



Attachment Two

Stirk Park Master Plan – Skate Park Consultation and Concept Design Report





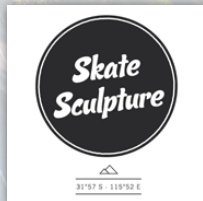
**STIRK PARK SKATEPARK
COMMUNITY CONSULTATION
& CONCEPT DESIGN REPORT**



PREPARED FOR:



PREPARED BY:



NEWLINE
SKATEPARKS

REVISIONS TABLE:

REVISION	DATE	ISSUE OR AMENDMENT	BY	REVIEWED
A	29.05.2020	ISSUED FOR CLIENT REVIEW	SS	
B	15.06.2020	ISSUED FOR CLIENT REVIEW	SS	
C	23.06.2020	ISSUED FOR CLIENT REVIEW	SS	
C	26.06.2020	ISSUED FOR CLIENT REVIEW	SS	



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PROJECT INTRODUCTION

In 2017, the City of Kalamunda commenced the Stirk Park Master Plan to provide a clear framework to guide the City in planning, developing and implementing a sustainable redevelopment of Stirk Park.

During the Stirk Park master planning process, local youth presented a petition to Council requesting that the plan should include a skatepark as a replacement for the existing skatepark on Canning Road, Kalamunda.

In July 2018, Council endorsed the Stirk Park Master Plan and requested concept designs be developed for stage one priorities including the playground, sport and youth precinct including a skatepark and improved pathway network. Subsequent stages of the Stirk Park Master Plan are longer term proposals that will be developed at a future stage subject to attaining further external funding.

In 2020, the City of Kalamunda commissioned the West Australian based skatepark design firm Skate Sculpture to undertake a community consultation process, and create a concept design for the Stirk Park Skatepark based on a proposed construction budget of \$500,000, exclusive of GST, for the skate elements only.

The final Stirk Park Skatepark concept design will be the result of three stages of consultation with community members in and around the Kalamunda area. The final concept design will be accompanied by a cost estimation to assist the City of Kalamunda in progressing the project to detailed design and construction. Skate Sculpture were also engaged to produce a short documentary about the project which will be used as support material when applying for funding for the detailed design and construction of the skatepark.



The Stirk Park Skatepark community consultation and concept design was project managed by Tim Yuen from Skate Sculpture;
Email: timyuen@skatesculpture.com.au

SITE CONTEXT

Kalamunda is located 25km from Perth at the eastern limits of the Perth metropolitan area in Western Australia. According to the Australian Bureau of Statistics 2016 Census Report, the City of Kalamunda had a population of 57,449 people with a median age of 39. There were 15,898 families in the area with an average of 2.7 people per household.

Located between Kalamunda Rd, Elizabeth St and Headingly Rd in Kalamunda, Stirk Park is an iconic and much loved recreational and entertainment space. Features of Stirk Park include an undercover stage shaped like a shell, public toilets, picnic tables, BBQs, a stage area with public artworks and a giant chessboard. There is also a children’s playground and a creek running into a lake which is home to many ducks and other bird-life. Stirk Park also features the historic Stirk Cottage, the first cottage constructed in the Kalamunda townsite back in 1881 by early European settlers Frederick and Elizabeth Stirk. There is a War Memorial in Stirk Park with an avenue of trees as a memorial to soldiers.

Parking is available on both Elizabeth St and Headingly Rd with the Kalamunda Bus Station located less than 500m from Stirk Park. The station has four stands and is served by 10 Transperth routes operated by Perth Transit and Swan Transit, which provides good accessibility to Stirk Park for the wider community including the youth.

Stirk Park is ideally located adjoining the Kalamunda Town Centre, which has numerous local businesses and community infrastructure. Stirk Park plays an important role in activating the Kalamunda Town Centre by attracting locals and tourists to the area to boost the local economy.

There are multiple schools in close proximity to Stirk Park including Kalamunda Primary School (300m), Kalamunda High School (800m), Mary’s Mount Primary School (1,000m), Gooseberry Hill Primary School (1,400m), St Brigid’s College (2,800m), Walliston Primary School (3,500m), Lesmurdie Primary School (3,600m), Maida Vale Primary School (3,700m), Kalamunda Christian School (3,800m), Mazenod College (4,200m) and Lesmurdie High School (4,700m).

The close proximity of numerous schools demonstrates that the hills area has a significant number of children and youth requiring play spaces, such as skateparks.

Stirk Park is also host to several public events including Jazz in the Park, the Kalamunda Carols by Candlelight and the annual Zig Zag Festival which first started back in 1984.



Stirk Park



Stirk Park Pond

SURROUNDING SKATEPARKS

The City of Kalamunda currently has four Skateparks at the following locations, High Wycombe, Forrestfield, Maida Vale and Kalamunda. When the Stirk Park Skatepark is complete, the City intends to remove the current Kalamunda skatepark which was built in 2000 and has become outdated. The design and elements included in the following three skateparks were taken into consideration when designing the Stirk Park Skatepark concept design.

Forrestfield Skatepark

Location: Hartfield Park 199 Hale Rd, Forrestfield WA 6058

Drive Time From Stirk Park: 12 mins – 9.0 km

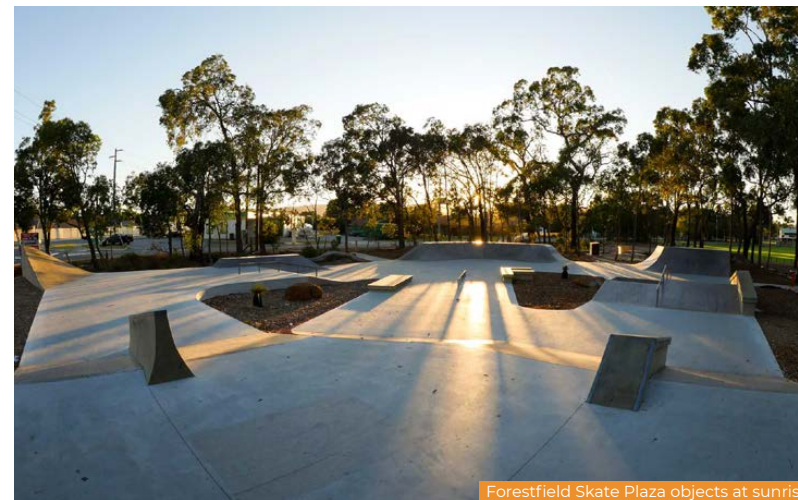
Built in 2015, Forrestfield is a street plaza style skatepark accompanied by a five foot high mini ramp. The plaza includes a variety of street objects on a diamond shaped layout with two transition items for speed and flow.

Objects Include,

- Hubba ledge
- Euro gap
- A-frame with kicker to kicker gap connected to a rail and rooftop ledge
- Quarter pipe with hip
- Curving quarter pipe with rolled edge and bank
- Flat section with rail, ledge, manual pad
- Jersey barrier
- Triangular bank
- Across down rai
- Street bank



Forrestfield Skatepark birds eye view



Forestfield Skate Plaza objects at sunrise

SURROUNDING SKATEPARKS

High Wycombe Skatepark

Location: Fleming Reserve, 111 Newburn Rd, High Wycombe WA 6057

Drive Time From Stirk Park: 10 mins – 7.2 km

The original High Wycombe skatepark was a three faced bowl built in 1997. The park was extended in the mid 2000s with a hybrid style skatepark featuring a mix of transition and street features.

The street objects include,

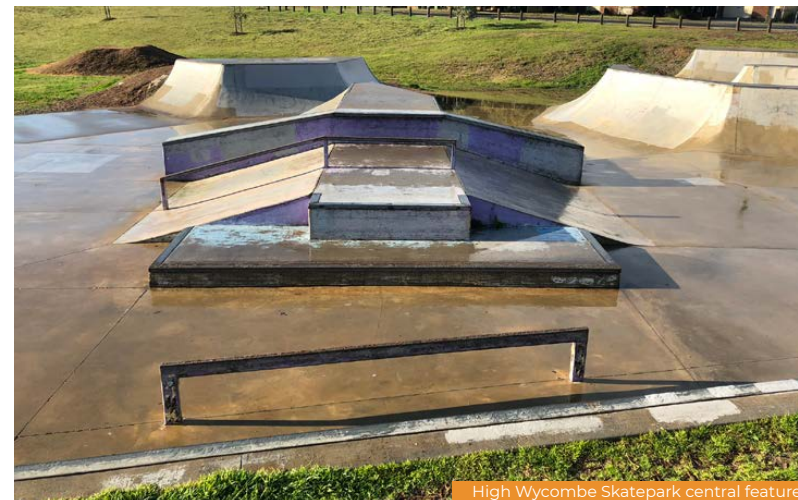
- Fun box with across down ledge and rail connecting to a manual pad
- Flat rail
- Hubba ledge

Transition objects include,

- Horseshoe bowl
- Open circular bowl
- Spine ramp
- Ski jump
- Hipped quarter pipe
- Street bank with quarter pipe
- Junior mini ramp



High Wycombe Skatepark



High Wycombe Skatepark central features

SURROUNDING SKATEPARKS

Maida Vale Skatepark

Location: 24 Midland Rd, Maida Vale WA 6057

Drive Time From Stirk Park: 6 mins – 4.6 km

Built in the early 2000s, Maida Vale is a hybrid skatepark in close proximity to a netball court.

Objects include,

- Mini ramp
- Spine ramp
- Fun box with up across down ledge and hips
- Flat ledge
- Quarter pipe between two street banks




Maida Vale Skatepark



Maida Vale Skatepark fun box, spine and mini ramp

COMMUNITY DESIGN CONSULTATION ONE



City of Kalamunda

April 1 · 🌐


⋮

EAT. SLEEP. SKATE. REPEAT. 🍷 🍕 🛹 🗣️

At a time when we are being flooded with COVID19 information, we'd like to take the opportunity to lean into our community and talk about our ongoing, and important community development programs 🗣️. We continue to have a number of engagement items open, and will, to our best ability, continue to do so – to build our community.

In saying that! Are you into 🛹 or 🛴 or 🛹? Parent at the skate park? Or interested in this space? If so, Join the Kalamunda skate park design collaboration happening now! We want to hear what you want out of your local skate park.

🕒 Closes 20 April 2020 @ 5pm
📍 online
🔗 <https://engage.kalamunda.wa.gov.au/kalamunda-skate-park-co-...>



👍❤️ 53
50 Comments 53 Shares

👍 Like
💬 Comment
➦ Share
👤

Due to social distancing rules enforced to combat the COVID 19 outbreak, the initial Stirk Park skatepark consultation was primarily conducted online via the survey on the City of Kalamunda’s Engage page.

The purpose of the survey was to gain valuable data about the future users of the skatepark including age groups, skill levels and what form of wheeled device they primarily use, be it a skateboard, scooter, BMX or other. It also gave people the opportunity to express the style of skatepark they hoped to see, the objects that they wanted included and their thoughts on how to achieve the best outcome for the Kalamunda community.

As part of the consultation, participants were given templates to design their own skatepark and asked to describe their ‘dream skatepark’ for Stirk Park. They were also encouraged to partake in an online interactive brainstorming forum.

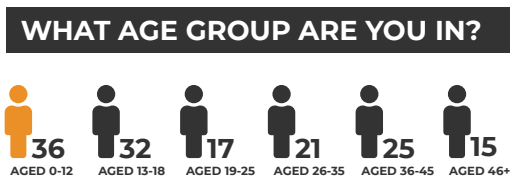
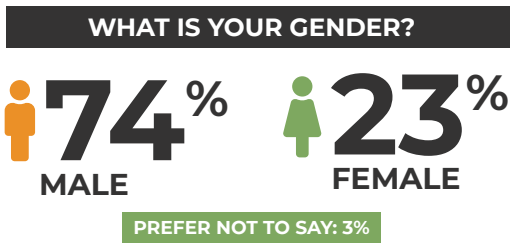
A copy of the survey was sent to all residents within Kalamunda, Gooseberry Hill, Lesmurdie and Maida Vale. One on one discussions were facilitated between the skate park petition leaders and other local community members. Letters with a feedback form were also sent to residents within a 200m radius of Stirk Park.

To promote the consultation, Skate Sculpture produced a 60-second video filmed at Stirk Park explaining how people could participate in the online survey. The video showcased inspiration examples of objects that could be incorporated into the skatepark design. The video was uploaded via the City of Kalamunda’s Facebook page and was shared by Skate Sculpture, Skateboarding WA and over 50 interested community members and organisations, resulting in over 6,500 views.

CONSULTATION RESULTS



WE SPOKE TO
153 PARTICIPANTS



HOW DO YOU ROLL?



WHAT IS YOUR SKILL LEVEL?



WHAT TERRAIN DO YOU PREFER TO RIDE?



WHAT KIND OF SKATEPARK LAYOUT WOULD YOU PREFER?



CONSULTATION RESULTS

FIVE MOST POPULAR STREET ITEMS



1. STREET HIP



2. A-FRAME



3. EURO GAP



4. STAIRS, LEDGE & HANDRAIL



5. KICKER TO KICKER

FIVE MOST POPULAR TRANSITION ITEMS



1. QUARTER PIPES



2. TRANSITION HIP



3. TACO



4. EXTENSION



5. SPINE

FIVE MOST POPULAR BOWL ITEMS



1. WATERFALLS



2. ROLL INS



3. POCKETS



4. HIPS



5. BANK EXTENSIONS

CONSULTATION RESULTS - SUMMARY OF COMMUNITY COMMENTS



If you could describe your dream skatepark for Stirk Park, what would it be?

- A park with some unique elements to show Kalamunda's personality and bring users up the hill.
- Heaps of flow transition sections, some small street (ledges, flat bars, hubbas etc) a few different weird elements - pole jams, wally, rainbow rails, mini ramp off to the side, hips and fun bars/bank - bank transfers.
- Something that flows well and manages to incorporate as many features as possible. Not just up and back, and please a nice bowl would really make me happy!
- Bowl up top, cool step down feature from platform, street paths around interesting landscaping.




- A flow skate park that has mini bowls and bigger bowls that have different levels in the ground like a lower bit and upper bit and a little roller down to a bigger bit.
- Something that has elements for all levels and have it sectioned so there is still flow between zones but kids who are learning don't have to be in the middle of more advanced riders.
- A skate park for all ages for family and spectators. A skate park for comps sounds great.
- We are a close community in the hills and this would be a good way to support local talent and competitions would increase the number of skaters.



- Growing up in the hills I've seen a massive cult following of biking and unfortunately have had so many of my dirt jumps destroyed . So box jumps/ volcanoes/ hips are most exciting.
- A park with multiple lines, room for progression, a safe and happy place for all with beautiful thing to look at when entering Kalamunda up Kalamunda Road.
- Street section with lots of bowls where you can transfer from bowl to bowl except with a love seat, hips and waterfalls.
- A safe and well utilised space for all ages to feel accepted to start out, progress and strive to take this sport with them for life.

CONSULTATION RESULTS - COMMUNITY DESIGN INSPIRATIONS

Below are examples of community design submissions received during the consultation process, that have helped inspire the Stirk Park Skatepark concept design.



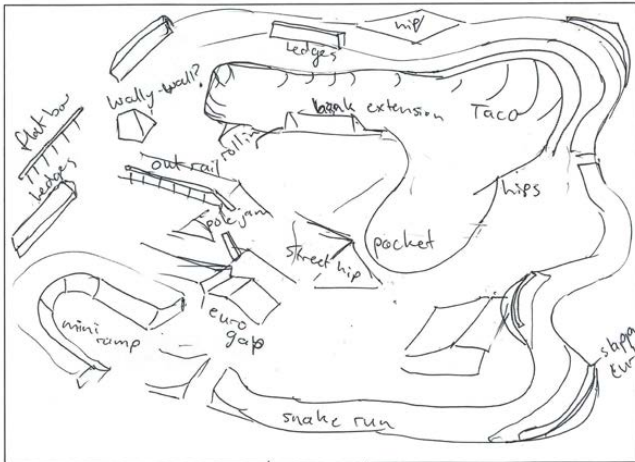
**Closes 5pm,
Monday 20 April 2020**

SKETCH SUBMISSION Kalamunda Skate Park Design Collaboration

In July 2018, Council amended the adopted Stirk Park Master Plan to replace the existing skate park on Canning Road with a new skate park at Stirk Park in lieu of a BMX pump track. Get excited everyone, the City of Kalamunda is now collaborating with Skate Sculpture and the local community to design the new skate park for the Kalamunda area.

The facility aims to have a mix of street and transition terrain, catering to people of all riding styles and skill levels. GET ON BOARD! Join in on the design of the new Kalamunda Skatepark.

So get sketching and draw your ideas down below!

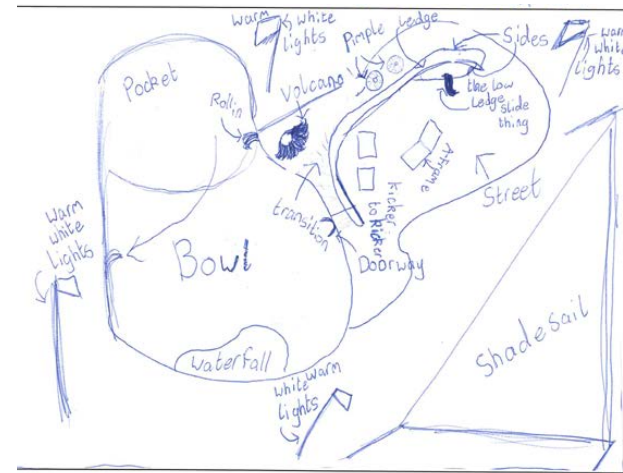


Think : Margaret River / Bilra Lake.

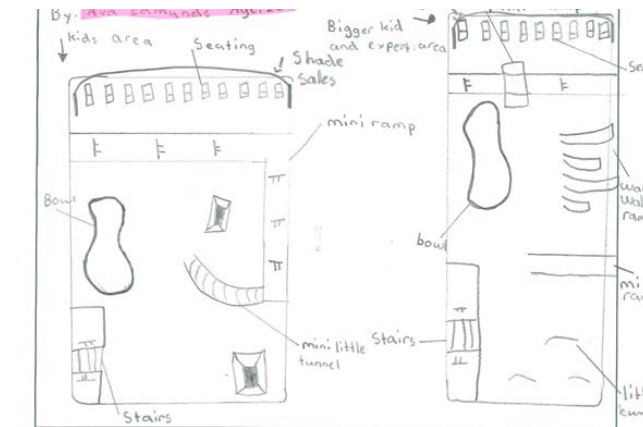
City of Kalamunda

Thank you for your input!
engage.kalamunda.wa.gov.au/kalamunda-skate-park-co-design

Please return this sketch to the City of Kalamunda
PO Box 42, KALAMUNDA WA 6206
T 9257 9999 F 9293 2215 E enquiries@kalamunda.wa.gov.au



City of



City of Kalamunda

Thank you for your input!
engage.kalamunda.wa.gov.au

CONSULTATION INFLUENCE ON CONCEPT DESIGN

Who will use the skatepark and what skill level are they?

With 55 skateboarders, 57 BMX riders and 55 scooter riders involved in the survey, it is fair to say all three user groups need to be evenly catered for in the design approach. 87 people considered themselves intermediate in skill level with 43 beginners and 13 advanced. This shows a need for the design to cater to beginner users whilst having areas for the intermediate riders to advance to expert level. This will ensure that the skatepark is able to cater to the broader community of all ages and skill levels.

Style of Terrain and Layout

Flow proved to be the most popular style of terrain, followed by street/plaza then bowl. A combination of a bowl, transition and plaza was by far the most requested layout, followed by a bowl with plaza. These results show a clear demand for a flow focused skatepark with a dedicated street plaza area. At present, there is not an enclosed bowl in the City of Kalamunda area which should be taken into consideration despite bowl being the least requested of the three terrain options.

Key Skate Elements for Inclusion

For the street plaza area, the most frequently requested object was a street hip, which is not present in the current City of Kalamunda Skatepark network. Other top five objects included a Euro gap, A-frame and kicker to kicker which are all featured in the Forrestfield Skatepark. Stairs/ledge/handrail was another top five element which is also not featured in any of the City's skateparks (in stair form). In sixth place was ledges/manual pad which is a staple for all street plazas. In consideration of the most popular items which are not currently on offer in the other City of Kalamunda skateparks, a street hip and a stair set with a handrail are the two most required street objects for the Stirk Park Skate Plaza. The provision of slightly different skate elements at each skatepark within the City, will aid in creating a highly functional skatepark network for the City.

For transition terrain, quarter pipes were the most popular object which is another staple item that can be found at most skateparks. The more unique frequently requested objects were transition hips, taco, extension and spine. For the bowl, a waterfall was most popular followed by roll-ins. Both of these objects allow riders of all skill levels to gain access and speed when using a bowl. Pockets were third followed by hips and bank extensions.

In the comments section, people frequently emphasised the importance of flow, both in the transition and plaza. Flow is generally referring to the park's ability to allow long lines where the riders can skate multiple objects sequentially, maintaining the required speed for optimal performance. Multiple participants mentioned the benefits of being able to host competitions which will require challenging terrain and spectator areas.

Other Design Elements Required

With the largest group of survey participants under 12 years of age (24.7%) and multiple parents and grandparents involved in the survey, many comments express the need for a safe environment with strong passive surveillance, comfortable seating and viewing areas, and the need for beginner areas for those new to using skateparks. In support of a skatepark at Stirk Park, the community identified the need for the design to have CCTV, lighting (on a timer), noise mitigation measures for local residents and good passive surveillance.

A unique consultation theme emerged through the process as users expressed the pride that people take in the Kalamunda area and wanted to see Kalamunda's unique characteristics reflected in the Stirk Park skatepark design. Understanding this important component of the consultation, the design team incorporated a unique design theme based on the Kalamunda Zig Zag into the concept.

CONCEPT DESIGN



CONCEPT DESIGN



CONCEPT DESIGN EXPLANATION

The Stirk Park Skatepark concept design comprises three key areas; a flow bowl, skate plaza and junior skate path. This created four tiered level changes presenting an opportunity to pay homage to Kalamunda's iconic and historic Zig Zag.

At the highest level of the skatepark is a flow bowl. With flow being the most frequently requested style of terrain and in consideration of the City of Kalamunda not having an enclosed bowl in its existing network of skateparks, the design team opted to create a flow bowl that would incorporate the most popular bowl and transition objects. This includes a waterfall and roll-ins allowing riders of all skill levels to enter the bowl and gain speed. The flow bowl also features a variety of popular objects including hips for aerial and transfer manoeuvres, extensions providing extra height for the more advanced riders, two circular pump bumps and various levels of interconnected quarter pipes, (the most frequently requested transition item). This will be a unique attraction amongst the Western Australian Skatepark network with a capacity of hosting competitions and demonstrations for skate, scooter and BMX riders. The design will further complement the existing City of Kalamunda skatepark network and create a unique facility for the City of Kalamunda community members.



Skatepark level change and Zig Zag concept



Flow bowl



Iconic Zig Zag

CONCEPT DESIGN EXPLANATION

Connecting the bowl deck and street plaza is a two-stair interfacing a street bank. The street bank allows riders to transfer from one level to the other, replicating the experience of turning the first corner of the zig zag. The skate plaza is located on the second and third level. This zone was intentionally separated from the flow bowl to limit the chances of collisions.

The top level of the street plaza comprises an elongated path with a cantilevered quarter pipe at one end, a flat ledge and flat rail for lines leading into a five-stair level change. This is one of the more challenging sections of the skate plaza and will be a hotspot for crowd pleasing tricks and high scoring manoeuvres in competitions. The stair set and handrail were also one of the most requested street items during the consultation.

The five-stair level change leads into the lower level skate plaza where the street hip is located, (the most requested of the street objects). Next to the street hip is another flat rail and a combination feature which includes a manual pad, two down rails and a bump to out ledge. This feature combines some of the staple street elements requested and offers low-level challenges for beginners and room for technical prowess from the intermediate to advanced riders. At the end of the plaza is a quarter pipe with two different heights. This quarter pipe will be used to start and continue lines by offering another turnaround option, enhancing the flow of the plaza.



Skate plaza view one



Skate plaza view two

CONCEPT DESIGN EXPLANATION

Riders can choose to bypass the quarter pipe where they will travel down a curving footpath to enter the junior skate path. This curving footpath offers the 'zag' in the zig zag component of the design.

Designing for Beginner Riders

The junior skate path consists of a series of lower-level objects that cater to beginner riders. One side of the path features a quarter pipe followed by a pump bump, mini A-frame and bank. This line is ideal for beginners to learn basic balance techniques as they adapt to riding small transitions. The other side caters to beginner street riders by providing a low-level manual pad with 'wally faces' and two kerbs. The two kerbs are ankle height and provide an opportunity for beginners to learn grinds and slides. The manual pad allows beginners to learn ollies / jumps onto the platform and low-level grinds, slides and manuals. The junior skate path will be used for skills development workshops where beginners will be taught the basics of riding a skatepark.

Connecting Spaces for Spectators

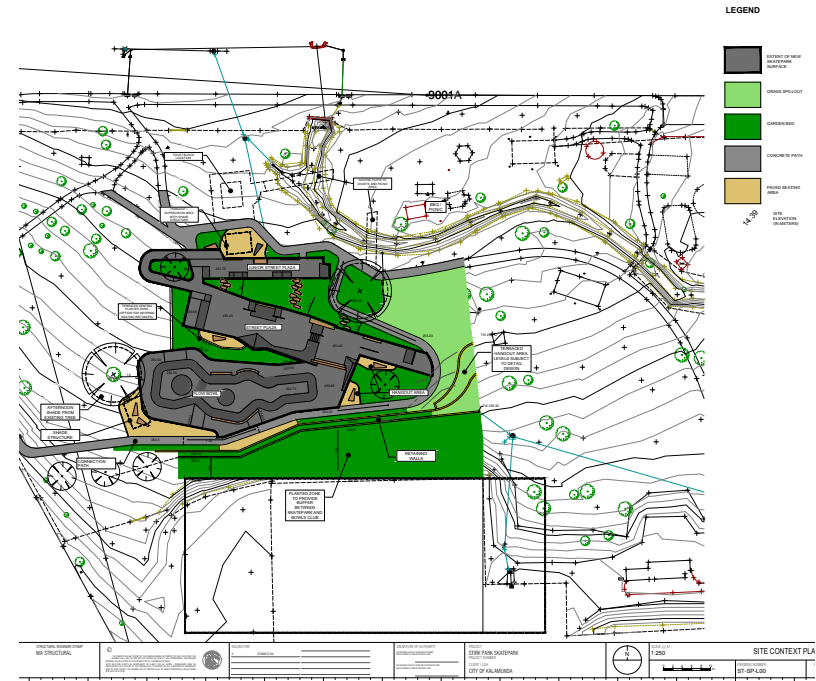
A universal access path connects all three skatepark zones where riders and spectators will find seating at three key hangout areas including the highest level of the skatepark, near the connection of the bowl and skate plaza and alongside the junior skate plaza. This allows people to position themselves based on which zone they most want to view. Alongside the skatepark are various landscaping elements including planting, retaining walls and trees. This will provide a safe, comfortable and creative environment for all users.



FINAL SKATEPARK LOCATION

The Stirk Park Master Plan endorsed in July 2018 provided an indicative location for the skatepark, linking in with the youth and sport precinct. The final location was selected as the optimal site as a result of:

- Drainage from the bowl component above the water table.
- Adequate space to allow for level skate lines.
- Surveillance across terraced plaza.
- Minimal alterations needed to existing landform to allow for required bowl depths.
- Significant distance from residential properties to mitigate noise complaints from the skatepark.



COMMUNITY DESIGN REVIEW



In June 2019, selected community members who demonstrated a keen interest in the project throughout the online consultation period were invited to Stirk Park to give feedback on the first draft concept design. This included Fabian who created the 'Stirk Park Skatepark' petition back in 2017. From 11:00am-12:30pm various young people, riders, families and grandparents reviewed the designs onsite, sharing their thoughts to help shape any final changes to the design and create content for the Stirk Park Skatepark documentary.

There was an overwhelmingly positive response to the Zig Zag inspired theme with community members noting how well the design honours Kalamunda's history by incorporating a historic tourist attraction into a modern tourism attraction.

A mix of skaters, scooter and BMX riders gave their critique of the design, satisfied that it has catered to all skill levels and riding styles. The length and features of the flow bowl were of special interest to the BMX representatives who could see the potential for long flowing lines and high-speed manoeuvres. With grandparents and children under 12 present, there was also great satisfaction with the junior skate path proposal. Many in attendance noted the benefits of creating a separate section of the skatepark for beginners to develop their skills without being intimidated by the more advanced riders.

One grandparent made note of how much she loves living in Kalamunda and wants it to be a more exciting place for young people. A young Kalamunda based rider noted how it's difficult for him and his friends to travel to other skateparks. Both endorsed the skatepark proposal citing that it will greatly enhance the lifestyle of many young people living in the City of Kalamunda.

These sentiments and more can be seen in the Stirk Park Skatepark documentary.

