

Adopt-A-Tree Agreement

Name: _____

In Memory of _____

Address: _____

City: _____

State: _____

Zip Code: _____

Phone #: _____

Organization: _____

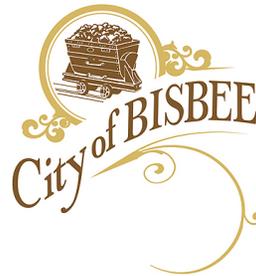
Contribution: \$50.00 Minimum for
plaque plus Tree Expense (approx. cost
\$100)

I would like the plaque to read:

Signature _____

Please make checks payable to:
City of Bisbee Parks and Recreation
Adopt a Tree Account
118 Arizona Street
Bisbee, AZ 85603

Sponsors will be notified of the
location of their tree in the park.



Bisbee Parks and Recreation
118 Arizona Street
Bisbee, AZ 85603

Phone: 520-432-6002
Fax: 520-432-6069
Contact: Lorena Valdez



**Parks and
Recreation**

Adopt – A- Tree Program



Bisbee Parks and Recreation
118 Arizona Street
Bisbee, AZ 85603

Phone: 520-432-6002

List of Trees

The City of Bisbee will purchase one of the following trees for planting. If you choose your name will be printed in this brochure and on the City Website. Please let us know.

- _____ Chinese Pistache
- _____ Desert Willow-Timeless Beauty
- _____ AZ Ash-Fan-Tex
- _____ Honey Locust
- _____ Flowering Plum-as accent In smaller park
- _____ Net Leaf Hackberry
- _____ Velvet Mesquite

Cost for tree is approximate \$100.



THE PROJECT

Bisbee Parks and Recreation offers citizens and organizations an opportunity to assist in beautifying a portion of City Park. With your efforts, Adopt-A-Tree can be successful.

THE REASON

Adopt-A-Tree is a great way to show your community spirit and also recognize, honor, or remember an individual, group, or organization.

THE AGREEMENT

The adopter must fill out and return the attached Adopt-A-Tree Agreement Form to Public Works. Your tree(s) will be planted by City Staff and maintained by the City of Bisbee.



For more information on the Adopt-A-Tree Program, please call the Bisbee Public Works Department at 520-432-6002.

LIST OF PEOPLE WHO HAVE MADE DONATIONS:

*The Bisbee Bloomers
Carole & Dan Beauchamp*

THANK YOU!



Phone: 520-432-6002
Fax: 520-432-6069
Contact: Lorena Valdez
lvaldez@bisbeeaz.gov