



CONCEPT A

## LEGEND

- 1 Gorham Cooperative Pre-School
- 2 Existing Ball field
- 3 Basketball Courts
- 4 Bike Repair Station and Trail Connection
- 5 Existing Maintenance Shed and Electrical Equipment
- 6 Restrooms
- 7 Bike Racks
- 8 Bee Hives
- 9 Raised Garden Beds with Fencing
- 10 Picnic Area
- 11 Gateway with Educational Signage
- 12 Mounded Nature Play Area, 3-4' Max Height
- 13 Slide
- 14 Splash Pad
- 15 2-5 Year Old Play Area
- 16 Swings
- 17 5-9 Year Old Play Area
- 18 Picnic Tables
- 19 Shade Structure
- 20 Existing Woods
- 21 Swing Benches
- 22 Open Area
- 23 Benches
- 24 Replanted Area
- 25 Loop Trail
- 26 Painted Walkway
- 27 Proposed Sidewalk
- 28 Existing Asphalt Walkway



CONCEPT B

## LEGEND

- 1 Gorham Cooperative Pre-School
- 2 Existing Ball field
- 3 Basketball Court
- 4 Bike Repair Station and Trail Connection
- 5 Existing Maintenance Shed and Electrical Equipment
- 6 Port-a-potty Shelter
- 7 Bike Racks
- 8 Bee Hives
- 9 Raised Garden Beds
- 10 Picnic Area
- 11 Gateway with Educational Signage
- 12 Mounded Nature Play Area, 3-4' Max Height
- 13 Slide
- 14 Central Walkway
- 15 2-5 Year Old Play Area
- 16 Swings
- 17 5-9 Year Old Play Area
- 18 Proposed Sidewalk
- 19 Pavilion
- 20 Existing Woods
- 21 Swing Benches
- 22 Open Area
- 23 Benches
- 24 Replanted Area
- 25 Loop Trail
- 26 Existing Asphalt Walkway
- 27 Crushed Stone Interior Path



CONCEPT C

## LEGEND

- 1 Gorham Cooperative Pre-School
- 2 Existing Ball field
- 3 Basketball Court
- 4 Bike Repair Station and Trail Connection
- 5 Existing Maintenance Shed and Electrical Equipment
- 6 Restrooms
- 7 Bike Racks
- 8 Bee Hives
- 9 Raised Garden Beds
- 10 Pavilion
- 11 Gateway with Educational Signage
- 12 Mounded Nature Play Area, 3-4' Max Height
- 13 Slide
- 14 Splash Pad
- 15 2-5 Year Old Play Area
- 16 5-9 Year Old Play Area
- 17 Picnic Area
- 18 Bike Skills Area
- 19 Existing Woods
- 20 Benches
- 21 Replanted Area
- 22 Loop Trail
- 23 Central Walkway
- 24 Proposed Sidewalk with Curb
- 25 Existing Asphalt Walkway
- 26 Crushed Stone Interior Path