

PARKS

Benson Park pavilion (100 E Oneida Preston)

Clifton City Park baseball, gaga pit, splash pad, sand volleyball, basketball, playground, pavilion (199 W Center #101 Clifton)

Craner Field baseball (S 4th E Preston)

Dayton City Park playground, horseshoe, pavilion (999 N Westside Hwy Dayton)

Fairview Park pavilion, baseball diamond (near 165 W 4800 S Preston)

Franklin City Park swings, pavilion (near 170 S State Franklin)

Franklin City Park basketball, pickleball, 4 square, playground, pavilion, museum/relic hall (near 112 E Main St. Franklin)

Mink Creek Park pavilion, baseball, swings, gaga pit (near 7316 N Capitol Hill Rd Preston)

Preston City Park playgrounds, tennis courts, skate park, splash pad, basketball, softball, pavilions (245 N State Street Preston)

Riverdale Park softball, soccer, pavilion (near 3562 N 1600 E Preston)

Weston City Park baseball, playgrounds, tennis, horseshoe, sand volleyball, gaga pit, basketball, frisbee golf, pavilion (near 27 N Center St Weston)

Whitney Park baseball, swings, teeter-totter, horseshoe, soccer, pavilion (near 1444 S 1600 Preston)

CAMPGROUNDS

<https://www.recreation.gov/>

Albert Moser \$ (Caribou Targee National Forest Preston)

Beaver Creek \$ (Forest Rd 411 St. Charles)

Dry Canyon (Caribou Targee National Forest, near Weston)

Emigration \$ (Forest Rd 416 Montpelier)

Redpoint Campground \$ (Oneida Narrows Bear River Rd)

Twin Lakes \$ (N 4200 W Clifton)

Willow Flats \$ swimming, hiking, biking, fishing, camping (Forest Rd 448 Preston)



Get Active: Have Fun with Fitness

FISHING SITES

<https://idfg.idaho.gov/ifwis/fishingplanner/>

HISTORICAL SITES

<http://www.franklincountyhist.org/home.html>

SCHOOLS

Harold B. Lee Elementary gaga pit, playground, basketball, frisbee golf (4726 W Hwy 36 Weston)

West Side High School Track (755 N Westside Hwy Dayton)

Pioneer/Oakwood Elementary Schools

playgrounds, baseball, soccer, tetherball (525 S 4th E Preston)

Preston High School track, soccer field (151 E 2nd S Preston)

RECREATION

Bear River Archers \$ 208-530-1369

- Indoor Leagues (580 W Oneida Preston)
- Outdoor 3D Course (near 1200 N 1400 W Preston)

Bear River Hot Springs \$ 208-852-0266
bearriverhotsprings.com (3696 N 1600 E Preston)

Copenhagen Basin (Bear Lake County)

Family Fun Tubing Rentals \$ 208-244-8144
familyfuntubing.com (1977 E Hwy 36 Preston)

Preston Bike Lanes (State Street Preston)

Preston Golf & Country Club \$ 208-852-2408,
prestonidahogolf.com (1215 800 E Preston)

Preston Gun Range \$ 7 AM–7 PM (US-91 Preston)

Maple Grove Hot Springs \$ 208-244-0695
maplegrovesprings.com (11386 Oneida Narrows Rd Thatcher)

FITNESS CENTERS

Fit Factory \$ 208-852-2542

prestonfitfactory.com (29 W Oneida St Preston)

Ghosted CrossFit \$ 208-585-7933

ghostedcrossfit.com (28 S Hwy 36 Dayton)

Groll Family Fitness \$ 208-852-2542

grollfamilyfitness.com (130 E 3rd S Preston)

High Fitness Gym \$

- 435-764-9699 (2250 Westside Hwy Dayton)
- (96 E Depot St Weston)

Hustle Fitness \$ 208-339-7073

@hustlefitnesspreston (17 E Oneida St Preston)

Preston Aquatic Center \$ 208-221-2768

prestonaquaticcenter.com
(42 N State St Preston)

RESERVOIRS

Boats REQUIRE an Invasive Species Boat Check before launching. Purchase Invasive Species Stickers at the Franklin County Station near Franklin, ID at the Utah/Idaho border on Hwy 91. (Motorized \$30.00 & Non-motorized \$7.00)

Condie Reservoir -fishing, boating (Preston)

Foster Reservoir-fishing (N Radio Station Rd Preston)

Glendale Reservoir-camping, fishing, boating (2841 E Glendale Rd Preston)

Johnson Reservoir-fishing, swimming (Preston)

Lamont Reservoir-fishing (Preston)

Oneida Narrows-floating the river, fishing, campground, reservoir (11386 Oneida Narrows Bear River Rd Thatcher)

Oxford Reservoir-fishing (N Westside Hwy Clifton)

Treasureton Reservoir-fishing (Preston)

Twin Lakes Reservoir-camping, fishing, boating (N 4200 W Clifton)

Weston Reservoir-fishing (ID-36 Weston)

Winder Reservoir-fishing (Winder Reservoir Rd Preston)

Gaga Ball Rules

Play Gaga Ball with a foam ball, kickball, volleyball, or soccer ball. Kick balls can be bouncier, but a soccer ball can sometimes be too hard to be hit with so plan accordingly.

1. Designate one non-player as the referee. The referee is the sole authority during play and is responsible for settling disputes and ensuring fair play.
2. The referee begins play only after all players are standing in the Gaga court and have indicated that they are ready to start the game.
3. One player tosses the ball up in the air. Players yell "Ga" on the first bounce and "Ga" again on the second bounce, and the ball is then in play.
4. Players hit the ball with their hands only and may not carry or throw the ball – it must be punched with open hands and fist.
5. Any player who is touched by the ball either directly or by a rebound off the wall is "out", and then must step out of the pit.
6. If the ball contacts a player or a player's clothing below the waist, that player is eliminated. If the ball contacts the player above the waist, the player is still in.
7. If the ball goes out of the Gaga court, the last player to touch the ball is eliminated.
8. If a player catches the ball before it bounces, the player who has the last contact with the ball is eliminated.
9. Once the player hits the ball, he or she must wait until the ball touches someone else before hitting it again (no double touches).
10. If there are only two players remaining, a player may hit the ball up to 3 times in a row. The ball is "rejuvenated" by contact with the wall, and the hit count resets.
11. Some Gaga games are designed to be team efforts, although the sport is traditionally a one-against-all competition. Teaming, or intentional passing of the ball to other players, is allowed only at the discretion of the referee and must be specified in advance of play.

There are many rule variations, and like 4-square, you can make your own house rules! Have fun and be creative!

Resource:

<https://koa.com/content/campgrounds/cincinnati/documents/35175doc9b0866f3-5956-4842-acc7-d80dda806aeb.pdf>

Pickleball Rules

Pickleball is played as doubles or singles. The same playing area and rules are used for both.

The Serve

- The server's arm must be moving in an upward arc when the ball is struck.
- Paddle contact with the ball must not be made above the waist level.
- The head of the paddle must not be above the highest part of the wrist at contact.
- A 'drop serve' is also permitted in which case none of the elements above apply.
- When the ball is struck, the server's feet may not touch the court or outside the imaginary extension of the sideline or centerline. At least one foot must be behind the baseline on the playing surface or the ground.
- The serve is made diagonally crosscourt and must land within the opposite diagonal court.
- Only one serve attempt is allowed per server.

Serving Sequence

- Both serving team players serve until committing a fault (*except for the first service sequence of the game).
- The first serve of each side-out is made from the right/even court.
- If a point is scored, the server switches sides and serves from the left/odd court.
- The server continues switching back and forth until a fault is committed.
- When the first server is done, the partner serves from the correct side of the court (*except for the first service sequence of the game).
- The second player serves until his team faults and loses the serve to the opposing team.
- Once the service goes to the opposition (at side out), the first serve is from the right/even court and both players serve and score points until their team commits two faults.
- In singles, serve from the right/even court when score is even and from the left/odd when score is odd.

*At the start of a game only one of the serving team may serve before faulting, then the service passes to the other team.

Scoring

- Points are scored only by the serving team.
- Games are played to 11 points, win by 2. Tournament games may be to 15 or 21, win by 2.
- When the score is even, a team's first server in the game will be in the right court when serving or receiving, when odd that player will be in the left court when serving/receiving.

Two-Bounce Rule

- When the ball is served, it must bounce once in each team's court before it is returned, thus two bounces.
- After the ball bounces once in each team's court, the ball may be hit before or after bouncing.
- The two-bounce rule eliminates the serve and volley advantage and extends rallies.

Non-Volley Zone

- The non-volley zone is the court area within 7 feet on both sides of the net.
- Volleying is prohibited within the non-volley zone to prevent smashes from within the zone.
- It is a fault when a player volleys a ball in the non-volley zone, even when momentum causes them or anything they are wearing/carrying to touch the non-volley zone including lines.
- It is a fault if, after volleying, a player is carried by momentum into or touches the non-volley zone, even if the volleyed ball is declared dead before this happens.
- A player may legally be in the non-volley zone any time other than when volleying a ball.

Line Calls

- A ball contacting any part of a line, except the non-volley zone line on a serve, is "in." A serve contacting the non-volley zone line is short and a fault.

Faults

- A fault is any action that stops play because of a rule violation.
- A fault by the receiving team results in a point for the serving team.
- A fault by the serving team results in the server's loss of serve or side out.