

CITY OF PORTSMOUTH

Community Development Department (603) 610-7232

Planning Department (603) 610-7216

THE CITY OF PORTSMOUTH INVITES YOU TO A PUBLIC MEETING

HAVEN SCHOOL PLAYGROUND IMPROVEMENT PROJECT

WHEN: Wednesday, December 11, 2013 from 6:00 p.m. to 8:00 p.m.

WHERE: Levenson Room, Portsmouth Public Library

WHY: At this meeting, City staff and Richardson & Associates, Inc. will:

- Review outcomes of the October 8th meeting and present design plan alternatives; and
- work with you clarify questions and select a preferred design plan.

The City has contracted with Richardson & Associates, Inc. to provide design services for improvements at the Haven School Playground. The goal of this project is to improve park aesthetics, safety and functionality. Engineering and design work is expected to be completed by early 2014.

WHO: For more information, please contact Adam Cannon, Special Projects Manager, Portsmouth City Hall, 610-7250.

CITY OF PORTSMOUTH



Haven School Playground Improvement Project Meeting to be Held

December 2, 2013

FOR MORE INFORMATION:

Contact Adam Cannon, 610-7250 Between 8 a.m. and 4:30 p.m.

PORTSMOUTH – The City of Portsmouth invites residents to attend a public meeting for the Haven School Playground Improvement Project. The meeting will be held on Wednesday, December 11, 2013 from 6:00 p.m. to 8:00 p.m. in the Levenson Room of the Portsmouth Public Library. Property owners, residents and children within the vicinity of the Haven School Playground are urged to attend.

The City has contracted with Richardson & Associates, Inc. of Saco, Maine to perform engineering and design services for the Haven School Playground Improvement Project. At this meeting, City staff and Richardson & Associates, Inc. will review outcomes of the October 8th public meeting, present design plan alternatives, and work with you to clarify questions and select a preferred design plan.

For more information on the upcoming meeting, please contact Adam Cannon, Special Projects Manager, at 610-7250.