

OVERALL OBJECTIVES

1. TO CREATE A TOWN DESTINATION TO MEET, GATHER, & PLAY.
2. TO CREATE A SENSE OF COMMUNITY THROUGH VOLUNTEER EFFORTS AND PROGRAMS
3. TO DEFINE SAFE RELATIONSHIPS & ACCESS BETWEEN ACTIVITY AREAS

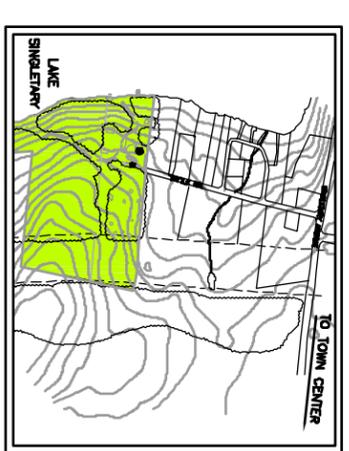
- AREA A - ENTRANCE AND PARKING**
- Clear definition of park entrance
 - Create a defined parking lot
 - Safe circulation between vehicles and pedestrians

- AREA B - BEACH ACCESS**
- Establish a safe route from the upper parking lot to the beach for both vehicles and pedestrians

- AREA C - GODDARD LODGE ACTIVITY AREA**
- Define activity areas for all ages

- AREA D - NATURAL RESOURCE AREA**
- Create network of trails through the wooded areas and along the shoreline for the enjoyment of all ages

- AREA E - UTILITY EASEMENT AREA**
- Extend trail system to access the open meadow and views from the higher elevations



LEGEND	
	200' GREAT POND BUFFER ZONE
	PROPERTY LINE
	20% SLOPE
	25% SLOPE OR GREATER
	REMOVE EXISTING BUILDINGS
	STRUCTURE TO REMAIN OR BE RENOVATED
	REST AREAS ALONG LAKE EDGE
	REST AREAS AND FUTURE FITNESS STATIONS
	POINT OF MAIN ACCESS
	TRAILHEADS
	ACTIVITY AREA BOUNDARY
	INITIAL TRAILS
	TRAIL EXPANSION
	EXISTING EASEMENT ACCESS

CONCEPTUAL PLAN

Marion's Camp

Sutton, Massachusetts May ~ 2008



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LANDSCAPE ARCHITECTURE

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