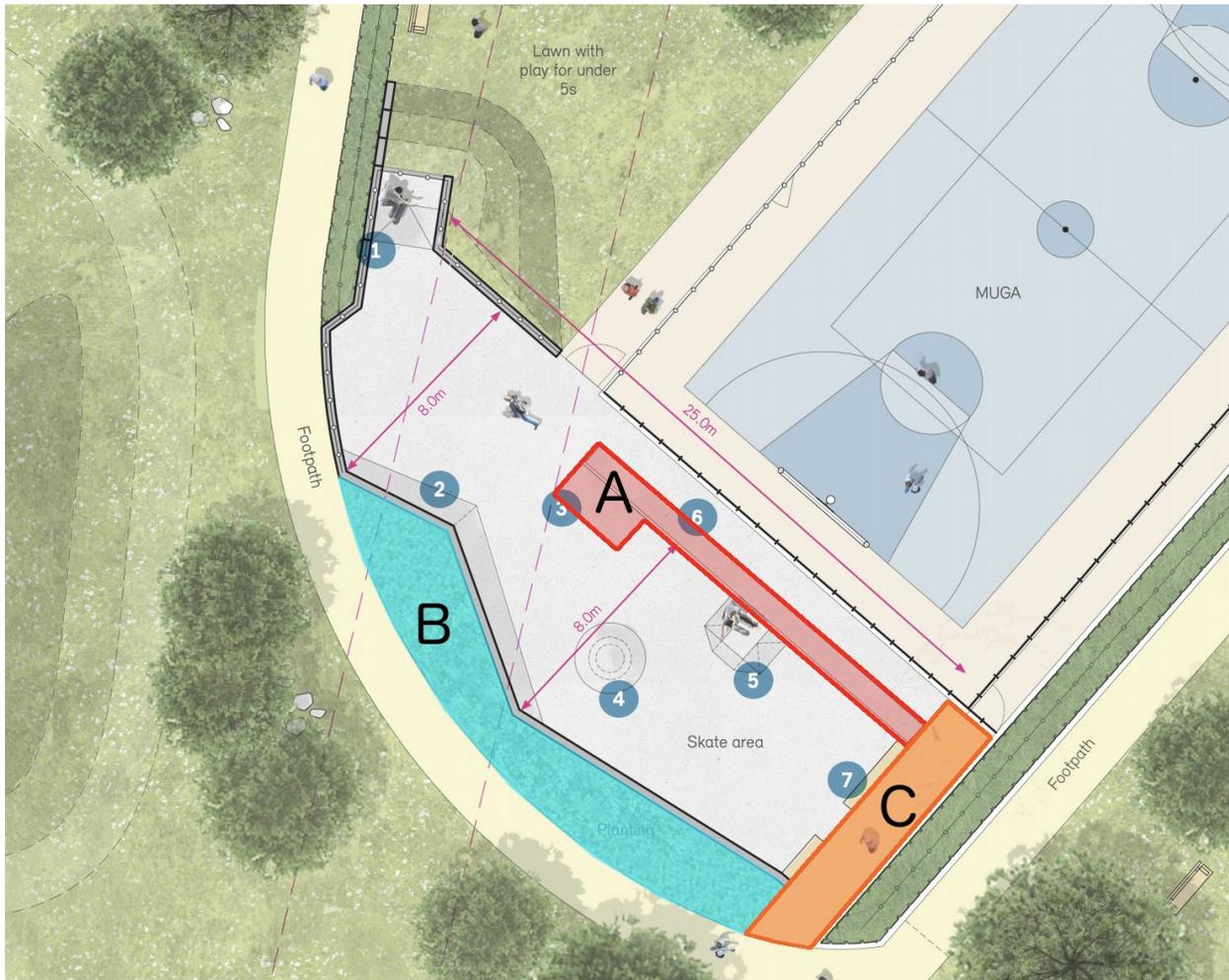


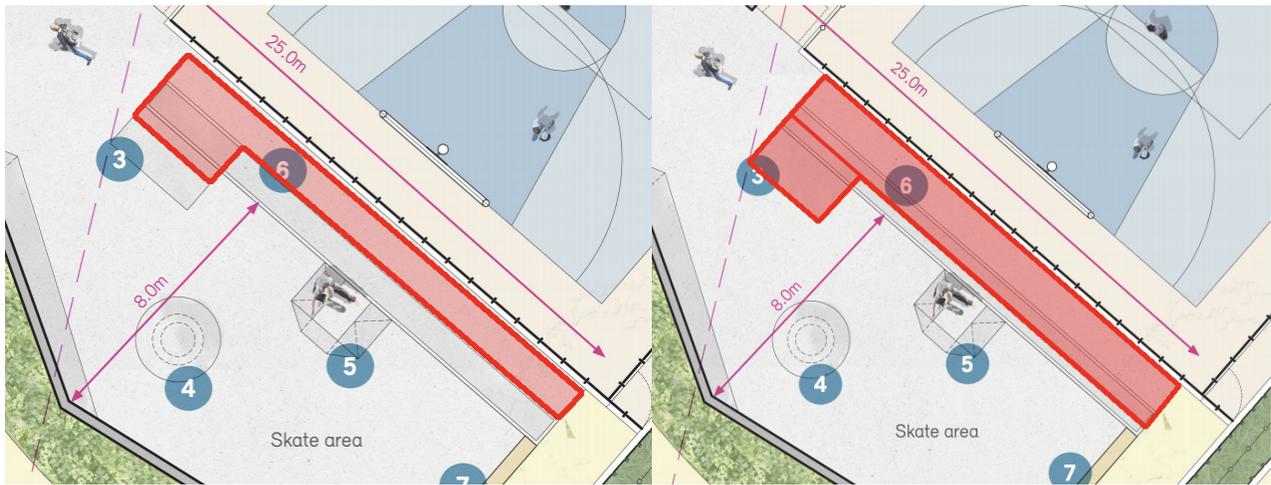
1. Lacking space

- While it's great to see the space increased, there could still be more.
- Beginners are not in full control of their boards, they need space to learn to push and make mistakes without bumping into obstacles / other people.
- Our design proposal document details some more radical approaches to this problem but I will try and give some minor tweaks here.



A. Is there a reason this ledge (6) and manual pad (3) are 1m away from the fence?

This cuts into the skateable area of the park, and could be potentially dangerous. If someone attempts to grind the ledge, but is leaning too far forward, they could fall over the ledge and into the fence. If up against the fence, there isn't as far to fall.



(Above) The feature could be moved towards the fence (left) or widened (right)

B. This planter still cuts a large part of the park out and it would be great if it could be shrunk, allowing for more flat space or a larger bank.

C. The skate area could be extended into this footpath without increasing the footprint of the park.



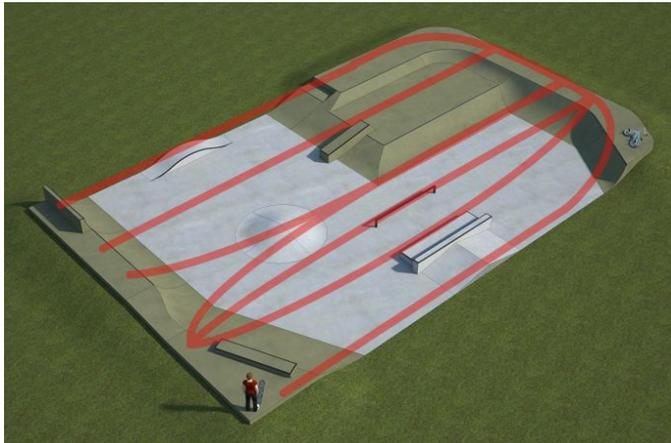
(Above) two possible alternate entrance points.

2. Flow

The 'flow' of a skatepark is very important.

- Does the space enable users to take comfortable lines from one feature to the next?
- Does it create points of high traffic where collisions are likely?

For example: this is an image of Jesus Green skatepark with some of the most common lines taken by skaters highlighted.



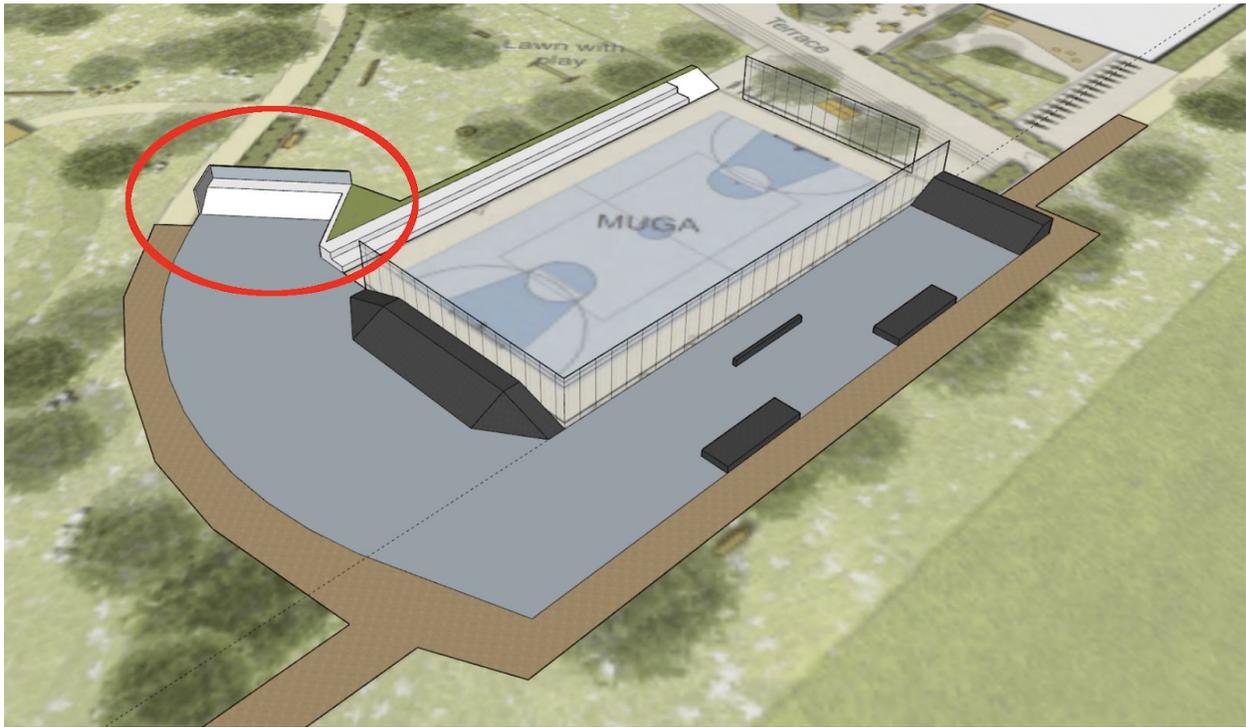
- Parallel lines: multiple users can skate simultaneously.
- Both ends of the park are raised above the main skating area.
 - These gradients allow skaters to begin and end a run.
- The start and end points are spread out evenly throughout the park.

Compare this to the Meadows design:



(Above) We have parallel lines, which is good, but on one end (1) all lines terminate at a cramped 2m wide ramp and on the other end (7) they end in benches.

The ramp also requires users to turn soon after dropping in, and as it's round a corner it obstructs vision, making collisions likely.



(Above) This proposal from our document shows a wider end that could be considered. It would also be good to have a sloped surface along the (7) end to allow skaters to turn around.

Note: this design still features a problematic curved drop in. It would be more appropriate to have a bank/quarter pipe that is perpendicular to the MUGA fence.

3. Misc / Individual Features

Slope (1)



(Above) having a ledge this close to a slope seems potentially dangerous. Would be worth checking what skatepark safety standards say about how close two features can be to each other in this case.

Ledges



(Above) Please ensure any edges on ledges like these have metal coping. These allow skaters to grind the edges and make them last longer. Alternatively materials like granite grind well with no coping.

The two ledge heights of 15cm and 45cm are perfect.



(Above) You could consider bringing the manual pad more to the middle of the ledge. Skaters can be left or right foot dominant, so symmetry is nice for features like this. This would replace feature (5) but as the park is limited in space this might be worth doing anyway.

Fences

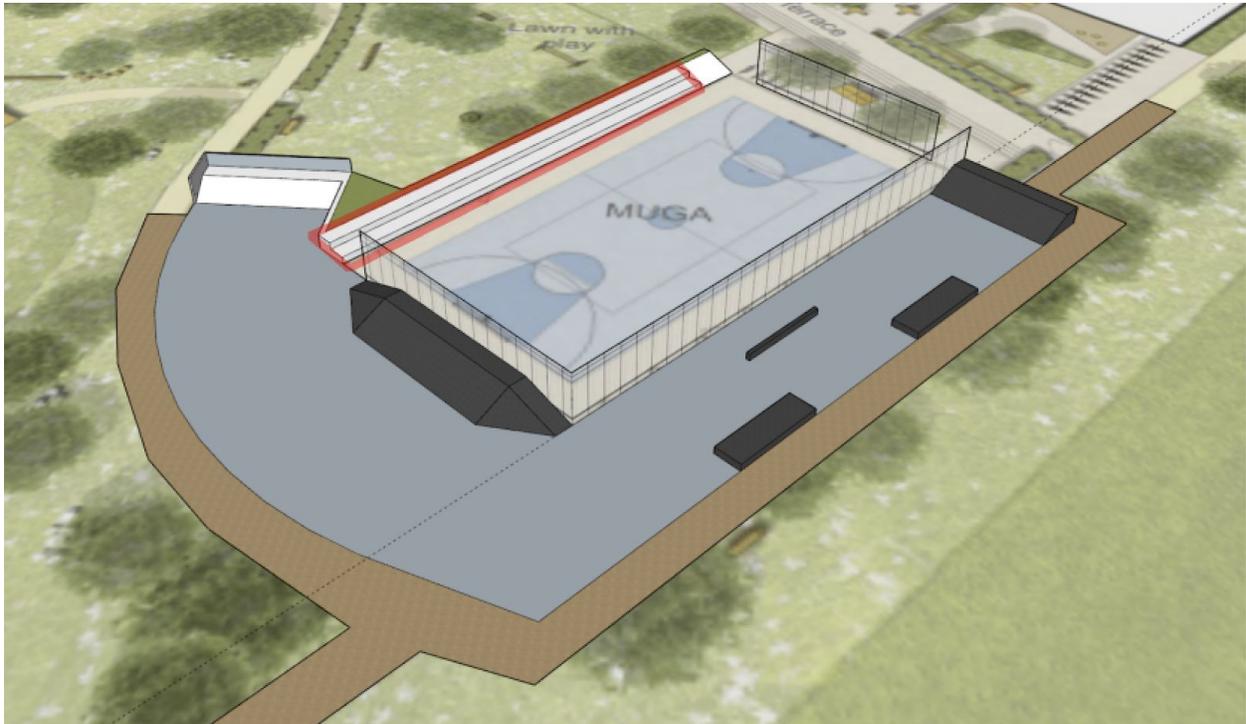


(Above) If possible please consider removing fences like these around flat ground. Safety concerns are understandable but the 40cm high wall should be more than sufficient to stop boards exiting the park. It will make the park feel more open and part of the surroundings. It's always a shame when skating feels fenced off and separated from the outer world.

Benches / Seating

It's great that seating is being considered. At a lot of parks it's an afterthought and people end up sitting on the ramps. This causes conflict between users of the space. Placing it in the skate area reduces the useable space. Maybe placing it where the planter is currently could work? Or on the other side of the footpath? Could combine this idea with reduced fencing.

Alternatively, seating along the side of the MUGA could view both it and the skatepark:



Paths

Please keep in mind that gravel/dirt/dust can make a skatepark hard to use and if any nearby paths are not smooth, debris can easily be kicked into the park, catching wheels, throwing people off their boards. This also applies to planters. Maybe a nearby public building could have a communal broom?

4. Moving forward

This turned out longer than I expected but I hope it's all useful feedback. It would be great to have another meeting. I suggest we focus on issues of layout first, as these most impact space and flow.

Thanks so much for reading and including Cam Skate in the design process.

James Moulang