The City of Long Lake offers four neighborhood parks, each with a variety of amenities, and maintained by the Public Works Department. Nelson Lakeside Park is located on Long Lake and in the heart of our downtown and features a public launch, fishing pier, picnic shelter (reservable), swimming beach, nine-hole disc golf course, and playground. Holbrook Park has a small sheltered area, ballfield (reservable, subject to availability), and either skating rinks or an off-leash dog area (seasonal). Hardin Park is located at the junction of the Luce Line Trail and Wurzer Trail and has a small shelter, a bike repair station conveniently located near the trails, playground equipment, a basketball court, and a tennis/pickleball court. Dexter Park has a small shelter, a bise repair station conveniently located in a great spot to serve the surrounding higher density residential area in that part of town. For more information on each park, please click on the buttons provided.

To report any damages or repairs needed to park property, please **call 952-476-6961 x4** for the Public Works Department.

# **Park Bench Donation Program**

A Park Bench Donation Program is available to offer an opportunity for those interested in honoring a loved one or recognizing someone's special achievement through commemorating a park bench for placement in a City park or along a trail facility. Please view program details and print a park bench donation application form.

## **Trail Facilities**

### Local Trails & Sidewalks

Municipal trails and sidewalks are available in the downtown area and throughout our parks/neighborhoods. View a City parks and trails map.

### Luce Line State Trail

The Luce Line State Trail is a 63-mile-long former railroad grade that was developed for biking, hiking, horseback riding, and mountain biking. View the trail map with parking information and a description of facilities available along the trailway. For additional information about this state trail, please visit the Mn/DNR's website.

### View PDF