



**METALWORKS SKATEPARK  
VIRTUAL PUBLIC INPUT  
DESIGN MEETING #1  
Ferndale, WA**

Wed. January 26, 2022, 6PM



# Meeting Guidelines

- **This Meeting is being Recorded**
- **During presentation use respectful etiquette**
- **If you have questions during the presentation, please send them in the chat**
- **We will respond to all the questions at the end of the presentation during Q&A**
- **We can allow comments at the end of the presentation one at a time when you raise your 'Hand'**



*What is this project all about?*

# ***Project Introduction***

***By Katy Radder***



# TODAY'S PRESENTATION

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1. Welcome & Introductions
2. Project Overview
3. Skateboarding & Skateparks Info
4. Review Preliminary Design Directions
5. Review Online Survey
6. Schedule
7. Open Discussion & Questions



**NLS Design Team**  
**[www.newlineskateparks.com](http://www.newlineskateparks.com)**



***KANTEN -Team Lead/Design  
Project Manager***



***JAKE -Project Team Designer***



***TONY -Team Lead/Construction  
Project Manager***



***RYAN – Project Team  
Senior Designer***



***CHRIS – Project Team  
Senior Designer***



***MARY – Project Team  
Senior Designer***



# Skatepark Benefits:

- Skateboarding is a lifelong activity
- Participants are between the age of 3-57
- All gender and all skill levels
- Largest # participants are youth (11 –19)  
“Benefits of Recreation”
- There is a large population of youth trying to be active but often being pushed away.
- There are very few barriers to participation
- Social values and integration
- Places of meaning and atmosphere
- Revenue generating (tourism)
- Very affordable (Cost and space efficient per square foot)
- You don’t need to join a team
- Identity, freedom, and individualism
- Can be done almost anytime & anywhere. Local activity and global connection
- Self progressing activity
- Skateboarding is safer than many other recreational choices available to today’s youth (National Consumer Safety Commission)



# Skatepark Benefits:

5.7 + million skateboarders in North America (NSGA) “Action Sports” (skateboarding, BMX biking, scooter riding and freestyle inline skating) have been one of the fastest growing areas of youth recreation over the last two decades

World Cup Skateboarding has been sanctioning professional contests and setting judging standards for nearly two decades (i.e.. X games, Dew Tour, etc.)

There are numerous international pro contests in North America:

(i.e.. Street League, Vans Park Series)

Skateboarding confirmed as a full medal sport for the 2020 Olympic Games

(following the popularity of snowboarding in the winter games)

Neighborhood Skatepark: 6,000-12,000 sqft (neighborhood parks, etc.)

Community Skatepark: 12,000-25,000 sqft (community parks, high schools, recreation centers)

Regional Skatepark: 25,000-40,000 sqft (regional parks, arenas, etc.)





# *Modern Skatepark Characteristics*

***Project and Artistic Element Examples...***







# *Sculptures & Art Gallery*



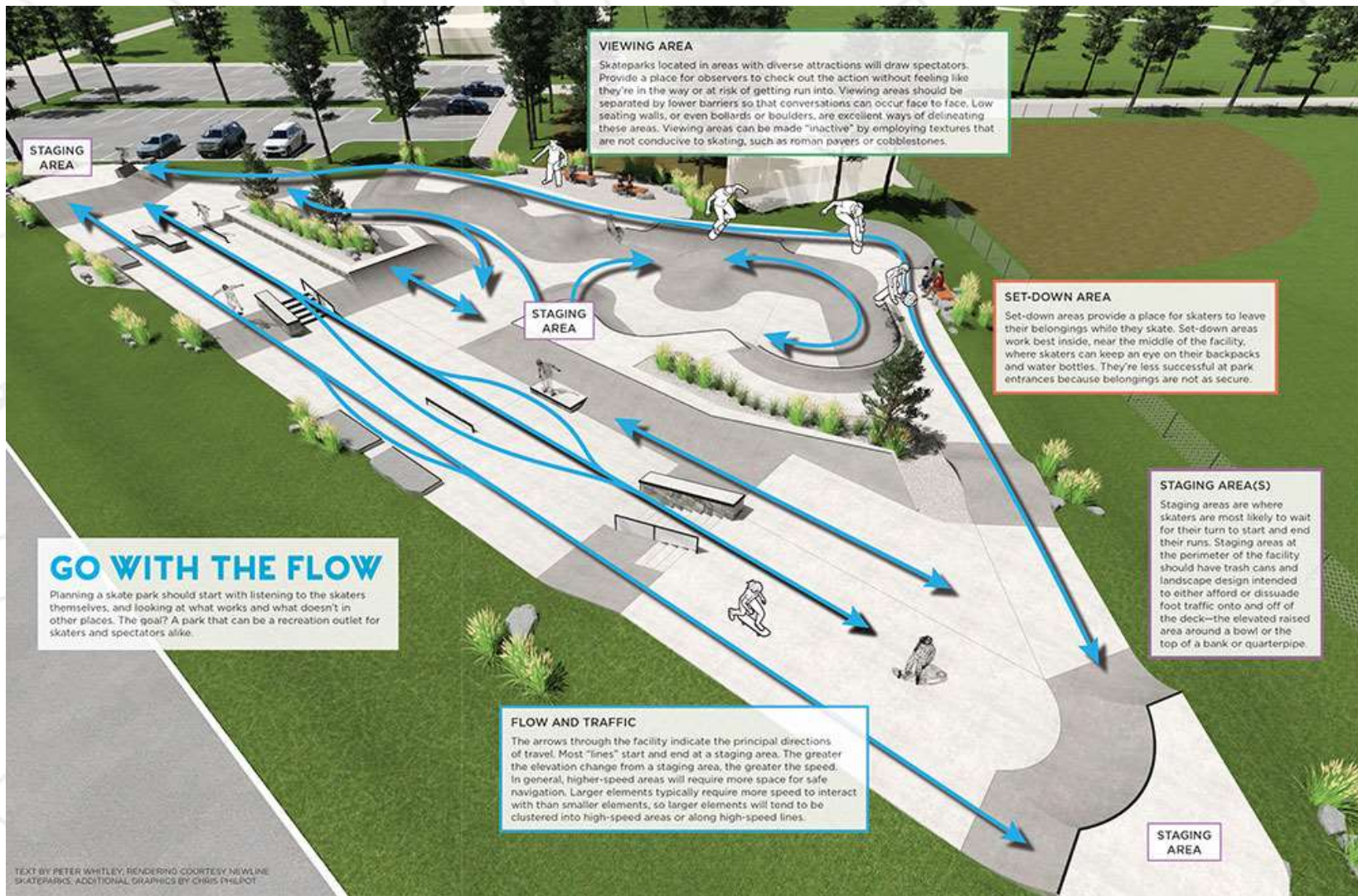
• *The Spirit Fish*



• *The Magic Carpet*



• *Art Gallery Display Panel*



#### VIEWING AREA

Skateparks located in areas with diverse attractions will draw spectators. Provide a place for observers to check out the action without feeling like they're in the way or at risk of getting run into. Viewing areas should be separated by lower barriers so that conversations can occur face to face. Low seating walls, or even bollards or boulders, are excellent ways of delineating these areas. Viewing areas can be made "inactive" by employing textures that are not conducive to skating, such as roman pavers or cobblestones.

#### STAGING AREA

#### STAGING AREA

#### SET-DOWN AREA

Set-down areas provide a place for skaters to leave their belongings while they skate. Set-down areas work best inside, near the middle of the facility, where skaters can keep an eye on their backpacks and water bottles. They're less successful at park entrances because belongings are not as secure.

## GO WITH THE FLOW

Planning a skate park should start with listening to the skaters themselves, and looking at what works and what doesn't in other places. The goal? A park that can be a recreation outlet for skaters and spectators alike.

#### STAGING AREA(S)

Staging areas are where skaters are most likely to wait for their turn to start and end their runs. Staging areas at the perimeter of the facility should have trash cans and landscape design intended to either afford or dissuade foot traffic onto and off of the deck—the elevated raised area around a bowl or the top of a bank or quarterpipe.

#### FLOW AND TRAFFIC

The arrows through the facility indicate the principal directions of travel. Most "runs" start and end at a staging area. The greater the elevation change from a staging area, the greater the speed. In general, higher-speed areas will require more space for safe navigation. Larger elements typically require more speed to interact with than smaller elements, so larger elements will tend to be clustered into high-speed areas or along high-speed lines.

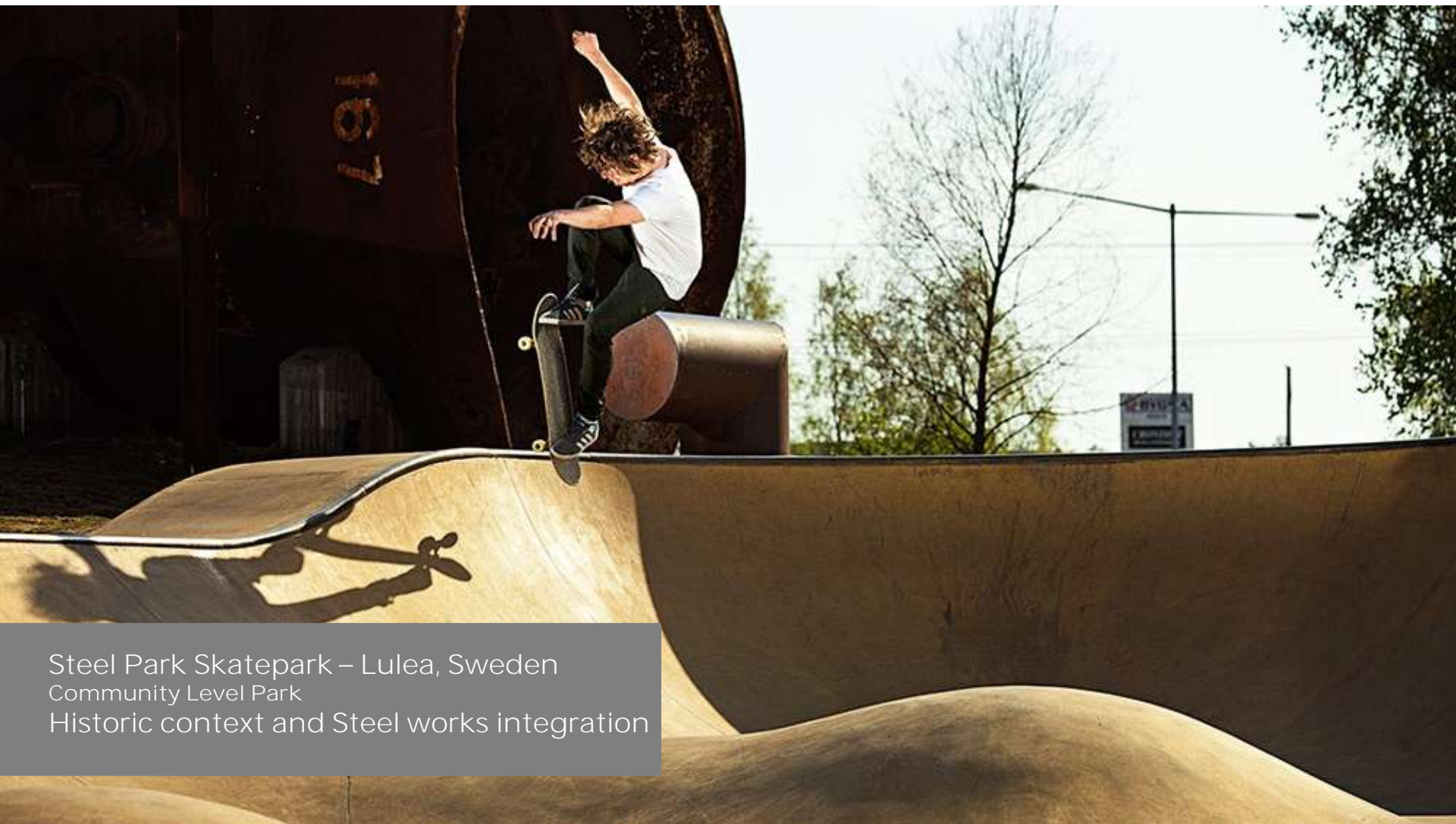
#### STAGING AREA











Steel Park Skatepark – Lulea, Sweden  
Community Level Park  
Historic context and Steel works integration

























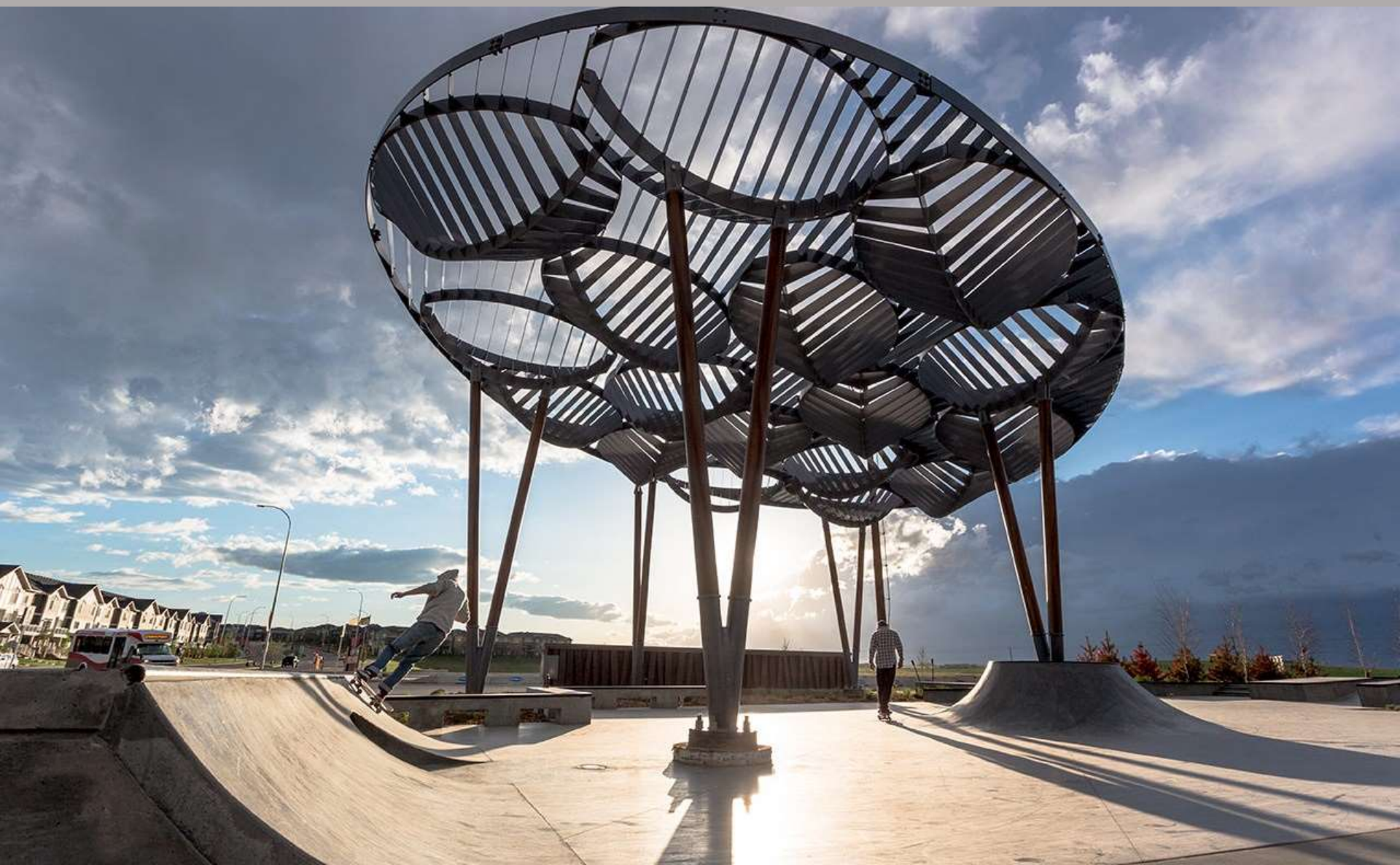


































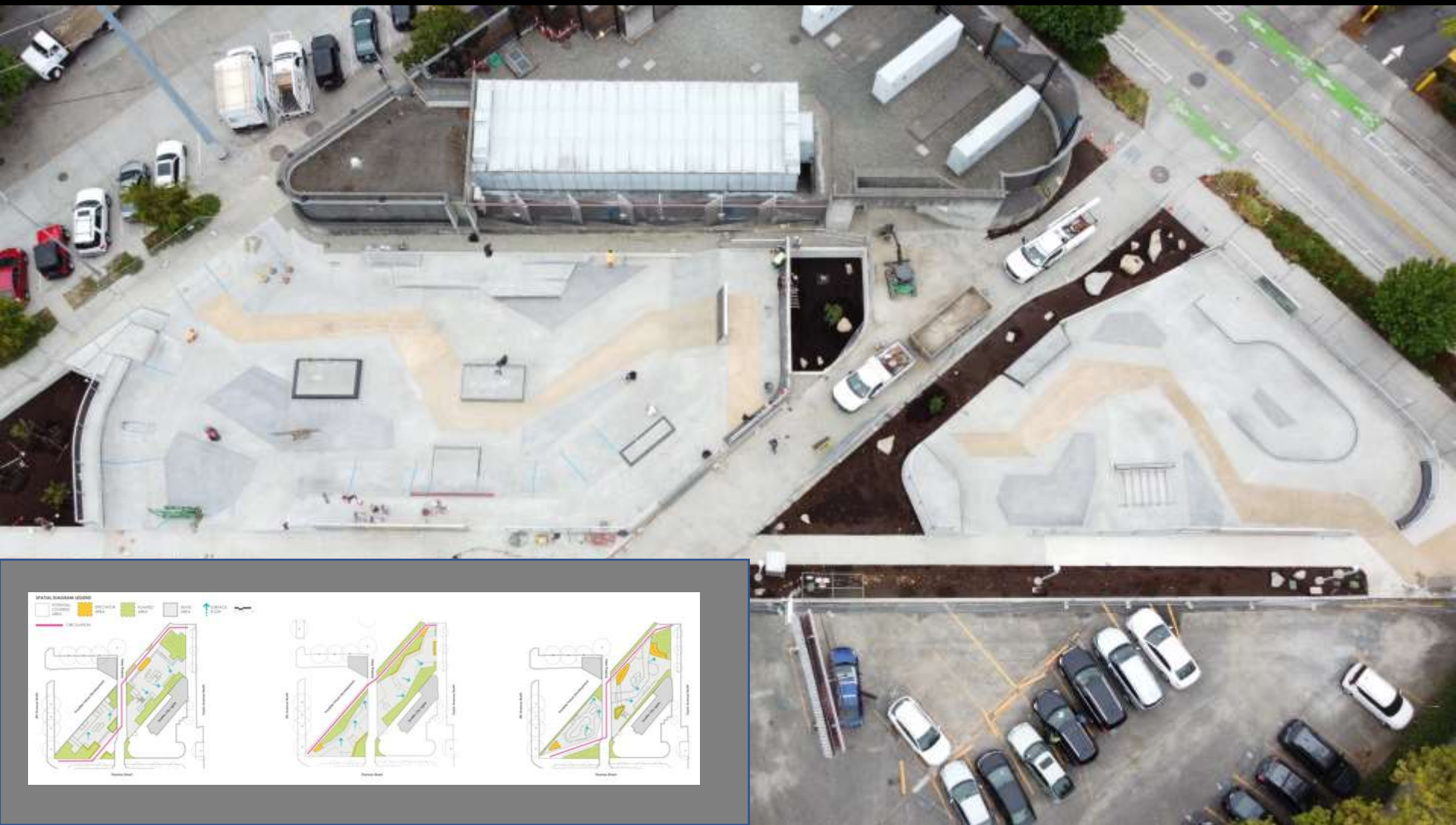






Seattle Center Skate Plaza  
Community Level Park  
Complex site integration, community  
Programming and Construction Administration









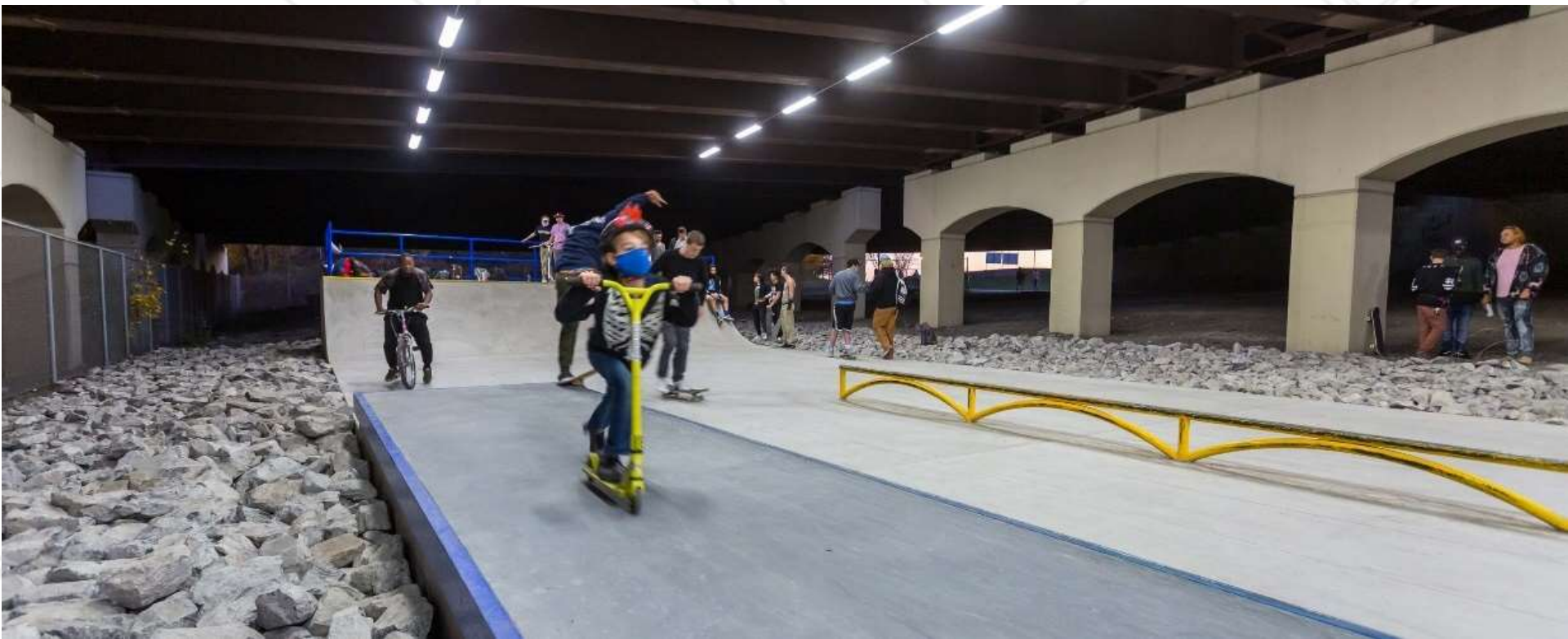
## Specialized Construction



















| ARTISTIC







# *Concept Designs*

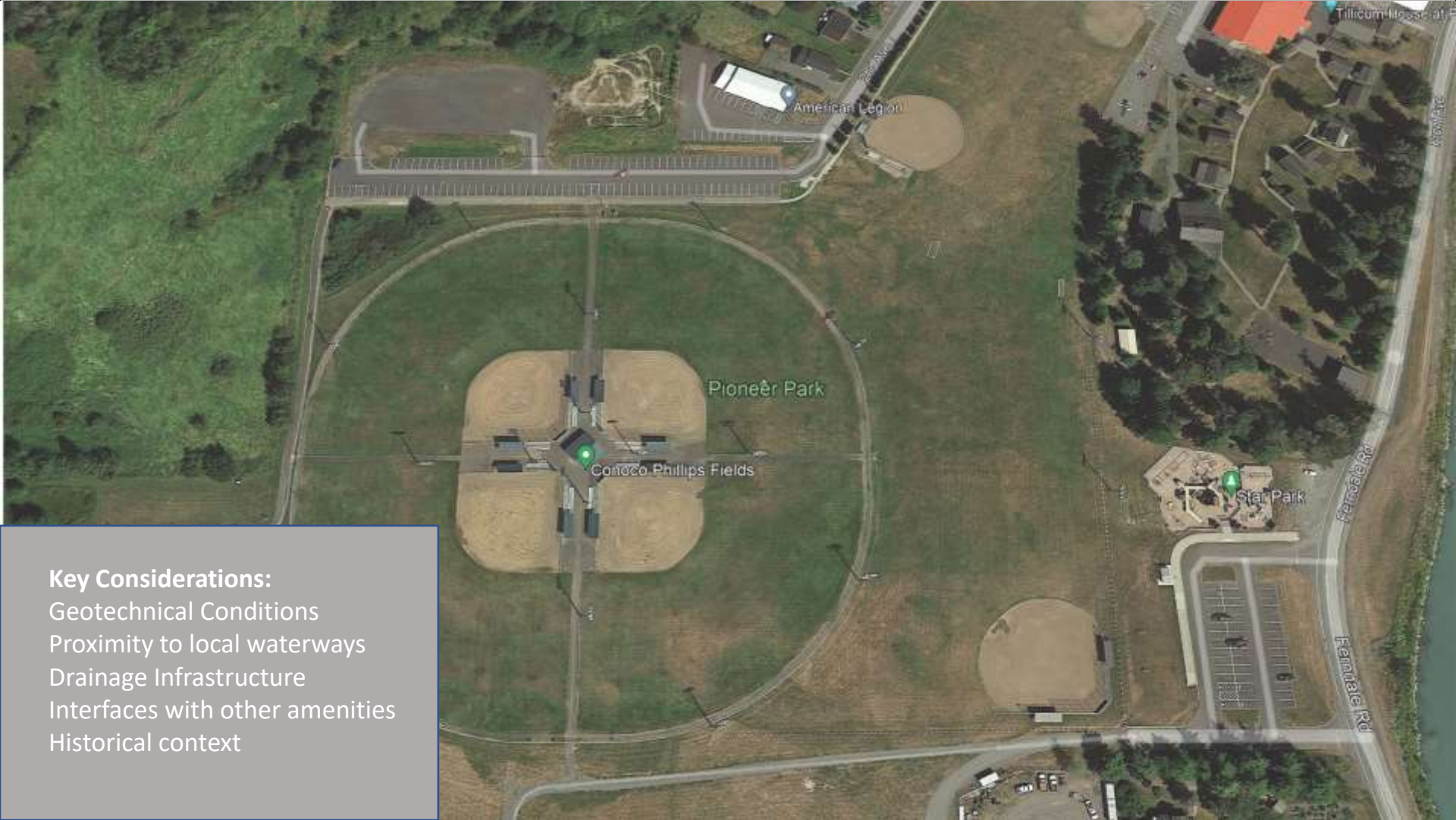
*The following preliminary concept designs illustrate some of the stylistic approaches that we have pursued in some form for the Skatepark.*

*Note: Final project size and design details will be informed by further consultation with the Owner and community + confirmation of an approved civil program.*

## *Key Considerations:*

- *Economic Viability (Budget, Local Pricing)*
- *Technical Feasibility (Limits of Utilities, Storm water)*
- *Environmental Capability (Existing site and soil conditions)*

# Site Analysis



## Key Considerations:

- Geotechnical Conditions
- Proximity to local waterways
- Drainage Infrastructure
- Interfaces with other amenities
- Historical context



# Site Analysis



## LEGEND

- AREA OF DEVELOPMENT
- EXISTING VEHICULAR FEATURE
- EXISTING PEDESTRIAN ROUTE
- PROPOSED PEDESTRIAN CONNECTION
- SITE OPPORTUNITY
- SITE CONSTRAINT

## NOTES

- 1 EXISTING DRIVE PARKING LOT
- 2 EXISTING LIGHTING INFRASTRUCTURE IN PLACE OPPORTUNITY TO UPGRADE FOR IMPROVED PARK LIGHTING
- 3 OPPORTUNITY FOR SKATEPARK PRIMARY ENTRY / EGRESS
- 4 POSSIBLE ENTRY TO SKATEPARK FROM PARKING LOT
- 5 SEE APPEARS TO BE RELATIVE FLAT EXISTING INFRASTRUCTURE INFORMATION REQUIRED
- 6 EXISTING BASEBALL AND SOCCER FIELDS
- 7 EXISTING STORM INLET

## KEY CONSTRAINTS

- A. SITE IS IN A FLOOD PLAIN. 3RD MET DAM REQUIRED FOR CUL AND FILL.
- B. USE SEE 3RD STORM WATER MANUAL, VERIFY IF THE WATER NEEDS TO BE DETAINED.
- C. TIE INTO EXISTING OR FUTURE CULVERT.
- D. POSSIBLE SATURATED BOTTOM MATERIALS ON SITE. STABILITY FOR CONSTRUCTION DIRECTLY ON NATIVE SOILS IS UNKNOWN.



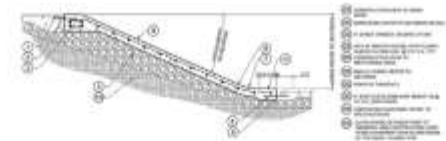
VIEW LOOKING SOUTH



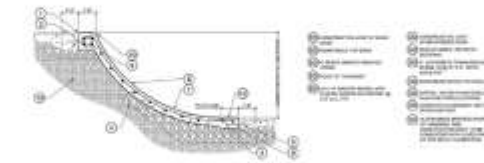
VIEW LOOKING EAST



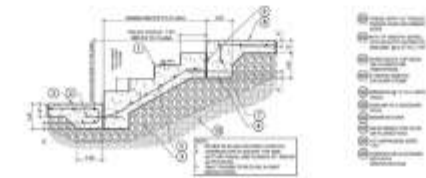
VIEW LOOKING NORTH EAST



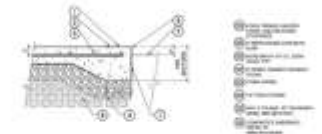
A TYPICAL SHOTCRETE CONCRETE BANK  
NOT TO SCALE



B TYPICAL SHOTCRETE CONCRETE TRANSITION  
NOT TO SCALE



C TYPICAL CONCRETE STAIRS  
NOT TO SCALE



D TYPICAL SLAB ON GRADE  
NOT TO SCALE

## REQUESTED GEOTECHNICAL INFORMATION

- DEPTH TO WATER TABLE/DEPTH TO BEDROCK 300' FTS OR DRILLED HOLE LOGS, OR HARD COPY
- PREDICTION OF SEASONAL FLUCTUATION
- CHARACTERIZATION OF SUBSOILS
- RECOMMENDATION FOR CONCRETE SLAB CONSTRUCTION
- SUBMITTAL FOR ON-SITE INFILTRATION DRAINAGE FROM CONCRETE SHEET PILING

# Site Analysis



## LEGEND

- AREA OF DEVELOPMENT
- EXISTING VEHICULAR TRAFFIC
- EXISTING PEDESTRIAN ROUTE

- PROPOSED PEDESTRIAN CONNECTION

- SITE OPPORTUNITY
- ★ SITE CONSTRAINT

## NOTES

- |   |  |
|---|--|
| <ul style="list-style-type: none"> <li>1 EXISTING ONSITE PARKING LOT</li> <li>2 EXISTING LIGHTING INFRASTRUCTURE IN PLACE OPPORTUNITY TO UPGRADE FOR IMPROVED PARK LIGHTING</li> <li>3 OPPORTUNITY FOR SKATEPARK PRIMARY ENTRY / SIGNAGE</li> </ul> | <ul style="list-style-type: none"> <li>4 POSSIBLE ENTRY TO SKATE PARK FROM PARKING LOT</li> <li>5 SITE APPEARS TO BE RELATIVE FLAT. EXISTING INFRASTRUCTURE INFORMATION REQUIRED</li> <li>6 EXISTING BASEBALL AND SOCCER FIELDS</li> <li>7 EXISTING STORM INLET</li> </ul> |
|---|--|

## KEY CONSTRAINTS

- A. SITE IS IN A FLOOD PLAIN. ZERO NET GAIN REQUIRED FOR CUT AND FILL.
- B. USE THE 2016 STORM WATER MANUAL. VERIFY IF THE WATER NEEDS TO BE DETAINED.
- C. TIE INTO EXISTING OR INFILTRATE ONSITE.
- D. POSSIBLE SILTY RIVER BOTTOM MATERIALS ON SITE. SUITABILITY FOR CONSTRUCTION DIRECTLY ON NATIVE SOILS IS UNKNOWN.



# Example Concepts

ORIGINS OF FERNDALE  
THE JAM & INDUSTRIAL HERITAGE



# Example Concepts

ORIGINS OF FERNDALE  
SKATE PARK INSPIRATION





# Example Concepts

## ORIGINS OF FERNDALE

### KEY LANDSCAPE ELEMENTS - SITE FURNISHINGS



# Example Concepts

**STAIRS AND DROPS (WITH HUBBAS AND RAILS)**



**RAILS**



**LEDGES AND BENCHES**



**GAPS**



**MANUAL PADS**



**CUSTOM SKATEABLE ART FEATURES**





# Example Concepts

**QUARTERPIPES & MINI RAMPS**



**BANKS**



**HIP/PYRAMID**



**SLAPPIES**



**FUNBOX FEATURES**



**ORGANIC FLOW**



# Design Directions

## CONCEPT #1 - "OG"



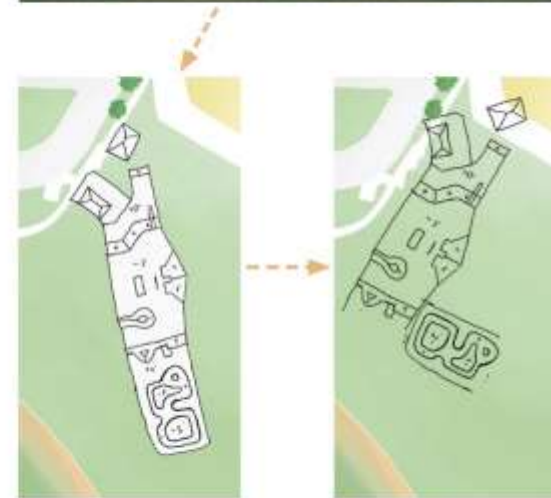
### Concept #1 goals:

REVISION OF ORIGINAL PROPOSED DESIGN

MANY SOCIAL AREAS

CLASSIC HIGH & LOW SPEED SKATEPARK FEATURES

CREATIVE FLOW BOWL





# Design Directions

## CONCEPT #2 - "TRIANGLE"



### Concept #2 goals:

BEAUTIFUL PLANTING AREAS

LONG, MEDIUM TO LOW SPEED STREET LANES

POOL BOWL WITH SOCIAL SEATING



# Design Directions

## CONCEPT #3 - "OPEN"



### Concept #3 goals:

- OPEN, SPACIOUS STREET AREA
- CREATIVE AND CLASSIC FEATURES
- MEDIUM SIZED FLOWBOWL

CUSTOM FAB.  
ANGLED BANK



CUSTOM FAB.  
METAL SPHERE





# Design Directions

## INDUSTRIAL SKATE DETAILS -

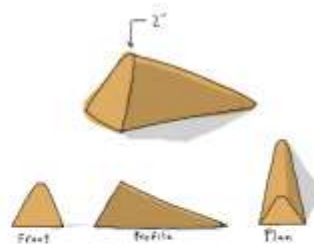
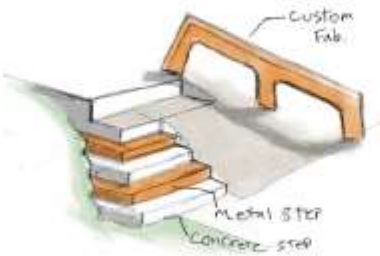


### "Industrial" features:

CLASSIC DIMENSIONS TO SKATE WELL

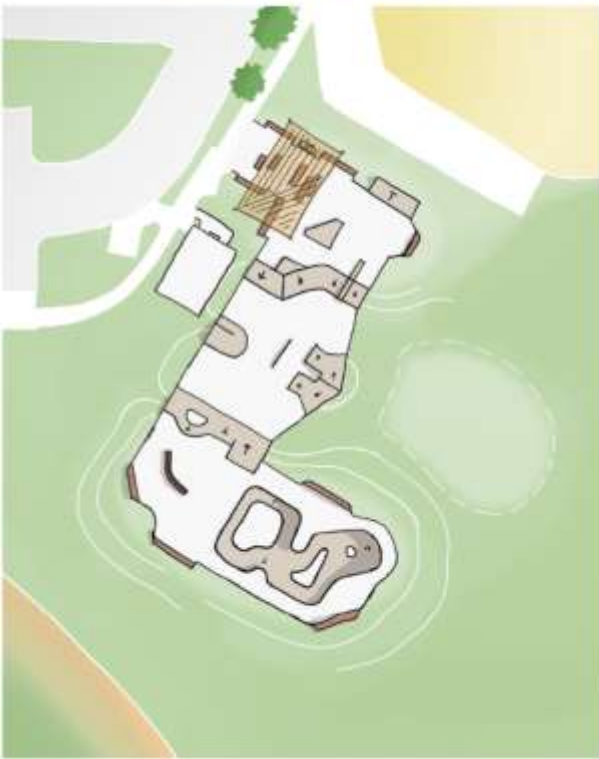
CREATIVE MATERIALS AND VISUAL APPEARANCE

GENUINE, REPURPOSED & LOCAL MATERIALS



# Design Directions

CONCEPT #1 - "OG"



CONCEPT #2 - "TRIANGLE"



CONCEPT #3 - "OPEN"





# Design Process- Online Survey

All three concept directions



Which concept direction do you prefer? \*

- ☐ Concept #1 - "OG"
- ☐ Concept #2 - "Triangle"
- ☐ Concept #3 - "Open"

Please share what you like the most from your selected direction.

Final

Thank you for your feedback! If you have any images or more detailed feedback you'd like to share, please email Katy Radder at [MetalworksSkatePark@cityofferdale.org](mailto:MetalworksSkatePark@cityofferdale.org)

[Back](#)

[Submit](#)

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[Clear form](#)

## Preferred Skatepark Feature and Terrain Styles

Here is your opportunity to tell us the style of features you would like to see in the Skatepark. Typically, great parks include a variety of terrain but your feedback is critical in establishing the theme / balance of the new park.

Please Rank Your Preferred Terrain Styles \*



	1st	2nd	3rd	4th
Bowl / Halfpipe	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Plaza / Street	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
Street Course / Obstacle	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Pump & Carve	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>

# Design Process- Online Survey



## Metalworks skatepark: Kick-off Survey

### Additional Information

Beyond the concrete hardscape, is there anything else you would like to see included with this skatepark? (ie. seating/viewing space, landscaping, water fountain etc.)



Your answer

Please provide any final thoughts on how to make the Panama city Skate Spot unique to your community. Referencing the local culture and history can be through the use of color, sculptural element and/or park signage.



### Additional Information

Beyond the concrete hardscape, is there anything else you would like to see included with this skatepark? (ie. seating/viewing space, landscaping, shade, water fountain etc.)



Your answer



# *Proposed Skatepark Development Schedule*

## Phase 1: Concept Design

- Public input workshops
  - Preliminary concept presentations
  - Final concept presentation
  - For City Approval
- (Early 2022)

## Phase 2: Detailed Design and Plans

(Spring-Summer 2022)

- Design Development
- Budget planning
- Working drawings

## Phase 3: Construction

(TBD)

- Mobilize
- Build

## Phase 4: Ride the park

(TBD)

- Ollie
- Grind
- Enjoy



# Open Discussion – Q & A

- During discussion use respectful etiquette.
- What elements from the concepts presented did you like?
- Discuss the theme/look of the park.
- Please share ideas for park identity.

**\*To Submit a question, go to the Q & A button at the bottom of your screen, type in the text field and click submit.**



# QUESTIONS?

## MEETING LINK & QR CODE:

[tinyurl.com/MetalworksMeeting1](https://tinyurl.com/MetalworksMeeting1)



## ONLINE SURVEY (LIVE AFTER MEETING):

[tinyurl.com/MetalworksSkatepark](https://tinyurl.com/MetalworksSkatepark)



**Survey closes February 11th**



**Thank You**