

## Exhibit 2. Campground Concepts

Campground Amenity <sup>1</sup> Level	With Passive <sup>2</sup> Recreational Opportunities	With Passive & Active <sup>3</sup> Recreational Opportunities
<b>Low Amenity Campground (Primitive Amenities)</b>	Scenario 1a	Scenario 1b
<b>Medium Amenity / Traditional Campground (Basic Amenities)</b>	Scenario 2a	Scenario 2b
<b>High Amenity Campground (High Amenity with RV Sites)</b>	Scenario 3a	Scenario 3b

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**1 Amenity level** is intended to refer to a spectrum of features a campground may offer to aid in campers' comfort or enjoyment of the campground. Examples of amenities include: fire rings or grills, drinking water, toilets (portable versus and indoor plumbing), showers, signage, rentals, WIFI, electrical hookups, etc.

**2 Passive recreation** is intended to refer to activities that do not require prepared facilities like sports fields or pavilions. Passive recreational activities place minimal stress on a site's resources. Examples include: non-motorized boating, hiking or cross-country skiing, picnicking, swimming, fishing, etc.

**3 Active recreation** is intended to refer to structured individual or team activities that requires the use of special facilities, courses, fields, or equipment.