

CONSULTATION (COMMUNITY)

Baseplate working in collaboration with Cardinia Shire Council held several workshops in Koo Wee Rup to discuss the upgrading of their current skatepark. Questionnaires, posters and informal conversations were interchangeably and collectively used on the day to document feedback. In addition an online questionnaire offered the chance for further input.

The first workshop was held at the Koo Wee Rup Primary School, where a large attendance had the opportunity to step out of the classroom and discuss their wants/needs of the new development. The splitting into groups allowed each to take turns to highlight their preferred options on posters whilst at the same time conversations with other groups were documented.

Our second workshop was held at Koo Wee Rup Secondary School where an informal pop up was placed in one of the classrooms. Due to being held at lunch time this event was not attended by large numbers with students preferring the outdoors. This will be considered when next at the school.

Our final workshop was held at the existing skatepark where we had an informal drop-in session. We had the opportunity to meet with several locals, hearing their ideas although threatening weather minimised the attendance.

Throughout the workshops the questions were based around:

- 1. What do you want in the new skatepark?
- 2. What don't you like about the existing skatepark?
- 3. What is missing from the existing skatepark?

With a finite budget, site constraints and a long list of wants and needs (see columns), it was noted that there was a strong possibility that some of these items would not be included. The elements with the biggest response would be the priority and then if others could be accommodated they would follow.

WANT

- BOWL
- MINI RAMP
- STREET ELEMENTS I.E. LEDGES, RAILS
- PUMP TRACK
- BEGINNER ELEMENTS
- 4-5FT TRANSITIONS
- OPEN SPACE FOR BEGINNERS
- JUMP BOXES
- MAINTAIN TREES

DISLIKE

- CRACKS
- ROUGH CONCRETE
- DEBRIS ON SKATEPARK I.E. LEAVES, STICKS
- STEEL ELEMENTS
- STAIRS (NO ONE USES THEM)

MISSING

- BOWL
- MINI RAMP
- VARIETY OF ELEMENTS
- STREET ELEMENTS
- OPEN AREAS FOR SPECTACTORS
- SHELTER
- SEATING
- DRINKING FOUNTAIN
- BINS
- COLOUR/GRAPHICS
- LIGHTING
- MAINTENANCE







RESPONSES







CONSULTATION (ONLINE)

RESPONSES

AGE:





20-29 30 +

GENDER:

35% **FEMALE**

63%

MALE

SKILL LEVEL:

I'm starting to roll around and

drop in on ramps

SELF DESCRIBED

NON-BINARY

USER TYPE:



34%

BIKE



SCOOTER



HANGING OUT

36%

BEGINNER

INTERMEDIATE

45%

I can air/ollie over hips or

slide/grind on ledges and rails

ADVANCED

I can pump around a bowl,

linking several tricks including flips and whips

FAVOURITE FACILITY:

COMBINATION

SKATE

50%

STREET

FLOW

17% 17%

FAVOURITE ELEMENT:

MINI RAMP 50%

MELLOW BOWL 47%

42% **VOLCANOES**

HIPS 27%

LEDGES

OTHER:

SHELTER 79%

SEATING 68%

ART/GRAPHICS

SHADE TREES





25%









DESIGN RESPONSE

As can be seen a large amount of the requests have been incorporated into the concept design.

70%

Although we aimed to include all of the 'wants' the design successfully responds to the limited budget. The exclusions are large and expensive items (i.e. bowl and pump track) which could be included in future expansion if the facility reaches capacity. The new facility offers a range of function for all user types and differing skill levels whilst ensuring it's not crammed with YES too many elements. As per the feedback its a 'combination' style facility that caters for all user types.

The mini ramp design ensures that its use is not just back and forth but allows users to flow around its space (with a semi-bowl like feel). Its function is extended by including differing heights to allow for progression of all skill levels. This key elements is missing from the existing skatepark and surrounding facilities.

To ensure further diversity, the skatepark includes a long street run that features various elements i.e. Rails, ledges, split level, manual pad etc. There are differing heights/ complexity of these elements to encourage use by beginners which was a common comment by local users. Areas around these elements have been maximised to allow for ample open space where users can practice their skills before taking it to the elements.

The skatepark retains connections to existing infrastructure i.e. paths, basketball court etc. to further encourage both active and passive use. No existing vegetation will be removed. Elevated areas can accommodate future seating, and potentially shelters, along with shared zones between the adjoining facilities.

The existing skatepark is approximately 580m2 and it was made clear at the meeting that the budget would not stretch for a new skatepark of this size. The new skatepark is 430m2, but has far superior function, more diversity, flow and will be finished with smooth concrete.



Scan QR code to open the interactive 3D mode the interactive 3D model via Kubity app or web.

WANT

NO - BOWL

- MINI RAMP **YES**

- STREET ELEMENTS I.E. LEDGES, RAILS

- PUMP TRACK NO

- BEGINNER ELEMENTS **YES**

- 4-5FT TRANSITIONS

- OPEN SPACE FOR BEGINNERS

- JUMP BOXES

- FLOW

YES

NO

- MAINTAIN TREES

DISLIKE

NO - CRACKS

NO

YES

- ROUGH CONCRETE

- DEBRIS ON SKATEPARK I.E. LEAVES, STICKS

- STEEL ELEMENTS

- STAIRS (NO ONE USES THEM)

MISSING

YES - SMOOTH CONCRETE

> - RANGE OF DIFFERENT TRANSITIONS (I.E. HEIGHTS AND RADIUS)

- LARGE PLATFORMS (FLY OUT TRICKS)

- VARIETY OF ELEMENTS YES

- STREET ELEMENTS YES

- RAILS YES

YES

NO

NO

NO

- EURO-GAP YES

- OPEN AREAS FOR SPECTACTORS YES

> - LANDSCAPE INFRASTRUCTURE I.E. SHELTER, SEATING, DRINKING FOUNTAIN,

- COLOUR/GRAPHICS YES

- LIGHTING

- MAINTENANCE





