

# DONATE TO THE NEW PARK

The Batesville Parks department is accepting donations to be used for site amenities to be located at the new park on Six Pine Ranch road across from Batesville Tool and Die.

A grant has been secured for the new park with construction set to begin in spring, 2019.

The grant will pay for a trail, parking lot, and playground, but not for needed amenities for the new park.

Many opportunities to donate listed below.

Any donated item will have a small plaque attached indicating the donor if requested.

Items can be donated by individuals, groups, businesses, or items donated in memory of loved ones.

CONTACT MIKE AT 812-212-0603 OR [mbaumer@batesvilleindiana.us](mailto:mbaumer@batesvilleindiana.us) FOR MORE INFO.

Please consider this opportunity to help our new park grow. Thank you.



## Trash Cans \$120 each

6 needed

These trash containers will be built by the parks department and your donation will fund the material and lids needed.



## Dog Waste Station \$400 each

2 needed

The dog waste stations will be placed near the trail entrance at parking lot and the other along the trail.



## Small Message Board \$400 each

2 needed.



## Benches \$550 each

6 needed

These 6' benches made from recycled material and guaranteed for 50 years will be placed along the trail and around playground area.



## Large message Board \$800

This large message board will welcome park visitors at the parking area with a park map and information.



## Picnic Tables \$800 each

4 needed

These 8' picnic tables made from recycled material and guaranteed for 50 years will be placed throughout the park. These tables are "walk-thru" making seating much easier.



## Accessible Picnic Tables \$1200 each

2 needed

These 2 picnic tables will be placed under the shelter that will be located near the playground. 8' long made from recycled material, and wheelchair friendly.



## Shelter \$2500

The approximate 14'x14' covered shelter will be similar to this one and be located near the playground.