

Warren Municipal Pool
Warren City
Warren County, PA

Project Description:

With its own pool built in 1967 and few others in the area, Warren City residents needed a place to cool off on hot summer days. In 2000, DCNR awarded the city a \$275,000 Keystone grant to improve its pool facilities.

An existing diving pool was demolished before the main pool and deck were reconstructed. A water recirculation system, large water slide and water play equipment – including a waterworks fountain and vertical jet-spray in a separate pool intended for children under 12 – were all added. The pool also includes a “Zero Depth” entry ramp that makes it ADA accessible and allows young children to enter more easily.

Community members enjoy the pool whether they swim in it for the day, rent space to host pool parties or participate in swimming lessons.

The pool’s location is a convenient one – about a block and a half from the YMCA allowing both facilities to complement the offerings of the other. Plans



are underway for a future pedestrian bridge that would connect the pool area to the YMCA and school district’s football stadium as well as to apartments and retail stores.

“Getting from the lower end of downtown to the pool on a pedestrian bridge would keep kids away from traffic and would just be safer,” said David L. Hildebrand, Warren City Planner.

Situated between the Allegheny River and Conewego Creek, the pool is located in Point Park, which encompasses about nine acres of land. Two of those acres are designated for the pool facilities. The remaining acreage is a passive park with fishing waterways, walking trails and benches.



Quote: David L. Hildebrand, Warren City Planner

“Pool facilities are few and far between in this part of the state. This project was worthwhile because daycares have used it and busses from all over the area come here.”

Amount of Keystone funding awarded, year and matching sources:

2000: \$247,000

2003: \$27,500

Local Match: Warren City: \$241,000
 Community Development: \$34,000