

Summary of CamSkate thoughts on initial design

- Common misconception in the design of Cambridge skateparks:
 - *“Skateparks do not require space”*
- Every single Cambridge skatepark has been given very little space, meaning:
 - Quickly overcrowded (dramatically increases accident risk, especially with young, non-skaters)
 - No flat-ground (skateboarders like flat-ground a lot!)
 - Insufficient space between obstacles (we would recommend 5m to 6m of run up for an obstacle)
 - Unable to install a range of features that suit beginners but also challenge them to progress
- With the exception of Jesus Green, every single Cambridge skatepark is unused by skateboarders (combination of poor design and poor space)
- *Conclusion:*
 - We have a blank space and the right team of people
 - How can we best avoid mistakes of the past to maximise the potential of the Meadows?

Meadows site is a blank canvas with a lot of space



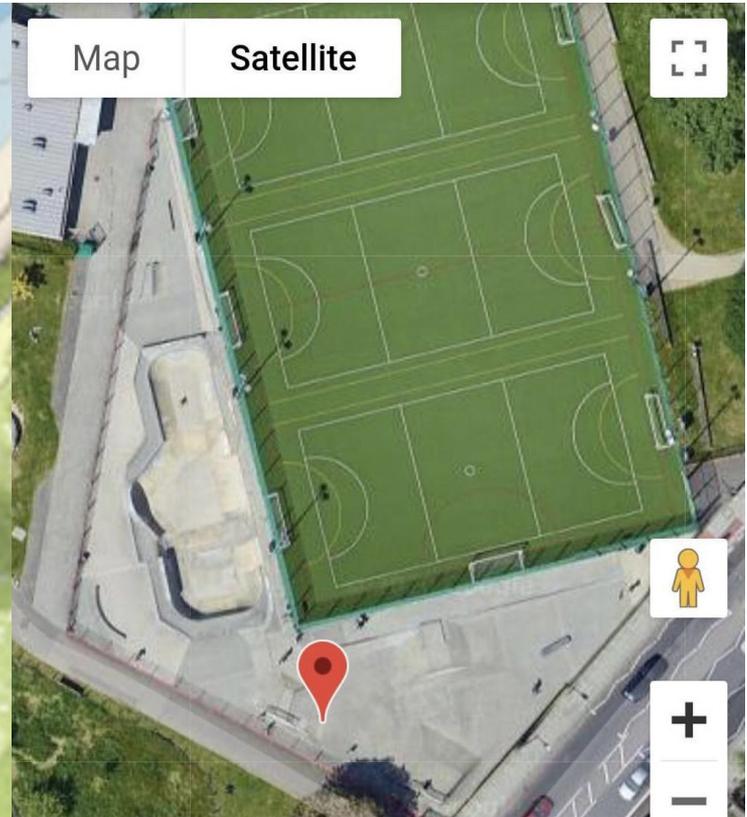
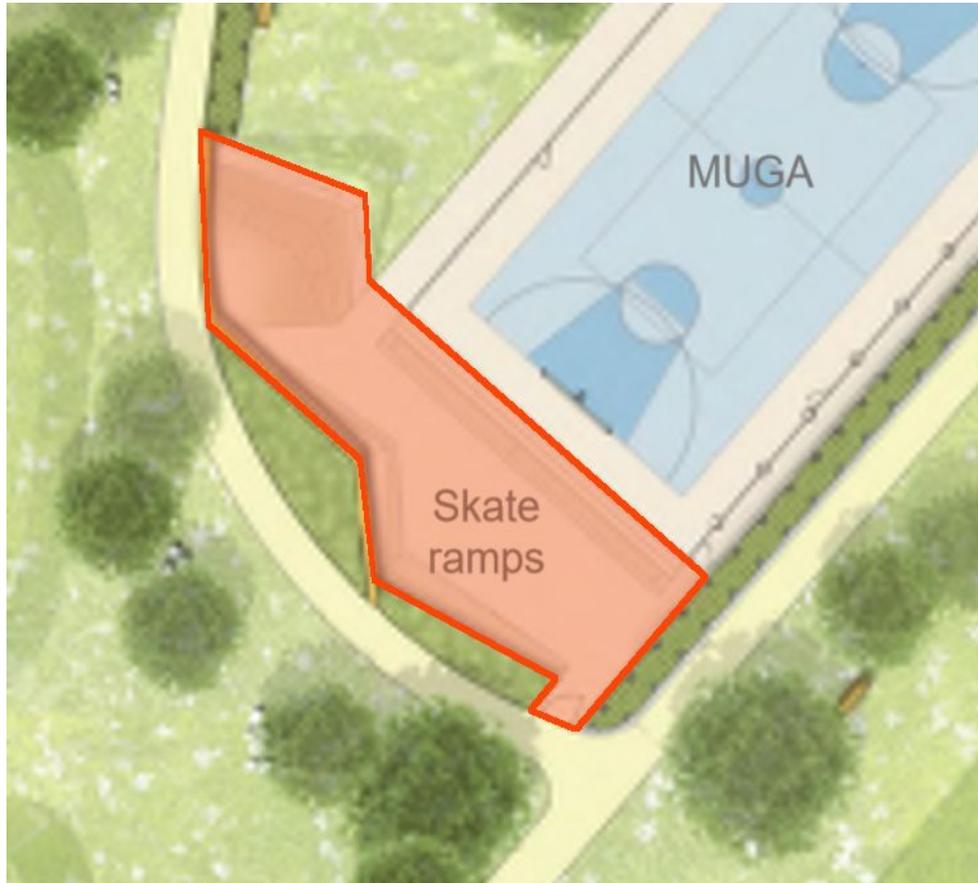
1. What flexibility exists within the initial design?

2. How can we integrate with the MUGA to create a better space?

3. What examples are there of success at other locations?

4. Is there any aversion to skateboarders mixing with other users? If so how can we best manage this?

Current design allocates a very small, narrow skate area



Canteloves Skate Park, London

Problems with initial design

- Too small to be sensibly used
 - *Two pushes and you're at the other side*
 - *Limited width*
 - *Features will have to be limited in order to allow for space*
- Questions?
 - How can we be creative with park design?
 - How can we bring into play other spaces, given nothing is even close to being built?
 - How can we do this cheaply?
- *Answers:*
 - Introduce skateable spaces and features **around** the MUGA
 - Provides greater variety and the kind of linear space that skateboarding needs
 - Create the possibility for partial integration with the MUGA and other areas (paths)
 - Take inspiration from the many many cities and sites around the world that already do this successfully (e.g. Barcelona)

Examples and ideas

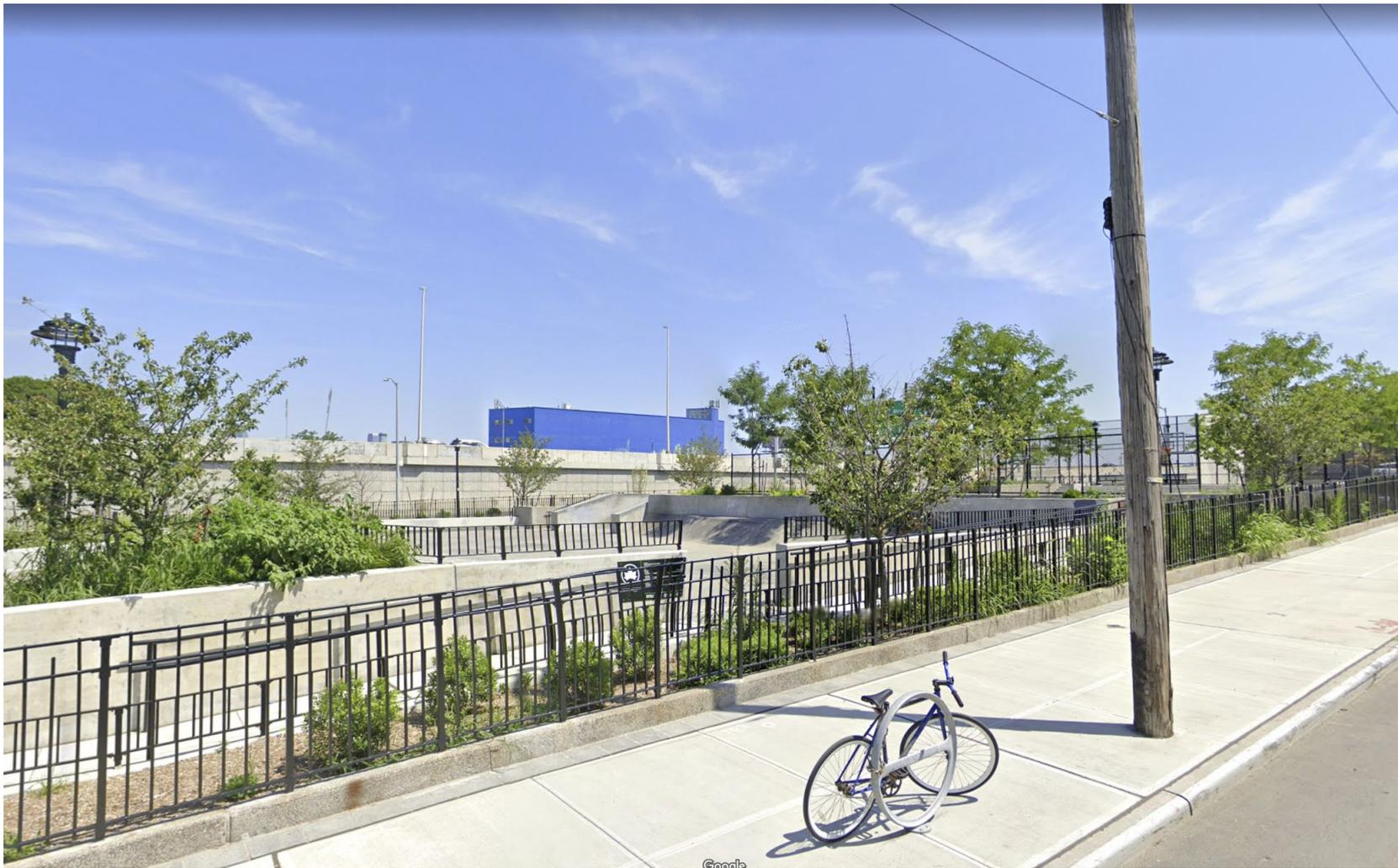
- The following ideas demonstrate how...
 - *MUGA's can be successfully designed with/for multiple users*
 - *Skateable features can be safety introduced to paths and surrounding areas*

Example: Sarge Park, Queens, NYC





The MUGA is not fenced in, but it is bounded by pleasing looking planters. This creates a less claustrophobic feeling and it also adds some seating and skateable features.



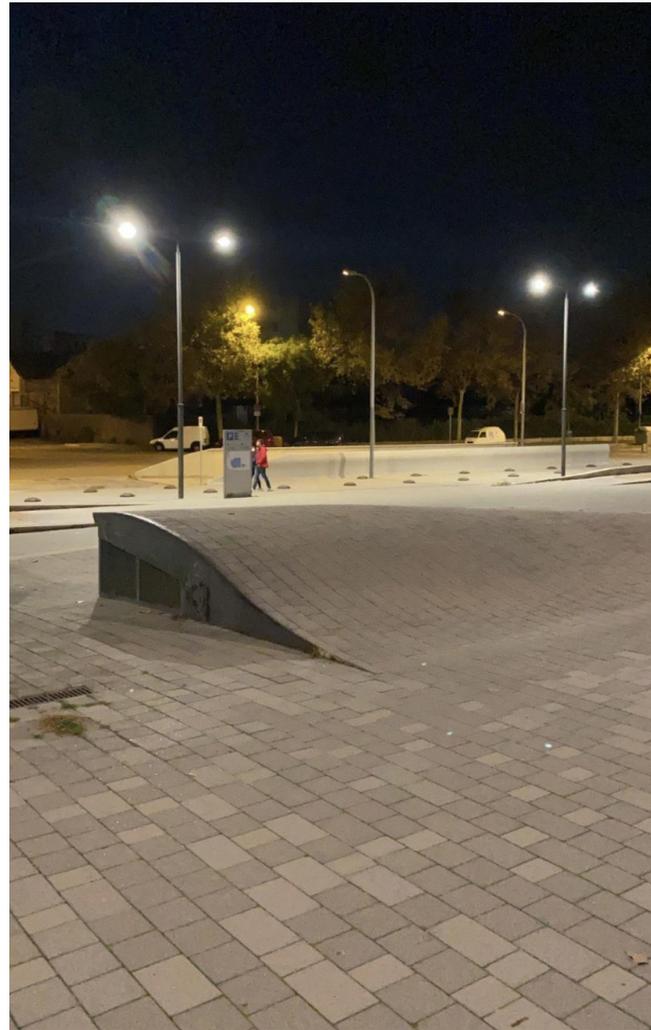
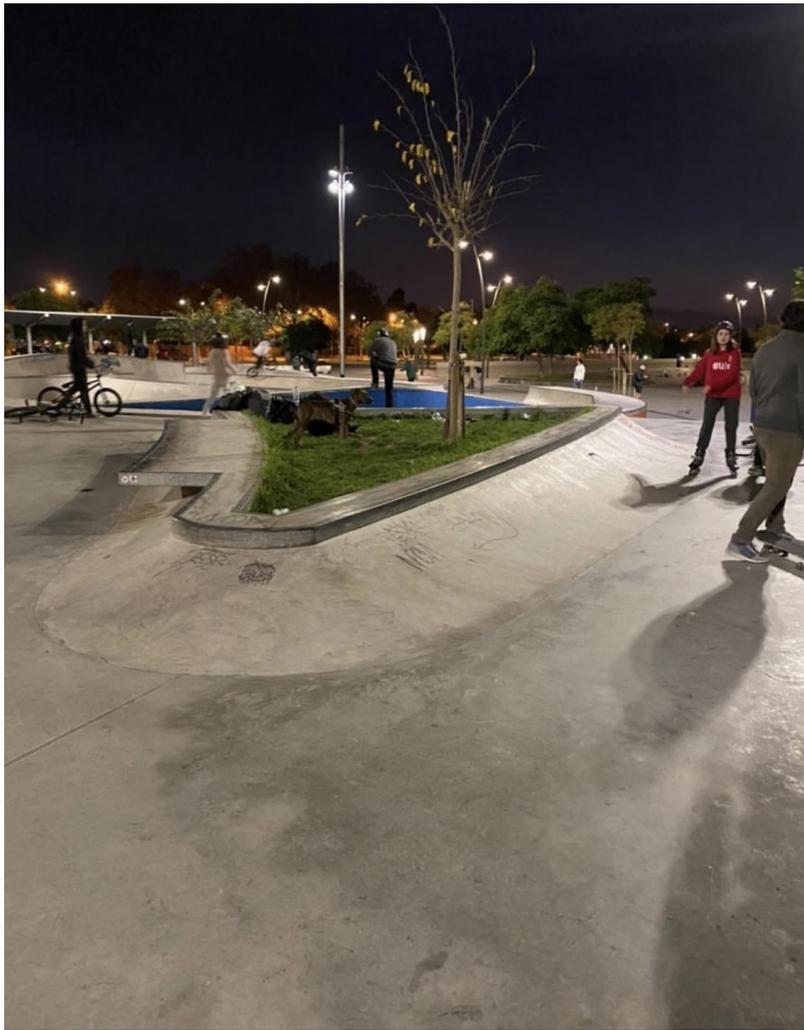




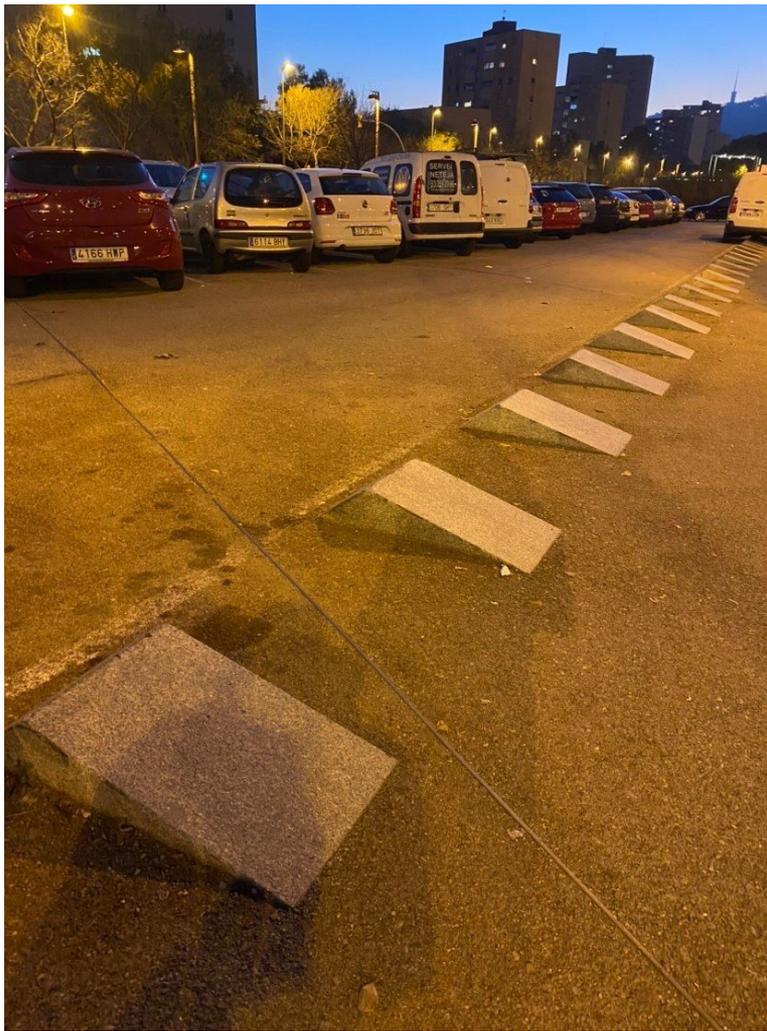
Main skate area: Note the size of this area compared to what is being proposed at the Meadows. This demonstrates the minimum kind of space that skateparks need to have to support multiple users and give users time between features



**Skateable
features around
paths and
MUGAs**



**Skateable
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Example of a less obstructive border that could still be used to visually separate two areas and stop boards from exiting the park.

See also Born Skate Plaza, Barcelona:



Example: Thomas Boyland Park, NYC

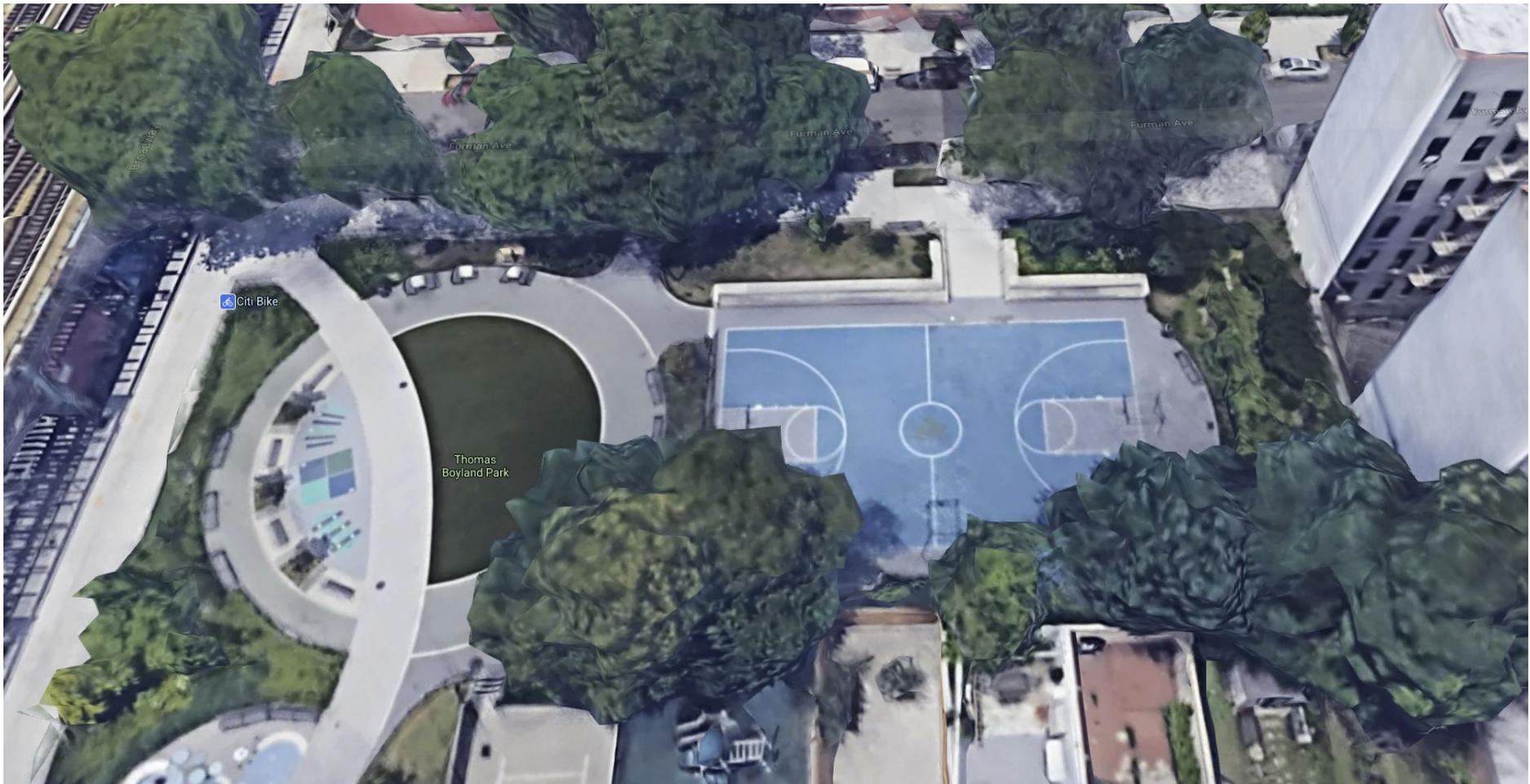
Aka 'The White Ledges'



Another MUGA with back fences for basketball games. Bordered on all sides with ledges which provide seating and are skateable.

This is a place that is shared between basketball players and skaters.





Our proposals

- The following ideas demonstrate how...
 - *The Meadows skatepark could be more integrated with the MUGA*
 - *The skatepark could be expanded without sacrificing important space from elsewhere in the park*
- These designs mainly focus on the footprint of the park and the space available.
 - *The actual contents of the park in terms of skateable features is TBD*
 - *All skill and age groups will benefit from allocating more space to the park*

Alternative Design 1: Preferred

Main skate area

Moderate expansion around the perimeter of the MUGA, integrating with the top area North of the MUGA

This lets riders spend much more time on their skateboard and introduced a wider variety of different features allowing learners to develop and progress, whilst meeting the needs of more advanced skateboarders.

Ideally users would be able to lap the entire MUGA is a continuous flow in both directions.

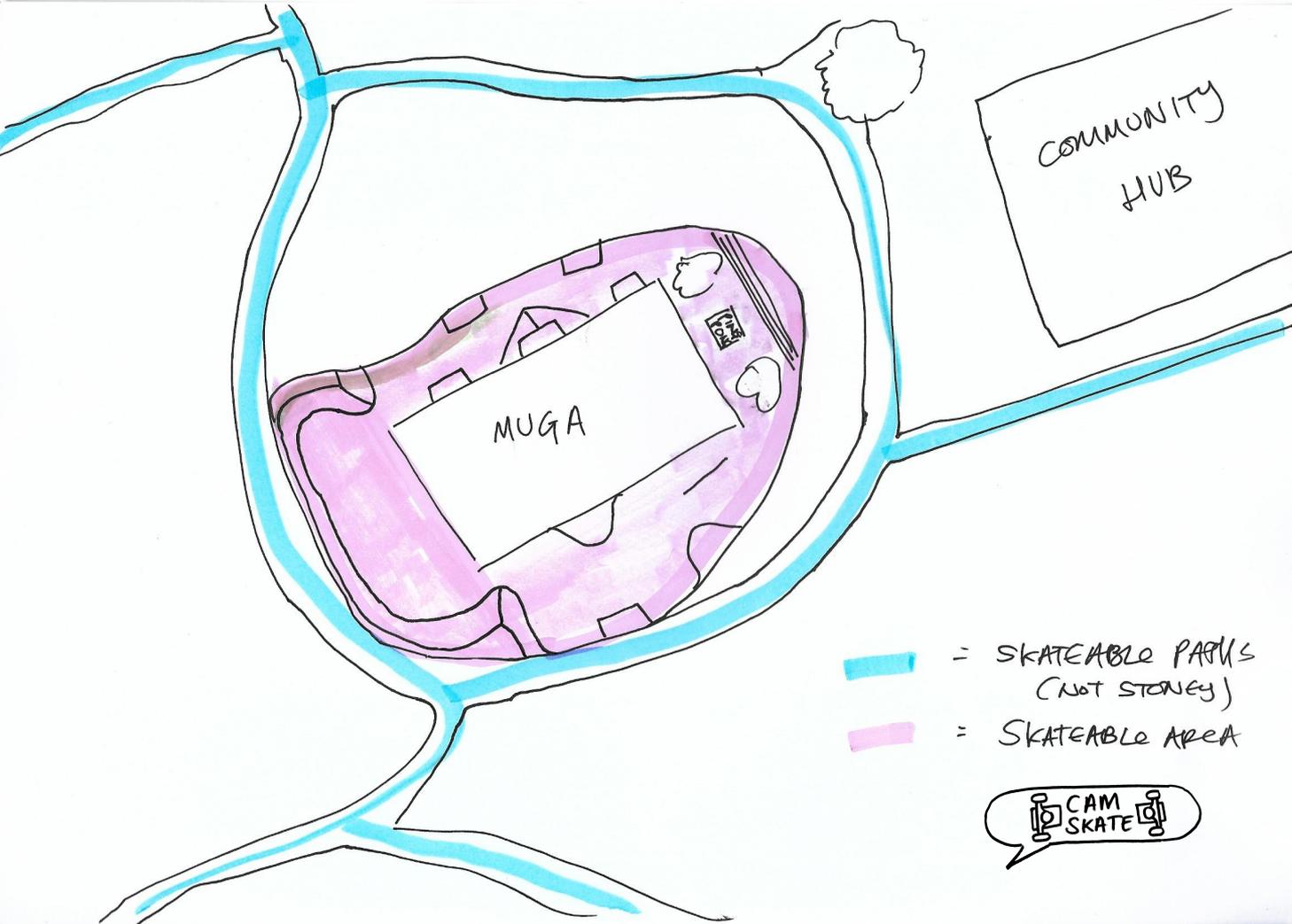
This transforms the possibilities within the skatepark, without greatly encroaching on other areas and would be big enough to support many different users (e.g. BMX, scooters).

MUGA

Explore possibilities to reduce/remove fencing

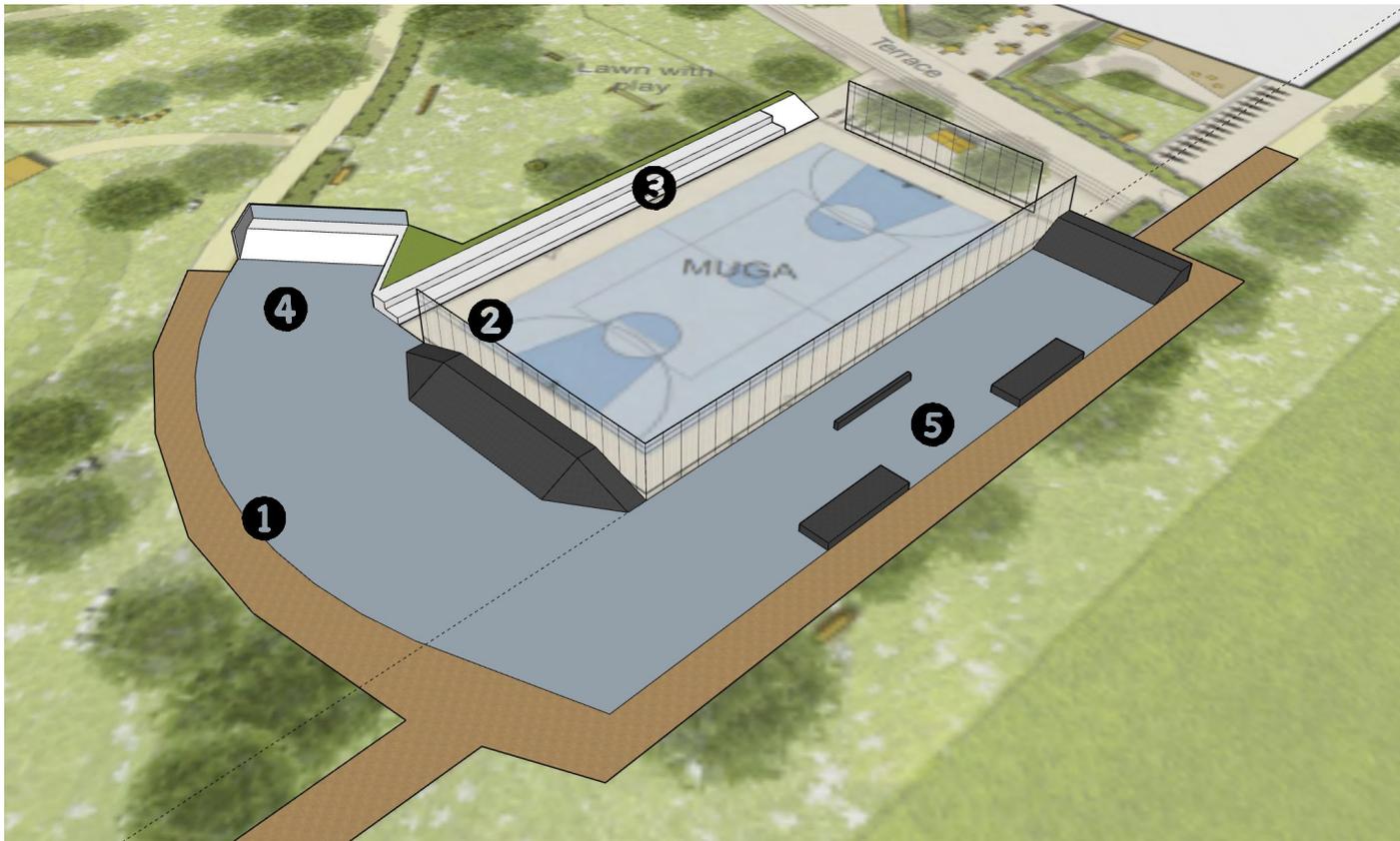
Paths

Avoid stone/grit paths, especially around the skateable areas. Integrate skateboarding and other wheel-sports into the whole park - not just one small area



 = SKATEABLE PATHS (NOT STONEY)
 = SKATEABLE AREA

 CAM SKATE 



Alternative Design 2

1. Perimeter of skatepark (left side of image) options.

- Regular fence
- Completely open (potential for grit/dirt from path to get into skatepark)
- Combination of skateable features that make up a perimeter, stopping boards from escaping.

2. Corner of MUGA fence pushed in by 2m to create a more open design.

This keeps most of the fence and still provides a back wall to the MUGA, but it also opens up the MUGA to skating.

3. 1m fence replaced with a 1m high 'double ledge' / seating feature.

This is a skateable feature that keeps the same functionality as the 1m high fence. It also provides seating for parents / spectators.

4. Main skate area

This skate area is relatively thin and long so having banks / quarter pipes at one end allows riders to turn around and continue their flow through the park.

5. Edge bordering football pitch area

It's easier to expand in these directions than towards the Lawn with play or Terrace areas.

Benches for spectating the football pitch could be incorporated as skateable features.

Raised planters with trees could also be skateable features.