

# MERIMBULA SKATEPARK CONCEPT DESIGN

***DRAFT***

Site Context Plan

HOLIDAY APARTMENTS

OCEAN DRIVE

ELIZABETH ST

FORD PARK

OVAL

BEACH ACCESS

PLAYGROUND

CAR PARKING

BASKETBALL COURTS

BEACH ACCESS

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MAIN BEACH

Proposed Site Plan

HOLIDAY APARTMENTS

ELIZABETH ST

OCEAN DRIVE

FORD PARK

OVAL

BEACH ACCESS

SKATEPARK

PLAYGROUND

CAR PARKING

BASKETBALL COURTS

BEACH ACCESS

MAIN BEACH

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Site Layout Plan

HOLIDAY APARTMENTS

OCEAN DRIVE

ELIZABETH ST

FORD PARK

PASSIVE / ACTIVE GREEN SPACE

MERIMBULA CLASSIC SET OUT ZONE

OVAL

BEACH ACCESS

ACTIVE PLAYGROUND

ACTIVE SKATEPARK

SHELTERS & CONNECTION

MERIMBULA CLASSIC ACCESS

SHELTERS & CONNECTION

MERIMBULA CLASSIC SET OUT ZONE

CAR PARKING

PASSIVE PICNIC AREA

ACTIVE BASKETBALL

BEACH CONNECTION

BEACH ACCESS

MAIN BEACH

DRAFT

# Skatepark Concept Plan

## DESIGN STATEMENT

The new skatepark should consider its site location and context as a priority. The existing function, and uses, on the site have been considered to ensure the skatepark enhances these connections.

The new skatepark has excellent flow between elements and focuses on beginner to intermediate skill levels, with some advanced elements. It is accessible to all with DDA compliant entrance points, viewing areas, and considers skatepark design elements to promote use and inclusion.

A variety of terrain including elements like quarter pipes, bank ramps, A-frame, ledges, rails, a mogul, kerbs, hips and are designed in a way that promotes fun, creativity, challenge and progression.

The new skatepark has been designed to work with the existing land form, create clear and open entry points and importantly, provide elements that do not exist in the surrounding skateparks to further enhance the diversity of terrain in the broader area.

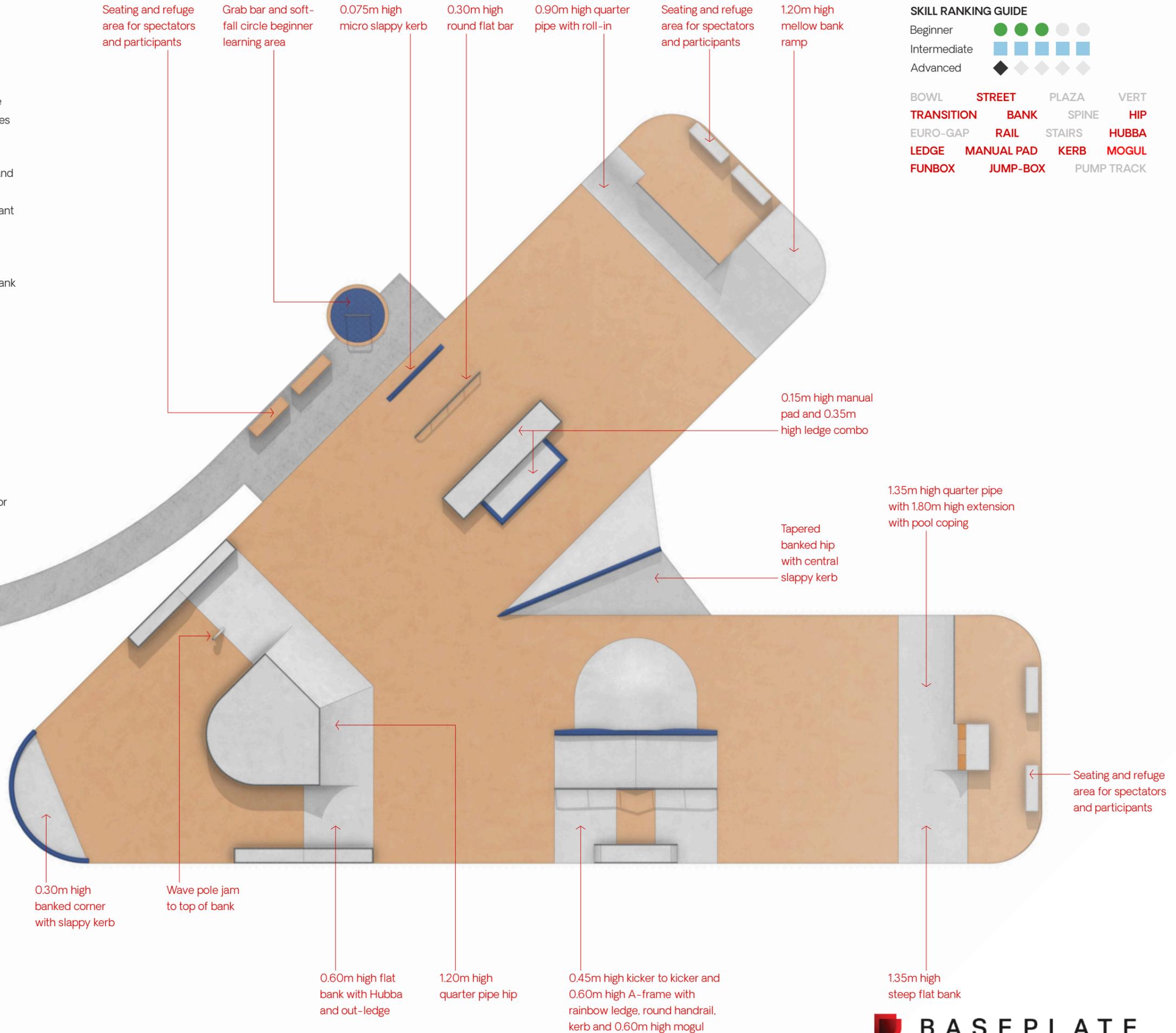
Please refer to the notes, Skill Ranking Guide and the list of included elements on the top right hand side of the page for further information.

Skatepark area approx. 611m<sup>2</sup>

## SKILL RANKING GUIDE

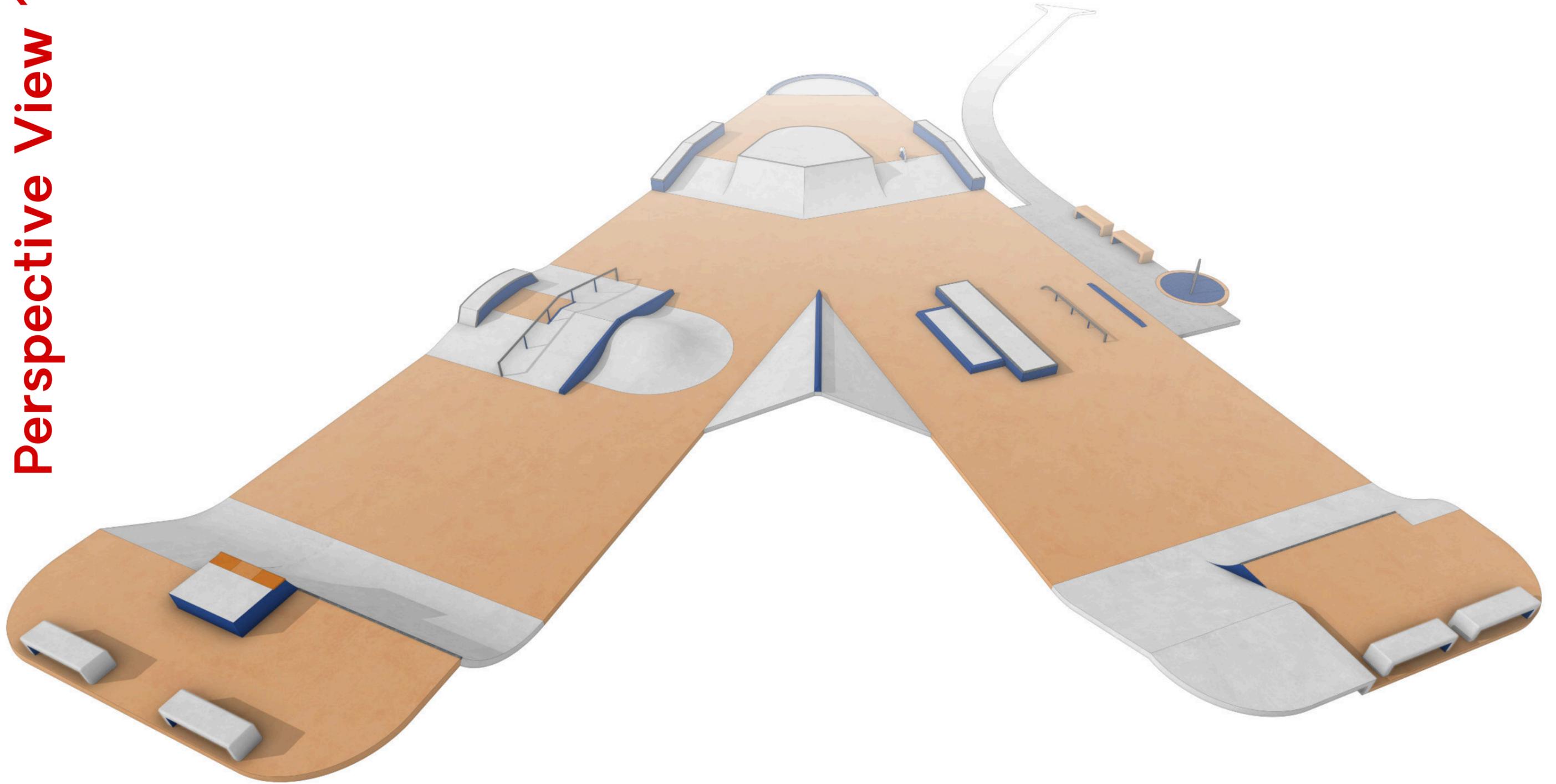
- Beginner ● ● ● ● ●
- Intermediate ■ ■ ■ ■ ■
- Advanced ◆ ◆ ◆ ◆ ◆

- |            |            |            |       |
|------------|------------|------------|-------|
| BOWL       | STREET     | PLAZA      | VERT  |
| TRANSITION | BANK       | SPINE      | HIP   |
| EURO-GAP   | RAIL       | STAIRS     | HUBBA |
| LEDGE      | MANUAL PAD | KERB       | MOGUL |
| FUNBOX     | JUMP-BOX   | PUMP TRACK |       |



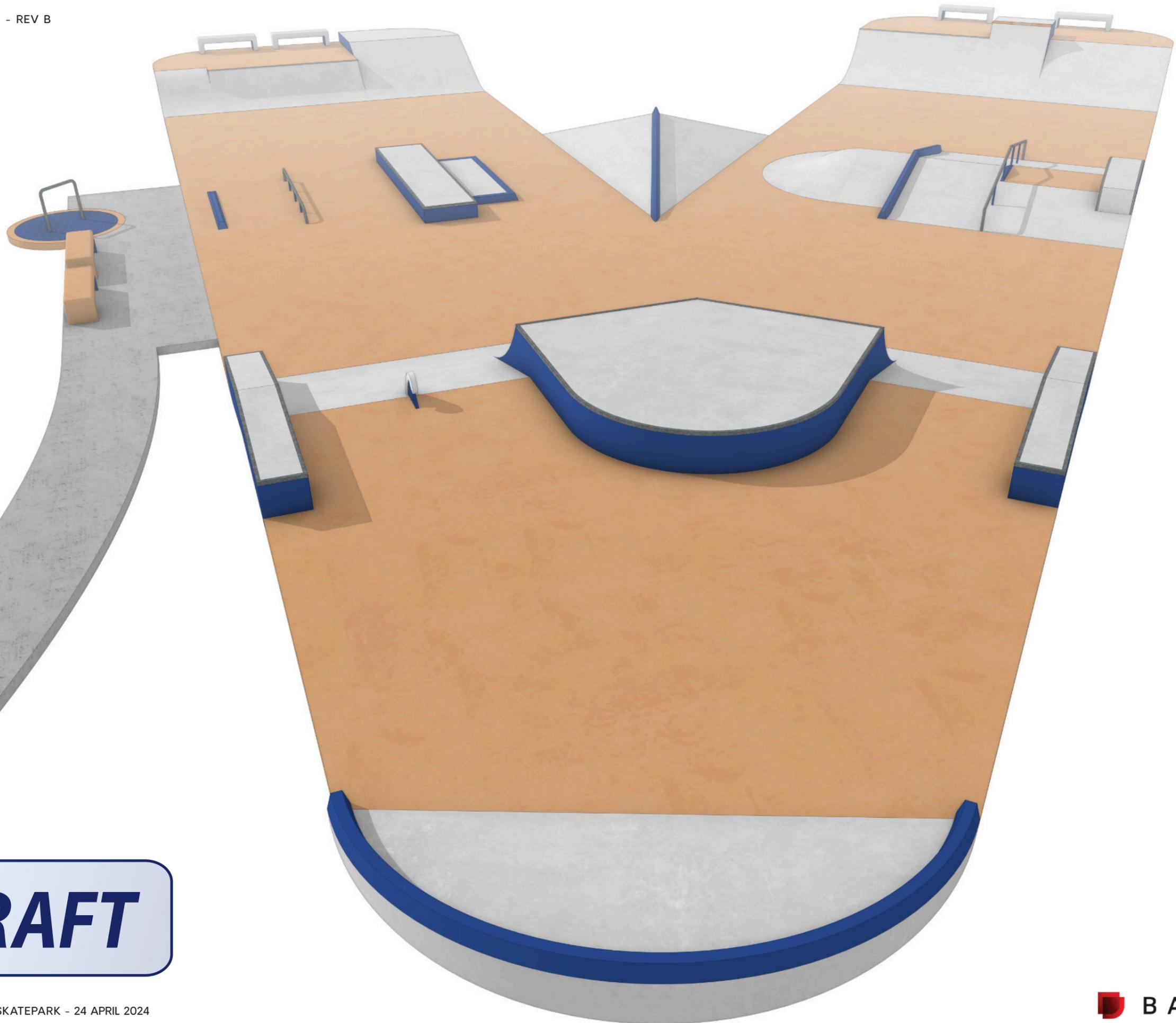
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# Perspective View 1



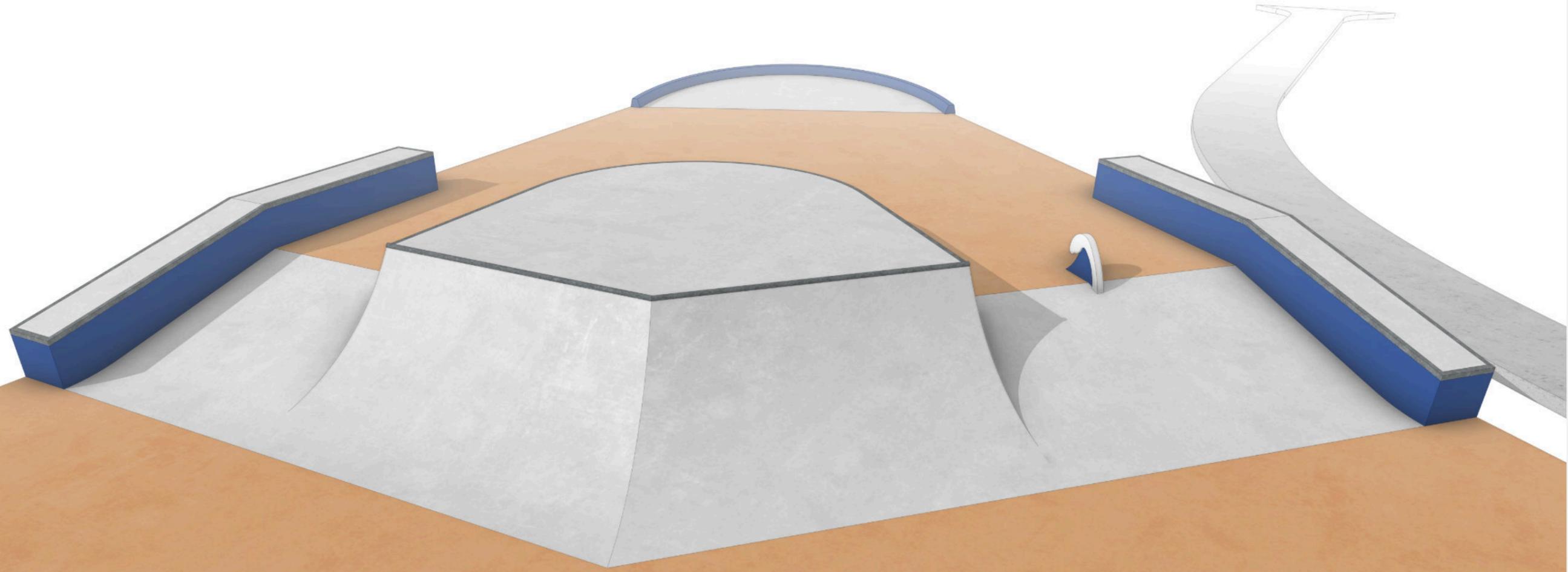
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# Perspective View 2



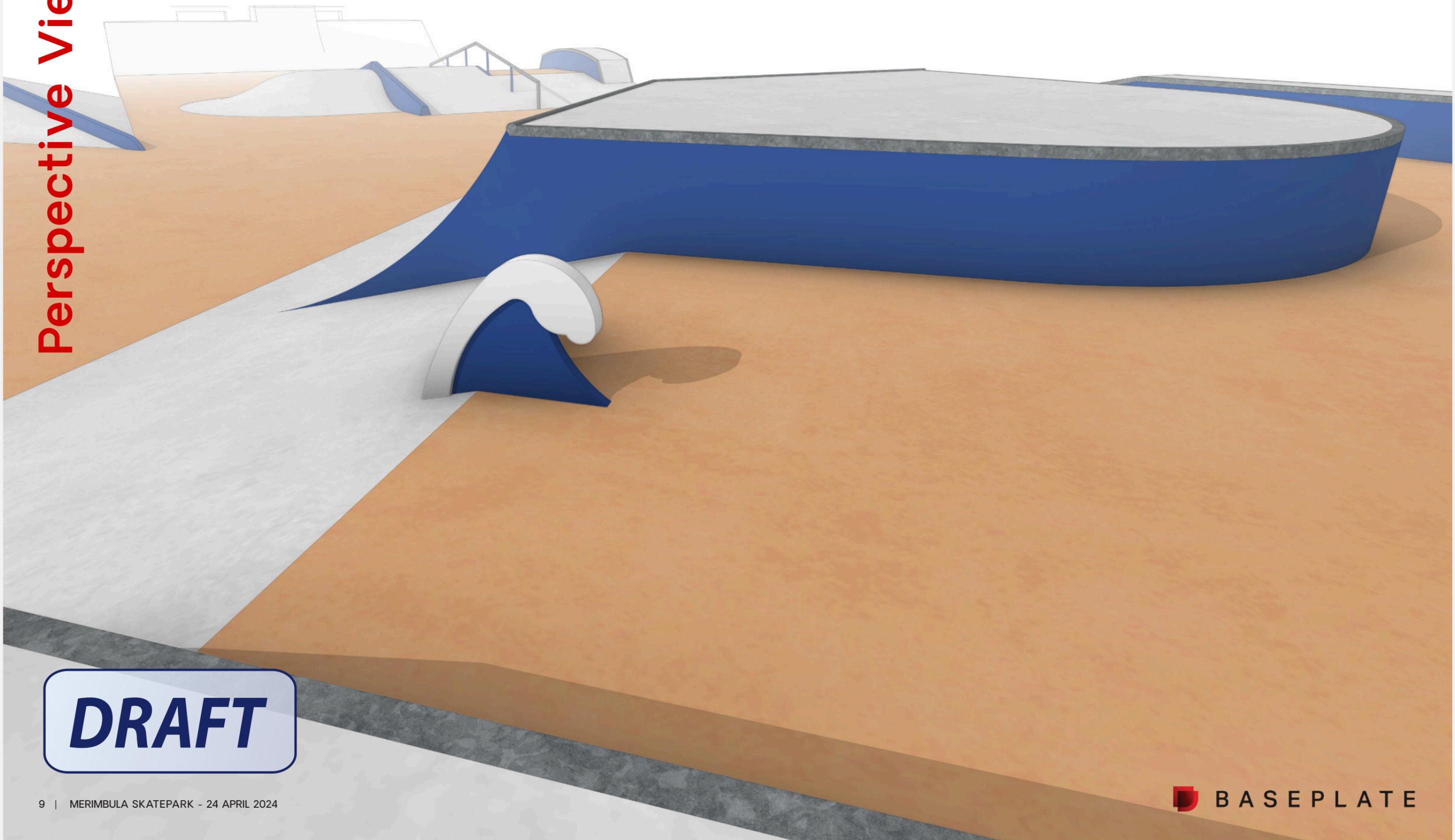
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Perspective View 3



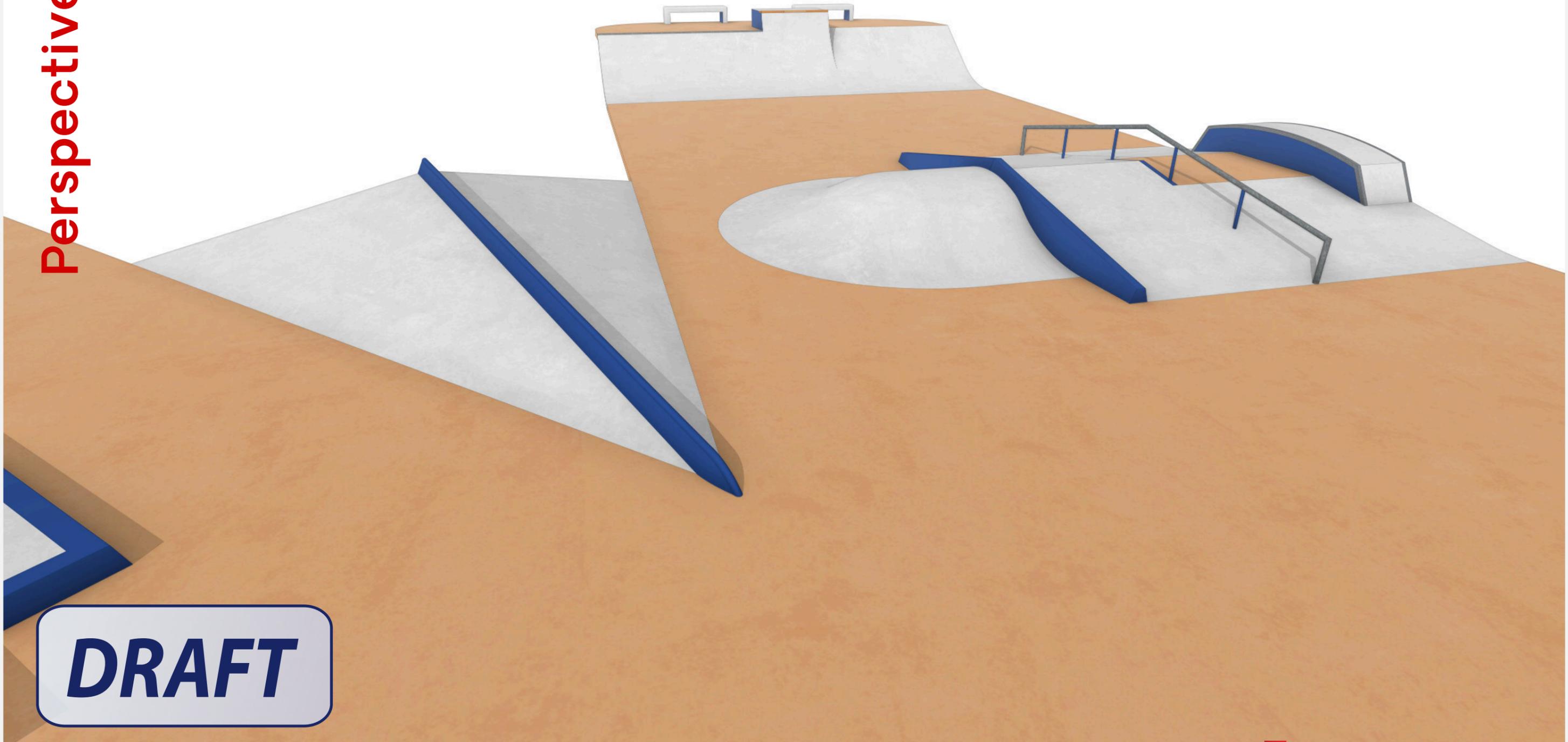
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Perspective View 4



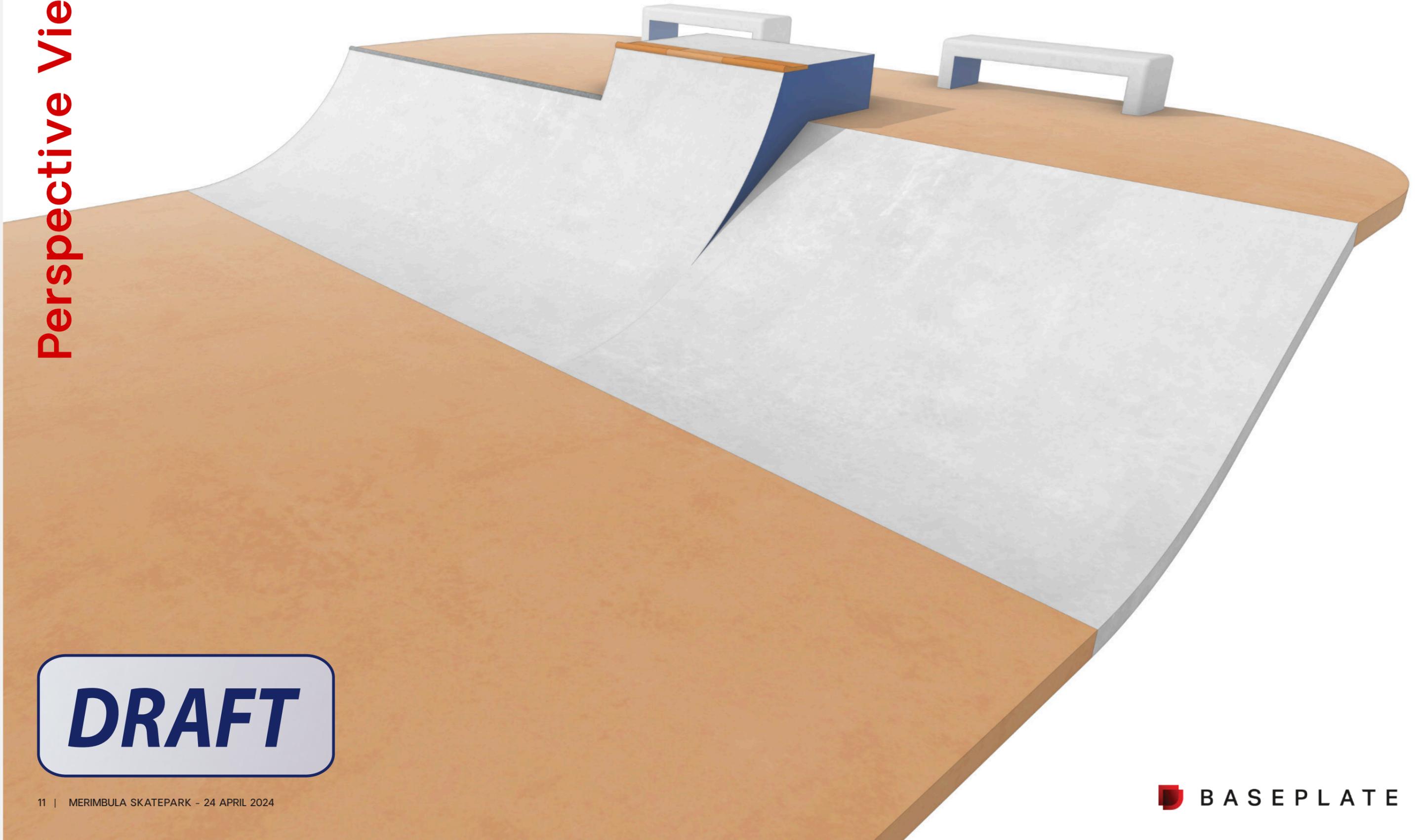
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Perspective View 5



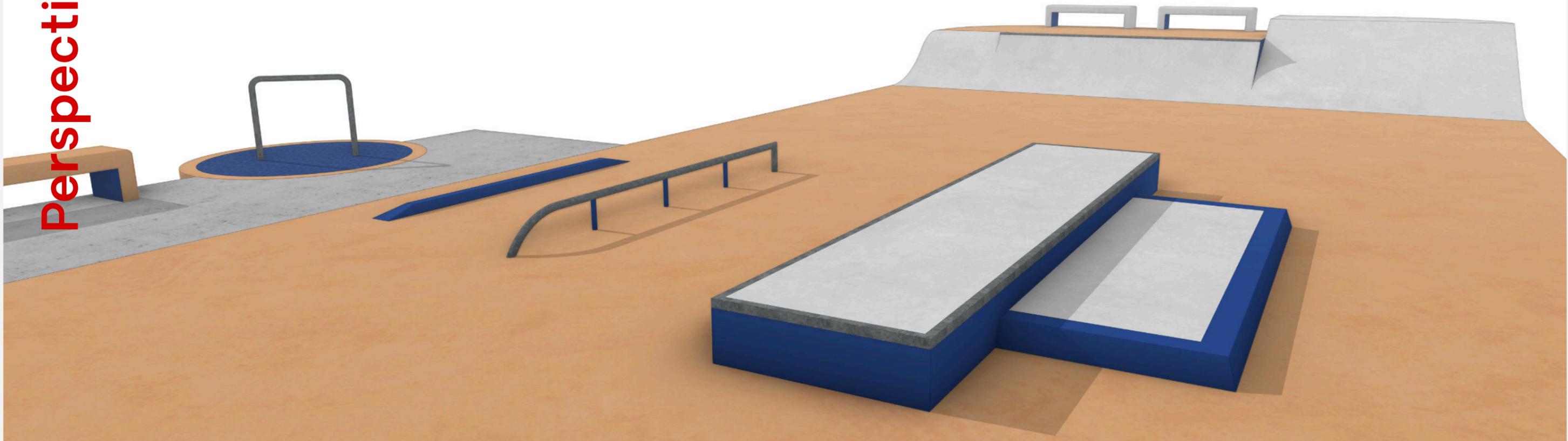
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Perspective View 6



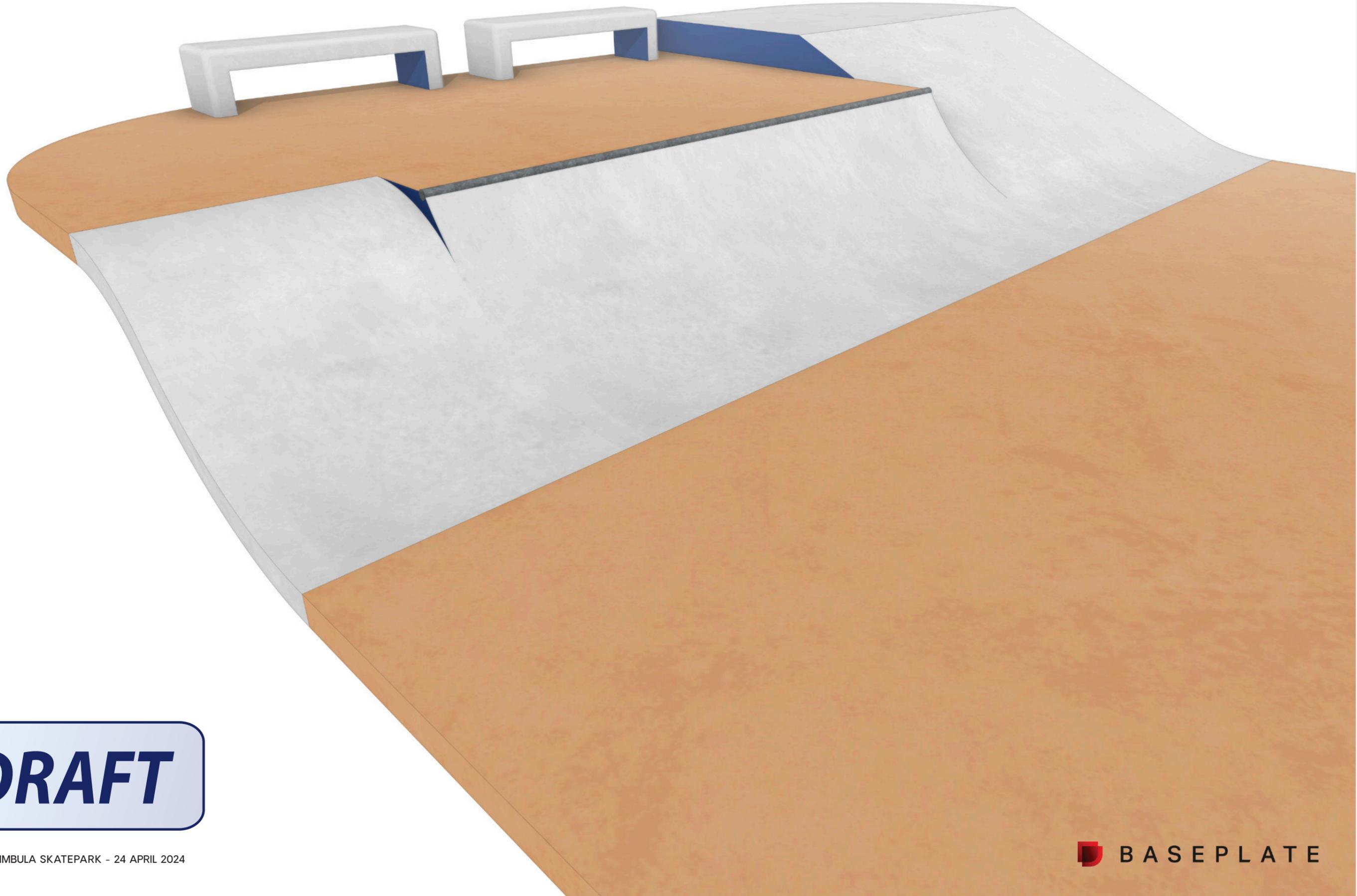
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Perspective View 7



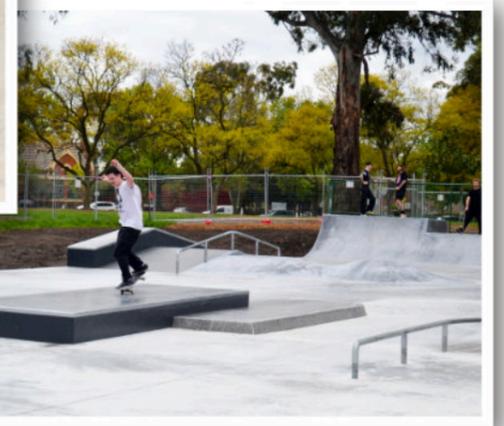
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Perspective View 8



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Style & Scale Reference Images



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 **BASEPLATE**