



**METALWORKS SKATEPARK  
VIRTUAL PUBLIC INPUT  
DESIGN MEETING #2  
Ferndale, WA  
Thurs. March 17, 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. Review Concept Designs
4. Review Online Survey
5. Schedule
6. Open Discussion & Questions





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



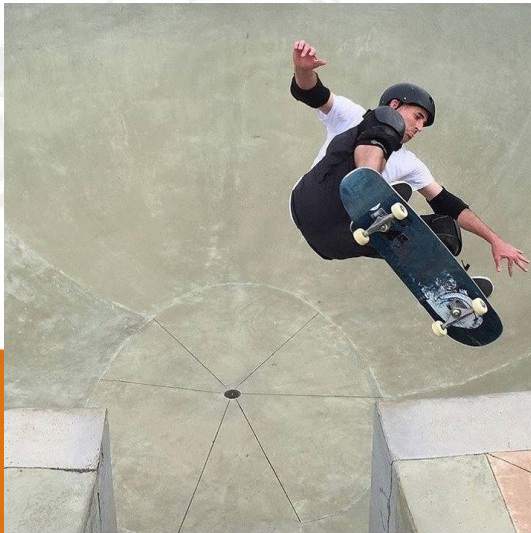
**KANTEN -Team Lead/Design  
Project Manager**



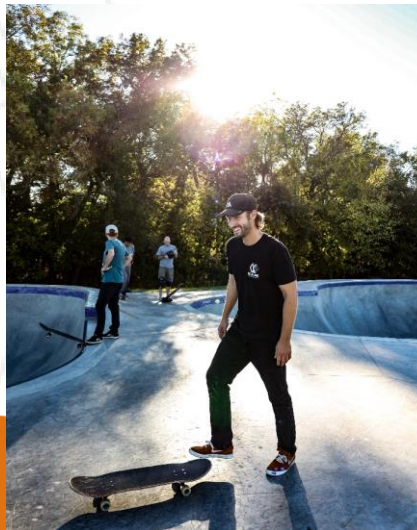
**JAKE -Project Team Designer**



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



**RYAN – Project Team  
Senior Designer**



**CHRIS – Project Team  
Senior Designer**



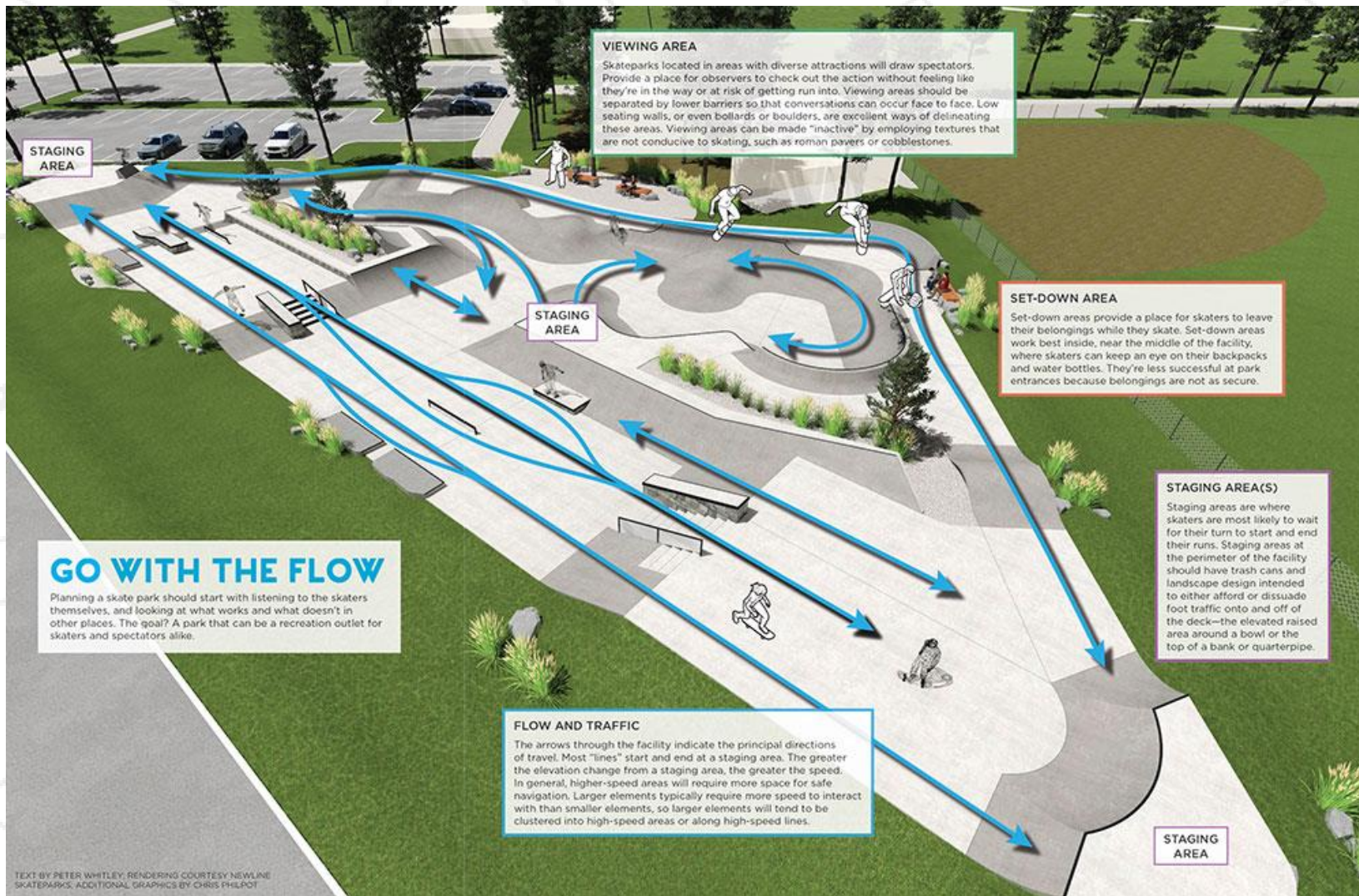
**MARY – Project Team  
Senior Designer**



# ***Modern Skatepark Characteristics***

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





#### 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 "lines" 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.

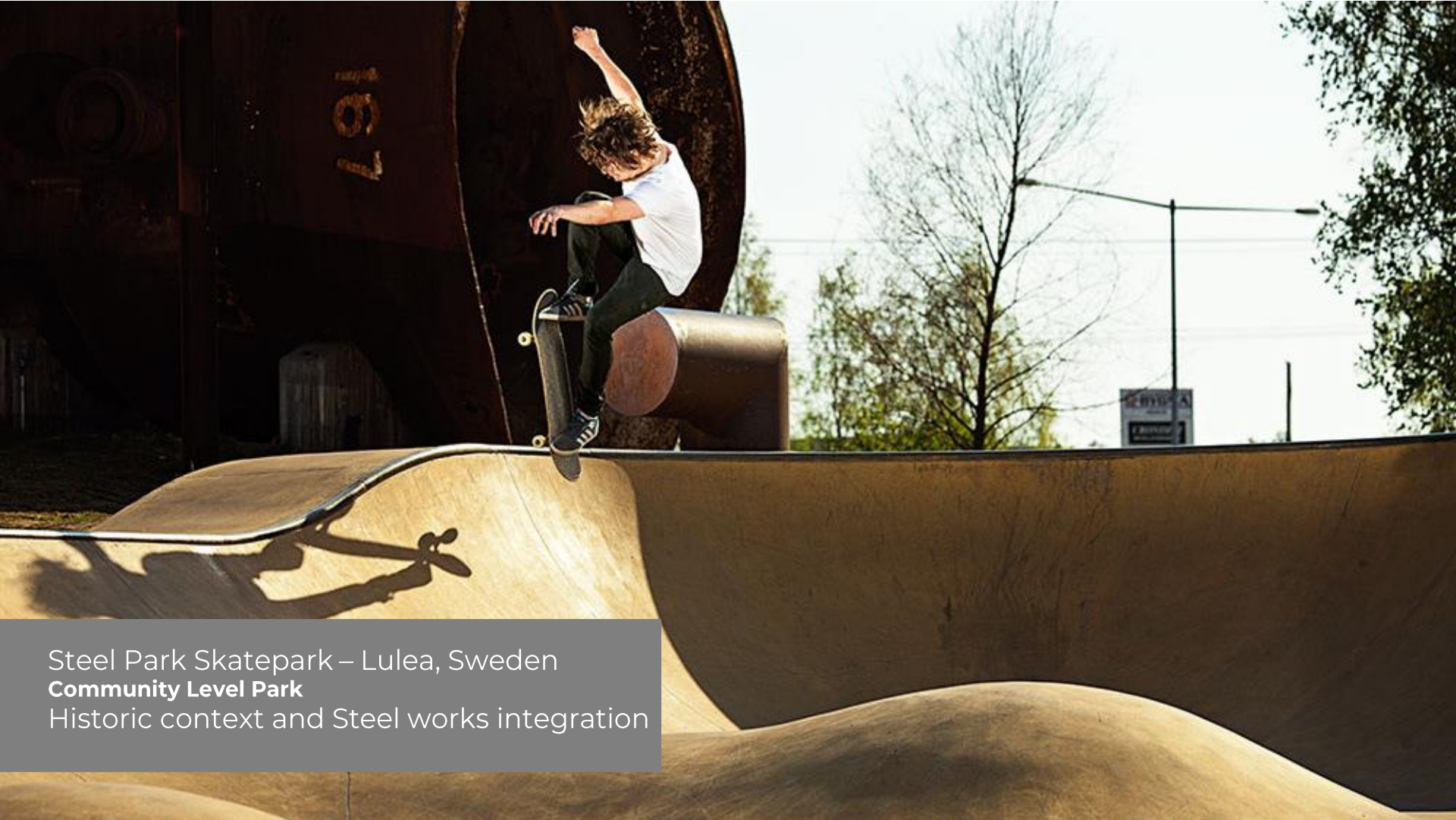
#### STAGING AREA











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



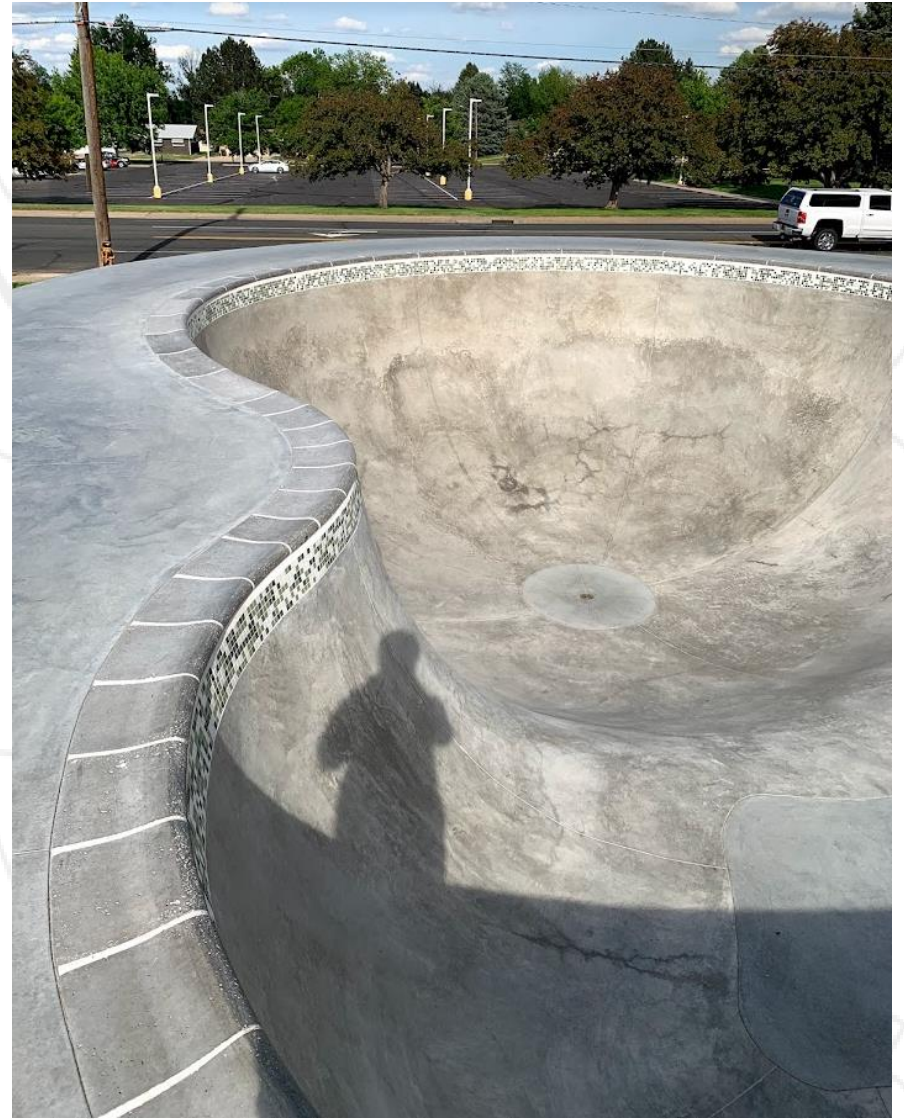










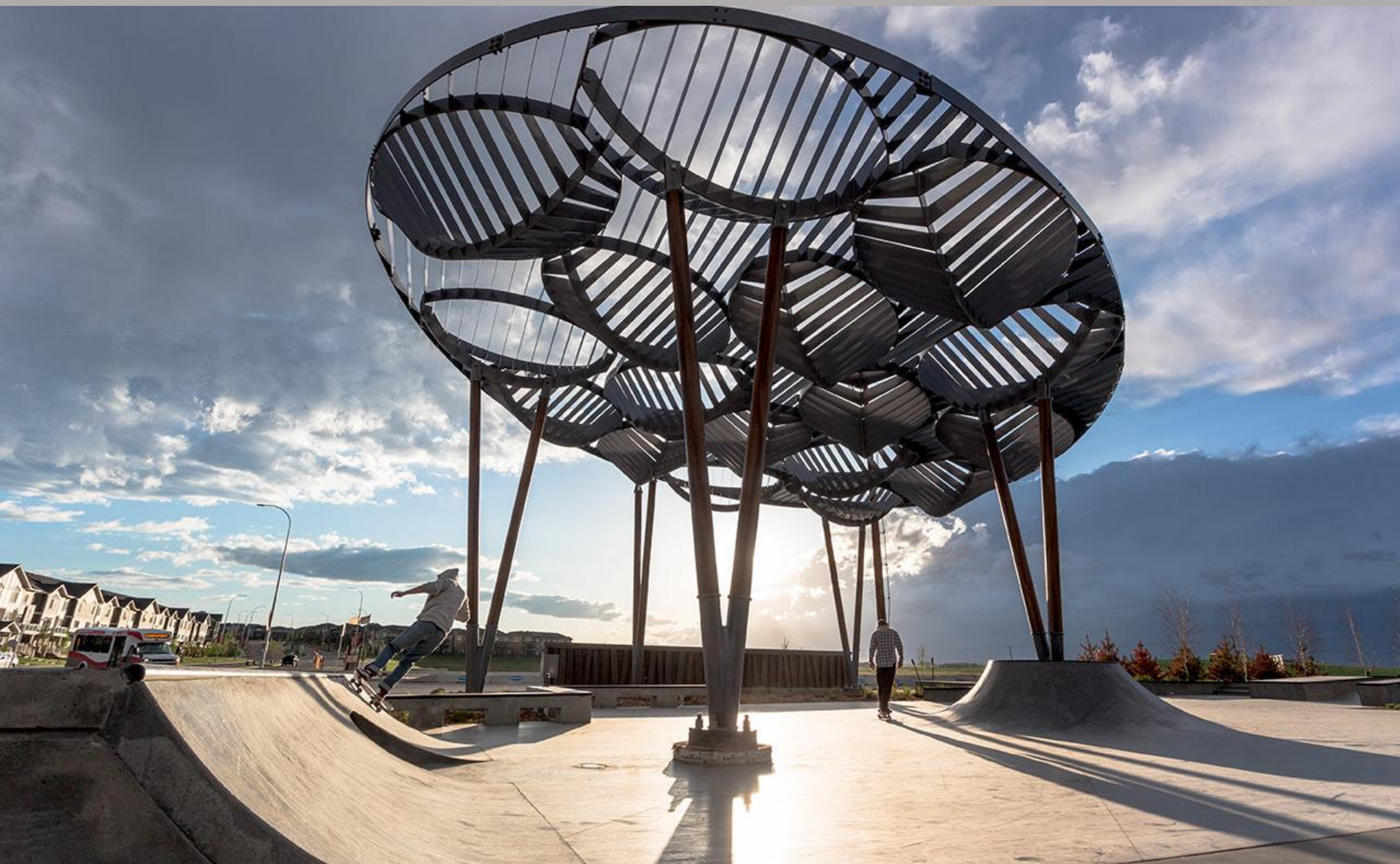








































Seattle Center Skate Plaza  
**Community Level Park**  
Complex site integration, community  
Programming and Construction Administration











| ARTISTIC





# *Sculptures & Art Gallery*



• *The Spirit Fish*



• *The Magic Carpet*



• *Art Gallery Display Panel*

# 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)*



[illegible]

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



# Site Analysis



## LEGEND

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

## NOTES

- 1 EXISTING ONSITE PARKING LOT
- 2 EXISTING LIGHTING INFRASTRUCTURE IN PLACE OPPORTUNITY TO UPGRADE FOR IMPROVED PARK LIGHTING
- 3 OPPORTUNITY FOR SKATEPARK PRIMARY ENTRY / SIGNAGE
- 4 POSSIBLE ENTRY TO SKATE PARK FROM PARKING LOT
- 5 SITE 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. ZERO NET GAIN REQUIRED FOR CUT AND FILL.
- B. USE THE 2018 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.



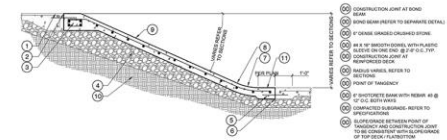
VIEW LOOKING SOUTH WEST



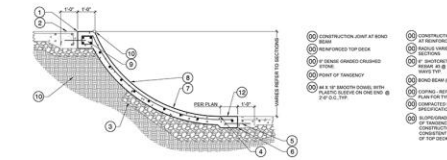
VIEW LOOKING EAST



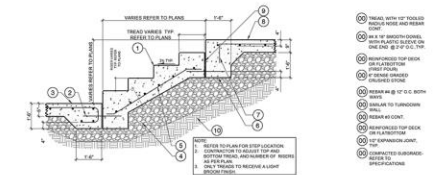
VIEW LOOKING NORTH EAST



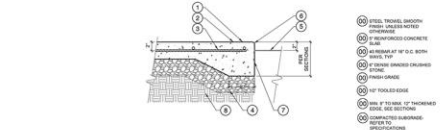
A TYPICAL SHOTCRETE CONCRETE BANK  
NOT TO SCALE



B TYPICAL SHOTCRETE CONCRETE TRANSITION  
NOT TO SCALE



C TYPICAL CONCRETE STAIRS  
NOT TO SCALE



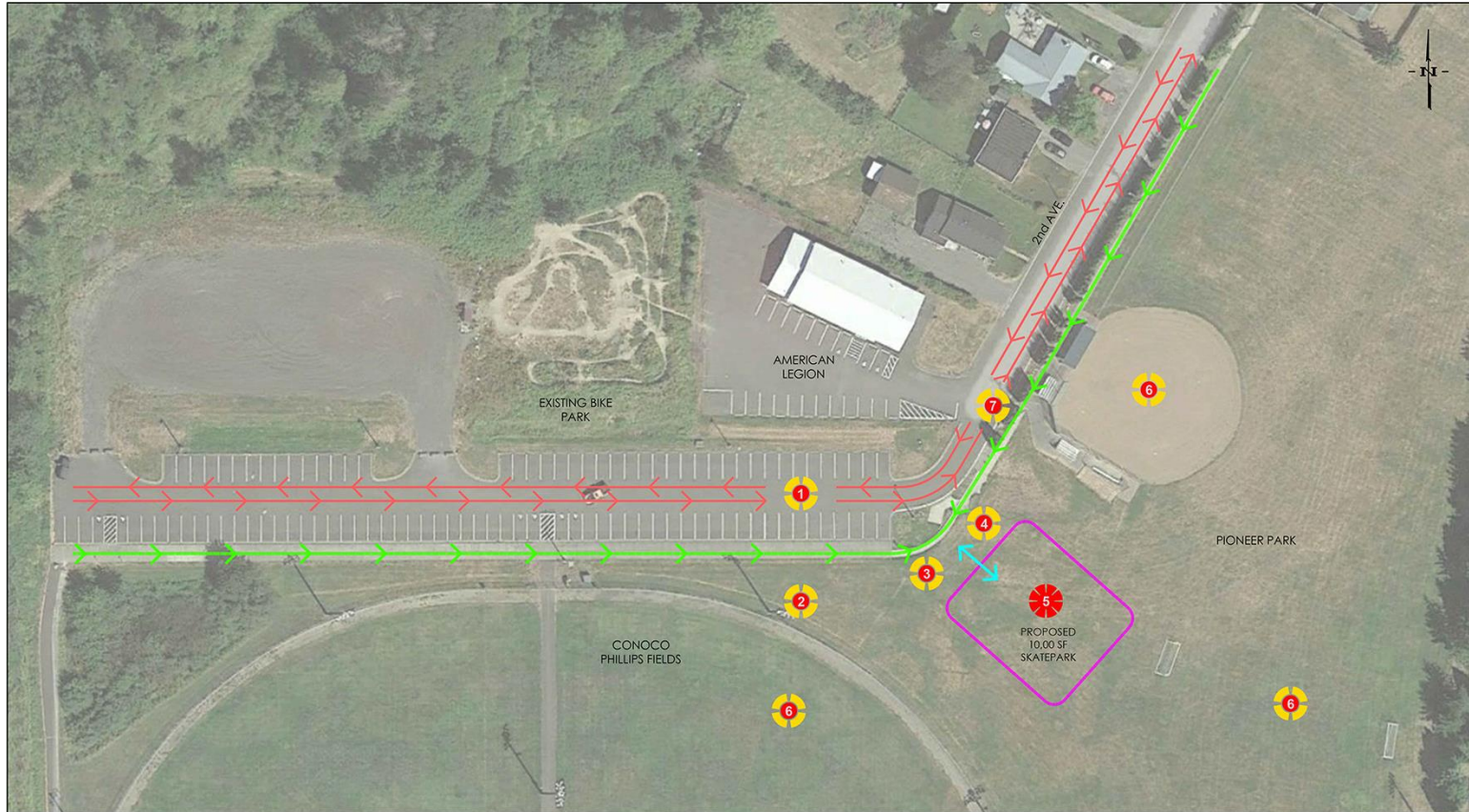
D TYPICAL SLAB ON GRADE  
NOT TO SCALE

## REQUESTED GEOTECHNICAL INFORMATION

- DEPTH TO WATER TABLE/DEPTH TO BEDROCK TEST PITS OR DRILLED HOLES DIGITAL OR HARD COPY
- PREDICTION OF SEASONAL FLUCTUATION
- CHARACTERIZATION OF SUBSOIL
- RECOMMENDATIONS FOR CONCRETE SLAB CONSTRUCTION
- SUITABILITY FOR ON-SITE INFILTRATION DRAINAGE FROM CONCRETE SHEET PILING



# Site Analysis



## LEGEND

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

- PROPOSED PEDESTRIAN CONNECTION
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# Example Concepts

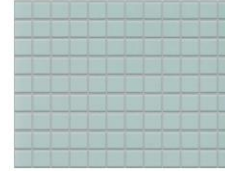
ORIGINS OF FERNDALE  
THE JAM & INDUSTRIAL HERITAGE





# Example Concepts

ORIGINS OF FERNDAL  
SKATE PARK INSPIRATION



# Example Concepts

## ORIGINS OF FERNDALE

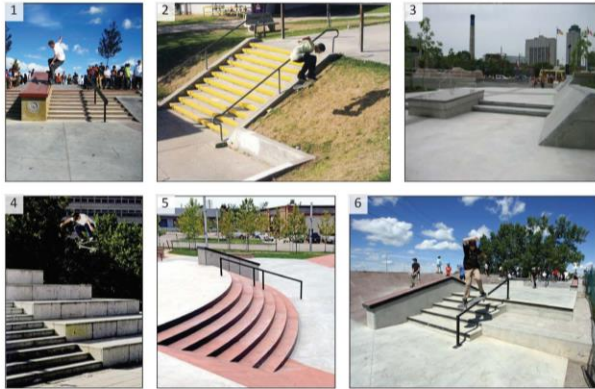
### KEY LANDSCAPE ELEMENTS - SITE FURNISHINGS



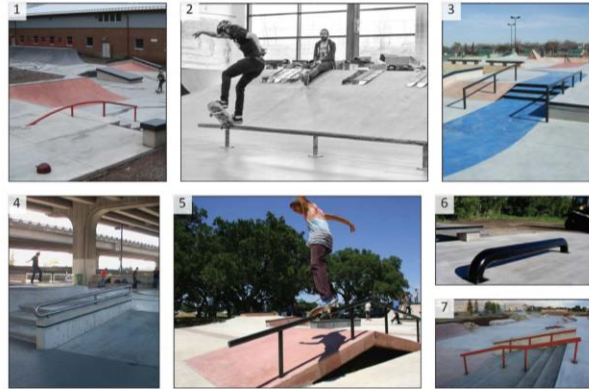


# Example Concepts

## STAIRS AND DROPS (WITH HUBBAS AND RAILS)



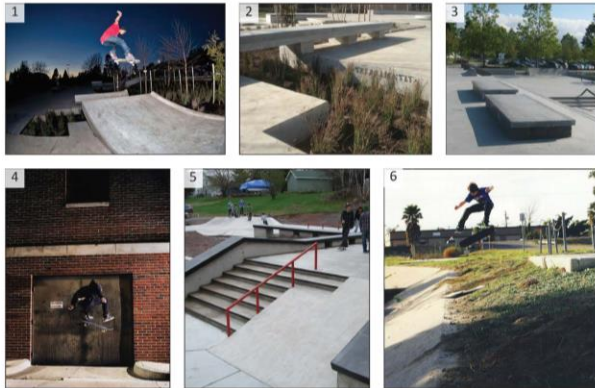
## RAILS



## LEDGES AND BENCHES



## GAPS



## MANUAL PADS



## CUSTOM SKATEABLE ART FEATURES

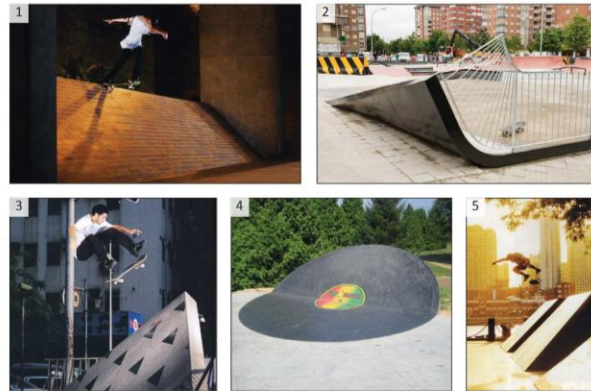


# Example Concepts

## QUARTERPIPES & MINI RAMPS



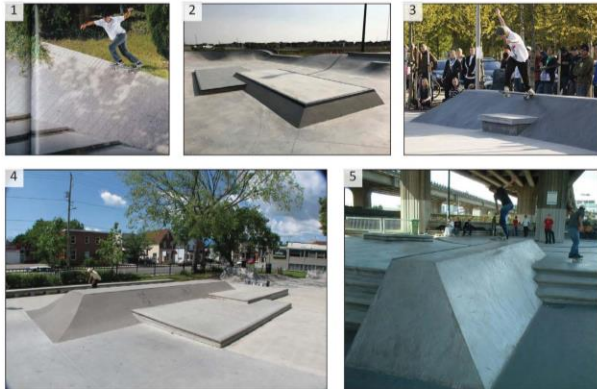
## BANKS



## HIP/PYRAMID



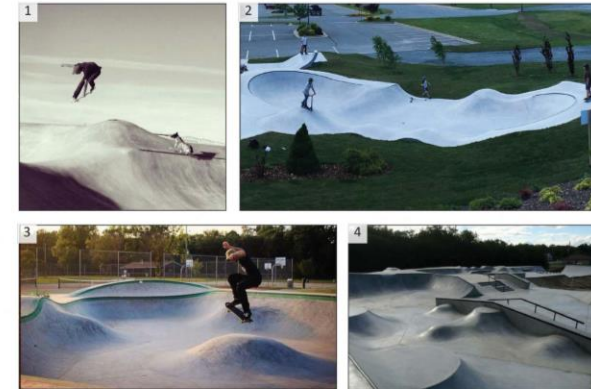
## SLAPPIES



## FUNBOX FEATURES



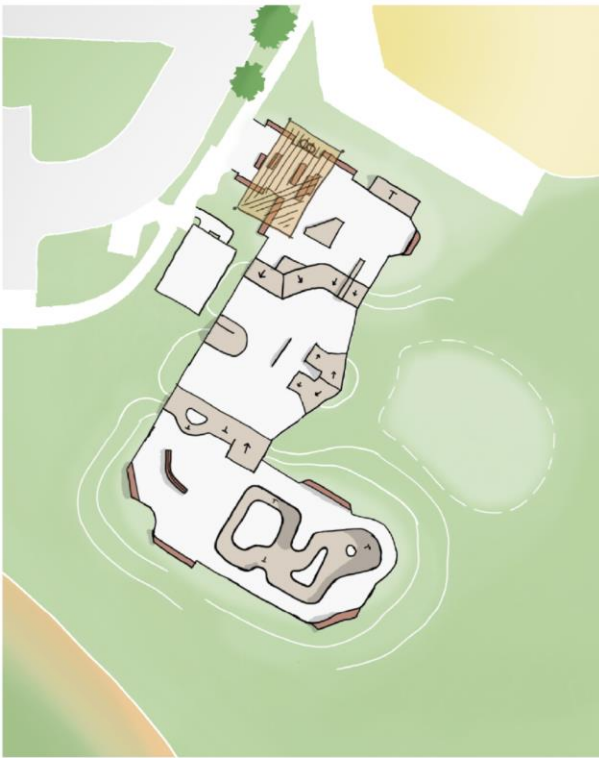
## ORGANIC FLOW





# Design Directions

CONCEPT #1 - "OG"



CONCEPT #2 - "TRIANGLE"



CONCEPT #3 - "OPEN"



# Design Directions

## INDUSTRIAL SKATE DETAILS -

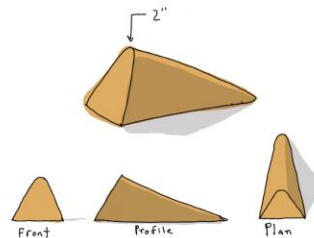
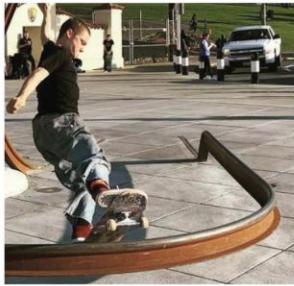
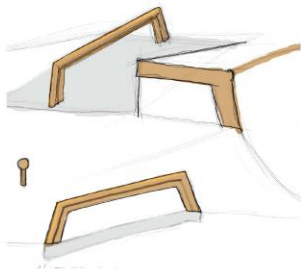
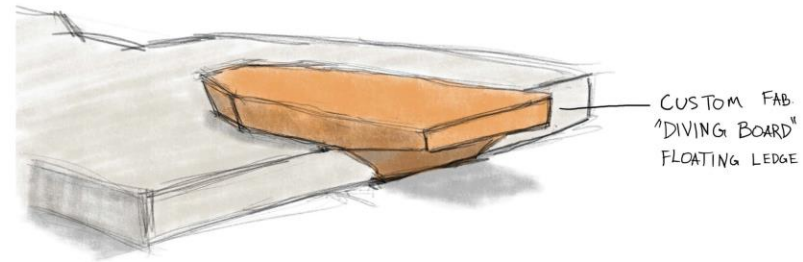
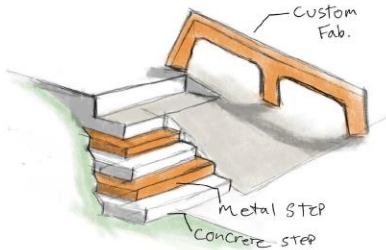


### "Industrial" features:

CLASSIC DIMENSIONS TO SKATE WELL

CREATIVE MATERIALS AND VISUAL APPEARANCE

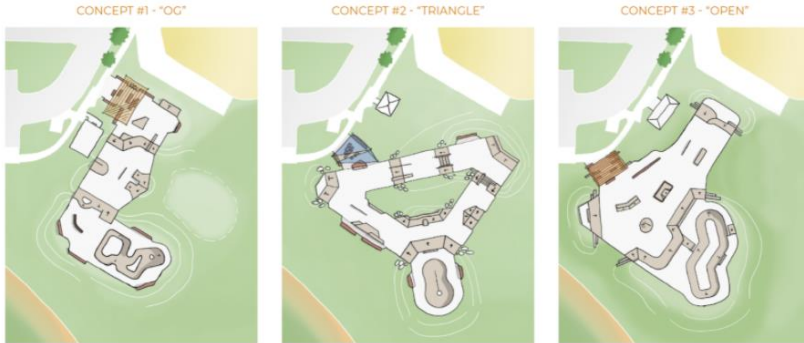
GENUINE, REPURPOSED & LOCAL MATERIALS





# 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@cityofferndale.org](mailto:MetalworksSkatePark@cityofferndale.org)

Back

Submit

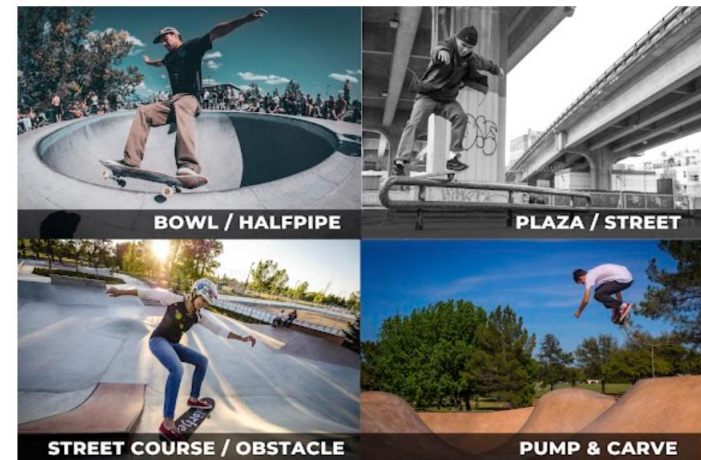
Page 6 of 6

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

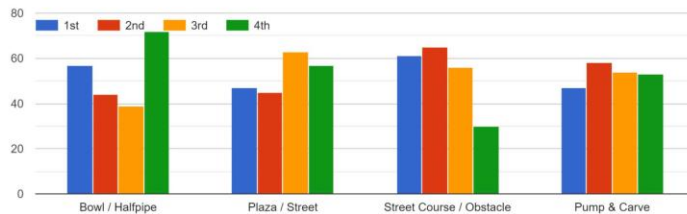


# Design Process- User Feedback



## WORKSHOP SUMMARY – FERDALE, WA

### Rank Preferred Terrain Styles:

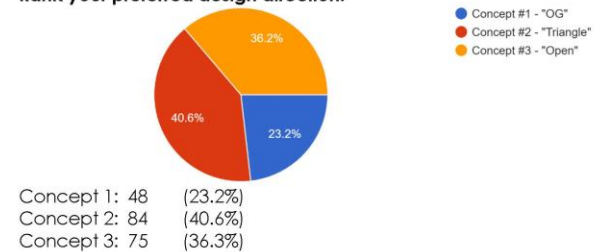


Bowl / Halfpipe: 1<sup>st</sup> (57), 2<sup>nd</sup> (44), 3<sup>rd</sup> (39), 4<sup>th</sup> (72)  
 Plaza / Street: 1<sup>st</sup> (47), 2<sup>nd</sup> (45), 3<sup>rd</sup> (63), 4<sup>th</sup> (57)  
 Street Course/Obstacle: 1<sup>st</sup> (61), 2<sup>nd</sup> (65), 3<sup>rd</sup> (56), 4<sup>th</sup> (30)  
 Pump & Carve: 1<sup>st</sup> (47), 2<sup>nd</sup> (58), 3<sup>rd</sup> (54), 4<sup>th</sup> (53)



## WORKSHOP SUMMARY – FERDALE, WA

### Rank your preferred design direction:



Survey Participants showed support for each of the concept options, however, **concept 2** was the most preferred design direction. The final design will be representative of option 2, but can incorporate some favorable aspects of options 1 and 3.

### The main takeaways from the survey data and webinar discussion of the three design options are:

- Triangle layout is preferred, with adjustments to bowl. More transition elements in lanes.
- Triangle layout accommodates multiple skaters, and predominantly low to medium skill players.
- Covered entrance is important, but it would also be great to have skateable features underneath as well.
- A lot of priority for kid / beginner friendly, open and good visibility.
- Open spacing and low impact features is a welcome addition to the community.
- Imagination and originality is desired.

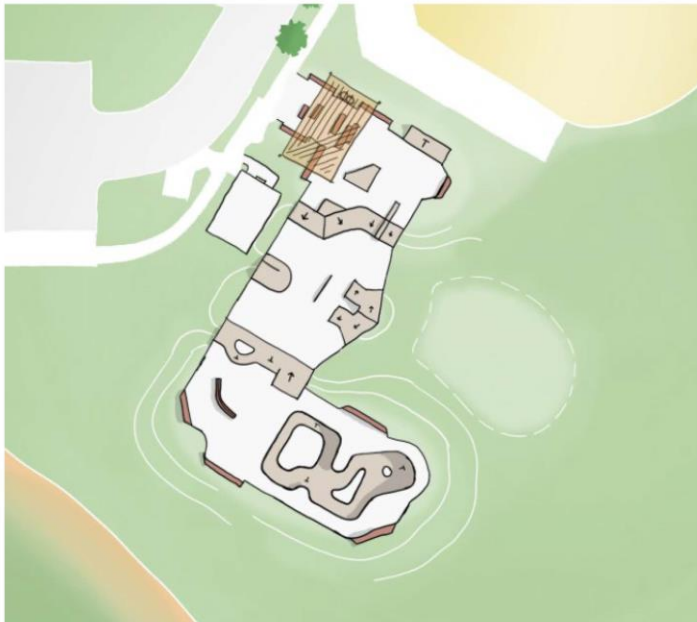
# Design Process- User Feedback



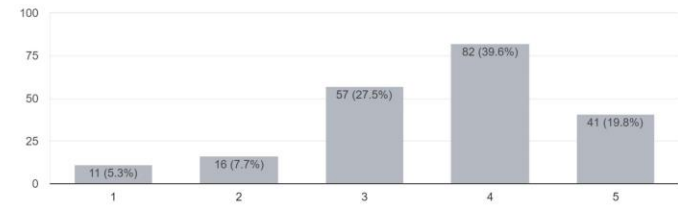
## WORKSHOP SUMMARY – FERNDAL, WA

**Part Five: Proposed Concept Footprints:** Three different concept footprints were presented to the community during the kick-off meeting. The focus of these concepts was the terrain balance between street and transition, as well as the circulation within the space.

### Option 1: “OG”



## WORKSHOP SUMMARY – FERNDAL, WA



(Not so much)	1:	11	(5.3%)
	2:	16	(7.7%)
	3:	57	(27.5%)
	4:	82	(39.6%)
(Really like it)	5:	41	(19.8%)

### What do you like about Option #1

- The size and shape of the **Flow Bowl**.
- Layout is **simple**, out and return flow.
- Different obstacles, and variety of **approaches**.
- Skateable features under **covered entrance**.
- The “**Ski Jump**” feature.
- Flow is designed to **keep speed**.
- Emphasis of **social spaces**.
- **Separation** & breathing room between street and bowl areas.
- Balance between spacious and obstacles.

### What do you dislike about Option #1

- Layout limits the amount of lanes, and could cause **congestion**.
- Would like a **spine** included.
- Flow **too directional**, less interpretation.
- Would like a **mini-ramp** included.
- Bowl too far away from entrance.
- Rail and ledge in center of high speed area.

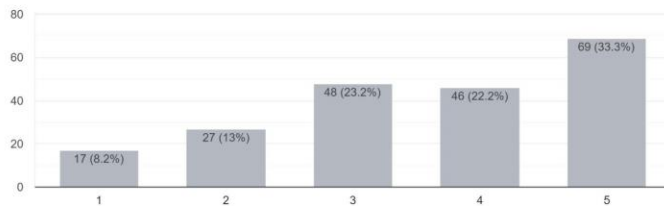


# Design Process- User Feedback



## WORKSHOP SUMMARY – FERNDALE, WA

On a scale of 1-5, how much do you like concept #2?



(Not so much)	1:	17	(8.2%)
	2:	27	(13%)
	3:	48	(23.2%)
(Really like it)	4:	46	(22.2%)
	5:	69	(33.3%)

### What do you like about Option #2

- Bowl is isolated with seating.
- The triangular flow spaces out skaters and allows long lines.
- Various levels in lanes for difficulty.
- Using interior / perimeter for planting, beautification.
- Low collision design, high visibility.
- Open Spacing.
- Lots of areas to watch from / hang out (especially in central planter).
- Well planned for younger / beginner skaters.

### What do you dislike about Option #2

- Street dominant design, could have more transition.
- Shape of backyard bowl could be friendlier, maybe kidney.
- Middle is "too empty".
- Thinner lanes could make crowded staging.



## WORKSHOP SUMMARY – FERNDALE, WA

### Option 2: "Triangle"

"Triangle" uses multiple street lanes with different elevations to provide a large variety of features. A small "backyard" style pool is included at with additional seating. The interior area will capture rainwater with plantings, beautifying the skatepark environment. The goal of this concept direction is to give long, circular lines and a wide variety of features for various skill levels and users.



# Design Process- User Feedback



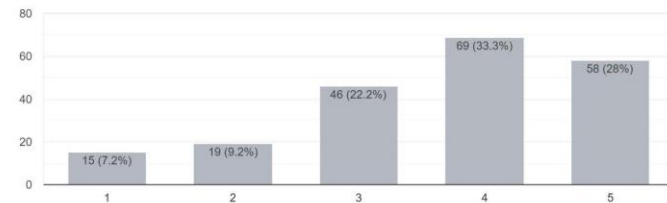
## WORKSHOP SUMMARY – FERNDALE, WA

### Option 3: “Open”

“Open” includes a large spacious street area with room for many skaters to ride at the same time. There are low to medium speed features including a long curb, flat rail, sloppy manual pad, and ledge. An elevated area includes a medium size flow bowl with extensions. The overall goal of this footprint is to allow ample room for beginner and intermediate wheel users.



## WORKSHOP SUMMARY – FERNDALE, WA



(Not so much)	1:	15	(7.2%)
	2:	19	(9.2%)
	3:	46	(22.2%)
	4:	69	(33.3%)
(Really like it)	5:	58	(28%)

### What do you like about Option #3

- Bowl shape with extensions.
- Separate street and bowl areas.
- Extremely **spacious**, can handle high capacity.
- **Beginner** friendly.
- Unique, **low impact** features.
- Down the middle balance of transition and street.

### What do you dislike about Option #3

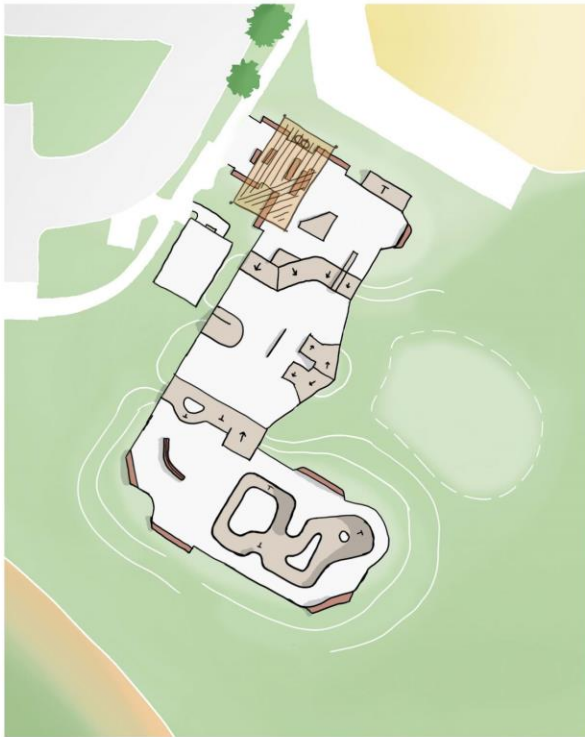
- Almost too open, could have more features.
- Need to go through street area to access bowl.
- Not a lot of opportunity for high speed skating.
- Would like a mini ramp / spine.
- Harder visibility into bowl area.



# Design Concepts

## KICK-OFF MEETING CONCEPT DIRECTIONS -

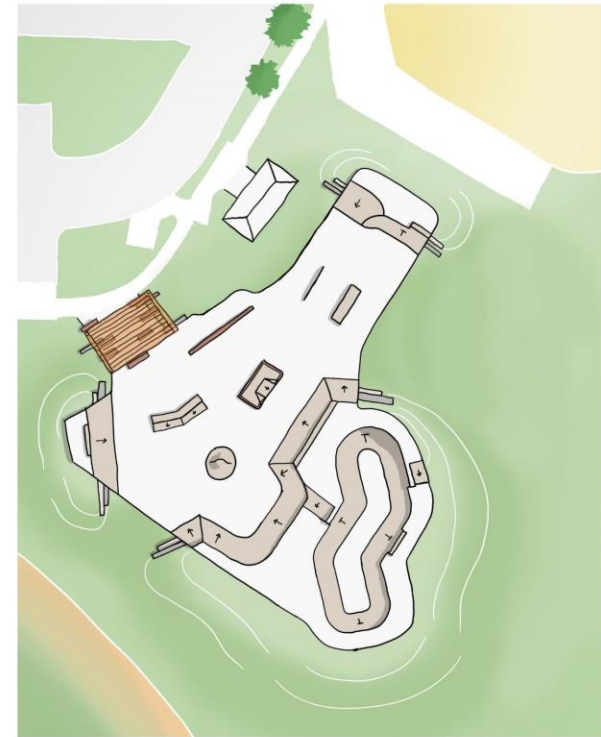
CONCEPT #1 - "OG"



CONCEPT #2 - "TRIANGLE"

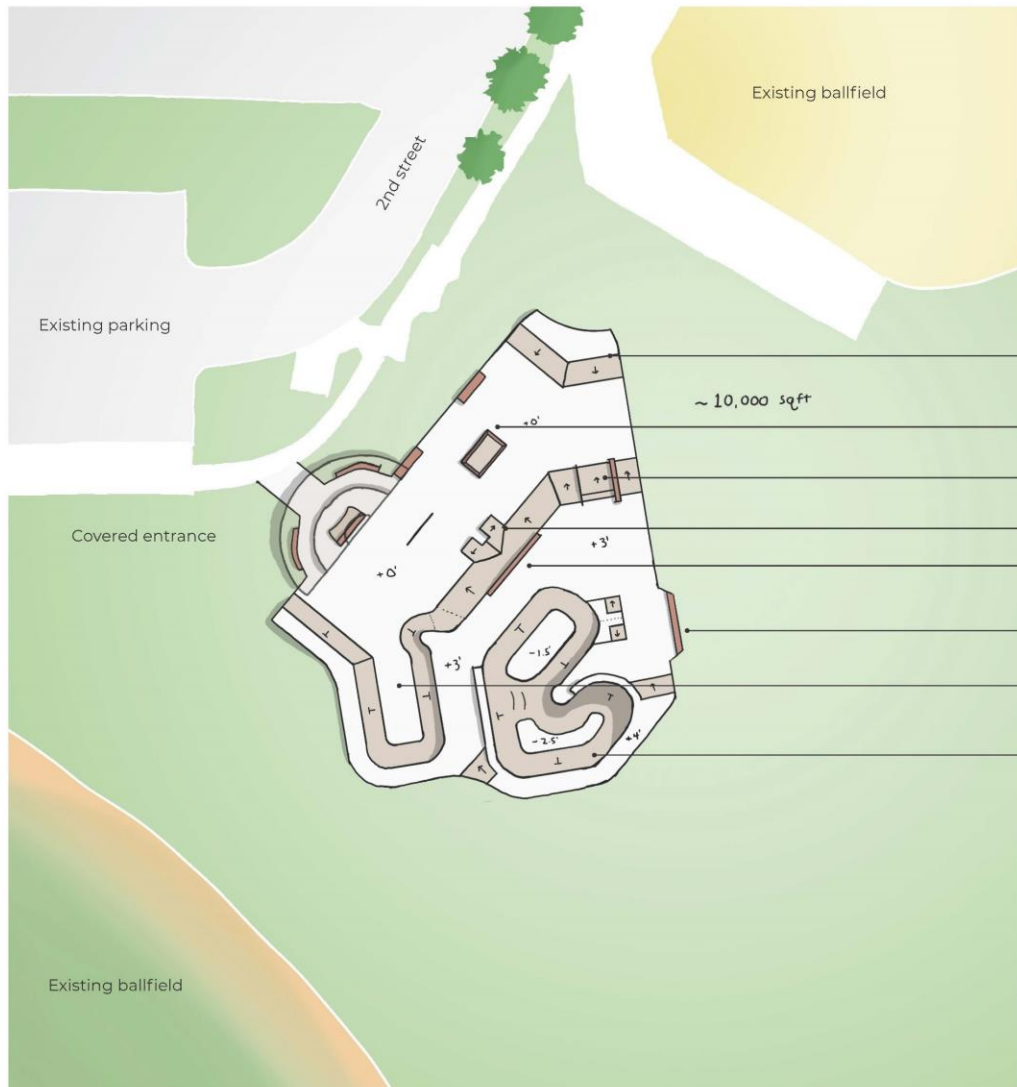


CONCEPT #3 - "OPEN"



# Design Concepts

## CONCEPT #1 - "OPEN V2"



### Concept #1 goals:

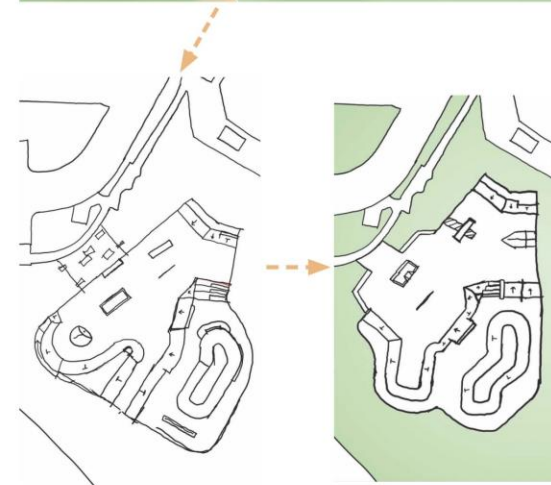
REVISION OF "OPEN" CONCEPT

LONG & SPACIOUS STREET LANE

MORE SPACE FOR TRANSITION AND BOWL

COVERED ENTRANCE WITH SKATE FEATURE

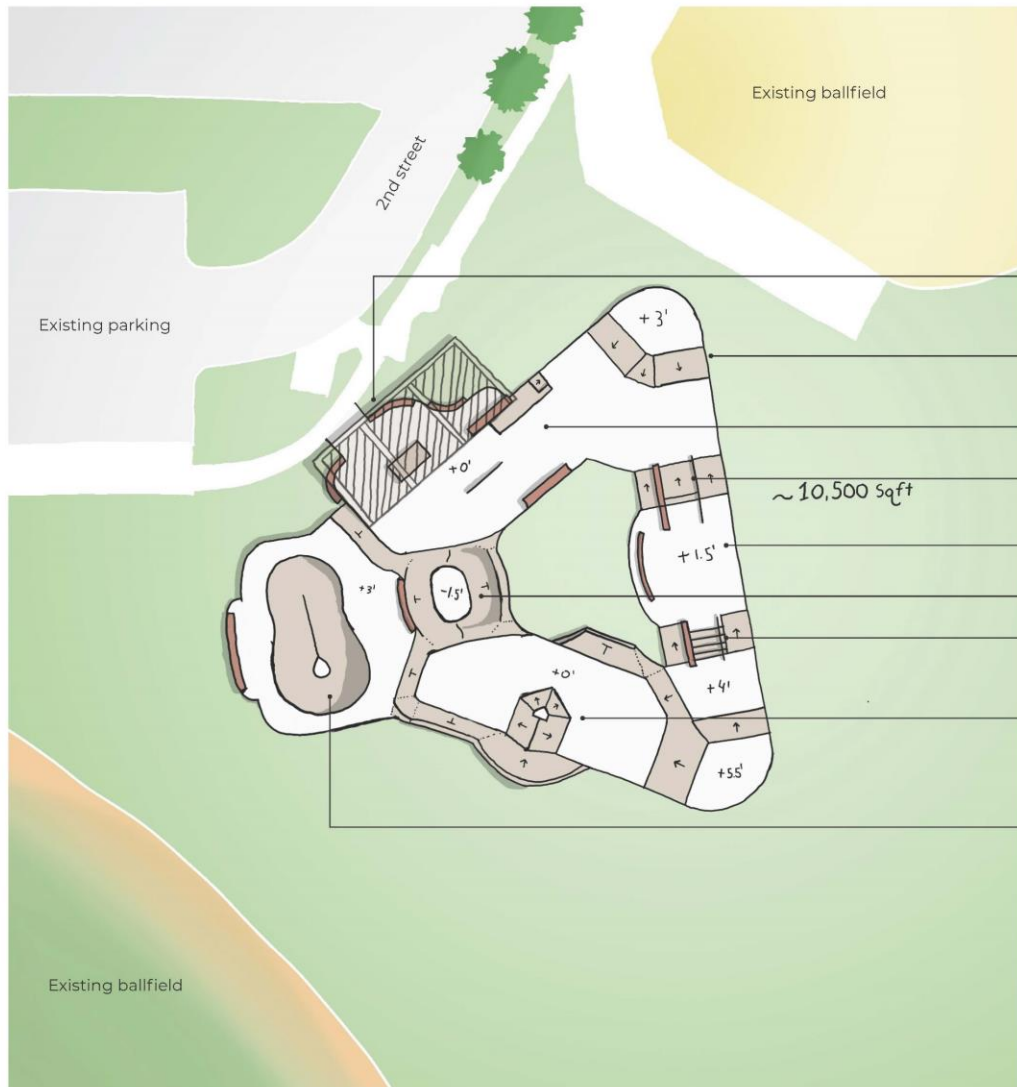
- Hipped bank
- Ledge and manual pad lane
- Down rail, hubba, and euro
- A-frame gap
- Bank to curb
- Additional seating
- Mini ramp area
- Flow bowl





# Design Concepts

## CONCEPT #2 - "TRIANGLE V2"



### Concept #2 goals:

REVISION OF "TRIANGLE" CONCEPT

INTERIOR PLANTING AREA

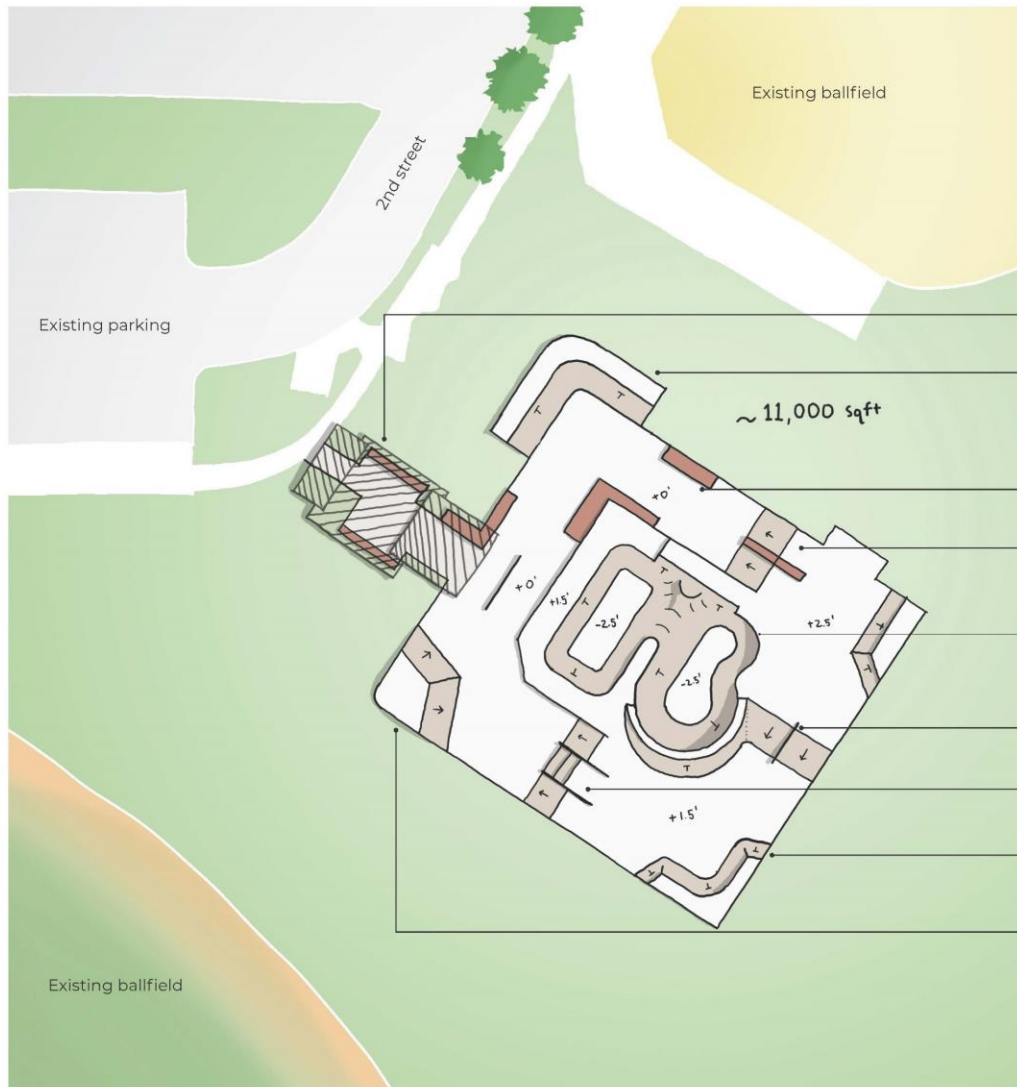
MEDIUM AND LOW SPEED STREET LANES, FLOW LANE

FRIENDLY POOL BOWL WITH SEATING



# Design Concepts

## CONCEPT #3 - "SQUARE"



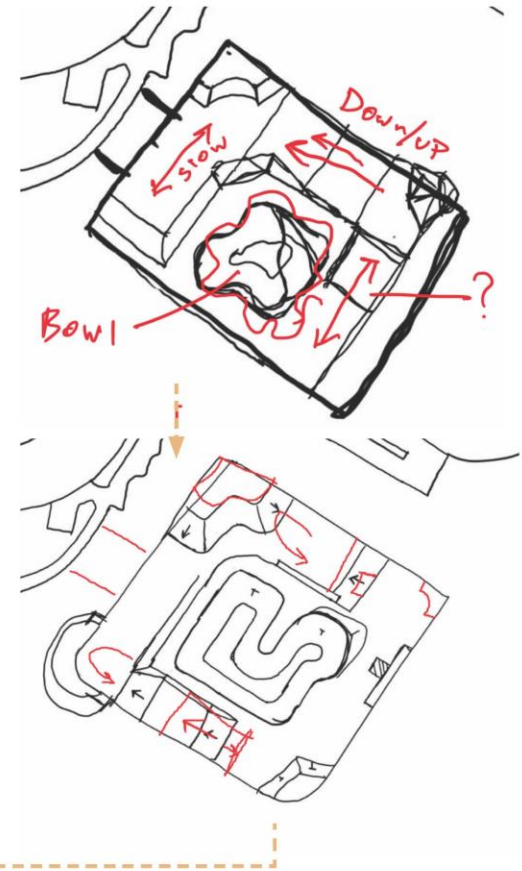
### Concept #3 goals:

REVISION OF "TRIANGLE" CONCEPT, BOWL IN CENTER

SKATE LANES SHORTER

CIRCULAR FLOW AROUND BOWL

VARIETY OF HEIGHTS AND FEATURES





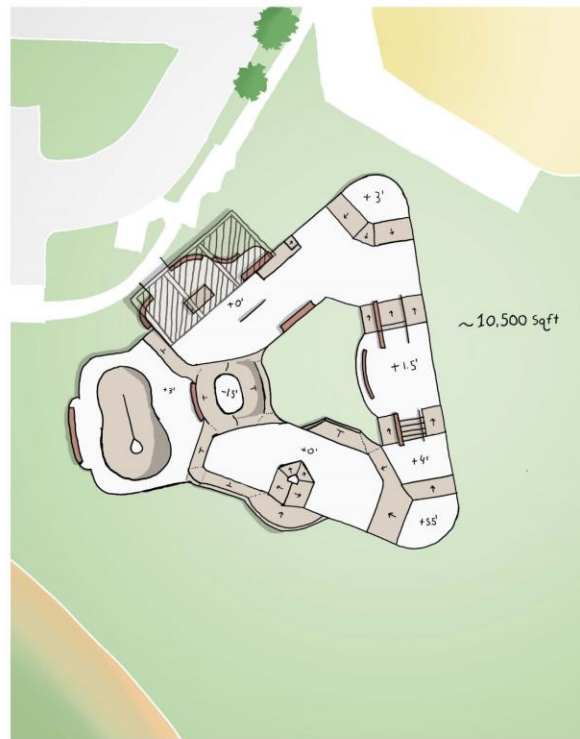
# Design Concepts

## MEETING #2 THREE CONCEPT DIRECTIONS -

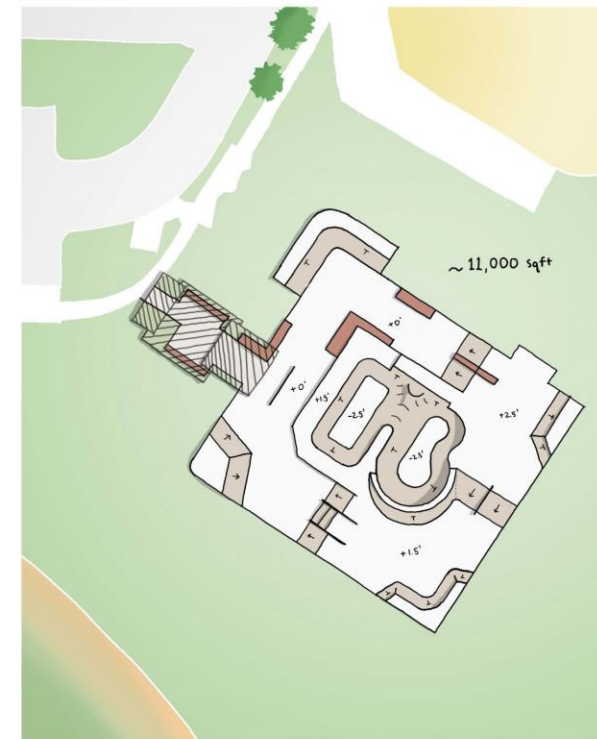
CONCEPT #1 - "OPEN V2"



CONCEPT #2 - "TRIANGLE V2"



CONCEPT #3 - "SQUARE"



# Design Concepts

## METALWORKS SKATE DETAILS - "BLACK METAL"

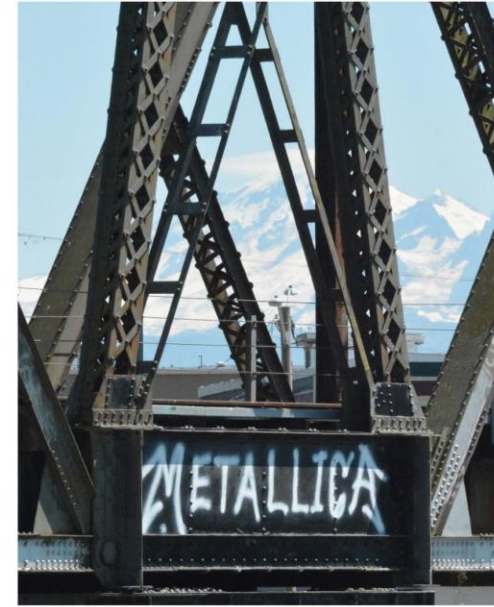


### "Black Metal" detailing:

METALLICA BRIDGE, DARK IRON SHADES

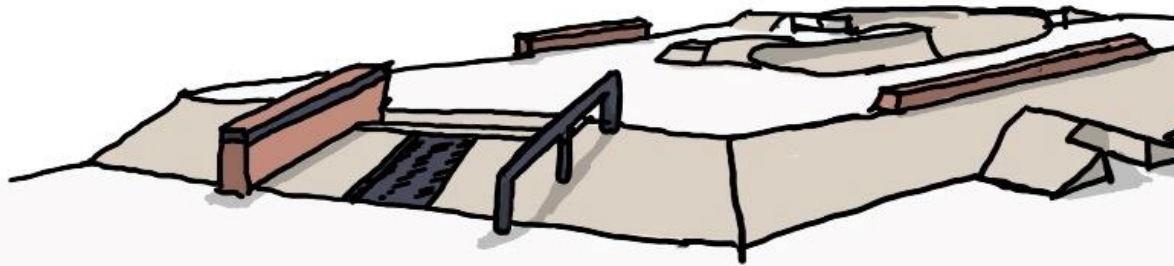
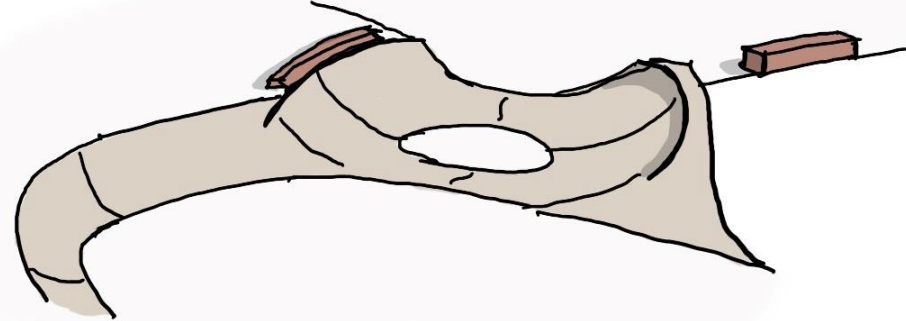
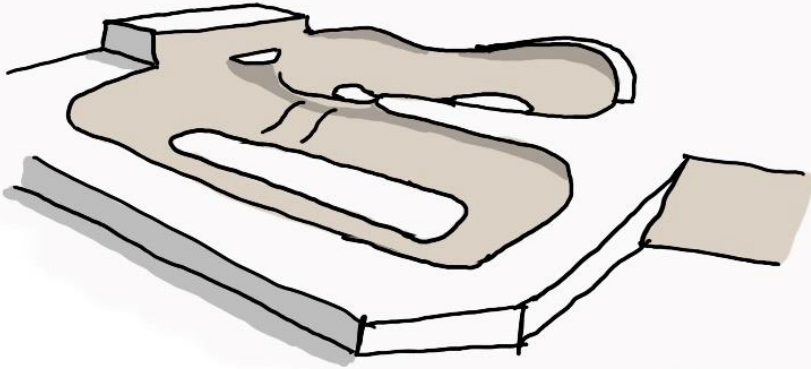
THOUGHTFUL PLACEMENT AND INTEGRATION

GENUINE, REPURPOSED & LOCAL MATERIALS





# Design Concepts



# 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?

**ONLINE SURVEY (LIVE AFTER MEETING):**

[tinyurl.com/MetalworksSurvey2](https://tinyurl.com/MetalworksSurvey2)



**Survey closes Friday April 1st**





SCAN ME

# METALWORKS SKATEPARK

## CONCEPT PRESENTATION

**APRIL 7TH**  
**6:00 PM (PST) - ONLINE**  
**SURVEY OPEN APR 7TH - 21ST**

[tinyurl.com/MetalworksSurvey3](https://tinyurl.com/MetalworksSurvey3)

USE LINK OR QR CODE TO ACCESS ONLINE  
MEETING AND GIVE INPUT FOR THE  
CONCEPT DESIGN DEVELOPMENT



**NEWLINE**  
SKATEPARKS

A grayscale photograph of a skateboarder performing a trick in a concrete bowl. The scene is overlaid with faint, white architectural line drawings, including a large circular structure on the left and various geometric shapes on the right. The bottom of the image features a solid orange gradient. The text "Thank You" is centered in a white, bold, sans-serif font.

**Thank You**