

BELLEVUE STATE PARK – KEY ISSUES

GOAL – Enhance the recreation and outdoor education experiences by improving the condition of Bellevue State Park facilities. This promotes visitor’s mental and physical health, encourages family time and making memories in the outdoors, while protecting the natural resources for the future, creating awareness of environmental subjects, and generating economic activity in the region.

OBJECTIVES –

BUTTERFLY GARDEN - CONTINUE TO PROMOTE THE BUTTERFLY GARDEN AS A PARK FOCUS:

- Construct a paved wheelchair accessible walkway from the parking lot to the butterfly garden to make it universally accessible
- Update interpretation signage at the garden site

NATURE CENTER - PROMOTE THE NATURE CENTER AS A STRONG EDUCATIONAL TOOL:

- Replace and relocate the nature center with a new facility with adequate classroom space and upgraded interpretive exhibits
- Improve and enlarge the parking lot to accommodate visitors’ personal vehicles as well as buses

PICNICKING - ENHANCE THE POPULAR PICNIC AREAS IN THE NELSON UNIT:

- Replace brick shelter with large rustic structure with lights and electrical outlets
- Enlarge parking area for both shelter and playground
- Replace 2 year-round restrooms with 1 seasonal restroom near playground and shelter, and a new replacement year-round restroom near the overlook historic shelter
- Renovate historic shelter near overlook
- Provide adequate drinking fountains and hydrants

DEVELOP THE DYAS UNIT PICNIC AREA TO INCREASE POPULARITY OF THE PREVIOUSLY UNPOPULAR PICNIC DESTINATION:

- Add rustic railing additions to both the east and west shelters
- Renovate both shelters to include lights and electrical outlets

OVERLOOK - PROMOTE UNIVERSAL ACCESSIBILITY TO THE OVERLOOK:

- Pave gravel walkway from parking lot to overlook

PLAYGROUNDS - PROMOTE RECREATIONAL OPPORTUNITIES FOR CHILDREN:

- Replace both playgrounds and add climbing rock to campground

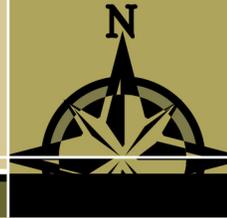
CAMPGROUND - EXPAND THE OVERNIGHT CAMPING OPPORTUNITIES:

- Improve maneuverability for larger campers due to small, tight campsites that are restricted by the steep terrain and campground roadway by reducing existing non-electric campsites
- Upgrade existing campsites to full hook-up services with as many pull through campsites as possible

CAMPGROUND ACCESS FROM HIGHWAY 52 - PROMOTE THE USE OF THE DYAS UNIT AND CAMPGROUND:

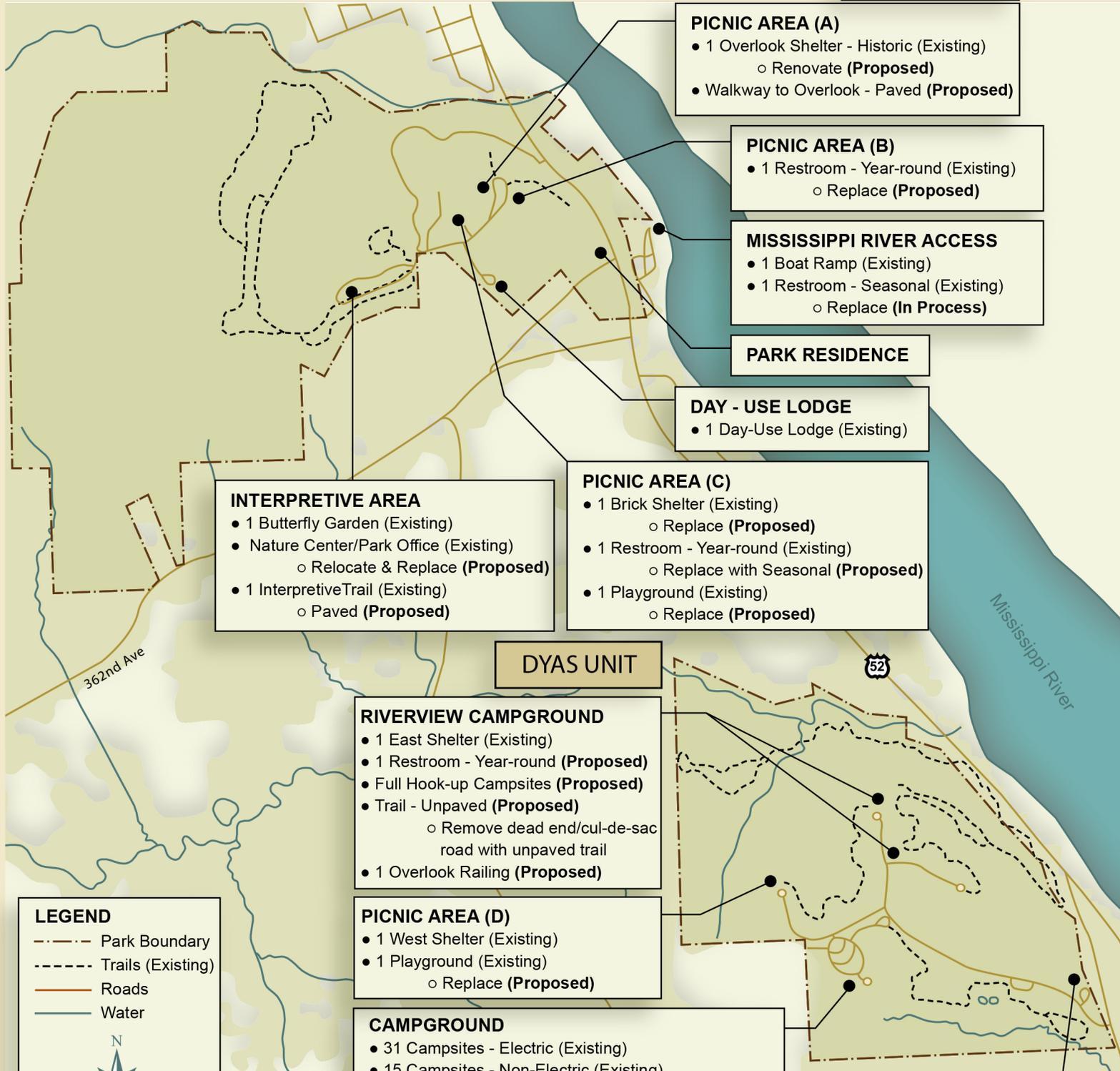
- Pave 2.5 miles of gravel road to the Dyas Unit campground and picnic areas

BELLEVUE STATE PARK RECREATION USE PLAN



BELLEVUE

NELSON UNIT



- PICNIC AREA (A)**
- 1 Overlook Shelter - Historic (Existing)
 - Renovate (**Proposed**)
 - Walkway to Overlook - Paved (**Proposed**)

- PICNIC AREA (B)**
- 1 Restroom - Year-round (Existing)
 - Replace (**Proposed**)

- MISSISSIPPI RIVER ACCESS**
- 1 Boat Ramp (Existing)
 - 1 Restroom - Seasonal (Existing)
 - Replace (**In Process**)

PARK RESIDENCE

- DAY - USE LODGE**
- 1 Day-Use Lodge (Existing)

- INTERPRETIVE AREA**
- 1 Butterfly Garden (Existing)
 - Nature Center/Park Office (Existing)
 - Relocate & Replace (**Proposed**)
 - 1 Interpretive Trail (Existing)
 - Paved (**Proposed**)

- PICNIC AREA (C)**
- 1 Brick Shelter (Existing)
 - Replace (**Proposed**)
 - 1 Restroom - Year-round (Existing)
 - Replace with Seasonal (**Proposed**)
 - 1 Playground (Existing)
 - Replace (**Proposed**)

DYAS UNIT

- RIVERVIEW CAMPGROUND**
- 1 East Shelter (Existing)
 - 1 Restroom - Year-round (**Proposed**)
 - Full Hook-up Campsites (**Proposed**)
 - Trail - Unpaved (**Proposed**)
 - Remove dead end/cul-de-sac road with unpaved trail
 - 1 Overlook Railing (**Proposed**)

- PICNIC AREA (D)**
- 1 West Shelter (Existing)
 - 1 Playground (Existing)
 - Replace (**Proposed**)

- CAMPGROUND**
- 31 Campsites - Electric (Existing)
 - 15 Campsites - Non-Electric (Existing)
 - Reduce Non-Electric Campsites (**Proposed**)
 - 1 Restroom Facility - Seasonal (Existing)
 - Replace Showers (**Proposed**)
 - Convert 10 Existing to Full Hook-Up Campsites (**Proposed**)
 - 1 Small Playground - Play Rock (**Proposed**)

PARK RESIDENCE

LEGEND

- Park Boundary
- Trails (Existing)
- Roads
- Water