



DAYBORO SKATE PARK

MORETON BAY REGIONAL COUNCIL
CONSULTATION & CONCEPT OPTIONS REPORT

ADDRESS: Roderick A. Cruice Park
Williams St, Dayboro
QLD 4521
LGA: Moreton Bay Regional Council
ISSUE: FINAL
REVISION: B
DATE: 24.02.2023

UNDERSTANDING THE SKATE CONTEXT IN THE REGION

In order to determine the style of facility proposed for the Dayboro Skate Park it is first important to undertake a study of skate facilities within a close proximity to the proposed development to identify their style and where gaps in provision exist. Skate facilities consist of three distinct style: Plaza, Transition and Combination.

This study has identified that the region consists of a mixture of these styles of facilities. Many of the existing skateparks are of an outdated and older-style, which are not in keeping with current skate trends and require construction repairs, and in some cases a comprehensive re-development of the facility.

With this in mind, and in keeping with the results from user consultation as well as designing to the site conditions, it is advised that a combination style facility will be best suited for Dayboro. Flow and plaza style areas will provide a range of features for all styles and abilities, with a preference to beginner and intermediate level riders. Transitions will consider inclusivity, accessibility, fall heights and safety aspects to create a local skate park with original and interesting obstacles that compliments the existing network of skateparks.



EXISTING SITE CONDITIONS & SKATE FACILITY

- Images Sourced from TSP Photography -

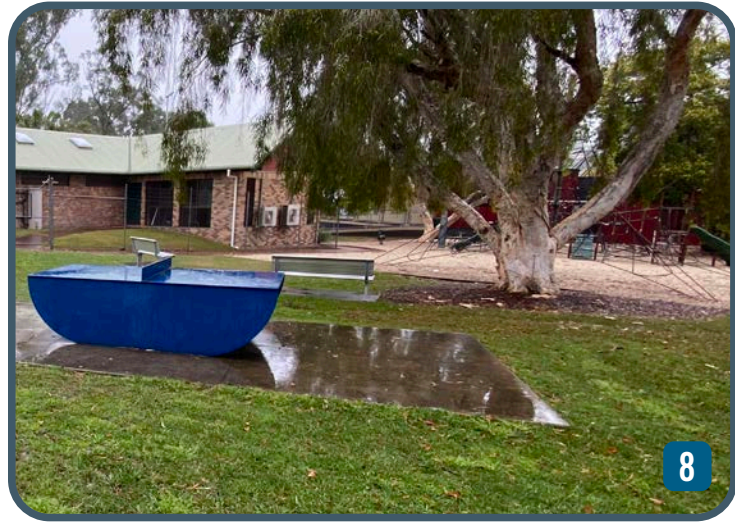
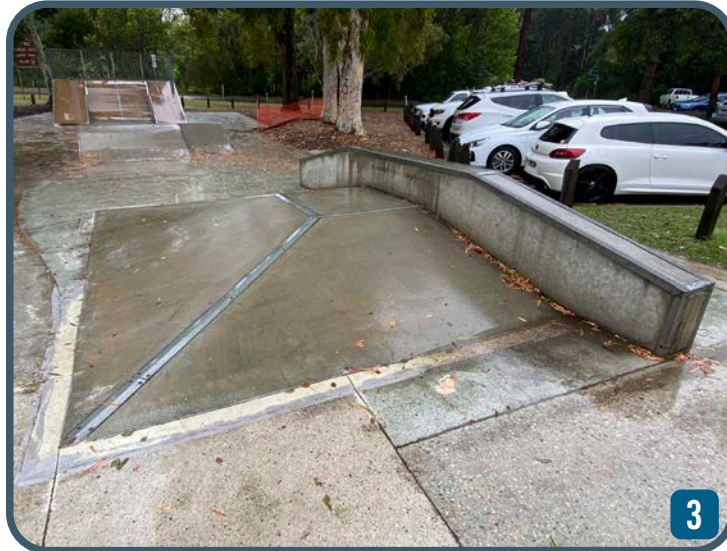
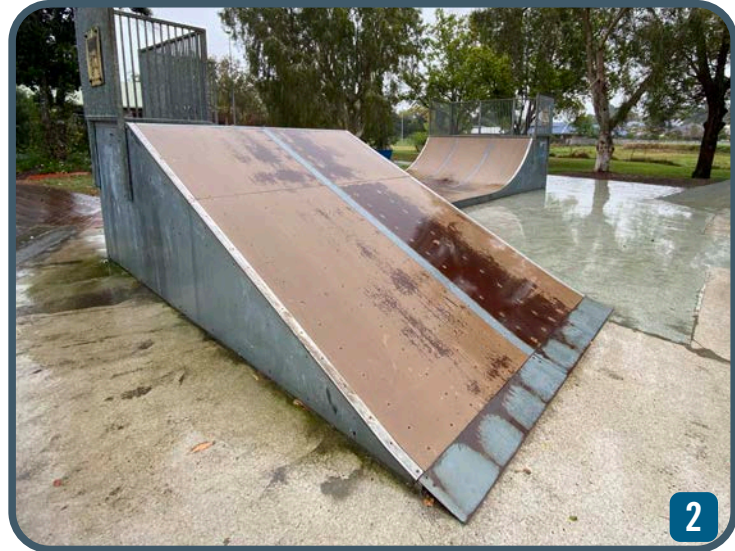
In collaboration with MBRC, TSP visited the proposed project site in Dayboro and undertook a photographic image study to assist the design team with their analysis and overall design process. The site photos were reviewed and have allowed the design to make a series of decisions and recommendations.

The following comments are drawn from and associated with the images taken from the site.

- The project site has good views into and out of the site from Mount Mee Road which increase passive surveillance of the facility, reducing opportunities for antisocial behaviours.
- Overland flow is a critical factor within the context of the site, with stormwater drainage points existing on Williams Street and Mount Mee Road during rain events. There is also an existing turf drainage swale that runs adjacent to Mount Mee Road. The consideration and management of water flow in and around the upgraded skate park will play a critical role in the delivery of a successful design outcome.
- Sediment, debris, mulch, and vegetation is spilling over the garden bed and accumulating at the edge of park. The large established trees drop leaf litter over the park creating hazards for riders.

LEGEND:

- 1. Half Pipe with Hipped Transitions
- 2. Flat Bank (Modular)
- 3. Fun Box
- 4. Mogul with adjacent Spine
- 5. Central Roll-In with Flat Banks (Modular)
- 6. Skate park view from Mount Mee Road towards the Dayboro Tennis Club
- 7. Half-Pipe with hipped Flat Bank (Modular)
- 8. Table Tennis Set-Up and Playground



COMMUNITY CONSULTATION

PROMOTIONAL SCOPE

The consultation strived to increase the community’s understanding of the proposed redevelopment of the Dayboro Skate Park and to do so in an open, public and transparent process. Promotional tools to promote involvement and comments included physical and online advertising targeting skate park users and local residents. There was also a key stakeholder group from the previous consultation that was informed of events directly.



DATA HANDLING AND ANALYSIS

The data handling and analysis have been carried out by TSP. The workshops were designed to increase inclusiveness and develop data for analysis and development into themes and direct design responses.

All participants were initially informed of the workshop objectives and how the information provided would be utilised to inform the concept design process.

All responses are treated in confidence, to ensure the anonymity of respondents. In line with TSP’s privacy policy, no identifying information is included in any responses included in this report.

METHODOLOGY

The workshop session helps build a sense of community and is a useful tool in receiving data through seeking the opinions of a community group, permitting multiple contributions. Unlike a survey, workshop sessions allow the discussion of complex issues and any possible underlying concerns.

The workshops held were semi-structured to allow the process to develop freely and invite users to make suggestions and comments on a collaborative design concept. The workshops were structured as follows:

PRESENTATION

- ▶ Show the project parameters, including project brief, constraints and project overview. This informs residents and stakeholders of what is included in the project.
- ▶ Create a discussion to inspire and inform the potential options and capabilities that are possible within in the youth facility.
- ▶ Ask the stake holders if budget wasnt an issue, what is your dream park. This got the users thinking about exactly what they want, and making it easier for them to say what they want.
- ▶ Open up the floor for any questions regarding the project.

PICTURE VOTING (GATHER IDEAS)

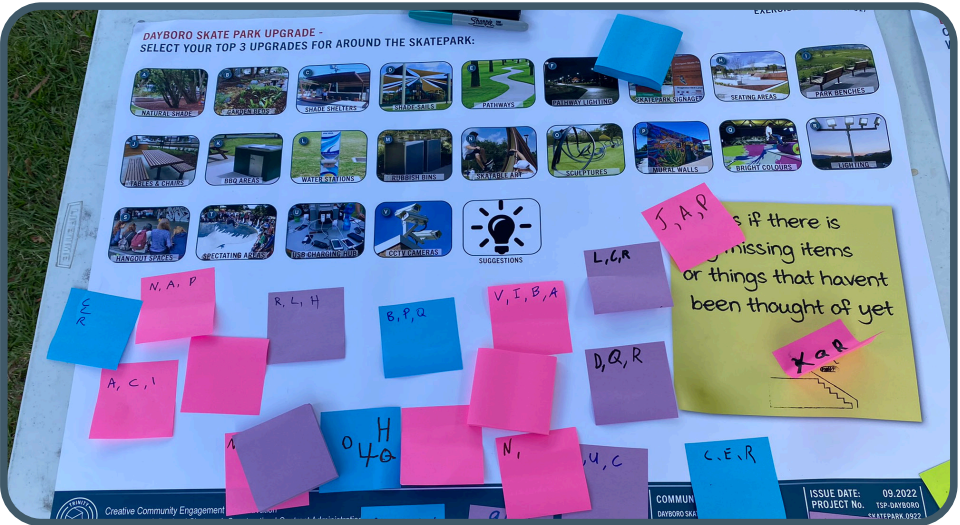
- ▶ Starts the process of decision making and illustrates individual preferences and “wants”.

DESIGN WORKSHOP (LINK AND RESOLVE IDEAS)

- ▶ Collaboratively investigate and resolve individual ideas through group discussion and creativity, resulting in a communal group theme, by developing spatially located design responses.
- ▶ Workshop participation and presenting the results to an open forum and wider group discussion. Utilising this workshop method ensures the evolution of a highly resolved and informed design outcome that is unique to the community.
- ▶ The consultation process encourages the local community to take an active role upon completion of the built outcome to become guardians of the space and most importantly activate the facility.
- ▶ The following pages summarise the feedback gathered via the workshops, drop-in sessions and online survey.

PICTURE VOTING RESULTS

- ▶ Following the workshop presentation and introductions, participants voted on a range of visual choices of inspirational images. This allows participants the opportunity to choose their favourite features and elements by using post-it notes to write down their top 5 skate elements and top 3 surrounding features.
- ▶ Many of the design workshop attendees voted on a mixture of features relating to street and transition skating - indicating that the redevelopment of the Dayboro Skate park will need to cater for both street and transition riders. These features could include a mini ramp/small open bowl, hipped transition, kickers, rails and ledges with the option for a deep bowl to be incorporated at a later date as a second stage. The inclusion of a unique feature, such as art or a skateable sculptural element within the space was also highly favoured by the community and the integration of these into the skate park will be considered throughout the initial design phases.



COMMUNITY CONSULTATION RESULTS

The design consultation outcomes from the engagement sessions and online survey have been summarised to inform a community driven design brief for the Dayboro Skate Park. The community brief will be used in conjunction with councils brief to inform design decisions and actions. These are all outlined thematically and will be used as the foundation for the development of the concept design.

TARGET USER GROUP

The community feedback has hinted via comments that skateboard riders and BMX are the majority user styles. It will however, cater to all user groups including those participating in scooter riding, roller skating and all other active wheeled sport disciplines, as well as those non-active participants looking to spectate and socialise.

SKILL LEVEL PROVISION

There was a relatively even spread of responses from both beginner and intermediate skill levels, however advanced level users also provided feedback. The design will predominantly cater toward beginner to intermediate skill levels, however it is key to provide for skill progression within the facility. This will allow for beginner users and future generations to learn and continue to develop their skills up to an advanced ability and for advanced users to continue to be challenged.

SKATE TYPOLOGY

A mixture of both transition and street style elements were indicated as preferred features by participants. The feedback focused on a variety of street features as well including a flat bar, manual pads, ledges, stair sets and flat banks. A number of participants preferred to see the inclusion of transition elements such as spines, tall quarter pipes and bowls.

Through the feedback obtained, Trinity skateparks can recommend that the proposed design for the skate park should be a street style facility that includes a couple of transition elements. The shared vision amongst participants was to see this skate park integrate with the surroundings and help create a community hub for both youth and local families.

USER + SPECTATOR AMENITIES

To ensure a central community space that can be used by a variety of different user groups, the facility will offer a number of social opportunities. The provision for areas of refuge and shade throughout the day is to be considered, whether purpose built or looking to utilise natural shade. Many highlighted the beginners pump track as being a great idea to keep the less experienced riders separate from the more experience users.

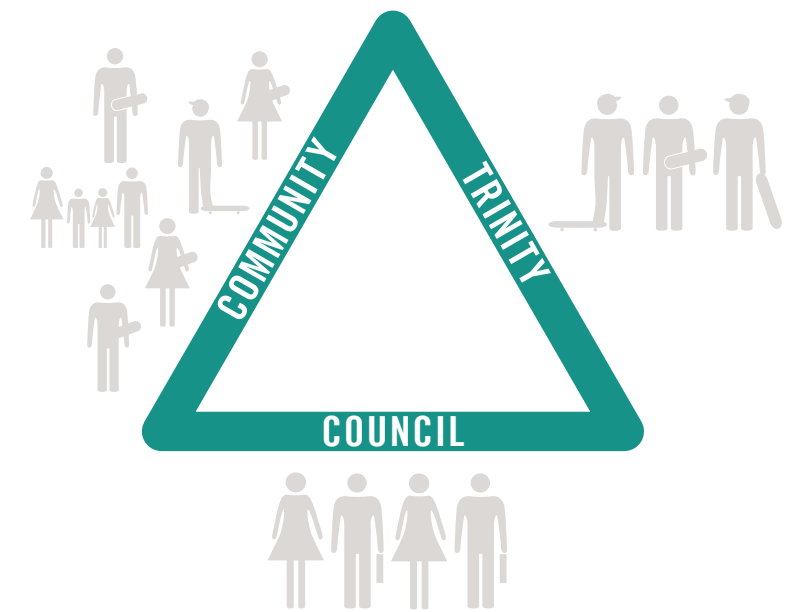
The renewal of the skate park will inherently create a safer environment for end users while CPTED principles will be adopted throughout the design process to enhance passive surveillance into and out of the new skate park.

ICONIC ELEMENTS + LOCAL IDENTITY

The unique contextual setting of Dayboro will be amplified within the proposed designs, with the intent to create an identity for the skate park that reflect the values and preferences of the local community. Key words, places, people and historical memories discussed by the community in the consultation phase will assist in forming the concept and theme for the final skate park design.

MOVING FORWARD

Upon review and approval of the final concept design, TSP will undertake the next round of consultation with the community to discuss the concept design. This community engagement phase will provide a full circle approach and provide opportunities for the community to see their feedback culminated in conceptual designs specific to the site. Additional comment will be sought from the community on the proposed concept design options outlined in this Report. TSP will endeavor to adopt the comments made by the community and council within the final revision of the detailed design phase. The detailed design documentation will be issued to council for a number of reviews and provide evidence of project progression.



What do you do for fun in Dayboro?



- Graphic created by TSP - Dayboro Online Survey - Q17 Results

Is there anything else you would like to tell us?



- Graphic created by TSP - Dayboro Online Survey - Q18 Results

UNCOVERING CONCEPTUAL THEMES

During the consultation workshop, TSP posed a series of questions to the community to garnish ideas for the concept - i.e. “what is special, unique or ‘iconic’ about Dayboro?” and “are there any unique skate spots in the area worth replicating?”

The intention of the questions was to achieve a holistic understanding of what the community values most about the place they live and ride. While TSP was visiting Dayboro to undertake the community workshop, we explored the site, the rural town qualities and surrounding natural areas to better understand the context of people, place and country.

What we observed generally aligned with the responses received from the community feedback during the consultation phase.

Some of the common responses from participants during the consultation phase were:

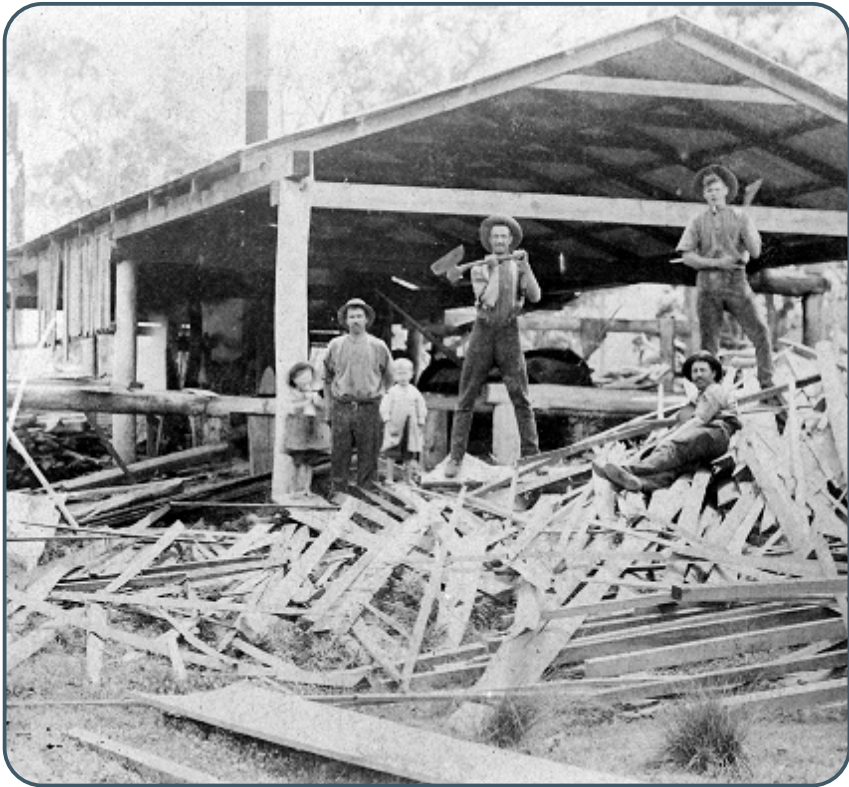
- ▶ Their favourite place to ride is “Bracken Ridge Skate Park because of its size and range of obstacles”
- ▶ “A mix of street and transition skating” was the most popular style of riding
- ▶ “Paddington Skate Park” was their second favourite place to ride
- ▶ The top 5 street features were transitions, bowls, mini-ramps, funboxes and ledges

Our visit also highlighted that the community of Dayboro highly value the character, history, sense of place, surrounding natural areas, and the variety of recreational opportunities. Originally referred to as the Upper Pine District by early settlers, the town and its title has evolved and adapted, developing an identity and characteristics entrusted by the thriving community and recognized but all who visit. From timber-getting to sugar cane, pineapple and dairy farming, the quaint rural town has been characterized by the agricultural industry opportunities afforded by its landscape surroundings.

With the above in mind, the TSP design team began to explore the essence of place and country to uncover and inform conceptual themes for the design process. From our research it is clear that the local community holds the history and rural town culture of Dayboro in high-regard. The goal is to gain a common and known respect for the new space and the features that are introduced within it, which may help the local community and Council to maintain a lively and activated place that both locals and visitors are attracted to, enjoy participating in a range of uses at varying times, for future generations to come. TSP has considered the communities values, designing to incorporate and integrate the cultural heritage. With a particular focus on the celebration of the dairy farming and agricultural industry that are major contributors to Dayboro's identity. These themes will further assist in creating a distinctive, highly-functional precinct for the community to enjoy.



CONCEPT 1 THEME: DAIRY FARMING



CONCEPT 2 THEME: AGRICULTURAL INDUSTRY



DESIGN VISION

The Dayboro Park Active Recreation and Skate Park is comprised of numerous opportunities that form a functional precinct of active engagement and interaction. Users will enter the space via Mount Mee Road where existing car parking is also located, or via the internal shared pathways of Roderick A. Cruice Park or. Pedestrian access footpaths allow forms of active transport while providing passive surveillance of the skate park and youth activities area. Future users will be able to traverse the site freely, with way-finding tools and signage creating an inner network for safe travel for all users.

Feedback received from the Community Consultation suggested that shelter is a high-priority that is currently an issue at the park. Passive and shaded refuge areas will be an important feature in the proposed layout. The proposed design implements turf areas with shade trees to create opportunities for gathering, and respite on high temperature Summer days as the locale is well known for. Shelter structures with feature embellishments will be located strategically to areas of high activation. New planting areas will improve scenic amenity of the existing site and enhance the proposed footprint, with the re-alignment of drainage lines reducing overland flow and pooling in the skate park and other high-use areas.

There are a number of mature shrub and tree species growing in proximity to the existing site. Many of the existing species should not be impacted during the redevelopment of the facility. A series of design and construction measures will be implemented to ensure minimal if any impact is caused to structural root zones. It is likely that a small number of existing trees will require removal from the site and replacement plantings have been included in the design concepts in this package.

The existing mix of species appear to form part of the local /endemic vegetation groupings. The trees directly adjacent to the car park already provide generous natural shade opportunities for users. Additional trees are likely to be proposed within the landscape areas surrounding the skate park to ensure there is good provision of natural shade. An entry node with marker trees to signify the skate park entry would complement the upgraded facility and provide an inviting area for spectators to gather.



The following concepts incorporate and consider Crime Prevention Through Environmental Design (CPTED) principals to ensure the perception of safety from a park users perspective. 'Safety in design' must be considered and its importance recognized. It can be achieved by designing high levels of passive and natural surveillance into public recreation facilities of this nature.

TSP believes that, moving forward, it is important that the design philosophy for the redevelopment of the community space be grounded in a design and respective features (i.e. hardscape materials, artwork, planting palettes, colour schemes, forms and structures, etc.) that reflect and embrace the local culture / community / artists / suppliers / trades, etc. to complement the natural beauty of the quaint rural town. By ingraining the unique history and characteristics of Dayboro into the new space, we feel that it will help give the local community a stronger connection to the revitalised precinct - bringing a true sense of pride and instilling confidence and empowerment by taking ownership of a shared community space that is respected and loved by all.

The goal is to gain a common and known respect for the new space and the features that are introduced within it, which may help the local community and Council to maintain a lively and activated place that both locals and visitors are attracted to, enjoy participating in a variety of uses at various times of the day and night, for future generations to come.



↑ IMAGE SOURCED FROM QUEENSLAND.COM, 2021

↑ IMAGES ABOVE SOURCED FROM DAYBORO HISTORICAL SOCIETY, 2022

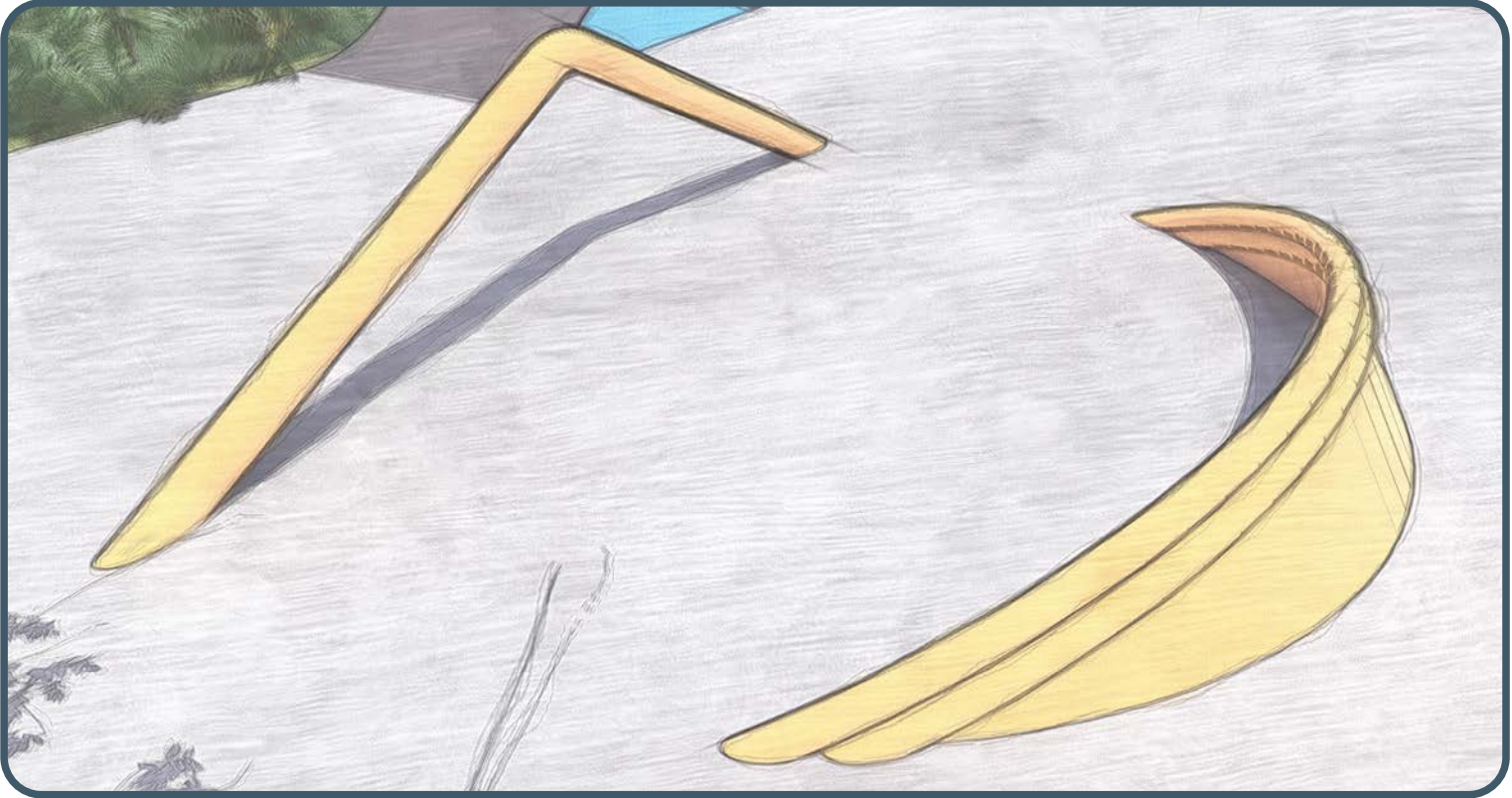
CONCEPT ONE DESIGN EXPLORATION



↑ IMAGE SOURCED FROM TREEHUGGER, 2020



IMPLEMENTATION OF CATTLE FENCE STYLE AS BALUSTRADE WITHIN CONCEPT



CONCEPT ONE SKATE PARK PLAN



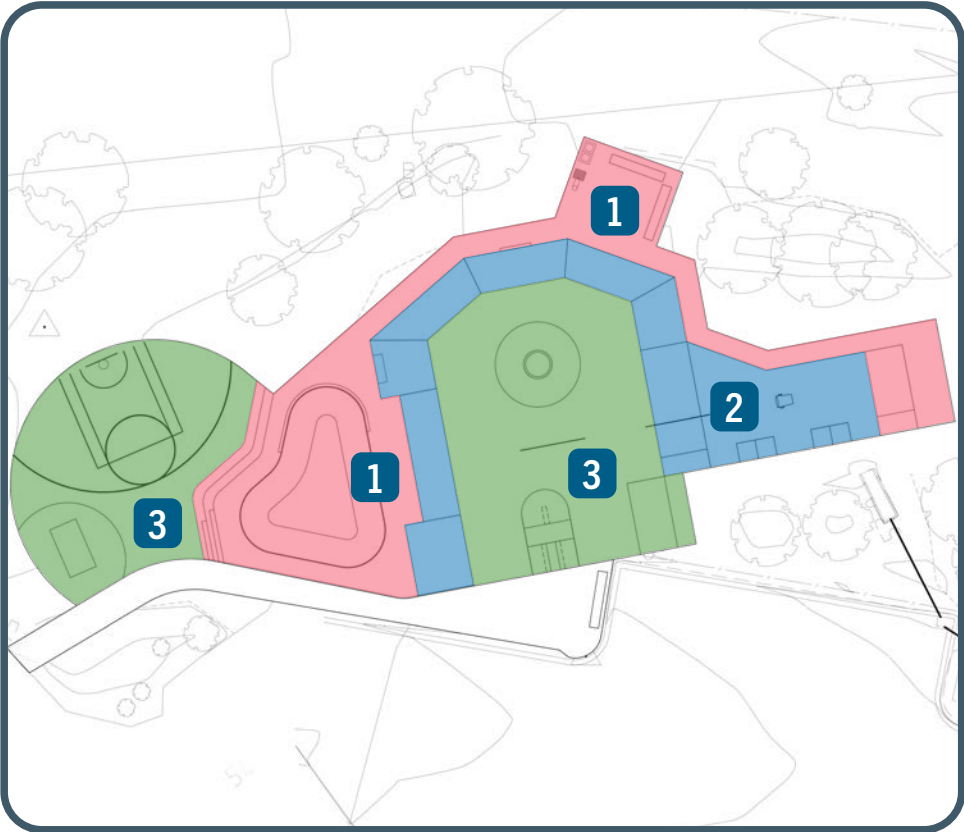
SKATE LEGEND

- ① +1m (H) Transition Bowl
- ② +1.3m (H) Extension Pocket
- ③ +1m (H) Flat Bank with Euro-Gap
- ④ +1m (H) Transition
- ⑤ +1m (H) Flat Bank
- ⑥ +1m (H) Flat Bank with Slappy Curb
- ⑦ +1m (H) Volcano
- ⑧ +400 (H) Flat Rail
- ⑨ +350 (H) Mogul
- ⑩ +200 (H) Manual Pad
- ⑪ +400 (H) Kicker to Kicker
- ⑫ +500 (H) Flat Bank
- ⑬ +450 (H) Down Rail
- ⑭ +900 (H) Transition
- ⑮ +500 (H) Roll-In
- ⑯ +300 (H) Roll-Over
- ⑰ +350 (H) Roll-Over
- ⑱ +400 (H) Milk-Churn Feature
- ⑲ +500 (H) Roll-In
- ⑳ +500 (H) Flat Bank
- ㉑ 1m Wide Pedestrian Access Pathway

LANDSCAPE EMBELLISHMENTS

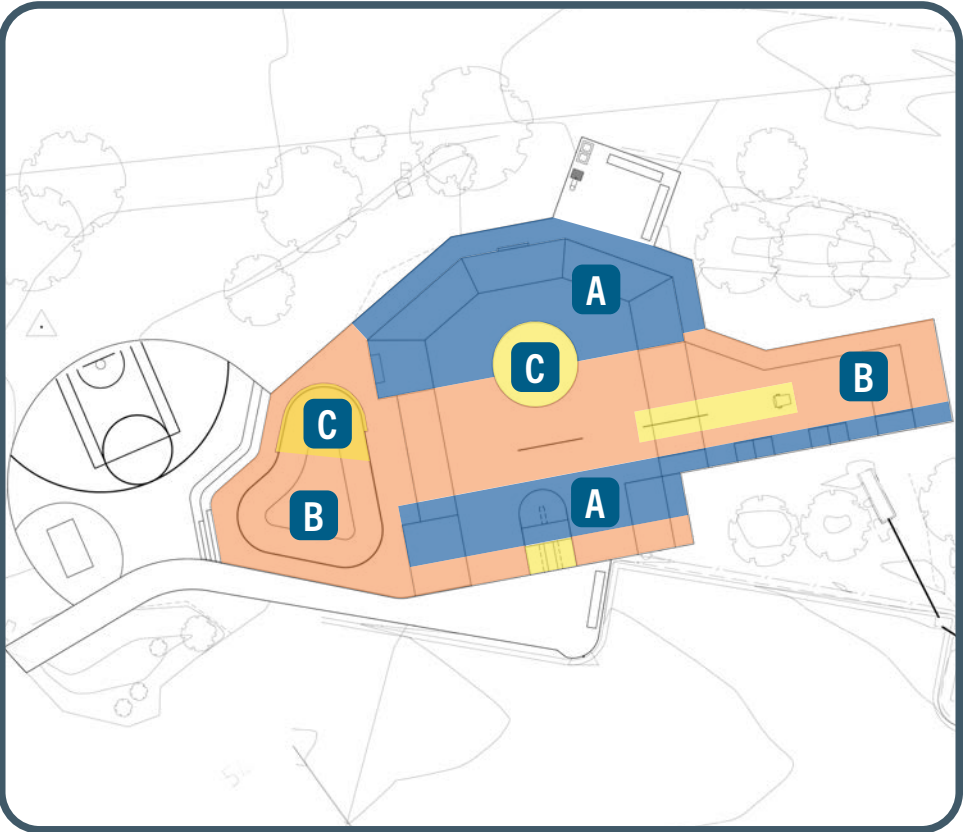
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|---|---|
| ① Tiered Seating and Skate Park Entry Stairs | ⑤ Existing Car Park |
| ② 4x4m Shelter with Seating, Water Bubbler and Bin Recepticle | ⑥ Proposed Half-Court Basketball (Future Stage) |
| ③ Pick-Up/Drop-Off Node with Seating | ⑦ Relocated POPP Table Tennis Table (Existing) |
| ④ Existing Stormwater Drainage Outlet | |

CONCEPT ONE DESIGN DEVELOPMENT



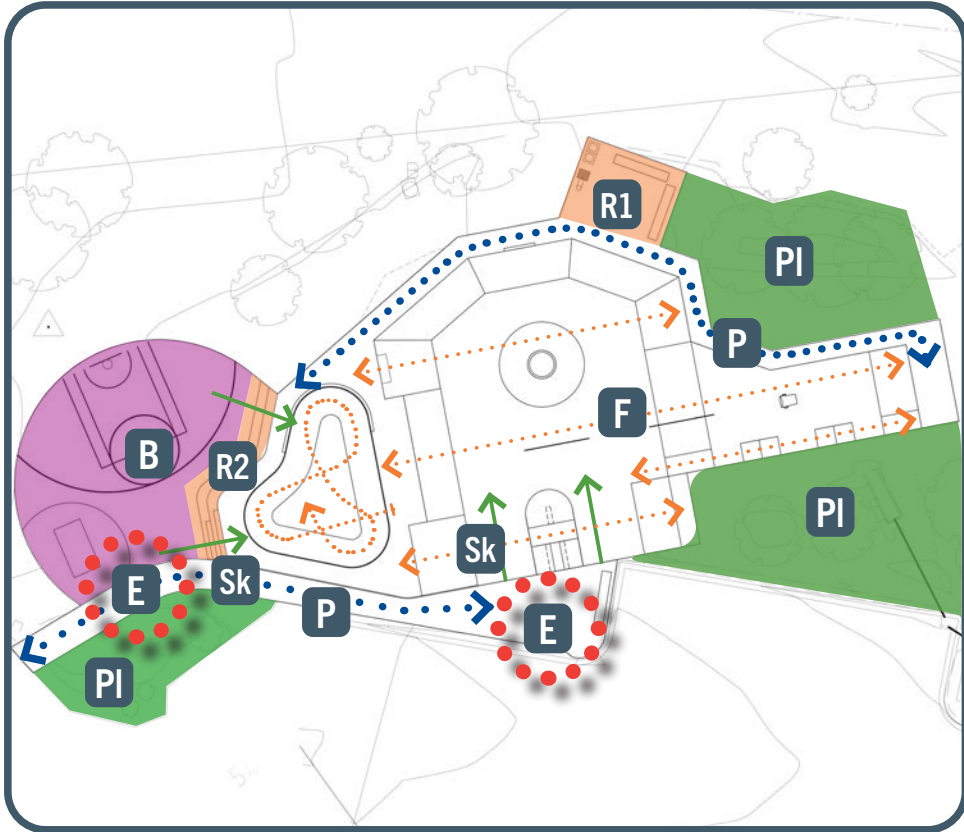
TOPOGRAPHY

- ▶ The site is within *Moreton Bay Regional Councils* Flood Planning Area for future heavy rainfall events and as such the renewed skate facility must consider these landscape disturbances to ensure pooling of water does not occur. The site is relatively flat and falls toward the north of the site, which impacts the levels and layout of the proposed skate facility; bulk earthworks operations and drainage within the construction phase must also be addressed.
- ▶ As a result of the site topography, the skate park will be “built up” and divided into three distinct skateable areas within the spaces that provide opportunities for all skill levels while allowing for passive surveillance of the site from functional refuge and breakout areas. The level changes provide opportunities for unique features and obstacles to be included that are responsive to the community’s skate preferences.
- ▶ This facility has been developed into three key levels as nominated below:
 - ▶ 1. High - (Upper platforms and tiers of the facility)
 - ▶ 2. Mid - (Transitional areas of the facility)
 - ▶ 3. Low - (Lowest flat and floor areas of the facility)



SKATE ZONES

- ▶ In response to the community feedback the skate park has been divided into three indicative zones to enhance the overall capacity and function of the facility. This will enable different user groups of the skate park to easily flow between each of the skate zones and ride different features. Each zone is designed to cater for a variety of skill levels, skill progression and can also function as an individual “runs / areas” during peak riding times or be used to flow between when rider numbers are low.
- ▶ The overall skate terrain and the features included within each zone is an interpreted response from the feedback received during the all phases of community consultation.
- ▶ This facility has been developed into three key skate zones as shown below:
 - ▶ A. Beginner / Intermediate - “Street & Park Style” Areas
 - ▶ B. Intermediate - “Transitions, Extensions and Street Style” Areas
 - ▶ C. Intermediate / Advanced - “Progressive Flow & Street” Areas



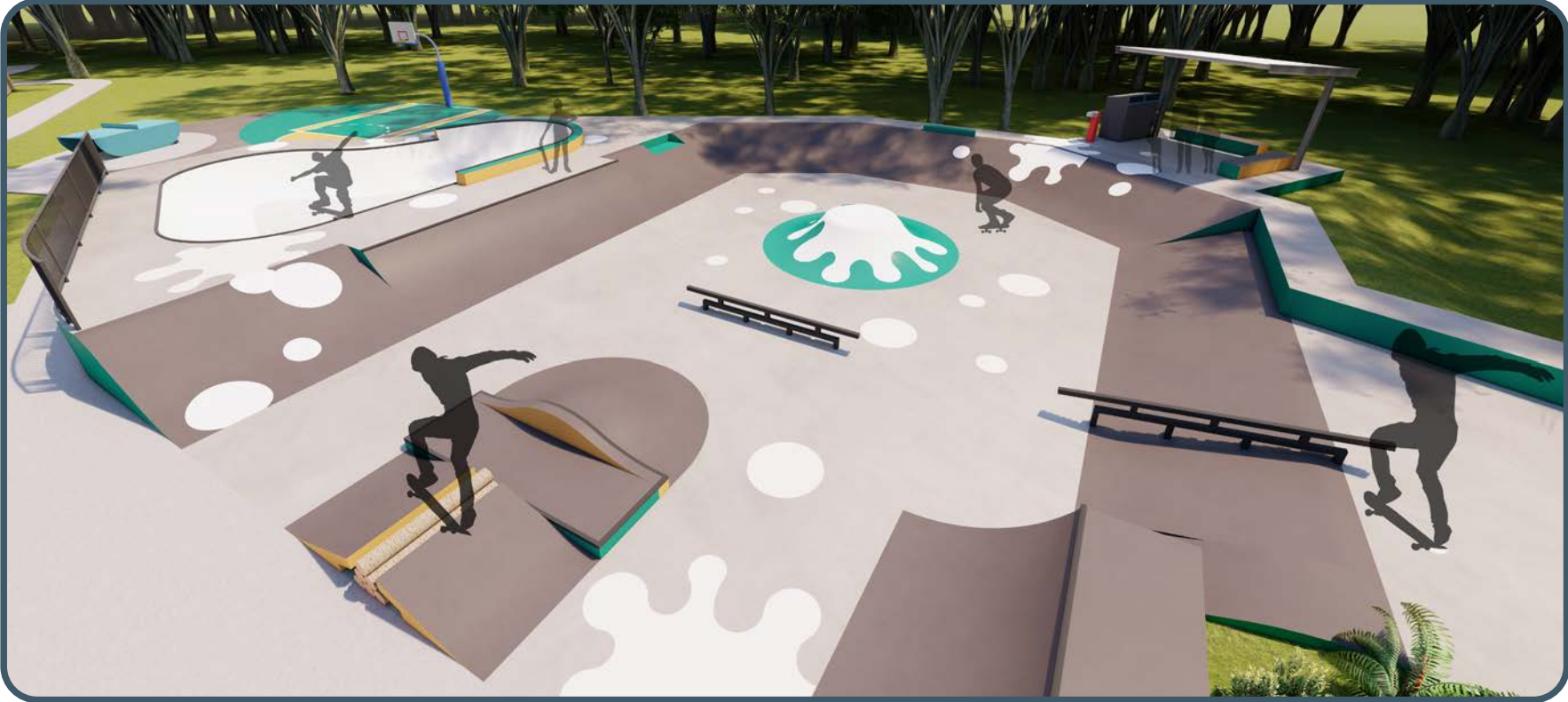
CIRCULATION, FLOW, AND LANDSCAPE AMENITY

- ▶ Landscape amenity is key to the successful function of outdoor recreation spaces.
- ▶ Adequate pedestrian connectivity creates a safe accessible & enjoyable facility for the general community. Refuge areas provide safe spaces for non active users to congregate & socialise.
- ▶ A primary refuge area has been located on the highest floor of the skate park, creating a vantage point with unobstructed views for spectators to view the skate park.
- ▶ A secondary seating & spectating area has been included along the southern edge of the facility that runs adjacent to the existing carpark. These breakout spaces offer refuge and shade for active users, while generating opportunities for community engagement. Established shade trees and proposed plantings support the provision of natural shade & refuge opportunities.
- ▶ To support the refuge areas, circulation pathways have been included to create accessible connections, increase opportunities for social interactions & provide access for maintenance & emergency response vehicles. The facility has been design with the following heirachy:
 - ▶ (“E”) - Entry Node
 - ▶ (“R”) - Refuge and Spectator Area
 - ▶ (“B”) - Half-Court Basketball and Youth Activity Area
 - ▶ (“PI”) - Mass Plantings of Native Species
 - ▶ (“P”) - Primary Pedestrian Connectivity
 - ▶ (“F”) - Skate Park Flow Lines
 - ▶ (“Sk”) - Skate Park Entry Points and Circulation

CONCEPT ONE 3D VISUALISATIONS



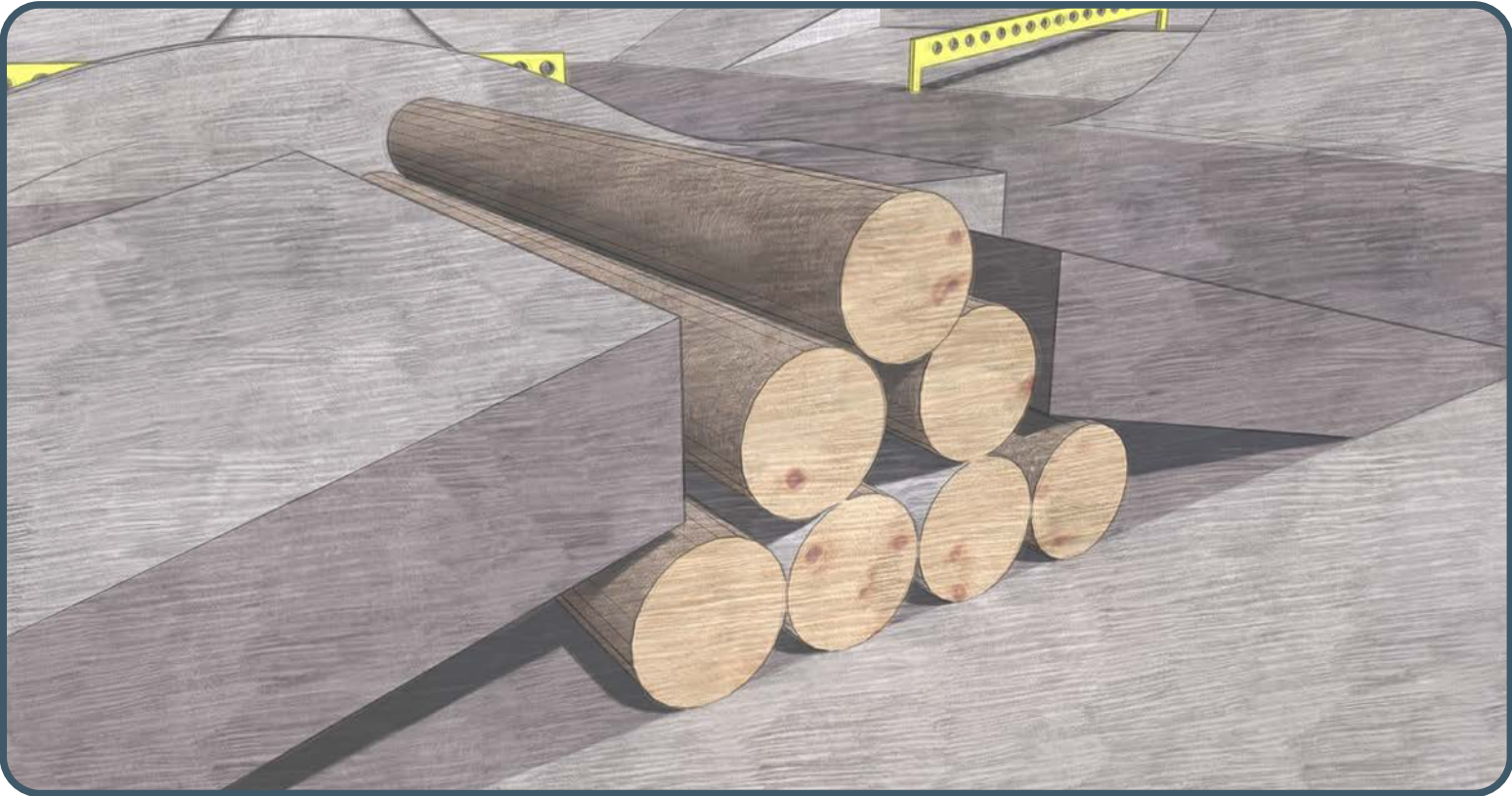
CONCEPT ONE 3D VISUALISATIONS



CONCEPT DESIGN EXPLORATION



These 3D visualisations display how the conveyor belt arm of a pineapple picking tractor can be reinterpreted as a skateable rail for the new skate park.



CONCEPT TWO SKATE PARK PLAN



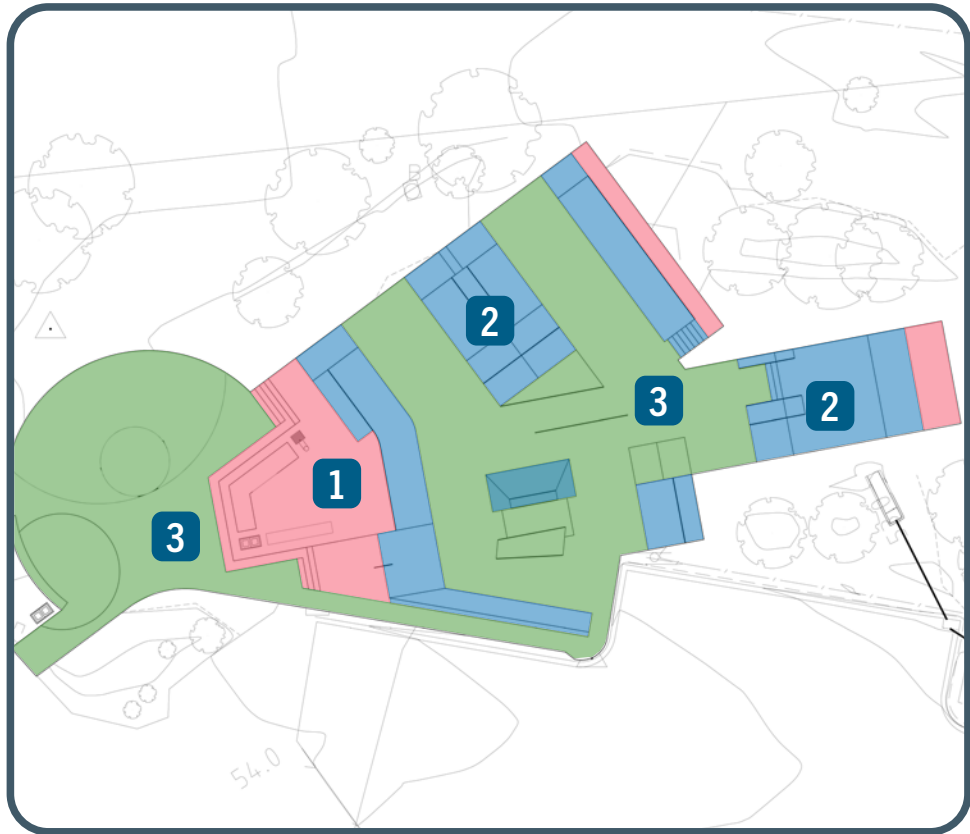
SKATE LEGEND

- ① +1m (H) Flat Bank
- ② +1.2m (H) Transition Extension
- ③ +1m (H) Transition
- ④ Entry Stairs
- ⑤ +800 (H) Flat Bank with +300 (H) Pole Jam
- ⑥ +800 (H) China Bank
- ⑦ +600 (H) Kicker to Kicker over Wooden Log Pile
- ⑧ +1.2m (H) Spine Transitions
- ⑨ +550 (H) A-Frame with +450 (H) Rail Over
- ⑩ +600 (H) Angled Manual Pad and Ledge Combination
- ⑪ +450 (H) Long Flat Rail
- ⑫ +750 (H) China Bank
- ⑬ +150-300 (H) Manual Pad
- ⑭ +500 (H) Manual Pad and Ledge Combination
- ⑮ +1.5m(H) Roll-In
- ⑯ +1.5m (H) Transition
- ⑰ Access Stairs
- ⑱ +400 (H) Roll-Over
- ⑲ +900 (H) Transition
- ⑳ +350(H) Ledge
- ㉑ +350 (H) Ledge and Stair Combination
- ㉒ +600 (H) Flat Bank
- ㉓ +950 (H) Flat Bank

LANDSCAPE EMBELLISHMENTS

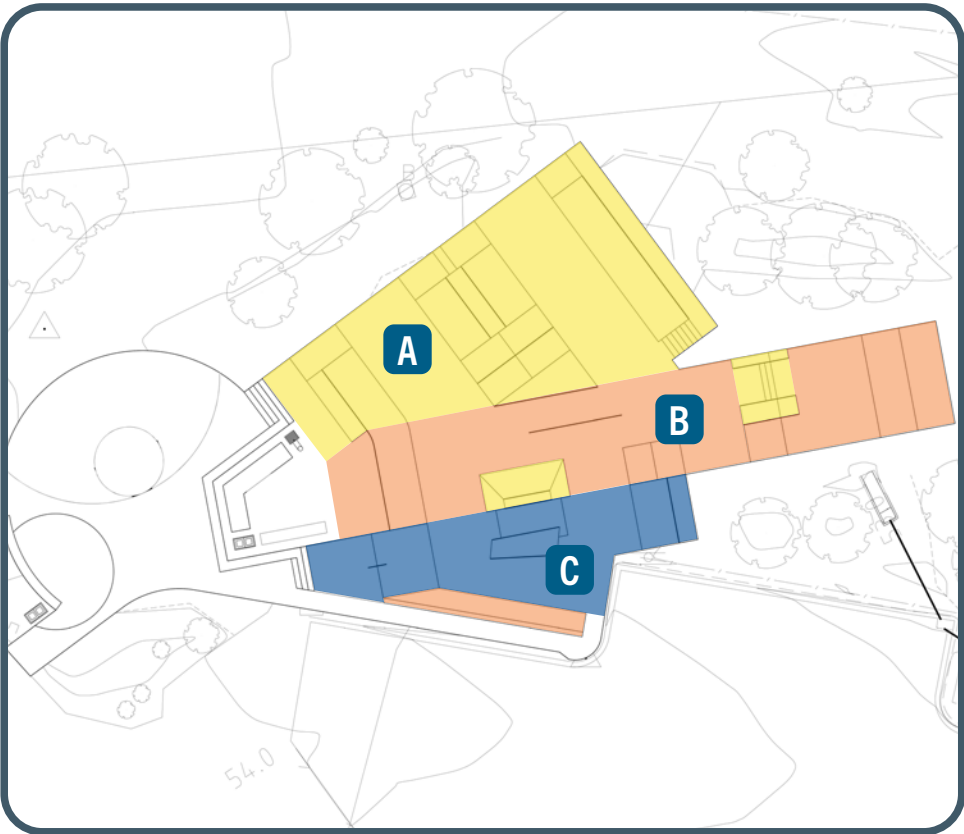
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CONCEPT TWO DESIGN DEVELOPMENT



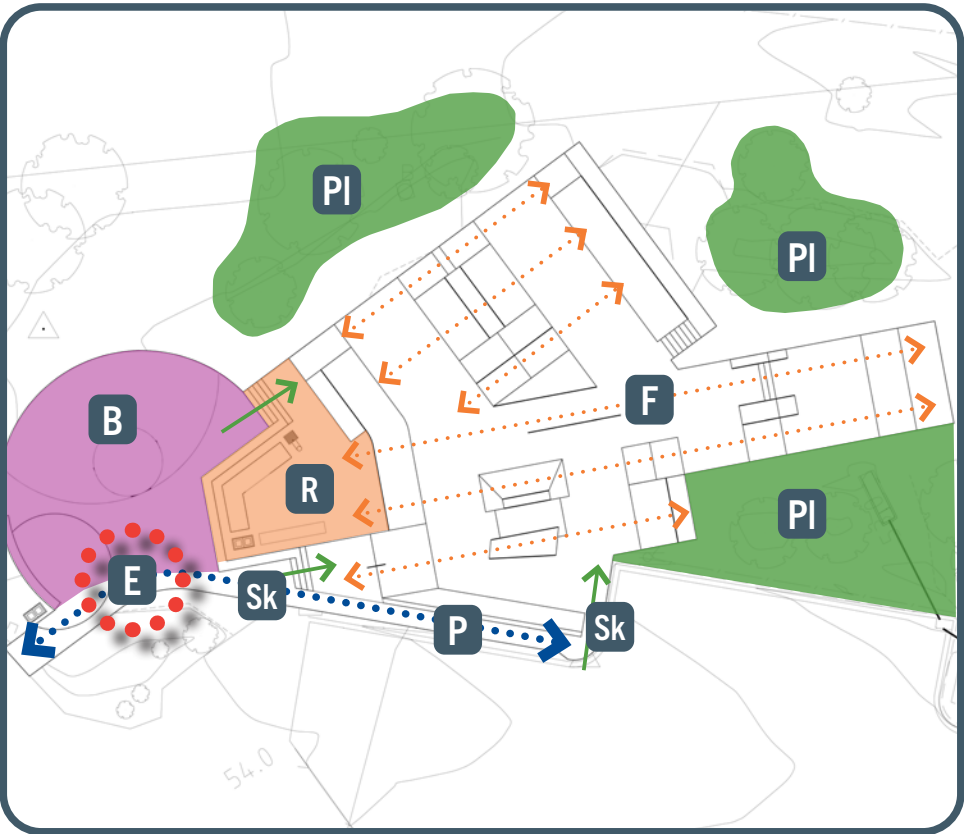
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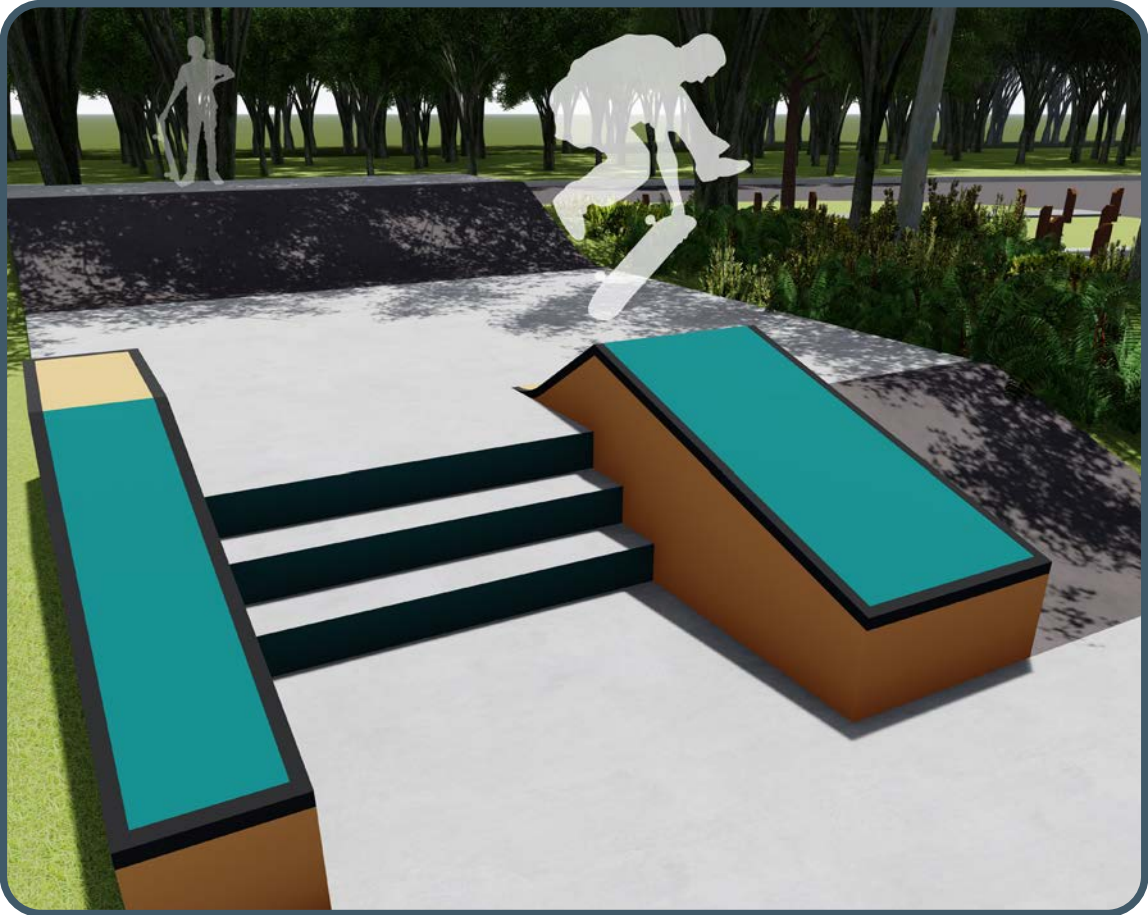
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CONCEPT TWO 3D VISUALISATIONS



CONCEPT TWO 3D VISUALISATIONS

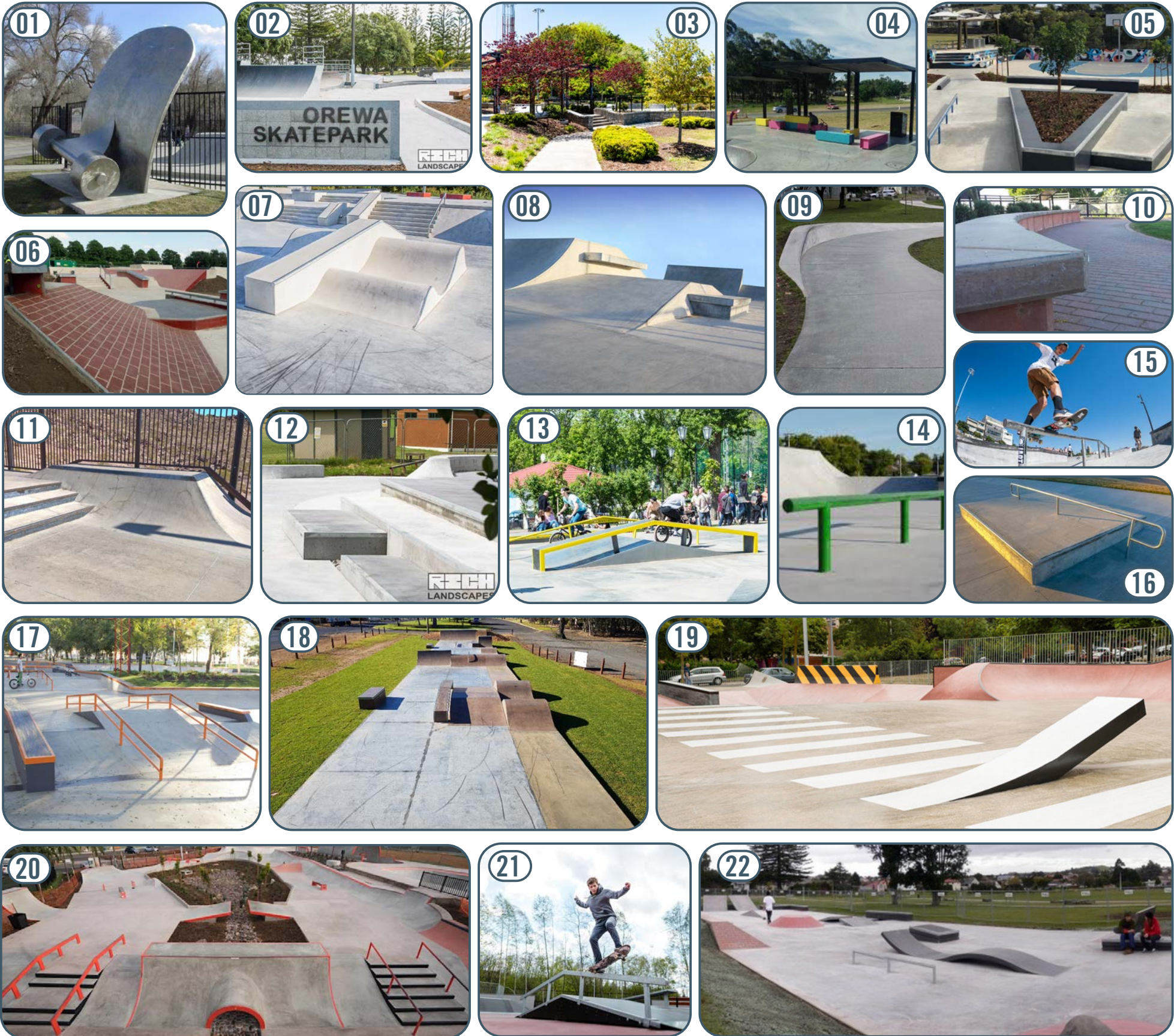


INSPIRATIONAL SKATE FEATURE IMAGERY

Exploring the elements within skate parks 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, the parks flow and opportunities for skill progression in relation to the function of the overall skate park.

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. Skate park and multi-purpose court
- 6. Bricked / Stenciled flat banks
- 7. Cast insitu "roll-over wave"with roof-top grind ledge
- 8. Central fun box feature with grind ledges
- 9. Footpath with skate ledges
- 10. Curved seating walls and grind ledges
- 11. Stair set to hipped steep bank
- 12. Feature ledge over gap
- 13. Floating coloured hubba ledges
- 14. Coloured round rail
- 15. Flat bar rail
- 16. Manual pad with feature rail
- 17. Central Roof-top combo with colour rails and coping
- 18. Narrow park with linear pump track
- 19. City street elements adapted and warped to create unique skate features
- 20. Skate park incorporating colour metal work
- 21. A-Frame with grind rail
- 22. Multi-skill leveled skate elements



The images pictured above have been either taken by the TSP team, purchased stock images or sourced via a "Google image search" & downloaded from various websites.



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