MOUNT COTTON SKATEPARK AND COMMUNITY PARK

Redland CITY COUNCIL

MOUNT COTTON SKATEPARK
MOUNT COTTON COMMUNITY PARK
FINAL CONCEPT DESIGN
24/05/16 // PROJECT 1601
REV E

1.0 FINAL CONCEPT DESIGN //

DESIGN PHILOSOPHY ....

1. PRESERVE FLOOD STORAGE CAPACITY

Integrity of the existing drainage strategy and overland flow is to be preserved. Existing flow paths are to be considered in the design to minimize the impact on adjacent ecosytems and micro-ecologies. The overall function of the existing drainage swale is to be preserved. The high probability of floods in the area is to be considered with regards to implications to skate facility drainage and materials selection.

2. MINIMIZE SITE EXCAVATION (MAINTAIN CUT AND FILL BALANCE)

A cut and fill balance can be used to minimize the amount of fill material coming to or from site reducing construction costs and the overall environmental impact of the project. Where possible the design levels of the skate facility should compliment the site's existing topography. Localized areas of excavation can be offset by shifting material to other areas of the skate facility where elevation is desired.

3. EXISTING SEWER INFRASTRUCTURE

Existing invert levels are to be considered across the park allowing for a min of +1.2m clearance above all existing infrastructure. Consideration is to be given to connections between proposed and existing sewer conduits, ensuring that pits allow water to be removed quickly and efficiently from site.

4. INCORPORATE COMMUNITY FEEDBACK

Both public (non skateboarder) and skate related feedback has been considered in the design response. The feedback includes details about skate features and amenity for spectators, parents and other park users.

5. ALL ABILITY SKATE TERRAIN

The design will be a facility that is unique to Mount Cotton and enticing for skaters of all ages. The facility will include features for all abilities, which compliment the terrain of other skateboard parks in the surrounding area. The design and positioning of elements will ensure that both beginner and advanced skaters will enjoy moving throughout the park not limited to any one particular area. The beloved Coffin feature of the existing skatepark which has been 'supersized' will be a great social focal point of the park. The 'flow' style arrangement of the features in the park allows skaters to move continuously throughout the space and gives opportunities for all abilities to have fun, socialize, show off, and refine their skills.

6. ROBUSTNESS, DURABILITY AND MAINTENANCE

The proposed design will be durable and able to withstand the constant stresses that skateboarding and other youth activities have on public spaces. Careful consideration to maintenance requirements and material durability will ensure that the facility is not only robust but easily maintained.

7. LANDSCAPE: TREES & PLANTING AREAS

Soft landscaping such as trees, planting and lawn are to be integrated into the skate facility. The integration of planting and trees provides shade and a natural wind break for both skaters and spectators. These soft landscaped areas of respite offer excellent spaces for spectators, parents and aspiring skateboarders to view from a close but safe distance.

8. PERFORMANCE STRUCTURE / EVENTS PAVILION

An multipurpose performance structure which stands at the highest point of the skate facility is a great space from which to view the entire park. This sheltered area is ideal for judges and spectators during local events and skateboard/bike/scooter competitions. Skate ledges which double as seating elements occupy various places around the perimeter. When not being used as seats these perimeter elements enhance the skate experience by offering more creative trajectories throughout the facility.

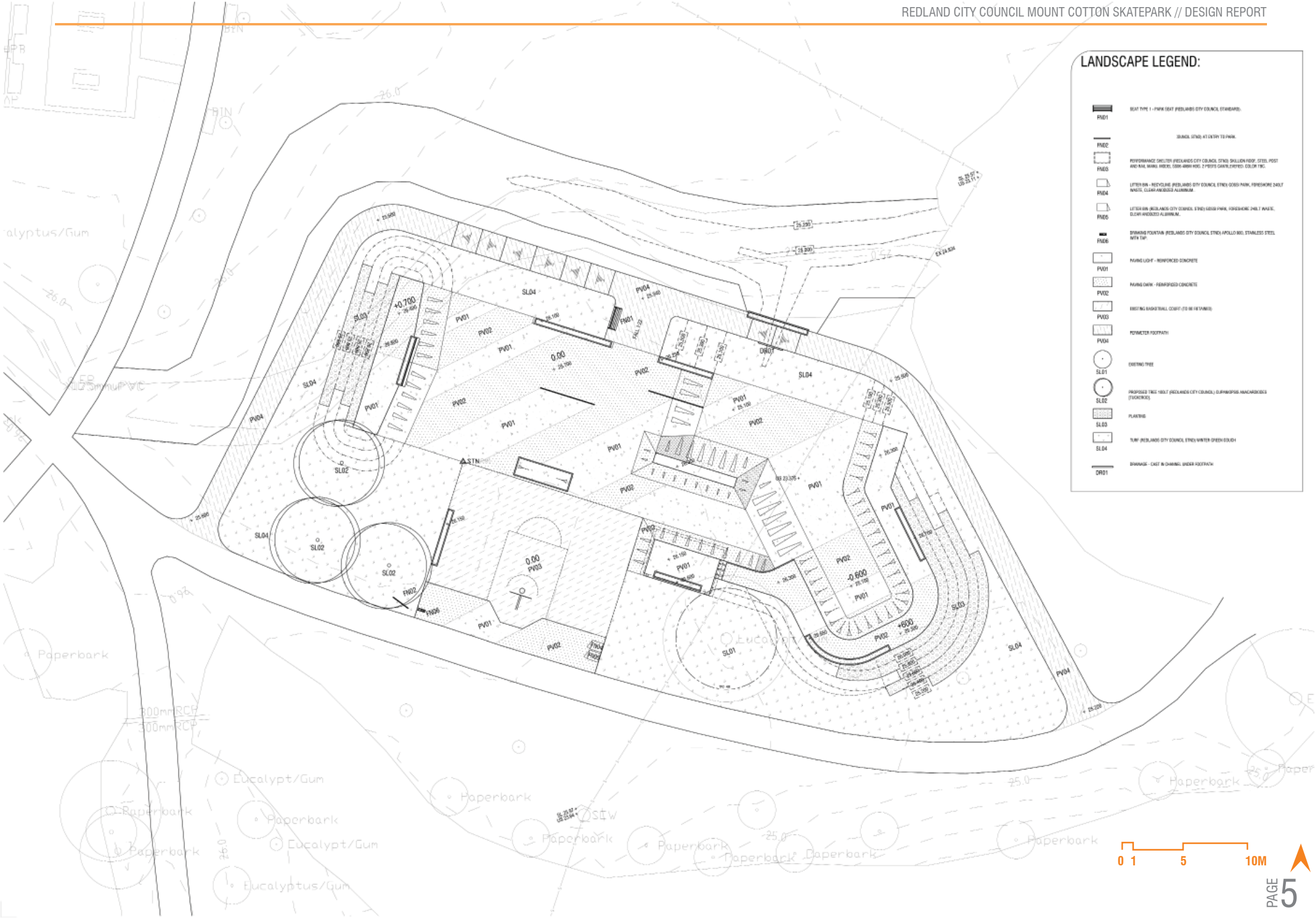
9. BASKETBALL COURTS

The existing basketball court is an ideal flat surface for beginners to learn how to skate when not being used for basketball purposes. The courts also offer an perfect space for coaching, learn to skate clinics or a place for tents during local events or competitions. A sushi tray manual pad and transition elements help to define the basketball area but also allow skaters to move between the court and adjacent facility when the court is not being used.

KEY AREAS & SITE PROGRAM //

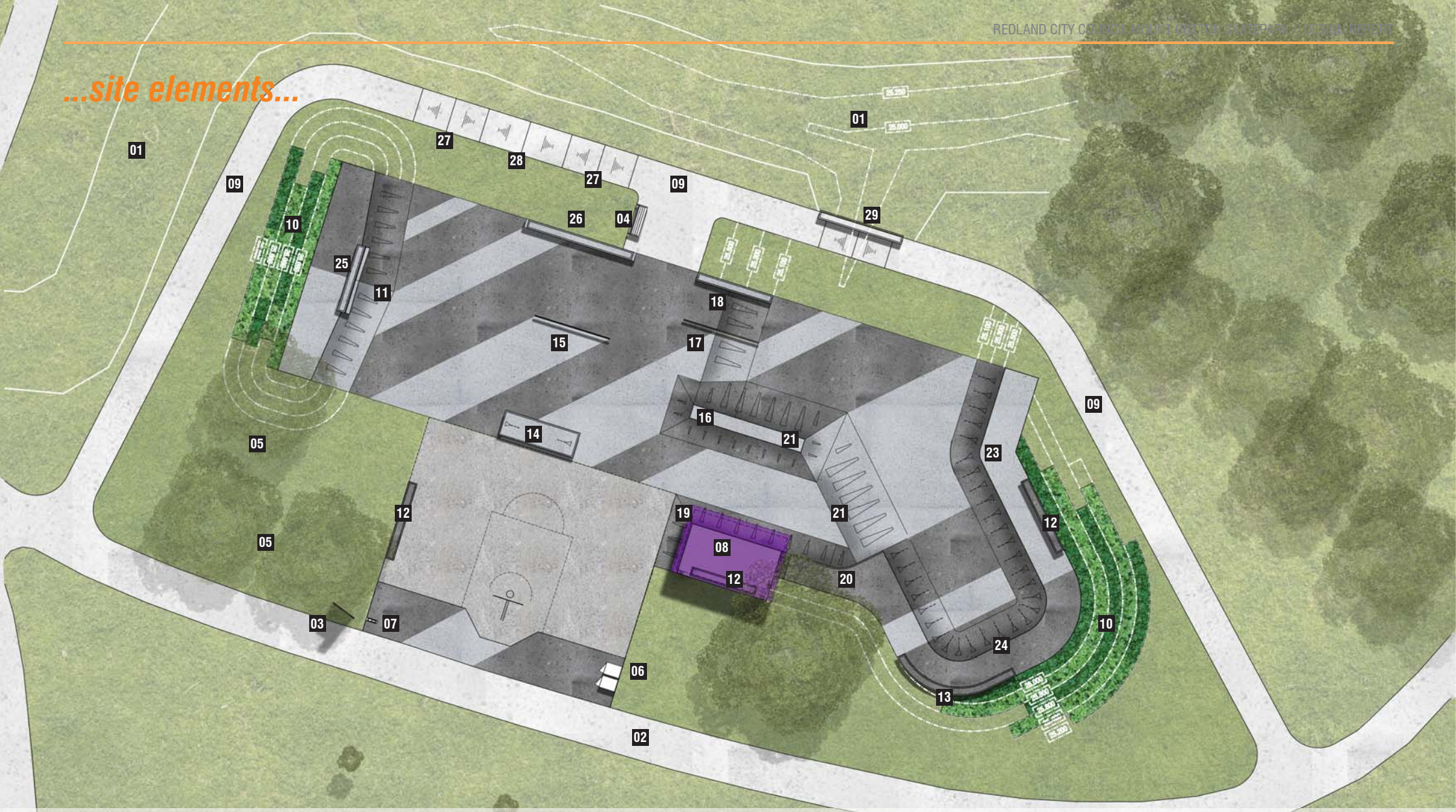
KEY AREAS

- SKATE AREA
- ACCESS/ AMENITY
- PLANTING
- EXISTING BASKETBALL COURT
- PERIMETER PATH WITH BEGINNER SKATE FEATURES
- COFFIN SKATE FEATURE
- PASSIVE AREA
- SEATED VIEWS


LANDSCAPE LEGEND:
FN01
FN02
FN03
FN04
FN05
FN06
PV01
PV02
PV03
PV04
SL01
SL02
SL03
SL04
DR01
0 1 5 10M

FACILITY ELEMENTS & PERSPECTIVES //

...site elements...



SITE [EXISTING]:
01. DRAINAGE SWALE
02. EXISTING FOOTPATH

PROPOSED AMENITIES:
03. SIGN (RCC STANDARD)
04. RCC STANDARD SEAT
05. TREES FOR SHADE (RCC STANDARD)
06. BINS (RCC STANDARD)
07. DRINKING FOUNTAIN
08. SHELTER (RCC STANDARD)
09. PERIMETER SKATE FOOTPATH
10. PLANTING

SKATE:
11. 0.7mH 20 DEG FLAT BANK WITH HIP
12. 0.45mH SKATE SEAT
13. 0.35mH CURVED SKATE SEAT
14. 0.30mH 'SUSHI TRAY' MANUAL PAD R. 26m
15. 0.35mH FLAT BAR D.0.06m
16. 0.6mH COFFIN
17. 0.45mH FLAT DOWN RAIL D.0.06
18. 0.55mH FLAT DOWN LEDGE
19. 0.45mH 26 DEG TRANSFER HIP
20. 0.45mH 26 DEG BANK TO 0.15M CURVED LEDGE
21. 0.6mH 12 DEG BANK
22. 0.6mH 12 DEG TO 0.6mH COFFIN DOUBLE BANK
23. 1.2mH R.1.8M QAUTER PIPE WITH HIP
24. 1.2mH R.1.8M THREE SIDED BOWL
25. 0.7mH 70 DEG DOUBLE BANK TO LEDGE
26. 0.4mH LEDGE WITH TAPPERED ENDS
27. 0.35mH R. 3M BEGINNER ROLL OVER.
28. 0.40mH R. 4M BEGINNER ROLL OVER.
29. 0.35mH R. 3M BEGINNER ROLL OVER WTH 450 LEDGE.

0 1 5 10M

...facility perspective...

...facility perspective...