

cultivating  
active  
healthy  
communities.



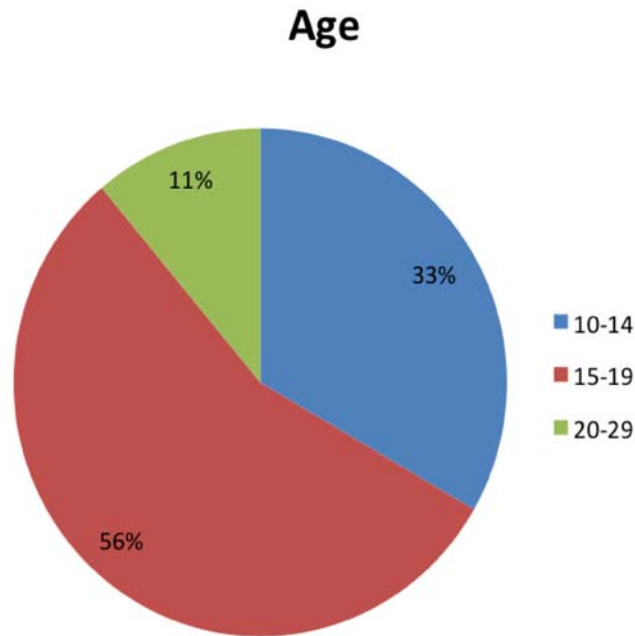
## PEAK HILL, NSW SKATEPARK CONSULTATION REPORT.

Skate Facility Design | Conceptual Design And Construction | Contract Administration | Project Management

# CONSULTATION REPORT.

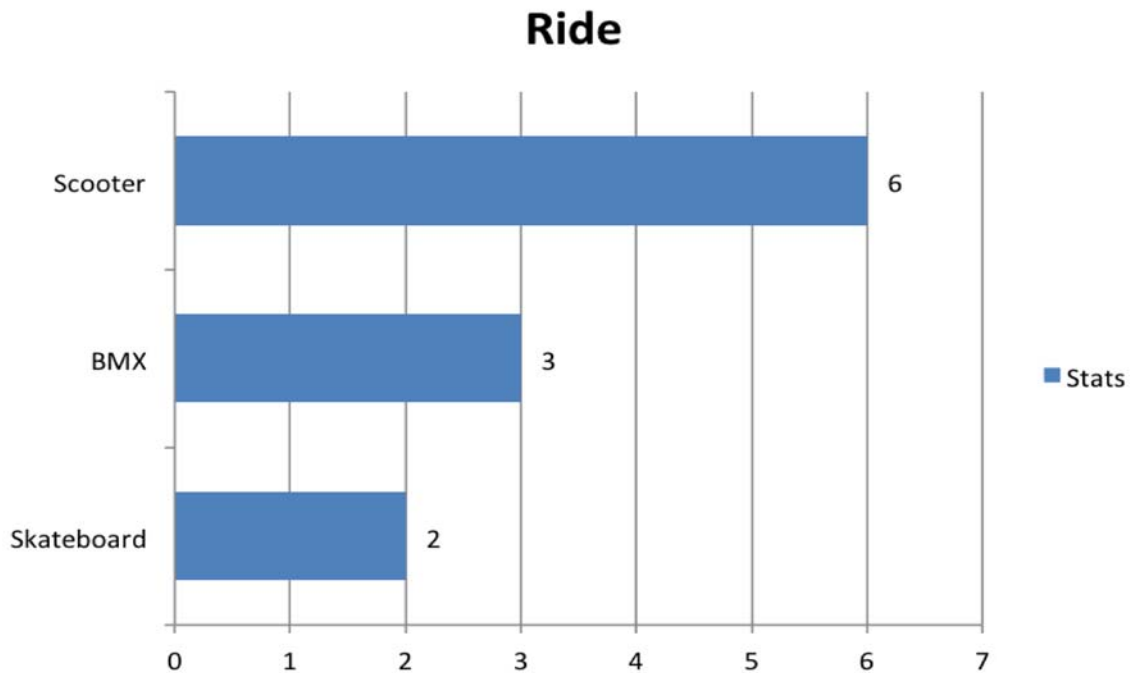
## 1. Age

The majority of your user group is aged between 15 and 19 years.



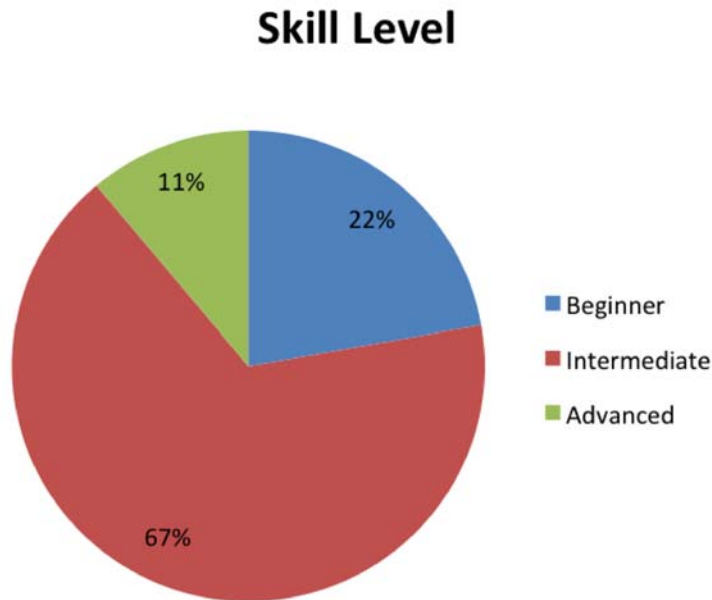
## 2. Ride

The two wheeled ride options are the most identified; scooter and BMX riders far outweigh skateboarders.



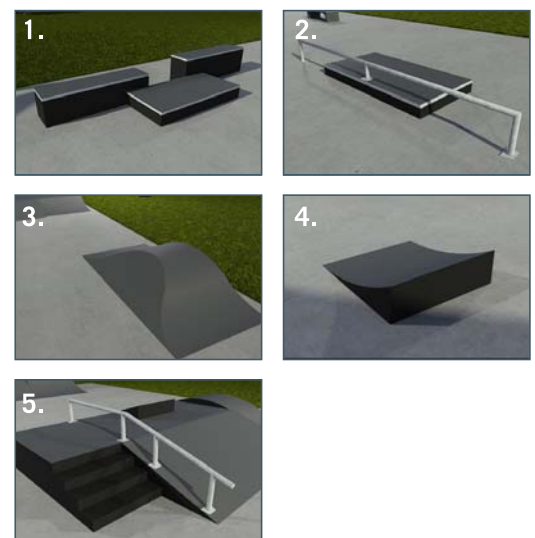
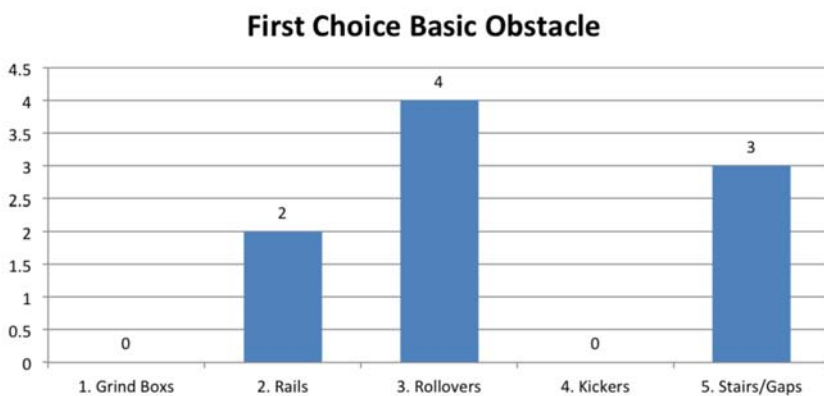
## 3. Skill Level

As of right now, the future users consider themselves to be evenly Beginner or Intermediate.



## 4. Basic Obstacle

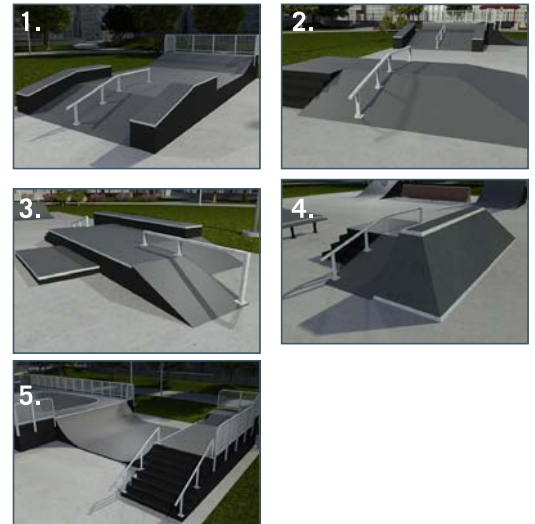
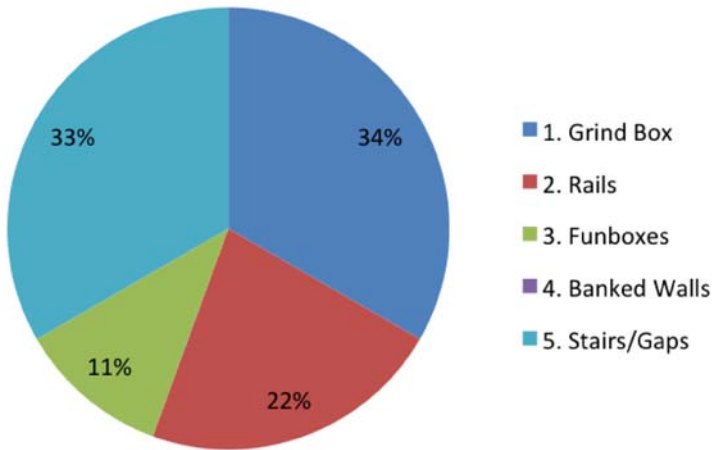
From all participants' First choice, "3. Rollovers" was the preferred basic obstacle by a considerable amount. "4. Kickers" and "5. Stairs/Gaps" were a close second and third.



## 5. Advanced Obstacle

With 47% there is a clear demand for a “3. Funbox”. “1. Grind Box” and “2. Stairs/Gaps” also gaining some interests.

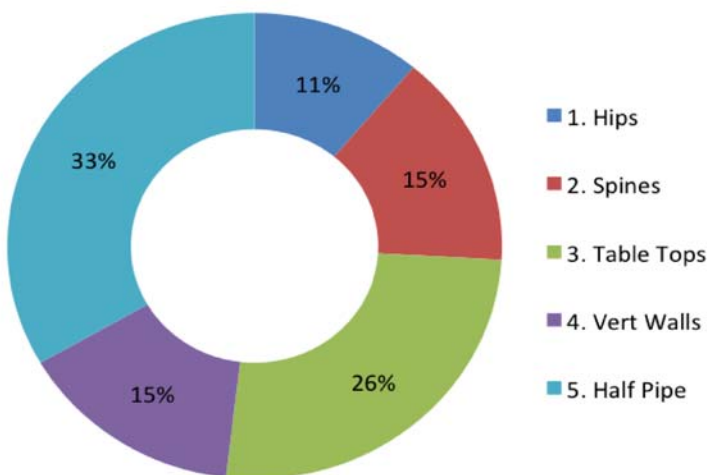
### Advanced Obstacle



## 6. Ramp

It's a very evenly spaced all round for the ramp category. With “5. Halfpipe” marginally more desired over “2. Spine” and “3. Volcano”.

### Ramp



## 7. Voices from the Community

Besides what is already expressed through the previous graphs, the community made the following remarks:

- Dylan Hamilton - Rides most "Peak Hill Skate Park"
- Jack Bendeich - Rides most "Peak Hill Skate Park"
- George Robinson - Rides most "Peak Hill Skate Park"
- Jayden - Rides most "Peak Hill Skate Park"
- Dylan Sellers - Rides most "Parkes Skate Park"
- Taigan Brennan - Rides most "Parkes Skate Park"
- Dylan Sellers - Favourite Park "Monster Skate Park"
- Nick Stewart - Favourite Park "Ulladulla Skate Park"
- James Peter - Favourite Park "Port Macquarie Skate Park"

## 8. Community Contact

The following people shared their input with the filling out of a Tullamore project survey form:

- Nick Stewart
- Taigan Brennan
- Brad Lawler
- Dylan Sellers
- Jayden
- George Robinson
- Dylan Hamilton
- Jack Bendeich
- James Peter



## 9. Concept Brief

With a good understanding of the existing facilities after our initial desktop study of the park we had already identified a potential area for upgrade to best complement the current skate park. The footprint and design has marginally changed from our initial proposed concept to better reflect the feedback we got from our skatepark meeting with the current users of the Peak Hill skate park.

We are proposing to reconfigure 1 existing ramp and pour an additional concrete footprint of 13m x 6.5m (84.5sqm) to the north to allow for more skateable equipment to be installed.

Our new concept now incorporates;

A Stairs/Gap and Rail being the highest combined Basic Obstacle. The Funbox also acting as a roll over.

A Fun box with Grind Rail, Grind Box and Stairs/Gap, covering 100% of Advanced Obstacle

A Half Pipe is simply not achievable with the budget but discussions in the meeting where to create a large fun box with all desired features which will be more effective in producing a wider range of desired features and usable area as a whole for the Peak Hill Skate Park Upgrade.

Your revised concept has been created taking into account the current site conditions, the integration of identified obstacles from community consultation, budget and site restrictions, current skate park trends, user group abilities and preferred riding equipment.

## 10. Current Site and Proposed Upgrade Area.



11. Revised Concept

