

Fairfax County Park Authority

Laurel Hill Sportsplex Concept Plan and Feasibility Report

Final Draft

June 2008



BRAILSFORD & DUNLAVEY

In the summer of 2007, Public Financial Management inc. (“PFM”) and Brailsford & Dunlavey (“B&D”) were retained by the Fairfax County Park Authority (“FCPA”) to evaluate a proposal submitted to FCPA by the Laurel Hill Sports Foundation, a 501(c) public foundation, to redevelop a portion of the former Lorton Prison into a Sportsplex. The evaluation concluded that while there was a clear need for such an asset in Fairfax County, as structured, the project was not financially feasible.

PFM and B&D were subsequently commissioned, along with EDAW Inc. (“EDAW”) and Vanasse Hangen Brustlin Inc. (“VHB”), in the fall of 2007 to develop this plan for a Sportsplex that addressed the following questions:

- To what extent is a Sportsplex an essential asset for advancing FCPA’s mission and to eliminate a portion of the facility deficits identified in a recently completed needs assessment?
- What types and quantities of facilities should be provided?
- What is the probable cost of developing a Sportsplex of appropriate scope and quality?
- Within the financial parameters associated with various ownership and financial structures, what range of facilities could be developed?
- To what extent can public / private partnerships be utilized to deliver all or parts of a Sportsplex?

This plan is not intended to be rigidly prescriptive with respect to implementing a particular solution. It is intended to be a guide for a series of recreational sports facilities to be delivered over time. As such, refinements to this plan should be expected to respond to the requirements of various public or private entities that might participate in the proposed initiative as well as to account for market, fiscal and policy priorities that naturally evolve over a period of years.

PFM, the leading independent municipal financial and investment advisory in the United States acts as Fairfax County’s financial advisor. Their portfolio includes advising clients nationwide on the financing of recreation activities, as well as public / private partnerships. Brailsford & Dunlavey is a facility planning and program management firm specializing in quality of life facilities including recreation, sports, housing and unions. Founded in 1993, the firm has completed over 45 community recreation. B&D’s approach to facility planning integrates market research, financial analysis and programming into a single comprehensive process to minimize risk and consistently maintain a focus on mission as the overriding determinant of project priorities. EDAW is a multi-disciplinary firm including landscape architects, planners, environmental planners and economists. EDAW has been actively engaged in a wide range of design, planning and environmental project across the region for over 30 years and has been working in Fairfax County since the early 1980s. EDAW’s work on Laurel Hill has included Master Planning for the overall Laurel Hill complex as well as preparing the General Management Plan for Laurel Hill Park. VHB regularly serves municipal and county governments, providing expertise in master planning, land-use management, roadway and street engineering, transportation planning, environmental services, asset management, and much more.

PREFACE

The team would like to give special thanks to the Park Authority staff and Athletic Council members involved in this study for their guidance throughout the process. A full list of these members is included below.

Throughout the process, the team coordinated efforts with and reported to a committee comprised of the following individuals:

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B&D would also like to thank the staff of Community and Recreation Services for providing additional information.



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INTRODUCTION

In September of 2007, Fairfax County Park Authority (“FCPA”) engaged Public Financial Management, Brailsford & Dunlavey, EDAW Inc. and Vanasse Hangen Brustlin Inc. to complete a comprehensive analysis and produce the most advantageous development plan for a Sportsplex at Laurel Hill Park. The Fairfax County Park Authority Board (“PAB”) wanted to make decisions about scope and composition of the project based upon reliable data about how many people would use the Sportsplex, where they would come from, what had to be built to attract them and how much they were willing to pay. Additionally, the PAB wanted to know how much the project should cost, and whether the project’s economics were sufficient to attract private capital and management to build and operate the complex.

WORK PLAN

The following tasks comprised the planning team’s scope of work:

- Strategic Asset Value Analysis
- Market Analysis
- Sponsorship Opportunities
- Benchmarking
- Site Analysis and Program Reconciliation
- Debt Capacity Analysis
- Implementation Plan

STRATEGIC ASSET VALUE

Revenue-generating projects are often shaped to maximize the financial value of the asset being created. For publicly sponsored projects where the objective is to promote the public welfare, the mission and values of the organization and community must act as a strong hand in shaping the project. The Park Authority’s mission calls for a community asset that offers the greatest possible benefit to all residents of the County. Working with the PAB, strategic objectives were established for the project to use as a guide throughout the planning process. The following were identified as project objectives:

- Program a multi-sport complex that includes indoor and outdoor facilities where organized youth team sports are given priority over pick-up activities and where programming is not primarily the responsibility of the Park Authority.
- Design and construct facilities of a quality to reflect the high standards for which the County is known and also minimizes long-term maintenance and operating costs.
- Develop a facility that accommodates a diversity of activities that broadly reflect the interests of the County.
- Create an operating paradigm that focuses on revenue generation to support an operating budget sufficient to deliver a high level of service and support rigorous

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maintenance standards.

- Utilize a pricing strategy based on “market rates” that reflects the value of what is being provided to the community but does not become a barrier to participation for segments of the County’s population.

DEVELOPMENT PROGRAM

The focus of this initiative is to respond to pent-up demand that can be documented and reliably projected to yield patron flows that generate stable revenues almost immediately. There is sufficient demand to nearly saturate the quantity of facilities that could be built on the two sites at Laurel Hill Park that are the subject of this plan. Demand modeling analysis was based on sport, level of competition, activity type, age group, market radius and existing opportunities for facility use based on activity.

The development scenario that accommodates all 14 sports for which demand is projected is termed the “Full Build Model” and is comprised of the following facilities:

Youth Correction Facility (YCF) Site

- 13 Outdoor Synthetic Turf Lighted Rectangular Fields
- 1 Outdoor Championship Synthetic Turf Lighted Rectangular Field
- 8 Indoor Wood Courts
- 3 Indoor Synthetic Turf Rectangular Fields
- 1 Indoor Synthetic Surface Rectangular Field
- 1 Indoor 6 lane, 200m Track
- Concessions, Restrooms & Support Spaces



Heritage Recreation Site

- 5 Outdoor Synthetic Turf Lighted Diamond Fields (65' Infield)
- 3 Outdoor Synthetic Turf Lighted Diamond Fields (90' Infield)
- Concessions, Restrooms & Support Spaces



FINANCIAL FEASIBILITY

The Full Build Model is projected to require a total project budget of approximately \$143 million in 2011 dollars. While demand is very strong, revenues would only support approximately \$23 million in debt after covering all operating costs, even assuming publicly backed financing to obtain the lowest cost of debt. A private entity, subject to higher interest rates and more restrictive underwriting criteria, clearly would not be able to develop the Sportsplex as an independent initiative. The Full Build Model would require a capital development subsidy of approximately \$120 million, which is beyond the limits of the Park Authority's near-term funding capacity. A phasing strategy opportunity could be pursued two ways; slower as finances are available, which would raise the overall cost due to inflation, or accelerated to lower interest costs of the project overall.

IMPLEMENTATION PLAN

During the financial analysis phase of the planning process, a series of scenarios were tested to determine if a project configuration could be created that could operate on a stand-alone basis without a public subsidy; no such configurations were found. The project was broken down into smaller components that could be developed independently and not constrain the full capacity of the site. A suitable first phase is 9 rectangular fields at YCF. Cost for the 9 rectangles is \$40

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million, requiring a capital development subsidy of approximately \$20 million.

Details of each phase are as follows:

Phase I

YCF Site

- 8 Outdoor Synthetic Turf Lighted Rectangular Fields
- 1 Outdoor Championship Synthetic Turf Lighted Rectangular Field
- Concessions, Restrooms & Support Spaces
- Infrastructure Development

Phase II

Heritage Site

- 5 Outdoor Synthetic Turf Lighted Diamond Fields (65' Infield)
- 3 Outdoor Synthetic Turf Lighted Diamond Fields (90' Infield)
- Concessions, Restrooms & Support Spaces
- Infrastructure Development

YCF Site

- Solicit private partners for development of indoor facility
- Indoor track built as a separate publicly funded project

Phase III

YCF Site

- Incrementally complete Full Build Model as funding permits (5 additional Synthetic Turf Lighted rectangular fields)

Opportunities for private involvement may emerge from the implementation of phased development if a proportionate share of the required site infrastructure is not passed on to, or recovered from, the private partner. For example, an indoor facility similar to the Dulles or Rockville sportsplexes could be built as a pad site development on a low-cost, long-term lease basis.

ADDITIONAL CONSIDERATIONS

The need for a sport facility complex is established by both the Needs Assessment and the more site-specific analysis completed as part of this planning process. While the investment requirements of undertaking such an initiative in a conventional process are daunting, postponing the development only makes the feasibility equation more imbalanced over time as capital costs will rise faster than achievable revenues. The planning team strongly encourages the Park Authority to engage the broader community and the Board of Supervisors in a discussion of the benefits of developing a Sportsplex at Laurel Hill at the earliest possible date.

In a broader discussion of the project, it would be appropriate to consider the economic benefits



derived from the spending on hotels, food, rental cars and miscellaneous retail that is associated with tournament activity. Such a project would serve to make Fairfax County even more attractive as a place for businesses and families to locate, which would help the County maintain a stable and growing tax base.

NEXT STEPS

This plan serves as a guide to develop the outdoor and indoor facilities that Fairfax County needs at Laurel Hill to serve the growing community in that part of the County. The next steps involve determining the best method to develop and finance this project including the possibility of establishing public / private partnerships to fund the initiative. Possible next steps include:

- Publicly vet the plan to confirm public support.
- Continue discussions with the Fairfax County Public Schools, the Economic Development Authority (EDA), and others to look at additional sources of funds and financing opportunities.
- Look for opportunities to gain assistance with infrastructure, funding and project advancement through other public and private sources (e.g. VDOT, Fairfax County, Private developers, User groups, etc.)
- Fund and build infrastructure in the immediate future to place mark the YCF and Heritage sites for Sportsplex development and encourage alternate sources of funding for the recreation facility development.

STRATEGIC ASSET VALUE ANALYSIS

Objective

Nationwide, communities are realizing the critical role that recreation facilities play in the enhancement of resident life. In many regions of the country, recreational sports centers and related facilities are used as strategic assets. In order to help achieve goals and address priorities related to resident recruitment and retention, recreational centers and related facilities can develop a comprehensive community that raises and maintains resident satisfaction.

Recreational sports facilities assist in enhancing resident life. Although many factors impact the Authority's ability to meet institutional goals, the following report provides evidence that carefully planned recreation and other "quality of life" facilities are important components of the overall strategy. As a result, B&D identified The Fairfax County Park Authority's strategic goals with the Sportsplex Working Group and reviewed the Balanced Scorecard Strategic Plan ("Plan") and unique missions, as well as the existing recreation facilities to fully realize these objectives.

Methodology

It is unlikely that the project will move forward without FCPA's direct support and involvement. Therefore, FCPA needs to determine the strategic importance of the potential uses for space and the value of locating such uses at Laurel Hill. B&D uses a process called Strategic Asset Value analysis ("SAV") to shape planning initiatives programmatically and to help place the initiative in the appropriate priority order within the context of the institution's overarching strategic plan and resource allocation priorities. SAV analysis is primarily used for quality-of-life projects which include student housing, workforce housing, recreation, athletics, campus unions, and campus edge developments. As a community recreation development, SAV can be used to evaluate the Laurel Hill Sportsplex project.

SAV places projects in the context of an authority's mission and values by determining the extent to which a project can enhance community outcomes, support resident retention and help build and maintain a sense of community. For each of these categories a number of subordinate outcomes are evaluated. The evaluation considers the extent to which achieving an outcome is mission centric and gauges the extent to which the authority's current assets provide the targeted outcomes. Then the gaps are measured. The gap analysis is then crafted into an SAV story that frames the initiative in question within four chapters. The Sportsplex Development SAV story chapters address:

- Priority Order of Facilities and Project Concept
- Architectural and Construction Quality
- Target Markets and Geographic Distribution
- Operating Paradigm and Financial Performance

STRATEGIC ASSET VALUE ANALYSIS

Gap Analysis – The SAV Worksheet

The SAV Worksheet that B&D developed is attached as **Appendix A** for reference. The worksheet is organized by the three outcome categories plus a fourth for financial performance requirements. Within each category, a series of subordinate outcomes are listed down the left side of the page. The middle columns are numbered zero through ten for grading the targeted SAV aspiration and the value of the existing assets or conditions. A red **X** is used to score the existing conditions and a blue **O** is used to score the targeted aspiration. Along the far right side of the page are notes defining a zero score and a full ten score. Zero is not necessarily considered worse than a ten but, more appropriately, is simply the other end of the spectrum philosophically.

Strategic Objectives By Category	0	1	2	3	4	5	6	7	8	9	10
	Enhance Citizen Quality of Life a. Passive Recreation & Leisure					X				O	

A detailed SAV matrix can be found in Exhibit A.

In scoring the worksheet, the following process rules should be followed:

- Consider objectives independently. There is no need to consider the relative value of each outcome as it informs a separate aspect of the SAV story.
- It is important to remember that the SAV is not used to predict preferences or behaviors. For example, it could be determined that a Sportsplex is an important asset to the community.
- Do not be encumbered by current practices or conditions. The perspective that should be maintained throughout this exercise is one of envisioning the future and not simply repeating the past.
- Do not be encumbered by perceived affordability because in the long run anything can be afforded if the investment is appropriately planned. Aspiration is the theme of the exercise, and compromising standards is not part of the process.
- Adopt a regent’s global perspective, which means that perspective must be broad, balanced, and focused on the Authority’s overarching mission and not on personal agendas or preferences.

Many of the aspirations were scored high (between seven and ten on the ten-point scale) reflecting the Authority’s generally high level of ambition. The SAV story below presents a synthesis of the analysis:



STRATEGIC ASSET VALUE ANALYSIS

Summary of Findings

B&D assembled the outcomes of the strategic value asset into the SAV story comprised of four parts: the priority order of facilities and project concept, architectural and construction quality, target markets and geographic distribution, and the operating paradigm and financial performance.

Priority Order of Facilities and Project Concept

- The FCPA's priority is for a multi-sport complex focused on indoor and outdoor team sports.
- Allocation should be given based on levels of participation.
- Flexibility to accommodate a broad menu of sports at more modest capacities is a high priority.
- Because a tournament-friendly venue with clustered facilities does not exist in the County, need is acute.

Architectural and Construction Quality

- Design quality should reflect the nationally respected stature of Fairfax County and the Park Authority.
- Construction quality should be driven by the desire to minimize long-term maintenance and operating costs.
- The ability to use physical assets as economic development collateral is an emerging FCPA objective.

Target Markets and Geographic Distribution

- Accommodating youth sports is primary.
- Adult sports are also important.
- The user profile should reflect county demographics.

Operating Paradigm and Financial Performance

- Generating revenue to support the enterprise is a high priority.
- User fees should be market based.
- Private partnerships are welcome and encouraged, but should be customized to the standards of the FCPA Board.
- Operating budgets should be set to support high services and facility maintenance levels.

STRATEGIC ASSET VALUE ANALYSIS

Detailed Findings

Enhance Citizen Quality of Life

In terms of passive recreation and leisure, FCPA strives to find a balance between passive and active recreation, rather than be everything to everyone. FCPA's Needs Assessment also assumes that in delivering "essential governmental services," FCPA will not serve as the sole provider in any one function. The goal in terms of depth of community interest is at the 70% service level. It was determined in the Needs Assessment that the current level of service is 50%. In regard to breadth of services, the Plan calls for FCPA to broadly respond to the evolving interests of Fairfax County's citizens. Although over 1,000 programs are currently offered, the capacity falls short of the targeted services level.

In terms of character development for youth, FCPA is strongly committed to supporting youth sports on the basis of the developmental outcomes that are achieved; however, its role is to provide and maintain the facilities required to facilitate the programming that is primarily provided by others.

Recruitment and Retention

Recruitment and retention of employers and families as support of the economic development of the County has never been part of FCPA's charge, although FCPA's quality facilities and programs are often used as recruitment collateral by those recruiting companies to the area. Fairfax has been ranked one of the best parks and recreation units in the U.S.

Community Building

Common social experience and community engagement is important to FCPA. The Plan calls for more large, flexible venues to meet the broad interests of the County's citizens through events. The FCPA currently has very limited capacity to support these types of events.

In the degree of equitable access desired, FCPA is comfortable with value-based pricing and does not take an aggressive position with respect to ensuring that the cost of programs and services is sufficiently low for all citizens to afford all services. Affordability is approached on a targeted basis, and the gap between what is done and what should be done is considered minimal.

The Plan places a strong emphasis on Park Authority patrons being demographically representative of the County as a whole. Recent initiatives and outreach efforts have caused the gap in this area to close significantly, but higher participant diversity and balance is still a goal.



STRATEGIC ASSET VALUE ANALYSIS

Financial Performance

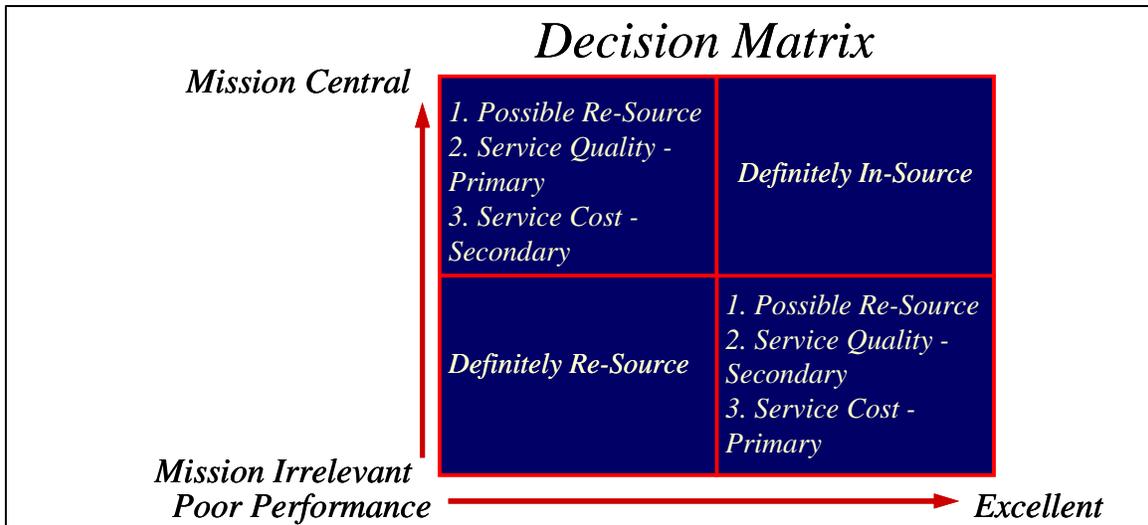
Due to commitments to increase and sustain service levels across all program areas, revenue generation is an extraordinarily high priority; however, commercialization that compromises or undermines the Park Authority's mission will be avoided.

Delivering high-quality service and providing well-maintained facilities is of paramount importance. Historically, the Authority has operated in a highly efficient and cost-effective manner, and the Authority is committed to securing the resources required to meet its standards, but is not comfortable being overly reliant on raising fees in regard to budget vs. quality reconciliation.

In terms of risk tolerance, FCPA maintains an aggressive posture with respect to meeting the needs of Fairfax County's citizens. As an independent authority, the FCPA has limited capacity to absorb operating deficits that result from unrealized revenue projections or unanticipated cost increases.

Generation of direct and indirect tax revenues has not been identified as a goal for FCPA, but this could become the basis for future partnerships.

Direct FCPA programming will be targeted toward introductory or developmental programs that prepare participants for more rigorous levels of competition. These programs are mission central and could be performed well internally because highly skilled staff or special facilities are not required.



FOCUS GROUP SUMMARY

Objective

Focus group interviews are an important part of a comprehensive market analysis program. Rather than yielding quantifiable data that can be extrapolated to predict patron flows or product sales, focus groups yield reliable information about what people care about, why they care about it and how strongly they are motivated to take a given action. Accordingly, focus groups can be used to help develop a concept or to refine a concept. Since the general concept for the Sportsplex had already been shaped by previous planning efforts and the Strategic Asset Value Analysis / Story that was approved by the Park Authority Board, focus groups were used as more of a concept refinement tool.

Focus group interviews for this project were designed to yield information about how people make decisions about their use of sports facilities and the impact that price, location, quality, and specific features would have on those decisions. Additionally, focus group sessions provided an opportunity to gauge community reaction to various policies with respect to access and use priorities.

Methodology

Seven focus group sessions were conducted on November 5th and 7th, 2007. Each group discussion was moderated by a B&D staff member. The moderator formulated open-ended questions that prompted participants to respond freely and openly. The discussions yielded qualitative data from various segments of the community regarding user behaviors, needs and desires. The data generated from the focus groups is useful in understanding sports in Fairfax County and the potential of the Sportsplex.

Participants

Participants varied in background both by sport and role. Coaches, parents, booster presidents and supporters were represented. Discussions centered on trends in practice time, league play, season schedules, fee tolerance, tournaments, communication methods within and between organizations, field quality requirements/expectations and features that would make the proposed Sportsplex at Laurel Hill uniquely attractive. Below is a list of the participants.

Group	Youth Coaches	Youth Parents	Other Adults	Participant Total
Track	3	1	2	6
Volleyball	2	1		3
Lacrosse	1			1
Basketball		1	1	2
High School Varsity Athletes	4	5		9
WAGS/NCSL/ODSL Soccer	2	3		5
Non-WAGS/NCSL/ODSL Soccer			1	1
Total	12	11	4	27

FOCUS GROUP SUMMARY

Summary Findings

While the participants were very diverse with respect to the sports they represented and the role they played within their sport, some sentiments expressed were held by nearly everyone. Almost before the question could be asked, participants made statements to the effect of “Fairfax County should have a multi-field complex and an indoor track.” Further discussion revealed that this was more of an expression of pride in the County. There is an expectation that a county that ranks so high nationally in so many positive categories “should have” premier recreational sports facilities.

Participants also felt strongly about the benefits of a proposed Sportsplex based on need. Universal challenges that were cited include:

- Each season, some amount of proposed activity cannot be scheduled due to facility shortages.
- Some teams forgo practice or practice only half as much as they would like to due to a lack of space.
- Overused / low quality fields present a risk for injuries.
- Spectator / support facilities such as small bleacher areas, restrooms, and concession or vending areas would increase user satisfaction.
- Multiple fields in one location would help family logistics and program quality by allowing different age, experience and skill levels to participate together at one location.

When the location was tested in the context of market rate fee structures, interest varied by activity category. All of the participants found the Laurel Hill location to be favorable / acceptable for tournaments, but some were skeptical about the location for league play due to travel times for younger and less competitive athletes. Only about half of the participants would consider such a facility for practice due to a combination of cost and distance factors.

When it was pointed out that some communities have partnered with sports organizations to pay for state-of-the-art complexes with per-player charges being incorporated into league fees, the participants were highly skeptical that such an approach could work in Fairfax County due to the quantity of organizations that would have to be organized. Great concern was expressed about how the value of such a charge could be equitably translated into a priority use policy. The perception is that there would be winners and losers in such an arrangement.

Participants expressed that sports are important to both youth and adult users in terms of wellness and social outlets, as well as recreation. It was unsettling to parents and coaches that youth athletes are often turned away from programs because of a lack of facilities. Organizations simply cannot accommodate demand because of inadequate facility resources. Also, youth users undergo late evening practice due to limited availability, which conflicts with parental aspirations for academic performance.



FOCUS GROUP SUMMARY

Spending patterns for sports participation reconciled closely with reports from facility managers and tournament organizers. Clear patterns were evident in that spending levels and fee tolerance correspond closely with competitive levels and the age of the participants. Parents of young entry-level participants are willing to make only modest investments, while competitive youth travel teams and adult league participants are willing to spend significant amounts to achieve preferred schedule times and to play in quality facilities.

- Tournament fees per team range from \$150 for small “local” events to \$900 per team for larger competitions.
- Families spend an average of \$45 per day on concessions excluding souvenir purchases, which are highly variable per family and event type.
- Teams that rent practice facilities pay from \$25 to \$150 per hour depending on sport, time of year, quality of facility and team commitment level.
- Team fees per player range from \$100 to \$4,000 per season depending on the sport and level of competition.

Focus Group Session Summaries

Parents and Coaches of High School Varsity Athletes – November 5th 2007

Participants in this group represented a wide range of the County. Areas included Herndon, Annandale, Mount Vernon, Falls Church, West Potomac, Lake Braddock and South County. Parents, booster presidents and coaches comprised the group.

In terms of facilities, two major concerns were the absence of an indoor track facility in the County and the poor quality of the existing outdoor tracks. Currently, the indoor track season is called “winter track” for High School athletes because of the lack of a facility to practice indoors. All practice is done outside as weather permits, so practice times are sporadic and unpredictable.

Participants mentioned the monetary contribution made by the school system to FCPA to rent pool time on behalf of varsity swimming programs, and suggested a similar arrangement could help with the financial feasibility of an indoor track. There was also a sentiment that a new track facility should meet certain minimum standards and include pits to practice the long jump, high jump, pole vault and other training for field events.

During the winter months, there is a facility shortage in terms of gym space due to the demand for wrestling, basketball and volleyball. Also, there are no venues in the County with multiple courts that could host events, clinics or tournaments.

Parents and Coaches of WAGS/NCSL/ODSL Soccer players – November 5th 2007

FOCUS GROUP SUMMARY

Participants in this group represented Burke, Reston and Herndon. Both coaches and parents of soccer players in the Washington Area Girls Soccer League (WAGS), the National Capital Soccer League (NCSL) and the Old Dominion Soccer League (ODSL) comprised the group.

The three leagues represent competitive and travel teams. The travel threshold is higher for this caliber of team because soccer players will follow specific coaches, regardless of distance. Practice is done mostly on local fields, at elementary schools and in some private facilities.

The lack of a multi-field soccer complex was disappointing to the group, especially in reference to tournaments. Two regional tournaments—the WAGS and the Virginian—are spread between many facilities, which lower the quality of the event because of increased distance between sites. The main sentiment is that there are not enough high-quality fields. An additional comment was made that multiple fields in one location would be helpful with transportation in terms of more car-pooling options, because more than one team would be going to the same location, making it easier to arrange rides to and from practice and league games.

There was an agreement that artificial turf would aid in field availability and quality except in the case of the Championship Field. Some members of the group thought the Championship Field should be grass, but others felt turf was a better option. Arguments against turf included increased surface temperatures during the summer as well a preference for grass from a traditional soccer philosophy point of view.

Facility shortages also occur in the winter season with regard to indoor soccer. Some teams practice in whatever gym space they can secure in lieu of indoor turf fields, which have limited availability.

Parents and Coaches of Lacrosse Players – November 5th 2007

The participant representing lacrosse was a coach from the Potomac area. He expressed that lacrosse is a growing sport in the area, with participant numbers increasing each year. Lacrosse players are not as likely to travel as some other sports, and there are no travel leagues. It is played year-round, both indoor and outdoor.

Similar to other groups, the main need for the lacrosse community is more rectangular fields for practice, league play and tournaments. Although there is no large lacrosse tournament in the region currently, smaller events could be cultivated with a multi-field facility.

Parents and Coaches of Volleyball Players – November 7th 2007

Participants from this group were coaches and parents from the Centreville, Oak Hill and Reston areas. Volleyball is a widely played sport in Fairfax County by both genders. Among some age groups, up to 50% of youth athletes are turned away because of facility shortages. Practice



FOCUS GROUP SUMMARY

duration and times vary depending on the competition level. Travel and elite teams will practice more often and in longer duration than youth and recreational teams.

The age that players start to be recruited for college-level teams is between the spring of their 8th grade year and their sophomore year of high school. Facility gaps present a challenge because of the competition for space with basketball and the overall shortage. At private facilities, court space is available on an hourly basis, but also has limited availability.

Preferences for an artificial surface versus a wood court were split, although wood courts are more frequently available. Some players will participate all year, whether on school teams, through recreation, during travel or in off-season training.

There is also a market for adult users in volleyball. Although they do not need facility time for practices in most cases, they do participate in league play every one to two weeks.

Parents and Coaches of Track Athletes – November 7th 2007

Participants from this group include parents, coaches and members of Friends of Indoor Track (FIT). Indoor track currently has no facility in the County and limited availability at other indoor track facilities because of the excess demand for space. The track community has been active in lobbying for an indoor track facility in the County, but without success to date. FIT fundraises by hosting relays, where money is raised through entry fees and concessions. Echoed by the High School group, there is no facility to practice for indoor track, forcing athletes to practice outdoors if weather permits, or not at all.

All meets require some travel. Regionally locations include Thomas Jefferson, Episcopal High School, Prince George Sports and Learning Center, and George Mason. Teams also travel to New York, Pennsylvania and other East Coast locations for meets.

Specific requirements for the track include a 200-meter, six-lane track with accommodations for field events and additional sprinting lanes. Spectator seating is also a required feature for meets.

Track users are not exclusively experienced runners. A large number of senior citizens currently participate in walking programs in the County. They are transported to malls and other locations to walk, but would be key daytime users of an indoor track in closer proximity. Their participation would fill the need for a safe, climate-controlled facility in which seniors and others could maintain a healthy lifestyle and—with shorter travel time—a higher quality of life.

Another facility shortage mentioned was a cross-country course. This would entail an approximately three-mile outdoor course with hills and other use of the natural terrain.

Parents and Coaches of Non-WAGS, NCSL, ODSL– November 7th 2007

FOCUS GROUP SUMMARY

The participants of this session represented an adult soccer league. This was a helpful perspective in which to gain insight, as the pool of participants for adult sports is abundant in the County. The central need for the group is a greater number of available, high-quality fields. Some fields currently allocated are in poor condition and cannot always be used, while higher quality fields are in high demand with little time available for adults. Youth leagues are given a higher priority than adult play.

Game play is primarily on Sunday morning with additional play on Thursday evenings and Sunday nights. These are times when fields are available because other groups do not request time on Sunday mornings. Ages for adult play are separated into broad age groups ranging from 19 to 55. Seasons are typically concurrent with youth sports and fees are self-supporting only. There is no profit made by organizers, who are volunteers. This also means that private field rental is not utilized because of the increased cost. Allocation of fields by the County is the only means of facility supply.

Characteristics of the adult soccer league also include a high travel-time threshold. This is in part due to the frequency of games, which are once per week, and the desire and dedication of the players. There are regional playoffs and some opportunities for tournaments, although these features are utilized by only a small percentage of players.

Other limiting factors for finances include costs for referees, which can be hundreds of dollars per game depending on the number of referees needed and the level of certification required. Leagues also differ by group in terms of skill level, frequency and duration of play.

Parents and Coaches of Basketball Players – November 7th 2007

This group consisted of representatives from both youth and adult basketball leagues. The main request from both groups is a need for more courts. The primary basketball season, winter, is heavily saturated with users of wood courts, including volleyball, wrestling, basketball and other sports. This often leads to facility shortages, especially for those who are not high on the priority allocation list.

Youth basketball leagues turn children away because they do not have enough facilities to support all interested participants. Need for space is dependent on the level of competition and age group. For example, a travel team will practice for a longer duration and at a higher frequency than a house team; similarly, 6-year-olds will meet only once per week, whereas 13-year-olds could play three to four times per week.

Some teams utilize the availability of private rental facilities. This increases facility supply, but requires additional costs at market rate. Like other sports, there is the additional cost for referees, which can be substantial.



FOCUS GROUP SUMMARY

Representatives from basketball also had background in softball and baseball. For baseball players, the main issue is the need for more 90' fields. The shortage is subsidized currently with travel to Prince William County and the use of high school fields. There is still a need for more baseball diamonds.

For softball users, there is a similar need for more diamonds. Both youth and adults play softball in large numbers in the County.

COMPARABLE FACILITIES ANALYSIS

Objective

Once total demand for a given facility type within a market radius has been projected, the next challenge is to determine how much of that demand is likely to be captured by the proposed new facility. Comparable facility analysis is required to understand the impact that price structure, location factors, facility specific attributes, and program / service quality has on the ability of each facility operating within the market to capture a proportion of demand. It will also help the team determine whether a market is underserved or saturated and allow for the riskiness of adding a new facility to the inventory to be gauged.

Methodology

B&D surveyed several Sportsplex facilities, outdoor field complexes and local recreation facilities within Fairfax County and the D.C. metropolitan region. The following facilities were selected for the greater DC metropolitan area:

- Maryland Soccerplex and Discovery Center
- Prince George's Sports and Learning Center
- Dulles Sportsplex
- Rockville Sportsplex
- Fairfax Sportsplex
- Hoop Magic
- Capital Sports Complex

Summary of Findings

Facilities researched had several factors in common. All outdoor field complexes had unique opportunities for low cost development at favorable sites, a majority received material public financial support, many have associated non-profits to provide centralized organization, construction took place in the last ten years with lower cost per square foot, and building quality was lower than desired for the Laurel Hill Sportsplex.

Detailed Findings

PRINCE GEORGE'S SPORTS AND LEARNING CENTER

Adjacent to the Redskins' FedEx Field development, Prince George's Sports and Learning Center opened in 2000. The development concept for the complex is a mix of publicly and privately owned and operated facilities. The facility is active in indoor track activity with additional sprint lanes, computerized camera-based scoring



COMPARABLE FACILITIES ANALYSIS

system and an indoor throwing cage. In addition to track events, the space can be utilized for trade show, community events and infield activity space for multiple events.

The fieldhouse is rented at a daily rate of approximately \$5000. This is utilized heavily throughout the indoor track season for meets with high schools and other organizations.

Senior citizens from various locations in the D.C. Metropolitan areas are bused to the facility to walk on the track during the weekdays for physical fitness and well-being. There are also open times for all patrons to walk and jog on the track.

Facilities at the Center include:

- 200-meter, 6-lane indoor track with seating for 3,000
- Aquatics Center
- Gymnastics Facility
- Fitness Center
- Learning Center
- Support Spaces

MARYLAND SOCCERPLEX AND DISCOVERY CENTER

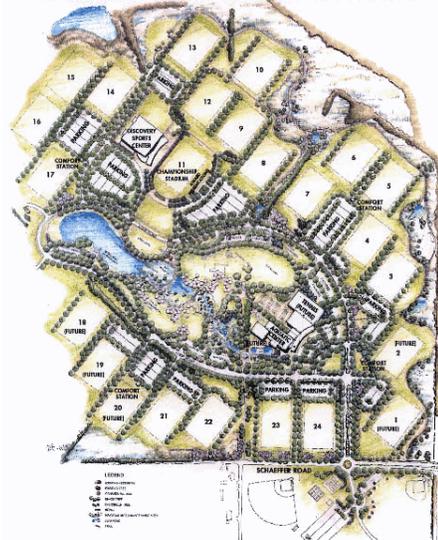
The Maryland Soccerplex and Discovery Center in Germantown, Maryland opened in 2000. It is operated by a non-profit, the Maryland Soccer Foundation. Original investment included \$8 million from the Maryland National Capital Park and Planning Commission ("MNCPPS"), \$5 million from private contribution, \$14 million financed by the Foundation and land provided from MNCPPC.

Field rentals are offered for outdoor fields (grass and turf) as well as indoor courts. Grass field rates are \$300 per game for tournaments, or \$150 per team. Indoor field and party room rentals vary, depending on the time of year, as space is converted from volleyball / basketball courts to indoor soccer fields at certain times of the year.

Facilities at the Soccerplex include:

- 3,200 seat Championship Stadium

Maryland SoccerPlex and Central Park



COMPARABLE FACILITIES ANALYSIS

- 24 Outdoor Rectangle Fields (3 artificial turf)
- Indoor Fieldhouse with configurations of 8 wood courts or 3 artificial turf rectangles
- Support Facilities

DULLES SPORTSPLEX

The Dulles Sportsplex in Fairfax County opened in 2003. It is privately operated and houses indoor facilities for soccer, lacrosse, volleyball, roller hockey and other activities. Leagues, camps, workshops and other activities are programmed internally.

Indoor fields are rented by season at various rates. In the winter season—the most active—play starts at 6:00am and goes until 2:00am on the weekends. Saturation is extreme, with time slots filling months in advance. Rates for an indoor soccer field in the winter season range from \$115 to \$155 per hour. Discounts are applied on weekdays before 4:00pm.



Facilities include:

- 3 Indoor Fields
- Basketball / Volleyball Area
- Training Area
- Party Room
- Support Facilities

ROCKVILLE SPORTSPLEX

The Rockville Sportsplex is located in Rockville, Maryland. It is privately owned and operated by the same owner as the Dulles Sportsplex. The facilities are very similar in layout, operation structure and pricing. The facility is active year-round with league play, camps, clinics, tournaments and special events.

Special programs include camps catered to home-school students, the school break schedules and development programs for young children not yet attending school. In addition to field rentals, party rooms and training areas are rented for \$50 to \$75 per hour. Rates remain constant throughout the year for these facilities, unlike field rentals, which fluctuate throughout the year.



COMPARABLE FACILITIES ANALYSIS

Facilities include:

- 3 Indoor Fields
- Basketball / Volleyball Area
- Training Area
- Party Room
- Support Facilities

FAIRFAX SPORTSPLEX

Fairfax Sportsplex is located in Springfield, Virginia. It is privately owned and operated. Youth and adult leagues are programmed internally, as well as rentals. Soccer and volleyball are played on multi-use courts.



Fields rentals are popular, as well as leagues run in-house. The facility offers open play during the day for adult users with non-traditional work schedules, as well as young children who have not yet begun school.

Leagues are priced on a team basis, with cost per player between \$15 and \$20 per game.

Facilities include:

- 4 Indoor Fields
- Support Facilities

HOOP MAGIC

Hoop Magic is located in Chantilly, Virginia. It is privately owned and offers indoor facilities for basketball, volleyball and general fitness. Camps, clinics and tournaments take place at Hoops Magic, as well as a training academy for kids.

Corporate sponsorship has been active at Hoop Magic, with existing contracts with several companies.



COMPARABLE FACILITIES ANALYSIS

Court rentals are \$75 to \$ 85 per hour. Additional fees are charged for clock and scoreboard use of \$10 per hour. A shooting / rebounding machine is also available for rent at \$40 per hour.

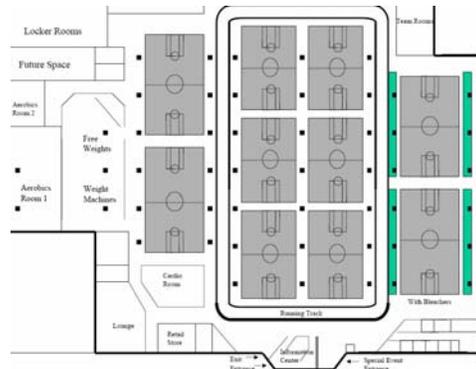
Facilities include:

- 1 Showcase Basketball Court
- 6 Basketball Court
- Fitness Facility
- Support Facilities

CAPITAL SPORTS COMPLEX

The Capital Sports Complex is located in District Heights, Maryland. It offers multiple courts for basketball and volleyball. Some tournaments have taken place at CSC, but due to security concerns, activity has been limited.

Membership rates to use the fitness center, courts and other facilities are \$60 per month. Additionally, rental of the media or computer lab is \$100 per hour.



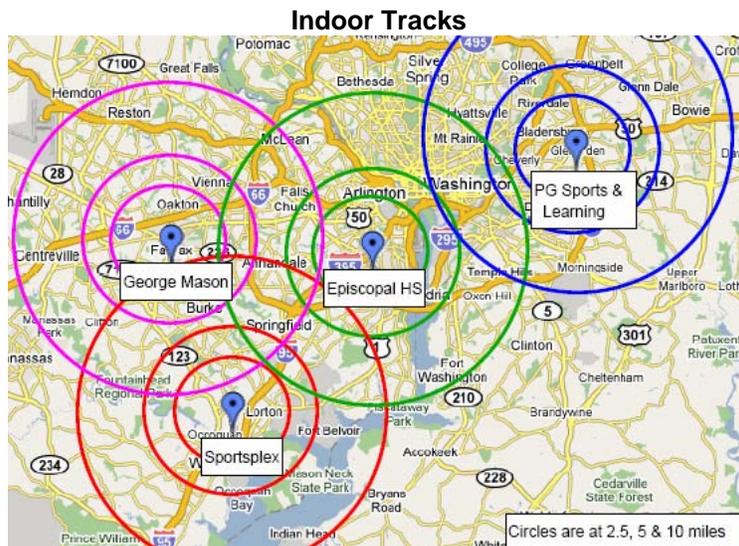
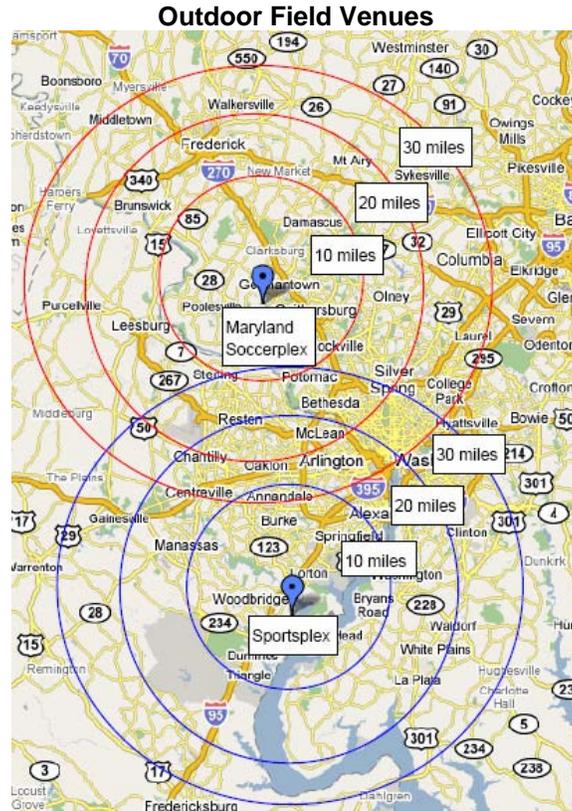
Facilities include:

- 10 Basketball Courts
- Fitness Center
- Indoor Jogging Track
- Multi-purpose Room
- Support Facilities

COMPARABLE FACILITIES ANALYSIS

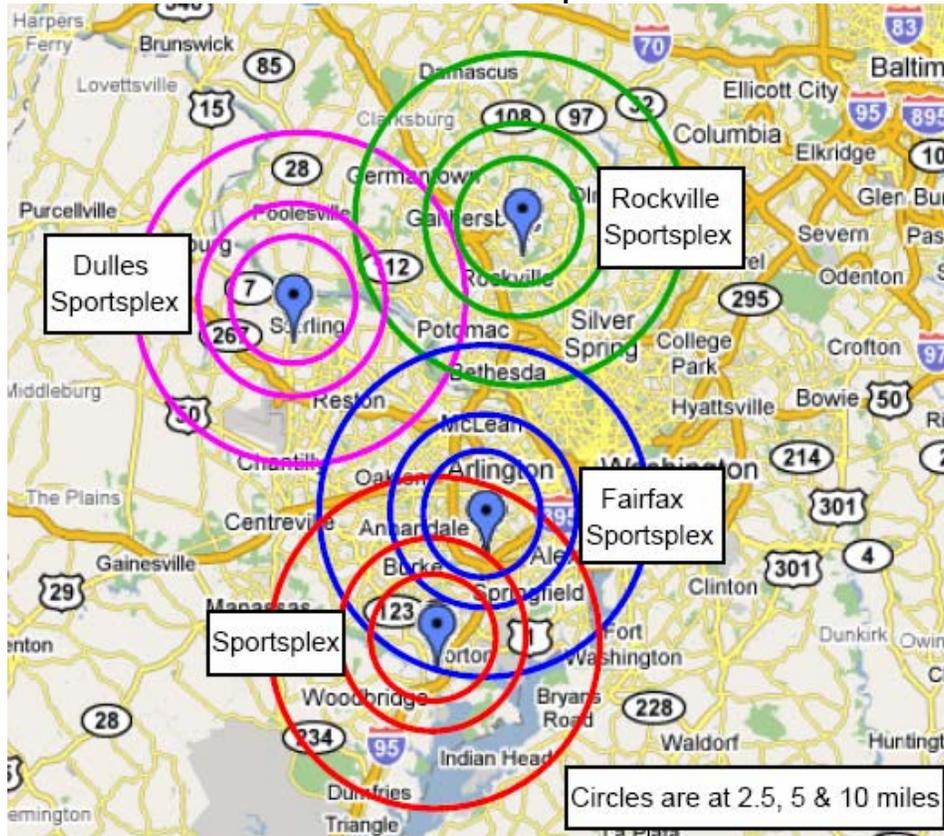
Local Comparables v. Proposed Sportsplex Site

Although comparable facilities exist throughout the metropolitan region, in most cases they are currently saturated with demand. Maps below illustrate the proposed Sportsplex site with facility categories: outdoor venues, indoor tracks, basketball venues and indoor field complexes.

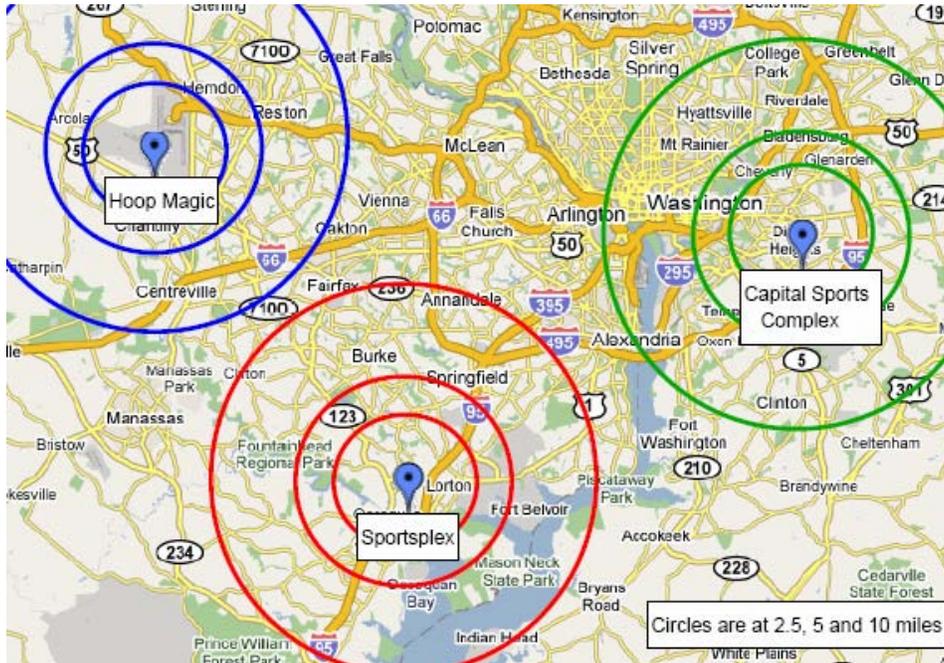


COMPARABLE FACILITIES ANALYSIS

Indoor Field Complex



Basketball Venues



Objective

Understanding the demand for each sport that the proposed Sportsplex might accommodate is the key to determining the size and composition of the project as well as projecting the revenue streams the project could realize from each sport. Specifically, the demand analysis will allow the planning team to:

- Determine the priority order of sports to be accommodated by the Sportsplex in accordance with the Strategic Asset Value Analysis, which stipulates that priorities are to be set according to County participation rates.
- Project the number of teams that participate in each sport by market radius.
- Calculate the distribution of teams by key market segments for which participation and expenditure patterns can be predicted by activity category (practice, league play and tournament play).
- Estimate capture rates by sport, activity category and market segment.
- Create a patron flow model to project athlete and spectator visits for each component of the Sportsplex.

Methodology

B&D used a synthesis of qualitative and quantitative data to create a detailed demand model that projects patronage by sport, season and time of day. Data was gathered from over 500 hours of interviews with focus group participants, leaders of sports organizations, facility managers, public school officials, Community and Recreational Services staff and FCPA staff. Additionally, demographic information provided by Claritas, Inc. was combined with survey information from the Sporting Goods Manufacturers Association. This information was used to:

- Develop an activity prioritization schedule for the purpose of determining facility configuration strategies.
- Create market segment profiles based on age group and competition level that correlate with participation rates by time of year, facility preferences, price sensitivities, travel tolerances and spending patterns.
- Define drive-time market radii.
- Produce a capture rate analysis by market segment and market radius.

B&D's approach to modeling demand should be considered conservative with respect to both estimates of aggregate demand and capture rates. With respect to capture rates, it was assumed that the Sportsplex would be of superior quality to any other facility in the market, but administrative, programmatic and marketing skills of the management team were only assumed to be average. Additionally, demand was projected based upon specific sport and market segment primary preferences and migration to secondary or tertiary preferences was not assumed. It is clear that current facility shortages in the market are forcing teams to practice or

DEMAND ANALYSIS

play outside of their preferred time slots; however, in the absence of a reliable predictor for the number of teams that would or could select an alternate time slot instead of forgoing participating, the demand model assumes no such migration would occur. Accordingly, the demand projected by the model is somewhat understated. The affect of our approach to modeling demand on projected financial performance is discussed in the Project Modeling section of this report.

Summary of Key Findings

Fairfax County enjoys extraordinary demographics with respect to indicators of both youth and adult participation in team sports. The County's demographics also reflect high household purchasing power, which would draw teams to a high-quality facility. Specifically, predictors of team sports participation are educational attainment level, household income, gender, and age. Fairfax County is well above national averages for both income and educational attainment; therefore, participation rates per thousand should be much higher in the County than in most other communities.

Additionally, the location of the proposed Sportsplex along the I-95 corridor provides excellent access to a large segment of a densely populated, affluent market area. All new facilities take time to become accepted into their markets; this is typically observed through a "ramp-up" period of two to four years. During the ramp-up period, patron visits can increase 200% to 300% from the first year. Given the extraordinary market conditions surrounding the Laurel Hills site and the significant shortage of facilities in the market, the ramp-up period for the proposed Sportsplex would be expected to be unusually short, with full market saturation occurring within two years.

Market Radius Analysis

The proposed sites at Laurel Hill are ideal for tournament activity due to their close proximity to I-95. In evaluating market radius, drive times of 15, 30 and 60 minutes were analyzed, although tournament participation—especially on weekends—could come from towns and cities much further away along the East Coast with the accessibility of the I-95 corridor.

As shown in the map below, a broad audience is within close proximity of the proposed site, and it is highly likely that the Sportsplex would be a destination for the metropolitan region with areas in the District of Columbia and throughout Virginia within a 60-minute drive time.

Market radii are shown for PM "rush hour"—the most restrictive timeframe—to make estimates conservative. Also, a majority of patrons will seek to access the proposed facility during this timeframe. On the weekends, without the presence of high traffic volumes, ranges would expand. Exhibit C shows a map of each radius.



Fairfax County Park Authority - Sportsplex

Recreation Analysis

Participant Summary and Prioritization

All Activities

Activity	Estimated Total Participants (based on demographic profiles)															
	<i>15 Minute Drive</i>		<i>30 Minute Drive</i>		<i>60 Minute Drive</i>		<i>County</i>									
Basketball	1	2,442	1	37,520	1	161,273	1	102,386								
Baseball	2	1,605	2	24,854	2	105,819	2	67,016								
Soccer (Outdoor)	3	1,504	3	23,095	3	97,619	3	62,662								
Football (Touch)	4	1,178	4	18,153	4	78,134	4	49,452								
Softball (Slow-Pitch)	5	897	5	13,644	5	58,022	5	37,643								
Football (Tackle)	6	819	6	12,866	6	56,677	6	34,382								
Volleyball (Court)	7	559	7	8,745	7	37,989	7	23,403								
Track & Field	9	450	9	6,926	9	29,847	9	18,796								
Soccer (Indoor)	8	499	8	7,676	8	32,225	8	20,796								
Wrestling	10	289	10	4,542	10	20,432	10	12,097								
Lacrosse (1)	11	285	11	4,119	11	16,904	11	12,023								
Softball (Fast-Pitch)	12	158	12	2,583	12	11,296	12	6,467								
Field Hockey	13	91	13	1,393	13	5,997	13	3,885								
Rugby	14	71	14	1,053	14	4,446	14	3,001								

Priority Order of Sports

Order of priority for sports considered was established from the SAV story. The SAV process prioritized facilities regarding greatest need and highest participation. Priority order was established with demographic information, sorted by household income as a defining factor. Demographics suggest that Fairfax County residents are substantially more recreationally active than people throughout the country. County residents also have higher average household income and educational attainment. It is important to note that lacrosse was adjusted for the regional above average participation and that track and field includes outdoor track, indoor track and cross country participation. SGMA does not have a separate category for indoor track only, so participation numbers may be higher than actual indoor track-only participation. Some outdoor track and field athletes do not participate in the indoor season because of other sports or commitments.

DEMAND ANALYSIS

Activity	Estimated Core Participants (based on demographic profiles)		
	Household Income	Gender	Age
Basketball	1 79,338	1 70,062	1 63,173
Baseball	2 49,044	2 45,694	2 41,773
Soccer (Outdoor)	3 36,524	3 31,474	3 28,889
Football (Touch)	4 27,863	4 24,879	4 22,549
Softball (Slow-Pitch)	5 25,382	6 20,811	6 19,115
Football (Tackle)	6 21,916	5 21,833	5 19,674
Volleyball (Court)	7 15,279	7 13,703	7 12,701
Track & Field	8 11,704	8 10,661	8 9,932
Soccer (Indoor)	9 9,289	9 9,138	9 7,853
Wrestling	10 6,078	10 7,108	10 5,843
Softball (Fast-Pitch)	11 3,639	11 4,060	11 3,907
Lacrosse (1)	12 2,663	12 3,046	12 2,189
Rugby	13 1,998	13 1,523	14 1,237
Field Hockey	14 1,624	12 1,523	13 1,259

(1) Lacrosse figures were adjusted to represent regional participation rates.

* Based on County-wide demographics

To ensure that B&D's demand model did not over estimate participation potential, The results of the B&D projection model were compared with actual soccer participation data gathered by Fairfax County's Community and Recreation Services (CRS). As the table below illustrates, CRS reports that 40,363 children 19 years and younger played soccer during the fall of 2006, while 38,293 children participated in the same age range during the spring B&D's methodology projects only 35,243 youth soccer players for the county. This close correlation suggests that relying upon B&D's methodology is both reasonable and somewhat conservative.

Two factors explain the difference between B&D's projection and those reported by Community and Recreation Services. First, CRS's report counts the aggregate of reported rosters, so any player that participates on two teams would be counted twice. Secondly, CRS counts children starting at a slightly younger age than B&D's model could accommodate due the lack of SGMA statistics.

It is important to note that B&D does not treat all participants equally with level of competition serving as an important sub-market differentiator. SGMA breaks participants into core and non-core, with the core participants being those that exceed a certain rate of participation threshold. For Soccer, B&D's model projects that 23,253 of the 35,243 projected youth players are core participants. It is primarily these core players that are the primary market for the Sportsplex.



Estimated Soccer Participation provided by CRS		
<i>Age Group</i>	<i>Fall</i>	<i>Spring</i>
U11 and under	19,241	16,968
U12 - U19	21,122	21,325
Total	40,363	38,293
Total Participation Based on Demographic Overlay		
<i>Age Group</i>		
U11 and under	18,862	
U12 - U19	16,381	
Total	35,243	
Core Participation Base on Demographic Overlay		
<i>Age Group</i>		
U11 and under	11,762	
U12 - U19	11,491	
Total	23,253	

Market Segment Analysis

Seven distinct market segments were identified and a profile was developed for each. These profiles were analyzed with respect to their relevance to the SAV as well as to the revenue opportunity to establish whether each is a primary or secondary segment for targeting purposes. Several of the market segments are subject to additional stratification. Rather than treating these smaller units as distinct segments, for the sake of simplicity they are treated as sub-segments. The same segments were found to be applicable to each sport, so they are used universally throughout the demand analysis.

1. Introductory Participants

- Age Group: 3 to 5
- Competition is not part of the participation objective of these programs. Games are not scheduled; only practice times are scheduled.
- Sessions are typically limited to once per week.
- The parents of the participants are generally experimenting with the sport and commitment levels are very low; therefore, price sensitivity is very high.
- Often these children are exposed to multiple activities and families typically are working around complicated schedules for more than one child. As families struggle to balance multiple priorities, convenience becomes highly important and effective market radii are limited.
- Introductory programs are typically scheduled on Saturdays or during the early evening.

Conclusion → The segment is a secondary source of participants

2. Developmental Participants

- Age Group: 6 to 8

DEMAND ANALYSIS

- Participants are heavily nurtured by parents.
- Roster sizes are small to give individual attention to each player.
- Travel range is minimal because levels of skill and competition are low.
- Practice and competition time are limited to early evening, between 4pm and 7pm, and weekend time slots during the day.
- Parental investment is limited.

Conclusion → This segment is a secondary source of participants

3. Pre-High School Participants

- Age Group: 9 to 13
- Competition levels stratify, with some players developing skills at a fast pace, and others remaining stagnant or losing interest in the activity.
- Parental investment increases as levels of skill and competition increase.
- Tolerance for traveling for practice, competition, and tournament play increases as players and parents become more invested in the sport.
- Duration and frequency of practice increases as well as desire for quality facilities.

Conclusion → This segment is a primary source of participants

4. High School Participants

- Age Group: 14 to 18
- Competition is more uniform, as all players have developed elevated skills.
- Parental investment increases dramatically.
- Participants are more mobile, with the ability to transport themselves; therefore, travel range expands.
- Practices increase in frequency and duration.

Conclusion → This segment is a secondary source of participants

5. Young Adult Participants

- Age Group: 19 to 30
- Disposable income creates the “serious” recreational user who will pay higher rates for quality facilities.
- Late evening time slots are preferred due to typical work schedules.
- Travel tolerance is significant. Users will travel to their choice facility.

Conclusion → This segment is a secondary priority (SAV), but a primary revenue target

6. Mature Adult Participants

- Age Group: 31 to 50
- Greater preference for organized teams, rather than pick-up or individual activities.
- Late evening time is preferred due to typical work schedules.
- Competitive intensity moderates as fitness and socialization become higher priorities of the activity.



Conclusion → This segment is a secondary source of participants

7. Senior Adult Participants

- Age Group: 51 to 65
- Patterns are highly differentiated by sport. Some activities have no following in this age group, while others are healthy and growing. Time preferences can vary from daytime for retirees to late evening for professionals.

Conclusion → This segment is a secondary source of participants

Analytical Process Overview

After identifying market segment, participants were quantified by market radius. An illustration of this analysis for basketball is presented in the chart below. A complete summary by sport is available in Exhibit B.

Sport	Total Participation		
	15 min	30 min	60 min
Basketball			
Introductory	160	2,273	9,195
Developmental	320	4,546	18,389
Pre High	559	7,864	30,504
High School	499	7,303	27,262
Young Adult	1,316	22,053	105,351
Mature Adult	419	7,484	39,364
Senior Adult	266	3,906	18,293

From this data, participant projections were converted to team projections based on average roster sizes per sport, per market segment, as shown below. Full details are shown in Exhibit D.

Sport	Roster Size	15 min			30 min			60 min		
		# Teams			# Teams			# Teams		
		Rec	Comp	Travel	Rec	Comp	Travel	Rec	Comp	Travel
Basketball										
Introductory	10	2	0	0	49	0	0	348	0	0
Developmental	10	5	0	0	98	0	0	696	0	0
Pre High	12	24	12	4	140	155	52	983	468	156
High School	12	18	10	7	135	142	95	923	405	270
Young Adult	10	74	17	0	845	272	0	5,157	1,076	0
Mature Adult	10	21	8	0	289	138	0	1,892	613	0
Senior Adult	10	9	8	0	167	112	0	967	431	0
Totals		153	56	11	1,722	818	146	10,966	2,992	426

Participant tendencies were used by sport, market segment and sub-segment to identify behaviors for practice, competition and tournament play. Information came from focus groups, user group interviews and conversation with managers of local and national

DEMAND ANALYSIS

benchmark facilities. A sample for basketball pre-high users is below. Full details are in Exhibit E.

	Pre-High (9-13)		
Basketball	Recreation	Competitive	Travel
<i>Games</i>			
Quantity of games per wk	1	1	2
Duration of game in hr	1	1	1
Game times primary	Saturday Day	Saturday Day	Saturday Day
Game times secondary		Sunday Day	Sunday Day
Travel Time Threshold in min	15	30	30
Space Units Required	100.0%	1	1
Weekly Field Hours per Team	1	1	2
<i>Pre-Season Practice</i>			
Quantity of practice per wk	1	2	3
Duration of practice in hr	1	1.5	2
Practice times Primary	Weekday 5-9	Weekday 5-9	Weekday 5-9
Practice times Secondary			Saturday Day
Travel Time Threshold	15	30	30
Space Units Required	1	1	1
Weekly Field Hours per Team	1	3	6
<i>In-Season Practice</i>			
Quantity of practice per wk	1	1	2
Duration of practice in hr	1	1.5	1.5
Practice times Primary	Weekday 5-9	Weekday 5-9	Weekday 5-9
Practice times Secondary			
Travel Time Threshold	15	30	30
Space Units Required	1	1	1
Weekly Field Hours per Team	1	1.5	3
<i>Off-Season Training</i>			
Quantity of practice	0	0	2
Duration of practice	0	0	1.5
Practice times Primary			Weekday 5-9
Practice times Secondary			
Travel Time Threshold			30
Space Units Required			1
Weekly Field Hours per Team	0	0	3

Capture rates were then applied to project the number of teams would select the Sportsplex as their venue of first choice. A substantial amount of judgment was applied to the selection of capture rates. That judgment was based upon:

- Participant preferences by activity (practice, league play, tournament play) as determined by hundreds of hours of interviews
- “Fair share” market capture based on the number of facility alternatives within the market radius
- Competitive analysis taking into account the relative value of alternate facilities

Because these factors are different for each sport and each market segment, individual capture rates were determined for each sub-segment and for each radius. The chart below illustrates the capture rates applied to basketball sub-segments within the 15 minute radius. Full details for all capture rates can be found in Exhibit F.



DEMAND ANALYSIS

Sport	15 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Basketball - Junior	0.0	0%	0.0	50%	0.0	80%
Basketball - Senior	36.4	25%	33.6	60%	8.7	80%
Introductory (3-5)	0.0	0%	0.0	50%	0.0	80%
Developmental (6-8)	0.0	0%	0.0	50%	0.0	80%
Pre-High	6.1	0%	7.1	50%	3.2	80%
High School	4.5	25%	6.3	60%	5.6	80%
Young Adult (19-24)	18.4	25%	10.4	60%	0.0	80%
Mature Adults (25-34)	5.1	25%	4.9	60%	0.0	80%
Senior Adult (35-44)	2.3	25%	5.0	60%	0.0	80%

The capture rates, team quantity projections and team tendencies were synthesized to produce facility demand projections by sport, by time of year and time of day. The completed calculations were placed into a master calendar for each venue type being considered as illustrated below.

Facility Type	Sports
Outdoor Championship	Soccer, Football (Touch & Tackle), Lacrosse, Rugby & Field Hockey
Outdoor Rectangle	Soccer, Football (Touch & Tackle), Lacrosse, Rugby & Field Hockey
Indoor Rectangle Turf	Indoor Soccer
Indoor Rectangle Synthetic	Volleyball
Indoor Wood Court	Basketball, Wrestling & Volleyball
Indoor Track	Track & Field
Baseball	Baseball
Softball	Softball (Fast & Slow Pitch)

Additional Considerations and Notes

- Football does not have participation at the 14 -18 year old age, because all users are on their high school teams.
- Rugby is only in those age groups of 19 and above, due to the nature and tradition of the sport.
- Baseball drops in participation at the adult level, but softball increases dramatically.

Objective

The bottom line of the Sportsplex plan can be simply expressed in terms of its cost and its debt capacity. However, the process of arriving at such a simple description is complex in that a large number of inter-related variables must be evaluated independently yet managed as a composite through a series of iterations and sensitivity tests. Errors related to double counting revenue opportunities or omitting important operating or capital cost components are common in such planning; therefore, B&D had to develop an integrated project model that coordinates all critical variables.

Methodology

The project model is essentially an operating pro forma. It is referred to as a project model rather than a financial pro forma because of the range of issues that it has been structured to address. B&D believes that a planning process can only conclude that a project is feasible or not if a series of factors have been appropriately reconciled. The list below represents the series of reconciliation points that the model was structured to manage with a brief description of how that occurs.

Concept / Mission – The project concept is driven by mission related priorities that were documented as part of the SAV Story. The statistical output from the demand model, described in an earlier section of this report, feeds into a detailed facility calendar that segregates demand by facility type according to the table below (e.g., outdoor soccer, lacrosse and football are assigned to outdoor rectangle fields). The demand is allocated by activity priority until the program element is saturated or the demand runs out. When reconciled against the site capacity, the model automatically yields a project concept that is driven by the mission.

Facility Type	Sports
Outdoor Championship	Soccer, Football (Touch & Tackle), Lacrosse, Rugby & Field Hockey
Outdoor Rectangle	Soccer, Football (Touch & Tackle), Lacrosse, Rugby & Field Hockey
Indoor Rectangle Turf	Indoor Soccer
Indoor Rectangle Synthetic	Volleyball
Indoor Wood Court	Basketball, Wrestling & Volleyball
Indoor Track	Track & Field
Baseball	Baseball
Softball	Softball (Fast & Slow Pitch)

- **Market Demand / Facility Program** – The comprehensive project calendar described above drives the development of program quantities. As the demand is overlaid on the outline programs of indoor and outdoor facilities the extent to which all of the time slots

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have been projected to be “sold” is indicated. The program is modified iteratively until the proper balance between the supply of facilities and demand has been reached.

- **Facility Program / Site** – A carefully developed analysis of the site’s capacity was performed by EDAW. During this process a broad range of program scenarios were considered. The limits of the site’s capacity governed the maximum quantity of facilities that could be accommodated by the model.
- **Site / Budget- preliminary** – A great amount of detail thought went into the development of preliminary budget estimates. The estimates are considered preliminary because underground conditions were not tested and because concepts were not fully designed; however, grading quantities, landscapes and hardscape allowances, parking and all other physical improvements were all budgeted on a site specific basis. The components of each cost element were tracked and could be adjusted within the model with each site plan change or programmatic scenario.
- **Program / Cost (budget)** – Each program element has a cost assigned to it and the outline program automatically adjusted the efficiency factor for the indoor components using an imbedded target building efficiency model. Additionally, associated program components are added and deleted automatically. For example, the field house storage room automatically is inserted or deleted when the field house is added or eliminated from a scenario.
- **Cost / Debt Capacity** – The project, cost, revenues and expenses all align with project timing and debt capacity automatically through the use of inflation factors and implementation schedule assumptions
- **Mission /Ownership Structure / Risk Tolerance** – The operating paradigm has been aligned with the mission and staffing model. Likewise, the financial structure, including all associated capital cost for working capital and debt service reserves, etc. are all accounted for in the development budget. PFM’s debt modeling accounts for all of these in a coordinated fashion and plugs into the project model.
- **Program / Patron Capacity / Revenue Projections** – All revenues are driven by the activity placed into the comprehensive facility calendar from the demand model. The model will never project revenue that cannot be accommodated in the facility.
- **Revenues / Market Depth** – The demand model inputs are fixed in the project model to ensure that they are not accidentally manipulated. As described in the Demand Model section of this report, demand has been conservatively calculated.



- **Revenues / Expenses** – Each revenue line item is linked with the operating expenses required to drive them. For example, if the field house is added, the staff that are directly associated with managing that facility component are added to the staffing plan.
- **Debt Capacity / Expenses- preliminary** – Debt capacity is not overstated by the absence of any operating cost categories. All operating revenues and associated expenses are calculated and illustrated on a per facility component basis. This allows for each program component to be sized to maximize its financial performance.

Recommendations

Early in the planning process a determination had to be made with respect to the operating model that the financial model assumptions should be built around. The operating model, which is also referred to as the operating paradigm, is driven by the primary method of generating revenue. In selecting an operating model, the primary considerations are the extent to which revenues could be maximized, the extent to which revenue would likely be stable, the likelihood that user satisfaction would be high and the extent to which operating outcomes would be contingent upon the skill of the management team.

Operating paradigm choices include the Traditional Tax Base Model, the Program-Driven Model and the Rental Driven Model. After the advantages and disadvantages of each were reviewed with the Park Authority Board, the Rental Driven Model was selected because it was considered to be the most consistent with the SAV. The primary advantages and disadvantages of the Rental Driven Model are summarized below.

Advantages

- User satisfaction is largely self-managed by the organization that rents the facility
- The required management skill is only moderate because the program content and the marketing of the content is performed by others. The Park Authority employs a large number of people with the requisite skill sets to operate this model
- Rental revenues, while not as great as that which can be generated through the Program Driven Model, can still be substantial.

Disadvantages

- Financial margins are captured by the program providers
- Patron financial accessibility can remain somewhat of an issue as the final price of the program is set by the program providers that rent the facility.

Opportunities to maximize revenues through the selective application of the Program Driven Operating model were identified and reflected in the structure of the Project Model. The opportunities that were identified include recreational touch and flag football leagues, indoor soccer leagues and indoor winter lacrosse leagues.

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Because the SAV calls for a balanced response to a range of sports, the quantity of facilities proposed became a function of site capacity, activity demand and the priority order of activities. Under this approach not every sport was able to be accommodated to an ideal level. For example sufficient demand was measured to justify building more than the number of rectangle fields that could be accommodated on the YCF site.

To help evaluate the merits of accommodating diamond field activities vs. additional rectangles, the extent to which field quantity would influence the complex's ability to capture tournament demand was studied. Local, regional and national soccer and lacrosse tournaments were surveyed to determine the number of teams that attend and whether the tournaments were held at a single site or relied upon multiple venues. As the table below illustrates, three rectangle field quantities that reconciled with site capacity analyses performed by EDAW, were evaluated. At 10 fields, 63% of the tournaments surveyed could be fully accommodated, but only 70% of those tournaments would actually require the all ten fields. At 15 fields, 75% of the tournaments could be hosted, but the percentage that required all the fields fell to 63%. From a tournament revenue generating perspective, 15 fields would position the Sportsplex more advantageously than 10. Expanding beyond 15 fields had little to no value because the extent to which tournaments could not fill the complex would lead to logistical challenges that would reduce the revenue potential on a per field basis. Additionally, it was determined that larger tournaments tend to rely on multiple venues and a 15 field complex would serve as a solid anchor facility for the purpose of attracting a large tournament to the county or region.

Rectangle Fields	Accommodation Rate (1)	Saturation Rate (2)
10 Fields	63%	70%
15 Fields	75%	63%
26 Fields	88%	20%

To convert tournament activity into revenue projections, particularly for food and concession revenues, the number of teams that could be hosted for a tournament based on number of fields was calculated. Capacities were measured based on an extended day format which requires lighting and a standard day format that concludes at 6:00 pm. As the chart below illustrates, there is a substantial value in building synthetic lighted fields to maximize the revenue potential of the project.

Rectangle Fields	Extended Day Team Capacity (1)	Standard Day Team Capacity (2)
10 Fields	120	80
15 Fields	180	120
26 Fields	300	220



After completing a series of analyses driven by the SAV that considered site capacities, demand and financial performance, the following program is recommended as the “Full Build” Concept. From a utilization perspective, there is sufficient demand (need) to saturate a complex comprised of the recommended facility quantities.

Youth Correction Facility (YCF) Site

- 14 Outdoor Artificial Turf Rectangular Fields
- 1 Outdoor Championship Artificial Turf Rectangular Field
- 8 Indoor Wood Courts
- 3 Indoor Artificial Turf Rectangular Fields
- 1 Indoor Synthetic Surface Rectangular Field
- 1 Indoor 6 lane, 200m Track
- Concessions, Restrooms & Support Spaces

Heritage Recreation Site

- 6 Outdoor Synthetic Turf Diamond Fields (65’ Infield)
- 3 Outdoor Synthetic Turf Diamond Fields (90’ Infield)
- Concessions, Restrooms & Support Spaces

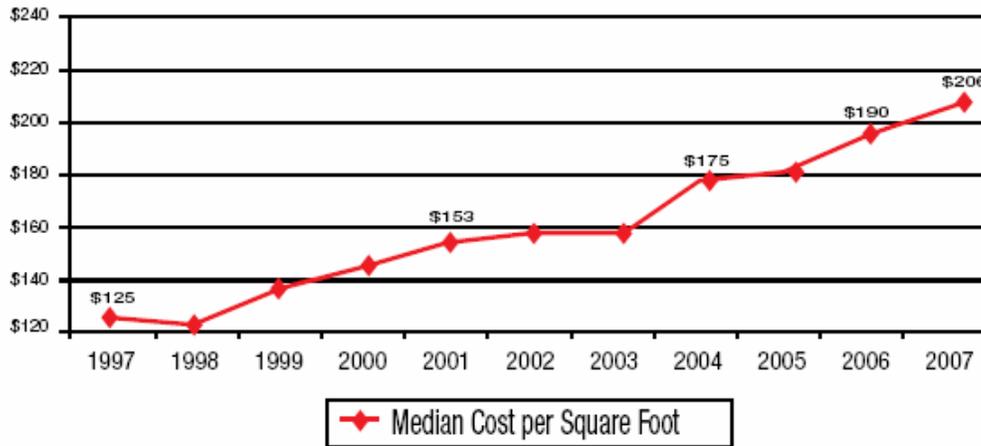
Although demand supports the recommendation of the full build concept, such a project could not fully support the associated capital costs on a stand-alone basis; therefore, some form of public financial participation is required for the project to move forward. The table below quantifies the shortfalls per project component. Because each component falls short of being self supporting, a reduced project concept could not be identified that could move forward on a self-sustaining basis.

Project Component	NOI	Total Cost	Debt Capacity	Differential
Outdoor Championship	\$60,753	\$5,060,412	\$781,722	(\$4,278,691)
Outdoor Rectangle	\$897,571	\$38,228,628	\$11,549,309	(\$26,679,319)
Baseball	\$161,421	\$8,816,848	\$2,077,050	(\$6,739,798)
Softball	\$174,057	\$12,595,497	\$2,239,639	(\$10,355,858)
Indoor Rectangle Turf	\$559,330	\$17,205,810	\$7,197,062	(\$10,008,748)
Indoor Rectangle Synthetic	\$208,569	\$5,769,737	\$2,683,715	(\$3,086,022)
Indoor Wood Court	\$484,931	\$23,666,660	\$6,239,755	(\$17,426,905)
Indoor Track	\$95,821	\$27,918,481	\$1,232,959	(\$26,685,522)
Totals	\$2,642,452	\$143,200,869	\$34,001,210	(\$105,260,862)

Since the magnitude of the shortfall exceeds any amount previously committed for a park or recreation project, it is assumed that any implementation initiative would have to be phased over a number of years. A phased development strategy that focuses first on the area of greatest need, outdoor rectangle fields, has been developed.

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As the phasing strategy described below was being developed, the team was very mindful and concerned about the impact of inflation on the ultimate feasibility of the project. For a broad range of national and international market factors, the cost of construction has escalated far faster than prices generally, and particularly, much faster than the market rate of sports participation fees. As the chart below illustrates, the average cost of buildings has escalated almost 100% over the ten year period ending in 2007. While a slow-down in the national economy might result in a leveling off of the rate of increase, cost escalation over the course of a phased implementation would have to be considered a significant source of risk. Some consideration might be given to the merits of making an historic investment, with respect to magnitude, to meet the documented demand for such a facility.



Phase I allows for development with the minimal responsible action to get the needed facilities. It is large enough to be considered a tournament site which is critical to achieving targeted revenues and expansion opportunities in subsequent phases would be preserved. No special exception is needed and the configuration will support tournament play for several sports. Phase I also generates revenue to support operation, with some additional cash flow. It also has the most user utility by sports, season and hours. The ability to retain the ability to solicit partners is also maintained, as well as corporate sponsorship opportunities. A rental driven operating paradigm would be in place, to gain revenue from rentals as well as concession. It could be managed by FCPA or outside party.

Phase I

YCF Site

- 8 Outdoor Artificial Turf Rectangular Fields
- 1 Outdoor Championship Artificial Turf Rectangular Field
- Concessions, Restrooms & Support Spaces

Design Description - Phase I:



Phase I develops the original 53 acre YCF site with minimal disturbance to the adjacent areas. Exhibit I2 shows a conceptual plan with the proposed development.

Access to the site is developed using an s-shaped internal access road that connects the eastern boundary of the site to Furnace Road. The main entrance to the sports complex is through a proposed tunnel under the existing Land Fill road. The access road from the tunnel directly leads visitors to a series of parking bays that are adjacent to the rectangular field complex. The field complex is developed as a 3 by 3 grid with each rectangular field oriented (along its length) approximately 25 degrees East from the North-South axis. This configuration allows for efficient grading of the field pads and also easy access to the fields from the parking lots. The central field to the east is developed as a Championship Field with bleacher seating with a capacity for 2,000 seats. The parking lot bays are designed and graded so as to accommodate the future development of a field house building.

Phase II

Heritage Site

- 6 Outdoor Synthetic Turf Diamond Fields (65' Infield)
- 3 Outdoor Synthetic Turf Diamond Fields (90' Infield)
- Concessions, Restrooms & Support Spaces

YCF Site

- Solicit private partners for development of indoor facility
- Indoor track built as a separate publicly funded project

Design Description – Phase II:

Phase II develops the Heritage Recreation Area to its full capacity as a diamond complex in addition to developing an indoor field house facility on the YCF site. Exhibits I3 and I4 illustrate the phase II developments on each site.

The Heritage Area sports complex gets its access from the (proposed) realigned Lorton Road. A short entrance road leads visitors to the historic Barrett-Jackson House or to the west and east parking lots. The west parking lot provides access to the softball diamond complex while the east parking lots provide access to the three baseball fields as well as some shared parking for the Central Green / Cross-County trailhead. A wide pedestrian walkway loop connects the parking lots and the softball, baseball complexes, incorporating restrooms and concession kiosks at key and central locations. A boardwalk style walkway over the shallow RPA zone connects the main complex to the existing Heritage Area diamond.

In order to convey the original pastoral character of the site, the existing surrounding meadows are incorporated and integrated into the internal landscaping treatment. Thick buffer planting along the realigned Lorton Road shield views into the west parking lot as well as screen field lighting from nearby residential communities.

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For phase II, the parking lots at the YCF site are reconfigured to accommodate the field house building footprint. The access road from the tunnel connects directly to the entrance of the field house and parking facilities are expanded north and south of the building to accommodate the increased demand. The main access to the championship field becomes through the field house at its western side,

Phase III

YCF Site

- Incrementally complete Full Build Model as funding permits (5 additional rectangular fields)

Design Description – Phase III:

Phase III develops the YCF site to its full capacity. The existing configuration from phase II is largely maintained with the exception of the addition of an indoor track facility adjacent to the field house. A new parking lot is created south of the proposed buildings along the Land Fill road. Five additional rectangular fields are added immediately south of the original 9-field complex. The new fields are graded into stepped terraces by cutting into the ridges south of the YCF. The design incorporates improvement of the pond and adjacent drainage systems.

In the final phase, the field house and indoor track are integrated into one facility although they maintain distinct identities and zones within the building structure. Exhibit I5 illustrates a conceptual layout of the building uses. The central core houses the administrative, concessions, storage and common spaces and links the track and field house components. The field house portion includes 4 indoor fields and 8 wooden courts while the track portion includes the track, a central multi-purpose field and supporting spaces.

Because the schedule of the phased implementation of Sportsplex cannot be accurately determined, an operating pro forma that illustrates the effects of the phasing plan has not been included in this report; However, Exhibit G contains an illustration of the anticipated performance of the full-build scenario. Due to a number of factors presented by selecting a Rental Driven operating paradigm and the acute shortage of facilities in the primary market area, the Sportsplex is projected to have an unusually short ramp up period. Accordingly, revenue growth after year 1 is projected to be very modest with adjustments in prices being the primary driver of revenue growth over time.

The debt has been sized based upon a 1.1:1 debt coverage ratio, so the operation produces surplus cash flow sufficient to fund a replacement reserve account starting in the first year. By the seventh operating year, the project's debt coverage ratio is projected to exceed 1.2:1 and reserves should grow beyond \$5 million during that period. It is important to note that these numbers do not include any sponsorship revenue or the management team's exploitation of additional revenue opportunities that could be derived from extending operating hours of the indoor facilities past midnight during the peak winter months, birthday party packages, and pre-



school aged training programs, etc. Comparable facilities all generate revenue from these types of activities and the facility program includes the range of support spaces required to capture these types of revenues, but to be conservative, no such revenues were projected within the model. Revenue from these sources would be great enough to generate a sufficient level of reserves to fund the replacement of the fields and other assets as they reach the end of their useful lives.

Revenue is likely to be very stable over time. Once the capital shortfalls are funded, it is unlikely that the enterprise would require any additional operating subsidies. Because material additions to supply, by private or public providers, are unlikely, the stability of the operation is not at risk to competition. The only risk to the competitive balance in the market comes from the Park Authority itself as it continues to convert single grass fields to turf throughout the county. It is recommended that the Park Authority consider using a pricing policy for these single turf fields that protects the investments over time by effectively distributing demand and generating sufficient revenue to support maintenance and replacement requirements.

Summary of Findings

Although the full build model is not self-supporting, facilities individually differ in contribution of net operating income, or the relationship of revenue to capital cost. Important conclusions are:

- The indoor track supports the lowest percentage of debt capacity at only 4.4%, compared to the other facilities, which support an average of one-third of respective debt capacities. Because the indoor track’s primary audience is high school track athletes, the Fairfax County Public School (FCPS) system would be the primary client, making it a lower priority for the Park Authority.
- Indoor rectangular synthetic and indoor rectangular turf fields support almost half their debt capacity, making them a target for opportunity outside FCPA. A private developer could be successful if a pad site development was in place on site. This could eliminate costs burden to this project component for site grading, access and infrastructure, lowering capital costs and increasing opportunities for involvement of the private sector.

Project Component	NOI	Total Cost	Debt Capacity	% of Debt Capacity to Total Cost
Outdoor Championship	\$60,753	\$5,060,412	\$781,722	15.4%
Outdoor Rectangle	\$897,571	\$38,228,628	\$11,549,309	30.2%
Baseball	\$161,421	\$8,816,848	\$2,077,050	23.6%
Softball	\$174,057	\$12,595,497	\$2,239,639	17.8%
Indoor Rectangle Turf	\$559,330	\$17,205,810	\$7,197,062	41.8%
Indoor Rectangle Synthetic	\$208,569	\$5,769,737	\$2,683,715	46.5%
Indoor Wood Court	\$484,931	\$23,666,660	\$6,239,755	26.4%
Indoor Track	\$95,821	\$27,918,481	\$1,232,959	4.4%

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- Indoor wood courts were given 8 units, even though the % of debt capacity to total cost is lower than other facility types. This is because basketball is the number one priority based on number of participants.

Activity	Estimated Total Participants (based on demographic profiles)													
	15 Minute Drive		30 Minute Drive		60 Minute Drive		County							
Basketball	1	2,442	1	37,520	1	161,273	1	102,386						
Baseball	2	1,605	2	24,854	2	105,819	2	67,016						
Soccer (Outdoor)	3	1,504	3	23,095	3	97,619	3	62,662						
Football (Touch)	4	1,178	4	18,153	4	78,134	4	49,452						
Softball (Slow-Pitch)	5	897	5	13,644	5	58,022	5	37,643						
Football (Tackle)	6	819	6	12,866	6	56,677	6	34,382						
Volleyball (Court)	7	559	7	8,745	7	37,989	7	23,403						
Track & Field	9	450	9	6,926	9	29,847	9	18,796						
Soccer (Indoor)	8	499	8	7,676	8	32,225	8	20,796						
Wrestling	10	289	10	4,542	10	20,432	10	12,097						
Lacrosse (1)	11	285	11	4,119	11	16,904	11	12,023						
Softball (Fast-Pitch)	12	158	12	2,583	12	11,296	12	6,467						
Field Hockey	13	91	13	1,393	13	5,997	13	3,885						
Rugby	14	71	14	1,053	14	4,446	14	3,001						

Risk Analysis

If an investment of public funds is made to advance the Sportplex what is the risk that additional public funds might unexpectedly need to be called upon to support operations. Due to the conservative manner in which the demand model was developed and the extraordinary demographics that surround the site, operating risk should be considered minimal. The graphic below illustrates the extent to which projected demand is driving the revenues contained in the financial model for each project component on a monthly basis. All of the gray areas represent the months for which all of the demand projected by the model has been used to drive revenues. For all grey areas, opportunities to increase revenues can only result from increased demand (population increases, increased popularity of a sport, etc.), from price increases or shifts in behavior patterns.

	Outdoor Champion Field	Outdoor Rectangle	Baseball	Softball	Indoor Rectangle Turf	Indoor Rectangle Synthetic	Indoor Wood Court	Indoor Track
January	0%	100%	0%	0%	335%	127%	113%	101%
February	0%	100%	0%	0%	349%	126%	116%	107%
March	100%	100%	107%	100%	297%	130%	104%	112%
April	100%	104%	100%	100%	125%	130%	100%	100%
May	100%	100%	135%	131%	111%	100%	100%	101%
June	100%	100%	108%	100%	107%	100%	100%	105%
July	100%	100%	103%	100%	100%	100%	100%	116%
August	100%	104%	100%	100%	100%	100%	100%	105%
September	100%	100%	100%	100%	100%	100%	100%	101%
October	100%	100%	100%	100%	100%	100%	100%	101%
November	100%	100%	115%	100%	348%	100%	105%	101%
December	0%	100%	0%	0%	348%	100%	109%	105%



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The areas highlighted in red, blue and black represent months for which there is more demand than the recommended facility program can accommodate with the degree to which demand exceeds capacity increasing significantly as the colors progress from red to blue to black. These areas represent times during which there is virtually no revenue risk.

Previously, in the Demand Model section of this report, it was discussed that demand was only measured for a market segments first preferences with respect to time slots. Some of this demand will migrate to secondary time slots rather than forgoing participation. Many parents, coaches and facility managers reported that you children will sometimes participate in practices after 8:00 pm but assumed such demand does not exist because it does not comply with that cohorts stated preference schedule. The chart below illustrates that proposed facility’s opportunity, within the model, to accommodate additional activity that might result from users migrating from saturated times slots to open time slots. The percentages in the chart represent the percentage of the time available while the building / complex is expected to be open that the facilities are filled with revenue generating activity. Clearly, there appears to be substantial opportunity to increase the volume of activity, but B&D did not make assumptions about such activity due to the highly speculative nature of managing such an outcome. Sophisticated managers of local facilities have introduced “pee wee” programs during non-peak times, extended hours past midnight, and have marketed program to categories of users / sports that represent additional markets not considered in this plan. Peak times exist because there are life style considerations that dictate when it is convenient for people to participate in sports, so it is not possible to manage a facility to 100% saturation of available inventory. The model does, however, clearly provide a skilled management team with opportunities to exceed the projected revenues.

	Outdoor Champion Field	Outdoor Rectangle	Baseball	Softball	Indoor Rectangle Turf	Indoor Rectangle Synthetic	Indoor Wood Court	Indoor Track
January	0%	2%	0%	0%	76%	50%	50%	78%
February	0%	8%	0%	0%	90%	57%	54%	79%
March	11%	23%	29%	19%	88%	53%	48%	85%
April	12%	35%	56%	33%	81%	49%	33%	84%
May	19%	30%	56%	42%	83%	33%	36%	84%
June	23%	29%	56%	36%	56%	25%	35%	84%
July	17%	24%	62%	34%	26%	22%	25%	85%
August	10%	36%	51%	31%	23%	19%	32%	84%
September	16%	33%	52%	31%	41%	16%	37%	84%
October	15%	30%	50%	30%	47%	29%	36%	84%
November	28%	21%	27%	19%	89%	38%	40%	81%
December	0%	6%	0%	0%	64%	27%	40%	77%

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Model Flexibility

The integrated nature of the project model allows it to serve as an ideal tool for sensitivity analyses. Output summaries are driven by easily accessible sets of assumptions such as the one illustrated below that builds various project concept scenarios by turning project components “on” and “off” in the overall program. This automatically took other factors, like site cost and staffing to complimentary configurations. For example, if the indoor track was turned “off” on the program page of the model, the track field house manager position on the staffing page would automatically zero out. Similarly, infrastructure and site costs would be revised to reflect the addition of the field house.

Outdoor Championship	On
Outdoor Rectangle	On
Indoor Rectangle Turf	On
Indoor Rectangle Synthetic	Off
Indoor Wood Court	On
Indoor Track	Off
Baseball	On
Softball	On

Flexibility was crucial to the workability of the model because of the many combinations that needed to be analyzed between the YCF and Heritage sites. Ramp-up could also be changed, to allow activities to grow from Year One to subsequent years of operation. Typically, facilities do not perform at 100% in Year One. Rates could be changed by activity category as shown below:

Ramp-Up Schedule	2011	2012	2013
All Facilities			
Practice	50%	75%	100%
League	85%	100%	100%
Camp	50%	75%	100%
Tournament	75%	100%	100%

With various options, scenarios could quickly be evaluated by FCPA staff, members of the consultant team and the Park Authority Board.

Although sections of the model are highlighted within this section, summary pages can be found in Exhibit D. The entire model is approximately 34.8 MB, and therefore, can not be displayed in its complete form.



Model Details

Schedule (Sample)

Schedule assumptions were made based on research heard from parents and coaches in user group interviews as well as focus groups. Internet research provided typical schedules for game and tournament play for various Fairfax teams, along with guidance on practice times during season, pre-season and post-season.

These factors were accounted for by facility type and each sport that participates on each one. For example, times for outdoor rectangular fields were based on youth and adult play for football, soccer, field hockey, rugby and lacrosse.

Day	Date	Open	Close	Event	Number of Fields Demanded
Saturday	9	9:00AM	6:00PM	Tournament	10
Saturday	9			No Event	0
Sunday	10	12:00PM	5:00PM	Tournament	10
Sunday	10			No Event	0
Monday	11	10:00AM	5:00PM	Tournament	10
Monday	11			No Event	0
Tuesday	12	5:00PM	9:00PM	Practice	6
Tuesday	12	7:00PM	11:00PM	League	4
Wednesday	13	5:00PM	9:00PM	Practice	6
Wednesday	13	7:00PM	11:00PM	League	4
Thursday	14	5:00PM	9:00PM	Practice	6
Thursday	14	7:00PM	11:00PM	League	4
Friday	15	5:00PM	9:00PM	Practice	6
Friday	15	7:00PM	11:00PM	League	4

Program Element Assumptions

Each facility type has a corresponding set of assumptions by activity category. Activity category types are practice, league, camp, tournament or no event, when the facility is not in use. A sample of the outdoor rectangle assumptions are below, with explanation of sources / reasoning.

In the example below, assumptions for each category are based on the following:

Priority:

Ranked by activity category according to the SAV.

Rate per Hour:

Based on market analysis; competitive context, focus groups and user interviews.

Participants per Field:

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Calculated by industry standards and market analysis.

Spectators per Field:

Calculated by industry standards and market analysis.

Additional Revenue per Participant:

Based on the percentage of participants projected to make a purchase and an estimate of the average expenditure per purchase. Margin per sale was estimated based on typical market for similar products to calculate the revenue received from the gross sum.

Additional Revenue per Spectator:

Based on the percentage of spectators projected to make a purchase and an estimate of the average expenditure per purchase. Margin per sale was estimated based on typical market for similar products to calculate the revenue received from the gross sum.

Outdoor Rectangle						
Event	Priority	Rate per Hour	Participants per Field per Hour	Spectators per Field per Hour	Additional Revenue per Participant	Additional Revenue per Spectator
Practice	4	\$125	25	20	\$0.07	\$0.16
League	3	\$175	30	60	\$0.20	\$0.38
Camp	2	\$200	40	0	\$0.05	\$0.00
Tournament	1	\$325	32	100	\$1.13	\$0.90
No Event	5	\$0	0	0	\$0.00	\$0.00

Event	% of Participants Making a Purchase	Average Participant Expenditure	% of Spectators Making a Purchase	Average Spectator Expenditure	Margin per Sale
Practice	20%	\$1.75	40%	\$2.00	20%
League	50%	\$2.00	75%	\$2.50	20%
Camp	50%	\$0.50	0%	\$0.00	20%
Tournament	75%	\$5.00	75%	\$4.00	30%
No Event	0%	\$0.00	0%	\$0.00	0%

Revenues for the Sportsplex come from two sources; facility rentals and concessions. Rental revenue comes from the rate per hour for each facility multiplied by the overall demand scheduled. Concession revenue is a margin per sale of the projected total sum spent by participants and spectators at the Sportsplex. Patron flow at the Sportsplex is steady throughout the year; therefore, concession revenue is projected to be stable.

General Expense Assumptions

General assumptions are made in reference to expenses. These include inflation, utilities, capital reserves, insurance, operating costs, marketing fees and miscellaneous expenses. Assumptions



PROJECT MODELING

are made based on the research and experience of B&D. Further explanations and examples are below:

Inflation based on team experience with relative projects for general expense annual inflation. Utility inflation is typical of what FCPA is currently experiencing with other facilities in their inventory. Opening date is projected as the soonest date possible with consideration of the approval and construction process. Working capital reserve percentage based on team experience as FCPA's financial advisor.

General Expense Annual Inflation	103%
Utility Inflation	107%
Opening Date	2011
Working Capital Reserve as % of First Year's Expenses	50%

Insurance costs based on size and nature of activities at the facility, as well as demographic of users and operating hours. If FCPA was the operator, insurance costs would be covered by existing coverage, so the below costs would zero out.

Insurance Expenses	
	2008 Expenses
D&O	\$10,000
General Liability	\$60,000
Excess Liability	\$25,000
Property	\$75,000
Crime	\$7,500
Sports Performance and Accident	\$10,000
Automobile	\$5,000
Misc. (fiduciary + Risca bond) pension	\$4,000
Workers Compensation	\$35,000
Insurance Expenses Subtotal	\$231,500

Operating expenses are based on typical day to day operations based on square footage estimate for indoor component at full build. These costs can adjust to accommodate different scenarios, for example, if the indoor components are turned "off", janitorial costs would zero out.

PROJECT MODELING

Operating Expenses			
Base Building Square Footage (New Construction)	222,655	SF	
	\$3.50	Cost/SF Indoor Utilities	
	\$1.00	Equipment Replacement & Repair	
	\$1.00	Janitorial Contract	
	\$2.00	Facilities Maintenance	
		Total Price	
Service Contracts	Heritage	Youth Correctional	2008 Expenses
Janitorial Contract	\$0	\$222,655	\$222,655
Grounds / Landscape Contract	\$40,000	\$25,000	\$65,000
Other	\$0.00	\$0.00	\$0
Utilities	Heritage	Youth Correctional	
Flat Fee	\$10,000	\$50,000	\$60,000
Additional Fee per SF	\$0	\$779,293	\$779,293
Other	\$0	\$0	\$0
Other	\$0	\$0	\$0
Other	\$0	\$0	\$0
Equipment Replacement & Repair	\$0.00	\$222,655	\$222,655
Facilities Maintenance	\$0.00	\$445,311	\$445,311
Operating Expenses Subtotal			\$1,794,914

Marketing resources are based on team experience and industry knowledge. Some fees may be reduced with FCPA as an operator, for example, website services could be supplemented or completely handled by in-house staff.

Marketing Expenses	
	2008 Expenses
Publications	\$20,000
Print	\$10,000
TV	\$40,000
Radio	\$20,000
Website	\$10,000
Other	\$0
Contingency	\$15,000
Marketing Expenses Subtotal	\$115,000

Personnel Expense Assumptions

Based on industry experience, as well as FCPA information on current practice. Along with assumptions on position titles, salary and start year, a schedule was crafted to calculate the total number of Full Time Employees (FTE's) needed for the project overall, and at different times throughout operating hours.

Annual Salary / Wage Inflation Factor	105%
Annual Benefit Rate	25%
Payroll Taxes	18%



PROJECT MODELING

Full-Time Employees			
Position	Position's Annual Salary (2008 Dollars)	Months Paid	Year Position is Filled
General Manager	\$100,000	12	2011
Facility Manager	\$65,000	12	2011
Coordinator of Facilities	\$50,000	12	2011
Leagues & Camps Manager	\$55,000	12	2011
Coordinator of Leagues & Camps	\$40,000	12	2011
Director of Marketing	\$65,000	12	2011
Finance / Accounting / Bookkeeping	\$65,000	12	2011
Administrative Assistant	\$35,000	12	2011

Part-Time Employees			
Position	Rate / Hour (2008 Dollars)	Months Paid	Year Position is Filled
Manager on Duty	\$15.00	12	2011
Front Desk Attendants	\$12.00	12	2011
Referees	\$20.00	12	2011
Children Activity Instructors	\$10.00	12	2011
General Facility Support Personnel	\$8.50	12	2011
Cashiers (food & retail)	\$0.00	12	2011

Pre-Opening Expenses

In addition to operating expenses, pre-opening expenses were taken into account. This includes getting staff on board, marketing the facility and temporary office space. If FCPA operated the facility, some of the costs could be decreased or eliminated, for example, FCPA would not need temporary office space, because of the existing resources.

PROJECT MODELING

Staffing	Salary	Months	Fringe Rate	Cost
General Manager	\$100,000	15	25%	\$156,250
Facility Manager	\$65,000	6	25%	\$40,625
Coordinator of Facilities	\$50,000	6	25%	\$31,250
Leagues & Camps Manager	\$55,000	6	25%	\$34,375
Coordinator of Leagues & Camps	\$40,000	4	25%	\$16,667
Director of Marketing	\$65,000	12	25%	\$81,250
Finance / Accounting / Bookkeeping	\$65,000	4	25%	\$27,083
Administrative Assistant	\$35,000	10	25%	\$36,458
Other	\$0	0	25%	\$0
Other	\$0	0	25%	\$0
Allowance for Part-Time Staff	\$20,000	N/A	9%	\$21,800
Subtotal - Salaries				\$445,758

Other Direct Expenses	Unit Cost	Unit Type	Quantity	Total
<u>Temporary Office Facility</u>				
Office Rental	\$600	Month	15	\$9,000
Furniture & Office Equipment	\$2,000	Allowance	1	\$2,000
Utilities, Telephone & Office Supplies	\$2,000	Allowance	1	\$2,000
<u>Staff Recruiting & Relocation</u>				
Airfare/Lodging/Ground Trans for Interviews	\$750	Candidates	4	\$3,000
Moving Expenses for New Staff	\$3,000	Staff	2	\$6,000
Communications (advertisements/mailings/phone)	\$3,500	Allowance	1	\$3,500
<u>Rec Center / Department Identity Package</u>				
Graphic Designer	\$7,500	Allowance	1	\$7,500
Website Development	\$10,000	Allowance	1	\$10,000
Tag line / Mission Development	\$2,500	Allowance	1	\$2,500
<u>Marketing Materials</u>				
General Brochures	\$2.50	Each	2,500	\$6,250
Program Catalogues	\$1.50	Each	2,500	\$3,750
Rendered Floor Plans	\$0.50	Allowance	100	\$50
<u>Other Costs</u>				
Mailings (Postage & Envelopes)	\$1.25	Each	2,500	\$3,125
Purchase of Mailing Lists	\$3,000	Allowance	1	\$3,000
Advertising	\$10,000	Allowance	1	\$10,000
Hard Hats For Construction Tours	\$25	Each	12	\$300
Open House Event	\$10,000	Allowance	1	\$10,000
Grand Opening Dedication	\$8,000	Allowance	1	\$8,000
Initial Operating Cash	\$0	Allowance	1	\$0
Miscellaneous	\$10,000	Allowance	1	\$10,000
Subtotal - Other Direct Expenses				\$99,975
Total Pre-opening Costs				\$545,733



LEVERAGING AND DEBT STRUCTURE ANALYSIS

Objective

To construct the Sportsplex, substantial upfront capital would be required to fund the total project costs. The Sportsplex's projected net operating income, however, is the only currently available source of funding for the project. The projected net operating income, therefore, must be leveraged to generate the upfront capital.

This phase of the engagement analyzed the feasibility of a range of financing approaches to leverage the projected net operating income to provide sufficient upfront capital to construct the facility. To the extent that the projected net operating income was not sufficient to support a financing capable of funding the capital costs, the gap between the total project cost and the upfront capital generated by the financing was identified.

Methodology

To determine the feasibility of the Sportsplex financing, the following three categories of credit quality and associated financing costs were chosen to represent the wide range of potential financing approaches that could be developed for the project:

- High credit quality with an estimated 5% interest rate*
- Medium credit quality with an estimated 6% interest rate*
- Low credit quality with an estimated 7% interest rate*

The framework for these categories of credit quality and associated financing costs provided FCPA with the ability to review the feasibility of the project prior to developing a detailed financing approach. As discussed below under "Summary of Findings" and "Detailed Findings," under each scenario, the analysis resulted in a financing gap. Given the preliminary stage of project development and the financing gap, a detailed financing approach for the project was not developed. A few potential financing approaches are briefly described below. In addition to these financing approaches, many variations and combinations are possible.

The initial premise for the Sportsplex facility intended for the net operating income to completely support a financing sufficient to fund the project's upfront capital costs. Under this financing approach, bonds would be issued with the Sportsplex's net operating income as the only source of repayment. As a start-up facility, however, the net operating income of the Sportsplex is viewed as speculative, as no history of revenue-generating operations exists. Such revenue bonds would be viewed as a high-risk investment with poor credit quality. Investors, therefore, would demand a high rate of return, high debt service coverage ratio (ratio of annual debt service

* The interest rates noted are based on potential credit quality of the financing approach and market conditions at the time of the engagement.

LEVERAGING AND DEBT STRUCTURE ANALYSIS

to annual net operating income), reserves, and potentially other covenants that would result in a high cost of financing.

Given the high cost of financing associated with revenue bonds backed only by the project's net operating income, FCPA considered alternatives to strengthen the credit quality and lower the cost of the financing. One potential option was to integrate the Sportsplex project into FCPA's existing revenue bond program. FCPA's outstanding revenue bonds were issued to finance golf course improvements and the debt service on these bonds is repaid from the revenues of FCPA's revenue generating facilities. The Sportsplex revenues could be combined with the revenues generated by other FCPA facilities, and all of FCPA's revenue bond debt—including the Sportsplex revenue bonds—would be repaid from that combined source of funds. Prior to pursuing this option, a review by legal and bond counsel should be conducted and all conditions of the legal documents for FCPA's existing debt would need to be met including the projected debt service coverage ratio, tests for the issuance of additional bonds, and reserve fund requirements. FCPA's existing revenue-generating facilities have several years of revenue history, and annual revenues are 3 to 7 times the level of the existing debt service. The significant capital cost of Sportsplex project, however, would place too high of a burden on FCPA's existing revenue bonds and would likely lead to negative credit rating action, thereby diminishing or eliminating the benefit of this approach.

Another potential approach considered to lower the financing costs was attaining the credit support of a highly rated entity that would "guarantee" the payment of the debt service in the event that the Sportsplex's net operating income was insufficient to pay debt service. This approach would require that the entity participate in the financing and take on the risk that the projected net operating income does not cover the debt service requirements of the bonds. The financing cost of the bonds would reflect the entity's high credit rating. This financing approach is dependent upon the ability and willingness of a highly rated entity to fully support the financing and make debt service payments when project revenues are not sufficient to make debt service payments.

As an alternative or supplement to the financing approaches described above, FCPA also is provided general obligation bond allocation funding from Fairfax County. These funds are the proceeds from the County's general obligation bond issuances. The debt service on these bonds is repaid by the County, not by FCPA. The County provides these funds to FCPA to assist in the funding of FCPA's capital projects. If bond allocation funds were available for the Sportsplex project, such funds could reduce the overall capital cost of the project that requires financing. FCPA would need to reprioritize its capital projects to provide a portion of these funds to the Sportsplex.



LEVERAGING AND DEBT STRUCTURE ANALYSIS

Summary of Findings

Based on the financial feasibility analysis, a gap between the capital cost and the financing capacity exists. Even at the highest possible credit quality and lowest cost financing, the full build project has a financing gap of approximately \$119.2 million. If the project were implemented in phases, as opposed to the full build project, phase 1 of the project would face a financing gap of approximately \$19.9 million. As a result, the Sportsplex project is only financially feasible with significant outside financial support or public subsidy such as an upfront capital infusion, ongoing annual subsidies, and the participation of a highly rated entity in the financing.

Detailed Findings

The revenues generated from the Sportsplex project are not sufficient to fully support the financing of the capital costs of the facility, even with the highest credit quality and lowest cost financing. As a result, the project is only financially feasible with outside financial support or public subsidy such as an upfront capital infusion, ongoing annual subsidies, or the participation of a highly rated entity in the financing.

Provided below is a summary of the financing gap for the full build and only phase 1 of the Sportsplex project. As shown in Table 1, the cost to construct the full build project is approximately \$143.8 million and the net operating income that the project generates is approximately \$2.7 million per year. Assuming high-quality credit and low financing costs, annual debt service on a \$143.8 million project is estimated at approximately \$15.9 million, leaving an annual debt service gap of \$13.2 million. Alternatively, the \$2.7 million annual net operating income of the full build facility can generate upfront capital of \$24.6 million, or \$119.2 million less than the total construction cost of the full build.

Table 1.
Estimated Financing Capacity
Full Build Scenario (dollars in millions)

Construction Costs⁽¹⁾		Financing to Fund Construction Cost⁽²⁾	
Infrastructure	\$27.0	Actual Construction Cost	\$143.8
Facilities	\$87.4	Annual Debt Service Coverage Requirement	\$15.9
Soft Costs	\$29.4	Net Operating Income (NOI)	\$2.7
Total	\$143.8	Annual Debt Service Gap	(\$13.2)
Annual Net Operating Income		Financing Constrained to NOI⁽²⁾	
Annual Operating Revenues	\$6.9	Construction Cost Covered by Leveraged NOI	\$24.6
Annual Operating Expenses	\$4.2	Actual Construction Cost	\$143.8
Net Operating Income (NOI)	\$2.7	Construction Cost Gap	(\$119.2)

(1) Assumes 2011 dollars with 9.5% inflation from 2008

(2) Assumes high credit quality, 5.0% interest cost, 1.1 times annual average debt service coverage

As discussed earlier in this report, an alternative to the full build scenario is a phased approach to the Sportsplex project. As shown in Table 2 below, the cost to construct phase 1 is

LEVERAGING AND DEBT STRUCTURE ANALYSIS

approximately \$40.6 million and the net operating income that the Phase 1 project generates is approximately \$2.2 million per year. Assuming high-quality credit and low financing costs, annual debt service on a \$40.6 million project is estimated at approximately \$4.5 million, leaving an annual debt service gap of \$2.3 million. To look at this scenario in another way, the \$2.2 million annual net operating income of the Phase 1 facility can generate upfront capital of \$20.7 million, or \$19.9 million less than the total construction cost of the full build.

Table 2.
Estimated Financing Capacity
Phase 1 Scenario (dollars in millions)

Construction Costs⁽¹⁾		Financing to Fund Construction Cost⁽²⁾	
Infrastructure	\$11.0	Actual Construction Cost	\$40.6
Facilities	\$22.9	Annual Debt Service Coverage Requirement	\$4.5
Soft Costs	\$6.7	Net Operating Income (NOI)	\$2.2
Total	\$40.6	Annual Debt Service Gap	(\$2.3)
Annual Net Operating Income		Financing Constrained to NOI⁽²⁾	
Annual Operating Revenues	\$2.7	Feasible Construction Cost	\$20.7
Annual Operating Expenses	\$0.5	Actual Construction Cost	\$40.6
Net Operating Income (NOI)	\$2.2	Construction Cost Gap	(\$19.9)

(1) Assumes 2011 dollars with 9.5% inflation from 2008

(2) Assumes high credit quality, 5.0% interest cost, 1.1 times annual average debt service coverage



CORPORATE SPONSORSHIP & NAMING RIGHTS

Objective

The purpose of investigating the potential for corporate sponsorships and naming rights is to determine the extent to which amateur and recreational sports complexes generally can be expected to generate revenues from such sources and to understand the conditions under which such arrangements are made. In addition, the FCPA desired to see an illustration of the revenue potential including timing implications and the identification of likely sources.

Methodology

Research was conducted by a B&D staff member via the Internet, print material and phone interviews. Consultants that structure corporate sponsorship and naming rights contracts were targeted as experts to provide their professional opinions on the Sportplex concept's attractiveness. Research yielded qualitative data from various aspects of the market regarding impression quality and type as well as quantitative data characterizing projections for number of impressions generated based on user visits. The data generated from this research is useful in understanding sponsorship opportunities at the Laurel Hill Sportsplex.

Findings

Corporate sponsorship is a fee paid to a property in return for access to the commercial potential associated with that property. Many sports venues such as FedEx Field have had highly publicized success through sponsorship and naming rights. Well-structured programs can also yield significant benefits for smaller facilities serving youth and amateur athletes such as the proposed Sportsplex.

Sponsorship and naming rights agreements can yield substantial supplemental revenue for operations and debt service associated with facility enhancements. Typically sponsorship contracts are negotiated once the project's potential is certain or actually documented. Potential sponsors want to see the physical design of the facility as well as how it performs before deciding how advantageous an opportunity might be. Accordingly, most sponsorship deals do not occur until after the facility has had some operating history upon which the sponsorship can be valued.

Firms that specialize in marketing corporate sponsorships and naming rights base their fees on a monthly retainer, a percentage fee or a combination of the two. The more attractive the property is—for example, a major league arena—the more likely that a firm will work for a percentage of funds raised on a contingency basis. Given the speculative nature of the proposed Sportsplex's marketing value, it should be expected that a sponsorship marketing firm would prefer to be paid monthly. Typically, six to nine months are required to market a property and negotiate a lead contract, depending on the specific characteristics of the project and the unique circumstances of the particular opportunity and economic conditions. Additional time would likely be needed to market a program where multiple firms participate. For example, the proposed Sportplex could

CORPORATE SPONSORSHIP & NAMING RIGHTS

have separate sponsors for the diamonds, the indoor facilities and the outdoor rectangle fields, and the overall park could have yet another sponsor.

The Sportsplex concept at Laurel Hill is more speculative than projects like a University facility or sports stadium, so there is higher risk for potential sponsors to get involved early. Although the nature of the Sportsplex is perceived to have higher risk, the precision with which demand modeling was done should accelerate the process somewhat.

Each sponsorship transaction is unique, and the value of a contract can be difficult to predict in advance and is often impacted by the specific motivations of the sponsoring entity. Without accounting for any unique motivating factors, the value of a sponsorship opportunity is based on the quantity and quality of impressions that can be generated. An impression occurs each time the sponsor's brand is seen or heard in direct association with the subject property. The quality of the impression is a function of the length of time the impression is made, the extent to which those being exposed are members of the sponsor's target demographic, and the intrinsic value of maintaining an association with the property. Location, market demographic, physical and visual accessibility, and other factors are all considered in evaluating a sponsorship opportunity.

Vehicles of sponsorship include:

- Signs
- Logos
- Websites
- PA announcements
- Mailing lists
- Product sampling

Values per impression can vary from .001 cent to over 10 cents. Factors to consider in the valuation of the impression are project specific.

Factors include:

- Patrons per year
- Signage policies
- Location of site
- Visibility of site
- Demographics of patrons
- Types of events scheduled



CORPORATE SPONSORSHIP & NAMING RIGHTS

Sponsorship Opportunities	Average Price Per Impression	Average Price Per 1,000	Revenues by Estimated Patrons per Year (~2.4 mil)
Signs	3 cents	\$30	\$72,000
Logos	3 cents	\$30	\$72,000
Website	5 cents	\$50	\$120,000
PA Announcements	3 cents	\$30	\$72,000
Mailing List	11 cents	\$110	\$264,000
Product Sampling	10 cents	\$100	\$240,000

The 10 most active categories for sponsorship are:

1. Non-alcoholic beverages
2. Banks
3. Alcoholic beverages
4. Automotive
5. Telecommunications
6. Specialty retail
7. Food
8. Healthcare/hospitals
9. Financial services
10. Airlines



Companies that are offered sponsorship opportunities should be thematically appropriate to FCPA and its mission. Alcoholic beverages would not be entertained as corporate sponsorship or naming options due to the mission and vision of FCPA, as well as strategic objectives identified in the SAV regarding accommodating youth sports as a first priority and building community through the common social experience.

Clearly, the total annual value of sponsorship revenue for the Sportsplex could approach, or even exceed, \$1 million. The ultimate value of a Sportsplex sponsorship deal will be impacted by its achieved scale of operation, as the volume of impressions will be directly related to annual patron capacity. Additionally, the ability to place the sponsor's name directly into the name of the Sportsplex will add value given that a direction sign would be placed on I-95. Design quality and

CORPORATE SPONSORSHIP & NAMING RIGHTS

the quality and scope of the advertising program will all play a part in any final valuation. Comparatively, the value of the Sportsplex to a corporate sponsor should be strong given Fairfax County's favorable demographics. The same characteristics that make the County a Mecca for national retailers will also attract corporate sponsors.



Objective

The best planned projects are those that are driven by mission priorities and respond to the demands of a specific targeted market; however, benchmarking provides the opportunity to develop a customized response within a broader context. Such a context can provide perspective through lessons learned, spur creativity or expand the range of options to consider and provide metrics for gauging success. The objective of the benchmark facilities analysis is to examine operating models, inventory of facilities and investigation of project initiation vehicles for indoor and outdoor recreation facilities nationwide. In addition, comparable facilities of indoor sportsplexes, outdoor field complexes and local recreation facilities within Fairfax County were researched to gain an understanding of current programmatic offerings, rental rates, availability and general market tendencies.

Methodology

B&D surveyed several Sportsplex facilities, outdoor field complexes and local recreation facilities within Fairfax County and the DC metropolitan region. This exercise is important to properly access facility demand, revenue opportunities and strategies.

The following facilities were selected for National Benchmark Facilities:

- Disney Wide World of Sports – Orlando, FL
- National Sports Center – Blaine, MN
- Prince George's Sports and Learning Center – Landover, MD
- Mike Rose Soccer Complex – Memphis, TN
- Wake Med Soccer Park – Cary, North Carolina
- United Sports Training Center – Downingtown, PA
- Maryland Soccerplex and Discovery Center – Germantown, MD

Summary of Findings

Facilities researched had several factors in common.

- Construction costs were substantially lower at the time of construction for all existing facilities. Because construction costs inflate and a quicker rate than market rates increase, cost increases more quickly than the ability to obtain debt capacity.
- Most facilities researched were built with some kind of public financial assistance. The United Training Center did not, however, site costs were minimal, premier market rates are charged and commercialization is aggressive to a point that would not be consistent with the SAV. Disney Wide World of Sports is also 100% privately-funded, but has no comparison, because of its unique nature.
- Site specific costs that the Sportsplex project has to bear are in excess of other projects researched due to factors like site grading, asbestos abatement, accessibility, etc.

These benchmarks re-confirm that a 100% privatized approach to a major tournament complex, like the Sportsplex, is not achievable.

Detailed Findings

DISNEY WIDE WORLD OF SPORTS

Disney Wide World of Sports, located at Disney World in Orlando, FL opened in 1997. Hosting 170 events per year, the privately owned and operated facility is the most active in the country. This level of participation is possible due to several factors, including climate of Florida and proximity to attractions and theme parks.



Revenues from Disney expand from tournament fees and rental rates to visitor direct spending at hotels and theme park tickets. Pricing is inflated in all aspects, as compared to comparable facilities across the country. Food and beverages are marked up, similar to neighboring Disney theme parks.

Facilities include:

- 9,000 seat Champion Stadium
- 12 Volleyball Courts
- 6 Basketball Courts
- 8 Outdoor Rectangular Fields
- 4 Baseball Diamonds
- 6 Softball Diamonds



NATIONAL SPORTS CENTER

The National Sports Center (“NSC”) is located in Blaine, Minnesota, a suburb of Minneapolis. It is the largest sports complex in the country. NSC opened in 1990 with an original investment of \$14.7 million of public funds. The facility was part of the Governor’s Initiative and built by the State of Minnesota as part of the Sport Facility Improvement program, as well as a component of the Olympic bid in 1996.

NSC is operated by the National Sports Center Foundation (“NCSF”), a non-profit. NSC runs on a self-supporting basis, with revenue covering operating expenses as well as debt. NCSF has financed the majority of construction in later phases through private funds raised by non-profits.

Facilities at NSC include:

- 12,000 seat Championship Field
- 52 Outdoor Rectangle Fields
- 60,000 square foot Sports Hall
- 200 meter, six lane flat Indoor Track
- 2 Indoor Turf Rectangle Fields
- 8 Volleyball Courts
- 3 Basketball Courts



NSC operates on a rental driven operating paradigm as well as integrated programming. There are approximately 50 staff members to support programming. Rentals are offered on an hour to hour basis for practice and games, with a standard day rate for tournaments. Additional fees are issued lining, extra portable restrooms, bleachers, lights and PA system.

PRINCE GEORGE'S SPORTS AND LEARNING CENTER

Adjacent to the Redskins' FedEx field development, Prince George's Sports and Learning Center opened in 2000. The development concept for the complex is a mix of publicly and privately owned and operated facilities. The facility is active in indoor track activity with additional sprint lanes, computerized camera-based scoring system and an indoor throwing cage. In addition to track events, the space can be utilized for trade show, community events and infield activity space for multiple events.

The fieldhouse is rented at a daily rate of approximately \$5000. This is utilized heavily throughout the indoor track season for meets with high schools and other organizations.



Senior citizens from various locations in the D.C. Metropolitan areas are bused to the facility to walk on the track during the weekdays, for physical fitness and well-being. There are also open times for all patrons to walk and jog on the track.

Facilities at the center include:

- 200 meter, 6 lane indoor track with seating for 3,000
- Aquatics Center
- Gymnastics Facility
- Fitness Center
- Learning Center
- Support Spaces

MIKE ROSE SOCCER COMPLEX

Completed in 2001, the Mike Rose Soccer Complex in Memphis, Tennessee was initiated by the Mayor and is a public / private partnership. The Complex is owned by Shelby County Government with operation and management by Outback Sports Memphis, a private company. It sits on 136 acres off Bill Morris Parkway.

Corporate sponsorship by Ford Motors Inc. has supplied tournament sponsorship, scholarships and other financial support. In addition to athletics, academic activities take place, like classes and coaches' symposiums.



Facilities at the Mike Rose Soccer Complex include:

- 2,500 seat Championship Field
- 16 Bermuda grass, lit, outdoor rectangular fields
- Support Facilities

WAKE MED SOCCER PARK

The WakeMed Soccer Park in Cary, North Carolina was opened in 2002 and sits on approximately 150 acres. The Park was funded with \$14.5 million from County-wide taxes from hotels and prepared food and beverage. Operations and maintenance are provided by the Town of Cary. The land is leased to the County from the State.

Naming rights have been a successful venture for the Park, with WakeMed holding a three year naming contact for \$300k per year. WakeMed Hospital is a local private health provider serving two surrounding counties.

The Park also has a cross country course that encompasses the Park.

Facilities include:

- 7,000 seat Championship Field
- 8 Rectangular Fields
- Support Facilities



UNITED SPORTS TRAINING CENTER



The United Sports Training Center is located in Downingtown, Pennsylvania. It is privately run and operates on market rate rentals. Pricing is variable depending on the time of year and discounts are offered for multiple blocks of time, purchased in advance. Rates for field rental range from \$120 to \$150 per hour for grass fields and \$135 to \$235 per hour for synthetic turf. Additional charges are applicable for lights.

The Center is active in camps, tournaments and other activities focused on the enrichment of youth.

Sponsors include local hotels and restaurants, as well as a large telecommunications company and a leading hockey supplier.

Facilities include:

- 11 Outdoor Fields
- 4 Indoor Fields
- 600 Indoor Seats
- Support Spaces

MARYLAND SOCCERPLEX AND DISCOVERY CENTER

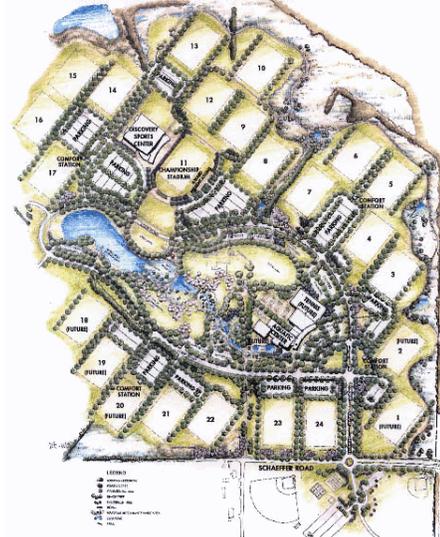
The Maryland Soccerplex and Discovery Center in Germantown, Maryland opened in 2000. It is operated by a non-profit, the Maryland Soccer Foundation. Original investment included: \$8 million from the Maryland National Capital Park and Planning Commission (“MNCPPC”), \$5 million from private contribution, \$14 million financed by the Foundation and land provided from MNCPPC.

Field rentals are offered for outdoor fields (grass and turf) as well as indoor courts. Grass field rates are \$300 per game for tournaments, or \$150 per team. Indoor field and party room rentals vary, depending on the time of year, as space is converted from volleyball / basketball courts to indoor soccer fields at certain times of the year.

Facilities at the Soccerplex include:

- 3,200 seat Championship Stadium
- 24 Outdoor Rectangle Fields (3 artificial turf)
- Indoor Fieldhouse with configurations of 8 wood courts or 3 artificial turf rectangles
- Support Facilities

Maryland SoccerPlex and Central Park



Fairfax County Park Authority
Laurel Hill Park Sportsplex Project
STRATEGIC ASSET VALUE ANALYSIS

Legend:												
Authority's Target Objectives / Aspirations											○	
Authority's Existing Capacity / Achievements											X	
Strategic Objectives By Category	0	1	2	3	4	5	6	7	8	9	10	Comments
I. Enhance Citizen Quality of Life												
a. Passive Recreation & Leisure				X					○			<p>0 = The Authority would not be committed to a natural resource / park component to its mission.</p> <p>10 = The Authority is strongly committed to a park component to its mission including the acquisition, development, and careful management of natural resources and a system of parks geographically distributed for all segments of the population to access for leisure activities. Accessibility will also be supported through a series of programs. The Balanced Scorecard Strategic Plan does not call for FCPA to be everything to everyone, but rather to find a balance between passive and active recreation. The plan also assumes that in delivering "essential governmental services" that the FCPA will not serve as the sole provider in any one function.</p>
b. Responsiveness to Depth of Community Interest						X			○			<p>0 = The Authority is heavily reliant on the private sector and other public agencies to respond to the evolving activity demands of its citizens</p> <p>10 = The Authority is strongly committed to meeting a high percentage of demand for those activities that are most popular among its citizens.As part of the Needs Assessment process it was determined that only 50% of demand was being met; the PAB approved targeting service levels to the 70% level and that target is not likely to change in the future.</p>
c. Responsiveness to Breadth of Community Interest				X						○		<p>0 = The Authority is heavily reliant on the private sector and other public agencies to respond to the evolving activity demands of its citizens</p> <p>10 = The Authority is strongly committed to supporting an extensive menu of facilities, programs, and services that reflects the full spectrum of activity interests of its diverse population. In other words, the Authority is committed to providing a little something for everyone.The Strategic Plan calls for the FCPA to broadly respond to the evolving interests of Fairfax County's citizens. While the FCPA provides over 1,000 program offerings, it was determined that the Authority's capacity falls far short of the targeted service levels generally.</p>
d. Stress Mitigation through Active Lifestyles									○			<p>0 = The Authority believes that private health clubs and YMCAs can adequately meet the fitness needs of its citizens.</p> <p>10 = The Authority strongly believes that its entire population should have access to fitness and wellness services appropriate for people of all ages, abilities, and income levels. Significant outreach and marketing efforts should be employed to maximize citizen participation. There was discussion that there are other ways to achieve stress mitigation than through fitness services, although the level is currently higher than mid-level and the gap to strive for is small.</p>

Fairfax County Park Authority
Laurel Hill Park Sportsplex Project
STRATEGIC ASSET VALUE ANALYSIS

Legend:												
Authority's Target Objectives / Aspirations											O	
Authority's Existing Capacity / Achievements											X	
Strategic Objectives By Category	0	1	2	3	4	5	6	7	8	9	10	Comments
e. Household Management Assistance			X	O								<p>0 = The Authority believes that private providers can adequately meet the assistance needs of its citizens</p> <p>10 = The Authority believes that all households should have an equal opportunity to maintain a balanced and stable home life and as such is committed to assisting with providing care services and programs for youth (after school and summer programs), dependent senior citizens, or those with special needs While the FCPA mission statement could be broadly interpreted as included these types of services, FCPA has no history of providing after school or senior care services and the strategic plan is silent as to any future ambitions in this area.</p>
f. Character Development for Youth					X			O				<p>0 = The Authority views competitive sports as being equivalent to other sports and recreational activities</p> <p>10 = The Authority believes that highly competitive sports are uniquely effective in the character development of young people and should be aggressively supported through leagues and developmental programs. The FCPA is strongly committed to supporting youth sports on the basis of the developmental outcomes that are achieved; however, its role is to provide and maintain the facilities required to facilitate the programming that is primarily provided by others. Direct FCPA programming will be targeted toward introductory or developmental programs that prepare participants for more rigorous levels of competition.</p>

Fairfax County Park Authority
Laurel Hill Park Sportsplex Project
STRATEGIC ASSET VALUE ANALYSIS

Legend:												
Authority's Target Objectives / Aspirations											○	
Authority's Existing Capacity / Achievements											X	
Strategic Objectives By Category	0	1	2	3	4	5	6	7	8	9	10	Comments
II. Recruitment & Retention (Making Fairfax County a community of choice)												
a. Recruitment (Employers)						○				X		<p>0 = The Authority does not believe it has any role or responsibility in assisting the County with economic development initiatives or activities</p> <p>10 = The Authority believes that it represents a significant component of the Fairfax County "brand" and that the beauty and quality of its park and recreational facilities should be actively used by the County, the Chamber of Commerce, and employers to recruit a skilled workforce to Fairfax County. It has never been part of the FCPA's charge to support the economic development activities of the County, but the FCPA's quality facilities and programs are often used as recruiting collateral by those in the business or recruiting companies to the area . Fairfax has been ranked one of the best parks and recreation units in the U.S.</p>
b. Recruitment (Families)						○				X		<p>0 = Whether or not their programs or facilities attract families is not a decision-making factor in the Authority's allocation of their resources</p> <p>10 = The Authority believes that it represents a significant component of the Fairfax County "brand" and that the beauty and quality of its park and recreational facilities should be actively used by the County to recruit families to Fairfax County. See comment above.</p>
c. Retention (Families)						○				X		<p>0 = Whether or not their programs or facilities retain families is not a decision-making factor in the Authority's allocation of their resources</p> <p>10 = The Authority believes that targeted service levels should be sufficient to guarantee a high level quality of life for all of Fairfax County's citizens in comparison with other counties nation wide. See comment above.</p>

Fairfax County Park Authority
Laurel Hill Park Sportsplex Project
STRATEGIC ASSET VALUE ANALYSIS

Legend:												
Authority's Target Objectives / Aspirations											O	
Authority's Existing Capacity / Achievements											X	
Strategic Objectives By Category	0	1	2	3	4	5	6	7	8	9	10	Comments
IV. Financial Performance												
a. Revenue Generation (In addition to tax base)						X				O		<p>0 = A high value is placed on providing service to residents through a traditional intramural program with students not being "nickeled and dimed" by extra charges. Market-priced rentals and non-resident membership programs are not pursued.</p> <p>10 = Generating revenue through a broad menu of value added services and programs, as well as from non-traditional sources, is a high priority. Due to commitments to increase and sustain service levels across all program areas, revenue generation is an extraordinarily high priority; however, commercialization that compromises or perverts the Park Authority's mission will be avoided.</p>
b. Budget / Quality Reconciliation						X			O			<p>0 = Expenses should be kept as low as possible even if that results in limited services and restricted hours of use</p> <p>10 = The highest quality of service and professional standards should be pursued even if high fees and charges must be passed on the residents and other patrons. Delivering high quality service and providing well maintained facilities is of paramount importance. Historically, the Authority has operated in a highly efficient and cost effective manner and the Authority is committed to securing the resources required meet its standards, but is not comfortable being overly reliant on raising fees.</p>
c. Risk Tolerance						X				O		<p>0 = Any financing would be very conservatively underwritten.</p> <p>10 = Any financing would be aggressively underwritten with the general obligation of the institution being pledged. While the FCPA maintains an aggressive posture with respect to meeting the needs of Fairfax County's citizens, as an independent authority, the FCPA has limited capacity to absorb operating deficits that result from unrealized revenue projections or unanticipated cost increases.</p>
d. Generation of direct and indirect tax revenues (Economic impact)		X		O								<p>0 = All programs and services will be targeted exclusively to residents.</p> <p>10 = Significant efforts will be made to bring in visitors through tournaments and other special events to promote traffic for hotels, retail centers, and restaurants. This has not been identified as a goal for FCPA, but this could become the basis of partnerships in the future.</p>

Outdoor Soccer Analysis - by Brailsford & Dunlavey

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 6	107	1,466	6,076	3,695
Age 7	115	1,526	6,068	3,703
Age 8	96	1,519	6,106	3,744
Age 9	103	1,570	6,059	3,756
Age 10	148	1,666	6,487	3,964
Age 11	106	1,527	6,058	3,849
Age 12	106	1,523	5,817	3,712
Age 13	37	618	2,380	1,509
Age 14	41	618	2,408	1,553
Age 15	53	684	2,462	1,703
Age 16	43	665	2,426	1,670
Age 17	48	689	2,498	1,718
Age 18	15	265	1,093	667
Age 19	14	217	1,071	524
Age 20	14	256	1,105	602
Age 21	14	241	1,067	564
Age 22	49	830	3,542	2,062
Age 23	59	1,273	7,216	2,797
Age 24	79	1,426	7,453	3,346
Age 25	64	1,062	4,918	2,724
Age 26	82	1,156	5,187	3,099
Age 27	83	1,175	4,996	3,210
Age 28	70	1,042	4,503	3,039
Age 29	55	873	4,052	2,833
Age 30	19	295	1,359	952
Age 31	18	333	1,668	1,133
Age 32	9	178	881	580
Age 33	12	216	1,139	741
Age 34	14	240	1,353	848
Age 35	6	135	836	504
Age 36	3	95	622	358
Age 37	2	72	558	285
Age 38	11	171	1,413	487
Age 39	11	143	890	379
Age 40	9	155	883	391
Age 41	10	177	950	426
Age 42	10	196	1,049	465
Age 43	10	214	1,139	492
Age 44	14	227	1,183	527
Age 45	4	66	322	146
Age 46	4	67	325	153
Age 47	6	109	522	250
Age 48	11	155	714	368
Age 49	13	213	927	536
Age 50	10	169	714	455
Age 51	7	122	504	361
Age 52	12	118	494	387
Age 53	6	69	286	246
Age 54	4	47	219	196
Age 55	1	8	35	30
Age 56	5	76	354	220
Age 57	3	54	224	136
Age 58	4	50	187	127
Age 59	2	25	97	61
Age 60	1	23	97	56
Age 61	1	29	158	65
Age 62	5	80	556	230
Age 63	3	42	222	113
Age 64	3	36	163	97

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 6	66	914	3,789	2,304
Age 7	72	952	3,784	2,309
Age 8	60	947	3,807	2,335
Age 9	64	979	3,778	2,342
Age 10	92	1,039	4,045	2,472
Age 11	66	952	3,778	2,400
Age 12	66	950	3,627	2,315
Age 13	55	913	3,517	2,230
Age 14	26	395	1,540	994
Age 15	34	437	1,575	1,089
Age 16	27	425	1,552	1,068
Age 17	31	440	1,598	1,099
Age 18	7	118	486	296
Age 19	6	96	476	233
Age 20	6	114	491	267
Age 21	6	107	474	251
Age 22	22	369	1,574	916
Age 23	26	566	3,207	1,243
Age 24	35	634	3,313	1,487
Age 25	34	561	2,596	1,438
Age 26	43	610	2,738	1,636
Age 27	44	620	2,637	1,694
Age 28	37	550	2,377	1,604
Age 29	29	461	2,138	1,495
Age 30	10	156	717	502
Age 31	9	176	880	598
Age 32	5	94	465	306
Age 33	6	114	601	391
Age 34	7	127	714	448
Age 35	3	69	432	260
Age 36	1	49	321	185
Age 37	1	37	288	147
Age 38	6	88	729	251
Age 39	6	74	459	196
Age 40	4	80	456	202
Age 41	5	91	490	220
Age 42	5	101	541	240
Age 43	5	111	588	254
Age 44	7	117	611	272
Age 45	1	16	80	37
Age 46	1	17	81	38
Age 47	1	27	131	62
Age 48	3	39	178	92
Age 49	3	53	232	134
Age 50	2	42	179	114
Age 51	2	30	126	90
Age 52	3	30	124	97
Age 53	1	17	71	62
Age 54	1	12	55	49
Age 55	0	4	17	15
Age 56	2	38	177	110
Age 57	2	27	112	68
Age 58	2	25	93	63
Age 59	1	13	49	31
Age 60	1	12	48	28
Age 61	1	14	79	32
Age 62	2	40	278	115
Age 63	1	21	111	56
Age 64	1	18	81	48

Outdoor Soccer Analysis - by Brailsford & Dunlavy

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 65	1	17	74	48
Age 66	1	15	66	45
Age 67	1	12	59	41
Age 68	0	4	20	13
Age 69	1	7	39	24
Age 70	0	3	20	12
Age 71	0	6	35	20
Age 72	0	6	40	20
Age 73	0	5	33	16
Age 74	0	5	32	14
Age 75	0	4	32	12
Age 76	1	8	69	23
Age 77	3	50	238	100
Age 78	1	20	86	39
Age 79	2	40	172	89
Age 80	1	20	83	43
Age 81	4	63	312	218
Age 82	2	36	186	128
Age 83	1	11	75	41
Age 84	0	9	53	30
Age 85	1	11	54	24
Age 86	1	16	77	39
Age 87	1	24	104	60
Age 88	1	18	78	50
Age 89	1	13	52	38
Age 90	1	12	51	42
Age 91	0	6	25	23
Age 92	0	3	17	17
Age 93	0	1	6	7
Age 94	2	36	167	105
Age 95	2	25	102	63
Age 96	2	23	84	58
Age 97	1	11	40	26
Age 98	0	4	16	10
Age 99	0	3	11	7
Age 100	1	27	209	84

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 65	0	0	0	0
Age 66	0	0	0	0
Age 67	0	0	0	0
Age 68	0	0	0	0
Age 69	0	0	0	0
Age 70	0	0	0	0
Age 71	0	0	0	0
Age 72	0	0	0	0
Age 73	0	0	0	0
Age 74	0	0	0	0
Age 75	0	0	0	0
Age 76	0	0	0	0
Age 77	0	0	0	0
Age 78	0	0	0	0
Age 79	0	0	0	0
Age 80	0	0	0	0
Age 81	0	0	0	0
Age 82	0	0	0	0
Age 83	0	0	0	0
Age 84	0	0	0	0
Age 85	0	0	0	0
Age 86	0	0	0	0
Age 87	0	0	0	0
Age 88	0	0	0	0
Age 89	0	0	0	0
Age 90	0	0	0	0
Age 91	0	0	0	0
Age 92	0	0	0	0
Age 93	0	0	0	0
Age 94	0	0	0	0
Age 95	0	0	0	0
Age 96	0	0	0	0
Age 97	0	0	0	0
Age 98	0	0	0	0
Age 99	0	0	0	0
Age 100	0	0	0	0

Outdoor Soccer Analysis - by Brailsford & Dunlavey

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Developmental				
Ages 6 - 8	318	4,512	18,250	11,142
Pre-High School				
Ages 9 - 13	500	6,903	26,801	16,791
High School				
Ages 14 - 18	200	2,920	10,888	7,311
Young Adults				
Ages 19 - 30	600	9,844	46,467	25,750
Mature Adults				
Ages 31 - 50	183	3,330	18,090	9,524
Senior Adults				
Ages 51 - 65	56	798	3,668	2,372

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Developmental				
Ages 6 - 8	198	2,813	11,380	6,948
Pre-High School				
Ages 9 - 13	344	4,833	18,745	11,759
High School				
Ages 14 - 18	125	1,816	6,751	4,546
Young Adults				
Ages 19 - 30	298	4,842	22,737	12,766
Mature Adults				
Ages 31 - 50	83	1,523	8,457	4,446
Senior Adults				
Ages 51 - 65	20	301	1,421	865

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 6	28	379	1,571	955
Age 7	30	395	1,569	957
Age 8	25	393	1,579	968
Age 9	27	406	1,567	971
Age 10	38	431	1,677	1,025
Age 11	27	395	1,566	995
Age 12	27	394	1,504	960
Age 13	12	195	751	476
Age 14	13	195	759	490
Age 15	17	216	776	537
Age 16	13	210	765	527
Age 17	15	217	788	542
Age 18	9	162	668	408
Age 19	8	132	654	320
Age 20	8	156	675	368
Age 21	8	147	652	345
Age 22	30	507	2,165	1,260
Age 23	36	778	4,409	1,709
Age 24	48	872	4,555	2,045
Age 25	29	472	2,186	1,211
Age 26	36	514	2,305	1,377
Age 27	37	522	2,220	1,427
Age 28	31	463	2,001	1,351
Age 29	24	388	1,801	1,259
Age 30	8	131	604	423
Age 31	8	148	741	504
Age 32	4	79	392	258
Age 33	5	96	506	329
Age 34	6	107	601	377
Age 35	2	39	243	146
Age 36	1	27	181	104
Age 37	1	21	162	83
Age 38	3	50	410	141
Age 39	3	41	258	110
Age 40	3	45	256	114
Age 41	3	51	276	124
Age 42	3	57	304	135
Age 43	3	62	331	143
Age 44	4	66	343	153
Age 45	1	25	121	55
Age 46	2	25	122	57
Age 47	2	41	196	94
Age 48	4	58	268	138
Age 49	5	80	348	201
Age 50	4	63	268	171
Age 51	3	46	189	135
Age 52	4	44	185	145
Age 53	2	26	107	92
Age 54	2	18	82	73
Age 55	0	0	0	0
Age 56	0	0	0	0
Age 57	0	0	0	0
Age 58	0	0	0	0
Age 59	0	0	0	0
Age 60	0	0	0	0
Age 61	0	0	0	0
Age 62	0	0	0	0
Age 63	0	0	0	0
Age 64	0	0	0	0

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 6	15	206	855	520
Age 7	16	215	854	521
Age 8	14	214	859	527
Age 9	14	221	852	528
Age 10	21	234	913	558
Age 11	15	215	852	542
Age 12	15	214	818	522
Age 13	5	84	322	204
Age 14	6	83	325	210
Age 15	7	92	333	230
Age 16	6	90	328	226
Age 17	6	93	338	232
Age 18	4	64	263	161
Age 19	3	52	258	126
Age 20	3	62	266	145
Age 21	3	58	257	136
Age 22	12	200	853	496
Age 23	14	306	1,737	673
Age 24	19	343	1,794	805
Age 25	18	295	1,366	757
Age 26	23	321	1,441	861
Age 27	23	326	1,388	892
Age 28	19	289	1,251	844
Age 29	15	242	1,125	787
Age 30	5	82	378	264
Age 31	5	93	463	315
Age 32	2	49	245	161
Age 33	3	60	316	206
Age 34	4	67	376	236
Age 35	1	13	81	49
Age 36	0	9	60	35
Age 37	0	7	54	28
Age 38	1	17	137	47
Age 39	1	14	86	37
Age 40	1	15	85	38
Age 41	1	17	92	41
Age 42	1	19	101	45
Age 43	1	21	110	48
Age 44	1	22	114	51
Age 45	1	16	80	37
Age 46	1	17	81	38
Age 47	1	27	131	62
Age 48	3	39	178	92
Age 49	3	53	232	134
Age 50	2	42	179	114
Age 51	2	30	126	90
Age 52	3	30	124	97
Age 53	1	17	71	62
Age 54	1	12	55	49
Age 55	0	0	0	0
Age 56	0	0	0	0
Age 57	0	0	0	0
Age 58	0	0	0	0
Age 59	0	0	0	0
Age 60	0	0	0	0
Age 61	0	0	0	0
Age 62	0	0	0	0
Age 63	0	0	0	0
Age 64	0	0	0	0

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 65	0	0	0	0
Age 66	0	0	0	0
Age 67	0	0	0	0
Age 68	0	0	0	0
Age 69	0	0	0	0
Age 70	0	0	0	0
Age 71	0	0	0	0
Age 72	0	0	0	0
Age 73	0	0	0	0
Age 74	0	0	0	0
Age 75	0	0	0	0
Age 76	0	0	0	0
Age 77	0	0	0	0
Age 78	0	0	0	0
Age 79	0	0	0	0
Age 80	0	0	0	0
Age 81	0	0	0	0
Age 82	0	0	0	0
Age 83	0	0	0	0
Age 84	0	0	0	0
Age 85	0	0	0	0
Age 86	0	0	0	0
Age 87	0	0	0	0
Age 88	0	0	0	0
Age 89	0	0	0	0
Age 90	0	0	0	0
Age 91	0	0	0	0
Age 92	0	0	0	0
Age 93	0	0	0	0
Age 94	0	0	0	0
Age 95	0	0	0	0
Age 96	0	0	0	0
Age 97	0	0	0	0
Age 98	0	0	0	0
Age 99	0	0	0	0
Age 100	0	0	0	0

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 65	0	0	0	0
Age 66	0	0	0	0
Age 67	0	0	0	0
Age 68	0	0	0	0
Age 69	0	0	0	0
Age 70	0	0	0	0
Age 71	0	0	0	0
Age 72	0	0	0	0
Age 73	0	0	0	0
Age 74	0	0	0	0
Age 75	0	0	0	0
Age 76	0	0	0	0
Age 77	0	0	0	0
Age 78	0	0	0	0
Age 79	0	0	0	0
Age 80	0	0	0	0
Age 81	0	0	0	0
Age 82	0	0	0	0
Age 83	0	0	0	0
Age 84	0	0	0	0
Age 85	0	0	0	0
Age 86	0	0	0	0
Age 87	0	0	0	0
Age 88	0	0	0	0
Age 89	0	0	0	0
Age 90	0	0	0	0
Age 91	0	0	0	0
Age 92	0	0	0	0
Age 93	0	0	0	0
Age 94	0	0	0	0
Age 95	0	0	0	0
Age 96	0	0	0	0
Age 97	0	0	0	0
Age 98	0	0	0	0
Age 99	0	0	0	0
Age 100	0	0	0	0

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Developmental				
Ages 6 - 8	82	1,166	4,719	2,881
Pre-High School				
Ages 9 - 13	132	1,820	7,065	4,427
High School				
Ages 14 - 18	67	999	3,756	2,503
Young Adults				
Ages 19 - 30	304	5,082	24,228	13,093
Mature Adults				
Ages 31 - 50	65	1,182	6,327	3,436
Senior Adults				
Ages 51 - 65	11	133	563	446

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Developmental				
Ages 6 - 8	45	635	2,567	1,567
Pre-High School				
Ages 9 - 13	70	968	3,757	2,354
High School				
Ages 14 - 18	29	423	1,587	1,058
Young Adults				
Ages 19 - 30	158	2,577	12,113	6,786
Mature Adults				
Ages 31 - 50	34	617	3,203	1,812
Senior Adults				
Ages 51 - 65	7	89	376	297

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 6	107	1,477	6,123	3,723
Age 7	116	1,538	6,114	3,731
Age 8	97	1,531	6,152	3,773
Age 9	104	1,582	6,105	3,784
Age 10	149	1,678	6,536	3,994
Age 11	107	1,539	6,105	3,879
Age 12	107	1,534	5,861	3,740
Age 13	92	1,532	5,897	3,739
Age 14	102	1,531	5,965	3,848
Age 15	131	1,693	6,100	4,219
Age 16	106	1,646	6,011	4,137
Age 17	118	1,706	6,190	4,256
Age 18	41	726	2,996	1,828
Age 19	38	594	2,935	1,435
Age 20	37	702	3,027	1,649
Age 21	37	659	2,924	1,545
Age 22	133	2,276	9,708	5,651
Age 23	162	3,488	19,776	7,666
Age 24	216	3,909	20,427	9,170
Age 25	120	1,977	9,153	5,070
Age 26	152	2,151	9,654	5,767
Age 27	154	2,186	9,297	5,974
Age 28	130	1,938	8,380	5,657
Age 29	103	1,625	7,540	5,272
Age 30	35	548	2,529	1,771
Age 31	33	620	3,104	2,110
Age 32	16	331	1,640	1,080
Age 33	22	402	2,120	1,379
Age 34	26	447	2,518	1,579
Age 35	11	243	1,510	910
Age 36	5	171	1,124	647
Age 37	3	130	1,008	514
Age 38	19	309	2,552	879
Age 39	20	258	1,608	685
Age 40	16	280	1,596	706
Age 41	19	320	1,716	769
Age 42	17	354	1,895	839
Age 43	18	387	2,058	889
Age 44	24	411	2,137	951
Age 45	14	238	1,167	531
Age 46	15	242	1,180	554
Age 47	21	395	1,893	905
Age 48	39	561	2,588	1,335
Age 49	46	772	3,361	1,942
Age 50	36	613	2,588	1,649
Age 51	24	441	1,825	1,309
Age 52	42	429	1,791	1,402
Age 53	20	249	1,035	892
Age 54	15	171	794	709
Age 55	4	47	209	180
Age 56	27	456	2,125	1,322
Age 57	21	326	1,342	814
Age 58	22	303	1,120	760
Age 59	9	153	585	369
Age 60	8	139	581	339
Age 61	9	173	949	388
Age 62	28	481	3,335	1,383
Age 63	17	254	1,331	676
Age 64	16	216	975	580

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 6	91	1,249	5,175	3,147
Age 7	98	1,300	5,168	3,154
Age 8	82	1,294	5,200	3,189
Age 9	88	1,337	5,161	3,199
Age 10	126	1,419	5,525	3,376
Age 11	90	1,301	5,160	3,278
Age 12	90	1,297	4,954	3,162
Age 13	79	1,309	5,040	3,195
Age 14	87	1,308	5,097	3,289
Age 15	112	1,447	5,213	3,605
Age 16	90	1,407	5,136	3,535
Age 17	101	1,458	5,290	3,637
Age 18	27	476	1,964	1,198
Age 19	25	389	1,923	941
Age 20	25	460	1,984	1,081
Age 21	24	432	1,917	1,013
Age 22	87	1,491	6,362	3,703
Age 23	106	2,286	12,961	5,024
Age 24	142	2,562	13,388	6,010
Age 25	79	1,298	6,011	3,330
Age 26	100	1,412	6,340	3,787
Age 27	101	1,436	6,106	3,923
Age 28	85	1,273	5,504	3,715
Age 29	67	1,067	4,952	3,462
Age 30	23	360	1,661	1,163
Age 31	22	407	2,038	1,385
Age 32	11	217	1,077	709
Age 33	14	264	1,392	906
Age 34	17	293	1,654	1,037
Age 35	7	156	971	585
Age 36	3	110	723	416
Age 37	2	83	648	330
Age 38	13	199	1,641	565
Age 39	13	166	1,034	440
Age 40	10	180	1,026	454
Age 41	12	206	1,103	494
Age 42	11	227	1,218	540
Age 43	11	249	1,323	572
Age 44	16	264	1,374	611
Age 45	9	156	765	348
Age 46	10	159	773	363
Age 47	13	259	1,240	593
Age 48	26	368	1,696	875
Age 49	30	506	2,202	1,273
Age 50	24	402	1,696	1,081
Age 51	16	289	1,196	857
Age 52	27	281	1,174	919
Age 53	13	163	678	584
Age 54	10	112	520	464
Age 55	2	27	122	105
Age 56	16	266	1,240	771
Age 57	12	190	783	475
Age 58	13	177	653	443
Age 59	6	89	341	215
Age 60	5	81	339	198
Age 61	5	101	553	226
Age 62	16	281	1,945	806
Age 63	10	148	776	394
Age 64	9	126	569	338

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 65	5	70	296	190
Age 66	4	61	265	180
Age 67	3	50	236	163
Age 68	1	17	79	54
Age 69	3	28	157	95
Age 70	0	14	82	46
Age 71	1	24	139	79
Age 72	1	25	160	81
Age 73	1	21	133	64
Age 74	1	21	129	54
Age 75	1	18	127	47
Age 76	2	33	276	92
Age 77	11	198	951	399
Age 78	4	79	342	154
Age 79	9	161	689	357
Age 80	4	79	333	174
Age 81	15	250	1,249	872
Age 82	9	145	744	514
Age 83	3	45	298	163
Age 84	2	34	212	120
Age 85	2	43	216	97
Age 86	4	65	309	155
Age 87	6	95	418	239
Age 88	4	73	313	200
Age 89	3	50	210	154
Age 90	5	48	205	167
Age 91	2	22	99	93
Age 92	1	12	68	69
Age 93	0	4	26	30
Age 94	9	143	669	418
Age 95	6	101	408	253
Age 96	7	92	335	233
Age 97	3	43	158	104
Age 98	1	16	66	40
Age 99	1	10	45	28
Age 100	6	106	838	338

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 65	5	70	296	190
Age 66	4	61	265	180
Age 67	3	50	236	163
Age 68	1	17	79	54
Age 69	3	28	157	95
Age 70	0	14	82	46
Age 71	1	24	139	79
Age 72	1	25	160	81
Age 73	1	21	133	64
Age 74	1	21	129	54
Age 75	1	18	127	47
Age 76	2	33	276	92
Age 77	11	198	951	399
Age 78	4	79	342	154
Age 79	9	161	689	357
Age 80	4	79	333	174
Age 81	15	250	1,249	872
Age 82	9	145	744	514
Age 83	3	45	298	163
Age 84	2	34	212	120
Age 85	2	43	216	97
Age 86	4	65	309	155
Age 87	6	95	418	239
Age 88	4	73	313	200
Age 89	3	50	210	154
Age 90	5	48	205	167
Age 91	2	22	99	93
Age 92	1	12	68	69
Age 93	0	4	26	30
Age 94	9	143	669	418
Age 95	6	101	408	253
Age 96	7	92	335	233
Age 97	3	43	158	104
Age 98	1	16	66	40
Age 99	1	10	45	28
Age 100	6	106	838	338

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Developmental				
Ages 6 - 8	320	4,546	18,389	11,226
Pre-High School				
Ages 9 - 13	559	7,864	30,504	19,137
High School				
Ages 14 - 18	499	7,303	27,262	18,288
Young Adults				
Ages 19 - 30	1,316	22,053	105,351	56,626
Mature Adults				
Ages 31 - 50	419	7,484	39,364	20,854
Senior Adults				
Ages 51 - 65	266	3,906	18,293	11,311

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Developmental				
Ages 6 - 8	271	3,842	15,544	9,490
Pre-High School				
Ages 9 - 13	473	6,662	25,839	16,211
High School				
Ages 14 - 18	418	6,096	22,700	15,264
Young Adults				
Ages 19 - 30	864	14,467	69,109	37,152
Mature Adults				
Ages 31 - 50	273	4,871	25,593	13,577
Senior Adults				
Ages 51 - 65	165	2,400	11,185	6,987

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 6	6	84	347	211
Age 7	7	87	346	211
Age 8	5	87	348	214
Age 9	6	90	346	214
Age 10	8	95	370	226
Age 11	6	87	346	220
Age 12	6	87	332	212
Age 13	3	50	193	122
Age 14	3	50	195	126
Age 15	4	55	200	138
Age 16	3	54	197	135
Age 17	4	56	203	139
Age 18	2	29	121	74
Age 19	2	24	119	58
Age 20	2	28	123	67
Age 21	2	27	119	63
Age 22	5	92	394	229
Age 23	7	141	802	311
Age 24	9	158	828	372
Age 25	5	89	410	227
Age 26	7	96	432	258
Age 27	7	98	416	267
Age 28	6	87	375	253
Age 29	5	73	338	236
Age 30	2	25	113	79
Age 31	1	28	139	94
Age 32	1	15	73	48
Age 33	1	18	95	62
Age 34	1	20	113	71
Age 35	1	17	108	65
Age 36	0	12	80	46
Age 37	0	9	72	37
Age 38	1	22	182	63
Age 39	1	18	115	49
Age 40	1	20	114	50
Age 41	1	23	123	55
Age 42	1	25	135	60
Age 43	1	28	147	64
Age 44	2	29	153	68
Age 45	1	16	80	37
Age 46	1	17	81	38
Age 47	1	27	131	62
Age 48	3	39	178	92
Age 49	3	53	232	134
Age 50	2	42	179	114
Age 51	2	30	126	90
Age 52	3	30	124	97
Age 53	1	17	71	62
Age 54	1	12	55	49
Age 55	0	0	0	0
Age 56	0	0	0	0
Age 57	0	0	0	0
Age 58	0	0	0	0
Age 59	0	0	0	0
Age 60	0	0	0	0
Age 61	0	0	0	0
Age 62	0	0	0	0
Age 63	0	0	0	0
Age 64	0	0	0	0

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 6	2	22	92	56
Age 7	2	23	92	56
Age 8	1	23	93	57
Age 9	2	24	92	57
Age 10	2	25	99	60
Age 11	2	23	92	59
Age 12	2	23	88	56
Age 13	2	28	107	68
Age 14	2	28	108	70
Age 15	2	31	111	77
Age 16	2	30	109	75
Age 17	2	31	113	77
Age 18	1	10	40	25
Age 19	1	8	40	19
Age 20	1	9	41	22
Age 21	1	9	40	21
Age 22	2	31	131	76
Age 23	2	47	267	104
Age 24	3	53	276	124
Age 25	0	0	0	0
Age 26	0	0	0	0
Age 27	0	0	0	0
Age 28	0	0	0	0
Age 29	0	0	0	0
Age 30	0	0	0	0
Age 31	0	0	0	0
Age 32	0	0	0	0
Age 33	0	0	0	0
Age 34	0	0	0	0
Age 35	0	4	27	16
Age 36	0	3	20	12
Age 37	0	2	18	9
Age 38	0	6	46	16
Age 39	0	5	29	12
Age 40	0	5	28	13
Age 41	0	6	31	14
Age 42	0	6	34	15
Age 43	0	7	37	16
Age 44	0	7	38	17
Age 45	0	0	0	0
Age 46	0	0	0	0
Age 47	0	0	0	0
Age 48	0	0	0	0
Age 49	0	0	0	0
Age 50	0	0	0	0
Age 51	0	0	0	0
Age 52	0	0	0	0
Age 53	0	0	0	0
Age 54	0	0	0	0
Age 55	0	0	0	0
Age 56	0	0	0	0
Age 57	0	0	0	0
Age 58	0	0	0	0
Age 59	0	0	0	0
Age 60	0	0	0	0
Age 61	0	0	0	0
Age 62	0	0	0	0
Age 63	0	0	0	0
Age 64	0	0	0	0

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 65	0	0	0	0
Age 66	0	0	0	0
Age 67	0	0	0	0
Age 68	0	0	0	0
Age 69	0	0	0	0
Age 70	0	0	0	0
Age 71	0	0	0	0
Age 72	0	0	0	0
Age 73	0	0	0	0
Age 74	0	0	0	0
Age 75	0	0	0	0
Age 76	0	0	0	0
Age 77	0	0	0	0
Age 78	0	0	0	0
Age 79	0	0	0	0
Age 80	0	0	0	0
Age 81	0	0	0	0
Age 82	0	0	0	0
Age 83	0	0	0	0
Age 84	0	0	0	0
Age 85	0	0	0	0
Age 86	0	0	0	0
Age 87	0	0	0	0
Age 88	0	0	0	0
Age 89	0	0	0	0
Age 90	0	0	0	0
Age 91	0	0	0	0
Age 92	0	0	0	0
Age 93	0	0	0	0
Age 94	0	0	0	0
Age 95	0	0	0	0
Age 96	0	0	0	0
Age 97	0	0	0	0
Age 98	0	0	0	0
Age 99	0	0	0	0
Age 100	0	0	0	0

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 65	0	0	0	0
Age 66	0	0	0	0
Age 67	0	0	0	0
Age 68	0	0	0	0
Age 69	0	0	0	0
Age 70	0	0	0	0
Age 71	0	0	0	0
Age 72	0	0	0	0
Age 73	0	0	0	0
Age 74	0	0	0	0
Age 75	0	0	0	0
Age 76	0	0	0	0
Age 77	0	0	0	0
Age 78	0	0	0	0
Age 79	0	0	0	0
Age 80	0	0	0	0
Age 81	0	0	0	0
Age 82	0	0	0	0
Age 83	0	0	0	0
Age 84	0	0	0	0
Age 85	0	0	0	0
Age 86	0	0	0	0
Age 87	0	0	0	0
Age 88	0	0	0	0
Age 89	0	0	0	0
Age 90	0	0	0	0
Age 91	0	0	0	0
Age 92	0	0	0	0
Age 93	0	0	0	0
Age 94	0	0	0	0
Age 95	0	0	0	0
Age 96	0	0	0	0
Age 97	0	0	0	0
Age 98	0	0	0	0
Age 99	0	0	0	0
Age 100	0	0	0	0

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Developmental				
Ages 6 - 8	18	257	1,041	635
Pre-High School				
Ages 9 - 13	29	409	1,586	994
High School				
Ages 14 - 18	17	245	916	613
Young Adults				
Ages 19 - 30	56	938	4,468	2,421
Mature Adults				
Ages 31 - 50	27	480	2,530	1,309
Senior Adults				
Ages 51 - 65	7	89	376	297

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Developmental				
Ages 6 - 8	5	69	278	169
Pre-High School				
Ages 9 - 13	9	123	479	300
High School				
Ages 14 - 18	9	129	482	324
Young Adults				
Ages 19 - 30	8	157	795	366
Mature Adults				
Ages 31 - 50	3	51	307	139
Senior Adults				
Ages 51 - 65	0	0	0	0

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 6	8	106	439	267
Age 7	8	110	438	268
Age 8	7	110	441	270
Age 9	7	113	438	271
Age 10	11	120	469	286
Age 11	8	110	438	278
Age 12	8	110	420	268
Age 13	5	78	300	190
Age 14	5	78	304	196
Age 15	7	86	311	215
Age 16	5	84	306	211
Age 17	6	87	315	217
Age 18	3	44	182	111
Age 19	2	36	178	87
Age 20	2	43	184	100
Age 21	2	40	178	94
Age 22	8	138	590	344
Age 23	10	212	1,203	466
Age 24	13	238	1,242	558
Age 25	9	148	683	378
Age 26	11	161	720	430
Age 27	12	163	694	446
Age 28	10	145	625	422
Age 29	8	121	563	393
Age 30	3	41	189	132
Age 31	2	46	232	157
Age 32	1	25	122	81
Age 33	2	30	158	103
Age 34	2	33	188	118
Age 35	2	35	216	130
Age 36	1	24	161	92
Age 37	0	19	144	73
Age 38	3	44	365	126
Age 39	3	37	230	98
Age 40	2	40	228	101
Age 41	3	46	245	110
Age 42	2	51	271	120
Age 43	3	55	294	127
Age 44	3	59	305	136
Age 45	1	25	121	55
Age 46	2	25	122	57
Age 47	2	41	196	94
Age 48	4	58	268	138
Age 49	5	80	348	201
Age 50	4	63	268	171
Age 51	3	46	189	135
Age 52	4	44	185	145
Age 53	2	26	107	92
Age 54	2	18	82	73
Age 55	1	8	35	30
Age 56	5	76	354	220
Age 57	3	54	224	136
Age 58	4	50	187	127
Age 59	2	25	97	61
Age 60	1	23	97	56
Age 61	1	29	158	65
Age 62	5	80	556	230
Age 63	3	42	222	113
Age 64	3	36	163	97

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 6	6	89	370	225
Age 7	7	93	369	225
Age 8	6	92	371	228
Age 9	6	95	369	228
Age 10	9	101	395	241
Age 11	6	93	369	234
Age 12	6	93	354	226
Age 13	4	61	236	150
Age 14	4	61	239	154
Age 15	5	68	244	169
Age 16	4	66	240	165
Age 17	5	68	248	170
Age 18	1	25	101	62
Age 19	1	20	99	48
Age 20	1	24	102	56
Age 21	1	22	99	52
Age 22	5	77	328	191
Age 23	5	118	668	259
Age 24	7	132	690	310
Age 25	2	30	137	76
Age 26	2	32	144	86
Age 27	2	33	139	89
Age 28	2	29	125	84
Age 29	2	24	113	79
Age 30	1	8	38	26
Age 31	0	9	46	31
Age 32	0	5	24	16
Age 33	0	6	32	21
Age 34	0	7	38	24
Age 35	1	13	81	49
Age 36	0	9	60	35
Age 37	0	7	54	28
Age 38	1	17	137	47
Age 39	1	14	86	37
Age 40	1	15	85	38
Age 41	1	17	92	41
Age 42	1	19	101	45
Age 43	1	21	110	48
Age 44	1	22	114	51
Age 45	1	16	80	37
Age 46	1	17	81	38
Age 47	1	27	131	62
Age 48	3	39	178	92
Age 49	3	53	232	134
Age 50	2	42	179	114
Age 51	2	30	126	90
Age 52	3	30	124	97
Age 53	1	17	71	62
Age 54	1	12	55	49
Age 55	0	4	17	15
Age 56	2	38	177	110
Age 57	2	27	112	68
Age 58	2	25	93	63
Age 59	1	13	49	31
Age 60	1	12	48	28
Age 61	1	14	79	32
Age 62	2	40	278	115
Age 63	1	21	111	56
Age 64	1	18	81	48

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 65	0	0	0	0
Age 66	0	0	0	0
Age 67	0	0	0	0
Age 68	0	0	0	0
Age 69	0	0	0	0
Age 70	0	0	0	0
Age 71	0	0	0	0
Age 72	0	0	0	0
Age 73	0	0	0	0
Age 74	0	0	0	0
Age 75	0	0	0	0
Age 76	0	0	0	0
Age 77	0	0	0	0
Age 78	0	0	0	0
Age 79	0	0	0	0
Age 80	0	0	0	0
Age 81	0	0	0	0
Age 82	0	0	0	0
Age 83	0	0	0	0
Age 84	0	0	0	0
Age 85	0	0	0	0
Age 86	0	0	0	0
Age 87	0	0	0	0
Age 88	0	0	0	0
Age 89	0	0	0	0
Age 90	0	0	0	0
Age 91	0	0	0	0
Age 92	0	0	0	0
Age 93	0	0	0	0
Age 94	0	0	0	0
Age 95	0	0	0	0
Age 96	0	0	0	0
Age 97	0	0	0	0
Age 98	0	0	0	0
Age 99	0	0	0	0
Age 100	0	0	0	0

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 65	0	0	0	0
Age 66	0	0	0	0
Age 67	0	0	0	0
Age 68	0	0	0	0
Age 69	0	0	0	0
Age 70	0	0	0	0
Age 71	0	0	0	0
Age 72	0	0	0	0
Age 73	0	0	0	0
Age 74	0	0	0	0
Age 75	0	0	0	0
Age 76	0	0	0	0
Age 77	0	0	0	0
Age 78	0	0	0	0
Age 79	0	0	0	0
Age 80	0	0	0	0
Age 81	0	0	0	0
Age 82	0	0	0	0
Age 83	0	0	0	0
Age 84	0	0	0	0
Age 85	0	0	0	0
Age 86	0	0	0	0
Age 87	0	0	0	0
Age 88	0	0	0	0
Age 89	0	0	0	0
Age 90	0	0	0	0
Age 91	0	0	0	0
Age 92	0	0	0	0
Age 93	0	0	0	0
Age 94	0	0	0	0
Age 95	0	0	0	0
Age 96	0	0	0	0
Age 97	0	0	0	0
Age 98	0	0	0	0
Age 99	0	0	0	0
Age 100	0	0	0	0

Softball (Fast-Pitch) Analysis - by Brailsford & Dunlavey

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Developmental				
Ages 6 - 8	23	326	1,318	805
Pre-High School				
Ages 9 - 13	38	532	2,064	1,294
High School				
Ages 14 - 18	26	379	1,418	949
Young Adults				
Ages 19 - 30	90	1,485	7,050	3,851
Mature Adults				
Ages 31 - 50	47	835	4,480	2,287
Senior Adults				
Ages 51 - 65	37	558	2,655	1,581

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Developmental				
Ages 6 - 8	19	274	1,110	678
Pre-High School				
Ages 9 - 13	32	444	1,722	1,079
High School				
Ages 14 - 18	20	288	1,072	720
Young Adults				
Ages 19 - 30	31	548	2,681	1,357
Mature Adults				
Ages 31 - 50	21	375	1,943	986
Senior Adults				
Ages 51 - 65	20	301	1,421	865

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 6	23	318	1,317	801
Age 7	25	331	1,315	803
Age 8	21	329	1,323	811
Age 9	22	340	1,313	814
Age 10	32	361	1,406	859
Age 11	23	331	1,313	834
Age 12	23	330	1,261	805
Age 13	16	262	1,008	639
Age 14	17	262	1,019	658
Age 15	22	289	1,043	721
Age 16	18	281	1,027	707
Age 17	20	292	1,058	727
Age 18	16	280	1,154	704
Age 19	14	229	1,130	553
Age 20	14	270	1,166	635
Age 21	14	254	1,126	595
Age 22	51	876	3,739	2,176
Age 23	62	1,343	7,616	2,952
Age 24	83	1,506	7,867	3,532
Age 25	68	1,121	5,191	2,876
Age 26	86	1,220	5,475	3,271
Age 27	87	1,240	5,273	3,388
Age 28	74	1,099	4,753	3,208
Age 29	58	921	4,277	2,990
Age 30	20	311	1,435	1,005
Age 31	19	352	1,760	1,196
Age 32	9	188	930	612
Age 33	12	228	1,202	782
Age 34	15	253	1,428	896
Age 35	7	152	944	569
Age 36	3	107	703	404
Age 37	2	81	630	321
Age 38	12	193	1,595	550
Age 39	12	161	1,005	428
Age 40	10	175	997	441
Age 41	12	200	1,072	481
Age 42	11	221	1,184	525
Age 43	11	242	1,286	556
Age 44	15	257	1,336	594
Age 45	8	139	684	311
Age 46	9	142	692	325
Age 47	12	232	1,110	530
Age 48	23	329	1,517	783
Age 49	27	453	1,970	1,139
Age 50	21	360	1,517	967
Age 51	14	259	1,070	767
Age 52	25	251	1,050	822
Age 53	12	146	607	523
Age 54	9	100	465	416
Age 55	4	47	209	180
Age 56	27	456	2,125	1,322
Age 57	21	326	1,342	814
Age 58	22	303	1,120	760
Age 59	9	153	585	369
Age 60	8	139	581	339
Age 61	9	173	949	388
Age 62	28	481	3,335	1,383
Age 63	17	254	1,331	676
Age 64	16	216	975	580

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 6	19	268	1,109	674
Age 7	21	279	1,107	676
Age 8	18	277	1,114	683
Age 9	19	286	1,106	685
Age 10	27	304	1,184	724
Age 11	19	279	1,106	703
Age 12	19	278	1,062	678
Age 13	10	162	622	394
Age 14	11	161	629	406
Age 15	14	179	643	445
Age 16	11	174	634	436
Age 17	12	180	653	449
Age 18	10	167	688	420
Age 19	9	136	674	330
Age 20	9	161	695	379
Age 21	9	151	672	355
Age 22	31	523	2,230	1,298
Age 23	37	801	4,543	1,761
Age 24	50	898	4,693	2,107
Age 25	39	649	3,005	1,665
Age 26	50	706	3,170	1,894
Age 27	51	718	3,053	1,961
Age 28	43	637	2,752	1,857
Age 29	34	533	2,476	1,731
Age 30	12	180	831	582
Age 31	11	204	1,019	693
Age 32	5	109	539	355
Age 33	7	132	696	453
Age 34	8	147	827	518
Age 35	4	100	620	374
Age 36	2	70	462	266
Age 37	1	53	414	211
Age 38	8	127	1,048	361
Age 39	8	106	661	281
Age 40	6	115	655	290
Age 41	8	131	705	316
Age 42	7	145	778	345
Age 43	7	159	845	365
Age 44	10	169	878	391
Age 45	5	90	443	201
Age 46	6	92	448	210
Age 47	8	150	718	343
Age 48	15	213	982	506
Age 49	17	293	1,275	737
Age 50	14	233	982	626
Age 51	9	167	692	496
Age 52	16	163	679	532
Age 53	8	94	393	338
Age 54	6	65	301	269
Age 55	2	27	122	105
Age 56	16	266	1,240	771
Age 57	12	190	783	475
Age 58	13	177	653	443
Age 59	6	89	341	215
Age 60	5	81	339	198
Age 61	5	101	553	226
Age 62	16	281	1,945	806
Age 63	10	148	776	394
Age 64	9	126	569	338

Softball (Slow-Pitch) Analysis - by Brailsford & Dunlavy

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 65	7	105	444	285
Age 66	6	91	398	270
Age 67	5	74	354	245
Age 68	2	25	119	81
Age 69	4	41	235	142
Age 70	1	20	122	69
Age 71	2	36	208	118
Age 72	2	38	240	122
Age 73	2	31	200	96
Age 74	2	32	193	81
Age 75	1	27	190	70
Age 76	3	50	415	137
Age 77	16	297	1,427	598
Age 78	6	118	513	231
Age 79	14	241	1,034	535
Age 80	6	119	499	260
Age 81	23	376	1,873	1,309
Age 82	13	218	1,116	771
Age 83	4	68	448	245
Age 84	3	51	317	180
Age 85	3	64	324	145
Age 86	6	98	463	232
Age 87	8	143	627	359
Age 88	6	110	470	300
Age 89	4	75	315	231
Age 90	8	72	307	250
Age 91	3	33	148	139
Age 92	2	18	102	103
Age 93	1	5	38	44
Age 94	13	214	1,004	627
Age 95	10	151	613	379
Age 96	10	139	503	350
Age 97	4	64	237	156
Age 98	1	24	99	60
Age 99	1	16	68	42
Age 100	9	160	1,257	506

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 65	4	52	222	143
Age 66	3	45	199	135
Age 67	2	37	177	122
Age 68	1	13	59	40
Age 69	2	21	118	71
Age 70	0	10	61	35
Age 71	1	18	104	59
Age 72	1	19	120	61
Age 73	1	15	100	48
Age 74	1	16	97	41
Age 75	1	13	95	35
Age 76	2	25	207	69
Age 77	8	149	713	299
Age 78	3	59	257	116
Age 79	7	121	517	268
Age 80	3	60	249	130
Age 81	12	188	937	654
Age 82	6	109	558	385
Age 83	2	34	224	122
Age 84	1	26	159	90
Age 85	2	32	162	73
Age 86	3	49	232	116
Age 87	4	71	313	179
Age 88	3	55	235	150
Age 89	2	38	157	115
Age 90	4	36	154	125
Age 91	1	17	74	70
Age 92	1	9	51	52
Age 93	0	3	19	22
Age 94	6	107	502	314
Age 95	5	76	306	190
Age 96	5	69	252	175
Age 97	2	32	119	78
Age 98	1	12	49	30
Age 99	0	8	34	21
Age 100	4	80	628	253

Softball (Slow-Pitch) Analysis - by Brailsford & Dunlavey

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Developmental				
Ages 6 - 8	69	978	3,955	2,415
Pre-High School				
Ages 9 - 13	116	1,624	6,301	3,951
High School				
Ages 14 - 18	94	1,404	5,301	3,517
Young Adults				
Ages 19 - 30	633	10,391	49,049	27,181
Mature Adults				
Ages 31 - 50	250	4,464	23,564	12,410
Senior Adults				
Ages 51 - 65	227	3,408	16,187	9,622

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Developmental				
Ages 6 - 8	58	823	3,331	2,033
Pre-High School				
Ages 9 - 13	94	1,309	5,079	3,183
High School				
Ages 14 - 18	58	860	3,247	2,156
Young Adults				
Ages 19 - 30	371	6,095	28,794	15,919
Mature Adults				
Ages 31 - 50	159	2,837	14,993	7,842
Senior Adults				
Ages 51 - 65	135	2,027	9,609	5,750

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 6	103	1,422	5,892	3,582
Age 7	112	1,480	5,883	3,590
Age 8	93	1,473	5,920	3,630
Age 9	100	1,522	5,875	3,642
Age 10	144	1,615	6,289	3,844
Age 11	103	1,481	5,874	3,732
Age 12	103	1,476	5,640	3,599
Age 13	50	824	3,174	2,012
Age 14	55	824	3,210	2,071
Age 15	71	911	3,283	2,271
Age 16	57	886	3,235	2,227
Age 17	64	918	3,331	2,290
Age 18	18	309	1,275	778
Age 19	16	253	1,249	611
Age 20	16	299	1,289	702
Age 21	16	281	1,245	658
Age 22	57	969	4,132	2,405
Age 23	69	1,485	8,418	3,263
Age 24	92	1,664	8,695	3,903
Age 25	59	974	4,508	2,497
Age 26	75	1,059	4,755	2,841
Age 27	76	1,077	4,579	2,942
Age 28	64	955	4,128	2,786
Age 29	51	800	3,714	2,597
Age 30	17	270	1,246	872
Age 31	16	305	1,529	1,039
Age 32	8	163	808	532
Age 33	11	198	1,044	679
Age 34	13	220	1,240	778
Age 35	6	139	863	520
Age 36	3	98	642	370
Age 37	2	74	576	294
Age 38	11	177	1,459	502
Age 39	11	148	919	391
Age 40	9	160	912	404
Age 41	11	183	981	439
Age 42	10	202	1,083	480
Age 43	10	221	1,176	508
Age 44	14	235	1,221	543
Age 45	9	147	724	330
Age 46	9	151	732	344
Age 47	13	245	1,175	562
Age 48	24	348	1,606	829
Age 49	28	479	2,086	1,206
Age 50	22	381	1,607	1,024
Age 51	15	274	1,133	812
Age 52	26	266	1,112	870
Age 53	13	154	643	554
Age 54	9	106	493	440
Age 55	3	35	157	135
Age 56	20	342	1,594	992
Age 57	16	244	1,006	610
Age 58	16	227	840	570
Age 59	7	115	438	276
Age 60	6	104	436	254
Age 61	6	130	711	291
Age 62	21	361	2,501	1,037
Age 63	12	190	998	507
Age 64	12	162	731	435

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 6	88	1,215	5,037	3,062
Age 7	95	1,265	5,030	3,069
Age 8	80	1,259	5,061	3,103
Age 9	85	1,301	5,022	3,113
Age 10	123	1,381	5,377	3,286
Age 11	88	1,266	5,022	3,191
Age 12	88	1,262	4,822	3,077
Age 13	40	668	2,573	1,632
Age 14	45	668	2,603	1,679
Age 15	57	739	2,662	1,841
Age 16	46	718	2,623	1,805
Age 17	52	744	2,701	1,857
Age 18	8	147	607	371
Age 19	8	120	595	291
Age 20	8	142	614	334
Age 21	8	134	593	313
Age 22	27	461	1,968	1,145
Age 23	33	707	4,009	1,554
Age 24	44	792	4,141	1,859
Age 25	39	649	3,005	1,665
Age 26	50	706	3,170	1,894
Age 27	51	718	3,053	1,961
Age 28	43	637	2,752	1,857
Age 29	34	533	2,476	1,731
Age 30	12	180	831	582
Age 31	11	204	1,019	693
Age 32	5	109	539	355
Age 33	7	132	696	453
Age 34	8	147	827	518
Age 35	4	100	620	374
Age 36	2	70	462	266
Age 37	1	53	414	211
Age 38	8	127	1,048	361
Age 39	8	106	661	281
Age 40	6	115	655	290
Age 41	8	131	705	316
Age 42	7	145	778	345
Age 43	7	159	845	365
Age 44	10	169	878	391
Age 45	5	82	402	183
Age 46	5	84	407	191
Age 47	7	136	653	312
Age 48	13	194	892	460
Age 49	16	266	1,159	670
Age 50	12	212	893	569
Age 51	8	152	629	451
Age 52	14	148	618	483
Age 53	7	86	357	308
Age 54	5	59	274	244
Age 55	1	16	70	60
Age 56	9	152	708	441
Age 57	7	109	447	271
Age 58	7	101	373	253
Age 59	3	51	195	123
Age 60	3	46	194	113
Age 61	3	58	316	129
Age 62	9	160	1,112	461
Age 63	6	85	444	225
Age 64	5	72	325	193

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 65	2	35	148	95
Age 66	2	30	133	90
Age 67	2	25	118	82
Age 68	1	8	40	27
Age 69	1	14	78	47
Age 70	0	7	41	23
Age 71	1	12	69	39
Age 72	1	13	80	41
Age 73	1	10	67	32
Age 74	1	11	64	27
Age 75	0	9	63	23
Age 76	1	17	138	46
Age 77	5	99	476	199
Age 78	2	39	171	77
Age 79	5	80	345	178
Age 80	2	40	166	87
Age 81	8	125	624	436
Age 82	4	73	372	257
Age 83	1	23	149	82
Age 84	1	17	106	60
Age 85	1	21	108	48
Age 86	2	33	154	77
Age 87	3	48	209	120
Age 88	2	37	157	100
Age 89	1	25	105	77
Age 90	3	24	102	83
Age 91	1	11	49	46
Age 92	1	6	34	34
Age 93	0	2	13	15
Age 94	4	71	335	209
Age 95	3	50	204	126
Age 96	3	46	168	117
Age 97	1	21	79	52
Age 98	0	8	33	20
Age 99	0	5	23	14
Age 100	3	53	419	169

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 65	1	17	74	48
Age 66	1	15	66	45
Age 67	1	12	59	41
Age 68	0	4	20	13
Age 69	1	7	39	24
Age 70	0	3	20	12
Age 71	0	6	35	20
Age 72	0	6	40	20
Age 73	0	5	33	16
Age 74	0	5	32	14
Age 75	0	4	32	12
Age 76	1	8	69	23
Age 77	3	50	238	100
Age 78	1	20	86	39
Age 79	2	40	172	89
Age 80	1	20	83	43
Age 81	4	63	312	218
Age 82	2	36	186	128
Age 83	1	11	75	41
Age 84	0	9	53	30
Age 85	1	11	54	24
Age 86	1	16	77	39
Age 87	1	24	104	60
Age 88	1	18	78	50
Age 89	1	13	52	38
Age 90	1	12	51	42
Age 91	0	6	25	23
Age 92	0	3	17	17
Age 93	0	1	6	7
Age 94	2	36	167	105
Age 95	2	25	102	63
Age 96	2	23	84	58
Age 97	1	11	40	26
Age 98	0	4	16	10
Age 99	0	3	11	7
Age 100	1	27	209	84

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Developmental				
Ages 6 - 8	308	4,374	17,695	10,803
Pre-High School				
Ages 9 - 13	499	6,918	26,852	16,829
High School				
Ages 14 - 18	264	3,849	14,335	9,637
Young Adults				
Ages 19 - 30	607	10,085	47,958	26,078
Mature Adults				
Ages 31 - 50	240	4,274	22,383	11,772
Senior Adults				
Ages 51 - 65	185	2,745	12,941	7,878

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Developmental				
Ages 6 - 8	264	3,740	15,127	9,235
Pre-High School				
Ages 9 - 13	424	5,878	22,816	14,298
High School				
Ages 14 - 18	208	3,017	11,196	7,553
Young Adults				
Ages 19 - 30	354	5,780	27,205	15,186
Mature Adults				
Ages 31 - 50	153	2,740	14,553	7,603
Senior Adults				
Ages 51 - 65	90	1,311	6,136	3,804

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 6	43	585	2,426	1,475
Age 7	46	609	2,423	1,478
Age 8	38	606	2,438	1,495
Age 9	41	627	2,419	1,500
Age 10	59	665	2,590	1,583
Age 11	42	610	2,419	1,537
Age 12	42	608	2,322	1,482
Age 13	52	869	3,345	2,121
Age 14	58	868	3,384	2,183
Age 15	75	961	3,461	2,393
Age 16	60	934	3,410	2,347
Age 17	67	968	3,511	2,414
Age 18	22	378	1,559	951
Age 19	20	309	1,527	747
Age 20	19	365	1,575	858
Age 21	19	343	1,521	804
Age 22	69	1,184	5,051	2,940
Age 23	84	1,815	10,289	3,988
Age 24	113	2,034	10,628	4,771
Age 25	61	1,003	4,645	2,573
Age 26	77	1,091	4,899	2,927
Age 27	78	1,109	4,718	3,031
Age 28	66	984	4,253	2,871
Age 29	52	824	3,826	2,675
Age 30	18	278	1,284	899
Age 31	17	315	1,575	1,071
Age 32	8	168	832	548
Age 33	11	204	1,076	700
Age 34	13	227	1,278	801
Age 35	5	126	782	471
Age 36	3	89	582	335
Age 37	2	67	522	266
Age 38	10	160	1,322	455
Age 39	10	134	833	355
Age 40	8	145	826	366
Age 41	10	166	889	398
Age 42	9	183	981	435
Age 43	9	200	1,066	461
Age 44	13	213	1,107	493
Age 45	6	98	483	220
Age 46	6	100	488	229
Age 47	9	163	783	374
Age 48	16	232	1,071	553
Age 49	19	320	1,391	804
Age 50	15	254	1,071	682
Age 51	10	183	755	542
Age 52	17	178	741	580
Age 53	8	103	428	369
Age 54	6	71	329	293
Age 55	2	23	105	90
Age 56	14	228	1,063	661
Age 57	10	163	671	407
Age 58	11	151	560	380
Age 59	5	76	292	184
Age 60	4	69	290	169
Age 61	4	86	474	194
Age 62	14	241	1,668	691
Age 63	8	127	665	338
Age 64	8	108	488	290

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 6	34	474	1,964	1,194
Age 7	37	493	1,961	1,197
Age 8	31	491	1,973	1,210
Age 9	33	507	1,958	1,214
Age 10	48	538	2,096	1,281
Age 11	34	494	1,958	1,244
Age 12	34	492	1,880	1,200
Age 13	32	529	2,037	1,292
Age 14	35	529	2,061	1,329
Age 15	45	585	2,107	1,457
Age 16	37	569	2,076	1,429
Age 17	41	589	2,138	1,470
Age 18	9	152	628	383
Age 19	8	124	615	301
Age 20	8	147	634	345
Age 21	8	138	612	324
Age 22	28	477	2,033	1,184
Age 23	34	731	4,142	1,606
Age 24	45	819	4,279	1,921
Age 25	20	325	1,503	832
Age 26	25	353	1,585	947
Age 27	25	359	1,526	981
Age 28	21	318	1,376	929
Age 29	17	267	1,238	866
Age 30	6	90	415	291
Age 31	5	102	510	346
Age 32	3	54	269	177
Age 33	4	66	348	226
Age 34	4	73	413	259
Age 35	2	56	351	211
Age 36	1	40	261	150
Age 37	1	30	234	119
Age 38	5	72	593	204
Age 39	5	60	373	159
Age 40	4	65	370	164
Age 41	4	74	398	179
Age 42	4	82	440	195
Age 43	4	90	478	206
Age 44	6	95	496	221
Age 45	2	41	201	92
Age 46	3	42	203	95
Age 47	4	68	326	156
Age 48	7	97	446	230
Age 49	8	133	579	335
Age 50	6	106	446	284
Age 51	4	76	315	226
Age 52	7	74	309	242
Age 53	4	43	179	154
Age 54	3	29	137	122
Age 55	1	8	35	30
Age 56	5	76	354	220
Age 57	3	54	224	136
Age 58	4	50	187	127
Age 59	2	25	97	61
Age 60	1	23	97	56
Age 61	1	29	158	65
Age 62	5	80	556	230
Age 63	3	42	222	113
Age 64	3	36	163	97

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 65	2	35	148	95
Age 66	2	30	133	90
Age 67	2	25	118	82
Age 68	1	8	40	27
Age 69	1	14	78	47
Age 70	0	7	41	23
Age 71	1	12	69	39
Age 72	1	13	80	41
Age 73	1	10	67	32
Age 74	1	11	64	27
Age 75	0	9	63	23
Age 76	1	17	138	46
Age 77	5	99	476	199
Age 78	2	39	171	77
Age 79	5	80	345	178
Age 80	2	40	166	87
Age 81	8	125	624	436
Age 82	4	73	372	257
Age 83	1	23	149	82
Age 84	1	17	106	60
Age 85	1	21	108	48
Age 86	2	33	154	77
Age 87	3	48	209	120
Age 88	2	37	157	100
Age 89	1	25	105	77
Age 90	3	24	102	83
Age 91	1	11	49	46
Age 92	1	6	34	34
Age 93	0	2	13	15
Age 94	4	71	335	209
Age 95	3	50	204	126
Age 96	3	46	168	117
Age 97	1	21	79	52
Age 98	0	8	33	20
Age 99	0	5	23	14
Age 100	3	53	419	169

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 65	0	0	0	0
Age 66	0	0	0	0
Age 67	0	0	0	0
Age 68	0	0	0	0
Age 69	0	0	0	0
Age 70	0	0	0	0
Age 71	0	0	0	0
Age 72	0	0	0	0
Age 73	0	0	0	0
Age 74	0	0	0	0
Age 75	0	0	0	0
Age 76	0	0	0	0
Age 77	0	0	0	0
Age 78	0	0	0	0
Age 79	0	0	0	0
Age 80	0	0	0	0
Age 81	0	0	0	0
Age 82	0	0	0	0
Age 83	0	0	0	0
Age 84	0	0	0	0
Age 85	0	0	0	0
Age 86	0	0	0	0
Age 87	0	0	0	0
Age 88	0	0	0	0
Age 89	0	0	0	0
Age 90	0	0	0	0
Age 91	0	0	0	0
Age 92	0	0	0	0
Age 93	0	0	0	0
Age 94	0	0	0	0
Age 95	0	0	0	0
Age 96	0	0	0	0
Age 97	0	0	0	0
Age 98	0	0	0	0
Age 99	0	0	0	0
Age 100	0	0	0	0

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Developmental				
Ages 6 - 8	127	1,801	7,286	4,448
Pre-High School				
Ages 9 - 13	237	3,378	13,095	8,222
High School				
Ages 14 - 18	281	4,109	15,324	10,288
Young Adults				
Ages 19 - 30	676	11,340	54,215	29,083
Mature Adults				
Ages 31 - 50	198	3,563	18,958	10,016
Senior Adults				
Ages 51 - 65	124	1,842	8,677	5,284

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Developmental				
Ages 6 - 8	103	1,458	5,898	3,601
Pre-High School				
Ages 9 - 13	182	2,560	9,930	6,231
High School				
Ages 14 - 18	167	2,424	9,010	6,069
Young Adults				
Ages 19 - 30	244	4,147	19,959	10,525
Mature Adults				
Ages 31 - 50	81	1,446	7,737	4,010
Senior Adults				
Ages 51 - 65	44	647	3,031	1,878

Football (Tackle) Analysis - by Brailsford & Dunlavy

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 6	30	407	1,687	1,026
Age 7	32	424	1,684	1,028
Age 8	27	422	1,695	1,039
Age 9	29	436	1,682	1,043
Age 10	41	462	1,800	1,100
Age 11	29	424	1,682	1,068
Age 12	29	423	1,615	1,030
Age 13	62	1,030	3,967	2,515
Age 14	69	1,030	4,013	2,589
Age 15	88	1,139	4,104	2,838
Age 16	71	1,108	4,044	2,783
Age 17	80	1,148	4,164	2,863
Age 18	14	250	1,032	630
Age 19	13	205	1,011	495
Age 20	13	242	1,043	568
Age 21	13	227	1,008	532
Age 22	46	784	3,345	1,947
Age 23	56	1,202	6,815	2,641
Age 24	75	1,347	7,039	3,160
Age 25	32	531	2,459	1,362
Age 26	41	578	2,594	1,549
Age 27	41	587	2,498	1,605
Age 28	35	521	2,251	1,520
Age 29	28	436	2,026	1,416
Age 30	9	147	680	476
Age 31	9	167	834	567
Age 32	4	89	441	290
Age 33	6	108	570	370
Age 34	7	120	677	424
Age 35	2	43	270	162
Age 36	1	31	201	116
Age 37	1	23	180	92
Age 38	3	55	456	157
Age 39	4	46	287	122
Age 40	3	50	285	126
Age 41	3	57	306	137
Age 42	3	63	338	150
Age 43	3	69	368	159
Age 44	4	73	382	170
Age 45	2	41	201	92
Age 46	3	42	203	95
Age 47	4	68	326	156
Age 48	7	97	446	230
Age 49	8	133	579	335
Age 50	6	106	446	284
Age 51	4	76	315	226
Age 52	7	74	309	242
Age 53	4	43	179	154
Age 54	3	29	137	122
Age 55	0	4	17	15
Age 56	2	38	177	110
Age 57	2	27	112	68
Age 58	2	25	93	63
Age 59	1	13	49	31
Age 60	1	12	48	28
Age 61	1	14	79	32
Age 62	2	40	278	115
Age 63	1	21	111	56
Age 64	1	18	81	48

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 6	22	301	1,248	759
Age 7	24	313	1,246	760
Age 8	20	312	1,254	769
Age 9	21	322	1,244	771
Age 10	30	342	1,332	814
Age 11	22	314	1,244	790
Age 12	22	313	1,194	762
Age 13	48	791	3,045	1,931
Age 14	53	790	3,080	1,987
Age 15	68	874	3,150	2,179
Age 16	55	850	3,104	2,136
Age 17	61	881	3,196	2,197
Age 18	6	103	425	259
Age 19	5	84	416	204
Age 20	5	100	430	234
Age 21	5	94	415	219
Age 22	19	323	1,377	802
Age 23	23	495	2,806	1,088
Age 24	31	555	2,898	1,301
Age 25	12	207	956	530
Age 26	16	225	1,009	603
Age 27	16	228	971	624
Age 28	14	203	876	591
Age 29	11	170	788	551
Age 30	4	57	264	185
Age 31	3	65	324	220
Age 32	2	35	171	113
Age 33	2	42	222	144
Age 34	3	47	263	165
Age 35	1	17	108	65
Age 36	0	12	80	46
Age 37	0	9	72	37
Age 38	1	22	182	63
Age 39	1	18	115	49
Age 40	1	20	114	50
Age 41	1	23	123	55
Age 42	1	25	135	60
Age 43	1	28	147	64
Age 44	2	29	153	68
Age 45	1	25	121	55
Age 46	2	25	122	57
Age 47	2	41	196	94
Age 48	4	58	268	138
Age 49	5	80	348	201
Age 50	4	63	268	171
Age 51	3	46	189	135
Age 52	4	44	185	145
Age 53	2	26	107	92
Age 54	2	18	82	73
Age 55	0	4	17	15
Age 56	2	38	177	110
Age 57	2	27	112	68
Age 58	2	25	93	63
Age 59	1	13	49	31
Age 60	1	12	48	28
Age 61	1	14	79	32
Age 62	2	40	278	115
Age 63	1	21	111	56
Age 64	1	18	81	48

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 65	0	0	0	0
Age 66	0	0	0	0
Age 67	0	0	0	0
Age 68	0	0	0	0
Age 69	0	0	0	0
Age 70	0	0	0	0
Age 71	0	0	0	0
Age 72	0	0	0	0
Age 73	0	0	0	0
Age 74	0	0	0	0
Age 75	0	0	0	0
Age 76	0	0	0	0
Age 77	0	0	0	0
Age 78	0	0	0	0
Age 79	0	0	0	0
Age 80	0	0	0	0
Age 81	0	0	0	0
Age 82	0	0	0	0
Age 83	0	0	0	0
Age 84	0	0	0	0
Age 85	0	0	0	0
Age 86	0	0	0	0
Age 87	0	0	0	0
Age 88	0	0	0	0
Age 89	0	0	0	0
Age 90	0	0	0	0
Age 91	0	0	0	0
Age 92	0	0	0	0
Age 93	0	0	0	0
Age 94	0	0	0	0
Age 95	0	0	0	0
Age 96	0	0	0	0
Age 97	0	0	0	0
Age 98	0	0	0	0
Age 99	0	0	0	0
Age 100	0	0	0	0

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 65	0	0	0	0
Age 66	0	0	0	0
Age 67	0	0	0	0
Age 68	0	0	0	0
Age 69	0	0	0	0
Age 70	0	0	0	0
Age 71	0	0	0	0
Age 72	0	0	0	0
Age 73	0	0	0	0
Age 74	0	0	0	0
Age 75	0	0	0	0
Age 76	0	0	0	0
Age 77	0	0	0	0
Age 78	0	0	0	0
Age 79	0	0	0	0
Age 80	0	0	0	0
Age 81	0	0	0	0
Age 82	0	0	0	0
Age 83	0	0	0	0
Age 84	0	0	0	0
Age 85	0	0	0	0
Age 86	0	0	0	0
Age 87	0	0	0	0
Age 88	0	0	0	0
Age 89	0	0	0	0
Age 90	0	0	0	0
Age 91	0	0	0	0
Age 92	0	0	0	0
Age 93	0	0	0	0
Age 94	0	0	0	0
Age 95	0	0	0	0
Age 96	0	0	0	0
Age 97	0	0	0	0
Age 98	0	0	0	0
Age 99	0	0	0	0
Age 100	0	0	0	0

Football (Tackle) Analysis - by Brailsford & Dunlavy

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Developmental				
Ages 6 - 8	88	1,252	5,066	3,093
Pre-High School				
Ages 9 - 13	191	2,775	10,746	6,757
High School				
Ages 14 - 18	322	4,675	17,357	11,703
Young Adults				
Ages 19 - 30	401	6,808	32,768	17,272
Mature Adults				
Ages 31 - 50	83	1,481	7,796	4,235
Senior Adults				
Ages 51 - 65	31	435	1,985	1,311

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Developmental				
Ages 6 - 8	65	926	3,747	2,288
Pre-High School				
Ages 9 - 13	143	2,081	8,059	5,068
High School				
Ages 14 - 18	242	3,499	12,955	8,759
Young Adults				
Ages 19 - 30	161	2,739	13,207	6,931
Mature Adults				
Ages 31 - 50	39	684	3,531	1,914
Senior Adults				
Ages 51 - 65	24	346	1,609	1,013

Volleyball (Court) Analysis - by Brailsford & Dunlavey

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 6	22	307	1,271	773
Age 7	24	319	1,269	774
Age 8	20	318	1,277	783
Age 9	22	328	1,267	785
Age 10	31	348	1,357	829
Age 11	22	319	1,267	805
Age 12	22	318	1,216	776
Age 13	20	334	1,287	816
Age 14	22	334	1,301	840
Age 15	29	369	1,331	921
Age 16	23	359	1,311	903
Age 17	26	372	1,351	929
Age 18	8	133	547	334
Age 19	7	108	535	262
Age 20	7	128	552	301
Age 21	7	120	533	282
Age 22	24	415	1,771	1,031
Age 23	29	636	3,608	1,398
Age 24	39	713	3,727	1,673
Age 25	36	590	2,732	1,514
Age 26	45	642	2,882	1,722
Age 27	46	653	2,775	1,783
Age 28	39	579	2,502	1,689
Age 29	31	485	2,251	1,574
Age 30	10	164	755	529
Age 31	10	185	927	630
Age 32	5	99	490	322
Age 33	7	120	633	412
Age 34	8	133	752	471
Age 35	3	78	485	292
Age 36	2	55	361	208
Age 37	1	42	324	165
Age 38	6	99	820	283
Age 39	6	83	517	220
Age 40	5	90	513	227
Age 41	6	103	552	247
Age 42	6	114	609	270
Age 43	6	124	662	286
Age 44	8	132	687	306
Age 45	5	90	443	201
Age 46	6	92	448	210
Age 47	8	150	718	343
Age 48	15	213	982	506
Age 49	17	293	1,275	737
Age 50	14	233	982	626
Age 51	9	167	692	496
Age 52	16	163	679	532
Age 53	8	94	393	338
Age 54	6	65	301	269
Age 55	1	20	87	75
Age 56	11	190	886	551
Age 57	9	136	559	339
Age 58	9	126	467	317
Age 59	4	64	244	154
Age 60	3	58	242	141
Age 61	4	72	395	162
Age 62	12	200	1,390	576
Age 63	7	106	554	282
Age 64	7	90	406	242

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 6	17	234	970	590
Age 7	18	244	969	591
Age 8	15	243	975	598
Age 9	16	251	968	600
Age 10	24	266	1,036	633
Age 11	17	244	968	615
Age 12	17	243	929	593
Age 13	14	240	922	585
Age 14	16	239	933	602
Age 15	21	265	954	660
Age 16	17	257	940	647
Age 17	18	267	968	665
Age 18	3	59	243	148
Age 19	3	48	238	116
Age 20	3	57	245	134
Age 21	3	53	237	125
Age 22	11	185	787	458
Age 23	13	283	1,603	622
Age 24	18	317	1,656	743
Age 25	20	325	1,503	832
Age 26	25	353	1,585	947
Age 27	25	359	1,526	981
Age 28	21	318	1,376	929
Age 29	17	267	1,238	866
Age 30	6	90	415	291
Age 31	5	102	510	346
Age 32	3	54	269	177
Age 33	4	66	348	226
Age 34	4	73	413	259
Age 35	2	43	270	162
Age 36	1	31	201	116
Age 37	1	23	180	92
Age 38	3	55	456	157
Age 39	4	46	287	122
Age 40	3	50	285	126
Age 41	3	57	306	137
Age 42	3	63	338	150
Age 43	3	69	368	159
Age 44	4	73	382	170
Age 45	2	41	201	92
Age 46	3	42	203	95
Age 47	4	68	326	156
Age 48	7	97	446	230
Age 49	8	133	579	335
Age 50	6	106	446	284
Age 51	4	76	315	226
Age 52	7	74	309	242
Age 53	4	43	179	154
Age 54	3	29	137	122
Age 55	1	12	52	45
Age 56	7	114	531	331
Age 57	5	81	335	203
Age 58	5	76	280	190
Age 59	2	38	146	92
Age 60	2	35	145	85
Age 61	2	43	237	97
Age 62	7	120	834	346
Age 63	4	63	333	169
Age 64	4	54	244	145

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 65	4	52	222	143
Age 66	3	45	199	135
Age 67	2	37	177	122
Age 68	1	13	59	40
Age 69	2	21	118	71
Age 70	0	10	61	35
Age 71	1	18	104	59
Age 72	1	19	120	61
Age 73	1	15	100	48
Age 74	1	16	97	41
Age 75	1	13	95	35
Age 76	2	25	207	69
Age 77	8	149	713	299
Age 78	3	59	257	116
Age 79	7	121	517	268
Age 80	3	60	249	130
Age 81	12	188	937	654
Age 82	6	109	558	385
Age 83	2	34	224	122
Age 84	1	26	159	90
Age 85	2	32	162	73
Age 86	3	49	232	116
Age 87	4	71	313	179
Age 88	3	55	235	150
Age 89	2	38	157	115
Age 90	4	36	154	125
Age 91	1	17	74	70
Age 92	1	9	51	52
Age 93	0	3	19	22
Age 94	6	107	502	314
Age 95	5	76	306	190
Age 96	5	69	252	175
Age 97	2	32	119	78
Age 98	1	12	49	30
Age 99	0	8	34	21
Age 100	4	80	628	253

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 65	2	35	148	95
Age 66	2	30	133	90
Age 67	2	25	118	82
Age 68	1	8	40	27
Age 69	1	14	78	47
Age 70	0	7	41	23
Age 71	1	12	69	39
Age 72	1	13	80	41
Age 73	1	10	67	32
Age 74	1	11	64	27
Age 75	0	9	63	23
Age 76	1	17	138	46
Age 77	5	99	476	199
Age 78	2	39	171	77
Age 79	5	80	345	178
Age 80	2	40	166	87
Age 81	8	125	624	436
Age 82	4	73	372	257
Age 83	1	23	149	82
Age 84	1	17	106	60
Age 85	1	21	108	48
Age 86	2	33	154	77
Age 87	3	48	209	120
Age 88	2	37	157	100
Age 89	1	25	105	77
Age 90	3	24	102	83
Age 91	1	11	49	46
Age 92	1	6	34	34
Age 93	0	2	13	15
Age 94	4	71	335	209
Age 95	3	50	204	126
Age 96	3	46	168	117
Age 97	1	21	79	52
Age 98	0	8	33	20
Age 99	0	5	23	14
Age 100	3	53	419	169

Volleyball (Court) Analysis - by Brailsford & Dunlavey

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Developmental				
Ages 6 - 8	66	943	3,817	2,330
Pre-High School				
Ages 9 - 13	117	1,649	6,394	4,012
High School				
Ages 14 - 18	107	1,567	5,841	3,925
Young Adults				
Ages 19 - 30	321	5,233	24,623	13,756
Mature Adults				
Ages 31 - 50	142	2,528	13,177	6,963
Senior Adults				
Ages 51 - 65	109	1,603	7,517	4,615

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Developmental				
Ages 6 - 8	51	720	2,914	1,779
Pre-High School				
Ages 9 - 13	88	1,243	4,822	3,025
High School				
Ages 14 - 18	75	1,087	4,037	2,722
Young Adults				
Ages 19 - 30	164	2,654	12,411	7,044
Mature Adults				
Ages 31 - 50	72	1,293	6,816	3,593
Senior Adults				
Ages 51 - 65	60	894	4,225	2,541

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 6	2	33	139	84
Age 7	3	35	138	84
Age 8	2	35	139	85
Age 9	2	36	138	86
Age 10	3	38	148	90
Age 11	2	35	138	88
Age 12	2	35	133	85
Age 13	3	45	172	109
Age 14	3	45	174	112
Age 15	4	49	177	123
Age 16	3	48	175	120
Age 17	3	50	180	124
Age 18	3	44	182	111
Age 19	2	36	178	87
Age 20	2	43	184	100
Age 21	2	40	178	94
Age 22	8	138	590	344
Age 23	10	212	1,203	466
Age 24	13	238	1,242	558
Age 25	5	89	410	227
Age 26	7	96	432	258
Age 27	7	98	416	267
Age 28	6	87	375	253
Age 29	5	73	338	236
Age 30	2	25	113	79
Age 31	1	28	139	94
Age 32	1	15	73	48
Age 33	1	18	95	62
Age 34	1	20	113	71
Age 35	1	17	108	65
Age 36	0	12	80	46
Age 37	0	9	72	37
Age 38	1	22	182	63
Age 39	1	18	115	49
Age 40	1	20	114	50
Age 41	1	23	123	55
Age 42	1	25	135	60
Age 43	1	28	147	64
Age 44	2	29	153	68
Age 45	0	8	40	18
Age 46	1	8	41	19
Age 47	1	14	65	31
Age 48	1	19	89	46
Age 49	2	27	116	67
Age 50	1	21	89	57
Age 51	1	15	63	45
Age 52	1	15	62	48
Age 53	1	9	36	31
Age 54	1	6	27	24
Age 55	0	0	0	0
Age 56	0	0	0	0
Age 57	0	0	0	0
Age 58	0	0	0	0
Age 59	0	0	0	0
Age 60	0	0	0	0
Age 61	0	0	0	0
Age 62	0	0	0	0
Age 63	0	0	0	0
Age 64	0	0	0	0

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 6	1	11	46	28
Age 7	1	12	46	28
Age 8	1	12	46	28
Age 9	1	12	46	29
Age 10	1	13	49	30
Age 11	1	12	46	29
Age 12	1	12	44	28
Age 13	1	22	86	54
Age 14	1	22	87	56
Age 15	2	25	89	61
Age 16	2	24	87	60
Age 17	2	25	90	62
Age 18	1	20	81	49
Age 19	1	16	79	39
Age 20	1	19	82	45
Age 21	1	18	79	42
Age 22	4	62	262	153
Age 23	4	94	534	207
Age 24	6	106	552	248
Age 25	2	30	137	76
Age 26	2	32	144	86
Age 27	2	33	139	89
Age 28	2	29	125	84
Age 29	2	24	113	79
Age 30	1	8	38	26
Age 31	0	9	46	31
Age 32	0	5	24	16
Age 33	0	6	32	21
Age 34	0	7	38	24
Age 35	0	9	54	32
Age 36	0	6	40	23
Age 37	0	5	36	18
Age 38	1	11	91	31
Age 39	1	9	57	24
Age 40	1	10	57	25
Age 41	1	11	61	27
Age 42	1	13	68	30
Age 43	1	14	74	32
Age 44	1	15	76	34
Age 45	0	0	0	0
Age 46	0	0	0	0
Age 47	0	0	0	0
Age 48	0	0	0	0
Age 49	0	0	0	0
Age 50	0	0	0	0
Age 51	0	0	0	0
Age 52	0	0	0	0
Age 53	0	0	0	0
Age 54	0	0	0	0
Age 55	0	0	0	0
Age 56	0	0	0	0
Age 57	0	0	0	0
Age 58	0	0	0	0
Age 59	0	0	0	0
Age 60	0	0	0	0
Age 61	0	0	0	0
Age 62	0	0	0	0
Age 63	0	0	0	0
Age 64	0	0	0	0

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 65	0	0	0	0
Age 66	0	0	0	0
Age 67	0	0	0	0
Age 68	0	0	0	0
Age 69	0	0	0	0
Age 70	0	0	0	0
Age 71	0	0	0	0
Age 72	0	0	0	0
Age 73	0	0	0	0
Age 74	0	0	0	0
Age 75	0	0	0	0
Age 76	0	0	0	0
Age 77	0	0	0	0
Age 78	0	0	0	0
Age 79	0	0	0	0
Age 80	0	0	0	0
Age 81	0	0	0	0
Age 82	0	0	0	0
Age 83	0	0	0	0
Age 84	0	0	0	0
Age 85	0	0	0	0
Age 86	0	0	0	0
Age 87	0	0	0	0
Age 88	0	0	0	0
Age 89	0	0	0	0
Age 90	0	0	0	0
Age 91	0	0	0	0
Age 92	0	0	0	0
Age 93	0	0	0	0
Age 94	0	0	0	0
Age 95	0	0	0	0
Age 96	0	0	0	0
Age 97	0	0	0	0
Age 98	0	0	0	0
Age 99	0	0	0	0
Age 100	0	0	0	0

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 65	0	0	0	0
Age 66	0	0	0	0
Age 67	0	0	0	0
Age 68	0	0	0	0
Age 69	0	0	0	0
Age 70	0	0	0	0
Age 71	0	0	0	0
Age 72	0	0	0	0
Age 73	0	0	0	0
Age 74	0	0	0	0
Age 75	0	0	0	0
Age 76	0	0	0	0
Age 77	0	0	0	0
Age 78	0	0	0	0
Age 79	0	0	0	0
Age 80	0	0	0	0
Age 81	0	0	0	0
Age 82	0	0	0	0
Age 83	0	0	0	0
Age 84	0	0	0	0
Age 85	0	0	0	0
Age 86	0	0	0	0
Age 87	0	0	0	0
Age 88	0	0	0	0
Age 89	0	0	0	0
Age 90	0	0	0	0
Age 91	0	0	0	0
Age 92	0	0	0	0
Age 93	0	0	0	0
Age 94	0	0	0	0
Age 95	0	0	0	0
Age 96	0	0	0	0
Age 97	0	0	0	0
Age 98	0	0	0	0
Age 99	0	0	0	0
Age 100	0	0	0	0

Field Hockey Analysis - by Brailsford & Dunlavy

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Developmental				
Ages 6 - 8	7	103	416	254
Pre-High School				
Ages 9 - 13	13	188	729	457
High School				
Ages 14 - 18	16	235	888	590
Young Adults				
Ages 19 - 30	69	1,174	5,660	2,970
Mature Adults				
Ages 31 - 50	21	382	2,090	1,070
Senior Adults				
Ages 51 - 65	4	44	188	149

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Developmental				
Ages 6 - 8	2	34	139	85
Pre-High School				
Ages 9 - 13	5	70	271	171
High School				
Ages 14 - 18	8	115	434	289
Young Adults				
Ages 19 - 30	27	470	2,284	1,173
Mature Adults				
Ages 31 - 50	7	129	754	370
Senior Adults				
Ages 51 - 65	0	0	0	0

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 6	12	167	693	421
Age 7	13	174	692	422
Age 8	11	173	696	427
Age 9	12	179	691	428
Age 10	17	190	740	452
Age 11	12	174	691	439
Age 12	12	174	664	423
Age 13	14	234	901	571
Age 14	16	234	911	588
Age 15	20	259	932	644
Age 16	16	251	918	632
Age 17	18	261	945	650
Age 18	7	118	486	296
Age 19	6	96	476	233
Age 20	6	114	491	267
Age 21	6	107	474	251
Age 22	22	369	1,574	916
Age 23	26	566	3,207	1,243
Age 24	35	634	3,313	1,487
Age 25	20	325	1,503	832
Age 26	25	353	1,585	947
Age 27	25	359	1,526	981
Age 28	21	318	1,376	929
Age 29	17	267	1,238	866
Age 30	6	90	415	291
Age 31	5	102	510	346
Age 32	3	54	269	177
Age 33	4	66	348	226
Age 34	4	73	413	259
Age 35	1	26	162	97
Age 36	1	18	120	69
Age 37	0	14	108	55
Age 38	2	33	273	94
Age 39	2	28	172	73
Age 40	2	30	171	76
Age 41	2	34	184	82
Age 42	2	38	203	90
Age 43	2	41	221	95
Age 44	3	44	229	102
Age 45	1	25	121	55
Age 46	2	25	122	57
Age 47	2	41	196	94
Age 48	4	58	268	138
Age 49	5	80	348	201
Age 50	4	63	268	171
Age 51	3	46	189	135
Age 52	4	44	185	145
Age 53	2	26	107	92
Age 54	2	18	82	73
Age 55	0	0	0	0
Age 56	0	0	0	0
Age 57	0	0	0	0
Age 58	0	0	0	0
Age 59	0	0	0	0
Age 60	0	0	0	0
Age 61	0	0	0	0
Age 62	0	0	0	0
Age 63	0	0	0	0
Age 64	0	0	0	0

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 6	7	100	416	253
Age 7	8	104	415	253
Age 8	7	104	418	256
Age 9	7	107	415	257
Age 10	10	114	444	271
Age 11	7	105	415	263
Age 12	7	104	398	254
Age 13	9	156	600	381
Age 14	10	156	607	392
Age 15	13	172	621	430
Age 16	11	168	612	421
Age 17	12	174	630	433
Age 18	3	54	223	136
Age 19	3	44	218	107
Age 20	3	52	225	123
Age 21	3	49	217	115
Age 22	10	169	722	420
Age 23	12	259	1,470	570
Age 24	16	291	1,518	682
Age 25	9	148	683	378
Age 26	11	161	720	430
Age 27	12	163	694	446
Age 28	10	145	625	422
Age 29	8	121	563	393
Age 30	3	41	189	132
Age 31	2	46	232	157
Age 32	1	25	122	81
Age 33	2	30	158	103
Age 34	2	33	188	118
Age 35	0	4	27	16
Age 36	0	3	20	12
Age 37	0	2	18	9
Age 38	0	6	46	16
Age 39	0	5	29	12
Age 40	0	5	28	13
Age 41	0	6	31	14
Age 42	0	6	34	15
Age 43	0	7	37	16
Age 44	0	7	38	17
Age 45	1	16	80	37
Age 46	1	17	81	38
Age 47	1	27	131	62
Age 48	3	39	178	92
Age 49	3	53	232	134
Age 50	2	42	179	114
Age 51	2	30	126	90
Age 52	3	30	124	97
Age 53	1	17	71	62
Age 54	1	12	55	49
Age 55	0	0	0	0
Age 56	0	0	0	0
Age 57	0	0	0	0
Age 58	0	0	0	0
Age 59	0	0	0	0
Age 60	0	0	0	0
Age 61	0	0	0	0
Age 62	0	0	0	0
Age 63	0	0	0	0
Age 64	0	0	0	0

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 65	0	0	0	0
Age 66	0	0	0	0
Age 67	0	0	0	0
Age 68	0	0	0	0
Age 69	0	0	0	0
Age 70	0	0	0	0
Age 71	0	0	0	0
Age 72	0	0	0	0
Age 73	0	0	0	0
Age 74	0	0	0	0
Age 75	0	0	0	0
Age 76	0	0	0	0
Age 77	0	0	0	0
Age 78	0	0	0	0
Age 79	0	0	0	0
Age 80	0	0	0	0
Age 81	0	0	0	0
Age 82	0	0	0	0
Age 83	0	0	0	0
Age 84	0	0	0	0
Age 85	0	0	0	0
Age 86	0	0	0	0
Age 87	0	0	0	0
Age 88	0	0	0	0
Age 89	0	0	0	0
Age 90	0	0	0	0
Age 91	0	0	0	0
Age 92	0	0	0	0
Age 93	0	0	0	0
Age 94	0	0	0	0
Age 95	0	0	0	0
Age 96	0	0	0	0
Age 97	0	0	0	0
Age 98	0	0	0	0
Age 99	0	0	0	0
Age 100	0	0	0	0

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 65	0	0	0	0
Age 66	0	0	0	0
Age 67	0	0	0	0
Age 68	0	0	0	0
Age 69	0	0	0	0
Age 70	0	0	0	0
Age 71	0	0	0	0
Age 72	0	0	0	0
Age 73	0	0	0	0
Age 74	0	0	0	0
Age 75	0	0	0	0
Age 76	0	0	0	0
Age 77	0	0	0	0
Age 78	0	0	0	0
Age 79	0	0	0	0
Age 80	0	0	0	0
Age 81	0	0	0	0
Age 82	0	0	0	0
Age 83	0	0	0	0
Age 84	0	0	0	0
Age 85	0	0	0	0
Age 86	0	0	0	0
Age 87	0	0	0	0
Age 88	0	0	0	0
Age 89	0	0	0	0
Age 90	0	0	0	0
Age 91	0	0	0	0
Age 92	0	0	0	0
Age 93	0	0	0	0
Age 94	0	0	0	0
Age 95	0	0	0	0
Age 96	0	0	0	0
Age 97	0	0	0	0
Age 98	0	0	0	0
Age 99	0	0	0	0
Age 100	0	0	0	0

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Developmental				
Ages 6 - 8	36	515	2,082	1,271
Pre-High School				
Ages 9 - 13	67	951	3,686	2,314
High School				
Ages 14 - 18	77	1,122	4,192	2,810
Young Adults				
Ages 19 - 30	215	3,597	17,178	9,242
Mature Adults				
Ages 31 - 50	50	894	4,705	2,559
Senior Adults				
Ages 51 - 65	11	133	563	446

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Developmental				
Ages 6 - 8	22	309	1,249	763
Pre-High School				
Ages 9 - 13	41	586	2,272	1,427
High School				
Ages 14 - 18	50	724	2,693	1,812
Young Adults				
Ages 19 - 30	98	1,642	7,844	4,218
Mature Adults				
Ages 31 - 50	22	380	1,889	1,075
Senior Adults				
Ages 51 - 65	7	89	376	297

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 6	1	11	46	28
Age 7	1	12	46	28
Age 8	1	12	46	28
Age 9	1	12	46	29
Age 10	1	13	49	30
Age 11	1	12	46	29
Age 12	1	12	44	28
Age 13	2	28	107	68
Age 14	2	28	108	70
Age 15	2	31	111	77
Age 16	2	30	109	75
Age 17	2	31	113	77
Age 18	3	44	182	111
Age 19	2	36	178	87
Age 20	2	43	184	100
Age 21	2	40	178	94
Age 22	8	138	590	344
Age 23	10	212	1,203	466
Age 24	13	238	1,242	558
Age 25	4	59	273	151
Age 26	5	64	288	172
Age 27	5	65	278	178
Age 28	4	58	250	169
Age 29	3	48	225	157
Age 30	1	16	76	53
Age 31	1	19	93	63
Age 32	0	10	49	32
Age 33	1	12	63	41
Age 34	1	13	75	47
Age 35	1	13	81	49
Age 36	0	9	60	35
Age 37	0	7	54	28
Age 38	1	17	137	47
Age 39	1	14	86	37
Age 40	1	15	85	38
Age 41	1	17	92	41
Age 42	1	19	101	45
Age 43	1	21	110	48
Age 44	1	22	114	51
Age 45	0	8	40	18
Age 46	1	8	41	19
Age 47	1	14	65	31
Age 48	1	19	89	46
Age 49	2	27	116	67
Age 50	1	21	89	57
Age 51	1	15	63	45
Age 52	1	15	62	48
Age 53	1	9	36	31
Age 54	1	6	27	24
Age 55	0	0	0	0
Age 56	0	0	0	0
Age 57	0	0	0	0
Age 58	0	0	0	0
Age 59	0	0	0	0
Age 60	0	0	0	0
Age 61	0	0	0	0
Age 62	0	0	0	0
Age 63	0	0	0	0
Age 64	0	0	0	0

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 6	0	6	23	14
Age 7	0	6	23	14
Age 8	0	6	23	14
Age 9	0	6	23	14
Age 10	1	6	25	15
Age 11	0	6	23	15
Age 12	0	6	22	14
Age 13	1	11	43	27
Age 14	1	11	43	28
Age 15	1	12	44	31
Age 16	1	12	44	30
Age 17	1	12	45	31
Age 18	2	39	162	99
Age 19	2	32	159	78
Age 20	2	38	164	89
Age 21	2	36	158	84
Age 22	7	123	525	305
Age 23	9	189	1,069	414
Age 24	12	211	1,104	496
Age 25	0	0	0	0
Age 26	0	0	0	0
Age 27	0	0	0	0
Age 28	0	0	0	0
Age 29	0	0	0	0
Age 30	0	0	0	0
Age 31	0	0	0	0
Age 32	0	0	0	0
Age 33	0	0	0	0
Age 34	0	0	0	0
Age 35	0	4	27	16
Age 36	0	3	20	12
Age 37	0	2	18	9
Age 38	0	6	46	16
Age 39	0	5	29	12
Age 40	0	5	28	13
Age 41	0	6	31	14
Age 42	0	6	34	15
Age 43	0	7	37	16
Age 44	0	7	38	17
Age 45	0	8	40	18
Age 46	1	8	41	19
Age 47	1	14	65	31
Age 48	1	19	89	46
Age 49	2	27	116	67
Age 50	1	21	89	57
Age 51	1	15	63	45
Age 52	1	15	62	48
Age 53	1	9	36	31
Age 54	1	6	27	24
Age 55	0	0	0	0
Age 56	0	0	0	0
Age 57	0	0	0	0
Age 58	0	0	0	0
Age 59	0	0	0	0
Age 60	0	0	0	0
Age 61	0	0	0	0
Age 62	0	0	0	0
Age 63	0	0	0	0
Age 64	0	0	0	0

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 65	0	0	0	0
Age 66	0	0	0	0
Age 67	0	0	0	0
Age 68	0	0	0	0
Age 69	0	0	0	0
Age 70	0	0	0	0
Age 71	0	0	0	0
Age 72	0	0	0	0
Age 73	0	0	0	0
Age 74	0	0	0	0
Age 75	0	0	0	0
Age 76	0	0	0	0
Age 77	0	0	0	0
Age 78	0	0	0	0
Age 79	0	0	0	0
Age 80	0	0	0	0
Age 81	0	0	0	0
Age 82	0	0	0	0
Age 83	0	0	0	0
Age 84	0	0	0	0
Age 85	0	0	0	0
Age 86	0	0	0	0
Age 87	0	0	0	0
Age 88	0	0	0	0
Age 89	0	0	0	0
Age 90	0	0	0	0
Age 91	0	0	0	0
Age 92	0	0	0	0
Age 93	0	0	0	0
Age 94	0	0	0	0
Age 95	0	0	0	0
Age 96	0	0	0	0
Age 97	0	0	0	0
Age 98	0	0	0	0
Age 99	0	0	0	0
Age 100	0	0	0	0

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 65	0	0	0	0
Age 66	0	0	0	0
Age 67	0	0	0	0
Age 68	0	0	0	0
Age 69	0	0	0	0
Age 70	0	0	0	0
Age 71	0	0	0	0
Age 72	0	0	0	0
Age 73	0	0	0	0
Age 74	0	0	0	0
Age 75	0	0	0	0
Age 76	0	0	0	0
Age 77	0	0	0	0
Age 78	0	0	0	0
Age 79	0	0	0	0
Age 80	0	0	0	0
Age 81	0	0	0	0
Age 82	0	0	0	0
Age 83	0	0	0	0
Age 84	0	0	0	0
Age 85	0	0	0	0
Age 86	0	0	0	0
Age 87	0	0	0	0
Age 88	0	0	0	0
Age 89	0	0	0	0
Age 90	0	0	0	0
Age 91	0	0	0	0
Age 92	0	0	0	0
Age 93	0	0	0	0
Age 94	0	0	0	0
Age 95	0	0	0	0
Age 96	0	0	0	0
Age 97	0	0	0	0
Age 98	0	0	0	0
Age 99	0	0	0	0
Age 100	0	0	0	0

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Developmental				
Ages 6 - 8	2	34	139	85
Pre-High School				
Ages 9 - 13	5	76	293	184
High School				
Ages 14 - 18	11	164	623	410
Young Adults				
Ages 19 - 30	59	1,018	4,965	2,530
Mature Adults				
Ages 31 - 50	17	304	1,642	839
Senior Adults				
Ages 51 - 65	4	44	188	149

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Developmental				
Ages 6 - 8	1	17	69	42
Pre-High School				
Ages 9 - 13	2	35	136	85
High School				
Ages 14 - 18	6	87	338	219
Young Adults				
Ages 19 - 30	34	629	3,178	1,466
Mature Adults				
Ages 31 - 50	9	148	748	378
Senior Adults				
Ages 51 - 65	4	44	188	149

Track & Field Analysis - by Brailsford & Dunlavey

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 6	22	307	1,271	773
Age 7	24	319	1,269	774
Age 8	20	318	1,277	783
Age 9	22	328	1,267	785
Age 10	31	348	1,357	829
Age 11	22	319	1,267	805
Age 12	22	318	1,216	776
Age 13	29	479	1,844	1,169
Age 14	32	479	1,865	1,203
Age 15	41	530	1,908	1,319
Age 16	33	515	1,880	1,294
Age 17	37	534	1,936	1,331
Age 18	5	88	364	222
Age 19	5	72	357	175
Age 20	5	85	368	201
Age 21	5	80	356	188
Age 22	16	277	1,181	687
Age 23	20	424	2,405	932
Age 24	26	475	2,484	1,115
Age 25	11	177	820	454
Age 26	14	193	865	516
Age 27	14	196	833	535
Age 28	12	174	750	507
Age 29	9	145	675	472
Age 30	3	49	227	159
Age 31	3	56	278	189
Age 32	1	30	147	97
Age 33	2	36	190	123
Age 34	2	40	226	141
Age 35	1	30	189	114
Age 36	1	21	141	81
Age 37	0	16	126	64
Age 38	2	39	319	110
Age 39	2	32	201	86
Age 40	2	35	199	88
Age 41	2	40	214	96
Age 42	2	44	237	105
Age 43	2	48	257	111
Age 44	3	51	267	119
Age 45	1	16	80	37
Age 46	1	17	81	38
Age 47	1	27	131	62
Age 48	3	39	178	92
Age 49	3	53	232	134
Age 50	2	42	179	114
Age 51	2	30	126	90
Age 52	3	30	124	97
Age 53	1	17	71	62
Age 54	1	12	55	49
Age 55	0	4	17	15
Age 56	2	38	177	110
Age 57	2	27	112	68
Age 58	2	25	93	63
Age 59	1	13	49	31
Age 60	1	12	48	28
Age 61	1	14	79	32
Age 62	2	40	278	115
Age 63	1	21	111	56
Age 64	1	18	81	48

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 6	12	167	693	421
Age 7	13	174	692	422
Age 8	11	173	696	427
Age 9	12	179	691	428
Age 10	17	190	740	452
Age 11	12	174	691	439
Age 12	12	174	664	423
Age 13	23	379	1,458	925
Age 14	25	378	1,475	952
Age 15	33	419	1,508	1,043
Age 16	26	407	1,486	1,023
Age 17	29	422	1,531	1,052
Age 18	3	54	223	136
Age 19	3	44	218	107
Age 20	3	52	225	123
Age 21	3	49	217	115
Age 22	10	169	722	420
Age 23	12	259	1,470	570
Age 24	16	291	1,518	682
Age 25	4	59	273	151
Age 26	5	64	288	172
Age 27	5	65	278	178
Age 28	4	58	250	169
Age 29	3	48	225	157
Age 30	1	16	76	53
Age 31	1	19	93	63
Age 32	0	10	49	32
Age 33	1	12	63	41
Age 34	1	13	75	47
Age 35	1	13	81	49
Age 36	0	9	60	35
Age 37	0	7	54	28
Age 38	1	17	137	47
Age 39	1	14	86	37
Age 40	1	15	85	38
Age 41	1	17	92	41
Age 42	1	19	101	45
Age 43	1	21	110	48
Age 44	1	22	114	51
Age 45	0	8	40	18
Age 46	1	8	41	19
Age 47	1	14	65	31
Age 48	1	19	89	46
Age 49	2	27	116	67
Age 50	1	21	89	57
Age 51	1	15	63	45
Age 52	1	15	62	48
Age 53	1	9	36	31
Age 54	1	6	27	24
Age 55	0	4	17	15
Age 56	2	38	177	110
Age 57	2	27	112	68
Age 58	2	25	93	63
Age 59	1	13	49	31
Age 60	1	12	48	28
Age 61	1	14	79	32
Age 62	2	40	278	115
Age 63	1	21	111	56
Age 64	1	18	81	48

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Age 65	0	0	0	0
Age 66	0	0	0	0
Age 67	0	0	0	0
Age 68	0	0	0	0
Age 69	0	0	0	0
Age 70	0	0	0	0
Age 71	0	0	0	0
Age 72	0	0	0	0
Age 73	0	0	0	0
Age 74	0	0	0	0
Age 75	0	0	0	0
Age 76	0	0	0	0
Age 77	0	0	0	0
Age 78	0	0	0	0
Age 79	0	0	0	0
Age 80	0	0	0	0
Age 81	0	0	0	0
Age 82	0	0	0	0
Age 83	0	0	0	0
Age 84	0	0	0	0
Age 85	0	0	0	0
Age 86	0	0	0	0
Age 87	0	0	0	0
Age 88	0	0	0	0
Age 89	0	0	0	0
Age 90	0	0	0	0
Age 91	0	0	0	0
Age 92	0	0	0	0
Age 93	0	0	0	0
Age 94	0	0	0	0
Age 95	0	0	0	0
Age 96	0	0	0	0
Age 97	0	0	0	0
Age 98	0	0	0	0
Age 99	0	0	0	0
Age 100	0	0	0	0

Core Participation - Based on Demographic Overlay

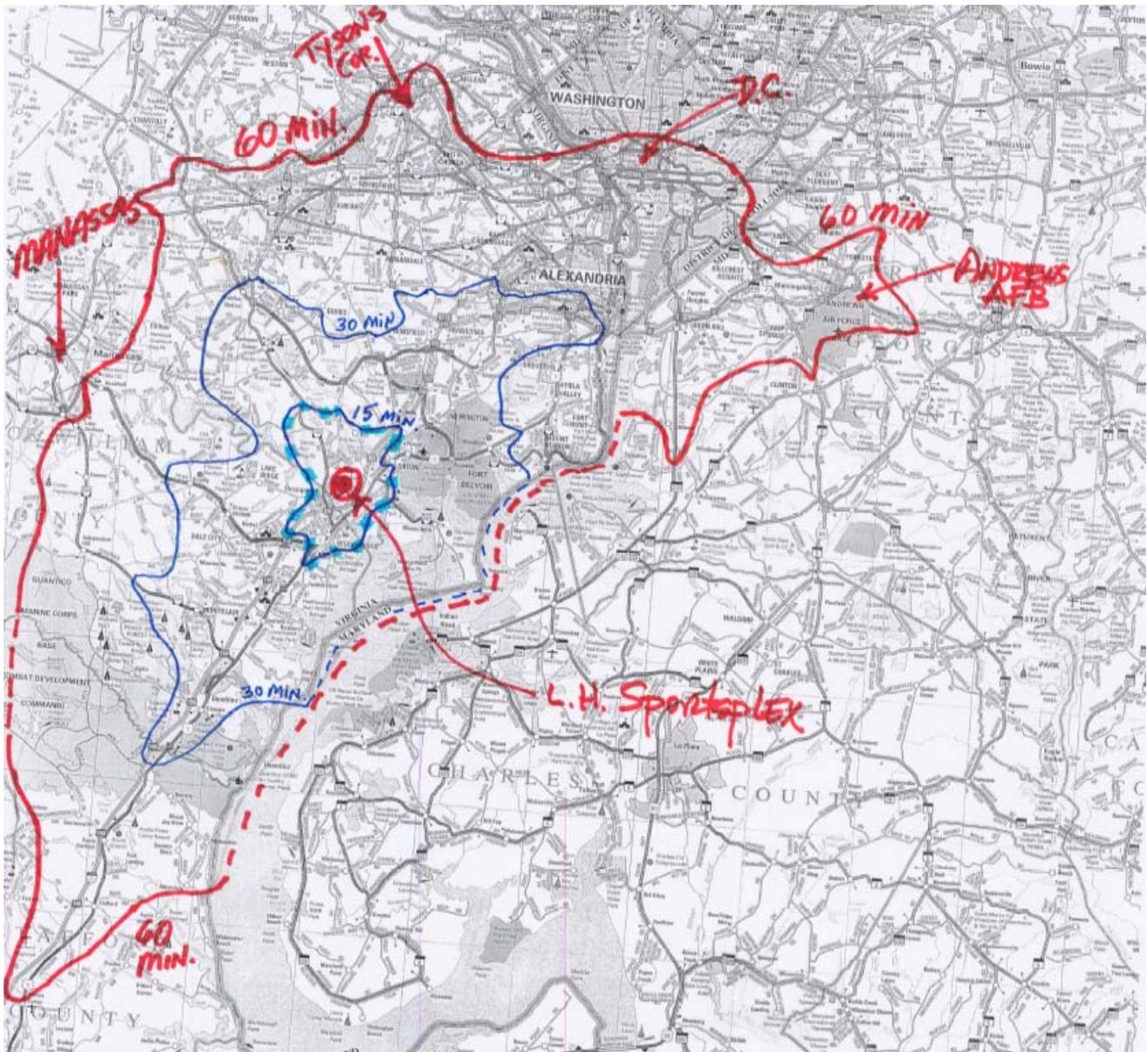
	15 Min	30 Min	60 Min	County
Age 65	0	0	0	0
Age 66	0	0	0	0
Age 67	0	0	0	0
Age 68	0	0	0	0
Age 69	0	0	0	0
Age 70	0	0	0	0
Age 71	0	0	0	0
Age 72	0	0	0	0
Age 73	0	0	0	0
Age 74	0	0	0	0
Age 75	0	0	0	0
Age 76	0	0	0	0
Age 77	0	0	0	0
Age 78	0	0	0	0
Age 79	0	0	0	0
Age 80	0	0	0	0
Age 81	0	0	0	0
Age 82	0	0	0	0
Age 83	0	0	0	0
Age 84	0	0	0	0
Age 85	0	0	0	0
Age 86	0	0	0	0
Age 87	0	0	0	0
Age 88	0	0	0	0
Age 89	0	0	0	0
Age 90	0	0	0	0
Age 91	0	0	0	0
Age 92	0	0	0	0
Age 93	0	0	0	0
Age 94	0	0	0	0
Age 95	0	0	0	0
Age 96	0	0	0	0
Age 97	0	0	0	0
Age 98	0	0	0	0
Age 99	0	0	0	0
Age 100	0	0	0	0

Total Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Developmental				
Ages 6 - 8	66	943	3,817	2,330
Pre-High School				
Ages 9 - 13	126	1,793	6,951	4,365
High School				
Ages 14 - 18	148	2,145	7,953	5,370
Young Adults				
Ages 19 - 30	138	2,348	11,320	5,941
Mature Adults				
Ages 31 - 50	39	714	3,872	2,001
Senior Adults				
Ages 51 - 65	20	301	1,421	865

Core Participation - Based on Demographic Overlay

	15 Min	30 Min	60 Min	County
Developmental				
Ages 6 - 8	36	515	2,082	1,271
Pre-High School				
Ages 9 - 13	76	1,096	4,244	2,668
High School				
Ages 14 - 18	116	1,680	6,223	4,206
Young Adults				
Ages 19 - 30	67	1,175	5,760	2,896
Mature Adults				
Ages 31 - 50	17	304	1,642	839
Senior Adults				
Ages 51 - 65	17	257	1,234	716



MARKET RADIUS ANALYSIS MAP

FAIRFAX COUNTY PARK AUTHORITY
 LAUREL HILL SPORTPLEX CONCEPT PLAN

Team Projections by Sport and Market Radius

Sport	Total Participation			Core Participation			Total True Values		Core True Values	
	15 min	30 min	60 min	15 min	30 min	60 min	30 min	60 min	30 min	60 min
Basketball										
Introductory	160	2,273	9,195	136	1,921	7,772	2,113	6,762	1,786	5,716
Developmental	320	4,546	18,389	271	3,842	15,544	4,226	13,523	3,571	11,431
Pre High	559	7,864	30,504	473	6,662	25,839	7,305	22,081	6,189	18,704
High School	499	7,303	27,262	418	6,096	22,700	6,804	19,460	5,678	16,186
Young Adult	1,316	22,053	105,351	864	14,467	69,109	20,737	81,982	13,603	53,778
Mature Adult	419	7,484	39,364	273	4,871	25,593	7,065	31,461	4,598	20,449
Senior Adult	266	3,906	18,293	165	2,400	11,185	3,640	14,121	2,235	8,620
Totals										

Sport	Total Participation			Core Participation			Total True Values		Core True Values	
	15 min	30 min	60 min	15 min	30 min	60 min	30 min	60 min	30 min	60 min
Baseball										
Introductory	154	2,187	8,848	132	1,870	7,564	2,033	6,507	1,738	5,562
Developmental	308	4,374	17,695	264	3,740	15,127	4,066	13,013	3,476	11,123
Pre High	499	6,918	26,852	424	5,878	22,816	6,419	19,435	5,454	16,514
High School	264	3,849	14,335	208	3,017	11,196	3,585	10,222	2,809	7,971
Young Adult	607	10,085	47,958	354	5,780	27,205	9,478	37,266	5,426	21,071
Mature Adult	240	4,274	22,383	153	2,740	14,553	4,034	17,869	2,587	11,660
Senior Adult	185	2,745	12,941	90	1,311	6,136	2,560	10,011	1,221	4,735
Totals										

FAIRFAX COUNTY PARK AUTHORITY
 LAUREL HILL SPORTPLEX CONCEPT PLAN

Team Projections by Sport and Market Radius

Sport	Roster Size	15 min			30 min			60 min		
		# Teams			# Teams			# Teams		
		Rec	Comp	Travel	Rec	Comp	Travel	Rec	Comp	Travel
Basketball										
Introductory	10	2	0	0	49	0	0	348	0	0
Developmental	10	5	0	0	98	0	0	696	0	0
Pre High	12	24	12	4	140	155	52	983	468	156
High School	12	18	10	7	135	142	95	923	405	270
Young Adult	10	74	17	0	845	272	0	5,157	1,076	0
Mature Adult	10	21	8	0	289	138	0	1,892	613	0
Senior Adult	10	9	8	0	167	112	0	967	431	0
Totals		153	56	11	1,722	818	146	10,966	2,992	426

Sport	Roster Size	15 min			30 min			60 min		
		# Teams			# Teams			# Teams		
		Rec	Comp	Travel	Rec	Comp	Travel	Rec	Comp	Travel
Baseball										
Introductory	15	9	0	0	30	0	0	219	0	0
Developmental	18	15	0	0	50	0	0	365	0	0
Pre High	20	9	7	5	73	95	68	517	289	206
High School	20	0	7	4	52	91	49	318	259	139
Young Adult	20	18	0	0	233	0	0	1,344	0	0
Mature Adult	20	0	8	0	84	129	0	536	583	0
Senior Adult	20	0	5	0	76	61	0	410	237	0
Totals		51	26	9	599	377	117	3,710	1,368	346

FAIRFAX COUNTY PARK AUTHORITY
 LAUREL HILL SPORTPLEX CONCEPT PLAN

Team Projections by Sport and Market Radius

Sport	Total Participation			Core Participation			Total True Values		Core True Values	
	15 min	30 min	60 min	15 min	30 min	60 min	30 min	60 min	30 min	60 min
Soccer Outdoor										
Introductory	159	2,256	9,125	99	1,407	5,690	2,097	6,710	1,308	4,185
Developmental	318	4,512	18,250	198	2,813	11,380	4,194	13,420	2,615	8,369
Pre High	500	6,903	26,801	344	4,833	18,745	6,403	19,398	4,489	13,568
High School	200	2,920	10,888	125	1,816	6,751	2,720	7,768	1,691	4,810
Young Adult	600	9,844	46,467	298	4,842	22,737	9,244	36,023	4,544	17,597
Mature Adult	183	3,330	18,090	83	1,523	8,457	3,147	14,577	1,440	6,851
Senior Adult	56	798	3,668	20	301	1,421	742	2,814	281	1,100
Totals										

Sport	Total Participation			Core Participation			Total True Values		Core True Values	
	15 min	30 min	60 min	15 min	30 min	60 min	30 min	60 min	30 min	60 min
Football (Touch)										
Introductory	64	901	3,643	52	729	2,949	837	2,679	678	2,169
Developmental	127	1,801	7,286	103	1,458	5,898	1,674	5,358	1,355	4,337
Pre High	237	3,378	13,095	182	2,560	9,930	3,141	9,480	2,378	7,188
High School	281	4,109	15,324	167	2,424	9,010	3,828	10,934	2,257	6,419
Young Adult	676	11,340	54,215	244	4,147	19,959	10,664	42,199	3,903	15,568
Mature Adult	198	3,563	18,958	81	1,446	7,737	3,365	15,197	1,365	6,210
Senior Adult	124	1,842	8,677	44	647	3,031	1,718	6,711	603	2,340
Totals										

FAIRFAX COUNTY PARK AUTHORITY
 LAUREL HILL SPORTPLEX CONCEPT PLAN

Team Projections by Sport and Market Radius

Sport	Roster Size	15 min			30 min			60 min		
		# Teams			# Teams			# Teams		
		Rec	Comp	Travel	Rec	Comp	Travel	Rec	Comp	Travel
Soccer Outdoor										
Introductory	10	11	0	0	95	0	0	494	0	0
Developmental	12	17	0	0	158	0	0	823	0	0
Pre High	13	10	11	7	186	138	86	1,018	417	261
High School	16	3	4	2	77	48	26	380	135	75
Young Adult	15	11	10	0	353	151	0	1,925	587	0
Mature Adult	15	0	6	0	126	96	0	749	457	0
Senior Adult	17	1	0	0	30	0	0	151	0	0
Totals		54	30	9	1,025	433	113	5,540	1,596	336

Sport	Roster Size	15 min			30 min			60 min		
		# Teams			# Teams			# Teams		
		Rec	Comp	Travel	Rec	Comp	Travel	Rec	Comp	Travel
Football (Touch)										
Introductory	12	4	0	0	19	0	0	123	0	0
Developmental	12	9	0	0	37	0	0	246	0	0
Pre High	12	16	0	0	83	0	0	492	0	0
High School	12	15	0	0	154	0	0	742	0	0
Young Adult	10	29	0	0	744	0	0	3,865	0	0
Mature Adult	10	9	0	0	220	0	0	1,275	0	0
Senior Adult	10	5	0	0	124	0	0	634	0	0
Totals		87	0	0	1,381	0	0	7,376	0	0

FAIRFAX COUNTY PARK AUTHORITY
 LAUREL HILL SPORTPLEX CONCEPT PLAN

Team Projections by Sport and Market Radius

Sport	Total Participation			Core Participation			Total True Values		Core True Values	
	15 min	30 min	60 min	15 min	30 min	60 min	30 min	60 min	30 min	60 min
Volleyball										
Introductory	33	472	1,909	26	360	1,457	439	1,404	335	1,072
Developmental	66	943	3,817	51	720	2,914	877	2,808	669	2,143
Pre High	117	1,649	6,394	88	1,243	4,822	1,532	4,628	1,155	3,491
High School	107	1,567	5,841	75	1,087	4,037	1,460	4,167	1,012	2,875
Young Adult	321	5,233	24,623	164	2,654	12,411	4,912	19,069	2,490	9,593
Mature Adult	142	2,528	13,177	72	1,293	6,816	2,386	10,507	1,221	5,451
Senior Adult	109	1,603	7,517	60	894	4,225	1,494	5,805	834	3,271
Totals										

Sport	Total Participation			Core Participation			Total True Values		Core True Values	
	15 min	30 min	60 min	15 min	30 min	60 min	30 min	60 min	30 min	60 min
Track and Field										
Introductory	33	472	1,909	18	258	1,041	439	1,404	240	766
Developmental	66	943	3,817	36	515	2,082	877	2,808	479	1,531
Pre High	126	1,793	6,951	76	1,096	4,244	1,667	5,032	1,020	3,072
High School	148	2,145	7,953	116	1,680	6,223	1,997	5,660	1,564	4,427
Young Adult	138	2,348	11,320	67	1,175	5,760	2,210	8,834	1,108	4,518
Mature Adult	39	714	3,872	17	304	1,642	675	3,119	287	1,321
Senior Adult	20	301	1,421	17	257	1,234	281	1,100	240	960
Totals										

FAIRFAX COUNTY PARK AUTHORITY
 LAUREL HILL SPORTPLEX CONCEPT PLAN

Team Projections by Sport and Market Radius

Sport	Roster Size	15 min			30 min			60 min		
		# Teams			# Teams			# Teams		
		Rec	Comp	Travel	Rec	Comp	Travel	Rec	Comp	Travel
Volleyball										
Introductory	10	3	0	0	14	0	0	84	0	0
Developmental	10	5	0	0	27	0	0	167	0	0
Pre High	10	0	9	0	49	116	0	290	349	0
High School	10	0	4	4	56	51	51	297	144	144
Young Adult	10	18	0	0	274	0	0	1,503	0	0
Mature Adult	10	8	0	0	131	0	0	773	0	0
Senior Adult	10	6	0	0	77	0	0	425	0	0
Totals		41	13	4	628	166	51	3,538	493	144

Sport	Roster Size	15 min			30 min			60 min		
		# Teams			# Teams			# Teams		
		Rec	Comp	Travel	Rec	Comp	Travel	Rec	Comp	Travel
Track and Field										
Introductory	40	0	0	0	6	0	0	29	0	0
Developmental	40	1	0	0	12	0	0	57	0	0
Pre High	40	0	2	0	19	26	0	97	77	0
High School	40	3	0	0	15	0	0	88	0	0
Young Adult	40	2	0	0	31	0	0	170	0	0
Mature Adult	40	0	0	0	11	0	0	64	0	0
Senior Adult	40	0	0	0	2	0	0	12	0	0
Totals		7	2	0	94	26	0	516	77	0

FAIRFAX COUNTY PARK AUTHORITY
 LAUREL HILL SPORTPLEX CONCEPT PLAN

Team Projections by Sport and Market Radius

Sport	Total Participation			Core Participation			Total True Values		Core True Values	
	15 min	30 min	60 min	15 min	30 min	60 min	30 min	60 min	30 min	60 min
Soccer Indoor										
Introductory	41	583	2,360	23	318	1,284	542	1,736	295	944
Developmental	82	1,166	4,719	45	635	2,567	1,084	3,471	590	1,887
Pre High	132	1,820	7,065	70	968	3,757	1,688	5,113	898	2,719
High School	67	999	3,756	29	423	1,587	932	2,690	394	1,135
Young Adult	304	5,082	24,228	158	2,577	12,113	4,778	18,842	2,419	9,378
Mature Adult	65	1,182	6,327	34	617	3,203	1,117	5,080	583	2,552
Senior Adult	11	133	563	7	89	376	122	419	82	280
Totals										

Sport	Total Participation			Core Participation			Total True Values		Core True Values	
	15 min	30 min	60 min	15 min	30 min	60 min	30 min	60 min	30 min	60 min
Wrestling										
Introductory	18	258	1,041	11	155	625	240	766	144	459
Developmental	36	515	2,082	22	309	1,249	479	1,531	287	918
Pre High	67	951	3,686	41	586	2,272	884	2,668	545	1,645
High School	77	1,122	4,192	50	724	2,693	1,045	2,993	674	1,919
Young Adult	215	3,597	17,178	98	1,642	7,844	3,382	13,366	1,544	6,104
Mature Adult	50	894	4,705	22	380	1,889	844	3,761	358	1,487
Senior Adult	11	133	563	7	89	376	122	419	82	280
Totals										

FAIRFAX COUNTY PARK AUTHORITY
 LAUREL HILL SPORTPLEX CONCEPT PLAN

Team Projections by Sport and Market Radius

Sport	Roster Size	15 min			30 min			60 min		
		# Teams			# Teams			# Teams		
		Rec	Comp	Travel	Rec	Comp	Travel	Rec	Comp	Travel
Soccer Indoor										
Introductory	12	2	0	0	24	0	0	118	0	0
Developmental	12	4	0	0	48	0	0	236	0	0
Pre High	12	0	3	3	77	37	37	362	113	113
High School	12	1	1	1	50	13	10	218	38	28
Young Adult	12	8	7	0	222	101	0	1,238	391	0
Mature Adult	12	2	1	0	50	24	0	315	106	0
Senior Adult	12	1	0	0	4	0	0	24	0	0
Totals		17	12	4	475	176	47	2,510	648	142

Sport	Roster Size	15 min			30 min			60 min		
		# Teams			# Teams			# Teams		
		Rec	Comp	Travel	Rec	Comp	Travel	Rec	Comp	Travel
Wrestling										
Introductory	20	1	0	0	6	0	0	29	0	0
Developmental	20	1	0	0	11	0	0	58	0	0
Pre High	20	0	2	0	20	27	0	102	82	0
High School	20	3	0	0	22	0	0	114	0	0
Young Adult	20	5	0	0	103	0	0	554	0	0
Mature Adult	20	1	0	0	27	0	0	161	0	0
Senior Adult	20	0	0	0	3	0	0	14	0	0
Totals		11	2	0	192	27	0	1,032	82	0

FAIRFAX COUNTY PARK AUTHORITY
 LAUREL HILL SPORTPLEX CONCEPT PLAN

Team Projections by Sport and Market Radius

Sport	Total Participation			Core Participation			Total True Values		Core True Values	
	15 min	30 min	60 min	15 min	30 min	60 min	30 min	60 min	30 min	60 min
Lacrosse										
Introductory	9	129	521	3	35	139	120	383	32	102
Developmental	18	257	1,041	5	69	278	239	766	64	204
Pre High	29	409	1,586	9	123	479	380	1,148	114	347
High School	17	245	916	9	129	482	228	654	120	344
Young Adult	56	938	4,468	8	157	795	882	3,474	149	630
Mature Adult	27	480	2,530	3	51	307	453	2,023	48	253
Senior Adult	7	89	376	0	0	0	82	280	0	0
Totals										

Sport	Total Participation			Core Participation			Total True Values		Core True Values	
	15 min	30 min	60 min	15 min	30 min	60 min	30 min	60 min	30 min	60 min
Softball Fast										
Introductory	12	163	659	10	137	555	152	485	128	409
Developmental	23	326	1,318	19	274	1,110	303	969	255	817
Pre High	38	532	2,064	32	444	1,722	494	1,494	412	1,246
High School	26	379	1,418	20	288	1,072	353	1,013	268	764
Young Adult	90	1,485	7,050	31	548	2,681	1,395	5,475	517	2,102
Mature Adult	47	835	4,480	21	375	1,943	788	3,598	354	1,547
Senior Adult	39	558	2,655	20	301	1,421	519	2,058	281	1,100
Totals										

FAIRFAX COUNTY PARK AUTHORITY
 LAUREL HILL SPORTPLEX CONCEPT PLAN

Team Projections by Sport and Market Radius

Sport	Roster Size	15 min			30 min			60 min		
		# Teams			# Teams			# Teams		
		Rec	Comp	Travel	Rec	Comp	Travel	Rec	Comp	Travel
Lacrosse										
Introductory	16	0	0	0	6	0	0	26	0	0
Developmental	16	0	0	0	12	0	0	52	0	0
Pre High	16	0	0	0	18	4	0	77	11	0
High School	16	0	1	0	8	8	0	36	22	0
Young Adult	16	0	1	0	49	9	0	240	39	0
Mature Adult	16	0	0	0	27	3	0	142	16	0
Senior Adult	16	0	0	0	6	0	0	24	0	0
Totals		1	2	0	126	23	0	597	88	0

Sport	Roster Size	15 min			30 min			60 min		
		# Teams			# Teams			# Teams		
		Rec	Comp	Travel	Rec	Comp	Travel	Rec	Comp	Travel
Softball Fast										
Introductory	16	1	0	0	2	0	0	16	0	0
Developmental	16	1	0	0	4	0	0	31	0	0
Pre High	16	0	1	1	8	13	13	51	39	39
High School	16	0	1	1	7	8	8	41	24	24
Young Adult	16	0	2	0	61	32	0	309	131	0
Mature Adult	16	1	0	0	30	0	0	183	0	0
Senior Adult	16	1	0	0	17	0	0	97	0	0
Totals		5	4	2	129	54	21	729	194	63

FAIRFAX COUNTY PARK AUTHORITY
 LAUREL HILL SPORTPLEX CONCEPT PLAN

Team Projections by Sport and Market Radius

Sport	Total Participation			Core Participation			Total True Values		Core True Values	
	15 min	30 min	60 min	15 min	30 min	60 min	30 min	60 min	30 min	60 min
Field Hockey										
Introductory	4	52	208	1	17	70	48	153	16	52
Developmental	7	103	416	2	34	139	96	306	32	103
Pre High	13	188	729	5	70	271	175	528	65	196
High School	16	235	888	8	115	434	219	637	107	311
Young Adult	69	1,174	5,660	27	470	2,284	1,105	4,417	443	1,787
Mature Adult	21	382	2,090	7	129	754	361	1,687	122	618
Senior Adult	4	44	188	0	0	0	40	140	0	0
Totals										

Sport	Total Participation			Core Participation			Total True Values		Core True Values	
	15 min	30 min	60 min	15 min	30 min	60 min	30 min	60 min	30 min	60 min
Rugby										
Introductory	1	17	70	1	9	35	16	52	8	26
Developmental	2	34	139	1	17	69	32	103	16	51
Pre High	5	76	293	2	35	136	71	212	33	99
High School	11	164	623	6	87	338	153	448	81	245
Young Adult	59	1,018	4,965	34	629	3,178	959	3,888	595	2,515
Mature Adult	17	304	1,642	9	148	748	287	1,321	139	591
Senior Adult	4	44	188	4	44	188	40	140	40	140
Totals										

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Team Projections by Sport and Market Radius

Sport	Roster Size	15 min			30 min			60 min		
		# Teams			# Teams			# Teams		
		Rec	Comp	Travel	Rec	Comp	Travel	Rec	Comp	Travel
Field Hockey										
Introductory	14	0	0	0	3	0	0	11	0	0
Developmental	14	0	0	0	5	0	0	22	0	0
Pre High	14	0	0	0	9	0	0	38	0	0
High School	14	1	0	0	9	0	0	41	0	0
Young Adult	14	2	0	0	52	0	0	277	0	0
Mature Adult	14	1	0	0	19	0	0	105	0	0
Senior Adult	14	0	0	0	3	0	0	13	0	0
Totals		4	0	0	99	0	0	508	0	0

Sport	Roster Size	15 min			30 min			60 min		
		# Teams			# Teams			# Teams		
		Rec	Comp	Travel	Rec	Comp	Travel	Rec	Comp	Travel
Rugby										
Introductory	35	0	0	0	0	0	0	1	0	0
Developmental	35	0	0	0	1	0	0	3	0	0
Pre High	35	0	0	0	1	0	0	6	0	0
High School	35	0	0	0	2	0	0	11	0	0
Young Adult	35	0	1	0	12	17	0	70	72	0
Mature Adult	35	0	0	0	5	0	0	30	0	0
Senior Adult	35	0	0	0	0	0	0	1	0	0
Totals		1	1	0	21	17	0	122	72	0

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Team Projections by Sport and Market Radius

Sport	Total Participation			Core Participation			Total True Values		Core True Values	
	15 min	30 min	60 min	15 min	30 min	60 min	30 min	60 min	30 min	60 min
Softball (Slow-Pitch)										
Introductory	35	489	1,978	29	412	1,666	455	1,454	383	1,225
Developmental	69	978	3,955	58	823	3,331	909	2,908	765	2,450
Pre High	116	1,624	6,301	94	1,309	5,079	1,508	4,561	1,215	3,676
High School	94	1,404	5,301	58	860	3,247	1,310	3,803	802	2,329
Young Adult	633	10,391	49,049	371	6,095	28,794	9,758	38,025	5,724	22,328
Mature Adult	250	4,464	23,564	159	2,837	14,993	4,214	18,850	2,678	11,997
Senior Adult	227	3,408	16,187	135	2,027	9,609	3,181	12,552	1,892	7,447
Totals										

Sport	Total Participation			Core Participation			Total True Values		Core True Values	
	15 min	30 min	60 min	15 min	30 min	60 min	30 min	60 min	30 min	60 min
Football (Tackle)										
Introductory	44	626	2,533	33	463	1,874	582	1,863	431	1,378
Developmental	88	1,252	5,066	65	926	3,747	1,164	3,726	861	2,756
Pre High	191	2,775	10,746	143	2,081	8,059	2,584	7,780	1,938	5,835
High School	322	4,675	17,357	242	3,499	12,955	4,353	12,360	3,257	9,214
Young Adult	401	6,808	32,768	161	2,739	13,207	6,407	25,559	2,578	10,307
Mature Adult	83	1,481	7,796	39	684	3,531	1,398	6,232	645	2,808
Senior Adult	31	435	1,985	24	346	1,609	404	1,519	322	1,239
Totals										

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Team Projections by Sport and Market Radius

Sport	Roster Size	15 min			30 min			60 min		
		# Teams			# Teams			# Teams		
		Rec	Comp	Travel	Rec	Comp	Travel	Rec	Comp	Travel
Softball (Slow-Pitch)										
Introductory	18	2	0	0	6	0	0	42	0	0
Developmental	18	3	0	0	12	0	0	84	0	0
Pre High	16	6	0	0	26	0	0	164	0	0
High School	16	4	0	0	38	0	0	186	0	0
Young Adult	15	14	12	0	311	191	0	1,781	744	0
Mature Adult	15	6	5	0	119	89	0	771	400	0
Senior Adult	15	3	7	0	101	95	0	583	372	0
Totals		37	24	0	612	375	0	3,610	1,517	0

Sport	Roster Size	15 min			30 min			60 min		
		# Teams			# Teams			# Teams		
		Rec	Comp	Travel	Rec	Comp	Travel	Rec	Comp	Travel
Football (Tackle)										
Introductory	25	1	0	0	8	0	0	46	0	0
Developmental	25	0	3	0	16	34	0	92	110	0
Pre High	30	0	5	0	28	65	0	164	195	0
High School	30	0	8	0	47	109	0	271	307	0
Young Adult	30	0	5	0	141	86	0	749	344	0
Mature Adult	30	1	0	0	28	0	0	166	0	0
Senior Adult	30	1	0	0	4	0	0	25	0	0
Totals		4	21	0	271	294	0	1,514	955	0

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 Participant Tendencies by Sport & Market Segment

	Introductory (3 5)	Developmental (6-8)	Pre-High (9-13)		
Basketball			Recreation	Competitive	Travel
<i>Games</i>					
Quantity of games per wk	1	1	1	1	2
Duration of game in hr	1	1	1	1	1
Game times primary	Saturday Day	Saturday Day	Saturday Day	Saturday Day	Saturday Day
Game times secondary		Sunday Day		Sunday Day	Sunday Day
Travel Time Threshold in min	15	30	15	30	30
Space Units Required	0.5	50.0%	100.0%	1	1
Weekly Field Hours per Team	0.5	0.5	1	1	2
<i>Pre-Season Practice</i>					
Quantity of practice	0	2	1	2	3
Duration of practice in hr	0	1	1	1.5	2
Practice times Primary		Weekday 5-9	Weekday 5-9	Weekday 5-9	Weekday 5-9
Practice times Secondary		Saturday Day			Saturday Day
Travel Time Threshold		15	15	30	30
Space Units Required		50.0%	1	1	1
Weekly Field Hours per Team	0	1	1	3	6
<i>In-Season Practice</i>					
Quantity of practice per wk	0	1	1	1	2
Duration of practice in hr	0	1	1	1.5	1.5
Practice times Primary		Saturday Day	Weekday 5-9	Weekday 5-9	Weekday 5-9
Practice times Secondary		Weekday 5-9			
Travel Time Threshold		15	15	30	30
Space Units Required		50.0%	1	1	1
Weekly Field Hours per Team	0	0.5	1	1.5	3
<i>Off-Season Training</i>					
Quantity of practice	0	0	0	0	2
Duration of practice	0	0	0	0	1.5
Practice times Primary					Weekday 5-9
Practice times Secondary					
Travel Time Threshold					30
Space Units Required					1
Weekly Field Hours per Team	0	0	0	0	3

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 Participant Tendencies by Sport & Market Segment

	High School (14-18)			Young Adult (19-30)	
Basketball	Recreation	Competitive	Travel	Recreation	Competitive
<i>Games</i>					
Quantity of games per wk	1	1	2		1
Duration of game in hr	1	1	1		1
Game times primary	Weekday 5-9	Weekday 5-9	Saturday Day		Weekday 9-12
Game times secondary	Saturday Day	Saturday Day	Sunday Day		Sunday Day
Travel Time Threshold in min	30	30	30		30
Space Units Required	100.0%	1	1		1
Weekly Field Hours per Team	1	1	2	0	1
<i>Pre-Season Practice</i>					
Quantity of practice		0		1	1
Duration of practice in hr		0		2	2
Practice times Primary				Weekday 9-12	Weekday 9-12
Practice times Secondary				Sunday Day	
Travel Time Threshold				30	30
Space Units Required				1	1
Weekly Field Hours per Team	0	0	0	2	2
<i>In-Season Practice</i>					
Quantity of practice per wk		2	2	1.25	1
Duration of practice in hr		1	1	2	2
Practice times Primary		Weekday 5-9	Weekday 5-9	Weekday 9-12	Weekday 9-12
Practice times Secondary				Sunday Day	
Travel Time Threshold		30	15	30	30
Space Units Required		1	1	1	1
Weekly Field Hours per Team	0	2	2	2.5	2
<i>Off-Season Training</i>					
Quantity of practice		0		1	1
Duration of practice		0		2	2
Practice times Primary				Weekday 9-12	Weekday 9-12
Practice times Secondary				Sunday Day	Sunday Day
Travel Time Threshold				30	30
Space Units Required				1	1
Weekly Field Hours per Team	0	0	0	2	2

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 Participant Tendencies by Sport & Market Segment

	Mature Adults (31-50)		Senior Adult (51-65)	
Basketball	Recreation	Competitive	Recreation	Competitive
<i>Games</i>				
Quantity of games per wk	1	0	0.5	0
Duration of game in hr	2	0	2	0
Game times primary	Weekday 9-12		Weekday 9-12	
Game times secondary				
Travel Time Threshold in min	30		30	
Space Units Required	1		1	
Weekly Field Hours per Team	2	0	1	0
<i>Pre-Season Practice</i>				
Quantity of practice per wk		0		0
Duration of practice in hr		0		0
Practice times Primary				
Practice times Secondary				
Travel Time Threshold				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0
<i>In-Season Practice</i>				
Quantity of practice per wk		0		0
Duration of practice in hr		0		0
Practice times Primary				
Practice times Secondary				
Travel Time Threshold				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0
<i>Off-Season Training</i>				
Quantity of practice		0		0
Duration of practice		0		0
Practice times Primary				
Practice times Secondary				
Travel Time Threshold				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0

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 LAUREL HILL SPORTPLEX CONCEPT PLAN
 Participant Tendencies by Sport & Market Segment

	Introductory (3 5)	Developmental (6-8)	Pre-High (9-13)		
			Recreation	Competitive	Travel
Baseball					
<i>Games</i>					
Quantity of games per wk	0	1	2	2	2
Duration of game in hr	0	1.5	2	2	2
Game times primary		Weekday 5-9	Weekday 5-9	Weekday 5-9	Weekday 5-9
Game times secondary		Saturday Day	Saturday Day	Saturday Day	Saturday Day
Travel Time Threshold in min		30	30	30	60
Space Units Required		100.0%	100.0%	1	1
Weekly Field Hours per Team	0	1.5	4	4	4
<i>Pre-Season</i>					
Quantity of practice per wk	0	2	2	2	3
Duration of practice in hr	0	1.5	2	2	2
Practice times Primary		Weekday 5-9	Weekday 5-9	Weekday 5-9	Weekday 5-9
Practice times Secondary		Saturday Day	Saturday Day	Saturday Day	Saturday Day
Travel Time Threshold		15	15	30	30
Space Units Required		100.0%	1	1	1
Weekly Field Hours per Team	0	3	4	4	6
<i>Season</i>					
Quantity of practice per wk	0	1	1	1	1
Duration of practice in hr	0	1.5	2	2	2
Practice times Primary		Weekday 5-9	Weekday 5-9	Weekday 5-9	Weekday 5-9
Practice times Secondary					
Travel Time Threshold		15	15	30	30
Space Units Required		100.0%	1	1	1
Weekly Field Hours per Team	0	1.5	2	2	2
<i>Off Season</i>					
Quantity of practice	0	0	0	0	1
Duration of practice	0	0	0	0	2
Practice times Primary					Weekday 5-9
Practice times Secondary					Saturday Day
Travel Time Threshold					15
Space Units Required					1
Weekly Field Hours per Team	0	0	0	0	2

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 Participant Tendencies by Sport & Market Segment

Baseball	High School (14-18)			Young Adult (19-30)	
	Recreation	Competitive	Travel	Recreation	Competitive
<i>Games</i>					
Quantity of games per wk		2	2	0	2
Duration of game in hr		2	2		2.5
Game times primary		Weekday 5-9	Saturday Day		Weekday 9-12
Game times secondary		Saturday Day	Sunday Day		Weekday 5-9
Travel Time Threshold in min		30	30		30
Space Units Required		1	1		1
Weekly Field Hours per Team	0	4	4	0	5
<i>Pre-Season</i>					
Quantity of practice per wk		0			2
Duration of practice in hr		0			2
Practice times Primary					Weekday 9-12
Practice times Secondary					
Travel Time Threshold					60
Space Units Required					1
Weekly Field Hours per Team	0	0	0	0	4
<i>Season</i>					
Quantity of practice per wk		1	2		0
Duration of practice in hr		2	2		0
Practice times Primary		Weekday 5-9	Weekday 5-9		
Practice times Secondary					
Travel Time Threshold		30	30		
Space Units Required		1	1		
Weekly Field Hours per Team	0	2	4	0	0
<i>Off Season</i>					
Quantity of practice		0			0
Duration of practice		1.5			0
Practice times Primary					
Practice times Secondary					
Travel Time Threshold					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0

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 Participant Tendencies by Sport & Market Segment

	Mature Adults (31-50)		Senior Adult (51-65)	
	Recreation	Competitive	Recreation	Competitive
Baseball				
<i>Games</i>				
Quantity of games per wk		2		2
Duration of game in hr		2.5		2.5
Game times primary		Weekday 9-12		Weekday 9-12
Game times secondary		Weekday 5-9		Weekday 5-9
Travel Time Threshold in min		30		30
Space Units Required		1		1
Weekly Field Hours per Team	0	5	0	5
<i>Pre-Season</i>				
Quantity of practice per wk		2		2
Duration of practice in hr		2		2
Practice times Primary		Weekday 9-12		Weekday 9-12
Practice times Secondary				
Travel Time Threshold		60		60
Space Units Required		1		1
Weekly Field Hours per Team	0	4	0	4
<i>Season</i>				
Quantity of practice per wk		0		0
Duration of practice in hr		0		0
Practice times Primary				
Practice times Secondary				
Travel Time Threshold				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0
<i>Off Season</i>				
Quantity of practice		0		0
Duration of practice		0		0
Practice times Primary				
Practice times Secondary				
Travel Time Threshold				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0

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LAUREL HILL SPORTPLEX CONCEPT PLAN
 Participant Tendencies by Sport & Market Segment

	Introductory (3-5)	Developmental (6-8)	Pre-High (9-13)		
			Recreation	Competitive	Travel
Soccer Outdoor					
<i>Games</i>					
Quantity of games per wk	0	1	1	1	1
Duration of game in hr	0	1	1.5	1.5	1.5
Game times primary		Saturday Day	Saturday Day	Saturday Day	Sunday Day
Game times secondary				Sunday Day	
Travel Time Threshold in min		30	30	30	60
Space Units Required		50.0%	75.0%	0.75	0.75
Weekly Field Hours per Team	0	0.5	1.125	1.125	1.125
<i>Pre-Season</i>					
Quantity of practice per wk	0	1	1	2	3
Duration of practice in hr	0	1	1.5	2	2
Practice times Primary		Weekday 5-9	Weekday 5-9	Weekday 5-9	Weekday 5-9
Practice times Secondary		Saturday Day			Saturday Day
Travel Time Threshold		15	15	30	60
Space Units Required		50.0%	0.75	0.75	0.5
Weekly Field Hours per Team	0	0.5	1.125	3	3
<i>Season</i>					
Quantity of practice per wk	0	1	1	2	2
Duration of practice in hr	0	1	1.5	1.75	2
Practice times Primary		Weekday 5-9	Weekday 5-9	Weekday 5-9	Weekday 5-9
Practice times Secondary		Saturday Day			
Travel Time Threshold		15	15	30	30
Space Units Required		50.0%	0.75	0.75	0.75
Weekly Field Hours per Team	0	0.5	1.125	2.625	3
<i>Off Season</i>					
Quantity of practice	0	0	0	1	2
Duration of practice	0	0	0	2	2
Practice times Primary				Weekday 5-9	Weekday 5-9
Practice times Secondary				Saturday Day	Saturday Day
Travel Time Threshold				30	30
Space Units Required				0.75	0.75
Weekly Field Hours per Team	0	0	0	1.5	3

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 Participant Tendencies by Sport & Market Segment

	High School (14-18)			Young Adult (19-30)	
Soccer Outdoor	Recreation	Competitive	Travel	Recreation	Competitive
<i>Games</i>					
Quantity of games per wk	1	1	1	1	1
Duration of game in hr	1.5	1.5	1.5	1.5	1.5
Game times primary	Saturday Day	Saturday Day	Saturday Day	Weekday 9-12	Weekday 9-12
Game times secondary		Sunday Day	Sunday Day	Weekday 5-9	Weekday 5-9
Travel Time Threshold in min	30	60	60	30	30
Space Units Required	100.0%	1	1	1	1
Weekly Field Hours per Team	1.5	1.5	1.5	1.5	1.5
<i>Pre-Season</i>					
Quantity of practice per wk	1	2	3		1
Duration of practice in hr	2	2	2		2
Practice times Primary	Weekday 5-9	Weekday 5-9	Weekday 5-9		Weekday 9-12
Practice times Secondary					Weekday 5-9
Travel Time Threshold	30	30	60		30
Space Units Required	1	1	1		1
Weekly Field Hours per Team	2	4	6	0	2
<i>Season</i>					
Quantity of practice per wk	1	2	2		2
Duration of practice in hr	2	2	2		2
Practice times Primary	Weekday 5-9	Weekday 5-9	Weekday 5-9		Weekday 9-12
Practice times Secondary					
Travel Time Threshold	30	30	60		30
Space Units Required	1	1	1		1
Weekly Field Hours per Team	2	4	4	0	4
<i>Off Season</i>					
Quantity of practice		2	2		0
Duration of practice		2	2		0
Practice times Primary		Weekday 5-9	Weekday 5-9		
Practice times Secondary					
Travel Time Threshold		30	60		
Space Units Required		1	1		
Weekly Field Hours per Team	0	4	4	0	0

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LAUREL HILL SPORTPLEX CONCEPT PLAN
 Participant Tendencies by Sport & Market Segment

	Mature Adults (31-50)		Senior Adult (51-65)	
	Recreation	Competitive	Recreation	Competitive
Soccer Outdoor				
<i>Games</i>				
Quantity of games per wk		1		0
Duration of game in hr		1.5		0
Game times primary		Weekday 9-12		
Game times secondary		Weekday 5-9		
Travel Time Threshold in min		30		
Space Units Required		1		
Weekly Field Hours per Team	0	1.5	0	0
<i>Pre-Season</i>				
Quantity of practice per wk		1		0
Duration of practice in hr		2		0
Practice times Primary		Weekday 9-12		
Practice times Secondary		Weekday 5-9		
Travel Time Threshold		30		
Space Units Required		1		
Weekly Field Hours per Team	0	2	0	0
<i>Season</i>				
Quantity of practice per wk		0		0
Duration of practice in hr		0		0
Practice times Primary				
Practice times Secondary				
Travel Time Threshold				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0
<i>Off Season</i>				
Quantity of practice		0		0
Duration of practice		0		0
Practice times Primary				
Practice times Secondary				
Travel Time Threshold				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0

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LAUREL HILL SPORTPLEX CONCEPT PLAN
 Participant Tendencies by Sport & Market Segment

	Introductory (3 5)	Developmental (6-8)	Pre-High (9-13)		
			Recreation	Competitive	Travel
Football Touch					
<i>Games</i>					
Quantity of games per wk	0	1	1	0	
Duration of game in hr	0	1	1	0	
Game times primary		Saturday Day	Sunday Day		
Game times secondary		Sunday Day	Saturday Day		
Travel Time Threshold in min		30	30		
Space Units Required		33.3%	50.0%		
Weekly Field Hours per Team	0	0.333	0.5	0	0
<i>Pre-Season</i>					
Quantity of practice per wk	0	1	1	0	
Duration of practice in hr	0	1	1	0	
Practice times Primary		Weekday 5-9	Weekday 5-9		
Practice times Secondary		Saturday Day			
Travel Time Threshold		30	15		
Space Units Required		33.3%	0.5		
Weekly Field Hours per Team	0	0.333	0.5	0	0
<i>Season</i>					
Quantity of practice per wk	0	0	1	0	
Duration of practice in hr	0	0	1	0	
Practice times Primary			Weekday 5-9		
Practice times Secondary					
Travel Time Threshold			15		
Space Units Required			0.5		
Weekly Field Hours per Team	0	0	0.5	0	0
<i>Off Season</i>					
Quantity of practice	0	0	0	0	
Duration of practice	0	0	0	0	
Practice times Primary					
Practice times Secondary					
Travel Time Threshold					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0

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 Participant Tendencies by Sport & Market Segment

	High School (14-18)			Young Adult (19-30)	
	Recreation	Competitive	Travel	Recreation	Competitive
Football Touch					
<i>Games</i>					
Quantity of games per wk		0		1	0
Duration of game in hr		0		1	0
Game times primary				Weekday 9-12	
Game times secondary				Saturday Day	
Travel Time Threshold in min				30	
Space Units Required				1	
Weekly Field Hours per Team	0	0	0	1	0
<i>Pre-Season</i>					
Quantity of practice per wk		0		1	0
Duration of practice in hr		0		2	0
Practice times Primary				Weekday 9-12	
Practice times Secondary					
Travel Time Threshold				30	
Space Units Required				1	
Weekly Field Hours per Team	0	0	0	2	0
<i>Season</i>					
Quantity of practice per wk		0			0
Duration of practice in hr		0			0
Practice times Primary					
Practice times Secondary					
Travel Time Threshold					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0
<i>Off Season</i>					
Quantity of practice		0			0
Duration of practice		0			0
Practice times Primary					
Practice times Secondary					
Travel Time Threshold					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0

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LAUREL HILL SPORTPLEX CONCEPT PLAN
 Participant Tendencies by Sport & Market Segment

	Mature Adults (31-50)		Senior Adult (51-65)	
	Recreation	Competitive	Recreation	Competitive
Football Touch				
<i>Games</i>				
Quantity of games per wk	1	0		0
Duration of game in hr	1	0		0
Game times primary	Weekday 9-12			
Game times secondary	Saturday Day			
Travel Time Threshold in min	30			
Space Units Required	1			
Weekly Field Hours per Team	1	0	0	0
<i>Pre-Season</i>				
Quantity of practice per wk	1	0		0
Duration of practice in hr	2	0		0
Practice times Primary	Weekday 9-12			
Practice times Secondary				
Travel Time Threshold	30			
Space Units Required	1			
Weekly Field Hours per Team	2	0	0	0
<i>Season</i>				
Quantity of practice per wk		0		0
Duration of practice in hr		0		0
Practice times Primary				
Practice times Secondary				
Travel Time Threshold				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0
<i>Off Season</i>				
Quantity of practice		0		0
Duration of practice		0		0
Practice times Primary				
Practice times Secondary				
Travel Time Threshold				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0

FAIRFAX COUNTY PARK AUTHORITY
 LAUREL HILL SPORTPLEX CONCEPT PLAN
 Participant Tendencies by Sport & Market Segment

	Introductory (3-5)	Developmental (6-8)	Pre-High (9-13)		
			Recreation	Competitive	Travel
Football Tackle					
<i>Games</i>					
Quantity of games per wk	0	1	0	1	
Duration of game in hr	0	1	0	1.5	
Game times primary		Saturday Day		Saturday Day	
Game times secondary					
Travel Time Threshold in min		30		30	
Space Units Required		100.0%		1	
Weekly Field Hours per Team	0	1	0	1.5	0
<i>Pre-Season</i>					
Quantity of practice per wk	0	3	0	4	
Duration of practice in hr	0	1.5	0	1.5	
Practice times Primary		Weekday 5-9		Weekday 5-9	
Practice times Secondary		Saturday Day		Saturday Day	
Travel Time Threshold		30		30	
Space Units Required		50.0%		1	
Weekly Field Hours per Team	0	2.25	0	6	0
<i>Season</i>					
Quantity of practice per wk	0	3	0	3	
Duration of practice in hr	0	1.5	0	1.5	
Practice times Primary		Weekday 5-9		Weekday 5-9	
Practice times Secondary					
Travel Time Threshold		30		30	
Space Units Required		50.0%		1	
Weekly Field Hours per Team	0	2.25	0	4.5	0
<i>Off Season</i>					
Quantity of practice	0	0	0	0	
Duration of practice	0	0	0	0	
Practice times Primary					
Practice times Secondary					
Travel Time Threshold					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0

FAIRFAX COUNTY PARK AUTHORITY
LAUREL HILL SPORTPLEX CONCEPT PLAN
 Participant Tendencies by Sport & Market Segment

	High School (14-18)			Young Adult (19-30)	
	Recreation	Competitive	Travel	Recreation	Competitive
Football Tackle					
<i>Games</i>					
Quantity of games per wk		0			0
Duration of game in hr		0			0
Game times primary					
Game times secondary					
Travel Time Threshold in min					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0
<i>Pre-Season</i>					
Quantity of practice per wk		0			0
Duration of practice in hr		0			0
Practice times Primary					
Practice times Secondary					
Travel Time Threshold					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0
<i>Season</i>					
Quantity of practice per wk		0			0
Duration of practice in hr		0			0
Practice times Primary					
Practice times Secondary					
Travel Time Threshold					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0
<i>Off Season</i>					
Quantity of practice		0			0
Duration of practice		0			0
Practice times Primary					
Practice times Secondary					
Travel Time Threshold					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0

FAIRFAX COUNTY PARK AUTHORITY
LAUREL HILL SPORTPLEX CONCEPT PLAN
 Participant Tendencies by Sport & Market Segment

	Mature Adults (31-50)		Senior Adult (51-65)	
	Recreation	Competitive	Recreation	Competitive
Football Tackle				
<i>Games</i>				
Quantity of games per wk		0		0
Duration of game in hr		0		0
Game times primary				
Game times secondary				
Travel Time Threshold in min				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0
<i>Pre-Season</i>				
Quantity of practice per wk		0		0
Duration of practice in hr		0		0
Practice times Primary				
Practice times Secondary				
Travel Time Threshold				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0
<i>Season</i>				
Quantity of practice per wk		0		0
Duration of practice in hr		0		0
Practice times Primary				
Practice times Secondary				
Travel Time Threshold				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0
<i>Off Season</i>				
Quantity of practice		0		0
Duration of practice		0		0
Practice times Primary				
Practice times Secondary				
Travel Time Threshold				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0

FAIRFAX COUNTY PARK AUTHORITY
LAUREL HILL SPORTPLEX CONCEPT PLAN
 Participant Tendencies by Sport & Market Segment

	Introductory (3-5)	Developmental (6-8)	Pre-High (9-13)		
			Recreation	Competitive	Travel
Volleyball					
<i>Games</i>					
Quantity of games per wk	0	0	0	1	0
Duration of game in hr	0	0	0	1.5	0
Game times primary				Saturday Day	
Game times secondary				Sunday Day	
Travel Time Threshold in min				30	
Space Units Required				1	
Weekly Field Hours per Team	0	0	0	1.5	0
<i>Pre-Season</i>					
Quantity of practice per wk	0	0	0	2	0
Duration of practice in hr	0	0	0	1.5	0
Practice times Primary				Weekday 5-9	
Practice times Secondary				Saturday Day	
Travel Time Threshold				30	
Space Units Required				1	
Weekly Field Hours per Team	0	0	0	3	0
<i>Season</i>					
Quantity of practice per wk	0	0	0	2	0
Duration of practice in hr	0	0	0	1.5	0
Practice times Primary				Weekday 5-9	
Practice times Secondary					
Travel Time Threshold				30	
Space Units Required				1	
Weekly Field Hours per Team	0	0	0	3	0
<i>Off Season</i>					
Quantity of practice	0	0	0	0	0
Duration of practice	0	0	0	0	0
Practice times Primary					
Practice times Secondary					
Travel Time Threshold					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0

FAIRFAX COUNTY PARK AUTHORITY
 LAUREL HILL SPORTPLEX CONCEPT PLAN
 Participant Tendencies by Sport & Market Segment

Volleyball	High School (14-18)			Young Adult (19-30)	
	Recreation	Competitive	Travel	Recreation	Competitive
<i>Games</i>					
Quantity of games per wk		1	2	1	0
Duration of game in hr		1.5	1.5	1	0
Game times primary		Saturday Day	Saturday Day	Weekday 9-12	
Game times secondary		Sunday Day	Sunday Day	Sunday Day	
Travel Time Threshold in min		30	60	30	
Space Units Required		1	1	1	
Weekly Field Hours per Team	0	1.5	3	1	0
<i>Pre-Season</i>					
Quantity of practice per wk		1	3	1	0
Duration of practice in hr		1.5	1.5	2	0
Practice times Primary		Weekday 5-9	Weekday 5-9	Weekday 9-12	
Practice times Secondary					
Travel Time Threshold		30	30	30	
Space Units Required		1	1	1	
Weekly Field Hours per Team	0	1.5	4.5	2	0
<i>Season</i>					
Quantity of practice per wk		1	2		0
Duration of practice in hr		1.5	1.5		0
Practice times Primary		Weekday 5-9	Weekday 5-9		
Practice times Secondary					
Travel Time Threshold		30	30		
Space Units Required		1	1		
Weekly Field Hours per Team	0	1.5	3	0	0
<i>Off Season</i>					
Quantity of practice		1	2		2
Duration of practice		1.5	1.5		2
Practice times Primary		Weekday 5-9	Weekday 5-9		
Practice times Secondary			Saturday Day		
Travel Time Threshold		30	30		
Space Units Required		1	1		
Weekly Field Hours per Team	0	1.5	3	0	0

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 LAUREL HILL SPORTPLEX CONCEPT PLAN
 Participant Tendencies by Sport & Market Segment

	Mature Adults (31-50)		Senior Adult (51-65)	
	Recreation	Competitive	Recreation	Competitive
Volleyball				
<i>Games</i>				
Quantity of games per wk	1	0		0
Duration of game in hr	1	0		0
Game times primary	Weekday 9-12			
Game times secondary	Sunday Day			
Travel Time Threshold in min	30			
Space Units Required	1			
Weekly Field Hours per Team	1	0	0	0
<i>Pre-Season</i>				
Quantity of practice per wk	1	0		0
Duration of practice in hr	2	0		0
Practice times Primary	Weekday 9-12			
Practice times Secondary				
Travel Time Threshold	30			
Space Units Required	1			
Weekly Field Hours per Team	2	0	0	0
<i>Season</i>				
Quantity of practice per wk		0		0
Duration of practice in hr		0		0
Practice times Primary				
Practice times Secondary				
Travel Time Threshold				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0
<i>Off Season</i>				
Quantity of practice		1		2
Duration of practice		1.5		2
Practice times Primary				
Practice times Secondary				
Travel Time Threshold				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0

FAIRFAX COUNTY PARK AUTHORITY
 LAUREL HILL SPORTPLEX CONCEPT PLAN
 Participant Tendencies by Sport & Market Segment

	Introductory (3 5)	Developmental (6-8)	Pre-High (9-13)		
Track			Recreation	Competitive	Travel
<i>Games</i>					
Quantity of games per wk	0	0.5	0	0.5	
Duration of game in hr	0	1	0	2.5	
Game times primary		Saturday Day		Saturday Day	
Game times secondary				Sunday Day	
Travel Time Threshold in min		30		60	
Space Units Required		100.0%		1	
Weekly Field Hours per Team	0	0.5	0	1.25	0
<i>Pre-Season</i>					
Quantity of practice per wk	0	2	0	2	
Duration of practice in hr	0	1	0	1.5	
Practice times Primary		Weekday 5-9		Weekday 5-9	
Practice times Secondary		Saturday Day			
Travel Time Threshold		30		30	
Space Units Required		100.0%		1	
Weekly Field Hours per Team	0	2	0	3	0
<i>Season</i>					
Quantity of practice per wk	0	2	0	2	
Duration of practice in hr	0	1	0	1.5	
Practice times Primary		Weekday 5-9		Weekday 5-9	
Practice times Secondary		Saturday Day			
Travel Time Threshold		30		30	
Space Units Required		100.0%		1	
Weekly Field Hours per Team	0	2	0	3	0
<i>Off Season</i>					
Quantity of practice	0	0	0	0	
Duration of practice	0	0	0	0	
Practice times Primary					
Practice times Secondary					
Travel Time Threshold					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0

FAIRFAX COUNTY PARK AUTHORITY
LAUREL HILL SPORTPLEX CONCEPT PLAN
 Participant Tendencies by Sport & Market Segment

Track	High School (14-18)			Young Adult (19-30)	
	Recreation	Competitive	Travel	Recreation	Competitive
<i>Games</i>					
Quantity of games per wk		0			0
Duration of game in hr		0			0
Game times primary					
Game times secondary					
Travel Time Threshold in min					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0
<i>Pre-Season</i>					
Quantity of practice per wk		0			0
Duration of practice in hr		0			0
Practice times Primary					
Practice times Secondary					
Travel Time Threshold					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0
<i>Season</i>					
Quantity of practice per wk		0			0
Duration of practice in hr		0			0
Practice times Primary					
Practice times Secondary					
Travel Time Threshold					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0
<i>Off Season</i>					
Quantity of practice		0			0
Duration of practice		0			0
Practice times Primary					
Practice times Secondary					
Travel Time Threshold					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0

FAIRFAX COUNTY PARK AUTHORITY
LAUREL HILL SPORTPLEX CONCEPT PLAN
 Participant Tendencies by Sport & Market Segment

Track	Mature Adults (31-50)		Senior Adult (51-65)	
	Recreation	Competitive	Recreation	Competitive
<i>Games</i>				
Quantity of games per wk		0		0
Duration of game in hr		0		0
Game times primary				
Game times secondary				
Travel Time Threshold in min				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0
<i>Pre-Season</i>				
Quantity of practice per wk		0		0
Duration of practice in hr		0		0
Practice times Primary				
Practice times Secondary				
Travel Time Threshold				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0
<i>Season</i>				
Quantity of practice per wk		0		0
Duration of practice in hr		0		0
Practice times Primary				
Practice times Secondary				
Travel Time Threshold				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0
<i>Off Season</i>				
Quantity of practice		0		0
Duration of practice		0		0
Practice times Primary				
Practice times Secondary				
Travel Time Threshold				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0

FAIRFAX COUNTY PARK AUTHORITY
 LAUREL HILL SPORTPLEX CONCEPT PLAN
 Participant Tendencies by Sport & Market Segment

	Introductory (3 5)	Developmental (6-8)	Pre-High (9-13)		
Soccer Indoor			Recreation	Competitive	Travel
<i>Games</i>					
Quantity of games per wk	0	1	0	1	1
Duration of game in hr	0	1	0	1	1
Game times primary		Saturday Day		Saturday Day	Saturday Day
Game times secondary				Sunday Day	Sunday Day
Travel Time Threshold in min		30		30	60
Space Units Required		100.0%		1	1
Weekly Field Hours per Team	0	1	0	1	1
<i>Pre-Season</i>					
Quantity of practice per wk	0	0	0	0	
Duration of practice in hr	0	0	0	0	
Practice times Primary					
Practice times Secondary					
Travel Time Threshold					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0
<i>Season</i>					
Quantity of practice per wk	0	0.25	0		1
Duration of practice in hr	0	1	0	0	1
Practice times Primary	Saturday Day	Weekday 5-9			Weekday 5-9
Practice times Secondary	Weekday 5-9				
Travel Time Threshold		30			30
Space Units Required		50.0%			1
Weekly Field Hours per Team	0	0.125	0	0	1
<i>Off Season</i>					
Quantity of practice	0	0	0	0	
Duration of practice	0	0	0	0	
Practice times Primary					
Practice times Secondary					
Travel Time Threshold					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0

FAIRFAX COUNTY PARK AUTHORITY
LAUREL HILL SPORTPLEX CONCEPT PLAN
 Participant Tendencies by Sport & Market Segment

	High School (14-18)			Young Adult (19-30)	
Soccer Indoor	Recreation	Competitive	Travel	Recreation	Competitive
<i>Games</i>					
Quantity of games per wk	1	1	1	1	1
Duration of game in hr	1	1	1	1	1
Game times primary	Saturday Day	Saturday Day	Saturday Day	Weekday 9-12	Weekday 9-12
Game times secondary			Sunday Day		
Travel Time Threshold in min	30	30	60	30	30
Space Units Required	100.0%	1	1	1	1
Weekly Field Hours per Team	1	1	1	1	1
<i>Pre-Season</i>					
Quantity of practice per wk		0			1
Duration of practice in hr		0			1
Practice times Primary					Weekday 9-12
Practice times Secondary					
Travel Time Threshold					30
Space Units Required					1
Weekly Field Hours per Team	0	0	0	0	1
<i>Season</i>					
Quantity of practice per wk		1	1		0
Duration of practice in hr		1	1		0
Practice times Primary		Weekday 9-12	Weekday 9-12		
Practice times Secondary					
Travel Time Threshold		30	60		
Space Units Required		1	1		
Weekly Field Hours per Team	0	1	1	0	0
<i>Off Season</i>					
Quantity of practice		0			0
Duration of practice		0			0
Practice times Primary					
Practice times Secondary					
Travel Time Threshold					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0

FAIRFAX COUNTY PARK AUTHORITY
LAUREL HILL SPORTPLEX CONCEPT PLAN
 Participant Tendencies by Sport & Market Segment

	Mature Adults (31-50)		Senior Adult (51-65)	
	Recreation	Competitive	Recreation	Competitive
Soccer Indoor				
<i>Games</i>				
Quantity of games per wk	1	1		0
Duration of game in hr	1	1		0
Game times primary	Weekday 9-12	Weekday 9-12		
Game times secondary				
Travel Time Threshold in min	30	30		
Space Units Required	1	1		
Weekly Field Hours per Team	1	1	0	0
<i>Pre-Season</i>				
Quantity of practice per wk		1		0
Duration of practice in hr		1		0
Practice times Primary		Weekday 9-12		
Practice times Secondary				
Travel Time Threshold		30		
Space Units Required		1		
Weekly Field Hours per Team	0	1	0	0
<i>Season</i>				
Quantity of practice per wk		0		0
Duration of practice in hr		0		0
Practice times Primary				
Practice times Secondary				
Travel Time Threshold				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0
<i>Off Season</i>				
Quantity of practice		0		0
Duration of practice		0		0
Practice times Primary				
Practice times Secondary				
Travel Time Threshold				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0

FAIRFAX COUNTY PARK AUTHORITY
 LAUREL HILL SPORTPLEX CONCEPT PLAN
 Participant Tendencies by Sport & Market Segment

	Introductory (3-5)	Developmental (6-8)	Pre-High (9-13)		
			Recreation	Competitive	Travel
Wrestling					
<i>Games</i>					
Quantity of games per wk	0	1	0	0.5	
Duration of game in hr	0	1	0	2	
Game times primary		Saturday Day		Saturday Day	
Game times secondary				Sunday Day	
Travel Time Threshold in min		30		30	
Space Units Required		33.3%		0.333	
Weekly Field Hours per Team	0	0.333	0	0.333	0
<i>Pre-Season</i>					
Quantity of practice per wk	0	2.5	0	2	
Duration of practice in hr	0	1	0	1.5	
Practice times Primary		Weekday 5-9		Weekday 5-9	
Practice times Secondary		Saturday Day			
Travel Time Threshold		30		30	
Space Units Required		33.3%		0.333	
Weekly Field Hours per Team	0	0.8325	0	0.999	0
<i>Season</i>					
Quantity of practice per wk	0	2.5	0	2	
Duration of practice in hr	0	1	0	1.5	
Practice times Primary		Weekday 5-9		Weekday 5-9	
Practice times Secondary		Saturday Day			
Travel Time Threshold		30		30	
Space Units Required		33.3%		0.333	
Weekly Field Hours per Team	0	0.8325	0	0.999	0
<i>Off Season</i>					
Quantity of practice	0	0	0	0	
Duration of practice	0	0	0	0	
Practice times Primary					
Practice times Secondary					
Travel Time Threshold					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0

FAIRFAX COUNTY PARK AUTHORITY
LAUREL HILL SPORTPLEX CONCEPT PLAN
 Participant Tendencies by Sport & Market Segment

	High School (14-18)			Young Adult (19-30)	
Wrestling	Recreation	Competitive	Travel	Recreation	Competitive
<i>Games</i>					
Quantity of games per wk		0			0
Duration of game in hr		0			0
Game times primary					
Game times secondary					
Travel Time Threshold in min					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0
<i>Pre-Season</i>					
Quantity of practice per wk		0			0
Duration of practice in hr		0			0
Practice times Primary					
Practice times Secondary					
Travel Time Threshold					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0
<i>Season</i>					
Quantity of practice per wk		0			0
Duration of practice in hr		0			0
Practice times Primary					
Practice times Secondary					
Travel Time Threshold					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0
<i>Off Season</i>					
Quantity of practice		0			0
Duration of practice		0			0
Practice times Primary					
Practice times Secondary					
Travel Time Threshold					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0

FAIRFAX COUNTY PARK AUTHORITY
LAUREL HILL SPORTPLEX CONCEPT PLAN
 Participant Tendencies by Sport & Market Segment

	Mature Adults (31-50)		Senior Adult (51-65)	
	Recreation	Competitive	Recreation	Competitive
Wrestling				
<i>Games</i>				
Quantity of games per wk		0		0
Duration of game in hr		0		0
Game times primary				
Game times secondary				
Travel Time Threshold in min				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0
<i>Pre-Season</i>				
Quantity of practice per wk		0		0
Duration of practice in hr		0		0
Practice times Primary				
Practice times Secondary				
Travel Time Threshold				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0
<i>Season</i>				
Quantity of practice per wk		0		0
Duration of practice in hr		0		0
Practice times Primary				
Practice times Secondary				
Travel Time Threshold				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0
<i>Off Season</i>				
Quantity of practice		0		0
Duration of practice		0		0
Practice times Primary				
Practice times Secondary				
Travel Time Threshold				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0

FAIRFAX COUNTY PARK AUTHORITY
 LAUREL HILL SPORTPLEX CONCEPT PLAN
 Participant Tendencies by Sport & Market Segment

	Introductory (3-5)	Developmental (6-8)	Pre-High (9-13)		
			Recreation	Competitive	Travel
Lacrosse					
<i>Games</i>					
Quantity of games per wk	0	1	1	1	
Duration of game in hr	0	1	1	1	
Game times primary		Saturday Day	Saturday Day	Saturday Day	
Game times secondary					
Travel Time Threshold in min		30	30	30	
Space Units Required		50.0%	100.0%	1	
Weekly Field Hours per Team	0	0.5	1	1	0
<i>Pre-Season</i>					
Quantity of practice per wk	0	1	2	3	
Duration of practice in hr	0	1	1	1.5	
Practice times Primary		Weekday 5-9	Weekday 5-9	Weekday 5-9	
Practice times Secondary			Saturday Day	Saturday Day	
Travel Time Threshold		15	30	30	
Space Units Required		50.0%	0.5	1	
Weekly Field Hours per Team	0	0.5	1	4.5	0
<i>Season</i>					
Quantity of practice per wk	0	1	1	2	
Duration of practice in hr	0	1	1	1.5	
Practice times Primary		Weekday 5-9	Weekday 5-9	Weekday 5-9	
Practice times Secondary					
Travel Time Threshold		15	30	30	
Space Units Required		50.0%	0.5	1	
Weekly Field Hours per Team	0	0.5	0.5	3	0
<i>Off Season</i>					
Quantity of practice	0	0	0	0	
Duration of practice	0	0	0	0	
Practice times Primary					
Practice times Secondary					
Travel Time Threshold					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0

FAIRFAX COUNTY PARK AUTHORITY
LAUREL HILL SPORTPLEX CONCEPT PLAN
 Participant Tendencies by Sport & Market Segment

	High School (14-18)			Young Adult (19-30)	
Lacrosse	Recreation	Competitive	Travel	Recreation	Competitive
<i>Games</i>					
Quantity of games per wk		1			1
Duration of game in hr		1			1
Game times primary		Saturday Day			Weekday 9-12
Game times secondary		Sunday Day			
Travel Time Threshold in min		60			30
Space Units Required		1			1
Weekly Field Hours per Team	0	1	0	0	1
<i>Pre-Season</i>					
Quantity of practice per wk		2			1
Duration of practice in hr		2			2
Practice times Primary		Weekday 5-9			Weekday 9-12
Practice times Secondary		Saturday Day			
Travel Time Threshold		30			30
Space Units Required		1			1
Weekly Field Hours per Team	0	4	0	0	2
<i>Season</i>					
Quantity of practice per wk		1			1
Duration of practice in hr		2			2
Practice times Primary		Weekday 5-9			Weekday 9-12
Practice times Secondary					
Travel Time Threshold		30			30
Space Units Required		1			1
Weekly Field Hours per Team	0	2	0	0	2
<i>Off Season</i>					
Quantity of practice		0			0
Duration of practice		0			0
Practice times Primary					
Practice times Secondary					
Travel Time Threshold					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0

FAIRFAX COUNTY PARK AUTHORITY
LAUREL HILL SPORTPLEX CONCEPT PLAN
 Participant Tendencies by Sport & Market Segment

	Mature Adults (31-50)		Senior Adult (51-65)	
	Recreation	Competitive	Recreation	Competitive
Lacrosse				
<i>Games</i>				
Quantity of games per wk		1		0
Duration of game in hr		1		0
Game times primary		Weekday 9-12		
Game times secondary				
Travel Time Threshold in min		30		
Space Units Required		1		
Weekly Field Hours per Team	0	1	0	0
<i>Pre-Season</i>				
Quantity of practice per wk		1		0
Duration of practice in hr		2		0
Practice times Primary		Weekday 9-12		
Practice times Secondary				
Travel Time Threshold		30		
Space Units Required		1		
Weekly Field Hours per Team	0	2	0	0
<i>Season</i>				
Quantity of practice per wk		1		0
Duration of practice in hr		2		0
Practice times Primary		Weekday 9-12		
Practice times Secondary				
Travel Time Threshold		30		
Space Units Required		1		
Weekly Field Hours per Team	0	2	0	0
<i>Off Season</i>				
Quantity of practice		0		0
Duration of practice		0		0
Practice times Primary				
Practice times Secondary				
Travel Time Threshold				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0

FAIRFAX COUNTY PARK AUTHORITY
 LAUREL HILL SPORTPLEX CONCEPT PLAN
 Participant Tendencies by Sport & Market Segment

	Introductory (3-5)	Developmental (6-8)	Pre-High (9-13)		
			Recreation	Competitive	Travel
Softball Fast					
<i>Games</i>					
Quantity of games per wk	0	0	0	1	2
Duration of game in hr	0	0	0	1.5	1.5
Game times primary				Saturday Day	Saturday Day
Game times secondary				Saturday Night	Sunday Day
Travel Time Threshold in min				30	60
Space Units Required				1	1
Weekly Field Hours per Team	0	0	0	1.5	3
<i>Pre-Season</i>					
Quantity of practice per wk	0	0	0	2	3
Duration of practice in hr	0	0	0	1.5	2
Practice times Primary				Weekday 5-9	Weekday 5-9
Practice times Secondary				Saturday Day	Saturday Day
Travel Time Threshold				30	15
Space Units Required				1	1
Weekly Field Hours per Team	0	0	0	3	6
<i>Season</i>					
Quantity of practice per wk	0	0	0	1	2
Duration of practice in hr	0	0	0	1.5	2
Practice times Primary				Weekday 5-9	Weekday 5-9
Practice times Secondary					
Travel Time Threshold				30	30
Space Units Required				1	1
Weekly Field Hours per Team	0	0	0	1.5	4
<i>Off Season</i>					
Quantity of practice	0	0	0	0	
Duration of practice	0	0	0	0	
Practice times Primary					
Practice times Secondary					
Travel Time Threshold					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0

FAIRFAX COUNTY PARK AUTHORITY
LAUREL HILL SPORTPLEX CONCEPT PLAN
 Participant Tendencies by Sport & Market Segment

	High School (14-18)			Young Adult (19-30)	
	Recreation	Competitive	Travel	Recreation	Competitive
Softball Fast					
<i>Games</i>					
Quantity of games per wk		2	2		1
Duration of game in hr		1.5	1.5		1.5
Game times primary		Weekday 5-9	Saturday Day		Weekday 9-12
Game times secondary		Saturday Day	Sunday Day		
Travel Time Threshold in min		30	60		30
Space Units Required		1	1		1
Weekly Field Hours per Team	0	3	3	0	1.5
<i>Pre-Season</i>					
Quantity of practice per wk		2	3		0
Duration of practice in hr		2	2		0
Practice times Primary		Weekday 5-9	Weekday 5-9		
Practice times Secondary		Saturday Day	Saturday Day		
Travel Time Threshold		30	30		
Space Units Required		1	1		
Weekly Field Hours per Team	0	4	6	0	0
<i>Season</i>					
Quantity of practice per wk		1	2		0
Duration of practice in hr		2	2		0
Practice times Primary		Weekday 5-9	Weekday 5-9		
Practice times Secondary					
Travel Time Threshold		30	30		
Space Units Required		1	1		
Weekly Field Hours per Team	0	2	4	0	0
<i>Off Season</i>					
Quantity of practice		0			0
Duration of practice		0			0
Practice times Primary					
Practice times Secondary					
Travel Time Threshold					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0

FAIRFAX COUNTY PARK AUTHORITY
 LAUREL HILL SPORTPLEX CONCEPT PLAN
 Participant Tendencies by Sport & Market Segment

	Mature Adults (31-50)		Senior Adult (51-65)	
	Recreation	Competitive	Recreation	Competitive
Softball Fast				
<i>Games</i>				
Quantity of games per wk		0		0
Duration of game in hr		0		0
Game times primary				
Game times secondary				
Travel Time Threshold in min				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0
<i>Pre-Season</i>				
Quantity of practice per wk		0		0
Duration of practice in hr		0		0
Practice times Primary				
Practice times Secondary				
Travel Time Threshold				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0
<i>Season</i>				
Quantity of practice per wk		0		0
Duration of practice in hr		0		0
Practice times Primary				
Practice times Secondary				
Travel Time Threshold				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0
<i>Off Season</i>				
Quantity of practice		0		0
Duration of practice		0		0
Practice times Primary				
Practice times Secondary				
Travel Time Threshold				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0

FAIRFAX COUNTY PARK AUTHORITY
LAUREL HILL SPORTPLEX CONCEPT PLAN
 Participant Tendencies by Sport & Market Segment

	Introductory (3 5)	Developmental (6-8)	Pre-High (9-13)		
			Recreation	Competitive	Travel
Field Hockey					
<i>Games</i>					
Quantity of games per wk	0	0	0	0	
Duration of game in hr	0	0	0	0	
Game times primary					
Game times secondary					
Travel Time Threshold in min					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0
<i>Pre-Season</i>					
Quantity of practice per wk	0	0	0	0	
Duration of practice in hr	0	0	0	0	
Practice times Primary					
Practice times Secondary					
Travel Time Threshold					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0
<i>Season</i>					
Quantity of practice per wk	0	0	0	0	
Duration of practice in hr	0	0	0	0	
Practice times Primary					
Practice times Secondary					
Travel Time Threshold					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0
<i>Off Season</i>					
Quantity of practice	0	0	0	0	
Duration of practice	0	0	0	0	
Practice times Primary					
Practice times Secondary					
Travel Time Threshold					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0

FAIRFAX COUNTY PARK AUTHORITY
LAUREL HILL SPORTPLEX CONCEPT PLAN
 Participant Tendencies by Sport & Market Segment

	High School (14-18)			Young Adult (19-30)	
Field Hockey	Recreation	Competitive	Travel	Recreation	Competitive
<i>Games</i>					
Quantity of games per wk		0			0
Duration of game in hr		0			0
Game times primary					
Game times secondary					
Travel Time Threshold in min					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0
<i>Pre-Season</i>					
Quantity of practice per wk		0			
Duration of practice in hr		0			
Practice times Primary					
Practice times Secondary					
Travel Time Threshold					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0
<i>Season</i>					
Quantity of practice per wk		0			
Duration of practice in hr		0			
Practice times Primary					
Practice times Secondary					
Travel Time Threshold					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0
<i>Off Season</i>					
Quantity of practice		0			
Duration of practice		0			
Practice times Primary					
Practice times Secondary					
Travel Time Threshold					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0

FAIRFAX COUNTY PARK AUTHORITY
LAUREL HILL SPORTPLEX CONCEPT PLAN
 Participant Tendencies by Sport & Market Segment

	Mature Adults (31-50)		Senior Adult (51-65)	
	Recreation	Competitive	Recreation	Competitive
Field Hockey				
<i>Games</i>				
Quantity of games per wk		0		0
Duration of game in hr		0		0
Game times primary				
Game times secondary				
Travel Time Threshold in min				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0
<i>Pre-Season</i>				
Quantity of practice per wk				
Duration of practice in hr				
Practice times Primary				
Practice times Secondary				
Travel Time Threshold				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0
<i>Season</i>				
Quantity of practice per wk				
Duration of practice in hr				
Practice times Primary				
Practice times Secondary				
Travel Time Threshold				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0
<i>Off Season</i>				
Quantity of practice				
Duration of practice				
Practice times Primary				
Practice times Secondary				
Travel Time Threshold				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0

FAIRFAX COUNTY PARK AUTHORITY
LAUREL HILL SPORTPLEX CONCEPT PLAN
 Participant Tendencies by Sport & Market Segment

	Introductory (3-5)	Developmental (6-8)	Pre-High (9-13)		
			Recreation	Competitive	Travel
Rugby					
<i>Games</i>					
Quantity of games per wk	0	0	0	0	
Duration of game in hr	0	0	0	0	
Game times primary					
Game times secondary					
Travel Time Threshold in min					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0
<i>Pre-Season</i>					
Quantity of practice per wk	0	0	0	0	
Duration of practice in hr	0	0	0	0	
Practice times Primary					
Practice times Secondary					
Travel Time Threshold					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0
<i>Season</i>					
Quantity of practice per wk	0	0	0	0	
Duration of practice in hr	0	0	0	0	
Practice times Primary					
Practice times Secondary					
Travel Time Threshold					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0
<i>Off Season</i>					
Quantity of practice	0	0	0	0	
Duration of practice	0	0	0	0	
Practice times Primary					
Practice times Secondary					
Travel Time Threshold					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0

FAIRFAX COUNTY PARK AUTHORITY
 LAUREL HILL SPORTPLEX CONCEPT PLAN
 Participant Tendencies by Sport & Market Segment

	High School (14-18)			Young Adult (19-30)	
	Recreation	Competitive	Travel	Recreation	Competitive
Rugby					
<i>Games</i>					
Quantity of games per wk		0			
Duration of game in hr		0			
Game times primary					
Game times secondary					
Travel Time Threshold in min					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0
<i>Pre-Season</i>					
Quantity of practice per wk		0			2
Duration of practice in hr		0			2
Practice times Primary					Weekday 9-12
Practice times Secondary					
Travel Time Threshold					30
Space Units Required					0.75
Weekly Field Hours per Team	0	0	0	0	3
<i>Season</i>					
Quantity of practice per wk		0			2
Duration of practice in hr		0			2
Practice times Primary					Weekday 9-12
Practice times Secondary					
Travel Time Threshold					30
Space Units Required					0.75
Weekly Field Hours per Team	0	0	0	0	3
<i>Off Season</i>					
Quantity of practice		0			0
Duration of practice		0			0
Practice times Primary					
Practice times Secondary					
Travel Time Threshold					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0

FAIRFAX COUNTY PARK AUTHORITY
LAUREL HILL SPORTPLEX CONCEPT PLAN
 Participant Tendencies by Sport & Market Segment

	Mature Adults (31-50)		Senior Adult (51-65)	
	Recreation	Competitive	Recreation	Competitive
Rugby				
<i>Games</i>				
Quantity of games per wk		0		0
Duration of game in hr		0		0
Game times primary				
Game times secondary				
Travel Time Threshold in min				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0
<i>Pre-Season</i>				
Quantity of practice per wk		0		0
Duration of practice in hr		0		0
Practice times Primary				
Practice times Secondary				
Travel Time Threshold				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0
<i>Season</i>				
Quantity of practice per wk		0		0
Duration of practice in hr		0		0
Practice times Primary				
Practice times Secondary				
Travel Time Threshold				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0
<i>Off Season</i>				
Quantity of practice		0		0
Duration of practice		0		0
Practice times Primary				
Practice times Secondary				
Travel Time Threshold				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0

FAIRFAX COUNTY PARK AUTHORITY
 LAUREL HILL SPORTPLEX CONCEPT PLAN
 Participant Tendencies by Sport & Market Segment

	Introductory (3-5)	Developmental (6-8)	Pre-High (9-13)		
			Recreation	Competitive	Travel
Softball Slow					
<i>Games</i>					
Quantity of games per wk	0	1	2	2	
Duration of game in hr	0	1.5	1.5	1.5	
Game times primary		Weekday 5-9	Weekday 5-9	Weekday 5-9	
Game times secondary		Saturday Day	Saturday Day	Saturday Day	
Travel Time Threshold in min		30	15	30	
Space Units Required		100.0%	100.0%	1	
Weekly Field Hours per Team	0	1.5	3	3	0
<i>Pre-Season</i>					
Quantity of practice per wk	0	2	2	3	
Duration of practice in hr	0	1.5	1.5	1.5	
Practice times Primary		Weekday 5-9	Weekday 5-9	Weekday 5-9	
Practice times Secondary		Saturday Day	Saturday Day	Saturday Day	
Travel Time Threshold		30	15	30	
Space Units Required		100.0%	1	1	
Weekly Field Hours per Team	0	3	3	4.5	0
<i>Season</i>					
Quantity of practice per wk	0	1	0	1	
Duration of practice in hr	0	1.5	0	1.5	
Practice times Primary		Weekday 5-9		Weekday 5-9	
Practice times Secondary				Saturday Day	
Travel Time Threshold		30		30	
Space Units Required		100.0%		1	
Weekly Field Hours per Team	0	1.5	0	1.5	0
<i>Off Season</i>					
Quantity of practice	0	0	0	0	
Duration of practice	0	0	0	0	
Practice times Primary					
Practice times Secondary					
Travel Time Threshold					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0

FAIRFAX COUNTY PARK AUTHORITY
LAUREL HILL SPORTPLEX CONCEPT PLAN
 Participant Tendencies by Sport & Market Segment

	High School (14-18)			Young Adult (19-30)	
	Recreation	Competitive	Travel	Recreation	Competitive
Softball Slow					
<i>Games</i>					
Quantity of games per wk	1	0		1.5	1.5
Duration of game in hr	2	0		1.5	1.5
Game times primary	Weekday 5-9			Weekday 9-12	Weekday 9-12
Game times secondary	Saturday Day			Sunday Day	Sunday Day
Travel Time Threshold in min	30			30	60
Space Units Required	100.0%			1	1
Weekly Field Hours per Team	2	0	0	2.25	2.25
<i>Pre-Season</i>					
Quantity of practice per wk	1	0		2	2
Duration of practice in hr	2	0		2	2
Practice times Primary	Weekday 5-9			Weekday 5-9	Weekday 5-9
Practice times Secondary					
Travel Time Threshold	30			30	30
Space Units Required	1			1	1
Weekly Field Hours per Team	2	0	0	4	4
<i>Season</i>					
Quantity of practice per wk	1	0			1
Duration of practice in hr	2	0			2
Practice times Primary	Weekday 5-9				Weekday 9-12
Practice times Secondary					
Travel Time Threshold	30				30
Space Units Required	0.75				1
Weekly Field Hours per Team	1.5	0	0	0	2
<i>Off Season</i>					
Quantity of practice		0			0
Duration of practice		0			0
Practice times Primary					
Practice times Secondary					
Travel Time Threshold					
Space Units Required					
Weekly Field Hours per Team	0	0	0	0	0

FAIRFAX COUNTY PARK AUTHORITY
LAUREL HILL SPORTPLEX CONCEPT PLAN
 Participant Tendencies by Sport & Market Segment

	Mature Adults (31-50)		Senior Adult (51-65)	
	Recreation	Competitive	Recreation	Competitive
Softball Slow				
<i>Games</i>				
Quantity of games per wk	1.5	1.5		1
Duration of game in hr	1.5	1.5		1.5
Game times primary	Weekday 9-12	Weekday 9-12		Sunday Day
Game times secondary	Sunday Day	Sunday Day		
Travel Time Threshold in min	30	60		60
Space Units Required	1	1		1
Weekly Field Hours per Team	2.25	2.25	0	1.5
<i>Pre-Season</i>				
Quantity of practice per wk	2	2		2
Duration of practice in hr	2	2		2
Practice times Primary	Weekday 5-9	Weekday 5-9		Weekday 9-12
Practice times Secondary				
Travel Time Threshold	30	30		30
Space Units Required	1	1		1
Weekly Field Hours per Team	4	4	0	4
<i>Season</i>				
Quantity of practice per wk		0		0
Duration of practice in hr		0		0
Practice times Primary				
Practice times Secondary				
Travel Time Threshold				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0
<i>Off Season</i>				
Quantity of practice		0		0
Duration of practice		0		0
Practice times Primary				
Practice times Secondary				
Travel Time Threshold				
Space Units Required				
Weekly Field Hours per Team	0	0	0	0

FAIRFAX COUNTY PARK AUTHORITY
 LAUREL HILL SPORTPLEX CONCEPT PLAN
 Team Capture Rates by Sport & Market Radius- Practice Competition

Sport	15 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Basketball - Junior	0.0	0%	0.0	15%	0.0	25%
Basketball - Senior	36.4	25%	19.6	35%	5.5	50%
Introductory (3-5)	0.0	0%	0.0	15%	0.0	25%
Developmental (6-8)	0.0	0%	0.0	15%	0.0	25%
Pre-High (9-13)	6.1	0%	4.1	15%	2.0	25%
High School (14-18)	4.5	25%	3.7	35%	3.5	50%
Young Adult (19-30)	18.4	25%	6.0	35%	0.0	50%
Mature Adults (31-50)	5.1	25%	2.9	35%	0.0	50%
Senior Adult (51-65)	2.3	25%	2.9	35%	0.0	50%

Baseball- Junior	0.0	0%	0.0	25%	0.0	50%
Baseball- Senior	6.9	25%	13.2	50%	6.7	75%
Introductory (3-5)	0.0	0%	0.0	25%	0.0	50%
Developmental (6-8)	0.0	0%	0.0	25%	0.0	50%
Pre-High (9-13)	2.2	0%	3.7	25%	4.0	50%
High School (14-18)	0.0	25%	3.4	50%	2.7	75%
Young Adult (19-30)	4.6	25%	0.0	50%	0.0	75%
Mature Adults (31-50)	0.1	25%	3.8	50%	0.0	75%
Senior Adult (51-65)	0.1	25%	2.3	50%	0.0	75%

Soccer Outdoor- Junior	7.0	20%	2.6	50%	2.1	50%
Soccer Outdoor- Senior	6.9	35%	12.1	50%	3.5	75%
Introductory (3-5)	2.1	20%	0.0	50%	0.0	50%
Developmental (6-8)	3.5	20%	0.0	50%	0.0	50%
Pre-High (9-13)	2.8	20%	5.3	50%	4.1	50%
High School (14-18)	0.9	35%	1.8	50%	1.5	75%
Young Adult (19-30)	3.9	35%	5.0	50%	0.0	75%
Mature Adults (31-50)	0.2	35%	2.8	50%	0.0	75%
Senior Adult (51-65)	0.5	35%	0.0	50%	0.0	75%

Football Touch- Junior	3.3	25%	0.0	0%	0.0	0%
Football Touch- Senior	36.7	50%	0.0	0%	0.0	0%
Introductory (3-5)	1.1	25%	0.0	0%	0.0	0%
Developmental (6-8)	2.2	25%	0.0	0%	0.0	0%
Pre-High (9-13)	7.8	25%	0.0	0%	0.0	0%
High School (14-18)	7.4	50%	0.0	0%	0.0	0%
Young Adult (19-30)	14.4	50%	0.0	0%	0.0	0%
Mature Adults (31-50)	4.6	50%	0.0	0%	0.0	0%
Senior Adult (51-65)	2.6	50%	0.0	0%	0.0	0%

FAIRFAX COUNTY PARK AUTHORITY
 LAUREL HILL SPORTPLEX CONCEPT PLAN
 Team Capture Rates by Sport & Market Radius- Practice Competition

Sport	30 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Basketball - Junior	0.0	0%	0.0	10%	0.0	20%
Basketball - Senior	157.6	10%	163.7	20%	36.6	25%
Introductory (3-5)	0.0	0%	0.0	10%	0.0	20%
Developmental (6-8)	0.0	0%	0.0	10%	0.0	20%
Pre-High (9-13)	14.0	0%	30.9	10%	12.9	20%
High School (14-18)	13.5	10%	28.4	20%	23.7	25%
Young Adult (19-30)	84.5	10%	54.4	20%	0.0	25%
Mature Adults (31-50)	28.9	10%	27.6	20%	0.0	25%
Senior Adult (51-65)	16.7	10%	22.4	20%	0.0	25%

Baseball- Junior	0.0	0%	0.0	15%	0.0	20%
Baseball- Senior	25.9	5%	75.4	20%	41.1	35%
Introductory (3-5)	0.0	0%	0.0	15%	0.0	20%
Developmental (6-8)	0.0	0%	0.0	15%	0.0	20%
Pre-High (9-13)	3.7	0%	19.1	15%	23.9	20%
High School (14-18)	2.6	5%	18.3	20%	17.2	35%
Young Adult (19-30)	11.6	5%	0.0	20%	0.0	35%
Mature Adults (31-50)	4.2	5%	25.9	20%	0.0	35%
Senior Adult (51-65)	3.8	5%	12.2	20%	0.0	35%

Soccer Outdoor- Junior	7.0	0%	13.8	15%	11.9	20%
Soccer Outdoor- Senior	94.9	15%	87.6	25%	21.1	35%
Introductory (3-5)	0.0	0%	0.0	15%	0.0	20%
Developmental (6-8)	0.0	0%	0.0	15%	0.0	20%
Pre-High (9-13)	13.9	0%	27.6	15%	23.7	20%
High School (14-18)	11.5	15%	11.9	25%	9.2	35%
Young Adult (19-30)	53.0	15%	37.9	25%	0.0	35%
Mature Adults (31-50)	18.9	15%	24.0	25%	0.0	35%
Senior Adult (51-65)	4.6	15%	0.0	25%	0.0	35%

Football Touch- Junior	8.4	15%	0.0	0%	0.0	0%
Football Touch- Senior	331.3	25%	0.0	0%	0.0	0%
Introductory (3-5)	2.8	15%	0.0	0%	0.0	0%
Developmental (6-8)	5.6	15%	0.0	0%	0.0	0%
Pre-High (9-13)	20.8	15%	0.0	0%	0.0	0%
High School (14-18)	38.6	25%	0.0	0%	0.0	0%
Young Adult (19-30)	185.9	25%	0.0	0%	0.0	0%
Mature Adults (31-50)	55.0	25%	0.0	0%	0.0	0%
Senior Adult (51-65)	31.0	25%	0.0	0%	0.0	0%

FAIRFAX COUNTY PARK AUTHORITY
LAUREL HILL SPORTPLEX CONCEPT PLAN
 Team Capture Rates by Sport & Market Radius- Practice Competition

Sport	60 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Basketball - Junior	0.0	0%	0.0	5%	0.0	0%
Basketball - Senior	248.1	3%	224.4	8%	42.6	10%
Introductory (3-5)	0.0	0%	0.0	5%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	5%	0.0	0%
Pre-High (9-13)	24.6	0%	35.1	5%	15.6	0%
High School (14-18)	23.1	3%	30.3	8%	27.0	10%
Young Adult (19-30)	128.9	3%	80.7	8%	0.0	10%
Mature Adults (31-50)	47.3	3%	46.0	8%	0.0	10%
Senior Adult (51-65)	24.2	3%	32.3	8%	0.0	10%

Baseball- Junior	0.0	0%	0.0	0%	0.0	0%
Baseball- Senior	156.3	5%	68.4	5%	34.6	10%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	0%
Pre-High (9-13)	25.8	0%	14.4	0%	20.6	0%
High School (14-18)	15.9	5%	13.0	5%	13.9	10%
Young Adult (19-30)	67.2	5%	0.0	5%	0.0	10%
Mature Adults (31-50)	26.8	5%	29.2	5%	0.0	10%
Senior Adult (51-65)	20.5	5%	11.8	5%	0.0	10%

Soccer Outdoor- Junior	0.0	0%	7.8	3%	9.8	5%
Soccer Outdoor- Senior	0.0	0%	66.8	5%	17.3	10%
Introductory (3-5)	0.0	0%	0.0	3%	0.0	5%
Developmental (6-8)	0.0	0%	0.0	3%	0.0	5%
Pre-High (9-13)	0.0	0%	15.7	3%	19.6	5%
High School (14-18)	0.0	0%	6.8	5%	7.5	10%
Young Adult (19-30)	0.0	0%	29.3	5%	0.0	10%
Mature Adults (31-50)	0.0	0%	22.8	5%	0.0	10%
Senior Adult (51-65)	0.0	0%	0.0	5%	0.0	10%

Football Touch- Junior	0.0	0%	0.0	0%	0.0	0%
Football Touch- Senior	350.4	5%	0.0	0%	0.0	0%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	0%
Pre-High (9-13)	24.6	0%	0.0	0%	0.0	0%
High School (14-18)	37.1	5%	0.0	0%	0.0	0%
Young Adult (19-30)	193.2	5%	0.0	0%	0.0	0%
Mature Adults (31-50)	63.7	5%	0.0	0%	0.0	0%
Senior Adult (51-65)	31.7	5%	0.0	0%	0.0	0%

FAIRFAX COUNTY PARK AUTHORITY
LAUREL HILL SPORTPLEX CONCEPT PLAN
 Team Capture Rates by Sport & Market Radius- Practice Competition

Sport	Total Teams Captured		
	Rec Total	Comp Total	Travel Total
Basketball - Junior	0.0	0.0	0.0
Basketball - Senior	442.1	407.7	84.6
Introductory (3-5)	0.0	0.0	0.0
Developmental (6-8)	0.0	0.0	0.0
Pre-High (9-13)	44.6	70.2	30.5
High School (14-18)	41.1	62.4	54.1
Young Adult (19-30)	231.8	141.1	0.0
Mature Adults (31-50)	81.3	76.5	0.0
Senior Adult (51-65)	43.2	57.6	0.0

Baseball- Junior	0.0	0.0	0.0
Baseball- Senior	189.1	157.0	82.4
Introductory (3-5)	0.0	0.0	0.0
Developmental (6-8)	0.0	0.0	0.0
Pre-High (9-13)	31.7	37.2	48.5
High School (14-18)	18.5	34.6	33.9
Young Adult (19-30)	83.4	0.0	0.0
Mature Adults (31-50)	31.1	58.8	0.0
Senior Adult (51-65)	24.4	26.3	0.0

Soccer Outdoor- Junior	13.9	24.3	23.7
Soccer Outdoor- Senior	101.8	166.5	42.0
Introductory (3-5)	2.1	0.0	0.0
Developmental (6-8)	3.5	0.0	0.0
Pre-High (9-13)	16.7	48.6	47.4
High School (14-18)	12.4	20.4	18.2
Young Adult (19-30)	56.9	72.2	0.0
Mature Adults (31-50)	19.1	49.6	0.0
Senior Adult (51-65)	5.0	0.0	0.0

Football Touch- Junior	11.6	0.0	0.0
Football Touch- Senior	718.4	0.0	0.0
Introductory (3-5)	3.9	0.0	0.0
Developmental (6-8)	7.8	0.0	0.0
Pre-High (9-13)	53.2	0.0	0.0
High School (14-18)	83.0	0.0	0.0
Young Adult (19-30)	393.5	0.0	0.0
Mature Adults (31-50)	123.3	0.0	0.0
Senior Adult (51-65)	65.3	0.0	0.0

FAIRFAX COUNTY PARK AUTHORITY
 LAUREL HILL SPORTPLEX CONCEPT PLAN
 Team Capture Rates by Sport & Market Radius- Practice Competition

Sport	15 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Softball Slow- Junior	0.0	0%	0.0	0%	0.0	0%
Softball Slow- Senior	4.7	15%	6.1	25%	0.0	0%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	0%
Pre-High (9-13)	0.9	0%	0.0	0%	0.0	0%
High School (14-18)	0.6	15%	0.0	25%	0.0	0%
Young Adult (19-30)	2.0	15%	3.1	25%	0.0	0%
Mature Adults (31-50)	0.9	15%	1.3	25%	0.0	0%
Senior Adult (51-65)	0.4	15%	1.7	25%	0.0	0%
Football Tackle- Junior	0.0	0%	0.5	20%	0.0	0%
Football Tackle- Senior	0.0	0%	7.3	40%	0.0	0%
Introductory (3-5)	0.0	0%	0.0	20%	0.0	0%
Developmental (6-8)	0.0	0%	0.5	20%	0.0	0%
Pre-High (9-13)	0.0	0%	1.9	20%	0.0	0%
High School (14-18)	0.0	0%	3.2	40%	0.0	0%
Young Adult (19-30)	0.0	0%	2.1	40%	0.0	0%
Mature Adults (31-50)	0.0	0%	0.0	40%	0.0	0%
Senior Adult (51-65)	0.0	0%	0.0	40%	0.0	0%
Volleyball- Junior	0.0	0%	0.0	0%	0.0	0%
Volleyball- Senior	3.3	10%	3.1	25%	1.9	50%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	0%
Pre-High (9-13)	0.0	0%	2.2	0%	0.0	0%
High School (14-18)	0.0	10%	0.9	25%	1.9	50%
Young Adult (19-30)	1.8	10%	0.0	25%	0.0	50%
Mature Adults (31-50)	0.8	10%	0.0	25%	0.0	50%
Senior Adult (51-65)	0.6	10%	0.0	25%	0.0	50%
Track- Junior	1.1	80%	0.0	80%	0.0	80%
Track- Senior	4.4	80%	1.5	80%	0.0	80%
Introductory (3-5)	0.4	80%	0.0	80%	0.0	80%
Developmental (6-8)	0.7	80%	0.0	80%	0.0	80%
Pre-High (9-13)	0.0	80%	1.5	80%	0.0	80%
High School (14-18)	2.3	80%	0.0	80%	0.0	80%
Young Adult (19-30)	1.4	80%	0.0	80%	0.0	80%
Mature Adults (31-50)	0.4	80%	0.0	80%	0.0	80%
Senior Adult (51-65)	0.3	80%	0.0	80%	0.0	80%

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 LAUREL HILL SPORTPLEX CONCEPT PLAN
 Team Capture Rates by Sport & Market Radius- Practice Competition

Sport	30 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Softball Slow- Junior	1.8	10%	0.0	0%	0.0	0%
Softball Slow- Senior	89.2	15%	131.1	35%	0.0	0%
Introductory (3-5)	0.6	10%	0.0	0%	0.0	0%
Developmental (6-8)	1.2	10%	0.0	0%	0.0	0%
Pre-High (9-13)	3.8	10%	0.0	0%	0.0	0%
High School (14-18)	5.6	15%	0.0	35%	0.0	0%
Young Adult (19-30)	46.7	15%	66.8	35%	0.0	0%
Mature Adults (31-50)	17.9	15%	31.2	35%	0.0	0%
Senior Adult (51-65)	15.2	15%	33.1	35%	0.0	0%
Football Tackle- Junior	0.0	0%	3.4	10%	0.0	50%
Football Tackle- Senior	0.0	0%	64.8	25%	0.0	50%
Introductory (3-5)	0.0	0%	0.0	10%	0.0	50%
Developmental (6-8)	0.0	0%	3.4	10%	0.0	50%
Pre-High (9-13)	0.0	0%	16.2	10%	0.0	50%
High School (14-18)	0.0	0%	27.1	25%	0.0	50%
Young Adult (19-30)	0.0	0%	21.5	25%	0.0	50%
Mature Adults (31-50)	0.0	0%	0.0	25%	0.0	50%
Senior Adult (51-65)	0.0	0%	0.0	25%	0.0	50%
Volleyball- Junior	0.0	0%	0.0	0%	0.0	0%
Volleyball- Senior	146.7	25%	83.1	50%	25.3	50%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	0%
Pre-High (9-13)	12.4	0%	57.8	0%	0.0	0%
High School (14-18)	13.9	25%	25.3	50%	25.3	50%
Young Adult (19-30)	68.6	25%	0.0	50%	0.0	50%
Mature Adults (31-50)	32.7	25%	0.0	50%	0.0	50%
Senior Adult (51-65)	19.2	25%	0.0	50%	0.0	50%
Track- Junior	13.9	80%	0.0	80%	0.0	80%
Track- Senior	61.6	80%	20.4	80%	0.0	80%
Introductory (3-5)	4.6	80%	0.0	80%	0.0	80%
Developmental (6-8)	9.3	80%	0.0	80%	0.0	80%
Pre-High (9-13)	15.5	80%	20.4	80%	0.0	80%
High School (14-18)	11.6	80%	0.0	80%	0.0	80%
Young Adult (19-30)	24.8	80%	0.0	80%	0.0	80%
Mature Adults (31-50)	8.5	80%	0.0	80%	0.0	80%
Senior Adult (51-65)	1.2	80%	0.0	80%	0.0	80%

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 LAUREL HILL SPORTPLEX CONCEPT PLAN
 Team Capture Rates by Sport & Market Radius- Practice Competition

Sport	60 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Softball Slow- Junior	0.0	0%	0.0	50%	0.0	0%
Softball Slow- Senior	87.1	3%	151.7	10%	0.0	0%
Introductory (3-5)	0.0	0%	0.0	50%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	50%	0.0	0%
Pre-High (9-13)	4.1	0%	0.0	50%	0.0	0%
High School (14-18)	4.6	3%	0.0	10%	0.0	0%
Young Adult (19-30)	44.5	3%	74.4	10%	0.0	0%
Mature Adults (31-50)	19.3	3%	40.0	10%	0.0	0%
Senior Adult (51-65)	14.6	3%	37.2	10%	0.0	0%
Football Tackle- Junior	0.0	0%	0.0	0%	0.0	0%
Football Tackle- Senior	0.0	0%	42.3	5%	0.0	0%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	0%
Pre-High (9-13)	0.0	0%	9.7	0%	0.0	0%
High School (14-18)	0.0	0%	15.4	5%	0.0	0%
Young Adult (19-30)	0.0	0%	17.2	5%	0.0	0%
Mature Adults (31-50)	0.0	0%	0.0	5%	0.0	0%
Senior Adult (51-65)	0.0	0%	0.0	5%	0.0	0%
Volleyball- Junior	0.0	0%	0.0	0%	0.0	0%
Volleyball- Senior	164.4	5%	37.0	8%	14.4	10%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	0%
Pre-High (9-13)	14.5	0%	26.2	0%	0.0	0%
High School (14-18)	14.8	5%	10.8	8%	14.4	10%
Young Adult (19-30)	75.2	5%	0.0	8%	0.0	10%
Mature Adults (31-50)	38.6	5%	0.0	8%	0.0	10%
Senior Adult (51-65)	21.2	5%	0.0	8%	0.0	10%
Track- Junior	17.1	20%	0.0	50%	0.0	80%
Track- Senior	86.1	20%	38.4	50%	0.0	80%
Introductory (3-5)	5.7	20%	0.0	50%	0.0	80%
Developmental (6-8)	11.4	20%	0.0	50%	0.0	80%
Pre-High (9-13)	19.4	20%	38.4	50%	0.0	80%
High School (14-18)	17.6	20%	0.0	50%	0.0	80%
Young Adult (19-30)	34.0	20%	0.0	50%	0.0	80%
Mature Adults (31-50)	12.8	20%	0.0	50%	0.0	80%
Senior Adult (51-65)	2.3	20%	0.0	50%	0.0	80%

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 Team Capture Rates by Sport & Market Radius- Practice Competition

Sport	Total Teams Captured		
	Rec Total	Comp Total	Travel Total
Softball Slow- Junior	1.8	0.0	0.0
Softball Slow- Senior	181.0	288.9	0.0
Introductory (3-5)	0.6	0.0	0.0
Developmental (6-8)	1.2	0.0	0.0
Pre-High (9-13)	8.8	0.0	0.0
High School (14-18)	10.9	0.0	0.0
Young Adult (19-30)	93.2	144.3	0.0
Mature Adults (31-50)	38.0	72.6	0.0
Senior Adult (51-65)	30.1	72.0	0.0
Football Tackle- Junior	0.0	4.0	0.0
Football Tackle- Senior	0.0	114.3	0.0
Introductory (3-5)	0.0	0.0	0.0
Developmental (6-8)	0.0	4.0	0.0
Pre-High (9-13)	0.0	27.8	0.0
High School (14-18)	0.0	45.7	0.0
Young Adult (19-30)	0.0	40.8	0.0
Mature Adults (31-50)	0.0	0.0	0.0
Senior Adult (51-65)	0.0	0.0	0.0
Volleyball- Junior	0.0	0.0	0.0
Volleyball- Senior	314.4	123.2	41.6
Introductory (3-5)	0.0	0.0	0.0
Developmental (6-8)	0.0	0.0	0.0
Pre-High (9-13)	26.9	86.1	0.0
High School (14-18)	28.7	37.0	41.6
Young Adult (19-30)	145.5	0.0	0.0
Mature Adults (31-50)	72.1	0.0	0.0
Senior Adult (51-65)	41.1	0.0	0.0
Track- Junior	32.2	0.0	0.0
Track- Senior	152.2	60.3	0.0
Introductory (3-5)	10.7	0.0	0.0
Developmental (6-8)	21.4	0.0	0.0
Pre-High (9-13)	34.9	60.3	0.0
High School (14-18)	31.6	0.0	0.0
Young Adult (19-30)	60.2	0.0	0.0
Mature Adults (31-50)	21.6	0.0	0.0
Senior Adult (51-65)	3.9	0.0	0.0

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 LAUREL HILL SPORTPLEX CONCEPT PLAN
 Team Capture Rates by Sport & Market Radius- Practice Competition

Sport	15 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Soccer Indoor- Junior	0.0	0%	0.0	50%	0.0	50%
Soccer Indoor- Senior	9.0	80%	9.5	80%	2.9	80%
Introductory (3-5)	0.0	0%	0.0	50%	0.0	50%
Developmental (6-8)	0.0	0%	0.0	50%	0.0	50%
Pre-High (9-13)	0.3	0%	2.3	50%	2.3	50%
High School (14-18)	0.8	80%	0.8	80%	0.6	80%
Young Adult (19-30)	6.1	80%	5.3	80%	0.0	80%
Mature Adults (31-50)	1.3	80%	1.1	80%	0.0	80%
Senior Adult (51-65)	0.5	80%	0.0	80%	0.0	80%
Wrestling- Junior	0.0	0%	0.0	0%	0.0	0%
Wrestling- Senior	0.0	0%	0.0	0%	0.0	0%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	0%
Pre-High (9-13)	0.0	0%	0.0	0%	0.0	0%
High School (14-18)	0.0	0%	0.0	0%	0.0	0%
Young Adult (19-30)	0.0	0%	0.0	0%	0.0	0%
Mature Adults (31-50)	0.0	0%	0.0	0%	0.0	0%
Senior Adult (51-65)	0.0	0%	0.0	0%	0.0	0%
Lacrosse- Junior	0.0	0%	0.0	50%	0.0	0%
Lacrosse- Senior	0.1	20%	0.8	50%	0.0	50%
Introductory (3-5)	0.0	0%	0.0	50%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	50%	0.0	0%
Pre-High (9-13)	0.1	0%	0.1	50%	0.0	0%
High School (14-18)	0.0	20%	0.3	50%	0.0	50%
Young Adult (19-30)	0.0	20%	0.3	50%	0.0	50%
Mature Adults (31-50)	0.0	20%	0.1	50%	0.0	50%
Senior Adult (51-65)	0.0	20%	0.0	50%	0.0	50%
Softball Fast- Junior	0.0	0%	0.0	15%	0.0	20%
Softball Fast- Senior	0.3	10%	0.9	25%	0.8	50%
Introductory (3-5)	0.0	0%	0.0	15%	0.0	20%
Developmental (6-8)	0.0	0%	0.0	15%	0.0	20%
Pre-High (9-13)	0.0	0%	0.3	15%	0.5	20%
High School (14-18)	0.0	10%	0.2	25%	0.3	50%
Young Adult (19-30)	0.0	10%	0.5	25%	0.0	50%
Mature Adults (31-50)	0.1	10%	0.0	25%	0.0	50%
Senior Adult (51-65)	0.1	10%	0.0	25%	0.0	50%

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 Team Capture Rates by Sport & Market Radius- Practice Competition

Sport	30 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Soccer Indoor- Junior	10.8	15%	0.0	80%	0.0	80%
Soccer Indoor- Senior	322.7	80%	140.5	80%	37.8	80%
Introductory (3-5)	3.6	15%	0.0	80%	0.0	80%
Developmental (6-8)	7.2	15%	0.0	80%	0.0	80%
Pre-High (9-13)	61.5	15%	29.9	80%	29.9	80%
High School (14-18)	40.3	80%	10.5	80%	7.9	80%
Young Adult (19-30)	177.5	80%	80.6	80%	0.0	80%
Mature Adults (31-50)	39.9	80%	19.4	80%	0.0	80%
Senior Adult (51-65)	3.4	80%	0.0	80%	0.0	80%
Wrestling- Junior	0.0	0%	0.0	0%	0.0	0%
Wrestling- Senior	0.0	0%	0.0	0%	0.0	0%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	0%
Pre-High (9-13)	0.0	0%	0.0	0%	0.0	0%
High School (14-18)	0.0	0%	0.0	0%	0.0	0%
Young Adult (19-30)	0.0	0%	0.0	0%	0.0	0%
Mature Adults (31-50)	0.0	0%	0.0	0%	0.0	0%
Senior Adult (51-65)	0.0	0%	0.0	0%	0.0	0%
Lacrosse- Junior	0.0	0%	0.0	50%	0.0	50%
Lacrosse- Senior	27.0	25%	11.7	50%	0.0	50%
Introductory (3-5)	0.0	0%	0.0	50%	0.0	50%
Developmental (6-8)	0.0	0%	0.0	50%	0.0	50%
Pre-High (9-13)	4.6	0%	1.8	50%	0.0	50%
High School (14-18)	2.0	25%	3.8	50%	0.0	50%
Young Adult (19-30)	12.3	25%	4.7	50%	0.0	50%
Mature Adults (31-50)	6.8	25%	1.5	50%	0.0	50%
Senior Adult (51-65)	1.4	25%	0.0	50%	0.0	50%
Softball Fast- Junior	0.0	0%	0.0	10%	0.0	20%
Softball Fast- Senior	12.2	10%	10.7	20%	6.4	30%
Introductory (3-5)	0.0	0%	0.0	10%	0.0	20%
Developmental (6-8)	0.0	0%	0.0	10%	0.0	20%
Pre-High (9-13)	0.8	0%	2.6	10%	3.9	20%
High School (14-18)	0.7	10%	1.7	20%	2.5	30%
Young Adult (19-30)	6.1	10%	6.5	20%	0.0	30%
Mature Adults (31-50)	3.0	10%	0.0	20%	0.0	30%
Senior Adult (51-65)	1.7	10%	0.0	20%	0.0	30%

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Sport	60 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Soccer Indoor- Junior	17.7	5%	0.0	15%	0.0	25%
Soccer Indoor- Senior	1,078.1	50%	324.1	50%	70.8	50%
Introductory (3-5)	5.9	5%	0.0	15%	0.0	25%
Developmental (6-8)	11.8	5%	0.0	15%	0.0	25%
Pre-High (9-13)	181.1	5%	56.6	15%	56.6	25%
High School (14-18)	109.2	50%	18.9	50%	14.2	50%
Young Adult (19-30)	618.8	50%	195.4	50%	0.0	50%
Mature Adults (31-50)	157.3	50%	53.2	50%	0.0	50%
Senior Adult (51-65)	11.8	50%	0.0	50%	0.0	50%
Wrestling- Junior	0.0	0%	0.0	0%	0.0	0%
Wrestling- Senior	0.0	0%	0.0	0%	0.0	0%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	0%
Pre-High (9-13)	0.0	0%	0.0	0%	0.0	0%
High School (14-18)	0.0	0%	0.0	0%	0.0	0%
Young Adult (19-30)	0.0	0%	0.0	0%	0.0	0%
Mature Adults (31-50)	0.0	0%	0.0	0%	0.0	0%
Senior Adult (51-65)	0.0	0%	0.0	0%	0.0	0%
Lacrosse- Junior	0.0	0%	0.0	0%	0.0	5%
Lacrosse- Senior	25.9	5%	8.8	10%	0.0	10%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	5%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	5%
Pre-High (9-13)	3.9	0%	1.1	0%	0.0	5%
High School (14-18)	1.8	5%	2.2	10%	0.0	10%
Young Adult (19-30)	12.0	5%	3.9	10%	0.0	10%
Mature Adults (31-50)	7.1	5%	1.6	10%	0.0	10%
Senior Adult (51-65)	1.2	5%	0.0	10%	0.0	10%
Softball Fast- Junior	0.0	0%	0.0	0%	0.0	0%
Softball Fast- Senior	0.0	0%	19.4	10%	9.4	15%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	0%
Pre-High (9-13)	0.0	0%	3.9	0%	5.8	0%
High School (14-18)	0.0	0%	2.4	10%	3.6	15%
Young Adult (19-30)	0.0	0%	13.1	10%	0.0	15%
Mature Adults (31-50)	0.0	0%	0.0	10%	0.0	15%
Senior Adult (51-65)	0.0	0%	0.0	10%	0.0	15%

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Sport	Total Teams Captured		
	Rec Total	Comp Total	Travel Total
Soccer Indoor- Junior	28.5	0.0	0.0
Soccer Indoor- Senior	1,409.8	474.1	111.6
Introductory (3-5)	9.5	0.0	0.0
Developmental (6-8)	19.0	0.0	0.0
Pre-High (9-13)	242.9	88.9	88.9
High School (14-18)	150.3	30.2	22.6
Young Adult (19-30)	802.4	281.3	0.0
Mature Adults (31-50)	198.5	73.7	0.0
Senior Adult (51-65)	15.7	0.0	0.0
Wrestling- Junior	0.0	0.0	0.0
Wrestling- Senior	0.0	0.0	0.0
Introductory (3-5)	0.0	0.0	0.0
Developmental (6-8)	0.0	0.0	0.0
Pre-High (9-13)	0.0	0.0	0.0
High School (14-18)	0.0	0.0	0.0
Young Adult (19-30)	0.0	0.0	0.0
Mature Adults (31-50)	0.0	0.0	0.0
Senior Adult (51-65)	0.0	0.0	0.0
Lacrosse- Junior	0.0	0.0	0.0
Lacrosse- Senior	53.1	21.2	0.0
Introductory (3-5)	0.0	0.0	0.0
Developmental (6-8)	0.0	0.0	0.0
Pre-High (9-13)	8.6	3.0	0.0
High School (14-18)	3.7	6.2	0.0
Young Adult (19-30)	24.4	8.8	0.0
Mature Adults (31-50)	13.9	3.2	0.0
Senior Adult (51-65)	2.6	0.0	0.0
Softball Fast- Junior	0.0	0.0	0.0
Softball Fast- Senior	12.5	31.0	16.6
Introductory (3-5)	0.0	0.0	0.0
Developmental (6-8)	0.0	0.0	0.0
Pre-High (9-13)	0.8	6.7	10.2
High School (14-18)	0.7	4.2	6.4
Young Adult (19-30)	6.1	20.1	0.0
Mature Adults (31-50)	3.1	0.0	0.0
Senior Adult (51-65)	1.9	0.0	0.0

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LAUREL HILL SPORTPLEX CONCEPT PLAN
 Team Capture Rates by Sport & Market Radius- Practice Competition

Sport	15 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Field Hockey- Junior	0.1	50%	0.0	50%	0.0	50%
Field Hockey- Senior	1.9	50%	0.0	50%	0.0	50%
Introductory (3-5)	0.0	50%	0.0	50%	0.0	50%
Developmental (6-8)	0.1	50%	0.0	50%	0.0	50%
Pre-High (9-13)	0.2	50%	0.0	50%	0.0	50%
High School (14-18)	0.3	50%	0.0	50%	0.0	50%
Young Adult (19-30)	1.1	50%	0.0	50%	0.0	50%
Mature Adults (31-50)	0.3	50%	0.0	50%	0.0	50%
Senior Adult (51-65)	0.0	50%	0.0	50%	0.0	50%
Rugby- Junior	0.0	0%	0.0	0%	0.0	0%
Rugby- Senior	0.3	50%	0.5	50%	0.0	50%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	0%
Pre-High (9-13)	0.0	0%	0.0	0%	0.0	0%
High School (14-18)	0.1	50%	0.0	50%	0.0	50%
Young Adult (19-30)	0.0	50%	0.5	50%	0.0	50%
Mature Adults (31-50)	0.1	50%	0.0	50%	0.0	50%
Senior Adult (51-65)	0.1	50%	0.0	50%	0.0	50%

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LAUREL HILL SPORTPLEX CONCEPT PLAN
 Team Capture Rates by Sport & Market Radius- Practice Competition

Sport	30 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Field Hockey- Junior	0.8	10%	0.0	20%	0.0	0%
Field Hockey- Senior	23.0	25%	0.0	25%	0.0	25%
Introductory (3-5)	0.3	10%	0.0	20%	0.0	0%
Developmental (6-8)	0.5	10%	0.0	20%	0.0	0%
Pre-High (9-13)	2.2	10%	0.0	20%	0.0	0%
High School (14-18)	2.3	25%	0.0	25%	0.0	25%
Young Adult (19-30)	13.1	25%	0.0	25%	0.0	25%
Mature Adults (31-50)	4.6	25%	0.0	25%	0.0	25%
Senior Adult (51-65)	0.8	25%	0.0	25%	0.0	25%
Rugby- Junior	0.0	0%	0.0	0%	0.0	0%
Rugby- Senior	4.1	20%	6.8	40%	0.0	50%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	0%
Pre-High (9-13)	0.2	0%	0.0	0%	0.0	0%
High School (14-18)	0.5	20%	0.0	40%	0.0	50%
Young Adult (19-30)	2.4	20%	6.8	40%	0.0	50%
Mature Adults (31-50)	0.9	20%	0.0	40%	0.0	50%
Senior Adult (51-65)	0.0	20%	0.0	40%	0.0	50%

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 LAUREL HILL SPORTPLEX CONCEPT PLAN
 Team Capture Rates by Sport & Market Radius- Practice Competition

Sport	60 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Field Hockey- Junior	0.0	0%	0.0	0%	0.0	0%
Field Hockey- Senior	0.0	0%	0.0	0%	0.0	0%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	0%
Pre-High (9-13)	0.0	0%	0.0	0%	0.0	0%
High School (14-18)	0.0	0%	0.0	0%	0.0	0%
Young Adult (19-30)	0.0	0%	0.0	0%	0.0	0%
Mature Adults (31-50)	0.0	0%	0.0	0%	0.0	0%
Senior Adult (51-65)	0.0	0%	0.0	0%	0.0	0%
Rugby- Junior	0.0	0%	0.0	0%	0.0	0%
Rugby- Senior	11.8	10%	14.4	20%	0.0	50%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	0%
Pre-High (9-13)	0.6	0%	0.0	0%	0.0	0%
High School (14-18)	1.1	10%	0.0	20%	0.0	50%
Young Adult (19-30)	7.0	10%	14.4	20%	0.0	50%
Mature Adults (31-50)	3.0	10%	0.0	20%	0.0	50%
Senior Adult (51-65)	0.1	10%	0.0	20%	0.0	50%

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 Team Capture Rates by Sport & Market Radius- Practice Competition

Sport	Total Teams Captured		
	Rec Total	Comp Total	Travel Total
Field Hockey- Junior	0.9	0.0	0.0
Field Hockey- Senior	24.8	0.0	0.0
Introductory (3-5)	0.3	0.0	0.0
Developmental (6-8)	0.6	0.0	0.0
Pre-High (9-13)	2.4	0.0	0.0
High School (14-18)	2.6	0.0	0.0
Young Adult (19-30)	14.1	0.0	0.0
Mature Adults (31-50)	4.9	0.0	0.0
Senior Adult (51-65)	0.8	0.0	0.0
Rugby- Junior	0.0	0.0	0.0
Rugby- Senior	16.2	21.7	0.0
Introductory (3-5)	0.0	0.0	0.0
Developmental (6-8)	0.0	0.0	0.0
Pre-High (9-13)	0.8	0.0	0.0
High School (14-18)	1.6	0.0	0.0
Young Adult (19-30)	9.4	21.7	0.0
Mature Adults (31-50)	4.1	0.0	0.0
Senior Adult (51-65)	0.2	0.0	0.0

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LAUREL HILL SPORTPLEX CONCEPT PLAN
 Team Capture Rates by Sport & Market Radius- League Competition

Sport	15 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Basketball - Junior	0.0	0%	0.0	50%	0.0	80%
Basketball - Senior	36.4	25%	33.6	60%	8.7	80%
Introductory (3-5)	0.0	0%	0.0	50%	0.0	80%
Developmental (6-8)	0.0	0%	0.0	50%	0.0	80%
Pre-High (9-13)	6.1	0%	7.1	50%	3.2	80%
High School (14-18)	4.5	25%	6.3	60%	5.6	80%
Young Adult (19-30)	18.4	25%	10.4	60%	0.0	80%
Mature Adults (31-50)	5.1	25%	4.9	60%	0.0	80%
Senior Adult (51-65)	2.3	25%	5.0	60%	0.0	80%

Baseball- Junior	4.7	20%	0.0	50%	0.0	50%
Baseball- Senior	8.3	30%	19.7	75%	6.7	75%
Introductory (3-5)	1.8	20%	0.0	50%	0.0	50%
Developmental (6-8)	3.0	20%	0.0	50%	0.0	50%
Pre-High (9-13)	2.6	20%	5.6	50%	4.0	50%
High School (14-18)	0.0	30%	5.1	75%	2.7	75%
Young Adult (19-30)	5.5	30%	0.0	75%	0.0	75%
Mature Adults (31-50)	0.1	30%	5.7	75%	0.0	75%
Senior Adult (51-65)	0.1	30%	3.4	75%	0.0	75%

Soccer Outdoor- Junior	0.5	0%	2.6	50%	2.7	75%
Soccer Outdoor- Senior	3.6	20%	12.1	50%	4.5	90%
Introductory (3-5)	0.0	0%	0.0	50%	0.0	75%
Developmental (6-8)	0.0	0%	0.0	50%	0.0	75%
Pre-High (9-13)	1.0	0%	5.3	50%	5.5	75%
High School (14-18)	0.5	20%	1.8	50%	1.8	90%
Young Adult (19-30)	2.3	20%	5.0	50%	0.0	90%
Mature Adults (31-50)	0.1	20%	2.8	50%	0.0	90%
Senior Adult (51-65)	0.3	20%	0.0	50%	0.0	90%

Football Touch- Junior	6.6	50%	0.0	0%	0.0	0%
Football Touch- Senior	36.7	50%	0.0	0%	0.0	0%
Introductory (3-5)	2.2	50%	0.0	0%	0.0	0%
Developmental (6-8)	4.4	50%	0.0	0%	0.0	0%
Pre-High (9-13)	7.8	50%	0.0	0%	0.0	0%
High School (14-18)	7.4	50%	0.0	0%	0.0	0%
Young Adult (19-30)	14.4	50%	0.0	0%	0.0	0%
Mature Adults (31-50)	4.6	50%	0.0	0%	0.0	0%
Senior Adult (51-65)	2.6	50%	0.0	0%	0.0	0%

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 Team Capture Rates by Sport & Market Radius- League Competition

Sport	30 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Basketball - Junior	21.9	15%	0.0	25%	0.0	35%
Basketball - Senior	315.1	20%	327.4	40%	73.1	50%
Introductory (3-5)	7.3	15%	0.0	25%	0.0	35%
Developmental (6-8)	14.6	15%	0.0	25%	0.0	35%
Pre-High (9-13)	27.9	15%	61.9	25%	25.8	35%
High School (14-18)	27.1	20%	56.8	40%	47.3	50%
Young Adult (19-30)	169.0	20%	108.8	40%	0.0	50%
Mature Adults (31-50)	57.7	20%	55.2	40%	0.0	50%
Senior Adult (51-65)	33.4	20%	44.7	40%	0.0	50%

Baseball- Junior	8.0	10%	0.0	25%	0.0	25%
Baseball- Senior	77.8	15%	150.9	40%	58.7	50%
Introductory (3-5)	3.0	10%	0.0	25%	0.0	25%
Developmental (6-8)	5.0	10%	0.0	25%	0.0	25%
Pre-High (9-13)	11.0	10%	38.2	25%	34.1	25%
High School (14-18)	7.8	15%	36.5	40%	24.6	50%
Young Adult (19-30)	34.9	15%	0.0	40%	0.0	50%
Mature Adults (31-50)	12.7	15%	51.7	40%	0.0	50%
Senior Adult (51-65)	11.4	15%	24.4	40%	0.0	50%

Soccer Outdoor- Junior	7.0	0%	34.5	50%	35.6	75%
Soccer Outdoor- Senior	94.9	15%	182.0	50%	59.4	90%
Introductory (3-5)	0.0	0%	0.0	50%	0.0	75%
Developmental (6-8)	0.0	0%	0.0	50%	0.0	75%
Pre-High (9-13)	13.9	0%	69.1	50%	71.2	75%
High School (14-18)	11.5	15%	23.8	50%	23.8	90%
Young Adult (19-30)	53.0	15%	75.7	50%	0.0	90%
Mature Adults (31-50)	18.9	15%	48.0	50%	0.0	90%
Senior Adult (51-65)	4.6	15%	0.0	50%	0.0	90%

Football Touch- Junior	27.9	50%	0.0	0%	0.0	0%
Football Touch- Senior	662.5	50%	0.0	0%	0.0	0%
Introductory (3-5)	9.3	50%	0.0	0%	0.0	0%
Developmental (6-8)	18.6	50%	0.0	0%	0.0	0%
Pre-High (9-13)	41.7	50%	0.0	0%	0.0	0%
High School (14-18)	77.2	50%	0.0	0%	0.0	0%
Young Adult (19-30)	371.9	50%	0.0	0%	0.0	0%
Mature Adults (31-50)	109.9	50%	0.0	0%	0.0	0%
Senior Adult (51-65)	62.0	50%	0.0	0%	0.0	0%

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 Team Capture Rates by Sport & Market Radius- League Competition

Sport	60 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Basketball - Junior	0.0	0%	0.0	15%	0.0	0%
Basketball - Senior	248.1	3%	149.6	5%	42.6	10%
Introductory (3-5)	0.0	0%	0.0	15%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	15%	0.0	0%
Pre-High (9-13)	24.6	0%	23.4	15%	15.6	0%
High School (14-18)	23.1	3%	20.2	5%	27.0	10%
Young Adult (19-30)	128.9	3%	53.8	5%	0.0	10%
Mature Adults (31-50)	47.3	3%	30.7	5%	0.0	10%
Senior Adult (51-65)	24.2	3%	21.6	5%	0.0	10%

Baseball- Junior	14.6	3%	0.0	5%	0.0	10%
Baseball- Senior	156.3	5%	102.6	8%	51.9	15%
Introductory (3-5)	5.5	3%	0.0	5%	0.0	10%
Developmental (6-8)	9.1	3%	0.0	5%	0.0	10%
Pre-High (9-13)	25.8	3%	21.7	5%	31.0	10%
High School (14-18)	15.9	5%	19.4	8%	20.9	15%
Young Adult (19-30)	67.2	5%	0.0	8%	0.0	15%
Mature Adults (31-50)	26.8	5%	43.7	8%	0.0	15%
Senior Adult (51-65)	20.5	5%	17.8	8%	0.0	15%

Soccer Outdoor- Junior	0.0	0%	36.5	10%	29.4	10%
Soccer Outdoor- Senior	0.0	0%	331.2	25%	55.7	35%
Introductory (3-5)	0.0	0%	0.0	10%	0.0	10%
Developmental (6-8)	0.0	0%	0.0	10%	0.0	10%
Pre-High (9-13)	0.0	0%	73.1	10%	58.7	10%
High School (14-18)	0.0	0%	33.8	25%	26.3	35%
Young Adult (19-30)	0.0	0%	146.6	25%	0.0	35%
Mature Adults (31-50)	0.0	0%	114.2	25%	0.0	35%
Senior Adult (51-65)	0.0	0%	0.0	25%	0.0	35%

Football Touch- Junior	0.0	0%	0.0	0%	0.0	0%
Football Touch- Senior	0.0	0%	0.0	0%	0.0	0%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	0%
Pre-High (9-13)	0.0	0%	0.0	0%	0.0	0%
High School (14-18)	0.0	0%	0.0	0%	0.0	0%
Young Adult (19-30)	0.0	0%	0.0	0%	0.0	0%
Mature Adults (31-50)	0.0	0%	0.0	0%	0.0	0%
Senior Adult (51-65)	0.0	0%	0.0	0%	0.0	0%

FAIRFAX COUNTY PARK AUTHORITY
LAUREL HILL SPORTPLEX CONCEPT PLAN
 Team Capture Rates by Sport & Market Radius- League Competition

Sport	Total Teams Captured		
	Rec Total	Comp Total	Travel Total
Basketball - Junior	21.9	0.0	0.0
Basketball - Senior	599.6	510.6	124.4
Introductory (3-5)	7.3	0.0	0.0
Developmental (6-8)	14.6	0.0	0.0
Pre-High (9-13)	58.6	92.4	44.5
High School (14-18)	54.7	83.3	79.9
Young Adult (19-30)	316.3	173.0	0.0
Mature Adults (31-50)	110.2	90.8	0.0
Senior Adult (51-65)	59.9	71.2	0.0

Baseball- Junior	27.3	0.0	0.0
Baseball- Senior	242.4	273.2	117.3
Introductory (3-5)	10.2	0.0	0.0
Developmental (6-8)	17.1	0.0	0.0
Pre-High (9-13)	39.4	65.4	69.0
High School (14-18)	23.8	61.0	48.2
Young Adult (19-30)	107.7	0.0	0.0
Mature Adults (31-50)	39.5	101.2	0.0
Senior Adult (51-65)	32.0	45.6	0.0

Soccer Outdoor- Junior	7.5	73.7	67.7
Soccer Outdoor- Senior	98.6	525.4	119.5
Introductory (3-5)	0.0	0.0	0.0
Developmental (6-8)	0.0	0.0	0.0
Pre-High (9-13)	14.9	147.4	135.4
High School (14-18)	12.0	59.4	51.8
Young Adult (19-30)	55.3	227.3	0.0
Mature Adults (31-50)	19.0	165.0	0.0
Senior Adult (51-65)	4.8	0.0	0.0

Football Touch- Junior	34.4	0.0	0.0
Football Touch- Senior	699.3	0.0	0.0
Introductory (3-5)	11.5	0.0	0.0
Developmental (6-8)	23.0	0.0	0.0
Pre-High (9-13)	49.4	0.0	0.0
High School (14-18)	84.5	0.0	0.0
Young Adult (19-30)	386.2	0.0	0.0
Mature Adults (31-50)	114.5	0.0	0.0
Senior Adult (51-65)	64.6	0.0	0.0

FAIRFAX COUNTY PARK AUTHORITY
LAUREL HILL SPORTPLEX CONCEPT PLAN
 Team Capture Rates by Sport & Market Radius- League Competition

Sport	15 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Soccer Indoor- Junior	6.0	100%	0.0	100%	0.0	100%
Soccer Indoor- Senior	11.3	100%	11.9	100%	3.6	100%
Introductory (3-5)	2.0	100%	0.0	100%	0.0	100%
Developmental (6-8)	4.0	100%	0.0	100%	0.0	100%
Pre-High (9-13)	0.4	100%	2.9	100%	2.9	100%
High School (14-18)	1.0	100%	1.0	100%	0.7	100%
Young Adult (19-30)	7.6	100%	6.6	100%	0.0	100%
Mature Adults (31-50)	1.6	100%	1.4	100%	0.0	100%
Senior Adult (51-65)	0.6	100%	0.0	100%	0.0	100%
Wrestling- Junior	0.1	5%	0.0	5%	0.0	5%
Wrestling- Senior	0.5	5%	0.1	5%	0.0	5%
Introductory (3-5)	0.0	5%	0.0	5%	0.0	5%
Developmental (6-8)	0.1	5%	0.0	5%	0.0	5%
Pre-High (9-13)	0.0	5%	0.1	5%	0.0	5%
High School (14-18)	0.1	5%	0.0	5%	0.0	5%
Young Adult (19-30)	0.3	5%	0.0	5%	0.0	5%
Mature Adults (31-50)	0.1	5%	0.0	5%	0.0	5%
Senior Adult (51-65)	0.0	5%	0.0	5%	0.0	5%
Lacrosse- Junior	0.1	25%	0.0	0%	0.0	0%
Lacrosse- Senior	0.3	50%	0.9	60%	0.0	0%
Introductory (3-5)	0.0	25%	0.0	0%	0.0	0%
Developmental (6-8)	0.1	25%	0.0	0%	0.0	0%
Pre-High (9-13)	0.2	25%	0.2	0%	0.0	0%
High School (14-18)	0.0	50%	0.3	60%	0.0	0%
Young Adult (19-30)	0.1	50%	0.3	60%	0.0	0%
Mature Adults (31-50)	0.0	50%	0.1	60%	0.0	0%
Senior Adult (51-65)	0.0	50%	0.0	60%	0.0	0%
Softball Fast- Junior	0.0	0%	0.0	0%	0.0	0%
Softball Fast- Senior	0.0	0%	1.8	50%	0.8	50%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	0%
Pre-High (9-13)	0.0	0%	0.5	0%	0.5	0%
High School (14-18)	0.0	0%	0.3	50%	0.3	50%
Young Adult (19-30)	0.0	0%	1.0	50%	0.0	50%
Mature Adults (31-50)	0.0	0%	0.0	50%	0.0	50%
Senior Adult (51-65)	0.0	0%	0.0	50%	0.0	50%

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 LAUREL HILL SPORTPLEX CONCEPT PLAN
 Team Capture Rates by Sport & Market Radius- League Competition

Sport	30 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Soccer Indoor- Junior	72.0	100%	0.0	100%	0.0	100%
Soccer Indoor- Senior	403.3	100%	175.6	100%	47.3	100%
Introductory (3-5)	24.0	100%	0.0	100%	0.0	100%
Developmental (6-8)	48.0	100%	0.0	100%	0.0	100%
Pre-High (9-13)	76.8	100%	37.4	100%	37.4	100%
High School (14-18)	50.4	100%	13.1	100%	9.9	100%
Young Adult (19-30)	221.9	100%	100.8	100%	0.0	100%
Mature Adults (31-50)	49.9	100%	24.3	100%	0.0	100%
Senior Adult (51-65)	4.3	100%	0.0	100%	0.0	100%
Wrestling- Junior	0.9	5%	0.0	5%	0.0	5%
Wrestling- Senior	8.7	5%	1.4	5%	0.0	5%
Introductory (3-5)	0.3	5%	0.0	5%	0.0	5%
Developmental (6-8)	0.6	5%	0.0	5%	0.0	5%
Pre-High (9-13)	1.0	5%	1.4	5%	0.0	5%
High School (14-18)	1.1	5%	0.0	5%	0.0	5%
Young Adult (19-30)	5.1	5%	0.0	5%	0.0	5%
Mature Adults (31-50)	1.3	5%	0.0	5%	0.0	5%
Senior Adult (51-65)	0.1	5%	0.0	5%	0.0	5%
Lacrosse- Junior	0.0	0%	0.0	0%	0.0	0%
Lacrosse- Senior	54.1	50%	14.0	60%	0.0	0%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	0%
Pre-High (9-13)	9.2	0%	2.1	0%	0.0	0%
High School (14-18)	3.9	50%	4.5	60%	0.0	0%
Young Adult (19-30)	24.7	50%	5.6	60%	0.0	0%
Mature Adults (31-50)	13.5	50%	1.8	60%	0.0	0%
Senior Adult (51-65)	2.8	50%	0.0	60%	0.0	0%
Softball Fast- Junior	0.0	0%	0.0	0%	0.0	0%
Softball Fast- Senior	18.3	15%	26.8	50%	10.6	50%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	0%
Pre-High (9-13)	1.1	0%	6.4	0%	6.4	0%
High School (14-18)	1.0	15%	4.2	50%	4.2	50%
Young Adult (19-30)	9.1	15%	16.2	50%	0.0	50%
Mature Adults (31-50)	4.5	15%	0.0	50%	0.0	50%
Senior Adult (51-65)	2.6	15%	0.0	50%	0.0	50%

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 LAUREL HILL SPORTPLEX CONCEPT PLAN
 Team Capture Rates by Sport & Market Radius- League Competition

Sport	60 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Soccer Indoor- Junior	177.0	50%	0.0	50%	0.0	50%
Soccer Indoor- Senior	1,078.1	50%	324.1	50%	70.8	50%
Introductory (3-5)	59.0	50%	0.0	50%	0.0	50%
Developmental (6-8)	118.0	50%	0.0	50%	0.0	50%
Pre-High (9-13)	181.1	50%	56.6	50%	56.6	50%
High School (14-18)	109.2	50%	18.9	50%	14.2	50%
Young Adult (19-30)	618.8	50%	195.4	50%	0.0	50%
Mature Adults (31-50)	157.3	50%	53.2	50%	0.0	50%
Senior Adult (51-65)	11.8	50%	0.0	50%	0.0	50%
Wrestling- Junior	0.0	0%	0.0	0%	0.0	0%
Wrestling- Senior	0.0	0%	0.0	0%	0.0	0%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	0%
Pre-High (9-13)	0.0	0%	0.0	0%	0.0	0%
High School (14-18)	0.0	0%	0.0	0%	0.0	0%
Young Adult (19-30)	0.0	0%	0.0	0%	0.0	0%
Mature Adults (31-50)	0.0	0%	0.0	0%	0.0	0%
Senior Adult (51-65)	0.0	0%	0.0	0%	0.0	0%
Lacrosse- Junior	0.0	0%	0.0	0%	0.0	0%
Lacrosse- Senior	0.0	0%	13.1	15%	0.0	0%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	0%
Pre-High (9-13)	0.0	0%	1.6	0%	0.0	0%
High School (14-18)	0.0	0%	3.2	15%	0.0	0%
Young Adult (19-30)	0.0	0%	5.9	15%	0.0	0%
Mature Adults (31-50)	0.0	0%	2.4	15%	0.0	0%
Senior Adult (51-65)	0.0	0%	0.0	15%	0.0	0%
Softball Fast- Junior	0.0	0%	0.0	0%	0.0	15%
Softball Fast- Senior	0.0	0%	29.1	15%	15.7	25%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	15%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	15%
Pre-High (9-13)	0.0	0%	5.8	0%	9.7	15%
High School (14-18)	0.0	0%	3.6	15%	6.0	25%
Young Adult (19-30)	0.0	0%	19.7	15%	0.0	25%
Mature Adults (31-50)	0.0	0%	0.0	15%	0.0	25%
Senior Adult (51-65)	0.0	0%	0.0	15%	0.0	25%

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 Team Capture Rates by Sport & Market Radius- League Competition

Sport	Total Teams Captured		
	Rec Total	Comp Total	Travel Total
Soccer Indoor- Junior	255.0	0.0	0.0
Soccer Indoor- Senior	1,492.7	511.6	121.7
Introductory (3-5)	85.0	0.0	0.0
Developmental (6-8)	170.0	0.0	0.0
Pre-High (9-13)	258.3	97.0	97.0
High School (14-18)	160.6	33.0	24.8
Young Adult (19-30)	848.3	302.8	0.0
Mature Adults (31-50)	208.8	78.9	0.0
Senior Adult (51-65)	16.7	0.0	0.0
Wrestling- Junior	0.9	0.0	0.0
Wrestling- Senior	9.2	1.5	0.0
Introductory (3-5)	0.3	0.0	0.0
Developmental (6-8)	0.6	0.0	0.0
Pre-High (9-13)	1.0	1.5	0.0
High School (14-18)	1.2	0.0	0.0
Young Adult (19-30)	5.4	0.0	0.0
Mature Adults (31-50)	1.4	0.0	0.0
Senior Adult (51-65)	0.1	0.0	0.0
Lacrosse- Junior	0.1	0.0	0.0
Lacrosse- Senior	54.4	28.1	0.0
Introductory (3-5)	0.0	0.0	0.0
Developmental (6-8)	0.1	0.0	0.0
Pre-High (9-13)	9.4	3.9	0.0
High School (14-18)	3.9	8.1	0.0
Young Adult (19-30)	24.8	11.8	0.0
Mature Adults (31-50)	13.5	4.3	0.0
Senior Adult (51-65)	2.8	0.0	0.0
Softball Fast- Junior	0.0	0.0	0.0
Softball Fast- Senior	18.3	57.7	27.1
Introductory (3-5)	0.0	0.0	0.0
Developmental (6-8)	0.0	0.0	0.0
Pre-High (9-13)	1.1	12.8	16.7
High School (14-18)	1.0	8.1	10.5
Young Adult (19-30)	9.1	36.8	0.0
Mature Adults (31-50)	4.5	0.0	0.0
Senior Adult (51-65)	2.6	0.0	0.0

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 Team Capture Rates by Sport & Market Radius- League Competition

Sport	15 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Softball Slow- Junior	0.0	0%	0.0	0%	0.0	0%
Softball Slow- Senior	15.8	50%	12.2	50%	0.0	0%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	0%
Pre-High (9-13)	3.0	0%	0.0	0%	0.0	0%
High School (14-18)	1.9	50%	0.0	50%	0.0	0%
Young Adult (19-30)	6.8	50%	6.2	50%	0.0	0%
Mature Adults (31-50)	2.9	50%	2.7	50%	0.0	0%
Senior Adult (51-65)	1.3	50%	3.4	50%	0.0	0%
Football Tackle- Junior	0.0	0%	1.3	50%	0.0	0%
Football Tackle- Senior	0.0	0%	9.1	50%	0.0	0%
Introductory (3-5)	0.0	0%	0.0	50%	0.0	0%
Developmental (6-8)	0.0	0%	1.3	50%	0.0	0%
Pre-High (9-13)	0.0	0%	2.4	50%	0.0	0%
High School (14-18)	0.0	0%	4.0	50%	0.0	0%
Young Adult (19-30)	0.0	0%	2.7	50%	0.0	0%
Mature Adults (31-50)	0.0	0%	0.0	50%	0.0	0%
Senior Adult (51-65)	0.0	0%	0.0	50%	0.0	0%
Volleyball- Junior	0.0	0%	0.0	0%	0.0	0%
Volleyball- Senior	16.5	50%	6.3	50%	1.9	50%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	0%
Pre-High (9-13)	0.1	0%	4.4	0%	0.0	0%
High School (14-18)	0.2	50%	1.9	50%	1.9	50%
Young Adult (19-30)	9.0	50%	0.0	50%	0.0	50%
Mature Adults (31-50)	4.0	50%	0.0	50%	0.0	50%
Senior Adult (51-65)	3.2	50%	0.0	50%	0.0	50%
Track-Junior	0.7	50%	0.0	50%	0.0	50%
Track- Senior	2.8	50%	1.0	50%	0.0	50%
Introductory (3-5)	0.2	50%	0.0	50%	0.0	50%
Developmental (6-8)	0.5	50%	0.0	50%	0.0	50%
Pre-High (9-13)	0.0	50%	1.0	50%	0.0	50%
High School (14-18)	1.5	50%	0.0	50%	0.0	50%
Young Adult (19-30)	0.9	50%	0.0	50%	0.0	50%
Mature Adults (31-50)	0.2	50%	0.0	50%	0.0	50%
Senior Adult (51-65)	0.2	50%	0.0	50%	0.0	50%

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Sport	30 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Softball Slow- Junior	0.0	0%	0.0	0%	0.0	0%
Softball Slow- Senior	297.2	50%	187.3	50%	0.0	0%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	0%
Pre-High (9-13)	12.8	0%	0.0	0%	0.0	0%
High School (14-18)	18.8	50%	0.0	50%	0.0	0%
Young Adult (19-30)	155.6	50%	95.4	50%	0.0	0%
Mature Adults (31-50)	59.5	50%	44.6	50%	0.0	0%
Senior Adult (51-65)	50.5	50%	47.3	50%	0.0	0%
Football Tackle- Junior	0.0	0%	17.2	50%	0.0	0%
Football Tackle- Senior	0.0	0%	129.6	50%	0.0	0%
Introductory (3-5)	0.0	0%	0.0	50%	0.0	0%
Developmental (6-8)	0.0	0%	17.2	50%	0.0	0%
Pre-High (9-13)	0.0	0%	32.3	50%	0.0	0%
High School (14-18)	0.0	0%	54.3	50%	0.0	0%
Young Adult (19-30)	0.0	0%	43.0	50%	0.0	0%
Mature Adults (31-50)	0.0	0%	0.0	50%	0.0	0%
Senior Adult (51-65)	0.0	0%	0.0	50%	0.0	0%
Volleyball- Junior	0.0	0%	0.0	0%	0.0	0%
Volleyball- Senior	176.0	30%	83.1	50%	25.3	50%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	0%
Pre-High (9-13)	14.8	0%	57.8	0%	0.0	0%
High School (14-18)	16.7	30%	25.3	50%	25.3	50%
Young Adult (19-30)	82.3	30%	0.0	50%	0.0	50%
Mature Adults (31-50)	39.2	30%	0.0	50%	0.0	50%
Senior Adult (51-65)	23.1	30%	0.0	50%	0.0	50%
Track-Junior	8.7	50%	0.0	50%	0.0	50%
Track- Senior	38.5	50%	12.8	50%	0.0	50%
Introductory (3-5)	2.9	50%	0.0	50%	0.0	50%
Developmental (6-8)	5.8	50%	0.0	50%	0.0	50%
Pre-High (9-13)	9.7	50%	12.8	50%	0.0	50%
High School (14-18)	7.3	50%	0.0	50%	0.0	50%
Young Adult (19-30)	15.5	50%	0.0	50%	0.0	50%
Mature Adults (31-50)	5.3	50%	0.0	50%	0.0	50%
Senior Adult (51-65)	0.8	50%	0.0	50%	0.0	50%

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Sport	60 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Softball Slow- Junior	0.0	0%	0.0	0%	0.0	0%
Softball Slow- Senior	174.3	5%	151.7	10%	0.0	0%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	0%
Pre-High (9-13)	8.2	0%	0.0	0%	0.0	0%
High School (14-18)	9.3	5%	0.0	10%	0.0	0%
Young Adult (19-30)	89.1	5%	74.4	10%	0.0	0%
Mature Adults (31-50)	38.6	5%	40.0	10%	0.0	0%
Senior Adult (51-65)	29.1	5%	37.2	10%	0.0	0%
Football Tackle- Junior	0.0	0%	5.5	5%	0.0	0%
Football Tackle- Senior	0.0	0%	169.0	20%	0.0	0%
Introductory (3-5)	0.0	0%	0.0	5%	0.0	0%
Developmental (6-8)	0.0	0%	5.5	5%	0.0	0%
Pre-High (9-13)	0.0	0%	38.9	5%	0.0	0%
High School (14-18)	0.0	0%	61.4	20%	0.0	0%
Young Adult (19-30)	0.0	0%	68.7	20%	0.0	0%
Mature Adults (31-50)	0.0	0%	0.0	20%	0.0	0%
Senior Adult (51-65)	0.0	0%	0.0	20%	0.0	0%
Volleyball- Junior	0.0	0%	0.0	0%	0.0	0%
Volleyball- Senior	0.0	0%	98.6	20%	43.1	30%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	0%
Pre-High (9-13)	0.0	0%	69.8	0%	0.0	0%
High School (14-18)	0.0	0%	28.8	20%	43.1	30%
Young Adult (19-30)	0.0	0%	0.0	20%	0.0	30%
Mature Adults (31-50)	0.0	0%	0.0	20%	0.0	30%
Senior Adult (51-65)	0.0	0%	0.0	20%	0.0	30%
Track-Junior	42.9	50%	0.0	50%	0.0	50%
Track- Senior	215.2	50%	38.4	50%	0.0	50%
Introductory (3-5)	14.3	50%	0.0	50%	0.0	50%
Developmental (6-8)	28.6	50%	0.0	50%	0.0	50%
Pre-High (9-13)	48.5	50%	38.4	50%	0.0	50%
High School (14-18)	44.1	50%	0.0	50%	0.0	50%
Young Adult (19-30)	85.0	50%	0.0	50%	0.0	50%
Mature Adults (31-50)	31.9	50%	0.0	50%	0.0	50%
Senior Adult (51-65)	5.8	50%	0.0	50%	0.0	50%

FAIRFAX COUNTY PARK AUTHORITY
LAUREL HILL SPORTPLEX CONCEPT PLAN
 Team Capture Rates by Sport & Market Radius- League Competition

Sport	Total Teams Captured		
	Rec Total	Comp Total	Travel Total
Softball Slow- Junior	0.0	0.0	0.0
Softball Slow- Senior	487.3	351.2	0.0
Introductory (3-5)	0.0	0.0	0.0
Developmental (6-8)	0.0	0.0	0.0
Pre-High (9-13)	24.0	0.0	0.0
High School (14-18)	30.0	0.0	0.0
Young Adult (19-30)	251.4	176.0	0.0
Mature Adults (31-50)	100.9	87.3	0.0
Senior Adult (51-65)	81.0	87.9	0.0
Football Tackle- Junior	0.0	24.0	0.0
Football Tackle- Senior	0.0	307.7	0.0
Introductory (3-5)	0.0	0.0	0.0
Developmental (6-8)	0.0	24.0	0.0
Pre-High (9-13)	0.0	73.6	0.0
High School (14-18)	0.0	119.7	0.0
Young Adult (19-30)	0.0	114.4	0.0
Mature Adults (31-50)	0.0	0.0	0.0
Senior Adult (51-65)	0.0	0.0	0.0
Volleyball- Junior	0.0	0.0	0.0
Volleyball- Senior	192.5	187.9	70.3
Introductory (3-5)	0.0	0.0	0.0
Developmental (6-8)	0.0	0.0	0.0
Pre-High (9-13)	15.0	132.0	0.0
High School (14-18)	16.8	55.9	70.3
Young Adult (19-30)	91.3	0.0	0.0
Mature Adults (31-50)	43.2	0.0	0.0
Senior Adult (51-65)	26.3	0.0	0.0
Track-Junior	52.3	0.0	0.0
Track- Senior	256.5	52.1	0.0
Introductory (3-5)	17.4	0.0	0.0
Developmental (6-8)	34.8	0.0	0.0
Pre-High (9-13)	58.2	52.1	0.0
High School (14-18)	52.8	0.0	0.0
Young Adult (19-30)	101.4	0.0	0.0
Mature Adults (31-50)	37.4	0.0	0.0
Senior Adult (51-65)	6.7	0.0	0.0

FAIRFAX COUNTY PARK AUTHORITY
LAUREL HILL SPORTPLEX CONCEPT PLAN
 Team Capture Rates by Sport & Market Radius- League Competition

Sport	15 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Field Hockey- Junior	0.1	25%	0.0	0%	0.0	0%
Field Hockey- Senior	1.9	50%	0.0	60%	0.0	0%
Introductory (3-5)	0.0	25%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	25%	0.0	0%	0.0	0%
Pre-High (9-13)	0.2	25%	0.0	0%	0.0	0%
High School (14-18)	0.3	50%	0.0	60%	0.0	0%
Young Adult (19-30)	1.1	50%	0.0	60%	0.0	0%
Mature Adults (31-50)	0.3	50%	0.0	60%	0.0	0%
Senior Adult (51-65)	0.0	50%	0.0	60%	0.0	0%
Rugby- Junior	0.0	0%	0.0	0%	0.0	0%
Rugby- Senior	0.3	50%	0.5	50%	0.0	0%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	0%
Pre-High (9-13)	0.0	0%	0.0	0%	0.0	0%
High School (14-18)	0.1	50%	0.0	50%	0.0	0%
Young Adult (19-30)	0.0	50%	0.5	50%	0.0	0%
Mature Adults (31-50)	0.1	50%	0.0	50%	0.0	0%
Senior Adult (51-65)	0.1	50%	0.0	50%	0.0	0%

FAIRFAX COUNTY PARK AUTHORITY
LAUREL HILL SPORTPLEX CONCEPT PLAN
 Team Capture Rates by Sport & Market Radius- League Competition

Sport	30 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Field Hockey- Junior	0.0	0%	0.0	0%	0.0	0%
Field Hockey- Senior	45.9	50%	0.0	60%	0.0	0%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	0%
Pre-High (9-13)	4.4	0%	0.0	0%	0.0	0%
High School (14-18)	4.6	50%	0.0	60%	0.0	0%
Young Adult (19-30)	26.1	50%	0.0	60%	0.0	0%
Mature Adults (31-50)	9.3	50%	0.0	60%	0.0	0%
Senior Adult (51-65)	1.6	50%	0.0	60%	0.0	0%
Rugby- Junior	0.0	0%	0.0	0%	0.0	0%
Rugby- Senior	4.1	20%	4.3	25%	0.0	0%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	0%
Pre-High (9-13)	0.2	0%	0.0	0%	0.0	0%
High School (14-18)	0.5	20%	0.0	25%	0.0	0%
Young Adult (19-30)	2.4	20%	4.3	25%	0.0	0%
Mature Adults (31-50)	0.9	20%	0.0	25%	0.0	0%
Senior Adult (51-65)	0.0	20%	0.0	25%	0.0	0%

FAIRFAX COUNTY PARK AUTHORITY
LAUREL HILL SPORTPLEX CONCEPT PLAN
 Team Capture Rates by Sport & Market Radius- League Competition

Sport	60 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Field Hockey- Junior	0.0	0%	0.0	0%	0.0	0%
Field Hockey- Senior	0.0	0%	0.0	15%	0.0	0%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	0%
Pre-High (9-13)	0.0	0%	0.0	0%	0.0	0%
High School (14-18)	0.0	0%	0.0	15%	0.0	0%
Young Adult (19-30)	0.0	0%	0.0	15%	0.0	0%
Mature Adults (31-50)	0.0	0%	0.0	15%	0.0	0%
Senior Adult (51-65)	0.0	0%	0.0	15%	0.0	0%
Rugby- Junior	0.0	0%	0.0	0%	0.0	0%
Rugby- Senior	17.7	15%	14.4	20%	0.0	0%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	0%
Pre-High (9-13)	0.8	0%	0.0	0%	0.0	0%
High School (14-18)	1.6	15%	0.0	20%	0.0	0%
Young Adult (19-30)	10.5	15%	14.4	20%	0.0	0%
Mature Adults (31-50)	4.5	15%	0.0	20%	0.0	0%
Senior Adult (51-65)	0.2	15%	0.0	20%	0.0	0%

FAIRFAX COUNTY PARK AUTHORITY
LAUREL HILL SPORTPLEX CONCEPT PLAN
 Team Capture Rates by Sport & Market Radius- League Competition

Sport	Total Teams Captured		
	Rec Total	Comp Total	Travel Total
Field Hockey- Junior	0.1	0.0	0.0
Field Hockey- Senior	47.8	0.0	0.0
Introductory (3-5)	0.0	0.0	0.0
Developmental (6-8)	0.0	0.0	0.0
Pre-High (9-13)	4.6	0.0	0.0
High School (14-18)	4.9	0.0	0.0
Young Adult (19-30)	27.2	0.0	0.0
Mature Adults (31-50)	9.6	0.0	0.0
Senior Adult (51-65)	1.6	0.0	0.0
Rugby- Junior	0.0	0.0	0.0
Rugby- Senior	22.1	19.1	0.0
Introductory (3-5)	0.0	0.0	0.0
Developmental (6-8)	0.0	0.0	0.0
Pre-High (9-13)	1.1	0.0	0.0
High School (14-18)	2.2	0.0	0.0
Young Adult (19-30)	12.9	19.1	0.0
Mature Adults (31-50)	5.6	0.0	0.0
Senior Adult (51-65)	0.3	0.0	0.0

FAIRFAX COUNTY PARK AUTHORITY
LAUREL HILL SPORTPLEX CONCEPT PLAN
 Team Capture Rates by Sport & Market Radius- Tournament Competition

Sport	15 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Basketball - Junior	0.0	0%	0.0	0%	0.0	0%
Basketball - Senior	58.3	40%	28.0	50%	6.5	60%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	0%
Pre-High (9-13)	9.7	0%	5.9	0%	2.4	0%
High School (14-18)	7.2	40%	5.2	50%	4.2	60%
Young Adult (19-30)	29.5	40%	8.6	50%	0.0	60%
Mature Adults (31-50)	8.2	40%	4.1	50%	0.0	60%
Senior Adult (51-65)	3.7	40%	4.1	50%	0.0	60%

Baseball- Junior	11.9	50%	0.0	60%	0.0	75%
Baseball- Senior	13.8	50%	19.7	75%	6.7	75%
Introductory (3-5)	4.4	50%	0.0	60%	0.0	75%
Developmental (6-8)	7.4	50%	0.0	60%	0.0	75%
Pre-High (9-13)	4.3	50%	5.6	60%	4.0	75%
High School (14-18)	0.1	50%	5.1	75%	2.7	75%
Young Adult (19-30)	9.2	50%	0.0	75%	0.0	75%
Mature Adults (31-50)	0.1	50%	5.7	75%	0.0	75%
Senior Adult (51-65)	0.1	50%	3.4	75%	0.0	75%

Soccer Outdoor- Junior	22.5	70%	4.0	75%	3.0	90%
Soccer Outdoor- Senior	10.9	50%	18.2	75%	4.7	90%
Introductory (3-5)	7.4	70%	0.0	75%	0.0	90%
Developmental (6-8)	12.1	70%	0.0	75%	0.0	90%
Pre-High (9-13)	6.1	70%	7.9	75%	6.0	90%
High School (14-18)	1.3	50%	2.6	75%	1.8	90%
Young Adult (19-30)	5.6	50%	7.5	75%	0.0	90%
Mature Adults (31-50)	0.2	50%	4.2	75%	0.0	90%
Senior Adult (51-65)	0.7	50%	0.0	75%	0.0	90%

Football Touch- Junior	7.9	60%	0.0	75%	0.0	85%
Football Touch- Senior	44.1	60%	0.0	75%	0.0	85%
Introductory (3-5)	2.6	60%	0.0	75%	0.0	85%
Developmental (6-8)	5.3	60%	0.0	75%	0.0	85%
Pre-High (9-13)	9.3	60%	0.0	75%	0.0	85%
High School (14-18)	8.8	60%	0.0	75%	0.0	85%
Young Adult (19-30)	17.2	60%	0.0	75%	0.0	85%
Mature Adults (31-50)	5.6	60%	0.0	75%	0.0	85%
Senior Adult (51-65)	3.1	60%	0.0	75%	0.0	85%

FAIRFAX COUNTY PARK AUTHORITY
LAUREL HILL SPORTPLEX CONCEPT PLAN
 Team Capture Rates by Sport & Market Radius- Tournament Competition

Sport	30 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Basketball - Junior	0.0	0%	0.0	25%	0.0	50%
Basketball - Senior	393.9	25%	327.4	40%	109.7	75%
Introductory (3-5)	0.0	0%	0.0	25%	0.0	50%
Developmental (6-8)	0.0	0%	0.0	25%	0.0	50%
Pre-High (9-13)	34.9	0%	61.9	25%	38.7	50%
High School (14-18)	33.9	25%	56.8	40%	71.0	75%
Young Adult (19-30)	211.3	25%	108.8	40%	0.0	75%
Mature Adults (31-50)	72.2	25%	55.2	40%	0.0	75%
Senior Adult (51-65)	41.8	25%	44.7	40%	0.0	75%

Baseball- Junior	39.9	50%	0.0	50%	0.0	50%
Baseball- Senior	259.4	50%	188.6	50%	58.7	50%
Introductory (3-5)	15.0	50%	0.0	50%	0.0	50%
Developmental (6-8)	24.9	50%	0.0	50%	0.0	50%
Pre-High (9-13)	36.6	50%	47.7	50%	34.1	50%
High School (14-18)	26.0	50%	45.6	50%	24.6	50%
Young Adult (19-30)	116.5	50%	0.0	50%	0.0	50%
Mature Adults (31-50)	42.2	50%	64.7	50%	0.0	50%
Senior Adult (51-65)	38.1	50%	30.5	50%	0.0	50%

Soccer Outdoor- Junior	172.9	50%	34.5	50%	21.6	50%
Soccer Outdoor- Senior	339.7	50%	182.0	50%	34.8	50%
Introductory (3-5)	47.4	50%	0.0	50%	0.0	50%
Developmental (6-8)	79.0	50%	0.0	50%	0.0	50%
Pre-High (9-13)	92.8	50%	69.1	50%	43.2	50%
High School (14-18)	38.4	50%	23.8	50%	13.2	50%
Young Adult (19-30)	176.7	50%	75.7	50%	0.0	50%
Mature Adults (31-50)	63.0	50%	48.0	50%	0.0	50%
Senior Adult (51-65)	15.2	50%	0.0	50%	0.0	50%

Football Touch- Junior	27.9	50%	0.0	50%	0.0	50%
Football Touch- Senior	662.5	50%	0.0	50%	0.0	50%
Introductory (3-5)	9.3	50%	0.0	50%	0.0	50%
Developmental (6-8)	18.6	50%	0.0	50%	0.0	50%
Pre-High (9-13)	41.7	50%	0.0	50%	0.0	50%
High School (14-18)	77.2	50%	0.0	50%	0.0	50%
Young Adult (19-30)	371.9	50%	0.0	50%	0.0	50%
Mature Adults (31-50)	109.9	50%	0.0	50%	0.0	50%
Senior Adult (51-65)	62.0	50%	0.0	50%	0.0	50%

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LAUREL HILL SPORTPLEX CONCEPT PLAN
 Team Capture Rates by Sport & Market Radius- Tournament Competition

Sport	60 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Basketball - Junior	0.0	0%	0.0	15%	0.0	25%
Basketball - Senior	4,961.2	50%	1,795.4	60%	212.8	50%
Introductory (3-5)	0.0	0%	0.0	15%	0.0	25%
Developmental (6-8)	0.0	0%	0.0	15%	0.0	25%
Pre-High (9-13)	491.7	0%	280.6	15%	77.9	25%
High School (14-18)	461.5	50%	242.8	60%	134.9	50%
Young Adult (19-30)	2,578.7	50%	645.3	60%	0.0	50%
Mature Adults (31-50)	945.8	50%	368.1	60%	0.0	50%
Senior Adult (51-65)	483.7	50%	258.6	60%	0.0	50%

Baseball- Junior	292.1	50%	0.0	50%	0.0	50%
Baseball- Senior	1,563.0	50%	683.9	50%	173.0	50%
Introductory (3-5)	109.5	50%	0.0	50%	0.0	50%
Developmental (6-8)	182.6	50%	0.0	50%	0.0	50%
Pre-High (9-13)	258.5	50%	144.5	50%	103.2	50%
High School (14-18)	159.1	50%	129.5	50%	69.7	50%
Young Adult (19-30)	672.2	50%	0.0	50%	0.0	50%
Mature Adults (31-50)	268.1	50%	291.5	50%	0.0	50%
Senior Adult (51-65)	205.2	50%	118.4	50%	0.0	50%

Soccer Outdoor- Junior	913.2	50%	104.4	50%	65.2	50%
Soccer Outdoor- Senior	1,856.9	50%	693.7	50%	102.8	50%
Introductory (3-5)	247.0	50%	0.0	50%	0.0	50%
Developmental (6-8)	411.7	50%	0.0	50%	0.0	50%
Pre-High (9-13)	509.0	50%	208.7	50%	130.5	50%
High School (14-18)	189.9	50%	67.6	50%	37.6	50%
Young Adult (19-30)	962.3	50%	293.3	50%	0.0	50%
Mature Adults (31-50)	374.6	50%	228.4	50%	0.0	50%
Senior Adult (51-65)	75.5	50%	0.0	50%	0.0	50%

Football Touch- Junior	184.3	50%	0.0	50%	0.0	50%
Football Touch- Senior	3,503.8	50%	0.0	50%	0.0	50%
Introductory (3-5)	61.4	50%	0.0	50%	0.0	50%
Developmental (6-8)	122.9	50%	0.0	50%	0.0	50%
Pre-High (9-13)	246.1	50%	0.0	50%	0.0	50%
High School (14-18)	371.0	50%	0.0	50%	0.0	50%
Young Adult (19-30)	1,932.4	50%	0.0	50%	0.0	50%
Mature Adults (31-50)	637.4	50%	0.0	50%	0.0	50%
Senior Adult (51-65)	316.9	50%	0.0	50%	0.0	50%

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 Team Capture Rates by Sport & Market Radius- Tournament Competition

Sport	Total Teams Captured		
	Rec Total	Comp Total	Travel Total
Basketball - Junior	0.0	0.0	0.0
Basketball - Senior	5,413.4	2,150.7	329.0
Introductory (3-5)	0.0	0.0	0.0
Developmental (6-8)	0.0	0.0	0.0
Pre-High (9-13)	536.3	348.4	119.0
High School (14-18)	502.5	304.8	210.0
Young Adult (19-30)	2,819.4	762.8	0.0
Mature Adults (31-50)	1,026.1	427.4	0.0
Senior Adult (51-65)	529.1	307.4	0.0
Baseball- Junior	343.9	0.0	0.0
Baseball- Senior	1,836.1	892.2	238.3
Introductory (3-5)	128.9	0.0	0.0
Developmental (6-8)	214.9	0.0	0.0
Pre-High (9-13)	299.4	197.8	141.3
High School (14-18)	185.2	180.2	97.1
Young Adult (19-30)	797.8	0.0	0.0
Mature Adults (31-50)	310.4	361.9	0.0
Senior Adult (51-65)	243.4	152.3	0.0
Soccer Outdoor- Junior	1,108.6	142.9	89.8
Soccer Outdoor- Senior	2,207.5	893.9	142.3
Introductory (3-5)	301.8	0.0	0.0
Developmental (6-8)	502.9	0.0	0.0
Pre-High (9-13)	607.9	285.7	179.6
High School (14-18)	229.7	94.1	52.5
Young Adult (19-30)	1,144.6	376.5	0.0
Mature Adults (31-50)	437.9	280.5	0.0
Senior Adult (51-65)	91.4	0.0	0.0
Football Touch- Junior	220.1	0.0	0.0
Football Touch- Senior	4,210.4	0.0	0.0
Introductory (3-5)	73.4	0.0	0.0
Developmental (6-8)	146.7	0.0	0.0
Pre-High (9-13)	297.1	0.0	0.0
High School (14-18)	457.0	0.0	0.0
Young Adult (19-30)	2,321.4	0.0	0.0
Mature Adults (31-50)	752.9	0.0	0.0
Senior Adult (51-65)	381.9	0.0	0.0

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Sport	15 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Soccer Indoor- Junior	3.0	50%	0.0	50%	0.0	50%
Soccer Indoor- Senior	5.6	50%	5.9	50%	1.8	50%
Introductory (3-5)	1.0	50%	0.0	50%	0.0	50%
Developmental (6-8)	2.0	50%	0.0	50%	0.0	50%
Pre-High (9-13)	0.2	50%	1.5	50%	1.5	50%
High School (14-18)	0.5	50%	0.5	50%	0.4	50%
Young Adult (19-30)	3.8	50%	3.3	50%	0.0	50%
Mature Adults (31-50)	0.8	50%	0.7	50%	0.0	50%
Senior Adult (51-65)	0.3	50%	0.0	50%	0.0	50%
Wrestling- Junior	0.5	30%	0.0	50%	0.0	50%
Wrestling- Senior	2.8	30%	1.0	50%	0.0	50%
Introductory (3-5)	0.2	30%	0.0	50%	0.0	50%
Developmental (6-8)	0.3	30%	0.0	50%	0.0	50%
Pre-High (9-13)	0.0	30%	1.0	50%	0.0	50%
High School (14-18)	0.8	30%	0.0	50%	0.0	50%
Young Adult (19-30)	1.6	30%	0.0	50%	0.0	50%
Mature Adults (31-50)	0.4	30%	0.0	50%	0.0	50%
Senior Adult (51-65)	0.1	30%	0.0	50%	0.0	50%
Lacrosse- Junior	0.3	50%	0.0	50%	0.0	50%
Lacrosse- Senior	0.3	50%	0.8	50%	0.0	50%
Introductory (3-5)	0.1	50%	0.0	50%	0.0	50%
Developmental (6-8)	0.2	50%	0.0	50%	0.0	50%
Pre-High (9-13)	0.2	50%	0.1	50%	0.0	50%
High School (14-18)	0.0	50%	0.3	50%	0.0	50%
Young Adult (19-30)	0.1	50%	0.3	50%	0.0	50%
Mature Adults (31-50)	0.0	50%	0.1	50%	0.0	50%
Senior Adult (51-65)	0.0	50%	0.0	50%	0.0	50%
Softball Fast- Junior	0.9	50%	0.0	50%	0.0	50%
Softball Fast- Senior	1.5	50%	1.8	50%	0.8	50%
Introductory (3-5)	0.3	50%	0.0	50%	0.0	50%
Developmental (6-8)	0.6	50%	0.0	50%	0.0	50%
Pre-High (9-13)	0.0	50%	0.5	50%	0.5	50%
High School (14-18)	0.0	50%	0.3	50%	0.3	50%
Young Adult (19-30)	0.1	50%	1.0	50%	0.0	50%
Mature Adults (31-50)	0.7	50%	0.0	50%	0.0	50%
Senior Adult (51-65)	0.7	50%	0.0	50%	0.0	50%

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Sport	30 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Soccer Indoor- Junior	36.0	50%	0.0	50%	0.0	50%
Soccer Indoor- Senior	201.7	50%	87.8	50%	23.6	50%
Introductory (3-5)	12.0	50%	0.0	50%	0.0	50%
Developmental (6-8)	24.0	50%	0.0	50%	0.0	50%
Pre-High (9-13)	38.4	50%	18.7	50%	18.7	50%
High School (14-18)	25.2	50%	6.6	50%	4.9	50%
Young Adult (19-30)	111.0	50%	50.4	50%	0.0	50%
Mature Adults (31-50)	25.0	50%	12.1	50%	0.0	50%
Senior Adult (51-65)	2.1	50%	0.0	50%	0.0	50%
Wrestling- Junior	8.6	50%	0.0	50%	0.0	50%
Wrestling- Senior	87.4	50%	13.6	50%	0.0	50%
Introductory (3-5)	2.9	50%	0.0	50%	0.0	50%
Developmental (6-8)	5.7	50%	0.0	50%	0.0	50%
Pre-High (9-13)	10.2	50%	13.6	50%	0.0	50%
High School (14-18)	11.2	50%	0.0	50%	0.0	50%
Young Adult (19-30)	51.3	50%	0.0	50%	0.0	50%
Mature Adults (31-50)	13.4	50%	0.0	50%	0.0	50%
Senior Adult (51-65)	1.3	50%	0.0	50%	0.0	50%
Lacrosse- Junior	9.0	50%	0.0	50%	0.0	50%
Lacrosse- Senior	54.1	50%	11.7	50%	0.0	50%
Introductory (3-5)	3.0	50%	0.0	50%	0.0	50%
Developmental (6-8)	6.0	50%	0.0	50%	0.0	50%
Pre-High (9-13)	9.2	50%	1.8	50%	0.0	50%
High School (14-18)	3.9	50%	3.8	50%	0.0	50%
Young Adult (19-30)	24.7	50%	4.7	50%	0.0	50%
Mature Adults (31-50)	13.5	50%	1.5	50%	0.0	50%
Senior Adult (51-65)	2.8	50%	0.0	50%	0.0	50%
Softball Fast- Junior	3.3	50%	0.0	50%	0.0	50%
Softball Fast- Senior	61.2	50%	26.8	50%	10.6	50%
Introductory (3-5)	1.1	50%	0.0	50%	0.0	50%
Developmental (6-8)	2.2	50%	0.0	50%	0.0	50%
Pre-High (9-13)	3.8	50%	6.4	50%	6.4	50%
High School (14-18)	3.5	50%	4.2	50%	4.2	50%
Young Adult (19-30)	30.3	50%	16.2	50%	0.0	50%
Mature Adults (31-50)	15.0	50%	0.0	50%	0.0	50%
Senior Adult (51-65)	8.7	50%	0.0	50%	0.0	50%

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Sport	60 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Soccer Indoor- Junior	177.0	50%	0.0	50%	0.0	50%
Soccer Indoor- Senior	1,078.1	50%	324.1	50%	70.8	50%
Introductory (3-5)	59.0	50%	0.0	50%	0.0	50%
Developmental (6-8)	118.0	50%	0.0	50%	0.0	50%
Pre-High (9-13)	181.1	50%	56.6	50%	56.6	50%
High School (14-18)	109.2	50%	18.9	50%	14.2	50%
Young Adult (19-30)	618.8	50%	195.4	50%	0.0	50%
Mature Adults (31-50)	157.3	50%	53.2	50%	0.0	50%
Senior Adult (51-65)	11.8	50%	0.0	50%	0.0	50%
Wrestling- Junior	43.7	50%	0.0	50%	0.0	50%
Wrestling- Senior	472.2	50%	41.1	50%	0.0	50%
Introductory (3-5)	14.6	50%	0.0	50%	0.0	50%
Developmental (6-8)	29.1	50%	0.0	50%	0.0	50%
Pre-High (9-13)	51.0	50%	41.1	50%	0.0	50%
High School (14-18)	56.8	50%	0.0	50%	0.0	50%
Young Adult (19-30)	276.9	50%	0.0	50%	0.0	50%
Mature Adults (31-50)	80.5	50%	0.0	50%	0.0	50%
Senior Adult (51-65)	7.1	50%	0.0	50%	0.0	50%
Lacrosse- Junior	39.2	50%	0.0	50%	0.0	50%
Lacrosse- Senior	259.4	50%	43.8	50%	0.0	50%
Introductory (3-5)	13.1	50%	0.0	50%	0.0	50%
Developmental (6-8)	26.2	50%	0.0	50%	0.0	50%
Pre-High (9-13)	38.7	50%	5.4	50%	0.0	50%
High School (14-18)	17.9	50%	10.8	50%	0.0	50%
Young Adult (19-30)	119.9	50%	19.7	50%	0.0	50%
Mature Adults (31-50)	71.2	50%	7.9	50%	0.0	50%
Senior Adult (51-65)	11.8	50%	0.0	50%	0.0	50%
Softball Fast- Junior	23.5	50%	0.0	50%	0.0	50%
Softball Fast- Senior	340.9	50%	97.1	50%	31.4	50%
Introductory (3-5)	7.8	50%	0.0	50%	0.0	50%
Developmental (6-8)	15.7	50%	0.0	50%	0.0	50%
Pre-High (9-13)	25.6	50%	19.5	50%	19.5	50%
High School (14-18)	20.4	50%	11.9	50%	11.9	50%
Young Adult (19-30)	154.6	50%	65.7	50%	0.0	50%
Mature Adults (31-50)	91.7	50%	0.0	50%	0.0	50%
Senior Adult (51-65)	48.6	50%	0.0	50%	0.0	50%

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Sport	Total Teams Captured		
	Rec Total	Comp Total	Travel Total
Soccer Indoor- Junior	216.0	0.0	0.0
Soccer Indoor- Senior	1,285.4	417.9	96.3
Introductory (3-5)	72.0	0.0	0.0
Developmental (6-8)	144.0	0.0	0.0
Pre-High (9-13)	219.7	76.8	76.8
High School (14-18)	134.9	26.0	19.5
Young Adult (19-30)	733.5	249.1	0.0
Mature Adults (31-50)	183.1	66.0	0.0
Senior Adult (51-65)	14.2	0.0	0.0
Wrestling- Junior	52.7	0.0	0.0
Wrestling- Senior	562.4	55.8	0.0
Introductory (3-5)	17.6	0.0	0.0
Developmental (6-8)	35.1	0.0	0.0
Pre-High (9-13)	61.2	55.8	0.0
High School (14-18)	68.8	0.0	0.0
Young Adult (19-30)	329.7	0.0	0.0
Mature Adults (31-50)	94.2	0.0	0.0
Senior Adult (51-65)	8.5	0.0	0.0
Lacrosse- Junior	48.6	0.0	0.0
Lacrosse- Senior	313.8	56.2	0.0
Introductory (3-5)	16.2	0.0	0.0
Developmental (6-8)	32.4	0.0	0.0
Pre-High (9-13)	48.1	7.3	0.0
High School (14-18)	21.8	14.8	0.0
Young Adult (19-30)	144.7	24.6	0.0
Mature Adults (31-50)	84.7	9.5	0.0
Senior Adult (51-65)	14.5	0.0	0.0
Softball Fast- Junior	27.7	0.0	0.0
Softball Fast- Senior	403.5	125.7	42.8
Introductory (3-5)	9.2	0.0	0.0
Developmental (6-8)	18.5	0.0	0.0
Pre-High (9-13)	29.3	26.4	26.4
High School (14-18)	23.9	16.4	16.4
Young Adult (19-30)	185.0	82.8	0.0
Mature Adults (31-50)	107.4	0.0	0.0
Senior Adult (51-65)	57.9	0.0	0.0

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Sport	15 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Softball Slow- Junior	2.9	60%	0.0	75%	0.0	85%
Softball Slow- Senior	19.0	60%	18.3	75%	0.0	85%
Introductory (3-5)	1.0	60%	0.0	75%	0.0	85%
Developmental (6-8)	2.0	60%	0.0	75%	0.0	85%
Pre-High (9-13)	3.6	60%	0.0	75%	0.0	85%
High School (14-18)	2.3	60%	0.0	75%	0.0	85%
Young Adult (19-30)	8.1	60%	9.3	75%	0.0	85%
Mature Adults (31-50)	3.4	60%	4.0	75%	0.0	85%
Senior Adult (51-65)	1.6	60%	5.1	75%	0.0	85%
Football Tackle- Junior	0.8	60%	2.0	75%	0.0	85%
Football Tackle- Senior	1.5	60%	13.7	75%	0.0	85%
Introductory (3-5)	0.8	60%	0.0	75%	0.0	85%
Developmental (6-8)	0.0	60%	2.0	75%	0.0	85%
Pre-High (9-13)	0.0	60%	3.6	75%	0.0	85%
High School (14-18)	0.1	60%	6.1	75%	0.0	85%
Young Adult (19-30)	0.2	60%	4.0	75%	0.0	85%
Mature Adults (31-50)	0.8	60%	0.0	75%	0.0	85%
Senior Adult (51-65)	0.5	60%	0.0	75%	0.0	85%
Volleyball- Junior	3.9	50%	0.0	50%	0.0	50%
Volleyball- Senior	16.5	50%	6.3	50%	1.9	50%
Introductory (3-5)	1.3	50%	0.0	50%	0.0	50%
Developmental (6-8)	2.6	50%	0.0	50%	0.0	50%
Pre-High (9-13)	0.1	50%	4.4	50%	0.0	50%
High School (14-18)	0.2	50%	1.9	50%	1.9	50%
Young Adult (19-30)	9.0	50%	0.0	50%	0.0	50%
Mature Adults (31-50)	4.0	50%	0.0	50%	0.0	50%
Senior Adult (51-65)	3.2	50%	0.0	50%	0.0	50%
Track- Junior	1.1	80%	0.0	80%	0.0	80%
Track- Senior	4.4	80%	1.5	80%	0.0	80%
Introductory (3-5)	0.4	80%	0.0	80%	0.0	80%
Developmental (6-8)	0.7	80%	0.0	80%	0.0	80%
Pre-High (9-13)	0.0	80%	1.5	80%	0.0	80%
High School (14-18)	2.3	80%	0.0	80%	0.0	80%
Young Adult (19-30)	1.4	80%	0.0	80%	0.0	80%
Mature Adults (31-50)	0.4	80%	0.0	80%	0.0	80%
Senior Adult (51-65)	0.3	80%	0.0	80%	0.0	80%

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Sport	30 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Softball Slow- Junior	8.9	50%	0.0	50%	0.0	50%
Softball Slow- Senior	297.2	50%	187.3	50%	0.0	50%
Introductory (3-5)	3.0	50%	0.0	50%	0.0	50%
Developmental (6-8)	5.9	50%	0.0	50%	0.0	50%
Pre-High (9-13)	12.8	50%	0.0	50%	0.0	50%
High School (14-18)	18.8	50%	0.0	50%	0.0	50%
Young Adult (19-30)	155.6	50%	95.4	50%	0.0	50%
Mature Adults (31-50)	59.5	50%	44.6	50%	0.0	50%
Senior Adult (51-65)	50.5	50%	47.3	50%	0.0	50%
Football Tackle- Junior	11.7	50%	17.2	50%	0.0	50%
Football Tackle- Senior	123.9	50%	129.6	50%	0.0	50%
Introductory (3-5)	3.9	50%	0.0	50%	0.0	50%
Developmental (6-8)	7.8	50%	17.2	50%	0.0	50%
Pre-High (9-13)	14.0	50%	32.3	50%	0.0	50%
High School (14-18)	23.6	50%	54.3	50%	0.0	50%
Young Adult (19-30)	70.5	50%	43.0	50%	0.0	50%
Mature Adults (31-50)	13.9	50%	0.0	50%	0.0	50%
Senior Adult (51-65)	1.9	50%	0.0	50%	0.0	50%
Volleyball- Junior	20.6	50%	0.0	50%	0.0	50%
Volleyball- Senior	293.4	50%	83.1	50%	25.3	50%
Introductory (3-5)	6.9	50%	0.0	50%	0.0	50%
Developmental (6-8)	13.7	50%	0.0	50%	0.0	50%
Pre-High (9-13)	24.7	50%	57.8	50%	0.0	50%
High School (14-18)	27.8	50%	25.3	50%	25.3	50%
Young Adult (19-30)	137.2	50%	0.0	50%	0.0	50%
Mature Adults (31-50)	65.4	50%	0.0	50%	0.0	50%
Senior Adult (51-65)	38.5	50%	0.0	50%	0.0	50%
Track- Junior	13.9	80%	0.0	80%	0.0	80%
Track- Senior	61.6	80%	20.4	80%	0.0	80%
Introductory (3-5)	4.6	80%	0.0	80%	0.0	80%
Developmental (6-8)	9.3	80%	0.0	80%	0.0	80%
Pre-High (9-13)	15.5	80%	20.4	80%	0.0	80%
High School (14-18)	11.6	80%	0.0	80%	0.0	80%
Young Adult (19-30)	24.8	80%	0.0	80%	0.0	80%
Mature Adults (31-50)	8.5	80%	0.0	80%	0.0	80%
Senior Adult (51-65)	1.2	80%	0.0	80%	0.0	80%

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Sport	60 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Softball Slow- Junior	62.7	50%	0.0	50%	0.0	50%
Softball Slow- Senior	1,742.5	50%	758.3	50%	0.0	50%
Introductory (3-5)	20.9	50%	0.0	50%	0.0	50%
Developmental (6-8)	41.8	50%	0.0	50%	0.0	50%
Pre-High (9-13)	82.0	50%	0.0	50%	0.0	50%
High School (14-18)	92.9	50%	0.0	50%	0.0	50%
Young Adult (19-30)	890.7	50%	372.1	50%	0.0	50%
Mature Adults (31-50)	385.6	50%	200.0	50%	0.0	50%
Senior Adult (51-65)	291.3	50%	186.2	50%	0.0	50%
Football Tackle- Junior	69.3	50%	55.1	50%	0.0	50%
Football Tackle- Senior	687.5	50%	422.6	50%	0.0	50%
Introductory (3-5)	23.1	50%	0.0	50%	0.0	50%
Developmental (6-8)	46.2	50%	55.1	50%	0.0	50%
Pre-High (9-13)	81.9	50%	97.3	50%	0.0	50%
High School (14-18)	135.7	50%	153.6	50%	0.0	50%
Young Adult (19-30)	374.4	50%	171.8	50%	0.0	50%
Mature Adults (31-50)	83.1	50%	0.0	50%	0.0	50%
Senior Adult (51-65)	12.4	50%	0.0	50%	0.0	50%
Volleyball- Junior	125.6	50%	0.0	50%	0.0	50%
Volleyball- Senior	1,643.6	50%	246.4	50%	71.9	50%
Introductory (3-5)	41.9	50%	0.0	50%	0.0	50%
Developmental (6-8)	83.7	50%	0.0	50%	0.0	50%
Pre-High (9-13)	145.2	50%	174.6	50%	0.0	50%
High School (14-18)	148.3	50%	71.9	50%	71.9	50%
Young Adult (19-30)	751.5	50%	0.0	50%	0.0	50%
Mature Adults (31-50)	386.3	50%	0.0	50%	0.0	50%
Senior Adult (51-65)	212.3	50%	0.0	50%	0.0	50%
Track- Junior	68.6	80%	0.0	80%	0.0	80%
Track- Senior	344.4	80%	61.4	80%	0.0	80%
Introductory (3-5)	22.9	80%	0.0	80%	0.0	80%
Developmental (6-8)	45.7	80%	0.0	80%	0.0	80%
Pre-High (9-13)	77.6	80%	61.4	80%	0.0	80%
High School (14-18)	70.5	80%	0.0	80%	0.0	80%
Young Adult (19-30)	136.0	80%	0.0	80%	0.0	80%
Mature Adults (31-50)	51.0	80%	0.0	80%	0.0	80%
Senior Adult (51-65)	9.2	80%	0.0	80%	0.0	80%

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Sport	Total Teams Captured		
	Rec Total	Comp Total	Travel Total
Softball Slow- Junior	74.5	0.0	0.0
Softball Slow- Senior	2,058.7	963.9	0.0
Introductory (3-5)	24.8	0.0	0.0
Developmental (6-8)	49.7	0.0	0.0
Pre-High (9-13)	98.4	0.0	0.0
High School (14-18)	113.9	0.0	0.0
Young Adult (19-30)	1,054.4	476.8	0.0
Mature Adults (31-50)	448.5	248.6	0.0
Senior Adult (51-65)	343.5	238.5	0.0
Football Tackle- Junior	81.8	74.3	0.0
Football Tackle- Senior	812.9	565.8	0.0
Introductory (3-5)	27.8	0.0	0.0
Developmental (6-8)	54.0	74.3	0.0
Pre-High (9-13)	95.8	133.1	0.0
High School (14-18)	159.4	213.9	0.0
Young Adult (19-30)	445.0	218.8	0.0
Mature Adults (31-50)	97.9	0.0	0.0
Senior Adult (51-65)	14.8	0.0	0.0
Volleyball- Junior	150.0	0.0	0.0
Volleyball- Senior	1,953.4	335.8	99.1
Introductory (3-5)	50.0	0.0	0.0
Developmental (6-8)	100.0	0.0	0.0
Pre-High (9-13)	170.0	236.7	0.0
High School (14-18)	176.2	99.1	99.1
Young Adult (19-30)	897.6	0.0	0.0
Mature Adults (31-50)	455.6	0.0	0.0
Senior Adult (51-65)	254.0	0.0	0.0
Track- Junior	83.6	0.0	0.0
Track- Senior	410.4	83.4	0.0
Introductory (3-5)	27.9	0.0	0.0
Developmental (6-8)	55.7	0.0	0.0
Pre-High (9-13)	93.1	83.4	0.0
High School (14-18)	84.5	0.0	0.0
Young Adult (19-30)	162.2	0.0	0.0
Mature Adults (31-50)	59.9	0.0	0.0
Senior Adult (51-65)	10.8	0.0	0.0

FAIRFAX COUNTY PARK AUTHORITY
LAUREL HILL SPORTPLEX CONCEPT PLAN
 Team Capture Rates by Sport & Market Radius- Tournament Competition

Sport	15 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Field Hockey- Junior	0.1	50%	0.0	50%	0.0	50%
Field Hockey- Senior	1.9	50%	0.0	50%	0.0	50%
Introductory (3-5)	0.0	50%	0.0	50%	0.0	50%
Developmental (6-8)	0.1	50%	0.0	50%	0.0	50%
Pre-High (9-13)	0.2	50%	0.0	50%	0.0	50%
High School (14-18)	0.3	50%	0.0	50%	0.0	50%
Young Adult (19-30)	1.1	50%	0.0	50%	0.0	50%
Mature Adults (31-50)	0.3	50%	0.0	50%	0.0	50%
Senior Adult (51-65)	0.0	50%	0.0	50%	0.0	50%
Rugby- Junior	0.0	50%	0.0	50%	0.0	50%
Rugby- Senior	0.3	50%	0.5	50%	0.0	50%
Introductory (3-5)	0.0	50%	0.0	50%	0.0	50%
Developmental (6-8)	0.0	50%	0.0	50%	0.0	50%
Pre-High (9-13)	0.0	50%	0.0	50%	0.0	50%
High School (14-18)	0.1	50%	0.0	50%	0.0	50%
Young Adult (19-30)	0.0	50%	0.5	50%	0.0	50%
Mature Adults (31-50)	0.1	50%	0.0	50%	0.0	50%
Senior Adult (51-65)	0.1	50%	0.0	50%	0.0	50%

FAIRFAX COUNTY PARK AUTHORITY
LAUREL HILL SPORTPLEX CONCEPT PLAN
 Team Capture Rates by Sport & Market Radius- Tournament Competition

Sport	30 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Field Hockey- Junior	3.8	50%	0.0	50%	0.0	50%
Field Hockey- Senior	45.9	50%	0.0	50%	0.0	50%
Introductory (3-5)	1.3	50%	0.0	50%	0.0	50%
Developmental (6-8)	2.5	50%	0.0	50%	0.0	50%
Pre-High (9-13)	4.4	50%	0.0	50%	0.0	50%
High School (14-18)	4.6	50%	0.0	50%	0.0	50%
Young Adult (19-30)	26.1	50%	0.0	50%	0.0	50%
Mature Adults (31-50)	9.3	50%	0.0	50%	0.0	50%
Senior Adult (51-65)	1.6	50%	0.0	50%	0.0	50%
Rugby- Junior	0.4	50%	0.0	50%	0.0	50%
Rugby- Senior	10.3	50%	8.5	50%	0.0	50%
Introductory (3-5)	0.1	50%	0.0	50%	0.0	50%
Developmental (6-8)	0.3	50%	0.0	50%	0.0	50%
Pre-High (9-13)	0.6	50%	0.0	50%	0.0	50%
High School (14-18)	1.2	50%	0.0	50%	0.0	50%
Young Adult (19-30)	6.0	50%	8.5	50%	0.0	50%
Mature Adults (31-50)	2.4	50%	0.0	50%	0.0	50%
Senior Adult (51-65)	0.1	50%	0.0	50%	0.0	50%

FAIRFAX COUNTY PARK AUTHORITY
LAUREL HILL SPORTPLEX CONCEPT PLAN
 Team Capture Rates by Sport & Market Radius- Tournament Competition

Sport	60 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Field Hockey- Junior	16.8	50%	0.0	50%	0.0	50%
Field Hockey- Senior	237.3	50%	0.0	50%	0.0	50%
Introductory (3-5)	5.6	50%	0.0	50%	0.0	50%
Developmental (6-8)	11.2	50%	0.0	50%	0.0	50%
Pre-High (9-13)	19.0	50%	0.0	50%	0.0	50%
High School (14-18)	20.6	50%	0.0	50%	0.0	50%
Young Adult (19-30)	138.3	50%	0.0	50%	0.0	50%
Mature Adults (31-50)	52.6	50%	0.0	50%	0.0	50%
Senior Adult (51-65)	6.7	50%	0.0	50%	0.0	50%
Rugby- Junior	1.9	50%	0.0	50%	0.0	50%
Rugby- Senior	58.9	50%	35.9	50%	0.0	50%
Introductory (3-5)	0.6	50%	0.0	50%	0.0	50%
Developmental (6-8)	1.3	50%	0.0	50%	0.0	50%
Pre-High (9-13)	2.8	50%	0.0	50%	0.0	50%
High School (14-18)	5.4	50%	0.0	50%	0.0	50%
Young Adult (19-30)	35.0	50%	35.9	50%	0.0	50%
Mature Adults (31-50)	15.0	50%	0.0	50%	0.0	50%
Senior Adult (51-65)	0.7	50%	0.0	50%	0.0	50%

**FAIRFAX COUNTY PARK AUTHORITY
LAUREL HILL SPORTPLEX CONCEPT PLAN**

Team Capture Rates by Sport & Market Radius- Tournament Competition

Sport	Total Teams Captured		
	Rec Total	Comp Total	Travel Total
Field Hockey- Junior	20.7	0.0	0.0
Field Hockey- Senior	285.1	0.0	0.0
Introductory (3-5)	6.9	0.0	0.0
Developmental (6-8)	13.8	0.0	0.0
Pre-High (9-13)	23.6	0.0	0.0
High School (14-18)	25.5	0.0	0.0
Young Adult (19-30)	165.5	0.0	0.0
Mature Adults (31-50)	62.1	0.0	0.0
Senior Adult (51-65)	8.3	0.0	0.0
Rugby- Junior	2.3	0.0	0.0
Rugby- Senior	69.4	44.9	0.0
Introductory (3-5)	0.8	0.0	0.0
Developmental (6-8)	1.5	0.0	0.0
Pre-High (9-13)	3.4	0.0	0.0
High School (14-18)	6.7	0.0	0.0
Young Adult (19-30)	41.1	44.9	0.0
Mature Adults (31-50)	17.5	0.0	0.0
Senior Adult (51-65)	0.8	0.0	0.0

Laurel Hill Project
 BRAILSFORD & DUNLAVEY

	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018
Total Revenue											
Outdoor Championship	\$0	\$0	\$0	\$158,021	\$162,762	\$167,645	\$172,674	\$177,854	\$183,190	\$188,686	\$194,346
Outdoor Rectangle	\$0	\$0	\$0	\$2,334,636	\$2,404,675	\$2,476,815	\$2,551,119	\$2,627,653	\$2,706,483	\$2,787,677	\$2,871,307
Baseball	\$0	\$0	\$0	\$419,865	\$432,461	\$445,435	\$458,798	\$472,562	\$486,739	\$501,341	\$516,381
Softball	\$0	\$0	\$0	\$452,732	\$466,314	\$480,303	\$494,712	\$509,554	\$524,840	\$540,586	\$556,803
Outdoor Fields	\$0	\$0	\$0	\$3,365,254	\$3,466,212	\$3,570,198	\$3,677,304	\$3,787,623	\$3,901,252	\$4,018,289	\$4,138,838
Indoor Rectangle Turf	\$0	\$0	\$0	\$1,454,850	\$1,498,496	\$1,543,451	\$1,589,754	\$1,637,447	\$1,686,570	\$1,737,168	\$1,789,283
Indoor Rectangle Synthetic	\$0	\$0	\$0	\$542,500	\$558,775	\$575,538	\$592,804	\$610,588	\$628,906	\$647,773	\$667,206
Indoor Wood Court	\$0	\$0	\$0	\$1,261,336	\$1,299,176	\$1,338,151	\$1,378,295	\$1,419,644	\$1,462,234	\$1,506,101	\$1,551,284
Indoor Track	\$0	\$0	\$0	\$249,237	\$256,714	\$264,415	\$272,348	\$280,518	\$288,933	\$297,601	\$306,530
Indoor Fields	\$0	\$0	\$0	\$3,507,922	\$3,613,160	\$3,721,555	\$3,833,201	\$3,948,197	\$4,066,643	\$4,188,643	\$4,314,302
TOTAL REVENUE	\$0	\$0	\$0	\$6,873,176	\$7,079,372	\$7,291,753	\$7,510,505	\$7,735,821	\$7,967,895	\$8,206,932	\$8,453,140
Expenses	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018
<i>Personnel Expense Subtotal</i>	\$0	\$0	\$0	\$1,726,834	\$1,813,175	\$1,903,834	\$1,999,026	\$2,098,977	\$2,203,926	\$2,314,122	\$2,429,829
<i>Insurance Expenses Subtotal</i>	\$0	\$0	\$0	\$252,966	\$260,555	\$268,372	\$276,423	\$284,716	\$293,257	\$302,055	\$311,117
<i>Operating Expenses Subtotal</i>	\$0	\$0	\$0	\$1,961,351	\$2,020,192	\$2,080,798	\$2,143,222	\$2,207,518	\$2,273,744	\$2,341,956	\$2,412,215
<i>Marketing Expenses Subtotal</i>	\$0	\$0	\$0	\$125,664	\$129,434	\$133,317	\$137,316	\$141,435	\$145,679	\$150,049	\$154,550
<i>Miscellaneous Expenses Subtotal</i>	\$0	\$0	\$0	\$163,909	\$168,826	\$173,891	\$179,108	\$184,481	\$190,016	\$195,716	\$201,587
Total Expenses	\$0	\$0	\$0	\$4,230,724	\$4,392,183	\$4,560,212	\$4,735,095	\$4,917,128	\$5,106,621	\$5,303,898	\$5,509,298

Laurel Hill Project
 BRAILSFORD & DUNLAVEY

	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018
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Net Operating Income

Outdoor Championship	\$0	\$0	\$0	\$60,753	\$61,781	\$62,801	\$63,809	\$64,805	\$65,784	\$66,744	\$67,682
Outdoor Rectangle	\$0	\$0	\$0	\$897,571	\$912,767	\$927,832	\$942,733	\$957,435	\$971,899	\$986,083	\$999,945
Baseball	\$0	\$0	\$0	\$161,421	\$164,154	\$166,863	\$169,543	\$172,187	\$174,788	\$177,339	\$179,832
Softball	\$0	\$0	\$0	\$174,057	\$177,003	\$179,925	\$182,815	\$185,666	\$188,470	\$191,221	\$193,909
Indoor Rectangle Turf	\$0	\$0	\$0	\$559,330	\$568,799	\$578,187	\$587,473	\$596,635	\$605,648	\$614,487	\$623,125
Indoor Rectangle Synthetic	\$0	\$0	\$0	\$208,569	\$212,100	\$215,601	\$219,063	\$222,479	\$225,840	\$229,136	\$232,357
Indoor Wood Court	\$0	\$0	\$0	\$484,931	\$493,141	\$501,281	\$509,331	\$517,274	\$525,089	\$532,752	\$540,241
Indoor Track	\$0	\$0	\$0	\$95,821	\$97,443	\$99,052	\$100,643	\$102,212	\$103,756	\$105,270	\$106,750
Net Operating Income	\$0	\$0	\$0	\$2,642,452	\$2,687,189	\$2,731,541	\$2,775,411	\$2,818,693	\$2,861,274	\$2,903,034	\$2,943,842
Debt Service	\$0	\$0	\$0	\$2,399,079	\$2,399,900	\$2,397,712	\$2,397,453	\$2,398,661	\$2,400,849	\$2,398,672	\$2,397,032
Cash Flow After Debt Service	\$0	\$0	\$0	\$243,373	\$287,290	\$333,829	\$377,958	\$420,032	\$460,425	\$504,362	\$546,810
Debt Coverage Ratio	0.00	0.00	0.00	1.10	1.12	1.14	1.16	1.18	1.19	1.21	1.23

Working Capital & Major Maintenance Reserve Fund

Beginning Balance			\$2,115,000	\$2,167,875	\$2,465,445	\$2,814,371	\$3,218,559	\$3,676,982	\$4,188,938	\$4,754,087	\$5,377,301
Interest Earnings			\$52,875	\$54,197	\$61,636	\$70,359	\$80,464	\$91,925	\$104,723	\$118,852	\$134,433
Additions				\$243,373	\$287,290	\$333,829	\$377,958	\$420,032	\$460,425	\$504,362	\$546,810
Withdrawals				\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0
Ending Balance			\$2,167,875	\$2,465,445	\$2,814,371	\$3,218,559	\$3,676,982	\$4,188,938	\$4,754,087	\$5,377,301	\$6,058,543

Interest Rate on Reserve Func	2.50%
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Laurel Hills Community Recreation Center
Sources and Uses of Funds

Dated Date 1/6/2010
Delivery Date 1/6/2010

Sources:

Par Amount	25,200,000
Total	25,200,000

Uses:

Debt Service Reserve Fund	2,401,627
Cost of Issuance	100,800
Underwriter's Discount	378,000
Expenses	478,800
Project Fund	22,319,573
Total	25,200,000

Laurel Hills Community Recreation Center
 Input Page

Dated Date	1/6/2010
Delivery Date	1/6/2010
1st Coupon	7/6/2010
1st Mat	1/6/2011
Final Mat	1/6/2030
Scenario	1

COI	\$4 per bond
UD	\$15 per bond

Revenue	2,642,452
Coverage	1.1 X
Debt Term	20

Date	Principal	Coupon	Interest	Debt Service	Revenue	Coverage
01/06/11	635,000	6.170%	1,764,079	2,399,079	2,642,452	1.101444423
01/06/12	675,000	6.250%	1,724,900	2,399,900	2,642,452	1.101067851
01/06/13	715,000	6.330%	1,682,712	2,397,712	2,642,452	1.102072386
01/06/14	760,000	6.420%	1,637,453	2,397,453	2,642,452	1.102191674
01/06/15	810,000	6.520%	1,588,661	2,398,661	2,642,452	1.101636594
01/06/16	865,000	6.610%	1,535,849	2,400,849	2,642,452	1.100632624
01/06/17	920,000	6.700%	1,478,672	2,398,672	2,642,452	1.101631313
01/06/18	980,000	6.790%	1,417,032	2,397,032	2,642,452	1.102385026
01/06/19	1,050,000	6.870%	1,350,490	2,400,490	2,642,452	1.100796997
01/06/20	1,120,000	6.940%	1,278,355	2,398,355	2,642,452	1.10177692
01/06/21	1,200,000	7.000%	1,200,627	2,400,627	2,642,452	1.100734177
01/06/22	1,285,000	7.060%	1,116,627	2,401,627	2,642,452	1.100275848
01/06/23	1,375,000	7.110%	1,025,906	2,400,906	2,642,452	1.100606265
01/06/24	1,470,000	7.150%	928,144	2,398,144	2,642,452	1.101874089
01/06/25	1,575,000	7.190%	823,039	2,398,039	2,642,452	1.101922335
01/06/26	1,690,000	7.220%	709,796	2,399,796	2,642,452	1.101115338
01/06/27	1,810,000	7.250%	587,778	2,397,778	2,642,452	1.102042051
01/06/28	1,945,000	7.270%	456,553	2,401,553	2,642,452	1.100309751
01/06/29	2,085,000	7.290%	315,152	2,400,152	2,642,452	1.100952246
01/06/30	2,235,000	7.300%	163,155	2,398,155	2,642,452	1.101868805

Laurel Hills Community Recreation Center
Rates Page

MMD	
2007	2.93
2008	3.01
2009	3.05
2010	3.1
2011	3.17
2012	3.25
2013	3.33
2014	3.42
2015	3.52
2016	3.61
2017	3.7
2018	3.79
2019	3.87
2020	3.94
2021	4
2022	4.06
2023	4.11
2024	4.15
2025	4.19
2026	4.22
2027	4.25
2028	4.27
2029	4.29
2030	4.3
2031	4.31
2032	4.32
2033	4.33
2034	4.34
2035	4.35
2036	4.35

MMD + 300 bps	
1/6/11	6.170%
1/6/12	6.250%
1/6/13	6.330%
1/6/14	6.420%
1/6/15	6.520%
1/6/16	6.610%
1/6/17	6.700%
1/6/18	6.790%
1/6/19	6.870%
1/6/20	6.940%
1/6/21	7.000%
1/6/22	7.060%
1/6/23	7.110%
1/6/24	7.150%
1/6/25	7.190%
1/6/26	7.220%
1/6/27	7.250%
1/6/28	7.270%
1/6/29	7.290%
1/6/30	7.300%

MMD + 200 bps	
1/6/11	5.170%
1/6/12	5.250%
1/6/13	5.330%
1/6/14	5.420%
1/6/15	5.520%
1/6/16	5.610%
1/6/17	5.700%
1/6/18	5.790%
1/6/19	5.870%
1/6/20	5.940%
1/6/21	6.000%
1/6/22	6.060%
1/6/23	6.110%
1/6/24	6.150%
1/6/25	6.190%
1/6/26	6.220%
1/6/27	6.250%
1/6/28	6.270%
1/6/29	6.290%
1/6/30	6.300%

MMD + 40 bps	
1/6/11	3.570%
1/6/12	3.650%
1/6/13	3.730%
1/6/14	3.820%
1/6/15	3.920%
1/6/16	4.010%
1/6/17	4.100%
1/6/18	4.190%
1/6/19	4.270%
1/6/20	4.340%
1/6/21	4.400%
1/6/22	4.460%
1/6/23	4.510%
1/6/24	4.550%
1/6/25	4.590%
1/6/26	4.620%
1/6/27	4.650%
1/6/28	4.670%
1/6/29	4.690%
1/6/30	4.700%

**Laurel Hill Project
Outdoor Program Outline**

Program Elements		Quantity	Unit Cost	Total Cost
Outdoor Rectangle Championship Field				
	Outdoor Rectangle Championship Field	1	\$2,229,150	\$2,229,150
	Other	0	\$2,000	\$0
Subtotal - Championship Field Costs		-		\$2,229,150

Program Elements		Quantity	Unit Cost	Total Cost
Outdoor Rectangle Fields				
	Outdoor Rectangle Field (Fields 1-8)	8	\$1,200,000	\$9,600,000
	Outdoor Rectangle Field (Fields 9-10)	2	\$1,309,000	\$2,618,000
	Outdoor Rectangle Field (Fields 11-13)	3	\$1,524,000	\$4,572,000
	Field Storage & Maintenance Sheds	1	\$50,000	\$50,000
Subtotal - Outdoor Rectangles Costs		-		\$16,840,000

Program Elements		Quantity	Unit Cost	Total Cost
Baseball Diamond				
	Baseball Diamond	3	\$1,160,000	\$3,480,000
	Field Storage	1	\$20,000	\$20,000
Subtotal - Baseball Diamond Costs		-		\$3,500,000

Program Elements		Quantity	Unit Cost	Total Cost
Softball Diamond				
	Softball Diamond	5	\$1,000,000	\$5,000,000
	One Field Storage	0	\$500	\$0
Subtotal - Softball Diamond Costs		-		\$5,000,000

Program Elements		Quantity	Unit Cost	Total Cost
Outdoor Support Spaces				
	Club House / Pavillion	1	\$500,000	\$500,000
	Restrooms / Concessions	3	\$80,000	\$240,000
Subtotal - Outdoor Support Spaces Costs		-		\$740,000

Program Elements		Quantity	Unit Cost	Total Cost
Other Project Costs				
	YCF Road Improvements	1	\$3,000,000	\$3,000,000
	Other	0	\$0	\$0
Subtotal - Other Project Costs		-		\$3,000,000

Laurel Hill Project
Indoor Program Outline

indoor cost / sf \$ 150.00

Program Elements	Quantity	Unit NASF	Total NASF	Cost/SF	Total Cost
Indoor Rectangles - Turf					
Indoor Rectangle Field (Turf)	3	13,600	40,800	\$150	\$6,120,000
One Soccer Field Storage	0	1,200	0	\$150	\$0
Spectator Seating	100	8	800	\$150	\$120,000
Warm-Up / Tot Instructional Area	1	2,000	2,000	\$150	\$300,000
Subtotal - Indoor Turf	-	-	41,600		\$6,240,000

Program Elements	Quantity	Unit NASF	Total NASF	Cost/SF	Total Cost
Indoor Rectangles - Synthetic					
Indoor Rectangle Field (Synthetic)	3	4,500	13,500	\$150	\$2,025,000
One Soccer Field Storage	0	1,200	0	\$150	\$0
Spectator Seating	75	6	450	\$150	\$67,500
Warm-Up / Tot Instructional Area	1	1,800	1,800	\$150	\$270,000
Subtotal - Indoor Mondo or Sport Court	-	-	13,950		\$2,092,500

Program Elements	Quantity	Unit NASF	Total NASF	Cost/SF	Total Cost
Indoor Wood Courts					
Four Court Gymnasium - 84 ft courts	2	24,960	49,920	\$150	\$7,488,000
Four Court Gymnasium Storage	2	1,000	2,000	\$150	\$300,000
Five Court Gymnasium - 84 ft courts	0	31,200	0	\$150	\$0
Five Court Gymnasium Storage	0	1,200	0	\$150	\$0
Six Court Gymnasium - 84 ft courts	0	37,440	0	\$150	\$0
Six Court Gymnasium Storage	0	1,500	0	\$150	\$0
Spectator Seating	800	6	4,800	\$150	\$720,000
TOTAL Indoor Wood Court	8				
Subtotal - Indoor Wood Courts	-	-	51,920		\$8,508,000

Program Elements	Quantity	Unit NASF	Total NASF	Cost/SF	Total Cost
Indoor Track Field House					
Six Lane Flat Track	1	40,000	40,000	\$150	\$6,000,000
Sprint Area - Six Lanes	1	5,000	5,000	\$150	\$750,000
Hydraulic Track Premium	0	1	0	\$5,000,000	\$0
High Jump Pit	1	1,000	1,000	\$150	\$150,000
Long Jump Pit	1	1,000	1,000	\$150	\$150,000
Pole Vault Pit	1	1,000	1,000	\$150	\$150,000
Other Field Events	0	1,000	0	\$150	\$0
Storage	2	1,000	2,000	\$150	\$300,000
Stretching Area	2	1,000	2,000	\$150	\$300,000
Spectator Seating	2500	6	15,000	\$150	\$2,250,000
TOTAL Indoor Track	1				
Subtotal - Indoor Track	-	-	59,000		\$10,050,000

Program Elements	Quantity	Unit NASF	Total NASF	Cost/SF	Total Cost
Specialized Activity Spaces					
Weight Training Room	0	15,000	0	\$150	\$0
Weight Room Storage	0	350	0	\$150	\$0
Fitness Room	0	2,000	0	\$150	\$0
Fitness Room Storage	0	100	0	\$150	\$0
Low Ceiling Multipurpose Type - 1	0	4,000	0	\$150	\$0
Low Ceiling Multipurpose Type - 1 Storage	0	200	0	\$150	\$0
Low Ceiling Multipurpose Type - 2	0	2,925	0	\$150	\$0
Low Ceiling Multipurpose Type - 2 Storage	0	200	0	\$150	\$0
Low Ceiling Multipurpose Type - 3	0	2,520	0	\$150	\$0

Low Ceiling Multipurpose Type - 3 Storage	0	200	0	\$150	\$0
Low Ceiling Multipurpose Type - 4	0	1,750	0	\$150	\$0
Low Ceiling Multipurpose Type - 4 Storage	0	150	0	\$150	\$0
Rock Climbing Wall	0	1,000	0	\$150	\$0
Rock Climbing Wall Room	0	500	0	\$150	\$0
Subtotal - Specialized Activity Spaces	-	-	0		\$0

Program Elements	Quantity	Unit NASF	Total NASF	Cost/SF	Total Cost
Administrative Office Suite					
General Manager's Office	1	180	180	\$150	\$27,000
Facility Manager Office	1	120	120	\$150	\$18,000
Coordinator of Facilities Office	1	100	100	\$150	\$15,000
Leagues & Camps Manager Office	1	100	100	\$150	\$15,000
Coordinator of Leagues & Camps Office	1	100	100	\$150	\$15,000
Business Manager's Office	1	120	120	\$150	\$18,000
Director of Marketing Office	1	120	120	\$150	\$18,000
Administrative Assistant Office	1	80	80	\$150	\$12,000
Standard Work Station	1	80	80	\$150	\$12,000
Conference Room	1	250	250	\$150	\$37,500
Duplication/mail room/Administrative Area	1	150	150	\$150	\$22,500
Admissions Control	1	150	150	\$150	\$22,500
Subtotal - Administrative Suite	-	-	1,550		\$232,500

Program Elements	Quantity	Unit NASF	Total NASF	Cost/SF	Total Cost
Miscellaneous Indoor Spaces					
Game Room	1	1,500	1,500	\$150	\$225,000
Food Service Seating / Café	1	1,200	1,200	\$150	\$180,000
Food Service Vendor Area	1	1,500	1,500	\$150	\$225,000
Party Room	2	500	1,000	\$150	\$150,000
Family Change Rooms	1	200	200	\$150	\$30,000
Building Staff Lockers	0	40	0	\$150	\$0
Rec Equipment Checkout	0	500	0	\$150	\$0
General Building Storage	1	1,000	1,000	\$150	\$150,000

Laurel Hill Project
BRAILSFORD & DUNLAVEY
 Development Budget

Hard Costs			
1	Site Acquisition	\$0	\$0
2	Mass Site Grading		
	Heritage	\$500,000	\$500,000
	Youth Correctional Facility	\$2,200,000	\$2,200,000
3	Demolition YCF	\$1,000,000	\$1,000,000
4	Abatement YCF	\$1,300,000	\$1,300,000
5	Construction Contract		
	A. Outdoor Championship		\$2,229,150
	B. Outdoor Rectangle		\$16,840,000
	C. Baseball		\$3,500,000
	D. Softball		\$5,000,000
	E. Indoor Rectangle Turf		\$6,240,000
	F. Indoor Rectangle Synthetic		\$2,092,500
	G. Indoor Wood Court		\$8,508,000
	H. Indoor Track		\$10,050,000
	I. Subtotal - Outdoor Support Spaces Costs - YCF		\$740,000
	J. Subtotal - Other Outdoor Project Costs		\$3,000,000
	K. Subtotal - Specialized Activity Spaces		\$0
	L. Subtotal - Administrative Suite		\$232,500
	M. Subtotal - Miscellaneous Indoor Spaces		\$1,200,000
	N. Subtotal - Locker Rooms		\$315,630
	O. Circulation & Building Core		\$6,679,658
6	Utilities - Youth Correctional Facility		
	A. Water (8" Supply + 4" Meter)	\$750,000	\$750,000
	B. Water (1 1/2" Service)	\$53,750	\$53,750
	C. Sanitary (Forcemain + 2 Grinder Pumps)	\$250,000	\$250,000
	D. Sanitary (Gravity)	\$150,000	\$150,000
	E. Electric (15 KV Primary)	\$600,000	\$600,000
	F. SWM & Stream Restoration	\$750,000	\$750,000
	G. Storm Drainage	\$1,500,000	\$1,500,000
	H. Other	\$100,000	\$100,000
7	Utilities - Heritage Site		
	A. Water (8" Supply + 3" Meter)	\$100,000	\$100,000
	B. Water (1 1/2" Service)	\$25,000	\$25,000
	C. Sanitary (Forcemain + 1 Grinder Pump)	\$150,000	\$150,000
	D. Sanitary (Gravity)	\$44,000	\$44,000
	E. Electric	\$300,000	\$300,000
	F. SWM	\$200,000	\$200,000
	G. Storm Drainage	\$300,000	\$300,000
	H. Other	\$100,000	\$100,000
8	Parking - Heritage Site		
	A. Parking Lots	\$500,000	\$500,000
	B. Access Aisles	\$1,440,000	\$1,440,000
	C. Asphalt Trails	\$60,000	\$60,000
	D. Gravel Pathways	\$97,200	\$97,200
9	Parking - Youth Correctional Facility		
	A. Parking Lots	\$1,200,000	\$1,200,000
	B. Access Aisles	\$3,825,000	\$3,825,000
	C. Asphalt Trails	\$0	\$0
	D. Gravel Pathways	\$96,672	\$96,672
10	Landscaping		
	A. Heritage	\$500,000	\$500,000
	B. Youth Correctional Facility	\$500,000	\$500,000
11	Hardscaping		
	A. Heritage	\$500,000	\$500,000
	B. Youth Correctional Facility	\$500,000	\$500,000
12	Furniture, Fixtures & Equipment	\$1,000,000	\$1,000,000
	Inflation Allowance - Heritage		\$0
	Inflation Allowance - YCF		\$0
Subtotal - Hard Costs			\$87,219,060

Laurel Hill Project
BRAILSFORD & DUNLAVEY
 Development Budget

Soft Costs

5	Architectural & Engineering Fees	\$7,838,949
6	Additional Architectural & Engineering Services @ 10%	\$783,895
7	Testing Fees, Surveys , Etc.	\$120,000
8	Local Fees & Permits	\$200,000
9	Start-Up Expenses (Pre-Opening salaries & marketing, etc.)	\$545,733
10	Direct Project Expenses	\$50,000
11	Project Contingency @ 10%	\$9,675,764
12	Construction Period Interest	\$3,193,002
13	Working Capital Reserve	\$0
14	Debt Issuance Fees	\$0
15	Credit Insurance	\$0
16	Debt Service Reserve Fund	\$0
Subtotal - Soft Costs		\$22,407,343
Total Project Costs		\$109,626,402

**Laurel Hill Project
Revenue Assumptions**

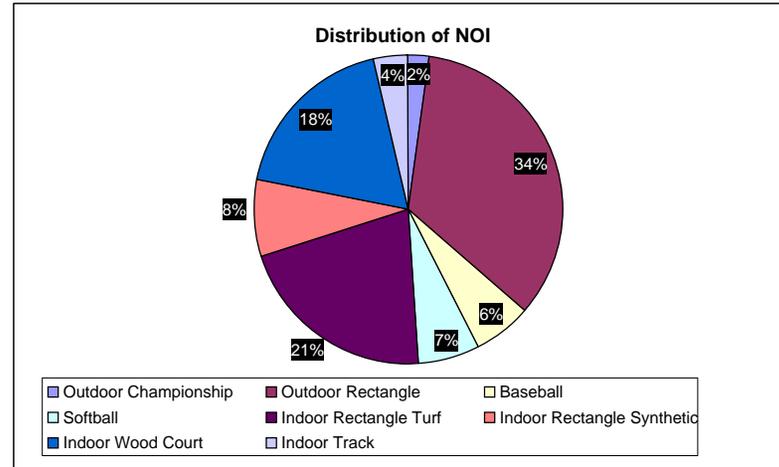
Opening Year	2011
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Annual Inflation Factor	103.0%
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Ramp-Up Schedule	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018
	0%	0%	-	-	-	-	-	-	100%	100%	100%
All Facilities Except Track											
Practice	0%	0%	0%	100%	100%	100%	100%	100%	100%	100%	100%
League	0%	0%	0%	100%	100%	100%	100%	100%	100%	100%	100%
Camp	0%	0%	0%	100%	100%	100%	100%	100%	100%	100%	100%
Tournament	0%	0%	0%	100%	100%	100%	100%	100%	100%	100%	100%
Indoor Track											
Practice	0%	0%	0%	100%	100%	100%	100%	100%	100%	100%	100%
Open	0%	0%	0%	100%	100%	100%	100%	100%	100%	100%	100%
Camp	0%	0%	0%	100%	100%	100%	100%	100%	100%	100%	100%
Meet	0%	0%	0%	100%	100%	100%	100%	100%	100%	100%	100%

Outdoor Championship	On
Outdoor Rectangle	On
Indoor Rectangle Turf	On
Indoor Rectangle Synthetic	On
Indoor Wood Court	On
Indoor Track	On
Baseball	On
Softball	On

True Interest Cost	5.0%
Debt Coverage Ratio	1.1
Debt Term	20



Laurel Hill Project
Revenue Assumptions

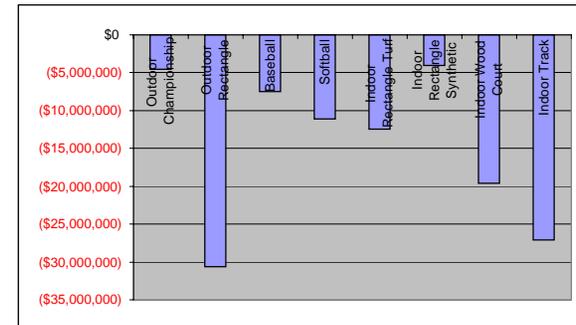
Opening Year	2011
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Annual Inflation Factor	103.0%
-------------------------	--------

Ramp-Up Schedule	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018
	0%	0%	-	-	-	-	-	-	100%	100%	100%
All Facilities Except Track											
Practice	0%	0%	0%	100%	100%	100%	100%	100%	100%	100%	100%
League	0%	0%	0%	100%	100%	100%	100%	100%	100%	100%	100%
Camp	0%	0%	0%	100%	100%	100%	100%	100%	100%	100%	100%
Tournament	0%	0%	0%	100%	100%	100%	100%	100%	100%	100%	100%
Indoor Track											
Practice	0%	0%	0%	100%	100%	100%	100%	100%	100%	100%	100%
Open	0%	0%	0%	100%	100%	100%	100%	100%	100%	100%	100%
Camp	0%	0%	0%	100%	100%	100%	100%	100%	100%	100%	100%
Meet	0%	0%	0%	100%	100%	100%	100%	100%	100%	100%	100%

2011

Project Component	NOI	Total Cost	Debt Capacity	Differential
Outdoor Championship	\$60,753	\$5,060,412	\$513,149	(\$4,547,263)
Outdoor Rectangle	\$897,571	\$38,228,628	\$7,581,367	(\$30,647,261)
Baseball	\$161,421	\$8,816,848	\$1,363,448	(\$7,453,400)
Softball	\$174,057	\$12,595,497	\$1,470,177	(\$11,125,320)
Indoor Rectangle Turf	\$559,330	\$17,205,810	\$4,724,401	(\$12,481,409)
Indoor Rectangle Synthetic	\$208,569	\$5,769,737	\$1,761,683	(\$4,008,053)
Indoor Wood Court	\$484,931	\$23,666,660	\$4,095,992	(\$19,570,669)
Indoor Track	\$95,821	\$27,918,481	\$809,357	(\$27,109,124)
Other YCF Costs	-	\$3,938,797	-	-
Other Heritage Costs	-	\$0	-	-
Totals	\$2,642,452	\$143,200,869	\$22,319,573	(\$116,942,499)
Non-Operating Revenues	\$1,000,000	\$0	\$11,329,282	\$11,329,282
Total Surplus (Deficit)	-	-	-	(\$105,613,217)



Laurel Hill Community Recreation
General Expense Assumptions
 December 3, 2007
BRAILSFORD & DUNLAVEY

Summary of Assumptions

General Expense Annual Inflation	103%
Utility Inflation	107%
Opening Date	2011
Working Capital Reserve as % of First Year's Expenses	50%

Insurance Expenses	
	2008 Expenses
D&O	\$10,000
General Liability	\$60,000
Excess Liability	\$25,000
Property	\$75,000
Crime	\$7,500
Sports Performance and Accident	\$10,000
Automobile	\$5,000
Misc. (fiduciary + Risca bond) pension	\$4,000
Workers Compensation	\$35,000
Insurance Expenses Subtotal	\$231,500

**Laurel Hill Community Recreation
General Expense Assumptions
December 3, 2007
BRAILSFORD & DUNLAVEY**

Summary of Assumptions

Operating Expenses			
Base Building Square Footage (New Construction)	222,655	SF	
	\$3.50		Cost/SF Indoor Utilities
	\$1.00		Equipment Replacement & Repair
	\$1.00		Janitorial Contract
	\$2.00		Facilities Maintenance
			Total Price
Service Contracts	Heritage	Youth Correctional	2008 Expenses
Janitorial Contract	\$0	\$222,655	\$222,655
Grounds / Landscape Contract	\$40,000	\$25,000	\$65,000
Other	\$0.00	\$0.00	\$0
Utilities	Heritage	Youth Correctional	
Flat Fee	\$10,000	\$50,000	\$60,000
Additional Fee per SF	\$0	\$779,293	\$779,293
Other	\$0	\$0	\$0
Other	\$0	\$0	\$0
Other	\$0	\$0	\$0
Equipment Replacement & Repair	\$0.00	\$222,655	\$222,655
Facilities Maintenance	\$0.00	\$445,311	\$445,311
Operating Expenses Subtotal			\$1,794,914

Laurel Hill Community Recreation
General Expense Assumptions
December 3, 2007
BRAILSFORD & DUNLAVEY

Summary of Assumptions

Marketing Expenses	
2008 Expenses	
Publications	\$20,000
Print	\$10,000
TV	\$40,000
Radio	\$20,000
Website	\$10,000
Other	\$0
Contingency	\$15,000
Marketing Expenses Subtotal	\$115,000

Miscellaneous Expenses	
2008 Expenses	
Administrative Supplies	\$10,000
Custodial Supplies	\$35,000
Conferences and Seminars	\$10,000
Legal and Professional Fees	\$75,000
Other	\$20,000
Other	\$0
Other	\$0
Miscellaneous Expenses Subtotal	\$150,000

Laurel Hill Community Recreation
 Personnel Expense Assumptions
 December 3, 2007
 Brailsford & Dunlavey

Personnel Expenses

Annual Salary / Wage Inflation Factor	105%
Annual Benefit Rate	25%
Payroll Taxes	18%

Full-Time Employees						
Position	Position's Annual Salary (2008 Dollars)	Number of FTE	Annual Benefit (2008 Dollars)	Annual Paid Salary (2008 Dollars)	Months Paid	Year Position is Filled
General Manager	\$100,000	1.00	\$25,000	\$100,000	12	2011
Facility Manager	\$65,000	1.00	\$16,250	\$65,000	12	2011
Coordinator of Facilities	\$50,000	1.00	\$12,500	\$50,000	12	2011
Leagues & Camps Manager	\$55,000	1.00	\$13,750	\$55,000	12	2011
Coordinator of Leagues & Camps	\$40,000	1.00	\$10,000	\$40,000	12	2011
Director of Marketing	\$65,000	1.00	\$16,250	\$65,000	12	2011
Finance / Accounting / Bookkeeping	\$65,000	1.00	\$16,250	\$65,000	12	2011
Administrative Assistant	\$35,000	1.00	\$8,750	\$35,000	12	2011
Other	\$0	0.00	\$0	\$0	0	2011
Other	\$0	0.00	\$0	\$0	0	2011
Other	\$0	0.00	\$0	\$0	0	2011

Part-Time Employees						
	Rate / Hour (2008 Dollars)	Number of FTE	Total Hours	Annual Paid Wages (2008 Dollars)	Months Paid	Year Position is Filled
Manager on Duty	\$15.00	3.15	6,552	\$98,280	12	2011
Front Desk Attendants	\$12.00	4.43	9,204	\$110,448	12	2011
Referees	\$20.00	2	14,120	\$282,400	12	2011
Children Activity Instructors	\$10.00	2.75	5,720	\$57,200	12	2011
General Facility Support Personnel	\$8.50	3.50	7,280	\$61,880	12	2011
Cashiers (food & retail)	\$0.00	0.00	0	\$0	12	2011
Other	\$0.00	0.00	0	\$0	12	2011
Other	\$0.00	0.00	0	\$0	12	2011

**Laurel Hill Project
BRAILSFORD & DUNLAVEY
Pre-Opening Costs**

Staffing	Salary	Months	Fringe Rate	Cost
General Manager	\$100,000	15	25%	\$156,250
Facility Manager	\$65,000	6	25%	\$40,625
Coordinator of Facilities	\$50,000	6	25%	\$31,250
Leagues & Camps Manager	\$55,000	6	25%	\$34,375
Coordinator of Leagues & Camps	\$40,000	4	25%	\$16,667
Director of Marketing	\$65,000	12	25%	\$81,250
Finance / Accounting / Bookkeeping	\$65,000	4	25%	\$27,083
Administrative Assistant	\$35,000	10	25%	\$36,458
Other	\$0	0	25%	\$0
Other	\$0	0	25%	\$0
Allowance for Part-Time Staff	\$20,000	N/A	9%	\$21,800
Subtotal - Salaries				\$445,758
Other Direct Expenses	Unit Cost	Unit Type	Quantity	Total
<u>Temporary Office Facility</u>				
Office Rental	\$600	Month	15	\$9,000
Furniture & Office Equipment	\$2,000	Allowance	1	\$2,000
Utilities, Telephone & Office Supplies	\$2,000	Allowance	1	\$2,000
<u>Staff Recruiting & Relocation</u>				
Airfare/Lodging/Ground Trans for Interviews	\$750	Candidates	4	\$3,000
Moving Expenses for New Staff	\$3,000	Staff	2	\$6,000
Communications (advertisements/mailings/phone)	\$3,500	Allowance	1	\$3,500
<u>Rec Center / Department Identity Package</u>				
Graphic Designer	\$7,500	Allowance	1	\$7,500
Website Development	\$10,000	Allowance	1	\$10,000
Tag line / Mission Development	\$2,500	Allowance	1	\$2,500
<u>Marketing Materials</u>				
General Brochures	\$2.50	Each	2,500	\$6,250
Program Catalogues	\$1.50	Each	2,500	\$3,750
Rendered Floor Plans	\$0.50	Allowance	100	\$50
<u>Other Costs</u>				
Mailings (Postage & Envelopes)	\$1.25	Each	2,500	\$3,125
Purchase of Mailing Lists	\$3,000	Allowance	1	\$3,000
Advertising	\$10,000	Allowance	1	\$10,000
Hard Hats For Construction Tours	\$25	Each	12	\$300
Open House Event	\$10,000	Allowance	1	\$10,000
Grand Opening Dedication	\$8,000	Allowance	1	\$8,000
Initial Operating Cash	\$0	Allowance	1	\$0
Miscellaneous	\$10,000	Allowance	1	\$10,000
Subtotal - Other Direct Expenses				\$99,975
Total Pre-opening Costs				\$545,733

Program Element Assumptions Page

Note: This page is input.

BRAILSFORD & DUNLAVEY

Outdoor Championship Field

Event	Participants per Field per Hour	Spectators per Field per Hour	Additional Revenue per Participant	Additional Revenue per Spectator
Practice	25	10	\$0.15	\$0.18
League	30	100	\$0.24	\$0.38
Camp	50	0	\$0.23	\$0.00
Tournament	32	250	\$0.89	\$1.01
No Event	0	0	\$0.00	\$0.00

% of Participants Making a Purchase	Average Participant Expenditure	% of Spectators Making a Purchase	Average Spectator Expenditure	Margin Per sale
50%	\$1.50	45%	\$2.00	20%
60%	\$2.00	75%	\$2.50	20%
75%	\$1.50	0%	\$0.00	20%
85%	\$3.50	75%	\$4.50	30%
0%	\$0.00	0%	\$0.00	0%

Outdoor Rectangle

Event	Participants per Field per Hour	Spectators per Field per Hour	Additional Revenue per Participant	Additional Revenue per Spectator
Practice	25	20	\$0.07	\$0.16
League	30	60	\$0.20	\$0.38
Camp	40	0	\$0.05	\$0.00
Tournament	32	100	\$1.13	\$0.90
No Event	0	0	\$0.00	\$0.00

% of Participants Making a Purchase	Average Participant Expenditure	% of Spectators Making a Purchase	Average Spectator Expenditure	Margin Per sale
20%	\$1.75	40%	\$2.00	20%
50%	\$2.00	75%	\$2.50	20%
50%	\$0.50	0%	\$0.00	20%
75%	\$5.00	75%	\$4.00	30%
0%	\$0.00	0%	\$0.00	0%

Baseball

Event	Participants per Field per Hour	Spectators per Field per Hour	Additional Revenue per Participant	Additional Revenue per Spectator
Practice	20	10	\$0.15	\$0.24
League	35	55	\$0.24	\$0.38
Camp	20	0	\$0.23	\$0.00
Tournament	35	70	\$0.64	\$1.28
No Event	0	0	\$0.00	\$0.00

% of Participants Making a Purchase	Average Participant Expenditure	% of Spectators Making a Purchase	Average Spectator Expenditure	Margin Per sale
50%	\$1.50	60%	\$2.00	20%
60%	\$2.00	75%	\$2.50	20%
75%	\$1.50	0%	\$0.00	20%
85%	\$2.50	85%	\$5.00	30%
0%	\$0.00	0%	\$0.00	0%

Program Element Assumptions Page

Note: This page is input.

BRAILSFORD & DUNLAVEY

Softball

Event	Participants per Field per Hour	Spectators per Field per Hour	Additional Revenue per Participant	Additional Revenue per Spectator
Practice	20	10	\$0.15	\$0.18
League	35	55	\$0.24	\$0.38
Camp	20	0	\$0.23	\$0.00
Tournament	35	70	\$0.89	\$1.01
No Event	0	0	\$0.00	\$0.00

% of Participants Making a Purchase	Average Participant Expenditure	% of Spectators Making a Purchase	Average Spectator Expenditure	Margin Per sale
50%	\$1.50	45%	\$2.00	20%
60%	\$2.00	75%	\$2.50	20%
75%	\$1.50	0%	\$0.00	20%
85%	\$3.50	75%	\$4.50	30%
0%	\$0.00	0%	\$0.00	0%

Indoor Rectangle Turf

Event	Participants per Field per Hour	Spectators per Field per Hour	Additional Revenue per Participant	Additional Revenue per Spectator
Practice	15	10	\$0.15	\$0.15
League	20	35	\$0.15	\$0.23
Camp	25	0	\$0.15	\$0.00
Tournament	20	50	\$0.45	\$0.84
No Event	0	0	\$0.00	\$0.00

% of Participants Making a Purchase	Average Participant Expenditure	% of Spectators Making a Purchase	Average Spectator Expenditure	Margin Per sale
50%	\$2.00	50%	\$2.00	15%
50%	\$2.00	60%	\$2.50	15%
50%	\$2.00	0%	\$0.00	15%
60%	\$3.00	75%	\$4.50	25%
0%	\$0.00	0%	\$0.00	0%

Program Element Assumptions Page

Note: This page is input.

BRAILSFORD & DUNLAVEY

Indoor Rectangle Synthetic

Event	Participants per Field per Hour	Spectators per Field per Hour	Additional Revenue per Participant	Additional Revenue per Spectator
Practice	15	10	\$0.15	\$0.15
League	20	30	\$0.15	\$0.23
Camp	25	0	\$0.15	\$0.00
Tournament	20	50	\$0.45	\$0.84
No Event	0	0	\$0.00	\$0.00

% of Participants Making a Purchase	Average Participant Expenditure	% of Spectators Making a Purchase	Average Spectator Expenditure	Margin Per sale
50%	\$2.00	50%	\$2.00	15%
50%	\$2.00	60%	\$2.50	15%
50%	\$2.00	0%	\$0.00	15%
60%	\$3.00	75%	\$4.50	25%
0%	\$0.00	0%	\$0.00	0%

Indoor Wood Court

Event	Participants per Field per Hour	Spectators per Field per Hour	Additional Revenue per Participant	Additional Revenue per Spectator
Practice	10	5	\$0.15	\$0.15
League	22	35	\$0.15	\$0.23
Camp	20	0	\$0.15	\$0.00
Tournament	20	50	\$0.45	\$0.84
No Event	0	0	\$0.00	\$0.00

% of Participants Making a Purchase	Average Participant Expenditure	% of Spectators Making a Purchase	Average Spectator Expenditure	Margin Per sale
50%	\$2.00	50%	\$2.00	15%
50%	\$2.00	60%	\$2.50	15%
50%	\$2.00	0%	\$0.00	15%
60%	\$3.00	75%	\$4.50	25%
0%	\$0.00	0%	\$0.00	0%

Indoor Track

Event	Participants per Field per Hour	Spectators per Field per Hour	Additional Revenue per Participant	Additional Revenue per Spectator
Practice	120	25	\$0.30	\$0.15
Open	30	0	\$0.15	\$0.23
Camp	200	0	\$0.15	\$0.00
Meet	120	350	\$0.60	\$0.94
No Event	0	0	\$0.00	\$0.00

% of Participants Making a Purchase	Average Participant Expenditure	% of Spectators Making a Purchase	Average Spectator Expenditure	Margin Per sale
50%	\$4.00	50%	\$2.00	15%
50%	\$2.00	60%	\$2.50	15%
50%	\$2.00	0%	\$0.00	15%
60%	\$4.00	75%	\$5.00	25%
0%	\$0.00	0%	\$0.00	0%

Additional
Revenue
per
Participant

Fairfax County Park Authority
BRAILS FORD & DUNLA VEY Recreation Feasibility Study

Activity	Priority	Rate per Hour	Participants per Field	Spectators per Field	Additional Revenue Opportunity	Additional Revenue per Participant	Additional Revenue per Spectator
Practice	4	\$150	15	10	No	\$0.15	\$0.15
League	3	\$190	20	35	Yes	\$0.15	\$0.23
Camp	2	\$200	25	0	No	\$0.15	\$0.00
Tournament	1	\$275	20	50	Yes	\$0.45	\$0.84
No Event	5	\$0	0	0	No	\$0.00	\$0.00

Weekday Rentable Hours = 8
Saturday Rentable Hours = 15
Sunday Rentable Hours = 12

Field Type	Number of Fields
Indoor Rectangle Field (Turf)	3

Day	Date	Open	Close	Hours Available	Event	Number of Fields Demanded	Fields Used with No Overlap	Field Hours Used with No Overlap	Field Excess with No Overlap	Field Hour Excess with No Overlap	Overlap	Number of Overlap Fields	Number of Overlap Hours	LOST Overlap Field Hours	Priority	Priority Status	Field Hours Used	Excess Field Hours	Total Rentable Hours	Hourly Rate per Field	Hourly Participants per Field	Hourly Spectators per Field	Add. Rev. per Participant	Add. Rev. per Spectator	Referee Hours
Friday	1	5:00 PM	7:00 PM	0	No Event	0	0	0	0	0	No	0	0	0	5	Priority	0	0	24	\$0	0	0	\$0	\$0	0
Friday	1	8:00 PM	9:00 PM	0	No Event	0	0	0	0	0	No	0	0	0	5	Not Priority	0	0	0	\$0	0	0	\$0	\$0	0
Saturday	2	7:00 AM	11:00 PM	0	No Event	0	0	0	0	0	Yes	0	1	0	5	Priority	0	0	45	\$0	0	0	\$0	\$0	0
Saturday	2	12:00 PM	1:00 PM	0	No Event	0	0	0	0	0	No	0	0	0	5	Not Priority	0	0	0	\$0	0	0	\$0	\$0	0
Sunday	3	8:00 AM	10:00 PM	0	No Event	0	0	0	0	0	Yes	0	7	0	5	Priority	0	0	36	\$0	0	0	\$0	\$0	0
Sunday	3	2:00 PM	9:00 PM	0	No Event	0	0	0	0	0	No	0	0	0	5	Not Priority	0	0	0	\$0	0	0	\$0	\$0	0
Monday	4	5:00 PM	9:00 PM	4	Practice	4	3	12	1	4	Yes	2	2	4	4	Not Priority	8	8	24	\$150	15	10	\$0	\$0	0
Monday	4	7:00 PM	9:00 PM	2	League	2	2	4	0	0	No	0	0	0	3	Priority	4	0	0	\$190	20	35	\$0	\$0	4
Tuesday	5	5:00 PM	9:00 PM	4	Practice	4	3	12	1	4	Yes	2	2	4	4	Not Priority	8	8	24	\$150	15	10	\$0	\$0	0
Tuesday	5	7:00 PM	9:00 PM	2	League	2	2	4	0	0	No	0	0	0	3	Priority	4	0	0	\$190	20	35	\$0	\$0	4
Wednesday	6	5:00 PM	9:00 PM	4	Practice	4	3	12	1	4	Yes	2	2	4	4	Not Priority	8	8	24	\$150	15	10	\$0	\$0	0
Wednesday	6	7:00 PM	9:00 PM	2	League	2	2	4	0	0	No	0	0	0	3	Priority	4	0	0	\$190	20	35	\$0	\$0	4
Thursday	7	5:00 PM	9:00 PM	4	Practice	4	3	12	1	4	Yes	2	2	4	4	Not Priority	8	8	24	\$150	15	10	\$0	\$0	0
Thursday	7	7:00 PM	9:00 PM	2	League	2	2	4	0	0	No	0	0	0	3	Priority	4	0	0	\$190	20	35	\$0	\$0	4
Friday	8	5:00 PM	9:00 PM	4	Practice	4	3	12	1	4	Yes	2	2	4	4	Not Priority	8	8	24	\$150	15	10	\$0	\$0	0
Friday	8	7:00 PM	9:00 PM	2	League	2	2	4	0	0	No	0	0	0	3	Priority	4	0	0	\$190	20	35	\$0	\$0	4
Saturday	9	7:00 AM	11:00 PM	16	League	10	3	48	7	112	Yes	0	1	0	3	Priority	48	112	45	\$190	20	35	\$0	\$0	48
Saturday	9	12:00 PM	1:00 PM	0	No Event	0	0	0	0	0	No	0	0	0	5	Not Priority	0	0	0	\$0	0	0	\$0	\$0	0
Sunday	10	8:00 AM	10:00 PM	14	League	12	3	42	9	126	Yes	0	7	0	3	Priority	42	126	36	\$190	20	35	\$0	\$0	42
Sunday	10	2:00 PM	9:00 PM	0	No Event	0	0	0	0	0	No	0	0	0	5	Not Priority	0	0	0	\$0	0	0	\$0	\$0	0
Monday	11	5:00 PM	9:00 PM	4	League	12	3	12	9	36	No	3	0	0	3	Priority	12	36	24	\$190	20	35	\$0	\$0	12
Monday	11	9:00 PM	11:00 PM	2	League	6	3	6	3	6	No	0	0	0	3	Not Priority	6	6	0	\$190	20	35	\$0	\$0	6
Tuesday	12	5:00 PM	9:00 PM	4	League	12	3	12	9	36	No	3	0	0	3	Priority	12	36	24	\$190	20	35	\$0	\$0	12
Tuesday	12	9:00 PM	11:00 PM	2	League	6	3	6	3	6	No	0	0	0	3	Not Priority	6	6	0	\$190	20	35	\$0	\$0	6
Wednesday	13	5:00 PM	9:00 PM	4	League	12	3	12	9	36	No	3	0	0	3	Priority	12	36	24	\$190	20	35	\$0	\$0	12
Wednesday	13	11:00 PM	12:00 PM	2	League	6	3	6	3	6	No	0	0	0	3	Not Priority	6	6	0	\$190	20	35	\$0	\$0	6
Thursday	14	5:00 PM	9:00 PM	4	League	12	3	12	9	36	No	3	0	0	3	Priority	12	36	24	\$190	20	35	\$0	\$0	12
Thursday	14	9:00 PM	11:00 PM	2	League	6	3	6	3	6	No	0	0	0	3	Not Priority	6	6	0	\$190	20	35	\$0	\$0	6
Friday	15	5:00 PM	9:00 PM	4	League	12	3	12	9	36	No	3	0	0	3	Priority	12	36	24	\$190	20	35	\$0	\$0	12
Friday	15	9:00 PM	11:00 PM	2	League	6	3	6	3	6	No	0	0	0	3	Not Priority	6	6	0	\$190	20	35	\$0	\$0	6
Saturday	16	7:00 AM	11:00 PM	16	League	10	3	48	7	112	Yes	0	1	0	3	Priority	48	112	45	\$190	20	35	\$0	\$0	48
Saturday	16	12:00 PM	1:00 PM	0	No Event	0	0	0	0	0	No	0	0	0	5	Not Priority	0	0	0	\$0	0	0	\$0	\$0	0
Sunday	17	8:00 AM	10:00 PM	14	League	12	3	42	9	126	Yes	0	7	0	3	Priority	42	126	36	\$190	20	35	\$0	\$0	42
Sunday	17	2:00 PM	9:00 PM	0	No Event	0	0	0	0	0	No	0	0	0	5	Not Priority	0	0	0	\$0	0	0	\$0	\$0	0
Monday	18	5:00 PM	9:00 PM	4	League	12	3	12	9	36	No	3	0	0	3	Priority	12	36	24	\$190	20	35	\$0	\$0	12
Monday	18	9:00 PM	11:00 PM	2	League	6	3	6	3	6	No	0	0	0	3	Not Priority	6	6	0	\$190	20	35	\$0	\$0	6
Tuesday	19	5:00 PM	9:00 PM	4	League	12	3	12	9	36	No	3	0	0	3	Priority	12	36	24	\$190	20	35	\$0	\$0	12
Tuesday	19	9:00 PM	11:00 PM	2	League	6	3	6	3	6	No	0	0	0	3	Not Priority	6	6	0	\$190	20	35	\$0	\$0	6
Wednesday	20	5:00 PM	9:00 PM	4	League	12	3	12	9	36	No	3	0	0	3	Priority	12	36	24	\$190	20	35	\$0	\$0	12
Wednesday	20	9:00 PM	11:00 PM	2	League	6	3	6	3	6	No	0	0	0	3	Not Priority	6	6	0	\$190	20	35	\$0	\$0	6
Thursday	21	5:00 PM	9:00 PM	4	League	12	3	12	9	36	No	3	0	0	3	Priority	12	36	24	\$190	20	35	\$0	\$0	12
Thursday	21	9:00 PM	11:00 PM	2	League	6	3	6	3	6	No	0	0	0	3	Not Priority	6	6	0	\$190	20	35	\$0	\$0	6
Friday	22	5:00 PM	9:00 PM	4	League	12	3	12	9	36	No	3	0	0	3	Priority	12	36	24	\$190	20	35	\$0	\$0	12
Friday	22	9:00 PM	11:00 PM	2	League	6	3	6	3	6	No	0	0	0	3	Not Priority	6	6	0	\$190	20	35	\$0	\$0	6
Saturday	23	7:00 AM	11:00 PM	16	League	10	3	48	7	112	Yes	0	1	0	3	Priority	48	112	45	\$190	20	35	\$0	\$0	48
Saturday	23	12:00 PM	1:00 PM	0	No Event	0	0	0	0	0	No	0	0	0	5	Not Priority	0	0	0	\$0	0	0	\$0	\$0	0
Sunday	24	8:00 AM	10:00 PM	14	League	12	3	42	9	126	Yes	0	7	0	3	Priority	42	126	36	\$190	20	35	\$0	\$0	42
Sunday	24	2:00 PM	9:00 PM	0	No Event	0	0	0	0	0	No	0	0	0	5	Not Priority	0	0	0	\$0	0	0	\$0	\$0	0
Monday	25	5:00 PM	9:00 PM	4	League	12	3	12	9	36	No	3	0	0	3	Priority	12	36	24	\$190	20	35	\$0	\$0	12
Monday	25	9:00 PM	11:00 PM	2	League	6	3	6	3	6	No	0	0	0	3	Not Priority	6	6	0	\$190	20	35	\$0	\$0	6
Tuesday	26	5:00 PM	9:00 PM	4	League	12	3	12	9	36	No	3	0	0	3	Priority	12	36	24	\$190	20	35	\$0	\$0	12
Tuesday	26	9:00 PM	11:00 PM	2	League	6	3	6	3	6	No	0	0	0	3	Not Priority	6	6	0	\$190	20	35	\$0	\$0	6
Wednesday	27	5:00 PM	9:00 PM	4	League	12	3	12	9	36	No	3	0	0	3	Priority	12	36	24	\$190	20	35	\$0	\$0	12
Wednesday	27	9:00 PM	11:00 PM	2	League	6	3	6	3	6	No	0	0	0	3	Not Priority	6	6	0	\$190	20	35	\$0	\$0	6
Thursday	28	5:00 PM	9:00 PM	4	League	12	3	12	9	36	No	3	0	0	3	Priority	12	36	24	\$190	20	35	\$0	\$0	12
Thursday	28	9:00 PM	11:00 PM	2	League	6	3	6	3	6	No	0	0	0	3	Not Priority	6	6	0	\$190	20	35	\$0	\$0	6
Friday	29	5:00 PM	9:00 PM	4	League	12	3	12	9	36	No	3	0	0	3	Priority	12	36	24	\$190	20	35	\$0	\$0	12
Friday	29	9:00 PM	11:00 PM	2	League	6	3	6	3	6	No	0	0	0	3	Not Priority	6	6	0	\$190	20	35	\$0	\$0	6
Saturday	30	7:00 AM	11:00 PM	16	League	10	3	48	7	112	Yes	0	1	0	3	Priority	48	112	45	\$190	20	35	\$0	\$0	48
Saturday	30	12:00 PM	1:00 PM	0	No Event	0	0	0	0	0	No	0	0	0	5	Not Priority	0	0	0	\$0	0	0	\$0	\$0	0
Sunday	31	8:00 AM	10:00 PM	14	League	12	3	42	9	126	Yes	0	7	0	3	Priority	42	126	36	\$190	20	35	\$0	\$0	42
Sunday	31	2:00 PM	9:00 PM	0	No Event	0	0	0	0	0	No	0	0	0	5	Not Priority	0	0	0	\$0	0	0	\$0	\$0	0

Site Selection for 'Sportsplex' Facilities

The Laurel Hill General Management Plan (GMP) and Conceptual Development Plan (CDP), both prepared by the Fairfax County Park Authority (FCPA) identify several active recreation areas within the 1,600 acre Laurel Hill Park. The CDP specifically identifies the former 53 acre Youth Correction Facility (YCF) as suitable for a 'sportsplex', and other studies such as the Laurel Hill Sportsplex Feasibility Study (2004) and the Laurel Hill Sportsplex Proposal (2007) have identified a larger site around the YCF location. This study, however, considered a multi-site approach and examined feasibility of other large sites in Laurel Hill Park suitable for development of active sports complexes.

Based on available area of development, access and other considerations, two sites were selected to be the focus of this study. These were 1) a potential 134-acre site around the former YCF, and 2) a 46 acre site referred to as the Heritage Recreation Area (HRA) and located south of the Laurel Hill Golf Course and east of the Nike Heritage Area – the site of the proposed Cold War Museum. In accordance with the County Recreation Needs Assessment study as well as the market analysis conducted by Brailsford & Dunlavey, both sites were evaluated for suitability to incorporate rectangular fields and baseball/softball diamonds. For tournament organization logistics and other reasons, it was concluded that consolidated types of sports facilities would be preferred over mixed sports complexes. Based on this rationale, the YCF site was selected for planning rectangular fields while the HRA site was examined primarily for suitability for diamond fields.

Site 1 : Youth Correction Facility (YCF) Site:

Site Context:

The YCF site is a 1960s era campus-style minimum–security corrections facility located on approximately 53 fenced acres. The proposed site consists of the YCF site and an additional 81 acres of undeveloped land to the south, totaling approximately 134 acres to accommodate a 'full-build' option.

The adjacent properties include the 300-acre public I-95 Landfill to the north and west, the private 250-acre Furnace Road Landfill to the east, and the Occoquan Regional Park to the south. The only access to the site is through Landfill Road that connects to Furnace Road on the north and I-95 to the south.

The site and immediately adjacent areas are currently controlled under the Residential R-1 zoning district, with quasi-public recreation and sports facilities permitted only through special exception.

The closest residential developments to the site are two planned housing developments, Lorton Valley, located approximately (3/4 mile) to the northeast, and Cavanaugh Crossing to the northwest. These residential areas are separated from the site by major roadways as well as the existing landfills on either side of the site.

SITE DEVELOPMENT ANALYSIS

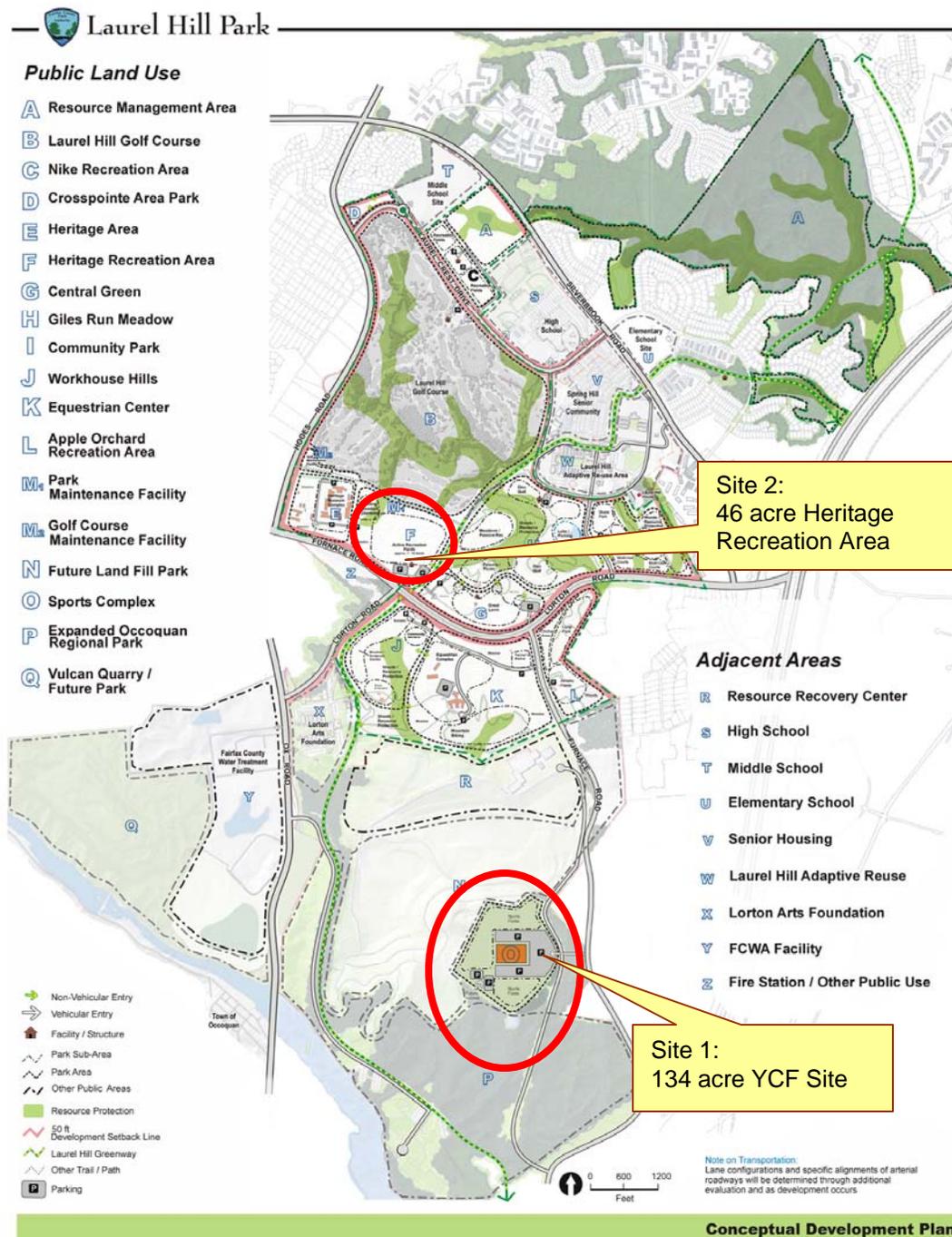


Figure 1 : Sites Selected for Sports Complex Development



SITE DEVELOPMENT ANALYSIS



Figure 2 : YCF Site – Existing Conditions

SITE DEVELOPMENT ANALYSIS

Site Constraints:

Access:

Access to the YCF site is one of the primary constraints to the use of this site. Currently the only access to the YCF site is through Landfill Road that is maintained by the County I-95 Land Fill. The high volume of truck traffic on Landfill Road and the general restrictions to private vehicles imposed by the Landfill Operations make Landfill Road unsuitable for public access to a sports facility on this site. The alternative is to provide access from Furnace Road via a new road connection that intersects Landfill Road at grade or grade-separated. EDAW and VHB in consultation with the County Department of Transportation have examined several alternatives and alignments and have concluded that providing primary access into the site via a new access road from Furnace Road at the intersection with the privately owned Furnace Road Landfill, and connecting to the site with an underpass/tunnel under Landfill Road is the preferred option. A roundabout is proposed at the junction with Furnace Road with the access road descending in a reverse curve, dropping about 25 feet in elevation, and crossing under Landfill Road in a new tunnel structure, and entering the eastern edge of the site. This alternative, although more expensive - offers a safe, conflict-free and visually appealing access.

Topography:

The central area within the original 53 acre fenced YCF has several large relatively flat building pads that are generally better suited to incorporate fields without substantial re-grading. However, the rest of the site, including the eastern and northern edges, has undulating topography with significant slopes that requires substantial re-grading to accommodate large flat sports fields up to 2 acres or more in size. The southern portion of the site is particularly challenging and requires significant cutting of existing ridges, thereby making development of fields more expensive.

Preliminary grading studies by EDAW and VHB indicate that a series of terraces can accommodate an organized layout of rectangular fields while achieving a balanced cut-fill on the site. The cost of development per field is least within the flatter 53-acre YCF and increases as more fields are developed in southern areas.

Surface Water and Floodplains:

There are no perennial streams within the YCF site. Several man-made drainage swales that were constructed in the 1960s using the design standards of that period are located within the site. These include concrete check dams, rip-rap and concrete lined channels, and brick and metal drainage structures. On the eastern half of the site, these man-made channels generally flow north to south into the existing pond. On the western portion of the site, they flow east-to-west into man-made drainage facilities that connect through and under the I-95 Landfill into the Mill Branch Creek.



SITE DEVELOPMENT ANALYSIS

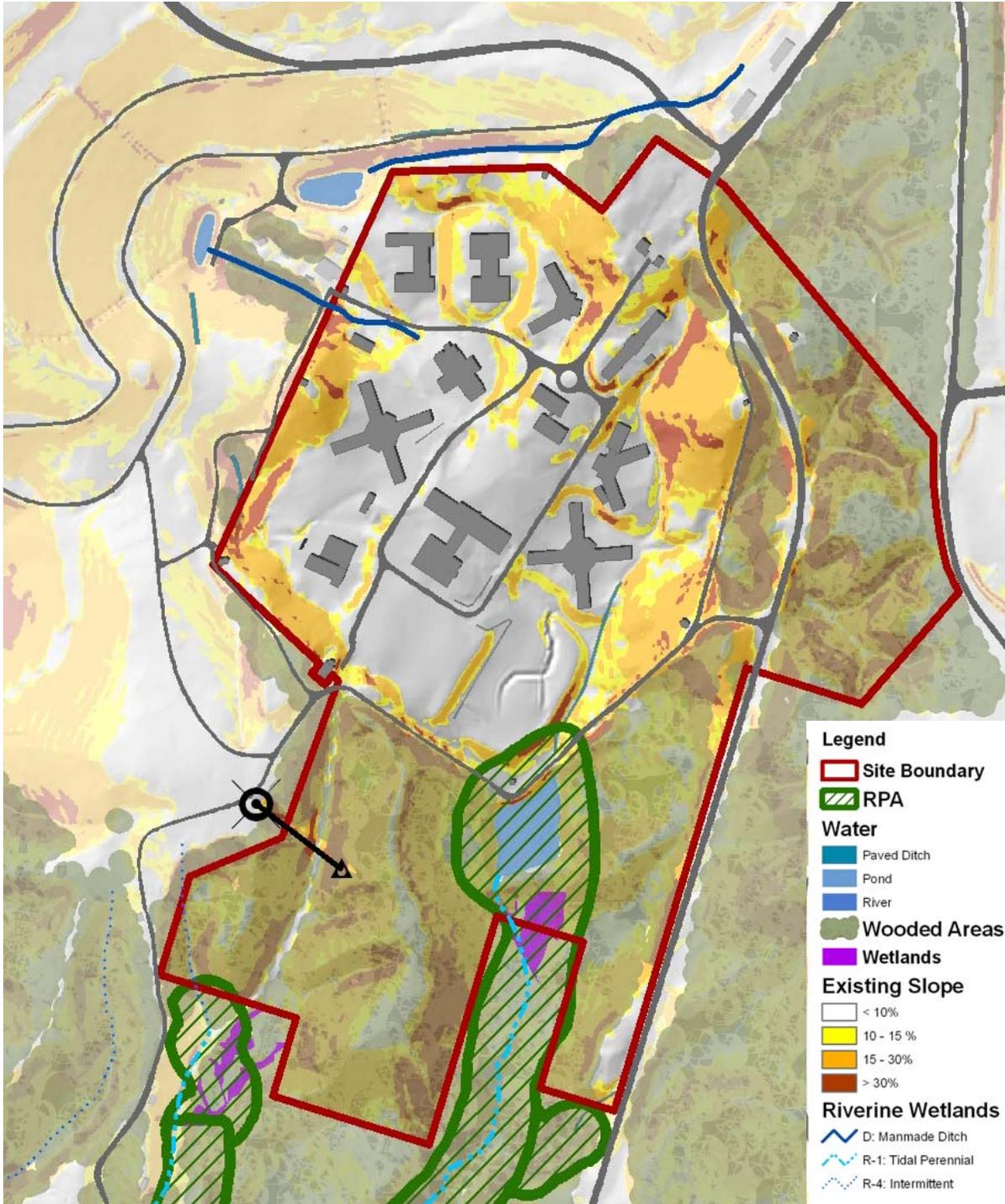


Figure 3 : Constraints on the YCF Site

SITE DEVELOPMENT ANALYSIS

To the south of the YCF, the terrain is dominated by a large north-south ridge that starts at the edge of the existing fence line and runs south into the regional park. East of that ridge and west of Landfill Road lies a small unnamed stream that starts at the existing pond, and flows south into the Occoquan River. To the west of the ridge but east of the I-95 Landfill lies a man-made drainage swale which flows south alongside a gravel service road, eventually connecting with other swales to create a small unnamed stream. Two RPAs enclose both of these small streams. The eastern RPA covers both the eastern stream and a 100-foot buffer around the pond. The second western RPA encloses the small stream in the remote southwest corner of the proposed site. The RPA to the east would be affected by the redevelopment of the man-made pond however the western RPA would not be affected by the proposed developments.

There are no major floodplains within the proposed 134 acre site. The unnamed stream connected to the pond has a minor (unmapped) floodplain associated with it.

Wetlands:

There are no jurisdictional wetlands within the fenced area of the YCF. The small drainage swales and wet areas found throughout this portion of the Sportsplex site are not jurisdictional wetlands. Outside of the YCF, there are non-contiguous wetlands south (downstream) of the man-made dam on the existing pond. These are likely the result of seep flows from the dam as seen during multiple site investigations. In addition, a small contiguous wetland is present at the far southwestern edge of the project site. This wetland is outside of the area of disturbance and would not be impacted by construction of the Sportsplex.

There are no major floodplains within the proposed 134 acre site. The unnamed stream connected to the pond has a minor (unmapped) floodplain associated with it.

Forest and Tree cover:

Approximately 35 acres of tree cover will be lost to development if the site is built to capacity (full-build). Although this represents only 4% of the total forest in Laurel Hill, the affected areas do include some significant plant communities.

Natural plant communities found within the site are typically *Mixed Oak Forests* with some areas of *Mesic Mixed Hardwoods* and *Pine-Hardwoods*. Dominant canopy species in the mixed oak forest community are white oak and chestnut oak (*Quercus prinus*). Other common canopy species include hickory, American beech, and tulip poplar. The mesic mixed hardwood areas are dominated by tulip poplar, beech, and oaks. This area also has the uncommon forest community of hemlock (*Tsuga canadensis*) in the stream valleys. Field observation of the site revealed that cutworm is devastating the forests at Laurel Hill, particularly in the southern section. ¹

¹ Natural Resource Inventory Report, ESA, 2003



SITE DEVELOPMENT ANALYSIS

Landfill Gas (LFG) Constraints :

The I-95 Landfill and the YCF share a common boundary. The Landfill contains a landfill gas (LFG) extraction and mitigation system consisting of ground water monitoring wells, soil-borne gas monitoring wells, yard boxes, an air curtain system and LFG vent well extraction systems. The development of the Sportsplex must work within the constraints of these multiple systems.

Existing Structures and Asbestos Abatement:

The YCF site has several abandoned structures that need to be demolished before the site can be developed for sports facilities. These structures are known to contain hazardous asbestos and comprehensive asbestos abatement and cleanup operations need to be conducted as part of the demolition process. The additional overhead of asbestos abatement and demolition is a cost constraint to the development of the site. The County has set aside some funds towards this purpose.

Communications Tower Constraints:

A large communications tower is located on the I-95 Landfill and is owned and operated by the County. Two guy wires are connected to anchoring structures south of the YCF site, but within the boundaries of the Sportsplex. The anchors are enclosed in fenced compounds. The overhead wires must be avoided and are constraints on the use of the land to the south of the YCF.

Site Opportunities:

Despite the challenges offered by the multiple site constraints, there are also several positive opportunities for site development. First, the isolated location of this site is ideal for a sports facility that would create noise from enthusiasts using the many outdoor fields, create exterior light from the sports fields, and that would generate traffic on the weekends during peak use periods. The absence of nearby residential or commercial developments is a significant opportunity and one reason this site is very suitable for a sportsplex.

Another opportunity is the ability to use the existing stormwater drainage outfalls to the Mills Branch Creek located on the I-95 Landfill. The Sportsplex construction can incorporate these outfalls into the site design and improve and enhance the stormwater management flows. The landfill also offers an opportunity for the Sportsplex project to grade the west edge embankments onto the landfill site by coordinating both site grading plans.

Site Development Capacity:

Based on the development constraints and land configuration, the extended 134 acre YCF site can accommodate a full build-out program of 14 rectangular fields including one championship field, a potential 300,000 square feet Field House, Parking for 1,500 persons and other facilities

SITE DEVELOPMENT ANALYSIS

such as restrooms, concessions, At the lower end, the 53 acre original YCF site can accommodate 8 fields including a championship field and a 300,000 square feet Field House.

Site 2 : Heritage Recreation Site :

Site Context:

The Heritage Recreation area site, part of the Laurel Hill Park, is located near the intersection of Furnace Road and Lorton Road, just east of Rt. 123 in southern Fairfax County. With the exception of a historic farmhouse, unused section of road, and various utility lines, the site is undeveloped. Access to the site is through the existing Furnace Road. The realignment and widening of Lorton Road will push the existing road south, thereby increasing the site area but not affecting the access location.

Adjacent uses towards the west include the former Nike Missile Launch Site, now also known as the Heritage Area within Laurel Hill Park. This area is proposed to be developed as a future Cold War Museum and includes a baseball diamond field. To the north is the Laurel Hill Golf Course, and to the south is a vacant triangular parcel designated for public use, and to the east and north-east are the Giles Run Meadow and the Central Green areas of Laurel Hill Park. The cross-county trail forms the eastern edge of the site. The closest residential areas include the Cavanaugh Crossing single family residential development and the Hollymeade and John Leary sub-divisions. These are located within 1/4th mile from the site.

Existing site features include a single structure - the Barrett-Jackson Farmhouse which is sited on the south edge of the property. A small fenced compound protecting a historically significant railroad box car is located at the north-eastern corner of the site, adjacent to the Cross County Trail. An unnamed road runs north from Furnace Road near the Barrett-Jackson Farmhouse. In-service underground utilities known to exist on site are a 42" Fairfax Water line, a 36" Dominion Transmission natural gas line and a 2" Washington Gas service line. A single phase overhead electric line on poles connects to the Barrett-Jackson Farmhouse, but this line is not currently live. Abandoned water and sanitary sewer lines from the former DCDC infrastructure have also been identified.

The Heritage Recreation site is located in a Residential Conservation (R-C) zoning district. Should the Heritage Recreation site be developed as a quasi-public use, a special exception approval will be required.



Site Constraints:

Historic District:

The eastern edge of the Recreation Area lies under the Laurel Hill Historic District. Development guidelines prescribed for the historic district do not preclude playing fields, although artificial turf or large paved parking surfaces, and lighting structures may not be compatible with the 'open and rural' landscape character preferred for the historic district.

This site has two historic structures in its vicinity that will have to be preserved and incorporated into the proposed plan. The Barrett-Jackson Farmhouse is the subject of a "Historic Structure Report" completed by the Fairfax County Park Authority. The existing brick barrel vault bridge spans the old railroad bed alignment that is now used as the Cross County Trail (CCT).

A Fairfax County publication, prepared by EDAW, *Lorton Prison Historic District Standards and Guidelines*, contains development guidelines for properties located within the historic district. In addition to many general provisions, the following guidelines apply specifically to the Heritage Recreation site area:

Standard: The development of Lorton/ Furnace Road should be designed to be compatible with the district.

Guidelines:

- *Maintain rural quality to the degree possible. Maintain parkway character by minimizing shoulders, and using low walls.*
- *Align road to minimize grading and to work with natural topography.*
- *Seek ways to keep road lower in the landscape to minimize visual impact.*
- *Minimize number of additional roads, driveways or outlets onto Lorton and Furnace Roads.*
- *Preserve the historic road character by using scale, materials and landscaping that are compatible with the historic design of Lorton and Furnace Roads.*
- *Parking areas connecting to Lorton and Furnace Roads should be screened and unobtrusive.*

These standards should be followed for any development within the historic district. Avoiding the historic district area and mitigating any visual intrusions within the district by careful landscape treatments of buffers, parking lots etc. may help in making the development compliant to the historic district development guidelines.

SITE DEVELOPMENT ANALYSIS

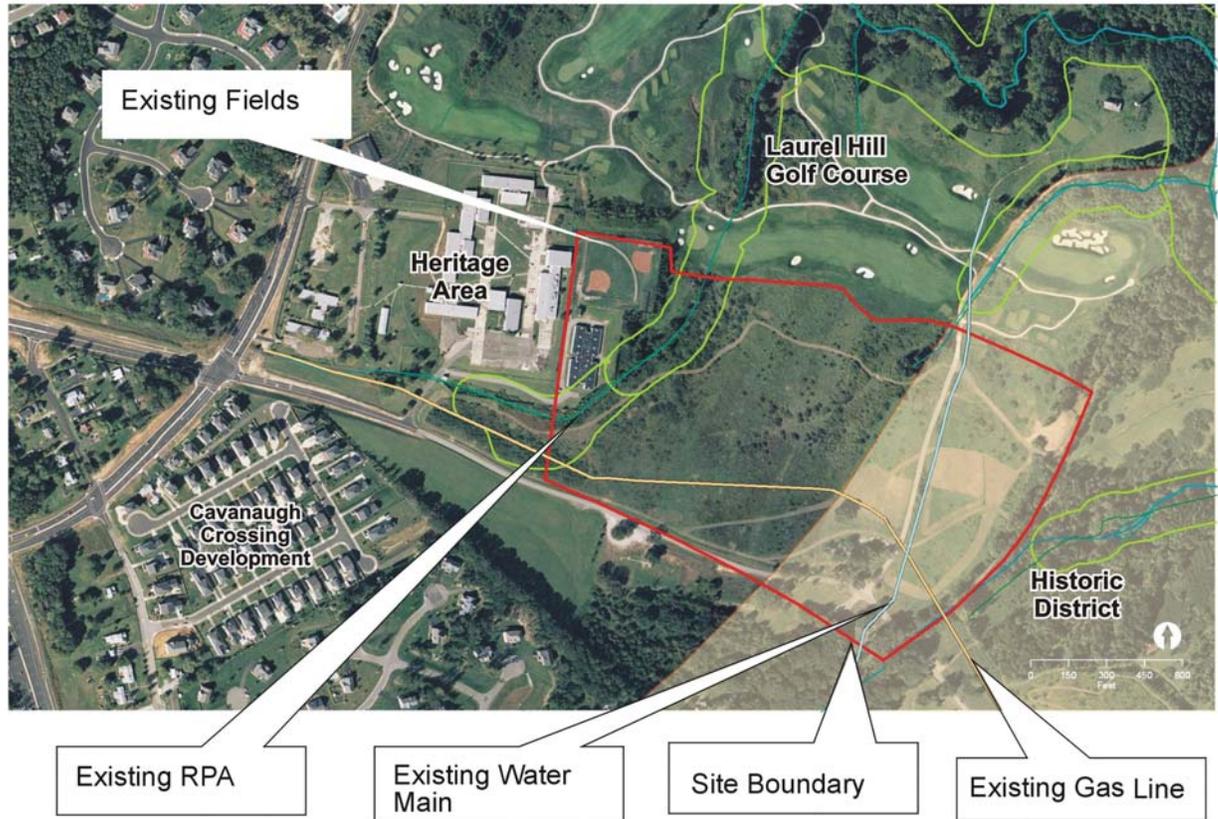


Figure 4 : Heritage Recreation Area Constraints

Gas and Other Utility Lines:

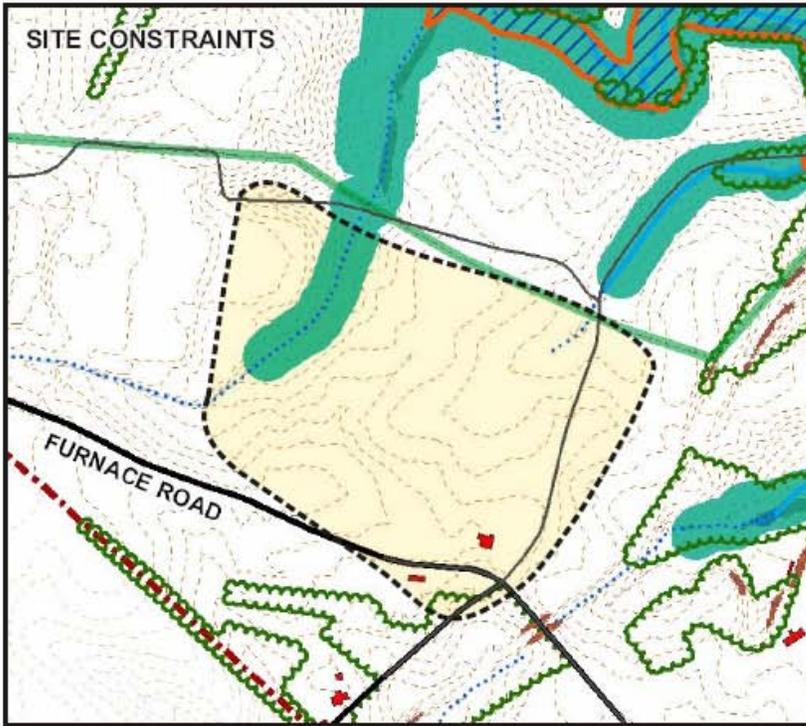
An existing 36" Dominion Transmission gas main and its associated 50 foot easement cross the site roughly parallel to Furnace Road. This line must be carefully considered in the early stages of site planning due to Dominion Transmission's grading and construction restrictions:

- Structures (including parking) will not be permitted in this 50' easement
- Sidewalks and access roads may cross as necessary to provide access to Heritage Recreation facilities.
- Sports fields may be constructed over the easement, but Dominion is not obligated to replace any development in the easement that it has to dig up in order to maintain its lines.
- Cover over the 36" gas line cannot be less than 3 feet. The current depth of the line is unknown and would require quite a bit of test pitting in order to determine its exact horizontal location. If grades change such that there is less than 3 feet of cover over the line, the line would have to be relocated. The per linear foot cost of relocating Dominion's 36" transmission line would be substantial.



SITE DEVELOPMENT ANALYSIS

Area F HERITAGE RECREATION AREA



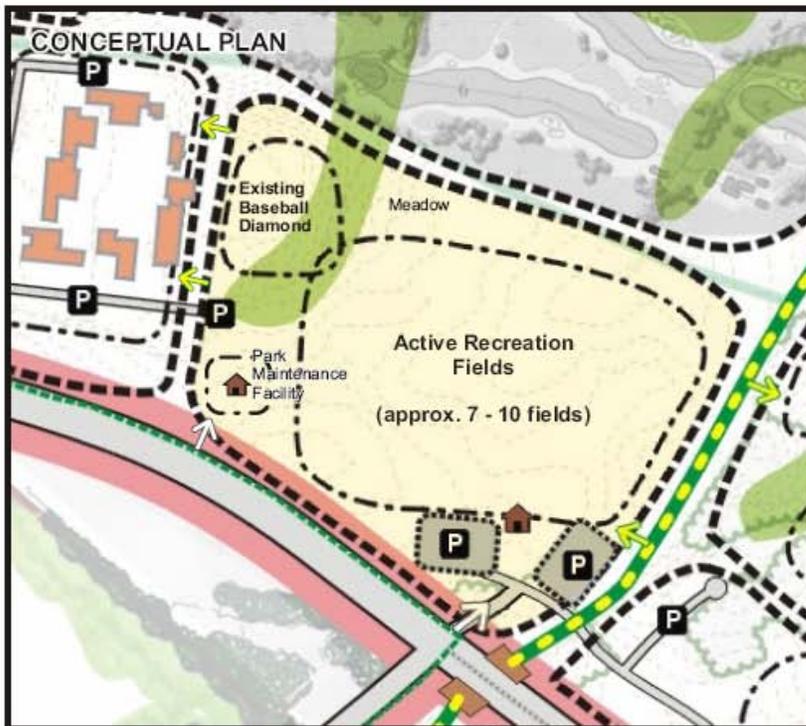
SITE DETAILS:

Site Area: 46 Acres

Landscape Features:
Gently rolling terrain, open meadows

Constraints: 3.5 ac (7.6%)
under RPA
No major development
constraints

- 100 Year Flood Plain
- RPA
- Slope > 30 %
- Contour Line
- Tree Line
- Contributing Buildings



PLAN ELEMENTS

- Non-Vehicular Entry
- Vehicular Entry
- Facility / Structure
- Sub-Area
- Area Boundary
- Resource Protection
- 50 ft Development Setback Line
- Laurel Hill Greenway
- Parking

SITE DEVELOPMENT ANALYSIS

Site water supply will be adequate to serve any proposed use. A Fairfax Water Authority 42 inch ductile iron watermain passes through the site. Installed along the existing unnamed road on-site, this 42" watermain is approximately one mile from a major Fairfax Water waterworks facility on Route 123 near the Occoquan River. To provide the required potable water service to the site facilities a tap would be made on the 42 inch water main and a proposed 6" looped water line would be installed.

Electrical power is currently not provided to the site. Due to the on-site electrical distribution needs of sports field lighting, a three-phase supply will likely be required. The following options exist to provide power to the proposed facilities:

- The nearest power source, a 19.9 kilovolt single-phase line, is located approximately 1000 feet from the existing entrance to the site (adjacent to the Barrett-Jackson Farmhouse). Dominion Power may opt to upgrade this existing supply to three-phase and extend it to the Heritage Recreation site.
- Three-phase power is available on Hooes Road and could be extended approximately one-half mile to the Heritage Recreation site.

Operational sanitary sewer service does not currently extend to the site. Sanitary collection systems serve adjacent residential development, west of Hooes Road (Crandall Run subdivision) as well as south of Furnace Road (Hollymeade and John Leary subdivisions). A small sanitary pumping station may be necessary if distance, sanitary slope requirements, and existing manhole invert elevations prohibit the construction of a gravity sewer line. An on-site gravity system would transport waste to the pumping station and waste would then be pumped to the nearest Fairfax County sewer system manhole.

RPA and Environmental Constraints:

There are mapped Fairfax County Resource Protection Areas (RPA's) to the west, northeast and east of the site, corresponding to the site's three stormwater outfalls. Resource Protection Areas result from the Chesapeake Bay Preservation Act, adopted locally as the Chesapeake Bay Preservation Ordinance by Fairfax County as Chapter 118 of the Code of Fairfax County, Virginia. RPA's are loosely defined as undisturbed environmental features that protect water quality. RPA boundaries are typically a line offset 100 feet from perennial streams and from wetlands that are contiguous to perennial streams.

A field investigation discovered perennial stream flow and potential wetlands contiguous to that perennial stream on the western portion of the site. These features are outside the County-mapped RPA, and will require a formal RPA Delineation Study to place required 100' RPA buffers around these water features. Any disturbance of wetlands may require a Jurisdictional Determination from the Army Corps of Engineers and associated wetlands permitting.

In order to access the additional existing diamond field on the Nike Missile Launch site, it is recommended that the RPA crossing area be constructed across the headwall of the existing



SITE DEVELOPMENT ANALYSIS

culvert that pipes the stream under the golf course. Using this approach would reduce the potential impacts to the RPA.

Environmental Quality Corridors (EQC's) are areas that may provide additional water quality benefits in addition to RPA's. EQC's have a set of threshold criteria that could be met by some of the features of the western RPA. There are few potential EQC areas on the Heritage Recreation site, but a consideration of such areas should be made when planning.

Site Opportunities:

The Heritage Recreation site is situated amongst a variety of complimentary uses with very convenient access through the proposed transportation improvements to Furnace/Lorton Road making it attractive for local and regional visitors. The site has mildly undulating topography without any major constraints for grading to incorporate fields. The site also has good utility access, no drainage constraints and average development costs.

Site Development Capacity:

Based on the site conditions and available land, the site can accommodate a combination of three baseball diamonds (with 90 feet infields) and up to four, softball diamonds (with 65 feet infields) along with parking for 400 spaces, concessions, restrooms & support spaces. The existing baseball field in the Heritage Area can be upgraded and incorporated into the site program as the fifth softball diamond. A total of eight diamond fields could be accommodated into the site within the existing constraints.

Development Recommendations:

The gentler slopes, precedence of baseball in the Historic District, fewer light masts requirement and reduced cost of development, all contribute towards the recommendation that the Heritage Recreation Area be developed as a complex of diamond fields.

SITE DEVELOPMENT ANALYSIS

Design and Development Phasing :

The financial analysis of the sportsplex program recommends the development of the site(s) in three phases. The first phase of development includes 9 rectangular fields along with concessions, restrooms and support spaces at the YCF site. The second phase develops the Heritage Recreation Area with eight diamond fields, concessions, restrooms and supporting facilities. In addition, the second phase also includes the development of an indoor field house facility. The third phase builds the YCF site to its maximum capacity with five additional fields along with the addition of an indoor track facility. The proposed site design incorporates and adapts to the new development in each phase.

Design Description - Phase I :

Phase I develops the original 53 acre YCF site with minimal disturbance to the adjacent areas. Exhibit I2 shows a conceptual plan with the proposed development.

Access to the site is developed using an s-shaped internal access road that connects the eastern boundary of the site to Furnace Road. The main entrance to the sports complex is through a proposed tunnel under the existing Landfill road. The access road from the tunnel directly leads visitors to a series of parking bays that are adjacent to the rectangular field complex. The field complex is developed as a 3 by 3 grid with each rectangular field oriented (along its length) approximately 25 degrees East from the North-South axis. This configuration allows for efficient grading of the field pads and also easy access to the fields from the parking lots. The central field to the east is developed as a Championship Field with bleacher seating with a capacity for 2,000 seats. The parking lot bays are designed and graded so as to accommodate the future development of a field house building.

Design Description – Phase II:

Phase II develops the Heritage Recreation Area to its full capacity as a diamond complex in addition to developing an indoor field house facility on the YCF site. Exhibits I3 and I4 illustrate the phase II developments on each site.

The Heritage Area sports complex gets its access from the (proposed) realigned Lorton Road. A short entrance road leads visitors to the historic Barrett-Jackson House or to the west and east parking lots. The west parking lot provides access to the softball diamond complex while the east parking lots provide access to the three baseball fields as well as some shared parking for the Central Green / Cross-County trailhead. A wide pedestrian walkway loop connects the parking lots and the softball, baseball complexes, incorporating restrooms and concession kiosks at key and central locations. A boardwalk style walkway over the shallow RPA zone connects the main complex to the existing Heritage Area diamond.

In order to convey the original pastoral character of the site, the existing surrounding meadows are incorporated and integrated into the internal landscaping treatment. Thick buffer planting



SITE DEVELOPMENT ANALYSIS

along the realigned Lorton Road would shield views into the west parking lot as well as screen field lighting from nearby residential communities.

For phase II, the parking lots at the YCF site are reconfigured to accommodate the field house building footprint. The access road from the tunnel connects directly to the entrance of the field house and parking facilities are expanded north and south of the building to accommodate the increased demand. The main access to the championship field becomes through the field house at its western side,

Design Description – Phase III:

Phase III develops the YCF site to its full capacity. The existing configuration from phase II is largely maintained with the exception of the addition of an indoor track facility adjacent to the field house. A new parking lot is created south of the proposed buildings along the Landfill road. Five additional rectangular fields are added immediately south of the original 9-field complex. The new fields are graded into stepped terraces by cutting into the ridges south of the YCF. The design incorporates improvement of the pond and adjacent drainage systems.

In the final phase, the field house and indoor track are integrated into one facility although they maintain distinct identities and zones within the building structure. Exhibit I5 illustrates a conceptual layout of the building uses. The central core houses the administrative, concessions, storage and common spaces and links the track and field house components. The field house portion includes 4 indoor fields and 8 wooden courts while the track portion includes the track, a central multi-purpose field and supporting spaces.

SITE DEVELOPMENT ANALYSIS

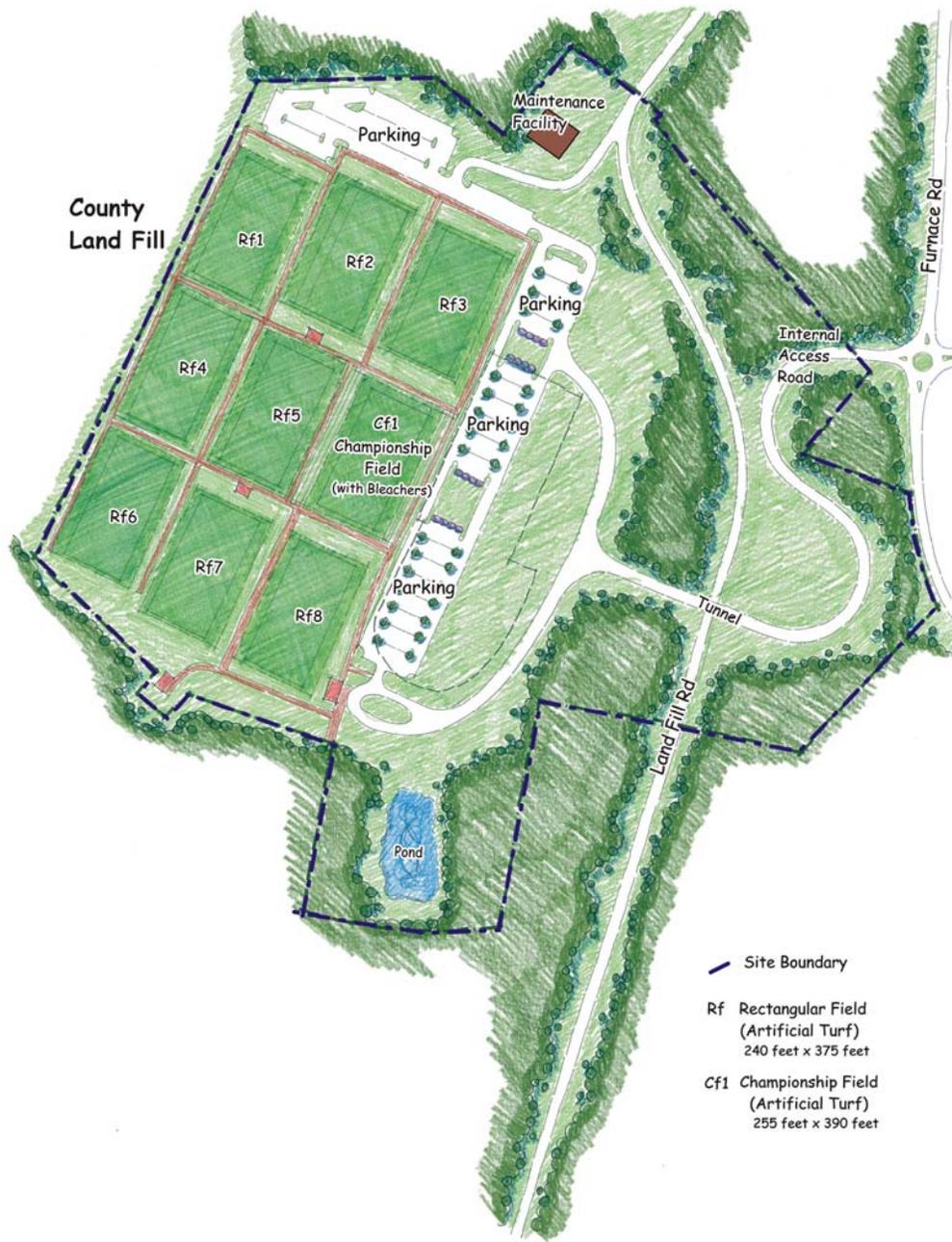


Exhibit I 1: Phase I Development at YCF Site



SITE DEVELOPMENT ANALYSIS

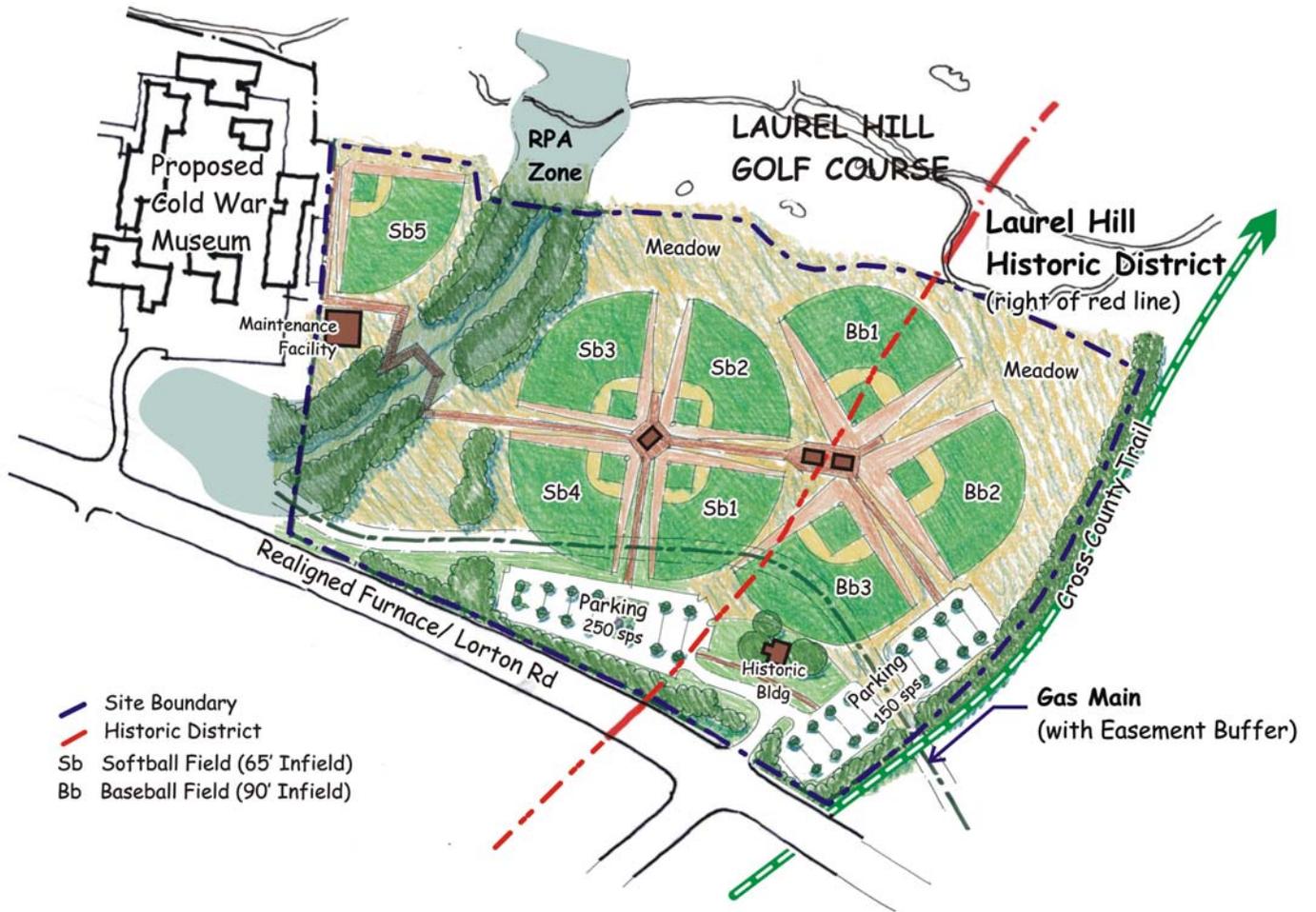


Exhibit I 2: Conceptual Diamond Field Complex at Heritage Recreation Area

SITE DEVELOPMENT ANALYSIS

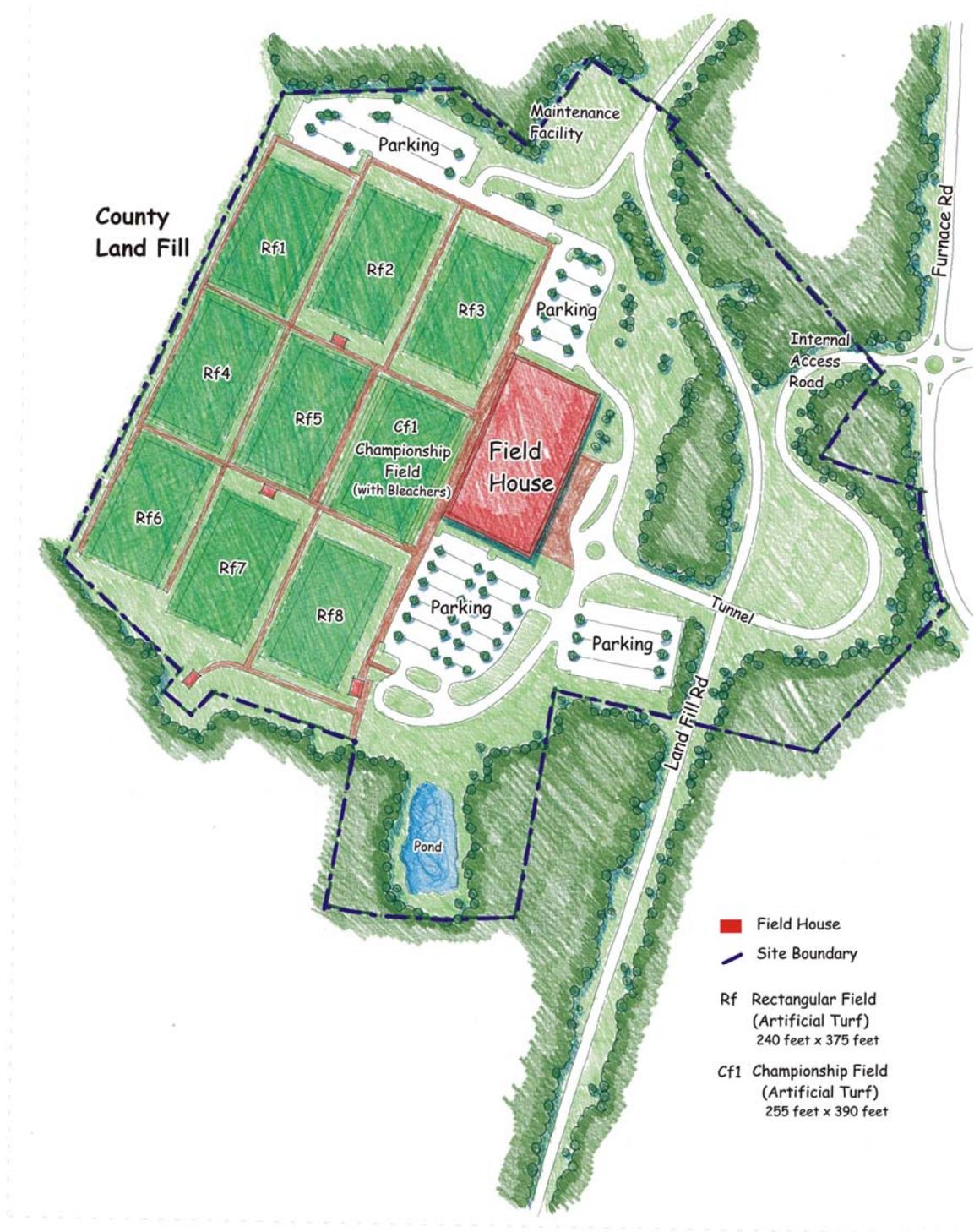


Exhibit I 3 : Phase II Development of YCF Site



SITE DEVELOPMENT ANALYSIS

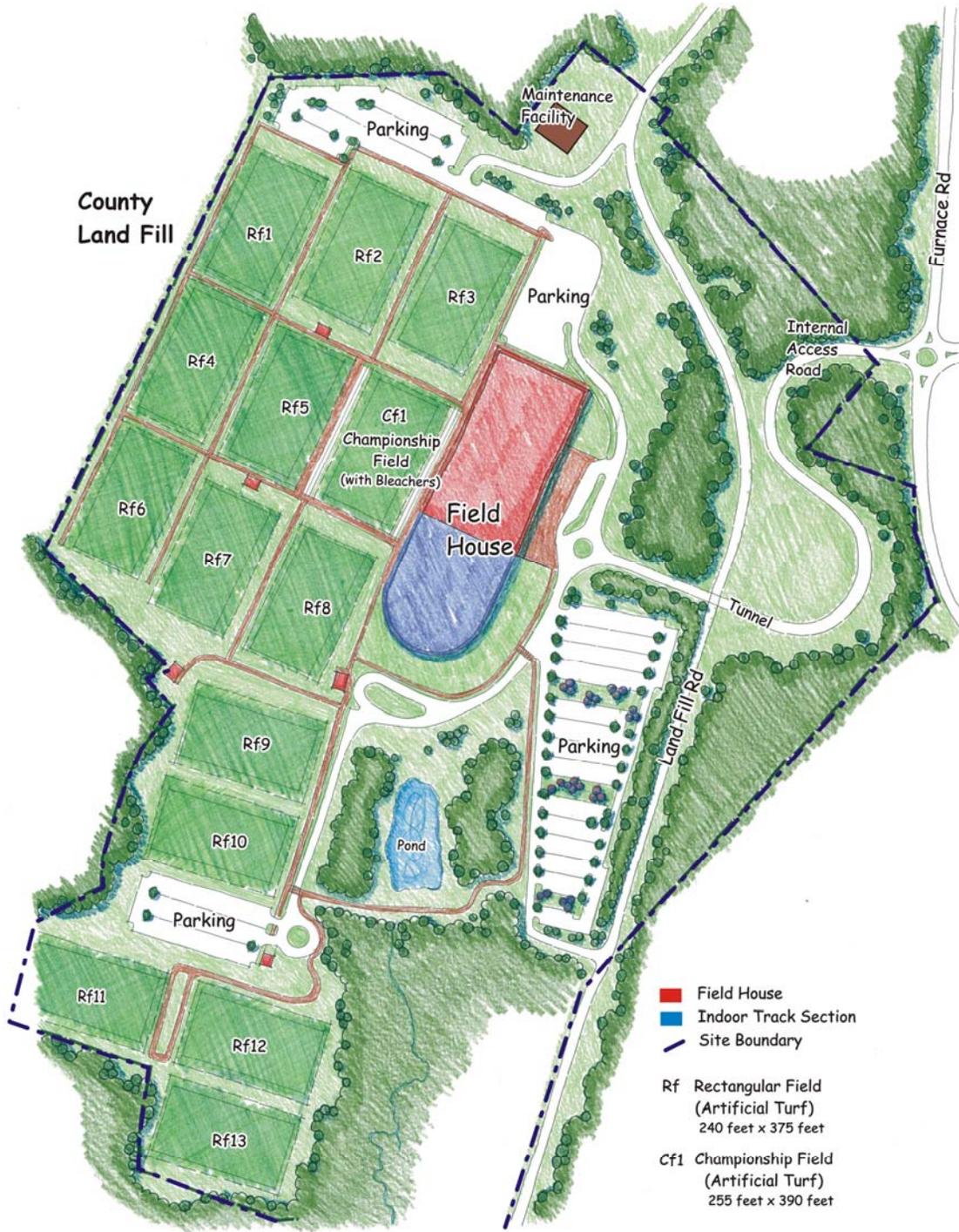


Exhibit I 4: Phase III – Buildout configuration for YCF Site

SITE DEVELOPMENT ANALYSIS



Exhibit I 5: Field House and Indoor Track Building Configuration



Traffic Impact Study Summary

The purpose of the traffic evaluation was to determine the impacts of the proposed development, and to recommend appropriate roadway improvements to mitigate the impacts. The Traffic Impact Study (TIS) was prepared and coordinated in conjunction with the FCPA and the Fairfax County Department of Transportation. The full report is included in the appendices.

Existing Conditions

The TIS evaluated seven intersections along Furnace Road that could be affected by the proposed development. The operating conditions of these roadways and intersections were observed and documented. The affected roads include:

Furnace Road

Furnace Road is a two-lane roadway posted at 35 miles per hour that serves as the main thoroughfare through the study area. Furnace Road provides access to Route 123 to the north of the project site and I-95 through the Route 1 interchange located south of the proposed project site.

Lorton Road

Lorton Road, in its current configuration, is a two-lane roadway located north of the project site and serves as an additional point of access to and from I-95. Lorton Road intersects Furnace Road at two offset intersections to the north of the project site.

Landfill Road

Landfill Road is a two-lane private roadway bordering the east side of the project site that serves the I-95 Landfill. Traffic along Landfill Road consists mainly of heavy commercial trucks moving to and from the existing I-95 Landfill. Landfill Road intersects Furnace Road at two stop sign controlled intersections; one to the north of the project site, the other to the south of the project site.

User Travel Patterns

Users to the YCF Sportsplex site would approach the site via I-95, Route 1, or Route 123 to Lorton Road and Furnace Road, and enter the site via the new access road. Access to the site can be categorized as follows:

- Ten percent (10%) of all users are anticipated to take the Lorton Road exit on I-95 and travel westbound on Lorton Road, through the intersection with Silverbrooke Road, turn southbound on Apple Orchard Road onto Furnace Road, and then enter the site at the new access road.
- Eighty percent (80%) of all users are anticipated to travel on I-95. Those approaching from the north would exit at Route 1, travel northbound on Furnace Road, and enter the site at the new access road. Those approaching from the south on I-95 would exit at Route 123 eastbound, turn north on Route 1, travel on Furnace Road northbound, and enter the site at the new access road.

Traffic Study Summary

- Ten percent (10%) of users, likely from the local community, are anticipated to approach the LHSP from Route 123 (either north or southbound) and take Lorton Road or Furnace Road, turn southbound on Furnace Road, and enter the site at the new access road.

To determine the impacts of the proposed project on the study area roadway network, existing traffic operating conditions were determined and future traffic operating conditions were evaluated both with (Build) and without (Future Background) the proposed development. Future traffic volumes were projected and analyzed for the weekday PM and Saturday mid-day peak hours for year 2009 using growth rates as agreed upon with Fairfax County. Based on the analysis of future roadway network operations under Future Background and Build conditions, specific roadway improvements were identified that would enable the transportation system serving the project site to accommodate traffic generated by the proposed development.

The traffic analysis indicates that the roadway network in the vicinity of the project site would operate under similar conditions as before development, without negative impacts during typical Sportsplex operations. During championship events at the Sportsplex, a decrease in levels of service can be anticipated due to the increased traffic volumes on Furnace Road.

Transportation and Traffic Summary for YCF Site

The following conclusions are made in the TIS:

- **A new access road would be required.** Access to the YCF Sportsplex site is proposed via a new two-lane roadway connecting at Furnace Road, aligned with the existing Furnace Road Landfill entrance. This roadway would be grade-separated and would travel underneath Landfill Road.
- **New intersection improvements would be required.** Installation of a traffic signal or a new traffic roundabout is recommended at the intersection of Furnace Road with the new access road. The proposed intersection improvements would help to mitigate the traffic impacts for vehicles attempting to enter and exit the site.
- **Installation of a traffic signal should be considered.** The installation of a traffic signal has not been analyzed to determine if traffic volumes at the study intersection would warrant signalization for the complete build out and operation of the Sportsplex. If a signal is warranted, additional lane improvements along Furnace Road would be required. If it is determined that a traffic signal is not necessary, a roundabout would be constructed.
- **A secondary access point would be required.** A secondary access/egress point (for emergency vehicles) and for egress only (for peak championship events) would be retained on Landfill Road at the south edge of the east parking area. A service entrance would be retained at the far northern edge of the site near the current site access.



- **Peak trip generation** should be considered in planning maximum capacity of the facility. The championship events are the critical factor in determining the traffic capacity for the site (in terms of site access and parking).

Levels of Service

Normal Operations: All critical movements at the intersections within the study area are anticipated to operate at Level of Service (LOS) D or better during PM and Saturday peak hours during normal Sportsplex operations.

Championship Operations: During championship operations at the Sportsplex, critical movements at the intersections of Furnace Road with Apple Orchard Road, Furnace Road with Lorton Road, and Furnace Road with Landfill Road (South) fall to LOS E or LOS F during the weekday PM and Saturday mid-day peak hours. The championship events are the critical factor in determining the traffic capacity for the site.

It is recommended but not required that a traffic officer be retained to safely control traffic at the intersection of Furnace Road with Landfill Road (South) during the championship events at the Sportsplex for both weekday PM and Saturday mid-day peak hours. The presence of a traffic officer would mitigate the potential negative impacts of championship event site traffic in the vicinity of the study area.

The design team has completed the traffic impact analysis based on this access option and is preparing the results of the data collection and traffic modeling.¹ The study shows that a signalized intersection or traffic roundabout would be required on Furnace Road to handle the Sportsplex traffic flows during peak events. Even with an optimized signal or roundabout at the access road entrance on Furnace Road, the adjoining road network would limit access to the Sportsplex to less than 1,200 vehicles per hour. By comparison, one lane of a busy freeway can carry approximately 2,000 vehicles per hour.

Trip Generation of the Sportsplex at YCF Site

Normal Operations: Analysis of similar facilities such as the Germantown (Montgomery County), Maryland Soccerplex facility indicates a peak hour trip generation rate of approximately 30 trips in and 30 trips out per sports field (not including a championship field event, which would not occur at the same time). Assuming a total of 15 outdoor fields and four indoor (field house) fields in use, the site would generate about 600 trips in and 600 trips out per hour (at a frequency of every other hour since games are roughly two hours long) during times of maximum use. The calculation for this value is as follows: 19 fields times 30 trips per field equals 570 trips, plus an estimated 30 additional miscellaneous field house trips totals 600 trips for inbound and 600 trips for outbound patrons during an hour. However, these traffic levels would be cut in half if the start time of the games were staggered by one hour for half of the fields, resulting in 300 trips in and 300 trips out per hour at a maximum level of operation. For example, odd-numbered fields would start during hour one and finish

¹ Vanasse Hangen Brustlin, "Traffic Impact Analysis for Laurel Hill Sportsplex", January 2007

Traffic Study Summary

during hour three, and even-numbered fields would start at hour two and finish during hour four.

Championship Field: For the championship field, it was assumed that the seating at the site would accommodate a maximum of 3,000 people. If each vehicle carried an average of 3.0 people, the championship field would generate about 1,000 trips inbound during the hour before the game, and 1,000 trips outbound during the hour after the game. If each vehicle carried an average of 2.5 persons, the traffic generation would be about 1,200 trips per hour before and 1,200 per hour after the championship events. This is well below the total parking count of 1,350 spaces. The current estimated range is between 1,000 and 1,200 vehicle trips inbound during the hour prior to the game and outbound during the hour after the game.

Capacity of the Furnace Road Intersection

VHB prepared a traffic model of future conditions to estimate the capacity of the intersection of Furnace Road with the existing recycling center on the eastern side of Furnace Road, which is currently the proposed gateway to the Sportsplex via a new road that would connect Furnace Road directly with the site. This road would be grade separated with the existing Landfill Road and provide direct access to the site parking area.

If the Furnace Road/Recycling Center intersection is signalized, the maximum number of left turns that can be accommodated in the northbound direction on Furnace Road is estimated at 900 to 1,000 per hour (assuming existing traffic volumes remain the same) and the maximum number of southbound right turns from Furnace Road that can be accommodated is also about 900 to 1,000 per hour, for a total of 1,800 to 2,000 vehicles per hour. This can be considered the upper-most limit of capacity since it is unlikely that exactly 50 percent of site traffic would come from the south via Furnace Road (and the Route 1 - exit 161 on I-95) and 50 percent from the north via Furnace Road (from Route 123 or the Lorton Road - exit 163 on I-95). Of note, a warrant study using the Manual on Uniform Traffic Control Devices (MUTCD) criteria is required before traffic signals are approved by the Virginia Department of Transportation (VDOT). It is not certain that this intersection would meet signal warrant criteria required by VDOT; however, it is recommended that the use of a signal be evaluated for safety considerations due to the presence of heavy trucks. VHB has not conducted a warrant study but can do so at the request of the development team following the planning process.

A second option for this intersection is a roundabout or traffic circle. The design team is meeting with the Fairfax County Department of Transportation (FCDOT) to evaluate the preferred option for this intersection.

Trip Budget for Sportsplex Site

The approximate natural direction of approach to the site is estimated to be 80 percent from the south and 20 percent from the north. This estimation is based on the close distance of the site to the Exit 161 ramps from I-95 south of the site (Route 1) versus the further distance to Exit 163, to the north and east of the site (Lorton Road). VHB collected existing traffic volume, speed, and classification data in the vicinity of the study area during December 2006.



Traffic Study Summary

The Furnace Roar traffic in the vicinity of the site is low, ranging from 100 to 200 peak hour trips in any direction during any time period.

It is anticipated that the projected 300 trips in and 300 trips out during non-championship peak hour conditions can be comfortably accommodated at acceptable levels of service; however, the championship game times would be challenging since traffic levels would be substantially higher, at 1,000 to 1,200 hourly trips in and out, before and after the games. Using the 80/20 northbound/southbound split and 1,200 hourly trips (assuming 2.5 person occupancy per vehicle), this would result in 960 trips from the south and 240 trips from the north, respectively. As discussed in the previous section, the upper limit per direction is approximately 900 to 1,000 peak hour vehicles, which would put operations essentially at capacity during championship events. The proposed 1,350 parking space would be able to accommodate the estimated peak hour traffic volume of up to 1,200 trips for the championship games. The following table summarizes the results of the traffic models.

<i>Scenario</i>	<i>Capacity of Furnace Road Site Trips (veh./hr.)</i>	<i>Demand of Sportsplex Site Trips (veh./hr.)</i>	<i>Net Reserve Capacity (veh./hr.)</i>
Normal Operations, Full Use of Site <i>(No Championship Game)</i>	900 from north	60 from north	840
	900 from south	240 from south	660
Championship Game: best case <i>(Best-case scenario with 1,000 peak hour vehicles – 3.0 people per vehicle)</i>	900 from north	200 from north	700
	900 from south	800 from south	100
Championship Game: worst case <i>(Worst-case scenario with 1,200 peak hour vehicles – 2.5 people per vehicle)</i>	900 from north	240 from north	660
	900 from south	960 from south	(60)

Traffic Impacts at the Heritage Recreation Site:

The realignment of Lorton Road will actually change the frontage of the site from being on Furnace Road to being on Lorton Road. The new alignment shifts existing Furnace Road towards the south, renaming it as Lorton Road. This road shift creates a small net gain of developable land for the Heritage Recreation site. The plans for the Lorton Road realignment are currently in design development and with completion of construction estimated to be in 2013.

Site access is currently provided by an unnamed 24-foot asphalt drive intersecting Furnace Road. This private road is not in the VDOT maintenance system and runs north past the Barrett-Jackson Farmhouse towards a dead end at the Laurel Hill Golf Club boundary. The existing intersection of this private road with Furnace Road will be demolished and reconstructed with the Lorton Road relocation project. This reconstructed intersection will become the primary access to the Heritage Recreation

Traffic Study Summary

site. The proposed access at the new intersection will be a VDOT standard entrance, and is anticipated to be fully signalized.

The data in the following table represents the projected traffic condition for Lorton Road in the vicinity of the Heritage Recreation site from the Laurel Hill Traffic Impact Study. It is unlikely that these traffic counts accurately represent the projected traffic from the Heritage Recreation site during large events. As the final planning of the Heritage Recreation program concludes, the projected traffic trip generation should be factored into the Lorton Road designs to ensure adequate level of service.

<i>Time Period</i>	<i>Total Vehicle Trip Ends</i>	<i>Entering Trips</i>	<i>Exiting Trips</i>
Weekday hour	2,400	1,200	1,200
AM Peak Hour	132	94	38
PM Peak Hour	531	186	345
Saturday Peak Hour	565	282	282



COST ANALYSIS

Objective

Several key objectives were used while developing this cost analysis. The first objective of the cost analysis was to apply uniform quantification measures to design elements that were not equally developed. For example, the YCF site had a more detailed grading design from which to compute earthwork quantities than did the Heritage site. To keep the two sites reasonably equal for costing, basic mass grading assessments were completed on Heritage in order to substantiate the earthwork calculations.

A second objective was that the most detailed and practical breakdown of unit measures and unit prices available were used to price all site design elements. Aggregate compositions of site costs and material costs were combined differently throughout this report to suit the analytical objective of each part of the overall Work Plan. Despite this aggregation of costs, we sought to provide the most reasonably thorough breakdown of cost elements.

A third objective was to use 2008 dollars in all of the calculations.

Methodology

The physical improvements to both the YCF and Heritage sites were first conceptualized, then master planned and finally quantified and priced in accordance with the current market rates of material and construction costs. The YCF site also has more design detail to draw upon because of completed Special Exception design requirements. Designs of both sites are in a digital AutoCAD format from which quantities are taken.

Identifying the constraints of the sites as well as base mapping data are the starting points for master planning. Layouts of amenities and infrastructure are then laid out and subsequently revised to optimize use of the sites to meet the overall Work Plan. Quantities are taken directly from the final master plans and data from relevant FCPA projects, RS-Means, Engineering News Record and local construction industry sources become the basis for the unit pricing.

Spreadsheets were prepared with the compiled data for measured quantities and unit prices. Finally the information was displayed in a standard *FCPA Planning and Development Division Project Funding / Budget Estimate Summary* form.

COST ANALYSIS

Summary of Key Cost Findings

As a planning level design project, assumptions about YCF and Heritage development details are fundamental in anticipating costs. Planning allowances for costs are noted in the detailed phased cost estimates. Many of the known up-front constraints of the sites become important cost considerations. Some constraints result in a practice of avoidance, while others, such as earthwork, become acceptable project costs. For example, the guy wire to the GSA Tower was avoided, while the ridgeline near it, involving a great deal of extra earthwork was accepted as part of the project. The constraints and challenges on the two sites are summarized below:

YCF

- Existing Buildings (**high cost to demolish & high cost to abate asbestos**)
- Roadway Access to the Site (**high earthwork and tunnel costs under Landfill Road**)
- Boundary to the I-95 Landfill Complex (**high earthwork costs due to terrain**)
- Extreme topography (**high earthwork costs to create flat field pads**)
- Landfill gas (LFG) (**high cost to move – challenging to avoid**)
- GSA Radio Tower Guy Wires (**high cost to move – challenging to avoid**)
- Environmental constraints of wetlands, resource protection areas (RPA's) and environmental quality corridors (EQC's) (**high cost to mitigate impacts, time-consuming to permit – challenging to avoid**)
- Stormwater Management (**high cost per field for subgrade stone – high cost to rebuild failing pond embankment**)
- Sanitary Sewerage (**high cost to build forcemain to tie-in to existing sanitary sewer line one mile offsite**)

Heritage

- Jackson-Barrett House (**high cost to renovate**)
- Dominion Gas Line (**high cost to move – challenging to avoid**)
- Fairfax Water 42" Main (**high cost to move**)
- Environmental constraints of wetlands, resource protection areas (RPA's) and environmental quality corridors (EQC's) (**high cost to mitigate impacts, time-consuming to permit – challenging to avoid**)
- Stormwater Management (**high cost per field for subgrade stone**)



Summary of Key Cost Assumptions

Based on the phasing of elements in the Implementation Plan, additional costs assumptions were made. These are summarized below for the two sites.

YCF

- Access is only from Furnace Road and shall not intersect Landfill Road at grade, therefore requiring a tunnel.
- The existing pond embankment must be reconstructed due to imminent failure and to meet current pond embankment standards for the pond to satisfy stormwater management and water quality requirements.
- Stream restoration is required to meet stormwater outfall requirements.
- Intrusions into the resource protection area ("RPA") beyond the pond reconstruction and stream restoration are unacceptable.
- Earthwork is balanced for the Full Build Scenario.
- Grading onto the I-95 Landfill Complex is permissible if not onto the landfill liner.
- The existing blower house on the I-95 Landfill Complex is to remain active.
- The existing landfill gas ("LFG") Air Curtain system onsite is to remain. (LFG is a potentially dangerously explosive gas produced by the organic materials in a landfill.)
- LFG and Water Quality Monitoring Well covers can be adjusted to meet final grades.
- Stormwater management is provided in field subgrade gravel to the maximum extent practicable.
- Access to the south shall be accommodated for both pedestrians and service vehicles.
- Sanitary sewer forcemain over one mile requires two onsite pump stations.
- Phase III fields have increased construction costs based on additional earthwork and offsite soil disposal.
- Utility infrastructure and mass grading costs for future Phase II Fieldhouse and Phase III Indoor Track are built into Phase I.
- Additional parking and access costs associated directly with Phase II Fieldhouse and Phase III Indoor Track are associated with those phases respectfully.

Heritage

- The existing Dominion Gas line shall not be relocated.
- The existing 42" Fairfax Water main shall not be relocated.
- The RPA limits shall only be disturbed for a pedestrian boardwalk.
- Stormwater management is provided in the field subgrade gravel to the maximum extent practicable.
- The historic barrel vault bridge shall be preserved.
- Trail connections shall be made to the Cross County Trail and adjacent properties.
- Sanitary sewer capacity is available in nearby subdivision via new forcemain from the Heritage site.
- Lorton Road realignment will be completed prior to final design of Heritage site.

COST ANALYSIS

The following table describes a three-phased Implementation Plan for the key infrastructure improvements on both the YCF and Heritage sites.

Phase I :

YCF Site

- 8 Outdoor Artificial Turf Rectangular Fields with Lighting
- 1 Outdoor Championship Artificial Turf Rectangular Field with Lighting
- Concessions, Restrooms & Support Spaces
- Site Access road and tunnel from Furnace Road
- Furnace Road Roundabout
- 500 parking spaces and travel aisles
- Pond embankment reconstruction
- Stream restoration
- Sanitary Sewer forcemain and two pump stations
- Utility infrastructure constructed

Phase II

Heritage Site

- 6 Outdoor Synthetic Turf Diamond Fields (65' Infield)
- 3 Outdoor Synthetic Turf Diamond Fields (90' Infield)
- Concessions, Restrooms & Support Spaces
- 450 parking spaces and travel aisles

YCF Site

- Field House built for indoor program (approx. 150,000 square feet)
- Bleacher seating (3,000 capacity) added to Championship Field
- Parking and travel aisles expanded to approximately 1,100 spaces

Phase III

YCF Site

- Indoor Track facility expansion of Field House (approx. 150,000 square feet)
- Five (5) additional rectangle fields to the south
- Additional parking built up to approximately 1,500 spaces





PLANNING AND DEVELOPMENT DIVISION
PROJECT FUNDING / BUDGET ESTIMATE SUMMARY
YCF IMPLEMENTATION PLAN

BUDGET	YCF FULL BUILD	YCF	YCF	YCF	PHASING (I+II+III)	Youth Correction Facility Types/#, Bldg SF, etc	Description (Field
	(NO PHASING)	PHASE I	PHASE II	PHASE III	TOTAL		
Cost Areas	Pre-Scope						
1.0 Professional Services							
Survey	\$200,000	\$200,000	\$10,000	\$10,000	\$220,000		Aerial & Supplements - unspecified scope
Geotechnical	\$300,000	\$250,000	\$50,000	\$50,000	\$350,000		Geotechnical Reports - unspecified scope
Environmental	\$200,000	\$200,000	n/a	n/a	\$200,000		RPA Exception & Stream Restoration - unspecified scope
Civil	\$2,000,000	\$1,800,000	\$100,000	\$100,000	\$2,000,000		Site Plan - unspecified scope
A/E	\$3,700,000	\$100,000	\$2,500,000	\$1,100,000	\$3,700,000		
Other	\$300,000	\$100,000	\$100,000	\$100,000	\$300,000		
Subtotal	\$6,700,000	\$2,650,000	\$2,760,000	\$1,360,000	\$6,770,000		Estimated at 8%-9% project total cost
2.0 Permits							
RPA EXCEPTION	\$1,200	\$1,200	n/a	n/a	\$1,200		Approximate Site Review Fees
Minor Site	n/a	n/a	n/a	n/a	\$0		
Site Plan	\$130,000	\$75,000	\$30,000	\$30,000	\$135,000		Approximate Site Review Fees
Building	\$50,000	\$5,000	\$25,000	\$25,000	\$55,000		Aggregate for 300,000 SF Field house
VPDES	\$600	\$600	\$600	\$600	\$1,800		VSMP
COE	\$30,000	\$30,000	n/a	n/a	\$30,000		Wetlands & Stream Impacts - Unspecified impacts
VDOT	\$1,000	\$1,000	n/a	n/a	\$1,000		Permit Fees (Surety will be nearly \$200k)
Other	n/a	n/a	n/a	n/a	n/a		
Subtotal	\$212,800	\$112,800	\$55,600	\$55,600	\$224,000		
3.0 Construction							
3.1 Site							
Demolition	\$1,000,000	\$1,000,000	n/a	n/a	\$1,000,000		Planning Estimate - remove structural steel and hazards - grind masonry
Asbestos abatement	\$1,300,000	\$1,300,000	n/a	n/a	\$1,300,000		Escalated from 2005 VERSAR report at \$1million.
Mass Grading	\$3,600,000	\$3,000,000	\$50,000	\$1,800,000	\$4,850,000		\$4/CY cut to fill
Parking Lots & Aisles	\$2,000,000	\$1,200,000	\$900,000	\$450,000	\$2,550,000		\$1,500/sp
Access Aisles	\$650,000	\$250,000	\$150,000	\$250,000	\$650,000		\$150/LF for H.D. 24' asphalt w/ CG-6 (Tunnel not incl.)
Asphalt Trails	n/a	n/a	n/a	n/a	\$0		
Gravel Pathways	n/a	n/a	n/a	n/a	\$0		
Landscaping	\$500,000	\$150,000	\$150,000	\$200,000	\$500,000		Lump Sum Planning Estimate
Hardscaping	\$500,000	\$100,000	\$300,000	\$100,000	\$500,000		Lump Sum Planning Estimate
Tunnel Earthwork	\$330,000	\$330,000	n/a	n/a	\$330,000		\$4/CY
Tunnel	\$750,000	\$750,000	n/a	n/a	\$750,000		Vendor supplied estimate (Conspan)
Tunnel Access	\$300,000	\$300,000	n/a	n/a	\$300,000		\$150/LF for H.D. 24' asphalt w/ CG-6
Roundabout	\$350,000	\$350,000	n/a	n/a	\$350,000		Lump Sum Planning Estimate
3.2 Fields (Unit costs only)							
Rectangle Turf	\$720,000	\$720,000	n/a	\$720,000	n/a		FCPA : \$8/SF x 375'x240'
Rectangle Lights	\$150,000	\$150,000	n/a	\$150,000	n/a		Lighting consultant : 30 footcandles : 4 poles 7 lights per pole
Rectangle SWM	\$150,000	\$150,000	n/a	\$150,000	n/a		FCPA : \$40/CY (1' deep stratum)
Championship Turf	\$858,000	\$858,000	n/a	\$858,000	n/a		FCPA : \$8/SF x 390'x275'
Championship Lights	\$225,000	\$225,000	n/a	\$225,000	n/a		Lighting Consultant : 50 footcandles : 4 poles 13 lights per pole
Champ. Bleachers	\$225,000	\$225,000	n/a	\$225,000	n/a		3000 seats @\$75/seat
Baseball Dia. Turf	n/a	n/a	n/a	n/a	n/a		
Baseball Lights	n/a	n/a	n/a	n/a	n/a		
Softball Dia. Turf	n/a	n/a	n/a	n/a	n/a		
Softball Lights	n/a	n/a	n/a	n/a	n/a		
Diamond SWM	n/a	n/a	n/a	n/a	n/a		
3.3 Buildings							
BR/Concession	\$240,000	\$240,000			\$240,000		3 x 1000 SF structures @\$25/SF (\$80k each)
Site Facilities	\$80,000	\$80,000			\$80,000		Maintenance Facility : Lump Sum Planning Estimate
Building	\$45,000,000		\$22,500,000	\$22,500,000	\$45,000,000		300k SF TOTAL @ \$150/SF - Planning Estimate
FF&E	\$750,000		\$450,000	\$300,000	\$750,000		Lump Sum Planning Estimate
Subtotal	\$59,678,000	\$11,378,000	\$24,500,000	\$27,928,000	\$63,806,000		Does not multiply total number of rectangles
4.0 Utilities							
Watermain	\$625,000	\$650,000	n/a	n/a	\$650,000		\$90/LF
Water Meter	\$125,000	\$125,000	n/a	n/a	\$125,000		4" meter
Water Service	\$55,000	n/a	\$55,000	n/a	\$55,000		Connected once to Field House
Sanitary Force	\$250,000	\$250,000	n/a	n/a	\$250,000		\$40/LF
Sanitary Gravity	\$150,000	\$150,000	\$10,000	n/a	\$160,000		\$50/LF
Electric	\$370,000	\$300,000	\$70,000	n/a	\$370,000		15kV
Storm Drainage	\$2,000,000	\$1,800,000	\$100,000	\$100,000	\$2,000,000		Lump Sum Planning Estimate
SWM/BMP	\$750,000	\$750,000	n/a	n/a	\$750,000		Lump Sum Planning Estimate
Stream Restoration	\$250,000	\$250,000	n/a	n/a	\$250,000		Lump Sum Planning Estimate
Gas	\$0	n/a	n/a	n/a	\$0		undetermined need
Telephone	\$0	n/a	n/a	n/a	\$0		undetermined need
Other	\$100,000	\$50,000	\$50,000	n/a	\$100,000		Estimate to cover misc. Gas & Telephone
Subtotal	\$4,675,000	\$4,325,000	\$285,000	\$100,000	\$4,710,000		
5.0 Inspections & Testing							
Survey	\$25,000	\$25,000	\$5,000	\$5,000	\$35,000		Lump Sum Planning Estimate
Geotechnical	\$350,000	\$350,000	\$15,000	\$15,000	\$380,000		Lump Sum Planning Estimate
Environmental	\$100,000	\$100,000	\$15,000	\$15,000	\$130,000		Lump Sum Planning Estimate
Structural	\$100,000	n/a	\$50,000	\$50,000	\$100,000		Lump Sum Planning Estimate
Other	\$100,000	\$50,000	\$25,000	\$25,000	\$100,000		Lump Sum Planning Estimate
Subtotal	\$675,000	\$525,000	\$110,000	\$110,000	\$745,000		
6.0 Administration (WPFO)							
Scoping & Design	\$0	\$0	\$0	\$0	\$0		
Construction	\$0	\$0	\$0	\$0	\$0		
Subtotal	\$0	\$0	\$0	\$0	\$0		
7.0 Project Contingency	\$8,490,080	\$2,715,080	\$2,771,060	\$3,202,560	\$8,688,700		Over Hard Costs + Soft Costs
10.0% Subtotal	\$8,490,080	\$2,715,080	\$2,771,060	\$3,202,560	\$8,688,700		

COST SUMMARY : YCF							
3.1 SITE COSTS	\$11,280,000	\$8,730,000	\$1,550,000	\$2,800,000	\$13,080,000		Demo./Abatement, mass grading, roundabout, tunnel access, aisles & parking, landscaping, hardscaping
3.2 FIELD COSTS	\$15,288,000	\$10,488,000	N/A	\$4,800,000	\$15,288,000		FIELDS ACCORDING TO PHASING
3.3 BLDG COSTS	\$46,070,000	\$320,000	\$22,950,000	\$22,800,000	\$46,070,000		BULIDINGS ACCORDING TO PHASING
4.0 UTILITY COSTS	\$4,675,000	\$4,325,000	\$285,000	\$100,000	\$4,710,000		SWM Pond reconstruction, stream restoration, drainage, sewer, water, phone, elec.
HARD COST SUB-TOTAL	\$77,313,000	\$23,863,000	\$24,785,000	\$30,500,000	\$79,148,000		(3.1 + 3.2 + 3.3 + 4.0)
1.0 + 5.0 A/E CONSULTANT FEES	\$7,375,000	\$3,175,000	\$2,870,000	\$1,470,000	\$7,515,000		
2.0 LOCAL FEES & PERMITS	\$212,800	\$112,800	\$55,600	\$55,600	\$224,000		
SOFT COST SUB-TOTAL	\$7,587,800	\$3,287,800	\$2,925,600	\$1,525,600	\$7,739,000		(1.0 + 2.0 + 5.0)
TOTAL PROJECT/PHASE COSTS :	\$93,390,880	\$29,865,880	\$30,481,660	\$35,228,160	\$95,575,700		(Hard + Soft + Contingency)
	YCF FULL BUILD	YCF	YCF	YCF	PHASING (I+II+III)		
	(NO PHASING)	PHASE I	PHASE II	PHASE III	TOTAL		



PLANNING AND DEVELOPMENT DIVISION
PROJECT FUNDING / BUDGET ESTIMATE SUMMARY

SPORTSPLEX IMPLEMENTATION PLAN : PHASE II
HERITAGE RECREATION AREA

BUDGET

Cost Areas	Pre-Scope	Heritage Recreation Area Types/#, Bldg SF, etc	Description (Field
1.0 Professional Services			
Survey	\$100,000	Aerial & Supplements - unspecified scope	
Geotechnical	\$50,000	Geotechnical Reports - unspecified scope	
Environmental	\$50,000	RPA Exception - unspecified extents	
Civil	\$300,000	Site Plan - unspecified scope	
A/E	\$300,000		
Other	\$100,000		
Subtotal	\$900,000	Estimated at 8%-9% project total cost	
2.0 Permits			
RPA EXCEPTION	\$1,200	Approximate Site Review Fees	
Minor Site	n/a		
Site Plan	\$80,000	Approximate Site Review Fees	
Building	\$5,000	Aggregate for Pavillion	
VPDES	\$600	VSMP	
COE	\$10,000	unspecified need	
VDOT	\$100	Permit Fees	
Other			
Subtotal	\$96,900		
3.0 Construction			
3.1 Site			
Demolition	n/a		
Asbestos abatement	n/a		
Mass Grading	\$500,000	\$4/CY - Lump Sum Planning Estimate	
Parking Lots & Aisles	\$675,000	\$1500/space (450 spaces)	
Access Aisles	\$250,000	\$150/LF for H.D. 24' asphalt w/ CG-6	
Asphalt Trails	\$60,000	Lump Sum Planning Estimate	
Gravel Pathways	\$90,000	Lump Sum Planning Estimate	
Landscaping	\$500,000	Lump Sum Planning Estimate	
Hardscaping	\$500,000	Lump Sum Planning Estimate	
Tunnel Earthwork	n/a		
Tunnel	n/a		
Tunnel Access	n/a		
Roundabout	n/a		
3.2 Fields (Unit costs only)			
Rectangle Turf	n/a		
Rectangle Lights	n/a		
Rectangle SWM	n/a		
Championship Turf	n/a		
Championship Lights	n/a		
Champ. Bleachers	n/a		
Baseball Dia. Turf	\$711,000	FCPA \$8/SF : 400' centerfield = 88,876 SF (including infield)	
Baseball Lights	\$155,000	Lighting consultant : 30 footcandles : 4 poles 7 lights per pole	
Softball Dia. Turf	\$565,000	FCPA \$8/SF : 65' infield = 70,685 SF (including infield)	
Softball Lights	\$155,000	Lighting consultant : 30 footcandles : 4 poles 7 lights per pole	
Diamond SWM	\$210,000	FCPA : \$40/CY	
3.3 Buildings			
BR/Concession	n/a		
Site Facilities	\$20,000	Maintenance Facility : Lump Sum Planning Estimate	
Building	\$500,000	Baseball Pavillion : Lump Sum Planning Estimate	
FF&E	\$250,000	Lump Sum Planning Estimate	
Subtotal	\$5,141,000	Does not multiply total number of diamonds	
4.0 Utilities			
Watermain	\$20,000	Lump Sum Planning Estimate	
Water Meter	\$80,000	3" meter	
Water Service	\$25,000	Lump Sum Planning Estimate	
Sanitary Force	\$150,000	Lump Sum Planning Estimate	
Sanitary Gravity	\$45,000	Lump Sum Planning Estimate	
Electric	\$300,000	Lump Sum Planning Estimate	
Storm Drainage	\$300,000	Lump Sum Planning Estimate	
SWM/BMP	\$200,000	Lump Sum Planning Estimate	
Stream Restoration	\$0	undetermined need	
Gas	\$0	undetermined need	
Telephone	\$0	undetermined need	
Other	\$100,000	Estimate to cover misc. Gas & Telephone	
Subtotal	\$1,220,000		
5.0 Inspections & Testing			
Survey	\$25,000	Lump Sum Planning Estimate	
Geotechnical	\$100,000	Lump Sum Planning Estimate	
Environmental	\$50,000	Lump Sum Planning Estimate	
Structural	\$25,000	Lump Sum Planning Estimate	
Other	\$100,000	Lump Sum Planning Estimate	
Subtotal	\$300,000		
6.0 Administration (WPFO)			
Scoping & Design	\$0		
Construction	\$0		
Subtotal	\$0		
7.0 Project Contingency	\$1,373,990	Over Hard Costs + Soft Costs	
10.0%	\$1,373,990		

COST SUMMARY : PHASE II - HERITAGE

3.1 SITE COSTS	\$2,575,000	Mass grading, access, aisles, parking, trails, landscaping, hardscaping
3.2 FIELD COSTS	\$7,878,000	3-Baseball, 5- softball include turf, lighting, SWM
3.3 BLDG COSTS	\$770,000	Pavillion, FF&E, maintenance facility.
4.0 UTILITY COSTS	\$1,220,000	
HARD COST SUB-TOTAL	\$12,443,000	
(3.1 + 3.2 + 3.3 + 4.0)		
1.0 + 5.0 A/E CONSULTANT FEES	\$1,200,000	Professional services + Inspections
2.0 LOCAL FEES & PERMITS	\$96,900	
SOFT COST SUB-TOTAL	\$1,296,900	
(1.0 + 2.0 + 5.0)		
TOTAL Phase II Heritage COST	\$15,113,890	

BASKETBALL

Quick Facts	
Participant Rank # 1	
Users within 30 Min Drive	53,156
Age Group	Youth (8-15) + High School + Adult
Season Duration	February - June
Field Type	Indoor Wood Court
Field Type Demand (Practice)	High
Field Type Demand (Games)	High
Field Type Demand (Tournament)	Medium
Average Roster Size	12
Tournament Participation	Medium
Methods of Communication	Website, Email, Written Correspondence

Sample Capture Rates by Drive Time, Competition Level and Age Group for Practice

Sport	30 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Basketball - Junior	0.0	0%	0.0	10%	0.0	20%
Basketball - Senior	157.6	10%	163.7	20%	36.6	25%
Introductory (3-5)	0.0	0%	0.0	10%	0.0	20%
Developmental (6-8)	0.0	0%	0.0	10%	0.0	20%
Pre-High	14.0	0%	30.9	10%	12.9	20%
High School	13.5	10%	28.4	20%	23.7	25%
Young Adult	84.5	10%	54.4	20%	0.0	25%
Mature Adults	28.9	10%	27.6	20%	0.0	25%
Senior Adult	16.7	10%	22.4	20%	0.0	25%

Participant Tendency Highlights

Core Age Groups	Games per Week	Length of Game	Typical Game Day	Travel Time Threshold	Hours of Weekly Practice	Typical Practice Time
				(mins)	(hrs.)	
Developmental (6-8)	1	1	Saturday	30	1	Weekday (5-9pm)
Pre-High (9-13)	1	1.5	Saturday	30	2	Weekday (5-9pm)
High School (14-18)	1	1	Saturday	30	2	Weekday (5-9pm)
Young Adult (19-30)	1	1	Sunday	30	2	Weekday (9pm-12)
Mature Adults (31-50)	1	2	Weekend	30	0	Weekday (9pm-12)
Senior Adults (51-65)	0.5	2	Weekend	30	0	Weekday (9pm-12)

Detailed Findings

Basketball is organized into several organizations throughout Fairfax County. Some leagues are based on geography, while others have players from throughout the County. Youth teams start house leagues at the 2nd grade level and competitive levels include teams from 5th grade onward. Players are male and female, although there is higher participation among males. Travel teams are plentiful and tournament participation is high.



Basketball is the most popular sport in the County, with 53,156 users within a 30-minute drive-time radius of the Sportsplex site.

Leagues are well established with long-standing histories, with some leagues—like Fairfax County Youth Basketball League (FCYBL)—acting as an umbrella organization for 27 youth clubs.

Typical behaviors in season are two games per week with a game on the weekend and one on a weekday. Practices occur at higher frequency during the pre-season and also before the playoffs, if applicable.

Fees typically range from \$75 to \$400 per player, per season depending on the team. Games are played throughout the County, as well as in surrounding areas for away games.

In terms of facilities, youth basketball shares the use of indoor wood courts with other user groups, including volleyball and wrestling. Competition for space in the winter season is difficult with the quantity of teams requesting indoor wood court space.



Only a select group of teams choose to compete in tournaments. The main factor in tournament selection is first location, and then cost. Travel tolerance varies depending on the age of the player and competition level.

Clinics take place in the summer and over school breaks at local high schools, or hosted by a club. Logistics present a challenge in terms of facilities being spread throughout the County.

The main need for users is in more court space for practice, games and tournaments. Currently, some teams pay market rates at private facilities to be able to have adequate practice time.

BASEBALL

Quick Facts	
Participant Rank # 2	
Users within 30 Min Drive	32,245
Age Group	Youth + High School + Adult
Season Durations	March - June
Field Type	Outdoor 90' Diamond
Field Type Demand (Practice)	High
Field Type Demand (Games)	High
Field Type Demand (Tournament)	Medium
Average Roster Size	20
Tournament Participation	Medium
Methods of Communication	Website & Email

Sample Capture Rates by Drive Time, Competition Level and Age Group for Practice

Sport	30 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Baseball- Junior	8.0	10%	0.0	25%	0.0	25%
Baseball- Senior	77.8	15%	150.9	40%	58.7	50%
Introductory (3-5)	3.0	10%	0.0	25%	0.0	25%
Developmental (6-8)	5.0	10%	0.0	25%	0.0	25%
Pre-High	11.0	10%	38.2	25%	34.1	25%
High School	7.8	15%	36.5	40%	24.6	50%
Young Adult (19-30)	34.9	15%	0.0	40%	0.0	50%
Mature Adults (31-50)	12.7	15%	51.7	40%	0.0	50%
Senior Adult (51-65)	11.4	15%	24.4	40%	0.0	50%

Participant Tendency Highlights

Core Age Groups	Games per Week	Length of Game	Typical Game Day	Travel Time Threshold	Hours of Weekly Practice	Typical Practice Time
				(mins)	(hrs.)	
Developmental (6-8)	1	1.5	Weekday	30	1.5	Weekday (5-9pm)
Pre-High (9-13)	2	2	Weekday	30	2	Weekday (5-9pm)
High School (14-18)	2	2	Weekday	30	3	Weekday (5-9pm)
Young Adult (19-30)	2	2.5	Weekday	30	0	Weekday (9pm-12)
Mature Adults (31-50)	2	2.5	Weekday	30	0	Weekday (9pm-12)
Senior Adults (51-65)	2	2.5	Weekday	30	0	Weekday (9pm-12)

Detailed Findings

Baseball is organized into several organizations throughout Fairfax County. Some leagues are based on geography, while others have players from throughout the County.

Tee ball teams start at age 5, with players proceeding to “coach pitch”, where coaches pitch from the mound, as early as age 6. Players progress to various divisions using a pitching machine as skill level develops, and then pitching from the mound as early as age 9.



There are 32,245 users in the County within a 30-minute drive-time radius of the Sportsplex.

Leagues are well established with long-standing histories, although new smaller leagues have emerged. Typical behaviors in season are practice one to two times per week depending on the age and competition level, with one to two games per week—one on a weekday and the other on a weekend. Practices occur at higher frequency during the pre-season and also before tournaments, if applicable.

Fees typically range from \$50 to \$500 per player, per season, depending on age, competition level and amount of travel. Games are played throughout the County, as well as in surrounding areas for away games.

In terms of facilities, baseball shares the use of 60’ infield diamond fields with other user groups, including fast- and slow-pitch softball. Diamonds with 90’ infields are used through the high schools because of the lack of that field type in FCPA’s inventory.

A select group of teams choose to compete in tournaments. The main factor in tournament selection is first location, and then cost. Travel tolerance is low at the youth level. Fundraising by selling concessions at games is used by teams with those types of support facilities to supplement the financial needs of the teams.

The main need for users is in more field space, especially diamonds with 90’ infields. Teams are currently heavily reliant on high school fields for 90’ infields for practice, games and tournaments. Teams travel long distances for most tournaments.



SOCCER (OUTDOOR)

Quick Facts	
Participant Rank # 3	
Users within 30 Min Drive	28,307
Age Group	Youth (6-14) + High School + Adult
Season Durations	August – November & March - June
Field Type	Outdoor Rectangle Field
Field Type Demand (Practice)	High
Field Type Demand (Meets)	High
Field Type Demand (Tournament)	High
Average Roster Size	13
Tournament Participation	High
Methods of Communication	Website, Email, Phone Trees

Sample Capture Rates by Drive Time, Competition Level and Age Group for League

Sport	30 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Soccer Outdoor- Junior	7.0	0%	34.5	50%	35.6	75%
Soccer Outdoor- Senior	94.9	15%	182.0	50%	59.4	90%
Introductory (3-5)	0.0	0%	0.0	50%	0.0	75%
Developmental (6-8)	0.0	0%	0.0	50%	0.0	75%
Pre-High	13.9	0%	69.1	50%	71.2	75%
High School	11.5	15%	23.8	50%	23.8	90%
Young Adult (19-30)	53.0	15%	75.7	50%	0.0	90%
Mature Adults (31-50)	18.9	15%	48.0	50%	0.0	90%
Senior Adult (51-65)	4.6	15%	0.0	50%	0.0	90%

Participant Tendency Highlights

Core Age Groups	Games per Week	Length of Game	Typical Game Day	Travel Time Threshold	Hours of Weekly Practice	Typical Practice Time
				(mins)	(hrs.)	
Developmental (6-8)	1	1	Weekend	30	1	Weekday (5-9pm)
Pre-High (9-13)	1	1.5	Weekend	30	2	Weekday (5-9pm)
High School (14-18)	1	1.5	Weekend	30	3	Weekday (5-9pm)
Young Adult (19-30)	1	1.5	Weeknight	30	1	Weekday (9pm-12)
Mature Adults (31-50)	1	1.5	Weeknight	30	0	N/A

Detailed Findings

Soccer is organized into several organizations throughout Fairfax County. Some leagues are based on geography, while others have players from throughout the County. Youth teams start at age 6 with competitive and travel teams as players progress. Players are both female and male. In addition to youth, there is a strong adult user group as well. Tournament participation is high, with clubs hosting their own events and larger events, like the WAGS tournament.



Soccer is steadily growing in the County, with 28,307 users within a 30-minute drive-time radius of the Sportsplex.

Leagues are well established with long-standing histories, although new smaller leagues have emerged. Adult play outside of organized leagues is also present, especially with minority and immigrant populations. Typical behaviors in season are practice two to three times per week with a game on the weekend. Practices occur at higher frequency during the pre-season and also before tournaments, if applicable. Tournaments occur on specific weekends, mostly holidays and pre- and post-season.

Fees typically range from \$100 to \$750 per player, per season depending on amount of travel and fundraising efforts. Games are played throughout the County, as well as in surrounding areas for away games.

In terms of facilities, soccer shares the use of rectangular fields with other user groups, including football and lacrosse. Fields are difficult to schedule for all desired activities, especially practice time, because of the amount of teams in the County. Quality of fields is also an issue, with some fields not being in suitable shape to play on. Artificial turf fields are desired; however, the inventory in the County is low.



Many teams choose to compete in tournaments, whether local or regional. The main factor in tournament selection is first location, and then cost. Travel tolerance is lower at the youth level and highest for travel teams. Fundraising is utilized by some teams to supplement the financial needs of the teams.

Clinics take place in the summer and over school breaks at local high schools, or are hosted by a club. Logistics present a challenge in terms of facilities being spread throughout the County. The main need for users is in more fields for practice, games and tournaments. Currently, some teams pay market rates at private facilities to be able to have adequate practice time.

FOOTBALL (TOUCH)

Quick Facts	
Participant Rank # 4	
Users within 30 Min Drive	26,033
Age Group	High School + Adult
Season Durations	March – May & September - November
Field Type	Outdoor Rectangle Field
Field Type Demand (Practice)	Medium
Field Type Demand (Games)	Medium
Field Type Demand (Tournament)	Low
Average Roster Size	11
Tournament Participation	Low
Methods of Communication	Website & Email

Sample Capture Rates by Drive Time, Competition Level and Age Group for League

Sport	30 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Football Touch- Junior	27.9	50%	0.0	0%	0.0	0%
Football Touch- Senior	662.5	50%	0.0	0%	0.0	0%
Introductory (3-5)	9.3	50%	0.0	0%	0.0	0%
Developmental (6-8)	18.6	50%	0.0	0%	0.0	0%
Pre-High	41.7	50%	0.0	0%	0.0	0%
High School	77.2	50%	0.0	0%	0.0	0%
Young Adult (18-30)	371.9	50%	0.0	0%	0.0	0%
Mature Adults (31-50)	109.9	50%	0.0	0%	0.0	0%
Senior Adult (51-65)	62.0	50%	0.0	0%	0.0	0%

Participant Tendency Highlights

Core Age Groups	Games per Week	Length of Game	Typical Game Day	Travel Time Threshold	Hours of Weekly Practice	Typical Practice Time
				(mins)	(hrs.)	
Developmental (6-8)	1	1	Weekend	30	1	Weekday (5-9pm)
Pre-High (9-13)	1	1	Weekend	30	1	Weekday (5-9pm)
Young Adult (19-30)	1	1.5	Weeknight	30	0	N/A
Mature Adults (31-50)	1	1	Weeknight	30	0	N/A

Detailed Findings

Touch or “flag” football is organized into several organizations throughout Fairfax County. Leagues are based on geography in some cases, while others have players from throughout the County. A majority of players are male, although there are co-ed leagues as well.

Touch football is strong in the County, with 26,033 users within a 30-minute drive-time radius of the Sportsplex.

Leagues are well established with long-standing histories, although new smaller leagues have emerged. Typical behaviors in season are practice one to two times per week with a game on the weekend for youth. Adult leagues may practice in the pre-season, but during season will not practice. Games occur once per week for adult leagues, usually on a weeknight.



Fees typically range from \$100 to \$200 per player, per season. Games are played throughout the County.

In terms of facilities, touch football shares the use of rectangular fields with other user groups, including soccer and lacrosse. Field time is minimal because of the popularity of other sports that utilize the same field type.

Only a select group of teams choose to compete in tournaments. Most tournaments are local and run more like a league playoff. Teams do not typically travel far for game play.

Clinics are not typically held for touch football, but can be part of multi-sport camps as an added activity.

The main need for users is more field space for games. The inventory of fields in the County is saturated with other sports usage. A field with lights is desired for adult play because of the weeknight hours when play can be scheduled.



SOFTBALL (SLOW PITCH)

Quick Facts	
Participant Rank # 5	
Users within 30 Min Drive	22,269
Age Group	Youth (5-18) + Adult
Season Durations	September – November & April - August
Field Type	Outdoor 60' / 65' Diamond
Field Type Demand (Practice)	Medium
Field Type Demand (Games)	High
Field Type Demand (Tournament)	High
Average Roster Size	12
Tournament Participation	Medium
Methods of Communication	Website, Email, Written Correspondence

Sample Capture Rates by Drive Time, Competition Level and Age Group for League

Sport	30 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Softball Slow- Junior	0.0	0%	0.0	0%	0.0	0%
Softball Slow- Senior	297.2	50%	187.3	50%	0.0	0%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	0%
Pre-High	12.8	0%	0.0	0%	0.0	0%
High School	18.8	50%	0.0	50%	0.0	0%
Young Adult (19-30)	155.6	50%	95.4	50%	0.0	0%
Mature Adults (31-50)	59.5	50%	44.6	50%	0.0	0%
Senior Adult (51-65)	50.5	50%	47.3	50%	0.0	0%

Participant Tendency Highlights

Core Age Groups	Games per Week	Length of Game	Typical Game Day	Travel Time Threshold (mins)	Hours of Weekly Practice (hrs.)	Typical Practice Time
Developmental (6-8)	1	1.5	Weekend	30	1.5	Weekday (5-9pm)
Pre-High (9-13)	2	1.5	Weeknight	30	2	Weekday (5-9pm)
High School (14-18)	1	2	Weeknight	30	2	Weekday (5-9pm)
Young Adult (19-30)	1.5	1.5	Weeknight	30	1	Weekday (9pm-12)
Mature Adults (31-50)	1.5	1.5	Weeknight	30	0	N/A

Detailed Findings

Slow-pitch softball is organized into several organizations throughout Fairfax County. Some leagues are based on geography, while others have players from throughout the County. Youth teams start at



age 5 with high participation among adults. Youth players are female, although there are adult co-ed leagues. Tournament participation is mostly local, although some teams travel.

Slow-pitch softball is growing in the County, with 22,269 users within a 30-minute drive-time radius of the Sportsplex.

Leagues are well established with long-standing histories, although new smaller leagues have emerged. Typical behaviors in season are practice one to two times per week with one or two games: one on the weekend and another on a weeknight for youth. Adult teams practice during the pre-season, but in season might only play one to two games per week. Practices occur at higher frequency during the pre-season and also before the playoffs, if applicable.

Fees typically range from \$100 to \$500 per player, per season. Games are played throughout the County, as well as in surrounding areas for away games.

In terms of facilities, slow-pitch softball shares the use of 60' diamond fields with other user groups, including little league baseball and fast-pitch softball. Many of the fields in the current inventory could be higher quality and/or lit for nighttime play.

Select teams choose to compete in tournaments. The main factor in tournament selection is first location, and then cost. Travel tolerance is low for both the youth and adult levels. Leagues would like to be able to host tournaments themselves, as fundraisers, but would require a facility with 4 to 6 fields of high quality.



Some clinics take place in the summer and over school breaks at local high schools, or are hosted by a club. Logistics present a challenge in terms of facilities being spread throughout the County. The main need for users is in more field space for practice, games and tournaments. Currently, some teams pay market rates at private facilities to have adequate practice time.

FOOTBALL (TACKLE)

Quick Facts	
Participant Rank # 6	
Users within 30 Min Drive	17,426
Age Group	Youth (7-16) + High School + Adult
Season Duration	August - November
Field Type	Outdoor Rectangular
Field Type Demand (Practice)	Medium
Field Type Demand (Games)	High
Field Type Demand (Tournament)	Low
Average Roster Size	18
Tournament Participation	Low
Methods of Communication	Website, Newsletter, Team Phone Trees, Occasional Written Correspondence

Sample Capture Rates by Drive Time, Competition Level and Age Group for Practice

Sport	15 Minute Radius		30 Minute Radius		60 Minute Radius		Total Teams Captured
	Competitive Teams	Capture Rate	Competitive Teams	Capture Rate	Competitive Teams	Capture Rate	Competitive Total
Basketball - Junior	0.0	15%	0.0	10%	0.0	5%	0.0
Basketball - Senior	19.6	35%	163.7	20%	224.4	8%	407.7
Introductory (3-5)	0.0	15%	0.0	10%	0.0	5%	0.0
Developmental (6-8)	0.0	15%	0.0	10%	0.0	5%	0.0
Pre-High	4.1	15%	30.9	10%	35.1	5%	70.2
High School	3.7	35%	28.4	20%	30.3	8%	62.4
Young Adult (16-19)	6.0	35%	54.4	20%	80.7	8%	141.1
Mature Adults (20-29)	2.9	35%	27.6	20%	46.0	8%	76.5
Senior Adult (30-39)	2.9	35%	22.4	20%	32.3	8%	57.6

Participant Tendency Highlights

Core Age Groups	Games per Week	Length of Game	Typical Game Day	Travel Time Threshold	Hours of Weekly Practice	Typical Practice Time
				(mins)	(hrs.)	
Developmental (6-8)	1	1	Saturday	30	4.5	Weekday (5-9pm)
Pre-High (9-13)	1	1.5	Saturday	30	4.5	Weekday (5-9pm)

Detailed Findings

Youth tackle football is organized into several leagues throughout Fairfax County. Some leagues are based on geography, while others have players from throughout the County. Competitive levels include competitive level teams in various age groups from 7 to 16. Most players are male, although there are a handful of female players. Travel teams account for approximately 5% of overall players.



Football is growing in the County, with 17,426 users within a 30-minute drive-time radius.

Leagues are well established with long-standing histories, although new smaller leagues have emerged. Typical behaviors in season are practice two to three times per week with a game on the weekend. Practices occur at higher frequency during the pre-season and also before the playoffs, if applicable.

Fees typically range from \$150 to \$300 per player, per season. Games are played throughout the County, as well as in surrounding areas for away games.

In terms of facilities, youth football shares the use of rectangular fields with other user groups, including soccer and lacrosse. Not many of these multi-use fields are completely lined for football, which can make practice and game play challenging.

Only a select group of teams choose to compete in tournaments. The main factor in tournament selection is first location, and then cost. Travel tolerance is low at the youth level. Fundraising by selling concessions at games is used by teams with those types of support facilities to supplement the financial needs of the teams.

Clinics take place in the summer and over school breaks at local high schools, or are hosted by a club. Logistics present a challenge in terms of facilities being spread throughout the County.

The main needs for users in youth football are more outdoor rectangular fields, ideally with lights, artificial turf and proper lines for football.



VOLLEYBALL

Quick Facts	
Participant Rank # 7	
Users within 30 Min Drive	13,523
Age Group	Youth (12-18) + Adult
Season Durations	August - June
Field Type	Indoor Rectangular Wood or Synthetic
Field Type Demand (Practice)	High
Field Type Demand (Games)	High
Field Type Demand (Tournament)	High
Average Roster Size	10
Tournament Participation	High
Methods of Communication	Website, Email, Phone Trees, Written Correspondence

Sample Capture Rates by Drive Time, Competition Level and Age Group for League

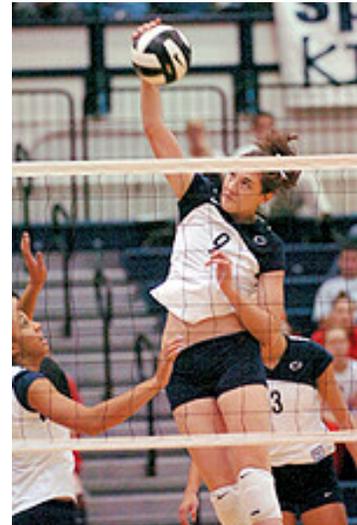
Sport	30 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Volleyball- Junior	0.0	0%	0.0	0%	0.0	0%
Volleyball- Senior	176.0	30%	83.1	50%	25.3	50%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	0%
Pre-High	14.8	0%	57.8	0%	0.0	0%
High School	16.7	30%	25.3	50%	25.3	50%
Young Adult (18-24)	82.3	30%	0.0	50%	0.0	50%
Mature Adults (25-30)	39.2	30%	0.0	50%	0.0	50%
Senior Adult (31-50)	23.1	30%	0.0	50%	0.0	50%

Participant Tendency Highlights

Core Age Groups	Games per Week	Length of Game	Typical Game Day	Travel Time Threshold	Hours of Weekly Practice	Typical Practice Time
				(mins)	(hrs.)	
Pre-High (9-13)	1	1.5	Saturday	30	3	Weekday (5-9pm)
High School (14-18)	1	1.5	Saturday	45	3	Weekday (5-9pm)
Young Adult (19-30)	1	1	Sunday	30	1	Weekday (9pm-12)
Mature Adults (31-50)	1	2	Sunday	30	1	Weekday (9pm-12)

Detailed Findings

Volleyball is organized into several organizations throughout Fairfax County. Some leagues are based on geography, while others have players from throughout the County. Youth teams start at 4th and 5th grade levels and competitive levels include teams from 12 to 18 years old. Most players are female, although there are co-ed and male leagues as well. Travel teams are plentiful and tournament participation is high.



Volleyball is growing in the County, with 13,523 users within a 30-minute drive-time radius of the Sportsplex.

Leagues are well established with long-standing histories. Typical behaviors in season are practice two to three times per week with one game per week. Practices occur at higher frequency during the pre-season and also before the playoffs, if applicable.

Fees typically range from \$100 to \$500 per player, per season. Games are played throughout the County, as well as in surrounding areas for away games.

In terms of facilities, volleyball shares the use indoor wood courts with other user groups, including basketball and wrestling. Players prefer facilities with good quality nets and in-floor standards; however, they work with whatever inventory they receive because of the heavy competition for facilities among sports and groups.



Some teams choose to compete in tournaments. The main factor in tournament selection is first location, and then cost. Travel tolerance is dependent on competition level. Tournament fees can range from \$150 per team to \$1000 depending on the length and level of play. Fundraising by selling concessions at games is used by teams with those types of support facilities to supplement the financial needs of the teams. Some facilities restrict concession sales, however.

Clinics take place in the summer and over school breaks at local high schools, or are hosted by a club. Private companies also offer camps and clinics, most lasting one week over the summer during the day.

The main need for users is in more court space for practice, games and tournaments. Currently, some teams pay market rates at private facilities to be able to have adequate practice time.

TRACK AND FIELD

Quick Facts	
Participant Rank # 8	
Users within 30 Min Drive	8,244
Age Group	Youth + High School + Adult
Season Durations	November - March
Field Type	Indoor Track
Field Type Demand (Practice)	High
Field Type Demand (Games)	N/A
Field Type Demand (Tournament)	High
Average Roster Size	12
Tournament Participation	High
Methods of Communication	Website & Email

Sample Capture Rates by Drive Time, Competition Level and Age Group for Practice

Sport	30 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Track- Junior	13.9	80%	0.0	80%	0.0	80%
Track- Senior	61.6	80%	20.4	80%	0.0	80%
Introductory (3-5)	4.6	80%	0.0	80%	0.0	80%
Developmental (6-8)	9.3	80%	0.0	80%	0.0	80%
Pre-High	15.5	80%	20.4	80%	0.0	80%
High School	11.6	80%	0.0	80%	0.0	80%
Young Adult (19-30)	24.8	80%	0.0	80%	0.0	80%
Mature Adults (31-50)	8.5	80%	0.0	80%	0.0	80%
Senior Adult (51-65)	1.2	80%	0.0	80%	0.0	80%

Participant Tendency Highlights

Core Age Groups	Meets per Week	Length of Meet	Typical Meet Day	Travel Time Threshold (mins)	Hours of Weekly Practice (hrs.)	Typical Practice Time
Developmental (6-8)	1	8	Saturday	30	1	Weekday (5-9pm)
Pre-High (9-13)	1	8	Saturday	30	2	Weekday (5-9pm)
High School (14-18)	1	8	Saturday	30	3	Weekday (5-9pm)
Young Adult (19-30)	N/A	N/A	N/A	30	N/A	Drop - in throughout day & evening hours
Mature Adults (31-50)	N/A	N/A	N/A	30	N/A	
Senior Adults (51-65)	N/A	N/A	N/A	30	N/A	

Detailed Findings

Indoor track is organized into several organizations throughout Fairfax County for youth and by high schools for older participants. Youth participation starts early at age 4 or 5. Users are both male and female with high participation in competition meets.

Track has a steady user group in the County, with 8,244 users within a 30-minute drive-time radius of the Sportsplex.

Some organizations are well established with long-standing histories, although new smaller groups have emerged. Practice occurs based on several factors in season. Due to the lack of an indoor track in Fairfax County, teams practice outside when weather permits, or in a gym if space is free, which is rare with competing sports in the winter season.

Fees typically range from \$100 to \$2000 per player, per season, mostly dependent on travel expenses. All competition meets that teams attend are outside the County. The closest facilities are George Mason, Thomas Jefferson High School, Episcopal High School and Prince George's Sports and Learning Center; however, some facilities used by local participants are as far as Georgia and New York.



The main factor for competition schedule is travel distance and overall cost. Some entry fees are hundreds of dollars per team, coupled with transportation, overnight accommodations and meals. Meets are typically held on weekends, but can last multiple days.



Clinics take place in the summer and over school breaks. They are hosted by a club or individuals. Logistics present a challenge in terms of lack of facilities throughout the County.

The main need for users is in an indoor track facility for practice, camps and meets. The facility could also serve senior citizens, who walk during the day at facilities outside the County, and recreational runners throughout operating hours.

SOCCKER (INDOOR)

Quick Facts	
Participant Rank # 9	
Users within 30 Min Drive	10,382
Age Group	Youth + High School + Adult
Season Durations	December – February
Field Type	Indoor Artificial Turf Field
Field Type Demand (Practice)	Low
Field Type Demand (Games)	High
Field Type Demand (Tournament)	High
Average Roster Size	13
Tournament Participation	Medium
Methods of Communication	Website, Email, Phone Trees

Sample Capture Rates by Drive Time, Competition Level and Age Group for League

Sport	30 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Soccer Indoor- Junior	72.0	100%	0.0	100%	0.0	100%
Soccer Indoor- Senior	403.3	100%	175.6	100%	47.3	100%
Introductory (3-5)	24.0	100%	0.0	100%	0.0	100%
Developmental (6-8)	48.0	100%	0.0	100%	0.0	100%
Pre-High	76.8	100%	37.4	100%	37.4	100%
High School	50.4	100%	13.1	100%	9.9	100%
Young Adult (19-30)	221.9	100%	100.8	100%	0.0	100%
Mature Adults (31-50)	49.9	100%	24.3	100%	0.0	100%
Senior Adult (51-65)	4.3	100%	0.0	100%	0.0	100%

Participant Tendency Highlights

Core Age Groups	Games per Week	Length of Game	Typical Game Day	Travel Time Threshold	Hours of Weekly Practice
				(mins)	(hrs.)
Developmental (6-8)	1	1	Weekend	30	0
Pre-High (9-13)	1	1	Weekend	30	0
High School (14-18)	1	1	Weekend	30	0
Young Adult (19-30)	1	1	Weeknight	30	0
Mature Adults (31-50)	1	1	Weeknight	30	0

Detailed Findings

Indoor soccer is organized into leagues throughout Fairfax County through facilities such as Dulles Sportsplex. Youth teams start at ages 9 or 10 for competitive play, although programs for indoor soccer start as early as 18 months. Players are male and female. There is tournament activity but it is not as abundant as the outdoor season.

Indoor soccer has a strong user group in the County, with 10,382 users within a 30-minute drive-time radius of the Sportsplex. Participants are projected to grow with additional facilities due to the abundance of users, especially in the winter season. Currently, in the winter season, weekend play goes from 6:00am to 11:30pm at market rates.



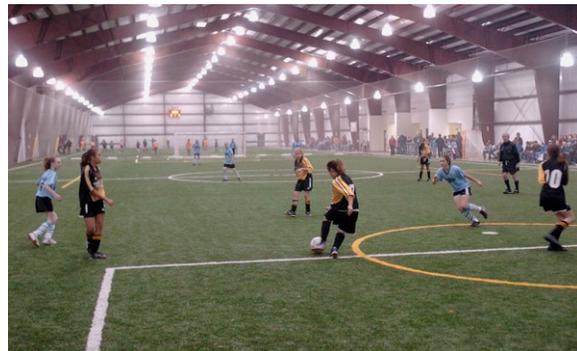
Leagues are comprised of teams that play together in the outdoor season, as well as leagues formed by individual players who want to continue to play in the winter season. Typical behaviors in season are to play once per week on the weekend. Practices do not typically occur because of the lack of field availability and financial implications.

Fees typically range from \$100 to \$300 per player, per session. Games are played throughout the County, as well as in surrounding facilities, like the Rockville Sportsplex.

In terms of facilities, indoor soccer shares the use of indoor rectangular fields with other user groups, including indoor lacrosse, though the soccer demand more than saturates available field space.

Tournament activity exists, but is not as active as outdoor soccer. This is partly due to the number of facilities in the inventory, as well as travel distance. Indoor soccer for most players is a way to condition and practice in the outdoor off-season. Although participation is high, it is a fraction of the user group for outdoor soccer.

Clinics take place in the summer when field space is open and usually are run by the facility. Programs for holiday breaks, home-schooled children and development programs are also offered.



The main need for users is in more indoor field space for practice, games and tournaments. Currently, all activity takes place at private facilities at market rates.

WRESTLING

Quick Facts	
Participant Rank # 10	
Users within 30 Min Drive	7,212
Age Group	Youth (5-14) + High School + Adult
Season Durations	November - February
Field Type	Indoor Wood Court
Field Type Demand (Practice)	Medium
Field Type Demand (Meets)	Medium
Field Type Demand (Tournament)	Low
Average Roster Size	20
Tournament Participation	Medium
Methods of Communication	Website, Email, Phone Trees

Sample Capture Rates by Drive Time, Competition Level and Age Group for League

Sport	30 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Wrestling- Junior	0.9	5%	0.0	5%	0.0	5%
Wrestling- Senior	8.7	5%	1.4	5%	0.0	5%
Introductory (3-5)	0.3	5%	0.0	5%	0.0	5%
Developmental (6-8)	0.6	5%	0.0	5%	0.0	5%
Pre-High	1.0	5%	1.4	5%	0.0	5%
High School	1.1	5%	0.0	5%	0.0	5%
Young Adult (11-13)	5.1	5%	0.0	5%	0.0	5%
Mature Adults (14-18)	1.3	5%	0.0	5%	0.0	5%
Senior Adult (19-24)	0.1	5%	0.0	5%	0.0	5%

Participant Tendency Highlights

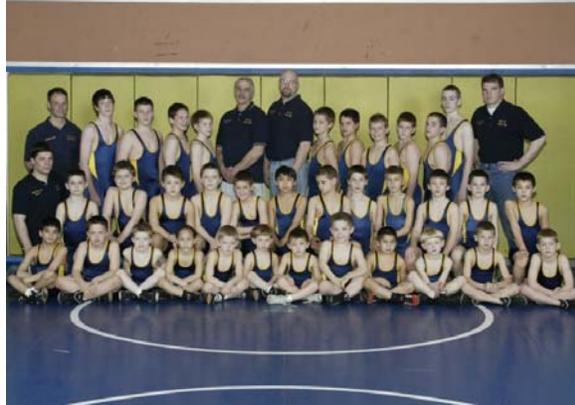
Core Age Groups	Match per Week	Length of Match	Typical Match Day	Travel Time Threshold	Hours of Weekly Practice	Typical Practice Time
				(mins)	(hrs.)	
Developmental (6-8)	1	2	Weekend	30	2	Weekday (5-9pm)
Pre-High (9-13)	1	2	Weekend	30	3	Weekday (5-9pm)
High School (14-18)	1	3	Weekend	45	3	Weekday (5-9pm)

Detailed Findings

Wrestling is organized into several organizations throughout Fairfax County. Some leagues are based on geography, while others have players from throughout the County. Youth teams start at age 5 and continue through 14, while high school teams are for 15–18 year olds. Most wrestlers are male, although there are a few female participants as well. Tournament participation is low, as most teams compete in local and regional meets on a regular basis.

Wrestling has a steady presence in the County, with 7,212 users within a 30-minute drive-time radius of the Sportsplex.

Leagues are well established with long-standing histories, although new smaller leagues have emerged. Typical behaviors in season are practice one to two times per week with a meet on the weekend. Practices occur at higher frequency during the pre-season and also before the play-offs, if applicable.



Fees typically range from \$50 to \$300 per player, per season. Meets are held throughout the County, as well as in surrounding areas.

In terms of facilities, wrestling shares the use of indoor wood court space with other user groups, including basketball and volleyball. Gym space is difficult to schedule because of the amount of competing teams for the same space. Although three wrestling matches can occur simultaneously on one wood court, teams find it difficult to schedule practice and meet times.

Some teams choose to compete in tournaments, especially those that are more competitive, like the Beltway League—a regional organization. Travel tolerance is low at the youth level, with mostly local events. Fundraising by selling concessions at games is used by teams with those types of support facilities to supplement the financial needs of the teams.

Clinics take place in the summer and over school breaks at local high schools, or are hosted by a club. Logistics present a challenge in terms of facilities being spread throughout the county.

The main need for users is in more gym space for practice, meets and tournaments. Select teams pay market rate at private facilities for added activity time.



SOFTBALL (FAST PITCH)

Quick Facts	
Participant Rank # 11	
Users within 30 Min Drive	4,115
Age Group	Youth (5-18) + Adult
Season Durations	March – June & August - November
Field Type	Outdoor 60' / 65' Diamond
Field Type Demand (Practice)	Medium
Field Type Demand (Games)	High
Field Type Demand (Tournament)	High
Average Roster Size	12
Tournament Participation	Medium
Methods of Communication	Website, Email, Written Correspondence

Sample Capture Rates by Drive Time, Competition Level and Age Group for League

Sport	30 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Softball Fast- Junior	0.0	0%	0.0	0%	0.0	0%
Softball Fast- Senior	18.3	15%	26.8	50%	10.6	50%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	0%
Pre-High	1.1	0%	6.4	0%	6.4	0%
High School	1.0	15%	4.2	50%	4.2	50%
Young Adult (19-30)	9.1	15%	16.2	50%	0.0	50%
Mature Adults (31-45)	4.5	15%	0.0	50%	0.0	50%
Senior Adult (46-60)	2.6	15%	0.0	50%	0.0	50%

Participant Tendency Highlights

Core Age Groups	Games per Week	Length of Game	Typical Game Day	Travel Time Threshold (mins)	Hours of Weekly Practice (hrs.)	Typical Practice Time
Pre-High (9-13)	1	1.5	Weekend	30	1.5	Weekday (5-9pm)
High School (14-18)	2	1.5	Weeknight	45	2	Weekday (5-9pm)
Young Adult (19-30)	1	1.5	Weeknight	30	0	N/A

Detailed Findings

Fast-pitch softball is organized into several organizations throughout Fairfax County. Some leagues are based on geography, while others have players from throughout the County. Youth teams start at age 5 and go through age 18. Players are female. Travel teams are plentiful and tournament participation is active.

Fast-pitch softball has a steady following in the County, with 4,115 users within a 30-minute drive-time radius of the Sportsplex.

Leagues are well established with long-standing histories, although new smaller leagues have emerged. Typical behaviors in season are practice one to two times per week with one to two games per week—usually one game on the weekend and the other on a weeknight. Practices occur at higher frequency during the pre-season and also before the playoffs, if applicable.



Fees typically range from \$100 to \$500 per player, per season, depending on amount of travel and fundraising. Games are played throughout the County, as well as in surrounding areas for away games.

In terms of facilities, fast-pitch softball shares the use of 60' diamond fields with other user groups, including little league baseball and slow-pitch softball. Lack of field time can make adequate practice time difficult.

Select teams choose to compete in tournaments. The main factor in tournament selection is first location, and then cost. Travel tolerance is lower at the youth level, and increases with skill level of player. Fundraising by selling concessions at games is used by teams with those types of support facilities to supplement the financial needs of the teams.

Clinics take place in the summer and over school breaks at local high schools, or are hosted by a club. Logistics present a challenge in terms of facilities being spread throughout the county.

The main need for users is in more field space for practice, games and tournaments. Currently, some teams pay market rates at private facilities to have adequate practice time.



LACROSSE

Quick Facts	
Participant Rank # 12	
Users within 30 Min Drive	2,418
Age Group	Youth (12-18) + Adult
Season Durations	April - June
Field Type	Outdoor Rectangular Fields
Field Type Demand (Practice)	High
Field Type Demand (Games)	High
Field Type Demand (Tournament)	High
Average Roster Size	16
Tournament Participation	High
Methods of Communication	Website, Email, Phone Trees, Written Correspondence

Sample Capture Rates by Drive Time, Competition Level and Age Group for League

Sport	30 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Lacrosse- Junior	0.0	0%	0.0	0%	0.0	0%
Lacrosse- Senior	54.1	50%	14.0	60%	0.0	0%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	0%
Pre-High	9.2	0%	2.1	0%	0.0	0%
High School	3.9	50%	4.5	60%	0.0	0%
Young Adult (19-30)	24.7	50%	5.6	60%	0.0	0%
Mature Adults (31-50)	13.5	50%	1.8	60%	0.0	0%
Senior Adult (51-60)	2.8	50%	0.0	60%	0.0	0%

Participant Tendency Highlights

Core Age Groups	Games per Week	Length of Game	Typical Game Day	Travel Time Threshold (mins)	Hours of Weekly Practice (hrs.)	Typical Practice Time
Developmental (6-8)	1	1	Weekend	30	1.5	Weekday (5-9pm)
Pre-High (9-13)	1	1	Weekend	30	2	Weekday (5-9pm)
High School (14-18)	1	1	Weekend	60	3	Weekday (5-9pm)
Young Adult (19-30)	1	1	Weeknight	30	0	N/A
Mature Adults (31-50)	1	1	Weeknight	30	0	N/A

Detailed Findings

Lacrosse is organized into several organizations throughout Fairfax County. Some leagues are based on geography, while others have players from throughout the County. Youth teams start at age 8 through age 14. Players then go to high school teams. Players are both female and male. Travel teams are active and tournament participation is high.

Lacrosse is rapidly growing in the County, with 2,418 users within a 30-minute drive-time radius of the Sportsplex. In the last ten years, participation has doubled in the metro region.

Some leagues are well established with long-standing histories, although new smaller leagues have emerged as the sport grows. Typical behaviors in season are practice two to three times per week with a game on the weekend. Practices occur at higher frequency during the pre-season and also before the playoffs, if applicable.



Fees typically range from \$100 to \$450 per player, per season, depending on amount of travel. Games are played throughout the County, as well as in surrounding areas for away games.

In terms of facilities, lacrosse shares the use of rectangular fields with other user groups, including soccer and field hockey. Many of these multi-use fields are not completely lined for lacrosse, which can make practice and game play challenging.

Select teams choose to compete in tournaments, both local and regionally. The main factor in tournament selection is first location, and then cost. Travel tolerance is lower at the youth level, increasing as age and skill of player increases. Fundraising by selling concessions at games is used by teams with those types of support facilities to supplement the financial needs of the teams.

Clinics take place in the summer and over school breaks at local high schools, or are hosted by a club. Logistics present a challenge in terms of facilities being spread throughout the County.



The main need for users is in more fields for practice, games and tournaments. Currently, some teams pay market rates at private facilities to have adequate practice time.

RUGBY

Quick Facts	
Participant Rank # 13	
Users within 30 Min Drive	1,640
Age Group	High School + Adult
Season Durations	August – November & February - March
Field Type	Outdoor Rectangle Field
Field Type Demand (Practice)	Low
Field Type Demand (Games)	High
Field Type Demand (Tournament)	Medium
Average Roster Size	35
Tournament Participation	Low
Methods of Communication	Email

Sample Capture Rates by Drive Time, Competition Level and Age Group for League

Sport	30 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Football Touch- Junior	27.9	50%	0.0	0%	0.0	0%
Rugby- Junior	0.0	0%	0.0	0%	0.0	0%
Rugby- Senior	4.1	20%	4.3	25%	0.0	0%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	0%
Pre-High	0.2	0%	0.0	0%	0.0	0%
High School	0.5	20%	0.0	25%	0.0	0%
Young Adult (19-30)	2.4	20%	4.3	25%	0.0	0%
Mature Adults (31-50)	0.9	20%	0.0	25%	0.0	0%
Senior Adult	0.0	20%	0.0	25%	0.0	0%

Participant Tendency Highlights

Core Age Groups	Games per Week	Length of Game	Typical Game Day	Travel Time Threshold	Hours of Weekly Practice	Typical Practice Time
				(mins)	(hrs.)	
High School (14-18)	1	2	Weekend	30	2	Weekday (5-9pm)
Young Adult (19-30)	1	2	Weeknight	30	0	N/A
Mature Adults (31-50)	1	2	Weeknight	30	0	N/A

Detailed Findings

Rugby is organized into several organizations throughout the metropolitan region. Some leagues are based on geography, while others have players from throughout the area. Most teams are comprised of adults only, although some teams have high school seniors. Players are both female and male, and co-ed leagues are typical.

Rugby has a steady following in the County, with 1,640 users within a 30-minute drive-time radius of the Sportsplex.

Clubs are well established with long-standing histories in the area. Typical behaviors in season are to have a match once per week, usually on the weekend. Practices occur when possible, although the lack of field availability makes it difficult. Some players practice in their own front yards, or at local parks, because of the lack of field allocation.



Fees typically range from \$100 to \$250 per player, per season. Matches are played throughout the County, as well as in surrounding areas.

In terms of facilities, rugby shares the use of rectangular fields with other user groups, including soccer and lacrosse. Because of the allocation policy that youth sports have priority over adult sports, field time is difficult to schedule.

Clubs occasionally compete in tournaments. The main factor in tournament selection is first location, and then cost. Travel tolerance is highly dependent on the individual team. Fundraising is not often a financial consideration, so cost management is important to each player.

Clinics do not typically occur, although some clubs have charity matches to raise funds for specific organizations.

The main need for users is in more fields for practice and matches. Currently, some teams forego practice completely, and only compete due to lack of field space.



FIELD HOCKEY

Quick Facts	
Participant Rank # 14	
Users within 30 Min Drive	2,126
Age Group	Youth + High School + Adult
Season Durations	September - November
Field Type	Outdoor Rectangle Field
Field Type Demand (Practice)	Medium
Field Type Demand (Games)	Medium
Field Type Demand (Tournament)	High
Average Roster Size	12
Tournament Participation	Medium
Methods of Communication	Website & Email

Sample Capture Rates by Drive Time, Competition Level and Age Group for League

Sport	30 Minute Radius					
	Recreational Teams	Capture Rate	Competitive Teams	Capture Rate	Travel Teams	Capture Rate
Field Hockey- Junior	0.0	0%	0.0	0%	0.0	0%
Field Hockey- Senior	45.9	50%	0.0	60%	0.0	0%
Introductory (3-5)	0.0	0%	0.0	0%	0.0	0%
Developmental (6-8)	0.0	0%	0.0	0%	0.0	0%
Pre-High	4.4	0%	0.0	0%	0.0	0%
High School	4.6	50%	0.0	60%	0.0	0%
Young Adult (19-30)	26.1	50%	0.0	60%	0.0	0%
Mature Adults (31-50)	9.3	50%	0.0	60%	0.0	0%
Senior Adult (51-65)	1.6	50%	0.0	60%	0.0	0%

Participant Tendency Highlights

Core Age Groups	Games per Week	Length of Game	Typical Game Day	Travel Time Threshold	Hours of Weekly Practice	Typical Practice Time
				(mins)	(hrs.)	
Developmental (6-8)	1	1	Weekend	30	1	Weekday (5-9pm)
Pre-High (9-13)	1	1	Weekend	30	2	Weekday (5-9pm)
High School (14-18)	1	1	Weekend	30	4	Weekday (5-9pm)
Young Adult (19-30)	1	1	Weeknight	30	0	N/A
Mature Adults (31-50)	1	1	Weeknight	30	0	N/A

Detailed Findings

Field Hockey is organized into several organizations throughout Fairfax County. Some leagues are based on geography, while others have players from throughout the County. Teams are grouped by age, but also ability of the player.

Youth teams start at 3rd and 4th grade levels. There are travel teams as well as competitive and recreation teams. Players are both female and male, with higher participation from females.



Field hockey is growing in the County, with 2,126 users within a 30-minute drive-time radius of the Sportsplex.

Leagues are well established with long-standing histories, although smaller new leagues have emerged. Typical behaviors in season are practice one to three times per week with one game per week depending on field availability. Practices occur at higher frequency during the pre-season and also before tournament season, starting in October.

Fees typically range from \$75 to \$500 per player, per season, depending on how many tournaments are attended and on private facility utilization. Games are played throughout the County, as well as in surrounding areas for away games.

In terms of facilities, field hockey shares the use of rectangular fields with other user groups, including soccer, football, rugby and lacrosse. Not many of these multi-use fields are completely lined for field hockey, which can make practice and game play challenging. Turf is preferred, and some teams will go to private facilities for a turf field at market rates.



Some teams choose to compete in tournaments. The main factor in tournament selection is first location, and then cost. Travel tolerance is low at the youth level and rises with competition level.

Clinics take place in the summer and over school breaks at local high schools, or hosted by a club. The main need for users is in more field space for practice, games and tournaments. Currently, the gap for field time is met with rental time at private facilities.