

# UMINA SKATEPARK AND PENINSULA RECREATION PRECINCT REDEVELOPMENT

- PHASE FOUR [04]  
CONCEPT DESIGN REPORT  
AUGUST 2019

Central  
Coast  
Council



**Creative Community Engagement and Activation**

Consultation & Design | Skatepark Construction | Contract Administration | Project Management

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## COMMUNITY CONSULTATION

To inform the concept design for the skatepark and masterplan for surrounding recreation precinct, Council undertook two rounds of community consultation. The first round informed the development of two concept designs for the area. The second round presented the two concept designs to the community for comment. The feedback received in the second round of consultation then informed the development of the final concept design.

The community consultation process has been instrumental toward obtaining important information and feedback from the community about the redevelopment of Umina's skatepark and Peninsula Recreation Precinct. The success, integrity and responsiveness of the future development relies heavily on the feedback of the current and future user groups of the space. Therefore it is essential to engage with the community to gain an insight into their wants, needs.

The information gathered, evaluated and provided from the community consultation has been used by TSP to refine and tailor the final skate park concept design to meet the requirements of the community, Council and the allocated budget.

This form of inclusive community engagement also encourages participation and opens a feedback loop that will inspire and drive the design development of the future facility. This is what will turn Umina Skatepark into a place that is valued, cared for and continually activated long into the future.

## FIRST ROUND OF COMMUNITY CONSULTATION

For the first round of consultation, a number of different consultation techniques were undertaken within the community and the following methods of consultation were used:

### ONLINE SURVEYS

The Central Coast Council advertised to the community via print media, sent correspondence to 625 local residents and posted on Council's social media, advising that multiple consultation sessions would be held for them to 'have their say' about this project. An online survey was then created and released to the community for the purposes of gauging their interest, selecting obstacles and to develop a relative local user profile.

The skate survey was open for a period of four weeks and received an excellent response with 301 community members completing the survey. The results provided evidence of the demand for an upgraded facility. The results also reflect current demand and facility requirements, while further building on the regional skate profile that greatly assisted in the final design of the skatepark and its integration into the overall recreation precinct.

### PRE-DESIGN CONVERSATIONS, DROP-IN SESSIONS & VOTING

During Trinity's site visits to Umina, the Team met with key stakeholders as well as members of the general public. With Council's assistance, Trinity facilitated drop-in sessions at the skatepark and asked local people to fill out user surveys and take part in a series of voting based exercises to select their preferred features and elements. This was an effective way to draw on local knowledge from members of the community that are directly and indirectly involved or interested in the project. Undertaking this form of engagement enables relationships to be formed with stakeholders as well as provides direct contact with the people who are engrained in the local culture and context of a place.

### SCHOOL BASED WORKSHOPS

Workshops with the local school students at Umina Public School and Brisbane Waters Secondary College Woy Woy and Umina campuses were held to:

- \_ engage with the young and upcoming skate generation and
- \_ explore design ideas with the current skatepark users and members of the local skate community.

This level of involvement creates ownership, establishes relationships within the youth of the community and enables a better understanding of the user needs. The key outcomes from these workshops enable the information gathered to be utilised and integrated during the exploration of conceptual themes and ideas, while also allowing the development of spatially responsive design interventions.





## RESPONDING TO THE FIRST ROUND OF COMMUNITY CONSULTATION FEEDBACK

Multiple forms of consultation were conducted for this project; including impromptu conversations with skatepark users, online surveys and preference voting, workshops and drop-in sessions. The online skate survey was open to the public for approximately 4 weeks.

- ▶ 301 people responded directly to the skate survey and
- ▶ a total of 1,315 people were reached during the overall consultation period;
- ▶ 44% were female and 56% were males
- ▶ 47 were skaters, 69 were scooter riders, 49 were BMX riders,
- ▶ 64 were parents or supporters, and the remainder (53) registered as "other".

Additionally, the workshops and drop-in sessions that were conducted with the community reached approximately 1,014 members of Umina and the surrounding communities.

The information from the first round of consultation was gathered, evaluated and collated by TSP into a report titled:

- ▶ Umina Skate Park And Precinct Redevelopment - Phase One [01]: Consultation Results And Pre-Design Report,

that was issued to Council in December 2108 and was considered throughout the concept design process.

The most influential finding from the consultation process became evident when the community were asked directly to select the 'style' of skatepark they would prefer most. Their preference to have a mixture of typologies became clear. When asked to choose the 'style' of elements they would enjoy riding most, the communities preference was again balanced and the majority of responses favour a mix of typologies.

The majority of users would prefer a facility with a combination of bowl / transition and street / plaza style features. This information was taken into consideration through the design phase of the facility.



NORTH HOUSTON SKATEPARK, TEXAS - A GRINDLINE SKATEPARK PROJECT  
AN EXAMPLE OF A PARK WITH A MIX OF THE TWO STYLES WITH BOWL / TRANSITION AND STREET / PLAZA STYLE FEATURES

## WHAT'S YOUR FAVOURITE STYLE TO RIDE?

# 116 - RESPONDENTS



### A MIX OF THE TWO

52 % PREFERRED A MIX OF THE TWO STYLES WITH BOWL / TRANSITION + STREET / PLAZA STYLE FEATURES



25 % BOWL / TRANSITION STYLE



23 % STREET / PLAZA STYLE



CEDAR PARK, TEXAS  
AN EXAMPLE OF A PARK WITH A MIX OF THE TWO STYLES WITH BOWL / TRANSITION AND STREET / PLAZA STYLE FEATURES

## WHICH OBSTACLES DO YOU SHRED?

**BOWLS** **VERT RAMPS**  
**SMALL TRANSITIONS** GARDEN GAPS  
 ROOF TOPS OR A-FRAMES STAIR SETS WITH HUBBA'S AND RAILS  
**MINI RAMPS** **BOX JUMPS**  
 KICKER TO KICKER LEDGES + EDGES + KERBS  
 EURO-GAPS **POLE JAM'S** **FUN BOXES**  
**SPINES** **LARGE TRANSITIONS**  
 HAND RAILS  
 FLAT BANKS + HIPPED BANKS + CHINA BANKS  
**ROLL-OVER WAVE** VOLCANOES + MOGULS



## SECOND ROUND OF COMMUNITY CONSULTATION - CONCEPT OPTIONS COMMENTS

The feedback and comments received in the first round of community consultation informed the development of the two initial concept designs including the skatepark and recreation precinct features such as park elements, pump track, basketball courts, and landscaping.

For the second round of community consultation, these two concepts were then presented to the community on the Central Coast Council's website and advertised through social media and Councils website to reach out to the local community in the lead up to and during the consultation period to help promote the variety of methods by which the community could get involved to provide feedback

The two skate park masterplan concept options were available to the public online for a four week period in April 2019. In that time the public could participate in a mapping pinpoint survey on both of the plans, as well as a quantitative and qualitative survey available online.

### YOUR VOICE - OUR COAST & SOCIAL PINPOINT

"Your Voice - Our Coast" is Council's online engagement hub is where the community can provide real input and direction into the projects and initiatives affecting their local area and the Central Coast region. A project-specific web page was created through the "Your Voice" portal and this became the primary place of reference shared with the community to come share thoughts, ideas and opinions about the project.

The user surveys and an interactive 'Social Pinpoint' map were made available on the web page during the consultation period. The interactive map tool made available through Council's website ([yourvoiceourcoast.com](http://yourvoiceourcoast.com)) allowed the community to pinpoint locations on a map of the site area and leave comments pertinent to that location. As the project proceeds into its next phases, this web page will be the host for all updates to be made to the community.

### OVERVIEW

In total there were 312 total responses on the "Social Pinpointing" application including 101 comments made on the pinpoint mapping plan made by 34 respondents from across the Central Coast Council area, with an additional 211 additional votes on comments (180 up and 31 down votes) relating to the two concept plans.

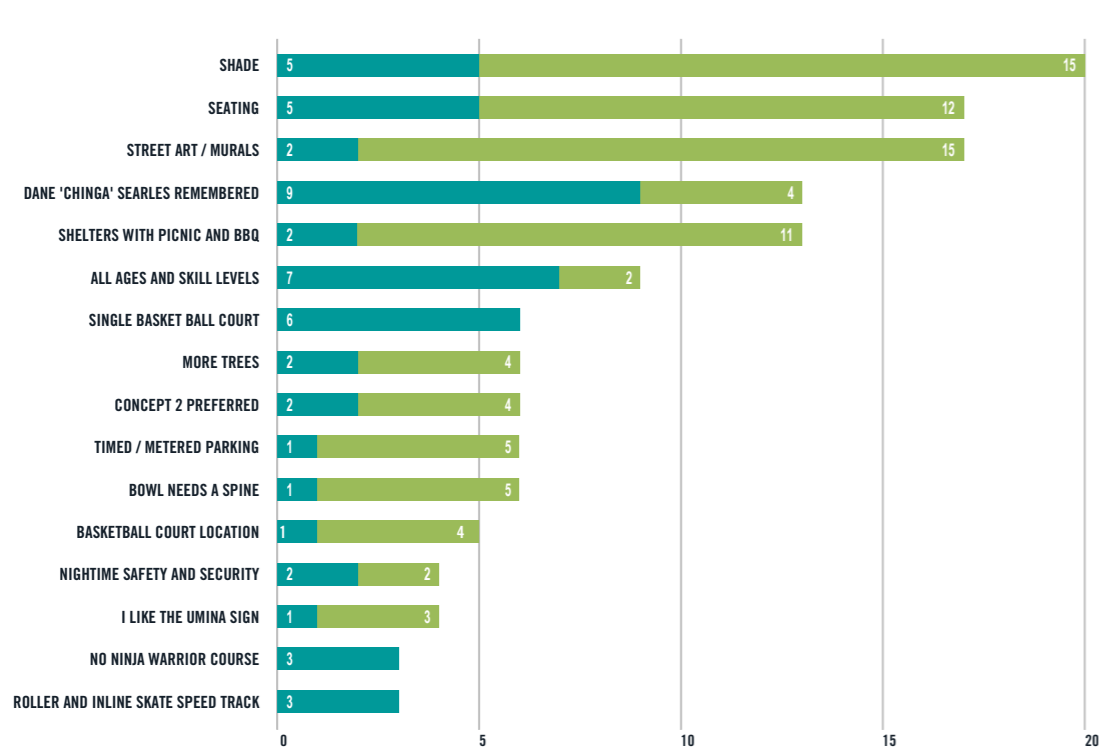
The information from the second round of consultation was gathered, evaluated and collated by TSP and tabled in the appendix to this report. Refer to the appendix attached for a detailed summary and the raw data set for more information.

The graph below shows the top ranked themes derived from the comments and votes made on the social pinpoint survey. All of the community comments and feedback have been taken into consideration while developing the final concept plan.

# 312 RESPONSES

101 COMMENTS 211 ADDITIONAL VOTES TO RESPONSES

SOCIAL PINPOINT TOP COMMENTS



50 COMMENTS

103  
 14



Concept one

51 COMMENTS

77  
 17



Concept two



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## SECOND ROUND OF CONSULTATIONS - ONLINE SURVEY

For the final round of community consultation the two skate park masterplan concept options were available to the public online for a four week period in April 2019. In that time the public could participate in a mapping pinpoint survey on both of the plans, as well as a quantitative and qualitative survey available online.

The survey asked the respondents:

- ▶ Which of the two concepts was there preferred:
  - \_ Masterplan
  - \_ Skatepark
  - \_ Pump Track
  - \_ Ninja Warrior course
- ▶ Why do they prefer this option?
- ▶ Is there anything they would change about their preferred option? and
- ▶ If so, what?

### OVERVIEW

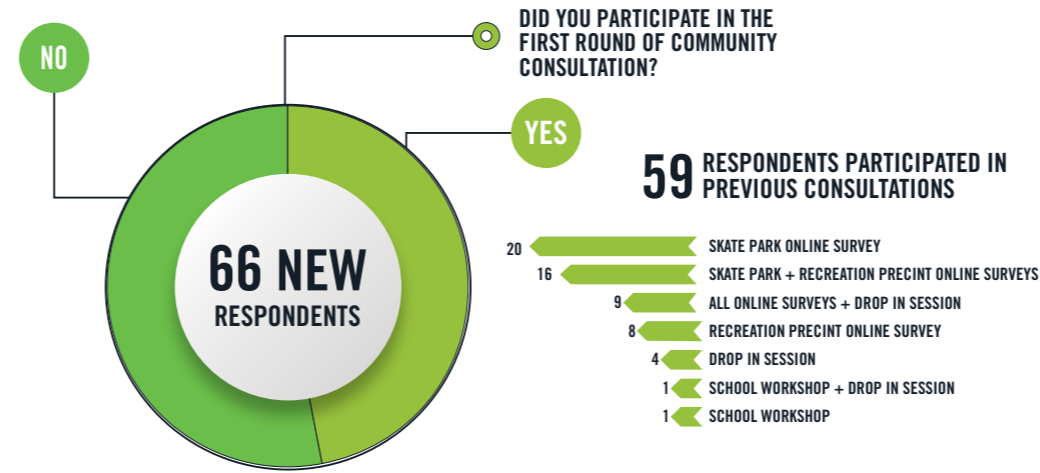
The information from the second round of consultation was gathered, evaluated and collated by TSP and tabled in the appendix to this report. Refer to the appendix attached for a detailed summary and the raw data set for more information.

In total, 125 members of the community completed the survey. The majority of respondents to the survey chose Concept Two as their preferred masterplan overall. However, when asked directly which design of each activity of the masterplan they would prefer most, their preference to have a mixture of both designs became clear.

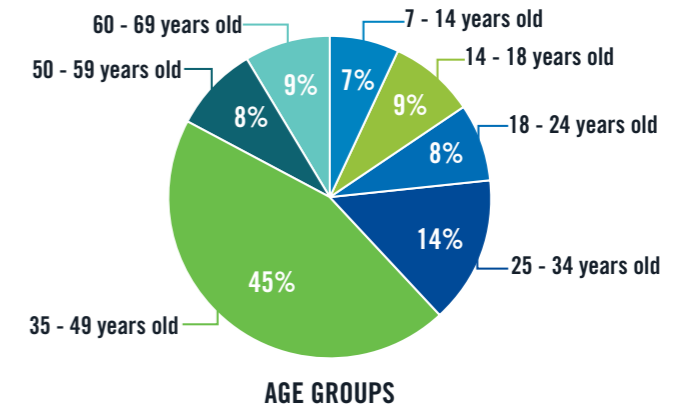
The majority of users would prefer a facility with a combination of Concept Two with the Ninja warrior / parkour course design from Concept One. This information was taken into consideration through the refinement of the preferred concept design.

Community consultation is an essential part of an inclusive and holistic design approach. Responding to the feedback and comments provided by the community is one of the most influencing factors of the design process. All of the feedback from both rounds of community consultation has been taken into consideration in the development of the final concept plan.

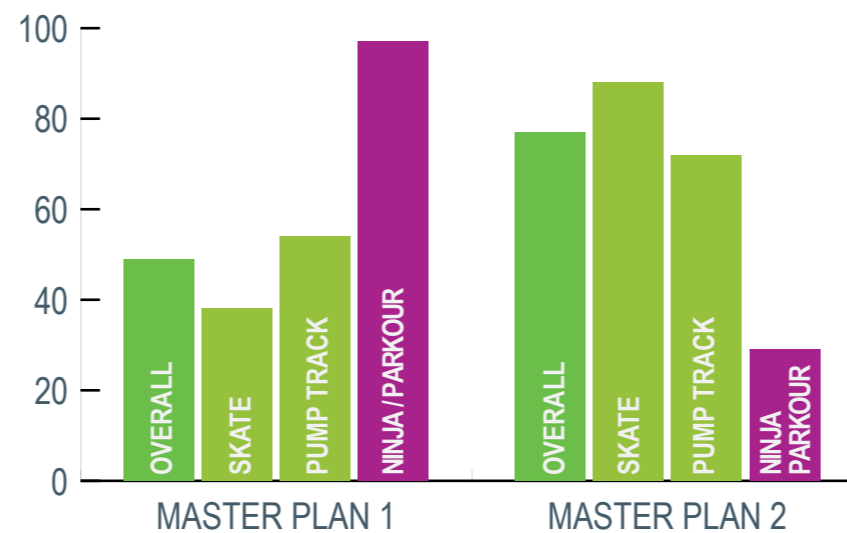
# 125 SURVEY RESPONSES



## 37 AVERAGE AGE OF RESPONDENT



## PREFERRED MASTERPLAN



## A MIX OF THE TWO

CONCEPT OPTION 2 WITH NINJA WARRIOR / PARKOUR COURSE FROM OPTION 1



## PROJECT VISION

The redevelopment of the Umina skatepark and Peninsula Recreation Precinct aims to deliver a showcase example of what's possible for Australian communities. Umina's new skate and pumptrack facility will be distinct and have a unique point of difference to the facilities that already exist with surrounding Local Government Areas. The new facility will provide active outdoor recreation and social opportunities for the local youth while also providing an alternative experience for parents and visitors to the town of Umina.

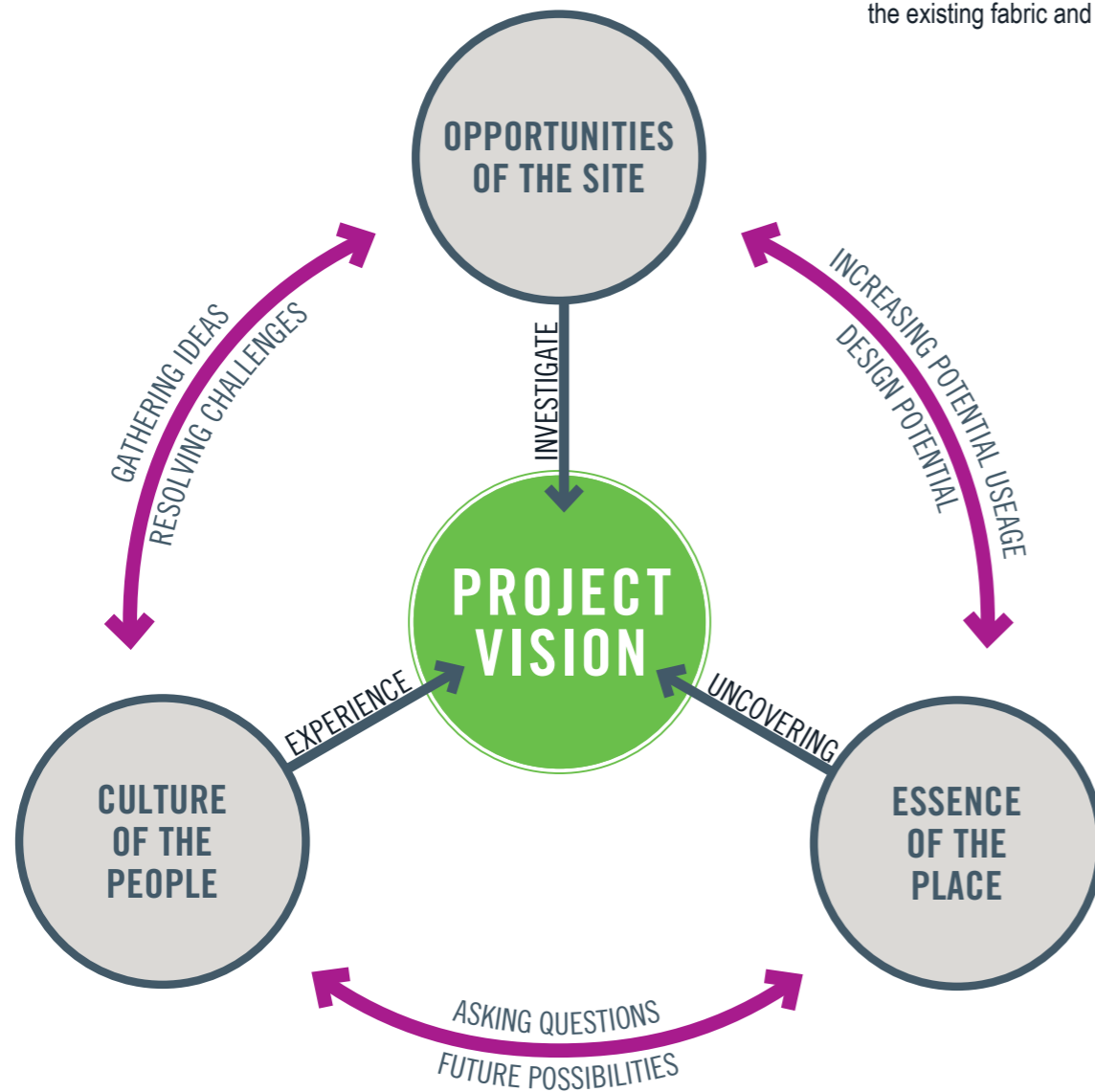
The facility will be site responsive and fit for purpose while also providing for a diversity of skill levels. The upgraded skatepark will aim to compliment and enhance the existing functions of the Peninsula Recreation Precinct. Once the precinct is fully master planned and implementation commences, the proposed facility will improve accessibility, functionality and safety and provide a venue for regional and significant community skate events, offer numerous additional recreation functions, social opportunities and become an important gathering space for the youth of Umina. It will also have the potential to draw people from the surrounding communities.

The proposed design will acknowledge the diversity of current user preferences, styles, wants and needs, while incorporating a variety of rideable elements and features that encourage skill progression for beginners through to experienced riders. The design will also address the key consultation outcomes derived from the pre-design community consultation and attempt to integrate relevant comments and feedback throughout the design phase.

The proposed design response will adopt a conceptual theme that influences - the materials, obstacles, patterns, and colour palettes, major design principles - and guides the integration of the overall facility and its development.

Landscape furniture such as shelter structures, tables and chairs, BBQ's, drinking fountains, rubbish bins and bench seats have all been considered or proposed to be included within the gathering areas to ensure user comfort. The provision of refuge and natural shade will also be considered within the concept design with informal seating, viewing and picnic opportunities.

The final concept will aim at delivering a holistic design that's capable of being activated by the youth and young people of Umina. The project vision will ensure the final constructed outcome is responsive, respectful and generates a sense of place, while acknowledging the existing fabric and identity of the local community.



## PROJECT OBJECTIVES

### THE PRIMARY OBJECTIVES OF THE PROJECT OVERALL ARE TO:

- ▶ improve accessibility, functionality and safety
- ▶ provide a venue for regional and significant community events

### THE PROJECT OBJECTIVES OF THE SKATE PARK REDEVELOPMENT INCLUDE:

- ▶ Provide riding opportunities for a range of active wheel sports
- ▶ Support different abilities from beginner to advanced
- ▶ Provide a broad range of terrain
- ▶ Provide a series of skate and other activity units with safe interfaces between them which allow for parallel activities
- ▶ Provide opportunities for all users (ages and abilities) and spectators to activate, socialise and engage in a safe and inclusive manner
- ▶ Create opportunities for 'working age' riders to utilise the recreation precinct to activate it at night in a safe and sustainable way
- ▶ Provide safe and accessible circulation for riders and spectators within and connecting to the site including separated circulation routes for spectator and rider
- ▶ Provide accessible linkages within its dedicated footprint and connecting the skate park, BMX track and broader surrounds
- ▶ Ensure that the design includes consideration of staging events in terms of spectator management, recreation infrastructure, bump in/bump out and audio visual facilities
- ▶ Complement and contribute to the recreation precinct in aesthetic value and functionality without creating a barrier to the activity of the areas around it

### THE PROJECT OBJECTIVES OF THE RECREATION PRECINCT MASTERPLAN INCLUDE:

- ▶ Develop a landscape masterplan which meets the growing needs of the community and increases use/activation of the precinct through the provision of a built-for-purpose skate park, BMX pump track, half basketball court and ancillary recreation infrastructure
- ▶ Provide cohesive, aesthetic design for the recreation precinct which complements the natural environment and existing recreation development
- ▶ Provide clear sight lines and passive surveillance opportunities to create a feeling of safety;
- ▶ Provide good circulation, pedestrian flow and accessibility across the precinct linking activities and recreation infrastructure
- ▶ Provide multiple opportunities for free recreation activities for a broad cross-section of the community with particular consideration of youth and families
- ▶ Create a space that attracts locals and visitors to the area, supports social interaction and engagement, accommodates community and regionally significant events
- ▶ Provide connected ancillary infrastructure which improves accessibility and supports the use across the regional skatepark, BMX pump track and half basketball court(s)
- ▶ Create a unique feel, aesthetic in the masterplan for the precinct informed by the site assessment and community consultation process







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## THE FINAL CONCEPT

The final concept is derived from the coastal land forms of Umina Beach and 'The Peninsula', which were created by sand deposits around Hawkesbury sandstone formations (e.g. Box Head, Barrenjoey and Umina Point) that over time have been bound by flora, and shaped by the surf wave patterns and tidal action.

The concept combines shapes and elements from both of the previous concept options and has addressed a number of points that the community raised during the consultation period.

## NOTES:

- 01. PROPOSED PUMPTRACK - INTERMEDIATE TO ADVANCED**  
The intermediate to advanced pumptrack will be a circuit of small to large rollers, banked turns, berms, hips, dips and other features designed to be ridden by riders "pumping" - generating momentum by up and down body movements, instead of pedaling or pushing - their way around the full length of the circuit.
- 02. PROPOSED PUMPTRACK - BEGINNER**  
The beginners pumptrack will be a smaller circuit of small to medium rollers, banked turns, dips and other features designed to allow younger riders to learn how to "pump" their way around the full length of the circuit.
- 03. PROPOSED SKATE PARK - BEGINNER**  
The beginners skate area will consist of small to medium obstacles, including; Roll-ins, flatbanks, transitions, ledges, moguls and other features designed to allow younger riders to learn basic skate skills. This area will also provide clear opportunities for skills progression, allowing riders to evolve towards the intermediate to advanced skatepark.
- 04. PROPOSED SKATE PARK - INTERMEDIATE TO ADVANCED**  
The intermediate to advanced skate area will consist of small, medium and large obstacles, including; Roll-ins, flatbanks, transitions, a shallow bowl and a deep bowl, moguls, rails, hubbas, stairs, kickers, ledges and many other features designed to allow the spectrum of riders - (Skateboard, Scooter, BMX, Inline and Roller-skate) - to ride, learn, challenge and grow. This area will provide an array of opportunities for skills progression and allow riders to evolve and advance their skill sets.
- 05. PROPOSED PARKOUR/OBSTACLE COURSE AND BOULDERING WALL**  
A combination of predesigned obstacles and varied height walls, boxes and bars for free play, climbing and acrobatic movements. A varied fitness course with multiple combinations of challenges to promote whole body fitness and agility with options for users of varied ages, fitness and skill levels. The bouldering wall provides the challenges and full body work out of rock climbing at a low height without the need for ropes.
- 06. CIRCULAR BASKETBALL COURTS**  
The concept proposes two circular basketball courts with a transparent screen or netting that spirals around the rear of each court to reduce bouncing balls leaving the court. The two courts will provide a half basketball court and a multi-sport goal/net area allowing for other informal games such as soccer and roller hockey.
- 07. HANGOUT 'GROVES'**  
Scattered throughout the park, these relaxed shady spaces offer a variety of passive recreation pursuits, such as seating, a giant swing, BBQ shelters, outdoor ping pong or just a quiet space to rest amongst a lush landscape setting.
- 08. STREET ART MURAL WALLS**  
The concept allows for the inclusion of 'street art' mural walls as an opportunity for budding street artists to express and display their artform to the community. The walls could be used for annual competitions, skate days, school projects, community art programs, etc.
- 09. COLOURFUL ARBOR STRUCTURES**  
Curvaceous, colourful structures create a striking entry statement and provide shade over key activity and transitional zones of the park. These are opportunities for elevated and/or on-ground structures that provide function, form, interest, rhythm, colour and movement throughout the overall master planned landscape. Plant material can also be used to climb the structure and create an additional sensory experience, colour changes and naturally shaded areas.
- 10. SPECTATOR AREAS**  
Throughout the concept there are designated areas proposed for spectating, gathering and socializing. These areas will also be large enough to act as hardstand set down areas for grandstand seating during major Skate / Scoot / BMX events and competitions.
- 11. TOILETS**  
Based on strong community feedback, the concept proposes a modern toilet structure that sits underneath the larger arbour, creating a gateway into the pumptrack and open space kick-about areas. These facilities will include two unisex, accessible toilet stalls including one baby change station. Priorities in the future detailed design of the amenities shall prioritise safety, transparency, accessibility, durability and ease of maintenance to create a building that blends into the overall landscape and provides important amenities to this end of the recreation precinct.
- 12. PICNIC SHELTERS**  
The concept proposes clusters of park furniture and picnic shelters for use by visitors to the future park.
- 13. PLAZAS**  
Throughout the proposed park upgrade there are key entry nodes, gathering spaces and transitional zones that act as plazas and will have featured pavement treatments to delineate the interfaces.
- 14. PEDESTRIAN PATHS & CROSSINGS**  
Footpaths are located to the perimeter of the park and act as corridors of movement for pedestrians. Cross-links between activity zones have also been considered and provided. New formalised and raised pedestrian crossings are proposed over the internal access road to connect to the beach and tie-in with the shared path network to Ettalong.







**Umina Beach Skatepark and Peninsula Recreation Precinct Redevelopment**

Final Concept Design Report (Draft)

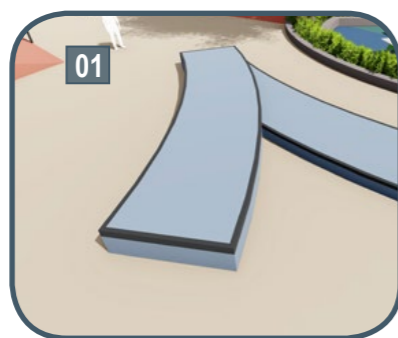
August 2019



**3D CONCEPT VIEWS:  
OVERALL SKATEPARK PERSPECTIVE**



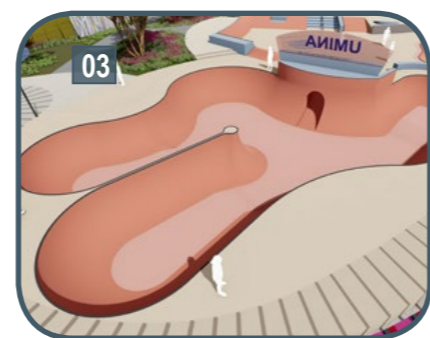
**GARDEN AREAS**



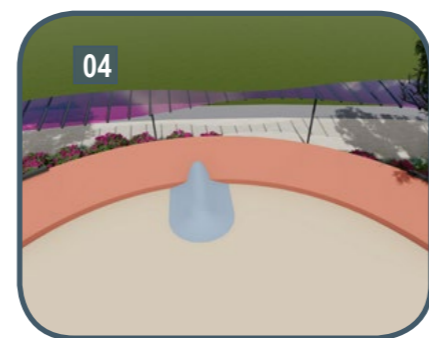
**GRIND LEDGES**



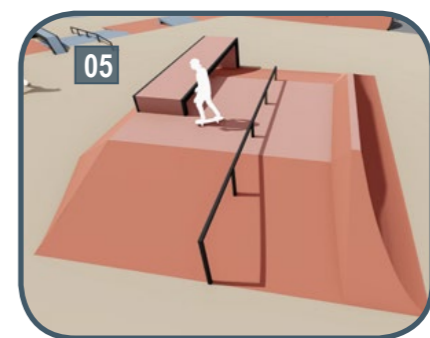
**RAIL TO STAIRS**



**DEEP FLOW BOWL**



**CRESCENT SHAPED BANK**



**CENTRAL FUNBOX**



**UMINA VERT WALL  
+ KEYHOLE**





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### 3D CONCEPT VIEWS:

### OVERALL PUMPTRACK PERSPECTIVE





### 3D CONCEPT VIEWS:

### OVERALL PARKOUR + OBSTACLE COURSE PERSPECTIVE

