Breese Stevens Capital Improvements 2007-2021						FUNDING SOURCE					
Year	Project.	Description	TOTAL EXPENDITURE		Impact Fees	G.O. Debt (tax levy)	TIF	Private	JMP Asset Sale	Other	
2007	Breese Phase 1	Remove/replace bleacher seats; waterproof concrete deck; accessible seating/entrance/restrooms; storm sewer; window replacement; asbestos removal; entrance concessions area;	\$	1,660,000		\$ 1,655,000				\$ 5,000	
2009	Breese Phase 2	Roof and ornamental tile repair/replacement; tuck pointing walls all around; referee locker rooms; repair roof canopy;	\$	720,000	\$ 442,000	\$ 278,000					
2011	Breese Press Box	Purchase and Installation of a press box along E Washington Ave.	\$	118,000				\$ 100,000	\$ 18,000		
2011	Breese Entrance Improvements	Renovate entrance plazas at Paterson/Mifflin and Paterson/E Washington Ave.	\$	152,000			\$ 133,000		\$ 19,000		
2013	Breese Deck Repairs-Phase 2	Repaire deck waterproofing failures from phase 1 - additional water proofing on the face wall	\$	140,000					\$ 140,000		
2013	Breese Lights/Sound system	Remove/replace the remaining 3 ladder/truss light poles, replace all fixtures and add sound system	\$	349,500		\$ 322,000			\$ 23,000	\$ 4,500	
2014	Breese Synthetic Turf	Replace natural grass with synthetic turf, field cover	\$	1,006,000			\$ 1,006,000				
2017	Facility Improvements	electrical service upgrades; plumbing fixtures, bike racks, and video board	\$	110,000				\$ 110,000			
2018	Restroom/Concession/Restoration	Restroom and Concession Addition; Historic restoration work	\$	1,200,000	\$ 675,000	\$ 450,000		\$ 75,000			
2019 to 2021	Continued Facility Plan Upgrades including items to meet Professional Soccer Standards	Additional Seating capcity, new/expanded restrooms, hospitality spaces, and additional historic restoration	\$	1,600,000	Funding sources to be identified as part of ongoing agreement discussions and subject to being approved in the City's Capital Budget.						
		TOTAL:	\$	7,055,500	\$ 1,117,000	\$ 2,705,000	\$ 1,139,000	\$ 285,000	\$ 200,000	\$ 9,500	