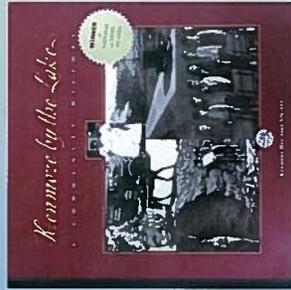


To enjoy the present and look to the future, we must understand and appreciate the past.

Kenmore has a rich heritage which is a part of who we are today.

Kenmore History Path is an enjoyable journey for people of all ages. Take a walk down the History Path at Log Boom Park!



"Kenmore by the Lake," a complete history of Kenmore, is available for purchase at Kenmore City Hall. Winner of both state and national awards, this beautiful book is another project of Kenmore Heritage Society.

To learn more about
Kenmore Heritage Society, visit
www.scn.org/kenmoreheritage

Take a fascinating stroll down the

KENMORE HISTORY PATH

Kenmore History Path
is a project of
Kenmore Heritage Society
in cooperation with the
City of Kenmore and 4Culture
with additional generous
contributions from numerous
Kenmore businesses and residents.



Kenmore Heritage Society
P.O. Box 82027
Kenmore, WA 98078-0027

Tracy Owen Station at
LOG BOOM PARK
One block south of Bothell Way and 61st Ave. NE on NE 175th St.

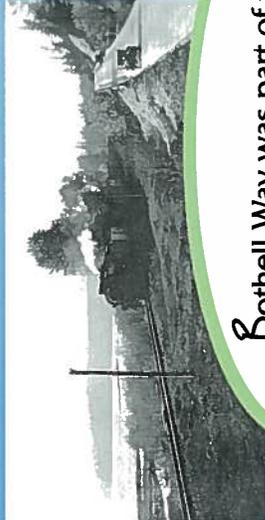
Do you know? . . .

How deep was the ice that buried the Kenmore area during the Ice Age?



How long ago did Scotsman John McMaster give the name "Kenmore" to the area?

What price per acre was paid for Kenmore land in 1862?



Bothell Way was part of the road between Seattle and what northwest Washington city in the early 1900s?

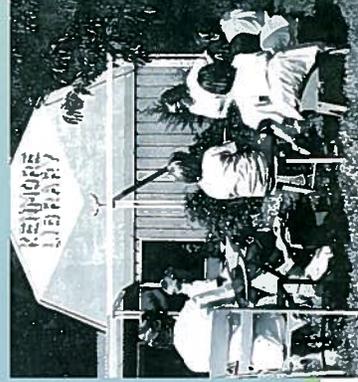
Kenmore's first schoolhouse was built in what year?



A red brick road was completed between Lake Forest Park and what other city in 1912?



Kenmore Community Club proudly opened its doors how long ago?



Kenmore's first library opened in a renovated building in 1958. What was that building's original purpose?



When did the Kenmore Fire Department launch a fire boat?



How long has it been since winter was so cold that Kenmore Air float planes had to land on ice?



After several failed attempts to incorporate, when did Kenmore officially become a city?

To learn about these and other fascinating subjects, visit the Kenmore History Path!