



BLenheim PARK SKATEPARK

DRAFT CONCEPT DESIGN REPORT

CITY OF RYDE

FEBRUARY 2024

CONVIC

PREPARED BY

CONVIC

FOR

 City of Ryde

QUALITY INFORMATION

PROJECT NAME BLENHEIM PARK SKATEPARK
PROJECT NO. 22032
PREPARED BY Angus Thomas
REVIEWED BY Chris Middap

ACKNOWLEDGEMENTS

CONVIC Pty Ltd. Acknowledge the contributions of all those who participated in the pre-design consultation of the Blenheim Park Skatepark, including the City of Ryde staff and residents, community groups and other stakeholders who responded to the various opportunities for input and/or who provided advice and information where required.

CONTENTS

PAGE

01	Introduction	03
02	Existing Skatepark Provision	05
03	Site Analysis	06
04	Community Consultation	08
05	Concept Design	18
06	Skatepark Obstacle Precedents	23
07	Moving Forward	24

REVISION HISTORY

REVISION	REVISION DATE	DETAILSW	AUTHORISED	
			NAME / POSITION	SIGNATURE
A	27.11.2023	PRE-DESIGN REPORT	BRYCE HINTON / DESIGN MANAGER	
B	14.02.2024	DRAFT CONCEPT DESIGN REPORT	BRYCE HINTON / DESIGN MANAGER	
C	16.02.2024	DRAFT CONCEPT DESIGN REPORT	BRYCE HINTON / DESIGN MANAGER	

© CONVIC Pty Ltd. All rights reserved.

CONVIC has prepared this document for the sole use of the Client and for a specific purpose, each as expressly stated in the document. No other party should rely on this document without the prior written consent of CONVIC. CONVIC undertakes no duty, nor accepts any responsibility, to any third party who may rely upon or use this document. This document has been prepared based on the Client's description of its requirements and CONVIC's experience, having regard to assumptions that CONVIC can reasonably be expected to make in accordance with sound professional principles. CONVIC may also have relied upon information provided by the Client and other third parties to prepare this document, some of which may not have been verified. Subject to the above conditions, this document may be transmitted, reproduced or disseminated only in its entirety.

UNDERSTANDING SITE CONTEXT

The City of Ryde are proposing a major upgrade to Blenheim Park in North Ryde. Along with upgrades and extensions to existing recreation infrastructure a new youth hub will be created. The youth hub will include multi-use sports courts, social spaces and a new skatepark.

The site is in close proximity to North Ryde Station, Truscott Street Public Primary School and Lachlan's Square Village shopping centre. The busy arterial, Epping Road, is located to the north and north west of the site and forms the norther edge of the proposed skatepark.

The site is heavily planted with a sporadic layout of existing mature trees and challenging level changes offer both opportunities and constraints within the broader precinct development.



INTRODUCTION

MASTER PLAN

The precinct master plan developed by City of Ryde will offer a significant and destination public and recreation space for the North Ryde community and broader municipality. Facilities to compliment the skatepark include multi-sports courts, fitness areas, spectator seating, social spaces, dog park, radio controlled car club infrastructure, picnic area, amenities building, flexible open space and regional playground.

City of Ryde have a number of project objectives that have been identified early within the project design phases that include:

- District level skate facility (600-1000m2).
- Timed lighting for night time use.
- Form a significant part of the broader youth hub.
- Create an urban and activated edge to Epping Road.
- Provide alternative active recreation program for end users of the park.



City of Ryde Masterplan.

EXISTING SKATE CONTEXT

While many skate facilities have a number of similar features, due to their diversity of use it is important to undertake a study of parks within a close proximity of the proposed facility. This helps develop the typology of the proposed facility while identifying possible gaps in provision within the local skatepark network.

Within recent years Australia has undergone a boom in delivering spaces tailored for alternative recreation including skateboarding, BMX, roller blading and scootering. In attempt to keep up with this growth, Sydney has greatly invested in skatepark infrastructure, making it now the most densely populated skatepark network within Australia. An investigation of nearby facilities has shown that within 25kms of Blenheim Park there are over 25 facilities. This list includes numerous contemporary flagship facilities including one of the largest in Australia, Sydney Park. Although some nearby parks show signs of wear, they all offer a variety of riding experiences.

In order to compliment this network, Blenheim Park should look to accommodate a new and contemporary skatepark style. Avoiding duplication of nearby provision, Blenheim Park should develop as a point of difference facility which will offer local riders from the wider Sydney region a unique riding experience and attract end users.



01 Lachlan's Line Skatepark



02 Hunters Hill Skatepark



03 Chatswood Skatepark



04 Meadowbank Skatepark



05 Telopea Skatepark



06 Blackman Park Skatepark



07 Carlingford Skatepark



08 Shrimptons Creek Skatepark



09 Five Dock Skatepark

SITE FEATURES

The skatepark site is located within the north west corner of the precinct. It is bordered by Epping Road in the north, proposed dog park to the east, proposed multi-sports courts to the south and youth hub / social space to the west.

Existing and proposed trees will provide natural shade and form a part of the skatepark's edge conditions. The design of the skatepark will need to consider integration with proposed adjacent recreation program and spaces to allow for delineation of pedestrian circulation and connections

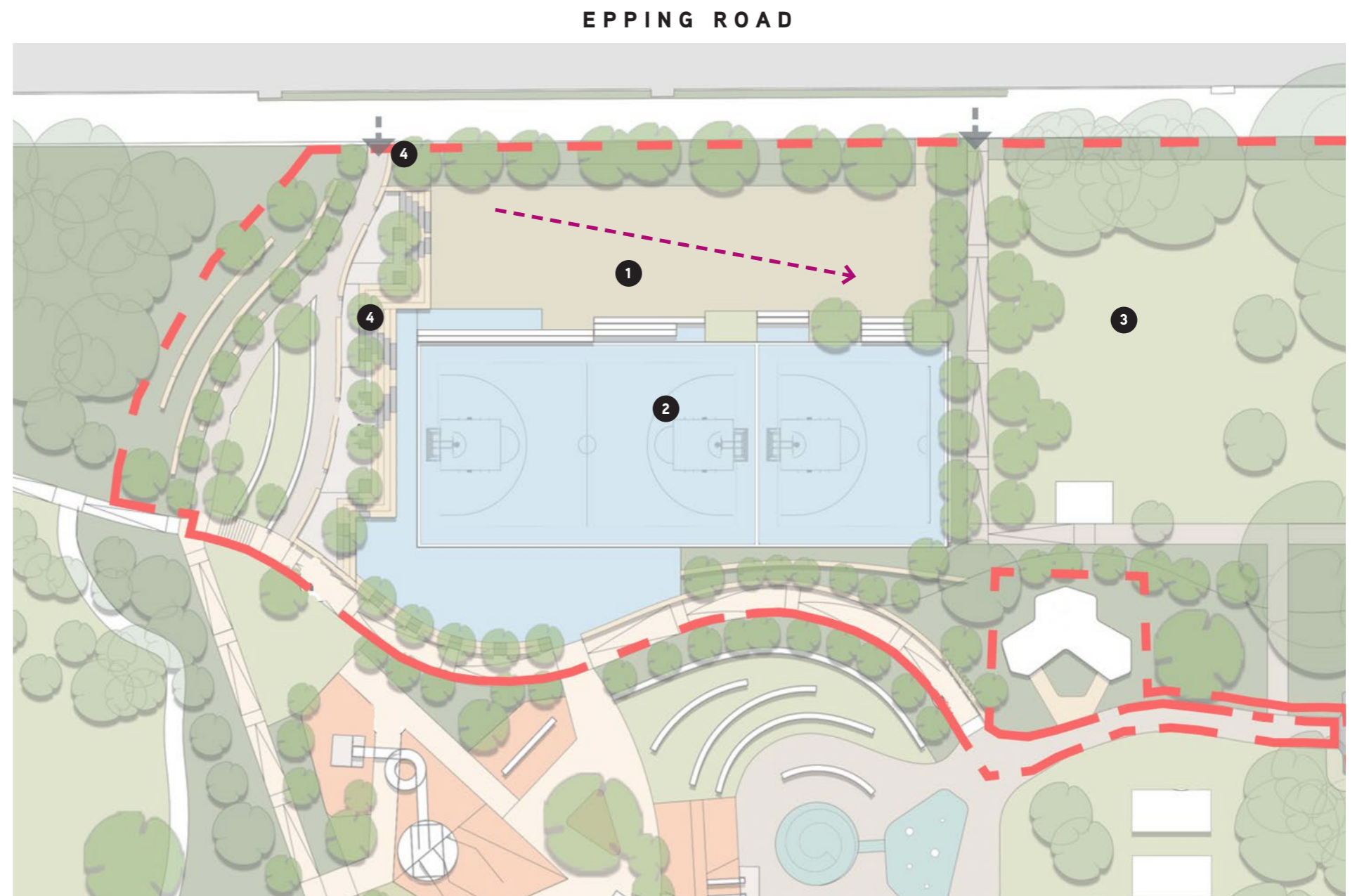
- 1 Proposed skatepark area
- 2 Proposed multi-sports courts
- 3 Proposed dog park
- 4 Proposed spectator seating

TOPOGRAPHY + HYDROLOGY

The site has over 5m of level change from west to east and 2m from north to south. The site draft concept plan has proposed the skatepark area as relatively flat, with solutions to level changes at its edges. This topography will impact the skate layout to ensure surface drainage ties in with the sites slope and that pedestrian access is provided for all users within the skate space.

LEGEND

---> GRADE DIRECTION



City of Ryde - Draft Site Concept Plan

SITE ANALYSIS





CIRCULATION + ACCESS

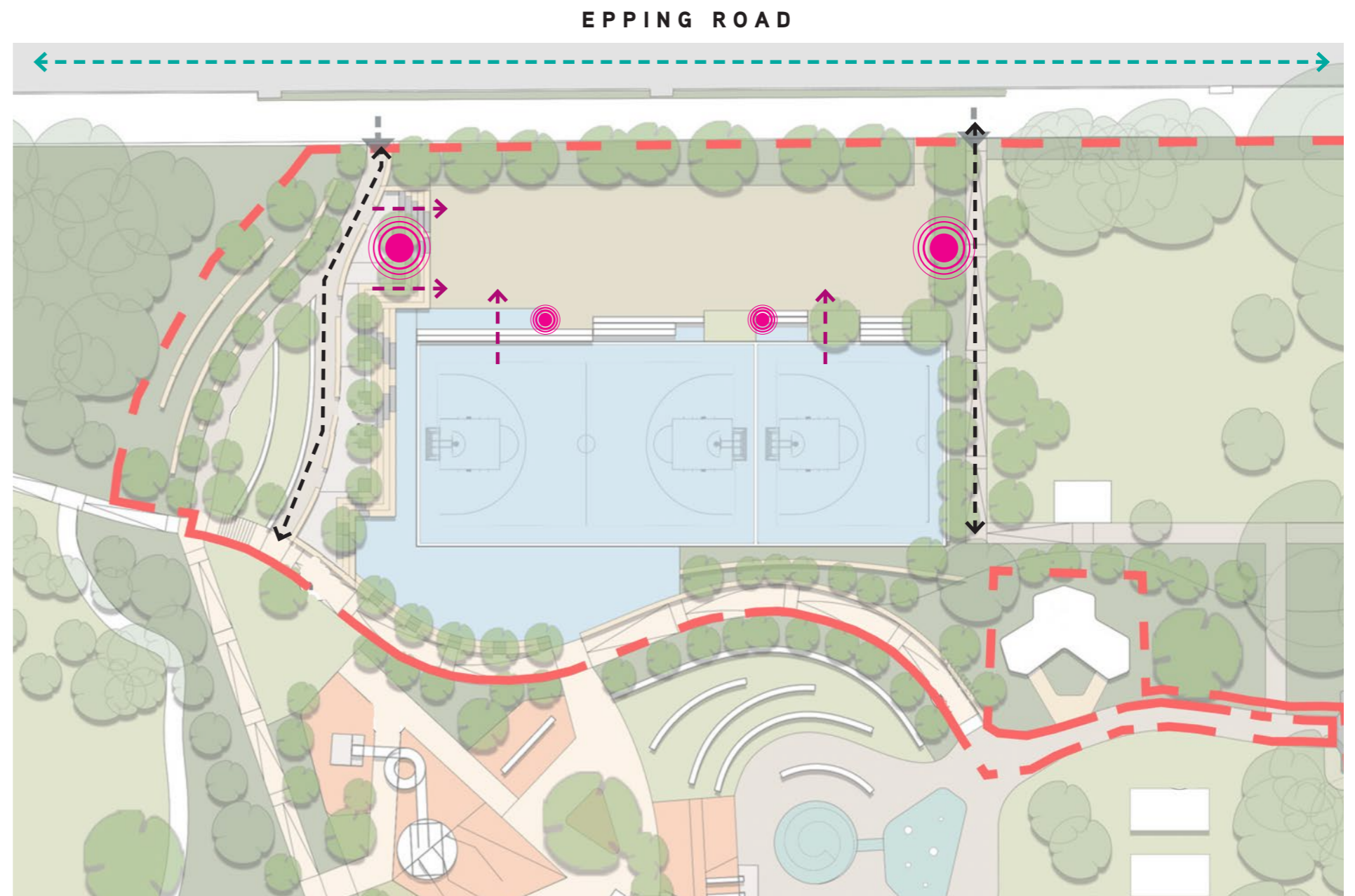
Externally, the skatepark site is highly accessible for pedestrians with a shared footpath bordering north, east and west edges. Primary access occurs on Epping Road connecting pedestrians to the site. Internally, the skatepark site must consider access and connections with the multi-sports courts and youth hub social areas via the significant level change.

VIEWS + CONNECTIONS

Spectator areas are positioned on the western edge of the skatepark area. This higher elevation will be a vantage point for skatepark viewing. Seating along the southern multi-sports court interface will also form a key spectator and viewing connection.

LEGEND

-  ENTRY NODES
-  PEDESTRIAN CIRCULATION
-  TRAFFIC ROUTES
-  PRIMARY VIEWS



City of Ryde - Draft Site Concept Plan

APPROACH

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

The consultation comprised of a community workshop event taking place after school hours at the Lachlan Line Auditorium. The workshop attracted community members with a vested interest in the project; including skatepark users, stakeholders and local residents. Precedent imagery of contemporary facilities were on display where attendees were encouraged to share ideas in an open discussion with Council and CONVIC project staff.

In addition to the face to face workshop an online survey was undertaken. This was done to provide opportunity to capture a wider catchment of possible end users. The online survey was open for 3 weeks and received 102 responses.

THE CONSULTATION WORKSHOP AIMED TO :

- Engage with community members and key stakeholders before the design of the facility;
- Inform participants about the project's time line;
- View previous exemplar designs to inform and inspire the participants;
- Gather user information and build user profiles;
- Discuss user requirements to aid the future design;
- Highlight other facilities in the area to indicate the vision for the new facility and avoid double ups
- Have community and users take ownership of the consultation process outcomes;

HAVE YOUR SAY!

BLENHEIM SKATEPARK

We want your help to design the new **BLENHEIM SKATEPARK!!** Come along to either of the pre-design consultation workshops listed below and let us know your thoughts on what you want to see included in this exciting new community space!!

HOW CAN I GET INVOLVED?

DESIGN WORKSHOPS:

Wednesday 8th November

Lachlan's Line Auditorium
Lachlan's Line Square
Jarvis Cct, North Ryde, NSW 2113

Workshop 1: 3.30pm - 5.00pm

Workshop 2: 6.00pm - 7.30pm

ONLINE FEEDBACK:



Come down, get involved and share your ideas on what you think would be best for the new design of the space!!

Follow the link below for all the latest project updates:
www.ryde.nsw.gov.au/Haveyoursay/BlenheimSkatepark.

CONVIC

 City of Ryde

Consultation flyer created and distributed on various platforms by CONVIC and City of Ryde.

PROMOTIONAL SCOPE

The consultation aims to increase the community awareness of the proposed Blenheim Skatepark development and to do so in an open, public and transparent process. Promotional tools to encourage involvement and comments included physical and online advertising targeting skatepark users, youth groups and local residents.

DATA HANDLING AND ANALYSIS

The data handling and analysis has been carried out by CONVIC. The workshops were designed to increase inclusiveness and generate data for analysis into themes and direct design response.

All responses are treated in confidence, to ensure the anonymity of respondents. In line with our privacy policy, no identifying information is included with any responses for this report.

REPRESENTATION

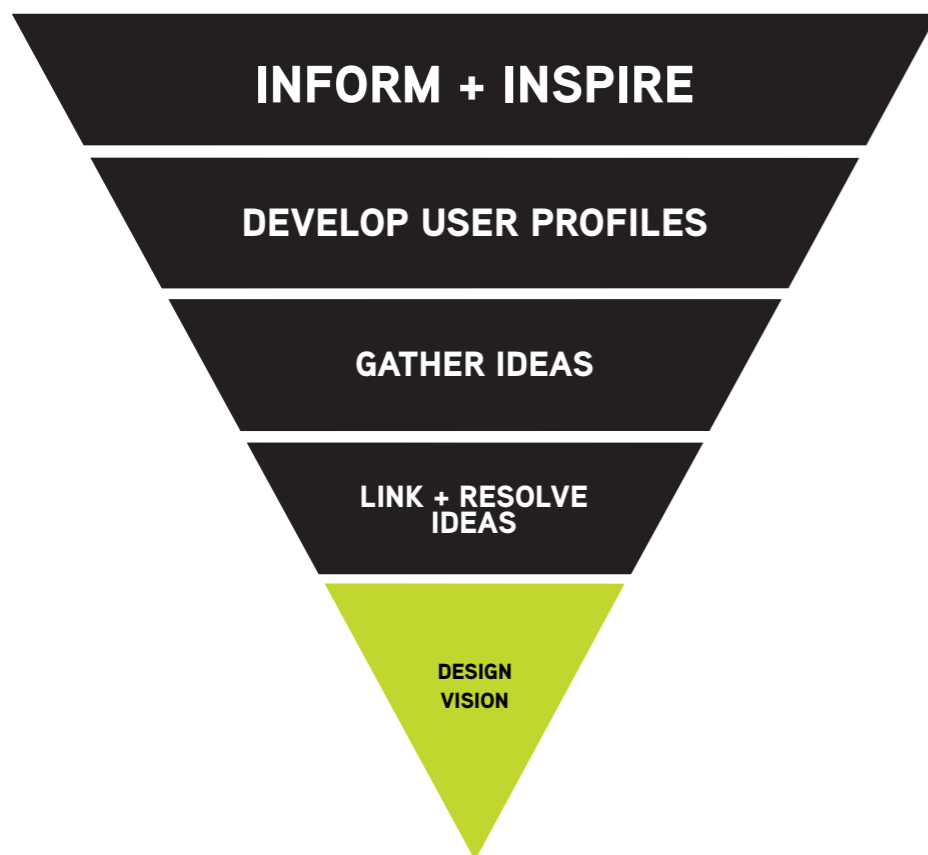
The views collected in this report are not statistically validated, however they represent the views of user groups and community members. Themes presented in this report are derived from workshop contributions.

METHODOLOGY

Workshop sessions build a sense of community and are a useful tool to seek the opinions of a community group, allowing many differing contributions. Unlike a survey, they enable the discussion of complex issues and any possible underlying concerns.

The workshops was semi-structured to allow the process to unfold freely and invite users to make suggestions and comments towards a common and collective design vision.

COMMUNITY CONSULTATION



PRESENTATION (INFORM AND INSPIRE)

- Present the project parameters, including project brief, site opportunities and constraints and project overview. This informs residents and stakeholders of what is included in the project.
- View and assess existing skateparks in the municipality so as not to replicate existing facilities and to create a site responsive and unique space.
- Present a selection of ‘things to consider’ in order to inspire and inform the potential options and capabilities that are possible within in the youth facility.
- Illustrate 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.

QUESTIONNAIRE (DEVELOPING USER PROFILES)

- Develop an understanding of the participants demographic.
- Understand user skill level, facility type and frequency of usage.
- Understand local park usage and user location preferences to understand user needs and requirements based on their current habits.
- Collate feedback analysis into representative outcomes.

GATHER IDEAS / DESIGN WORKSHOP

- Manage community expectations of what is feasible within project parameters.
- Utilise smaller groups to collectively gather ideas for inclusions within the facility and within project parameters.
- Mixture of workshop tools used to explore ideas. Sticker voting, drawings, modelling clay, precedent facility obstacles etc.
- Collaboratively explore and resolve individual ideas through group discussion and creativity, resulting in collective group theme, by developing spatially located design responses.

LINK AND RESOLVE IDEAS

- Each of the smaller groups are required to present their ideas and collective design vision back to the wider group.
- Workshop participation and presenting the results to an open forum and wider group discussion.
- Shares the needs and requirements of different end users to enable varying perspectives of the space to be shared with the broader group.
- Builds a collective vision for the broader group with clear direction on what the design of the space will need to resolve and address.

Utilising this workshop method ensures the evolution of a highly resolved and informed design outcome that is unique to the community. The consultation process encourages the local community to take an active role upon completion of the built outcome to become guardians of the space and most importantly activate the facility.

The following pages summarise the feedback gathered via the online and face to face community consultations...

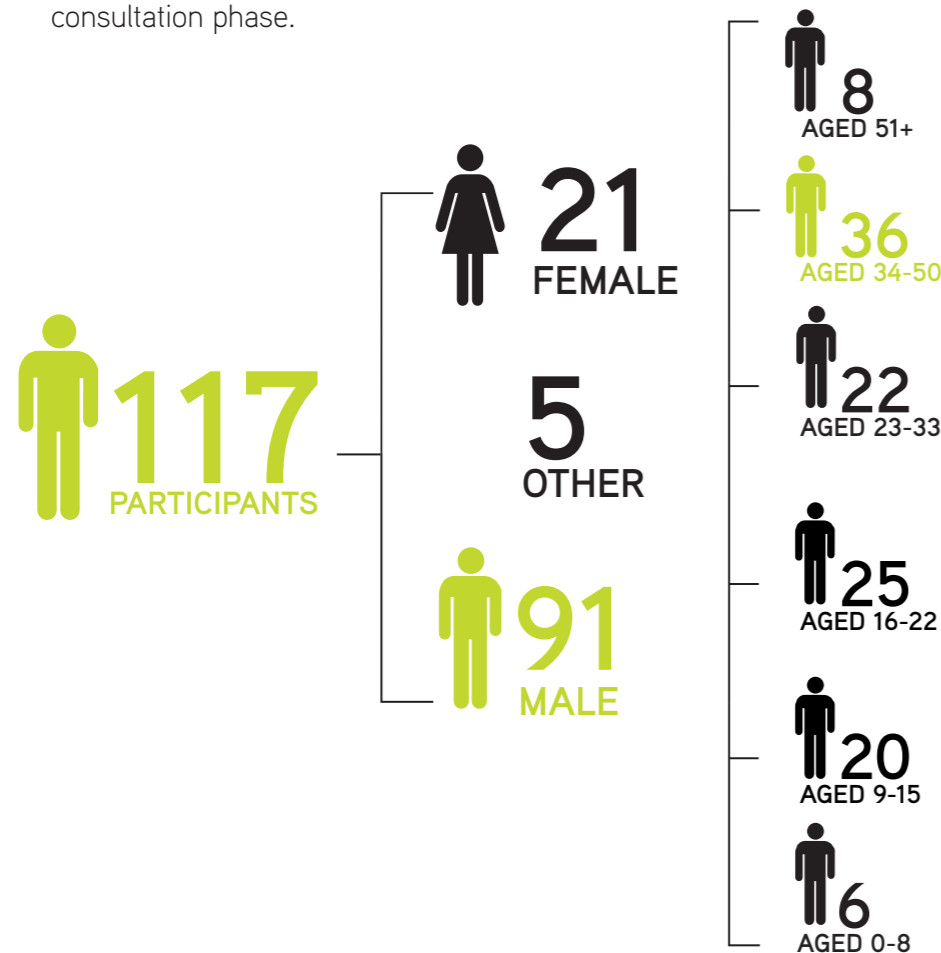
COMMUNITY CONSULTATION

QUESTIONNAIRE SURVEY RESULTS

The following pages summarise the key results derived from the questionnaire undertaken by community members as part of the pre-design workshop and via the online survey.

The results are an overview of the community profile of participants. Understanding the demographic patterns and trends within the community via the analysis of this data helps to inform the vision and typology of the proposed skate facility.

The questionnaire saw a total of **117 RESPONSES**. The following infographics represent the information collected through the pre-design consultation phase.



WHERE DO YOU LIVE?

The results show standout locations that were mentioned within the participants answers - the bigger the text the more times it was mentioned. The majority of participants live within a close proximity to the proposed site. However there was also an even distribution of participants spread throughout the wider Sydney area with some participants living over an hours drive from the proposed site.



HOW WELL DO YOU RIDE?

Most participants associated with an intermediate skill level. However beginner and advanced level users were also common.

It is key to **PROVIDE FOR SKILL PROGRESSION** within any skate facility. This is to 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 maintain interest. This is achieved by providing a number of multi-purpose features and obstacles that have both beginner to advanced applications.



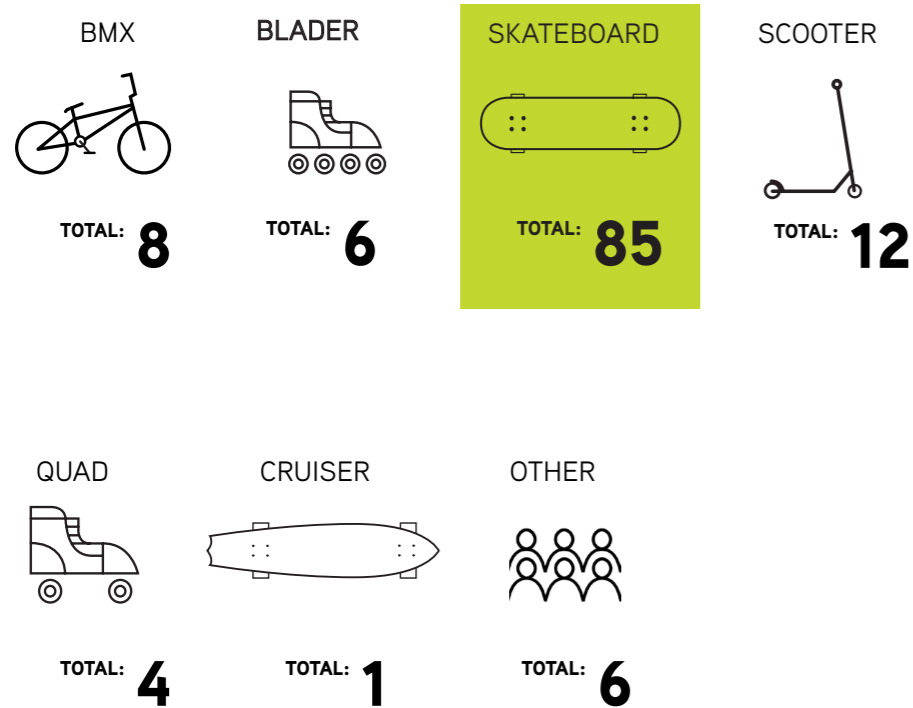
*Participants were allowed to vote more than once.

*Not all participants answered the question.

COMMUNITY CONSULTATION

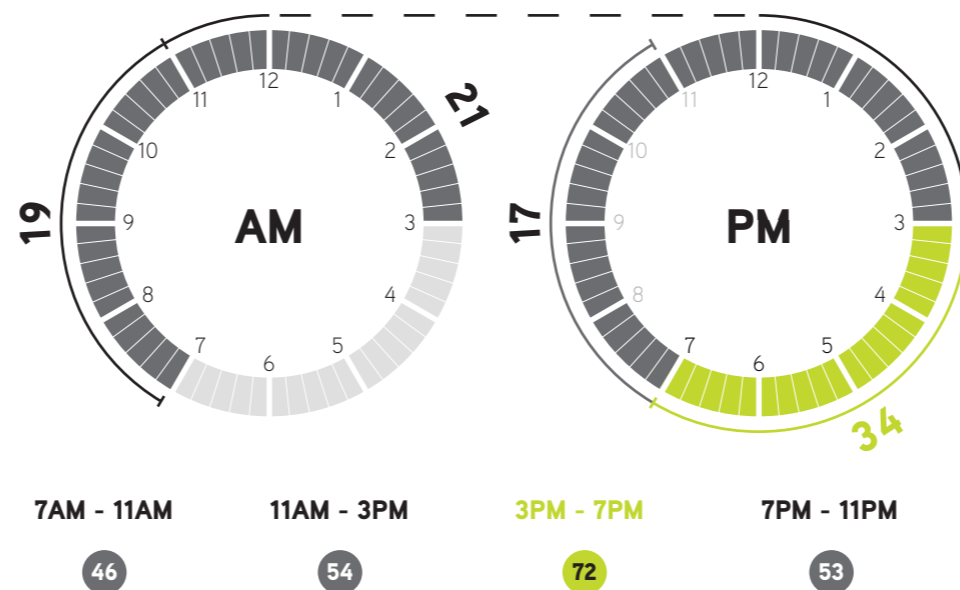
HOW DO YOU ENGAGE WITH THE PARK?

Different parks may favour different users. As an example, jump boxes more often appeal to scooter and BMX riders, where as ledges, rails and bowls often appeal more to skateboarders. With this understanding, the questionnaire identified **SKATEBOARDERS as the stand out majority**, with Scooter and BMX riders also being present within the community.



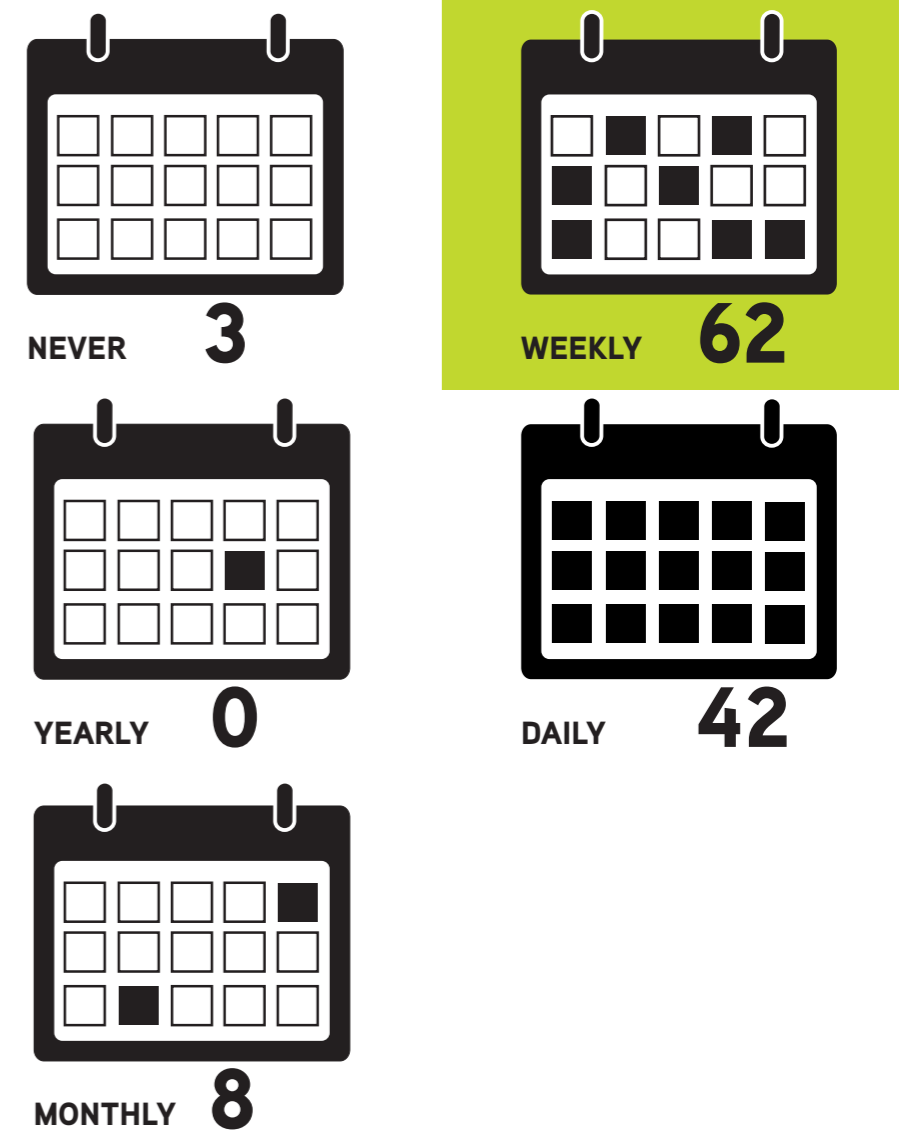
WHAT TIME DO YOU RIDE?

The results show participants would typically utilise the facility between **3PM AND 7PM**. Generally the questionnaire has identified that local facilities are in constant use throughout the day and night by different user groups, illustrating that the proposed skate space design will need to consider provision for amenity to support functionality throughout the day and night.



HOW OFTEN DO YOU RIDE?

The majority of participants have been identified as active users, with **MOST RIDING ON A WEEKLY AND DAILY BASIS**, and also daily. This illustrates a high number of participants that will directly utilise the facility regularly in the future and the high volume of users will need to be considered during the design phases. Many participants also mentioned that use was weather dependant as it can rain often in the region.



COMMUNITY CONSULTATION

WHERE IS YOUR FAVOURITE PLACE TO ROLL AND WHY?

The results show each location that was mentioned within the participants answers - the bigger the text the more times it was mentioned. Participants were allowed to detail a number of different parks and locations that they currently considered their favourite place to ride.

Many of the responses outlined Meadowbank and Lachlans Line as their preferred facility to ride. Many participants mentioned **THEY LIKED THE SIMPLE FEATURES AND GOOD FLOW OF THESE PARKS.**

Other comments outside of specific skateparks included smooth concrete, combination parks and a variety of obstacles.

*Participants were allowed to answer more than once.



COMMUNITY CONSULTATION

WHAT IS YOUR FAVOURITE STYLE OF SKATEPARK?

Participants were asked to vote for which style of park they prefer the most, with a majority selecting **STREET + TRANSITION** in the written response and **STREET SKATEPARK** in the picture option.

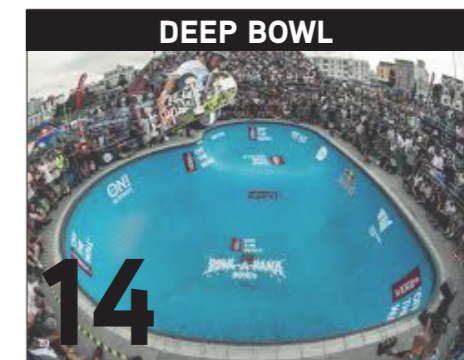
STREET + PLAZA
TOTAL: **34**

STREET + TRANSITION
TOTAL: **54**

BOWL + TRANSITION
TOTAL: **21**

Looking at park styles in more detail it appears that **RESPONSES FAVOURED STREET SKATEPARK, FLOWY STREET, URBAN STREET STYLE AND FLOWY TRANSITION** for different skate typologies.

The design will look to incorporate a mixture of features that responds to these typologies. It is also important to consider what other facilities in the region already provide as to not replicate features and ensure the proposed design fits into the existing skatepark network.



*Participants were allowed to vote more than once.

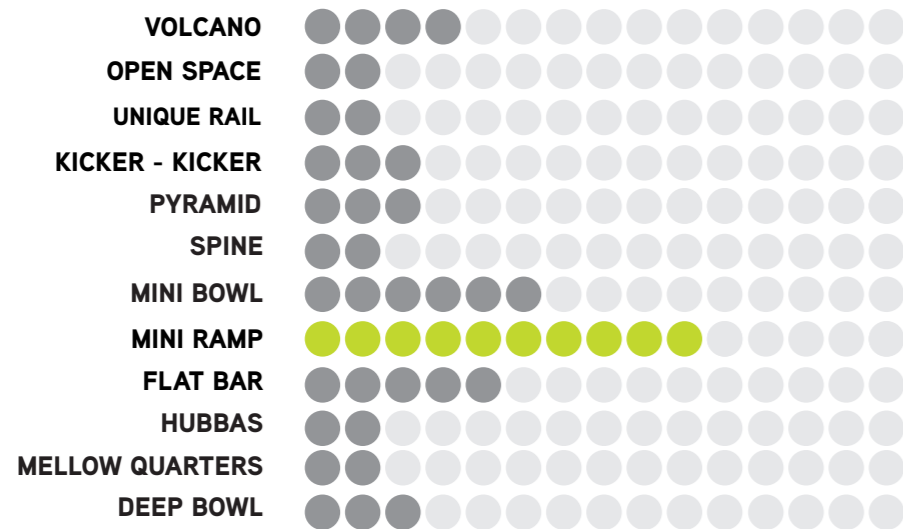
*Not all participants answered the question.

COMMUNITY CONSULTATION

IF YOU COULD HAVE ONE SKATE FEATURE IN THE DESIGN WHAT WOULD IT BE?

A mix of features were suggested but the majority showed a **PREFERENCE FOR STREET BASED FEATURES WITH A MINI RAMP TO COMPLIMENT THE STREET.** Standout skate features have been listed below. The inclusion of a variety of features and catering to different skill levels was also a common theme.

It should be noted that the new Blackman Park Skatepark (currently under construction) includes a mini ramp. This facility is within 5km of the Blenheim Skatepark and will be considered while preparing the facility concept design.



*Participants were allowed to vote more than once.

*Not all participants answered the question.

WHAT DO YOU FIND SPECIAL OR ICONIC ABOUT THE AREA THAT SHOULD BE CONSIDERED IN THE DESIGN?

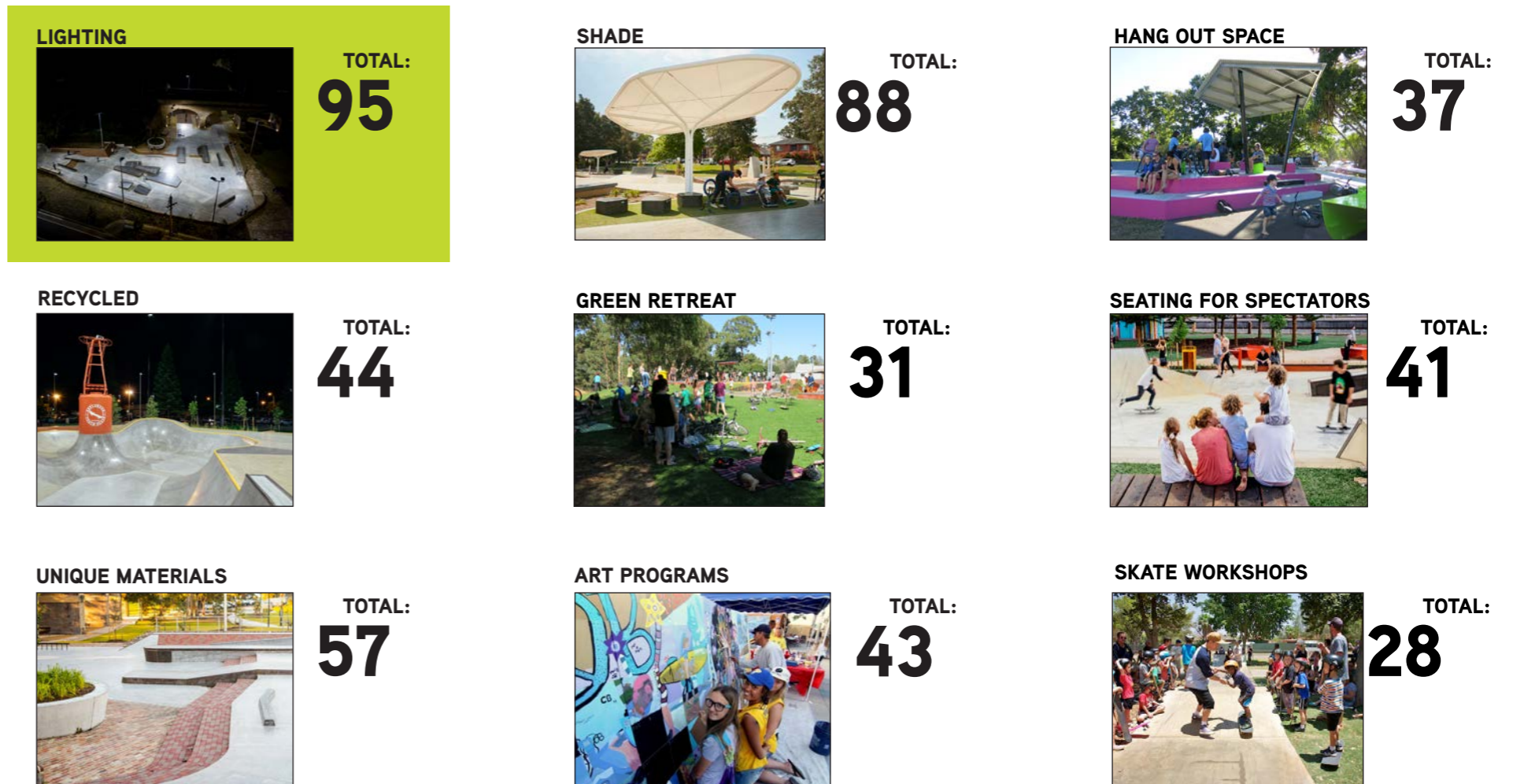
There was a variety of replies to this question with many participants providing unique and creative responses. Many ideas discussed concepts around the significance of the areas **URBAN LOCATION AND SKATE HISTORY.** Other comments are expressed in the word cloud below:



COMMUNITY CONSULTATION

WHAT ACTIVITIES/AMENITIES WOULD YOU LIKE TO SEE INCLUDED IN THE NEW SKATE SPACE?

Lighting, shade and unique materials were seen as a high priority by many members of the community with a number of attendees highlighting them as an integral inclusion within the space, as **TO CREATE A SHADED COMMUNITY SPACE FOR SOCIALISING AND SPECTATING ALIKE**. The want for art programs was also a standout response highlighting the desire for the space to be activated with community driven events.



*Participants were allowed to vote more than once.
 *Not all participants answered the question.

COMMUNITY CONSULTATION

PICTURE VOTING

Following the workshop presentation and questionnaires, participants voted on a range of visual choices of inspirational images. This allows participants the opportunity to choose their favourite features and elements by attaching stickers to an image corresponding to their preferred idea. In addition, the exercise provides an opportunity for attendees to be inspired on the possibilities and opportunities for the facility, creating inspiration for the design workshop.

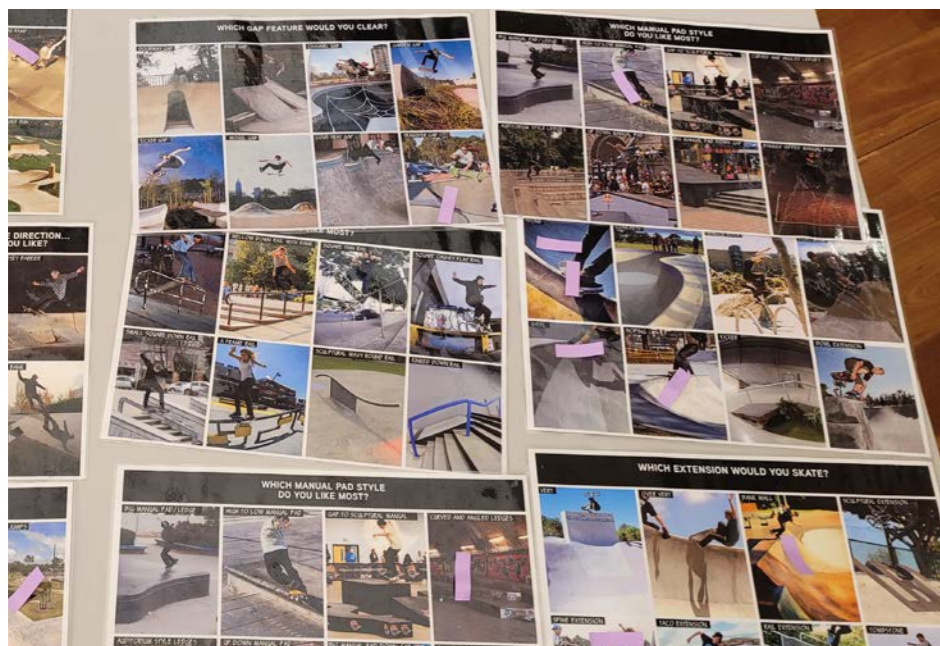
Many of the workshop attendees voted on a mixture of features relating to different facility typologies, indicating that the design will need to cater to both street and transition disciplines. Unique and sculptural transition elements were favoured, these included a **FULL PIPE, SNAKE RUN, POLE JAM AND 'DIY' STYLE RAMPS**.

The inclusion of unique features, such as a sculptural element within the space was also highly favoured by the community and the integration of these into the skatepark will be considered throughout the design phases.

DESIGN WORKSHOP DISCUSSIONS

STANDOUT IDEAS DURING THE CONSULTATION CENTRED AROUND THE FOLLOWING KEY THEMES

- Lots of flow with a variety of lines.
- Create a layout that encourages creativity in riding.
- Preference for mellow/fun obstacles rather than tight/gnarly obstacles.
- Round flat bars preferred at lower than standard heights for learning and developing tricks.
- Provide some 'grind on' features.
- Consider replicating the steel plate BMX features from Blenheim Park.



COMMUNITY CONSULTATION

THE BLENHEIM PARK SKATEPARK WILL BE A DISTRICT LEVEL PARK THAT IS A UNIQUE, YOUTH ORIENTATED DESTINATION. IT WILL CREATE A POINT OF DIFFERENCE IN THE LOCAL SKATEPARK NETWORK THROUGH THE INCLUSION OF QUIRKY STREET + TRANSITION STYLE FEATURES AND OFFER OPPORTUNITY FOR END USERS TO GENERATE CREATIVE LINES AND FLOW.

DESIGN VISION

The pre-design consultation outcomes have been summarised to inform a community driven design brief for the Blenheim Skatepark. The information collected from the design workshop and online survey has informed this brief. These are all outlined thematically and have been used as the foundation for the development of the concept design.

TARGET USER GROUP

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

SKILL LEVEL PROVISION

There was a relatively even spread of abilities within the consultation, while intermediate and advanced was the most common response beginner level will still need to be catered for - 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

Participants favoured a variety of street and transition style obstacles with a preference for a lot of flow. Considering this, as well as surrounding skateparks an open skatepark focusing on quirky flow style elements with a mixture of street and transition style obstacles.

SKATE VISION

The community workshop had an open forum for the skate typology discussion, with the majority of riders favouring an interesting creative facility with obstacles that are unique and quirky. Some key features included a low and easy transition style obstacles, grind on or slappy elements and ensuring the overall layout encourages flow and creative riding.

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 existing natural shade. Many highlighted the need for breakout spaces to allow for social hangout zones and spectating areas, this will be considered when developing the concept design.

ICONIC ELEMENTS + LOCAL IDENTITY

To celebrate Blenheim Park and give the park its own identity the design should be considerate to the surrounding parkland environment. Incorporating some unique materiality and features where possible to create a point of difference to the local skatepark network.

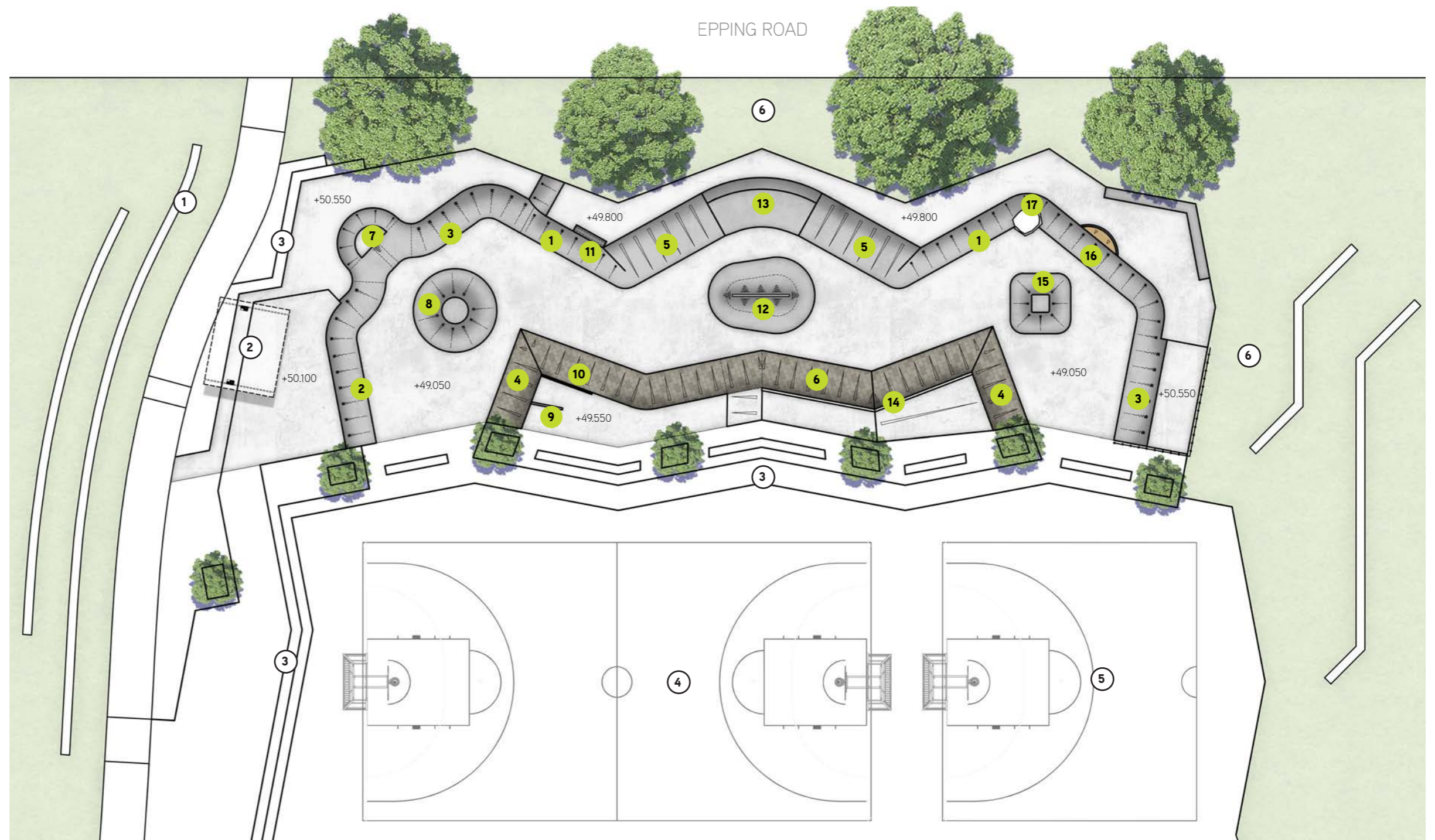
LEGEND

SKATEPARK WORKS:

- 1 Quarter Pipe - 750H
- 2 Quarter Pipe - 1050H
- 3 Quarter Pipe - 1500H
- 4 Mellow Bank - 450H
- 5 Flat Bank - 750H
- 6 Mellow Bank - 900H
- 7 Bird Bath Pocket
- 8 Volcano - 750H
- 9 Rainbow Rail - 400H
- 10 Bank to Rail
- 11 Jersey Barrier
- 12 Mogul with Rail
- 13 Grind on Ledges in Banks
- 14 Escalating Slappy Kerb
- 15 Tight square Volcano
- 16 Steel Berm Extension
- 17 Feature Rock

LANDSCAPE WORKS (BY OTHERS):

- 1 Entry Path
- 2 Shelter
- 3 Terrace Seating
- 4 Basketball Court
- 5 Half Court
- 6 Planting Areas



CLIENT:



DESIGNER:



SCALE: 1:250 @ A3



PROJECT:

BLENHIM PARK SKATEPARK

TITLE:

DRAFT CONCEPT DESIGN

DATE:

14.02.2024

REV:

B

OVERVIEW 01







SKATE 02



06

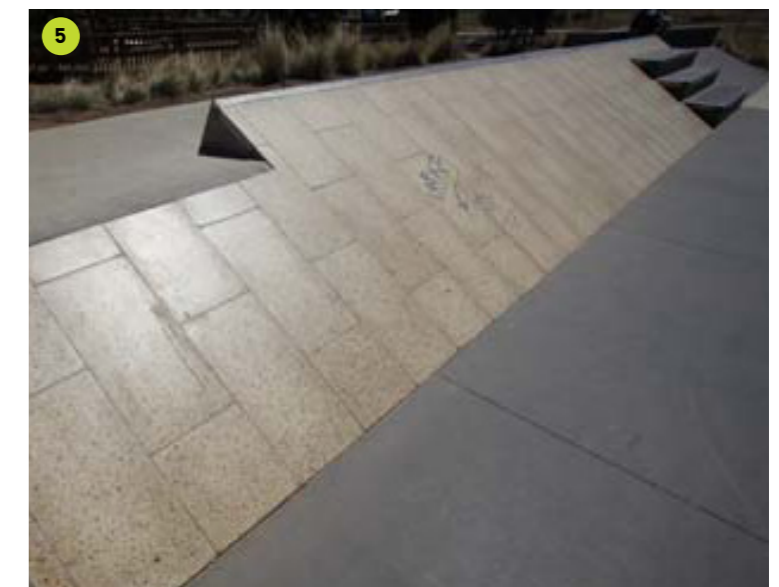
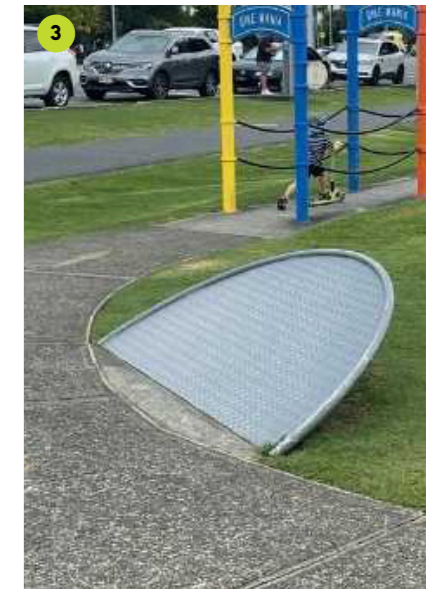
SKATEPARK OBSTACLE PRECEDENTS

SKATE VISION

As there are a large number of skateparks located within the broader Sydney region, newly proposed skateparks should offer a unique riding experience to ensure that visitation and interest is maintained amongst different skilled end users.

To provide this, the concept design is inspired through community input into the decision making process. This has resulted in a design that promotes creativity amongst facility riders allowing, encouraging flow and a unique, quirky selection of obstacles which will offer a point of difference in a rich skatepark network. Some of the key skatepark obstacles selected include:

- 1 Rock Obstacles
- 2 Bird Bath
- 3 Steel Berm Replica
- 4 Grind on Ledge
- 5 Paved Banks



MOVING FORWARD

The draft concept design proposal will be presented to the local end users within the following community engagement phase to ensure the design is consistent with the needs of the community, their involvement in the decision making process is maintained and a full circle approach to community engagement is undertaken. As well as creating a truly relevant design, this review will ensure the final concept design reflects community needs, user requirements and the overall council and community project objectives.

This continued involvement connects the community with the project decision making process and ultimately creates a vested interest and ownership of the final outcome. This engenders community pride in both the process and the delivered public facility, creating a strong sense of stewardship of the community's public spaces.

Following the community consultation the design will be updated to suit feedback and developed in more detail into a final concept design that can be utilised by the council for online publication closing the community engagement loop.

CONVIC

CREATE COMMUNITY

HEAD OFFICE

UNIT 13, 46-50 REGENT STREET
RICHMOND VIC 3121 AUSTRALIA
T +61 3 9486 9899

MELBOURNE | SINGAPORE | DUBAI

CONVIC.COM