

City Center SkatePark

Design Workshop #1

August 25th, 2009



MEETING REPORT

Workshop time: 6:00-8:00 p.m.

Workshop location: Whitaker Elementary School Cafeteria; 21 Grand Ave. in Eugene

Workshop facilitators: Emily Proudfoot, Troy Mears (DreamLand SkateParks)

Other City staff present: Neil Bjorklund, Carrie Peterson, Adam Steffen (PWE)

Additional meeting assistance from: Janet Brown (SES), Matt Koehler (SES)

Mark Scott (DreamLand), Danyel Scott (DreamLand SkateParks), John Faulkner (SES)

Bob Chandler (SES), Burke (DreamLand SkateParks)

BACKGROUND

The City of Eugene in partnership with Skaters for Eugene SkateParks (SES) have worked together to hire a design/build consultant for the design and construction of the City Center SkatePark. The successful firm is DreamLand SkateParks and this was the first meeting hosted by the City, SES and DreamLand to talk about design specifics for this destination skatepark facility.

Key goals for the workshop were:

Share information about the project to date and going forward

Begin the design process using a Brain Dump! approach

Engage attendees in discussion with staff, consultants and each other about design desires and best ways to accommodate a high diversity of uses while keeping the park safe and intact.

ADVERTISEMENT

Advertisement for the workshop included the following:

- Posting on the SkateEugene.org website
- Posting on the City Meetings Calendar
- Posting on the City of Eugene POS City Center SkatePark website
- Posters were put up on site at each of the existing skateparks (4)
- Brain Dump! Sheets were handed out at several public skateboarding events and fairs after the meeting.

PRESENTATION

City staff presented first, giving a brief overview of the project history, scope and progress to date including City funding designation, site selection and fundraising efforts. DreamLand staff followed by showing examples of skatepark components and features that could be included in a design. The

presentation lasted about ½ hour and was followed by the large group breaking up into four smaller groups. The smaller groups were tasked with answering the questions of:

- 1) **What's on your wish list for the City Center SkatePark? Include creative ways or question to address concerns you may have.**
- 2) **How do we best provide for a variety of user types (boards, skates, blades, young, old, experienced, not, etc.) while keeping the park safe and in one piece?**
- 3) **Place your 10 dots on your 10 favorite ideas**

Each group had a City or Dreamland staff person facilitating the discussion that lasted for about 45 minutes. All of the ideas were placed on large sticky note sheets on the wall and each attendee received 10 dots to place on any of the ideas that they liked best. All 10 dots would be put on one item if they liked.

SMALL GROUP DISCUSSIONS

Eugene Skatepark Design Ideas

***numbers refer to number of dots each idea received**

1. Big spine at least 6ft. on both sides (like Tigard)-7
2. Lots of hips-5
3. Good flow- separate the different skill levels-23
4. Cater to all levels-4
5. Provide a lot of challenge for all users- 5
6. Unique features- Largest transition- 4
7. Bank to curve walls -0
8. Euro wall- like Tigard- 2
9. Street obstacales- 1
10. Simlulate famous features from across the US- Brooklyn banks, China banks,
Real Hubba ledge- 1
11. Bigger Coping-2
12. Using Recycled Plastic- 7
13. Restrooms- 3
14. Drinking Fountain- 1
15. Webcams- 1
16. Grafitti Walls- 6
17. Kiosk-1
18. Waterfall to bowl- 3' or ' to a 7' bowl- 1
19. 9' or 10' bowl with pool coping and large extension wall- 3
20. Cradle- (not advised by Dreamland)- 9
21. Manual Pad- 4
22. Floating ledge- 2
23. Rotating Volcano- 2
24. Stairs with banks-1
25. Bowl with shelf and hips- 6
26. Skateable art- 15
27. Clamshell- 3
28. Super Kicker with good landing-5

29. Pyramid- 1
30. Variety of textures – brick, marble, granite, glass etc.- 10
31. Snake Run- 3
32. Aumsville style hips and spines 4’-9’ – 3
33. Curved bank to wall- 1
34. Mellow kinked ledges downhill- 0
35. Extension walls- 3
36. Ditches with features on top- 1
37. Bowls connecting to each other- 2
38. Amphitheater style ledges- both natural and concrete-1
39. Wall rides to bridge supports
40. Integrated landscape design- 1
41. Separate days and times for bikes- 2
42. Native vegetation and thoughtful use of rainwater mang.- 4
43. Art gateways to the park- 3

FINDINGS

While the meeting was somewhat sparsely attended, attendees represented a good diversity of user types and interests. The information gathered was diverse and well informed by seasoned bikers, skaters, parents and others. Overall there was an interest in a variety of features; a good variety of textures or surfaces; separation of areas by skill level (which would contribute significantly to safety); good flow; skatable art; and use of green or recycled materials.

There was also a strong desire that the park include a unique skating feature that would put the site on the map as unique and a destination for skaters around the world. This could be something like “the highest vert” or “the sickest bowl”, etc. etc.

We also received feedback that designating times for just skating, or areas that bikes aren’t permitted or other such structural measures would be a good way to balance the variety and potential conflict of uses.

CLOSING

The meeting concluded with staff thanking attendees for their time and thoughtful input at the meeting. All were invited to attend the next meeting on October 6th, 2009 at the downtown Library and to go on line and offer additional ideas if they had them for the skatepark design.

WRITTEN COMMENTS

Brain Dump sheets ideas:

SKATEPARK BRAIN DUMP!!

Draw, write, sculpt, peak your City Center SkatePark Ideas below.

~We’ll incorporate your thoughts into the design process~

- Please include a multi-level grind box curb size and bigger
- Lots of air out spots
- 4’ copings
- 8’ deep pockets with tranny bumps in between
- Pool coping

- Reverse gap
- Hips
- Snake Run – longboarder options
- Isolate areas for beginners – ‘side pockets’, ‘out of the limelight’
- Wheel chair ‘trick’ areas
- Coordinate with local ADA groups (eg wheelchair basketball, etc.)
- Ditch (like waterway/aqueduct - old school style) with curb on top of one edge
- Miniature hips/bumps for beginners and wheelchairs
- Concrete duck? (duck bill rail)
- Separate undercover vs. out in the open - grading and separation of bowls (rain shadow)
- What about bikes? Affects park layout, flow and damage. Consider times of day and Tigard precedent
- Rain Gardens? Ed Benedict Park – looks nice but not functional for skating
- Consider tree locations carefully – leaf litter = maintenance
- Skate Spots at gateways to park
- Spread street elements out along entry walks
- Bridge maintenance access = wide entry paths
- Street element snake run possible at entry
- Basalt columns as skateable ‘art – grind smooth/wax or create out of concrete
- Incorporate existing bridge – resurface?
- Bowl shelf – big
- Floating ledge
- Over-vert
- Vert wall on bridge pillar
- Turn table
- Beginner/intermediate/advanced sections
- NO FULL PIPE!
- Bigger street with metal ledge coping
- Round Handrails – not square
- No 12’ bowls – maybe 9’ would be nice
- Add 24 hour lights
- No slippery concrete like Myrtle Creek or Harrisburg. These new parks all have really slippery surfaces and it is real hard to ride them since no one who is a “local” will sweep it daily.
- Allow Bikes~! Wider metal on ledge so the pegs don’t dig into the concrete.
- More kink rails (“round rails”) and more mellow slope kink edges
- No pegs or plastic pedals
- No bikes in pool coping bowl
- Stairs in bowl
- Lots of hips
- Open visibility (no blind spots)
- Flow
- Table top in deep trnbox
- Outside track
- Bowl shelf
- Curved ledge
- Flat – down – flat – down – ledge
- Small features outside
- Skateable entrance

- Skateable art
- Big Transitions! ‘6, 8’, 10’, 12’
- Outside perimeter lined with features
- Beginner sections
- Step up
- Euro-gap
- Big spine – 8’!
- Good flow with little cross traffic
- Fast!
- Flow, Flow, Flow!
- Euro wall like Tigard
- Spine 6’ same transition on both sides
- Large tranny 8’-12’ tall quarters and bowls
- Hips – 45 to 90 degree
- “FLOW” lines, many obstacles that link together and work together (like Burnside or Vancouver)
- Separate are for different skill levels for safety and uses.
- Fake plants, different surfaces
- Significant and memorable art and aesthetic components
- Skateable and/or non-skateable art – part of what makes it a destination
- Integrated landscape design so the skateable terrain – looks connected to the non-skateable terrain
- Separate limited days/times for bikers
- Thoughtful use of the bridge and understanding of weather patterns
- Design that can be integrated into what is now the horseshoe pits for the long term phase 2
- Use of other hardscapes integrated into design – e.g. granite, boulder, concrete cut-outs, basalt
- Native vegetations and thoughtful use/management of rainwater
- Entry that is skateable?
- Street obstacles: Use of different materials – brick banks; ditches with features on top; amphitheater style ledges (viewing and skateable to a flat area); ledges, ledges, ledges!
- Tranny obstacles: Hips, spines; bowls connecting to each other but with ability for each to be skated separately; wall rides up to or by the bridge supports
- Lots of curves throughout the tranny and street area
- Use of different materials for structure and aesthetics (brick, marble, basalt, rock, glass)
- Skateable art

MEETING ATTENDEES

Sean Plotkin

Matt Koehler

Chelsea Hertman

Matthew Bryant

Matthew Schmidt

Matthew Patton

Ben McCormick

Frank Walter

Janet Brown

Kevin Morehouse

Dave Villalobos

Dominic Ruscio

Bob Chandler