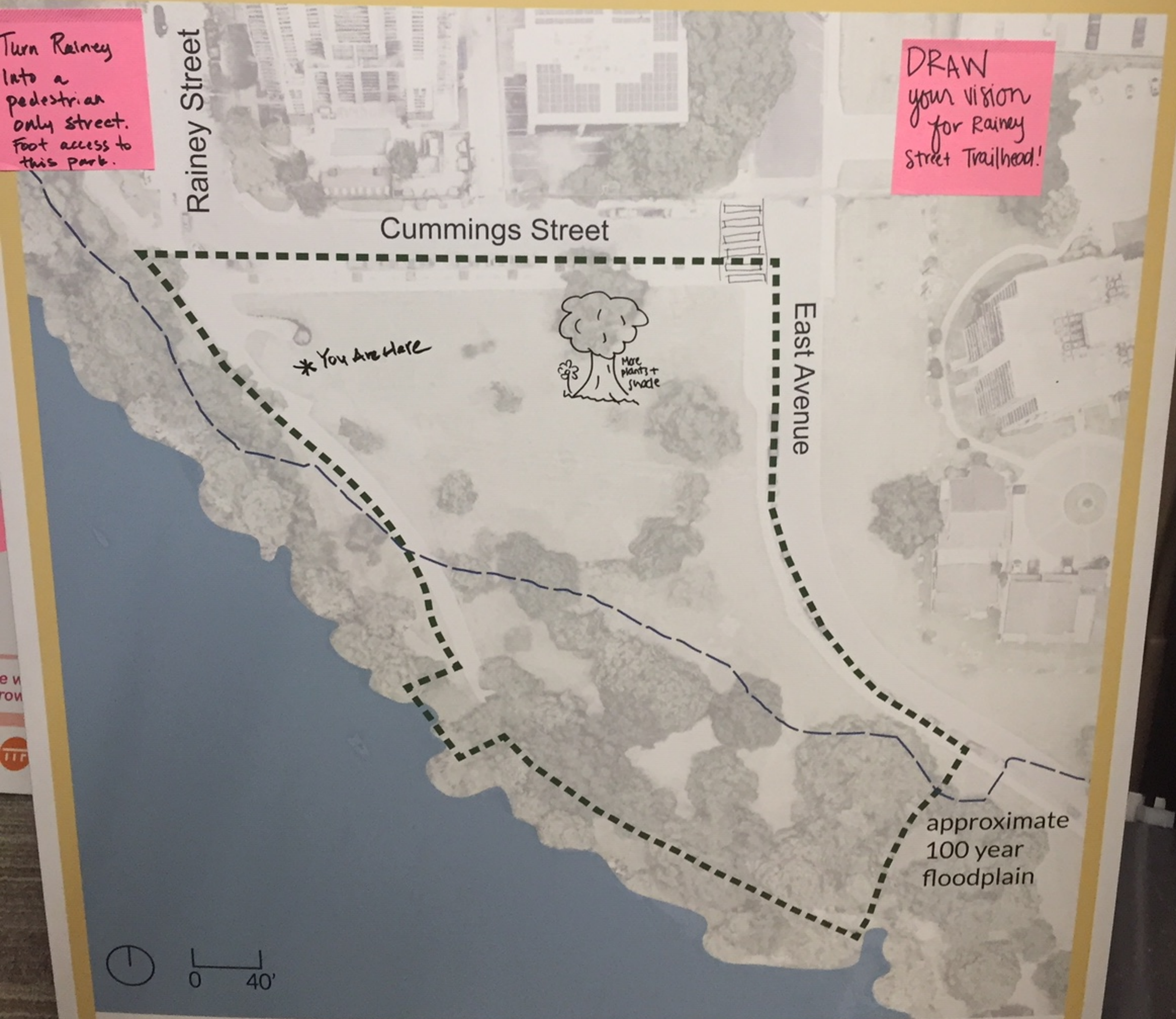


HOW WOULD YOU DESIGN THE PARK?

DRAW ON THE PLAN to show us how you would improve and enhance the ecological function of the site while providing spaces for recreational use and improved trail connectivity for the growing area.



PROJECT GOAL: improve and enhance the ecological function of the site while providing spaces for recreational use and improved trail connectivity for the growing area.

HOW WOULD YOU MAKE THIS PARK BETTER?



gathering spaces



shoreline restoration



activity areas



rest / relaxation areas



tree planting / shade



better neighborhood and trail connections

We're open to suggestions! Tell us how else you would make this park better!

Like the open space - No add'l trees
 Make pet friendly
 Dog Park!
 Access to the shoreline/docks
 Public Art
 Swings!
 Dog Agility area
 Bring Birds & Animals to shoreline
 PLEASE Don't Add Parking!! It's Already way too crowded!
 All #6 area

PROJECT GOAL: improve and enhance the ecological function of the site while providing spaces for recreational use and improved trail connectivity for the growing area.

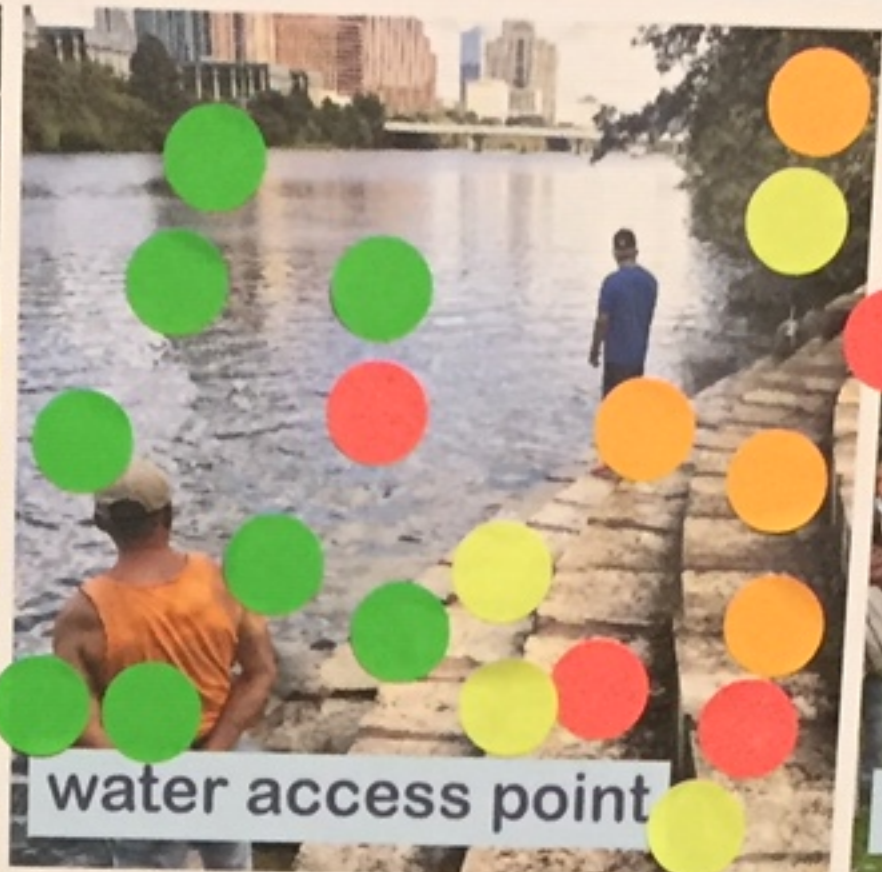
WHAT DO YOU WANT TO SEE HERE?



native plantings



exercise stations



water access point



event lawn



stormwater management



additional trail connections



enhanced crosswalk

Like, but too LOUD



nature play



lawn / open space



picnic / gathering tables

We're open to suggestions! Tell us what else you would like to see here?

Awesome Playground

Adult Splash pad

No perfor fixtures - keep it natural, bring in events then out.

Not slick or urban *aka "WILD!"*

Connectivity to properties across Cummings

lighting Dog Splash

SHADE BEAT LAUNCH FOR PADDLES/BOATS

Docks on WATER Leashless Dog Park

Lights on trail

Shade TREES to screen BLDGS

POLICE KIOSK Park Lighting

SENIOR PLAY AREA

DOG PARK

more lighting on trails

PROJECT GOAL: improve and enhance the ecological function of the site while providing spaces for recreational use and improved trail connectivity for the growing area.