

## ENG# 22-105 - Mission Park Renovations

### Project Description:

Mission Park is one of (17)- parks on the reservation maintained by the Oneida Parks and Recreation Department. Consideration to upgrade the Nation’s park system creates opportunities for tribal community to connect with the natural environment, improve healthy lifestyles socially, physically, culturally and emotionally. Over the years, surface water resulting from inadequate drainage along with modifications to the park caused stagnant water and maintenance issues which posed problems, preventing its full utilization.

The proposed project is to modify the existing park conditions to a create a more functional recreational area for the Oneida Community. This plan would eliminate frequent maintenance activities and create a more useful park by implementing drainage mitigation measures such as: berms, drainage ditches, installing storm water drainage pipes and elevating the land in targeted areas to prevent future flooding of the park. Poor draining characteristics within the site have prevented full utilization of the park for decades. Mission Park is regularly used by the Oneida Nation School system and the Oneida community for various sporting events and recreational activities throughout the year.

Phase I of this project is to work with Civil Engineering firm, Oneida Engineering Solutions (OES) to provide Civil engineering/ design services and prepare construction costs.

### Current Status:

OES presented various design concepts and estimated cost to the project team. The team is currently reviewing the presented options and associated costs. OES is on standby until direction is received from Oneida.



### Schedule:

- Approvals - To be Determined
- Bidding- To be Determined
- Design - To be Determined
- Construction - To be Determined

### Project Partners:

Engineering, DPW, Recreation, Purchasing, Legal Office & OES



Oneida Engineering  
Department

DEVELOPING A COMMUNITY OF WELL-BEING THAT IS UNIQUELY ONEIDA

Date: 10/31/22