



HOW DO I DONATE A TREE?

Commemorative tree and shrub donations are taken any time throughout the year. Trees and shrubs are ordered by department staff in early spring of each year.

Donating a tree is as easy as 1, 2, 3...

1. Call us at 701.328.5370 to discuss donation options and choices.
2. Fill out the form in this brochure.
3. Return the form, along with donation to:

ND Parks & Recreation Dept.
1600 E Century Ave, Suite 3
Bismarck, ND 58503-0649

Checks made payable to:
ND Parks & Recreation Department

Upon receipt of your donation, you will be contacted by a department representative about the planting details. Donors and recipients are welcome to attend and assist with the planting.

NORTH DAKOTA STATE PARKS

Beaver Lake State Park
701-452-2752
blsp@nd.gov

Lake Metigoshe State Park
701-263-4651
lmsp@nd.gov

Cross Ranch State Park
701-794-3731
crsp@nd.gov

Lake Sakakawea State Park
701-487-3315
lssp@nd.gov

Fort Abraham Lincoln State Park
701-667-6340
falsp@nd.gov

Lewis & Clark State Park
701-859-3071
lcsp@nd.gov

Fort Ransom State Park
701-973-4331
frsp@nd.gov

Little Missouri State Park
701-764-5256
lmsp@nd.gov

Fort Stevenson State Park
701-337-5576
fssp@nd.gov

Pembina Gorge State Recreation Area
701-549-2444
pgsra@nd.gov

Grahams Island State Park
701-766-4015
dlsp@nd.gov

Turtle River State Park
701-594-4445
trsp@nd.gov

Icelandic State Park
701-265-4561
isp@nd.gov

Sully Creek State Park
701-623-2024
scsp@nd.gov





WHY DONATE A TREE?

Trees and shrubs are unique gifts that keep growing. Trees serve as living links to state park history and are beneficial assets to quality recreational experiences. Tree plantings offer families, friends and business associates an opportunity to commemorate loved ones and fellow employees while enhancing the natural beauty of North Dakota state parks.

Occasions for donations

Give the gift of trees and shrubs to recognize, memorialize, honor or celebrate a special person, organization, event or place. Trees and shrubs can be planted to commemorate a variety of occasions. Some suggestions are:

- Birth
- Wedding
- Anniversary
- Retirement
- Thank you
- Graduation
- Dedication
- Congratulation
- In Memory of a loved one
- Special achievement



DONATION DETAILS

There are two ways you can participate in the North Dakota Parks & Recreation Department's Donate a Tree program:

1. Make a donation to plant a tree or shrub in your name
2. Give a gift of a tree or shrub

You or the recipient will receive: a certificate, name on a plaque in the park, and name posted to the online Commemorative Tree Registry.

Where will my tree be planted?

Tree and shrub donations will be planted in a North Dakota state park of your choice. Exact locations within the park will be determined by department staff.

What does it cost?

The cost of a containerized shrub is \$125 and a tree is \$175. This includes a tree or shrub selected from the tree and shrub list provided. Your donation also helps with associated planting and maintenance costs.



DONATE A TREE APPLICATION

Donor Contact Information

Name _____

Address _____

City, State, Zip _____

Phone _____

Email _____

Donation

\$125 Native Understory Shrub (species selections vary by park—choices may include chokecherry, plum, pin cherry, hawthorn, high-bush cranberry, Juneberry, buffaloberry, silverberry, rose, rocky mountain juniper, dogwood, false indigo, or sumac.)

Preference: _____

\$175 Native Overstory Tree (species selections vary by park—choices may include cottonwood, green ash, basswood, American elm, Boxelder, bur oak, aspen, hackberry, paper birch, ponderosa pine, or black hills spruce.)

Preference: _____

Tribute Type: Personalize your certificate by noting Memorial, Birthday, Anniversary, Family Tribute, Tribute to, Honorarium, Wedding, Graduation, For self, etc.

Recipient Contact Information

Name _____

Address _____

City, State, Zip _____

Phone _____

State Park Selection (see listing on back)

State Park _____

North Dakota Parks & Recreation Department
1600 E Century Ave, Suite 3
Bismarck, ND 58503