

Sixpenny Handley Skatepark Project Rider Requirements

The Project team have worked through the topic areas listed below to establish a 'base set of 'rider' needs to help establish a level of design by prospective tender applicants. This does not exclude the successful applicant from completing a design session after selection. It is intended to aid applicants in scoping their submission and aid establishing a level of effort that will be needed to deliver a design suitable for the riders needs. The workshop has used informaton taken from SkateboardGB Design and Development Guidance for Skateboarding Creating quality spaces and places to skateboard Document, specifically Section 2 with each element of the section captured in a coloured box. For each box the project team riders have identified their needs for the future skatepark.

Introduction

Terrain

Street Terrain

Street courses – sometimes known as street plazas – are designed to emulate normal urban streets and places, with a range of steps, flat-angled banks, ledges, rails and other features arranged on flat ground. Other features can include pole jams, pyramids, manual pads, hips, Jersey barriers, Hubbas, Wembley gaps, Euro gaps and fire hydrants (see Appendix 2 glossary). Depending on size and layout, street courses can often be ridden by more than one rider at a time. Beginners, intermediate and advanced riders alike will often use these areas. Commonly, street course areas require longer spaces, so that riders can session features in a run with time to set themselves up for tricks and roll-out. This is how street skaters tend to approach riding in an urban environment. A street course forms the basis of the Olympic 'Street' event.

manual pad, rails/grind box, flat angled banks

Transition

Transition areas of skateparks are typically made from bowls, pools and other features which are curved in cross-section, allowing riders to ride up, down and in between the side walls. A bowl or pool is often a stand-alone feature measuring 1m - 4m deep, with 'coping' in the form a metal rail (bowls) or specially shaped stone (pools) embedded in its surrounding edge. 'Vert' transition is where the bowl or pool wall reaches vertical. Normally, a bowl or pool is ridden by one rider at a time, for a brief run lasting around 30 seconds. Depending on their design, depth and size, bowls and pools may be more suited to intermediate and advanced riders.

Other transition features can include mini-ramps and quarter-pipes (1m-2m tall) and elements shaped like a taco, volcano, snake run (similar to a bobsleigh track) or mogul landscape.

Transition terrain, in contrast to street areas, these can fit into smaller and more confined spaces; for example a small bowl or mini-ramp could fit into a 10m x 10m space whereas a simple street run will require 25m x 3.5m upwards to function properly. The organic nature of transitions mean that they can be designed to work around tight corners and awkward spaces. Transition terrain forms the basis of the Olympic 'Park' event.

Quarter pipe, mini half pipe, mini ramp, banked ramp and a mound

Riding Terrain

Most UK skateparks are situated outdoors and are constructed from a variety of materials including concrete, metal, composite and timber. Indoor skateparks tend to be constructed from timber. It is generally recommended that outdoor skateparks should be constructed in concrete because the material boasts a better and safer riding surface, significant durability with minimal maintenance, lower noise pollution and customisability of design. Skateparks typically incorporate one or more of the three main types of riding terrain.

CONCRETE OUTDOORS

Flow

These areas of skateparks are typically a hybrid of street and transition elements, arranged in a fluid and open style. Depending on size and layout, flow areas can often be ridden by more than one rider at a time. Beginners, intermediate and advanced riders alike will often use these areas. This type of terrain typically features in contemporary skatepark facilities.

The new generation of skateboarders enjoy both styles of riding, switching between different disciplines during a session.

Preferable but due to expected site constraints this should be mainly Transition with 2 or 3 street features from the lists on the previous 2 boxes

Other Terrains

In addition to these three main terrains, skateparks can also include:-
• DIY: In some areas, skaters have designed and constructed their own do-it-yourself (DIY) terrains. These range from semi-permanent, elaborate and world-famous facilities to highly temporary, small scale and local endeavours.
• Freestyle areas: Perfectly flat areas, suitable for intricate technical tricks.
• MegaRamps: A highly specialised combination of elevated launch ramp, large gap and ultra-high quarter-pipe. These are typically constructed only for professional competitions or spectacular entertainment events, and so far none have appeared in the UK.
• Pump track: Undulating paths, often in a circular or track-like arrangement around which a rider can continuously 'pump'.
• Snake run: A winding track with transitions on either side, usually flowing downhill into a bowl or reservoir.
• Skateable space or shared surface: Not strictly a skatepark at all, but an open public space (park, square, street, etc.) deliberately designed to allow for skateboarding to take place.
• Slalom courses: A gently sloped path (or flat path with additional launch ramp), with a series of cones for slalom racing.
• Vert ramps: Large above-ground half-pipes, c3m - 5m high and topped by a high-level platform. Typically used only by highly skilled transition riders.

add a freestyle area to the flow design as part of the street area

Riders

Riders 1

As their name suggests, skateparks are often focused at the needs of skateboarders. In fact, many skateparks are used by a variety of different wheeled devices, including:-
• Skateboards
• BMX
• Other bicycles
• WCMX (adapted wheelchairs)
• Scooters
• Roller skates (traditional and in-line)

Each of these equipment types has subtly different requirements, which a good skatepark provider will be able to incorporate in their designs.

all of these apply

Riders 2

It is important to realise that a skatepark is not a toddler playground. Although very young children may enjoy skatepark slopes and shapes, particularly at less busy times, skateparks are primarily intended for skilled users, plus those actively gaining these skills. Skilled riders often move at high speeds, with attendant risks of collision and injury. Parents of younger children sometimes need to be reminded of this aspect of skatepark protocol through signage and other means.

This area is to be fenced off to limit ease of access. Skatepark to be for beginners (35%), intermediate (50%) and advanced(15%) riders

Community Space

Community Space

Skateparks are not just sports facilities, but significant community spaces, and therefore often include a high quality of landscape design for their immediate setting and surroundings, in which the community can exist and develop. A good skatepark should ideally therefore provide and/or be near to:-
• Places for riders to wait for their opportunity to ride, and/or to rest
• Safe and/or observable places to leave bags
• Places for non-riders to sit and observe
• Lighting for riding and non-riding areas
• Signage for protocols and rules
• Tool station, and/or place to store brushes
• Litter bins
• Water fountains
• Bike racks
• BBQ and picnic facilities
• Shaded areas
• WiFi
• Café
• Toilets
• Public transport
• Car parking

The most elaborate skateparks may additionally include:-

- On-site skate shop for sale and hire of equipment
- Storage (especially for equipment used for beginner lessons)
- PA system
- Awnings for shade and weather protection over riding areas
- Space for temporary spectator sitting and filming at events
- Electricity and water supplies (for maintenance and events)
- Associated retail opportunities (restaurants, clothes retail, etc.)
- Other sport facilities, such as climbing walls, trampolines, parkour equipment, etc.

The skatepark is to be fully fenced off from its surroundings The existing basketball court is to be removed but will be relocated by the Parish Council. The existing shelter is to be retained but can be relocated within the fenced area