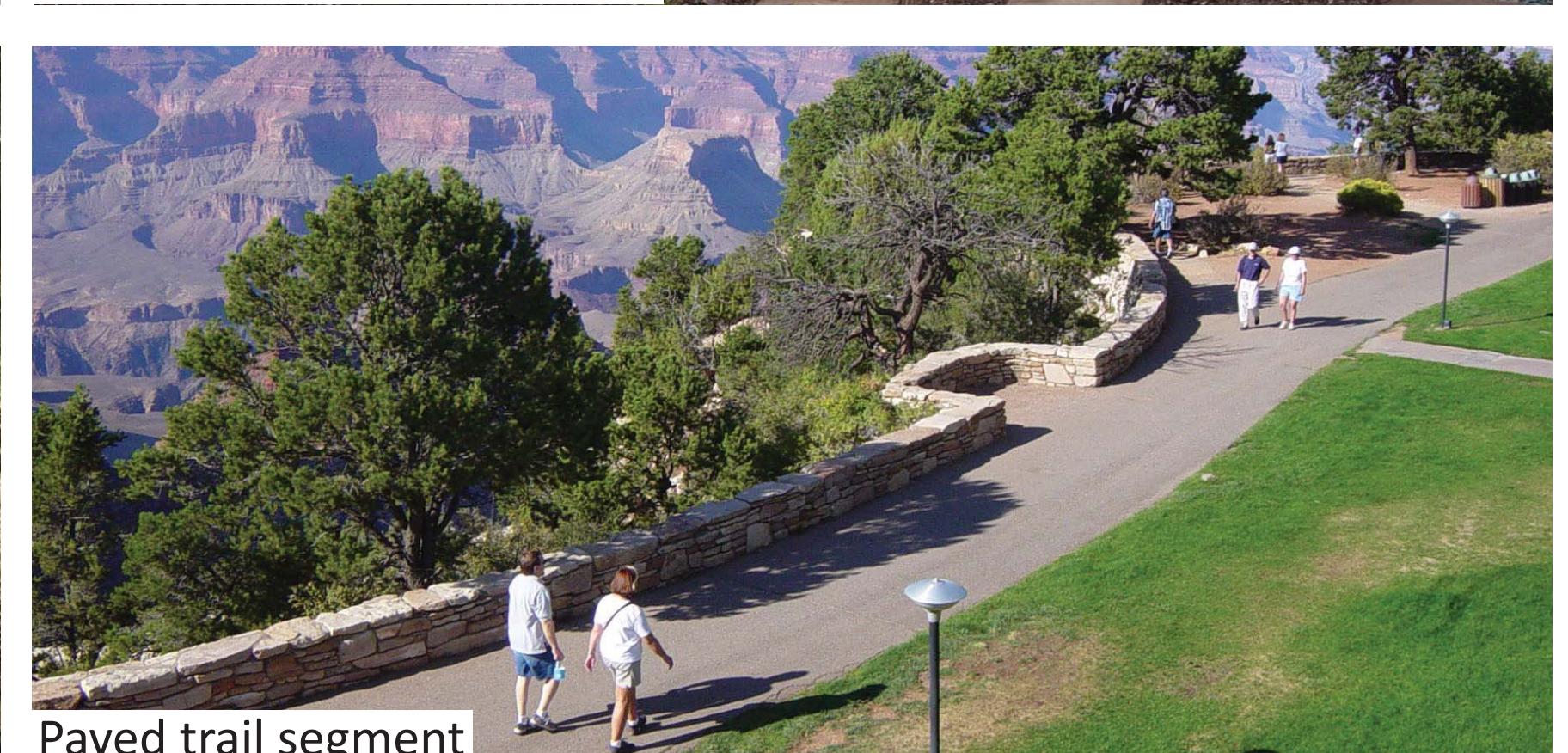
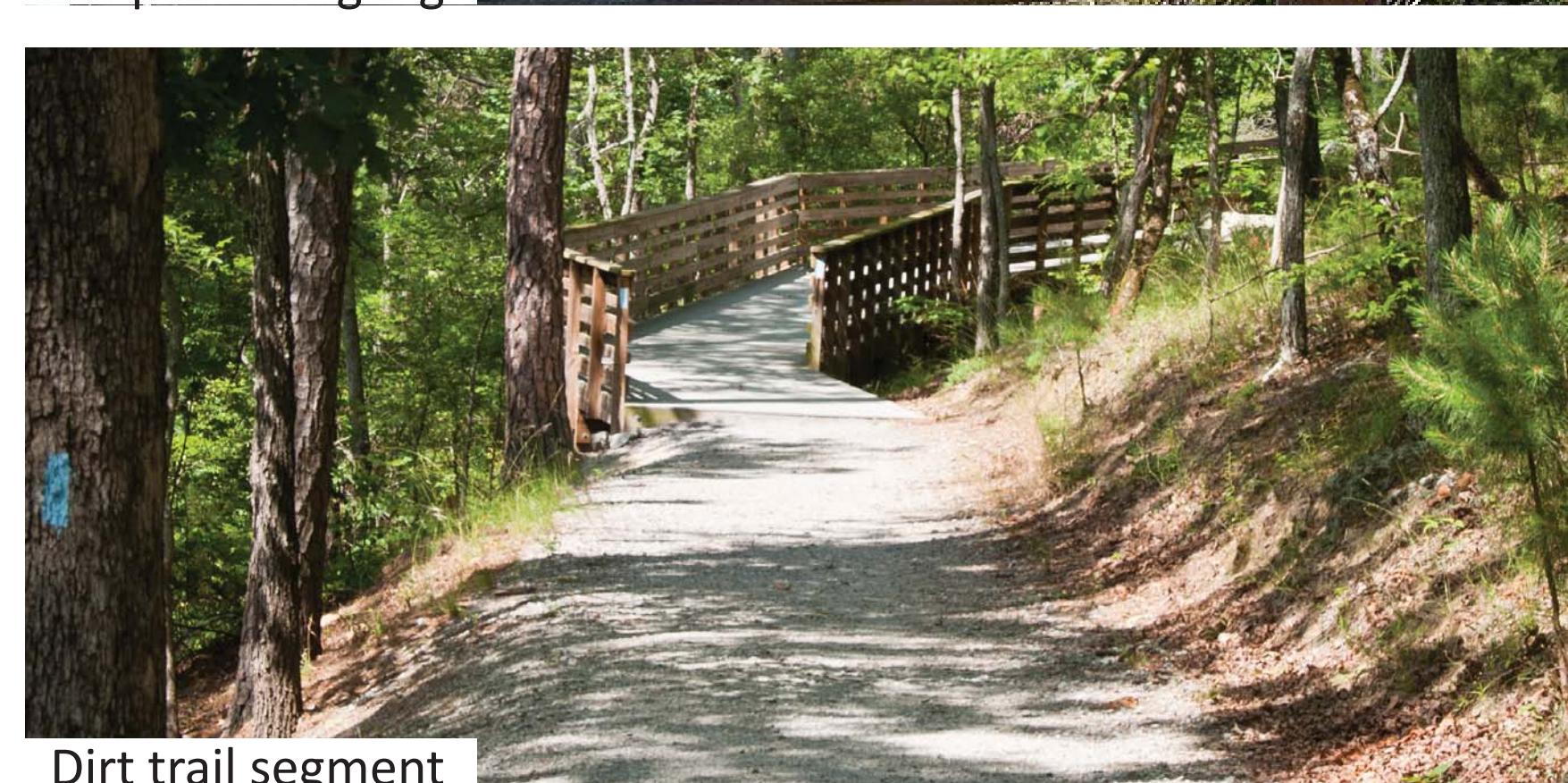
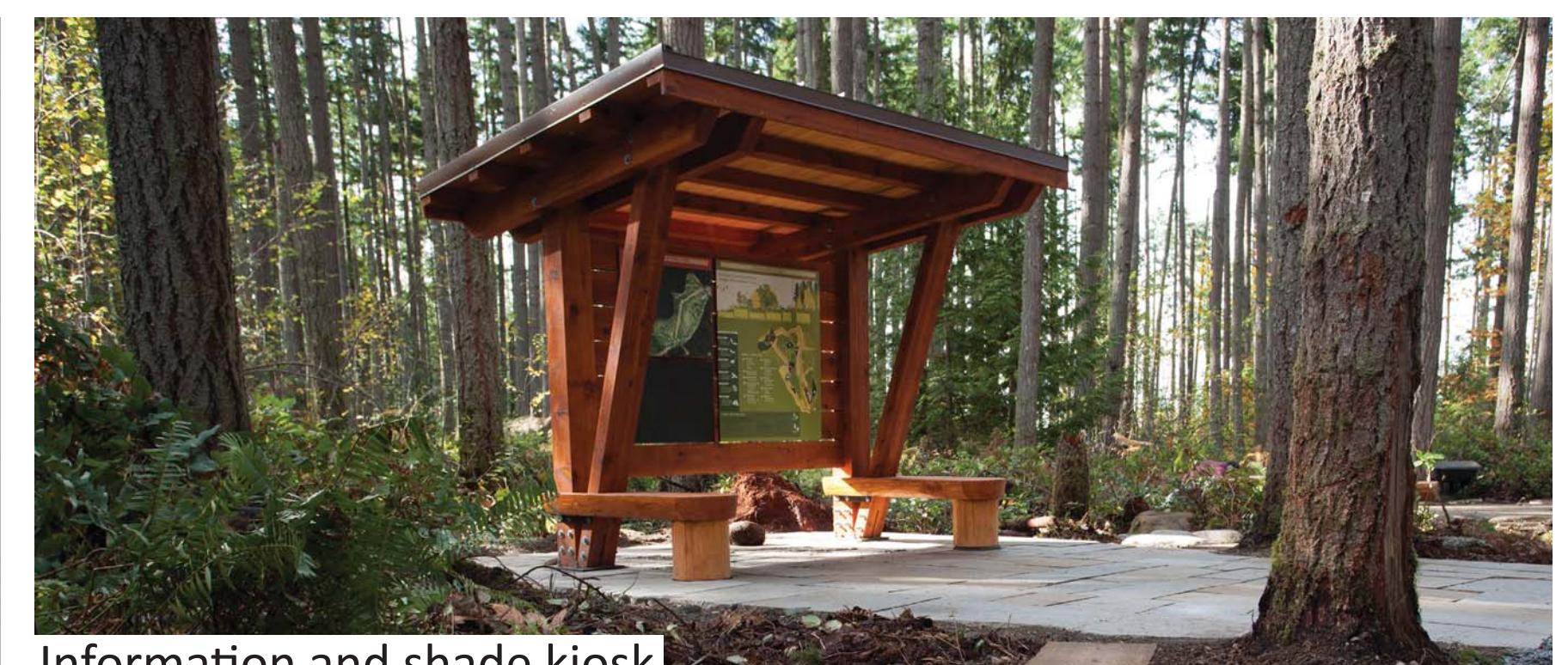
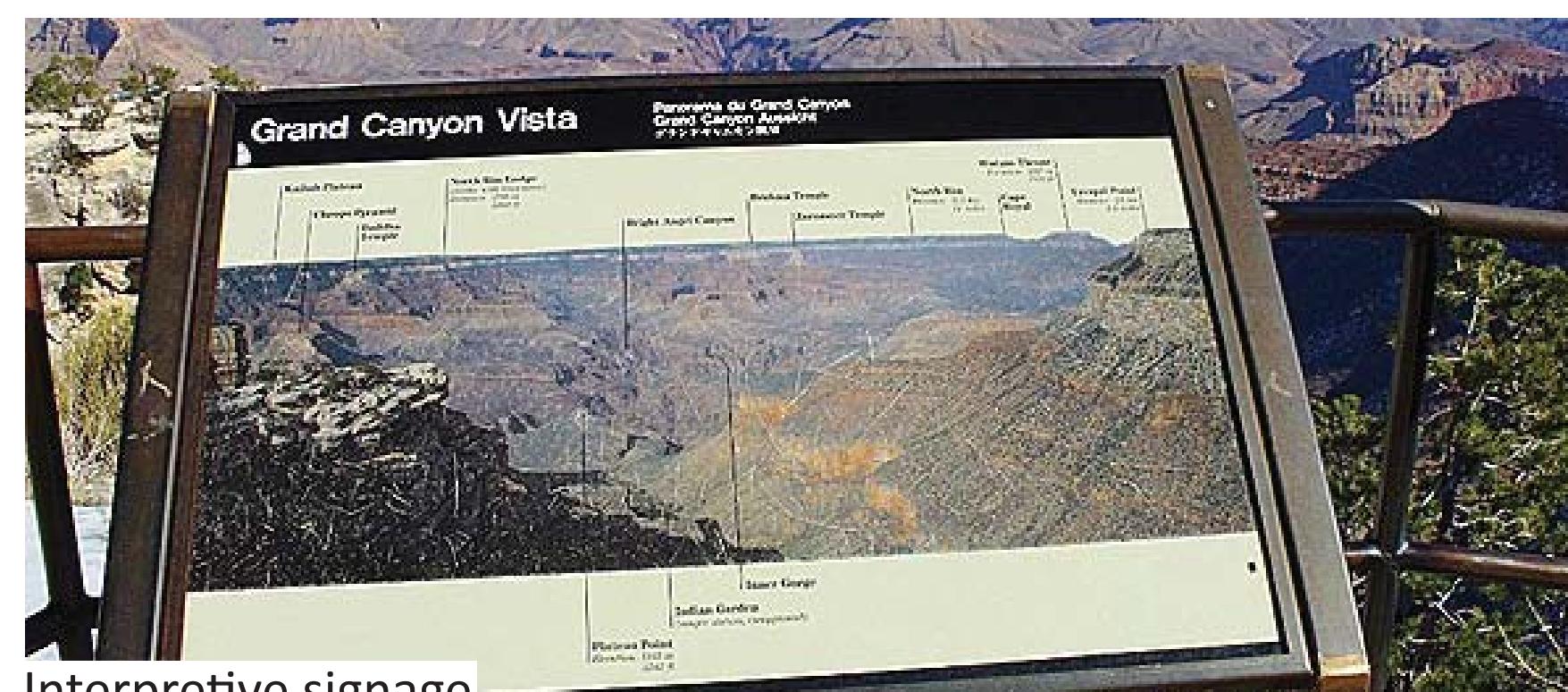
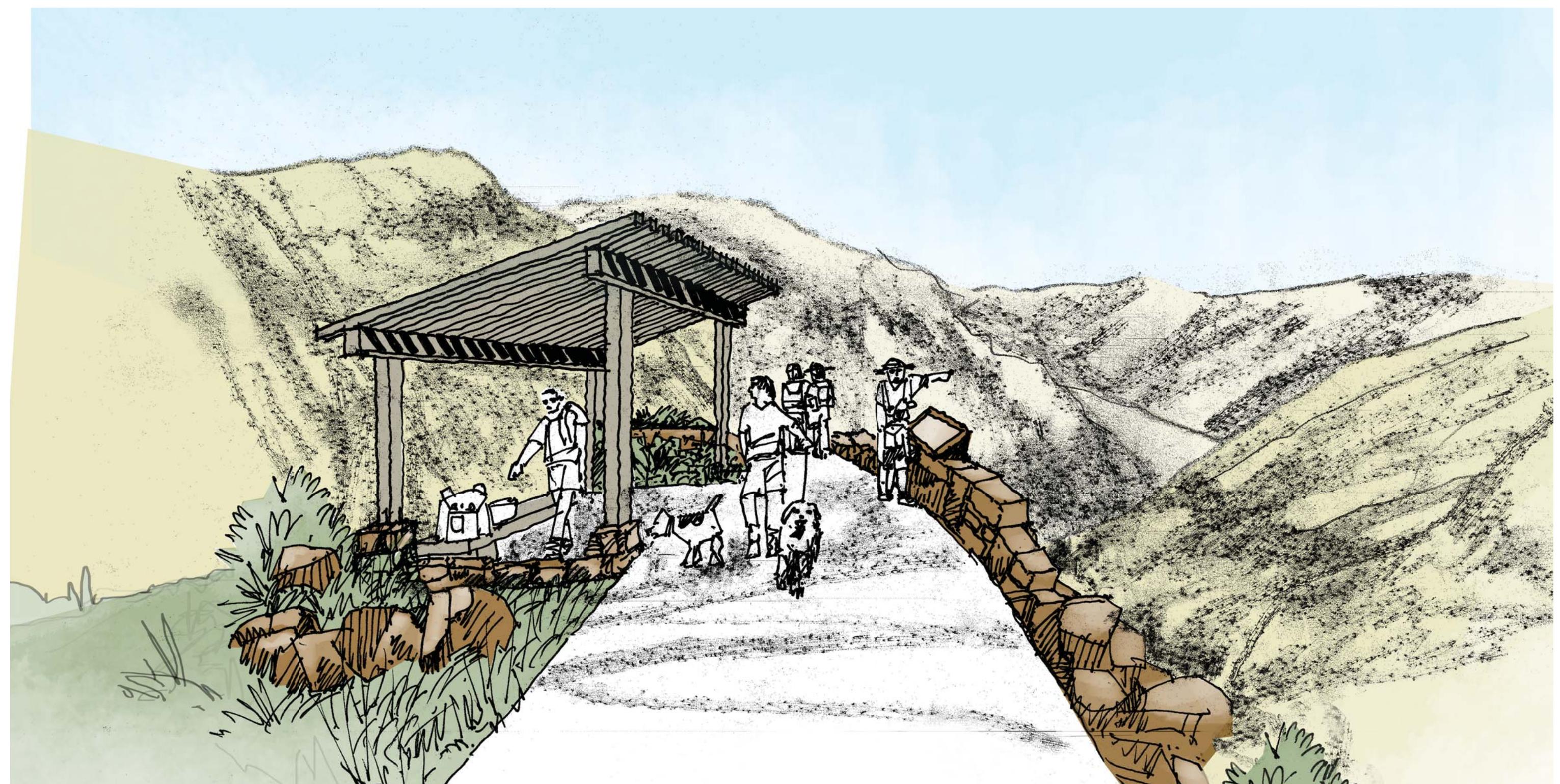
View of Canon towards town from approximate stage area



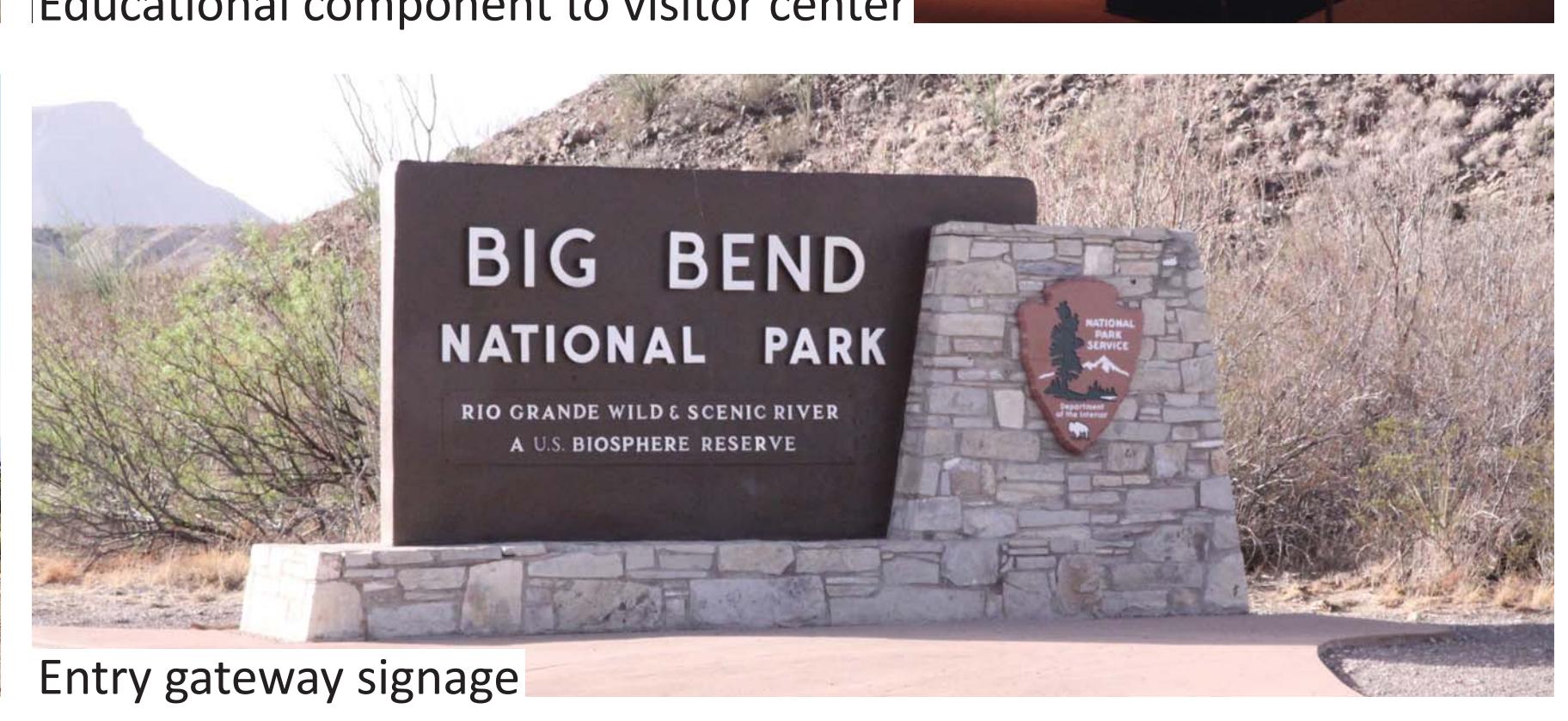
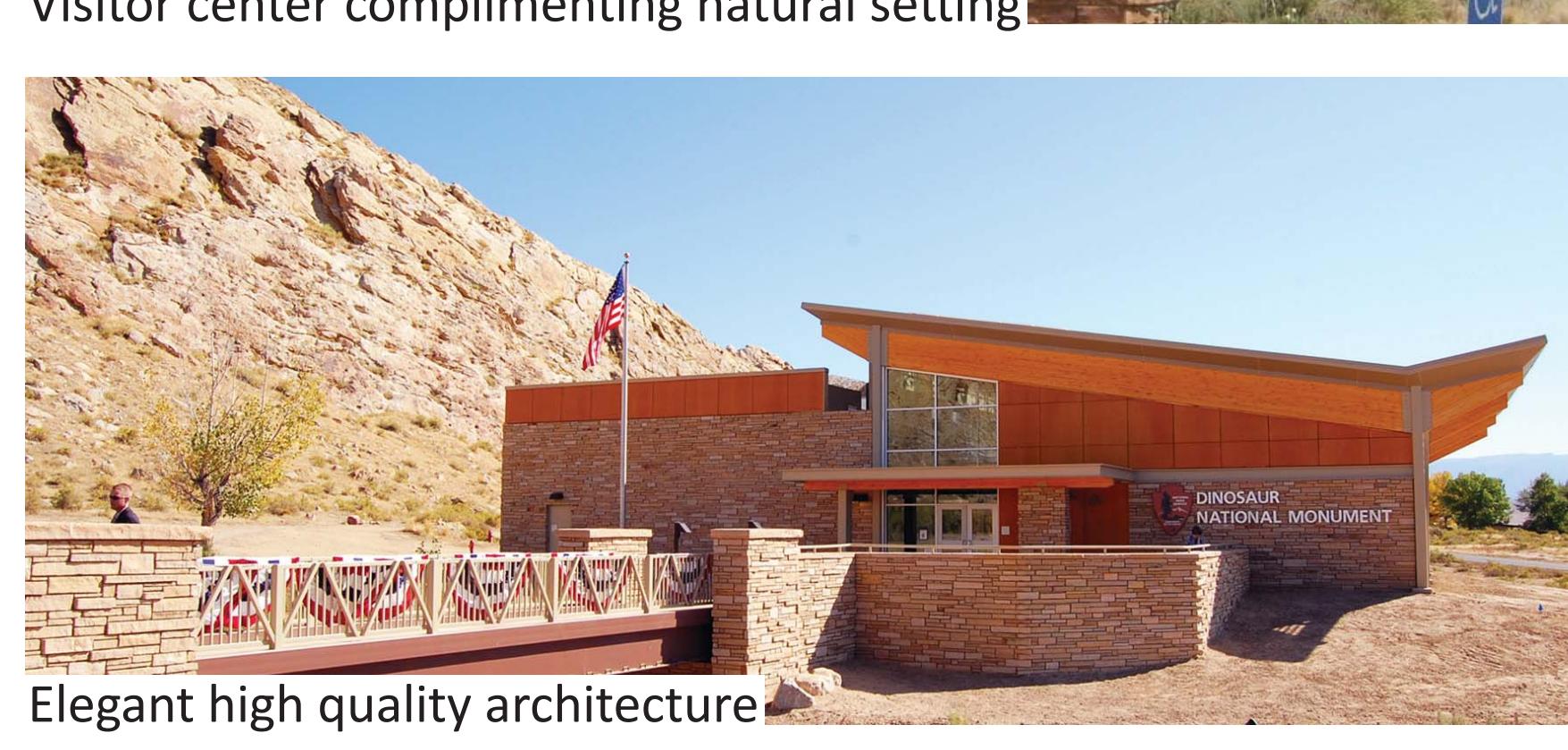
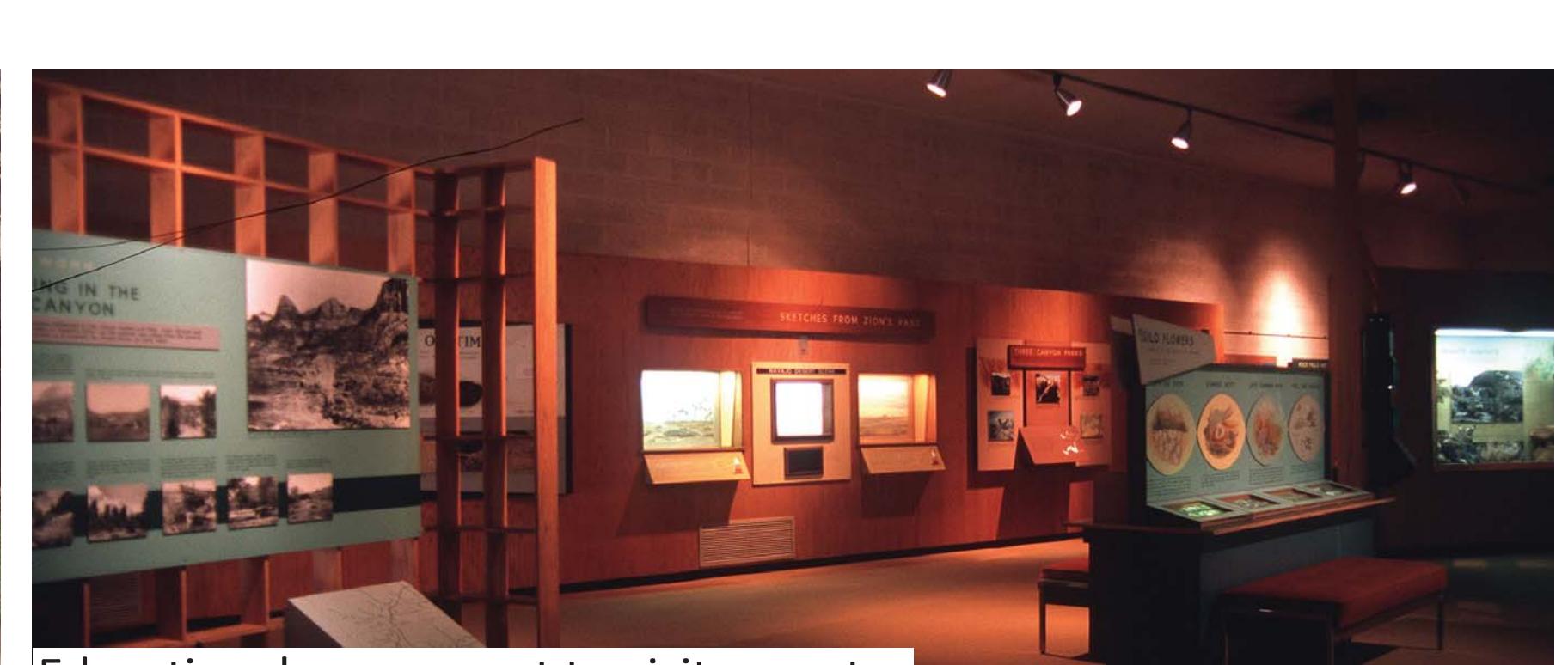
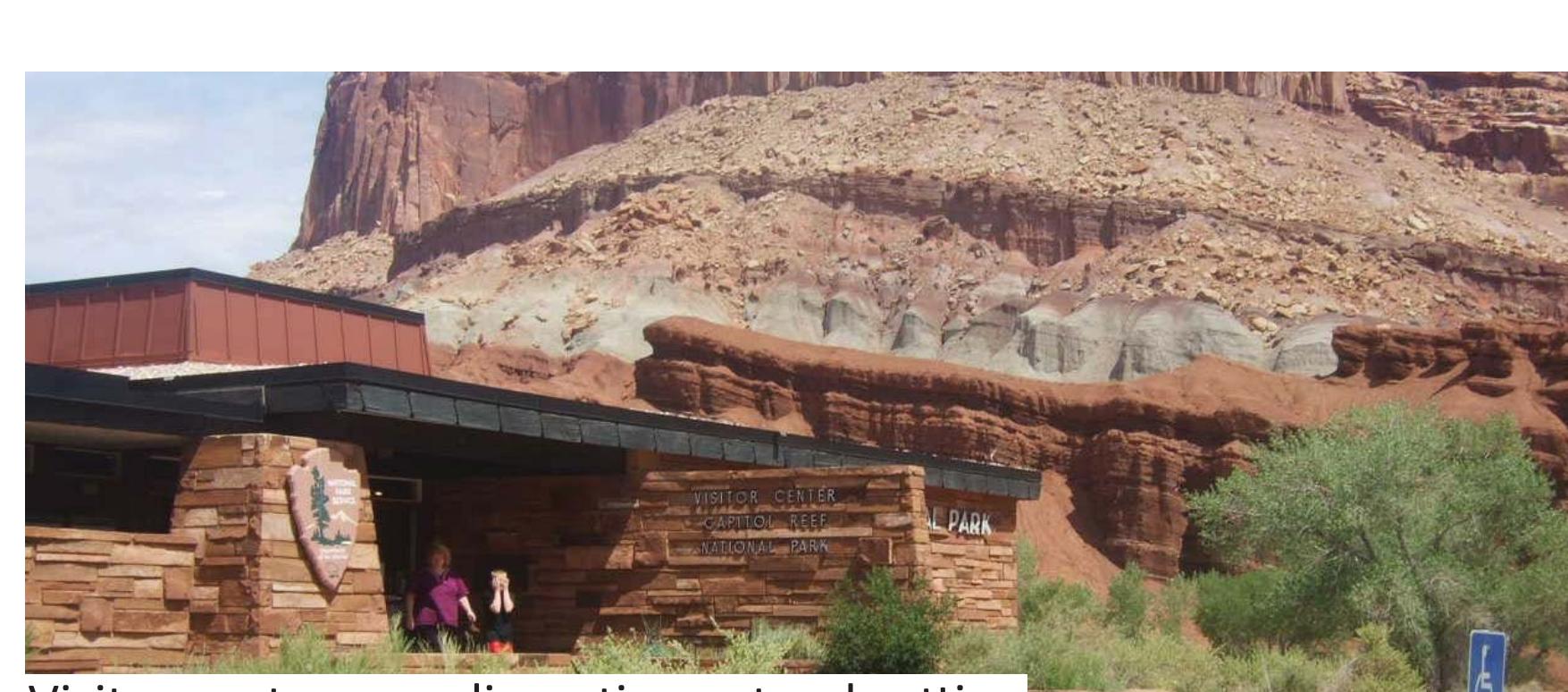
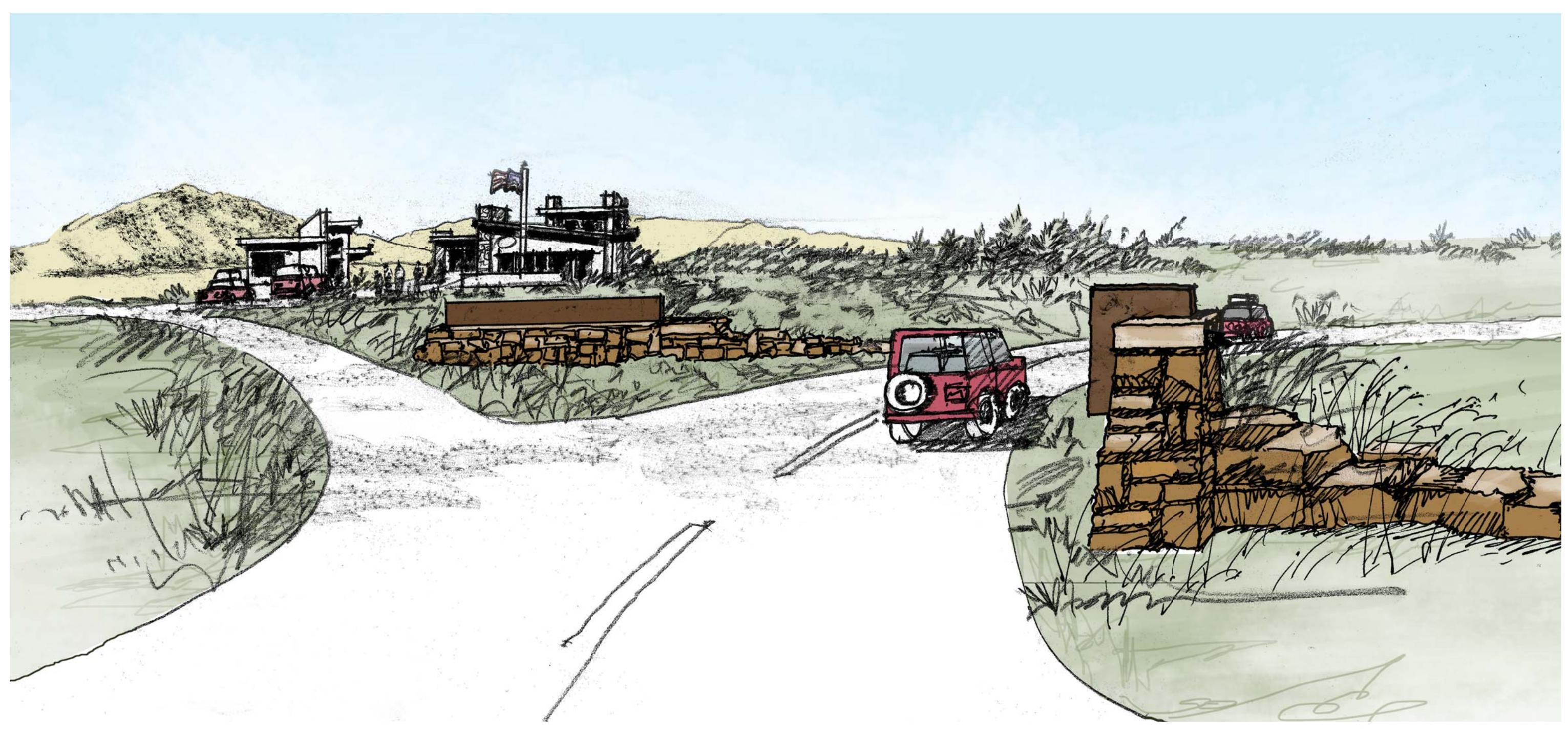
THE HEART OF THE PUBLIC PARK



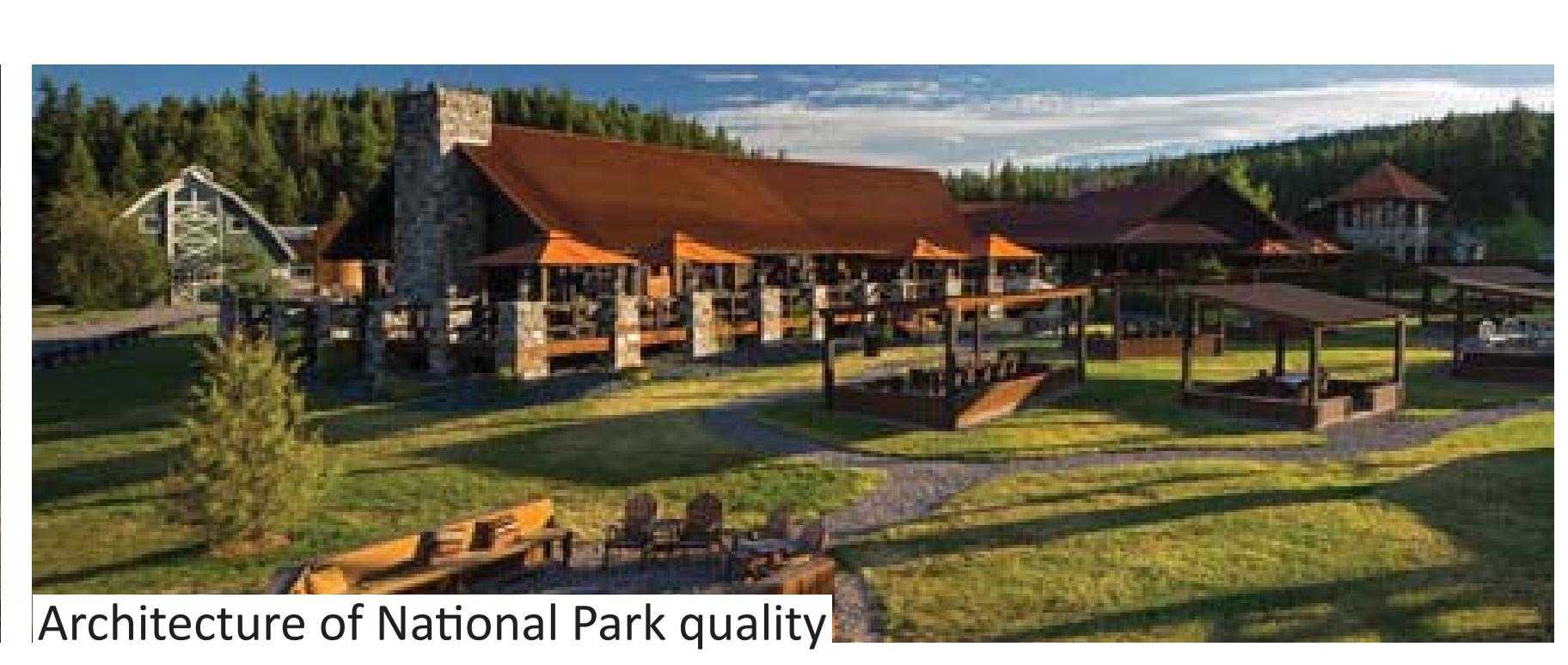
① THE RIM TRAIL



② THE ADVENTURE CENTER



③ THE RESORT



PRECEDENT RESORTS



ADVENTURES ON THE GORGE
New River Gorge, Lansing, WV

Program Elements:

5-star Resort rooms
A variety of cabin types
Mountain Cottages
Full-service cabins with hot tub
Rustic cabins
Restaurants
Spa
Hiking and other activities



GATEWAY CANYONS RESORT
Gateway, CO

Program Elements:

Remote Location
Two Lodges + Casitas
38 Rooms (1)
20 Rooms (2)
14 Casitas
Spa
Stables and Trails



THE RESORT AT PAWS UP
Greenough, MT

Program Elements:

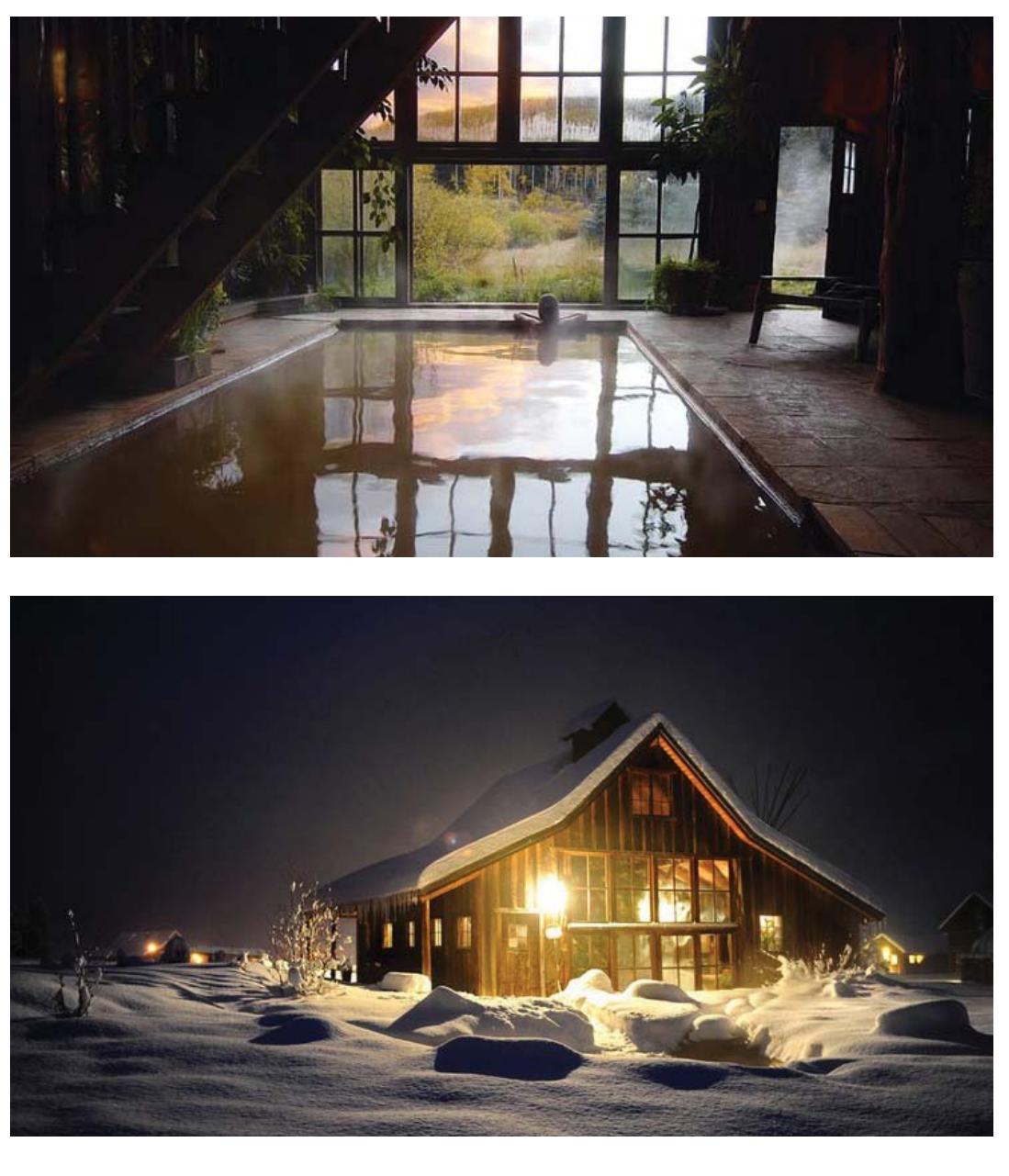
37,000 acre cattle ranch
Luxury vacation homes
Luxury vacation tents
Deluxe guest rooms
Stables
River rafting and other activities



DUNTON HOT SPRINGS
Dolores, CO

Program Elements:

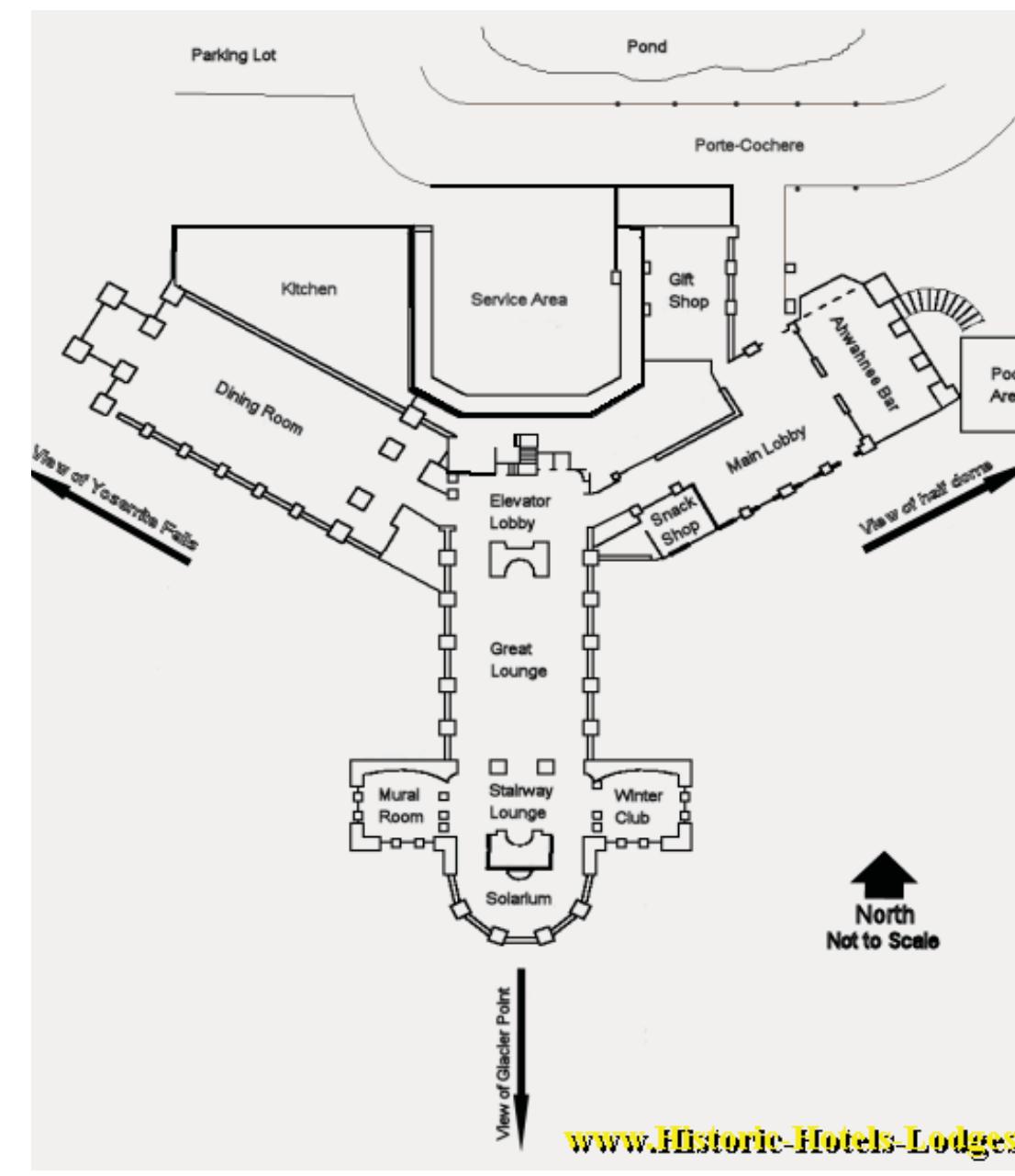
Old West Camp
10 Cabins
Spa
Gym
Hot Springs



AWHANEE LODGE
Yosemite National Park, CA

Program Elements:

Iconic Architecture
Six Levels
123 Rooms
99 Lodge
24 Cottage
Pool
Lawn
Auditorium




APPALACHIAN MOUNT CLUB
Various Location, Appalachia

Program Elements:

Larger resort sites with amenities
Variety of more rustic cabin types
Different visitor experiences
Largely based around outdoor experience





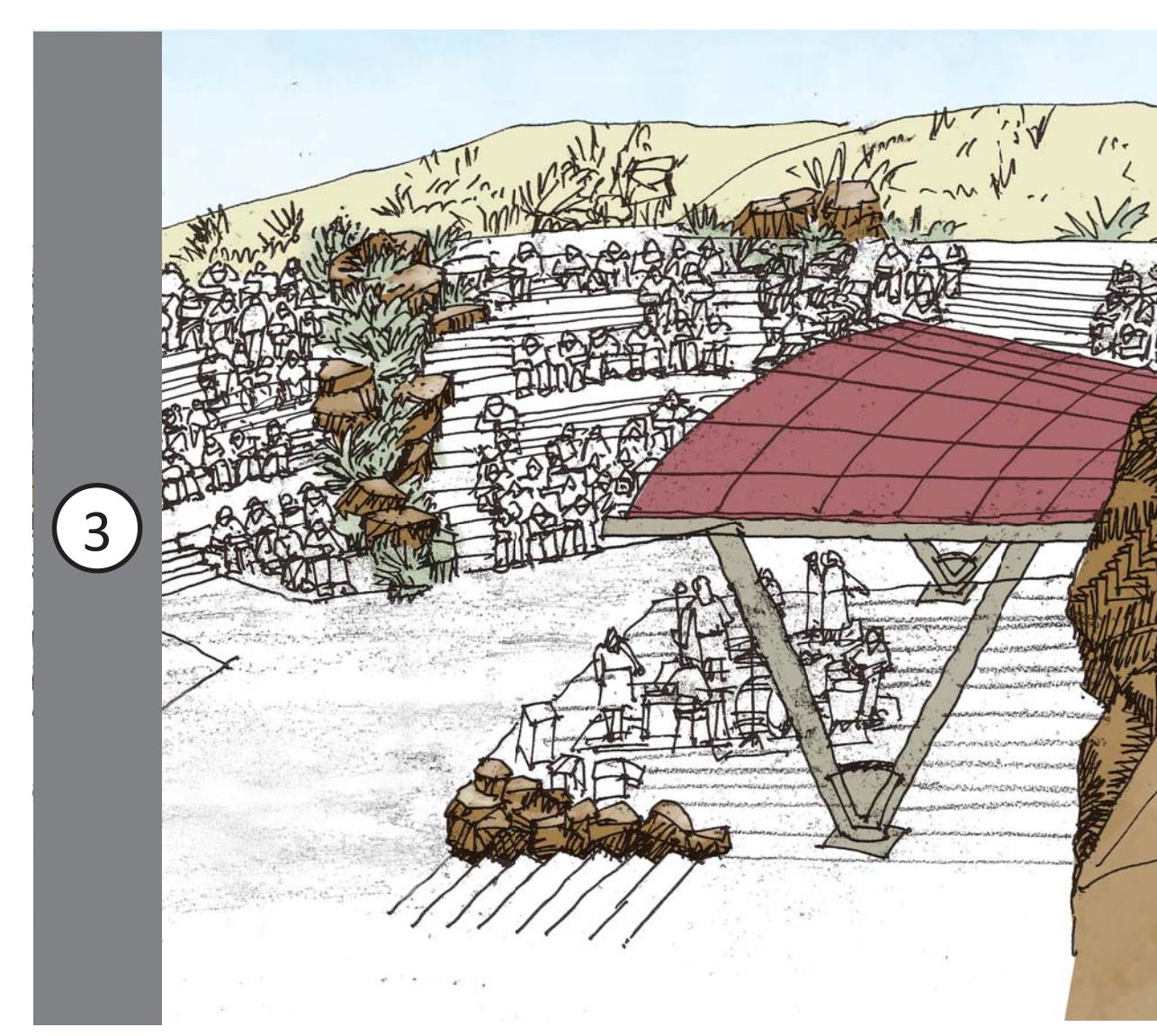
ECO-LODGE AND CABINS
Starting as small, primitive (but nice) cabins that can be rented - potentially in conjunction with a resort downtown - this eco-lodge can transform overtime into a one-of-a-kind eco-resort that will provide a great night stay within the natural wonders of the gorge.

Possible Program Elements:
Phase 1: 8 primitive cabins
Phase 3:
30-45 guest rooms
20 cabins
Library, Spa, Meeting Rooms, etc



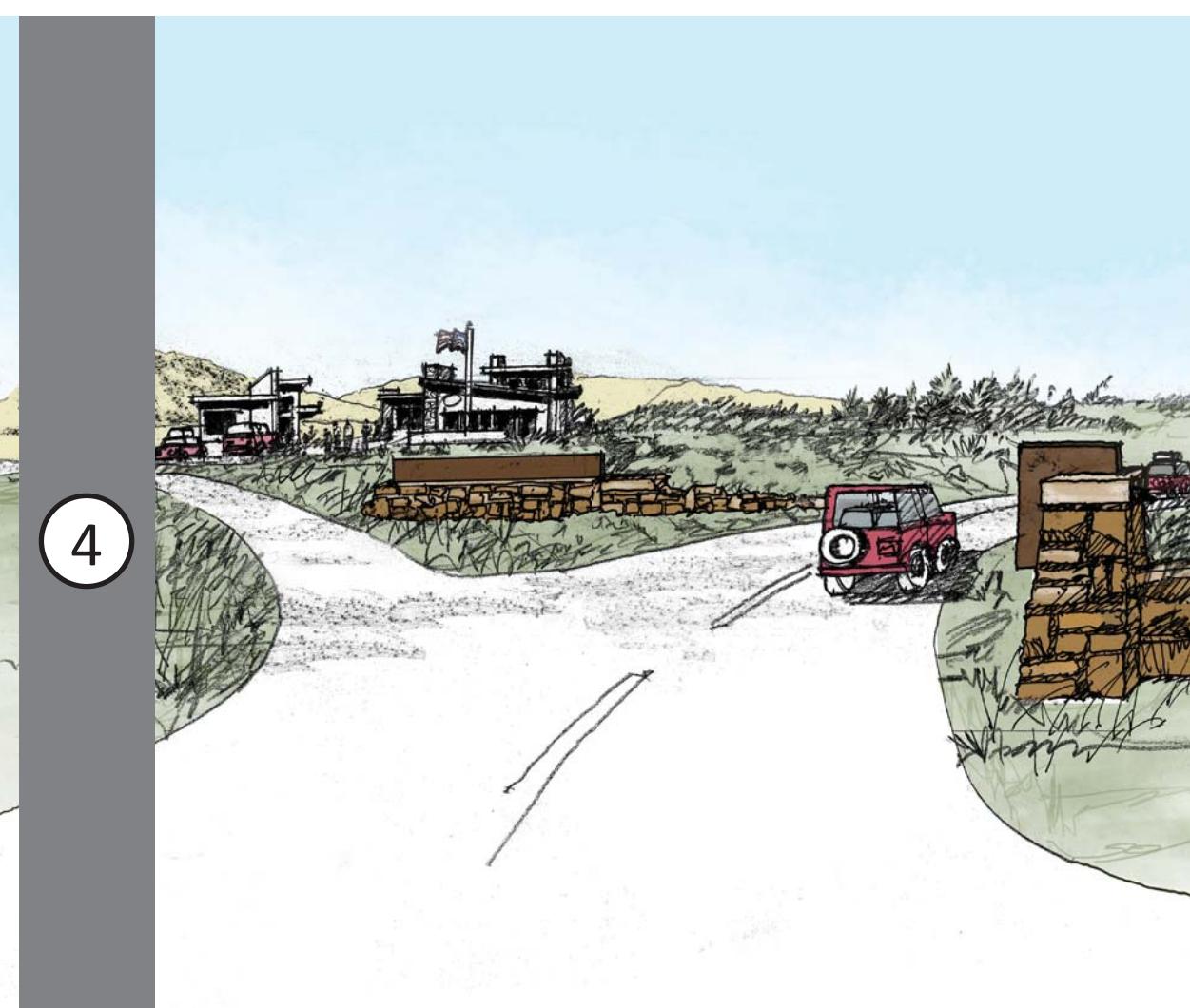
FILM PRODUCTION STUDIO AND COMMERCIAL CAMPUS
A visitor-friendly place where films are made, thematic films are played, and Buckskin Joe's film history is explored. Brought together as an attractive campus with park related offices and other commercial uses.

Possible Program Elements:
Film Production Studio
IMAX theater
Park-related offices
Gateway entry signage



PARK AMPHITHEATER
A full service amphitheater set in a serene natural setting. Connected to the Rim Trail with inspiring views of the gorge. Accessible to the public on non-event times.

Possible Program Elements:
Approximately 2,000 seats
Full Restrooms
Concessions
ADA access
View areas to gorge
Trail connections to Rim Trail



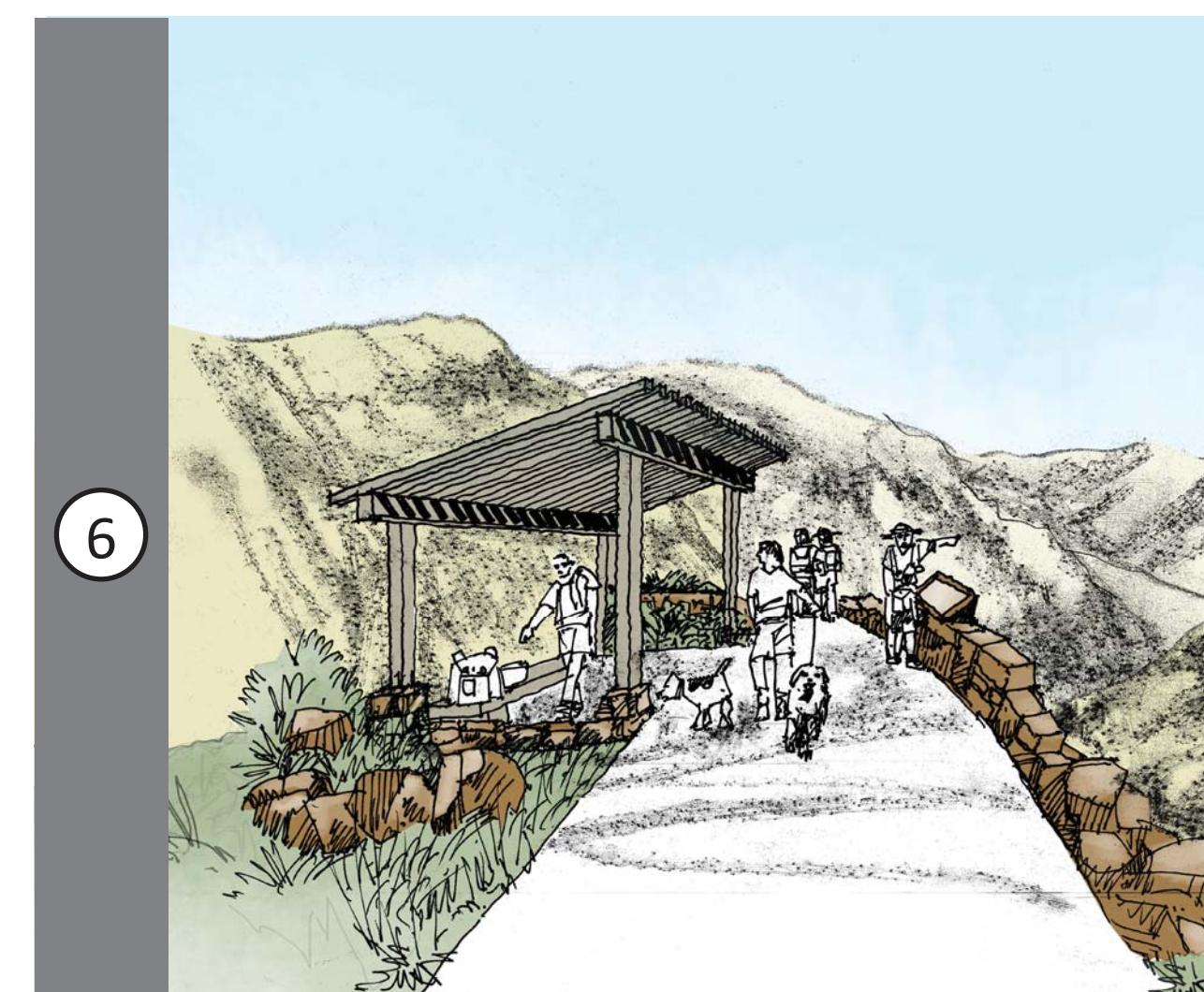
VISITORS CENTER
The central hub of the park and gorge! A place where visitors can find a room, check out trail maps, learn about the gorge, and begin their journey. Located as accessible for every visitor to the park.

Possible Program Elements:
Map and information kiosks
Visitor orientation and guides
Full Restrooms
Bike rental
Accommodation assistance
Trail connections to Rim Trail



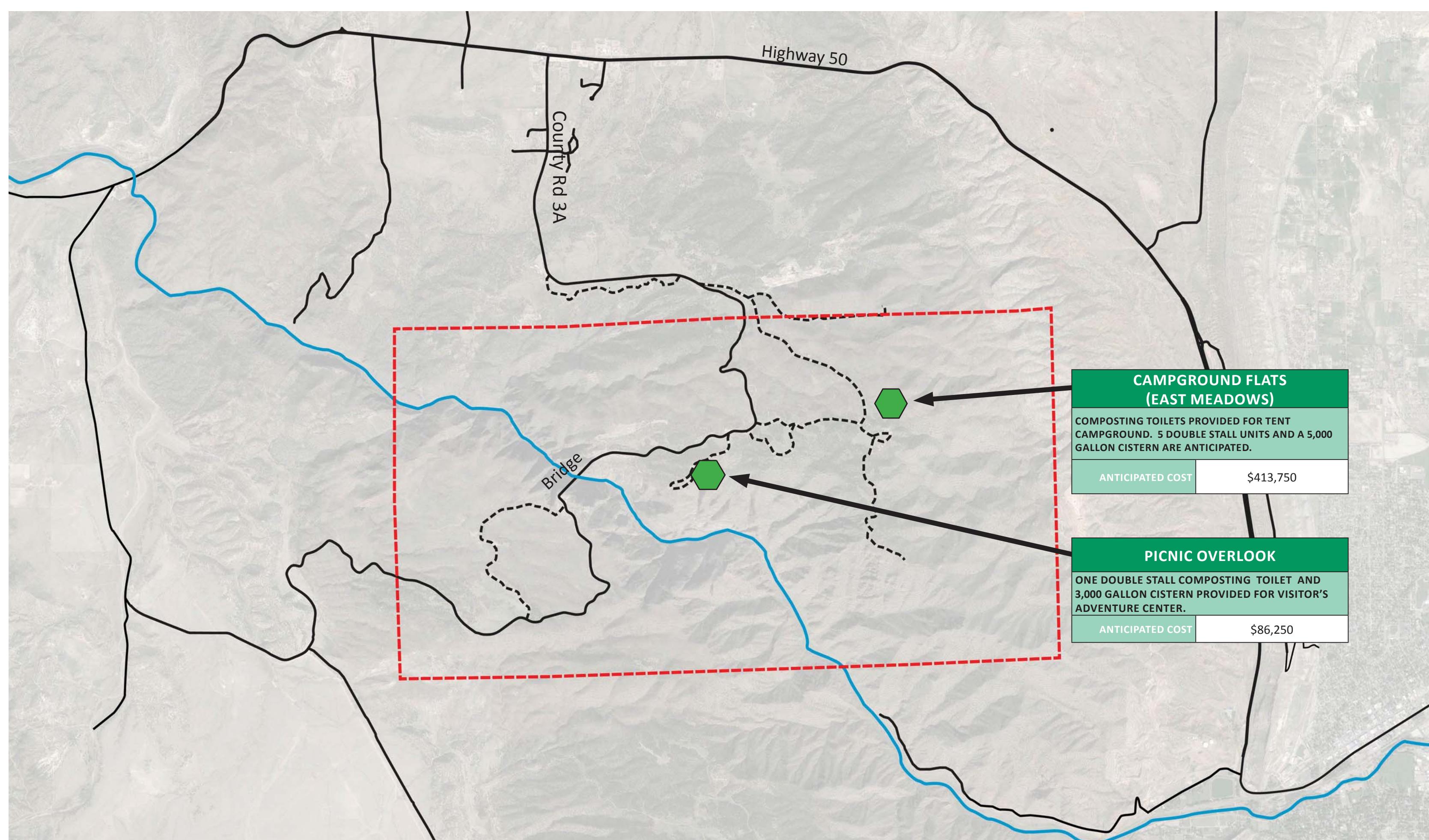
LODGE HOTEL
A lodging experience akin to a National Park. This lodge would be a full-service accommodation for the family with the amenities that will make a stay at the gorge special and make visitors want to stay longer and return the next year. The resort will blend in and be sensitive with the terrain.

Possible Program Elements:
45-50 keys guest rooms
20 cabins
Restaurant
Meeting Rooms, Guest Services, Camping



RIM TRAIL
The connective spine of the entire park. The Rim Trail acts as the public access and frontage of the dramatic gorge experience. The trail will range from paved to rustic and steep, but will tie together the park's many uses and attractions.

Possible Program Elements:
Paved and accessible trail
Rustic trail towards Fremont Peak
View areas and picnic sites
Interpretive signage
Connections to most park uses



GROWTH STAGE 1A - RECREATION AND SOFT PROGRAMMING

What can you get?

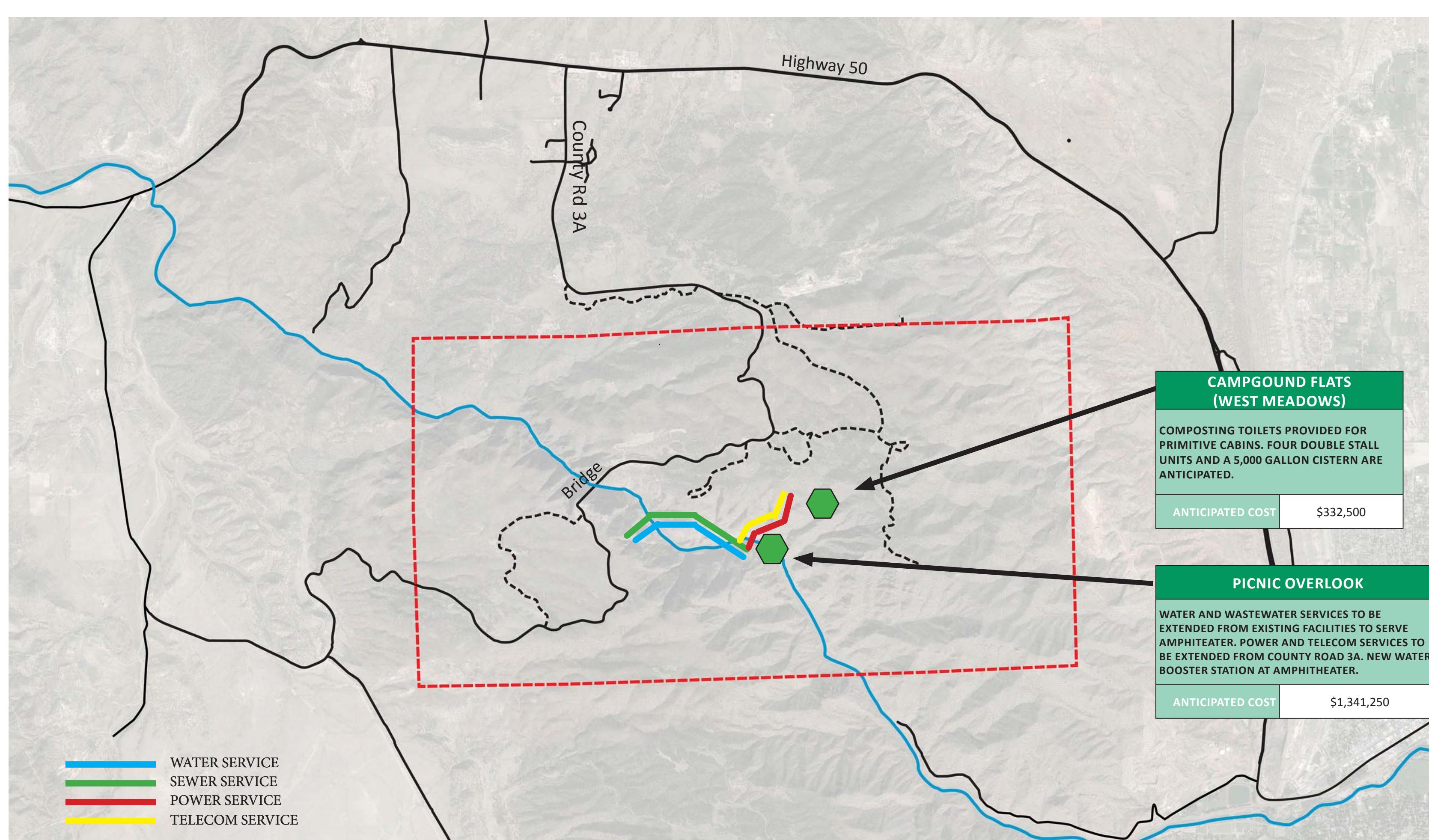
- Gateway Element Signage
- Site Wide Trail Network
- Gorge Rim Trail
- Picnic areas with tables, grills, etc
- Tent Camping (Composting Toilets and cistern) (x 50 sites)
- Primitive Information & Education Kiosk
- Primitive Restrooms with Composting Toilets

Approximate water demand:

Minimal
(trucked from bridge or other source)

Approximate infrastructure cost:

\$500,000



GROWTH STAGE 1B - GAINING MOMENTUM

What can you get?

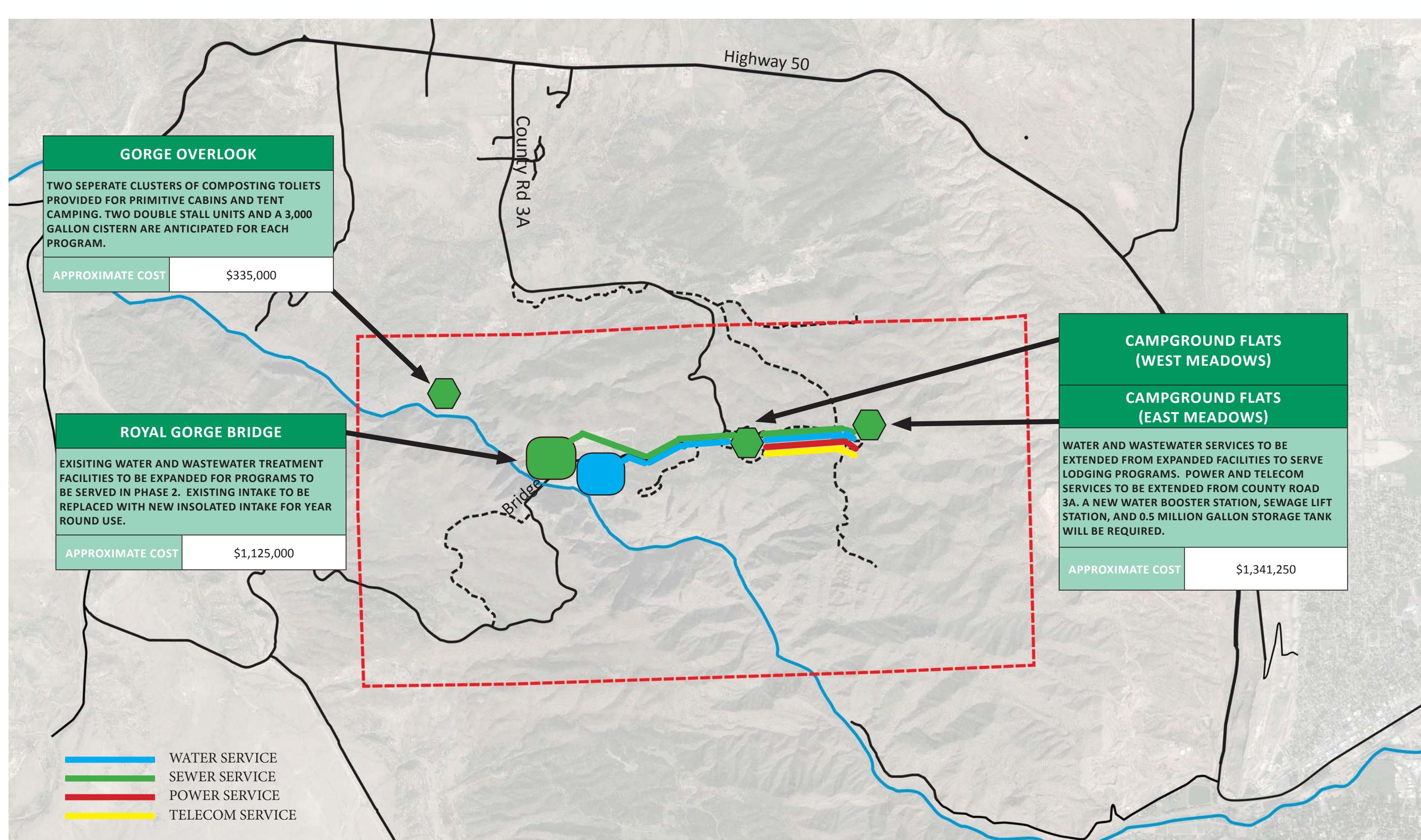
- Cabins with cistern and composting toilets (x 10-20 units at 350 to 700 sf)
- Amphitheater with expanded restroom facilities and Amenities

Approximate water demand:

10,400 GPD

Approximate infrastructure cost:

\$1,673.750



GROWTH STAGE 2 - CLUSTERING USES AROUND INFRASTRUCTURE

What can you get?

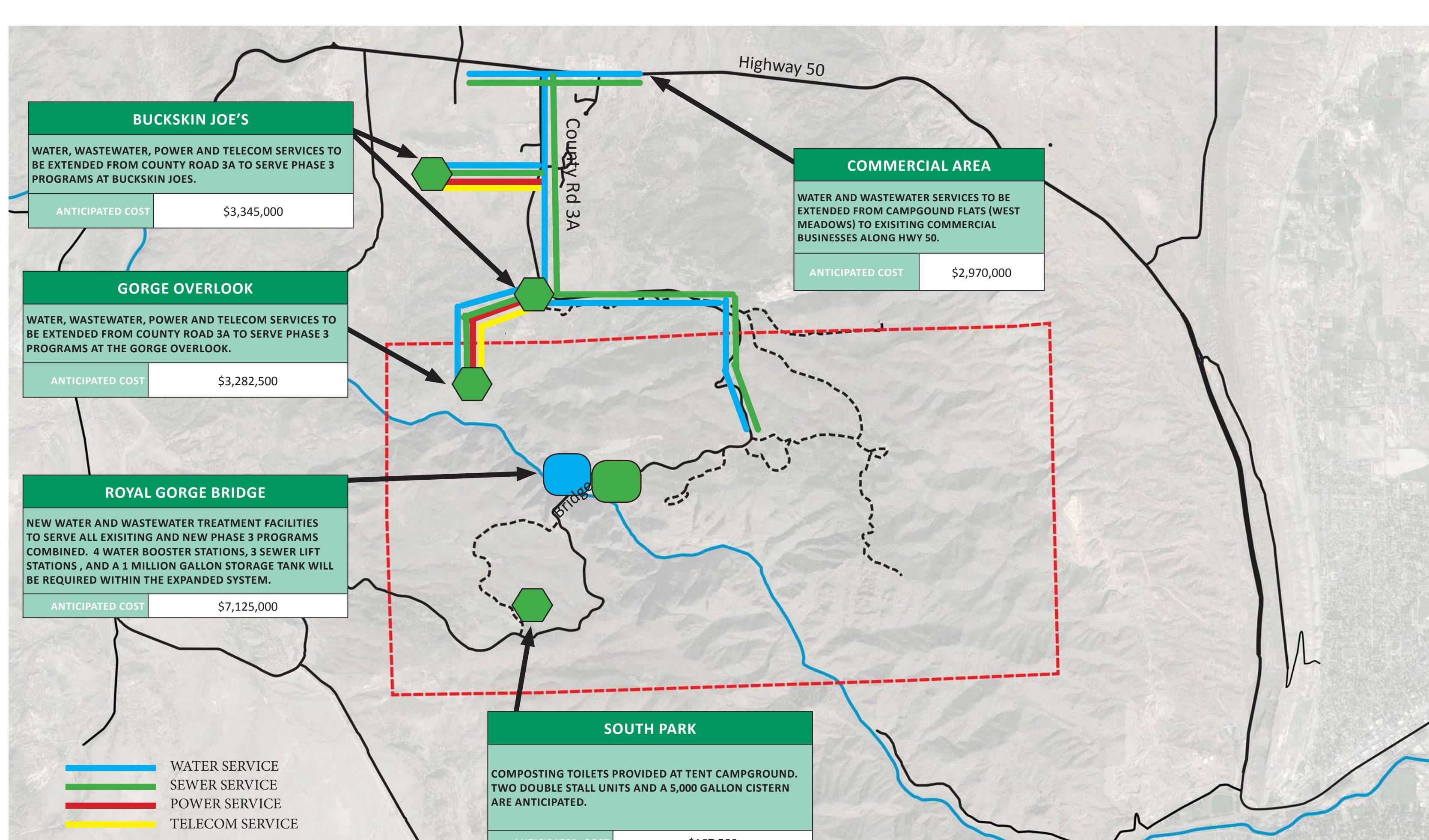
- Gateway Element
- Full Service Visitors/Adventure Center
- Ranger's Residence
- Cabins (x 10-20 units at 350 to 1,000 sf)
- Central Gathering Cabin
- Lodge Hotel Expansion adjacent to Cabins (x 45 keys)
- Restaurant / Meeting rooms / Guest Services
- Parking
- Campgrounds
- Tent Camping with cistern and composting toilets (x 10-20 units at 350 to 1,000 sf)

Approximate water demand:

35,250 GPD

Approximate infrastructure cost:

\$4,812,500



GROWTH STAGE 3 - MAXIMIZING BUCKSKIN JOES

What can you get?

- Tent Camping with Cistern and composting Toilets (x 12 sites)
- Film Production Studio + Commercial Campus
- Stables and Paddock
- RV Resort with Full Hook ups and Full Service Bathroom with showers
- Cabins
- Tent Camping
- Lodge Hotel and cabins with clubhouse, Library, Spa etc (x 45 keys at 450 sf)
- Central gathering cabin and grounds
- Service to Highway 50 Commercial Area Service

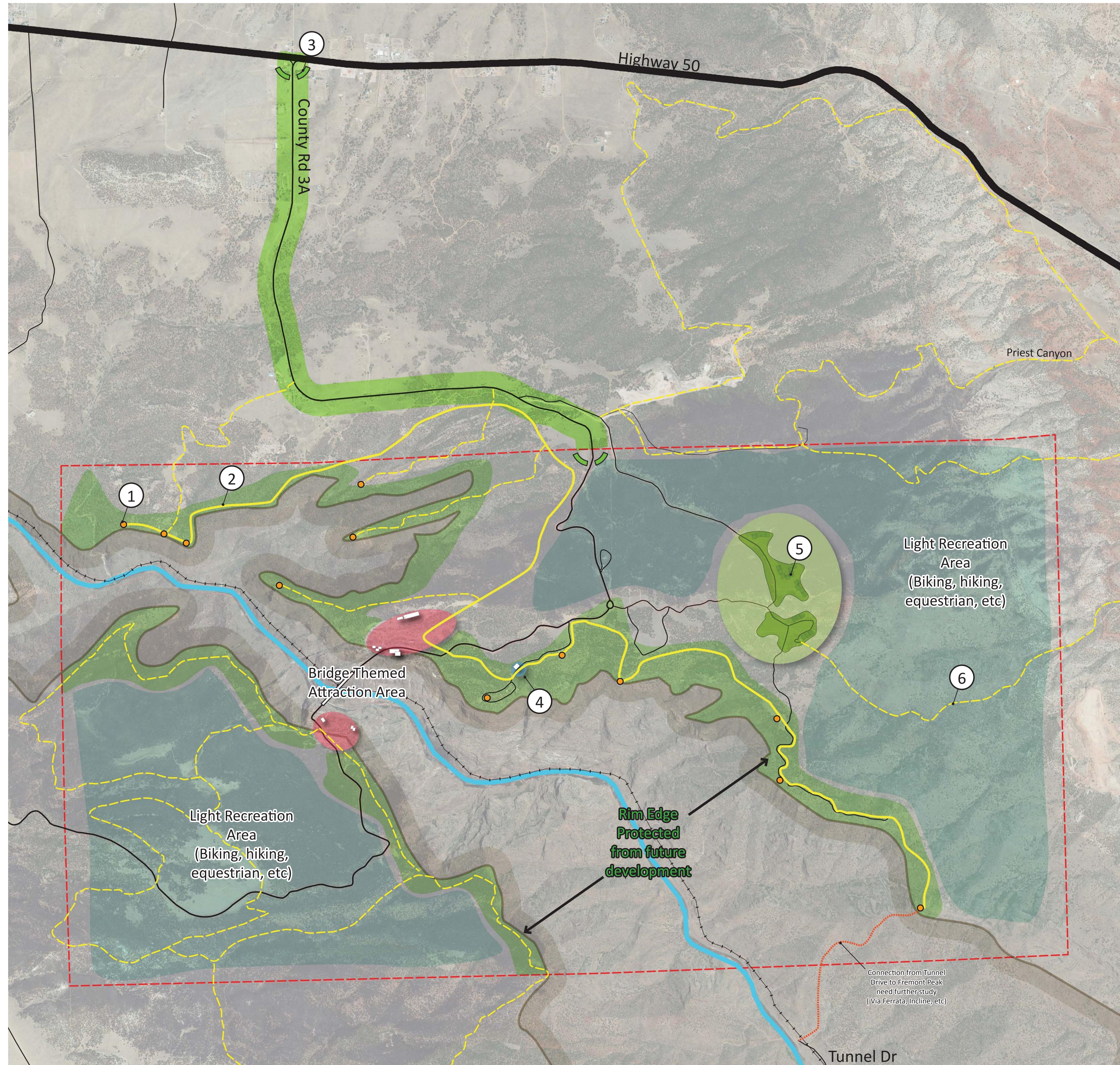
Approximate water demand:

184,340 GPD

Approximate infrastructure cost:

\$16,890,000

GROWTH STAGE 1A - RECREATION AND SOFT PROGRAMMING



Growth Stage 1A Summary

Phase 1A is intended to provide a starting point for the new identity of the park based around recreation and activities that allow visitors to interact with the natural beauty and geography of the area. This phase will require minimal upgrades to road infrastructure and no improvements to water, sewer, or electrical infrastructure. The goal of this phase is to provide an exciting draw for residents and visitors alike to enjoy the park in ways previously unavailable (or unapparent).

① Picnic/Overlook Station

- Approximately 12 Stations located on rim along Rim Trail
- May contain picnic tables, grills, wayfinding and interpretive signage, and scenic overlooks
- Should be located at areas of scenic significance or natural interest
- Signage and architectural features should share a common design language
- Exact locations need further study - points on map indicate basic locations

② Rim Trail

- Connective element lining north rim from Gorge Overlook to Fremont Peak summit
- Trail will have a variety of facility types - from paved walking path at public core of park to primitive hiking/jeep trail at termini
- Follows existing trail segments and jeep roads (towards Fremont Peak) where possible
- Exact alignment needs to be studied in detail

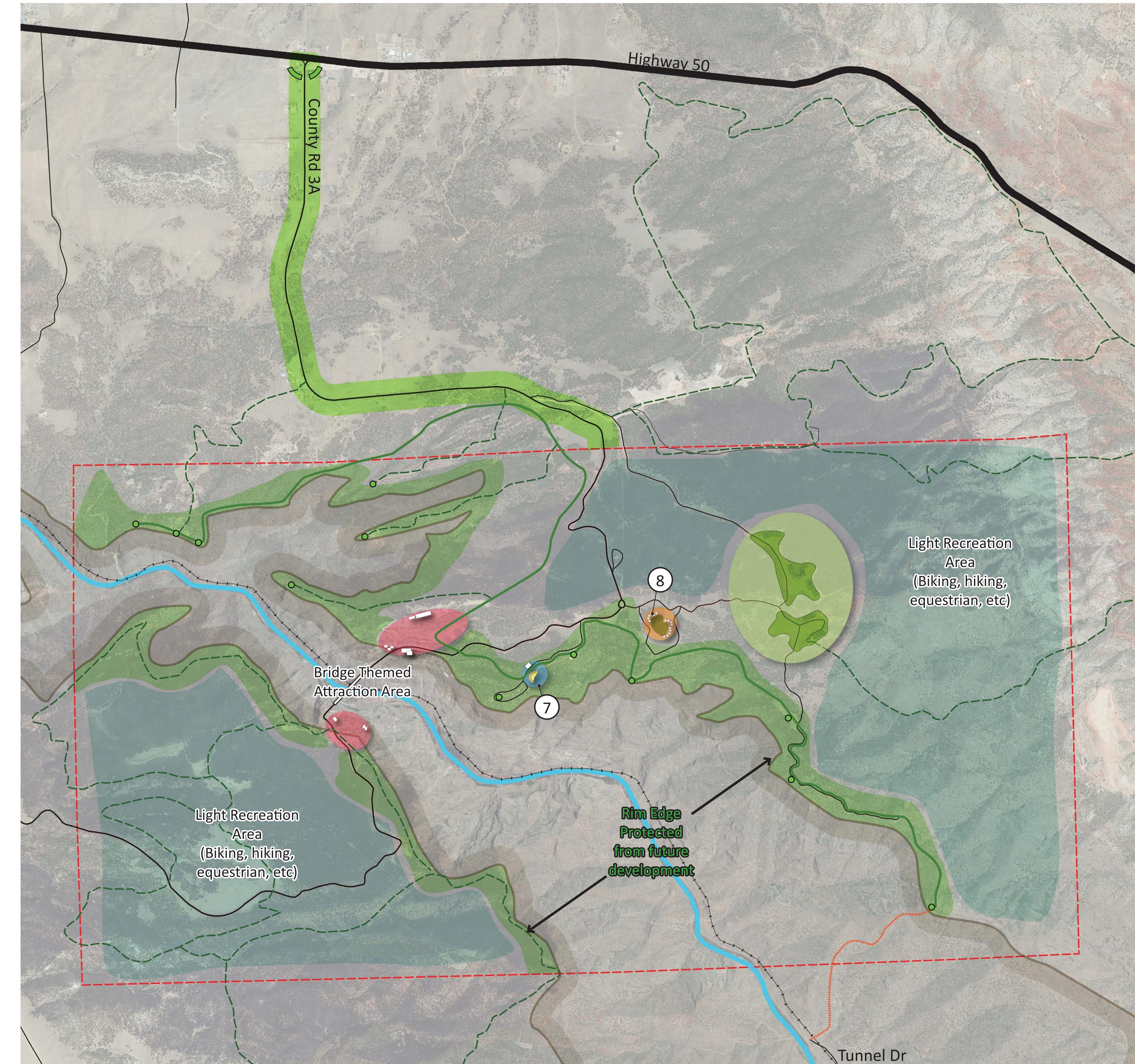
③ Gateway Signage and Protected Corridor

- Gateway signage indicates the arrival into a special place for visitors entering park area
- Signage should ideally be a monument or series of monuments in a National Park style
- The protected corridor should limit billboard signage and improve the entry sequence with landscaping and attention to the natural beauty of the area
- Parking and other disruptive land uses should be located beyond the protected corridor

④ Primitive Adventure Center

- A primitive first phase for an eventual full-service Adventure/Visitor Center (Phase 2)
- Center acts as starting point for hiking, biking, picnicking, and other recreational activities
- Initial stage could be a kiosk or small structure providing maps and other information
- Restroom facilities would not be serviced with water infrastructure (composting)
- The center would be the first step towards creating the public core of the park

GROWTH STAGE 1B - GAINING MOMENTUM



Growth Stage 1B Summary

Phase 1B adds two small but important draws to the park while not requiring substantial infrastructural growth or change. A new amphitheater will provide a regional draw with a variety of acts and artists filling its stage. Lodging cabins will provide the first important step towards an eventual resort within the park. The cabins will begin as primitive with composting toilets and other basic amenities, but will plant a seed for future full-service resort amenities.

⑤ Tent Campgrounds

- Located in the relatively flat and cleared areas north of the rim
- Accessible by existing jeep roads that would require minimal improvement
- An above-ground cistern can store water for various uses
- Campsites could have access to shared composting toilets located centrally
- Exact location of campsites should be studied in greater detail

⑥ Trail Network

- Trail network should build on existing assets within park and connecting external to park
- Trails can take a variety of forms - from primitive singletracks for bikes and hiking to equestrian-oriented facilities and
- Trails should represent a variety of distances and skill levels for all user types
- Exact locations need further study - points on map indicate basic locations

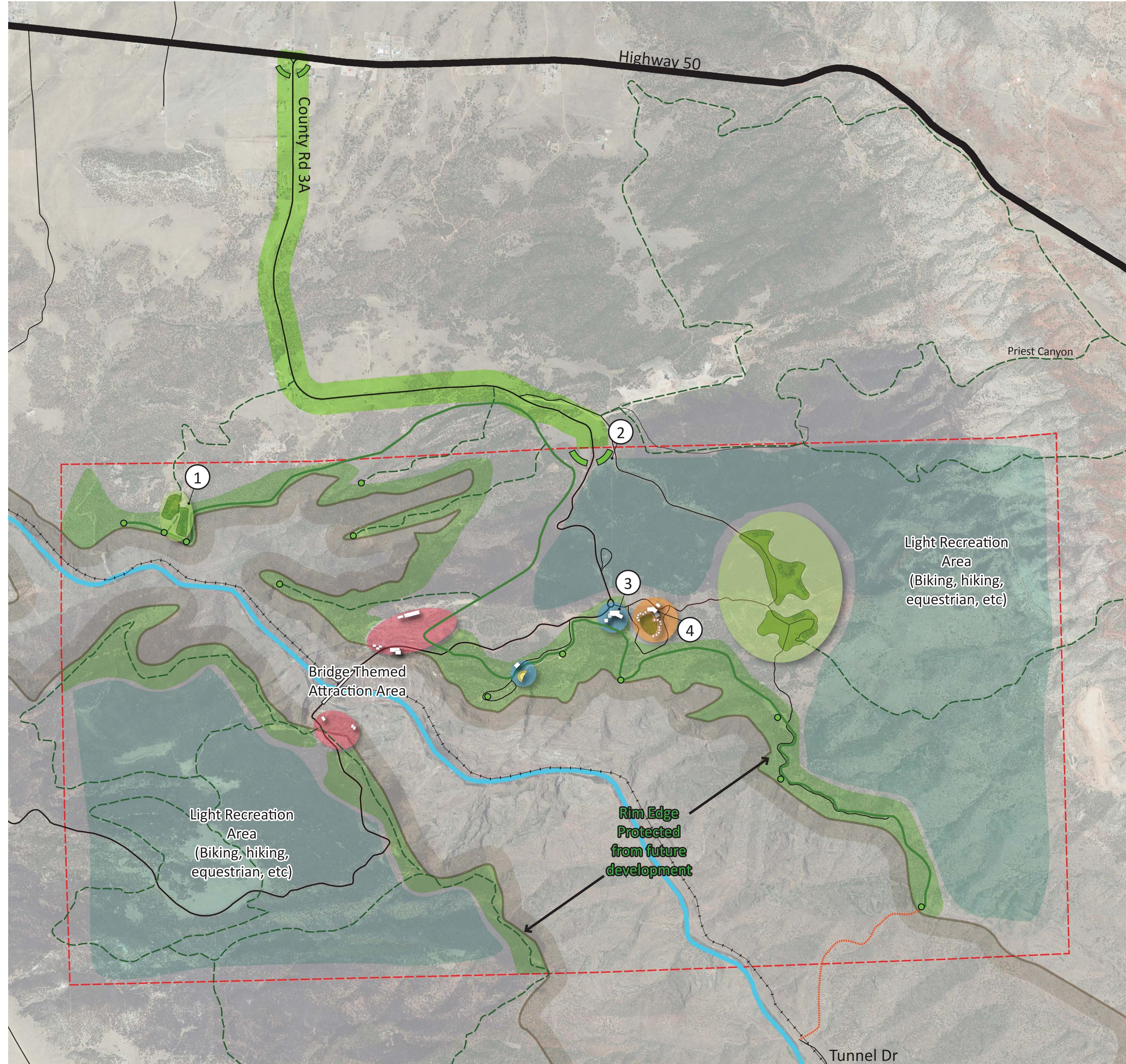
⑦ Amphitheater

- An approximately 2,000 to 2,500 seat amphitheater to attract a variety of event types
- Amphitheater is sited for the best acoustic, scenic, and accessible attributes
- Part of a larger public core which includes picnic sites, rim trail, adventure center, etc
- Expands on primitive Adventure Center area, leaving that use in place
- A market study should be undertaken to better understand the role of this facility

⑧ Primitive Cabins

- Provide starting point for potential future resort but can stand alone
- Sited back from rim of gorge to protect public access
- Located in relatively clear and flat area that can accommodate the structures
- Existing jeep roads provide access to sites with minimal improvement
- Exact locations require further study

GROWTH STAGE 2 - CLUSTERING USES AROUND INFRASTRUCTURE



Growth Stage 2 Summary

Phase 2 represents the first instance of infrastructural expansion though the growth will occur by expanding the existing facilities located at the bridge area. The expansion of these utilities (water, sewer, and electric) will allow for the growth of amenities and activities that would not be possible without them - including a small scale resort and a full-service visitor/adventure center.

① Tent Camping at Gorge Overlook

- Acts as the first expansion of the tent camping program established in Phase 1A
- Opens up the western portion of the park for overnight uses and establishes a basis for future lodging options
- Campsite can be provided with amenities such as composting toilets and cistern
- Exact location of campsites should be studied in greater detail

② Gateway Signage

- Acts as a continuation of the gateway and access signage began in Phase 1A
- Should be located at the beginning of the City owned land to indicate to a visitor that they have entered public land
- Signage and gateway landscape elements should use same design language as previous elements taking cue from natural environment

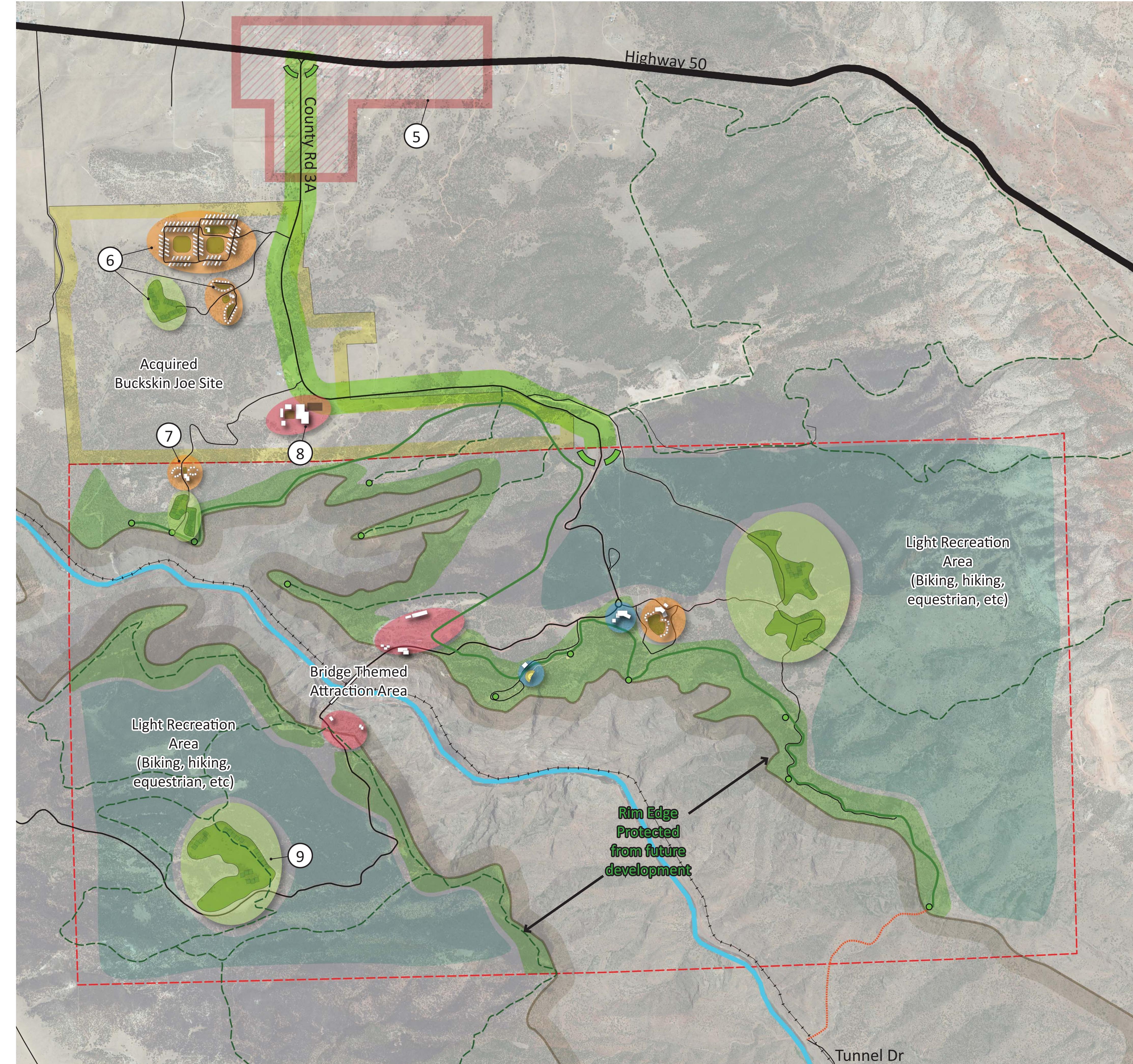
③ Expanded Adventure Center

- Expands the program and amenities of the primitive adventure center facility
- Full-service building with water/sewer/electricity infrastructure provided from existing draw at bridge
- Expanded center may have additional educational opportunities, interpretive messages, exhibits and a residence for an on-site ranger or caretaker for the park

④ Full-Service Resort

- May act as a full service extension of cabins constructed in Phase 1B
- Should be designed as an eco-resort that aims to be delicate on the land
- The size of the facility depends on market trends and developer needs
- Should have amenities that attract a mix of users which may include a conference center, restaurant, non-cabin rooms, and parking

GROWTH STAGE 3 - MAXIMIZING BUCKSKIN JOES



Growth Stage 3 Summary

Phase 3 represents the long-term build out of the park and its surroundings. This phase assumes two large changes could occur: 1) the acquisition of the Buckskin Joes site north of the park and 2) the existing infrastructure at the bridge may be expanded and new treatment facilities may be built beyond the bridge area to service Buckskin Joes and the Highway 50 junction, among others. This phase may provide the City and its investors with a strong return on investment should development occur.

⑤ Highway 50 Commercial Service

- The expansion of water/sewer/electric utilities to this area may be used as a trade-off agreement for business owners to adhere to design standards to create a cohesive place
- Infrastructure may be expanded up County Road 3A from the expanded facilities at the bridge to provide service to this area
- Area could act as a attractive gateway to park area

⑥ Buckskin Joes Development Area

- Site can accommodate a variety of development types and program elements including and RV resort, additional cabins and camping, and potential future residential products
- Utility infrastructure will be required on site including a package plant for water and sewer - connected to water source at bridge
- Siting of elements should respect protected corridor and residents to the west

⑦ Eco-Resort at Gorge Overlook

- Public access to overlook site is made easier with acquisition of Buckskin Joes allowing for additional development through improved infrastructure
- A small place of lodging that follows the eco-resort template of the earlier resort
- May be a partnership with earlier resort or potential hotel downtown
- Smaller facility with a greater amount of privacy than that of the earlier resort site

⑧ Film Production Studio and Commercial Campus

- Film production studio may offer an exciting visitor experience as well as work as a functional film studio - may include theater, educational element, and other facilities
- Film uses can be clustered with other commercial uses such as offices that may provide space for governmental staff or market uses
- Program should be investigated in further detail but uses should be arranged in a campus

⑨ Tent camping

- Tent camping on south park area may compliment established recreational uses
- Requires enhanced access to southern part of the site - either access from south or subsidized bridge crossing
- Camping on southern site should be summation of program development within the south park area

TIMELINE

IMMEDIATE NEED

1-5 YEARS

5-10 YEARS

FUTURE DEVELOPMENT

PLACEMAKING AND BRANDING

INSTALL GATEWAY AND WAYFINDING SIGNAGE	CREATE AND CONNECT TRAIL NETWORK	BUILD RIM TRAIL	BUILD EARLY VISITOR KIOSK/ CENTER	EXPAND EXISTING INFRASTRUCTURE	BUILD FULL-SERVICE VISITOR CENTER	EXPAND EXISTING INFRASTRUCTURE	EXPAND UTILITIES TO HIGHWAY 50 GATEWAY
Creating a comprehensive signage package gives a visitor a clear indication that they have arrived at the Park and that it is a place of significance. Wayfinding helps direct visitors to their desired destination.	The trail network - building on existing facilities - will be a defining characteristic of the park. This trail network should tie in with the work the BLM is undertaking and be studied as a separate scope of work.	The Rim Trail will be the connective piece for the recreational experience within the park. The trail network should have a primitive arrangement on the ascent to Fremont Peak.	The early phase of visitor center could be a simple outdoor kiosk or a small structure without infrastructure such as water. It will act as a repository for Park related information such as trail maps and lodging information. Could have a primitive toilet.	The success of the amphitheater will help build the brand of the park.	The full-service visitor center will act as the starting point for all activities in the area. In addition to trail maps and other information, the center may have interpretive and educational elements and upgraded visitor comfort facilities such as full restrooms as well as a residence for a ranger or caretaker.		Expanded utility infrastructure to the Highway 50 gateway will allow for greater leverage to insist on design standards and guidelines for the business and property owners at this intersection. This will create a better gateway experience. The guidelines should be written to provide a cohesive experience while being flexible.

AMPHITHEATER DEVELOPMENT AND OPERATIONS

UNDERTAKE MARKET STUDY	IDENTIFY OPERATING AND FINANCING PARTNER	RELEASE RFP FOR ACOUSTIC AND DESIGN PROCESS	FINALIZE DESIGN AND BEGIN CONSTRUCTION	ESTABLISH A CALENDAR AND BEGIN HOSTING EVENTS	HOLD EVENTS		
Understanding the user demographic, population user-shed, and the type and size of acts that the amphitheater could attract is critical to the success of the amenity. An independent study should be undertaken to understand the potential of the park as an event attraction.	Pending the market study, a partner or partners should be identified to help with funding the construction of the amphitheater. If such a partner can be found, the operational revenue can be used to secure the cost of construction. Likewise, a partner (possibly the same) should be identified to operate the facility.	Though the site has been selected for amphitheater within the master planning process, this site should be tested for the best arrangement and design, taking into consideration acoustics, facility capacity, and experience.	The site will have to be prepped to receive the amphitheater. This may include blasting rock and tree removal. Construction would likely last between 1 and 2 years.	The operating partner should begin to establish a performance/event schedule and book the amphitheater for one or more seasons at a time. Identifying a strong mix of events and artists will help attract a diverse audience and build a reputation for the facility and park.	Once operating procedure is established, events can be held ongoing.		

BUCKSKIN JOES ACQUISITION AND DEVELOPMENT

CONNECT WITH PROPERTY OWNER			ACQUIRE SITE		CONSTRUCT FILM STUDIO AND COMMERCIAL HUB	DEVELOP CAMPING, RV, AND CABIN USES		DEVELOP RESIDENTIAL COMMUNITY
Reaching out and connecting with the property owner to discuss possibilities for land donation or exchange may open options for the viability of future acquisition. If the land remains unaffordable or unacquirable, other financing options - such as public-private partnership with developers may be explored.			If a deal is able to be made for the purchase of the site, the City should buy it in order to control the quality of development and signage in the near-term. The land may be held for the long-term development potential, providing flexibility in development timeline should someone approach the city with a development concept.		A film studio concept should be explored to bring both a commercial film studio and visitor experience to the site. This user can provide a point of attraction for visitors as well as provide revenue to offset the cost of land acquisition.	The Buckskin Joes area can accommodate a great deal of development, but a variety of lodging and stay options can help attract a greater segment of the tourist pool. An RV resort should be pursued, likely with a development partner. Cabins could be privately operated or controlled by the City.		In the long-term, residential development could be explored for certain areas within the buckskin Joes site. This development will likely follow the other improvements to the park and region and will be subject to market trends. The city may choose to approach developers for the site. Development should be sympathetic to the natural environment.

LODGING AND RESORT DEVELOPMENT

ESTABLISH MANAGEMENT REVENUE AND OPERATION FOR CAMPING	CREATE NEW AND RESTORE EXISTING CAMPGROUNDS	BUILD CABINS AT MEADOW AT PARK		EXPLORE DOWNTOWN RESORT PARTNER	BEGIN EFFORTS TO ATTRACT PARK RESORT		FIND DEDICATED OPERATOR FOR FULL SERVICE RESORT	CONSIDER EXPANDING RESORT OFFERING
It is important to establish the source and method for maintaining and, potentially, booking camping sites within the park.	Existing campgrounds within the park should be restored and managed to attract a wider amount of visitors. Existing campgrounds should be established according to the Master Plan.	Establishing a lodging tradition at the park is crucial in the early stages. Bookable cabins within the park will help attract users beyond those interested in camping.		Resort development within the park is not likely in the near term, but a resort in the downtown core could be a more likely option. This potential resort will act as a high-quality lodging option to attract a wider variety of visitors and allow them to stay longer to explore the park and region.	The downtown resort could act as a strong partner to help develop an eco-resort or other lodging option within the park. Otherwise, resort developers that specialize in national park or eco-type lodging should be approached to better understand what they would require for the site in order to develop (land donation, infrastructure etc).		Once a dedicated operator is located, resort development should begin in the areas identified by the framework plan. A resort may take many different forms, but the final product should be ecologically responsible and blend in with the character of the land.	If the previously developed resort prove to be successful, the City should consider broadening the lodging offerings in terms of price and amenity. For example, if the previous resort offering is an upscale resort near the gorge overlook, a more accessible and affordable option should be explored for the park core. These products could be operated by the same or different operators.

ASSUMPTIONS FOR GROWTH STAGES

Enhanced Gateway Hub/Commercial	Highway 50 Gateway (1)			
---------------------------------	------------------------	--	--	--

GROWTH STAGE 1A - RECREATION AND SOFT PROGRAMMING

PROGRAM ELEMENT	LOCATION	PROGRAM SIZE	WATER DEMAND RATE	EST. WATER DEMAND
Gateway Element Signage	Right of Way	-		
Trail Network	Site Wide Programming	TBD		
Gorge Rim Trail	Along Northern Rim	30,000-40,000 linear ft		
Picnic Areas/Overlooks				
Picnic grounds with tables, grills, etc	Rim Trail (Along Northern Rim)	12 Sites		
Campgrounds				
Tent Camping (Composting Toilets)	Campground Flats (East Meadows)	50 Sites	10 GPD/Site*	500 GPD
5,000 Gallon Above Ground Cistern	Campground Flats (East Meadows)	1 cistern		
Composting Toilets	Campground Flats (East Meadows)	5 double stalls	\$65,000/unit	
Adventure/visitor Center				
Primitive Information & Education Kiosk	Picnic Overlook	1000 sq ft	No Water	
Primitive Restroom Facilities	Picnic Overlook	Full service	No Water	
Composting Toilets	Picnic Overlook	1 double stall	\$65,000/unit	
3,000 Gallon Above Ground Cistern	Picnic Overlook	1 cistern	-	

GROWTH STAGE 1B - GAINING MOMENTUM

PROGRAM ELEMENT	LOCATION	PROGRAM SIZE	WATER DEMAND RATE	EST. WATER DEMAND
Cabins				
Primitive Cabins - Up to 4 people/cabin	Campground Flats (West Meadows)	10 to 20 units	20 GPD/Key	400 GPD
5,000 Gallon Above Ground Cistern	Campground Flats (West Meadows)	1 cistern	-	
Composting Toilets	Campground Flats (West Meadows)	4 double stalls	\$65,000/unit	
Amphitheater				
Expanded restroom and Amenities	Picnic Overlook	2,000 sf/2 restrooms	5 GPD/Seat*	
Amphitheater	Picnic Overlook	2,000 Seats	-	10,000 GPD

GROWTH STAGE 2 - CLUSTERING USES AROUND EXTENDED/EXPANDED INFRASTRUCTURE

PROGRAM ELEMENT	LOCATION	PROGRAM SIZE	WATER DEMAND RATE	EST. WATER DEMAND
Gateway Element	North Park			
Visitors Center - Up to 4,500 VPD	Campground Flats (West Meadows)	5,000 sf	3 GPD/Visitor	13,500 GPD
Ranger's Residence	Campground Flats (West Meadows)	1,000 sf	400 GPD/Unit^	400 GPD
Lodging				
Cabins - Up to 4 people/cabin	Campground Flats (West Meadows)	10 units	200 GPD/Key***	2,000 GPD
Central Gathering Cabin	Campground Flats (West Meadows)	2,000 sf	0.6 GPD/SF**	1,200 GPD
Primitive Cabins - Up to 4 people/cabin	Gorge Overlook (In-Park Meadow)	8 units	20 GPD/Key	160 GPD
3,000 Gallon Above Ground Cistern	Gorge Overlook (In-Park Meadow)	1 cistern	-	
Composting Toilets	Gorge Overlook (In-Park Meadow)	2 double stall	\$65,000/unit	
Cabins - Up to 4 people/cabin	Campground Flats	12 units	200 GPD/Key***	2,400 GPD
Lodge Hotel Expansion at Cabins				
Restaurant	Campground Flats (West Meadows)	2,500 sq ft	3 GPD/SF^	7,500 GPD
Guest Rooms - includes bunk room, private rooms	Campground Flats (West Meadows)	45 Keys	160 GPD/Key***	7,200 GPD
Meeting rooms	Campground Flats (West Meadows)	1,000 sf	0.6 GPD/SF**	600 GPD
Guest Services/ Camping HQ/ Vis. Ctr	Campground Flats (West Meadows)	1,500 sf	0.3 GPD/SF	450 GPD
Parking	Campground Flats (West Meadows)	100 spaces	-	
Campgrounds				
Tent Camping	Gorge Overlook (Towards Rim)	12 Sites	10 GPD/Site*	120 GPD
3,000 Gallon Above Ground Cistern	Gorge Overlook (Towards Rim)	1 cistern	-	
Composting Toilets	Gorge Overlook (Towards Rim)	2 double stall	\$65,000/unit	
GROWTH STAGE 2 TOTAL DEMAND (NOT INCLUDED TRUCKED WATER)				35,250 GPD

GROWTH STAGE 3 - MAXIMIZING BUCKSKIN JOES

PROGRAM ELEMENT	LOCATION	PROGRAM SIZE	WATER DEMAND RATE	EST. WATER DEMAND
Campgrounds				
Tent Camping	South Park	12 Sites	10 GPD/Site*	120 GPD
3,000 Gallon Above Ground Cistern	South Park	1 cistern	-	
Composting Toilets	South Park	2 double stalls	\$65,000/unit	
Film Production Studio + Commercial Campus	Buckskin Joes	40,000 sf	0.6 GPD/SF**	24,000 GPD
Stables				
Paddock	Buckskin Joes	2 Acres / 4,000 sq ft	400 GPD	400 GPD
Stables	Buckskin Joes	12 horse stalls	15 GPD/Stall***	180 GPD
RV Resort				
Full Hook ups	Buckskin Joes	120 pads	90 GPD/Pad*	10,800 GPD
Full Service Bathroom w showers	Buckskin Joes	120 Pads	150 GPD/Pad*	18,000 GPD
Cabins - Up to 8 people/cabin	Buckskin Joes	25 Units	400 GPD/Key***	10,000 GPD
Tent Camping	Buckskin Joes	16 sites	10 GPD/Key	160 GPD
Clubhouse and Pool	Buckskin Joes	7,000 sq ft	3 GPD/SF^	21,000 GPD
Dumping Station	Buckskin Joes		\$50,000	
Lodge Hotel and Cabins				
Restaurant	Gorge Overlook (In-Park Meadow)	2,000 sq ft	3 GPD/SF^	6,000 GPD
Meeting room	Gorge Overlook (In-Park Meadow)	1,000 sq ft	0.6 GPD/SF**	600 GPD
Guest Services	Gorge Overlook (In-Park Meadow)	1,000 sf	0.3 GPD/SF^	300 GPD
Library	Gorge Overlook (In-Park Meadow)	500 sf	0.6 GPD/SF**	300 GPD
Spa	Gorge Overlook (In-Park Meadow)	2,000 sf	1 GPD/SF**	2,000 GPD
Cabins - Up to 8 people/cabin	Gorge Overlook (In-Park Meadow)	20 cabins	400 GPD/Key***	8,000 GPD
Central gathering cabin and grounds	Gorge Overlook (In-Park Meadow)	2000 sq ft	0.6 GPD/SF**	1,200 GPD
Guest rooms - 450 sf, 30-45 keys	Gorge Overlook (In-Park Meadow)	40 units	160 GPD/Key***	6,400 GPD
Commercial Area Service			75,000 GPD	
GROWTH STAGE 3 TOTAL DEMAND (NOT INCLUDING TRUCKED WATER)				184,340 GPD

Notes:

* USDA Forest Service Technology & Development Program (<http://www.fs.fed.us/t-d/pubs/htmlpubs/htm07732326/>)

** City & County of Denver Department of Public Works

*** wiki.waterrmissions.org

^ Town of Castle Rock Water System Design Criteria Manual

! 25 GPD/key added for restaurant to be included

& epa.ohio.gov