

Duke Farms Green Acres Stewardship Grant Budget Estimate - Phase I

Task	Grant Funding Request	Match*	Notes
1. Professional Services (planning, Engineering, other consulting services)	\$125,000	\$125,000	Professional Services can be up to 13% of total construction costs.
2. Application Preparation/Incidental Costs	\$20,000	\$0	Application Preparation/Incidental Costs can be 2% of project costs up to \$20,000
3. Environmental Assessment Costs	\$15,000	\$10,000	
4. Permit Costs	\$7,500	\$7,500	
5. Construction Costs:			
a. Invasive Removal	\$125,000	\$125,000	
b. Fencing	\$125,000	\$150,000	
c. Planting	\$75,000	\$75,000	
d. Trail Improvements/Accessibility	\$50,000	\$50,000	
Total	\$542,500	\$542,500	

*The total project cost for phase I of the grant is estimated to be \$1 million. The grant will likely not be awarded until mid-2025.

* Match for the overall project is based upon the 50% award cap for non-profit grant applications.

Duke Farms Green Acres Stewardship Grant Budget Estimate - Future Phases

Task	Grant Funding Request	Match*	Notes
1. Professional Services (planning, engineering, technical design, and other consulting services)	\$125,000	\$150,000	Professional Services can be up to 13% of total construction costs.
2. Application Preparation/Incidental Costs	\$20,000	\$0	Application Preparation/Incidental Costs can be 2% of project costs up to \$20,000
3. Environmental Assessment Costs	\$25,000	\$0	
4. Permit Costs	\$10,000	\$20,000	
5. Construction Costs:			
a. Invasive Removal	\$100,000	\$125,000	
b. Fencing	\$115,000	\$150,000	
c. Planting	\$75,000	\$100,000	
d. Trail Improvements/Accessibility	\$100,000	\$175,000	\$500/truckload for QP, 50 ft of length. 3,000 feet of tr
6. Stewardship Digital Application	\$200,000	\$50,000	
Total	\$770,000	\$770,000	

*The total project cost for future phases is estimated to be in excess of \$1.5 million. Funding requests to be submitted in 2026 and beyond.

* Match for the overall project is based upon the 50% award cap for non-profit grant applications.