

# **BAY & BASIN SKATE PARK**

**FINAL CONCEPT DESIGN REPORT**

**SHOALHAVEN CITY COUNCIL**

**16 DECEMBER 2020**

**CONVIC**



## ACKNOWLEDGEMENTS

Convic Pty Ltd. acknowledge the contributions of all those who participated in the prior phases of the Bay & Basin Skate Park project, including the Shoalhaven City Council staff, residents, community groups and other stakeholders who responded to the various opportunities for input and/or who provided advice and information where required.

## QUALITY INFORMATION

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PREPARED BY

**CONVIC**

FOR

*Shoalhaven*  
City Council

## REVISION HISTORY

| REVISION | REVISION DATE | DETAILS              | AUTHORISED                      |   |
|----------|---------------|----------------------|---------------------------------|---|
|          |               |                      | NAME / POSITION                 | SIGNATURE   |
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|          |               |                      |                                 |   |
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## BACKGROUND

The final concept design has been prepared for the Bay and Basin Skate Park in response to the feedback and comments provided by the end users and key stakeholders during the pre-design and draft concept community engagement phase. The design has been developed to create a unique, iconic and site responsive facility that aims to complement the existing active recreational facilities within the Shoalhaven municipality. Once delivered, this facility will become a hub for the Vincentia youth and broader community, attracting alternative recreation participants from the wider Shoalhaven Region.

The Bay and Basin Skate Park design proposal creates a community space through the use of place making principles which forms a strategic part of the municipality's public realm. The facility is inviting to all members of the community and provides safe people watching opportunities within and around the Bay and Basin Leisure Centre precinct. The concept design maximises user numbers by allowing for a mix of demographics and provides a space that is truly reflective of the community needs and requirements.

The final concept design provides a family friendly and aesthetically pleasing space that responds to the existing site constraints and opportunities, and enhances the existing natural landscape characteristics of the site and surrounding area. In addition to this, the facility caters to a variety of user styles, supports a wider age audience and their ongoing skill development.





# 02

## SITE CONTEXT

### UNDERSTANDING SITE CONTEXT

The proposed location sits adjacent to the heavily utilised Bay & Basin Leisure Centre, and is located on a portion of land south of the built form and north east of the existing carpark. The site is surrounded by native bushland that has a number of walking trails, and the Vincentia High School and Public School are both located within a short distance from the proposed development. The proposed site has strong connections with the leisure centre, which will provide a number of ongoing activation opportunities for the facility, with the adjacent carpark providing opportunities for end users to travel to the facility via vehicle.

The development of the proposed skate park and broader precinct provides an opportunity for the Shoalhaven City Council to provide active recreation infrastructure that will become a key community asset and be a contemporary skate park that meets current industry trends. The space will be available to all demographics and provides opportunity to lift the public profile of the youth within the Vincentia and broader Shoalhaven community.

With the existing site features, the facility will create a dynamic and activated youth space with connections to the natural landscape setting offering recreational and social experiences for all members of the community to enjoy.



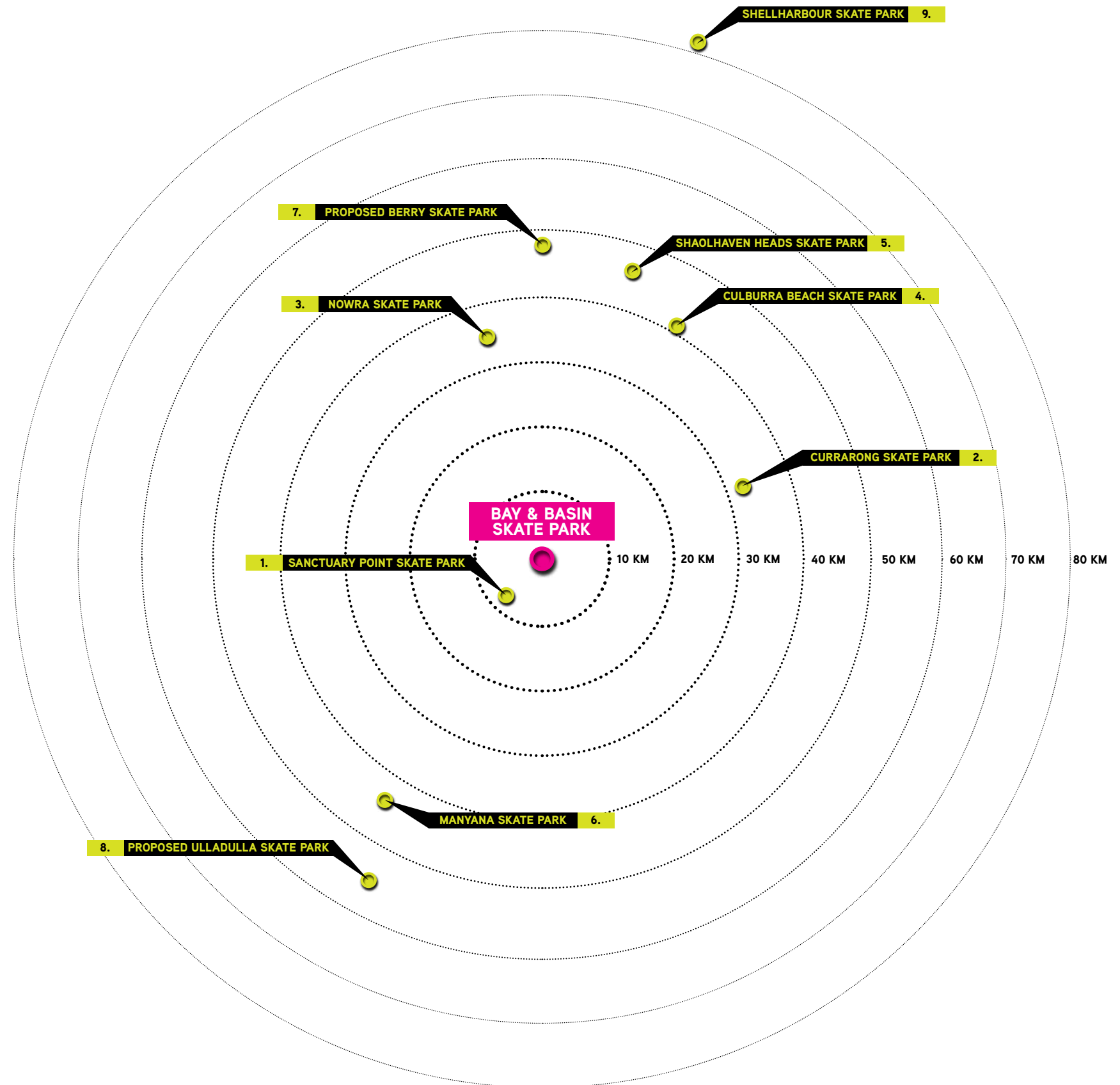
# 03

## UNDERSTANDING SKATE CONTEXT

### EXISTING SKATE NETWORK

Shoalhaven City Council have recently started the process of developing a number of sites into new or refurbished skate facilities. When completed, these facilities will provide the community with a number of world class and contemporary skate parks. This will result in the skate and alternative active recreation scene being highly sought after within the Shoalhaven City municipality, and the greater New South Wales region.

As a result of this desktop study a design can be developed for the Bay and Basin Skate Park that further enriches the existing skate space infrastructure within the region and provide a network of facilities that offer end users a variety of skate park typologies and features.





# UNDERSTANDING SKATE CONTEXT

## EXISTING SKATE CONTEXT

In order to determine the style of facility proposed for the proposed Bay & Basin Skate Park it is first important to undertake a study of skate facilities within a close proximity to the proposed development. This investigation reviews their park typology and identifies gaps in the surrounding regions skate park provision. Skate facilities consist of three distinct styles: plaza, transition and combination.

This study has identified that the region has a moderate number of facilities, all within an hours drive (80km) of the site. Convic have reviewed the majority of these facilities, however skateparks that are significantly old or do not meet current standards (ie. prefabricated steel ramps on slab) have not being included within this contextual analysis.

Many of the existing parks are combination style skateparks offering their users a mix of different skate styles and skill levels. A small number of the existing facilities are old-style skateparks that consist of features that are outdated and not meeting current skate trends. It should be noted that within the past 12 months, two new facilities have been proposed including the Ulladulla Skate Park and Berry/Boongaree Skate Park.

With this in mind it is advised that a flowy combination style facility will be best suited for the new Bay & Basin Skate Park. Flow and street areas will provide a range of features for all rider styles and abilities. These features will have a preference to beginner and intermediate level riders but also include elements that can be used differently by the more experienced. This will create a facility that enables skill development and compliments the ever growing network of skate parks within the Shoalhaven municipality and broader region.



SANCTUARY POINT SKATE PARK - 6KM S



CURRARONG SKATE PARK - 37KM NE



NOWRA SKATE PARK - 37KM N



CULBURRA BEACH SKATE PARK - 42KM N



SHOALHAVEN HEADS SKATE PARK - 45KM N



MANYANA SKATE PARK - 45KM S



NEW BERRY SKATE PARK - 45KM N



NEW ULLADULLA SKATE PARK - 52KM S



SHELLHARBOUR SKATE PARK - 80KM N

# 04

# CONSULTATION APPROACH

## APPROACH

The consultation process is an integral component of the development of youth spaces and skate facilities. In order to ensure the success and longevity of these key community assets it is crucial to engage with the future users of the space.

Due to the current social environment and social distancing practices Convic adapted their typical face-to-face community workshops to occur through an online platform as outlined below.

The pre design community consultation ran for three weeks from the 20th July to 9th August. It comprised of a video designed to educate and inspire the community on possible inclusions for the new facility and provide insight into the project parameters, opportunities and constraints. This was followed by an online questionnaire that allowed the community to provide feedback for the facility based on the information outlined in the video.

The community consultation aimed to:

- Engage with community members and key stakeholders before the design of the new skate space building excitement for the project.
- Inform participants of key design considerations of the project to build an understanding of the possibilities and restrictions.
- Inspire participants through past project examples illustrating the nature of contemporary skate parks with a variety of integrated, broader community usage options. To show not just skater only facilities, but to include a variety of elements such as, social gathering spaces, sculptural elements and other additional recreational opportunities, as well as illustrating the potential for activation and other community events.

- Gather user information and build user profiles.
- Gather community input into what they think the new facility should be.
- Have community and users take ownership of the consultation process outcomes.

A summary of the pre design community feedback has been included within the community design vision included in the following pages.

The draft concept design consultation saw a fly-through video produced, which discussed in detail the various elements of the recreation facility. Participants were then directed to an online questionnaire, where they were asked in detail about their thoughts on the design.

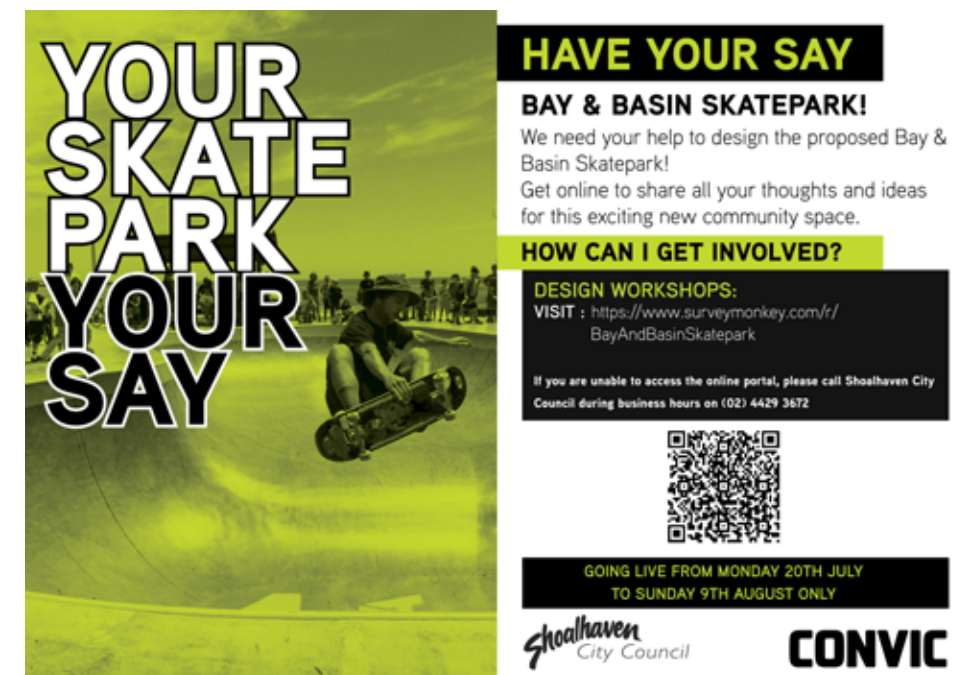
The draft concept design consultation process aimed to:

- Engage with community members and key stakeholders before the final concept design of the new skate space.
- Inform stakeholders and community members of the current status of the project.
- Have community and users take ownership of the consultation process outcomes.

A summary of the information provided by the end users has been included in draft concept consultation feedback pages of this report.

## PROMOTIONAL SCOPE

The consultation aims to increase community awareness of the Bay & Basin Skate Park project and to do so in an open, public and transparent process. The online advertising campaign included the sharing of the digital flyer on Convic's social media pages, through local business's and contacts and Councils social media networks.



Pre-Design Consultation flyer



**THE PROPOSED BAY & BASIN SKATE PARK WILL PROVIDE ADDITIONAL ACTIVE RECREATIONAL OPPORTUNITIES FOR ALL AGES AND ABILITIES WITHIN THE VINCENTIA AND BROADER COMMUNITY. THE FACILITY WILL BE MULTI-DISCIPLINE, CATER TO ALL WHEELED SPORTS AND SKILL LEVELS THAT IS CONTEMPORARY AND MEETS CURRENT INDUSTRY TRENDS.**

**ACTIVE SPACE INTERVENTIONS WITHIN THE SHOALHAVEN MUNICIPALITY WILL PROVIDE KEY COMMUNITY ASSETS THAT WILL BE UTILISED BY BOTH THE CURRENT AND FUTURE GENERATIONS, ENHANCING SOCIAL INTERACTIONS AND PROVIDE ENJOYABLE AND MORE LIVEABLE COMMUNITIES.**

## CONSULTATION SUMMARY

The pre-design consultation outcomes were summarised to inform a community responsive design brief for the proposed Bay & Basin Skate Park. The information collected from the online survey has informed this brief. These are outlined thematically and will be used as the foundation for the development of the concept design.

### TARGET USER GROUP

The community feedback has highlighted skateboarders as the majority of users. It will however cater to all user groups, including those participating in BMX, scooter, roller skating and all other active wheeled sport disciplines, as well as those non-active participants looking to spectate and enjoy the public space.

### SKILL LEVEL PROVISION

There was a relatively even spread of abilities within the consultation. While intermediate was the most common response, beginner and advanced level users were also well represented. It is key to provide for skill progression within the facility. This will allow for beginner users and future generations to learn and continue ongoing progression up to an advanced skill level and for advanced users to continue to be challenged and remain interested.

### SKATE TYPOLOGY

A clear preference for a mixed facility of street and transition style elements was indicated by the majority of participants. The design will look to work in conjunction with the features found at existing facilities within the region to create a complimentary network of skateparks and active recreation spaces throughout the Shoalhaven municipality.

### SKATE VISION

The majority of riders favour a combination of flowy transition and street style. The facility design will therefore respond to community

desires, offering a variety of features that cater to all styles of skate. With flowing transition and street features being incorporated as a key design consideration.

Standout features highlighted by the community were a mini ramp, mini bowl, big bowl, round rails, and spine. There were a high number of votes for the facility to include a pump track. The inclusion of this will be dependent on project parameters such as budget and existing site conditions. In addition to the specific features, there was an interest in community activation events such as the facility being designed to attract skate competitions and demonstrations and be capable of holding learn to ride workshops. The design proposal of the space will consider connecting elements suitable for the provision of such events.

### USER + SPECTATOR AMENITIES

To ensure a central community space that can be used by a variety of different user groups, the facility will offer a number of social opportunities. The provision for areas of refuge and shade throughout the day is to be considered, whether purpose built or looking to utilise natural shade. Many highlighted the need for drinking fountains and lighting. This will be considered when developing the concept design and reviewing the project parameters such as the facility budget.

### ICONIC ELEMENTS + LOCAL IDENTITY

To celebrate the Vincentia area and broader Shoalhaven region the design process will investigate different opportunities to provide the facility with its own identity. Community members highlighted the natural landscape character of the region including the local beaches and native bushland as items that could influence the parks identity. Theming will be further tested during the concept phase of the project, as this will create a more enjoyable place to inhabit and provide local riders with a sense of ownership and stewardship.

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# DRAFT CONCEPT COMMUNITY FEEDBACK

**THE PROPOSED BAY & BASIN SKATE PARK WILL PROVIDE ADDITIONAL ACTIVE RECREATIONAL OPPORTUNITIES FOR ALL AGES AND ABILITIES WITHIN THE VINCENTIA AND BROADER COMMUNITY.**

**THE FACILITY WILL BE MULTI-DISCIPLINE, CATER TO ALL WHEELED SPORTS AND SKILL LEVELS AND PROVIDE A MIX OF STREET AND TRANSITION FEATURES, AS WELL AS SHADE AND SPECTATING OPPORTUNITIES.**

**ACTIVE SPACE INTERVENTIONS WITHIN THE SHOALHAVEN MUNICIPALITY WILL PROVIDE KEY COMMUNITY ASSETS THAT WILL BE UTILISED BY BOTH THE CURRENT AND FUTURE GENERATIONS, ENHANCING SOCIAL INTERACTIONS AND PROVIDE ENJOYABLE AND MORE LIVEABLE COMMUNITIES.**

## DRAFT CONCEPT CONSULTATION SUMMARY

### OPEN BOWL AREA

Many participants favoured this clean and open bowl design and how it provided opportunity for interaction with surrounding elements of the design. Some responses called for some more advanced features within the design/ bowl so we have included an additional extension to provide more provision for those at an advanced level of riding.

### STREET AREA

The street area positioned at the higher end of the site was very popular with a number of respondents, and many called for it to be extended and enhanced. This area has been adapted to provide more street features. Several participants also requested the inclusion of a stair set which has been included in the final concept design.

### FLOW AREA

The flow area positioned in the middle of the design included a level change with china bank and a number of extensions and transition features. This was generally popular with participants and feedback on how it flowed and functioned was good. However, with the extension and enhancement of the street area/ features we have developed this area to better connect with the new street additions.

### OVERALL SKATE AREA

The overall design of the skate space was very well received by the participants of the consultation and the main feedback centred around increasing the street provision and providing some more features to allow progression and appeal to those already at an advanced level of riding. This has been addressed in the final concept design therefore enhancing the capacity and broader appeal of the skate facility. This feedback was supported by Shoalhaven City Council.

### SUPPORTING AMENITIES

Respondents requested supporting amenities such as drinking fountains, seating, rubbish bins and shade shelters. A number of participants requested additional shade opportunities and a secondary shelter has been included in the design as a provisional item. The suggested wider concept design for future works was well supported by community who felt it could be built on to further support the skate park and make best use of the site. This should be considered by Council should funds become available.



# 05

## DESIGN IDEATION

### CONCEPT IDEATION

The draft concept design is inspired by the iconic coastal location of Vincentia and the nearby picturesque sandy shores that surround it.

Situated on the same site as the Bay & Basin Leisure Centre it is key for the design of the skate park to complement the design language of the leisure centre and form part of a holistic precinct, helping to develop a larger more inviting community asset.

The concept design uses sandy and earthy tones, natural rock and stone materials combined with vibrant coping highlights that draw inspiration from the material use in the footpath connections and landscape features around the leisure centre.

This unique combination of material use and colours forms a unique destination within the local and wider regional context.





# 06

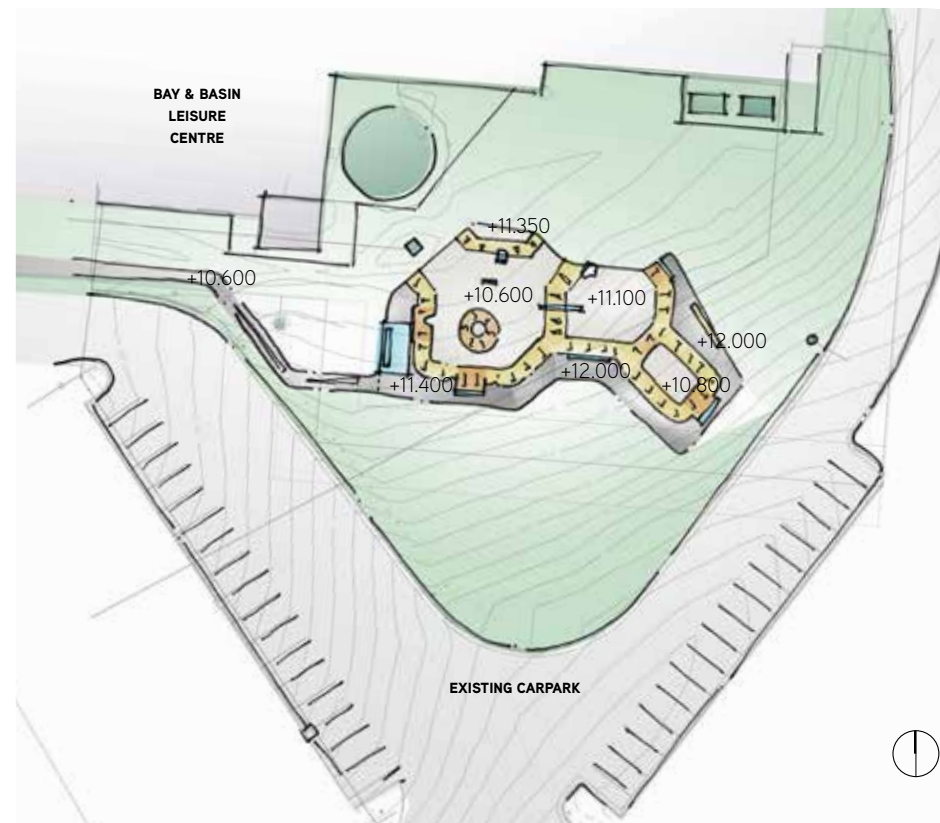
## CONCEPTUAL EVOLUTION



### SITE CONSTRAINTS

The site proposed for the Bay and Basin Skate Park poses a number of site constraints that have been addressed throughout the draft concept design phase of the project.

- 1 Located at the back of the leisure centre itself, creates a number of areas outside of natural and passive surveillance may increase the risk of anti-social behaviour.
- 2 A number of underground services run across the site creating a large area that is unable to be developed as part of the skate park works.
- 3 A lack of connections from the southern end of the car park to the proposed skate park could result in a number of informal access points and unwanted desire lines.

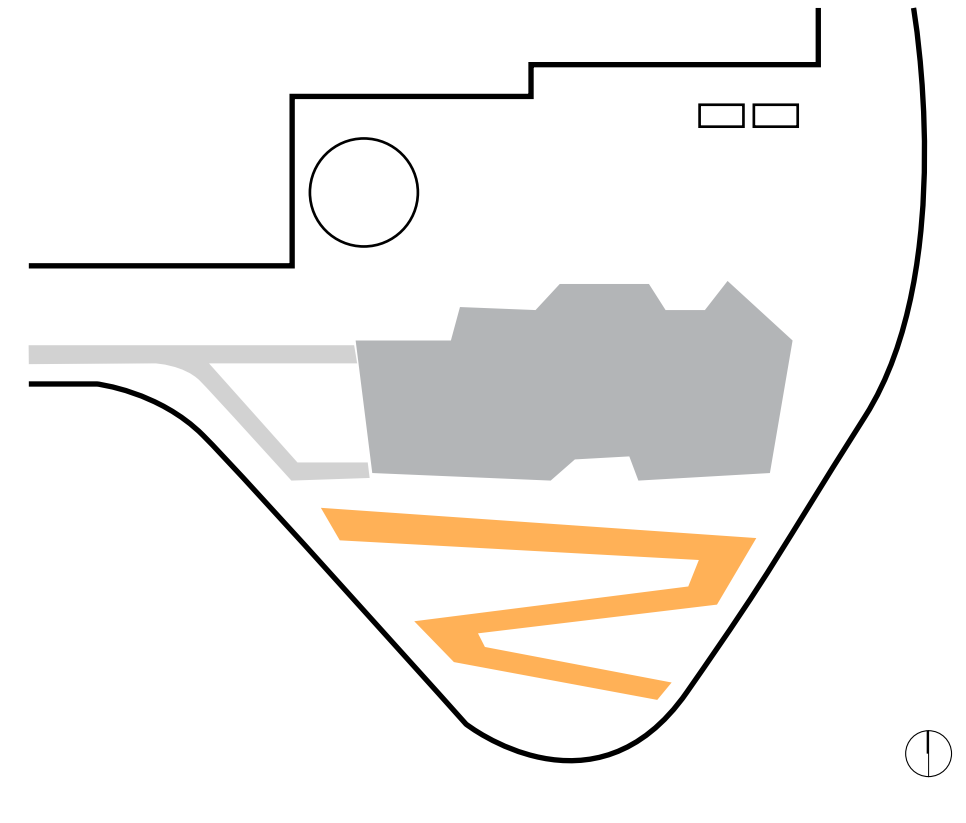


### SKETCH DESIGN

The sketch design for the Bay and Basin Skate Park is a flowy transition style park that responds to the feedback obtained from the community during the pre-design consultation events. The skate features are tailored towards beginner and intermediate skill levels with some features included that provide the ability for more advanced riders to enjoy the park too.

The design responds to the site conditions by centrally locating the facility within the site offset from the back of the leisure centre and away from existing underground services while providing enhanced pedestrian access into and around the facility.

The materials and colour palette are inspired by the existing Leisure Centre and coastal location to create visual links and form an integrated recreation precinct.



### DRAFT CONCEPT DESIGN

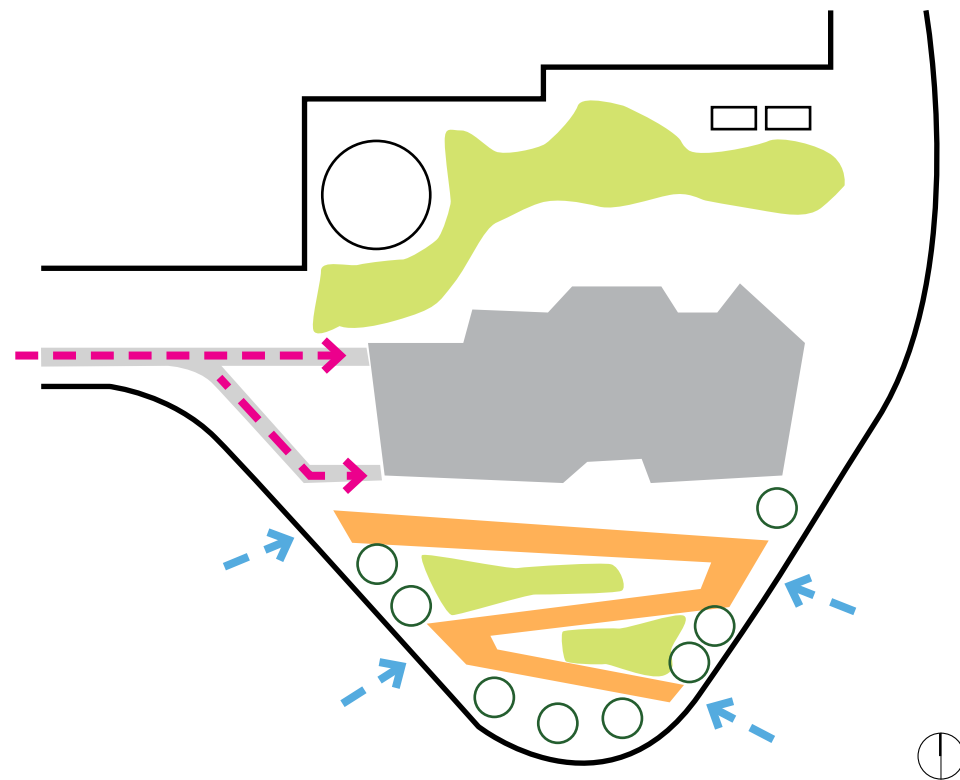
The development of the draft concept design has improved pedestrian circulation through and around the site with more resolution provided to areas for spectators and the way that non active users will interact with the facility. Passive and landscape features populate the south area of the site that is not suitable for the skate park development.

The facility design has been rationalised to further enhance natural surveillance into the site with adjustments made to the location of the mini bowl that integrates better with existing levels and underground service locations.

Further development of the edge conditions has been investigated to prevent vehicle access into the park and better refine the edge between the vehicle and pedestrian zones.



# CONCEPTUAL DIAGRAMS

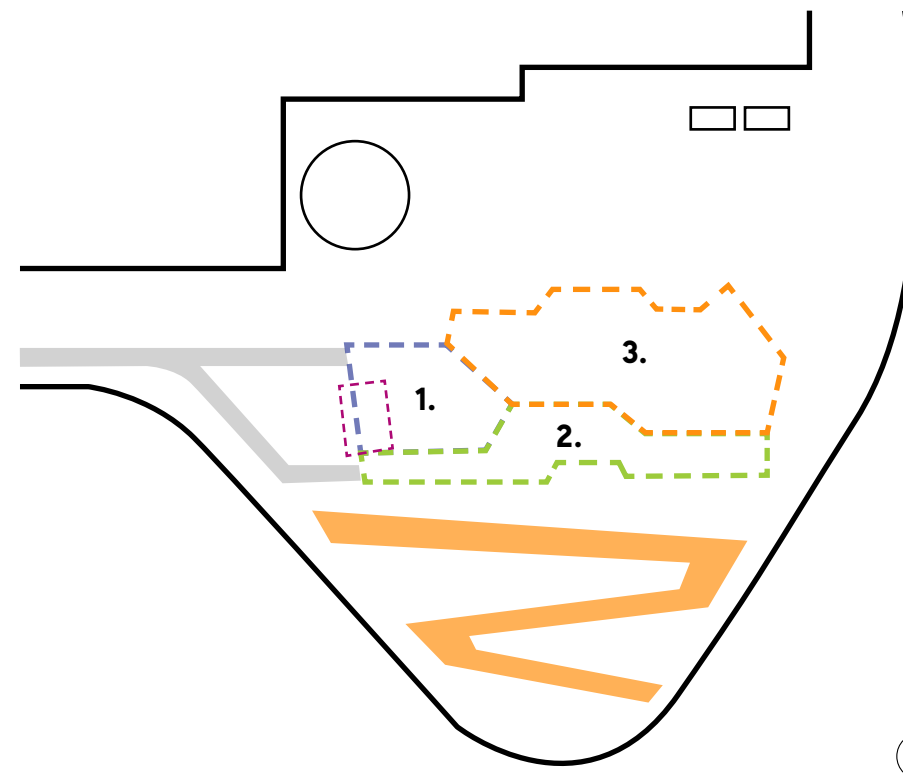


## MULTIPLE POINTS OF ACCESS

Multiple informal access points compliment the primary connection points and encourage passive uses and spectators into the space.

The primary access points provide direct connections to the leisure centre and the existing path network. Whilst the more informal access points allow passive uses to easily access the soft spaces and utilise the seating and viewing areas.

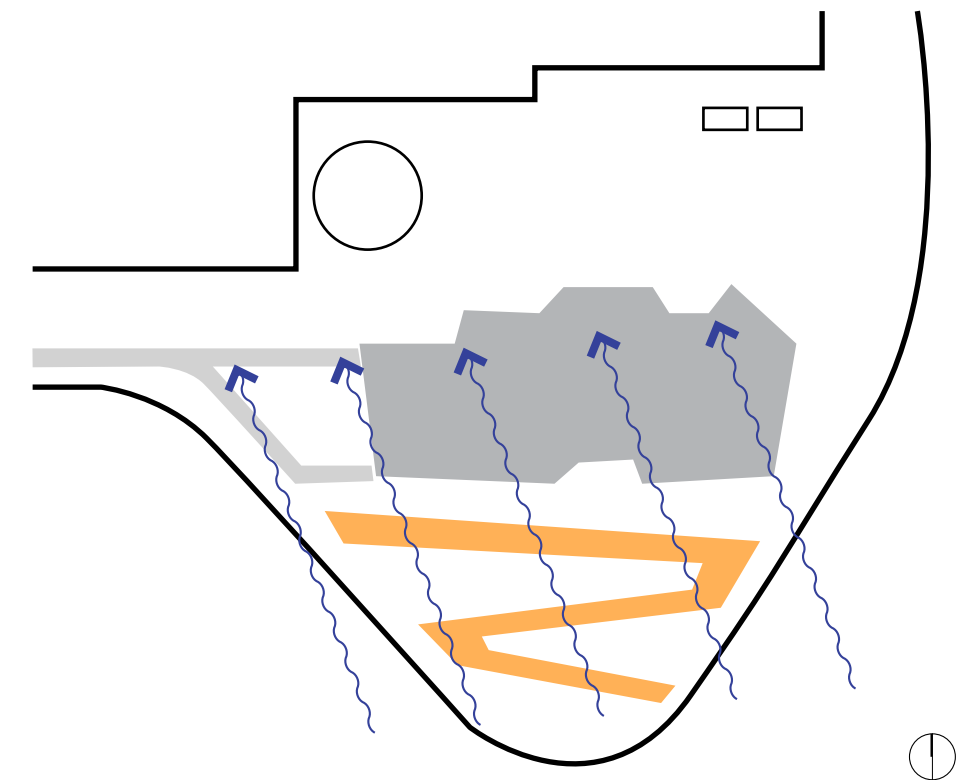
Areas of sturdy planting and trees direct user movements and circulation between active and passive areas and away from back of house areas within the site as well as providing a buffer between the site and car park.



## INDIVIDUAL AREAS OF SKATE

The draft design concept offers a number of different skate styles with a preference toward flowy transition with the inclusion of a mini bowl to reflect the pre-design community consultation findings.

The skate park can be used as one larger open skate area on quieter days or as 3 key individual areas on busier days to accommodate a range of user abilities and style preferences.



## TIERED SKATE DESIGN

A tiered skate design utilises the natural fall of the site and promotes key sight lines from the car park, surrounding pathways and spectator spaces positioned higher up the site.

Within the skate park the mini bowl sits higher up the site to minimise the need for earth batters on the southern side and maximise passive surveillance.

# DRAFT TO FINAL : KEY CHANGES

## DRAFT



## FINAL



- 1 Mini bowl area increased and corner extension added to provide additional advanced level features.
- 2 Additional ledge added to street area.
- 3 Street area increased and features varied to broaden appeal and increase capacity.
- 4 Stairs set added to central flow area.

- 5 'China Bank' adjusted to better complement new stair set addition and allow potential fly out options.
- 6 Two bins and drinks fountain near to entrance and shelter areas proposed as provisional items for future works.
- 7 Secondary shelter proposed as provisional item for future works.



# FINAL CONCEPT : CAD SKETCH

## LEGEND

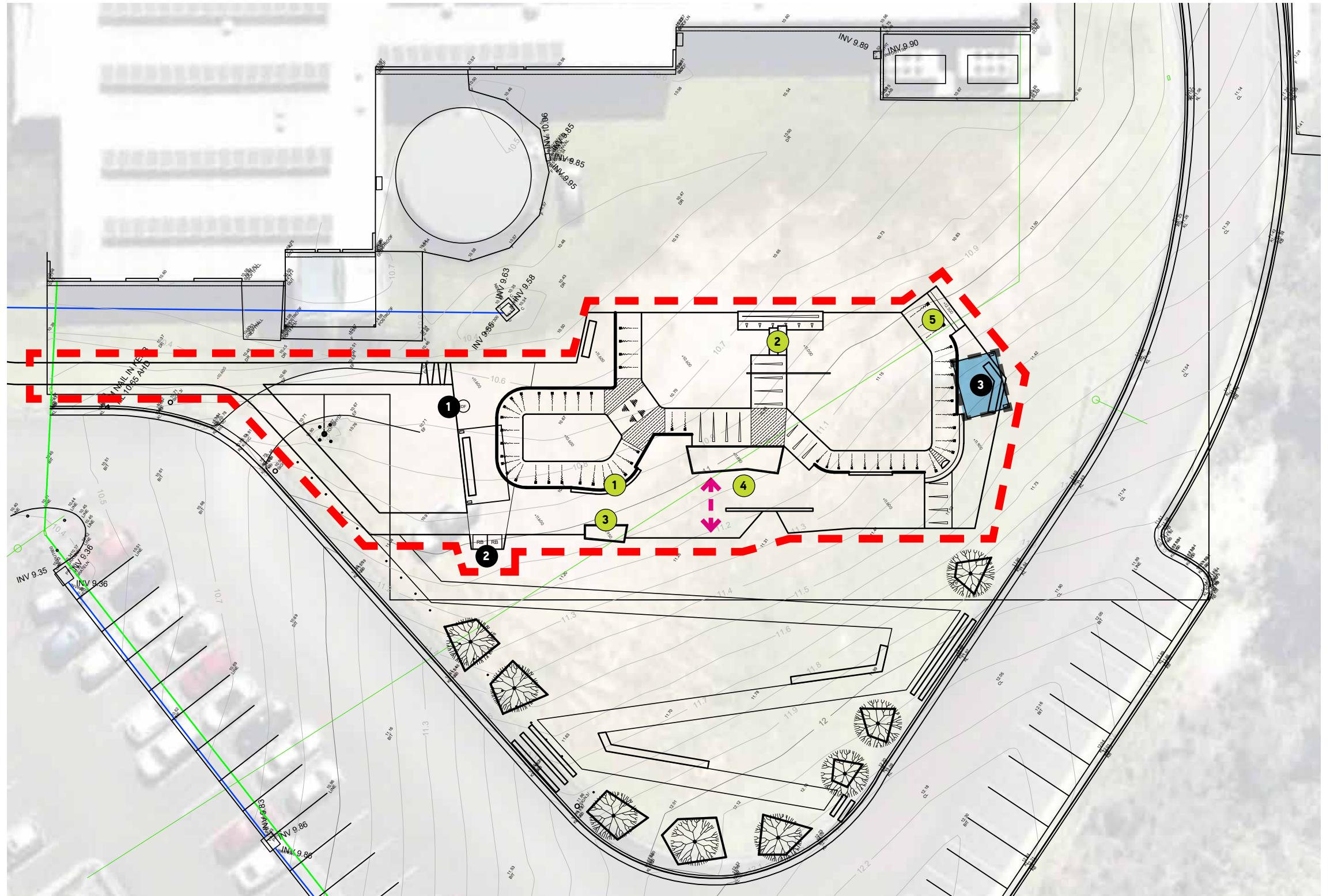
### KEY CHANGES

- 1 Extension added to bowl to provide more advanced feature.
- 2 China bank Hubba + Stair Set added to increase street provision.
- 3 Additional Street Ledge added to increase street area and features.
- 4 Ledge adjusted and Street Area increased.
- 5 Quarter Pipe and Coping modified to provide more advanced features.

--- Extent of current works.

### PROVISIONAL/ FUTURE WORKS.

- 1 Drinks Fountain provided.
- 2 Two Bins and concrete pad added.
- 3 Additional secondary Shade Shelter.



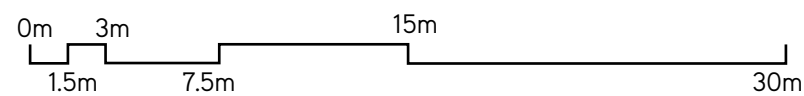
CLIENT:

**Shoalhaven**  
City Council

DESIGNER:

**CONVIC**

SCALE: 1:300 @ A3



PROJECT:

BAY & BASIN SKATE PARK

TITLE:

FINAL CONCEPT CAD  
SKETCH PLAN

DATE:

16.12.2020

REVISION:

A



# FINAL CONCEPT PLAN

## LEGEND

### SKATE WORKS

- 1 1000H Quarter Pipe
- 2 Quarter Pipe Hips
- 3 350H Mogul
- 4 1000H Mini Bowl
- 5 1400H Escalating Corner Extension
- 6 350H Ledge + Slider Rail
- 7 Bank to Ledge + Manny Pad
- 8 'China' Bank Hubba Ledge
- 9 Stair Set
- 10 Down and Out Rail
- 11 Flat Bank Hip blend
- 12 600H Whippy Quarter to Kerb
- 13 1500H Quarter Pipe Extension
- 14 900H Quarter Pipe
- 15 1200 High Corner Extension
- 16 800H Love Seat
- 17 300H Flat Bank

### SUPPORTING AMENITY

- 1 Drinks Fountain (provisional)
- 2 Shade Shelter
- 3 Concrete Seating
- 4 Bins (provisional)

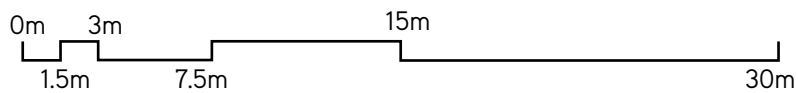
### PROPOSED FUTURE WORKS

- 1 Secondary Shade Shelter
- 2 Meandering Footpath
- 3 Robust Planting
- 4 Spectator Seating
- 5 Informal Connection Paths
- 6 Shade/ Boundary Trees



CLIENT:  


DESIGNER:  


SCALE: 1:300 @ A3  


PROJECT:  
 BAY & BASIN SKATE PARK

TITLE:  
 FINAL CONCEPT LAYOUT PLAN

DATE:  
 16.12.2020

REVISION:  
 A



# FINAL CONCEPT



PERSPECTIVE - 01



# FINAL CONCEPT



PERSPECTIVE - 02



# FINAL CONCEPT



STREET SECTION PERSPECTIVE - 03



# FINAL CONCEPT



PERSPECTIVE - 04



## MOVING FORWARD

It is anticipated that the final concept design will be discussed at the council meeting on the 19th of January 2021. Upon approval and endorsement of the final concept design by the Shoalhaven City Council, the project will progress into the following detailed design phases. The detailed design of the facility will continue to develop the skate facility within project parameters while maintaining a truly relevant design reflecting community needs, user requirements and the overall project vision.