



**METALWORKS SKATEPARK
VIRTUAL PUBLIC INPUT
DESIGN MEETING #3
Ferndale, WA
Thurs. April 7, 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

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



**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**

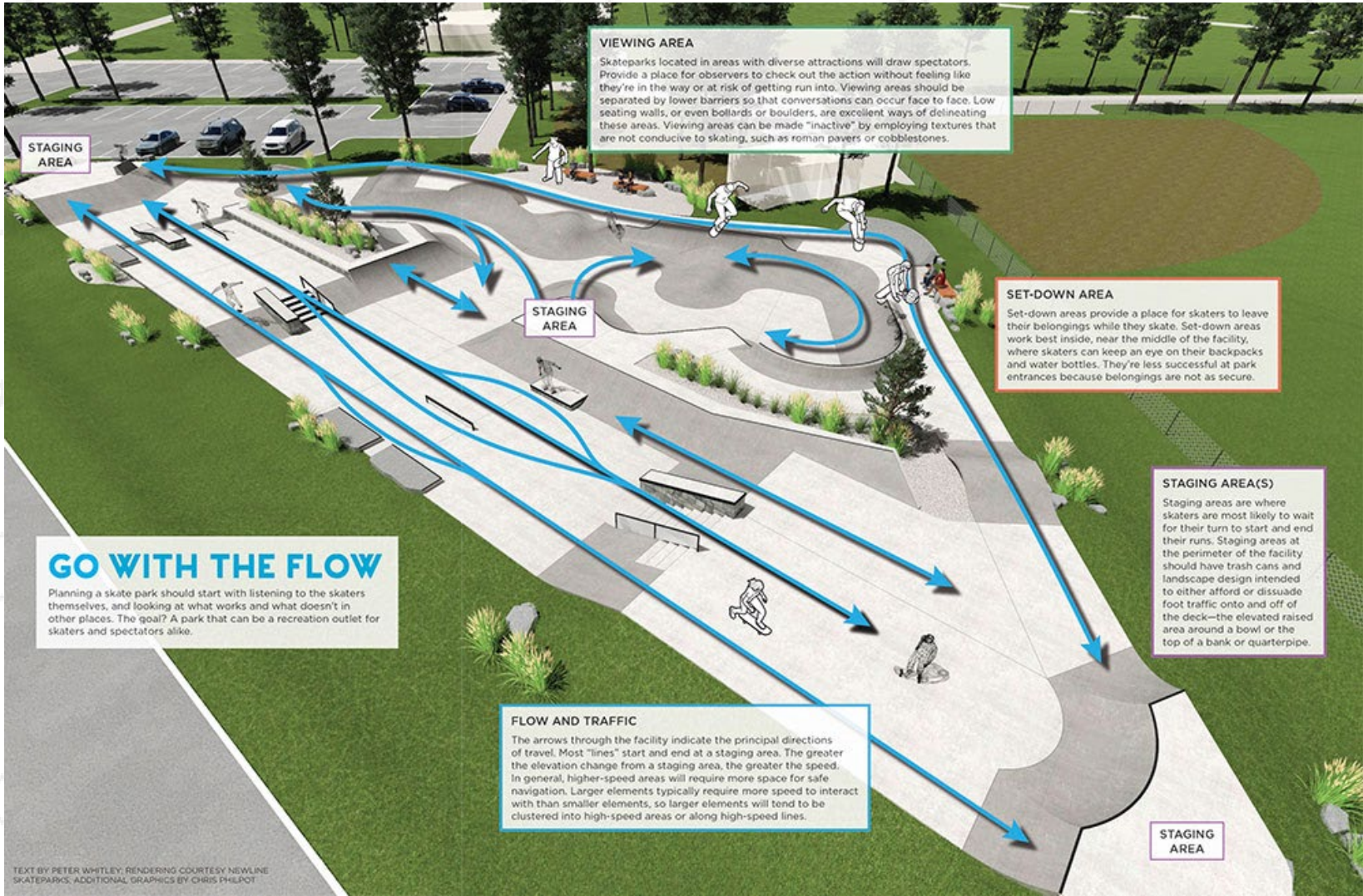


**MARY – Project Team
Senior Designer**



Modern Skatepark Characteristics

Project and Artistic Element Examples...



STAGING AREA

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

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)

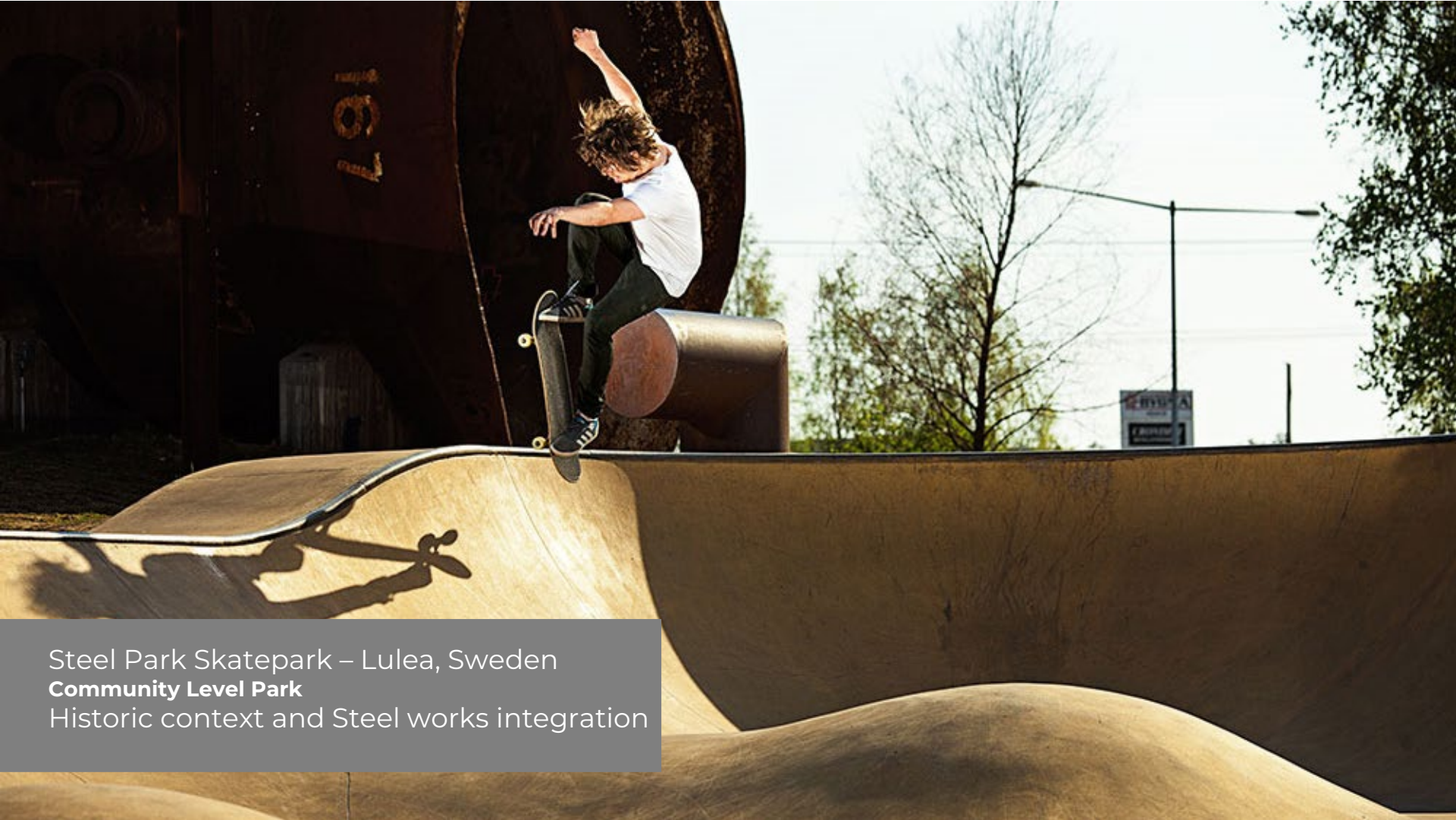
Staging areas are where skaters are most likely to wait for their turn to start and end their runs. Staging areas at the perimeter of the facility should have trash cans and landscape design intended to either afford or dissuade foot traffic onto and off of the deck—the elevated raised area around a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

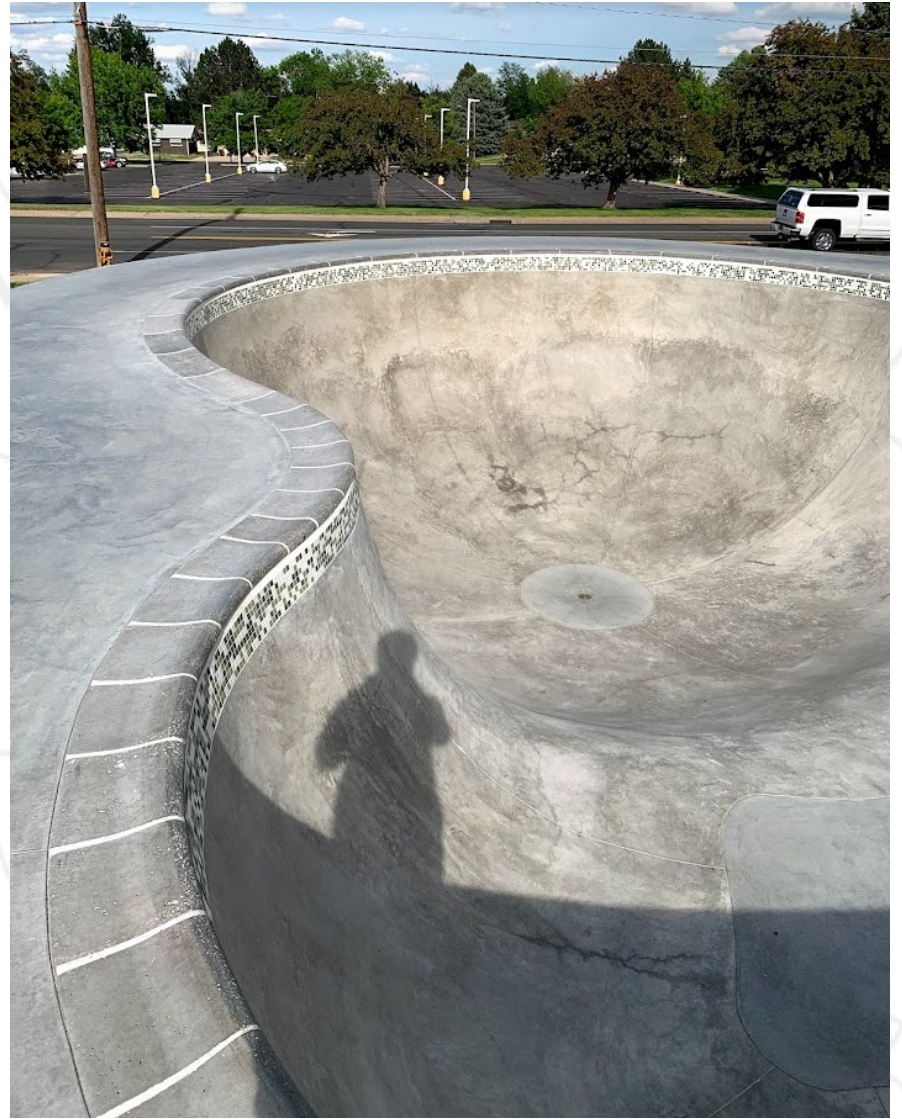




Steel Park Skatepark – Lulea, Sweden
Community Level Park
Historic context and Steel works integration



















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)*

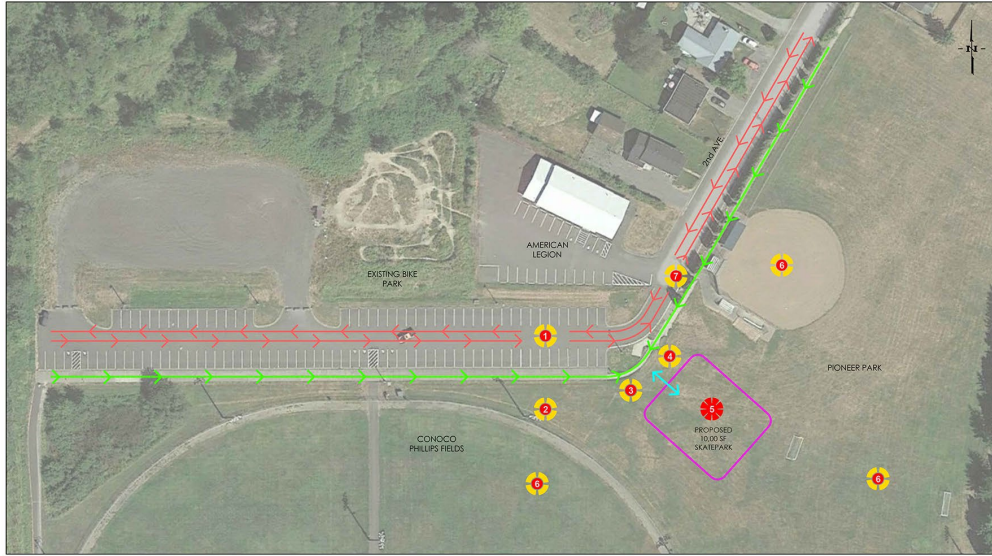
Site Analysis



Key Considerations:

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

Site Analysis



LEGEND

- AREA OF DEVELOPMENT
- EXISTING VEHICULAR 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.



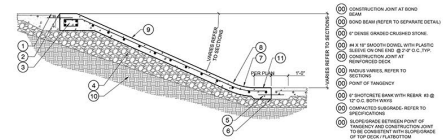
VIEW LOOKING SOUTH WEST



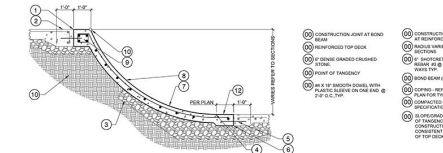
VIEW LOOKING EAST



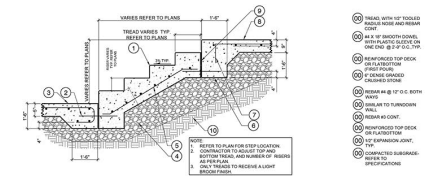
VIEW LOOKING NORTH EAST



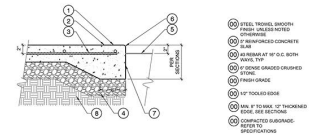
(A) TYPICAL SHOTCRETE CONCRETE BANK
NOT TO SCALE



(B) TYPICAL SHOTCRETE CONCRETE TRANSITION
NOT TO SCALE



(C) TYPICAL CONCRETE STAIRS
NOT TO SCALE

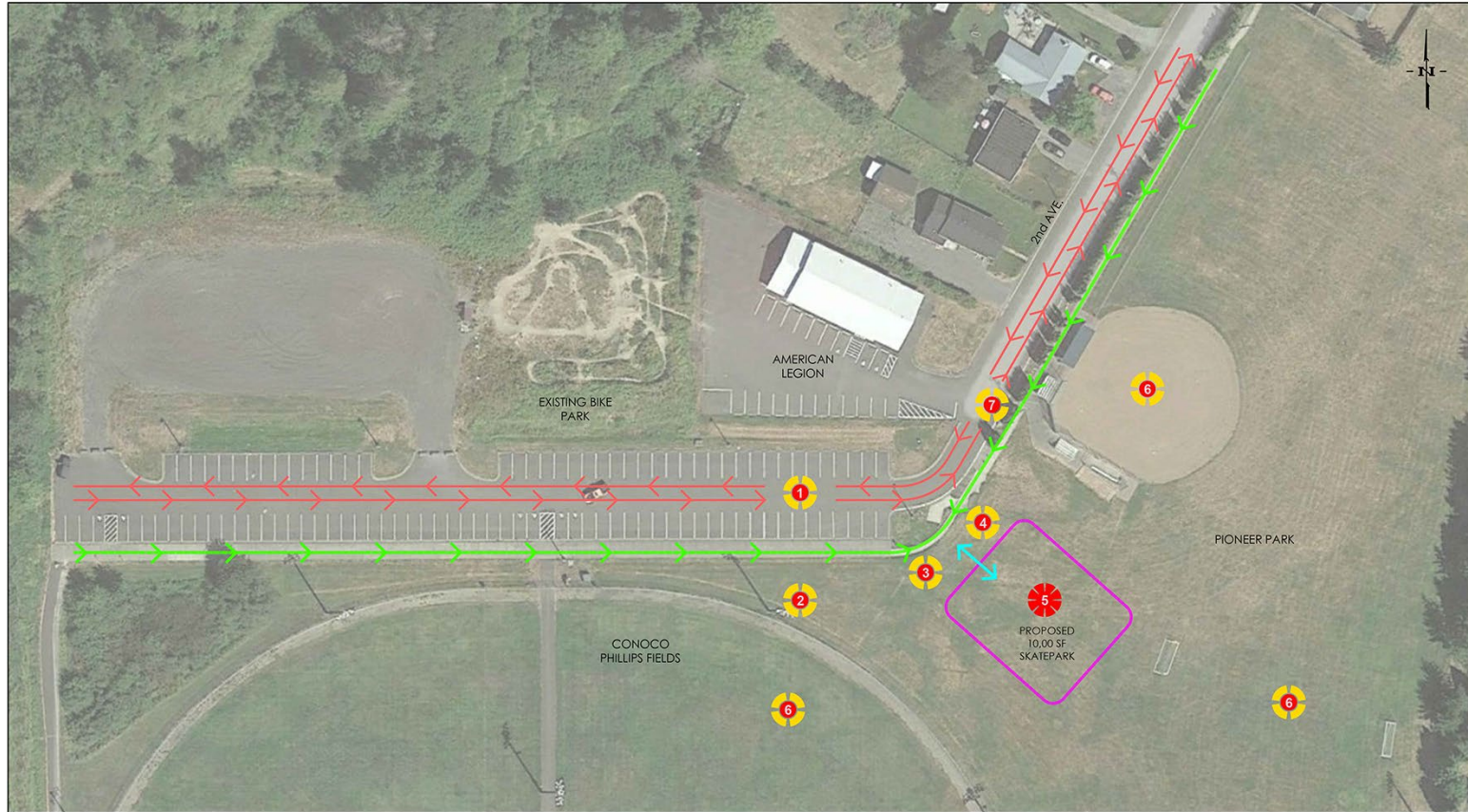


(D) TYPICAL SLAB ON GRADE
NOT TO SCALE

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 FLOW

Site Analysis



LEGEND

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

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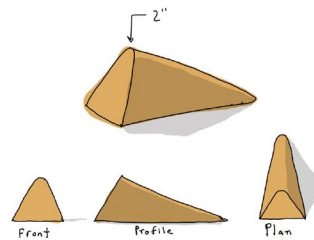
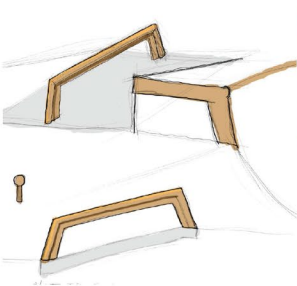
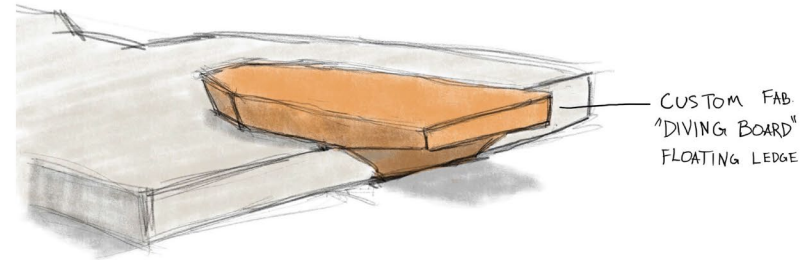
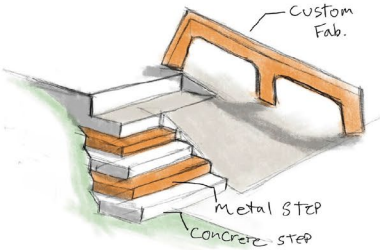
Design Directions

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@cityofferdale.org

Back

Submit

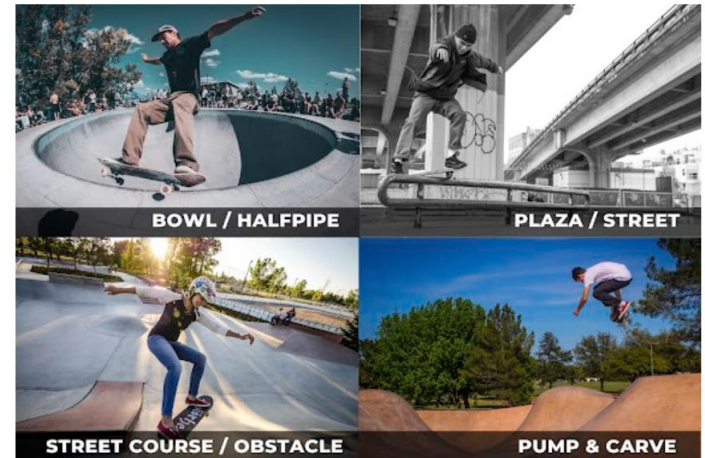
Page 6 of 6

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.)



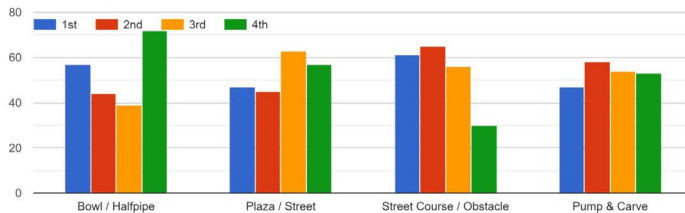
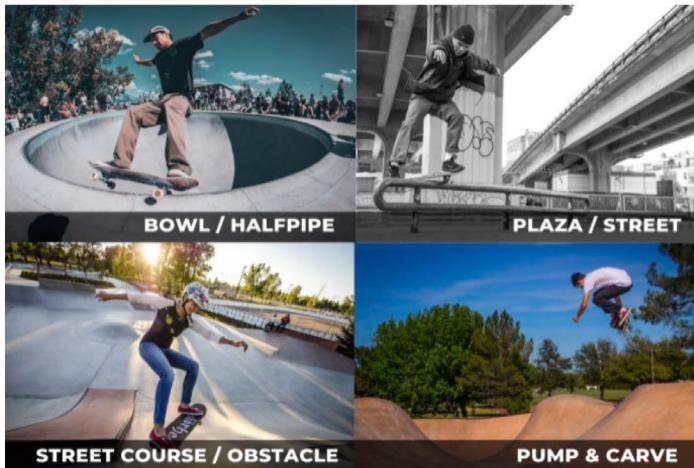
Your answer

Design Process- User Feedback



WORKSHOP SUMMARY – FERDALE, WA

Rank Preferred Terrain Styles:

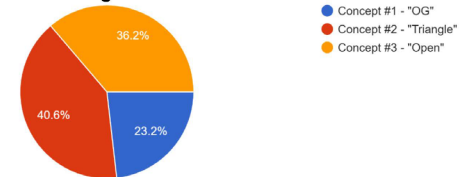


Bowl / Halfpipe: 1st (57), 2nd (44), 3rd (39), 4th (72)
 Plaza / Street: 1st (47), 2nd (45), 3rd (63), 4th (57)
 Street Course/Obstacle: 1st (61), 2nd (65), 3rd (56), 4th (30)
 Pump & Carve: 1st (47), 2nd (58), 3rd (54), 4th (53)



WORKSHOP SUMMARY – FERDALE, WA

Rank your preferred design direction:



Concept 1: 48 (23.2%)
 Concept 2: 84 (40.6%)
 Concept 3: 75 (36.3%)

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 Concepts

ONLINE SURVEY #2 -

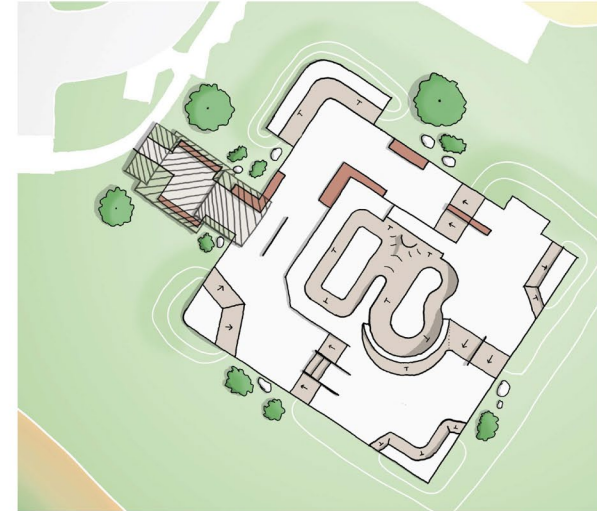
CONCEPT #1 - "OPEN V2"



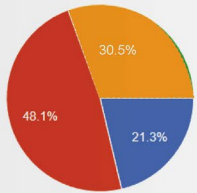
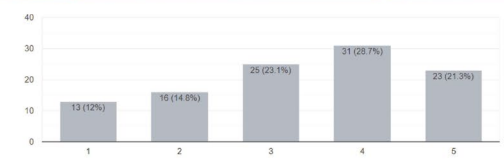
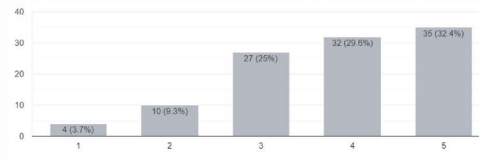
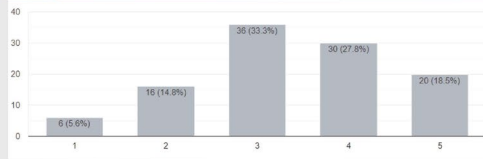
CONCEPT #2 - "TRIANGLE V2"



CONCEPT #3 - "SQUARE"



COMMUNITY PREFERENCE



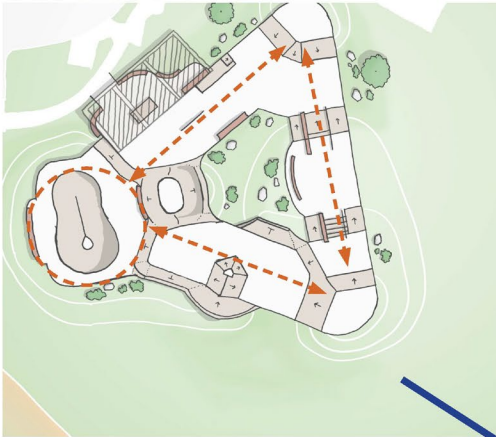
- Concept #1 - "Open V2"
- Concept #2 - "Triangle v2"
- Concept #3 - "Square"

SUMMARY -

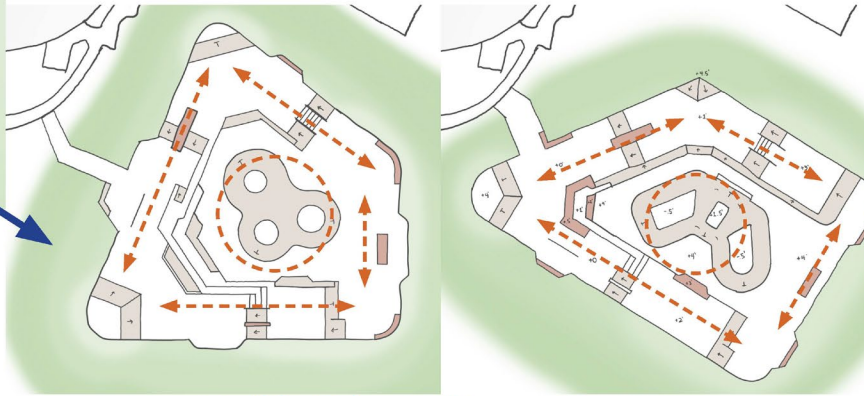
Concept #2, **Triangle**, emerged as the most desired design, but with a larger bowl in the center, if possible. It was selected because there were multiple lanes, longer than the **square** concept (a close 2nd choice).

Design Concepts

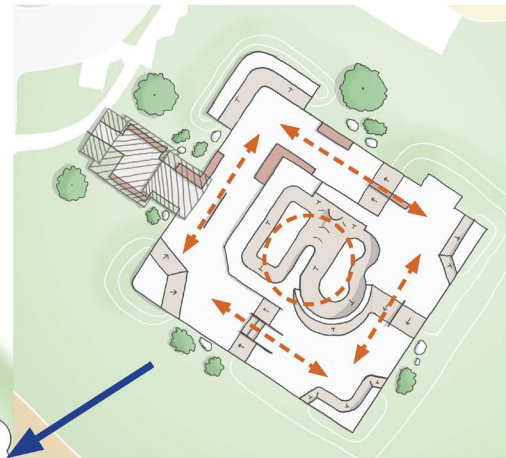
PROCESS WORK -



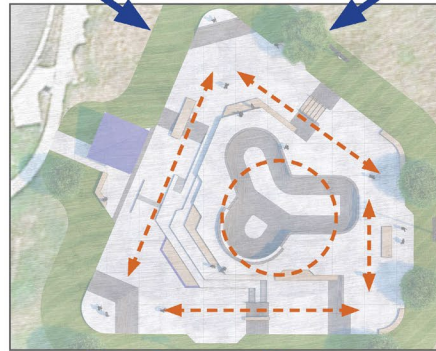
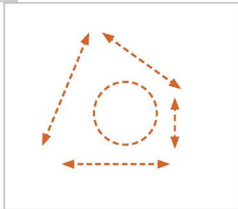
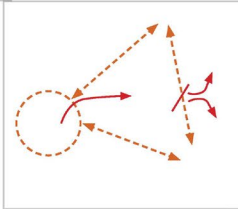
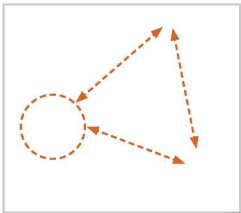
Original Triangle Diagram



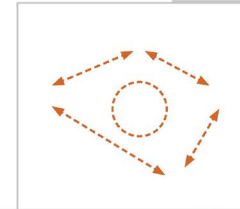
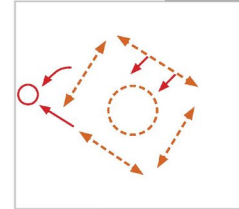
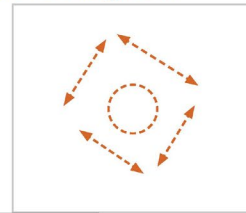
Modified Triangle / Square Diagrams



Original Square Diagram



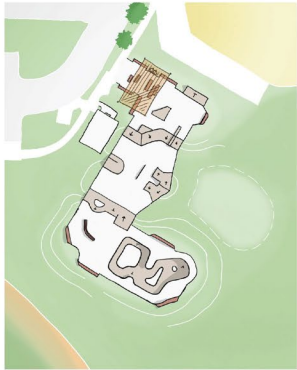
Final Concept Diagram



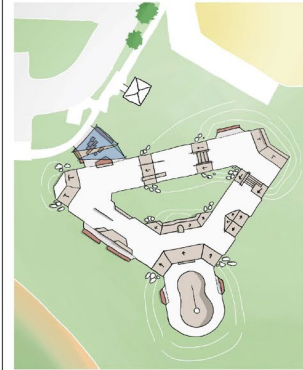
Design Concepts

KICK-OFF MEETING CONCEPT DIRECTIONS -

CONCEPT #1 - "OG"



CONCEPT #2 - "TRIANGLE"



CONCEPT #3 - "OPEN"



FINAL CONCEPT DESIGN -

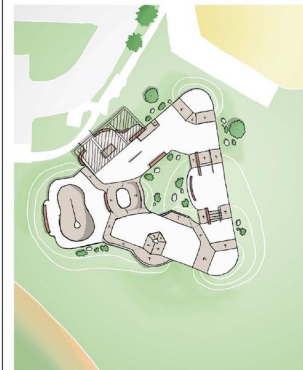


SECOND MEETING CONCEPT DIRECTIONS -

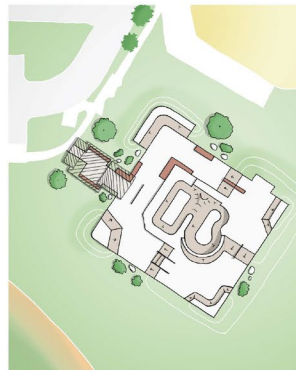
CONCEPT #1 - "OPEN V2"



CONCEPT #2 - "TRIANGLE V2"



CONCEPT #3 - "SQUARE"



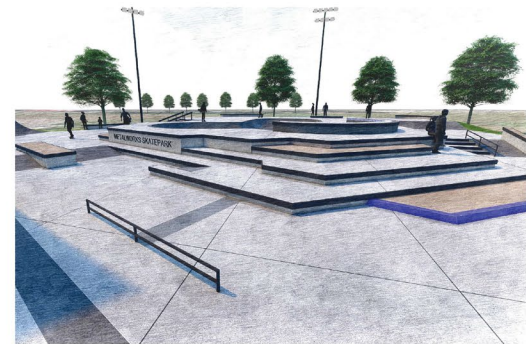
Design Concepts

FINAL CONCEPT - CIRCULATION & STAGING



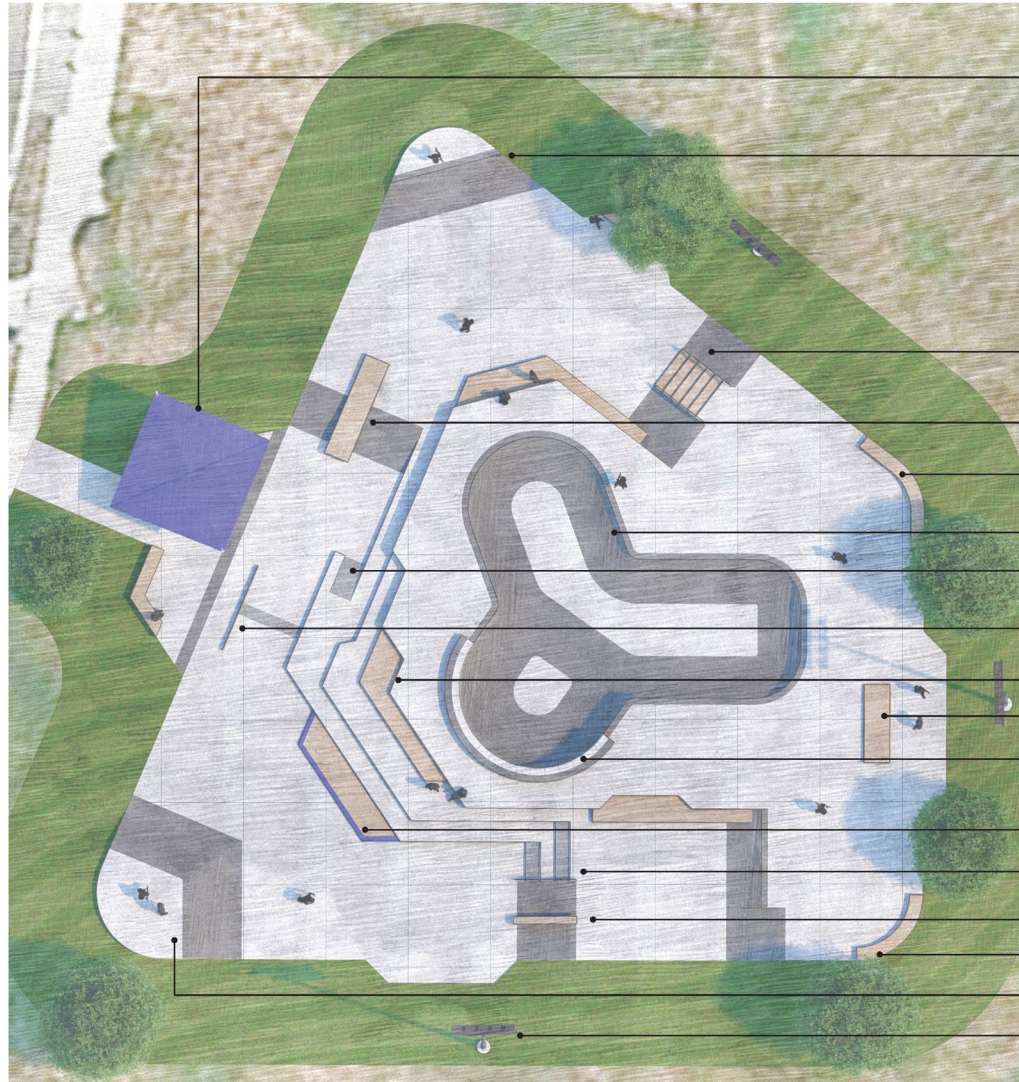
Legend:

-  STAGING AREA
-  CIRCULATION FLOW



Design Concepts

FINAL CONCEPT - FEATURE PLAN



Shade structure & entrance seating.

Quarterpipe.

6-stair with handrails.

"Pier 7" ledge.

Curved ledge.

Flow bowl

Tread plate kicker ramp.

Flat rail & tread plate flat gap.

Terraced levels / seating.

Manual pad / ledge.

Deep end pool coping extension.

Slappy manual pad.

4-stair with handrail.

Down ledge in bank.

Curved ledge.

Hipped bank.

Lighting.

Final concept goals:

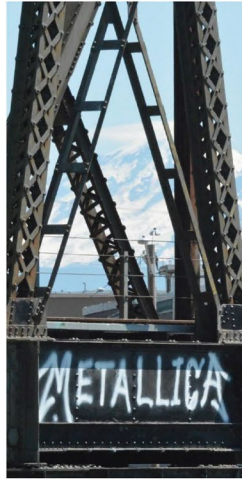
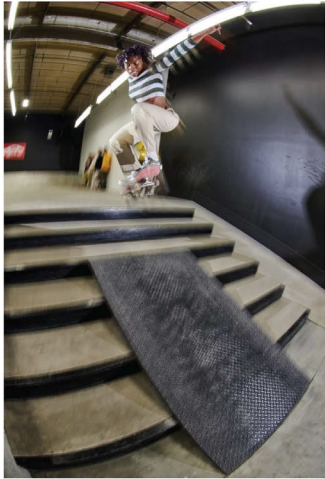
COMBINATION OF TRIANGLE AND SQUARE CONCEPTS.

EMPHASIZE LONG STREET LANES WITH LARGE BOWL IN CENTER.



Design Concepts

METALWORKS MATERIALS & DETAILS -



Coping, Rail, & Ledge Color:

Standard dark black.

Accent color on coherent, featured locations.



Diamond Tread Plate:

Uses: flat gap, kicker ramp, and accent details.

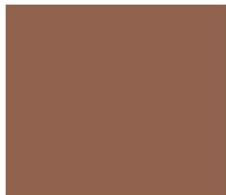
Tactile feeling, durable skating, industrial look.



Rail Detailing:

Decorative supports, similar to Metallica Bridge.

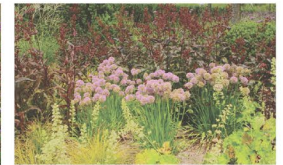
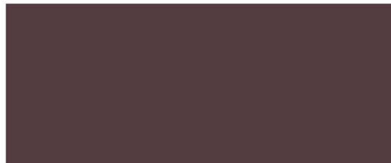
Accent color on coherent, featured locations.



Concrete Color Theming:

Rustic, earthy, and neutral.

Salmon, soil, and rust influence.



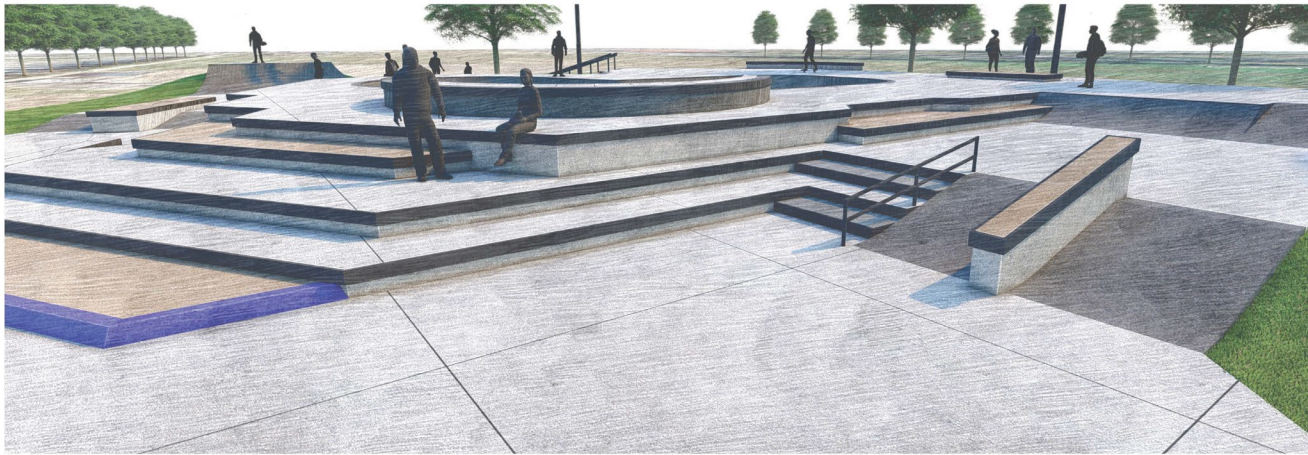
Native meadow seeding:

Possible natural planting around boundary.

Seasonal interest and simple maintenance.



Design Concepts



Design Concepts



FERNDALE, WA

METALWORKS SKATEPARK



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?



SURVEY QR

[Http://tinyurl.com/MetalworksSurvey3](http://tinyurl.com/MetalworksSurvey3)



Survey closes Friday April 1st



Thank You