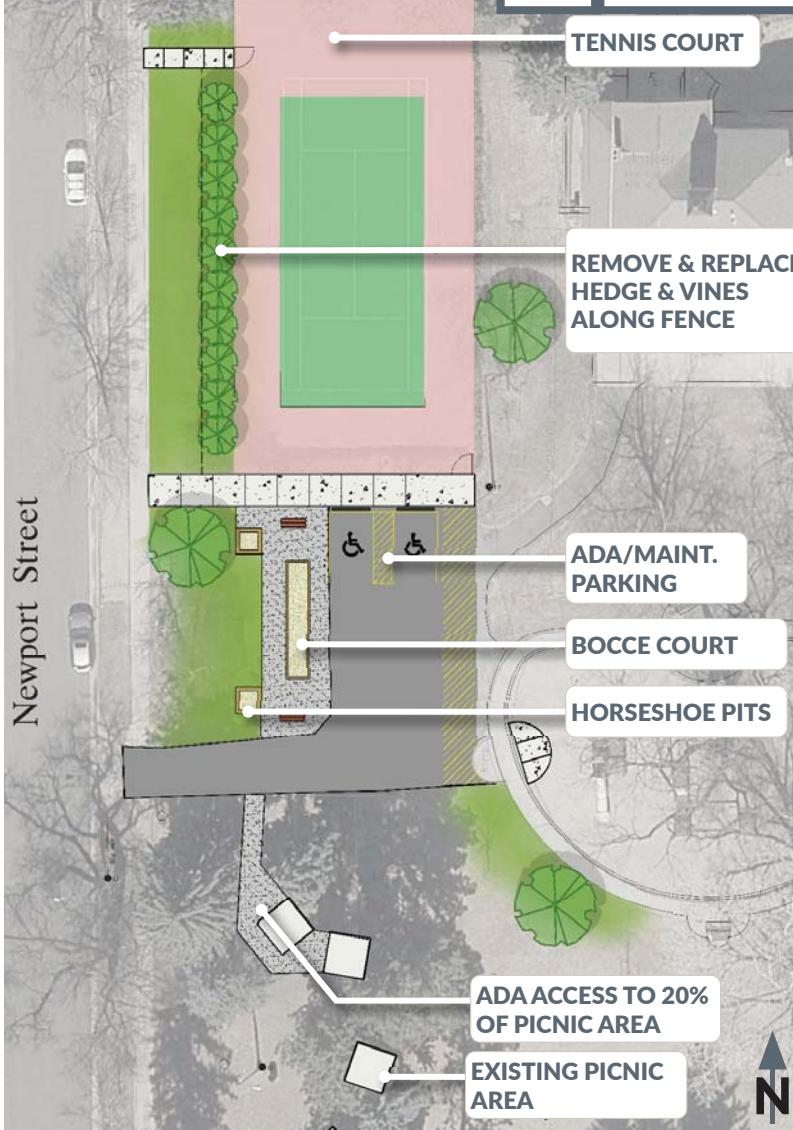


# PARK ALTERNATIVES

## ALTERNATIVE 1

37  
Preferred Votes

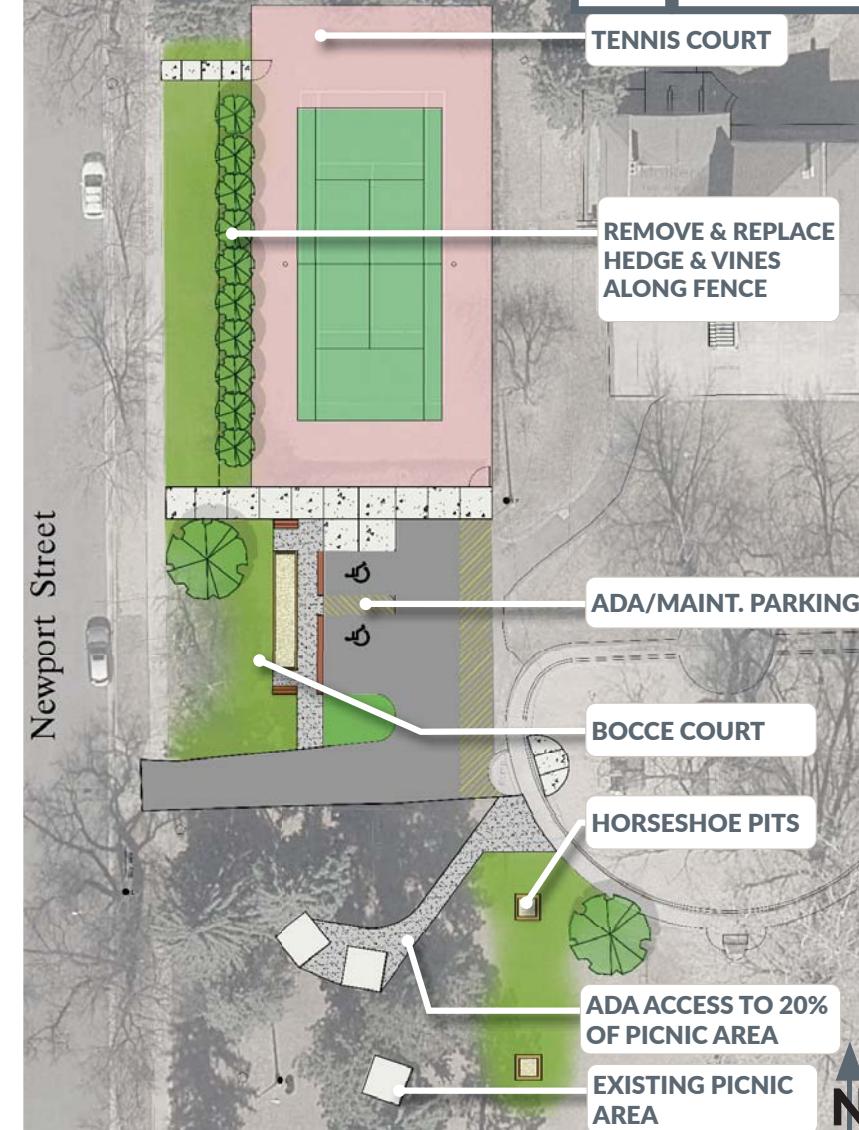


### Alternative 1 Comments:

- Keep horseshoes in current location.
- No parking.
- Two more picnic tables if affordable.
- Keep horseshoes here (see drawing).
- Don't put horseshoes here (see drawing).
- Thank you so much! We can't wait to enjoy these improvements.
- Basketball Hoop - Tetherball somewhere
- Need new playground equipment
- Add grills to picnic area
- Tether Ball between Horseshoe pits
- Basketball added to parking lot
- Park needs forestry attention.
- Trees need trimming.
- Have been neglected for years.
- Great meeting you all!
- Look forward to the improvements
- Looks great!

## ALTERNATIVE 2

11  
Preferred Votes



### Alternative 2 Comments:

- Moving horseshoe here is in an awkward spot, in the way. Disrupts the flow between picnic tables and big lawn. A hazard for tripping too. Kids play soccer there.
- Like this better, but either is ok.

### Miscellaneous Comments:

- The horseshoe pits away from picnic area. Look to plant some "Legacy" trees between current trees on Richtofen Blvd. The Locusts are dieing and we don't have 100 years for the same canopy.
- Pay attention to other garden features. Prefer two new picnic tables over basketball court. Could do either. ADA access alternative.
- Someone mentioned a basketball hoop on the parking lot. No! Nearby Dennison Park has 2 basketball courts. A b-ball court here is too close to the homes right across the street on Newport. Too noisy and disruptive.

- Too close to play area and picnic area. Safety reason is main concern.
- Please plant new vines around the tennis court fence. The vines are one of the best things about the court.
- Horseshoe Pits - Bad spot
- I would have concern with horseshoe pitts so close to picnic area in Option #2.
- Project Goals - Would be great to add a cinder path just inside the park (trees) on the South end of the park!
- Add a path?

## Montclair Park Renovations - Survey Results

Montclair Park

January 3, 2020