



May 5, 2006

Open House is May 25
Spring Lake Park High school
Construction Trades students
nearing completion of Blaine
dream home.

With only a couple hours a day of class time available, it has taken students from Spring Lake Park High School's exceptional

Construction Trades Program two years to complete a custom-crafted home, from top to bottom.

And it's a beauty.

Spring Lake Park's program is one of the few school districts anywhere in which students build a home on-site every two years. It's the ultimate in hands-on education. You can tour the house and meet the students at an Open House on Thursday, May 25, from 4:30 to 6:30 pm at 8935 Pierce Street in Blaine.

In case you're wondering, it is no ordinary house. It is not lacking in craftsmanship or in special features. Among the features are:

- two-story Craftsman style
- 2,300 square feet
- three-bedroom
- two-and-a-half tiled baths
- full basement
- heated three-stall garage
- maintenance-free exterior
- all-oak woodwork throughout
- tile, oak, and carpeted flooring
- whole house intercom system with CD player
- gas fireplace
- air-to-air exchange system
- 98% efficient gas furnace
- underground sprinkler system
- landscaped, sod lawn



If you're interested in taking a peek, in seeing what today's students are able to accomplish, stop by the May 25 Open House for hot dogs, pop, snacks; for a tour; and for a chance to talk with the student home-builders.

Members of the media are welcome to arrange a tour and interview students or staff prior to the Open House by contacting instructor Mark Voigt.

Anyone interested in purchasing the house at 8935 Pierce Street should contact the district's Business Manager.

For more information:

Mark Voigt
Industrial Technology,
Construction Trades Instructor
Spring Lake Park High School
763-786-5571, ext. 5778
mvoigt@district16.org

Glenn Martin
Principal
Spring Lake Park High School
763-786-5571
gmarti@district16.org

Jim Westrum,
Business Manager
School District 16
763-785-5505
jwestr@district16.org