

# UMINA SKATEPARK AND PENINSULA RECREATION PRECINCT REDEVELOPMENT

- PHASE THREE [03]:  
DRAFT CONCEPT OPTIONS REPORT  
APRIL 2019



Creative Community Engagement And Activation  
Consultation & Design | Skatepark Construction | Contract Administration | Project Management  
A: PO Box 5771 Maroochydore, QLD 4558 | E: [info@trinityskateparks.com.au](mailto:info@trinityskateparks.com.au) | W: [trinityskateparks.com.au](http://trinityskateparks.com.au) | P: +61 (07) 5314 1114



REV. C

### ACKNOWLEDGEMENTS:

Trinity Skatepark's would like to acknowledge the Umina Community Group for their initiative, drive and passion.

Trinity acknowledges the contributions of all those who have generously given and assisted toward bringing this project to fruition, including the Umina Community Group, the local businesses who have donated time, money and resources, the Central Coast Council, other local community stakeholders and to all those who participated in the community consultation phase. Your contributions are greatly appreciated and instrumental to informing the future design of Umina Skate Park.

### COVER IMAGE:



### PREPARED BY:



### FOR THE CLIENT:



### IMPORTANT ACRONYMS:

Several abbreviations and acronyms are used throughout the document including the following terms:

- SP Skate Park
- USP Umina Skate Park
- UCG Umina Community Group
- CCC Central Coast Council
- LGA Local Government Area

### DOCUMENT CONTROL:

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A: PO Box 5771 Maroochydore, QLD 4558 | E: [info@trinityskateparks.com.au](mailto:info@trinityskateparks.com.au) | W: [trinityskateparks.com.au](http://trinityskateparks.com.au) | P: +61 (07) 5314 1114

# 1.0 INTRODUCTION

## PEOPLE + PLACE + CONTEXT

Umina Beach is the most populated suburb on the Central Coast. Geographically, Umina is located on the north side of Broken Bay at the river mouth of Hawkesbury River. The word “Umina” was derived from the Australian Aboriginal word meaning “Place of sleep”. Source: ([https://en.wikipedia.org/wiki/Umina\\_Beach,\\_New\\_South\\_Wales](https://en.wikipedia.org/wiki/Umina_Beach,_New_South_Wales))

The redevelopment of the Umina Skatepark and Peninsula Recreation Reserve (USP) is being championed in unison by the “Umina Community Group” (UCG) and the Central Coast Council (“council”). The redevelopment of the USP will become a unique community precinct that aspires to provide alternative and multi-generational outdoor wheeled recreation opportunities for the local youth, their supportive parents, non-local skaters and curious visitors to the town of Umina.

Within the previous reports delivered to council, Trinity have detailed and discussed in depth the outcomes of the consultation period, - (online survey, pre-design workshops and drop-in sessions) - site investigations and schematic design processes, which are all related to and influenced by the “People” - “Place” & “Context” of the project’s location.

The following report briefly outlines the types of consultation strategies used, discusses the cultivation of the conceptual theming and presents the evolution of the draft concept options. The concept options presented are a direct reflection of the communities current demands, forecasted skills progression and likely future wheeled action sporting needs.

Within the body of this report are a series of design initiatives that aim to inspire;

- a ‘sense of belonging’ through the development of the project’s vision,
- the cultivation of the conceptual theme,
- mapping the context of place, showcasing the rich and diverse cultural history of the region and the
- development of strong connections to ‘land’ and ‘country’ through considered design gestures and interventions

Once complete the skate community of Umina and the greater Central Coast Region will have another youth space that they can grind, ride and slide!!



# COMMUNITY CONSULTATION REVIEW

To date, 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 Reserve. 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 and desires. Thus far, a number of different consultation techniques have been undertaken within the community. In this particular circumstance the following methods have been used:

## RADIO ADVERTISEMENT AND ONLINE SURVEYS

The Central Coast Council generously advertised to the community via radio 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 provide 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 will greatly assist 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 were also held to A) engage with the young and upcoming skate generation and B) to 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.



**NAME:** \_\_\_\_\_

**Your Age:**  0-7  7-14  14-21  21-28  28-35  35-45  46+

**Where do you live?** (Town / Postcode only) \_\_\_\_\_

**Do you Skate/ Ride or Support?** (Circle)

Rider - (Please continue with the survey)

Supporter - (Please go to page 3 of the survey)

**How would you most likely get to the Skate Park?:** (Check Box)

Walk  Get dropped off

Ride my wheels  Train

Drive myself  Bus

Other (please specify) \_\_\_\_\_

**When do you ride:** (Check Box)

6am - 9am

9am - 12noon

12 - 3pm

3pm - 7pm

7pm - 11pm

**Choose your wheels:** (Check Box)

Skateboard  Scooter

Long board  Cruiser

BMX  Inline

MTB  WCMX

Other: \_\_\_\_\_

**How often do ride:** (Check Box)

Daily  Weekly  Weekdays  Weekends  Monthly  Never - I watch

**How come you ride?** (Circle)

spend time with friends  it's fun

stay out of trouble  to relax

fitness  challenge myself

I dont ride, I watch  express who I am

I want to go pro  to get out of the house

pro rider  peace and quite

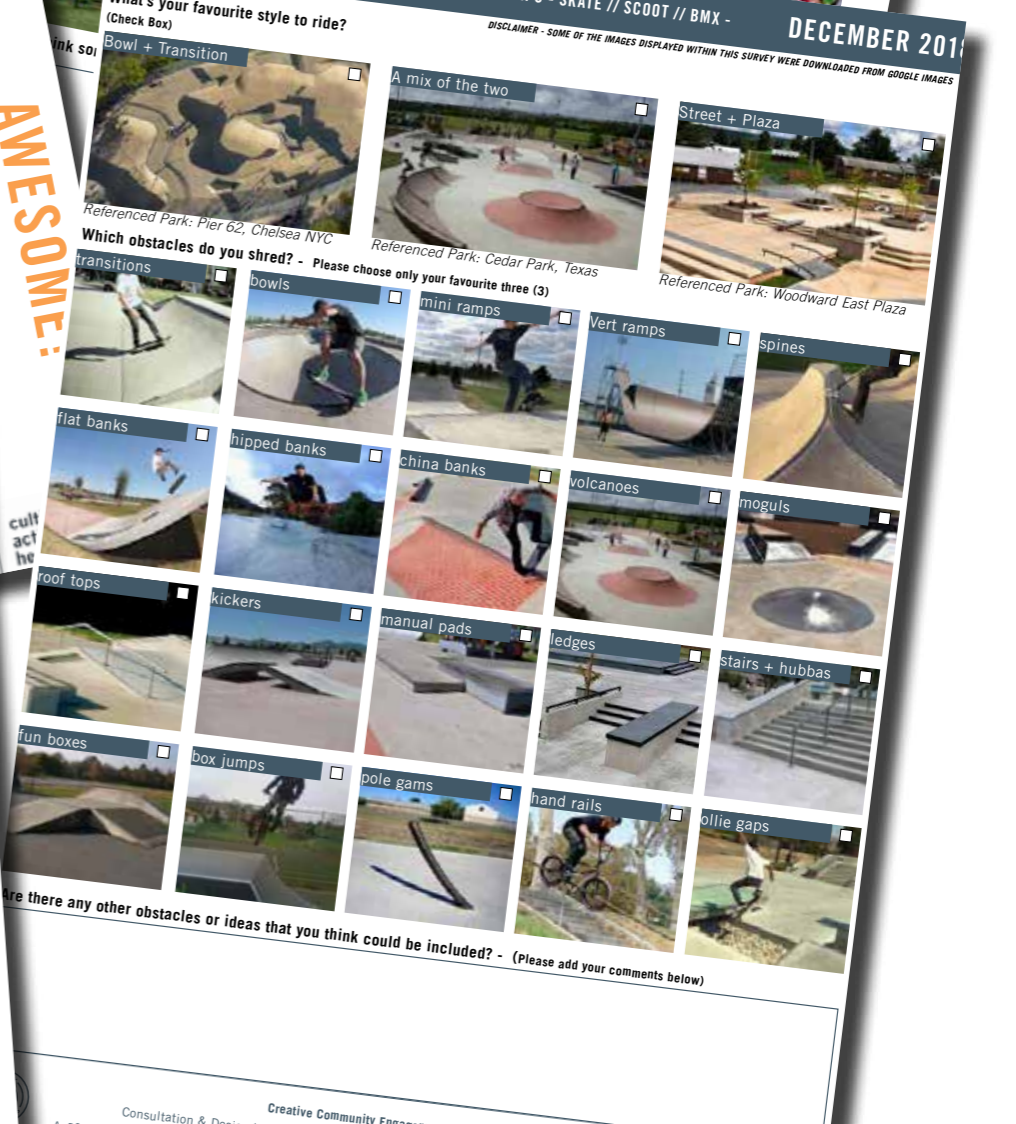
**Other:** \_\_\_\_\_

**Where's your favourite skate park or place to ride and why?**

\_\_\_\_\_

**Which tricks can you land?** (Check Box)

Beginner	Intermediate	Professional
Whip	Bri Flip	Krooked Grinds
Drop-in	Back Scoot	Blunt Slide
Roll-in	Inward	360 Flip
Ollie	Finger Whip	Rails
Bar spin	Teebog	Lip Slide
180	Tucknohanda	Hard Flip
Tic-Tac	Five-O Grind	Quad
Foot Jam	Rock to fakie	Back Flip
Shuv-it	No hander!	Triple whip
Tail stall	Board Slide	Front Flip
Push 'n' roll	Manual	360 - Air
Short manual	Feeble	Superman
Bunny Hop	Smith	900
Little wheelie	Peg Slide	Hubbas
	Kicker-Kicker	Garden Gaps
		Benihana
		Tail Whip
		Nose Wheelie
		Shred Everything



## PROJECT VISION

The redevelopment of the Umina skatepark and Peninsula recreation reserve 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.

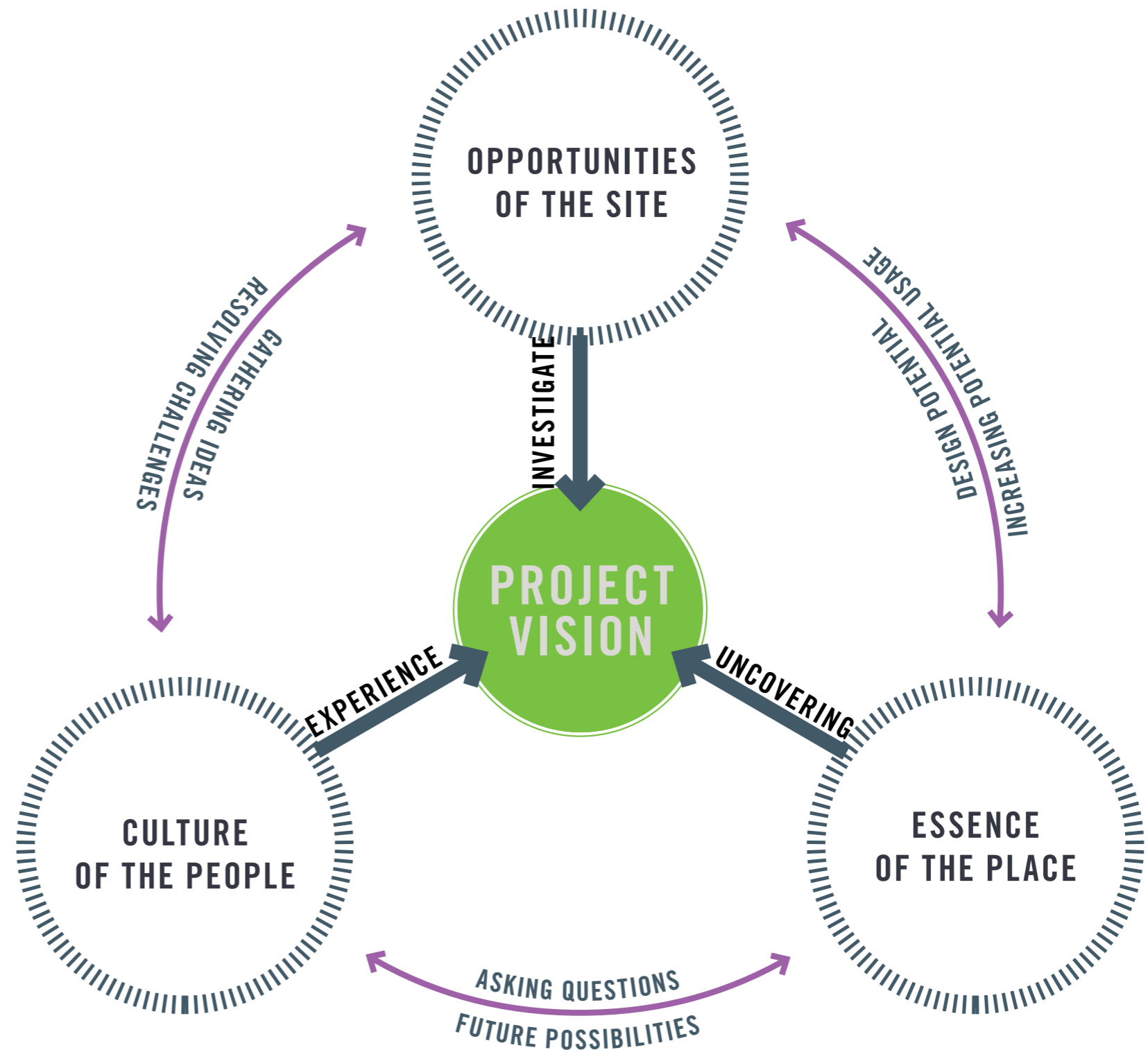
The facility will be site responsive and fit for purpose while also providing for a diversity of skill levels. The upgraded skatepark will aim to compliment and enhance the existing functions of the Peninsula recreation reserve. Once the precinct is fully master planned and implementation commences, the proposed facility will 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 begginers 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, veiwing 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 indentity of the local community.



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## 2.0 CONCEPTUAL CULTIVATION:



## UNCOVERING CONCEPTUAL THEMES

For Trinity's design team the process of uncovering a conceptual theme involves a exploring the history of pre-settlement, geographic context, cultural heritage, industrial history, patterns, politics, stories and understanding if the community have a deeper sense of connection to "place" "country" and "people".

It's claimed that the word 'Umina' was derived from the Australian Aboriginal word meaning 'place of sleep'. The traditional Aboriginal people from the area are the Guringai people - This tribe stretched from the north side of Port Jackson, north through Pittwater, Broken Bay and Brisbane Water, to the southern end of Lake Macquarie.

European entry into the region was first recorded in March 1788 when Governor Arthur Phillip landed with a party at Ettalong Beach. In June 1789, a more thorough investigation of Brisbane Water was conducted. A rest stop was made at Ettalong Beach before the group passed through 'The Rip' (a dangerous passage leading into Brisbane Water). On return, the party camped at Ettalong Beach before sailing to Dangar Island in the Hawkesbury River.

The first land subdivision occurred in 1914 which led to the current commercial and residential centre. Umina Beach celebrated its 100th anniversary in 2014.

Today Umina Beach is considered a 'suburb' within the Central Coast Council local government area. By road, it is 85 kilometres north of the Sydney CBD and 111 kilometres south of the Newcastle CBD.

The town is locally known on the Central Coast as being on 'The Peninsula' (or 'Woy Woy Peninsula'), which is a natural peninsula that includes the towns of Umina Beach, Woy Woy, Blackwall, Booker Bay and Ettalong Beach. The main street, West Street, is the retail centre of The Peninsula with key national brands represented through Coles, Woolworths, Aldi and Bunnings. The suburb of Umina Beach officially begins where Woy Woy and Blackwall end - at Veron Road and Gallipoli Avenue.

Umina Beach is geographically located on the north side of Broken Bay at the river mouth of Hawkesbury River. The formation of Umina Beach and 'The Peninsula' is due to 'sand deposition' that has been influenced by climatic conditions, 'soil-binding flora', Hawkesbury Sandstone formations (e.g.; Box Head, Barrenjoey and Umina Point), 'wave patterns' and 'tidal amplitude' from the Tasman Sea, Hawkesbury River and Brisbane Water.

The combination of the climatic conditions mentioned above has formed the basis of the conceptual overlays/ themes for each of the concept options presented in this report.



THE BEACH



FLORA



TOURISM



GEOLOGY



LIFE SAVERS



MURALS



PLAY



EVENTS



COMMUNITY ART



PICNIC



CAFES



SKATEPARK



MARKETS

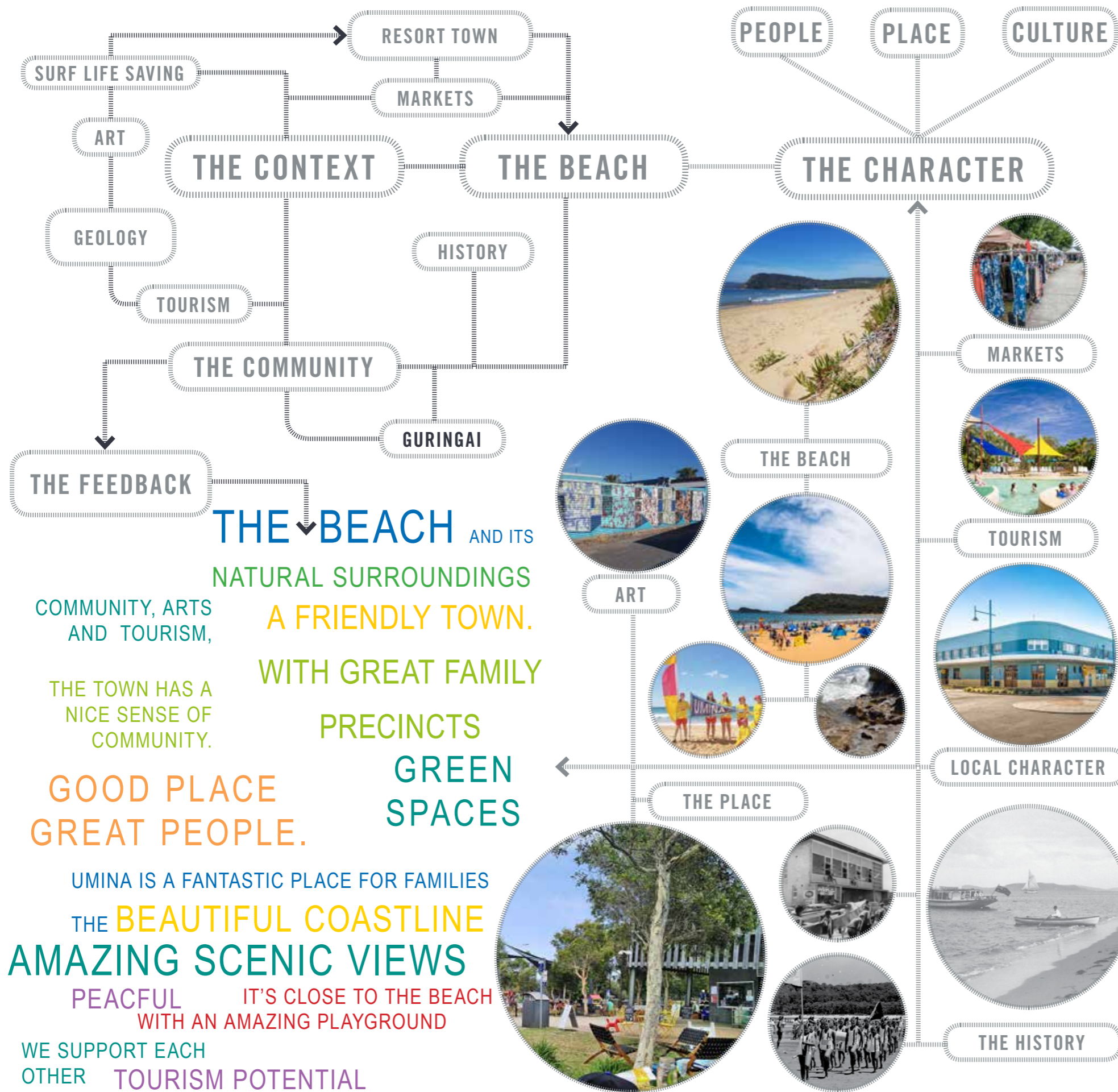
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A: PO Box 5771 Maroochydore, QLD 4558 | E: info@trinityskateparks.com.au | W: trinityskateparks.com.au | P: +61 (07) 5314 1114



## MAPPING THE CONTEXT & CHARACTER OF PLACE

Every project is different and unique; this is why Trinity's Design Team aim to create unique and site responsive people places that are reflective of the local character and cultural context of place. Desktop investigations, site analysis and general immersion within the culture of a place, provides the inspiration necessary to deliver good design.

The wheeled action sport scene is very well established on the Central Coast primarily due to the large number of skateparks and youth focused facilities available to the population. It's worth noting that even though the skate, scoot and BMX industry is somewhat mature, there is still plenty of room for growth within many areas of the industry, including; increasing exposure & participation rates, expanding the youth & arts culture, improving or repairing the current suite of accesible facilities, and applying for government funding opportunities to provide localised activation programs. These factors alone could assist with improving the perception of the skate culture in the region and help the industry to continue its growth and evolution over time.

As the culture grows, so too will the demand for better facilities. Certain aspects will have an ever reaching influence on the trends of the youth and their skate culture. The typologies of the numerous skate facilities within the towns of the greater Central Coast Region will also need to be responsive to the trends and culture of the time.

In addition to the social and cultural contexts of the skatepark, it's important to understand that masterplanning the peripheral areas and upgrading the surrounding infrastructure with the Precinct will play a significant role toward further embedding the skatepark into the fabric of Umina's built environment. This will help improve public patronage, while also enriching the identity and character of the local "skate scene".

Having a good understanding of these factors allows the context and character of a place to be mapped out and utilised during the conceptual design process.

A number of influential design aspects were found during the exercise of 'mapping the sites' context', some of these factors included: the origins of the word "Umina", the stories of European settlement, the towns favourable beachside location, the colours of the local flora, the geological formations, the rail history and the Guringai people, their history, their art & their culture to name a few.

**THE BEACH AND ITS**

**NATURAL SURROUNDINGS**

**A FRIENDLY TOWN.**

**WITH GREAT FAMILY**

**PRECINCTS**

**GREEN SPACES**

**GOOD PLACE**

**GREAT PEOPLE.**

UMINA IS A FANTASTIC PLACE FOR FAMILIES

THE **BEAUTIFUL COASTLINE**

**AMAZING SCENIC VIEWS**

**PEACEFUL** IT'S CLOSE TO THE BEACH

WITH AN AMAZING PLAYGROUND

WE SUPPORT EACH OTHER

**TOURISM POTENTIAL**

COMMUNITY, ARTS AND TOURISM,

THE TOWN HAS A NICE SENSE OF COMMUNITY.

# INSPIRATIONAL PROJECTS AND CONCEPT IDEAS



NAMBOUR YOUTH PRECINCT - QLD

ENLOCUS



HUNINGTON BEACH SKATEPARK - USA

CALIFORNIA SKATEPARKS



VENICE BEACH SKATEPARK - USA

CA



SCARBOROUGH FORESHORE - W.A.

AMERICAN RAMP COMPANY



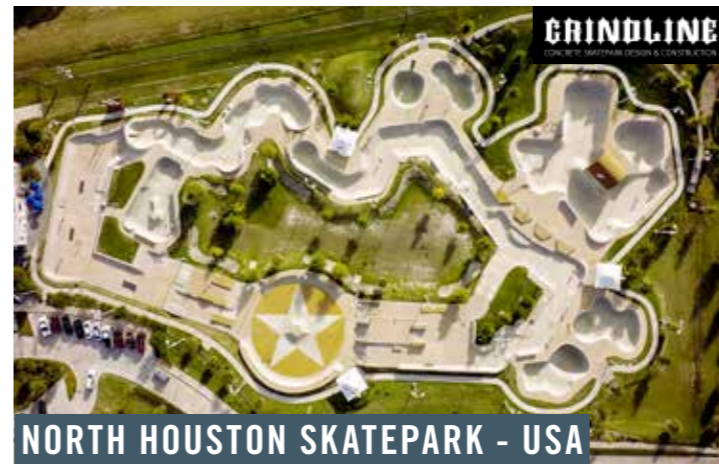
ENLOCUS

COFFS HARBOUR SKATEPARK - NSW



Perfect Earth

BRACKEN RIDGE PUMPTRACK - QLD



GRINDLINE

NORTH HOUSTON SKATEPARK - USA



FORT SMITH SKATEPARK - USA

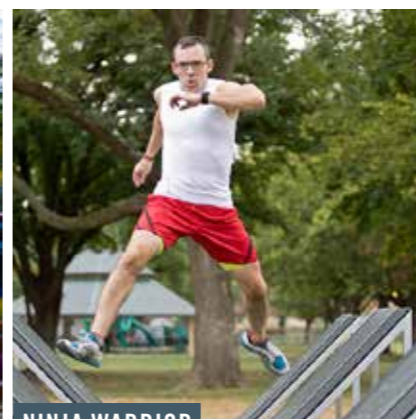
AMERICAN RAMP COMPANY



SCARBOROUGH FORESHORE - W.A.



PARKOUR



NINJA WARRIOR



BOULDERING



FREE PLAY & CLIMBING

GUYMER | BAILEY



NINJA WARRIOR



PARKOUR



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A: PO Box 5771 Maroochydore, QLD 4558 | E: info@trinityskateparks.com.au | W: trinityskateparks.com.au | P: +61 (07) 5314 1114

# INSPIRATIONAL SKATE FEATURE IMAGERY

Exploring the elements within skateparks across the world provides an opportunity to mix and match features that will create an interesting and unique skate experience. The diversity of obstacles and features influences and informs the rider experience, flow and overall skill progression in relation to the function of the overall skatepark.

The items listed below are descriptions to the adjacent imagery:

1. Featured artwork and entry statement
2. Skateable entry statement with integrated moguls behind
3. Community entry node with skateable ledges and natural shade
4. Refuge and seating area
5. Coloured concrete transitions
6. Floating concrete 'roll-overs'
7. Cast insitu "roll-over wave" with roof-top grind ledge
8. Central fun box feature with grind ledges
9. Extension wall
10. Seating walls and grind ledges
11. Key hole gap
12. Feature ledge over gap
13. Floating hubba ledges
14. Snapped skateboard feature bank
15. Flat bar rail
16. Manual pad with feature rail
17. Stairset to steep banked wall
18. A-Frame ledge with Kick to kicker
19. Central Roof-top combo
20. Skate plaza with low ledges, gaps, rocks and rails
21. Pole jam
22. Grind rail to A-Frame
23. China bank with a parking block and grind ledge
24. Large bowl with a - (Watermelon) - colour theme
25. Large 60 Degree Halo Bank

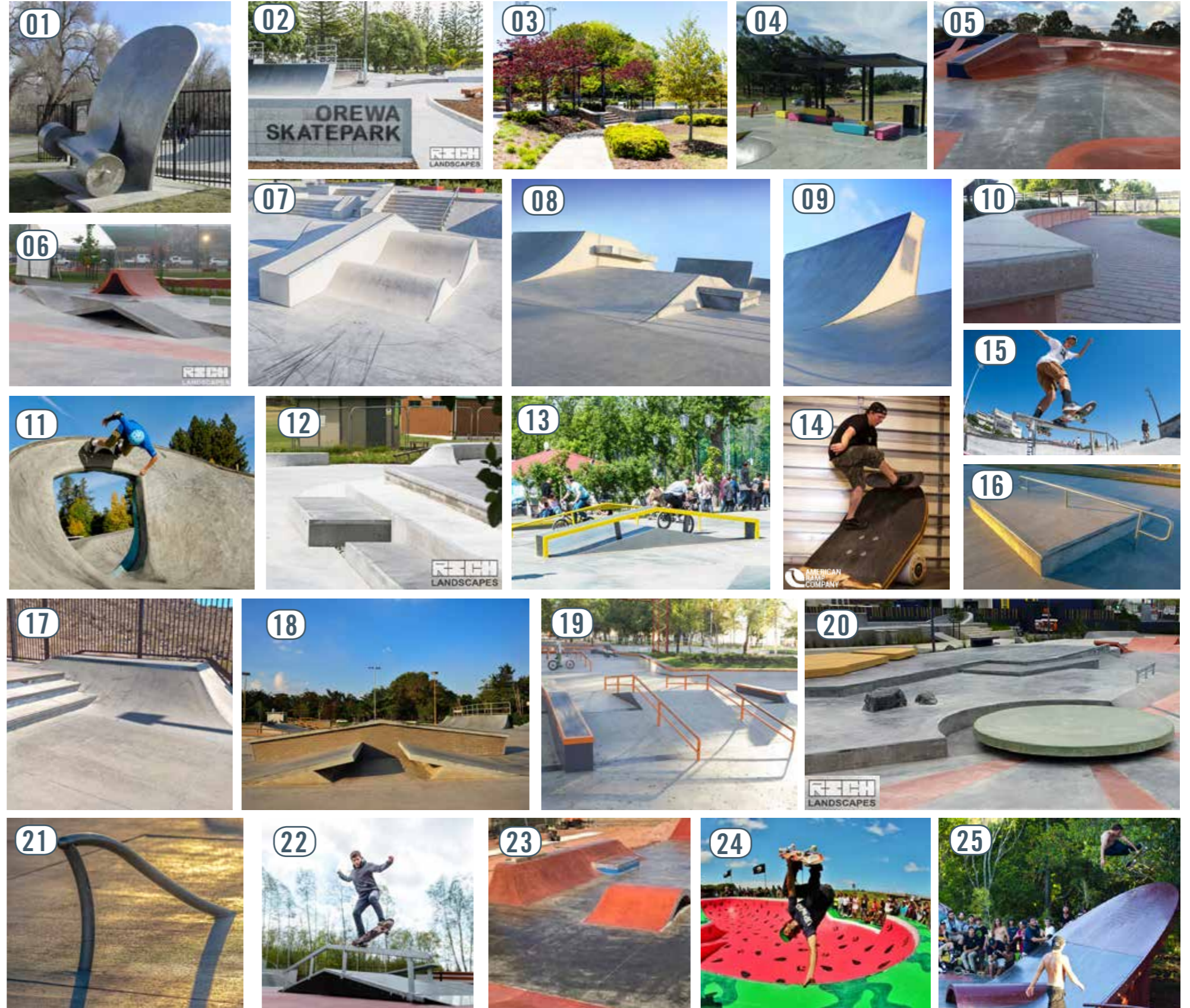


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## RESPONDING TO THE COMMUNITY FEEDBACK

### OVERVIEW:

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.

As previously mentioned, there were multiple forms of consultation 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.

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 numbers tend to 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 will be taken into consideration through the design phase of the facility.



Image Credit: North Houston Skatepark, Texas - A GRINDLINE Skatepark Project

# 116 - RESPONDENTS



## A MIX OF THE TWO

Cedar Park, Texas



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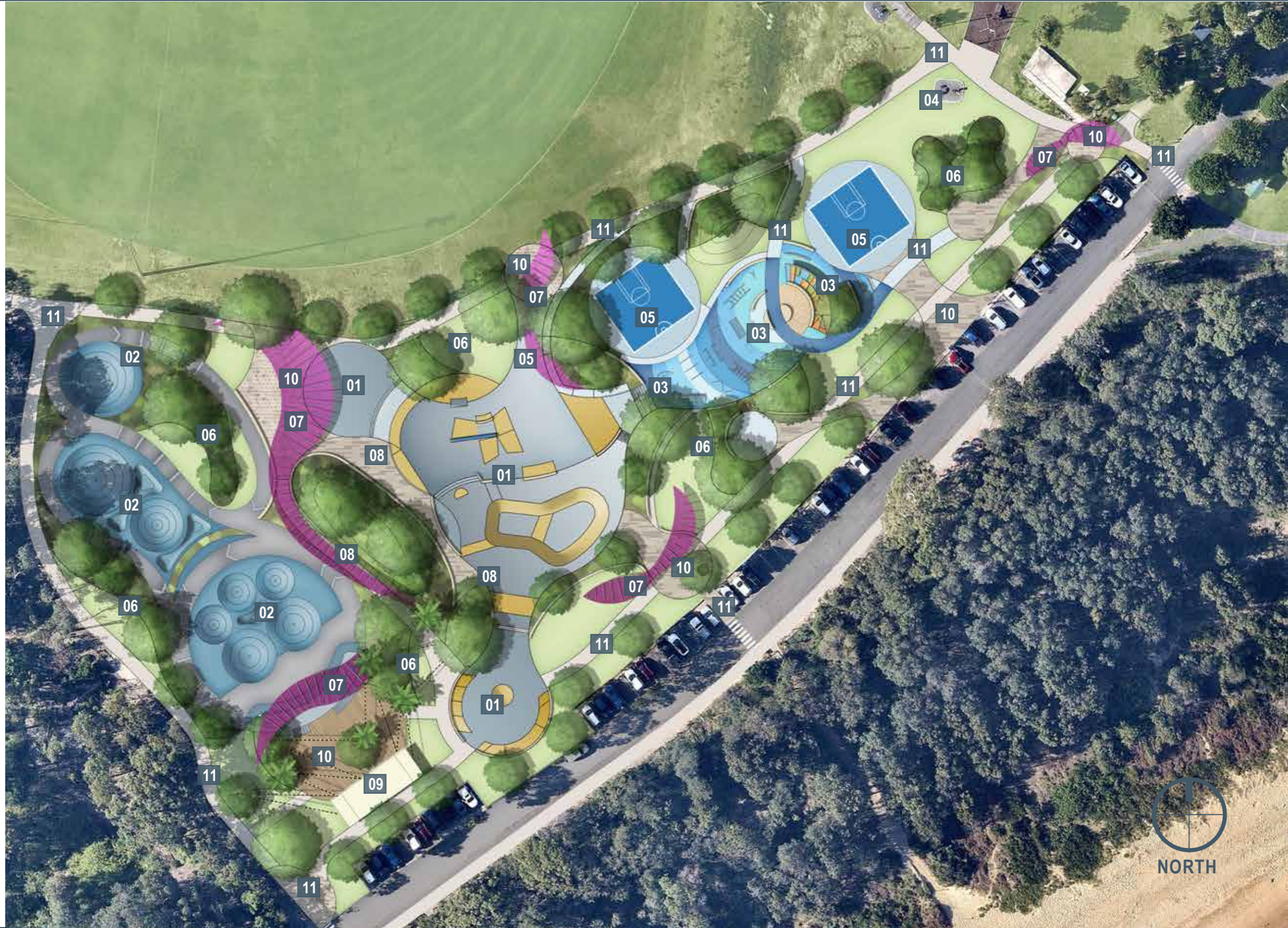


# "SPLASH" PARK UMINA!





- 01. Proposed skatepark option 01**
- 02. Proposed pumptrack option 01**
- 03. Proposed ninja warrior & parkour**
- 04. Existing exercise station retained**
- 05. Two circular half basketball courts** with fenced enclosure spiralling the rear of each court.
- 06. Hangout 'Groves'**  
Scattered throughout the park, these relaxed shady spaces offer a variety of passive recreation pursuits, such as hammocks, a giant swing, BBQ shelters, outdoor ping pong or just a quiet space to rest amongst a lush landscape setting.
- 07. Colourful Arbor Structures:**  
Curvaceous 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.
- 08. Spectator Areas:**  
Meandering turf mounds provide elevated vantage points to watch over adjacent recreation zones. High foot-traffic areas at the base of the mounds will be paved, connecting into the active use zones.
- 09. Shipping Container 'Cantina':**  
A temporary structure to provide a second food outlet that helps activate the opposing end of the park. Surrounding setting offers timber decking and catenary festoon lighting strung between trees.
- 10. Plazas:**  
Feature pavement treatments at key entry nodes to the park.
- 11. Pedestrian paths & crossings:**  
Footpaths are located to the perimeter of the park and as cross-links between activity zones. New formalised pedestrian crossings are proposed over the internal access road to connect to the beach and tie-in with the shared path network to Ettalong. A new boardwalk is proposed along the south-eastern verge of the access road to continue the shared bikeway network.





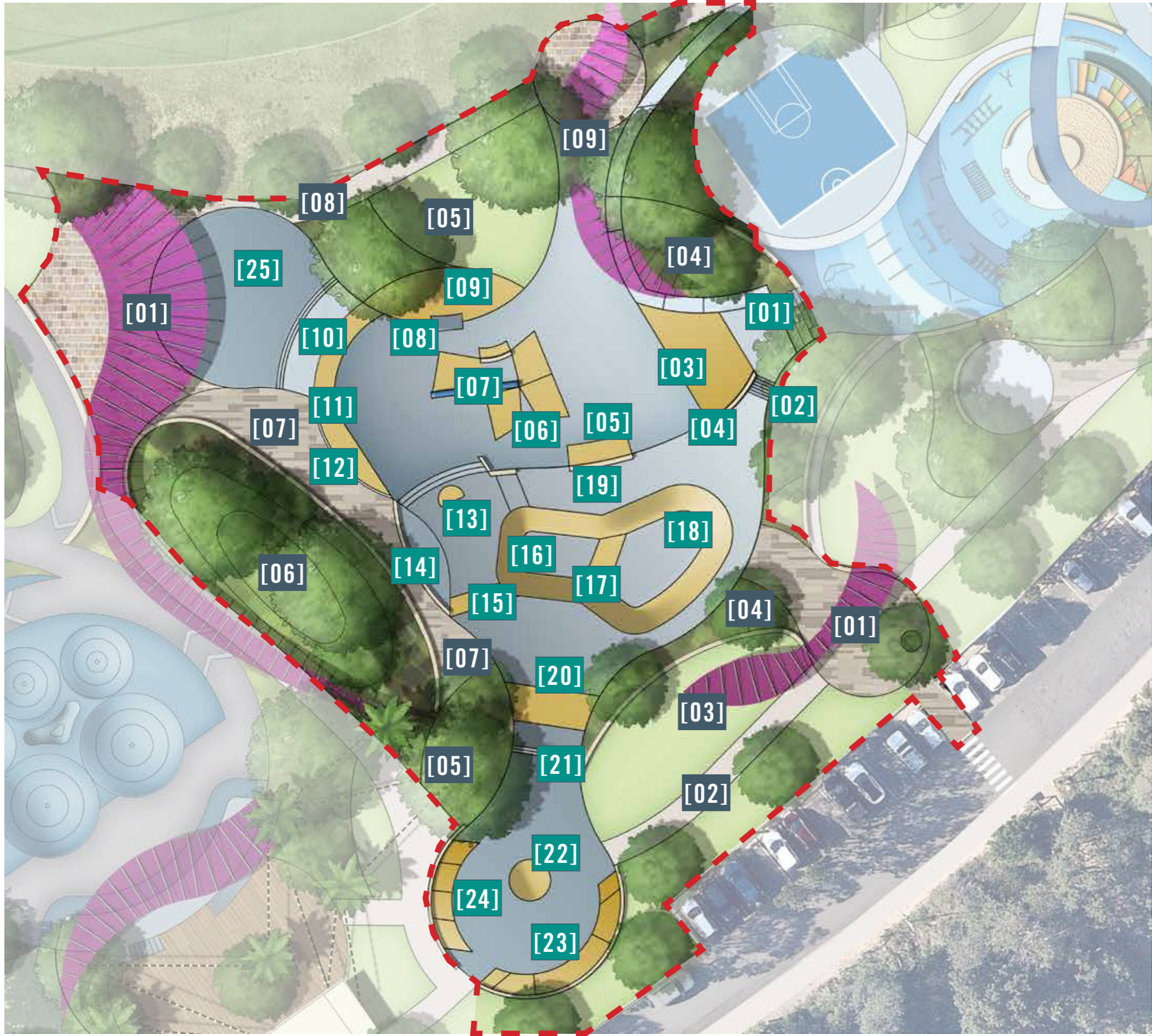
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# SKATEPARK CONCEPT OPTION [01]



**SKATE INFRASTRUCTURE:** [00]

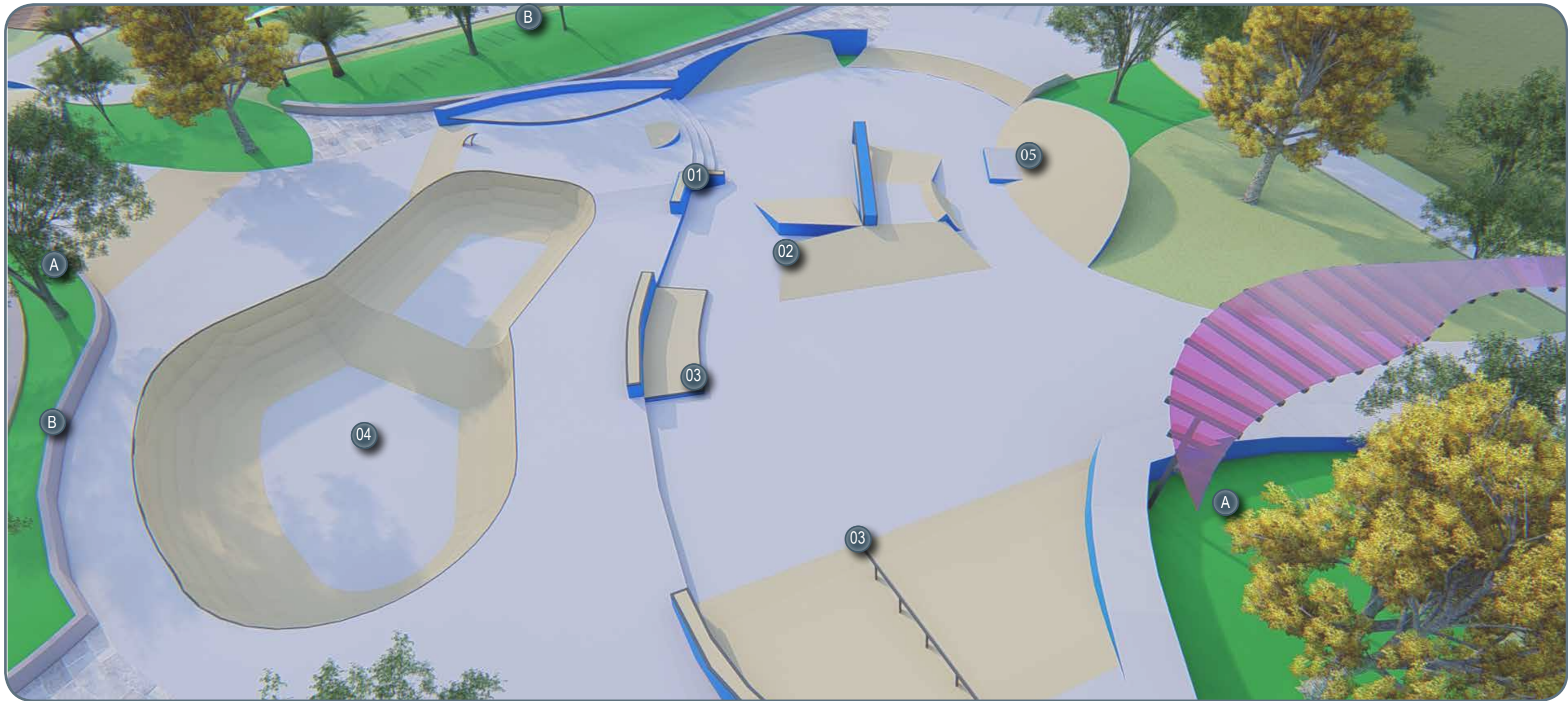
1. +1m(H) take off platform and flatbank
2. +1m(H) stairset combo
3. +350(H) down rail to bank
4. +400(H) descending curved ledge
5. +300(H) curved low ledge with slappy kerb
6. +500(H) Kicker to kicker gap
7. +600(H) custom funbox feature with rails & ledges
8. +350(H) block ledge and manual pad
9. +1.5m(H) Taco bank
10. +750m(H) Take-off platform with transition
11. +1.2m(H) curved wall over gap
12. +900(H) transition to wall ride
13. +300(H) Kicker to stairset
14. +250(H) curved ledge to spectators area
15. +500(H) Wave pole jam to top of flatbank
16. +1.8m(H) shallow bowl end
17. +600(H) waterfall
18. +2.4m(H) Deep bowl end
19. +450(H) Block ledge with coping
20. +600(H) Flatbank down to bowl platform
21. +600(H) 4 Stairset into beginners skate zone
22. +300(H) mogul
23. +300(H) curved low ledge and flat pad
24. +300(H) Double roll-over wave
25. Flat plaza area for skate coaching programs - with small ledges, kerbs, banks and stairs

**LANDSCAPE INFRASTRUCTURE** [00]

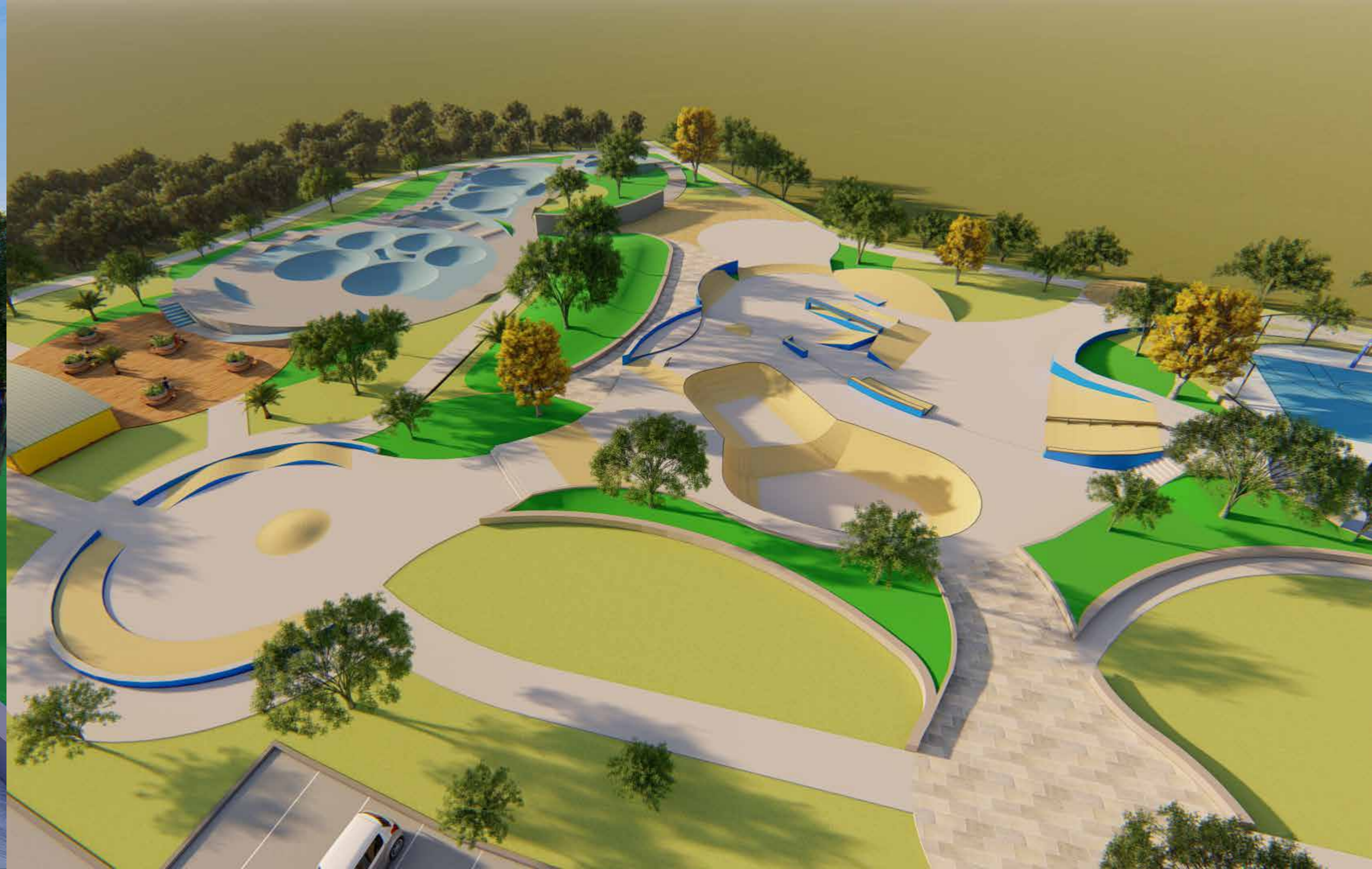
1. Proposed formal entry node and gathering plaza with a featured arbour structure, naturally shaded zones, tables and chairs, bins and water stations.
2. Proposed pathway to alignment of existing trees
3. Proposed open and leveled area of turf
4. Proposed areas of garden beds with featured plantings
5. Proposed grove of trees for natural shade and refuge
6. Proposed raised & mounded garden bed with trees & shrubs
7. Proposed raised spectaors area with seating ledges
8. Existing pathway alignment to be upgraded
9. Proposed secondary entry point



**3D CONCEPT VIEW:  
OVERALL SKATEPARK PERSPECTIVE 01 -**







## PUMPTRACK CONCEPT OPTION [01]



### PUMPTRACK INFRASTRUCTURE: [001]

1. +1.2m(H) take-off platform
2. +350(H) double pump entry point
3. +350(H) single pump into short loop
4. +1.0m(H) berm
5. +350(H) single pump out short loop
6. +500(H) double pump exit point
7. +400(H) - +900(H) deep bowls with spines
8. +300(H) - +900(H) 6 x roll-overs
9. +550(H) double pump into berm & advanced loop
10. +550(H) double pump out of berm
11. +850(H) single pump into long wall ride
12. +1.5m(H) long wall ride
13. +550(H) single pump out of wall ride
14. +700(H) bowl
15. +2m(W) transfer gap into adjacent bowl
16. +1m(H) bowl
17. +500(H) single pump into intermediate loop
18. +750(H) single pump
19. +300(H) - +900(H) 7 x roll-overs
20. +300(H) single pump out of loop

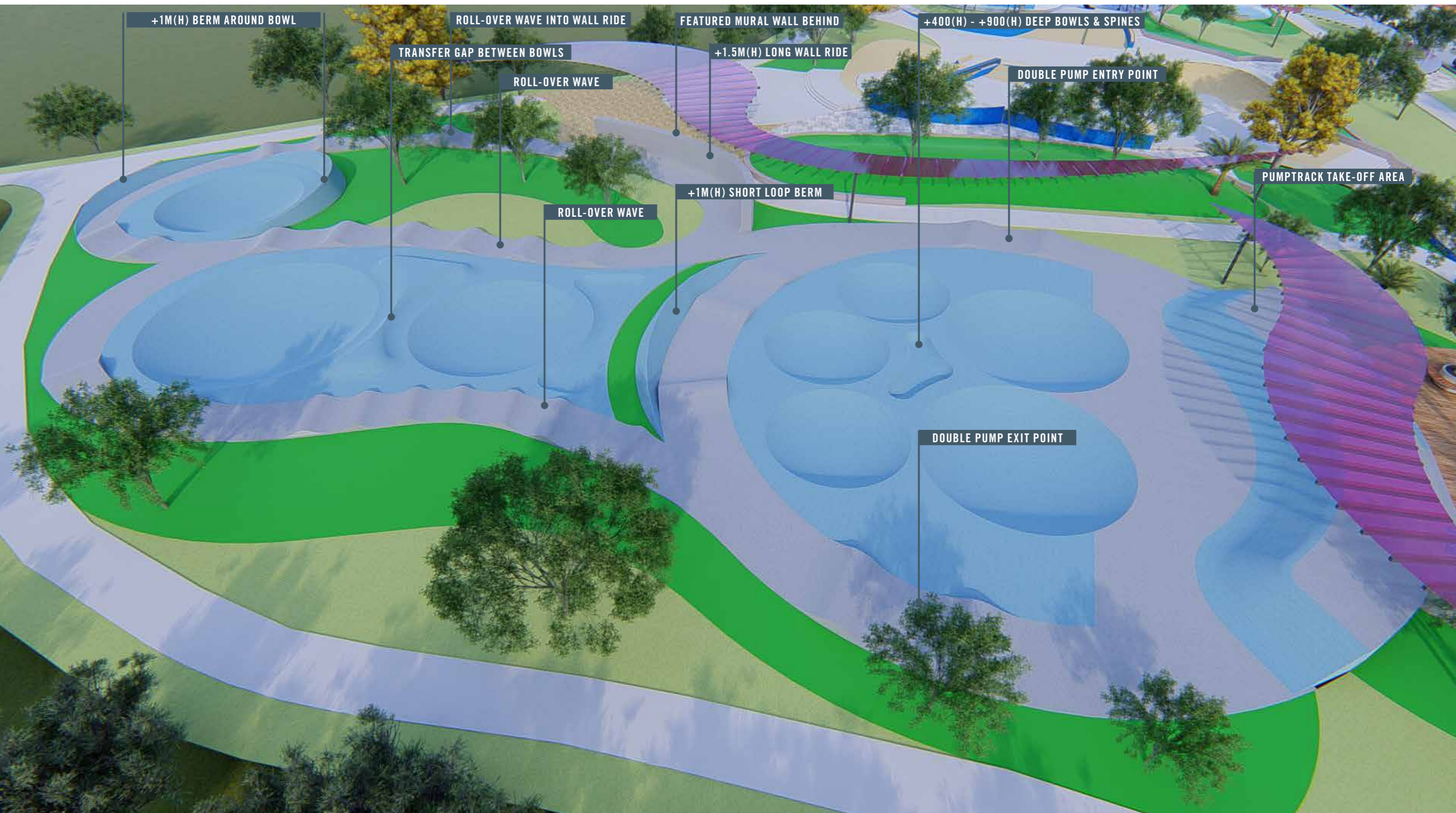
### LANDSCAPE INFRASTRUCTURE [001]

1. Proposed formal entry node and signage
2. Existing pathway alignment to be upgraded
3. Proposed natural refuge area with shade trees
4. Proposed shipping container "Cantina" food outlet
5. Proposed communal seating and gathering space to cantina with shade trees, tables, chairs, bins, drinking fountains and festoon lighting,
6. Proposed connection pathways
7. Proposed feature mural wall to replace existing memorial mural
8. Proposed spectators area and gathering space
9. Proposed leveled turf area





**3D CONCEPT VIEW:  
OVERALL PUMPTRACK PERSPECTIVE 02 -**



# PARKOUR / NINJA WARRIOR CONCEPT - OPTION [01]



## PARKOUR / NINJA WARRIOR INFRASTRUCTURE: [00]

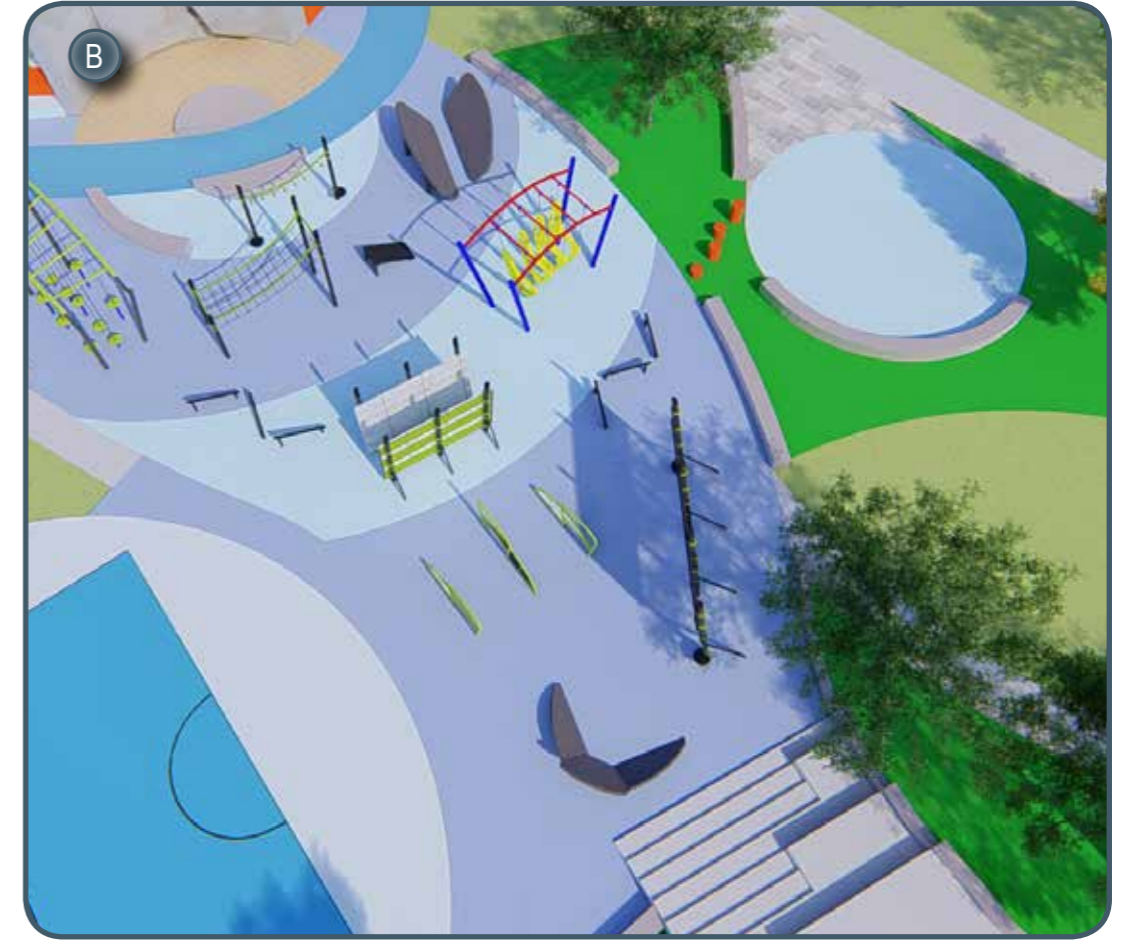
1. Proposed basketball half courts with backing nets
2. Bouldering wall for rope-free low fall height mountain climbing with shock absorbing pads and rubber softfall
3. Multiple parkour obstacles with concrete walls and tubular steel bars at varying heights
4. Parkour platforms, boxes and vaults with varying level changes, steps and jumps.
5. Warped Wall Ninja and Parkour obstacle
6. Ninja Steps
7. Jump Hang
8. Peg Bridge
9. Rope Climb
10. Swaying Steps
11. Spider Walk
12. Floating Boards
13. High-Low Beams
14. Vault Walls
15. U Turn Ramp
16. Ledge Hanger
17. Ninja course stepped seating spectator area and steps up to skatepark

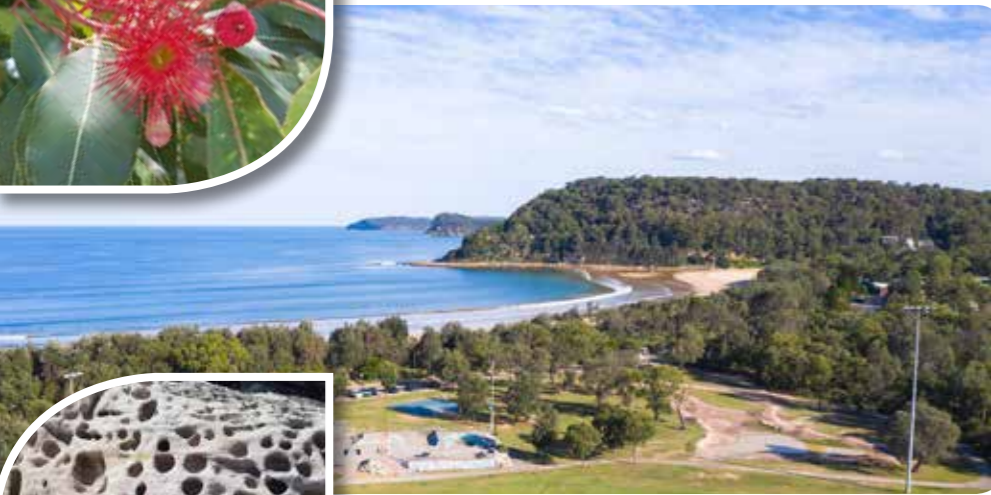
## LANDSCAPE INFRASTRUCTURE [00]

1. Entry node with feature pavement treatment
2. Proposed secondary entry point
3. Hangout groves with various combinations of tables, seating, BBQs, shelters, hammocks, swings
4. Proposed pathway to alignment of existing trees
5. Proposed open and leveled area of turf
6. Proposed areas of garden beds with featured plantings
7. Proposed raised & mounded garden bed with trees & grasses and groundcovers
8. Existing pathway alignment to be upgraded
9. Existing grove of trees retained.
10. Existing fitness station and exercise equipment retained

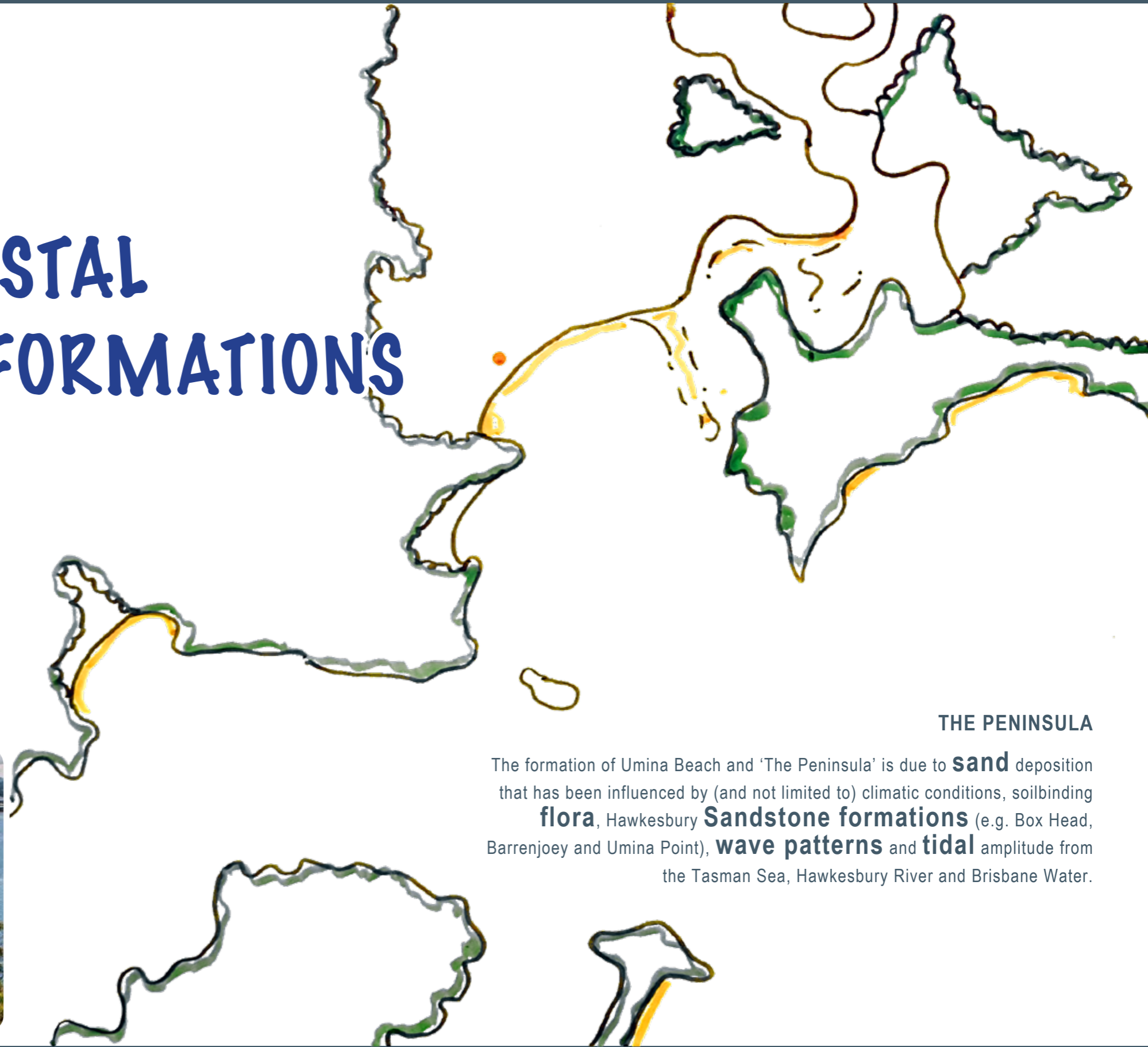


**CONCEPT OPTION [01]:  
OVERALL PARKOUR / NINJA WARRIOR 3D PERSPECTIVES:**





# COASTAL FORMATIONS



## THE PENINSULA

The formation of Umina Beach and 'The Peninsula' is due to **sand** deposition that has been influenced by (and not limited to) climatic conditions, soilbinding **flora**, Hawkesbury **Sandstone formations** (e.g. Box Head, Barrenjoey and Umina Point), **wave patterns** and **tidal** amplitude from the Tasman Sea, Hawkesbury River and Brisbane Water.



## NOTES

**01. Proposed skatepark option 02**

**02. Proposed pumptrack option 02**

**03. Proposed ninja warrior & parkour**

**04. Existing exercise station retained**

**05. Two circular half basketball courts with fenced enclosure spiralling the rear of each court.**

**06. Hangout 'Groves'**

Scattered throughout the park, these relaxed shady spaces offer a variety of passive recreation pursuits, such as hammocks, a giant swing, BBQ shelters, outdoor ping pong or just a quiet space to rest amongst a lush landscape setting.

**07. Colourful Arbor Structures:**

Curvaceous 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.

**08. Spectator Areas:**

Meandering turf mounds provide elevated vantage points to watch over adjacent recreation zones. High foot-traffic areas at the base of the mounds will be paved, connecting into the active use zones.

**09. Shipping Container 'Cantina':**

A temporary structure to provide a second food outlet that helps activate the opposing end of the park. Surrounding setting offers timber decking and catenary festoon lighting strung between trees.

**10. Plazas:**

Feature pavement treatments at key entry nodes to the park.

**11. Pedestrian paths & crossings:**

Footpaths are located to the perimeter of the park and as cross-links between activity zones. New formalised pedestrian crossings are proposed over the internal access road to connect to the beach and tie-in with the shared path network to Ettalong. A new boardwalk is proposed along the south-eastern verge of the access road to continue the shared bikeway network.

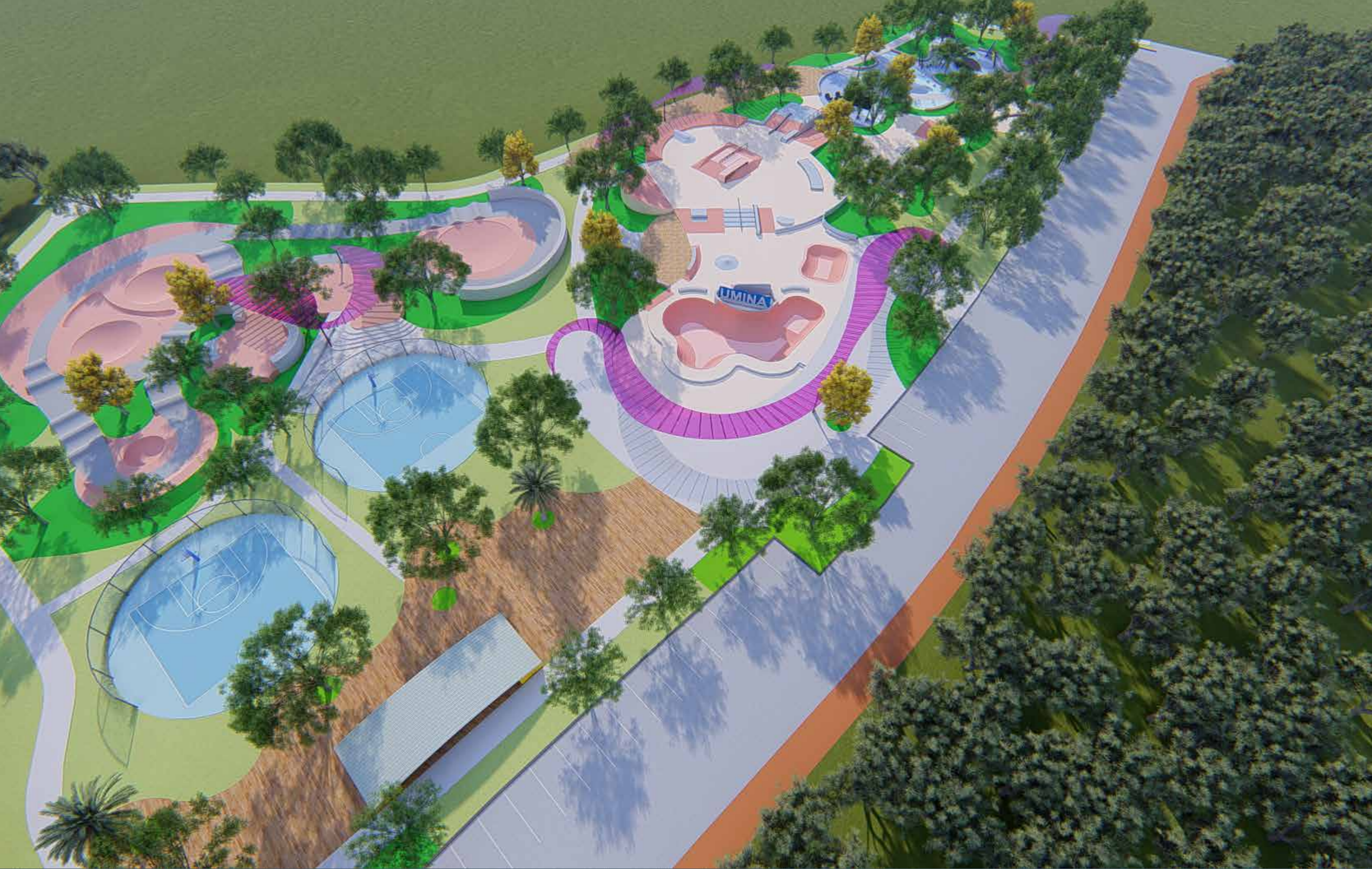




***Creative Community Engagement and Activation***

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

A: PO Box 5771 Maroochydore, QLD 4558 | E: [info@trinityskateparks.com.au](mailto:info@trinityskateparks.com.au) | W: [trinityskateparks.com.au](http://trinityskateparks.com.au) | P: +61 (07) 5314 1114



# SKATEPARK CONCEPT OPTION [02]



**SKATE INFRASTRUCTURE: [00]**

1. +1m(H) platform and take-off area
2. +1m(H) Flatbank with rails and ledge
3. +150(H) Slappy kerb to top of steep banked ledge
4. +1m(H) Steep banked ledge
5. +450(H) Roll-over mogul
6. +650(H) central funbox feature
7. +300(H) curved low ledge and manual pad
8. +300(H) Kicker gap to terrace below
9. +600(H) flatbank with hubba
10. +600(H) Advanced stairset with down rail
11. Kick to flatbank
12. +750(H) Curved steep bank
13. +450(H) Mogul
14. +2m(H) Featured wall ride
15. +450(H) Curved ledge and seating wall
16. +1m(H) shallow beginners bowl
17. +1.5m(H) shallow bowl end
18. +2.4m(H) deep bowl
19. +400(H) pole jam to flatbank
20. Deep bowl platform and spectators area
21. +300(H) wide flatbank into juniors area
22. +750(H) platform, transition and flatbank
23. +750(H) transition & box jump
24. +350(H) roll-over with floating ledge
25. +150(H) slappy kerb / Parking block
26. +450(H) curved ledge

**LANDSCAPE INFRASTRUCTURE [00]**

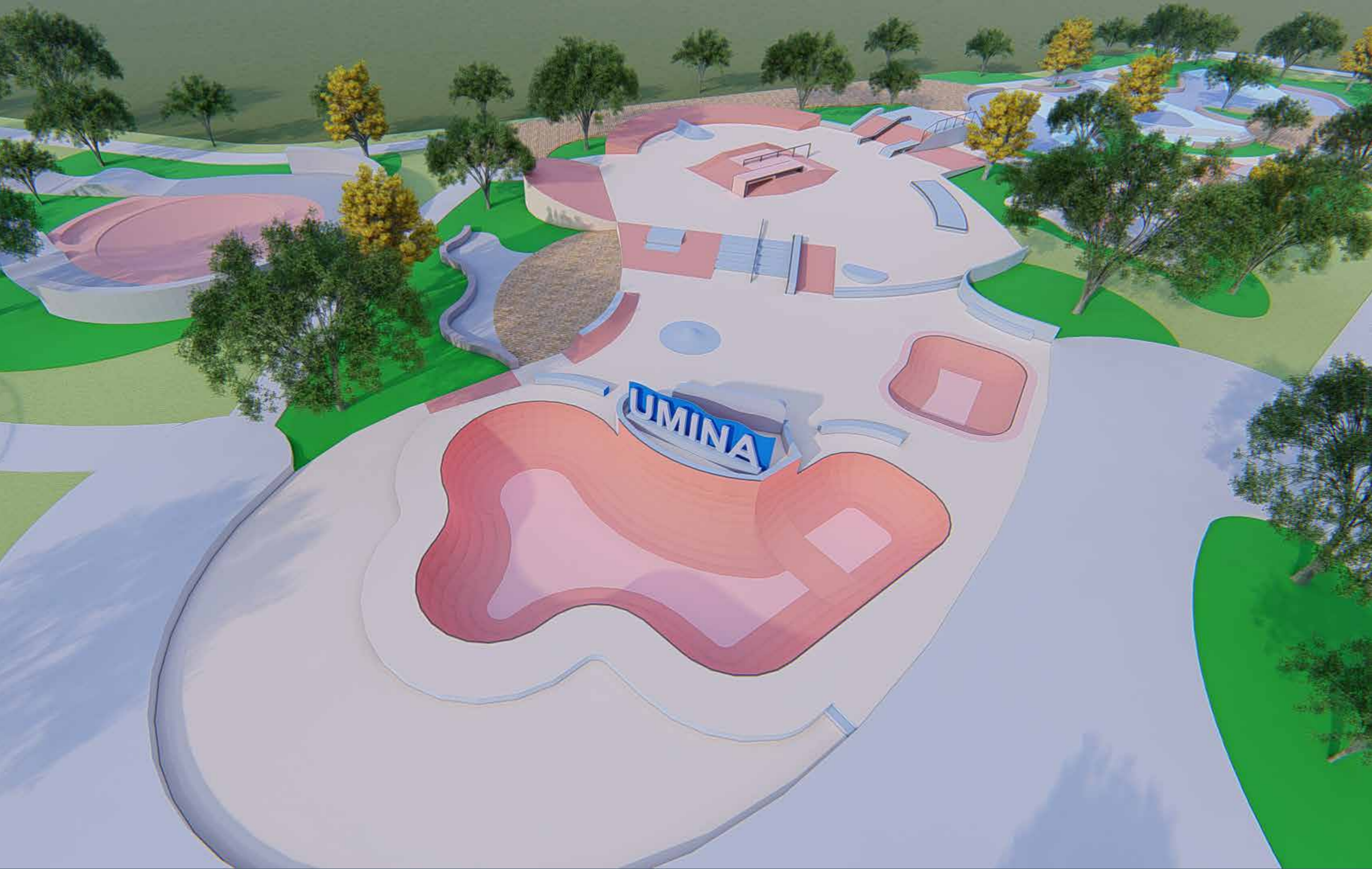
1. Proposed formal entry node and gathering plaza with a featured arbour structure, naturally shaded zones, tables and chairs, bins and water stations.
2. Proposed pathway to alignment of existing trees
3. Proposed open and leveled area of turf
4. Proposed areas of garden beds with featured plantings
5. Proposed grove of trees for natural shade and refuge
6. Proposed raised & mounded garden bed with trees & shrubs
7. Proposed raised spectators area with seating ledges
8. Colourful arbor structure over





**3D CONCEPT VIEWS:  
OVERALL SKATEPARK PERSPECTIVE 01 -**







## PUMPTRACK CONCEPT OPTION [02]



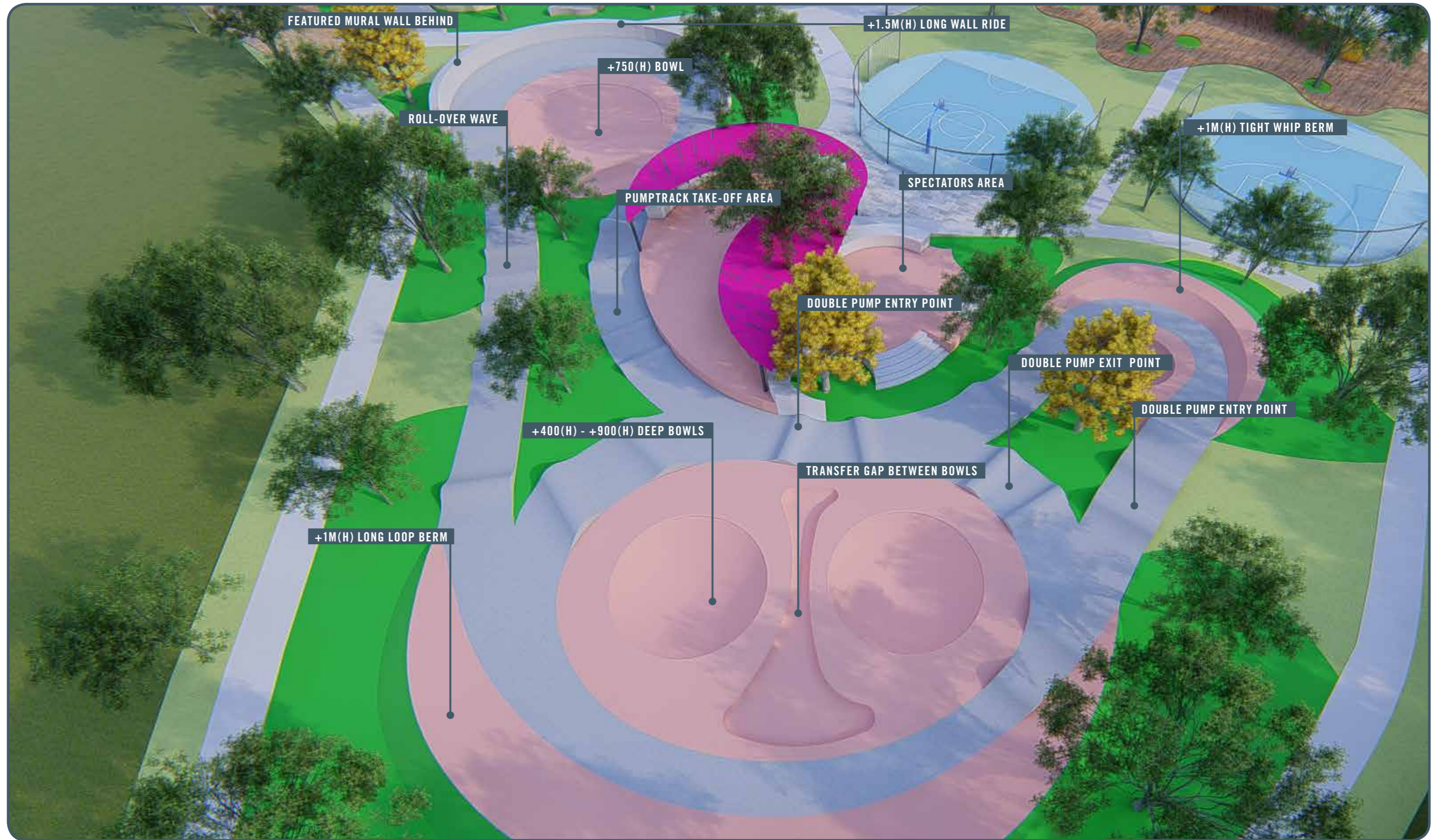
### PUMPTRACK INFRASTRUCTURE: [00]

1. +1.2m(H) take-off platform arbor structure over
2. +350(H) double pump entry point
3. +500(H) quadruple pump into long loop
4. +350(H) single pump into +1.0m(H) berm
5. +1.5m(H) long wall-ride
6. +500(H) triple pump out of wall-ride
7. +750(H) bowl
8. +300(H) - +900(H) 5 x roll-overs
9. +550(H) single pump into berm
10. +1.0m(H) berm
11. +550(H) double pump out of berm
12. +500(H) - +900(H) deep bowls with spines
13. +450(H) double pump into return loop
14. +650(H) double pump shortcut into big berm loop
15. +750(H) triple pump into tight whip berm
16. +1.2m(H) tight whip berm
17. +650(H) double pump out of whip berm loop
18. +450(H) double pump return to take-off platform

### LANDSCAPE INFRASTRUCTURE [00]

1. Proposed formal entry node and signage
2. Existing pathway alignment to be upgraded
3. Proposed natural refuge area with shade trees
4. Proposed shipping container "Cantina" food outlet
5. Proposed communal seating and gathering space to cantina with shade trees, tables, chairs, bins, drinking fountains and festoon lighting,
6. Proposed connection pathways
7. Proposed feature mural wall to replace existing memorial mural
8. Proposed spectators area and gathering space
9. Proposed leveled turf area
10. Proposed basketball half courts with backing nets
11. Colourful Arbor structure

**3D CONCEPT VIEWS:  
OVERALL PUMPTRACK PERSPECTIVE 02 -**



# PARKOUR / NINJA WARRIOR CONCEPT - OPTION [02]



PARKOUR / NINJA WARRIOR INFRASTRUCTURE: [00]

1. Ninja course stepped seating spectator area and steps up to skatepark
2. Quintuple Steps
3. Ledge Hanger
4. Rope Climb
5. Peg Bridge
6. Tubular stainless steel sculptures as climbing frames for all ages and free form parkour obstacles on softall mounds
7. Swaying Steps
8. Floating Boards
9. U- Turn Ramp
10. Vaulting Walls
11. Traverse climbing and net wall
12. Spider Walk

LANDSCAPE INFRASTRUCTURE [00]

1. Entry node with feature pavement treatment
2. Hangout groves with various combinations of tables, seating, BBQs, shelters, hammocks, swings
3. Proposed pathway to alignment of existing trees
4. Proposed areas of garden beds with featured plantings and seating walls under groves of trees
5. Proposed raised & mounded garden bed with trees & grasses and groundcovers
6. Existing pathway alignment to be upgraded
7. Existing fitness station and exercise equipment retained
8. Colourful arbor structure over



**CONCEPT OPTION [02]:  
OVERALL PARKOUR / NINJA WARRIOR 3D PERSPECTIVES:**



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## 4.0 DESIGN PALETTES:



# DESIGN PALETTES

## INDICATIVE MATERIAL & FURNITURE PALETTE

The adjacent images are indicative of the types of materials, structures and furniture proposed for the overall facility. This palette has been influenced by the colours, materials, textures and structures noted and experienced during site visits and further desktop investigations into the character of place.

The adjacent materials & furniture palette intends to be functional yet site responsive, while also being sympathetic to the existing character of the region. Materials and furniture types are generally chosen for their robustness and longevity under constant pressures of usage in a skatepark environment. Further considerations include performance, function, amenity, uniqueness, aesthetics, lighting, safety in design, CPTED, and cost effectiveness.

1. Portland grey concrete - Broom finished
2. Integrally coloured concrete - Finish as specified
3. Skatepark Concrete - Burnished steel trowel finish
4. Asphalt - Finish as specified
5. Rubber Softfall - Finish as specified
6. Synthetic Turf - Finish as specified
7. Proprietary drinking fountain
8. Proprietary water filling station
9. Feature bollards - pedestrian and vehicle traffic
10. Proprietary shelter structure with tables and chairs
11. Proprietary rubbish receptacle
12. Proprietary aluminium bench seat
13. Proprietary stainless steel bicycle racks
14. Custom shade structure, refuge area and spectator zones
15. Feature skatepark and functional facility lighting
16. Custom Parkour area and equipment
17. Seating ledges with skate coping
18. Pumptrack
19. Native Planting areas
20. Ninja warrior course

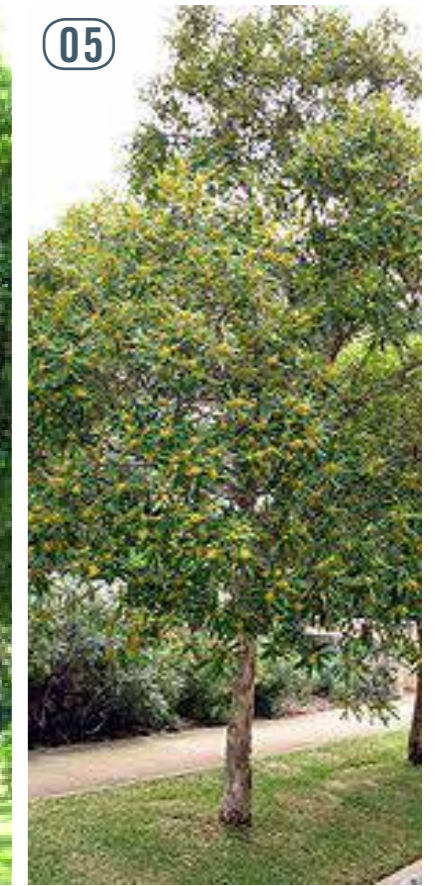


## INDICATIVE PLANTING PALETTE

The plant species shown in the adjacent images are indicative only. This plant palette intends to be a basic reflection of the landscape character experienced during multiple site visits to the region. Plant species have been selected through a process of on-site observations and in-depth desktop investigations. Certain plant species have been chosen for their resilience & adaptability to withstand exposure to the prevailing environmental conditions of the site, while others have been selected for their availability.

Over-time, the trees selected are intended to provide a cooling effect around the proposed facility, while also performing the important function of natural shade and refuge below a canopy structure. Additionally, the trees aim to provide scale, colour and texture to the end users experience. Shrubs, grasses and groundcovers are proposed in mass plantings to highlight areas, provide a playful rhythm and movement, while also reflecting the intended character of the design.

- |   |                         |
|---|-------------------------|
| 1. Grevillia robusta                    | Southern silky oak tree |
| 2. Acacia decurrens                     | Black wattle            |
| 3. Casuarina glauca                     | Coastal she-oak         |
| 4. Cupaniopsis anacardioides            | Tuckeroo                |
| 5. Tristaniopsis laurina                | Water gun or kanooka    |
| 6. Pandanus tectorius                   | Srewpine                |
| 7. Macrozamia communis                  | Burrawang               |
| 8. Callistemon citrinus                 | Crimson bottlebrush     |
| 9. Ceratopetalum gummiferum             | Christmas bush          |
| 10. Banksia spinulosa                   |                         |
| 11. Grevillia "Blood-Orange"            |                         |
| 12. Westringia Fruticosa                | Coastal rosemary        |
| 13. Themeda triandra                    | Kangaroo grass          |
| 14. Myoporum parvifolium                | Creeping boobialla      |
| 15. Lomandra confertifolia - little con | Mat-rush                |
| 16. Lomandra longifolia                 | Spiky-headed mat-rush   |
| 17. Dianella brevicaulis                | Flax lilly              |

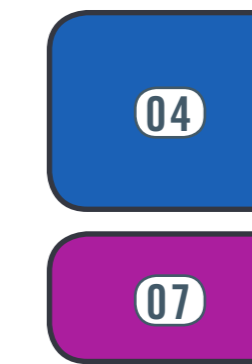
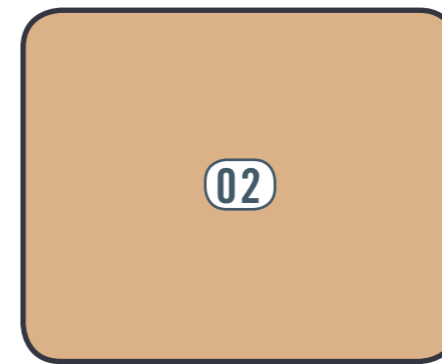
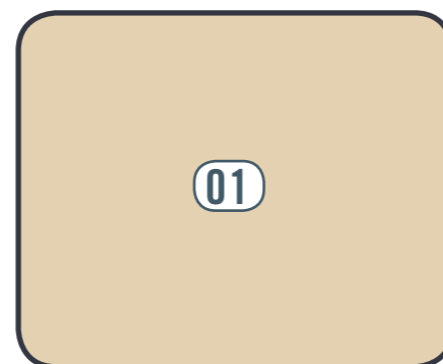


# INDICATIVE COLOUR PALETTE

The adjacent images and selected colour palette aim to draw upon the spectrum of vibrant colours, tones, and hues experienced during the teams site visit to the region. The colours selected will be reflected throughout the various elements and materials of the skatepark design.

## Selected Colours

- |    |                        |         |         |        |
|----|------------------------|---------|---------|--------|
| 1. | R = 228                | G = 209 | B = 179 |        |
| 1. | C = 10                 | M = 15  | Y = 30  | K = 00 |
| 2. | R = 219                | G = 177 | B = 135 |        |
| 2. | C = 14                 | M = 31  | Y = 50  | K = 00 |
| 3. | R = 180                | G = 121 | B = 89  |        |
| 3. | C = 26                 | M = 55  | Y = 68  | K = 7  |
| 4. | R = 27                 | G = 97  | B = 182 |        |
| 4. | C = 89                 | M = 65  | Y = 00  | K = 00 |
| 5. | R = 165                | G = 170 | B = 192 |        |
| 5. | C = 36                 | M = 28  | Y = 13  | K = 00 |
| 6. | R = 250                | G = 216 | B = 7   |        |
| 6. | C = 3                  | M = 11  | Y = 100 | K = 00 |
| 7. | R = 171                | G = 30  | B = 158 |        |
| 7. | C = 39                 | M = 96  | Y = 00  | K = 00 |
| 8. | Portland Grey Concrete |         |         |        |





# RECOMMENDATIONS

## CLOSING COMMENTS:

Based on the information gathered, evaluated and provided within all of Trinity Skateparks Consultant Report's - including; the Community Consultation & Pre-design Report, Schematic Design Report and the Draft Concept Options Report; our team have developed a strong understanding of Umina's actual user profile and its specific skate wants and needs based on qualitative data. In addition, the TSP team have generated two cost responsive design solutions with an estimate of probable costs that meets the demands coming from the data and respects council's budgetary requirements.

With respect to the current condition of the existing Umina skatepark it is recommended that the entire facility be retired and demolished to make way for the redevelopment of the proposed facility presented within this report.

Existing Geotechnical site conditions;  
Extract from Douglas Partners (DP) Geotechnical Investigation Report - **83520.00.R.001.Rev0 December 2018**

*"Subsurface profiles identified during previous investigations within the oval included generally medium dense sand underlain by medium dense to dense sand to approximately 10 m depth. This was further underlain by a mixture of generally loose silty sand / sandy silt then generally medium dense to dense sand to the limit of the investigation at about 13-15 m depth. Free groundwater was inferred around RL 1 AHD."*

Furthermore;

*"The subsurface conditions encountered in the boreholes generally comprised shallow filling and topsoil up to 0.3 m thickness over medium dense to dense sand. The topsoil, filling and sand soils are anticipated to be readily excavated using conventional earthmoving equipment such as hydraulic excavators. Collapsing conditions are anticipated for excavation in the natural sand soils. It is recommended that short term temporary excavations of less than 2 m in height should be battered at no steeper than 1.5H:1V in the sand profile. Free groundwater was not observed within the depth of investigation (2.5 m; range RL 1.3 AHD to RL 2.1 AHD), however, groundwater levels can vary with time. Given the sandy nature of the soils, seepage in to areas of cut cannot be discounted and suitable surface drainage systems should be provided in the design."*

In addition to detailed site investigations, consultation and developing the local 'user profile', the Trinity Design Team have generated a project vision, mapped the context and culture of place, cultivated a conceptual theme, proposed indicative materials and colour palettes as well as investigated site responsive landscape plantings. This information has all been collated and used to inform the proposed concept designs provided within this report.

The two draft concept options provided are an interpreted response to the communities requests. The designs are a combination of typologies, which was strongly reflected in the consultation feedback and cater toward a prodiminantly intermediate rider base with 2-3 years of riding experience. Both concept options do have advanced areas, while also providing designated zones and elements for beginners and juniors that allow for incremental skill progression, while also offering "skate challenges" for riders as they develop their skill sets.

The two pumptrack options provided offer users with a beginners to intermediate riding experience. Each course wil require further investigations and detailed design to ensure that the proposed form and function of the courses meet the industry standards for pumptrack design requirements and are able to be constructed within the proposed budget.

Both of the proposed design options incorporate peripheral landscape infrastructure and amenity; i.e drinking fountains, water stations, bins, bollards, tables and chairs, BBQ's, shelter structures, outdoor fintess equipment in the form of Parkour and Ninja warrior courses as well as shaded refuge areas for sitting, gathering and spectating.

## MOVING THE PROJECT FORWARD:

From here, the second round of community engagement can commence and the Central Coast Council, the UCG and the Umina community all have the opportunity to review, make comments, offer suggestions or provide constructive feedback on each of the proposed draft concept options.

The outcomes from this design review and second engagement period will be used to arrive at a preferred conceptual layout that meets the requirements of the community, council and the allocated budget. The final concept can then be produced and presented back to council and the community. Once agreement has been reached on the preferred conceptual layout of the Umina Skatepark and Peninsula Recreation Precinct, the project can move into the detailed design phase.

In respect to the journey this project is currently on, this document - "The Draft Concept Options Report" has been tailored to include as much information possibles for council and the community to either select their preferred option or provide constructive feedback toward amending either of the designs to reach a layout that is supported by the majority of the community.

### The following items represent the steps in the overall design process:

- Initial community consultation phase - Complete
- Pre-design and Schematic design options - Complete
- **Draft concept options, voting & presentations** - **Current Stage**
- FINAL concept presentations - To be completed
  
- Detailed Design and cost estimation - Future Stage
- Council approval and development application process - Future Stage
- Construction documentation - Future Stage
- Construciton tendering process - Future Stage
- Implementation / construction - Future Stage
- Maintenance and establishment period - Future Stage
- Final handover of precinct to council and community - Future Stage
- Community activation: skate events + coaching programs - Future Stage



## 6.0 APPENDICES:



# IMAGE REFERENCES

## Page-Image No. Reference

- 01-01 Reed Plummer Central Coast Drones, 2019, Umina Skatepark for Trinity Skateparks
- 02-01 Trinity Skateparks, 2018, Site Visit Photograph, Umina Skatepark And Peninsula Recreation Precinct
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- 09-01 Trinity Skateparks, 2018, Site Visit Photograph, Umina Skatepark And Peninsula Recreation Precinct
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- 10-03 Trinity Skateparks, 2018, Site Visit Photograph, Umina Skatepark And Peninsula Recreation Precinct
- 10-04 Umina Surf Life Saving Club, 2018, "Raising of the Flags" Facebook, September 29, 2018, <https://www.facebook.com/Uminaslsc/photos/a.721698237976527/1508219135991096/?type=3&theater>
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- 10-14 Trinity Skateparks, 2018, Site Visit Photograph, Umina Skatepark And Peninsula Recreation Precinct
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- 10-22 Blur Life 1975, "Shutter Stock - Royalty-free stock photo ID: 1179163630", Accessed December, 2018, <https://www.shutterstock.com/image-photo/vintage-tone-abstract-blur-image-street-1179163630>
- 11-01 Trinity Skateparks, 2018, Site Visit Photograph, Umina Skatepark And Peninsula Recreation Precinct
- 11-02 icentralcoast, "Central Coast Markets", Accessed December, 2018, <https://www.icentralcoast.com/central-coast-markets.html>
- 11-03 Trinity Skateparks, 2018, Site Visit Photograph, Umina Skatepark And Peninsula Recreation Precinct

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- 11-10 Gostalgia: local history from Gosford Library, Circa 1960, "Ocean Beach Umina", Accessed December, 2018, <https://www.flickr.com/photos/gostalgia/4602193729/>
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