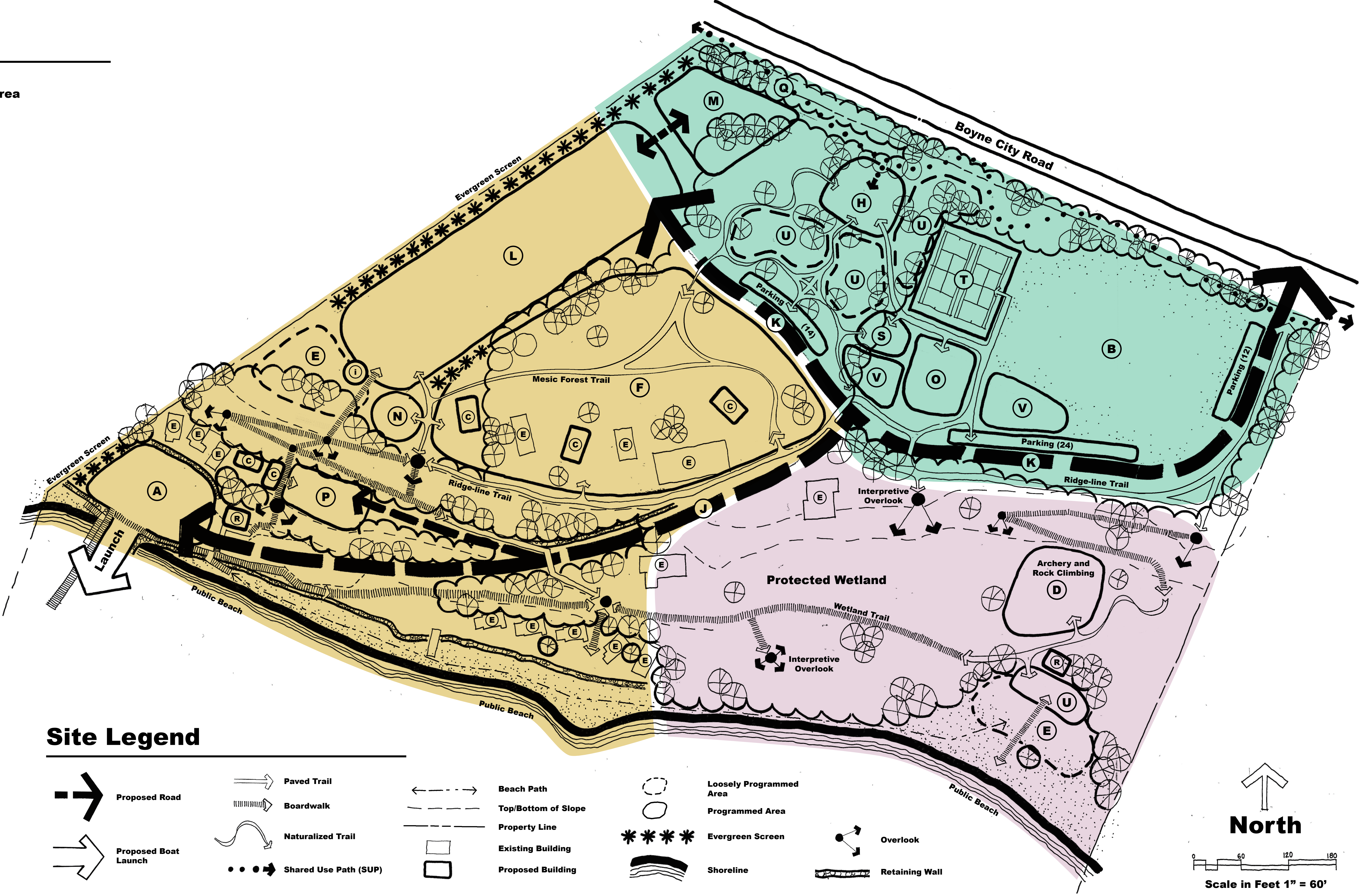


# Conceptual Diagram - Park Division

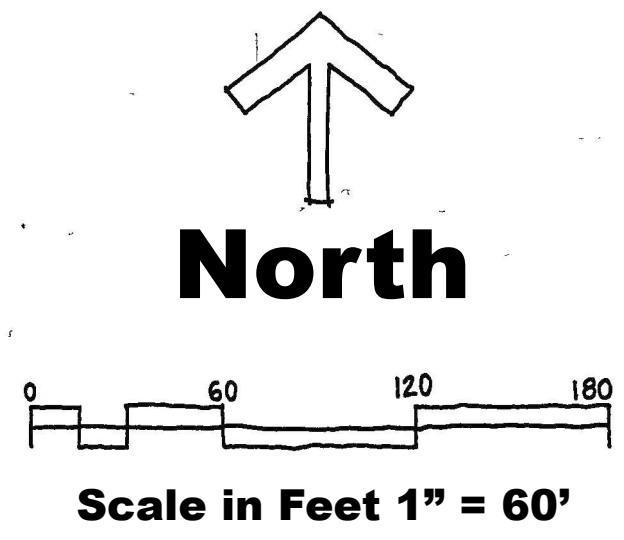
## Major Sub Areas

- Boat Launch and Cabin Rental Area
- Day Use Area
- Protected (Low Impact) Area



## Site Legend

- |                      |                       |                     |                         |
|----------------------|-----------------------|---------------------|-------------------------|
| Proposed Road        | Paved Trail           | Beach Path          | Loosely Programmed Area |
| Proposed Boat Launch | Boardwalk             | Top/Bottom of Slope | Programmed Area         |
|                      | Naturalized Trail     | Property Line       | Evergreen Screen        |
|                      | Shared Use Path (SUP) | Existing Building   | Shoreline               |
|                      |                       | Proposed Building   | Overlook                |
|                      |                       |                     | Retaining Wall          |



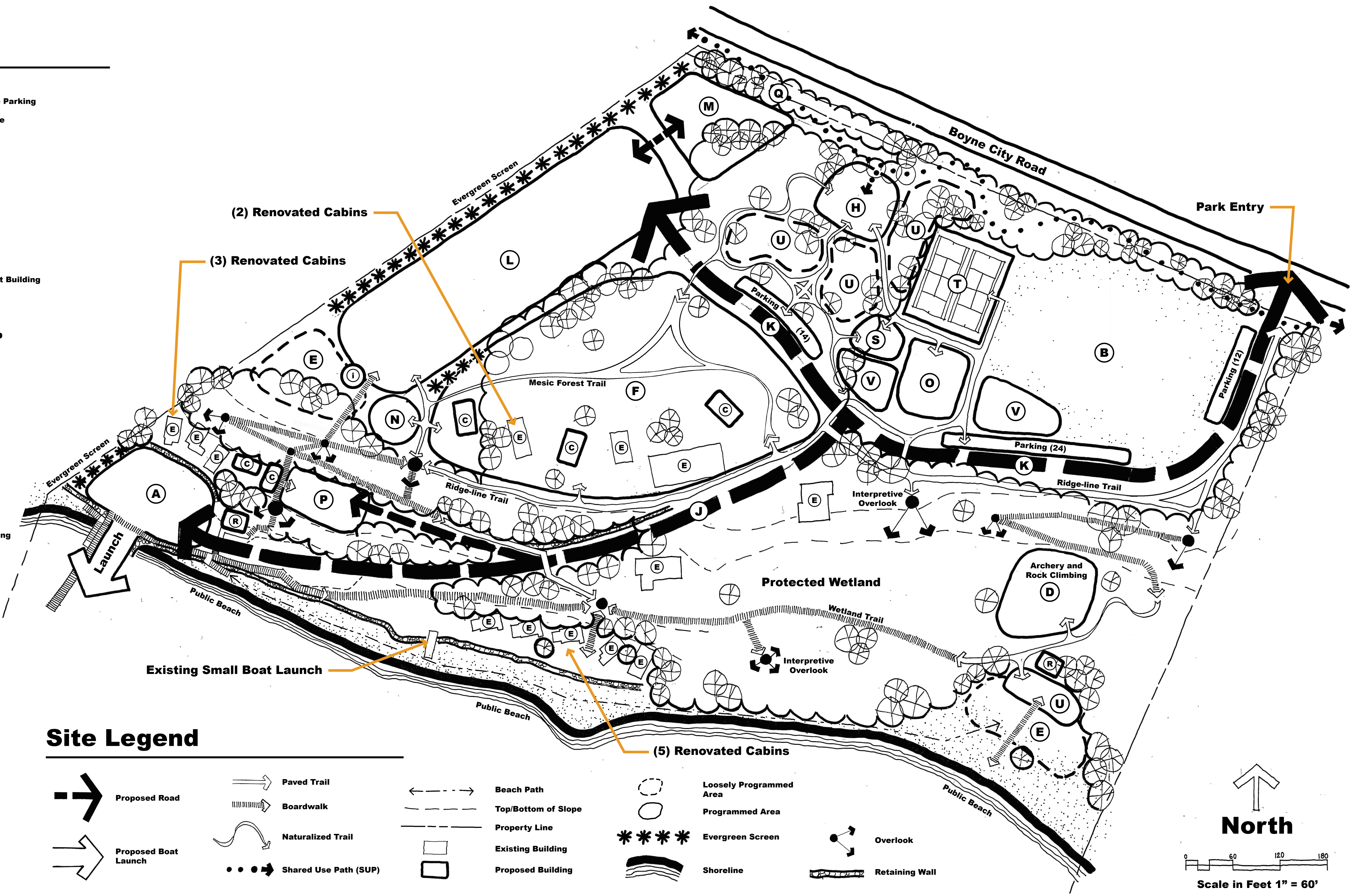
September 03, 2014



# Conceptual Diagram

## Spatial Elements

- (A) Boat Launch Area**
  - Double Boat Launch
  - Skid Pier
  - Fishing Pier
  - Parking - Min. (1) HC Car + Trailer, (1) HC Car Only
  - Potential for (5) Parking Spaces Total
  - Maneuver Space
  - Turn-around
  - Boardwalk
- (B) Multi-Use Field (250' x 180')**
- (C) New Cabins**
- (D) Archery and Rock Climbing**
- (E) Existing Renovated Building**
- (F) Upland Mesic Forest Area**
  - Preservation Zone
  - Nature Trails
  - (2) Renovated Cabins
  - (3) New Cabins
  - Renovated Craft Building
- (G) Picnic Area**
  - Picnic Tables
  - Grills
- (H) Trail Head - Boyne City Road SUP**
  - Shade/Picnic Shelter
  - Bike Facilities
  - Water
- (I) Boating Information Center**
  - Kiosk
  - Shelter
  - Fire Ring
- (J) Seasonal Boat Launch Road**
- (K) All-Season Park Road**
- (L) Launch and Overflow Parking**
  - 34 Car and Trailer Spaces
  - Overflow option
- (M) Relocated Maintenance Facilities**
  - Relocated Storage Barn
  - Storage Yard
  - Drop-Off
  - Employee Parking
- (N) Natural Play Area**
- (O) Traditional Playground**
- (P) Lower Plateau Parking**
  - Min 10 Overnight Car Only Spots
  - Large Overlook Deck
- (Q) Future Boyne City Road SUP**
- (R) Restrooms**
- (S) Restrooms with Showers**
- (T) Existing Tennis Courts**
- (U) Small Picnic Pavilions**
  - Shelter
  - Grills
  - Water
- (V) Pavilion Rentals (Open)**
  - Shelter
  - Grills
  - Water
  - Court Games



## Site Legend

- Proposed Road** (thick solid arrow)
- Proposed Boat Launch** (thick solid arrow with 'Launch' label)
- Paved Trail** (double line with cross-hatches)
- Boardwalk** (dashed line with cross-hatches)
- Naturalized Trail** (wavy line)
- Shared Use Path (SUP)** (dotted line with arrow)
- Beach Path** (dashed line)
- Top/Bottom of Slope** (dashed line with triangles)
- Property Line** (long dashed line)
- Existing Building** (rectangle with cross-hatches)
- Proposed Building** (solid rectangle)
- Loosely Programmed Area** (dashed outline)
- Programmed Area** (solid outline)
- Evergreen Screen** (line with asterisks)
- Shoreline** (wavy line)
- Overlook** (circle with cross-hatches)
- Retaining Wall** (line with cross-hatches)

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