STATE OF CALIFORNIA DEPARTMENT OF PARKS AND RECREATION PROJECT TIMELINE FORM

TASKS The below list can be adjusted/reorganized with tasks added/removed unique to each PROJECT.	START DATE (MM/YY)	END DATE (MM/YY)	LEAD AGENCY responsible for task and contact information	NOTES ABOUT ANY POTENTIAL DELAYS/ISSUES
Appraisal and Purchase Agreement (for ACQUISITION)				
Close of escrow (for ACQUISITION)				
Schematic/concept level design with community-base planning and ADA (Americans with Disabilities Act) considerations	d			
Site risk assessment for possible contaminants and other complications				
5. CEQA OR NEPA (if on federal land) for the construction scope				
6. Engineer cost estimate				
7. Consultation with CONSERVATION CORPS to consider feasibility				
Construction Documents (final design includes the community-based planning results)				
9. Construction Permits				
10. Other permits (Note if Department of Toxic Substances Control, Divisior of the State Architect, US Army Corps of Engineers, or other regulatory permits as				

PROJECT TIMELINE FORM (CHECKLIST #7)

TASKS The below list can be adjusted/reorganized with tasks added/removed unique to each PROJECT.	START DATE (MM/YY)	END DATE (MM/YY)	responsible for task and contact information	NOTES ABOUT ANY POTENTIAL DELAYS/ISSUES
applicable to site, are required)				
11. Construction Bid Package Preparation/start Bid Process				
12. Bid Approval for Construction				
13. Environmental cleanup/remediation				
14. Construction Period				
15. Grand Opening/completed for public use with grant completion package (three months before the end of the GRANT PERFORMANCE PERIOD).				
16. Thirty years of operation and maintenance for public use.				Thirty years beginning with APPROPRIATION DATE

listed in the right column above. The agency reviewed the project concept, including its loc time period estimated for the step "is reasona circumstances."	contacts for each milestone above have cation and scope, and represent that the
AUTHORIZED REPRESENTATIVE Signature	Date